

# Credits For Borderlands Beyond

#### **Borderlands**

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#### **Ever Forward**

Welcome to the fourth volume of the Gloranthan Classics. As before, I have endeavored to assemble a related group of sought after Gloranthan material from numerous long out-of-print sources. Herein you will find a compilation of material from Borderlands, Plunder, Runemasters, Nomad Gods, and the RQ Companion, plus articles from Wyrms Footnotes and Pegasus magazine. These sources have collectively yielded over 300 pages (re)printed together for the first time.

Like the previous volumes, working with and reading this source material continued the flood of sentimental and faded memories. My character played in some of the scenarios from *Borderlands* over 20 years ago and I finally understand some of the perplexing qualities of my adversaries.

Once again, numerous artists have helped bring new life to the text through their visual contributions. Over 60 new pieces were needed to bring the pages alive (and make my layout task easier). They also work well in presenting the material with a complimentary balance to all of the classic art included. Special thanks is due to Simon Bray, who allowed me to use much of his Praxian art from the 90's, and for drawing much of the new art as well.

As for what comes next, it is with mixed emotions that I have decided that the Runequest 2 material pipeline is now empty. While there are still a number of supplements I have not reprinted, they are not part of a potential fifth volume. People have politely asked me about why the remainder will not be reprinted and my reasons vary. As for Militia & Mercenaries, Scorpionmen & Broos, Trolls & Trollkin, and Foes, they only contain statistics, often in a highly repetitive fashion. Most of my readers desire access to geographical, historical, or other Gloranthan background information. Another category of product was reprinted in the 90's. Thus, Wyrms Footnotes magazine, Apple Lane, Snakepipe Hollow, and Troll Pak are still readily available enough for me to see far less demand.

The three *Soloquest* supplements are set in Glorantha, but few people have shown an interest in them, at least not enough for me to justify their reprinting. The originals can also usually be purchased on the second-hand games market for very reasonable prices.

While *Questworld* is still highly sought after, it is not Gloranthan. Perhaps the *Heroquest* based *Questworlds* game in the works will bring this back into print in some fashion.

Lastly, there are a number of articles from *Different Worlds* magazine that are worthy of reprinting, especially some of the cults like Indlas Somer and Kali, but tracking down and obtaining permissions for all of the various authors is a difficult task, even in the age of the internet.

Because I never like to see things end, I have been discussing with Issaries Inc. the possibility of reprinting a variety of Gloranthan geographical information as a fifth volume of the Classics. The core of this material would be from the *Genertela* boxed set and the *Missing Lands* book. This would allow me to combine those with the Holy Country material from the *Runequest Companion*, a wonderful article that I could never find a way to thematically fit within any of the first four volumes. Put this all together with a great set of maps covering the whole of Glorantha and we may be on to a wonderful final volume. Only time will tell. Feel free to let me know if you would be interested in such a book.

All told, the four volume series has spanned over 1200 pages worth of classic Gloranthan material. It's been a pleasure and a privilege to see this project come to fruition. Thank you for all your support, and most specifically thank you for purchasing this book.

**Rick Meints** 



### **Borderlands**

#### WHAT'S IN THIS BOOK?

### An Explanation of the Parts

The original boxed Borderlands supplement contained 2 referee's booklets, 7 separately bound scenarios, a 17" x 22" regional map, play-aids, and inserts.

The *Referee's* section contains notes on referee and player functions, regional history, cultural/ecological background for the peoples along the River of Cradles, short studies of Duke Raus of Rone (holder of the Weis Domain) and his family and servitors, geographical information, magical items, and generic statistics for natural animals and unnatural monsters in the area. This book tells the referee how the land lays, giving him, or her, plenty of ammunition with which to answer player questions and elbow room by which to alter scenarios or to create new ones.

The *Encounters* section contains the individual NPC Statistics used in the scenarios as well as various encounter charts. Monsters or NPCs specific to particular scenarios will be found in those scenarios. Statistics for Raus, Daine, and Daryli will be found in the *Referee's Handbook* section.

Scenario 1 - Scouting the Land

Scenario 2 - Outlaw Hunt

Scenario 3 – Jezra's Rescue

Scenario 4 – Revenge of Muriah

Scenario 5 – 5-Eyes Temple

Scenario 6 - Condor Crags

Scenario 7 - To Giantland!

The map of *The Domain* shows the extent of the duke's River of Cradles holding, with the land to either side from Vulture's Country to Horn Gate, and from below the Sun Dome temple to above Corflu. Routes of travel should be plotted using this map. A reduced version is repeated in the Referee's Handbook.

The *Play-Aids* include two copies of the mercenary contract that the player-characters have with the duke and summaries of common knowledge, a copy of Daine's Map, and a copy of the map to the Fish Temple.

The scenarios are arranged so that they form an extended adventure when played in sequence; any of them can be used individually with slight adjustment.

#### **Original Borderlands Foreword**

This supplement is placed in the fantasy world of Glorantha, in the region of Prax.

Included are seven connected tales designed for player-character participation. Background data and other information to assist the referee will be found in this book, and in the companion Encounters book. The seven scenarios are enclosed as separate items. The combination of data, motivations, and rationales will assist the referee in running a short campaign game allowing player-characters to interact with local conditions between games as well as during the adventure sessions.

It is presumed that one referee and several players will be present.

Mixed groups of characters will work best for the scenarios. An ideal party would include 4-6 medium-power characters of 35%-70% skills averages, 1-2 beginning characters, and a single skills master to lead the party. Such proportions will vary as the players do, but the relative power of such a group should indicate the median around which this product can be enjoyed as fully as possible. Too weak a party will result in many failed expeditions. Too strong a party will thrash the foes unrealistically easily.

#### **Original Plunder Introduction**

Plunder is a booklet designed for use with the RuneQuest role-playing game system. It provides a wide selection of pre-generated treasures which can be used in a variety of ways to simplify and shorten a referee's tasks. In addition, there is a section of exotic magical items which can add flavor and atmosphere to any RuneQuest campaign. The booklet is designed to be consistent with the fantasy universe of Glorantha but the material can be used in any RuneQuest campaign.

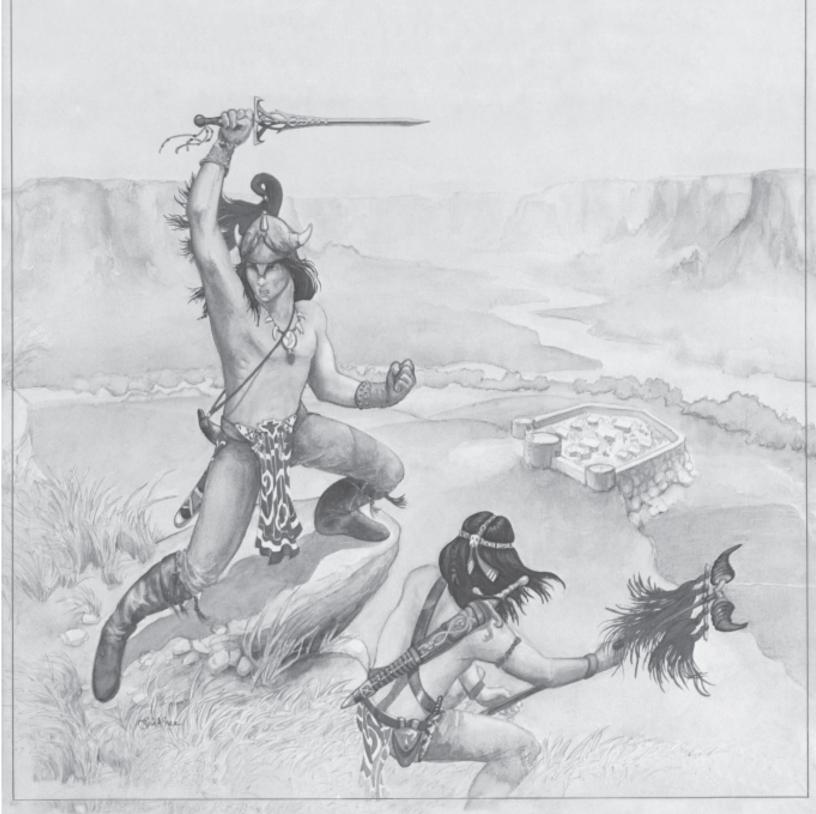
#### **Original**

#### **Runemasters Introduction**

This book contains 45 RuneMasters for use as non-player characters (NPCs) in RuneQuest adventures. There is a Rune Lord, a Rune Priest, and a Rune Lord-Priest for each of the 15 cults examined in Cults of Prax, a separate publication. The Priest is a fairly skilled adventurer with an allied spirit, bound spirits, and a number of Rune spells. The Lord is a tough adventurer with mastery of a number of skills, an allied spirit, end bound spirits. The Lord-Priest is a truly formidable foe, questing toward Hero status, who has mastered many skills and Rune spells, and who has an allied spirit and bound spirits. This book provides for the first time a large selection of Rune level NPCs fully filled out and equipped, ready to use in a scenario as a set encounter or as a wandering encounter. Included is a new RuneMaster character sheet and a 'familiar' character sheet. The statistics for each RuneMaster are given in a straightforward manner so that most of the sheet can be filled just by copying. Notes are included describing each personality and other individual details, and a brief description of the peculiarities of the cult.

## Borderlands

A RuneQuest Campaign in Seven Scenarios



From the

Pray is a

Side of the Box

wilderness.Duke Raus is

out to tame a corner of it

for himself. Join him at

completing the seven

deadly missions he has

for you. Great rewards,

perhaps even the Rone

Sword itself, are yours

for the taking. This box

advance the Runequest

adventurer further on his

includes seven inter-

related scenarios to

path to Rune status.

Fort Rone and earn fame and fortune by

#### Overview of Play

#### The Adventures

An adventure is a series of events occurring during an attempt to achieve a specific play objective. This campaign has seven adventures of varying length. One of these adventures may take one or more sessions of play to complete.

Each Borderlands adventure begins with the duke's instructions and desires. These instructions may be written in the duke's own words and could be read aloud to the players. Maps may be referred to, copies of which may be handed out to the players as the Referee sees fit.

After the initial instructions, the players will want to outfit themselves with the right equipment and question the referee for more information. The referee should provide any information which they feel the Duke or Daine are likely to know. It is quite likely that they will have no information after all, that's one of the things that these adventurers are hired for.

In the adventures, following the Player's Instructions are Referee Instructions, which make up the bulk of the adventure. These consist of a series of encounters which are pre-planned for both form and content. The instructions will tell who is there (and where to find the Stats) and also what their presence is supposed to convey. Often the meeting is intended for combat, and it will say so, but even then there may be an ulterior motive by allowing a single survivor to remain with a clue.

These encounters should occur in more or less the order given, or the referee must be responsible for loose ends.

There is latitude for flexibility. Parts of most of the adventures are made up of random encounters. Referees should alter any of the material as they see fit. Reviewing the complete campaign will give a general idea of what such changes may later prompt.

The adventures have no time limit, either in sessions of play or days of the game. It is possible, or even necessary, for characters to return again and again to a trouble spot to remove the menace.

#### The Scenarios

Each adventure is prepared as a 'hard-keyed' scenario – one in which the data and statistics are prepared ahead of time and intended to be played out as given without any modification for the relative size or the strength of the player party.

Referees should change what they want, modifying the scenarios to fit special needs of the party. The referee should not be forced into a mold.

Each scenario takes one or more sessions to play. After they are over, the characters will either settle down, contented mercenaries in the service of their lord, or else move to further challenges.

#### The Plots

**Scouting the Land** – The duke sends the PCs on a two-week riding tour about his domain. There are several nomad tribes to meet, and their chieftains should prove interesting.

A primary purpose of the adventure is to familiarize the characters with the land. For this, provide them with the domain map, or photocopy the reduced domain map.

Outlaw Hunt – To secure his lands and keep the peace with the Governor of Prax, the duke must deliver proof that he has eliminated an obnoxious gang of boat-raiding ducks from his stretch of the river. One of their leaders wears a jeweled eye patch, and this patch is the proof that the duke and the Governor want.

**Jezra's Rescue** – The duke's daughter is kidnapped, and everyone knows who did it. Off go the adventurers to the tower of the tusk riders. There is tough fighting here, so the player-characters need a plan. But they can't plan too long, or Jezra will suffer.

**Revenge of Muriah** – Poisonous water, illness of men and animals, misshapen tracks, and the ruination of Weis. The duke sends help, but are the player characters ready to take on broos?

**5-Eyes Temple** – The duke's right-hand man, Daine, has disappeared into the 5-eyes caves. Can the players find him? Characters will need good skills and planning to take on the newtlings in a tight place where they know all the ground, and have strange magic as well.

**Condor Crags** – The duke wants condor eggs, and he won't say why. This is an unusual chance for players to sharpen up their Climbing skills.

**To Giantland!** – Now the duke reveals what those condor eggs are good for. An overland journey along the edge of unknown mountains to Gonn Orta's castle. Barbarians are the main danger here, but watch for swollen rivers and human treachery.

#### A Subplot

The multi-adventure foes for the characters are newtlings who have rejuvenated the ancient 5-eyes temple. Their shaman has raised new spirits for worship and magic, and organized the normally independent bands of bachelor newtlings who frequent the river.

Often these beings will be enemies of the player-characters. Several scenarios will have them in the background, sniping and harassing. Only in the 5-eyes temple adventure will they be encountered in force.

Referees should treat them as normally genial creatures who are fighting for their toehold in the world. They see the duke and his plans as a catastrophic intrusion, and are interested only in keeping power in the valley for themselves.

# History of the Region

#### **During the Godtime**

Before Orlanth slew Yelm and Darkness arose out of the Earth to shadow the world, Prax was a verdant and abundant land of plenty whose inhabitants ate the fruits of the fields and wandered where they pleased, friends to all.

With the Darkness, and Ernalda's withdrawal from the land, the peoples of the land met want and starvation, and most died. To keep away the Darkness, the folk called on Oakfed and fed him the forests of the land to keep him alive. The Wild Hunter, a rambunctious Air god, howled about the plain, slaughtering all who crossed his path. Eventually, the Devil himself arrived on his march of conquest and met Storm Bull. Their long battle devastated the land. One section of the plains died; the rest was blasted by the energies released in the struggle. But when the Spike exploded, a fragment of that truestone center of Law pinned the Devil to the ground and allowed Storm Bull to make his escape. The Devil still lies under the fragment, now known as the Block.

Then Waha was born from his mother Eiritha, one of Ernalda's daughters, and he brought the Covenant of eaters and eaten to the people of Prax. Certain animals, men and Morokanth, became the eaters, and fed on those other animals, (such as bison, impalas, high llamas, sables, and rhinos) who could survive on the rough vegetation left upon the plains.

After time began, the tribes of men and Morokanth warred among themselves for the best remaining spots on the plains. Losers were often forced across the River of Cradles into Vulture's Country, an arid region more blasted and desolate than Prax. In a few years, hardened by the life there, the exiles would recross the river to raid and harass their now-complacent foes, and then reestablish their niche in the ecology of the region.

#### The War of the Gods

The War of the Gods began when the deities had expanded to fill their allotted space in creation. Although bickering began among the lower ranks of gods about petty things, the conflict grew until it encompassed the whole world. The universe exploded into war, and in doing so brought forth the deity called Death.

Tada was a wily superhero, and he was famous for fooling Death, for there came a day when the spectral god stalked into Prax to take away Eiritha. A Son of the Storm Bull named Orani tried to fight the god. He failed, and his battlefield has lain blasted ever since.

It was Tada's idea to hide Eiritha beneath the earth. All of Tada's people and all of the tribes folk dug a great pit into which the goddess was laid, and then the dirt was thrown over her again. When Death arrived there was no victim to be found, and so the goddess was preserved. Although she can never again walk on the surface, she is able to aid men even today from beneath the earth.

Ragnaglar came next to despoil Prax, but the Storm Bull was ready for him, and charged from the sky. He wounded the corrupt deity, driving him to hide in Shadows Dance. The peace that followed was short, however, for the Mad God returned in time with even more potent allies than Death.

#### The Lesser Darkness

Ragnaglar returned with Chaos. He allied himself with the Devil, instituting the first of the despicable trades of a soul for the evil powers of the Lord of the Void. The Devil, a being of living entropy, entered into the world with minions of slimy creatures as his army. It was plain to all that the Old Ways and order of the world were gone, and the people girded themselves for war. The

#### Nomad Gods

The earliest references to the Plaines of Prax begin with the arrival of the Sons of the storm Bull, answering a call for help in destroying one of their renegade cousins named Ragnaglar. During the God's Age, before time began, War and Death first entered the world at Prax. Ever since that legendary time, the natives have been constantly embroiled in selfish wars based on feuds whose origins are long forgotten. Ancient civilizations once thrived here, but were buried forever under divine barbarism, destroyed with a hearty gust.

The War of the Gods left much of the world a ruin, but the Plaines of Prax were the worst struck and the slowest to recover. There the dirt you walk upon is hostile to men who once plundered it. Needless to say, existence is tenuous and life is precious. More precious than life, however, are those immortal gifts capable of supporting it in the harsh chaparral. Thus, the people of the region are well known for their greed and desire for magical properties.

tribes of the Storm Bull were best suited to such a task, and their army made up the center and right flank for the battle.

And a mighty battle it was. The evil army fell upon the flank of Tada 's Warriors, but the foul excrement that was the chaos army melted into pools of honey under their immortal touch. Then the Devil himself entered the fray, and the folk were destroyed to the last child.

The Storm Bull charged from the tormented airs above the fight. He grappled first with Ragnaglar, whom he slew with his horns of iron, then fought against the Devil. The two thrashed and fell upon the lands now called the Dead Place. The Storm Bull should have died there, but his lover Eiritha sent him all of her power from the place where he lay, robbing the spot forever of its life-giving abilities. The strength it gave was enough to let the Bull throw the evil chaos thing from him.



That is when the Block landed. It was an immense chunk of solid law, hurled across the world when the Mountain of Adamant exploded. The Mountain had stood since the beginning of creation, living embodiment of the cosmic order. The fighting of the War of the Gods at last shattered even the immortal stone of the Mountain, sending the world to slip into the maws of chaos. Yet even in its death the Mountain proved its worth, for the greatest piece bounced off the sky and across the land. It crushed the Devil beneath it, thus neutralizing chaos for the time to follow.

#### The Great Night

The Great Night was the downfall of the gods. Chaos had invaded the world and taken a place in it. All of the cosmos was turned upside down, as the Sun lay dead in Hell and the night demons ran amok in the skies. The herds of chaos came and devoured all of the food, and the people and their beasts starved. The once-friendly spirits of nature turned hostile, as air and water, fire and darkness, each sought to take a piece of the dying world for themselves.

Waha the Butcher was the savior of the Plaines. He was the son of Eiritha and the Storm Bull, begat long before but not born until the Great Night. He emerged from the Paps to conquer the elements and lead the remnants of the tribes to survival. His influence was immense, and he was responsible for establishing the way of life in Prax. He taught the tribes to eat; he made the river devour the Devil; he conquered the night demons, and sent them fleeing away into the north; he banished the Plagues; he fathered new dynasties among the people; he tamed Wild Fire and Wild Hunter; and more. Without him, the tribes would have perished in that time.

#### The Dawning

History begins at the Dawning. With that liberation of the life-giving Sun from Hell we mark the start of Time and our present age. The gods were set in their ways of controlling the universe, while the lesser creatures who survived the cosmic catastrophes of the War of the Gods were left to eke out their existence in the new world.

The Praxians continued to live the way that Waha had taught them, and even proliferated, spreading to cover much of the Wastes of Genert with their herds. Because Waha had never established a policy of rule among the tribes, there was constant animosity among them, but this hard life was necessary to survive in the chaparral.

The arrival of monks from Dragon Pass brought a new prosperity to the land and people. For the length of their rule, the Empire of the Wyrms' Friends instilled a temporary veneer of civilization over the whole area. This they did by reestablishing the Old Ways of the Golden Age, but they were doomed to drastic failure in the New World.

The arrival of Jaldon Toothmaker from the Wastes brought the end of the Wyrms' kingdom of Pavis. This crazed dental mystic established again the ways of Waha, dedicated to conflict and proof by combat or death. He unified the tribes and led them in raid after raid on the center of the Empire's strength in Dragon Pass. To aid him in this task he was blessed with a multitude of lives, though he is cursed so that he can never again enter his beloved Prax.

#### Tada and the Lion Dance

No one in Prax now is quite sure who Tada was. The Wandering Rangers said he was the Queen's Champion. Tribal sources generally called him Khan. Pavic documents seemed to indicate that it might have been a dynastic name. Modern scholars have claimed that the word is not a name at all, but rather a transliteration of some ancient title of a divinity. (They make the same claim about Waha.)

The best-preserved myth about Tada was contained in the battle dance of the Basmoli Berserkers. Despite the dangers involved, several outsiders viewed the ritual, and survived to give vivid descriptions. The early stages of the dance were concerned with the birth of the Basmoli people. The dancers wore the skins of the plains lion (extinct even then), while the watchers wore battle masks. The captives wore nothing at all.

During the dance, a spirit lioness would appear, signaling the beginning of the inner ritual. After it had been fed some of the captives to give it a physical form, twelve spears were thrown into the slave pens. Although all appeared to be just sticks with a rounded end, one was a real spear, said by the tribe to be the one which slew their Founder so long before. The captives always took up the spears, but as long as the Basmoli continued to dance the spirit lioness would remain calm.

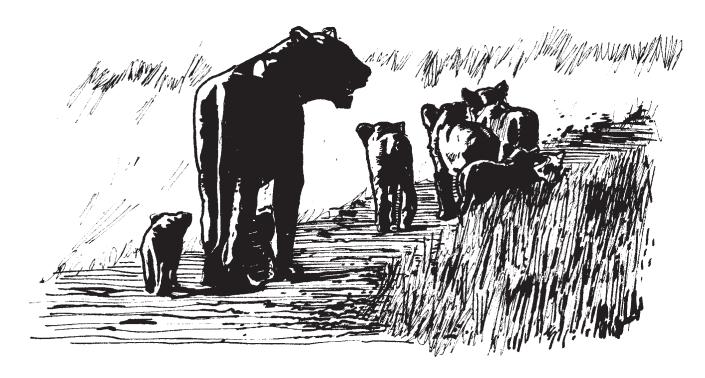
When the Basmoli did abruptly stop their dance, the lioness would turn upon the captives. Most ran, and were casually slain by the lioness, but the twelve with the spears would have to stand and fight. And the one with the real spear would always win, for he held the ritual spear. The Basmoli shaman took omens from the results of the sacrifice, first counting the number of captives slain before the lioness was returned to the Spirit Plane. They would then sacrifice the surviving captives, finding prophecies of defeat or victory among the stinking entrails. Few relished being prisoners of the Basmoli.

The most distinctive feature of this ritual, however, is that the victorious spearmen would always survive, victorious. For this reason he was identified with Tada, and allowed to return to his tribe. The Basmoli admitted their ancient conquest by the superhero, whom they named "Murderer of Children" and "Torturer of Fathers."

Other stories of Tada are common, but none give as much information as that of the Basmoli. Of all the people in Prax, they remembered Tada best.

The greatest of those gifts, and the most numerous, are the herds of animals that the people tend. The herds and people move from place to place unhampered by any strict geographic location for their tactical and strategic moves. This makes for a constant flux and change of position among the peoples as they raid and counterraid for each other's cattle.

Ancient spirits and deposed gods roam over the ruins of their extinguished civilization, ready to fight for any people who accord them worship. The ancient War of the Gods is fought again as the Elemental Demons clash and Ancestral Spirits strive to protect their living kin.



Their life is based on three premises: the unceasing quest for chattel property, the fluidity of nomadic life, and the ability to call upon ancient powers, both dark and bright. So lay aside the niceties of your civilized life. Let the Devil take the sluggard, coward, or any who beg for quarter. Strap on a sword and helm, paint on your face protective charms, straddle that creature with your knees and lean into that lance, the hell with the outcome, CHARGE!

#### The River of Cradles

The River of Cradles marks the division between the wasted Plains of Prax, and the more desolate Vulture's Country. Since Godtime, the river was used by giants to send their children to the sea in immense cradles. It is said that in the Second Age the Jrusteli God-Learners would intercept these cradles for the magical knowledge they contained. Eventually, tired of depending on the vagaries of currents and winds in the ocean, the Jrusteli established a settlement far up the River of Cradles, called Robcradle. This drew the wrath of the Giants, and was soon smashed, but its foundations provided the start for the great city of Pavis, which still maintains a precarious existence on the Plains.

After the devastation of Robcradle, the Giants slowly learned that their cradles were no longer reaching their proper destination and the cradles ceased to come down the river which still bears their name. Ancient God-Learner writings intimate that this was the end of the great Giant race of the Elder Wilds, and it was from this time that they ceased bearing young and became sedentary, growing into the mountains that are known as the Eleven Big Giant Mountains.

Giants are still breeding and bearing young, which seemingly gives the lie to this theory, but the God-Learners speculated that there were actually several species of giant, all of which looked alike from the low viewpoint of most sentient beings, and that the cradle giants were quite distinct from their



barbaric brethren. They were magicians and philosophers, in their own way far closer to the wisdom of the gods than the so-called God-Learners, but the greed of the Jrusteli had destroyed the race and indirectly caused the great Closing of the Seas, presaging the end of the Second Age.

#### **Red Moon in Prax**

Prax is said to have been under Lunar influence since the beginning of Time, for is not Time the source and strength of the Lunar Empire? So the Imperial scholars would have it, who seek to undermine all of the world with their pens when their scimitars have failed.

Early in the Third Age, a hero named Jannisor assaulted the city of Glamour, capital of the Lunar Empire. Among his allies were sable riders from the Hungry Plateau, cousins to the tribes of Prax. During the assault the Star Twins effected that event called the Great Sable Recognition by Lunars and the Great Defection by others. The sable people recognized their Lunar heritage, and went over to worship of the Goddess, spelling doom for Jannisor Moonchaser.

Some three hundred years later, the Lunar Empire came up against the nomads of Prax. After the sack of Boldhome, the Empire sought a route to the sea. A desultory war against the Holy Country proved ineffective; the Empire needed to outflank the Pharaoh, and decided to "pacify" Prax. They sent their Sable allies first. These men spoke the same language and had the same customs as the Sable Riders of Prax, but were obviously better outfitted. Sable conversion was fast and almost complete.

The combination of Sable Riders and Lunar Army proved more than the other tribes or the Sartar outpost at Pavis could withstand. The Bison and Impala tribes were forced into the Wastes, and within a few years the Empire had built the city of Corflu on the coast. Thus was established Caravan Alley, where the Lunar convoys were escorted across the desert by armies alert for enemy raiders.

## The Third Age and the Lunar Empire

Throughout the Third Age, the nomads of Prax kept to their ways virtually unchanged. The city of Pavis was demolished, becoming the Big Rubble, and Trolls invaded the Rubble to stay. For over 400 years, Jaldon Tooth-Maker led his warriors into Dragon Pass again and again, reincarnating each time the nomads needed him to lead them.

Civilization came once again. Settlers from Sartar arrived, trying to escape the doom foretold for their kingdom. Then appeared refugees from the Lunar invasion of Sartar, when Boldhome was sacked and the Lunar Empire triumphed over its long-defiant foe. Then came the Lunar army itself.

The nomad headmen were well aware of the invasion. Storm Khans and Khans of all the tribes had predicted it, and each was sure it would bring glory to them as they crushed the Chaosworshipping Moon followers.

When the actual invasion began, the nomads were embroiled in one of their usual fratricidal conflicts. Despite pleas from the priestesses of the Paps who gathered all the Khans together, only the Bison and Impala Khans would lead their warriors against the invaders. In fact, the Sable Riders refused even to come to the gathering and showed up on the right flank of the Lunar army. None of the tribes realized that the famed Antelope Lancers of the Lunar Army were Sable Riders with close clan ties to their Praxian cousins.

#### The Battle of Moonbroth

The nomad host met the Lunars on the edge of the Good Place, near the Moonbroth oasis where the Lunar army was assembling. The Bison Riders and Impala Riders had gathered Rhino Riders, Pavis Survivors, the Agimori, Newtlings, the Basmoli

Berserkers, and the Bolo Lizard people to their side, along with some medicine bundles, a shaman-controlled Oakfed, and even a contingent of Broos.

Despite the power of this coalition, it had no coherence, and the Lunar army used its strong mounted infantry to break the charge of the bison and rhinos. The nomads had never encountered caltrops before; the sharp spikes slowed down the assault so the Lunar hoplites could slaughter the oncoming hordes. The skirmishing Impalas and Pavis Survivors were met by the Sable Riders and Grazelander and dragonewt mercenaries and scattered to the winds. Agimori, Newtlings, Broos, and Berserkers were crushed by the march of the hoplites after their mounted allies were driven from the field. Oakfed could not withstand the Lunar magics; his shamans died again and again.

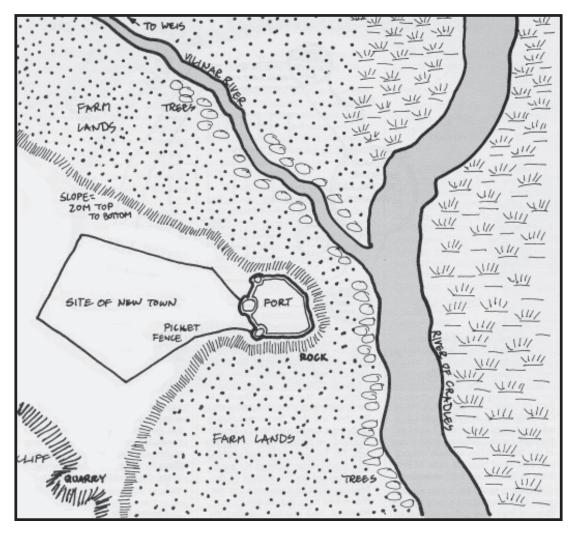
With the disaster at Moonbroth, all opposition to the Lunars ceased. The Impala and Bison tribes were driven over the River; the Morokanth and High Llama withdrew beyond the Paps, and the Sable Riders were supreme between the Paps and the River, and occupied all the choice parts of the Good Place.

## The Return of Prince Argrath Lunar influence in Prax ended with the rise of

Lunar influence in Prax ended with the rise of Argrath. He had been present many years before, and had been chased from the land riding in the cradle of a giant. He returned with powerful allies, and freed Corflu and Pavis. He welded together a confederation comprised of members of several tribes working together for a positive change.

Under Argrath's leadership, the Lunar Army was beaten and forced to withdraw. Due to commitments farther north (in the Redlands), the Empire could not immediately counterattack with sufficient new forces, and Argrath was able to follow-up on his victory by entering Dragon Pass. He made his triumphant entry into Sartar, and from there he entered into history and legend.

After that, the Plaines of Prax remained virtually unchanged. The tribes went about their eternal way, moving and fighting, choosing their gods and spirits seemingly at random for whatever temporary help they could give. Even though the people might have been happier or more prosperous in another, more fertile land, they remained in their ancient ways of hardship. Such, they say, is the curse and the blessing of Prax.



#### Page 13

Prax Map Scale

1 cm equals 20 km

Horn Gate, present on the left of The Domain map, is here in the lower right-hand corner. The major river is the same river dividing the map of The Domain. If shown on this map, that map would extend most of the way to the sea.

#### **Lunar Settlements**

The reasons for the Lunar invasion were twofold. First, they coveted the port of Corflu. Second, the River of Cradles could be settled by old Lunar soldiers turned farmers and serve as the base for the eventual destruction of the animal-riding nomads' way of life, which had been the ongoing curse of Pelorian civilization since Time began.

However, while the Lunar armies could defeat organized opposition, the Plains of Prax were full of rootless outlaws and small tribes, and the river valley was a refuge for every exile and outlaw. To meet this new dilemma, the Empire solved this and a second problem with a single solution.

The second problem had to do with the feuds that disrupted the serenity of the government. Leading clans from two provinces had feuded politically for years, but suddenly the acrimony broke out into open warfare. One set of clans, those out of favor with the Red Emperor, was quashed by the Imperial Army, but their political standing was such that outright executions of the survivors, many of whom had had no direct involvement with the actual fighting, was impossible.

Instead, the leading men of the families who still professed full loyalty to the Empire were given land grants along the river and their traditional family lands were confiscated by the Empire. The land was theirs to improve and protect. The Empire would send settlers, who would swear fealty to the noble and provided for the settling of the borderlands.

The inspiration for the plan is said to be that of one Fazzur Wideread, who was commanding the Lunar possessions in Sartar at that time. From what is known of that sagacious leader, it seems only likely that he was, indeed, the idea's progenitor.

One of the nobles exiled with a River of Cradles land grant was Duke Raus of Rone. This scenario pack is his story.

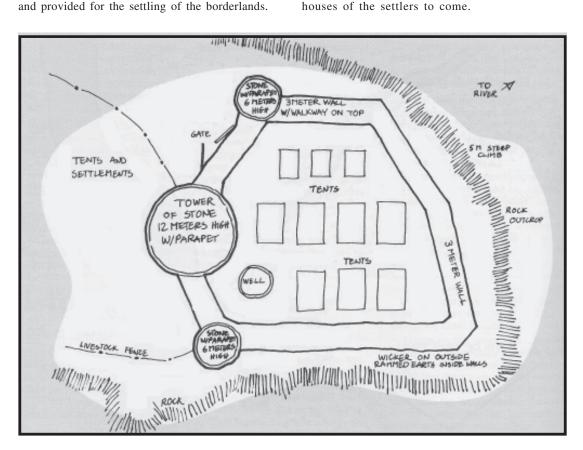
#### Civilizing the Valley

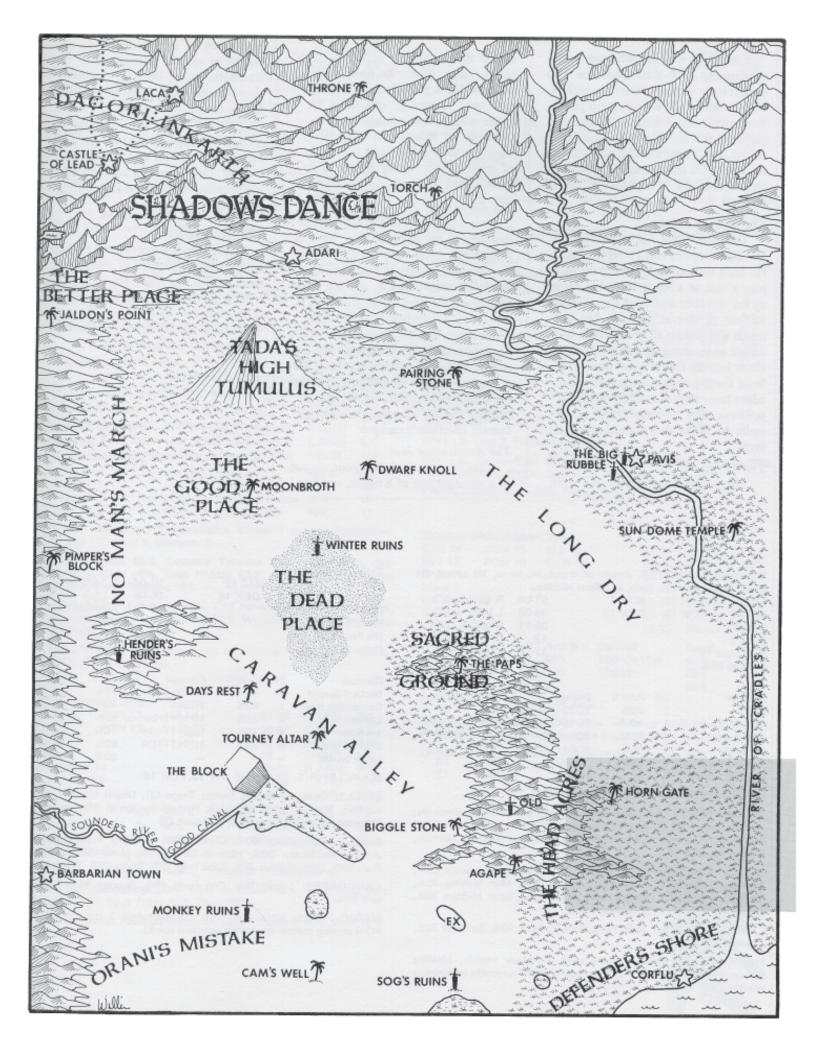
The duke established his fort at the confluence of the River of Cradles and the Vilinar, and brought a full crew of laborers and craftsmen to begin his estate. The peasants of Weis also were laborers, since it was Fire season and they were not busy. Slave laborers would live inside the stockade when it was completed. The guards delighted in telling the slaves tales of Morokanth butchery, and perhaps because of that only one slave escaped during the entire period of construction. The stockade was built of earth, stone, wicker and timbers atop a low but abruptly rising stone shelf midway between the rivers and the western cliff wall.

The stockade was the first structure to be built, to protect stock and freemen from any nomad raids. Materials were accumulated in Pavis, then floated down the river to the site. The raft timbers were laid out to dry and to season, providing the main supports for the houses of the settlers to come.

#### **Fort Raus** The fort is still under

construction. It must be finished before Dark season or it cannot be ready for two seasons longer, and will not properly shelter the duke and his household. The Flint-nail cult, hired from Pavis, oversees and manages the actual construction. When the slaves have completed the fort, they will rest for a week in celebration, then begin clearing and leveling the best bottom land in preparation for the first planting of the duke's crops.





# Setting Setting Prominent Features

#### **General Description**

The central setting for this campaign is a portion of the valley of the River of Cradles. The valley is the ancient bed for the River of Cradles, the only permanent river that flows through this desolate region. The river got its name centuries earlier from the fact that gigantic cradles, bearing gigantic infants, sailed to the sea from some mysterious source. The river is also called Zola Fel, which is the name of its god.

The western border of the valley is very steep and inaccessible even to most climbing animals, except for two canyons cut by tributaries. The western cliffs of that valley rise sharply to an average of 300 meters above the valley floor. The eastern wall rises much more gradually and is frequently climbable by mounted riders. Such slopes often are broken by steep falls and cliffs of 30 to 100 meters.

The eastern wall rises higher than that in the west, finally reaching 900 meters and Vulture's Country, which stretches away to the endless desert of the Genert Wastes.

The valley is a comparative land of plenty. Melt-off from the mountains far upriver floods the valley every spring, then river dwindles to a trickle just before Storm season. The flood plains are covered with thick, tough plants forming a treacherous mess called the Bogs. The bogs begin to grow with Storm season, are largest in Sea season, then subside over Fire, Earth, and Darkness seasons. The valley floor is runnelled with the collapsed ruins of ancient irrigation ditches.

The width and depth of the river varies with the season. At its shallowest the River of Cradles is a meter deep and ten meters wide. At the crest of a flood it might be 400 meters wide, and at least six meters deep, and be quite swift-flowing besides. It is normally a gentle river, slow-moving and without serious obstacles until above Pavis.

#### Vegetation

The bogs along the River of Cradles are a morass of mud pits, cypress, and cane. Everything grows here, and insects are thick and pesky. Unless a trail is used daily, it will grow over and disappear within a week. In Storm through Sea season, the bogs are at least half water. In Fire and Earth seasons they dry up a bit and may become fire hazards.

The trees of the valley are the remnants of an extensive forest overgrazed by dinosaurs. Various attempts at farming the area eradicated more trees, but trees still exist on ground otherwise unsuitable for growing things. Scattered trees are present up the east rise of the valley nearly to the top.

The valley floor is a mass of brush and grasses. Wild herds and nomads have grazed the land sufficiently that much of the grass is fairly short, but, especially during Sea and Fire seasons, the grass is chest-high on a walking man. There are no roads, only animal trails.

#### The People

The Prax plateau, to the west, is a dry region of wandering barbarians. Tribes like the region and try to settle there permanently, but they are often driven off by more powerful, or hungrier, outsiders. At this time the region is fairly settled, with Agimori and Morokanth tribespeople maintaining an uneasy truce. The land is unsuited to farming.

Vulture's Country and the Genert plateau are even dryer and less hospitable than the western plateau. It was considered that even by the animal nomads for many years, but now they have been forced there by Lunar expansion, and still survive.

The presence of hungry, mounted barbarians on either side of this ribbon of valley has prevented any lasting settlement and exploitation of the excellent farmland for the last six centuries. It is

#### **Dragon Pass**

The magical land of Dragon Pass borders the Plaines of Prax to the west, and there has been contact between the two lands since the Golden Age. Although they have met in peace at times, most of this contact has been violent, and raids into or from Dragon Pass were common during the Hero Wars.

considered prime graze land property for the nomad's herds, and for centuries they have fought to live here. The powerful Lunar army has subdued them for the present, and ensured a relative peace from their wild chieftains.

#### Places Bilos Gap

## This is a short valley leading from the River of Cradles up to the Prax plateau, one of the two ways to reach the plateau from the main river while in the duke's domain. The pass onto the plateau is rocky and slow to climb, but riders and mounts can pass if

In the walls are large caves that are a favorite camping spot for Morokanth.

they keep to the ancient herd-beast route.

#### **Bilos Creek**

Flows from the mountains through the gap to the River of Cradles. Often is dry for years at a time.

#### Bogs

Marshy areas over which the River of Cradles floods. These areas retain moisture for much of the year, gradually dwindling over Fire, Earth, and Darkness seasons. They are thickly covered with brush, thorns, and hardwood trees. They are difficult to walk through, impossible to ride through, and very easy to hide in. The ground is treacherous and unstable. There are three bogs, the North bog, the Great bog, and the South bog.

#### **Condor Crags**

These tall, rounded crags of red sandstone rise from the edge of the eastern highlands. They are quite perpendicular and hard to climb. They range in height from 3-300 meters above the supporting ground. The condors that gave them their name thrive there. The crags can be seen from any part of this section of the valley, and are an unmistakable landmark.

#### The Desert Wind

Vulture's Country and the eastern highlands in general are the mere edge of the Genert Wastes, an unnatural region of excessive and irregular mythic influence. The high-pressure zone usually in residence over the Wastes helps generate the violent and powerful Desert Wind of Storm Bull. This magical wind is the Storm Bull's fury; it is warm and highly-charged with raw powers. The Wild Hunter often rides it.

When it blows, it blows both north and south, with strong winds in one direction and weak in the other. Mountains to the east and west help guide the winds. These howling blasts carry acidic dust, poisonous gases, and debris from the inland chaos devastation which Storm Bull still protects for his lord, Genert the Land God.

Storm season marks the height of the winds, when the south-gusting erratic storms rob the wastes and Prax of much of the rain of the wet westerlies. In Sea season the situation is often worse, for the Desert Wind often defeats even the south-westerly winds that should carry the rain inland. But because of such irregular patterns, droughts may occur for several years.

#### **Eastern Highlands**

A general term denoting the eastern slope of the valley of the River of Cradles, and the first few kilometers of the lands beyond.

#### **Eyes Rise**

A broad ledge of rock on the east side of the River of Cradles. It is 10-60 meters high and the top is relatively flat. The edge is abrupt and cliff-like; there are only a few points up which riders may take their mounts.

The name is derived from the fact that it is a rise, and that the cliff face nearest the river is painted with ancient symbols which look like five eyes staring down on the river. These are a well-known landmark and have been used by people from time to time as temporary shelter, for at least one "eye" is the opening of a cave.

#### Horn Gate

Horn Gate is a white-walled oasis and a shrine of the Prax barbarian peoples. It lies near a mountain called Yiskoz, and includes ruins of the most ancient kind. An ancient holy place, considered to be haunted or cursed by common folk, lies within the area as well and is said to run underground for miles until it reaches fabulous ruins underneath the distant mountain. Some elders say that the entry to those haunted ruins were once covered by Waha the Butcher with immense gates made of animal horns but that blasphemers ripped them down ages ago.

Horn Gate has year-round water, and as such is one of the rich places of the Prax plateau where people gather and settle. The oases are always fought over by the native tribes who want to 'own,' even temporarily, the lush land. Part of the property includes the thousand permanent residents.

The residents of Horn Gate are mostly mixed stock, including many blue-eyed people alien to the Praxian nomads. They live in conical huts of dried mud and palm-frond thatch within the walls. They grow herbs, dates, grain, and grapes.

The people are treated like slaves or animals by the nomads, as though incapable of organized resistance or of independent thought. The natives rarely do anything to counter that opinion. They gather, plant, harvest, and so on the way they have since time began. When ordered to do so they will bring foodstuffs and tribute to the nomads who currently own the oasis. Good chieftains will trade with the natives and treat them fairly. Meat raising

#### **Holy Places**

Many Holy places dotted the land of Prax. They were places of great worth, for they held the ingredients for both physical and spiritual refurbishment. Each was alike in that it contained an oasis, with pure water, rich grass, and small animals to hunt.

Despite their radically different forms and origins, the scattered altars and oases were places of great magical worth, for they were sources of great power. There were simple and efficient rituals and sacrifices required at each holy place, which allowed a fair chance for the worshippers to contact some nearby, hungry spirit.

#### The Soul Winds

When a tribe has allied with any of the Great Spirits (Dark Eater, Mallia, Oakfed, Wild Hunter, and Zola Fel), the shaman could exert a powerful influence upon it, capturing a great mystic power normally unattainable by humans. In this way the Soul Winds were released which could devastate whole armies.

is generally forbidden to the oasis peoples and so gifts of it are greatly appreciated. They trade foodstuffs or child slaves.

The people speak a language unknown anywhere except in Horn Gate, and a similar situation exists at several other Prax oases. Some of them do speak known languages.

In addition to these permanent residents, occasional visitors also stay on. In this campaign, a Chalana Arroy priestess, with her entourage, did. The White Ladies favor this resting place during the conquest of Prax. Once they were favored in Pavis, where many still live, but one group protested Lunar rule and took up residence at Horn Gate, which was accessible to enemies of the empire who could not enter Pavis. Praxians, knowledgeable travelers, and even Lunar patrols discovered that the Chalana Arroy followers were there, and grew to rely upon them. The priestesses became reluctant to leave for fear of distressing the pattern of things, and stayed on until they were forcibly driven out by nomads many years after this campaign.

## Praxian Temperature & Precipitation

#### Normal Daily Temperature

Season	Fahrenheit	Rainfall/Days	Prevailing Winds
Sea-Early	45 - 75	10"/21	Southwesterly
Sea-Late	50 - 85	4"/12	Southwesterly
Fire-Early	65 - 110	_	Southwesterly
Fire-Late	50 - 90	_	Southwesterly
Earth-Early	50 - 85	2"/2	Westerly
Earth-Late	45 - 75	3"/3	Westerly
Dark-Early	20 - 65	2"/4	Northwesterly
Dark-Late	25 - 45	4"/16	Northwesterly
Storm-Early	30 - 55	6"/28	Westerly
Storm-Late	30 - 65	10"/25	Westerly
Sacred Time	40 - 70	3"/9	Westerly

The 'early' portion of a season is the first four weeks: Disorder, Harmony, Death, and Fertility. The 'late' portion of a season is the last four weeks: Stasis, Movement, Illusion, and Truth.

#### **Normal Daily Temperature:**

average nightly low to average daily high.

#### Rainfall / Days of Rain:

in a typical year, this amount of rain will fall and this number of days will be rainy.

#### **Prevailing Winds:**

the normal winds come from the listed direction.

#### Hosar Mountain

The first mountain west of Bilos Gap. It is 580 meters high. Unclimbable, steep, and barren, it is the easternmost tip of the southern horn of the Head Acres.

#### **Prax**

Prax is that relatively flat region between the River of Cradles in the east and the hills and mountains which separate it from Dragon Pass and the Holy Country in the west, and between the mountains of Shadows Dance in the north and the coastal zone and the sea in the south.

This land was beloved of Eiritha and was fertile and pleasant, but its essence she gave to aid the Storm Bull against the Devil, so that now little will grow there, even though great amounts of rain may fall during Dark, Storm, and Sea seasons. Little rain falls the rest of the year. The surface of the land is now hard clay and sand, and the water runs off or goes underground, and is lost to the inhabitants. Adventurers frequently will see rivercourses, but only a trickle of water will be in them. By Fire season, the number of streams flowing in the center of Prax can be counted on one hand. Trees and bushes sometimes line the watercourses and tap underground waters beneath the dry soil. Still, it is possible to meet little more than rock and sand during a journey across the interior. Late summer thunderstorms have sometimes saved travelers from death by thirst in a land whose total rainfall can be as high as 50 inches a year.

#### River of Cradles

This river drains the mountains north of Prax into the Homeward ocean. It is navigable by small boat to Pavis and beyond for part of each year.

#### **Spirit Mountain**

West of Bilos gap, it is steep, barren, and unclimbable by normal means. It is about 650 meters high. Its name shows its repute.

#### **Stone Tower**

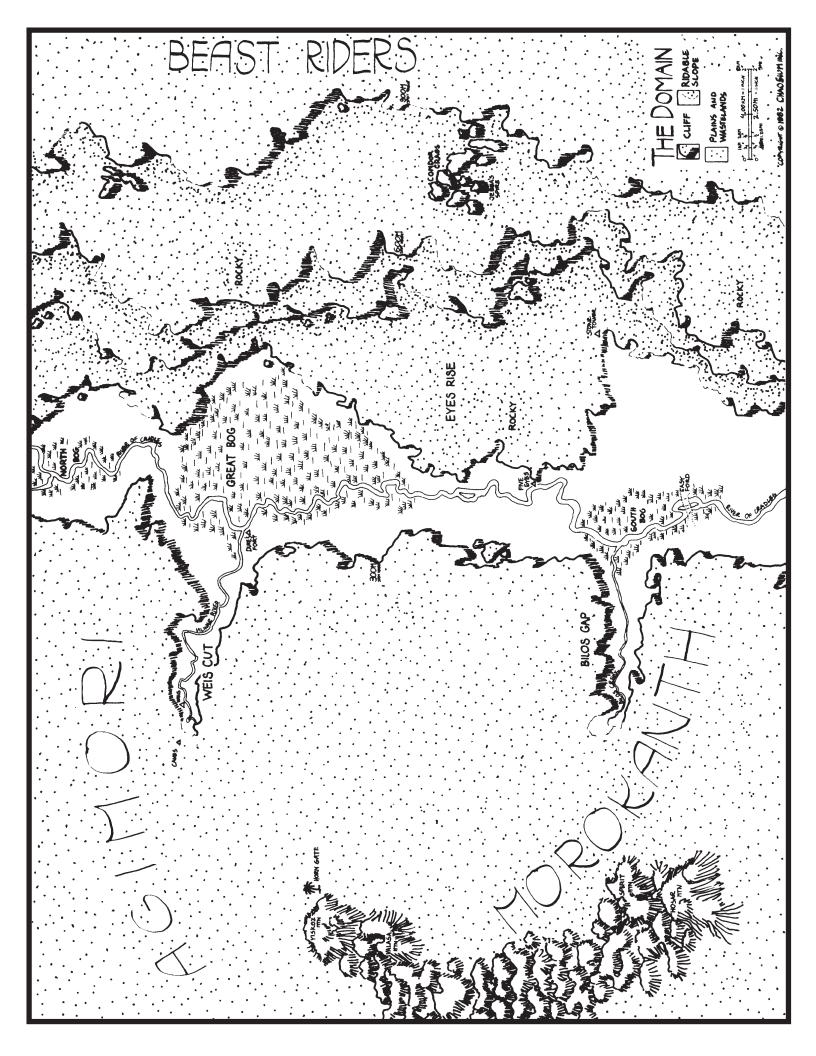
A fortification which was built centuries ago and still retains much of its integrity – a compliment to the builders! Nomads shun it. They will be glad to tell anyone that it is haunted, and that a vampire Rune lord named Nosferal has lived there spreading terror for years.

#### Valasa Mountain

Southwest of and flanking Yiskoz mountain, it is 670 meters high. It is steep, barren, and unclimbable by normal means.

#### Vilinar River

A stream which flows from underground sources to merge in Weis Cut and then later joins the River of Cradles.



#### **Vulture's Country**

The (for a few weeks a year) more fertile area of the Genert Wastes, paralleling the River of Cradles.

#### Weis

A hamlet situated on safe, dry ground. The residents are sorry remnants of an ancient farming population, unable to free themselves from a miserable existence. They live by farming, but they are often robbed by nomads as their crops ripen, ruining the harvests. These farmers are part of the duke's Weis domain, but they have known other overlords before this, sometimes nomads and sometimes even nonhumans. They are unimaginative and not notable, except that they have a reputation for petty theft.

Anyone of interest among them rose to fame and departed or died long ago.

#### Weis Cut

The northern break in the Prax Cliffs. This was cut by the Vilinar River, a year-round stream which is fed by underground springs draining Prax and by runoff from Dark season rains which cascade from the cliffs in tiny waterfalls. Some people say that it is possible to reach the Paps by following the Vilinar underground and underwater. No one has tried. The actual cut is an ancient landslide, long-stable and dependable.

#### Yiskoz Mountain

A mountain, about 600 meters high, near Horn Gate. It is steep, barren, and unclimbable by normal means. It is the easternmost tip of the northern horn of the Head Acres.

#### **Using Horn Gate**

Horn Gate is to be used as the nearest source of special powers not attainable elsewhere: specifically, Cure All Disease, all Disease Curing spells, and Resurrection.

Curing diseases could be very important in the game. In addition to the filthy broos, illnesses can come to people who don't obey orders. The referee should stress the importance of proper health care.

Local people can attempt to cure the illness, but if it is unusual then the victim must be brought to Horn Gate. Important people may insist on the priestess coming to them, but this is rare, arrogant, and easily refused.

Resurrection is even more critical. It is a well-known event in the world, but it is never easily done. When the chances for resurrection are limited in number, then players get very cautious. When resurrection is distant, perhaps far enough away that the body would be dead long enough to lose experience, players get downright careful!

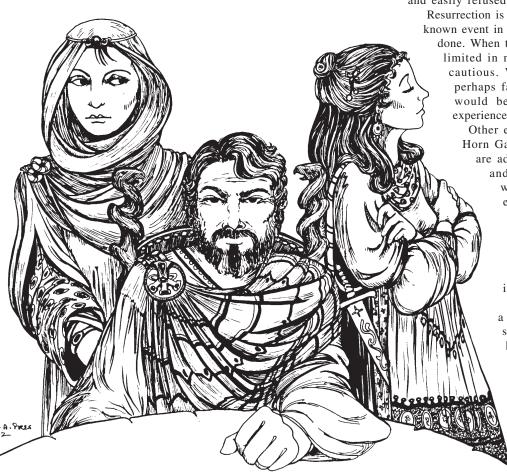
Other exotic items could be found at Horn Gate. Chalana Arroy priestesses are adroit alchemists and herbalists, and other people, needed for

whatever reason the players may establish, can be found there.

In general, Horn Gate is the nearest source for off-board acquisition and for PC visiting. Referees needing something unexpected should decide it is in Horn Gate.

Sample quick reasons include: a nomad there has it, a caravan stopped there with it, the duke heard someone say they had it there, a merchant, untrusting of the Lunars, is there.

It is possible that the materials sought would be available at either Corflu, Pavis, or at the Sun Dome Temple. Referees are strongly urged to allow this if they wish.



Varna Raus Jezra

#### The Duke

#### and His Household

#### **Duke Raus of Rone**

The duke says little of his former life. His household is silent about what they remember. For all of them it is as if time began after their exile forced them to this wasteland.

Minimal facts are known to the adventurers: Raus is from the Redlands of the Lunar Empire, his ancestors were from Kostaddi, and he served with distinction in the Lunar army.

Though his household still uses them, the duke's titles and honors are now meaningless. The political authorities who stripped him of his previous status also sent him, beyond the city of Furthest (the last city of Lunar civilization) to this place, a desolate land populated with monsters. Those in power gave exile like a reward, promised that caravans of peaceful Lunar farmers would follow Raus, and at the same time threatened him with death if he ever returned to the places that he loved.

Raus has determined to make the best of it. He recognizes the value and the potential of his new lands, and plans to make them the seat of whatever dynasty his descendants can forge after him. He is sure that the Rones of Prax will have power in the future if he works hard now. There is a year before the first carts and wagons full of Lunar settlers reach this area. In that year the region must be cleared of enemies, a fort built, and local alliances and friendships made.

Raus is aristocratic, and approves of class structure and distinction. He wants little to do with anyone in his employ – such matters are for his household to tend. Any employee's previous rank or deeds will be ignored; Raus will not think them great if they have led only to a humble living as an adventuring mercenary.

Raus loves his family and is devoted to his household. These family and extended family bonds are recognized, appreciated, and nourished. There is no dissension among the NPCs: they will do whatever Raus decides, including holding opinions and grudges. Only Raus's hellion daughter, Jezra, will challenge her father – she takes contrary opinions just for the hell of it. As much as possible, Raus overlooks her youthful indiscretions and follies, giving the uncouth behavior the same cold disdain that he shows to street scum. In her calmer moments, Jezra melts Raus' heart.

Dealing with the player-characters, Raus will be formal and aloof. In the scenarios his speeches to them are quoted, and may be read aloud as coming from him. His is a background part, the high and mighty employer, beyond the reach and ken of the hired adventurers.

#### Varna, Wife of Raus

The duke's wife is a likable, attractive woman of 35 years. She appears to be too delicate for this frontier, however, and she does not conceal her dislike for its unsavory customs.

She is single-minded in her devotion to the well-being of her husband and daughter, now as always. Her aristocratic upbringing allows her to maintain a mask of formal good will even in her wretched surroundings. Unless shocked, she is cheerful and reserved, ever-gazing on her beloved husband.

Her household screens any contact with foreigners from her.

#### Jezra, Daughter of Raus and Varna

A young woman of 19 years, Jezra was raised with luxuries and a formal education which taught her everything except how to control her rage. The cause of her anger may well be only the frustration of a lonely young woman or they may stem from a deep-seated madness.

Referees should use or abuse Jezra as they wish. Lacking useful and constructive ideas, ignore her altogether, except as the scenario dictates.

Otherwise, her personality provides a colorful opportunity for a mature and imaginative referee.

#### Daine, Chief of Mercenaries

Daine is an accomplished Sword of Humakt or, if necessary for the referee's campaign, Yanafal Tarnils. His entire life has been devoted to the service of his hereditary leader, Raus. When Raus was exiled, Daine could do nothing but accompany his lifelong friend.

Daine served with or assisted Raus through all their military experience. Daine has necessarily become much more devout in his religion while Raus has established a family, gained status, become exiled, and received another chance. They are very close.

Daine is a primary source for training in the region, and spends much of his time doing just that.

Daine is also the NPC through whom the referee will do most of his initial role-playing. He is a vital source of information for the player-characters, and since the referee should present as much data as possible in the first person, Daine is the character who does most of the talking.

Daine's loyalty to his friend and leader surpasses his loyalty to his god, and when Raus was exiled, Daine quit his status as Sword of Humakt, thereby giving back his allied spirit and many benefits. He still keeps his iron, and teaches, but no longer works for a temple.

Daine also deals with the other 20 or so mercenaries who inhabit this campaign doing duties other than adventures. He is too important and too busy to be sent on the missions assigned to the player-characters.

#### Daryli Godspeaker, the Priest

The priest is the most open ended of the NPCs provided so that the referee can smooth the entry of established player-characters. Since the religious authorities are the most conservative and the most likely to be sticklers for petty details, the referee should decide upon the religion of the priest.

Remember, this priest (and possibly an extra Rune lord besides Daine) is the source for training in magic, both battle magic and one-use rune spells. Since the initiates are supposed to attend at least seasonal services, this priest logically should service the largest number of worshippers, including the Duke's household.

Suggested adventurer religions are Orlanth, Yelmalio, or the Seven Mothers. Alternately, a relatively neutral Earth fertility goddess, such as Ernalda, can be a firm centered base beloved of virtually all the PCs. A priest of Ernalda will have many useful skills, but is rarely a fighter. Whatever is settled, the religious matters should not be pushed too hard.

Player-characters of different religions will have to attend services and learn spells elsewhere. Horn Gate could hold such a place. The alternate priest should be named and live near to the Chalana Arroy priestess, and otherwise ignored as much as possible. Concentrating on one NPC is hard enough!

The stats provided include a minimal number of necessary skills and spells. For safety's sake, the priest should have at least one use of all cult specialty spells as well.

#### Raus of Rone

S1K 13	CON 17	SIZ 14	INT 16	POV	V 19	
DEX 14	CHA 17	Move 8	HP 19	Defe	ense 25%	)
	D20	Loc	cation	AP/HP		
	01-04	Rigi	ht Leg	10/7		
	05-08	Let	ft Leg	10/7		
	09-11	Abo	lomen	10/7		
	12	C	hest	11/8		
	13-15	Righ	nt Arm	10/6		
	16-18	Lef	t Arm	10/6		
	19-20	Н	lead	10/7		
Weapon	SR	Attk%	Damage		Parr%	P
III hat are		0507	1D10 : 1 : 1	D4	750	•

	110000	D amage	1 00	1 00
5	95%	1D10+1+1D4	75%	30
5	90%	1D10+1+1D4	85%	30
_	-	_	95%	12
2	85%	2D6+2	40%	10
2	95%	1D10+1+1D6	55%	15
	5 5 - 2	5 95% 5 90% 2 85%	5 90% 1D10+1+1D4  2 85% 2D6+2	5 95% 1D10+1+1D4 75% 5 90% 1D10+1+1D4 85% 95% 2 85% 2D6+2 40%

SPIRITS: allied spirit in bastard sword (iron) INT 14, POW 17. Bound spirit in POW storage crystal INT 10, POW 15.

SPELLS: Countermagic 3, Demoralize, Disrupt, Fanaticism, Healing 6, Protection 4 [Allied Spirit], Bladesharp 4, Dispel Magic 3, Farsee, Mobility, Repair, Spirit Shield 3 [Bound Spirit], Befuddle, Coordination, Glue, Speedart, Spirit Binding, Repair.

SKILLS: Evaluate Treasure 65%, Jumping 90%, Listen 65%, Map Making 95%, Oratory 95%, Ride 110%, Spot Hidden Item 75%, Spot Trap 65%.

LANGUAGES: (R%/W%) - New Pelorian 95/35, Praxian 65/ 0, Sartar 75/25, Pavic 45/25, Tradetalk 80/25.

MAGIC ITEMS: POW 8 storage crystal (with bound spirit inside), POW 12 storage crystal, iron armor & bastard sword, amulet Detection Blank 4, wrist band Ironhand 2.

#### Daine, Chief of Mercenaries for Raus

S1R 16	CON 15	SIZ 1/	IN1 12	POW 16
DEX 18	CHA 15	Move 8	HP 17	Defense 25%

D20	Location	AP/HP
01-04	Right Leg	10/6
05-08	Left Leg	10/6
09-11	Abdomen	10/6
12	Chest	11/7
13-15	Right Arm	9/5
16-18	Left Arm	9/5
19-20	Head	9/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	4	120%	1D8+1+1D6	105%	30
2-H spear	3	110%	1D10+1+1D6	115%	15
Comp. bow	1	105%	1D8+1	75%	10
2-H axe	3	95%	2D6+2+1D6	90%	15
Med. shield	_	-	_	120%	18

**SPIRITS:** bound spirit in POW 8 storage crystal INT 14, POW 15.

SPELLS: Bladesharp 4, Countermagic 6, Demoralize, Repair [Bound Spirit], Healing 6, Protection 3, Speedart, Spirit Shield 4.

SKILLS: Camouflage 95%, Climb 65%, Hide in Cover 95%, Jump 90%, Map Making 95%, Move Quietly 90%, Oratory 65%, Riding 105%, Spot Hidden Item 90%, Spot Trap 105%, Swim 70%.

**LANGUAGES:** (R%/W%) New Pelorian 85%/60%, Praxian 65%/45%, Pavic 50%/0%, Tradetalk 50%/0%.

MAGIC ITEMS: iron armor and broadsword, broadsword has Bladesharp 2 matrix & 500 L. gem in hilt (it is also a deathsword), ring with crystal of Spell Resisting 2.

#### Daryli Godspeaker

STR 10	CON 10	SIZ 10	INT 12	POW 16
DEX 18	CHA 16	Move 8	HP 11	Defense 20%

D20	Location	AP/HP
01-0	04 Right Leg	3/4
05-0	08 Left Leg	3/4
09-1	11 Abdomen	6/4
12	Chest	6/5
13-1	15 Right Arm	3/3
16-1	18 Left Arm	3/3
19-2	20 Head	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
1H sword	5	75%	1D8*1	75%	20
2H staff	5	75%	1D8	75%	15

LANGUAGES: (Read/Write) – New Pelorian 85/90, Pavic 65/50, Praxian 50/0, Tradetalk 90/50.

SPELLS: Countermagic 3, Demoralize, Detect Enemies, Dispel Magic 2, Healing 6, Spirit Shield 2 [Allied Spirit] Befuddle, Bludgeon 3, Glamour, Protection 4, Repair, Strength.

RUNE SPELLS: Dismiss Elemental 3, Dismiss Elemental 2 (twice), Dismiss Elemental (thrice), Divination 6, Divine Intervention 2, Shield 2, Spell Teaching, Spirit Block 2.

SKILLS: First Aid 85%, Taste Analysis 95%, Treat Disease 35%, Treat Poison 65%, Worship 65%.

SPIRITS: allied spirit in staff INT 15, POW 20.

DOW 10

#### Religion

All his immediate family share the duke's religion, for it is ancestor worship in the style of Daka Fal. There is an ancient family spirit bound in the Crown of Rone, a family heirloom which the duke still owns, which gives advice to whomever is the rightful heir to that crown.

Since this is a Daka Fal cult, the family members are not allowed to be initiates of other cults. The duke supports his priest to keep the rest of the community at peace and spiritually sustained, as well as providing services which the duke's cult cannot.

#### **Terms and Finances for Characters**

This is a campaign pack, planned to occur in a setting with NPC characters other than those which are played during adventure sessions. The player-characters are offered positions in a military mercenary force the total of which is about 25 full-time soldiers.

Each session is designed for 2-5 players and 4-7 characters. The normal adventurer status should comprise the bulk of the party, and would have most survival skills, including weapons, and a specialty skill, in the 60%-80% range, and other common skills in the 35%-65% range.

The actual number of players is up to the referee and his resources. Part of the art of refereeing is adjusting to the situation at hand, whether as referee or as game organizer. Everyone will want to or need to change details, and this is permission to do so.

Regular players who likely will be present for many sessions should have at least two characters ready to play and possibly more. One may be training or healing, or another might be some special type of barbarian, etc. instead of your usual characters. Non-played characters will be privy to the same information, etc., as active characters, and may be presumed to be on some of the other duty which goes on off-game. Later, toward the end of the campaign, the tough fighting is going to require several good characters ready to be used in succession. This struggle will give the chance to use all player-characters if the defense is at all successful.

The use of many different characters gives more chances for role playing, and this campaign offers many strange types who might be played experimentally. The duke's mercenary captain, Daine, hires even Morokanth if they agree to the terms of employment. It is not necessary to become attached to these experimental characters, and it is very enjoyable to experience their limitations for a while.

If players have a number of characters, they can put together a balanced party of characters for an adventure. The duke wants specialists around for certain needs, but these specialists often pull sentry duty until a special occasion arrives.

#### **Established Characters**

This campaign provides an easy excuse for almost any character to be allowed to join up with the duke's mercenaries. The frontier setting and duke's own exile make him sympathetic to anyone's personal beliefs. He is pragmatic enough to accept anyone's help with a minimum of resistance.

Note that this is not a campaign for established RuneMasters. In this sort of campaign, such characters are retired, for they have reached the top of their social ladders. In this scenario pack, the RuneMasters are NPCs who lend authority and strength, but who rarely risk themselves against ordinary hazards. If the player-characters in this scenario come across something extraordinary, then these retired masters would certainly come forth and show their power. The assault upon the Five Eyes Temple is such an example.



#### The Plaines of Prax

In the volatile atmosphere of the Plaines of Prax. it was a short step between meeting and fighting an enemy clan. Feuds were common, and since the initiation rituals of every tribe included slaying a foe in battle there was never any lack of excuse for war. Most of the time, such battles would begin without time for the tribes to muster and gather. The herds would wander about the Plaines in search of brush to graze on, often being attacked by others as the first indication that hostilities were alive. There would then follow a desperate attempt to gather in strength before the other tribes, hoping to crush them with superior numbers first.

The only exception urged is that characters who do attain Rune status in the course of these adventures be retired from normal service, but be the first to go if there seems to be heavyweight trouble. Semi-retired PCs will make much better leaders in the newtling temple scenario than will referee-played NPCs. The last overland scenario is also useful for taking RuneMasters out of retirement, and will give them a challenging situation.

It is possible for player characters to be placed into the scenarios in the roles of Daine, the duke, the wife, and the priest. However, this will either disrupt the plot or the plot will sometimes remove the characters from control of their players. Both problems should be avoided if possible.

The fate of established PCs after the scenario pack is completed is up to each referee to determine according to his own campaign. It is natural and likely that PCs who tamed the land might happily settle down to reap the benefits of the peace which they earned for the duke. It is just as likely that they might wander off again after their term is up.

Moon Design Publications offers other classic scenarios for such itchy-footed wanderers.

#### **New Characters**

It is possible to enlist new characters in this campaign. Again, it is also possible to be a colorful nomad from one of the animal-herding tribes of Prax, or even a Morokanth or Agimori.

These scenarios presume that experienced PCs will enter into Lord Raus' service. It is important that the characters be established as a reasonable part of this milieu and that they not upset the background setting.

Even Lunar-hating and Yelmalio-rivaling Lightbringers can work for a lord whose land grant is from the Lunar Empire.

#### Parts of the Bull

The Parts of the Bull were special members of the tribes who worshipped the Storm Bull instead of Waha. They hated Chaos more than the other members of the tribes, and fought it with special powers and a berserk passion unmatched in the world. The six Parts of the Bull are:

Bull's Heart - The Devil's Hand

Bull's Horns - Cacodemon

Bull's Hide - Stomach

Bull's Hooves - Dragonsnails

Bull's Legs - Bullsitch

Bull's Breath - Gas

The River of Cradles is a frontier, and the tough life makes most cultural prejudices less important than common sense and survival. Certain religious obligations must always be met, but practicality is never ignored. It takes brains to survive, and the NPC leaders are experienced survivors.

On this frontier, humans are not dominant. Humans are adaptable, but other races of creatures are even better suited for life here. People here are usually more willing to band together racially, despite religious differences, than they are likely to trust another species, even if both species worship the same god.

There are always exceptions. Player-characters are certainly allowed to be exceptional as well, if such is the flavor of the local game.

The civilized standards of many strict religious taboos will be ignored between friends, or ritualized into codes and greetings which conveniently satisfy the letter of the rule.

Religious tensions will be observed whenever someone wants them to be. For instance, the Lord Belvani, a Yelmalio from the Sun Dome Temple, will always insist on a friendly challenge with his Orlanthi associates, but if the Orlanthi loses, he repays the gold which changes hands to prove his generosity to inferiors.

Many religious commandments cannot be broken. Anything controlled by priests will be done with the uttermost respect for tradition and rules. Priests are dependent upon such respect to increase their contact with their gods. They are close to the holy powers and must perform that way. Most worshippers can ignore the parts of their religion which they dislike after they leave the temple grounds.

#### **Lunars and Lightbringers**

Lunar characters will be coming here because they've heard of the quick riches and easy adventures of this desolate spot. Likely they plan to stay for a couple of years, strike it rich, and go home and settle down.

Lightbringers are likely to have come here to escape the oppression of their peoples by the Lunar Empire. They might also be locals from Pavis.

If they are Orlanthi or associated cults, Horn Gate should have their nearest temple. This will motivate them to visit there and give a sense of locale to the players. Lightbringer priests can be sheltered by Chalana Arroy.

It is important to make an understandable structure and environment for the PCs. This campaign has no political and little social significance. It is a place in which to adventure against exotic foes under unusual circumstances.

Raus is in a neutral cult, there are major temples within traveling distance, and a neutral cult temple (such as Ernalda) can be established as the home base.

## Employment

#### The Mercenary Contract

The first formal mercenary contract was drawn up during the Second Age, either by the Empire of the Wyrm's Friends or the Jrusteli God-learners. The ancient versions varied; every locale had regional specifics.

In a box are early soldier and officer contracts. Simple life-time employment is inferred, with no money or other guarantees at all.

On an opposing page are the exact terms of employment offered by Duke Raus. This document may be copied and given to each player. One single copy should be kept by the referee, and on the back he should have every player write down the name of the character joining up. The referee should date the document to keep it official.

Duke Raus's contract is typical of Praxian contracts offered by Lunar employers.

#### The Contract

#### Rations

Rations are minimal field rations, but would be supplied to anyone who did not eat at the table. The duke does not want non-humans at his board and will always only give them their own rations. Anyone with their own rations can cook and eat them in their barracks or nearby.

#### Theft

The duke promises to pursue thieves, and to subject the thieves to the same ruling they would get if his own goods were stolen. The following lines quote the duke's own laws of possession. "Any person employed by me who is found to possess an object vouchsafed as my own possession will forfeit all rights and safety of life, limb, and future, and his soul will be at the mercy of my good will." Furthermore, the duke's habit is to chop off the hands of petty thieves who snitch from his servants on the streets of Pavis, so his reputation as a source of justice is that "Far from him his justice is deadly, and harsher near his pocketbook."

#### Abrogation

Abrogation of the oath by the warrior will result in each of the attributes sworn upon failing him in crucial moments, at least one time for each. Thus, he may fail to cast a spell at a crucial moment, or fail to remember vital information when it is called for, or stumble when he must keep on his feet, or drop his weapons when faced by an enemy.

#### A Fair Share of Any Loot

This key phrase, so calmly tossed off in the duke's promises, is worth being prepared for. The duke won't talk about it, but Daine will.

The normal convention is that all loot gathered while in the employ of the duke will go to him and only him. When bodies are looted, the booty must be given to the duke. When cities are looted all the goods are supposed to be given to the employer. Permission is sometimes granted otherwise, commonly called "free plunder."

The interpretation of Fair Share is open. The duke uses "standard terms." The process is as follows.

All goods collected during a run are piled up and presented before the duke. If the player-characters are empty-handed, this is also presented.

The duke and Daine will review everything, confer with the leader and the party, watch the priest for signals he detects, and then praise or condemn the actions which have occurred. If the players have followed orders then praise should result.

If something particularly noteworthy occurred, and something noteworthy was gained, then the gifting is obvious. The actual item value is inconsequential unless it is of heirloom value or one of a kind. Even a smaller value item, if given with a flourish, surpasses its cash value to the recipient.

The duke always will be liberal with captured arms and armor for his mercenaries. Spears and arrows are free. Armor can be upgraded on the spot by distributing armor which fits the PCs.

The referee should then make a fast estimate of the total cash value of the accumulated treasure, including that which has been given away. Divide the result by 20. If the result is more than 100 L, the duke will distribute cash or goods on the spot according to the formula below. If it is less then he will not give out any further money.

By the duke's standards, a Fair Share for an individual equals 5% of the total value of the loot, divided by the number of warriors, plus any share of the Leader's Portion.

#### The Pavis Survivors

This band was the sole remnant of the people of the proud city that once ruled Prax, cursed to wander the Plaines rather than bring their ancient city to life again. They rode a powerful horse that, though normally outlawed in Prax, was allowed because of its striped disguise. The riders wear ancient scaled armor, and are armed with bow, lance, and sword, but most important was their great discipline, learned from the ancient military codes by which they live.

#### The Leader's Portion

A leader of a party of mercenaries receives a large amount of money or value in addition to the standard wages of a mercenary. The amount, in fact, is generally equal to the total value of the rest of the party; i.e., 5% of the total value of the loot.

The responsibility assumed by leaders and the danger which that entails earn them more reward.

What the leader does with that portion varies, according to the following methods.

The Orlanthi Method: The leader is responsible for further dividing the portions among his men. The leader keeps his enlisted share x 3 as a minimal amount. He is then responsible for dividing the rest among his followers according to how they did, in his estimation. Equal division is not the point here, but rather reward by merit.

The Yelm Method: The leader keeps the entire amount here, although popular favor traditionally comes to generous leaders. Any division, though, is strictly voluntary on the part of the leader. Peoples who adopt this method do not think it unfair.

The Adventurer's Pact: This is generally used for mixed parties. Each individual in the adventure will get an equal share of the Leader's Portion. Sometimes this includes heirs of killed members, sometimes it doesn't. Generally the count of members should be established first, for some people include familiars and allies and even slaves, while other people do not. Once established it should not be changed and whatever method is employed should be established before the first adventure.

#### **Bonuses**

The duke has a set of unwritten standards which he uses to reward his troops for loyal service. He would never reveal his formula, or even admit it exists, but it is one of the rewards he gives above and beyond even what he promises to give. This helps ensure the loyalty and happiness of his troops.

Whatever mental process the duke uses is irrelevant, and the methods he uses to measure it are impossible to collect. Instead we have this written interpretation, using the standard moneyfor-service system.

Training is the most important method of paying bonuses. The values given can be applied to either magic spells or to training from any of the masters in the duke's household.

The debts can be accumulated to save up for an expensive spell or high. level training. The best method of doing this is for the players to record the amount owed them after each session, including the adventure on which the debt was gained.

Standard Bonus is gained for each dangerous mission. For our purposes this is every game session in which the PC is a principal character. The Standard Bonus per person is 100 L per week, or per mission, whichever is longer.

Extra Bonus is given if the character performs beyond the normal standards, or otherwise performs something outstanding. This is usually worth 500L of training.

Great Bonus is gained when a character single-handedly achieves some critical feat, performs some superlative deed, or excels all normal achievements of bravery. Such a reward is rare indeed, and should be granted on such an occasion as a single survivor returning with the duke's kidnapped daughter. This scenario makes little room for solo adventurers, but if a character performed deeds alone he might warrant a Great Bonus as well.

In general, a Great Bonus is the equivalent of 2000 L of training, but may be double that for truly monumental deeds. Deeds which deserve such an exalted reward also will warrant other appropriate presents, however, and the authors do not think that anything planned in this scenario pack deserves a Great Bonus if done with reliable teamwork.

### Mercenary Officer's Contract

Each officer will give his complete loyalty, in life and death, to the care and leadership of his employer, or any officer designated by the employer. Each officer will receive:

Food and sustenance, equivalent to the amount to keep him healthy, satisfied, and enriched, delivered in any manner convenient to the employer.

Shelter, enough to keep him healthy and protected from the vile elements, as appropriate to his station.

Magical training, as is best for the situation.

Security, for his person and his goods, especially for personal possessions when the owner is absent, within the best means of the employer.

Protection, on lands, marches, and camps of his employer, from all outside forces which oppose the officer because of his foreign status, including laws, curses, and personal vendettas.

#### Mercenary Soldier's Contract

Each hired man will give his complete loyalty, in life and death, to the care and leadership of his employer, or any officer designated by the employer.

Each hired man will receive:

Food and sustenance, equivalent to the amount to keep him healthy and satisfied, delivered in a manner convenient to the employer.

Shelter, enough to keep him healthy and protected from the vile elements during periods of inaction or rest.

Security, for his person and his goods.

Protection, in the camps and lands of the employer from outside persons and peoples who oppose his foreign status.

## Mercenary Contract of Raus, Duke of Rone

Each hired person will give his complete and utter loyalty in all matters, whether they lead unto life or unto death, to me, Raus, Duke of Rone, Lord of the Weis Domain, to be sworn in person by the oath of my choice.

Each warrior agrees to obey all officers appointed by me, as if they were me, except in matters which countermand orders given by me.

Each warrior agrees and understands that he places complete trust in me and my wisdom, and that my own interests include the well-being and trust of each individual in my employ, and that I will not abuse or needlessly risk anyone's life, and that risks will be undertaken only as it aids and serves to protect every loyal person of my group.

Each hired warrior will receive an equal share of food, delivered once a week, to include: ten kilos of unground barley, one kilo of fresh meat, three kilos of beans or other lentils, and one kilo of good animal fat; or board at the lower tables within my household.

Any person who brings his own horse will receive five kilos of grain, five kilos of fodder, and adequate water each day when it is used, as much as possible. Normal grazing in good ground with adequate water is guaranteed for all horses not in use but in hire.

Shelter will be provided within suitable barracks or tents, owned and provided by the duke.

Security will be provided for every person in my command, and it is guaranteed that myself, my captain, and my priest will serve as impartial witnesses to the ownership of private goods. Anyone in our employ may have his own items reviewed by us, establishing true and absolute ownership.

On my own word I guarantee that anything with our vouchsafed witness of private ownership will receive exactly the same protection by me and my staff as if the items were owned by us.

Protection for each warrior is guaranteed, with the understanding that the warriors obey instructions to the letter, and that they in no way behave purposefully with neglect or intent to harm me or my reputation.

I am Raus, Duke of Rone and Lord of the Weis Domain and I speak for the spirit of my family called from the Rone-jewel of my crown. The powers of this jewel protect me and mine from evil sorcery and wicked shamans' magics, and once with the aid of a priest I went to the spirit world where I fought enemy spirits, and I imprisoned one to prove my power. In my household lives a priest, sworn brother of mine, who knows many spells and prayers, and whose magic is fearsome to my enemies. All these will keep you healthy from enemy gods and devils who are sent against you for being in my service.

Furthermore, every year I will give each person in my employ one suit of cloth or of leather clothing of my choice, and replacement for all personal arms, armor, and horses which are lost in combat, and free repair of those damaged on duty.

Also, at one time each of the five seasons I place the services of my priest at the desires of my employees, and I guarantee the collection or debt of 500 L worth of spell teaching. Collection is at the availability of the priest and limited to spells known by the priest. Debt is cumulative until collected.

Furthermore, I recognize the existence of heirs, and will properly advance to them all items which come into my hands which I have reviewed and recognized as personal property.

Finally, each man will receive 10L per week paid in cash, and also receive a fair share of any loot received according to normal conventions.

Now I demand oath and seal of you, and the recitation of the following:

By all that is Truth and Honor I swear by the power in my soul, by the mind within my body, by my feet upon the Earth, and by the weapons in my hands that I will give faith and fealty to Raus, Lord of the Weis Domain, until I am honorably released from this service, or death take me, or the world shall end.

Signature, Oath, or Sign of the mercenary

## What You Learned Pavis

#### The Block

Before Time began, a great mountain of Truth called the Spike sat in the center of the world. During the God Wars a chaos army invaded the Spike and their profanity caused it to explode, sending pieces of truestone hurtling through the cosmos. One huge chunk bounced off the sky and hurtled to earth. It landed in Prax where the Storm Bull was wrestling the Devil. The huge rock smashed into the Devil, smearing him across the plain and removing him from his body.

The rock, now called the Block, still sits in Prax, a half-kilometer on each side and two km tall, flanked by hills of dirt. Beneath are the Devil's remains, eroding under the ministrations of the Good River.

The Block, the world's largest piece of truestone, is rarely mined. The stone is nearly unbreakable. Only adamant, a mythic metal of forged truestone, can cut raw truestone. Any tool made of truestone is a god-treasure, unknown to men.

Further, the Block is a Storm Bull holy place, guarded by his worshippers. They believe that removing any truestone aids the Devil. They prevent mining and patrol to keep anyone from searching the hills to find impact fragments of truestone. They sometimes will trade truestone they have confiscated from others.

The Block is 130 kilometers southwest of the city of Pavis.



#### Corflu

This port was initially built on the Defender's Shore by the Jrusteli God Learners in the Second Age (c. 750). For a while it was prosperous, trading with the Praxian nomads and waxing fat off the Cradle which floated down the River of Cradles, full of Giant children and great magical items.

When the Giants took their revenge on the Jrusteli, Zola Fel, the River God, swore a great oath to assist them. Silt began to pile up in the harbor of Corflu. For a century the Jrusteli dredged channels and tried to propitiate the god Zola Fel, but in vain. When the Jrusteli fell, the seas were closed, Corflu was sacked and abandoned, and for centuries was just a spooky watering place for nomads. The silting was so great that the course of the river shifted, and now the River of Cradles empties some 20 km east of Corflu.

With the conquest of Prax by the Lunar Empire, Corflu has sought a new prosperity. The Empire is attempting to turn the ruin into a thriving port.

#### The Valley of Cradles

Cradles once floated down the River of Cradles. Their records appear in Godtime archives, and sporadically in the First and Second Ages. Jrusteli God-learners plundered the cradles for the many magical artifacts meant to keep the giant children safe and help them grow into powerful giants. Zola Fel is the river god of the River of Cradles.

At first the Jrusteli boarded the cradles at sea, but too many evaded them and reached their destination. The greedy Jrusteli built the city of Corflu on the mouth of the river, only to find that the nomads of Prax were robbing cradles before they reached that point. Finally, about 750, the Jrusteli founded the city of Robcradle further up the valley to catch the cradles before the nomads got them.

Robcradle was destroyed by the giants, and the river itself doomed Corflu. By the start of the Third Age, the valley was calm and serene, but barren of cradles.

Since the beginning of the Third Age, the river valley has provided an excellent grazing ground for the warring tribes of Prax to fight over. Now that the Lunar Empire has arrived, the valley is being pacified for Lunar farmers to settle and work the fertile river valley.

#### **Dead Place**

In his fight against the Devil the Storm Bull was thrown to earth, nearly dead. His mate, Eiritha, hiding in the earth, stripped the ground of its power, and gave it all to her lover. Revived and resurgent, the Storm Bull sprang again at his foe and fought him off until the Block pinned the Devil to his death.

The area of Prax which Eiritha stripped of its potency has remained dead to this day. Only the hardiest plants grow there, and they are mainly poisonous. When the flash floods or sprinkles rush water into this region it dries quickly, leaving a fine alkaline dust which hangs in the air, damaging lungs and burning skin, kicked up by feet in the windless, ghostly region of gullies. Brigands and outlaws often use it as a safe place, for normal folk will have nothing to do with it.

Among its most noxious traits it is impossible to regain used POW while within its boundaries, and any Rune Magic used will be one-use, demanding re-sacrifice for it once the user is out of the area. The land sucks up all power used within its confines. Perhaps, if magic is constantly used in the Dead Place for many centuries, the land will once again be at least as yellow as the rest of Prax, but no one seems inclined to sacrifice to do so.

The Dead Place is 80 km southwest of Pavis.

#### The Block

The Block is an immense cube of Truestone which was hurled to this place when the Spike exploded before the Great Night. The sides are steep and slippery, and the top can only be approached by climbing upon the Devil's Hill, and thence to the top of the Block. The Storm Bull worshippers at the Block were reputed to know a hidden way to the top, but the secret was lost over the ages.



#### The Sacred Ground

Because the Paps was the ultimate source of all life in Prax, the area surrounding it was among the most fertile in the land. During his battle with the Devil, however, one of the Storm Bull's ears was infected and torn off. It landed in the Sacred Ground, poisoning one part of it, rendering it as unfit for life as the Dead Place itself.

#### **Lunar Empire**

This nation is the political manifestation of the Red Moon, a goddess created in 1220 by several renegade priests and shamans from other cults. The goddess left behind her empire and ascended to the heavens 27 years later, bringing the first moon to the skies of Glorantha since the Godtime. The Empire has used its ties with chaos to control it and put it to work. This attitude has made them many enemies throughout Glorantha, but it has also made them very powerful. The Imperial History chronicles major victories and minor defeats, then more major victories and minor defeats, and the records are accurate.

At this time, the Empire has conquered its inland regions and extended south to Dragon Pass and the Kingdom of Sartar, then marched into Prax, seeking a sea port at Corflu. The entire Valley of Cradles is under Lunar sway. The dominant barbarian tribe in the area, the Sable Riders, is an ally.

#### The Paps

The Paps are the holy ground of Eiritha and her son, Waha. The Paps themselves are a maintained ruin dating from the Godtime, when the earth was far more fertile. The priests and priestesses in the Paps maintain a luxurious existence, quite removed from the toils of the nomadic life. Vestiges of many cults no longer worshipped anywhere can be found at the Paps.

The Paps are 70 km south/southwest of Pavis.

#### **Pavis (Outside-the-Walls)**

In 1575 a band of settlers moved from Sartar and founded a prosperous trading post and fort outside the cyclopean walls of the Rubble of Pavis. The Spirit of Pavis, which had protected the ruins

#### Chaparral

Chaparral made up the majority of the land in Prax. It was sparse and cursed, not fit for men to live upon without proper support. The growths were dry and rank, unfit for human consumption or digestion, but sufficient for the life-giving herds.

#### **Summer Fertile Ground**

Summer fertile ground was scarce and blessed. It was rich enough for men to live upon without the benefit of their herd beasts, eating instead the small creatures, roots, berries, and occasional vegetables.

#### Winter Fertile Ground

Winter fertile ground became fertile enough in the rainy winter season to support life. The rains swept down form the hills and up from the sea, providing an extensive area where plants quickly bloomed through the short season. of the Rubble, made compact with Orlanth and moved to the new settlement for a new life.

In 1610, only 35 years after it was settled, new Pavis surrendered to a Lunar army. Since then it has grown as a major stopping-place on the road from the Empire to Corflu, and as a center for settlement of the Valley of Cradles by hardy Lunar frontiersmen. The nearby Rubble is a major attraction for adventurers who wish to mine for robber's loot, treasure, or ancient artifacts.

Pavis is on the north bank of the River of Cradles

#### Rubble (Old Pavis)

In the year 800 the Giants revolted against the treatment their cradles were receiving at the hands of the Jrusteli Godlearners at Roberadle and Corflu. A band of giants smashed Roberadle and in its place erected the cyclopean walled city of Paragua to watch over the progress of their cradles, and waited for their ally, the river Zola Fel, to weaken Corflu.

But in 830 the hero Pavis fought the giants and drove them from Paragua. He moved his people within the immense walls and began the first human habitation of the site.

The city of Pavis was a firm ally of the Empire of the Wyrms Friends, sometimes friend and sometimes foe of the surrounding nomads for 300 years. At last, during the fall of the Empire, the mighty city fell to Jaldon Goldentooth, the nomad hero.

Since then the ruins have been furtively occupied by humans, boldly dominated by trolls, and often used as a place of refuge by outlaws or a place of adventure by the foolish.

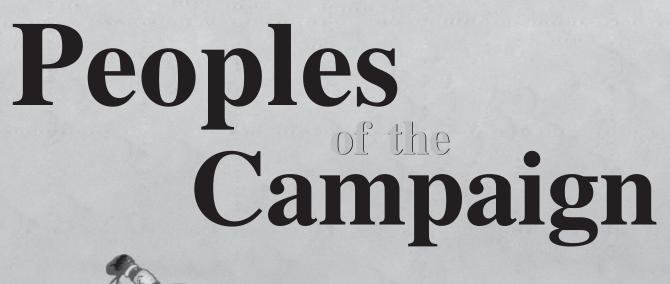
The giant-built walls are properly in scale with their makers, and the ruins of many cultures lie inside, as well as many troll dugouts and outlaw hideaways. It is well-known that treasures lie amid its ruins and death lurks in its shadows.

The Pavis spirit, long destitute of proper worship, moved from the Rubble to a new temple in Pavis. Thus, the Pavis Rubble, deprived of its spirit, is now simply the Big Rubble.

#### Sartar

The kingdom of Sartar was a proud kingdom of hill barbarians in Dragon Pass which unsuccessfully fought off the encroachments of the Lunar Empire. During its last years, a prince of the royal house brought settlers and founded the city of Pavis. In 1602 the Lunar Empire finally overcame Sartar, which is now a client state with a puppet monarch. Pavis is full of Sartar refugees, and the Imperial forces there are constantly on the alert for disaffection and plots to liberate Sartar.

The capital of Sartar, Boldhome, is west of Pavis about 190 kilometers.





## The Agimori

#### Introduction

Life is hard on the plains of Prax. Its peoples have grown expert in the fine art of survival in a desolate land. Even so, one tribe stands out from the rest in their ability to live in these godblasted plains.

These are the Agimori, the Men-and-a-half, one of the ten independent tribes of Prax. Great hunters and deadly fighters in any land, they are considered by many to be the finest infantry of Glorantha.

#### Origins of the Agimori

Long ago, in the golden age of Godtime, the young god Lodril wandered the lands of Glorantha. Exuberant with life and rowdy with new power, he saw and learned much, even witnessing the creation of the Elves, the people of the woods. This memory ever intruded into his thoughts.

In his wanderings, Lodril came to the fiery lands of Pamaltela, where he met the god Eurmal. Eurmal was very clever, and had learned the secret of making men. He, Lodril, and some others then set about fashioning a living race. Their first efforts were ridiculous, disproportionate, ungainly, and ugly,



The created people were more than had been hoped for. Tall and strong, yet lithe and handsome, they revered Lodril greatly but had minds of their own. Lodril taught them how to live, how to fight, and how to survive where no other people could.

When chaos appeared and threatened the world, Lodril answered the call to battle. He gathered the Agimori together and led them north and east to Vithela. After many adventures, a much-depleted nation crossed a now-vanished land bridge into Fethlon. They then turned west to Prax, to fight chaos in Lodril's name.

After the Spike exploded and the world changed, the Agimori were stranded in Prax. During the Darkness, some of the Agimori wished to reproduce, but could not due to their fiery origin. Desperate to replace their battlefield losses, the tribal leaders begged Lodril for help. For once at a total loss, Lodril asked Ernalda, the Earth Mother, for help. Ernalda revealed to the tribe that they must first, in order to reproduce, take into themselves the antithesis of their natures. Before any Agimori could conceive, he and she would have to drink untainted water to counteract their dry natures. In this way the tribe of the Men-and-a-half, the Agimori, were created.

#### **Physical Characteristics**

Average members of this tribe, both men and women, stand at least six feet tall and weigh more than 200 lbs. Their strength and endurance are commensurate with their size, making them formidable opponents in any situation.

The Agimori have other traits that make them unique. They do not sweat and they require much less water than other men. Their digestive system is super-efficient, allowing them to thrive where others would grow gaunt. Their bones are larger and stronger than those of other men; their hearts are larger and beat more slowly. Their sight is exceptionally keen, for sight is the sense associated with the element of Fire. For this reason, give all Agimori a 15% addition to their Spot Hidden and Spot Traps skills in addition to any bonuses that they gain from their natural characteristics.

Adult Agimori have a number of other peculiarities that give them a marked advantage over other races. The first is that when mature (age 16 years and up), the bare skin of the Agimori is remarkably tough. Treat their adult skin as two-point armor. Children of five years or more have only one-point skin. Those younger are as vulnerable as the infants of any race.

The second advantage of the Agimori is also based on their relationship to the element of Fire: from birth to death they need surprisingly little moisture to survive. Indeed, a tribesman needs no more than a liter of liquid water to survive (the Agimori digestive tract can extract several more liters from their food), and can live on less. The major part of the liquid water ration is consumed during religious ceremonies every Friday.

A third advantage is that from physical maturity (16 years) onward, the Agimori shows an amazing immunity to the effects of heat. Any warrior of this tribe can work or fight in the hottest of climates. In combat the damage done by spells such as Fireblade, Firearrow, Sunspear, and the heat attack of a salamander is halved after penetrating any armor or protection that the warrior has on. The remaining damage (fractions round up) is then applied to the rolled hit location.

#### **Example:**

Marlenus the Hoplite hits Scragga, the Agimori, with a shortsword with Fireblade cast on it. Scragga misses his parry and is struck in the right arm. His armor consists of Protection 2 and his natural two-point skin for a total of four points of armor. The damage rolled is ten; four points are subtracted by Scragga's armor and, since the damage is heat, the remaining six points are halved to three before the hit location is affected. Since three points of damage are not nearly enough to disable Scragga's arm, Marlenus may be in for it.

While heat has little effect on the Agimori, they are very susceptible to cold. The Men-and-a-half are so closely bound to the element of fire that cold affects them more than other humanoid races. For game purposes, the effects of cold upon the Agimori are described on the Cold Effects Table.

#### The Men and a half

These people claimed to be the pure blooded descendants of Man and Woman, rune ancestors of all of the human races of Glorantha. They cited their obvious superiority as individuals as proof, and it is hard to refute it. They stand taller than most men, needed little food and less water to thrive. They fought with long spears against their foes, and were unafraid of even the charge of the Bison people.

#### Agimori Cold Effects Table

$\boldsymbol{c}$	elsius	Fahrenheit	Effects
	10	50	Limit of comfort for Agimori
	4-5	40	Loss of Perception Bonus
10 D		32	All Perception skills halved, will be no lower than basic; minus 3 to DEX; Defense bonus halved; loss of all other DEX-based bonuses.
	-7	20	All Perception skills at basic %; minus 6 to DEX; loss of Defense; all DEX based skills at 1/2% including weapons.
	-12	10	All perception at 05%; -9 to DEX; all DEX skills at basic %
	-17	0	Movement halved; all Perception and
	and	below	DEX skills are 05%; -12 to DEX; -6 to
			CON; death by freezing in minutes
			current CON.

DEX and CON can never go below three. All effects are temporary if the victim is moved to an area of +50 degrees Fahrenheit before death.

#### **Social Structure**

The present day social structure of the Agimori is, of necessity, a simple and loose-knit one. They are nomads, freely wandering the length and breadth of Prax. There are no towns or villages to tie the tribe down, just a few places where the trade routes meet or where there are holy shrines.

In peacetime, the extended family group is the basic tribal unit, consisting of 20 to 30 individuals, from grandparents to infants. Each group is led by a proven warrior and/or hunter, addressed as Baba (meaning parent). This title is largely one of respect and may be held by a woman or someone of relative youth. The criterion for leadership is ability and experience, not sex or age. Although this leader will accept advice from other family members, his or her formal spoken word is law and may not be disobeyed under pain of expulsion.

In times of war, each family group must supply the tribe with at least ten fighters or *spears*, and a leader. This *Leader of Ten* is elected by the fighters he will command.

Family groups will often travel with other groups they are bound to by blood or friendship, together making up a clan. Each clan is nominally led by the eldest Baba (family leader) and is titled *Koos* (chief). The authority of the Koos extends only to those matters that concern more than one family. The arbitration of the Koos is generally accepted; any who disagree may leave the clan. If the majority of the families do not agree, the Koos had better reconsider; a partial or overbearing Koos may find himself and his family driven out of the clan.

Each clan, in wartime, must supply the tribe with at least 50 spears, called a *line*, and a *Leader of Fifty* who is usually the most experienced or renowned of the Leaders of Ten.

The Agimori are never found in groups larger than clan size except in times of natural disaster or war. When the clouds of war gather in Prax, all non-combatants and their guards withdraw to the Paps in the Sacred Ground and await the outcome of the conflict.

#### Agimori Cult Membership Chart

Cult	% Chance	D100 Roll
Lodril	5%	(01-05)
Daka Fal	15%	(06-20)
Foundchild	75%	(21-95)
Others	5%	(96-00)

#### Way of Life

Unlike the five Great Nations of Prax, this tribe does not rely on domesticated herd animals for sustenance. The Men-and-a-half are first, and foremost, hunters. The hunt is both their chief occupation and their greatest pleasure. From the time a child is old enough to understand, he is taught how to stalk and track, how to kill and dress, and how to use the carcass for food, clothing and tools.

Everyone, old and young, must contribute in some way to the tribe's well being or they will be cast off as dead weight. Children are neither named nor recognized as tribal members until they have successfully hunted, no matter how small the prize.

The Agimori are ideally suited for their lives as trackers and hunters. Gifted from birth with great strength and endurance, they are taught patience and resourcefulness in the harsh school of Praxian survival where failure means death. Given time, an Agimori warrior can run down anything that walks. Thanks to the tutoring of his clan's Hunt-masters and his own experience, tribesmen are capable of tracking and stalking in any type of terrain.

Hunting is such a passion with this tribe that it is not unusual to find bands of Agimori far from their beloved Prax, searching for new trophies and glory. Any call for brave men to destroy a marauding beast or monster is sure to bring one or more Men-and-a-half racing, ready to dare anything to be in at the kill.

Life within the tribe seems unnecessarily harsh to outsiders. The crippled and the aged are not tolerated unless they are able to provide a valuable service to the tribe. Those who cannot are abandoned to fend for themselves or die. Most Agimori prefer to die with dignity in a traditional way. When life has become more of a burden than a joy to them, they will deliberately court death until it finds them. Prevented from doing so by illness or imprisonment, they will neither eat nor drink until death frees them.

#### **Taboos**

As with most primitive societies, the Agimori have a number of restrictions laid upon their actions by tradition or religion. Some of these taboos are more a matter of survival or pride than religious belief, but all are serious and are not lightly-broken by any member of the tribe.

#### Riding

No Agimori may ride an animal into battle. It is permitted to travel on a mount only in case of injury or illness.

#### Cowardice

Anyone who is guilty of cowardice in the face of the enemy or at any time where the lives of others are involved will be slain out of hand. Due to the immense family pride of these people, the guilty one's relatives are usually the first in line. Cowardice cannot be tolerated because the lives of many often depend on the actions of one person.

#### Theft

The theft of anyone's food, water, or personal weapons is punishable by death if the culprit is caught. Personal weapons are usually the favorite weapons of the owners. They may be gifts from honored friends or trophies taken in some memorable battle or duel. Whatever their origin, a fighter's personal weapons are easily recognized for they are always within reach of their master and are usually decorated so as to identify their owner's clan, family, and cult. This may take the form of feathers, carvings, precious stones and metals, or the scalps of enemies. These weapons are used only for war or for certain ceremonies, such as the yearly Great Hunt. Spare weapons are used for lesser hunts and weapons practice. Lesser weapons are regarded as mere tools and their loss or theft is considered a minor inconvenience.

#### Murder

Murder is unforgivable because the tribe can never afford to lose any healthy member: man, woman, or child. The penalty for murder is set by the victim's family and will be enforced by the entire tribe -Punishment may take one of two forms: (1) The slayer must take the victim's place in the family group for the rest of his life. (2) If the slaying was a fain fight the killer is given an hour's grace before the victim's avengers start after him. Under any other circumstances, the murderer is slaughtered like a pig.

Agimori will not hire out as mercenaries on opposing sides of a fight, for it will be considered murder if one is forced to kill another in battle.

#### Slavery

It is taboo to own a slave. The Agimori believe that other peoples are inferior and cannot survive their way of life. Therefore, any slave owner would have to adopt an easier lifestyle if he wanted his slaves to survive. The Men-and-a-half think that this softening of their life would reduce their abilities and lessen their chances to survive, both individually and as a people. For the same reason, Agimori rarely marry outsiders.

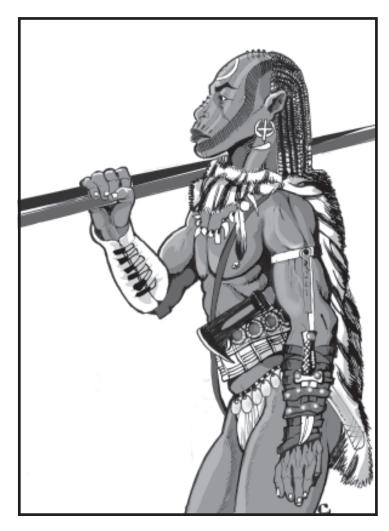
#### Adoption

It is possible, however, to be adopted into the tribe. The candidate for adoption must be sponsored by an adult tribe member who already is a proven hunter and warrior. The

candidate must be able to make his own weapons and live by his hunting prowess. After the prospective tribesman has met these criteria, he or she is brought before the priests of Lodril.

The priests use Divination to test the candidate's motives and to test the candidate for chaotic taints. After passing these tests, the candidate must wait until the next holy day of Lodril. At noon of that day he is again brought before the priests and given a special potion to drink. Then he or she is taken to a cave nearby. There he is divested all possessions, is sent naked into the cave, and then walled in. This signifies that the candidate is leaving behind all previous worldly ties.

The candidate must stay in the cave for two days, with neither food nor drink. Most importantly, he must survive the drinking of the potion. This is abstracted by rolling the average of (POW + CON) x 5 as a percentage on D100. If the candidate survives, he gains the following: +6 to STR; +6 to CON to a maximum of 18; 1-point skin; and protection from heat as an Agimori (as well as vulnerability to cold as an Agimori). If he fails his roll, he has been rejected by Lodril and dies.



At the end of the two days, the new tribemember must, unaided, break down the wall blocking the cave mouth and emerge into the light of day. He is then welcomed by joyful tribesmen as a newborn Agimori. His sponsor, who must now be regarded as his parent, and whose family is now his own, proudly presents the warrior with his weapons and his new name. His old name, and his past, are forgotten. A celebration then begins.

Breaking down the wall is not as difficult as it sounds. It is made of dry laid stone only one or two layers thick. A STR roll against the wall's STR of 15 will break through. This is not the usual initiation rite into the cult of Lodril: It is used only when someone wishes to join the tribe.

#### **Religions**

As a people who are of Prax, yet are not dependent on the great herds, the Agimori worship a different array of deities than do the

#### **Agimori Characteristics**

Charaot	ariation	Angraga
ınurucı	eristics	Average

STR	3D6+6	16-17	Move 10
CON	1D4+14	16-17	<b>Treasure Factor</b> 19
SIZ	3D6+6	16-17	<b>Average Hit Points</b> 17-18
INT	3D6	10-11	<b>Armor</b> - 2 point skin
POW	3D6	10-11	
DEX	3D6	10-11	
CHA	3D6	10-11	

ARMOR: In battle, a warrior is armored as follows:

Location	Armor worn
Head	composite or open helm (3-4 points of
	armor)
Arms	if available, cuirboilli vambraces(3 points)
Legs	if available, cuirboilli greaves (3 points)
Chest	cuirboilli cuirass ( 3 pts)
Abdomen	heavy leather, sometimes with padding (2-3 points)

**SPELLS:** Bladesharp 2, Disruption, Mobility, Protection 2, Repair. Skills, Armor, Weapons – see in text.

**MOVEMENT:** The Agimori are renowned for their ability to travel long distances and cross difficult terrain and remain in fighting trim. This may be approximated by allowing each Agimori warrior to run his STR x4 in kilometers on flat land, his STR x3 in kilometers on hilly land, his STR x2 in kilometers in mountainous or swampy land.

other tribes of Prax. The following Agimori Cult Membership Chart is intended to supplement that given in *Cults of Prax*. As in that table, the first number is always the raw percentage of the tribe belonging to that cult. The second set of numbers (always in parentheses) is the actual D100 roll required to decide cult membership.

Foundchild (fully described in *Griffin Mountain* and *The Cult Compendium*) is the most widely worshipped deity of the Agimori, as befits a tribe of hunters. All Agimori are at least lay members of this cult.

#### Politics and Relationships With the Rest of Prax

While hunting may be the joy of the Agimori, war must sometimes be their business. It is only through mercenary service that the tribe can obtain the metals and arms (and, if necessary, food) needed to survive. That is why the tribe keeps all of its fighting on an impersonal level. It cannot afford to make personal, permanent enemies. For this reason, the Men-and a-half will not hire out to nonhumans or to anyone involved in a religious war. Whoever they serve, the Idunas will never waste their men, because fighters are the only commodity that the tribe has to offer.

Chaos is an enemy; there are no exceptions. The Agimori will never serve the Lunar Empire because of its chaotic connections and because it is an invader of Prax.

#### **Current Agimori History**

Since the conquest of Prax, in which they were beaten along with many of the other independent tribes of Prax, the Agimori have accepted the current situation and deal with the Lunar occupation forces when necessary. In return, the Lunar occupation forces have avoided flaunting their Chaos abilities before the Men-and-a-half and have tried to bind these fierce warriors to alliance. The Agimori are wary of this courtship, but have not categorically declined it.

In the area of Duke Raus' holding, a tribe of Agimori under Chaku Ironspear live in a cave complex near the Weis Cut. They have expressed no hostility, and many of them seem aware of the Duke's previous record and hold him in some respect.

### Military Aspects The Individual Warrior

The average Agimori warrior is a formidable foe. Standing six feet tall or more and out-massing a normal human, these fighters have a reach and weight advantage against the average soldier.

Toughened by their harsh life amidst the plains of Prax, the Agimori are capable of feats unthinkable for any other infantry. On good terrain they have been known to run 40 miles in a day and still be in fairly good fighting condition. In pursuit, they can run down almost anything that walks on Glorantha. They can maneuver through terrain that cavalry would find impassable. Agimori are effective fighters in mountains (except cold mountains), desert, or steppe, but are less effective in woodland, wet marshlands, or in the close quarters of street or urban combat.

Their morale is excellent, for death is an old acquaintance to any adult tribe member. Thanks to their hunting experience, they are aware of the strengths and weaknesses of most non-humans and riding animals they may face. Agimori stand unflinching, even in the face of a full charge by Bison or Rhino riders.

#### **Organization**

The simple social structure of the Agimori allows them to mobilize for war in a short period of time. The structure of the Men-and-a-half prepared for war is that Ten fighters or Spears equals a TEN, Five Tens equal a LINE, Ten Lines equal a WING, and Two or more Wings equal an IMPI, or regiment.

An Impi is composed of 1000 to 2000 fighters and is commanded by an *Iduna*, who is generally an exceptional warrior with a proven talent for field command.

The Agimori will rarely field more than two Impis at one time, due both to their limited numbers and to prevent excessive tribal losses if fate rules against them. It is believed that if the tribe is at war and the Impis march, there is an equal force guarding the non-combatants in the Sacred Ground.

#### Special Notes on the Pike

The pike is the preferred melee weapon of the Agimori and is a devastating weapon in their capable hands.

#### **Dimensions**

The dimensions of the Agmiori pike are:

Length	3.5 to 6 meters (roughly 12 to 21 ft).
Diameter	Average of 7.8 cm (3.1 in.) at the

Average of 7.8 cm (3.1 in.) at the point; 10 cm (4 in.) at midpoint; 8 cm (3.2 in.) at base of shaft.

Weight 6-8 kilograms (13 to 17.5 lbs). The

Pike head weighs about 2 kilograms (4.4 lbs). The shaft weighs 4-6

kilograms (8.8 to 13.2 lbs).

Preferred woods for the shafts of the spears are cornel, ash, and oak, in that order. Many pikes are equipped with a butt spike to aid in the bracing of the weapon against a cavalry charge.

The length of the pike is dependent on the warrior's position in the formation, or phalanx. Pikemen are usually arranged in lines of at least four men deep. In any case, no more than the front four will have their pikes lowered, the remaining ranks resting their pikes at vertical as a partial protection against missile fire. Of the first four ranks in the phalanx, the front line will have the shortest pikes: about 12 feet long. Each succeeding line will have pikes roughly three feet longer as there is approximately three feet between each line. This ensures that the pikes of the fourth line will extend the same distance in front of the phalanx as the pikes of the first three lines. To an attacker, this will present a roughly uniform wall of spear points.

To be set in the first rank of the phalanx is considered a great honor and is much sought after. Only the bravest and most experienced fighters are placed in the first line with the shortest pikes. The Agimori have a saying, "Short Spear, Brave Heart."

#### Use of the Pike Against Charging Cavalry

For infantry to use the pike against massed charges of cavalry requires two things: training in the use of the pike, and courage.

Training in the pike rests solely in the hands of the Lodril cultists. Upon coming of age, both male and female members of the tribe are required to report to the weapon master charged with pike drilling. They learn to move in formation, to assume positions on order, and where to aim against different opponents.

When a warrior has been passed by the weapon master, he has a 25% chance of attack with braced pike against charging cavalry. It is the only training he will receive, so further increase in this skill comes solely through experience.

#### Average Agimori Arms and Weapon Skills

Weapon	SR	Attk%	Damage	Parr%	Pts
Pike	4	50%	2D6+1+1D6	50%	15
Spear*	5	80%	1D8+1+1D6	55%	15
Shortsword	7	30%	2D6+1	25%	20
Javelin*	3	65%	1D10+1D3	-	15
Lg. Shield	_	_	_	40%	16

\*Each Agimori will have two long spears in addition to his pike; these spears are well made and also can be used as javelins. Widely-traveled Agimori may be versed in the composite bow, but the average warrior will not be.

Because this skill involves bracing a spear to receive an active attack, it has some aspects that are decidedly different from other weapon skills:

- (A) Attack bonuses are not allowed when using a braced pike.
- (B) It is not possible to parry with a braced pike.
- (C) Any Defense skill the pike man has is halved, rounding down to the nearest 5%.
- (D) Bladesharp may be used, but it will only add to damage, not to attack percentages.
- (E) If a pike attack is successful, damage is determined by rolling 2D6+1 for the pike and by rolling the damage bonus of the *attacker's mount*, not the pike man's damage bonus.
- (F) If the pike is parried by another weapon, it does no damage. If parried by a shield, the pike damage is rolled, but must get through the shield before injuring the target.
- (G) All braced pikes are resolved at strike rank one for their attacks. The line of pike heads will not be exactly even; the pike heads of the first rank rest slightly in advance of the pikes of the men behind them. For this reason, resolve the first rank's attack, then the second's, third's, and fourth rank's, if any.
- (H) If a pike man fumbles, all the fighters directly behind him lose their attacks, in addition to his rolling on the fumble chart.

Since there is no parry possible with a braced pike, it takes iron courage to stand and await the charge of cavalry like rhino or bison riders. It is here that the cowardice of one man can cost the lives of

### Agimori Pike Hit Location Chart

For Use Against Charging Cavalry

D20	Location
01-02	right foreleg of mount
03-04	left foreleg of mount
05-09	forequarters of mount
10-12	head of mount
13-15	chest of rider
16-17	right arm of rider
18-19	left arm of rider
20	head of rider

many. If a fighter is wounded or slain, the men in the ranks behind can move forward to fill his place. But if even one man turns to run, he will disrupt the men to either side and block the men behind. This will open a breach in the spear wall, which must be filled by reserves, or the entire line may be penetrated and the phalanx destroyed. This is why cowardice is so unforgivable and always so swiftly punished.

#### Skills

Due to their way of life, Agimori are more proficient than most humans in some skills. The following is a list of skills a Man-and-a-half might be expected to have at the age of 25 years: Climbing 45%, Jumping 50%, Trap Set/Disarm 55%, Weapon Making 50%, Listen 65%, Spot Hidden 60%, Spot Traps 50%, Tracking 75%, Camouflage 65%, Hide in Cover 75%, Move Quietly 75%. As hunting is the work of all Agimori, children are taught these skills as early as possible. The Stealth skills are taught while they are especially small, to offset their great size as adults.

#### **Tactics**

Field tactics of the Agimori vary with the type of foe they are facing. They are especially effective against all cavalry, thanks to their long spears and their iron morale. Having hunted every beast of Prax since their childhood, Agimori will not hesitate to brace pikes and face even the full charge of Rhino riders.

General tactics in Prax are to let the opposing force, usually cavalry, attack their formation. When the enemy has approached close enough, the peltasts will loose several flights of javelins. At this point, the phalanx will either ground pikes to receive the charge or leap forward to engage in melee. An unsuccessful charge or unsupported advance by an enemy will often find the tables turned, and the enemy may have to fight a desperate rearguard action to get out in one piece.

The Agimori usually limit offensive operations to surrounding attacks and ambushes, their hunting life proving excellent training in the art of moving silently and unseen in any type of terrain.

In any situation, an Iduna's first concern will be for the survival of his Impi. The loss of too many fighters, even in victory, may threaten the tribe's existence and should not be risked.

#### **Peltasts**

These are fighters who have specialized in the use of the javelin. They make up from 20% to 40% of any Impi, and will be positioned on the flanks of the Pikemen. Any of the more widely traveled Men-and-a-half who have gained expertise in use of the bow or other missile weapons will be stationed with them.

## The Broos

#### Introduction

To many people, the race of broos is thought of as no more than another breed of chaos monsters. To others they are just a type of being with especially disgusting habits. In reality, broos are more than either of these. In numbers and in power, broos are strongest of the chaos folk. They have forced a definite niche for themselves in the ecology of Glorantha, much against the will of all other life. Their habits and biology, while seemingly degenerate and vile, aid them to continue their harsh lives.

#### **History of the Broos**

Long ago, the broos were just another race, related to the Beast People, and loyally serving their great parents, Ragnaglar and Thed. Ragnaglar hated his kinsman, the Storm Bull, for he was jealous of the Bull's great deeds. When Ragnaglar took Mallia for a second lover, the broos enthusiastically worshipped Mallia as well and aided her to the best of their abilities. When she transferred her originally fertile properties into the essence of pestilence, the broos cheerfully spread her catastrophic plagues among the nations of their foes, thus adding to the disorder of the God's War. When Ragnaglar finally became the Mad God and released the devil into the world, the broos reveled in serving the devil as well. This binding to chaos was termed the Turning by some historians studying the broos.

Before the Turning, though wild and fierce, broos were no more evil in themselves than were trolls or untamed sylphs. After becoming the slaves of Wakboth the devil, however, they became the leaders of the races of chaos, and made up large portions of the chaos hordes of that time. When the armies of the devil were blighted and scattered, the broos that escaped spread throughout Genertela and founded numerous tribes. Broo armies have not been seen since the I Fought We Won battle, but broo regiments and raids have been frequent throughout Time. Units of broos have aided the armies of various nations, including the forces of Nysalor, the Golden God, and the tribes of Prax during their constant internecine warfare. In the Gbaji wars, tens of thousands of broos aided the chaos god against Arkat Humaktsson. Later on, the broos took advantage of the widespread destruction of the Empire of the Wyrm's Friends and ravaged both sides at will.



#### Broos

The broos were a particularly obnoxious tribe of people living in Prax. It is known that they worshipped Thed and a number of disgusting diseases as gods, rubbed dung in their hair and on their weapons, and engaged in sodomitic practices with anything they caught. Because of these traits, and the fact that they often possessed great chaotic powers, they were particularly effective when fighting against normal, sane people.

#### **Habitat and Ecology**

Broos are found in three habitats in Genertela: swamps and marshes, mountains, and desert wastes. In all areas, they are ferocious and wildly destructive predators. There are no broo cities or villages, though frequently they will be found inhabiting ruins originally built by some other race. Wild broos are usually nomads: setting up a home camp; foraging from there for a few months; then moving on. However, it is not uncommon for a group of broos to make a permanent home base and use it as a center of operations for many years.

Swamp broos live in bogs and fens all over Genertela. These tribes make it difficult for any other race to inhabit the marshy regions of Genertela in numbers. Partly due to the broos, swamps have a bad reputation on Glorantha. The famous Krjalki Bog in the center of Pent is famous for being "packed solid with broos" as the natives say. This is not true, of course, but there is a large number of unpleasant chaotic beings there. One of the few Genertela swamps not inhabited by fairly large tribes of broos is Delecti's Marsh of Dragon Pass, and even there small bands roam.

Mountain broos live in the Rockwood Mountains, the famed Tunneled Hills, and anywhere else that trolls and dwarves do not prevent them. Mountain living does not seem to come as naturally to broos as does swamp or desert life, and there are several large mountain ranges in Genertela that have only negligible populations of broos living there. Mountain broos often make their camps in the rocky slopes of a mountain, but do all their hunting and raiding in the valleys beneath.

#### **Thed**

Thed was a rare and interesting phenomenon, a Spirit of Chaos. After the cosmic battles of the Great Night most of the chaotic survivors in the world were reduced to a mean and worthless existence, imprisoned forever on the physical plane. Thed, however, survived as a spirit, and is a terrifying example of the spiritual cesspools which once plagued the world. She was also the Mother of the Broos, and was accorded foul obedience and worship by that depraved race.

The desert tribes of broos are the most numerous and widespread branch. Desert broos range across Prax, Genert's desert, Pent, and other areas. These tribes are the most nomadic of the broos and occasionally small bands will penetrate into civilized areas, wreaking great destruction before being slain or driven out.

In the valley of the River of Cradles, the broos have had it easy, thanks to the constant warfare over the valley between the nomads. Despite the nomad fear and loathing of the broo, when they hit the campaign trail, a broo alliance is a necessary evil for their cause. No tribe wants the disease-bearing broo on his enemy's side. With the coming of the Duke, the broos are a bit more wary. His talk of bringing the civilized amenities, such as law and order, to the valley, do not sit well with the chaos brood.

An influential Rune priestess, Muriah, has sworn vengeance on the little village of Weis. She is rumored to have stepped up her timetable to accomplish her purpose before she is driven away from Weis.

Broos disdain riding animals except as food, and are known to dislike swimming, although they are also known to do it well if necessary. Their arms and armor are likely to be a hodgepodge of stuff picked up from previous victims. Civilized and nomad folk alike fear to touch anything handled or worn by a broo.

#### **Biology and Reproduction**

Broos originally developed as a distant relative of the fertility-oriented Beast People. For many centuries they have worshipped the warped goddess Mallia, who in the beginning was a goddess of fertility and healing. Since the Turning, they have been irrevocably bound to the principle of chaos, the origin of everything in Glorantha – the Primal Source. Naturally, broos tend to be abnormally fertile.

The warped appearance of broos has also been a matter for comment, since many broos have hooves rather than hands, or sport various kinds of heads, such as deer, goats, antelope, sheep, or even horses. This is generally ascribed to their chaotic nature, and much of the reason for their horrendous appearance is due to their connections with chaos. However, as much of the reason is their varied maternity.

Broos are essentially magical in nature, like all other forms of life, and have features peculiar to them. The most obvious feature of broos is that they usually appear to be male. This feature has been commented upon by many, but only a few know the reason behind this fact. Broos are predominantly male (only 15% female), with a fairly common mutation (05% of population) of hermaphroditism. The hermaph-rodites appear wholly male to a casual observer. An obvious question is, "how do they reproduce?"

A broo can mate with any other organism of suitable size and produce broo offspring. Each birth gives rise to a single larval broo, capable of movement at birth, and already possessing teeth. Every such mating, unless the target animal is already pregnant, will invariably produce such offspring. The larval broo will grow as a parasite in the viscera of the victim, and burst out of his abdomen at full term, causing 2D6 points of damage to the victim, healable by magic or by time. The gestation period for a broo is 2 seasons + 1D8 weeks. The new larval broo invariably will try to scuttle away from "mother" and escape into the wilds.

If other broos are present at the birthing, they will try to catch it and raise it with them, permitting it only what it can take from them by stealth or strength. Few larval broos die under this treatment, but only because of their renowned hardiness. Broos are known to keep small flocks of sheep, goats and the like in order to continually increase the numbers of their tribe. Broos are also known to sneak into the corrals of Praxian beast-riders in order to beget young upon their beasts.

Despite this astounding ability, or perhaps because of it, broos are fairly lecherous. They, for obvious reasons, have no sexual taboos and but few social ones. They are unlikely to keep a captive human alive merely to use him or her as breeding stock. With their ability, mates are easy to find.

#### **Culture of the Broos**

Curiously, all female broos automatically become followers of Mallia, the disease goddess. Thed, the mother of broos, is said to be a jealous goddess who wants only males as worshippers. Those broos who are female, or who dislike all-male associations, usually end up as Mallia worshippers. As might be expected, Mallia-worshipping broos often set up semi-permanent, semi-monogamous relationships. Thed worshippers have no such alliances, trusting to the solidarity of the tribe and replenishing their numbers by forced breedings which turn their captives' offspring into broos.

Broos are known man-eaters. Like most creatures of chaos, they will kill and eat other sentient life, including members of their own race. They tend to avoid eating other creatures of chaos except in times of extreme stress, and the reason for this is unknown. It may be that the broos simply wish to avoid the fierce fight that would ensue in an attack on a creature of chaos.

Within the tribes of the broos, foul deities worshipped nowhere else are found. Demons such as Mallia and Thed are the common gods of the broos. Their own proclivities lead them towards the paths of these beings. Since the broos have had a long time to choose their deities and have become accustomed to them, their gods fit them well.

All broos automatically are lay members of Mallia, in addition to any other cults they may join, and this also is true for the cult of Primal Chaos.

Broos are not creators. Their urges are towards vandalism and destruction. If broos hold items of value, their initial impulse will always be to destroy or mar them. Broos have little use for money, but delight in infecting it with diseases. Unless an item has some magical value to them, its fate is sealed. Broos will go out of their way to pluck up a flower or use a young sapling as a urinal (broo wastes are not good fertilizer and tend to kill plants).

The relationship of one broo to another is always that of slave to master. The stronger broo is the master, though he may not always be extraordinarily cruel to his so-called "slave", wishing to retain it as a useful servant. Broo relationships with other races are always those of hatred and hunger. Even other chaotic races are maltreated. If a member of another chaotic race is extremely strong, he will be respected, but not obeyed in most cases. Non-chaotic beings are seen only as objects for destruction or for pleasure, as the whim strikes.

#### **Chaotic Features**

Many players and referees treat chaotic features as invisible strengths for a given monster. In some cases this is true: in most cases this is not true. A chaos feature is not only a source of power to the broo or other chaos thing, but it is also a source of chaotic malformation. If a broo were, for example, to have the chaotic feature of +6 points of skin armor, it would very probably show on him in some way, such as enormous sagging bags of leathery skin, or as a mass of scabs over his body. A broo with the chaos feature of reflecting 1 point spells may very well have a reflective-appearing hide, or some feature of his body that visibly returns the spell (such as a third eye). No two broos look alike.

Broo Cult Allegiance				
D100	Cult			
01-03	Daka Fal			
04	Seven Mothers			
05-14	Primal Chaos			
15-49	Mallia			
50	Bagog			
51-90	Thed			
91-95	Thanatar			
96-97	Krarsht			
98	Gbaji			
99-00	other			

#### Chaos

Many creatures of Chaotic origin appeared during the Great Night. After the Dawning most of these creatures faded or were destroyed. The strongest of them yet survive to plague the world. Their hold on existence is tenuous, however, and they are uniformly hated by all of the tribes, whose land they ruined so long ago.

## The Ducks

#### Introduction

Like so many of the strange denizens of Glorantha, ducks originated in Dragon Pass during the Godtime. Their origins are obscure, though some tales tell of them as an avian folk who forswore their allegiance to Yelm to follow Orlanth, and were denied the sky as punishment. It is true that the majority of ducks worship Orlanth or his kin or associated gods, such as Humakt, Heler, and Ernalda.

Another peculiarity of duck physiognomy, said also to be a result of the curse, is the fact that they bear live young. Yelm is said to have denied them the sky and burdened them with their young. Instead of laying their eggs and being free to fly, ducks must bear their eggs within them until they hatch alive.

Duck children are like human children, helpless when very young, and not able to fully take their place among their fellow ducks for years. As a consequence, perhaps unin-tended by Yelm, ducks have a life expectancy equal to humans, rather than the short life of their ancestors.



Despite their small size and strength, ducks were long-respected for their keen intelligence and quickness, and were honored citizens of Dragon Pass for centuries. They kept to themselves in their stilt homes along The Creek, and under Sartar and his descendants they prospered.

Even after the Lunar conquest they were honored and treated as well as any other citizen of a conquered land, until the time of Starbrow's rebellion and the Empire's response.

The result of that ill-conceived and disunited attempt to throw over the Lunars and install the ambitious Starbrow as Queen of Sartar was a shameful treaty that, in effect, made scapegoats of the duck population of Sartar. Ducks were outlawed throughout the Empire, and entire clans were slaughtered by Sartarite and Lunar alike. Those who could, fled to their kin in the Holy Country, or to desolate regions like Prax.

When the Lunar Empire extended its anti-duck policies to Prax, the émigré ducks were forced to flee into the Rubble, or to go downriver, dodging Lunar patrols and bounty hunters as they went.

When Raus of Rone came to take his domain in 1615, the worst of the anti-duck fervor was over and, everywhere but Dragon Pass, ducks again were tolerated and accepted. By this time, however, many of them had settled into the lives of outlaws, and would not trust the uncertain mercies of the Empire. The River of Cradles became a perennial haunt for pirate ducks and brigands of every type. As Lunar river traffic increased, the Empire began a new crackdown on such pests.

#### **Ducks and Swimming**

Cursed ducks have always been able to swim faster than humans underwater, averaging about a rate of 8 per melee round. Any duck can stay underwater without difficulty for 6 minutes, and needs only make one luck roll per full turn to be able to breathe for each full turn thereafter. After missing a roll, the duck will then begin to take 1D4 points damage to the abdomen each successive melee round.

Ducks are instinctively supple and dexterous underwater. Referees running underwater fights between ducks and natural surface-dwellers like humans may want to decrease the surface dwellers' strike ranks and percentages to hit, while leaving the duck ratings the same above and below the surface of the water.

## The Morokanth

#### Introduction

Most people of Glorantha know only these things about the Morokanth: they are one of the five great tribes of Prax, and they alone herd and eat men there. There is more to the story than that.

#### **History and Origins**

In the Godtime the Morokanth lived on the plains of Prax with the other worshippers of Storm Bull and Eiritha. There were two kinds of these people - the two-legs, called men, and the four-legs, called animals. They lived together as equals, sharing the bounty that came to them without effort. Prax was so rich and fertile then, that if you dropped a seed you had to spring back when the tree sprang up all covered with leaves and fruit.

Those who lived without struggle and effort could not survive when Oakfed and the Devil blasted the plains. The edible plants disappeared and only the coarse chaparral remained. Many men and animals starved, for they had never learned to seek their food, or what to look for, or how to prepare it if they did find something.

Then Waha was born to Eiritha. He taught the people new skills they needed to survive in a new, hostile world. Waha and Foundchild taught the people to hunt the food that no longer came to them. They learned to gather grubs, lizards, and other small creatures, roots, berries, and vegetables in those rare places where any food was to be found. The doom of the plains was postponed, but not averted. Too much land had been blighted. Even Waha could not show the people food where there was none. Then Waha performed his greatest deed. He arranged the Survival Covenant. His mother, Eiritha, through her connections with Ernalda, would support most of the people with the plants she sent from her home beneath the earth. The other people would live on the bodies of those who ate the plants. The peoples of Prax, both men and animals, agreed that this sacrifice was necessary for the survival of all. The men and animals of Prax chose lots to see who would eat, and who would be eaten. In most cases men won. The exception was the Morokanth. Of all the animals on the plains only they would treat men as their herd beasts. Neither side was satisfied with the outcome. Men thought they should dominate all the animals. Morokanth thought more animals should have been dominant. Each suspected the other of cheating to gain its position.

So a new way of life began on the plains. The herd creatures lived on the plains while the people lived on them. Waha taught the tribes the duties they had toward their herds in return for the sacrifice the herd creatures had made that all might live. From Waha the tribes learned to use weapons to fight their foes and protect the herds. They learned the Peaceful Cut to let their herd creature die peacefully and without fear. They learned to use the flesh, bone, skin, and sinew efficiently that beasts might not die unnecessarily. From Eiritha they learned to find food and water for the herds, and how to bury the beast's tail (or hand in the case of the herd-men) with a special prayer to send the beast's soul back to the Mother of Herdmen.

#### Way of Life

Morokanth are said to herd humans, but this is false. Those who lost to the Morokanth at the time of the Survival Covenant lost their humanity by divine mandate. The humans of Prax call these beings the slave-herds, but the Morokanth call them herd-men.

Herd-men look exactly like humans to the untrained eye but there are differences. Like other herd beasts of Prax they have only animal intelligence. Spirits can be bound into them as familiars (spirits can not be bound into beings with an INT score). Herd-men are herbivorous – they can live on leaves, grass, bark and other vegetation of the chaparral. While they are close enough to humans to interbreed, any young will be unintelligent herd-men 50% of the time.

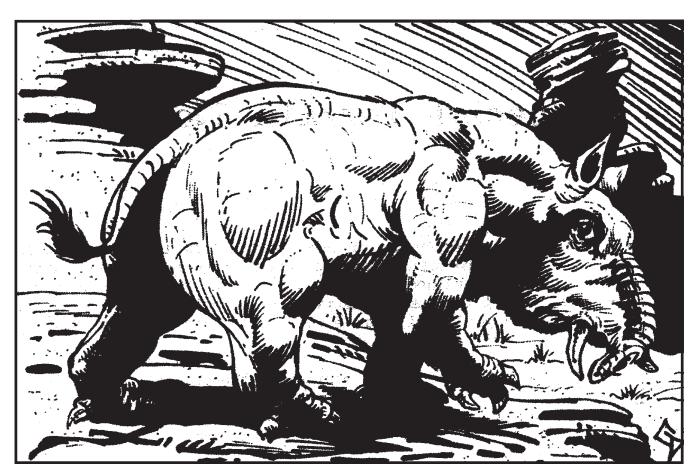
Since Morokanth are too large to ride their herd-men they do not have the skill of Riding. They have a related skill, Animal Training. The Morokanth cults of Waha and Eiritha require 90% in this skill for Rune Lord status instead of Riding. Beast Training is similar to Riding in teaching the herd-men skills, making the herd-man do something it has not been trained to do, in making the herd-man fight on command, and in choosing a herd-man for use.

Since Morokanth do not ride, an ostentatious Morokanth must use herd-men to carry a litter or draw a cart or chariot.

In addition to teaching ordinary body attack skills, such as fist, head butt, and kick, Beast Masters can teach herd-men to throw rocks and attack, but not parry, with a club or cestus. Herd-men have a 0% basic chance with weapons. Herd-men cannot learn weapons skills more complex than these.

Beast Training also measures a Morokanth's ability to tell a beast from a person after a ten minute inspection. One who speaks is obviously a person, but there can be problems with mute humans. Is that mute a herd-man, a human in the last stages of Brain Fever, or a spy trying to sneak into your herd for cover? Is that impala just a beast or is it a rune lord's intelligent allied spirit?

Members of other Praxian tribes have an ability to make this distinction. This ability is important, because while it is permissible to eat herd creatures, it is cannibalism to eat people of any race. If the attempt to make the distinction is a fumble, the inspector will come to the wrong decision. If the attempt is inconclusive, a miss, the being in question will be forced to live off the chaparral for one week. If it thrives it is considered a beast. If not, it is considered a slave.



Morokanth keep intelligent human slaves in addition to their herd-men. Slavery is a common practice in Prax (and Glorantha generally). Morokanth take most of their slaves by tribal raiding. Humans rarely sell slaves to Morokanth. Praxian humans keep slaves and eat beasts, including herd men, but they do not regard this as a paradox. Their hard daily lives leave them little time for thinking about the matter.

Though Morokanth are able to stand or walk on their hind legs for a time, to slash with their claws or to use tools, they prefer to walk on four legs when traveling any distance. They are like bears in this matter. A Morokanth's forepaws are well fitted for fighting and walking but are too clumsy for fine manipulation skills.

When calculating a Morokanth's bonus for full body manipulation skills (agility-type skills) such as Climbing, Jumping, or Swimming, use its full DEX. When calculating a Morokanth's hand manipulation skills such as Map Making, Lock Picking, or Weapons Making, use half its DEX rounded down. They also have difficulty in fine manipulation-related skills such as Writing or Picking Pockets. Additionally, Morokanth have a base chance in these skills 05% worse than normal, so that their base chance in Picking Pockets (for example) is 00% instead of 05%. Their base chance in Map Making is only 05% instead of 10%, and soon. For this reason, a Morokanth will pay top price for slaves with manipulation skills, and will usually keep skilled captives as slaves rather than free them for a ransom.

As with other Praxian tribes few Morokanth read. Even fewer write. Most use human scribes for the few written records they keep. Most of the armor and weapons of the Morokanth are made by their human slaves or bought from outland traders whose greed is greater than their fear of the Morokanth.

### **Human Attitudes Towards** the Morokanth

While Praxians and outlanders hate and fear the Morokanth in varying degrees, their feelings have different roots. Praxians hate Morokanth because they know them too well. Outlanders hate them because they do not know them well enough.

All tribes wish to keep their herds intact, for the milk, and for the status of owning many tribal beasts. In order to get beasts for meat and hides they raid the herds of the other tribes. Much of the meat eaten is that of other tribes' beasts. This includes herd-men. There are also raids to rescue captives and beasts captured by the other tribes. In Prax, raiding is an occupation second only to herding.

For the most part, Praxian humans see Morokanth as just one more rival for the resources of the plains and one more raider of the herds. This is not to say that they regard the Morokanth in exactly the same way they regard the other tribes, merely that the disfavor Praxian humans feel for the Morokanth differs more in degree than kind from their feelings for the other Praxian tribes. In human eyes, Morokanth are also guilty of cheating at the time of the Survival Covenant. of not releasing skilled slaves for ransom, and generally of being Not-Like-Us. At the same time there is a bond between Praxian human and Morokanth born out of a common life-style and common gods. Both know in their hearts, as an outlander never could, the feelings that make them stay on the harsh plains rather than search for a new way of life in more fertile surroundings.

Barring the rare individual friendship between human and Morokanth, relationships are strained and formal.

Praxian humans cannot afford to turn all, or even most, of their weapons and hostility against

#### **Alter Creature**

1 Point

Permanent, 160m, Non-stackable, One-Use only
This is a Waha Rune spell also available to the associated cult
of Eiritha. When the priest casts this spell on a creature, and
makes a successful POW vs. POW attack, the role of the creature
as determined in the Survival Covenant is reversed. Herd-things
become persons and persons become herd-things. Alter Creature
is binding only on those who agreed to the Survival Covenant:
men, Morokanth, impala, sable, bison, llama, and rhino. This spell
takes one full round to work its transmutation, from strike rank
one when the spell is thrown to strike rank twelve of the same
round, If a Countermagic or Dispel Magic breaks the spell during
this time this Rune spell will be totally ineffective. After the spell
is completed it is permanent. Only another Alter Creature or
Divine Intervention can turn the victim back to its original state.

A beast that becomes a human gains 3D6 Intelligence and 3D6 Charisma. It becomes omnivorous, requiring the same quality of food that people eat. He can still have fertile offspring with his former kind, but they will be unintelligent. The new person has his same attack skills plus or minus any bonus for intelligence. He will speak Praxian at his intelligence rounded to the nearest 05% (that is, a person with INT 13 will speak Praxian at 15%). The person can improve his skills and learn new skills and spells in the usual way. His outlook on life still will be that of a beast until taught otherwise.

A person who becomes a beast loses Intelligence and Charisma. It becomes herbivorous, able to live off the plains. It can no longer have intelligent offspring with its former kind. The beast will retain any non-weapon attack skills, minus or plus any bonus for its lost intelligence. It will forget any weapon and other skills and all spells. It cannot understand language, except simple commands taught it. Such beasts can improve skills only by being taught by a Beast Master. Any bound spirits are freed. An allied spirit will remain allied, but it is now linked to a creature which cannot understand language.

the Morokanth. There are three other tribes, not to mention the independents, waiting for the chance to do some raiding for themselves. Humans usually content themselves with Morokanth baiting, refusing to sell slaves to the Morokanth, and raiding. When they occasionally try to carry the fighting farther than that, their own warlike natures are as much a protection as a threat to the Morokanth. Tribal alliances are unstable, usually ending with the allies falling out, and often falling on each other. When any tribe musters for war, the others soon join in a five-way battle to dominate the plains (until the next time).

Morokanth have a worse reputation than they deserve outside of Prax. Outlanders believe Morokanth are vicious man-eaters. They frighten naughty children with tales of Morokanth. This is due to ignorance. They do not know of the Survival Covenant. They have not experienced the hard life of the plains of Prax or they would know of the desperation that drove men and beasts to risk becoming herd-things in return for a chance to survive at all. Outlanders do not realize that the humans of Prax also eat and otherwise use herdmen. (Even when outlanders see herd-men in human camps their own expectations blind them: herd-men are seen as slaves rather than meat for the stew-pot.) They do not know that herd-men are unintelligent animals in human form. Thus it is that Morokanth alone have the reputation for being "man-eaters". Outside Prax Morokanth are seen as either dangerous butchers by the common folk or sources of great profit by black-market slave traders. The greatest exception is the Lunar Empire, which accepts anyone or anything willing to obey the Lunar Way.

#### Herd-Beast to Man

The changes that took place in men and animals as a result of the Survival Covenant are not final. It is still possible to awaken the spark of intelligence in each herd-creature, or to extinguish it in each person. Since both humans and Morokanth believe the other gained undue advantage by cheating at the time of the Survival Covenant they believe it only right to "correct the situation" by magic.

Instead of receiving an allied spirit, as with most cults, Rune lords and priests of Waha use Alter Creature with other ceremonies to awaken the intelligence of their tribal beasts to be an allied spirit (a Rune lord's Alter Creature is essentially a Divine Intervention that always takes one point of Power. He can use Alter Creature only to gain an allied spirit). There is a 95% chance of success rather than a POW vs. POW attack in this case. If the spell does not succeed, the Rune lord or priest must sacrifice for a second spell before making another attempt.

Rune ladies and priestesses of Eiritha may, if they wish, use this method of allying a spirit. The allied spirit is like a normal allied spirit except that it has the herd-beast's POW instead of 3D6+6, its POW gain roll is 21 minus current POW times 5% rather than just a straight chance of 05%, and it perceives the world through its own senses. An allied spirit has the ability to speak Praxian equal to the Rune lord or priest which it is allied to – gaining this ability through their Mindlink. If the allied spirit's body dies, the spirit will remain and may be bound into an inanimate object or other familiar, but from then on behaves as a normal allied spirit.

A person who becomes a beast, and who then has his Intelligence reawakened, will have the same basic feelings, outlook on life, and loyalties he originally had. For this reason Waha Rune lords and priests pick their potential allied spirits only from beasts of proven pedigree. A person thus changed back will have the same Intelligence he had before the transmutation, but his charisma will drop 1D3 points. He has a 10% chance for each full season as a beast of losing memories of his former life (maximum 90%). He checks this chance for each skill he possesses that is above base chance plus his characteristic bonuses, as well as for each battle magic spell, and for each non-reusable Rune spell.

If the beast has been taught skills, he may remember them as a person. If the beast has always been a herd-animal and is only now becoming intelligent, it can remember all of its former skills. If the beast was once intelligent, then changed into a herd-beast, then restored to intelligence, he may only remember skills learned as an animal by rolling his INT x 5 or less for each skill. It is possible to both forget a skill learned as a person while remembering the same skill taught as a herd-creature.

Alter Creature is used for many reasons besides gaining allied spirits – to humiliate enemies by turning them into beasts, to punish criminals guilty of 'bestial' crimes, to use a desirable person as breeding stock, as an incentive to hurry back with a ransom, or to impersonate someone. Impersonation is done by taking an individual, turning him into a herd-creature, and binding a cooperative spirit into that body. You then have a body that will do and say what you want it to. All you need is an explanation for his changed habits, such as vegetarianism.

#### **Current Morokanth History**

The Morokanth avoided involvement in the resistance to the Lunar invasion, and after a period of isolation are now making their peace with the conquerors. They are still a populous tribe and, if anything, the official Imperial policy of tolerance of non-humans has helped their standing in the land.

A tribe of Morokanth lives in the rubble around Bilos Gap, the southern approach from the west to Duke Raus' holdings on the river. Due to its relatively clement climate, many other tribes have made it a habit to come to this camp for their regular rituals.

## The Newtlings

#### Introduction

The larval stage of newtlings is totally aquatic and unintelligent. The larvae (tadpoles) resemble the adults in form but have 3 pairs of external gills on each side of the neck, are grevish brown in color, and smaller in size. They spend a year and a half in this stage, staying in guarded pools where outsiders are forbidden. In another season they metamorphose into the bachelor stage.

The bachelor stage is a sexually immature stage in which both sexes spend the next 30 years of their lives. The bachelor is terrestrial, has a thick, rough skin, is dark brown with yellow spots, and stores water in the fat of its large tail for travel. The bachelors are sometimes forced to leave the home area by crowding or food shortages. These become the newtlings that are met at the far corners of the continent. In this stage they develop their skills and learn new things for the time when they will return to the water to breed.

After about 30 years of bachelorhood, the newtling gets an urge to return to the homeland (if he or she left it). The transitional period lasts for about a year and any newtling that does not return to the water by the end of this time is doomed. This is the third stage of newtling life; with sexual maturity is lost the ability to withstand drying. The skin becomes soft, smooth, and porous; the tail becomes smaller and can no longer store water (though it is better fit for swimming); and the color changes to a golden brown with orange spots. The newtling enters a village and begins life as a breeding adult. He guards the larvae, teaches what skills he can, and is now allowed to enter the priesthood (or lordship) of the newtling deities. This stage lasts an unknown length of time, as newtlings discourage others from looking into this.

Bachelor newtlings with a leaning for the priesthood often become shamans of minor river spirits to prepare for the priesthood. When the bachelor becomes an adult, he may pass the shamanship onto an apprentice or continue as a shaman, rather than become a priest.

The newtling trident is a 3-pronged, 1-handed short spear for dry land and underwater. River Horse weapons masters will instruct those converting from 1-hand short spear to trident for 400 L per 40-hour week. Conversion takes place at the rate of 15% weekly.



#### The Newtling Renegades

These creatures were the bachelors of an inhuman race that lived nearby in the land called the Holy Country. They lived apart from their own race, forced to eke out a life amid the hardships of the Plaines of Prax. Though amphibious, they could live in the chaparral due to the reserves of fat and water stored in their tails. Their numbers made up for their diminutive size, and their natural skill at dealing with water magics made up for their individual lack of magical power.

#### **Newtling Weapons**

Weapon Base Costs STR/DEX Damage HP Cast ENC SR 10% 200/500/1000 9/9 Trident 1D6+1 2/3 2/1 Net 05% 400/800/1600 7/13 Special

## The Tusk Riders

#### Introduction

Tusk riders are the offspring of trolls and men who allied together during the Great Darkness. They are somewhat larger and stronger than ordinary men, and their features combine some of the worst features of both man and troll, including diminutive versions of the normal troll tusk.

Tusk riders are noteworthy for two things. The first is the giant boars which bear them over plain and mountain with equal facility. The other is the cult of the Bloody Tusk, which glorifies combat and blood sacrifice.

Since the beginning of time, the tusk riders have been distrusted by both men and trolls for their half-blood. In response, the tusk riders are defiant and proud, flaunting their bloody ways and openly assigning all other races and religions of the earth as their legitimate prey.

They will hire as mercenaries to any who meet their price of cash and blood. Their employer must provide sentient beings to torture and to kill. He who wishes an entire tribe of tusk riders (such as those of Dragon Pass) must deliver regiments of victims to them to satisfy their bloodlusts.

#### Where to Find Tusk Riders

Tusk riders originated in Dragon Pass and spread west and north throughout Peloria and Ralios during the First and Second Ages.
They are little known in Prax, as the chaparral provides insufficient food for tuskers. However, when the Lunar Empire sacrificed a militia regiment to secure the tusk riders' aid in conquering Prax, many of the surviving mercenaries discovered the charms of the River of Cradles.

Returning riders spread the word to their people, and news of the relative freedom and lushness of the river valley intrigued the Bloody Tuskers chafing under the growing restrictions of the Lunar Empire.



## ABrief Bestiary

#### **Ankylosaurs**

The ankylosaurs which roam the valley of the River of Cradles are armored prehistoruc monsters with little fear of predators. Their low birth rate and their disregard for their eggs when laid have kept ankylosaurs reasonably scarce, but the population has been growing lately, perhaps because fewer egg-eating nomads are passing through the valley.

These creatures are not herd beasts. They roam singly, creating paths through forest and bog alike as they graze. They have no more than beast-like intelligence and will not fight unless pressed. If engaged in battle, they can maneuver and bring their club-tipped tail around to strike a foe in front of them.

Their hit location table requires some explanation. The number given under Points is multiplied by the animal's total hit points to determine the number of hit points in that location. For example, an ankylosaur with 27 hit points would have 27 x .33 or 9 hit points in each leg, the head, and the tail.

D20	Location	Points
01-03	Tail	x.33
04-05	Right Hind Leg	x.33
06-07	Left Hind Leg	x.33
08-11	Hindquarters	x.4
12-15	Forequarters	x.4
16	Right Fore Leg	x33
17	Left Fore Leg	x.33
18-20	Head	x.33

#### **Ankylosaur**

Characteristics		Average	
STR	3D6+30	40-41	Move 6
CON	3D6+10	20-21	HP Avg. 27-29
SIZ	3D6+30	40-41	Armor 16 point legs with
POW	3D6	10-11	20 points elsewhere
DEX	3D6	10-11	

Weapon	SR	Attk%	Damage
Tail	7	60%	1D10+4D6
Trample	7	60%	8D6

#### **Baboons**

Baboons are intelligent animals who dwell in plains and hilly areas. They are the victims of an ancient curse. Like their unintelligent cousins, they travel in family groups of 15 to 20 individuals, including males, females, and children. Their weapon use is limited to slings and spears, but they are proficient with claws and teeth. They may wear armor, but must buy it from humans.

They can use all normal battle magic. They are beasts, and any Rune magic they use will be slanted toward the Beast and Spirit Runes. They are said to have cult worshipping a monkey god with all the usual cult attributes, although many are also members of the Daka Fal ancestor worship cult. Baboons rarely enter other human cults since it is a rare temple which will accept a baboon as a member. To become a Rune Lord, a baboon would need skills of 90% in fighting with claws, teeth, spear, and sling. He would also need skills at 90% in Tracking, Trap Set/Disarm, and Spot Hidden Items.

Characte	eristics	Avei	rage	
STR	3D6+6	16-17	Move 10	
CON	3D6	10-11	Hit points average	10-11
SIZ	3D6	10-11	Treasure factor	8
INT	3D6	10-11	Defense 05%	
POW	2D6+6	13		
DEX	2D6+6	13		
CHA	3D6	10-11		

Weapon	SR	Attk	Damage	Parry	Pts
Claw	8	35%	1D6+1D4	-	
Teeth	8	25%	1D8+1D4		
Spear	4	35%	1D6+1+1D4	35%	15
Sling	2	35%	1D8		

**Notes:** Common technique is to stab with a spear and close to use claw or bite.

Armor: 1 point skin.

Spells: Ironhand; Protection; Speedart.

Other Skills: Tracking 30%; Spot Hidden Item 25%; Spot Traps 25%; Move Quietly 25%.

#### The Baboon Troop

These creatures originated either as beasts who received intelligence from Waha in the Great Night, or people who betrayed that god and lost their humanity as a result. Whatever the truth, they were an organized and dangerous foe, deadly in close combat. Though their bodies allowed little use of armor or weapons, the occasional warrior was seen with helm, spear, or sling. Their great strength though, was against the spirits, for they had a particularly strong psychic bond.

#### **Bisons**

Resembling the North American bison, this is a surly and intractable beast, save in the presence of its rider. Its thick skin gives It some protection and its basic attack is the charge.

Characteristics		Average	?	
STR	3D6+24	34-35	Move 12	
CON	3D6	10-11	Hit points average	16-17
SIZ	3D6+24	34-35	Armor: 3 point skin.	
POW	3D6	10-11		
DEX	2D6	7		
Weapon	SR	Attk	Damage	
Butt*	8	50%	2D10+3D6	
Trample*	8	50%	6D6 to downed foe	

<sup>\*</sup> A bison cannot butt and trample in the same melee round.



#### **Broos**

Human-bodied and goat-headed, the broos (or goatkin) are tied irrevocably with the Rune of chaos and Thed, the goddess of rape. They are given to vile atrocities and foul practices, and carry numerous loathsome diseases due to their close relationship with Malia. They will hire out for pay, but tusk riders are more desired as mercenaries, and that is saying something. They are immune to all poisons and diseases. Their usual armor is generally cuirboilli, though they will wear metal if they can scrounge or steal it. Human and dwarf smiths will not sell them armor or weapons.

Character	ristics	Average	,		
STR	2D6+6	13	Move 9		
CON	1D6+12	15-16	Hit points av	erage	16-17
SIZ	2D6+6	13	Treasure fact	or	12
INT	3D6	10-11			
POW	3D6	10-11			
DEX	3D6	10-11			
CHA	2D6	7			
Weapon	SR	Attk	Damage	Parry	Pts
Club	8	25%	1D8+1D4	25%	15
Spear*	5	25%	1D6+1+1D4	25%	15
Butt	9	35%	1D6+1D4		

<sup>\*</sup> Usually a stick with a fire-hardened point.

**Armor:** Cuirboilli body (3 points); leather limbs (2 points); natural head (3 points).

Other Skills: Tracking 40%.

**Chaotic Features:** There is a chance of a broo's POWx3 or less on D100 that a broo will have a chaotic feature of the list in *Chapter X*.

**Disease:** There is a 50% chance a broo will carry a random disease on his body and/or weapons..

#### **Centaurs**

Centaurs are the leaders among the beasts, known for their musicianship and archery. They are also formidable when charging with lances.

Characteri	stics	Average	?		
STR	3D6+6	16-17	Move	12	
CON	3D6	10-11	Hit points	average	14-15
SIZ	4D6+12	26	Treasure fa	ctor	11
INT	3D6	10-11			
POW	3D6	10-11			
DEX	3D6+3	13-14			
CHA	3D6	10-11			
Weapon	SR	Attk	Damage	Parr	Pts
Bow	2	40%	1D6+1		
Lance	2	30%	1D10+1+2D6		
Broadswor	rd 4	25%	1D8+l+2D6	20%	20
Hoof*	6	30%	1D8+2D6		
Medium sl	hield		25%	12	

<sup>\*</sup> Can kick with hoof at the same time as striking with a broadsword.

**Armor:** Leather body and legs (2 points); Composite helm (3 points).

**Spells:** Healing 2; Mobility; Binding. **Other Skills:** Play Lyre 75%; Tracking 50%.

#### **Cliff Toads**

Characteristics

Usually found in areas where there are large rocks, such as the ruins of old fortresses, and in rocky wilderness areas such as mountains or canyons. Being of a grey and pebbled appearance, they like areas where they can blend into the surroundings. The small young ones are only a nuisance, going after provisions and small edible items (such as familiars). The larger, very old, adult cliff toads are known for hanging onto the side of a cliff with their suckertipped feet and grabbing up a large warhorse or its rider with their tongue. They then swallow the prey whole. The tongues of cliff toads can attack at a 3 meter range for each D6 of SIZ. They grow throughout their lives.

Pts	y Pts
5-15	5-15
8-20	8-20

<sup>\*</sup> On the turn after the tongue hits, it will zip the target into Its mouth 80% of the time. As the tongue sticks to the victim, a "miss" in swallowing means the victim takes 1D6+damage bonus in constriction damage, with an 80% chance of being swallowed next time.

#### **Condors and Vultures**

These birds are a familiar sight in the skies above the River of Cradles. The river gives water, the cliffs make good nesting sites, and both sides of the river provide nourishment as animals die daily on the plains.

Neither condor nor vulture is likely to attack a healthy living creature – they are carrion feeders – though they may attack nearly dead animals or characters. The only time they are found on the ground is while feeding. At all other times they will circle high in the sky, far above bow-shot. As with all flying creatures, characters trying to hit vultures or condors will halve their usual attack percentages.

The vultures are of standard size, and will not land unless sure their prey is dead (the longer dead, the better). They will circle above potential food, such as lone adventurers traveling in inhospitable terrain or while attempting dangerous feats.

King condors, on the other hand, are immense creatures, as big as the legendary hawks of the Balazaring citadel of Dykene. These condors are known to attack still-living creatures and carry off small children. Several well-armed adventurers have disappeared in Condor Crags, along with their armor, weapons, and magic items, but no one in living memory has successfully scaled the pinnacles to search for treasure.

The Weis Domain is home to several king condors. These birds were once mounts of the Sky Gods during Godtime.

#### **Bird Hit Location Table**

D20	Location	Point
01-02	Right Hind Leg	4
03-04	Left Hind Leg	4
05-08	Body	6
09-12	Right Wing	5
13-16	Left Wing	5
17-20	Head	5

#### Vulture

Characteristics		Average	
STR	2D6+3	10	Move - 5/10 flight
CON	3D6	10-11	HP Average - 9-10
SIZ	2D6	7	Defense - 05%
POW	2D6	7	Armor - none
DEX	2D6+6	13	

Weapon	SR	Attk%	Damage
Bite	8	30%	1D6

#### Condor

Characteristics		Average		
	STR	3D6+12	22-23	Move - 5/12 flight
	CON	3D6	10-11	HP Average - 12-13
	SIZ	3D6+6	16-17	Defense - 05%
	POW	2D6+6	13	Armor -2 point feathers
	DEX	2D6+12	19	-

Weapon	SR	Attk%	Damage
Bite	6	45%	1D8+1D6
Claw	6	45%	1D6

#### King Condor

Characteristics		Average	e
STR	3D6+18	28-29	Move 4/12 flight
CON	3D6	10-11	HP Average 15-16
SIZ	3D6+18	28-29	Defense 0%
INT	1D6	3-4	Armor 5 point feathers
POW	2D6+8	15	
DEX	3D6+6	16-17	
Weapon	SR	Attk%	Damage
Bite	5	55%	1D8+3D6
Claw	5	55%	1D10

#### **Deinonychus**

These fast, bipedal, pack-running dinosaurs are about 3\_ meters from snout to the tip of their balancing tail. They are clever and vicious predators and quite intelligent for dinosaurs. In attacking, they will grasp their prey with their forelegs and slash enthusiastically with their scimitar-like hind claws.

These dinosaurs feed on muskrats, waterfowl, wandering herd beasts, anything else that won't eat them first. They will not attack a larger party of good-sized creatures, such as men on horseback, unless they are cornered.

In an attack, they will always first try to grab their prey with their powerful forelegs, and getting two foreclaw attacks per round until they have succeeded in grasping their victim. Then, they will retain their grip while they

#### Creatures of Chaos

Chaos things are things of Evil. In Prax they are the result of the unnatural entry of the creature, commonly called the Devil into this plane of existence. It had multiple influences across all of creation but the local influences of raw Evil in Prax started corrupt and dangerous forces which even today, have far reaching effects on the daily lives of the inhabitants.

#### Condor

Sometimes called the Fourth Rival or Unsacred Bird of Prax, Condor was once the steed of a Sky God. He claimed the title of King Condor, but lost his preeminence when his lord was slain by Chaos. He tried to coexist with his brethren, but was long ago driven into the Wastes, though he could sometimes be summoned back. While related to the Three Feathered Rivals, he is always defeated by each of the three birds, and overcomes none of them

<sup>\*\*</sup> Digestive acid has 2 levels of potency per D6 of SIZ.

simultaneously bite and slash their victim with the hind claw. When their prey is dead, they will immediately drop it and continue attacking living foes until all are dead. A special roll with the hind-claw indicates a slash result and the damage is rolled twice.

Characteri	stics	Average	e
STR	2D6+12	19	Move - 12
CON	2D6+6	13	HP Average -14
SIZ	2D6+8	15	Defense – 05%
POW	2D6	7	Armor - 3 point skin
DEX	1D6+12	15-16	
Weapon	SR	Attk%	Damage
Foreclaw	6	70%	1D6 + grasps victim
Hind Slash	6	80%	2D6+1D6
Bite	6	35%	1D8 +1D6

#### **Deinonychus Hit Location Table**

#### Praxian Riding Animals

The nomads of Prax each ride distinctive animals, whose attributes are similar in some ways to horses, but in other ways are quite different. Only a Praxian nomad could ride the animal of his tribe, and one would never touch a horse, not even to eat it. Horses are taboo on the Plaines of Prax.

The statistics are given for Adventurers running into Praxian nomads, who will not get off their animals if at all possible, and for the occasional Praxian Adventurer.

The riding animals of the nomads of Prax are the bison, the bolo lizard, the high llama, the impala, the rhino, the sable, and the unicorn.

Location	Points
Tail	4
Right Hind Leg	5
Left Hind Leg	5
Abdomen	6
Chest	6
Right Foreclaw	4
Left Foreclaw	4
Head	5
	Right Hind Leg Left Hind Leg Abdomen Chest Right Foreclaw Left Foreclaw

#### **Dream Dragons**

The dream dragon has physical form, created by the mind of the true dragon. Its INT and POW are taken from the subconscious mind of its creator, and cannot match the true magnitude of those of an awake dragon. The full dragon thinks of its creation as a dream, of course, but dragons have traditionally been unable to separate dream from reality. Like a human dream, the dream dragon may manifest all the unfortunate subconscious traits of its creator, expressed in greed and bloodthirstiness. They are usually found alone, sitting on a heap of money and gems. Their usual form is serpentine with four legs and a pair of wings. They often have a fiery or poisonous breath, as shown below. There is no way to tell just what a particular dragon can or cannot use as a "breath weapon," as each is individually created at the whim of a full dragon's subconscious. They are called dream or pseudo dragons by sages acquainted with their origins. Others call them serpentine dragons, or just dragons.

istics	Average	•	
6-20D6	21-70	Move 7/12	
3D6	10-11	Hit points average	13-26
6-20D6	21-70	Treasure factor	14-31
4D6	14		
4D6	14		
3D6	10-11		
3D6	10-11		
SR	Attk	Damage Par	ry Pts
7	40-100%	1D6+2D6 to 1D6+8D6	
3	40-100%	see below*	
	6-20D6 3D6 6-20D6 4D6 4D6 3D6 3D6 3D6	6-20D6 21-70 3D6 10-11 6-20D6 21-70 4D6 14 4D6 14 3D6 10-11 3D6 10-11 SR Attk 7 40-100%	6-20D6 21-70 Move 7/12 3D6 10-11 Hit points average 6-20D6 21-70 Treasure factor 4D6 14 4D6 14 3D6 10-11 3D6 10-11  SR Attk Damage Par. 7 40-100% 1D6+2D6 to 1D6+8D6

\* A jet of flame or gas 1 meter wide by 15 meters long. The POW/potency of the flame/gas is equal to the dragon's POW. Flame does point damage to armor and body on hit location. Gas is a systemic poison which is matched versus CON of the victim.

Armor: 4 to 10 point skin, determined randomly.

#### **Ducks**

This is a race cursed by the gods during the Great Darkness for not joining them versus the forces of Chaos. It is unknown whether they were originally human and became feathered and web-footed, or originally ducks cursed with flightlessness and intelligence. They reside mostly in Duckpoint (in Sartar) and must, due to their small strength, use weapons such as short swords, slings, etc.

For arcane reasons, they are allowed to join certain Death Rune cults at full CHA value, but all others deal with them at the usual -10 from CHA for being of a different race. They come in a variety of different colored feathers and are excellent swimmers, though they cannot fly, having arms instead of wings. Most armor is too heavy for them.

Characte	ristic	S	Averag	e		
STR	$2D\epsilon$	5+1	8	Move	5	
CON	$2D\epsilon$	6+6	13	Hit points	average	12
SIZ	1D6	5+2	54	Treasure f	actor	6
INI	3D6	ó	10-11	Defense	10%	
POW	3D6	ó	10-11			
DEX	$2D\epsilon$	5+6	13			
CHA	2D6	6	7			
Weapon		SR	Attk	Damage	Par	ry Pts
Sling		2	30%	1D8		
Short sw	ord	8	30%	1D6+1 -1D4	309	% 20
Small sh	ield				309	% 8

**Armor:** Cuirboilli body (3 points); Composite helm (3 points). **Other Skills:** Swimming 90%; Hide in Cover 40%.

#### Hadrosaurs

These huge reptilian creatures were born of immature dragon eggs, and so never matured into dragons. They are not exactly the dinosaurs of the Cenozoic, but the main difference is in their origin. They are intelligent and good magicians, also unsuited for physical combat.

Trachodons are the most common type in Dragon Pass, there are actually several varieties of these, including some unintelligent versions, all of which can be lumped under the term Hadrosaur, or duck-billed dinosaur.

They are vegetarians and prefer to browse through rough vegetation such as that found in the River of Cradles. They will try to avoid outsiders, but if encountered in a friendly fashion by someone who knows their archaic speech, they will talk and share knowledge - Their knowledge, of course tends to be limited to the hunting territory of various predators and where good grazing can be found. They are a

fascinating combination of the herd beast and the sapient being.

Every trachodon encountered will have battle magic, and those with a POW of 18 or more will have 1D6 standard Rune spells. It is believed that they gain their magic training from their kin, the dragonewts.

Their hit location table is operated just like the table used by the ankylosaurs.

#### **Hadrosaur Hit Location Table**

D20	Location	AP/HP
01-02	Tail	x.25
03-05	Right Hind Leg	x.33
06-08	Left Hind Leg	x.33
09-11	Abdomen	x.33
12	Chest	x.4
13-14	Right Fore Leg	x.25
15-16	Left Fore Leg	x.25
17-20	Head	x.33

#### Camptosaur

Characteristics		Average	
STR	2D6+8	15	Move 8
CON	3D6	10-11	HP 12-13
SIZ	2D6+12	19	Armor 2 point skin
INT	1D6	3-4	Spells None
POW	2D6+8	15	
DEX	1D6+6	9-10	

Weapon	SR	Attk%	Damage	
Kick	8	25%	1D6+1D6	
Bite	8	05%	1D6+103	
Tail Lash *	7	45%	1D6	

#### Iguanodon

	iguano			
Characteristics		istics	Average	
	STR	2D6+18	25	Move 9
	CON	3D6+6	16-17	HP Average 24-25
	SIZ	2D6+24	31	Armor 4 point skin
	INT	2D6	7	Spells - Rare
	POW	2D6+18	25	
	DEX	1D6+6	9-10	
	***	C D	4 7 CT T	

Weapon	SR	Attk%	Damage
Kick *	7	55%	1D6+2D6
Bite	7	30%	1D6+1D6
Tail Lash*	6	75%	2D6

#### Trachodon

Trachodon					
Characteristics		Average	2		
STR	2D6+24	31	Move - 10		
CON	3D6+12	22-23	HP Average - 34-35		
SIZ	2D6+36	43	Armor 18 point skin		
INT	3D6	10-11			
POW	2D6+24	31			
DEX	1D6+6	9-10			
Weapon	SR	Attk%	Damage		
Kick*	7	65%	1D6+4D6		
Bite*	7	45%	1D6+2D6		
Tail Lash**	6	85%	4D6		

<sup>\*</sup> A Hadrosaur may bite and kick simultaneously vs. a foe.

SPELLS: Trachodons have battle magic spells equal to their INT in points. In addition they may have 1D6 pts of standard Rune magic.

SKILLS: Find Edible Plants 75%, Understand Old Wyrmish INT x 5%, Understand Tradetalk INT x 2%, Spot Trap 35%

#### **High Llamas**

These Praxian animals look like Peruvian llamas, but are of great height, giving their riders an edge in combat by allowing them to strike down at opponents. This is simulated by allowing a llama rider striking a non-llama riding foe to roll hit location by rolling 1D10+10, giving a target area of the abdomen up to the head and doubling the chance of hitting chest or head.

istics	Average	e	
2D6+24	31	Move 12	
3D6	10-11	Hit points average	16-17
3D6+24	34-35	Armor: 2 point skin.	
3D6	10-11		
2D6	7		
SR	Attk	Damage	
8	25%	2D8	
8	45%	2D6	
	2D6+24 3D6 3D6+24 3D6 2D6	2D6+24 31 3D6 10-11 3D6+24 34-35 3D6 10-11 2D6 7 \$R Attk 8 25%	2D6+24 31 Move 12 3D6 10-11 Hit points average 3D6+24 34-35 Armor: 2 point skin. 3D6 10-11 2D6 7  SR Attk Damage 8 25% 2D8



<sup>\*\*</sup> A Hadrosaur may lash with his tail instead of biting and kicking. This may only be done against foes to his side or rear.

1D8+1D4

#### **Hyenas**

Packs of Hyenas are found throughout Prax, the river valley, and Vulture Country. They are the vulture's main competition for carrion; they also are not afraid to hunt and kill their own prey. A typical pack consists of 2D6 hyenas on the plains, and 2D10 hyenas in the river valley, where game is more common. The hyenas will often lair in the cliffs of the river valleys, which are honeycombed with caves.

Hyenas are relatively smart. They will not attack a party which outnumbers them, and they will always approach from upwind, so that horses will not catch their scent. If they happen upon a lone wanderer, they may very well attack. Hyenas are familiar with missile weapons and will use available cover to get close to a victim before attacking.

#### **Hyena Hit Location Table**

D20	Location	AP/HP
01-02	Right Hind Leg	4
03-04	Left Hind Leg	4
05-07	Hindquarters	6
08-10	Forequarters	6
11-13	Right Fore Leg	4
14-16	Left Fore Leg	4
17-20	Head	5



#### Hyena

Rite

Characteristics		Average	e
STR	2D6+8	15	Move 9
CON	3D6	10-11	HP Average 10-11
SIZ	3D6	10-11	Defense none
POW	2D6	7	Armor - 1 point fur
DEX	3D6	10-11	
Weanon	SR	Attk%	Damage

30% SKILLS: Tracking by Smell 60%, Spot Hidden 80%.

#### **Impalas**

Small deer ridden by a tribe of pygmies, they will not fight unless cornered. They usually kick while running away.

Characte	ristics	Average	?	
STR	2D6+6	13	Move 10	
CON	3D6	10-11	Hit points average	11-12
SIZ	2D6+6	13	Armor: None.	
POW	3D6	10-11		
DEX	2D6+6	13		
Weapon Kick	<b>SR</b> 8	Attk 25%	Damage Pa.	rry Pts

#### Morokanth

Intelligent, tapir-like creatures who live in marshes and plains, as in Prax. They can become Rune Lords and Rune Priests. Rune Lord morokanth have been known to replace their regular claws with iron ones.

They can use weapons, but get no benefit from their natural abilities or the usual basic chance in using them, being reduced to the basic 05% chance. This is because weapons are not an integral part of their culture and must be specially adapted to their claws, which are larger and clumsier than human hands. They will try to purchase leather or even metal armor to cover their vital parts.

Morokanth relations with humans are formal and restrained at best. They herd men on the Plaines of Prax. This is a necessary, accepted, tolerated, but not appreciated practice.

Characte	ristics	Average	?		
STR	3D6+6	16-17	Move 8		
CON	3D6	10-11	Hit points av	erage	12-13
SIZ	3D6+6	16-17	Treasure facto	or	13
INT	3D6	10-11			
POW	3D6	10-11			
DEX	2D6+3	10			
CHA	3D6	10-11			
Weapon	SR	Attk	Damage	Parry	Pts
Claw	9	25%	1D6+1D4		
Spear*	6	05%	1D6+1+1D4	05%	15

<sup>\*</sup> A morokanth found on an adventure will be more competent, but a PC morokanth will start at 05% with anything.

Armor: Leather on head and body (2 points) plus 4 point skin. Spells: Healing 2; Ironhand; Countermagic; Mobility. Other Skills: Tracking 75%; Hide in Cover 50%.

#### **Newtlings**

Newtlings are a race similar to dragonewts, and thought to be related to them. However, the connection is remote, as the species is primarily amphibian rather than reptilian, storing water in their tails for use in dry territory. They do not have a reincarnating cycle like the dragonewts.

However, they are very like a crested dragonewt in stature and can be mistaken for one at a distance.

Character	istics	Averag	e		
STR	3D6	10-11	Move	6	
CON	3D6	10-11	Hit points	average	9-10
SIZ	2D6	7	Treasure 1	actor	5
INT	3D6	10-11	Defense	05%	
POW	3D6	10-11			
DEX	2D6+6	13			
CHA	3D6	10-11			
Weapon	SR	Attk	Damage	Parr	y Pts
Trident*	5	30%	1D6+1	30%	12
Sling	2	25%	1D8		
Small shie	ld			25%	8

<sup>\*</sup> Use like a one handed spear.

Armor: Leather body and limbs (2 points); cap helm (2 points).Other Skills: Swimming 80%; Tracking 50%; Spot Traps 40%; Hide in Cover 50%.

#### **Rhinos**

The juggernauts of Prax, these vicious creatures are fortunately rare in the wild. They have all the usual characteristics of the African rhinoceros, including bad vision, no fear of fire, and a penchant for the headlong charge.

Character	istics	Average	?	
STR	2D6+30	37	Move 8	
CON	3D6	10-11	Hit points average	17-18
SIZ	2D6+30	37	Armor: 5 point skin.	
POW	3D6	10-11		
DEX	2D6	7		
Weapon	SR	Attk	Damage	
Butt*	8	50%	1D10+4D6	
Bite*	8	25%	1D10	
Trample*	8	75%	8D6	

<sup>\*</sup> A rhino will only make one of these attacks per melee round.

#### **Sables**

Antelope, also known as "Lunar deer" for the shape of their horns.

Character STR CON SIZ POW DEX	3D6+12 3D6 3D6+12 3D6 2D6+6	Average 21.22 10-11 21-22 10-11 13	Move 12 Hit points average Armor: 1 point skin.	12-13
Weapon Butt* Kick* Bite*	<b>SR</b> 7 7 7	Attk 35% 35% 25%	<b>Damage</b> 2D6+2D6 1D6+2D6 2D4	

<sup>\*</sup> A sable will either: butt; or bite and kick in a melee round.

#### **Tigers**

These great felines are uncommon in Prax. The pair which haunts the river valley is thought to be a pair of refugees from Shadows Dance, where the breed is more numerous. Before the battle of Moonbroth, tigers were unknown in the area, and it is thought that they may have belonged to some mercenary who did not come back from a mission: the tigers eventually released themselves from their confinement and went wild.

Tigers are crafty killers with no inclination to attack more than a single victim at a time. No sentient beings in the valley want to tangle with them, and so far they have not made a menace of themselves. However, neither human, nor duck, nor newtling, nor trachodon rest easily when the tiger's scream fills the sky.



#### **Big Cat Hit Location Table**

D20	Location	AP/HP
01-02	Right Hind Leg	4
03-04	Left Hind Leg	4
05-07	Hindquarters	6
06-10	Forequarters	6
11-13	Right Fore Leg	4
14-16	Left Fore Leg	4
17-20	Head	5

#### Tiger

Characteristics		Average	
STR	3D6+12	22-23	Move -10
CON	3D6	10-11	HP Average - 12-b3
SIZ	3D6+6	16-17	Defense - 05%
POW	3D6	10-11	Armor - 2 point skin
DEX	2D6+12	19	

Weapon	SR	Attk%	Damage
Bite*	5	45%	1D10+1D6
Claw*	5	70%	1D8+1D6
Ripping*	5	80%	208+2D6

<sup>\*</sup> If the tiger hits a foe with both claws in a single round, it will hang on end rip with its hind legs from then on. It will continue to bite as well.

SKILLS: Move Quietly 75%, Hide in Cover 80%, Tracking 50% Cats get two claw attacks and one bite attack each round. All three attacks must be targeted against the same foe.



#### **Traskar Spirits**

Traskars are spirit followers of the Frog Woman, one of the nomad water gods of Prax. They are rewarded for their faithfulness by being allowed to inhabit the bodies of giant frogs. The only places they can live are near where the primal ocean touches this plane. A small group live in the River of Cradles. They are free to move about the temple as if they were initiates and often attend ceremonies. Traskars are much like cliff toads in habit except that they are intelligent. They are not naturally fond of human flesh but will attack at their shaman's command.

Character	istics	Average	,
STR	1-4D6	3-14	Move-walk 1/hop 3/D6 SIZ
CON	3D6	10-11	HP Average - 8-12
SIZ	1-4D6	3-14	Damage Bonus -1D4 to +2D6
INT	2D6+2	9	Armor - 3 point skin
POW	3D6	10-11	
DEX	3D6	10-11	
Weapon	SR	Attk%	Damage
Tonque*	3	40%	1D6 + damage honus

Tongue\* 3 40% 1D6 + damage bonu Swallow 3 90% 2 per D6 of SIZ

SPELLS: Heal 2; Protection 1D4.

SKILLS: Swim 80%

#### **Triceratops**

These rhino-like horned dinosaurs are beaked and tough-skinned. They are pugnacious and often fight each other. They usually feed on tough woody matter and can do quite well on a diet of tree-trunks with a little extra vitamins and minerals.

Triceratops will instinctively turn to face their foes and can pivot quickly. Roll 1D10+10 for hit location, even in fighting other dinosaurs, unless the other dinosaur is at least as big as the triceratops. The head frill covers the body from the front and even missile fire would have to roll 1D10+10 to determine hit location unless the animal was completely unaware of its assailants.

The hit location table should be read as is the ankylosaur hit location table.

#### **Triceratops Hit Location Table**

D20	Location	AP/HP
01-02	Tail	x.25
03-04	Right Hind Leg	x.33
05-06	Left Hind Leg	x.33
07-08	Hindquarters	x.4
09-10	Forequarters	x.4
11-12	Right Foreleg	x.33
13-14	Left Foreleg	x33
15-20	Head	x.4

<sup>\*</sup> After the tongue hits, the victim will be swallowed on the following round. A missed swallow does 1D3 pts of damage plus the Traskar's damage bonus.

#### **Triceratops**

Characte	eristics	Average	
STR	3D6+50	60-61	Move – 10
CON	3D6+30	40-41	HP Average - 52-54
SIZ	3D6+40	60-61	Armor -21 point head
POW	3D6	10-11	14 point body and limbs
DEX	2D6	7	

Weapon	SR	Attk%	Damage	Parr%	Pts
Ram *	8	80%	2D10+7D6		
Trample	8	80%	14D6		

<sup>\*</sup> If the triceratops charges, its ram attack has 1 1/2 normal percentages to hit. The ram attack is always capable of impaling.

#### **Tusk Riders (Half Trolls)**

The actual origins of the tusk riders are unclear. That they have human ancestry is obvious, but the mark of the trolls is also upon them. Their Cult of the Bloody Tusk demands blood drinking and further abominations. The tusk riders ride tuskers.

Character	isiics	Average			
STR	2D6+6	13	Move 8		
CON	2D6+6	13	Hit points avera	ige 1	3
SIZ	3D6	10-11	Treasure factor	7	
INT	3D6	10-11			
POW	3D6	10-11			
DEX	3D6	10-11			
CHA	1D6	3-4			
Weapon	SR	Attk	Damage	Parry	Pts
Lance	3	25%	1D10+2D6	_	12

**Armor:** Leather body and limbs (2 pts); Composite helm (3 pts). **Spells:** Healing 2: Demoralize.

1D10+1

12

25%

Skills: Riding 90%; Track 50%; Camouflage 40%; Spot Traps 50%.

#### **Tuskers**

Spear

Characteristics

Gigantic boars, ridden by tusk riders only. These beasts are fierce and ill-tempered, but love their masters beyond all comprehension.

Character	istics	Average	?	
STR	3D6+12	22-23	Move 10	
CON	1D6+12	15-16	Hit points average	19-20
SIZ	4D6+12	26	Armor: 4 point skin.	
POW	3D6	10-11		
DEX	1D6	3-4		
Weapon	SR	Attk	Damage	
Gore*	8	50%	2D6+2D6	
Trample*	8	75%	4D6 to downed foe	

<sup>\*</sup> Cannot gore & trample one opponent in the same melee round.

#### Whirlyishes

Whirlvishes are the souls of people who have been caught by the Wild Hunter while wandering lost on the chaparral. They have the form of man-size dust storms and have been blowing on the winds for centuries.

If the whirlvish encounters anyone sentient, it will engage him in combat. If the target has Spirit Binding as a spell, he can bind the whirlvish as long as all the usual criteria for binding are met.

However, to bind the whirlvish, he must have a leather bag available to put the whirlvish into. This is not usually a problem and most nomads carry a leather bag for just this purpose. The bag need not be large.

Once bound and imprisoned in the bag, the whirlvish will fight for its master once. The master need only release the bag's drawstring and tell the whirlvish to attack, and it will do so. If its attack succeeds, the whirlvish will continue its mad dance across the plains of Prax until it encounters another victim. The whirlvish may only be used once per binding. It will not provide POW to its binder and has no INT for memorizing spells. It does count as a bound spirit against the limit of bound spirits that a character may have control of.

Unlike most ghosts and spirits, Whirlvishes have a physical body that can be damaged normally. If the body is reduced to zero, the whirlvish becomes an ordinary spirit and departs for the Halls of the Dead. The previous binder, if any, no longer has control because he doesn't have a binding object for the spirit.

When a whirlvish engages an individual in combat, each round the victim is attacked both by spirit combat and by the whirlvish's special attack of abrasion.

Location

AP/HP

#### Whirlvish Hit Location Table

D20

	В	ody	0	1-20 10
Charact	eristics		Averag	e
STR	0		0	Move 12
CON	3D6		10-11	HP Average - 10-11
SIZ	3D6		10-11	Defense - 25%
POW	3D6		10-11	
DEX	30		30	
Weapon		SR	Attk%	Damage
Spirit Co	mbat *	1	Auto	As per normal spirit combat
Abrasion	1*	1	Auto	1D3 pts of damage *

Every round, the whirlvish attacks its target with both spirit combat and its own special attack of abrasion.

<sup>\*</sup> This is 1D3 pts. of damage to every hit location. This grinding of sand and dust will destroy armor, so that 5 point mail that has taken 2 points of damage will have only 3 pts. of protection left. After armor is worn through, the abrasion will attack the body.



#### Wraiths

Wraiths are ghosts formed by people when their feelings at death were of overwhelming frustration and hate. Wraiths often are called 'spectres' by the ignorant, though the true spectre is a manifestation of the Illusion Rune. Wraiths are malignant to all forms of life and are friendly to undead. Wraiths usually inhabit ruins, abandoned temples, or other such places. Some wraiths have Rune magic.

Wraiths exist on the ethereal plane, and this gives them peculiar powers and vulnerabilities. Wraiths rarely have POWs below 13. Unlike normal spirits wraiths have hit points. The number of hit points of a wraith equals its POW. Wraiths can be struck only by magic – thus, if a sword with Bladesharp 3 hit a wraith, it would take only 3 points damage, all from the Bladesharp. Fireblade would do a full 3D6 damage. Emotional spells such as Demoralize, Befuddle, or Harmonize will not affect a wraith. Spirit Block adds 10 points to an



attacked character's pertinent characteristic, depending on what the wraith attacks (see below). Spirit Shield adds 2 points to the character's characteristic per point used. Countermagic absorbs damage done to a characteristic (just as Protection does against normal damage) and cannot be blown away by this kind of attack. If a wraith loses all its hit points, it dissolves and cannot reform for at least a week. Wraiths defend with POW as a percentage, making them difficult to hit.

In an attack, the wraith matches its POW against the victim's CON. If the victim fails to resist, he loses points from his STR, INT, or CON (depending on the type of wraith) equal in number to the current POW of the wraith. The wraith can attack in this manner only once per victim. (If a characteristic is reduced below 1, the victim dies.) On subsequent rounds the wraith must attack by a special form of spirit combat. If the wraith overcomes the victim's POW, he rolls on the POW loss table and the victim must take double the result as damage to a random part of his body. In this manner a wraith can do 2, 4, or 6 points damage.

#### Wraith

Charact	Average	
INT	3D6	10-11
POW	3D6+6	16-17
DEX	20	20

#### **EXAMPLE**

Flayli Floodhouse confronts a wraith. The wraith has a POW of 19, giving it a 19% Defense. It attacks Flayli and overcomes his CON easily. This particular wraith attacks against STR, and Flayli loses 19 points of STR. Since Flayli's STR was only 10, so much for Flayli!

The wraith now attacks Flayli's partner, Bodo, who was smart enough to put on a 4-point Spirit Shield, and this increases his CON 12 to CON 20. The wraith attacks second because Bodo's high SIZ and DEX give him a better strike rank, even though the wraith has DEX 20. Bodo reduced his 65% chance to hit by 19% (again, the wraith's Defense equals its POW) to 46%, and rolls 33 - a hit. Bodo's sword has Bladesharp 2 on it, so he hits the being for 2 and thereby reduces its POW to 17. The wraith rolls against Bodo's reinforced CON of 20 with its now 17 POW and needs a 35% or less roll. It gets a 62, so Bodo loses only half of the wraith POW in STR, rounded down. His player subtracts 8 from his STR of 14 and fights on with STR 6.

In the next round the wraith attacks POW against POW. The wraith overcomes Bodo and rolls on the POW loss table. The score is 35. Cross-indexing gives a result of 2, which is doubled to 4. Rolling for a random hit location, Bodo will now take 4 points damage there. The fight continues....

Characteristic points lost to a wraith are regained at the rate of 1 point per week. If Bodo survived the preceding example, he would regain his full STR in five weeks.

# Other Descriptions Rules

#### **Spirit Cults**

Throughout Prax many notable spirits receive worship who are not gods. Many remnants of ancient shrines from various periods of legend and history can be activated by shamans. If done successfully, then worshippers can sacrifice Power to the spirit, and in return receive limited, specialized Rune spells.

These places of worship are called shrines. True cults can grow from such humble beginnings, but much is needed to make it happen. The requirements are numerous and beyond the scope of this description.

Two examples of spirit cults are included here, and both are found in the Five-Eyes temple. These may be taken as general models for spirit cults.

The following items are true of any spirit cult.

#### Lay Membership

Whoever knows of it might be considered to be a lay member of a spirit cult. However, there is no benefit to the status, either to the spirit or to the lay member.

#### **Initiate Status**

The actual worshippers of the spirit are initiates of the cult. They have many of the benefits and responsibilities of a regular cult initiate, but are freer in their worship. Unless the spirit cult is an absolute enemy of a god cult, one can be an initiate of both with little trouble, or even an initiate of the spirit and a priest or Rune lord of the god. Being relatively weak, the spirits do their best not to be enemies of any god.

Initiate Divine Intervention will tend to be limited to feats in keeping with the spirit's attributes. About the only request legitimate to a spirit is "Help!" The spirit will then help in any way it can, commensurate with its abilities.

Initiates of spirit cults can sacrifice for one use of cult rune spells.

#### **Rune Lord Status**

A Rune lord of a spirit cult is really no more than a super-initiate. He must use initiate Divine Intervention to gain iron armor enchantment, and cult spirits have no allied spirits for them. However, they do have enough power to allow their Rune lords to advance beyond 100% ability with their weapons and skills, as long as they are used in service to the cult.

#### **Shamans**

There are no Rune priests for these cults. Instead, shamans, by tying themselves to the spirit, gain what few Rune spells are available on a reusable basis (if the spells are reusable to begin with), and gain the ability to teach battle magic to their followers. This is not the spell of Spell Teaching, which these spirits cannot provide. Instead, their tie to the spirit allows the spell teaching until such time as they break the tie to the spirit. If the shaman leaves the service of the spirit, his reusable spells become one-use spells and he can no longer teach battle magic. Aside from being considered an enemy of the cult until he uses the spells, there are no other disadvantages.

#### The White Princess

This goddess was often called the most beautiful woman in Prax. She was tall and stately, cool and aloof, striding through the desolation of Prax in her long sparkling cloak, attended by a dozen small Snow Deities. Her cool beauty was enough to bring a little winter even to Prax, for her presence neutralized the barren chaparral, making her a wondrous delight to be close to.

#### Tribal Shamans

Each tribe had its dominant shaman, aided and supported by his assistants. The personality of these humans did not allow for more than one per tribe, for they were crazed and rabid, more than a little mad from their contacts with the spirits. They possessed inhuman powers, and one was wise to do as a shaman wished. Each shaman had a double, commonly known as a fetch. The fetch acted as the shaman's spiritual agent, and animated his body when he entered the Spirit World.

Occasionally, certain omens would be received from the tribal deities, and the shamans would take control of the tribes. When this occurred the shamans sought to accumulate as much magical power as possible, to ensure that they received whatever prize was promised by the gods. Petty magicians and powerful spirits usually showed up as well, calling upon ancient alliances to ensure they shared in these gifts.

#### **Establishing a Spirit Shrine**

Activation of a spirit shrine requires several components.

#### A Focus of Power

This focus of power is generally a sacred idol, a divine relic, a holy object, or some other powerful item. It must have once been very close to the god or spirit, preferably being the center of power for a forgotten cult or something which a god or hero used. Not every idol or legendary person's possession will do; it must be something which contains enough of the essence of the spirit to serve as a clue to reaching it.

Some examples of known foci are statues of Frog Woman, magical waters, a fossil bone from a god, a magical weapon, a shred of wood, a tangled skein of yarn and hair, a necklace of teeth, a shield, a dried horse head, a leather bag full of red soil, an oar, a ladder.



#### A Shaman

The shaman must follow a special ritual to activate these shrines. This ceremony may be performed differently, as is usual among shamans, but all the ceremonies have common elements.

The shaman will sacrifice permanently 1 point of POW from his own characteristic POW.

The shaman will discorporate, enter into the object, and then trace the flow of lost power into the spirit world. To trace the spirit, the player must roll the shaman's characteristic POW x3. If this roll is missed there is no chance of finding the spirit without beginning the rite again, and sacrificing another point of POW. The shaman will return to his body.

If found, the spirit must be convinced. This is generally not too hard since they are used to it. To find the shaman's success match POW vs. POW. The average spirit's POW is a normal spirit's: 3D6+6. The combat may go on and on until the shaman wins. Each lost round means that the shaman will be ill for a day later, but he has no danger of being possessed except by humanoid or chaotic spirits.

Once convinced, the spirit must be okayed by the fetch of the shaman, which is currently inhabiting his body. This can be the most crucial part of the operation, for the fetch, if it decides in favor of the spirit, will become a devotee of the spirit along with the shaman, and also be allowed to use the Rune spells, just like a Rune priest's allied spirit. Without the agreement of the fetch, the agreement is useless. Despite possible advantages, a fetch may not wish the arrangement, as it loses autonomy and becomes subject to the cult spirit for the duration of the arrangement. There may be longstanding disagreements betwixt fetch spirit and cult spirit which will manifest themselves only when the two come into contact through the shaman.

To determine if the fetch and cult spirit will agree, roll D100. A roll of 01-90 means that the agreement will take place; 91-00 indicates irreconcilable differences. To be a shaman, the fetch is absolutely necessary, so the agreement with the cult spirit will have to be abrogated. The shaman loses all the POW he sacrificed to make the agreement and may never try to contact that particular spirit again.

#### **A Congregation**

At least ten initiates must be willing to keep actively worshipping the spirit for the next stage to be successful. The shaman will rise, in his body now, and lead everyone in a prayer praising the spirit, and each initiate will then sacrifice 1 point of battle magic POW to it. This will keep the spirit appeased for one week, whereupon the prayer and sacrifice must be repeated. This is part of the agreement.

For this relationship to continue normal cult standards must hold. The examples below provide standards for the River Horse cult and the Frog Woman cult, both river-oriented cults with much in common, including the same general conditions for worshippers.

To create other conditions which must be met by worshippers, a referee should study whatever is known about the spirit, and demand that the initiates perform in a way satisfactory to the spirit. If it is offended, then it will leave, whether it wants to or not. Ancient laws must be followed, especially by such weaklings as these minor spirits. Killing frogs, for instance is full of ritual for the Frog Woman cult!

#### **Cult of the River Horse**

During the Great Darkness, the River Horse survived by moving from river headwaters to headwaters through the spirit plane, one stroke ahead of the pursuing chaos. Since time began, he has been worshipped for his ability to transport worshippers in the same way. He is particularly favored by relatively inoffensive beings such as the newtlings, who find themselves oppressed on many fronts, and often feel the need for sudden evacuations in the presence of their foes.

The identification with the headwaters of all water makes the spirit attractive to waterborne races. It has a horse's forebody and the hindquarters of a great fish. Its sheer beauty and grace often inspires worshippers. Like all the minor spirit cults, the River Horse is an extremely non-jealous creature, and allows allegiance to any other god or spirit who is not the active enemy of water.

Newtling shamans often follow this cult in their bachelor days, as it is highly respected and helps them establish themselves as priests of river cults when they reach adulthood.

As with any water cult, holy days are on the Waterdays of each week. Due to the River Horse's movement powers, the holy week is Mobility week. The ideal time for founding a shrine is Waterday of Mobility week of Sea season. As this is also ideal for Frog Woman, joint shrines to both spirits are common.

The fetch of a River Horse shaman will take on the physical aspect of a river horse and acquire its teleportation powers. In addition, the shaman can summon River Horse, using the spell described below.

A shaman of River Horse is allowed to sacrifice for reusable spells of dismissing any size of elemental and summoning any size of undine, for the usual sacrifices. In addition, the River Horse provides the Rune spells of Ride River Horse and Summon River Horse.

#### River Horse Rune Magic

Ride River Horse

2 Points

Virtually instantaneous, Touch, Stackable, Non-reusable

This spell summons a River Horse which can be mounted and ridden on its trip from one headwaters to another. The shaman must have a clear idea of the headwaters to be traveled to, or the River Horse will take the rider to a random headwaters. Anyone may ride the River Horse summoned. This is a one-way trip. A return will need another summoning. There is a limit of ten passengers per spell used.

**Summon River Horse** 

1 Point

Duration 15 minutes, Range 30 meters, Not stackable, Reusable

This spell summons a manifestation of River Horse to aid the shaman. It has an INT of 4D6 and a POW of 5D6. It will be visible but immaterial, and allow its POW to be used to power spells for the shaman. It is in Mindlink with the Shaman, and generally acts as a normal friendly spirit. Every time the summoning is used by a particular shaman the same Horse will appear, so the shaman can also teach it spells for him to use later. If threatened with spirit combat, the River Horse will disappear to another headwater, thus throwing off the spirit combat.





#### Frog Woman Rune Magic

Leap 2 points One day, Range none, Stackable, Non-reusable

This spell allows the shaman to take ten followers in a leaping arc to any destination within 40 kilometers (approximately). The followers must be within 20 meters of the shaman and the landing place must be one known to the shaman and clear in his mind, The trip will take a full day.

#### Summon Traskar 1 point

Till death of Traskar, Range touch, Not stackable, Non-reusable

This spell summons a Traskar to the shaman which will act as a controlled spirit for him as long as he keeps POW on the spirit plane necessary to fulfill the usual controlled spirit Contract. As the Traskar is a physical spirit, it cannot supply POW for spells nor attack in spirit combat. It will, however, attack in physical combat and carry its master. The shaman need not sacrifice POW to the Traskar, as that is taken care of with the sacrifice for the spell. However, he must maintain POW in the spirit plane just as he would with an ordinary controlled spirit, to tie the spirit to him.

#### Frog Woman Spirit Cult

Frog Woman is a water spirit who survived the destruction during the Great Darkness by staying one leap ahead of her foes. Since the Dawn of Time she has been worshipped as a shrine cult for her ability to transport her followers great distances

through the air, and the intelligent Traskar spirits, her children, who can be summoned as controlled physical spirits. She is a particular favorite of newtling shamans.

The Frog Woman allows her shamans to dismiss any size elemental, and to summon undines of any size, for the usual point sacrifice. Also, her shaman can teach battle magic spells as long as he maintains his worship of Frog Woman, just as if he had the Spell Teaching spell, just as in other spirit cults.

Frog Woman demands of her devotees only that they butcher frogs and other amphibians with the Peaceful Cut.

Aside from the standard spells listed above, Frog Woman provides two special Rune spells.

#### **River Traffic**

#### **Newtling Reed Boats**

The newtlings typically build their crafts out of bundles of reeds lashed together, though they will use other materials if reeds are unavailable. These boats are 4-6 meters long and usually require 2 newtlings to handle them, because they are rather heavy in the water for their size. They can be poled or paddled; oars and oar locks seem to be unused, though such craft could be braced and

The passenger/cargo space on the boat is rarely more than a meter wide and three meters long. The duke's newtlings will not let more than two adventurer passengers into any one reed boat. Because of their wide beam, such boats are quite stable. They survive encounters with rocks and rapids well, because they are flexible. Once they begin to come apart, though, they must be abandoned or rebuilt with new reed sections.

rigged for them.

The newtlings have a way of rigging a small sail in special situations by treating one newtling as a quasi-horizontal mast, while the other newtling steers. By trading off, the newtlings can move under sail for several hours before becoming too tired.

Such reed boats are the most comfortable small boats in Glorantha.

#### **Using Nets**

Part of every culture in Glorantha, and in any other world, is the net. A net is usually a set of lines knotted together into a grid pattern, made to catch objects too big to fit through the holes of the grid. The mesh of a net can be small, for catching small fish, or large, for snaring larger prey, such as men.

For game purposes, there are three nets of interest: fishing nets, trapping nets, and combat nets. Similarities include their manner of construction.

#### **Common Attributes of Nets**

For game purposes, all nets have two attributes, SIZ and STR/hit points.

SIZ is the size (area) of the net. Combat nets rarely are larger than SIZ 20, the maximum size usable by a man with one hand. Fishing and trapping nets may be of any SIZ, but require one man per 20 points of SIZ if the entire net is to be manipulated at once. Any net must have a larger SIZ than its intended target or it cannot fully entrap that target.

There are two combat nets, the normal net and the large net. The normal combat net has a STR of 15 and the large combat net has a STR of 20. Fishing and trapping nets usually have a strength of 4D6+18 (average of 32). For all net types, STR also counts as its hit points in any one area. A being has four options to emerge from an ensnaring net: ripping it open, cutting it open, burning it open, or simply pulling it off.

#### Ripping Open a Net

The character must match his STR vs. the net's STR on the standard resistance table. A successful roll means that the net now has a hole in it large enough to crawl through. A second successful roll lets the ripper walk through the hole. This assumes that the ripper has not been trussed up in the net and can still move his arms and hands, perhaps getting some leverage with his feet. Even a common net will usually be strong enough to hold a man, but those wanting to trap great trolls have stronger nets made.

#### **Cutting Open a Net**

Only edged weapons work against nets. If the enmeshed being has an easily-reached sheathed knife, he may be able to pull it out and cut with it. Edged weapons already in hand might also work in the referee's judgment, but all weapons used on a net from within do only 1D6 points of damage. Damage bonuses and Bladesharp spells will add to the cutting power. For the victim to cut his way out of the net, he must destroy the entire hit points of the net (they are the same as the STR of the net). The full hit points are present in every area of the net, and should one part of the net be cut open, other parts will have the same hit points.

#### **Burning Open a Net**

Nets usually are flammable, and will take full damage from a torch or Fire-blade, though damage bonuses will not count. Unless excessively dry, though, a net will usually not catch fire, so that the flaming object must be held against the net each turn until the hit points are burned away. Otherwise, burning a net acts just as does cutting one.

#### **Combined Attacks**

A net could be cut and burned at the same time to reduce its hit points, which also reduced its STR, and then the victim could apply his STR versus the weakened STR of the net and rip his way out.

#### Pulling Off a Net

A character may well despair at his chances of ripping or cutting open his net, and may well just want to throw it off and get back into the fight. In such a case, the character must merely roll his DEX x5 once for every 20 SIZ points of the net to escape. He may roll once per round. Until he escapes, he may not parry or attack, and any foes striking at him have a +20% chance to hit him.

#### Net Use Example

Bjorn and Kurt are entrapped in a large (SIZ 60) net dropped from above. Since the net is not being held by foes, and is merely draped over them, they can try to escape. Bjorn decides to cut his way out, using his trusty dagger. Kurt, armed only with a club decides to try to simply wiggle out of the net. Bjorn, with a +1D4 damage bonus will do 1D6+1D4 points of damage to the net each round (unless he rolls 96-00) as the net is a very passive target. Kurt must roll his DEX x5 once per 20 SIZ points of the net, or 3 times. He may try again and again until he has succeeded 3 times, not necessarily successively.

#### Fighting With Nets

Only combat nets are meant to be used in battle. Other nets usually are too big, and are weighted differently to fulfill their primary function. Any warrior trained in fighting with a net will be able to use a hunting or trapping net at half his normal ability with the combat net.

Fighting with a net is a unique combat skill. It requires a specially-made combat net. There are two combat nets, the normal net and the large net. Each has a basic chance of 05%, costs 100 Lunars to make, and has a nominal price to learn of 400/800/1600/EXP. The normal combat net has an ENC of 2, a STR of 15, and a strike rank of 2 when used in melee. The large net has an ENC of 3, a STR of 20, and a strike rank of 1.

A combat net may be snapped with (doing 1D4 damage), much as children do with wet towels, or it can ensnare an opponent. Fighters normally carry nets on the left arm, and in that position the

#### The Spirits of Water

Golden Age Prax was a rich and well-watered land. The historical lack of powerful water spirits is a stark example of the imbalance imposed on the world during the Great Night. Perhaps because of their gratitude at being alive at all, these spirits were uniformly benign and helpful to humans.

#### **Dew Maid**

This kind and gentle woman once spurned the hand of a god later killed in the War of the Gods. She regretted her decision forever after, and wandered sadly about, weeping softly to herself. This made a watery mist which was magically capable of supporting people in the Chaparral. It was common practice to stuff the ears of beasts and men while she was present, and to avert eyes from her countenance. Thus, none ever saw her or heard her presence, yet all knew her passing.

#### Frog Woman

Like the creatures she mothered, Frog Woman could make great leaps through the air. During the Great Night, she escaped Chaos by staying one leap ahead of it, and she could carry her worshippers the same way.

#### **River Horse**

These spirits were common to all the waters of the Universe, always most numerous at the Headwaters. They had the ability to transport themselves and their burdens directly from any headwaters, through the Heart of the Sea, and back to any other headwaters, instantly.

net can be used as a shield. In absorbing blows from edged weapons, its hit points will be destroyed just as would a regular weapon's. Trainees in Net Fighting learn both attack and parry.

#### **Attacking to Ensnare**

A successful attack which is not parried allows the attacker a roll on a special hit location table.

D20	Location	Affected
-----	----------	----------

01-10 Legs caught, cannot move; arms, upper torso, and head are free.

11-12 Arms caught; legs and head are free.

13-15 Right arm and head caught.
16-18 Left arm and head caught.

19-20 Head caught, vision obscured, attack/parry halved.

The areas caught must be freed by ripping, cutting, or burning, as outlined above. If there is no tension on the net, the victim can simply unwind the net from himself. A D100 roll equal to or less than the victim's DEX as a percentage will accomplish the unwinding. Make the roll once per melee round. If the character's arms are pinned, he cannot unwind without help. Note that this is different (and harder) than escaping from a net that is simply draped over one.

#### Spirit and Tribal Alliances

Some of the spirits and tribes of Prax were permanently allied with each other. These alliances were the result of kinship or ancient oaths of friendship, and took precedence over mundane alliances with the Great Tribes. No act of man is more powerful than the oaths sworn in the Gods' Age!

Such friendships took two main forms. Some spirits are patrons of the lesser tribes, while others are friends on an equal basis. Such legendary friendships included Evening Star and Morning Star, Foundchild and Brother Dog, and Lightning Boy and Thunderbird. Patronages include Monkey King as the patron of the Baboon Troop, Ostrich Mother as the patron of the ostrich Clan, Pavis as the patron of the Pavis Survivors, the Great Rhino as the patron of the Rhinoceros Riders, Frog Woman as the patron of the Newtling Renegades, and Pole Star as the patron of the Unicorn Women.

Tada's Cloak is a remnant of the Founder of the Basmoli Berserkers, and has been lost to the tribe for centuries. It is not their "patron", but they will always fight to regain their totem. Whomever controls the cloak, controls the Basmoli Berserkers.

#### **Defending Against Nets**

A net may be parried. The shield used to parry a net will be caught in the net, immobilizing the shield arm, unless the parrier rolls his DEX or less on D100. A weapon used to parry a net will be caught unless the parrying character makes a roll of DEX times 5 or less on D100. If the parrier's weapon is caught in the net, it immobilizes his weapon arm unless he lets go of the weapon. However, having a weapon stuck in one's net renders it useless for casting at targets, since its balance is then destroyed.

A fishing or trapping net dropping upon a victim from above cannot be parried, though the victim may be able to dodge it.

Combat nets may be thrown at the same percentage chance that the user has to use it in melee. If it strikes its opponent, it uses the same table for hit location as used in melee (see above).

#### Air / Water Fighting

Intelligent air-breathing, water-breathing, and amphibian creatures behave and fight differently in each others' environments.

Underwater, humans and other air-breathers always hit last against intelligent fish or amphibian species. Air-dwellers do not get damage bonuses underwater. Their chances to hit with slashing and smashing weapons are halved; thrusting weapons still receive the surface chance to hit. Surface missile weapons may not be used as missile weapons underwater, with the exception of metalstrung crossbows, the range of which is limited to 20 meters or visibility, whichever is less.

Intelligent water-breathers will be at the same disadvantage when fighting in the air, and will drown in the air in the same fashion and at the same rates as humans drown in water.

Amphibians such as newtlings, or beings longadapted to underwater experience such as ducks or seals will fight equally well in air or water.

Armor for air-breathers reduces their underwater chance of attack/ parry by 5% for each point of ENC. Armor designed for water-breathers and amphibians to use in water does not reduce attack / parry chances. Air breathers can purchase such armor for twice the price of normal armor if they make a halved luck roll to find an armorer who can make it. The armorer's chance to make each piece correctly is half his normal ability.

The armor reduction of the attack/parry chance is figured before the half reduction for slashing and smashing weapons.

Armor for water-breathers does not have a similar disadvantage in air.

Movement rates above and below the surface vary with the species.

Use normal strike ranks for non-intelligent species in their proper environments; rank them last in any strange environment.

## Pre-rolled Characters

For those referees who are just starting out with the system, or who do not have players whose characters will fit easily into this scenario pack, we provide the following squad of player-characters for your use. Of course, the characters can also be used for NPCs, for filling out PC groups to levels called for in a particular scenario, etc.

#### The Weapon Master

This individual has mastered his favorite weapons and a couple of skills. He feels no particular compulsion to join a cult as a Rune lord, but he is a lay member and, perhaps, even an initiate of several. He also has too much wanderlust to settle down to a career of teaching his skills to others. He is joining Duke Raus' mercenary band for the opportunity it offers to adventure, impress others with his prowess, and perhaps build up a stake to settle down somewhere in style.

#### The Veteran

This individual has seen far more action than normally occurs in mercenary duty. Where he goes, action follows. He is proud of his abilities and very outgoing, especially to those of his companions he considers to be inferior to him. He is a good man in a fight and is capable of making very canny battle plans when called for.

#### The Barbarian

This individual is a consummate member of his tribe. In fact, he was a little too good, and the elders felt that he was setting himself above his brothers and, perhaps, getting too ambitious for the tribal chieftain's safety; an accusation with no truth whatsoever. He has been exiled from his tribe and feels a justifiable animosity towards his former brothers. He is joining Raus in an attempt to make good in civilized life. He dreams of leading cavalry charges through his former chieftain's camp.

#### The Remittance Man

This young man is the younger son of a younger son of a noble, and has been exiled from his family lands for some transgression which can be as innocuous or as scandalous as the player or referee wishes. Since his traumatic exile, he has wandered about Peloria and neighboring lands, finally ending up in Pavis to take service with the duke. His initial purse of money has run dry and he wants to make a reputation of reliability for himself. He has gained competence in many skills during his travels and upbringing.

#### The Mercenaries

These two stalwarts have just left their first enlistment in mercenary service with the White Horse Lancers, a Pavic mercenary company currently in the employ of the Lunar Empire. They have cavalry horses of their own, but they are not now white.

#### Two Barbarians

These two young bucks can be from any of the Praxian tribes, or from an outland, referee determined, tribe. They are tough and partially seasoned, with many barbarian skills.





#### Battle

The Tribes of Prax were in constant conflict over resources, and this often led to battle. Although each tribe favored different weapons, all used similar tactics, and the outcome of a melee depended as much on luck, and terrain as the strength of the fighting units.

6/7

INT 12

POW 17

60%

80%

20

16

#### The Weaponmaster

19-20

Master of crossbow, lance, 1H sword, 1H spear, medium shield, Ride, and Spot Hidden.

S1R 16	CON 17	SIZ 1/	IN1 13	POW	10
DEX 16	CHA 12	Move 8	HP 19	Defen	se 05%
	D20	Local	tion	AP/HP	
	01-04	Right	Leg	6/7	
	05-08	Left	Leg	6/7	
	09-11	Abdo	men	7/7	
	12	Che	est	8/8	
	13-15	Right	Arm	6/6	
	16-18	Left A	Arm	6/6	

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	2	95%	1D10+1+bonus	50%	20
Bastard sword	4	100%	1D10+1+1D6	90%	20
Greatsword	3	85%	2D8+1D6	90%	15
1H Spear	4	95%	1D8+1+1D6	75%	16
Hvy. Crossbow	1	90%	2D6+2	25%	10
Med. Shield	_	_	_	95%	12

Head

#### BOUND SPIRIT: (in crystal) INT 14, POW 15.

SPELLS: Binding, Countermagic 2, Demoralize, Detect Enemies, Heal 4, Repair (2), Spirit Binding, Spirit Shield 2; (known by spirit) Bladesharp 4, Detect Life, Detect Magic, Dispel Magic 2, Disrupt, Light, Protection 4.

SKILLS: Camouflage 55%, Climb 65%, Evaluate Treasure 60%, Hide in Cover 55%, Jump 55%, Listen 85%, Map Making 35%, Move Quietly 66%, Oratory 60%, Ride 90%, Spot Hidden 95%, Spot Trap 75%, Swim 85%, Track 65%.

LANGUAGES: Lunar 35%, Pavic 85%, Praxian 40%, Sartarite 70%, Tradetalk 65%.

MAGIC ITEMS: Bastard sword with Fireblade matrix; Healing Focusing 3 crystal; 8 Pt POW storage crystal (currently containing spirit).



#### The Veteran

Shortsword

Large Shield

STR 14 CON 14 SIZ 12

DEX 18	CHA	14	Move 8	HP	15	Defense 20%	b
	D	20	Loc	cation	AP/	'HP	
	01	-04	Rig	ht Leg	4/	15	
	05	5-08	Le	ft Leg	4/	15	
	09	9-11	Abo	lomen	7/	15	
	12	2	C	hest	7/	6	
	13	3-15	Rigl	nt Arm	47	4	
	16	5-18	Lef	t Arm	4/	4	
	19	9-20	Н	lead	5 /	15	
Weapon		SR	Attk%	Dama	ge	Parr%	Pts
Bastard S	word	5	65%	1D10+	-1+1D4	55%	20
Composit	e Bow	1	80%	1D8+1		40%	10
Lance		3	75%	1D10+	-1+bonu	s 50%	15
1H Spear		4	70%	1D8+1	+1D4	70%	15

BOUND SPIRIT: (in crystal) INT 10, POW 16.

70%

SPELLS: Detect Enemies, Detect Traps (2), Dispel Magic 1, Disruption, Heal 3, Spirit Shield 3; (known by spirit) Bladesharp 2, Demoralize, Light, Protection 4, Repair (2).

1D6+1+1D4

SKILLS: Camouflage 60%, Climb 80%, Evaluate Treasure 50%, Jump 60%, Listen 80%, Hide in Cover 70%, Move Quietly 50%, Ride 85%, Spot Hidden 75%, Spot Trap 75%, Swim 25%, Track 30%.

LANGUAGES: Lunar 75%, Old Pavic 45%, Praxian 45%, Tradetalk 65%.

MAGIC ITEMS: Wristband with Countermagic 3 matrix; 10 Pt POW storing crystal (currently contains spirit).

#### The Barbarian

STR 17	CON 14	SIZ 15	INT 17	POW 13	
DEX 15	CHA 15	Move 8	HP 15	Defense 2	5%
	D20	Loca	tion	AP/HP	
	01-04	Right	Leg	4/5	
	05-08	Left Leg		4/5	
	09-11	Abdomen Chest Right Arm Left Arm		6/5	
	12			6/6	
	13-15			4/4	
	16-18			4/4	
	19-20	Не	ad	5/5	

Weapon	SR	Attk%	Damage	Parr%	Pts
Bstd swd.	5	45%	1D10+1+1D4	35%	20
Battle Axe	6	70%	1D8+2+1D4	70%	15
Composite Bow	2	75%	1D8+1	40%	10
Lance	3	65%	1D10+1+bonus	60%	15
1H Spear	5	65%	1D6+1+1D4	60%	15
Small Shield	_	_	_	75%	8

SPELLS: Bladesharp 3, Demoralize, Detect Life, Fanaticism, Heal 3, Protection 4, Speedart, Xenohealing 3.

SKILLS: Camouflage 65%, Climb 85%, Hide in Cover 80%, Jump Listen 65%, Move Quietly 90%, Oratory 65%, Ride 95%, Spot Hidden 75%, Spot Trap 70%, Track 85%.

LANGUAGES: Lunar 40%, Old Pavic 35%, Praxian 85%, Sartarite 45%, Tradetalk 60%.

MAGIC ITEM: Headband containing Silence matrix.

#### The Remittance Man

STR 13 DEX 17	CON 16 CHA 16	SIZ 12 Move 8	INT 15 HP 16	POW 14 Defense	15%
	D20	Loca	tion	AP/HP	
	01-04	Right	Leg	6/6	
	05-08	Left	Leg	6/6	
	09-11	Abdo	men	6/6	
	12	Che	est	7/7	
	13-15	Right	Arm	6/5	
	16-18	Left	Arm	6/5	
	19-20	He	ad	6/6	

Weapon	SR	Attk%	Damage	Parr%	Pts	Weapon	SR	Attk%	Damage	Parr%	Pts
Arbalest	1	60%	3D6+1	35%	10	Battle Axe	6	35%	1D8+2+1D4	30%	15
Lance	3	55%	1D10+1+bonus	45%	15	Composite Bow	1	55%	1D8+1	30%	10
Rapier	5	80%	1D6+1+1D4	80%	12	Small Shield	30%	8			

SPELLS: Bladesharp 3, Demoralize, Detect Traps (2), Fanaticism, Glamour (2), Heal 3, Shimmer 3.

SKILLS: Climb 65%, Evaluate Treasure 85%, Jump 65%, Oratory 85%, Ride 80%, Spot Hidden 55%, Swim 75%, Taste Analysis 60%, Make Weapons 95%.

LANGUAGES: Lunar 75/70%, Old Pavic 65/25%, Praxian 45%, Sartarite 65/35%, Tradetalk 50/30%, Wyrmish 00/60%, Own language 90/80%.

MAGIC ITEMS: Plate breastplate containing Protection 3

matrix; 7 pt POW storage crystal.

#### Mercenary One

STR 16	CON 12	SIZ 17	INT 15	POW 12	
DEX 13	CHA 12	Move 8	HP 14	Defense 05	%
	D20	Local	tion	AP/HP	
	01-04	Right	Leg	3/5	
	05-08	Left	Leg	3/5	
	09-11	Abdo	men	4/5	
	12	Che	st	5/6	
	13-15	Right	Arm	3/4	
	16-18	Left A	Arm	3/4	
	19-20	Hea	ıd	5/5	
	01-04 05-08 09-11 12 13-15 16-18	Right Left I Abdo Che Right Left I	Leg Leg men est Arm	3/5 3/5 4/5 5/6 3/4 3/4	

Weapon	SR	Attk%	Damage	Parr%	Pts
Bstd swd.	5	60%	1D10+1+1D6	50%	20
Lance	3	40%	1D10+1+bonus	30%	15
Medium Shield	-	-	-	30%	12

SPELLS: Bladesharp 1, Heal 2, Protection 1, Xenohealing 1. SKILLS: Camouflage 30%, Hide in Cover 30%, Ride 90%, Spot Hidden 30%, Spot Traps 30%, Track 55%.

LANGUAGES: Pavic 60%, Praxian 30%, Tradetalk 40%, Own

#### Mercenary Two

STR 14	CON 13	SIZ 16	INT 14	POW 13
DEX 14	CHA 12	Move 8	HP 14	Defense 10%

D20	Location	AP/HP
01-04	Right Leg	3/5
05-08	Left Leg	3/5
09-11	Abdomen	4/5
12	Chest	5/6
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Bstd swd.	5	40%	1D10+1+1D4	35%	20
Lance	3	60%	1D10+1+bonus	55%	15
Medium Shield	_	_	_	35%	12

SPELLS: Bladesharp 1, Demoralize, Heal 1, Xenohealing 2. SKILLS: Camouflage 30%, Hide in Cover 55%, Ride 90%, Spot Hidden 30%, Spot Traps 30%, Track 30%.

LANGUAGES: Pavic 60%, Praxian 30%, Tradetalk 35%, Own 70%.

#### Young Barbarian One

STR 13 DEX 17	CON 16 CHA 10	SIZ 13 Move 8	INT 13 HP 17	POW 12 Defense	15%
	D20	Local	tion	AP/HP	
	01-04	Right	Leg	3/6	
	05-08	Left	Leg	1/6	
	09-11	Abdo	men	4/6	

D20	Location	AP/HP
01-04	Right Leg	3/6
05-08	Left Leg	1/6
09-11	Abdomen	4/6
12	Chest	5/7
13-15	Right Arm	1/5
16-18	Left Arm	3/5
19-20	Head	2/6

SKILLS: Camouflage 60%, Hide in Cover 60%, Oratory 30%, Ride 85%, Spot Hidden 30%, Spot Trap 30%, Track 30% LANGUAGES: Pavic 25%, Praxian 15%, Tradetalk 40%

#### Young Barbarian Two

SPELLS: Heal 2, Protection 2

STR 14	CON 15	SIZ 12	INT 13	POW 16
DEX 16	CHA 10	Move 8	HP 15	Defense 10%

D20	Location	AP/HF
01-04	Right Leg	2/5
05-08	Left Leg	2/5
09-11	Abdomen	3/5
12	Chest	4/6
13-15	Right Arm	1/4
16-18	Left Arm	1/4
19-20	Head	3/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Battle Axe	6	50%	1D8+2+1D4	45%	15
Composite Bow	1	30%	1D8+1	25%	10
Small Shield	_	25%	8		





#### Magical Secret Societies

A number of magical secret societies existed in Prax. They were independent of the tribes, providing an outlet for those individuals of great power whose progress was blocked along tribal lines for one reason or another. Each developed their own secrets, which were jealously guarded from the others. In addition to their other magical abilities, each had developed special powers against certain types of spirits, and so their good will and assistance was widely sought.

#### The Red School of Masks

The Red School of Masks was a band of shamans, madmen, and other petty magicians taught by the Lunars when they invaded Prax. The resultant unit was greater than the sum of its parts, and remained a powerful school for many years. Called the Loonies for their strange rites, many who sought to join were driven mad by the experience.

#### **Serpent Dancers**

The Serpent Dancers were the most secretive of the magical societies. Their wild rites involved trances, ecstatic fits, and week-long dances. Their name came from their habit of meeting in the dry beds of the seasonal rivers, called Serpents by the nomads.

#### **Star Witches**

This was a society of powerful women who studied the stars. They had great power, being the most ancient of the magical schools, and attracted disaffected wise women, shamanesses, and priestesses from all tribes.

#### **Sunset Society**

This school of mages practiced the forbidden magic of the night. They accepted only men, and those touched by nightmares and forbidden desires with eventually drawn to their concealed meetings. Praxian mothers scared children with stories of their evil worship and foul sacrifices, but their dark wisdom came from other, more potent, sources.

#### **Ghost Darters**

The Ghost Darters were a small band who lived in the Wastes. They rarely came to Prax, and many considered them a fairy tale or ancient legend. However, they existed, and could be bribed into aiding a tribe. They were unique in their ability to target disembodied spirits with their darts and arrows, and they could teach this ability to others.

#### The Hidden Tribes

The many smaller tribes occasionally surfaced when powerful forces moved, and often banded together for protection when they emerged from their hidden oases, since travel alone would ensure defeat at the hands and hooves of even the smaller tribes. Although individually weak, their varied weaponry, and their minor shamans and khans, made them more powerful en masse than most normal clans.



## Scenario Scouting the Land





In this scenario the player-characters meet their new employer - Raus, Duke of Rone, and his liegeman and friend, Daine. It is the duke who gives the orders, but it is Daine who does most of the talking and who the characters will most often see. Think of Raus as captain and of Daine as senior non-com. The duke has several armed men already, but he needs a group of adventurers specifically to make safe the lands to which he and his family have been exiled. This scenario is a series of peaceful rides to familiarize everyone with the land and its inhabitants and their leaders. Stress that this adventure is not combative. Characters should gather information, ask lots of questions, and be ready to entertain you as much as they are being entertained. This is role-playing.

#### **Player's Information**

Give the players the large regional map - or a copy of the small one included in the player handouts - at the start of the run. Let them write on it, take notes, study it, etc. The map will be one of their primary references.

#### Common Knowledge

In the city of new Pavis, where the characters have been hired, they can get glimpses of the story of the duke's exile by querying Imperial Sable Riders or the Imperial garrison troops. Non-Lunars or those not allied with them will know nothing of the duke. Common knowledge of Weis is that it is a nowhere place with no future. The duke is said to be a good guy who has fallen and who will never rise again.

#### **Referee Information**

The first leg of the journey will be a ride across the Long Dry to Horn Gate. Everyone must be able to ride or otherwise keep up with the party. At Horn Gate, the duke will stay with his personal bodyguard to conduct business. He instructs Daine and the characters to survey his territory, meeting him at the northern bog, where he will describe the player-characters' first mission.

#### Daine's Briefing

#### Waterday, Truth week, Sea season

After laying the map before the PCs, Daine will say, "Our route takes us first to Horn Gate, over the Long Dry. Fortunately, it is in the last week of Sea season, and the trip should not be too much of a burden.



"At Horn Gate the duke and a couple of bodyguards will stay behind to find and bring slave-labor to the fort. He'll appoint a second-incommand under me, or let you elect a leader from among you. We will circuit the domain. We will inform the inhabitants that we are coming to stay and shall expect that the honors and respect due the duke are his. As the duke's representatives, and therefore as agents of the duke, we will administer minor justice, being sure to deal fairly with all concerned, whatever his race or cult.

"Our route will take us first to Weis Cut, to the Agimori. They are a proud, warlike people, and could make good allies for us. From there, we will travel to Bilos Gap, to the Morokanth. Though they are non-human, they are a populous tribe, one of the five great tribes of Prax. They must not be antagonized.

"We will descend Bilos Gap into the valley and cross the River of Cradles at what is called 'the easy ford.' It is in the middle of the southern bog, but the trail is easy to find and follow. Once across the river, we must pass south of the 5-eyes cliffs and proceed up into the eastern highlands. There we will scout the stone tower of Nosferal. It is reputed to be the home of a vampire, but the vampire has not been reliably reported in fifty years. In any case, we will not assail the castle. And, whoever the residents may be, if any, we will treat with them fairly and will not provoke them.

"From the tower of Nosferal, we'll proceed up the highlands to the Condor Crags. It is said that many great condors live in them, and have from the Godtime. In any case, they might be ideal as watchtowers, if any of the crags can be climbed.

"From the crags we'll go to the north bog, where we'll join the duke and where he will show you something."

"We will then proceed to Weis, that you may acquaint yourself with the low form of citizen his Grace has to rule over until the Lunar farmers arrive next year. From Weis we will go to the site of the fort and the new village we call Ronegarth."

Daine will then answer any questions, though he has given the best information he has already. The referee should make up suppositions on Daine's part which may or may not be sound. Alternately, Daine can answer, "That's why we're sending you to find out."

If any players do not have horses, he will provide riding horses and spare mounts. He does not have cavalry horses available. He can also equip characters with the armor of a medium infantryman and the arms of a light cavalryman. He has no other gear available. One-half the normal cost of this gear will be taken out of the characters' pay at a rate not to exceed half his normal pay each payday. Thus, if a character spends a week doing nothing special, earning 10L, the duke's paymaster will deduct 5L to pay an installment on the horse, arms, and armor.

#### **Referee Information**

The first leg of the journey will be a ride across the Long Dry to Horn Gate. Everyone must be able to ride or otherwise keep up with the party. At Horn Gate, the duke will stay with his personal bodyguard to conduct business. He instructs Daine and the characters to survey his territory, meeting him at the northern bog, where he will describe the player-characters' first mission.

#### The Long Dry

Clayday to Wildday, Truth week, Sea season (4 days) The referee should take this time to describe the desolation of the Praxian desert. The party will meet the high llama riders out of the Encounters section of this book.

Note that the newtlings of 5-eyes have a high llama rider as a prisoner. The high llamas are looking for him, and will ask for any news.

#### **Horn Gate**

Wildday or Godsday, Truth week, Sea season Horn Gate is described in the Referee's Handbook.

This is a rest spot. The characters are free to interact with the NPCs here at will. The duke will go off with the leaders and talk to them.

This is an opportunity to introduce the major NPCs in Horn Gate, especially the Chalana Arroy.

The party can rest all night, even though it is early in the day. The duke is busy. He will return to the party late at night and report that the leaders here are amiable enough, and there should only be peace between them.

The party will see that the current lords of Horn Gate are sable riders, who are riding the crest of their alliance with the Empire.

The next day, the duke announces that he will have to stay at Horn Gate for at least a week, as he is trying to arrange for slave labor to construct the walls of his fort.

He gives Daine and the party his war banner and instructs them to follow the planned route and familiarize themselves with his holding. They have authority to administer his justice in small matters, but at no time are they to engage in protracted combat. Avoid conflict whenever possible, but act as responsible representatives of his power and influence.

He will expect to meet them on the western verge of the northern bog in two weeks.

#### **Prax Plains**

#### Freezeday, Disorder week, Fire season

While crossing the upper plains between Horn Gate and Weis the party will see a group walking slowly toward them. They are Morokanth leading a coffle of chained baboons and trollkin, and unchained humans. The people seem to be blankeyed and beastlike.

#### Herds

The herds were the greatest of the magics of Prax, for they alone allowed the tribes to survive in the hostile Wastes. During the Great Night, when the world was starving and on the verge of destruction, Waha the Butcher came to the creatures of Prax with a plan for survival. His mother Eiritha, he said, had arranged for half the creatures to survive by living from the meager fruits of her body, but the other half would not be allowed to do so. Instead, Waha revealed that the others could escape death if they lived by eating their earth-devouring fellows. Thus were formed the herds, capable of supporting the tribes even in the bleak chaparral.

The Morokanth will see the party after the party sees the Morokanth. They will then simply stop, make the slaves and humans lie down in a wall as shields from missile fire, and take up defensive positions behind them. They will not attack, but their chieftain will be willing to talk to the humans. He is Kareel Keenclaw, from the Encounters section of this book.

This is essentially a test to see how the PCs will react to this species. The Morokanth will go on their way after speaking with the humans.

If the Morokanth hears that powerful humans are living along the Vilinar, he will show some displeasure, but not speak about it at all.

If pressed, Keenclaw will simply say that he is a warrior and that these chained beings are his cattle.

In fact, the humans are all herd men (see the Morokanth section in the Handbook) and the baboons and trollkin are being taken to Horn Gate to be sold as slaves, since they do not fall under the Covenant of Waha and cannot be affected by an Alter Creature spell and converted to herd men.



#### Weis Cut

#### Waterday, Disorder week, Fire season

This region is currently inhabited by a clan of Agimori tribesmen. They range widely to hunt, but their families have taken residence in some caves at the top of the cut.

The personalities and peoples are explained in other sections. The tribe is covered in the Referee's section. The personalities are in the Encounters section.

Chaku Ironspear will greet the characters and, once he hears who they are, will demand justice.

Two of his hunters have been caught by the Morokanth of Bilos Gap and are to be turned into herd men. He demands that the duke's justice save his hunters from the fate of ignoble beastdom.

He is an important chieftain, and the characters will have little choice but to accede to his demands to intervene. Chaku himself, with Galazi and 20 warriors, will follow the party to the Morokanth camp. The Agimori can keep pace easily with the characters' riding animals.

#### Bilos Gap

#### Windsday, Disorder week, Fire season

There are no incidents on the 2 day ride here. This area is currently occupied by Morokanth. Their species is described in the Handbook. Their leader is described in the En-counters book.

Previous actions should affect this meeting. If the slaver Morokanth was treated badly, that will reflect on the reception granted the player-characters. If he was treated well, it will have no effect.

The Morokanth want a toll for every person and animal which passes. The duke provided money for it. It is 5 L per person. Once paid, the Morokanth will demand more, but this should not be paid. The Morokanth may make threats, but these should be ignored.

The Agimori will demand the return of their captive warriors.

The Morokanth will bring out two tall Agimori and say, "We caught these two thieves attempting to hunt our herd men. Like any herd thief they must be punished. If we were human, we would simply kill them. Instead, our punishment for such as these, who come under the Covenant of Waha, is to be made herd men. Surely the injustice of the duke will not prohibit so just a retribution for their crime?"

If questioned, the Agimori will loudly proclaim their pride in hunting the herd men, and state that surely no true hunter would fail to hunt any animal. The Morokanth were fortunate that they were not being hunted by the Agimori.

The Agimori under Chaku show firm support for their own people against the Morokanth, whatever the situation.

The referee should be ready to emphasize that the Agimori are a small tribe, while the Morokanth are a large one. Also, the duke has a distinct policy of not antagonizing non-humans.

Furthermore, the party is now in a Morokanth encampment of over two hundred Morokanth, with more coming in every hour. Obviously an important ritual is approaching, and the altering of the Agimori is probably one of the main events.

Aside from these hints, the party should be allowed to make their own decision. Whichever way they decide, the other party will be upset, and this can affect further scenarios.

They cannot take the prisoners away with them for the duke's own justice. Neither side wants them out of their sight, and while both are willing for the moment to abide by the duke's proxy decision, they have no great trust for this invader. The decision must be made on the spot.

Daine will not decide. He will offer the problem to the player-characters, as a test of their mettle. If asked afterwards, he will say that there was no right solution, that both sides are deceivers, and never should be trusted, and that neither care a whit for life nor honor.

#### The Easy Ford

#### Fireday, Disorder week, Fire season

Only animals are here, drinking, when the party approaches. The beasts will scatter.

This ford is in the middle of the southern bog area. In Fire season, the bog is just drying up. The trail is soggy, but free of quagmires, and there are easily seen game trails leading up to the ford.

The wilderness-experienced members of the party will see that the river is relatively wide and shallow. It could be forded almost anywhere, but the easy ford area has firmer ground and gentler banks than most other areas of the river. The course of the river from Fire season through Dark season flows through well-defined, meter-high, steep banks. The bog areas are flatter but, except in the case of the easy ford, full of treacherous mud pits, quicksand, and heavy underbrush, making travel difficult and dangerous.

In Storm through Sea season, the river overflows and sometimes rises far above its normal level. The bogs are impassable except by veteran bog walkers who know all the trails and dry spots, or by water-related species such as ducks and newtlings.

#### The Stone Tower

#### Fireday, Disorder week, Fire season

In the evening, as the party approaches the tower, they may or may not see the two patrolling tusk riders. Roll the tusk rider's Perception skills to see who sees whom first.

The tusk riders will approach the party at a trot. They Will be holding shields but not weapons, and holding their right hands up in a peace greeting. Their approach should, in general, be the same as the Agimori and Morokanth approaches.

The tusk riders will approach the party closely, and when they are a safe distance away the tusk riders will pretend they are having trouble controlling their pigs, which will walk forward as the riders perform antics designed to amuse and distract the party. The tusk riders are actually casting defensive spells at this time.

When the pigs are among the party, they will both attack horses, trying to damage them as much as possible, then breaking past and free. Once the attack starts, the riders will draw weapons and the melee will begin. The tusk riders will parry the people while their mounts try to destroy the horses. The tusk riders have no qualms about trying to withdraw if they have to, or dying if they must. If fleeing, they will throw Binding on pursuing animals.

This activity directly contradicts what the referee told the players at the beginning of the game. There is no reason to feel bad about this. It is the job of the referee to mislead the players in plot matters at times. In other games you might look the players in the eye and tell them they are going to die that day. The players will feel good when they are not killed, and in this instance they shouldn't feel bad when they do have to fight. Most players will be itching for a fight anyway.

#### The Stone Tower Defenses

The tower will be locked and guarded. If the player-characters insist on exploring it despite the duke's orders, then let them and go right to the tower scenario, *Jezra's Rescue*, without the captive girl being involved.

The tower is easily defended. The tusk riders fight hard and smart, and they make sure that the roof is covered. The tusk riders will not sally from the tower under these conditions nor be drawn out under a ruse.

#### **Condor Crags**

#### Godsday, Disorder week, Fire season

When the adventurers ascend the eastern slopes, be sure to roll on the encounter table to see which type of barbarian is watching from the brush. Observers are almost always around, but never stay to talk. When spotted, they will always mount up and ride off to the east.

At the crags, the adventurers will see many reddish pinnacles soaring skyward. The tallest is some 300 meters above the ground. Far above, a few enormous birds circle and land on the crags these are the famous king condors of Prax, birds the size of a horse with vast wings for sailing in the desert air.

Any character with Climb skill who makes his or her Climb roll determines that most if not all of the crags are climbable, even though they are reputably unclimbable.

#### **Tribal Khans**

Khans were chosen after long years of rigorous training from individuals selected beforehand by the shamans, wise people, and gods. They were hard and hardy, and their very presence inspired their people to greater efforts. They filled an important religious function for the tribe, acting as the focus for their energies when praying to their tribal Founder. Khans can summon their tribal Founder at any holy place.

Invasion from

Whenever one tribe was dominant in Prax, one or

usually would be forced

into the Wastes, there to

eke out what existence

they could. Displaced

return to the Sacred

spelled an end to the

fiercely.

dominance of the ruling

tribe, and so they often

resisted such "invasions"

tribes would eventually

Ground to renew their

ties with the Paps. Such a migration ultimately

the Wastes

more of the others

#### The Eastern Highlands

Freezeday / Waterday, Harmony week, Fire season The adventurers will slowly pick their way along the barren, rock-strewn edge of the highlands. There are a few ponds and streams yet, and some brilliant wildflowers at their sides cheer the bleak landscape. But everyone realizes that the flowers and water will soon leave, for the desert is invincible.

They will follow the highlands until they come north of the Great Bog. They then will descend to the valley floor and follow the river north to the North Bog, where they will rendezvous with the duke. There may be an attack from a random encounter, depending on the time left in the session.

#### The North Bog

#### Clayday, Harmony week, Fire season

The player characters will come up on this bog from the east side of the river and see the duke's party, including a coffle of about thirty slaves, waiting for them on the west side.

When they rendezvous with the duke, he will point out two paths leading into the bog, which the player characters may have already seen. According to the duke's newtling mercenaries, the two paths should lead to the most probable lair of the outlaw ducks, led by the infamous bandit Pinfeather. This is to be the players' first real mission.

First, however, the duke has another duty for his mercenaries. His hired newtlings caught some others of their breed spying on the duke's camp last night. The duke wants them executed.

This is not a fight; it is an execution. The two newtlings are bound and blindfolded. The characters must cut off their heads and tails, in full view of the duke and his slaves and the river, where other newtlings may lurk. The duke hopes that the newtlings see this object lesson.

As the characters carry out the assignment, they hear a splashing sound from the river. One of the duke's newtlings suddenly jabbers something and pulls the duke's sleeve, pointing at the river. The characters will find out later that they saw a newtling riding a giant frog leap out into the water and swim downstream.

#### Weis

#### Windsday, Harmony week, Fire season

This is the opportunity to familiarize everyone with this squalid village. There is nothing of importance in the place except visitors such as the duke and the players.

The village has twenty ramshackle huts lashed together. There are about 80 people here, poor and sickly and weak. Their gardens are hand tended. They have no domestic beasts except housecats. It's a dump.

The native language is Old Pavic, in a crude guttural dialect. There are also many Praxian loanwords, and so the language is very foreign unless you are used to it.

One person is of interest, and he is a nimble young man who calls himself the mayor. Oddly enough, everyone seems to obey him as well, so the duke has acknowledged the position. The mayor's name is Tarnak, and he says he was born here, traveled a while, and then returned for the simple life.

Tarnak will ask the duke how his daughter is with untoward familiarity, which the duke will treat with aloof cordiality. Tarnak also hints about an invitation to visit the fort, but the duke puts him off. As they look around the village, the characters will notice that Tarnak and Daine are talking animatedly. They seem quite friendly.

#### The Fort

#### Fireday, Harmony week, Fire season

Finally, the duke leads his mercenaries to the new fort, which he has grandly dubbed Fort Rone.

At this time, a Flintnail Master Mason and a small group of journeymen and apprentices have been supervising the work of about 150 slaves, mostly human. The first floor of the main tower is complete and the duke's family has moved into it. The other two tower foundations have been laid and tied into the packed earth walls being built inside wicker frames. One row of river stones have been laid a-round the circumference of the walls, the first level of eight meters of wall which will guard the confluence of the Vilinar and Cradles rivers. The Flintnail masons are gathering the materials from both the river and a quarry dug into the nearby cliffs.

Barbarian mercenaries may look with wonder at mortar being made to cement the stones of the walls together.

Between the fort and the cliffs, the duke has laid the outline of the village that will be built by the immigrating farmers due in Sea season of the next year. He is proud of this exercise in cityplanning and will show every detail to the characters, including the site of his villa.

For now, the characters live in tents. Eventually, barracks rooms will be built into the packed-earth walls, giving them further support, and they should be snug and warm when the storms come in Storm season.

#### Wrap Up

Afterwards everyone should review their feelings on the places and peoples encountered. The referee should provide provocative remarks and be ready to point out subtleties. The intent is to solidify the PCs reaction towards the different characters here.

## Scenario Outlaw Hunt





For the last year, seasonal shipping on the River of Cradles has been more uncertain than usual due to the existence of a persistent and annoying band of pirates who operate from what have become the duke's lands. The Lunar governor of Prax has requested that the duke clean up this menace. The duke turns to his newly-hired mercenaries to perform the task. The river pirates are a band of ducks, some with previous criminal experience, who are even more desperate than that apparently accursed race usually is. They have holed up in the north bog of the Domain, a few hours' ride from the fort. The duke would have preferred to wait until the bog was drier, but the angry Governor was very insistent....

## Player Information The Duke's Information

The duke does not rise as the mercenaries take their places before his table. He is aloof and distant. As yet, he knows none of these men well. He is abrupt and formal. Standing beside him is Daine. The duke speaks:

"I have been commissioned by Sor-Eel, Governor of Prax, to eradicate all menaces which infest this river valley. In particular, a band of renegade ducks has been making river trade hazardous, and they have stolen personal items of our Governor.

"I will lead you against these pirates, for their lair is known to me. We leave in two days. Get your affairs in order and be ready to leave as Yelm ascends the sky."

"Daine will give you pertinent details and answer any questions you may have."

Daine then leads the mercenaries out and fills in the characters.

#### Daine's Briefing

Daine motions the characters around the table and lays out a sketch map of the north bog.

He points to the trail on the map and states "There seems to be a trail running roughly north and south along here. It seems fairly dry, but who knows in that mess. Their lair is somewhere in the area of this knoll. There are some ruins along the trail. That may be where they are.

"The newtlings will boat you up to the southern edge of the bog. From there you will enter the bog from one or both ends of the trail, as the duke will decide, and proceed along cautiously, looking for sign of the pirates. Once you find them, engage them and slay them or drive them into the river, where the newtlings can get at them. Remember, you'll take care of the land side; it's the newtling's job to cover the river.

"Now, you may ask, how do we prove to his mightiness Sor-Eel that we have done his wishes? I'm glad you asked. One of these feather heads wears a distinctive jeweled eye-patch, and he seems to be the leader of the flock. If you bring back that eye patch, the duke will be happy, and so will the Governor. All right? Any questions?"

#### To probable questions, Daine will answer that:

- The area was mapped by looking down on the bog from the eastern highlands.
- 2. The party is going by boat because the duke said so.
- 3. Horses and other animals would probably get stuck in the quicksand, anyway.
- 4. They can't go directly to the site of the probable lair because there's too much junk in the river. The newtlings will, of course, swim to the area.
- Daine is not coming along; he will mind the fort while the duke is away.

- 6. No one has any idea of what the ruins were: perhaps they were built by the Empire of the Wyrm's Friends?
- 7. The ducks have never been known to attack anyone directly they are thieves.
- Bring melee weapons and go easy on the armor, because the ducks have been known to overturn boats.

#### Other Information

From other sources around the fort, the characters will learn that the ducks' usual modus operandi is to surprise small boats, chase off the 1-2 boatmen, and then loot the skiff or raft at their leisure. They masqueraded as a merchant party, but no one is fooled by that one now. The leader with the eye patch is a canny duck and very tricky.

If the characters ask the newtlings, they will say that they will come out of the water and help the adventurers, but they want the promise of much money from the characters before they will do so. This can either be prearranged or merely left as an emergency measure. If the player-characters do this, they will pay out of their own pockets; the duke will not pay mercenaries only to be sub-contractors. If informed of any such deal, the duke will disapprove it, for reasons of his own.

#### **Referee Information**

In this simple raid scenario, the player-characters must destroy the duck menace, which should give them some difficulty, but no trauma. Emphasize that this task will prove the worth of the characters to the duke, or at least of those who participate. Do not allow the party to overwhelm the competition by mere numbers.

There should be no more than eight playercharacters, two each as passengers in the newtling reed boats, each boat with two newtlings as crew. If you do not have at least six, add newtlings or NPCs. A careless party might get destroyed or fail the mission, but if the party is careful and smart, there should be no casualties.

#### Note

The duck with the eye patch is not the leader. Pinfeather is too smart to make himself so obvious. Quackwad, the one-eyed duck, likes to play at being leader and loves the eye patch.

#### The Ducks and Their Loot

As the river traffic has increased, the ducks have become bolder and more hard-working, but they do not touch more than one craft in 50 that pass. They do not like to attack at the same time, or at the same place; they will not attack craft with large crews. They have never killed a river man. An attack usually consists of two ducks slipping aboard at night, cutting a few ropes, and quickly

pushing a crate or two over the side with a great splash. They prefer cargo which will sink, for underwater a duck is superior to a man. The river men usually hasten from the spot (cursing ducks as they go), allowing the ducks to leisurely inspect their ill-gotten gains below the surface. If the loot is something ordinary, they will raft it to their lair. If something precious, they may take it there underwater, for they know that the animal nomads have keen eyes for gold, jewels, and magic items.

These ducks, because they can hide underwater, are allowed to survive and occupy a small nook in the economic ecology of Prax. By themselves they could never do anything with the loot they take, but the presence of several powerful nomad tribes in the immediate region gives them perfect places to sell their ordinary loot (watersoaked cloth, grains, cook ware, armor, weapons too large for ducks, and so on). The presence of several tribes means some buyer competition, so that the ducks can ask reasonable prices. They always try to price such stuff below what Horn Gate or Pavis would charge, so that they will keep good relations with the Agimori and the Morokanth. They have found things which they cannot sell, but which are entertaining, such as the crate owned by the wife of the Governor of Prax which was filled with naughty toys. The ducks have arranged them in an amusing display on a wall of their lair. They also have money, precious metals, and jewels. Sometimes they rob single river men of everything. In the last year they have made ten or twelve times what they might have, had they become mercenaries for some provincial hardhead (as Pinfeather puts it).

While lolling about, they casually have planned to continue their piracy until someone makes a serious attempt to drive them off, at which time they will try to get passage to the Holy Country with the Morokanth, dodging the Lunars as best they may. The ducks do know of the duke and of the grant of his domain, but have no idea that the end of their reign as the chief menace on the river is at hand.

## **Encounters on the Way** Random Encounters

There are two possibilities for random encounters on the journey to the Bog. Roll twice on the river chart in the Encounters section.

#### The Vital Message

Just as the little flotilla is approaching the southern border of the bog, another newtling craft, frantically paddled by three newtlings, approaches from the south.

The boat is tended by friendly newtlings. They bear an important message from the duke. His wife has abruptly taken ill, showing chronic Shakes. He must return. The duke will board the messenger craft and instruct the party to finish the fight. The newtlings then will bear him downriver to the fort. The party will continue on, electing a leader or following the one selected by the duke.

#### **Newtling Ambush**

As the party enters the bog, and loses sight of the edge of the bog, they will be attacked by newtlings and Traskars. Use the newtling party from the Encounter book. The duke's newtlings will be uneasy and crowd the boats together just before the attack, and the players should get the opportunity to realize that something is amiss and ready their gear for a fight.

The attacking newtlings are out to avenge their fellows who were executed by the adventurers before. Their main targets are the duke's newtlings, but they will fight the player-characters if they get in the way. If more than two of the attackers or one of the Traskars is killed, the attackers will flee downriver.

Some of the duke's newtlings will want to follow (if any are still alive) but the leader will

## Quicksand

All year round, the bogs have quicksand pits in them. The pits are very deceptive, as they look like patches of sandy ground with plants growing on them. However, a man stepping on the quicksand will immediately start sinking.

Contrary to popular mythology, it is hard to drown in quicksand. Quicksand is thicker than water; if a person can float in water, he can float in quicksand. The best thing for a character to do, in fact, is to put himself on his back and swim out, using a backstroke. This information is no more widely known in Glorantha than it is in 20th century America. If a character remains standing straight up, he will not sink above his head unless he is carrying more ENC than he has SIZ. If totally unencumbered, the character will only sink up to his waist. If half encumbered, he will sink up to his upper chest. A standing character cannot move sideways. Momentum will carry a victim at least two meters into a pool before he realizes what he's fallen into.

If characters want to pull a fallen partner out of the quicksand, they can pull him one meter towards shore every melee round on which they make a roll of STR versus victim's SIZ plus ENC on the resistance table. A party should have a rope handy for this purpose.

Web feet allow ducks to walk across quicksand as if walking across mud, unless they have ENC equal to half their SIZ, at which point they must swim. A newtling can swim across quicksand at one-half walking speed, as long as he is not totally encumbered.

remind them of their duty and they will push on. If asked, the newtlings will call the attackers "shaman spawn" and curse them as troublemakers. They have no idea where the attackers come from, except that it is downriver, towards Corflu.

#### The Newtlings

There are eight newtlings escorting the characters to the raid. Six of them (and two adventurers) will pole the four skiffs, and two will swim in and around the boats and keep an eye out for underwater hazards. Seven of them are regular mercenary newtlings; they are led by a longtail (sergeant) known as Stifftail. Assuming they are not killed by the encounter with Quicktail's hunters, the newtlings will leave the skiffs at the edge of the bog and swim up the river to the general area of the lair, where they will watch for ducks going into the water and attack any that reach it. If the characters give the agreed-on signal, the newtlings will swim to the beach and paddle through the quicksand to help with the fight. Newtlings are capable of sinking into the quicksand and leaving just their eyes out to watch, and might ambush the ducks that way if the situation calls for it.

Newtling tail is a delicacy, a fact well-known to the characters. The duke's policy is to protect the newtlings, and Daine will enforce this if any questions are asked in the briefing. The duke's newtlings will rage and fight if the tail of a fallen comrade is chopped off for consumption.

#### The Ruins

The path runs through some ancient stone ruins. There was a small central building and a wall around that. The central building is marked by low crumbled walls. It will take a Spot Hidden roll at 50% ability (a character with a 60% Spot Hidden would have a 10% chance for success) to see the outer walls.

A character following the path past the small building will be attacked by a wraith. There are notes on wraiths in the Encounters section. There is nothing of value in the building.

#### Wraith Stats

INT 10 POW 18 DEX 20 Defense 18% Attacks vs. STR

Once it has attacked, the wraith will follow its victim to the edge of the outer walls, but it will attack only characters who pass within 2 meters of the small building. This wraith will not be pacified: it must be killed or avoided.

The ducks know of the wraith and depend on it to warn them of intruders, as its attack is accompanied by a fierce howl. They do not expect anyone to pass the wraith without this warning, and are not alert to other sounds from this direction.

#### The North Path

The path coming from the north has two small quicksand pits and one pit trap. A normal Spot Traps roll will find the pit trap.

The trap is as wide as the trail and is 6 meters deep. A set of sharp stakes waits at the bottom. The walls of the trap are smooth stone; this once was a tower and its entrance was sealed up for an unknown reason. Silt and the years have buried it. The ducks cleaned it out. Their light weight (SIZ+ENC = 10 or less) will not spring the trap. The fall will do 3D6+1D10+1 damage 1D4 times to a character. Breaking the trap covering by falling in will jar a set of pirated temple bells, warning the ducks. The bells also ring if the trap is probed with a pole, has a rock tossed on it, or is otherwise disturbed. A further Spot Traps roll is necessary if the party avoids the trap by walking around it to the south, as the rope leading to the bells goes in that direction and if they disturb the rope, the bells will ring.

The actual bells are next to the outlaw lair. A successful Listening roll is necessary for the party to hear them ringing. The ducks can hear them easily.

#### The Ducks' Lair

The ducks' lair is a cavern inside the knoll, which is actually another ruined building, now totally buried. In all but the present Fire season the entrance to the buried room is under water, a situation for which the ducks are grateful.

There are two rooms in the cavern. The pool room is where the entrance is, and consists of a pool and a higher beach/floor area. The second room is somewhat higher and is where the ducks store their loot.

Their takings over the past year have not been enormous. That which they are not carrying on their persons is mostly trade goods which they have been accumulating to offer to the Agimori. There are several bronze weapons which the ducks cannot use and have not sold, including a few great swords, broadswords, and metal shields.

The total worth of all items and money stored or carried by the ducks is 6000 Lunars. Every duck who escapes carries 1000 Lunars; the remaining sum will be found in their lair.

#### The Beach

The entire beach between the lair and the inlet of the river is quicksand. The ducks have no problem walking across it, but most other races will sink, and a newtling must swim.

#### **Duck Tactics**

If the ducks hear the ring of the bells or the scream of the wraith, Pinfeather will send two of their number in the appropriate direction to check out the situation. When they see what is happening, the scouts will squawk according to the following code:

- 1. One squawk "Attack, there's four or less of them and they don't look tough!"
- Two squawks "Hide!" which means that the ducks dive into their lair. This will do no good during Fire season, because the river is too shallow and the opening to their lair is exposed.
- 3. Three squawks "Run for it; there's too many of them!"

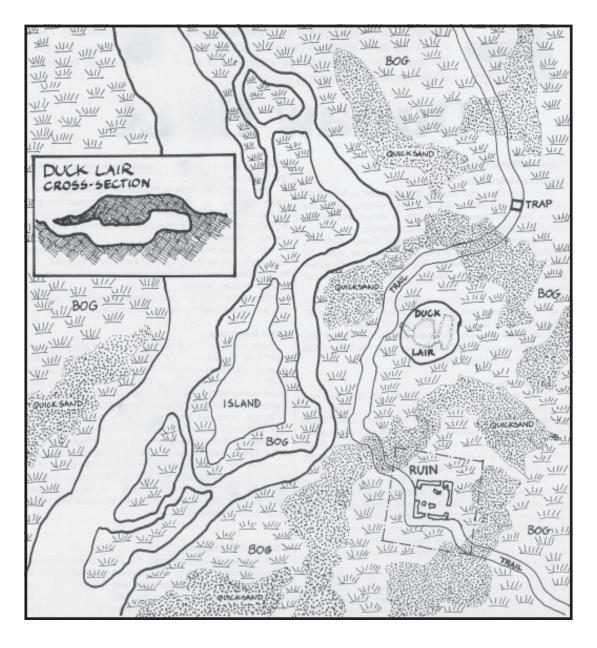
At this time, Dreamwing and Quackwad will be on duty. If pressed, the ducks will skirmish with their slings until they can reach the river, then dive in and swim. They have a working arrangement with Quicktail's newtlings and do not know of the duke or his newtling mercenaries. If attacked by the newtlings, they will retreat into the bog and use the quicksand pits, which they know very well, to shake off pursuit.

#### Final Refuge

Surviving ducks will head for the River Horse temple at 5-eyes, there to take refuge with Quicktail and support him in later scenarios.

#### Reward

The duke will have Daine receive the returning warriors and perform the loot split. Unless one of the mercenaries has thoroughly distinguished himself, Daine will keep the Shimmer matrix (if it was captured) for later reward to an outstanding character. The rest of the money found will be split



North Bog Detail and the Lair of the Ducks according to the contract's interpretation of a Fair Share. In effect, the party will split 10% of the treasure collected from the ducks, mostly in money.

#### Pinfeather and the Ducks

Pinfeather is a duck thief of long standing. Pinfeather will try to avoid a fight. He was wounded once a long time ago when he was driven out of Apple Lane.

#### **Pinfeather**

STR 7	CON 11	SIZ 5	INT 12	POV	V 13	
DEX 18	CHA 9	Move 5	HP 10	Defe	ense 20%	
	D20	Loc	eation	AP/HP		
	01-04	Rig	ht Leg	3/4		
	05-08	Let	ft Leg	3/4		
	09-11	Abo	lomen	2/4		
	12	C	hest	2/5		
	13-15	Righ	nt Arm	3/3		
	16-18	Lef	t Arm	3/3		
	19-20	Н	ead	4/4		
Weapon	SR	Attk%	Damage		Parr%	Pts
Shortswore	d 7	45%	1D6+1-1D	)4	50%	20
Thrown Kr	nife 1	55%	1D4		-	12
Small Shie	ld -	-	-		45%	8

**SPELLS:** Bladesharp 2, Demoralize, Heal 2, Protection 3, Silence, Speedart.

SKILLS: Climb 50%, Evaluate Treasure 65%, Hide in Cover 45%, Hide Item 60%, Move Silent 50%, Pick Locks 60%, Set/ Disarm Traps 50%, Spot Hidden 70%, Spot Traps 60%, Swim 80%, Speak/Read Duck 90%, Speak/Read Lunar 60%, Speak Tradetalk 50%.

**TREASURE:** Carries 7 guilders, 2 wheels, and a small statue of Issaries worth 60L.

#### **Dreamwing**

STR 12	CON 15	SIZ 5	INT 11	POW 12	
DEX 14	CHA 4	Move 5	HP 14	Defense 15%	
	D20	Loca	tion	AP/HP	
	01-04	Right	Leg	3/5	
	05-08	Left	Leg	3/5	
	09-11	Abdo	men	3/5	
	12	Che	est	3/6	
	13-15	Right	Arm	1/4	
	16-18	Left	Arm	1/4	
	19-20	Hea	ad	3/5	

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	8	45%	1D6+1	35%	20
Sling	2	65%	1D8	-	-
Small Shield	_	-	-	45%	8

SPELLS: Healing 2, Silence.

19-20

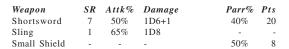
SKILLS: Hide in Cover 50%, Move Quietly 50%, Spot Hidden 40%, Swim 90%, Tracking 35%, Speak Duck 80%, Speak Sartarite 50%.

TREASURE: Carries 4 guilders, 16 clacks, and 3 bolgs.

#### Quackwad

STR 11	CON 10	SIZ 4	INT 15	POW 12	
DEX 18	CHA 11	Move 5	HP 8	Defense 20	%
	D20	Loca	tion	AP/HP	
	01-04	Right	Leg	3/3	
	05-08	Left	Leg	3/3	
	09-11	Abdo	men	2/3	
	12	Che	est	2/4	
	13-15	Right	Arm	1/2	
	16-18	Left	Arm	1/2	

Head



SPELLS: Countermagic 2, Detect Gold, Healing 2, Mobility.SKILLS: Climb 60%, Hide in Cover 50%, Move Quietly 40%, Spot Hidden 50%, Swim 80%, Track 30%, Speak Duck 80%, Tradetalk 40%, Speak Tarsh 60%.

TREASURE: 1 wheel and a jeweled eye patch worth 83L.

#### Kwackar

STR 7 C	ON 14	SIZ 6	INT 13	POW	7-8	
DEX 12 C	HA 11	Move 5	HP 13	Defe	nse 10%	
	D20	Loc	cation	AP/HP		
	01-04	Rigi	ht Leg	2/5		
	05-08	Let	t Leg	2/5		
	09-11	Abo	lomen	2/5		
	12	C	hest	2/6		
	13-15	Righ	nt Arm	3/4		
	16-18	Lef	t Arm	3/4		
	19-20	Н	ead	3/5		
Weapon	SR	Attk%	Damage		Parr%	Pts
Shortsword	9	50%	1D6+1		35%	20
Small Shield	-	-	-		40%	8

SPELLS: Bladesharp 2, Disruption, Healing 2.

SKILLS: Climb 40%, Evaluate Treasure 50%, Move Quietly 40%, Swim 80%, Speak/Read Duck 80%, Old Pavic 25%, Tradetalk 40%.
 TREASURE: Copper ring with a Shimmer 2 matrix. Carries 15L.

#### Nar Rucker

STR 9	CON 14	SIZ 5	INT 9	POV	V 7	
DEX 16	CHA 6	Move 5	HP 13	Defe	ense 10%	
	D20	Loc	cation	AP/HP		
	01-04	Rig	ht Leg	3/5		
	05-08	Lei	ft Leg	3/5		
	09-11	Abo	lomen	2/5		
	12	C	hest	2/6		
	13-15	Rigl	nt Arm	3/4		
	16-18	Lef	t Arm	3/4		
	19-20	Н	lead	3/5		
			_			_
Weapon	SR	Attk%	Damage		Parr%	Pts
Shortswor	d 7	50%	1D6+1		35%	20
Sling	1	65%	1D8		-	-

SPELLS: Healing 2, Invisibility (3), Multi-missile 4.

SKILLS: Hide in Cover 55%, Listen 45%, Move Quietly 65%, Spot Hidden Item 70%, Swim 85%, Speak Duck 80%, Tradetalk 60%. TREASURE: Carries 5 guilders and a small gem worth 60L.

INT 12

POW 12

#### Web Smile

STR 8

DEX 13	CHA 7	Move 5	HP 12	Defe	ense 20%	
	D20	Loc	ation	AP/HP		
	01-04	Rigi	ht Leg	2/4		
	05-08	Let	t Leg	2/4		
	09-11	Abo	lomen	3/4		
	12	C	hest	3/5		
	13-15	Righ	nt Arm	1/3		
	16-18	Lef	t Arm	1/3		
	19-20	Н	ead	3/4		
Weapon	SR	Attk%	Damage		Parr%	Pts
Short Swor	rd 8	30%	1D6+1		25%	20
Small Shie	ld -	-	-		40%	8

SPELLS: Bladesharp 2, Extinguish, Heal 1.

CON 13 SIZ 6

SKILLS: Hide Item 40%, Pick Pockets 40%, Swim 80%, Speak Duck 90%, Speak Praxian 35%.

TREASURE: Carries 12 guilders.



3/3

#### The Duke's Newtlings

Raus has hired about 20 mercenary newtlings to act as boatmen and scouts on the river. This is his first experience with the breed, as they are little-known in the Empire. He does not expect them to do heavy fighting except, perhaps, in the water.

Any party of newtlings will consist of one sergeant and from three to nine troopers. The sergeant-newtlings have seen combat and have much experience; the troopers are mostly new bachelors, newly-awakened to sentience and cheerfully serving their bachelorhood in exile, as so many newtlings do.

Unknown to this band, the newtlings inhabiting 5-eyes temple are long-standing hereditary enemies. The duke's newts had no idea that Quicktail and his followers were in the area until one of their number was assassinated a week or so ago.

These newtling stats should be used anytime a scenario calls for them, particularly in scenario 5, 5-Eyes Temple.

#### Sergeant-Newtling Stifftail

burgua	1111-110	, 44 CIIII	g buil	tan		
STR 12	CON 09	SIZ 09	INT 11	POV	V 11	
DEX 14	CHA 10	Move 8	HP 9	Defe	ense 10%	
	D20	Loc	cation	AP/HP		
	01-04	Rigi	ht Leg	2/3		
	05-08	Let	t Leg	2/3		
	09-11	Abo	lomen	5/3		
	12	C	hest	5/4		
	13-15	Rigl	nt Arm	2/2		
	16-18	Lef	t Arm	2/2		
	19-20	Н	ead	5/3		
Weapon	SR	Attk%	Damage		Parr%	Pts
Sling	2	60%	1D8		-	-
Trident	6	55%	1D6+1		55%	12
Net	4	45%	1D4		35%	15
Small shiel	d -	-	-		50%	8

SPELLS: Demoralize, Disruption, Dispel Magic 2, Healing 3.
SKILLS: Hide in Cover 55% (90% in river), Listen 50%, Move Quietly 50%, Spot Hidden 45%, Swim 80%, Track 50%.

#### **Newtling Troopers**

	0				
Weapon	SR	Attk%	Damage	Parr%	Pts
Sling	3	50%	1D8	-	-
Trident	5	45%	1D6+1	35%	12
Net	5	45%	1D4	35%	15
Small shield	-	-	-	55%	8

SPELLS: Bladesharp 1, Heal 2, Multi-missile 2, Shimmer 2.SKILLS: Hide in Cover 40% (70% in river), Listen 40%, Move Quietly 50%, Spot Hidden 45%, Swim 80%.

#### **Aphid Eater**

POW 11	DEX 13	Defense 25%	HP 9
	D20	Location	AP/HP
	01-04	Right Leg	2/3
	05-08	Left Leg	2/3
	09-11	Abdomen	2/3
	12	Chest	2/4
	13-15	Right Arm	2/2
	16-18	Left Arm	2/2
	19-20	Head	2/3

Duck I	Ounker		
POW 11	DEX 13	Defense 25%	HP 9
	D20	Location	AP/HP
	01-04	Right Leg	2/3
	05-08	Left Leg	2/3
	09-11	Abdomen	2/3
	12	Chest	2/4
	13-15	Right Arm	2/2
	16-18	Left Arm	2/2
	19-20	Head	2/3
Green	Eyes		
POW 11	DEX 13	Defense 25%	HP 9
	D20	Location	AP/HP
	01-04	Right Leg	2/3
	05-08	Left Leg	2/3
	09-11	Abdomen	2/3
	12	Chest	2/4
	13-15	Right Arm	2/2
	16-18	Left Arm	2/2
	19-20	Head	2/3





Kick Rump			Oddbert		
POW 11 DEX 13	Defense 25%	HP 9	POW 13 DEX 9	Defense 00%	HP 11
D20	Location	AP/HP	D20	Location	AP/HP
01-04	Right Leg	2/3	01-04	Right Leg	2/4
05-08	Left Leg	2/3	05-08	Left Leg	2/4
09-11	Abdomen	2/3	09-11	Abdomen	2/4
12	Chest	2/4	12	Chest	2/5
13-15	Right Arm	2/2	13-15	Right Arm	2/3
16-18 19-20	Left Arm Head	2/2 2/3	16-18 19-20	Left Arm Head	2/3 2/4
Nurdle			Cowspooker		
POW 11 DEX 13	Defense 25%	HP 9	POW 10 DEX 14	Defense 10%	HP 9
D20	Location	AP/HP	D20	Location	AP/HP
01-04	Right Leg	2/3	01-04	Right Leg	2/3
05-08	Left Leg	2/3	05-08	Left Leg	2/3
09-11	Abdomen	2/3	09-11	Abdomen	2/3
12	Chest	2/4	12	Chest	2/4
13-15	Right Arm	2/2	13-15	Right Arm	2/2
16-18	Left Arm	2/2	16-18	Left Arm	2/2
19-20	Head	2/3	19-20	Head	2/3
Bog Hopper			Forefinger		
POW 13 DEX 9	Defense 00%	HP 11	POW 10 DEX 14	Defense 10%	HP 9
D20	Location	AP/HP	D20	Location	AP/HP
01-04	Right Leg	2/4	01-04	Right Leg	2/3
05-08	Left Leg	2/4	05-08	Left Leg	2/3
09-11	Abdomen	2/4	09-11	Abdomen	2/3
12	Chest	2/5	12	Chest	2/4
13-15	Right Arm	2/3	13-15	Right Arm	2/2
16-18	Left Arm	2/3	16-18	Left Arm	2/2
19-20	Head	2/4	19-20	Head	2/3
Earless			T 6 11		
POW 13 DEX 9	Defense 00%	HP 11	Irefull POW 10 DEX 14	Defense 10%	HP 9
POW 13 DEX 9			POW 10 DEX 14		
POW 13 DEX 9  D20	Location	AP/HP	POW 10 DEX 14  D20	Location	AP/HP
POW 13 DEX 9  D20 01-04	Location Right Leg	<b>AP/HP</b> 2/4	POW 10 DEX 14  **D20** 01-04	Location Right Leg	<b>AP/HP</b> 2/3
POW 13 DEX 9  **D20** 01-04** 05-08**	Location Right Leg Left Leg	<b>AP/HP</b> 2/4 2/4	POW 10 DEX 14  D20 01-04 05-08	Location Right Leg Left Leg	AP/HP 2/3 2/3
POW 13 DEX 9  D20 01-04 05-08 09-11	Location Right Leg Left Leg Abdomen	<b>AP/HP</b> 2/4 2/4 2/4	POW 10 DEX 14  D20 01-04 05-08 09-11	Location Right Leg Left Leg Abdomen	<b>AP/HP</b> 2/3 2/3 2/3
POW 13 DEX 9  **D20** 01-04** 05-08**	Location Right Leg Left Leg Abdomen Chest	<b>AP/HP</b> 2/4 2/4 2/4 2/4 2/5	POW 10 DEX 14  D20 01-04 05-08	Location Right Leg Left Leg Abdomen Chest	AP/HP 2/3 2/3
POW 13 DEX 9  D20 01-04 05-08 09-11 12	Location Right Leg Left Leg Abdomen	<b>AP/HP</b> 2/4 2/4 2/4	POW 10 DEX 14  D20 01-04 05-08 09-11 12	Location Right Leg Left Leg Abdomen	<b>AP/HP</b> 2/3 2/3 2/3 2/3 2/4
POW 13 DEX 9  D20 01-04 05-08 09-11 12 13-15	Location Right Leg Left Leg Abdomen Chest Right Arm	<b>AP/HP</b> 2/4 2/4 2/4 2/5 2/3	POW 10 DEX 14  **D20** 01-04 05-08 09-11 12 13-15	Location Right Leg Left Leg Abdomen Chest Right Arm	AP/HP 2/3 2/3 2/3 2/3 2/4 2/2
POW 13 DEX 9  D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm	AP/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3	POW 10 DEX 14  D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm	AP/HP 2/3 2/3 2/3 2/3 2/4 2/2 2/2
POW 13 DEX 9  D20 01-04 05-08 09-11 12 13-15 16-18	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm	AP/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3	POW 10 DEX 14  D20 01-04 05-08 09-11 12 13-15 16-18	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm	AP/HP 2/3 2/3 2/3 2/3 2/4 2/2 2/2
POW 13 DEX 9  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Hole Grubber POW 13 DEX 9	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11	POW 10 DEX 14    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/3 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/3 HP 9
POW 13 DEX 9  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Hole Grubber	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4	POW 10 DEX 14  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Mudmouth	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location	AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/3  HP 9  AP/HP
POW 13 DEX 9  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Hole Grubber POW 13 DEX 9	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP	POW 10 DEX 14  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Mudmouth POW 10 DEX 14  D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/3 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/3  HP 9
POW 13 DEX 9  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Hole Grubber POW 13 DEX 9  D20 01-04	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4	POW 10 DEX 14  ### D20 01-04 05-08 09-11 12 13-15 16-18 19-20  ### Mudmouth POW 10 DEX 14  ### D20 01-04	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg	AP/HP 2/3 2/3 2/3 2/3 2/4 2/2 2/2 2/3  HP 9  AP/HP 2/3
POW 13 DEX 9  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Hole Grubber POW 13 DEX 9  D20 01-04 05-08	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 2/4	POW 10 DEX 14  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Mudmouth POW 10 DEX 14  D20 01-04 05-08	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Left Leg	AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3
POW 13 DEX 9    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 2/4 2/4	POW 10 DEX 14  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Mudmouth POW 10 DEX 14  D20 01-04 05-08 09-11	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Left Leg Abdomen	AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/3
POW 13 DEX 9  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Hole Grubber POW 13 DEX 9  D20 01-04 05-08 09-11 12 13-15 16-18	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3	POW 10 DEX 14  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Mudmouth POW 10 DEX 14  D20 01-04 05-08 09-11 12 12 13-15 16-18	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Left Leg Abdomen Chest	AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/3 2/4
POW 13 DEX 9  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Hole Grubber POW 13 DEX 9  D20 01-04 05-08 09-11 12 13-15	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 2/4 2/4 2/5 2/3	POW 10 DEX 14  ### D20  01-04  05-08  09-11  12  13-15  16-18  19-20  ### Mudmouth  POW 10 DEX 14  ### D20  01-04  05-08  09-11  12  13-15	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Left Leg Abdomen Chest Right Arm	AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/3 2/4 2/2
POW 13 DEX 9    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3	POW 10 DEX 14    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm	AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/3 2/4 2/2 2/2
POW 13 DEX 9  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Hole Grubber POW 13 DEX 9  D20 01-04 05-08 09-11 12 13-15 16-18	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3	POW 10 DEX 14  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Mudmouth POW 10 DEX 14  D20 01-04 05-08 09-11 12 12 13-15 16-18	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm	AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/3 2/4 2/2 2/2
POW 13 DEX 9    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4	POW 10 DEX 14	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Left Leg Abdomen Chest Right Arm Head	AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/3
POW 13 DEX 9    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 4 4 4 4 6 4 6 6 6 7 7 8 7 8 8 7 8 8 8 8 8 8 8 8 8 8	POW 10 DEX 14    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/4 2/2 2/2 2/3  HP 9  AP/HP 2/3
POW 13 DEX 9    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Head	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 2/4 2/5 2/3 2/4	POW 10 DEX 14    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Left Leg Abdomen Chest Right Arm Head	AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/3 2/3 2/4 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/3 2/3 2/4 2/2 2/2 2/3
POW 13 DEX 9    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 2/4 2/4 2/4 2/4 2/4 4 2/4 4 4 4 4 4	POW 10 DEX 14    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/4 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/3
POW 13 DEX 9    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 2/4 2/4 2/4 2/4 2/4 2/4 2/4 2/4 2/4	POW 10 DEX 14    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Left Leg Abdomen Chest Chest Chest Chest Chest Chest Chest	AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/4 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/4 2/2 2/2 2/3
POW 13 DEX 9    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Right Leg Left Leg Abdomen Chest Right Arm	AP/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 2/4 2/4 2/4 2/4 2/4 2/4 2/4 2/4 2/4	POW 10 DEX 14    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Abdomen Chest Right Arm Left Leg Abdomen Chest Right Leg Left Leg Abdomen Right Leg Left Leg Abdomen Chest Right Arm	AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/4 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/4 2/2 2/3 2/3 2/4 2/2 2/3 2/3 2/4 2/2 2/3
POW 13 DEX 9    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4  HP 11  AP/HP 2/4 2/4 2/4 2/4 2/4 2/4 2/4 2/4 2/4 2/4	POW 10 DEX 14    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Abdomen Chest Right Arm Left Arm Head  Defense 10%  Location Right Leg Left Leg Abdomen Chest Chest Chest Chest Chest Chest Chest	AP/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/4 2/2 2/2 2/3  HP 9  AP/HP 2/3 2/3 2/4 2/2 2/2 2/3

## Scenario Jezra's Rescue





This is a rescue scenario, meant to test the fighting skills and the planning skills of the player-characters. This is also a test of how well the characters interpret the words and wishes of their superior, the duke. The referee should stress to the players that what is said by non-player-characters is not necessarily what is wanted by non-player-characters. Despite the duke's statements in the following speeches, a hundred dead tusk riders will not compensate for the loss of his only child. If the referee needs, he should have Daine say just that – by now, nobody should doubt Daine. The player-characters will have to make their own decisions and make up their own tactics for this one, but do not forget to send along Tarnak if he is needed.

#### **Player Information**

The characters are called into the duke's audience chamber and asked to stand around his desk. The duke himself is standing and shows the signs of a sleepless night and an uncharacteristic lack of care in dress.

He speaks. "As you know, I had intended to send you to the Healer at Horn Gate for aid against the plagues that now afflict us. However" and here he takes a long breath, "I must change your mission."

Then he looks to an adjoining room where his wife lies dying. Taking another deep breath, he continues. "My Jezra is missing. This is not one of her pranks. She has been kidnapped by the tusk riders living in Nosferal's Tower." Here he motions to a scrap of vellum and two ruby earrings on the table before him. 'That is the old stone tower to the south of the holding," he adds absently.

"They threaten vile deeds against Jezra, of course. I have not the ransom they request. I cannot trust them to live up to an agreement in any case. And I have sent them a messenger with this message, though I instructed him to ride slowly. There is time – the tusk riders give me five days to gather money and an answer – for one quick, decisive raid against them. They must not know of our plans any sooner than possible, so that they have no reason to prepare for assault.

#### Tarnak "The Mayor"

STR 11 CON 15 SIZ 10 INT 14 POW 12 DEX 17 CHA 15 Move 8 HP 15 Defense 20%

D20	Location	AP/HP
01-04	Right Leg	1/5
05-08	Left Leg	1/5
09-11	Abdomen	2/5
12	Chest	2/6
13-15	Right Arm	1/4
16-18	Left Arm	1/4
19-20	Head	0/5

Weapon	SR	Attk%	Damage	Parr%I	ts
Shortsword	6	65%	1D6+1	65%	20
Dagger	7	90%	1D4+2	60%	12
Thrown Da	g 1	85%	1D4	_	_

**SPELLS:** Detect Magic, Glue 2, Heal 3, Shimmer 3, Silence, Speedart.

SKILLS: Climb 85%, Evaluate Treasure 50%, Hide in Cover 90%, Hide Item 65%, Jumping 60%, Listen 75%, Lock Picking 55%, Move Quietly 75%, Oratory 60%, Ride 55%, Set/Disarm Trap 75%.

**LANGUAGES (Speak/Read/Write):** New Pelorian 50/0, Praxian 35/0, Pavic 65/25, Weisian 90/0.

"I want you to travel to the tower and destroy the tusk riders. My daughter's life is secondary." He stops, grits his teeth, and continues. "The important thing is to stop these bandits before they run wild throughout the holding."

With that, he stamps out of the room, On the desk, the ruby earrings glint in the morning sun.

As the characters leave the duke's chamber, they are met by his liegeman Daine. Daine takes them to his own rooms, where he provides them with a further briefing. Daine, too, looks to have stayed up all night, and the room has all the signs of being where he stayed. Maps and scrolls are everywhere and his iron armor is scattered about the room. He still wears his padding. Discerning characters will realize he probably had his armor half on when the duke stopped him from going out personally to rescue Jezra. He says, "You warriors have been near the tower, you know the country. Going direct from here, you have two possible routes. First, you can cross the river above the central bog and travel on the east side of the valley until you reach the tower. That's the route the Duke's courier took, and if you push your horses you'll probably overtake him. I don't recommend it, 'cause that is still untamed area up there, and some nomad war band could hit you and keep you pinned for a couple of days, and then you'll be too late.

"The other way is for the newtlings to haul you down by boat. You'll have to leave your horses, but the trip will be faster, and you won't have any interruptions." He looks you over, then asks, "Anyone here climb good?"

If the answer is no one climbs better than 70%, he says, "We'll get the 'Mayor' to help us. He's sweet on the girl anyway, and climbs like a squirrel."

He then asks for questions. (At this point the referee answers player questions.)

If anyone asks about the vampire in the tower, he will say that Nosferal hasn't been seen for fifty years. Then again, maybe the tusk riders are actually Vivamort initiates, come to help their leader?

He will supply stakes, garlic, and three vials blessed by a Zola Fel priest twenty years ago when he was going into a similar situation. He's kept them all these years, "just in case,"

If asked about the tusk rider's previous history, Daine will say that they only arrived about five years ago and took over the tower. He suspects that they may be the same tusk riders who massacred a Tarsh village five years before, back when the duke was working for the Empire in Tarsh.

If anyone asks what they should really be after, Daine will tell them that if they return with tusk rider heads and the body of Lady Jezra, they can expect to be looking for a new job, though they'll be paid for this one. If they return with Jezra, leaving the tusk riders still alive, they can always go back and clean them out later. If they fail at both, don't bother coming back.

As the characters leave Daine's rooms, one of the duchess's ladies-in-waiting stops them and asks them to accompany her to her lady' bedside.

Once there, the duchess will sit herself up in bed, obviously striving to keep the debilitating Shakes at bay for these few minutes, and says, very carefully and precisely, "You warriors are the hope of this settlement. I'll die soon," she stops and takes a deep breath, her hands shaking, "and Jezra is the only one who can support his Grace through this difficult period. Please ... you must ... save my daughter." At this point she collapses again crying and shaking, and the lady-in-waiting guides you out of the room.

If indeed no adventurer can Climb better than 70%, the 'Mayor' will be sent for, and it will take three hours for him to appear at the fort. These are his statistics. One of the players should operate him as one of his own characters for this run.

#### **Referee Information**

As Daine said, there are two routes to the Tower.

#### The River Route

The river journey will be uneventful until the players reach the end of the central bog. Just as they are coming out of this morass, they will encounter giant frogs (Traskars). The frogs are big enough to swallow a man. Each frog will single out one target and, whether or not the tongue attack is successful, will bound away after one try.

As the boats pass 5-eyes, the characters will see that the newtlings are especially alert and nervous. If questioned, they will say that they were once ambushed by some enemy newtlings in the area, but fought them off with no casualties. Characters making their Spot Hidden rolls in the vicinity of the 5-eyes cave may discover some interesting features, so the referee should be familiar with the 5-eyes scenario and be ready with detail for the players.

The referee may also want the party to encounter a hunting party of newtlings from 5-eyes. These newtlings are enemies with the duke's newtlings.

#### The Overland Route

If the characters ride to the tower, they will first encounter the ducal courier. The courier is dead. and his head and hands have been cut from him. He is still carrying the duke's message. There are the signs of an arrow attack on him, and a skillful tracker (40% chance) can find the signs of ridden Impalas near the body.

Among the crags near the tower, the characters will run into another group of giant frogs (Traskars). These are even larger, large enough to eat a horse, and that is what they will aim for. Characters making successful dismount rolls can escape the fate of their horses. These frogs are naturally camouflaged against discovery, and their tactics are identical to those of the river frogs.

#### The Tusk Rider Patrol

Whichever way the characters approach the tower, they will meet the tusk rider patrol. If they have killed the original patrol during the land tour, this will be another pair of tusk riders who have recently arrived. They can be rolled up straight from the rulebook. One has previous heavy cavalry mercenary experience, the other has barbarian-type previous experience. Their tactics will depend on how the rescuers are approaching the patrol.

If the party is afoot or mostly afoot, the two riders go into their two-pass attack tactic, after putting on protective spells.

On the first pass, Creatuck, the mercenary veteran, will attempt a Demoralize on one person while trying to lance another victim. Swinging around and galloping back through on the return sweep, he will then try to pick up the first person he hit with the Demoralize while throwing Demoralize at a second victim. Should he successfully grapple the victim, he will take up the victim and head back to the tower.

Meanwhile, Readune, the rookie, will fire a Binding at one target and use his lance on another on the first pass, and then repeat this procedure on the second pass, aiming his lance for the Binding victim.

While their riders are attacking, the tuskers will gore anything which gets in their way, aiming especially for any horses in the party. After the two passes, the tusk riders will hightail it for the tower, whether or not any of their attacks were successful.

If the party is mounted, the tusk riders will see that these are some of the same characters who were fooled last time by the country boy approach, and will not try it again. Instead, they will try the same attack as above if the party numbers four or less characters, and otherwise head for the tower to warn their partners. They will not think the party bears Jezra's message and stop to negotiate with them, for they told the duke to not send more than one messenger with the ransom.

If the party ends up closer to the tower than the tusk riders, the patrol will keep away from the party and attempt to attack when the party is diverted by some happening around the tower.

#### The Tower Defense

Once warned, the tusk riders will hole up in their impregnable tower, shouting insults to the party and reminding them that there are only a couple of days until they take the girl apart. They might bring the girl to one of the windows and show her off. She will roundly curse the tusk riders for holding her, and the party for taking their time rescuing her.

The tusk riders have no fear of invasion from the roof, and will have no one guarding that access, for reasons which will become clear below.

#### The Tower

The tower is located in a desolate area. It appears as though even the large boulders normal to the area have been rolled away to leave the immediate area clear for defensive fire. It is twelve meters tall with three stories, including the roof.

The ground floor is windowless and admittance can be gained only through a set of massive formidable doors which are approximately four meters across. The outside of these doors bears the scars of many attempts to force entry, all unsuccessful.

The entire outside of the tower gleams in the sun as though it were just polished; the smoothness of its surface seems to defy any hope of scaling it. However, running up the entire height of the building is a chimney which obviously was added at a later date. It is rough-hewn and appears to be climbable, with some risk.

Another possible entrance to the tower is one of the windows which are found eight meters up the building. They appear to be large enough for a man to shinny through, though they would not admit someone in plate armor if the person was larger than SIZ 9.

Approaching closer to the tower reveals that the outer sheen of the walls is probably the residue of some illusion spell cast ages ago. Erosion of the stone and occasional earthquakes have created enough bumps and cracks in the walls to allow a good climber to scale the seemingly sheer wall. The character would have to make a Climb roll at -20% at the top of every story (three times). Conversely, the very promising chimney is



actually a death-trap for a climber. The stones are so loose that the Climb roll would have to be made at -50% to be successful.

If any member of the party makes a successful Spot Hidden roll directed at the rooftop, they will see what seem to be two heads of statues; no matter how long they are watched, the heads will remain immobile. They cannot be seen at night.

If the Mayor is along to do the climbing, he will immediately see that the chimney is a problem and go up the wall of the tower. Once at the top, he will not climb up onto the roof. Instead, he will fasten a grapple he carried along to the roof wall and descend on the rope. If asked, he will say "I'll hold the horses, I'm not getting paid to fight."

If for any reason he is attacked while holding the horses, with no member of the party around to guard him, he will release the horses and gallop away, successfully making it back to the duke to report the party slain and all hope lost, whether that is truth or not.

If the party came by boat, he will hang around the outside of the tower and run back to the newtlings with the same story if threatened in any way.

In either case, the referee must determine whether the duke and/or the newtlings believe him.

#### The Tower Interior

The tower is foul. Tusk riders are not known for their housekeeping skills. The structure is in general disrepair, and it is cluttered with dirt, with discarded items from past and present owners, and with some objects that are best left alone and unmentioned.

During the day, the roof is well lit, as is the middle story where the windows are located. The ground floor, however, has light only when the entrance doors are open and the dungeon beneath the tower is always pitch black unless torches are lit.

In addition to the physical appearance of the tower, there is also the stench of the tuskers gently wafting up through the place, as the beasts are stabled on the ground floor. The tusk riders love this delicate aroma.

#### The Central Stairway

The stairs of the central stairway are open to the sky and are either clean, if it is the rainy season, or covered with dust and debris, if it isn't. Centuries of rain have made the top stairs smooth and rounded.

The center of the stairwell is a hollow masonry cylinder. Each stair is very slightly slanted toward the cylinder and has a hole leading into the cylinder. Rainwater from the stairs flows into the cylinder and drops to the cistern on the stable floor. The stairs descend past ground level to end six meters below ground in a tunnel that leads to Room 8, the torture room/dungeon.

The trap door going from the flight of stairs between stable and dungeon to the pool in the grave vault is known to all the tusk riders and carefully avoided. Lady Jezra has no idea of its existence.

#### The Tusk Riders

The most infamous group of wandering monsters in the vicinity is, naturally, the band of tusk riders who reside in the tower. From this safe haven, this small band of marauders has, with impunity, terrorized the locals for some time. This cocky group scoffs at the suggestion that they could be successfully attacked. The arrogant Fanltiog leads the raiders. More feared than admired, Fanltiog's words are closely heeded. The grizzled veteran, Creatuck, is Fanltiog's second-in-command.

#### **Fanltiog**

Fanltiog's strategies are simple and direct. He will do anything to keep his band combat-ready. Fanltiog possesses a POW-storing crystal containing 11 points of POW. Before engaging in combat, Fanltiog will activate his Coordination and Bladesharp spells by using the crystal. Given 5 rounds, Fanltiog will put Blade Venom on his broadsword. If Fanltiog has cut himself, and not his opponent, he will have to fight his own Blade Venom.

Determine the effects of Blade Venom by the potency of the venom, which "attacks" the CON of the victim. The resistance table must be used. In a successful poisoning, the victim takes the number of damage points equal to the venom's potency (10). This damage is taken in the hit location of the body hit, An unsuccessful poisoning results in the character taking damage equal to half of the Blade Venom's potency (5).

If really pressed, Fanltiog will use his Rune magic, but not before, He has a wand, valued at 500 Lunars, which has a Harmonize matrix. He also owns a necklace worth 300 Lunars which has an Extinguish matrix on it, Traditionally, Fanltiog's attacks begin with Harmonize and Befuddle, and thereafter he improvises.

#### Fanltiog, Initiate of the Bloody Tusk

STR 13	CON 10	SIZ 9	INT 1:	5 POV	W 16	
DEX 13	CHA 4	Move 8	HP 10	Def	ense 10%	,
	D20	Loc	cation	AP/HP		
	01-04	Rig	ht Leg	3/4		
	05-08	Le	ft Leg	3/4		
	09-11	Abo	domen	4/4		
	12	C	hest	5/5		
	13-15	Rigi	ht Arm	3/3		
	16-18	Lef	t Arm	3/3		
	19-20	Н	lead	5/4		
Weapon	SR	Attk%	Damage		Parr%	Pts
Lance	5	90%	1D10+1 -	⊦3D6	65%	20
2H Spear	5	80%	1D10+1		85%	12
Broadswor	d 7	80%	1D8+1		70%	20
Mdm Shiel	d –	_	_		75%	12

SPELLS: Befuddle, Bladesharp 2, Coordination, Countermagic 1, Dispel Magic 1, Disruption, Healing 6, Protection 1.

RUNE SPELLS: (all one-use) Extension 1, Multispell 1, Shield 1, Spirit Block 1

SKILLS: Camouflage 50%, Listen 60%, Ride 115%, Spot Hidden 60%, Spot Traps 65%, Tracking 55%

MAGIC ITEMS: 11-point POW storage crystal; a wand with a Harmonize matrix carved on it; a necklace with an Extinguish matrix carved on it.

**POTIONS:** Faulting always carries two doses of Blade Venom 10.

#### Fanltiog's Tusker

STR 28	CON 15	SIZ 30	POW 15
DEX 8	Move 10	HP 20	

D20	Location	AP/HP
01-02	Right Hind Leg	4/6
03-04	Left Hind Leg	4/6
06-07	Hind Quarters	4/8
08-10	Fore Quarters	4/8
11-13	Right Front Leg	4/6
14-16	L Fore Leg	4/6
17-20	Head	4/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Gore	8	50%	5D6	-	-
Trample	8	75%	5D6 to downed for	oes only.	



POW 9

#### **Other Tusk Riders** Amiliog

Torture is Amiliog's life and he will only remain with Fanltiog as long as the supply of fresh victims is constant. It doesn't matter to Amiliog who leads or who follows; he holds himself aloof from what he considers to be petty intra-gang squabbling. Amiliog isn't treasure-oriented and would pursue his line of work for free if need be. He does own, however, 25 Lunars and a massive belt buckle worth 150 Lunars.

#### Amiliog STR 15 CON 12 SIZ 10

SIKIS	CO11 12	512 10	1111 /	1011	
DEX 9	CHA 4	Move 8	HP 12	Defense 0%	)
	D20	Local	ion	AP/HP	
	01-04	Right	Leg	(6) 0/4	
	05-08	Left	Leg	(6) 0/4	
	09-11	Abdo	men	(5) 2/4	
	12	Che	st	(5) 2/5	
	13.15	Right	Arm	(4) 1/3	
	16-18	Left	Arm	(4) 1/3	
	19-20	Hea	ıd	(4) 0/4	

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	5	60%	1D10+1+2D6	40%	20
Broadsword	7	65%	1D8+1 +1D4	45%	20
Mdm Shield	-	_	-	50%	12

NOTE: Armor values in parentheses apply if Amiliog has time to put on the armor hanging on a rack in the torture room. SPELLS: Bladesharp 3, Glue, Healing 2, Protection 1 SKILLS: Camouflage 45%, Ride 90%, Spot Traps 55%, Track 50%.

#### Amiliog's Tusker

STR 22	CON 13	SIZ 28	POW	14		
DEX 6	Move 10	HP 17				
	D20	Loc	cation	AP/HP		
	01-02	Right	Hind Leg	4/5		
	03-04	Left I	lind Leg	4/5		
	05-07	Hind	Quarters	4/7		
	08-10	Fore	Quarters	4/7		
	11-13	Right l	Front Leg	4/5		
	14-16	L Fo	ore Leg	4/5		
	17-20	Н	lead	4/6		
Weapon	SR	Attk%	Damage		Parr%	Pts
Gore	8	50%	3D6		-	-
Trample	8	75%	4D6 to d	owned fo	es only	

#### Readune

This group's young, hot-tempered, trigger-happy punk kid is Readune. He needs a firm hand and guidance which is why Fanltiog has teamed him with Creatuck. Readune has 17 Lunars to his name.

#### Readune

STR 15	CON 13	SIZ 10	INT	16 POW 9
DEX 8	CHA 2	Move 8	HP 1	3
	D20	Loca	tion	AP/HP
	01-04	Right	Leg	4/5
	05-08	Left	Leg	4/5
	09-11	Abdo	men	4/5
	12	Che	est	4/6
	13-15	Right	Arm	5/4
	16-18	Left .	Arm	5/4
	19-20	He	ad	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	6	55%	1D10+1+2D6	25%	20
Broadsword	7	45%	1D8+1+1D4	45%	20
Mdm. Shield	_	_	_	50%	12

SPELLS: Binding, Healing 2, Protection 2

SKILLS: Camouflage 40%, Ride 80%, Spot Traps 50%, Track 50%.

#### Readune's Tusker

STR 23 CON 17 DEX 4 SIZ 27 POW 8 Move 10 HP 21

D20	Location	AP/HP
01-02	Right Hind Leg	4/6
03-04	Left Hind Leg	4/6
05-07	Hind Quarters	4/8
08-10	Fore Quarters	4/8
11-13	Right Front Leg	4/6
14-16	L Fore Leg	4/6
17-20	Head	4/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Gore	8	50%	3D6		
Trample	8	75%	4D6 to downed	foes only	

#### Creatuck

Creatuck is the oldest of the tusk riders and the best-liked by his comrades. Most of the tusk riders - Readune and Sheating in particular - would prefer Creatuck to be the group's leader, but this old campaigner is in awe of Fanltiog's magic and will provoke no confrontation. Creatuck has accumulated a treasure totaling 81 Lunars.

#### Creatuck

STR 14 CON 14 SIZ 12 INT 13 POW 15 DEX 12 CHA 6 Move 8 HP 14 Defense 25%

D20	Location	AP/HP
01-04	Right Leg	6/5
05-08	Left Leg	6/5
09-11	Abdomen	4/5
12	Chest	5/6
13-15	Right Arm	6/4
16-18	Left Arm	6/4
19-20	Head	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	5	80%	1D10+1+2D6	60%	20
2H Spear	5	75%	1D10+1+1D4	60%	12
Broadsword	6	75%	1D8+1+1D4	45%	20
Mdm Shield	_	_	_	80%	12
Grapple	8	80%	Special	_	_

SPELLS: Countermagic 3, Demoralize, Disruption, Healing 6 SKILLS: Camouflage 50%, Hide in Cover 55%, Move Quietly 60%, Ride 110%, Spot Traps 75%, Tracking 80%.

#### Creatuck's Tusker

STR 24 CON 15 SIZ 26 POW 12 DEX 6 Move 10 HP 19

D20	Location	AP/HP
01-02	Right Hind Leg	4/8
03-04	Left Hind Leg	4/6
05-07	Hind Quarters	4/8
05-10	Fore Quarters	4/8
11-13	Right Front Leg	4/6
14-16	L Fore Leg	4/6
17-20	Head	4/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Gore	8	50%	3D6		
Trample	8	75%	4D6 to downed	d foe only	

#### **Sheatiog**

Another of the younger tusk riders, Sheatiog considers himself a follower of Creatuck, not Fanltiog. In combat, Sheatiog favors the use of his Dullblade and Glue whenever possible. He carries 12 Lunars on him in a side pouch.

#### **Sheatiog**

STR 12	CON 15	SIZ 12	INT 9	POW	13	
DEX 9	CHA 5	Move 8	HP 15			
		_				
	D20	Loc	cation	AP/HP		
	01-04	Rig	ht Leg	3/5		
	05-08	Le	ft Leg	3/5		
	09-11	Abo	domen	4/5		
	12	C	hest	5/6		
	13-15	Rigi	ht Arm	3/4		
	16-18	Lef	t Arm	3/4		
	19-20	Н	lead	4/5		
Weapon	SR	Attk%	Damage		Parr%	Pts
Lance	5	60%	1D10+1+2	2D6	40%	20
Broadswor	rd 7	55%	1D8+1+11	D4	45%	20

**SPELLS:** Bladesharp 2, Countermagic 1, Detect Enemies, Dullblade 1, Glue, Healing 3.

60%

12

SKILLS: Camouflage 45%, Hide in Cover 25%, Move Quietly 25%, Ride 90%, Spot Traps 50%, Track 50%.

#### Sheatiog's Tusker

Mdm Shield

STR 22	CON 16	SIZ 32	POW 8	DEX 5
Move 10	HP 21			

D20	Location	AP/HP
01-02	Right Hind Leg	4/6
03-04	Left Hind Leg	4/6
05-07	Hind Quarters	4/8
08-10	Fore Quarters	4/8
11-13	Right Front Leg	4/6
14-16	L Fore Leg	4/6
17-20	Head	4/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Gore	8	50%	3D6		
Trample	8	75%	4D6 to downe	ed foes only	

#### Shiogan

The baby brother of Fanltiog, Shiogan is devoutly loyal to his elder sibling and brooks no criticism of his brother. Shiogan uses his Dullblade first and then commences to fight. Shiogan's loot totals 29 Lunars and a necklace worth 70 Lunars.

#### Shiogan

STR 13	CON 16	SIZ 10	INT 8	POW	9	
DEX 8	CHA 5	Move 8	HP 16			
	D20	Loc	cation	AP/HP		
	01-04	Rig	ht Leg	6/6		
	05-08	Le	ft Leg	4/6		
	09-11	Abo	lomen	5/6		
	12	C	hest	5/7		
	13-15	Rigi	ht Arm	4/5		
	14-16	Lef	t Arm	4/5		
	19-20	Н	lead	6/6		
Weapon	SR	Attk%	Damage		Parr%	Pts
Lance	6	60%	1D10+1+3	3D6	30%	20
2H Spear	6	50%	1D10+1+1	1D4	50%	12
Broadswor	d 7	45%	1D8+1+11	D4	25%	20
Mdm Shiel	ld –	_	_		50%	12

SPELLS: Dullblade 2, Healing 2, Protection 1

SKILLS: Camouflage 40%, Ride 95%, Spot Traps 50%, Track 55%.

#### Shiogan's Tusker

STR 25 CON 14 SIZ 31 POW 13 DEX 4 Move 10 HP 19

D20	Location	AP/HP
01-02	Right Hind Leg	4/6
03-04	Left Hind Leg	4/6
05-07	Hind Quarters	4/8
08-10	Fore Quarters	4/8
11-13	Right Front Leg	4/6
14-16	L Fore Leg	4/6
17-20	Head	4/7

 Weapon
 SR
 Attk%
 Damage
 Parr%
 Pts

 Gore
 8
 50%
 4D6

 Trample
 8
 75%
 4D6 to downed foes only



#### Room 1: The Roof

#### Initial D100 Roll

Day: No die roll, both gargoyles are present. Night: 01-50 Furchard and Bloody Eye

Furchard alone 51-70 71-90 Bloody Eve alone 91-00 No one here

#### Overview

Having at great cost finally achieved a fragile peace with the roof-dwelling gargoyles, the tusk riders avoid the roof of the tower. The gargoyles spar with one another to while away the time. Thus, the tusk riders have become conditioned to the sounds of combat on the rooftop; noise overhead will not alarm them.

At night, one or both gargoyles may be out hunting. If any gargoyles are present, they will be sitting over the gates. looking like statues.

Situated behind one of the gargoyles is a loose brick. A successful Spot Hidden is required to find it; it takes one person 15 minutes to locate this brick.

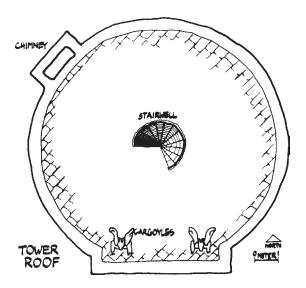
#### **Treasure**

A small hollow exists behind the loose brick. Secreted in this niche is a single necklace valued at 900 Lunars, and the rusted hilt of a dagger.

#### Furchard, a gargovle

STR 21		SIZ 18	INT 3	POW	11
DEX 10	Move 5/9	HP 13	Defense	00%	

D20	Location	AP/HP
01-03	Right Leg	6/5
04-06	Left Leg	6/5
07-09	Abdomen	6/5
10	Chest	6/6
11-12	Right Wing	6/4
13-14	Left Wing	6/4
15-16	Right Arm	6/4
17-18	Left Arm	6/4
19-20	Head	6/5



Weapon	SR	Attk%	Damage	Parr%	Pts
Javelin	3	45%	1D10+1D3	20%	10
Claws	8	85%	2D6	_	_

SPELLS: Shimmer 2, Speedart.

#### Bloody Eve. a gargovle

21000	J = J = J	. 5	807.			
STR 24	CON 9	SIZ 20	INT 4	POW	10	
DEX 12	Move 5/9	HP 11	Defense	00%		
	D20	Loc	cation	AP/HP		
	01-03	Rig	ht Leg	6/4		
	04-06	Le	ft Leg	6/4		
	07-09	Abo	domen	6/4		
	10	C	hest	6/5		
	11-12	Righ	nt Wing	6/3		
	13-14	Lef	t Wing	6/3		
	15-16	Rigi	ht Arm	6/3		
	17-18	Left Arm		6/3		
	19-20	Н	lead	6/4		
Weapon	SR	Attk%	Damage		Parr%	Pts
Javelin	3	75%	1D10+1D6		25%	10

60% SPELLS: Demoralize, Healing 2, Multimissile 1.

#### Room 2: Tusk Rider Room

3D6

The door to this room is always locked during the day. It is always empty during the day and at night, Creatuck and Readune bunk in this room.

#### Overview

Claws

Two filthy beds are shoved up against the outer wall with a chest at the foot of each bed. Miscellaneous trash is strewn everywhere. The only items which seem worth further investigation here are the chests. One chest is locked, the other is unlocked. Both are filled with dirty, smelly old clothes. Care should be taken when tampering with the locked chest, as there is a dart hidden inside and it is wired so that when the chest lid is opened, the dart is fired. It hits 45% of the time, doing 1D8 points of damage to a random hit loaction.

#### Treasure

In the locked chest is an ornately decorated small shell worth 200 Lunars, several uncut agates of no monetary value, and an ancient Jrusteli scroll-plan for a lifting machine, worth 150 Lunars at any knowledge temple.

#### Room 3: Altar Room

The door is kept locked except during services.

#### Overview

Dominated by a massive altar to the Bloody Tusk, this room is surprisingly well-kept. Three candles, in ornate holders, burn continuously on the altar and five stools squat in a semi-circle in front of the altar. Murals adorned the walls at one time, but have faded to the point that it is impossible to distinguish the subject matter.



#### Spot Hidden

In the Center of the altar there is a loose brick which, if pried up, reveals a scroll. A successful Spot Hidden roll must be made in order to locate this brick and it will take one person 20 minutes to search for it.

#### **Trap**

Tampering with the loose brick in the altar results in a large block falling from the ceiling doing 3D6 points of damage to each of two hit locations. To avoid being crushed, the character must roll his DEX x2 or less on 1D100.

Whoever reaches into the niche is in for a surprise as there is a special herbal poison on the sharp edge inside the niche. This poison has a potency of 15 and, three rounds after contact, the character will begin to feel its effects, taking 1 point of constitutional damage on each of the next 15 rounds (and eventually reaching a total of 15 points of damage). Should the character make a successful resistance roll using CON vs. a poison POT of 15, the damage is only 1 point for each of the next 7 rounds. An antidote to this type of poison can be found in the desk drawer in room 5.

#### Treasure

Each candlestick holder is worth 50 Lunars while the scroll describes how to increase a character's Lance attack by 5%, if the character has less than 50% ability with the Lance. The referee may determine the amount of time this process takes.

#### Room 4: Tusk Rider Room

The door to this room is always locked.

#### Initial D100 roll

Day: 01-50 Shiogan here 51-00 No one here
Night: Sheatiog and Shiogan here

#### Overview

This room is almost identical in appearance to Room 2. The party will find, once again, two beds shoved against the outer wall, each with a chest at its foot. This assumes, of course, that something can be found in amongst the piles of rubbish.

Exploration of the premises reveals that this is the living quarters of Sheatiog and Shiogan. Sheatiog and Shiogan distrust each other and both chests are securely locked.

#### Trap

The lock on the second chest (Sheatiog's) is booby-trapped with a wire that, if the trap is not detected and disarmed, the unfortunate individual opening the chest will be greeted by a weighted shortsword swinging out at him. This sword has a 55% chance of hitting and does 1D6+1 points of damage.

#### Treasure

Tucked away in the bottom of the first locked chest is a medallion worth 50 Lunars. The second chest contains a gem valued at 20 Lunars and a pouch containing 35 Lunars.

#### **Room 5:**

#### Tusk Rider Leader's Room

If Fanltiog is present, the door, which leads to the hallway, is unlocked. Prudently, he locks the door when he is not there.

#### Initial D100 roll

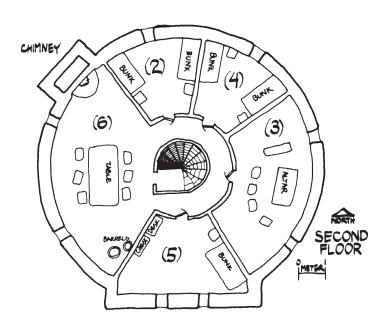
**Day or Night:** 01-50 Faultiog here 51-00 Room empty

#### Overview

The door swings into the room. A nondescript desk and chair are pushed against the inner wall. As befits his status as the head of the tusk riders, Fanltiog's quarters are somewhat larger than either of the previous tusk rider's chambers and are also slightly better kept.

#### Treasure

Fanltiog has hidden two potions in his top desk drawer – three doses of Blade Venom 10 and three doses of the antidote to the poison in the altar niche in room 3. Their written descriptions are in Darktongue. The ornate chest holds worn clothing, but the chest itself is worth 372 Lunars. The second chest holds clothes, a pouch containing 32 clacks, and a small inlaid tube worth 5 Lunars.



#### Room 6: Main Hall

The door to the stairway is always unlocked.

#### Initial D100 roll

Day or Night: 01-25 Sheating & Fanlting here

26-50 Sheatiog alone present 51-00 Sheatiog & Shiogan here

#### Overview

A table has been drawn close to the large stone fireplace and six chairs are scattered around it. The room and hallway are filthy. An unusual odor comes from the barrel of rotting meat; the keg is filled with drinkable wine. There is a lance leaning against the fireplace.

#### Treasure

The barrel (minus the meat) is worth 100 Lunars, the wine is worth 20 Lunars, and the well-made lance is worth 30 Lunars.

#### **Room 7: Giant Tusker Pen**

#### Initial D100 roll:

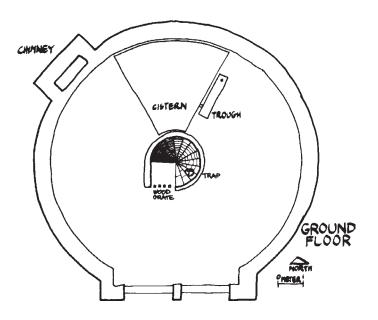
Day or Night:

01-15 Fanltiog present along with the Tuskers

16-80 Only tuskers present

81-00 Shiogan caring for the tuskers

Here are feed troughs, straw, hay, and the lovely smells and refuse associated with quartered animals. Unless Creatuck and Readune are in for the night, there are only four animals stabled here. There is no fire in the fireplace but smoke drifts up the chimney from the dungeon below. A cistern and an animal water trough also are present.



#### **Traps**

Halfway down the stairway to Room 8 are four steps which will give way when weight in excess of 10 kilos is placed on any of them. A character has a chance of DEX x2% of grabbing a handhold before he falls through the stairway trap. If he misses his chance, he falls straight down for 30 meters into a 12-meters-deep pool.

If a successful Jump is made, a falling character sustains 1D6 damage to a player-specified hit location. Missing the Jump chance causes 2D6 damage to two random hit locations. Armor will absorb damage from the fall. Once in the water, any armor will weigh down the character.

To determine whether or not the character took a breath before hitting the water, roll POW x5% or less as a chance. If successful, the referee must determine whether or not the character can get out of the pool, and how quickly.

If the POW x5 roll is missed, drowning may begin. During the second to fifth rounds after being submerged, a character must roll his CON x5 or less on D100 or take 1D8 damage each round as he inhales water. In the sixth round he must roll CON x4, in the seventh round CON x3, and in the eighth round CON x2. In the ninth to sixteenth rounds, a successful roll must be made against CON x1. After that, 1D8 chest damage can be avoided only by rolling 01-05 on D100.

#### **Treasure**

Hidden in Tusker manure is a pouch with 248 Lunars in small gems.

#### **Room 8: Torture Chamber**

#### Initial D100 roll

Day or Night:

01-90 Amiliog only

91-00 Both Amiliog and Fanltiog

There are torture instruments and bloodstains scattered about. The blazing fire in the fireplace cheerily heats pokers to a sizzle. Amiliog, the torturer, is engrossed with a corpse on the altar to the Bloody Tusk. Several older bodies are stacked in a corner. The Lady Jezra is manacled next to the fireplace.

She is in good shape, judging by the taunts she is hurling at an oblivious Amiliog. Foul-mouthed and self-centered, she is also tough, and may help the adventurers if they have to fight their way out.

There is a bedroll against the western wall where Amiliog sleeps. He dislikes getting away from his work. His armor rack is next to the bedroll.

#### Spot Hidden

The stairs beneath the altar are discovered only by a successful Spot Hidden roll; search time for one person is thirty minutes.

#### **Treasure**

Hatchet

Self Bow

Mdm Shield

In a crack is a small gem worth 72 Lunars.

#### Lady Jezra STR 9 CON 17

	O CLI C					
STR 9	CON 17	SIZ 11	INT 14	POW	2	
DEX 15	CHA 14	Move 8	HP 17	Defe	nse 15%	
	D20	Loca	ation	AP/HP		
	01-04	Righ	t Leg	0/6		
	05-08	Left	Leg	0/6		
	09-11	Abd	omen	0/6		
	12	Cł	nest	0/7		
	13-15	Righ	t Arm	0/5		
	16-18	Left	Arm	0/5		
	19-20	Н	ead	0/6		
Weapon	SR	Attk%	Damage		Parr%	Pt
Kick	8	65%	1D6		-	-

SPELLS: Befuddle, Detect Life, Healing 2, Ironhand 2

55%

SKILLS: Camouflage 25%, Climbing 35%, Evaluate Treasure 15%, Hide in Cover 30%, Jumping 55%, Listen 35%, Lock Picking 20%, Move Silently 40%, Pick Pockets 20%, Riding 45%, Spot Trap 25%, Tracking 20%, Trap Set/Disarm 25%. LANGUAGES: Darktongue 15/00%, Tradetalk 35/10%,

1D6+1

1D6+1

15

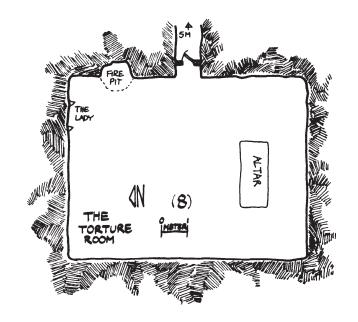
6

12

25%

60%

Pelorian 75/50%.





### Room 9:

#### **Stone Burial Cavern**

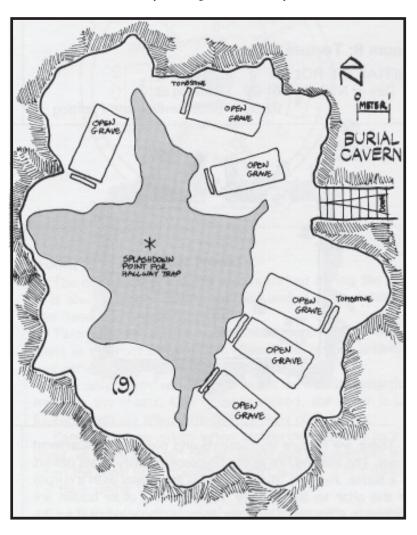
Initial die rolls: None

A large, rough-hewn natural cavern which is 48x24 meters in size. Since this is a burial ground, it is a place which is shunned, as the build-up of dust, dirt, and debris silently attests. In the center of the cavern is a pool (6x6x12 meters). Six tombstones grace six open graves; six skeletons lie about.

The six skeletons are animated. Each will disintegrate if a weapon pierces its armor and causes any damage - therefore ignore CON and hit points for them. When their tomb is violated, they immediately will rise and advance upon the transgressor. No skeleton will enter the water, though nothing will happen to one if it is thrown into the pool.

#### Skeleton 1

STR 9 SIZ 7 3 point armor POW 1 DEX 15 Move 8 Defense 05% Any hit through the armor destroys a skeleton



Weapon Hatchet Mdm Shield	<b>SR</b> 8 -	Attk% 76% –	<b>Damage</b> 1D6+1	<b>Parr%</b> 75% 75%	Pts 15 12
	<b>2</b> IZ 15 EX 12	2 point Move 8			
Weapon Shortsword Mdm Shield	7	Attk% 60% -	<b>Damage</b> 1D6+1	Parr% 60% 60%	Pts 20 12
	IZ 10	2 point Move 8			
Weapon Broadsword Mdm Shield	6	Attk% 65% -	<b>Damage</b> 1D8+1	Parr% 65% 65%	Pts 20 12
Skeleton 4 STR 12 St POW 1 D	IZ 11	3 point Move 8			
Weapon Hatchet Lrg Shield		Attk% 55% -	<b>Damage</b> 1D6+1	Parr% 55% 55%	Pts 15 16
Skeleton S STR 12 S POW 1 D	IZ 12	2 point Move 8			
Weapon Broadsword Mdm. Shield	7		<b>Damage</b> 1D8+1	Parr% 50% 50%	Pts 20 16
	<b>6</b> IZ 11 EX 17	3 point Move 8			
Weapon Hatchet Mdm. Shield	<b>SR</b> 7 -	Attk% 85% –	<b>Damage</b> 1D6+1	<b>Parr</b> % 85% 85%	Pts 15 12

#### Spot Hidden

One of the tombstones differs slightly in construction from the others and will separate along a hairline fissure near the base. A successful Spot Hidden roll is needed to discover this and it takes thirty minutes to conduct the search.

#### Treasure

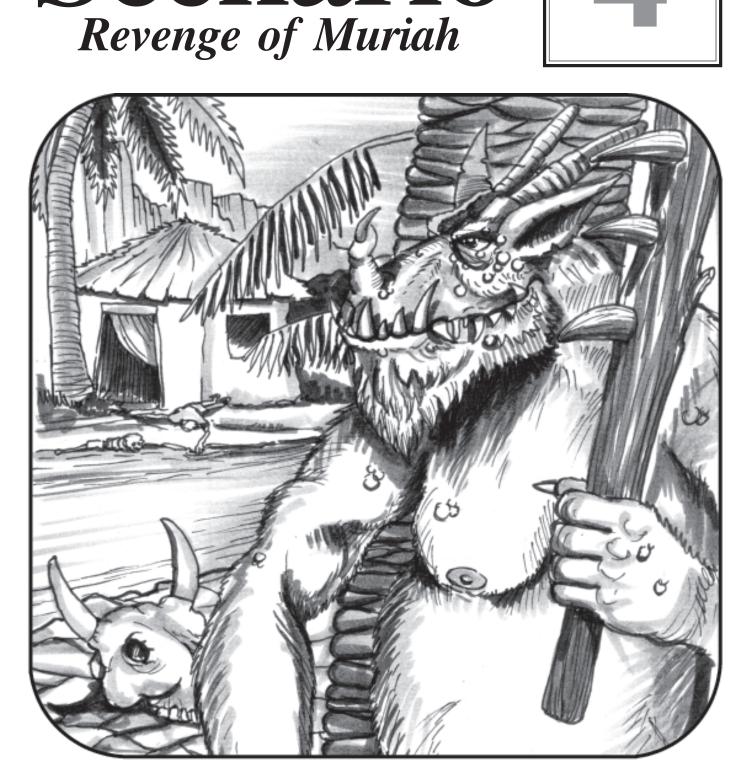
Inside the tombstone with the hairline fissure are 80 clacks and 155 Lunars. In one grave is an iron spear point. On one of the skeletons is an old, tarnished, copper alloy ring embossed with Elven designs and valued at 287 Lunars.





## Scenario

4



Disease is rampant in the hamlet of Weis and throughout the valley of the River of Cradles south of the Vilinar. Even the duke's camp has been hit, despite careful measures. The duke's wife is dead, and so are half the citizens of Weiss, as are several of the duke's servants and slaves. Perhaps because of their constant activity, none of the duke's mercenaries have been infected – but it is surely only a matter of time until many are. Broos have been along the upper Vilinar. Since this stream provides both the water for Weis and for the duke's fort, the presence of broos is both a deadly threat and a promise that if the broos are eliminated, so will be the source of the plagues ravaging the region.

#### **Player Information**

The duke calls the characters together early one morning. They are in his audience chamber. The walls are draped in black for mourning – the duchess died last night. She held on long enough to live to see the return of her daughter, and then died the next day.

The duke stiffly rolls out the map of his lands. It has more details than it did the last time the characters saw it. 'This is the Vilinar river, and here is the fort," he says. "The Vilinar comes out of the cliffs at this point, at the edge of Agimori country. The river is deep enough for small boats to go all the way to its source. My newtlings will take you up the river, and it will be your job to find the broos causing this plague, to kill them or to drive them far away forever, so that clean water flows through my lands.

"If anyone here cannot face broos, he is not obliged to take this mission. He may instead take a horse and ride from here, for he no longer has my lordship." The duke waits to see if anyone wishes to flee the valley.

"May your skills and good fortune bring you success," he says. "Daine will provide what you need for this job."

#### Daine's Briefing

Daine has been touched by the plague, and he is hollow cheeked and wan. He has an iron constitution which allows him to do his duties whether or not he is ill.

"These packets," he says, handing five packages to the leader of the party, are from the Chalana Arroy healer who has come from Horn Gate to help us. Two of the packets contain an herbal remedy for the Shakes, two combat the Creeping Chills, and the last treats Brain Fever. These are all she can spare for now from her current needs here, so be careful if you do find the broos

He picks up a larger bundle. "If you kill any broos, use these linen gloves and blankets to stack the bodies into a pyre and burn them – and be careful to stay up wind from the smoke.

"The broos may be anywhere along the river, and that's why you're going up the Vilinar by boat. But I think that they're at the headwaters, since the hut people up in Weis are even worse off than we are – something like half the people have died there. But probably somebody's still alive in the place." Daine's days had been tried by several petty thieves whom he believed lived in Weis, and it is clear that he hopes his unknown foes now are dead and unmourned. "Before he died, the head man at Weis sent word twice that broos had been seen in the area – it's the best evidence we have to go on." He also tells them that Tarnak is still alive.

When the characters embark, if any make their Spot Hiddens they will see what appear to be newtling heads appear and then disappear. There is no consequence, and any amount of searching by the party uncovers nothing.

#### Up River

If the characters go to Weis, they will find perhaps a score of roundish brush and mud huts among a grove of trees above the river. As they near the huts, they will smell rotting corpses. If they press on, they will find a survivor tending her chickens.

"It is Muriah," she will declare. "Muriah cursed us when she left. Twenty years passed, and we forgot, but now the death is on us like she promised." After several promptings, the old woman will tell this tale:

A generation ago Muriah and her mother and father lived in Weis. They were the poorest and most despised of the folk of Weis, for the father had been proven to have stolen what he could from the others who lived in Weis. At that time all were poverty-stricken and in constant fear of the nomads who burnt and robbed. Muriah and her family were forced to live by the river, apart from the town, and soon after her mother and father became seriously ill. Muriah, only a child, went from hut to hut, seeking aid for those she loved. But all doors were closed to her in revenge for the thefts. By the next day her mother and father had died, and she was alone. She came again to the village and told all that a day would come when all the doors of Weis were shut by Death, as they were shut against her dying parents. Then she left Weis forever, and all supposed her dead. But then the head man had a dream in which Muriah spoke to him and said, "It is twenty years - prepare your people for their end." And the next day the first death occurred.

If asked, the old woman will say that she has heard that the Vilinar river comes out of a cave, but that she has never gone near the place, because it is bad luck to go into a cave, as everyone knows. "There was a man here who knew the caves well," she cackles. "but he died."

#### **Referee Information**

The head man's vision was a true one. Muriah, as only a child could be, was obsessed by her dreams of vengeance. She wandered for a week or so, and then was snatched up by a band of broos down river. They found her pure in her hate, and told her how she could worship Mallia, and thereby become proud and terrible. This was what she sought. Muriah grew into a great Disease Master of Mallia, cunning, implacable, and fierce. But her responsibilities to the cult also grew, and it was not until Lunar influence penetrated Prax (and thereby weakened the barbarian foes of Mallia) that she could with good faith find the resources for her private vengeance.

## Elemental Demons

The Elemental Demons were among the most powerful and malevolent of the spirits of Prax. While they could be allied, the attempt took a high toll on the summoners in life and power, and ordinary folk avoided them if they could.

#### Plague

Plague was a constant specter in the unhealthy Plaines of Prax, and brought death to thousands. It came often and seemingly without reason, and could be halted only by a shaman, spirit, or magician. Often, it was found to be in the control of Mallia.

#### Shade

These patches of Darkness attacked unexpectedly with a freezing touch and the shock of fear. They could be found flying across the night sky, flowing down from the north, or hiding in the hearts of the cowardly. She sent a lesser Disease Master, two Initiates, and nine lay member broos to thoroughly pollute the water that all Weis must drink. This they do by spells and potions, by bathing and defecating in the water, and by binding a spirit of disease to a bottle of disease potion and hiding it near the hamlet. Her agents were careless in not foreseeing that they might rouse the wrath of the duke, if in fact they did bother to reconnoiter out to the River of Cradles.

#### Scenario Level

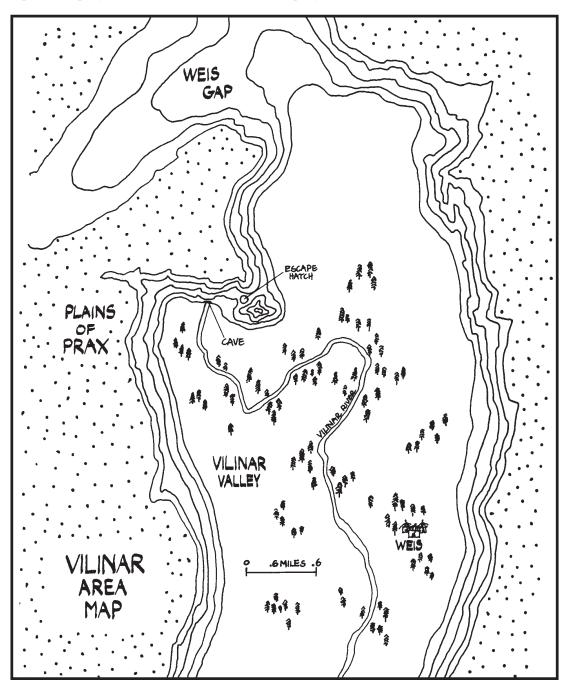
This adventure is designed for a small, experienced party with one Rune level member.

#### **Spells Used**

Many of the broo spells in this adventure come from the book *The Cult Compedium*. Referees may replace any unfamiliar spells with those more familiar, as desired.

#### **Level of Observation**

The broos have killed the one person who came near the caves since they arrived, and may feel that their presence is still a secret. They may be careless or scrupulous in guarding the caves, as desired and as the general proficiency of the search party should indicate.



## The Headwaters of the Vilinar

Broos will be found only at the headwaters of the river. A referee may toss in an occasional broo footprint to keep the characters headed toward the caves, but no broo should be found outside the caves.

As the scenario map shows, the Vilinar river flows directly out of the side of the cliff. It is too rocky and shallow for the first 200 meters for boats to go directly to the cliff face, so the newtlings will halt at that point, and the party must decide which side of the river on which to advance to the cave entrance. If he wants a quicker game, the referee should help out with more footprints or other broo sign on the south side of the river, so that the characters more quickly find the foot passage leading into the mountain.

Framed on either side by groves of pines, the mouth of the headwaters cave is easily seen from the place at which the newtlings must beach their boats. To the right of the cave mouth the canyon wall juts out, then falls back along a notch from a free-standing pinnacle. The cliffs tower for hundreds of meters overhead. Like a silver tongue, the river flows from the cave in a smooth shallow sheet over now-smoothed rock falls. The land to either side of the river is flat up to the cliffs, with occasional boulders, and little grass except a fringe right at the water – an indication to the sharp-eyed that the underground flow of the Vilinar rarely varies.

To the right of the cave mouth the canyon wall curves out, then bends away in another direction. At the tip of the bend, it falls back from a pinnacle which is free-standing for most of its height (nearly that of the main canyon wall). In the crotch of the "V' between the canyon wall and the pinnacle is the 'escape hatch' of the broos, some 70 meters above the canyon floor, Though vertical to this height, the wall thereafter falls back enough that careful individual climbers stand some chance of reaching the plateau above. It will take many hours, however, and even a fool party could reach the top by the Weis Gap (or Cut) long before unaided climbers could scale the 300 meter walls.

At the mouth, the headwaters cave is 21 meters wide and 12 meters high. Six of the horizontal meters are filled by the Vilinar's rushing waters. Both the river and its two sources are (after a short shelf) more than 3 meters deep. If it is necessary, find a particular depth by rolling 1D4+2 in meters. All waters in this scenario are rapid and deep, but are swimmable with some skill. It is up to the referee as to just what that skill level is. The rivers are swimmable in both directions. All cave roofs are at least 4 meters high.

Any person missing a Swim roll demanded by the referee will be swept downstream – such crossings are dangerous! An alternative method of crossing these waters is usually provided, though such methods also will have inherent risks.

The two sources of the Vilinar are of different temperatures: when facing the cave mouth from the outside, the left-hand, southern source is quite warm (180 C), while the right-hand, northern source is nearly freezing cold (30 C). There is always condensation where the two flows meet, and referees may postulate fog or vapors in part of the room if they wish. The bridge at Point 2 always will be slick with condensation from the warm water.

## **Point 1: The Entry Room** Initial D100 roll

01-30 Revor and Broo Two

31-50 Revor and Broos Two and Three

51-00 Revor and Broos One, Two and Three

#### Overview

It will be hard for the party to orient itself once entering the cave. The darkness, the roar of the water, and the drifting fog combine to defeat the normal senses and may make communication difficult. It will be impossible to whisper and be heard anywhere near the water. As the party penetrates further into the large room surrounding Point 1, the darkness will become complete, broken only by a dim glow of light up the warm branch of the river.

At the fork of the "Y" forming the Vilinar, there is a beach roughly 6 x 12 meters; it can be reached only by swimming. As shown, six boulders large enough to hide behind are strewn across the major portion of this part of the cave.

#### Spot Hidden

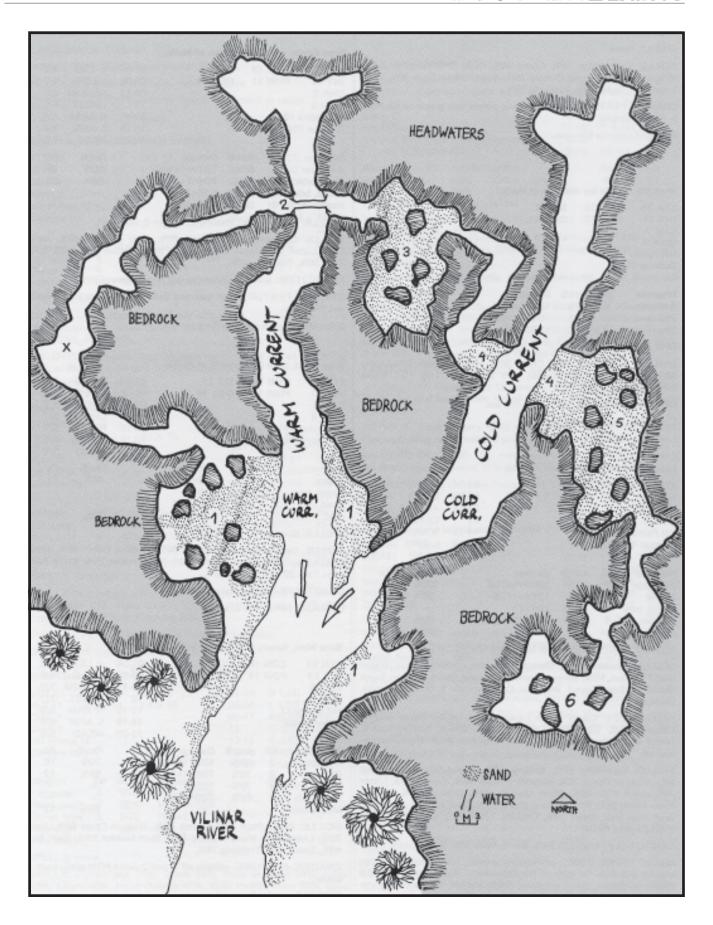
A successful Spot Hidden roll directed up the warm branch of the river reveals the bridge near Point 2; a successful Spot Hidden directed at the isolated beach in the fork of the 'Y" will locate the hilt of a buried weapon, but nothing more about the weapon can be determined without grasping the hilt and pulling the weapon out of the sand.

#### Trap

At the point marked "X" in the tunnel leading from Point 1 to Point 2, there is a camouflaged pit placed squarely in the middle of the tunnel.

This trap is avoidable for the party if any member can make his or her Spot Trap roll. Failure by successive party members results in a 50% chance that the individual falls into the pit, landing on needle-sharp stakes 3 meters below.

A victim takes 1D6+1+1D8 damage to 1D4 random hit locations. There is a 20% chance with each hit that it impales. Further, each stake is coated with Brain Fever potion, and to avoid this dread disease the victim must roll his CON x5 or less on D100.



#### Treasure

On the beach is the hilt of a scimitar long ago fashioned by a master craftsman; because of its superior workmanship it has an automatic +1 damage add. A Fireblade matrix is on the pommel. In New Pelorian, it bears the inscription "True Sword of the Fire."

Of the broos near Point 1, only Revor has any treasure. He carries 2 wheels, 18L, and 12 clacks, and wears a gaudy ruby ring worth 315 Lunars.

#### Point 2:

#### The Stone Bridge

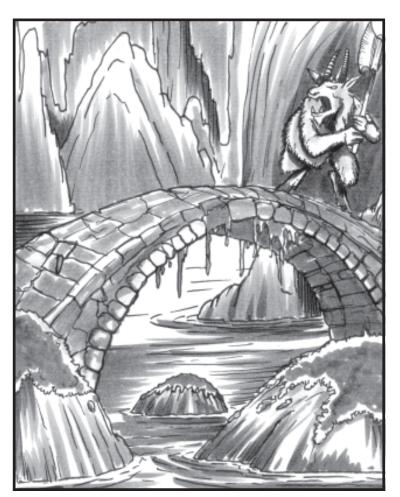
Initial D100 roll if no alarm has been raised:

01-50 Broo Six lurks between Point 3 and the bridge, on watch.

51-00 Asha, and Broos 4-6 are all gathered around Point 3, and no watch is being kept.

#### Overview

As with the tunnel, the bridge is also manmade. It looks weak and as though it could break at any moment, and player-characters may be suspicious of it, but it is fundamentally sound, and will



support any reasonable weight or activity. The bridge is 1 meter wide and 6 meters long in all.

Because it is over the warm branch, slimy fine moss grows everywhere on the bridge and the first meter of stone to either side of the bridge along the tunnel. The surface is very slick, and there are no railings at the sides of this natural rock slab.

From here the glow of the fire at Point 3 will be bright, and any shadows or movement from Point 3 can be seen from the other side of the bridge.

#### Spot Hidden

A successful Spot Hidden to specifically detect a guard is necessary to notice Broo Six if she is on watch across the bridge.

#### Trap

The bridge can act as a trap. Its moss and moisture make very slippery footing. To cross it standing upright, the character must roll his DEX x3 or less on D100. If crawling, he must roll his DEX x5 or less on D100. Failure to make the appropriate roll will send the character cart wheeling into the suspiciously warm torrent below. To determine the results of the fall, consult the Drowning rules in the standard rules appendices.

#### Comment

Characters crossing the bridge may come under missile fire from guard broos. The effects of such bombardment are left to the referee, except that characters crossing the bridge must do so in single file.

#### Point 3:

#### The Broo Guard Station

#### Initial D100 roll

01-20: Asha and Broo Four

21-50: Asha and Broos Four and Five51-00: Asha and Broos Four, Five, and Six

If some or all of these broos have been activated already, they will not be in this room.

#### Overview

There are scattered boulders near this Point, rising out of a dry sandy floor. Such a floor is handy for walking on silently, and provides a medium with which to put out a fire almost instantly. The fire is exactly at Point 3.

Four bedrolls are close to the fire. Near the one furthest from the entrance to this room is a small chest, securely padlocked.

#### Spot Hidden

A timber about 12 meters long is buried in the sand along the wall of the room nearest to the

warm branch of the Vilinar; a successful Spot Hidden roll will find it. The broos use it to cross the cold branch of the river to get to Point 4 and beyond, and have long since grown careless in constantly hiding it and digging it up. There are also ropes at the river crossing which allow a dry, quick crossing.

#### **Traps**

The chest belongs to Asha. Though it is old and battered, it guards possessions that she values highly. She has coated the lock with Manticore poison (potency 13). If the opener does not notice this, he will be poisoned while trying to pick the lock. This poison attacks the CON of the opener on the standard resistance table. Should the poison overpower the victim, it will do 13 points damage to the character's CON. If the attack fails, it will do 6 points of damage to the opener's CON.

#### **Treasure**

Asha's chest holds two additional doses of Manticore poison, as well as jewel-encrusted broo ceremonial dagger which she won in a fight to the finish from a rival. It has a value of 475 Lunars, and is of sentimental value to Asha as well. Broos Four, Five, and Six each carry 2 Lunars, 7 clacks.

#### Point 4:

#### The Rope Crossing

Initial die roll: none

#### Overview

By the faint light coming from the fire at Point 6 (and Point 3 if it has not been extinguished), the characters will see 3 ropes hanging from the cavern ceiling far overhead. Two are tied to the riverbank nearest Point 3, and one is tied to the other side of the river. Between flows the river, cold, dark, and too noisy for conversation lower than a shout.

The ropes here are frayed and decaying; they have hung here a long time. and cannot be guaranteed to safely transport a passenger across the river by swinging, though that was and is their function.

The ropes also are slick. To determine if a character can hold on all the way across the river, refer to the resistance table in the rules, comparing the SIZ of the character against his STR. Should SIZ win, the character plunges into the chilly waters below. Refer to the standard drowning rules to discover his fate in that case.

Anyone attempting to jump across the river should have his or her Jump roll reduced by two-thirds (round up to nearest 5%).

Missile fire from the vicinity of Point 5 directed at characters swinging across on the ropes will be at normal rates of accuracy.

#### **Point 5: The Sand Cavern**

Initial die roll: none.

#### Overview

The room on the far side of the cool branch of the river has no keyed residents. With its sand and boulders, it resembles the room around Point 3.

Any broo keyed to either Point 1 or 3 who has not been encountered previously will be in this room. If all have been met, then this room may be empty.

#### Spot Hidden

In the sand near the river is buried another 12 meter timber which can be used as a bridge. It is more carefully hidden, and requires both a successful Spot Hidden Item roll and a search time of 20 minutes.

Outside of the sand, boulders, timber, and any broos, there is nothing else here.



#### Point 6:

#### The Inner Sanctum

Initial die roll: none.

#### Overview

The corridor leading back to the room surrounding Point 6 is narrow, and will be slick if wet.

The room resembles those of Point 3 and Point 5, except that the floor is rock slab, rather than sand.

A stockpile of supplies – food, firewood, extra bedrolls and so on – piled high in the southwest corner shows that the broos are prepared for a siege. The bedrolls being used are closer to the fire, which is exactly at Point 6. There is a small, jeweled chest with one bedroll.

#### Spot Hidden

Within Qad's armor is a key to the chest. A successful Spot Hidden roll is needed if this key is to be located, and it will take 25 minutes.

#### **Traps**

Poised on a crude but powerful spring, a scimitar waits within the chest. Both a successful Spot Traps and a successful Disarm Trap roll are needed to avoid becoming a victim of the trap. Failing either roll, the blade will hit 75% of the time, doing double damage (2D8+2) due to the strength of the spring. Roll for hit location.

#### **Treasure**

The chest is worth 1500 Lunars on the open market. Qad carries 2 wheels, 7 Lunars, and 12 clacks in a pouch. Qad also wears a heavy gold medallion studded with rubies with a value of 3,250 Lunars. He carries three gem Stones worth 110, 215, and 613 Lunars respectively. Each of the other three broos in the room carry 6 Lunars, 12 Clacks.

In the chest are manuscripts in Old Wyrmish. These papers are worth 5500L to the right buyer.

#### **Optional Tactic**

On an hourly basis, a broo from each room signals to rearward defenders that all is well. Any break in the procedure will indicate to Qad that something is amiss. Once alerted, Qad will station his best missile people by Point 2 or Point 4, as indicated.

#### **Point 7: The Escape Hatch**

Initial die roll: none

#### Overview

A rock chimney leads upward at a sharp angle from Point 7, and debouches outside – 70 meters up the face of the cliff, from where good climbers would spend several hours getting to the top of the plateau.

The chimney is about 1 meter square, with many hand-holds. If pursuing, the pursuer can see and engage only the last broo in such an arrangement. There is a tiny ledge where the chimney opens out, but it is large enough for only three broos to stand upon. or for one to lie upon.

#### A Different Player Strategy

The player-characters may decide at some time to dam up the river and drown the broos rather than to fight and kill them directly. It will be possible for them to dam up the Vilinar at the cave mouth in a reasonable amount of time (1D3 days). The broos will attempt a surprise attack once, but if that fails they will climb the cliff face, re-enter the valley through the Weis Gap, slay everyone in Weis (or believe that they have done so), and then report to Muriah that their mission has succeeded.

#### The Broo Defenders

Revor is a young broo making steady, unspectacular progress as an Initiate of Mallia. He is not the sort on whom a superior would call if initiative or imagination was needed. He and his companions have orders to inflict casualties on any interlopers in the cave, and to alert the rest of the broos. They will fall back along the tunnel connecting Points 1 and 2 as soon as one of them is hurt or killed, but they will not panic, and may attempt to ambush the player-character party before the party reaches the bridge.

If Revor hears or sees the adventurers, he immediately will send back Broo Two (who has Mobility) to warn the rest of the broos.

Revor is boorish and arrogant. He does not get along with Asha, the other Initiate, or with Qad, the Rune priest.

If they can do it safely, they will leave Revor to the tender mercies of the adventurers.

Asha is one of the most competent of the younger broos. To her dismay, she is the same age as Revor, and often finds herself saddled with him on missions, where the friction between them is continuous and serious. She resents his arrogance and wealth, and (secure as second-in-command and as Qad's lover) has begun to scheme the death of annoying Revor.

If Revor sends his messenger to her, the messenger will continue on to Qad, at Point 6, while Asha prepares to defend the bridge. Depending on the information given her, she may move her group forward to aid Revor (and possibly kill him at an opportune moment). If she defends the bridge, she will fight until three adventurers are across the bridge, and then will retreat across the cool branch of the Vilinar, and defend Point 4.

**Qad** is an older male priest who reports directly to Muriah herself. Many in the cult (though not Revor) feel that when Qad speaks, they hear the words of Muriah. Qad is straightforwardly brutal. A mate to Asha, he is considering throwing Revor down the cliff when the group's mission is complete.

If he hears of the fighting, Qad will lead his three broos toward it. He and his broos form by far the most powerful fighting force for the broo party. He will try to unite with any broos near Point 3; if that is impossible he will try to defend the crossing at Point 4. He will make a serious effort to defeat the intruding adventurers, and will try to carry out a successful retreat through the escape hatch if all else fails, He may use his Divine Intervention 6 in situations that are particularly serious.

#### Revor

STR 17	CON 17	SIZ 17	INT 15	POW 16	
DEX 15	CHA 7	Move 9	HP 19	Defense 15%	
	D20	Local	tion	AP/HP	
	01-04	Right	Leg	4/7	
	05-08	Left	Leg	4/7	
	09-11	Abdo	men	4/7	
	12	Che	st	4/8	
	13-15	Right	Arm	4/6	
	16-18	Left A	Arm	4/6	
	10.20	**	1	4.17	

Weapon	SR	Attk%	Damage	Parr%	Pts
2-H spear	4	80%	1D10+1+1D4	75%	15
Bow	3	75%	1D4+2+1D4	25%	6
Dagger	8	65%	1D4+2+1D4	50%	12
Thrown Dagger	3	70%	1D4	-	-

SPELLS: Bladesharp 2, Countermagic 3, Dispel Magic 2,
 Healing 3, Protection, Sneeze 2, Speedart, Spirit Shield.
 RUNE SPELLS: Cause Shakes (1 use), Cause Brain Fever(1 use).

SKILLS: Bargain 30%, Camouflage 45%, Climb 80%, Hide in Cover 60%, Identify Disease 65%, Jump 70%, Listen 60%, Lock Pick 40%, Move Quietly 50%, Oratory 45%, Prepare Soul Waste Potion 50%, Spot Hidden 65%, Spot Trap 60%, Spread Disease 40%, Swim 30%, Track Set/Disarm 65%, Treat Disease 60%.

LANGUAGES: Tradetalk 30%.

MAGIC ITEMS: POW storage crystal (POW 8). POTIONS: 3 doses Soul Waste, Healing 6 salve.

CHAOTIC FEATURE: reflects 1-point spells back at caster.

DISEASE: carries Soul Waste.

## Broo One female lay member of Mallia

STR 18	CON 13	SIZ 14	INT 9	POV	N 20	
DEX 12	CHA 6	Move 9	HP 15	Def	ense 5%	
	D20	Loc	cation	AP/HP		
	01-05	Rig	ht Leg	3/8		
	06-08	Let	ft Leg	3/5		
	09-11	Abo	lomen	3/5		
	12	C	hest	3/6		
	13-15	Rigl	ht Arm	3/4		
	16-18	Lef	t Arm	3/4		
	19-20	Н	lead	3/5		
Weapon	SR	Attk%	Damage		Parr%	Pts
2-H spear	4	40%	1D10+1+	1D4	40%	15
Comp. boy	w 4	40%	1D8+1		_	_
Head butt	9	45%	1D6+1D4		_	_

SPELLS: none.

SKILLS: Camouflage 40%, Climb 45%, Hide in Cover 30%, Jump 50%, Listen 35%, Move Quietly 25%, Spot Hidden Item 20%, Spot Traps 25%, Swim 30%.

**CHAOTIC FEATURE:** has (1) huge right leg and (2) an eye in the back of its head making it difficult to surprise her.

DISEASE: carries Shakes.

#### Broo Two male lay member of Mallia

STR 10 CON 18 SIZ 11 INT 10 POW 9 DEX 10 CHA 4 Move 9 HP 18

D20	Location	AP/HP
01-04	Right Leg	3/6
05-08	Left Leg	3/6
09-11	Abdomen	3/6
12	Chest	3/7
13-15	Right Arm	3/5
16-18	Left Arm	3/5
19-20	Head	3/6

Weapon	SR	Attk%	Damage	Parr%	Pts
1-H spear	6	40%	1D8+1	35%	15
Head butt	9	40%	1D6	_	_
Bow	4	45%	1D6+1	_	-
Med shield	_	_	_	40%	12

SPELLS: Mobility.

SKILLS: Camouflage 15%, Climb 40%, Hide in Cover 20%, Jump 45%, Listen 30%, Move Quietly 15%, Spot Hidden Item 15%, Spot Trap 10%, Swim 35%, Tracking 20%.

CHAOTIC FEATURE: has extra thumb on his nose.

DISEASE: carries the Shakes.



INT 11 POW 14

4/6

INT 14

#### **Broo Three** male lay member of Mallia

STR 21 CON 15 SIZ 16

19-20

X 15	CHA 7	Move 9 HP	16 Defense 05
	D20	Location	AP/HP
	01-04	Right Leg	4/6
	05-08	Left Leg	4/6
	09-11	Abdomen	4/6
	12	Chest	4/7
	13-15	Right Arm	4/5
	16-18	Left Arm	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
1H spear	4	65%	1D8+1+1D6	50%	15
Short sword	7	55%	1D6+1+1D6	45%	20
Comp. bow	3	50%	1D8+1	_	_
Head butt	7	60%	2D6	_	_
Med. Shield	_	_	_	60%	12

Head

SPELLS: none.

SKILLS: Camouflage 20%, Climb 55%, Hide in Cover 35%, Jump 60%, Listen 40%, Move Quietly 40%, Spot Hidden Item 35%, Spot Trap 40%, Swim 70%, Tracking 30%.

CHAOTIC FEATURE: additional 6 points STR (already included in the statistics).

DISEASE: carries the Shakes.

### Other Creatures of Chaos

#### The Chaos Herd

During the Great Night the Herds of Chaos invaded Prax, devouring everything alive. They were eventually destroyed, but remnants were sometimes found. They were diseased and evil, and destroyed herds just by their presence. They also devoured the life of the land in their passage, destroying its ability to support the herds, and thus the tribes.

#### **Cwim**

Cwim was a hungry and powerful monster living in Prax. It is called the child of Thed and the Devil, although this can be said about every Chaotic monster known. When severely threatened Cwim adopted a strange mode of defensive movement, rolling like a wheel on its three bodies rather than walking on its six legs. This allowed it to move much faster than most people expected.

#### Scorpion-Men

The scorpion-Men were a vile hybrid of man and scorpion, formed in the Great Night when the oils of chaos let slip and allowed such monstrous races to be born. They often came out of the desert seeking captives, for they did not reproduce in the normal way: instead of bearing children they devoured living captives, who were reborn as new scorpion-men. They could do this immediately after a battle, and so were difficult to kill unless wiped out completely.

#### Broo Four male lay member of Mallia

CON 13 SIZ 15

STR 15

**DEX 07** 

CHA 5	Move 9 HP 1	4
D20	Location	AP/HP
01-04	Right Leg	3/5
05-08	Left Leg	3/5
09-11	Abdomen	3/5
12	Chest	3/6
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	6/5

Weapon	SR	Attk%	Damage	Parr%	Pts
1-H spear	6	55%	1D8+1+1D4	50%	15
Comp. bow	5	45%	1D8+1	_	_
Head butt	9	55%	1D6+1D4	_	_
Thrown Dagger	5	50%	1D4	_	_

SPELLS: Bladesharp 2, Countermagic, Healing 2, Sneeze. SKILLS: Camouflage 20%, Climb 50%, Hide in Cover 45%, Jump 60%, Listen 45%, Move Quietly 40%, Spot Hidden Item 40%, Spot Trap 30%, Swim 70%.

CHAOTIC FEATURE: has double-jointed left leg.

DISEASE: carries Creeping Chills.

#### Broo Five male lay member of Mallia

STR 13	CON 14	SIZ 13	INT 9	POW 6
DEX 13	CHA 5	Move 9	HP 15	Defense 10%

D20	Location	AP/HP
01-04	Right Leg	2/5
05-08	Left Leg	2/5
09-11	Abdomen	2/5
12	Chest	2/6
13-15	Right Arm	2/4
16-18	Left Arm	2/4
19-20	Head	3/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	8	45%	1D6+1+1D4	40%	20
Bow	3	50%	1D6+1	_	_
Head butt	8	50%	1D6+1D4	_	_
Mad chield				150%	12

SPELLS: none.

SKILLS: Camouflage 15%, Climb 40%, Hide in Cover 20%, Jump 35%, Listen 40%, Move Quietly 25%, Spot Hidden Item 30%, Spot Traps 20%, Swim 70%, Tracking 15%.

CHAOTIC FEATURE: red, green, and purple hair grows on his head in parallel stripes.

DISEASE: carries Blotches.

#### Broo Six female lay member of Mallia

STR 15	CON 15	SIZ 13	INT 11	POW 13
DEX 4	CHA 7	Move 9	HP 16	

D20	Location	AP/HP
01-04	Right Leg	3/6
05-08	Left Leg	3/6
09-11	Abdomen	3/6
12	Chest	3/7
13-15	Right Arm	3/5
16-18	Left Arm	3/5
19-20	Head	3/6

Weapon	SR	Attk%	Damage	Parr%	Pts
2-H spear	9	30%	1D8+1+1D4	30%	15
Shortsword	11	30%	1D6+1+1D4	30%	20
Head butt	11	35%	1D6+1D4	_	_

SPELLS: none.

SKILLS: Camouflage 15%, Climb 30%, Hide in Cover 10%, Jump 25%, Listen 30%, Spot Hidden Item 10%, Spot Trap 10%, Swim 70%, Tracking 10%.

CHAOTIC FEATURE: is missing one toe.

DISEASE: carries Thunder Lung.

13-15

16-18

19-20

#### Asha, female Initiate of Mallia

STR 15 DEX 18	CON 18 CHA 10	SIZ 15 Move 12	INT 17 HP 20	POW 17 Defense 65%
	D20	Locat	ion	AP/HP
	01-04	Right	Leg	6/8
	05-08	Left I	Leg	6/8
	09-11	Abdoi	nen	7/7
	12	Cha	a t	7.10

Weapon	SR	Attk%	Damage	Parr%	Pts
Rapier	4	90%	1D6+1+1D4	80%	12
Shortsword	5	85%	1D6+1+1D4	85%	20
Comp. bow	2	90%	1D8+1	_	_

Right Arm

Left Arm

Head

6/6

6/6

9/7

**BOUND SPIRIT:** small lizard of POW 16, INT 7.

SPELLS: Bind Spirit, Bladesharp 3, Countermagic 3, Detect Spirit, Healing 6, Sneeze, Speedart, Dispel Magic 3, Mind Speech 1, Protection 3.

RUNE SPELLS: Cause Chills, Dismiss Elemental, Spirit Block (all 1-use spells).

SKILLS: Bargaining 40%, Camouflage 60%, Climb 90%, Hide in Cover 75%, Identify Disease 80%, Jump 95%, Listen 70%, Lock Pick 45%, Move Quietly 75%, Oratory 60%, Prepare Brain Fever Potion 65%, Spot Hidden Item 65%, Spot Trap 85%, Spread Disease 60%, Swim 70%, Tracking 90%, Treat Disease 75%.

LANGUAGES: Darktongue 30%, Tradetalk 35%.

MAGIC ITEMS: flawed POW 10 storage crystal (whenever this crystal is attuned to a new owner, it will bestow a random chaotic feature upon him).

POTIONS: Blade Venom 15 (1 dose), Brain Fever potion (2 doses), Healing 6 salve (two doses), 6 point POW restoring potion (1 dose).

CHAOTIC FEATURE: (1) movement class 12, (2) appearance is confusing (treat as added 40% defense, already added in Stats).
DISEASE: carries Creeping Chills.

#### Qad, Rune priest of Mallia

STR 21	CON 26	SIZ 14	INT 18	POW 19
DEX 21	CHA 12	Move 9	HP 28	Defense 30%

D20	Location	AP/HP
01-04	Right Leg	8/9
05-08	Left Leg	8/9
09-11	Abdomen	8/9
12	Chest	8/10
13-15	Right Arm	8/8
16-18	Left Arm	8/8
19-20	Head	11/9

Weapon	SR	Attk%	Damage	Parr%	Pts
2H spear	2	110%	1D10+1+1D6	100%	15
Rapier	4	100%	1D6+1+1D6	95%	12
Comp. bow	1	130%	1D8+1	_	_
lH bst. swd	4	95%	1D10+1+1D6	80%	20
Med. shield	_	_	_	95%	12

ALLIED SPIRIT: Brain Fever in spear (POW 16, INT 11).

SPELLS: Bladesharp 4, Detect Detection, Detect Spirit, Dispel Magic 3, Glue, Mind Speech, Sneeze, Speedart, Spirit Binding, Spirit Shield 2; [Brain Fever] Befuddle, Countermagic 3, Detect Enemies, Healing 6.

RUNE SPELLS: Cause Brain Fever, Cause Chills, Cause Plague, Cause Shakes, Cure Chills, Cure Shakes, Divine Intervention 6, Minor Infection, Spirit Block, and Summon Small Darkness Elemental. SKILLS: Bargaining 50%, Bribery 35%, Camouflage 60%, Climb 95%, Hide in Cover 70%, Identify Disease 95%, Jump 100%, Listen 75%, Lock Pick 55%, Move Quietly 60%, Oratory 65%, Prepare Brain Fever 95%, Prepare Soul Waste 95%, Spot Hidden Item 90%, Spot Trap 95%, Swim 70%, Tracking 120%, Trap Set/Disarm 95%, Treat Disease 100%.

LANGUAGES: Tradetalk 90%, Darktongue 50%, Spiritspeech 55%.

MAGIC ITEMS: POW 2 enhancing crystal, POW 6 spirittrapping crystal; one dose for each of the following – Repair potion, POW 6 Restoring potion, Healing 6 salve, Blade Venom 15, Soul Waste potion.

CHAOTIC FEATURES: has 10 points additional CON (already included in the statistics).

DISEASES: carries Soul Waste and Brain Fever.

## Broo Seven male lay member of Mallia

	•				
STR 16	CON 13	SIZ 10	INT 13	POW 11	
DEX 14	CHA 6	Move 9	HP 13	Defense	10%
	D20	Loca	tion	AP/HP	
	01-04	Right	Leg	4/5	
	05-08	Left	Leg	4/5	
	09-11	Abdo	men	4/5	
	12	Che	est	4/6	
	13-15	Right	Arm	4/4	
	16-18	Left .	Arm	4/4	
	19-20	He	ad	7/5	



Weapon	SR	Attk%	Damage	Parr%	Pts
2-H spear	4	60%	1D10+1+1D4	60%	15
Shortsword	8	50%	1D6+1+1D4	50%	20
Comp. bow	3	50%	1D8+1	-	_
Head butt	8	50%	1D6+1D4	_	_

SPELLS: Dispel Magic, Healing 2, Sneeze 2, Speedart.

SKILLS: Camouflage, 25%, Climb 60%, Hide in Cover 40%, Jump 55%, Listen 45%, Move Quietly 35%, Spot Hidden Item 40%, Spot Trap 30%, Tracking 50%.

MAGIC ITEM: spear has Bladesharp 2 matrix carved into it. CHAOTIC FEATURE: can cast one Befuddle spell per round without POW loss.

DISEASE: carries Slow Withers.

## Broo Eight male lay member of Mallia

STR 15	CON 16	SIZ 13	INT 10	POW 12
DEX 14	CHA 5	Move 9	HP 17	Defense 05
	D20	Loca	tion	AP/HP
	01-04	Right	Leg	3/6
	05-08	Left	Leg	3/6
	09-11	Abdo	men	3/6
	12	Che	est	3/7
	13-15	Right	Arm	3/5
	16-18	Left	Arm	3/5
	19-20	He	ad	3/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Rapier	6	70%	1D6+1+1D4	60%	12
Comp. bow	3	60%	1D8+1	_	_
Head butt	8	80%	1D6+1D4	_	_
Med. shield	_	_	_	70%	12

SPELLS: Speedart.

SKILLS: Camouflage 15%, Climb 60%, Hide in Cover 30%, Jump 50%, Listen 35%, Move Quietly 20%, Spot Hidden 25%, Swim 70%, Spot Trap 20%, Tracking 25%.

CHAOTIC FEATURE: eyes glow in dark.

DISEASE: carries the Shakes.

## Broo Nine female lay member of Mallia

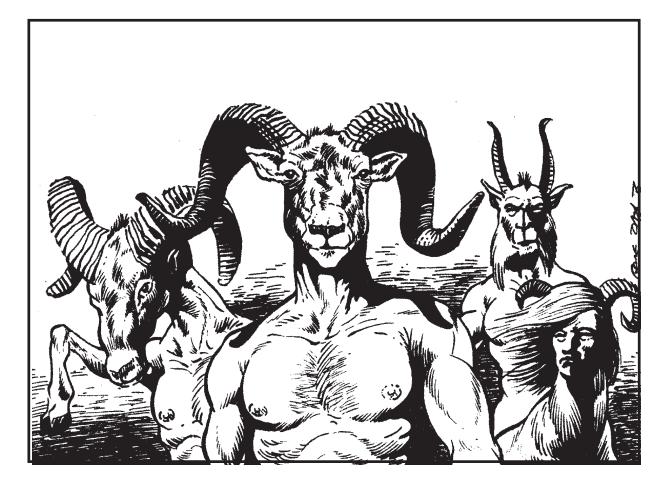
1011141	c ray r	10111201	01	141114
STR 21	CON 16	SIZ 15	INT 13	POW 14
DEX 12	CHA 9	Move 9	HP 17	Defense 05%
	D20	Locat	ion	AP/HP
	01-04	Right	Leg	6/6
	05-08	Left I	Leg	6/6
	09-11	Abdor	nen	7/6
	12	Che	st	7/7
	13-15	Right A	Arm	6/5
	16-18	Left A	rm	6/5
	19-20	Hea	d	9/6

Weapon	SR	Attk%	Damage	Parr%	Pts
1H spear	5	85%	1D8+1+1D6	70%	15
Rapier	6	70%	1D6+1+1D6	55%	12
Comp. bow	4	70%	1D8+1	_	-
Head butt	8	85%	1D6+1D6	_	_
Med. Shield	-	-	-	85%	12

SKILLS: Camouflage 40%, Climb 75%, Hide in Cover 55%, Jump 70%, Listen 55%, Move Quietly 45%, Spot Hidden 50%, Spot Trap 40%, Swim 70%, Tracking 75%.

**CHAOTIC FEATURE:** reflects all 1-and 2-point POW spells back at caster.

DISEASE: carries Convulsions.



# Scenario 5-Eyes Temple





This adventure is the largest of the seven. Be prepared for a run of several evenings or a weekend. There will be several natural stopping points. The characters should scout the temple and its strength. If they solve the mystery of Daine, so much the better. But they should strive to eliminate the 5-Eyes newtlings as rivals to the duke's power. The actual assault on the temple may prove to be multi-stage, with the adventurers going for reinforcements, renewing the assault, etc. Allow the newtlings to recruit more newtlings, to collapse tunnels, to build barricades, and to find allies such as Rattail Poisonknife, one of the trachodons, or some Morokanth or other nomads who want to bring down the duke a peg or two.

## **Player Information** The Duke's Briefing

It is Dark season. The broos of the Vilinar are destroyed, although other broo parties have been seen in the area and Muriah is still at large. The plague is gone as if it had never been. In the fields outside the fort the beginnings of a family crypt beside the walls of the duke's steadily-building villa mark the sorrow of the duke for the woman who followed him so far from home.

There is a typical mist in the valley. Yelm has just begun his daily assault on the dark. The characters are roused by the duke's valet, a grizzled old veteran of a hundred campaigns with his master and Daine.

No one has seen Daine for a week.

In the duke's office the walls are draped in black in mourning for his wife. The death of her mother has seemed to mature Lady Jezra. There are flowers in the vases, just as there were when her mother was alive.

Jezra has become her father's confidante. The characters see her leaving the duke by the family entrance as they enter by the main entrance. The duke calls them around him and he directs their attention to a sketch map on the table. He begins.

"Recently I have been informed that the newtlings who oppose my jurisdiction are concentrated around the 5-eyes cliff area. I sent Daine with a party of my newtlings down-river to scout out the situation. Only the newtlings returned.

"They brought back this map which Daine drew before re-entering the caves," This is one of the player hand-outs. and should be given to them now. "Aside from the map, the newtlings have no other information.

"Daine left a week ago. He has not returned.

"You will have to go by boat. You will scout the caves. If the opposition does not seem excessive, you will destroy the newtling pirates. If you find Daine, rescue him if he is still alive."

The duke will dismiss the characters to prepare for the ride to 5-eyes.

#### Other Information

The characters will also hear that Tarnak the mayor is missing. If they question the villagers, they will find that he was last seen leaving town with Daine.

The party will have four small boats, each poled by a single newtling.

#### The Duke's Second Briefing

When the scouting party returns, they will tell the duke of what they have learned. That evening he will make his plans, and call his men together the next morning.

Along with most of the other fighting men of his force, the duke keeps the adventurers waiting

for a few minutes, then strides in, acknowledges their greetings, and spreads the new map of the Five-Eyes temple across the desk top, He is grimmer than they have ever seen him.

"Warriors, I have a mission for you which means everything to my rule here. These newtlings will not recognize the authority of the Governor in these lands. They have slaughtered my newtling mercenaries; the rest of my newtlings have forsworn their oaths to me and left.

"You will enforce my authority in this river valley. You may use whatever force is necessary, but you must roust those little lizards out of their temple and teach them the folly of opposing the Empire and the danger of opposing me.

"There are no boats available. The newtlings took them all. You will have to proceed overland to the caves."

"This is not a volunteer mission. Those who are not chosen will form a reserve here with me."

## Referee Information Geography

The 5-eyes cliff rises from a spot several hundred meters from the Fire season bank of the River of Cradles. During Storm and Sea seasons, the water rises, sometimes enough to flow into the caves if brush and timber block the river-course, A short walk through rounded boulders and hardy bushes brings anyone up to the cliff. The cliff varies in height, up to a 60 meter drop. The actual 'eyes' are caves with gently sloping floors opening a meter or so above the foot of the cliff. It is an easy scramble to a cave entrance.

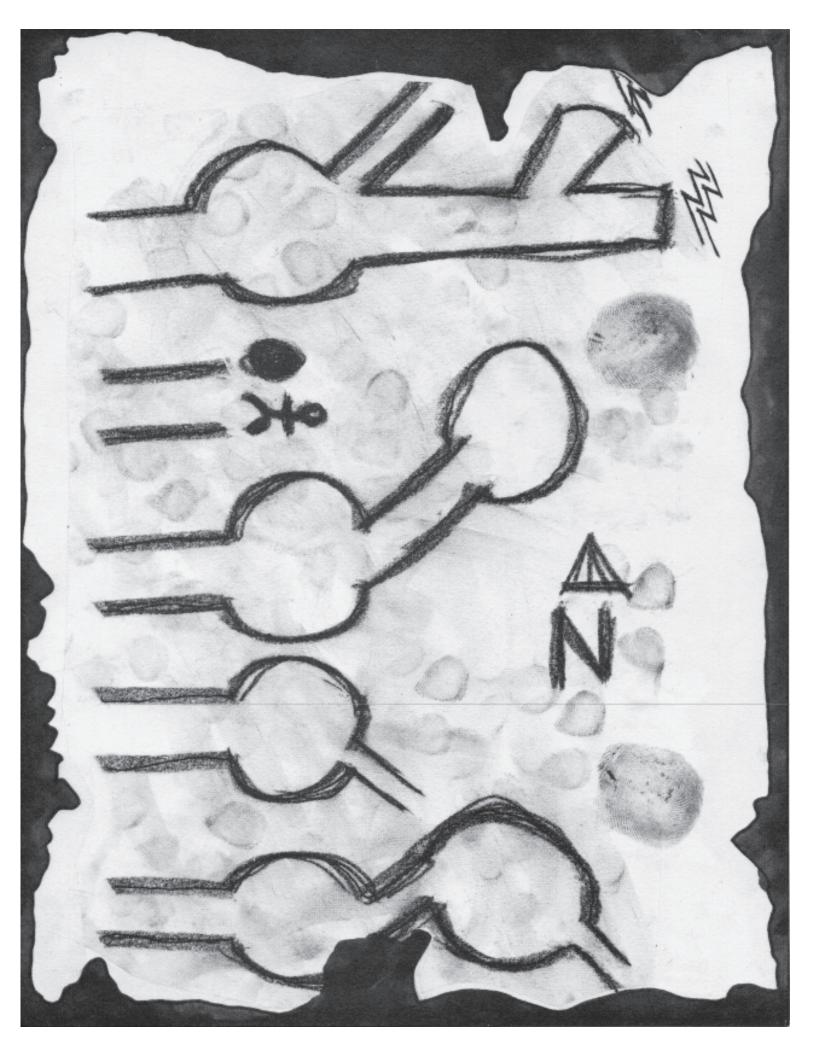
Behind the cliff is a low plateau that merges with the loftier eastern highlands some kilometers away. Climbing the 5-eyes cliff is difficult, but a short march to the north or south will bring the wanderer to more broken ground allowing easy access to the cliff top. A careful examination will show no escape holes in the cliff top. All the entrances to the temple are in the cliff face.

#### **Overview of 5-Eyes Cave Complex**

No one knows whether the five caves in the cliff face were carved into it because of the need for 5 eyes, or whether the name 5-eyes came from the five caves in the cliff side. Whatever their origins, the five caves have each served many purposes in times past. Even with the newtling River Horse temple in residence, two of the caves have little to do with the rest.

Starting from the left (North), the first, third, and fourth caves all connect in some fashion with the newtling temple and are consequently full of newtlings. The inhabitants are well-coordinated and ready to oppose any incursion from any of the three caverns.

TEMPLE. PASSAGE ROOM JEMP4



The second cave is independent. It is an ancient shrine. The newtlings have wisely left it alone after discovering its purpose the hard way. They hope that invaders will barge into the place and be destroyed by the guardian spirits.

The fifth, or southernmost, cave actually is connected to the temple by a long, low tunnel leading to a well in one of the temple rooms. The newtlings are unaware of this, but have little to fear, thanks to the dream dragon guarding the front opening to the cave. Krang knows of his neighbors and is friendly towards them, but he feels little obligation to aid them, and could peacefully sleep while the entire tribe of newtlings were slaughtered. Similarly, the newtlings will not come to Krang's aid unless they feel they can profit thereby.

#### **Dragon Schedule**

Sedentary Krang spends most days at home, dozing. Occasionally he stirs, launches himself from the cave mouth, and soars over the valley, hunting. Scarlet King, the largest condor on Condor Crags, is a real friend. It is conceivable that one might aid the other, if circumstances warranted it.

## The Scouting Party Encounters on the Way

By now, the river is fairly quiet, and the scouting party should have little trouble getting to 5-eyes. However, use the River Encounter table in the Encounters book when the characters are in the middle of the Great Bog, and as they come out of the bog.

The referee should keep a battle from happening unless the characters run into a newtling hunting party from the temple (see Offduty Newtlings table). In that case, the newtlings will attempt to pick off the 'traitor' newtlings on the boats and to harass the party. They will not close for combat and will keep to the river water to discourage human pursuit. The hunting party should outnumber the four newtlings who are poling the boats.

#### The Trip

The objective is to find Daine, make sure he is safe, and get a report from him. It is possible that a sufficiently strong force of player characters could work their way through the temple complex from left to right, but that is not the purpose. At the end of the scenario, the player characters should have run into the dragon, found Daine, and realized that there is a complete newtling temple in the caves, one hostile to the duke's plans for the region.

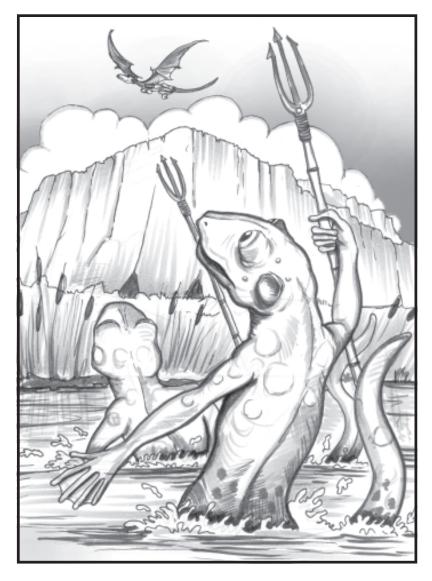
The referee should direct the players towards that end.

#### After the Scouting Trip

The player characters leaving the cave complex will find that the boats and newtlings they left at the river are gone. Perhaps they will find the signs of a fight, and even a newtling body or two. The 5-eyes sign will be painted on a nearby rock or tree, with two words in Tradetalk saying, "Stay Away." Quicktail's people found the boat newtlings and slaughtered them.

If the party seems to be about to assault the caves (and hasn't already slaughtered everyone there) they will find a large group of newtlings (easily twice the number of characters) advancing on them. There will be at least three Traskars with the newtlings, and one of the newtlings will be shouting for the characters to get out and stay out.

Again, the idea is to chase the characters away, not engage in a main battle with them at this point. The characters will have to march home. Roll encounters as usual.



# **Temple Trashing Encounters on the Way**

When the duke's assault force moves out, the party's route will be along the eastern highlands. The referee should check for encounters on that chart at least four times during the trip, which will take two full days. As the character party should be fairly large, they are unlikely to have serious opposition, unless they run into a major nomad raiding party.

When they reach the low plateau atop the 5-eyes temple area, they will encounter a group of crested dragonewts, complete with more demi-birds than they need. These are the dragonewt priest's escorts, there to watch the birds until the priest is ready to go. They will not fight unless pressed and, unaware of the political complexities of the region, they will give information to the characters if asked for it and perhaps bribed. They have not been in the temple, but will speak long about the many brave newtlings and eater-frogs (the Traskars) and horse-spirits of the temple. They should exaggerate the temple size by at least twice.



If the dragonewts realize that the party is going to attack the place, and therefore harm their master, they will skirmish-attack the party and try to discourage them. They might even enter the caves after the party, if the party ignores their attempts at distraction. Crested dragonewts are timorous, with little liking for close-in melee, but they have an obligation to protect their master, They may simply try to persuade the party to let their master alone.

These are Zji Xog's crested dragonewt scouts, Their tactics and philosophy are to avoid problems.

#### Srii Jak

STR 10 C	ON 15	SIZ 9	INT 16	POW	V 9	
DEX 18 C	HA 11	Move 7	HP 15	Defe	ense 20%	
	D20	Loc	cation	AP/HP		
	01-04	Right Leg		1/5		
	05-08	Left Leg		1/5		
	09-11	Abdomen		1/5		
	12	Chest		1/6		
	1315	Rigl	nt Arm	1/4		
	16-18	Lef	t Arm	1/4		
	19-20	Н	lead	1/5		
Weapon	SR	Attk%	Damage		Parr%	Pts
Self Bow	1	50%	1D6+1		30%	6
Shortsword	6	40%	1D6+1		30%	20
Small Shield	-	-	-		35%	8

SPELLS: Disruption, Extinguish, Healing 3, Mobility, Shimmer 4, Speedart

SKILLS: Find North 80%, Hide in Cover 50%, Move Quietly 50%.

INT 12

DOW 7

#### Luurr Kaszwa

CON 14 SIZ 0

51K /	CON 14	SIZ 9	IIN I I	3 PON	/ /	
DEX 15	CHA 8	Move 7	7 HP 14	Defe	ense 15%	)
	D20	Lo	cation	AP/HP		
	01-04	Rig	ht Leg	1/5		
	05-08	Left Leg		1/5		
	09-11	Ab	Abdomen			
	12	C	Chest			
	13-15	Rig	ht Arm	1/4		
	16-18	Let	t Arm	1/4		
	19-20	H	Head			
Weapon	SR	Attk%	Damage		Parr%	Pts
Self Bow	2	50%	1D6+1		35%	6
Shortswor	d 7	45%	1D6+1		40%	20
Small Shie	1d –	-	-		40%	8

SPELLS: Detect Life, Detect Magic, Disruption, Farsee, Healing
 3, Mobility, Multimissile
 2, Shimmer
 2, Speedart
 SKILLS: Camouflage
 50%, Hide in Cover
 40%, Move Quietly
 40%

#### Gloc Patnok

STR 7 CO	ON 12	SIZ 7	INT 13	POW	V 7	
DEX 17 CI	HA 10	Move 7	HP 11	Defe	nse 20%	,
	D20		cation	AP/HP		
	01-04	Right Leg		1/4		
	05-08	Left Leg		1/4		
	09-11	Abdomen		1/4		
	12	Chest		1/5		
	13-15	Right Arm		1/3		
	16-18	Left Arm		1/3		
	19-20	Head		1/4		
Weapon	SR	Attk%	Damage		Parr%	Pts
Self Bow	1	50%	1D6+1		30%	6
Shortsword	6	35%	1D6+1		35%	20
Small Shield	_	-	-		40%	8

SPELLS: Disruption, Healing 3, Mobility, Multimissile 2, Protection Shimmer 2, Speedart

SKILLS: Camouflage 50%, Hide in Cover 50%, Listen 40%, Move Quietly 40%.

#### Rji Kaae

STR 9	CON 13	SIZ 5	INT 14	POW	V 9	
DEX 15 C	CHA 11	Move 7	HP 12	Defe	ense 15%	
	D20	Loc	cation	AP/HP		
	01-04	Rig	ht Leg	1/4		
	05-08	Let	Left Leg			
	09-11	Abdomen		1/4		
	12	Chest		1/5		
	13-15	Right Arm		1/3		
	16-18	Lef	t Arm	1/3		
	19-20	Н	lead	1/4		
Weapon	SR	Attk%	Damage		Parr%	Pts
Self Bow	2	50%	1D6+1		25%	6
Shortsword	8	30%	1D6+1		30%	20
Small Shield	i –	-	-		35%	8

**SPELLS:** Disruption, Healing 3, Mobility, Protection 3, Shimmer 4, Speedart

SKILLS: Camouflage 40%, First Aid 25%, Hide in Cover 40%, Move Quietly 50%.

#### Referee Notes

This is a major expedition. The duke wants these newtlings cleaned out. The characters' job is to take the information they already have and use it wisely to destroy the newtlings. The newtlings are tough, and are defending their temple and home. This is not intended to be a quick in-and-out battle. Be prepared to extend the fighting, or a series of raids, over many hours.

If possible, the players should bring up all the characters they have in the campaign, perhaps leaving a corporal's guard to man the fort. Let the duke decide. As a last resort, the duke himself and/or his priest might join the battle.

#### **After the Adventure**

It is likely that the adventure will not explore all of the parts of the 5-eyes complex. For instance, the troll tomb may not get explored, the fish demon temple may get passed by, the players may ignore the dragon, etc. The referee can use these as independent short games, simply as part of the cleanup process, perhaps only playing with one or two characters and no more than four characters.

## The Newtlings

Quicktail and his newtlings are bachelors temporarily exiled from the rest of their race, which lives primarily in the Holy Country and lands west. They survive the Long Drys by storing water in their tails.

Quicktail and his two bodyguards, Whitetail and Brighttail, were guards on a convoy of flatboats moving downriver to Corflu. An old merchant told them a story about the 5-eyes caves and they came back to explore the limestone caverns. When they found the old temple they

decided to clean it out and to begin worship there. Though newtlings worship various water deities, most worship the River Horses, and Quicktail hoped one day to be shaman of this group.

After settling in one of the abandoned rooms, the three summoned the rest of their band. Fifteen came. Seven of the original fifteen were killed clearing out the caves. Quicktail called upon a small band of ten led by Croaker, an old friend and Frog Woman shaman. Guard posts were set and fish were caught and put into the springs. Quicktail sacrificed all his POW but one point on a Waterday of Harmony week in Sea season and the light began to shine above the basin and water filled it. The water spirits had returned!

Now there are 24 guard newtlings under Quicktail and Croaker. There are also four newtlings from other bands who wandered in (the unattached newtlings). Quicktail commands his two bodyguards and fourteen other newtlings. Croaker commands ten newtlings plus bodyguard. Croaker concedes command to the inspired Quicktail. The unattached newtlings take orders from just about everyone else. Everyone gets along fairly well. The only major problem at present is the Manticore. One of the skilled newtlings, often Croaker, watches over it.

## Found Items List

- 1. The lower jaw of a tusk rider.
- A finely-crafted silver coin of unknown origin, worth 5L.
- 3. A crude stone hatchet.
- 4. A hand-carved stone.
- 5. A book on fossils, written in Sartarite.
- 6. A small fragment of a dragon's tooth on a silver chain.
- 7. An arbalest bolt thrust two inches into the wall.
- 8. A POW 5 storage crystal that is also a convex lens.
- 9. A non-magical clay amulet from the impala tribe.
- 10. A small fish hook.
- 11. Dried blood on the floor (it is troll blood).
- 12. A small corked and wax-sealed ceramic bottle full of dirt.
- 13. An invitation, written in Old Pavic and etched in brass, to a wedding.
- 14. A partly-illegible score to an Aldryami victory song.
- 15. A half-meter of corroded bronze chain, worth 3L.
- 16. A perfumed lace handkerchief.
- 17. Three sewing bones.
- 18. A lump of coal.
- 19. A bronze belt buckle with a Truth Rune on it, worth 50L.
- 20. A ruby set in a gold ring worth 1000L.

## 1. Leader Placement

Either leader can be summoned in 1D20 melee rounds.

#### To place Quicktail:

D100	Location
01-05	Interrogating prisoners, room 23
06-25	At ritual in temple, room 21
26-40	Inspecting random guard post, roll 1D8:
	1–room 1, 2 – room 12, 3 – room 15, 4–room 18,
	5- room 19, 6 - room 20, 7 - room 22, 8 - room 12
41-50	Conference with Croaker, room 25
51-60	Conference with dragonewts, room 24
61-80	Temple duties, room 21
81-00	Sleeping, room 25

#### To place Croaker, if not with Quicktail:

D100	Location
01-30	Room 15
31-35	Room 12
36-40	Room 19
41-50	Conference with some of his newtlings,
	room 19
51-70	Temple duties, room 21
71-00	Asleep in room 19

Whitetail and Brighttail are very close twin brothers. If either one is killed the other will go berserk (as the Zorak Zoran spell of Berserker) until he or the killers are dead.

Quicktail is a shaman of the River Horse cult, He'll have apprentices arriving as soon as he establishes his temple.

Croaker has become a shaman of the Frog Woman cult. He does not seek apprentices, but has been befriending and encouraging the giant frogs (Traskars) of the river.

## 2. and 3. Shift Table

1D6	On Duty	Watch Commander
1-2	A	Whitetail
3-4	В	Brighttail
5-6	С	Croaker

## 1D10 Hours left in Shift

IDIU	mours tejt in Shiji
1-2	5 (Previous watch may still be at post)
3-4	4
5-6	3
7-8	2

Newtlings generally do not sleep more than five hours at any one time.

9-10 1 (new watch may be at post early)

#### Placement of the Newtlings

The newtlings guard their new-found temple. The guard shifts are set so that the posts are always covered. Quicktail moves around. Croaker usually watches over the Manticore in room 14. The unattached newtlings take care of the day-to-day chores around the temple. By Quicktail's order, all the newtlings always are armed. The bodyguard not on guard duty stays with his leader.

Newtlings on guard normally will be alert, still fresh with enthusiasm for their new temple.

When the player-characters are about to approach the temple you will need to do the following:

- 1. Roll on the *Leader Placement table* to determine where Quicktail and Croaker are located.
- 2. Roll D6 on the *Shift table* to dtermine which of the three guard shift's is on duty.
- 3. Roll D10 on the *Shift table* to determine how many hours the guards are into their shift.
- 4. Roll D6 on the *Off-duty Newtling table* to see where the off-duty shift (not sleeping) is.

#### **Newtling Guard Roster**

Quicktail and Croaker have organized their followers and the unattached newtlings into rotating guards. In order to give every newtling a variety of guard times, the three shifts rotate every five hours. When determining who is on duty, first roll 1D6 and then 1D10 on the *Shift table*.

Croaker often lets Blue Eye act as watch commander. Croaker additionally may act as overall watch commander at odd moments during each of the three shifts.

## **Newtling Locations**

Normal Day of the Week (not Waterday)

- 1 shift is on duty.
- 1 shift is sleeping.
- 1 shift's members are elsewhere (roll 1D6 on the *Off-duty Newtling table*)

#### On Waterday

One shift is on duty. The other two shifts are either all sleeping or participating in temple rites. There is a 50% chance that rites will be going on, as Quicktail holds them three times in a 24 hour period for 4 hours each time.

During the rite, Quicktail and Croaker will be in the temple with whichever bodyguards are not on duty as watch commander, Optash and the dragonewts will participate in the rites as lay members.

#### **Newtling Sleeping Areas**

The newtling sleeping areas are scattered throughout the temple area. The disposition of the newtlings reflects the differing philosophies of their commanders. Croaker has concentrated all

#### Newtlings on Shift Shift A Shift B Shift C Room Newtling Leader Room Newtling Leader Room Newtling Leader Squeech Croaker Poker Croaker Maare Croaker Bol unattached Clack Croaker Foi unattached Grubeater 12 Splasher Quicktail 12 Duckfoot Quicktail Quicktail 12 Redspot Croaker Abasir Croaker Seekar Croaker 15 Toadrunner Quicktail 15 Kermie Quicktail 15 Neptune Quicktail Fineous Quicktail Gol unattached Hol unattached 18 Muckraker Croaker Player Croaker 18 Rumple Croaker 19 Scalesniffer Quicktail 19 Gillbert Quicktail 19 Crosseye Quicktail Bigwarts Shorttongue 20 20 Ouicktail 20 Quicktail Longtongue Ouicktail 22 Whitetail Quicktail 22 Brighttail Quicktail 22 Flysnapper Quicktail Croaker roving Blue Eye Croaker

of his people in one room. Quicktail's are dispersed throughout the complex, even though it would only take two rooms to hold them all. The unattached newtlings are all in one room for security reasons.

Newtlings generally do not sleep more than five hours at any one time.

#### **Sleeping Room Inhabitants**

Room 19	Croaker and all of his people
Room 20	Five of Quicktail's command
Room 22	Eight of Quicktail's command,
	including his bodyguards
Room 26	Three of Quicktail's command
Room 27	The four unattached newtlings

#### **Tactics**

The newtlings will go on alert when they become aware of a party trying to enter any of the caves. Everyone will be awakened and armed. Reinforcements and scouts will be sent to the threatened area. Quicktail and Croaker will try to determine the attack strength. Should the newtlings have the edge or if it is roughly even, Quicktail and Croaker will go directly to the temple and do three things. First they will set the

## 4. Off-duty Newtlings

D6 Location

- 1 On the river hunting.
- 2 Performing housekeeping chores in their sleeping area(s).
- 3-4 Performing housekeeping chores in the temple.
- 5-6 Visiting the guards on shift at their duty station.

wards. Then they will summon their fetches and as many Traskar spirits as Croaker can. Last, they will try to lure the adventurers deep within the caves where an all out attack can be launched. Croaker is in command of the material troops and Quicktail leads the magical and spiritual contingent. Should the newtlings begin to lose, they will fall back behind closed doors. They will try to get to the river by alternate routes. Quicktail may try to enlist the guest's aid or to use prisoners as hostages. He will never force the healer to do anything. The newtlings will regroup a short way downriver to plan a counter-assault.

#### Ouicktail

Quicktail						
STR 9	ON 15	SIZ 4	INT 15	POV	V 21	
DEX 18	CHA 15	IA 15 Move 6/12HP 15		Defe	ense 35%	
	D20	Loc	cation	AP/HP		
	01-04	Rig	ht Leg	4/5		
	05-08	Le	ft Leg	4/5		
	09-11	Abdomen		5/5		
	12	C	hest	5/6		
	13-15	Right Arm		3/4		
	16-18	Left Arm		3/4		
	19-20	Н	lead	5/5		
Weapon	SR	Attk%	Damage		Parr%	Pts
Trident	5	90%	1D6+1		60%	15
Net	3	75%	1D4		80%	15
Dart	1	60%	1D6		40%	6
Small Shield	_	-	-		65%	8

SPELLS: Bladesharp 2, Countermagic 2, Extinguish (2), Healing 4, Mobility, Shimmer 4; (fetch) Demoralize, Dispel Magic

4, Disrupt, Farsee, Light, Protection 4

SKILLS: First Aid 45%, Hide in Cover 45% (75% in water), Oratory 70%, Spot Hidden 55%, Swim 90%.

LANGUAGES: Dragonewt 65%/00%, Esrolian 65%/00%, Praxian 40%/00%, Tradetalk 50%/00%.

MAGIC ITEMS: Simple copper ring with combination powered crystal – 3 point Healing focusing and 3 point spell resisting. FETCH: Laar Blue (River Horse spirit) INT 16 POW 20

Croaker							Brighttai	il, Quic	ktail's	bodygua	ırd		
STR 10	CON 13	SIZ 8	INT 12	POW	7 18		STR 13	CON 15	SIZ 10	INT 10	O POV	V 12	
DEX 16	CHA 14	Move 6	5/12HP 13	Defe	nse 15%	,	DEX 15	CHA 10	Move	5/12HP 15	Def	ense 15%	,
	D20	Loc	ation	AP/HP				D20	Loc	cation	AP/HP		
	01-04	Rig	ht Leg	3/5				01-04	Rig	ht Leg	3/5		
	05-08	Let	t Leg	3/5				05-08	Le	ft Leg	3/5		
	09-11	Abo	lomen	4/5				09-11	Abo	domen	4/5		
	12	C	hest	4/6				12	C	hest	4/6		
	13-15	Rigl	nt Arm	3/4				13-15	Righ	ht Arm	3/4		
	16-18	Lef	t Arm	3/4				16-18	Lef	t Arm	3/4		
	19-20	Н	ead	5/5				19-20	Н	lead	4/5		
Weapon	SR	Attk%	Damage		Parr%	Pts	Weapon	SR	Attk%	Damage		Parr%	Pts
Trident	5	60%	1D6+1		50%	12	Trident	5	75%	1D6+1		50%	15
Net	5	80%	1D4		80%	15	Net, large	4	55%	1D4		65%	20
Dart	1	70%	1D6		25%	6	Dart	2	60%	1D6		20%	6
Small Shiel	ld -	-	_		80%	8	Small Shiel	d -	-	_		70%	8

SPELLS: Dispel Magic 2, Extinguish (2), Healing 6, Shimmer 2; (fetch) Demoralize, Detect Life, Dispel Magic 2, Disruption, Mobility, Protection 4

SKILLS: Hide in Cover 50% (80% along river), Listen 65%, Move Quietly 75%, Spot Hidden 65%, Swim 90%.

LANGUAGES: Esrolian 60/00%, Praxian 50/00%, Trade 50/00%.

MAGIC ITEMS: Wristband with Protection 4 matrix

FETCH: Longleg INT 16 POW 19



SPELLS: Bladesharp 2, Detect Enemies, Detect Life, Disrupt, Healing 2, Protection 2

SKILLS: Hide in Cover 50% (80% in river), Listen 50%, Move Quietly 55%, Spot Hidden 50%, Swim 85%.

LANGUAGES: Dragonewt 40%, Esrolian 50%, Praxian 35%, Tradetalk 40%.

#### Whitetail, Quicktail's other bodyguard

, , ,,,,,,	Z arer	outer 50	u, 5 u u	La.		
STR 12 CO	ON 17	SIZ 10	INT 9	POW	12	
DEX 13 CH	CHA 9 Move 6/12H		5/12HP 17	Defe	nse 10%	
	D20	Loc	cation	AP/HP		
	01-04	Rig	ht Leg	3/6		
	05-08	Let	ft Leg	3/6		
	09-11	Abdomen		4/6		
	12	C	hest	4/7		
	13-15	Rigl	nt Arm	4/5		
	16-18	Left Arm		4/5		
	19-20	Н	lead	4/6		
Weapon	SR	Attk%	Damage		Parr%	Pts
Trident	5	60%	1D6+1		55%	15
Net	5	85%	1D4		55%	15
Dart	2	70%	1D6		20%	6
Small Shield	_	_	_		60%	8

SPELLS: Bladesharp 2, Detect Enemies, Detect Life, Disruption, Healing 2, Protection 2

SKILLS: Hide in Cover 55% (85% in river), Listen 40%, Move Quietly 40%, Spot Hidden 60%, Swim 85%.

LANGUAGES: Dragonewt 35%, Esrolian 45%, Praxian 30%, Tradetalk 35%.

#### Blue Eye, Croaker's bodyguard

STR 13	CON 14	SIZ 7	INT 9	POW	/ 12	
DEX 17	CHA 8	Move	6/12HP 13	Defe	nse 20%	
	D20	Lo	cation	AP/HP		
	01-04		ht Leg	3/5		
	05-08		ft Leg	3/5		
	09-11		domen	4/5		
	12	C	hest	4/6		
	13-15	Rig	ht Arm	3/4		
	16-18	Lei	ft Arm	3/4		
	19-20	F	Iead	4/5		
Weapon	SR	Attk%	Damage		Parr%	Pts
Trident	4	75%	1D6+1		70%	15
Net, large	3	50%	1D4		65%	20
Dart	1	75%	1D6		25%	6
Small Shie	ld –	-	-		80%	8
SPELLS:	Bladesharp	2, Detec	t Enemies,	Detect Lif	e, Disrup	otion

Healing 2, Protection 2

SKILLS: Hide in Cover 65% (95% in river), Listen 55%, Move Quietly 65%, Spot Hidden 60%, Swim 85%.

LANGUAGES: Dragonewt 35%, Esrolian 45%, Praxian 30%, Tradetalk 40%.



Толо	la 1	T 0	41:				Crosse	ye			
Tem	_		_			-	POW 11	DEX 15	HP 11	Defe	ense 20%
Weapon Trident	<b>SR</b> 5	Attk% 60%	Damag 1D6+1	e	<b>Parr%</b> 60%	Pts 15		D20	Loca	tion	AP/HP
Net	5	45%	1D011		-	20		01-04	Right	_	2/4
Dart	2	55%	1D6		20%	6		05-08		Leg	2/4
Small Shie	eld –	-	-		55%	8		09-11		omen	2/4
~~~~~	~							12 13-15	Ch Right	Arm	2/5 2/3
		-		ner 2, Spee				16-18	Left		2/3
		over 40% pot Hidden		river), Liste wim 80%.	en 40%, r	viove		19-20		ad	2/4
Abasir							Flysna	oper			
POW 11	DEX 13	HP 6	Defe	nse 25%			POW 10	DEX 16	HP 11	Defe	ense 05%
	D20		cation	AP/HP				D20	Loca		AP/HP
	01-04		ht Leg	2/2				01-04	_	Leg	2/4
	05-08 09-11		ft Leg domen	2/2 2/2				05-08 09-11		Leg	2/4 2/4
	12		hest	2/2				12		est	2/5
	13-15		nt Arm	2/1				13-15		Arm	2/3
	16-18		t Arm	2/1				16-18	Left		2/3
	19-20	Н	lead	2/2				19-20	Не	ad	2/4
Clack							Gol				
POW 13	DEX 18	HP 12	Defe	nse 20%			POW 11	DEX 11	HP 7	Defe	ense 05%
	D20	Loc	cation	AP/HP				D20	Loca	tion	AP/HP
	01-04	_	ht Leg	2/4				01-04	_	Leg	2/3
	05-08		ft Leg	2/4				05-08		Leg	2/3
	09-11 12		lomen hest	2/4 2/5				09-11 12		omen est	2/3 2/4
	13-15		nt Arm	2/3				13-15		Arm	2/4
	16-18		t Arm	2/3				16-18	Left		2/2
	19-20	Н	lead	2/4				19-20	Не	ad	2/3
Fineous	i						Bol				
POW 10	DEX 14	HP 13	Defe	nse 10%			POW 10	DEX 14	HP 9	Defe	ense 10%
	D20	Loc	cation	AP/HP				D20	Loca	tion	AP/HP
	01-04	Rig	ht Leg	2/5				01-04	Right	t Leg	2/3
	05-08		ft Leg	2/5				05-08		Leg	2/3
	09-11		lomen	2/5				09-11		omen	2/3
	12 13-15		hest nt Arm	2/6 2/4				12 13-15	Ch	Arm	2/4 2/2
	16-18		t Arm	2/4				16-18	Left		2/2
	19-20		ead	2/5				19-20		ad	2/3
Gillbert	t						Duck F	oot			
POW 12	DEX 11	HP 10	Defe	nse 10%			POW 10	DEX 11	HP 10	Defe	ense 05%
	D20	Loc	cation	AP/HP				D20	Loca		AP/HP
	01-04		ht Leg	2/4				01-04	Right		2/4
	05-08		ft Leg	2/4				05-08		Leg	2/4
	09-11 12		lomen hest	2/4 2/5				09-11 12		omen est	2/4 2/5
	13-15		nt Arm	2/3				13-15		Arm	2/3
	16-18		t Arm	2/3				16-18	Left		2/3
	19-20		lead	2/4				19-20		ad	2/4
Big Wai	rts						Fol				
POW 13	DEX 9	HP 11	Defe	nse 10%			POW 10	DEX 14	HP 13	Defe	ense 10%
	D20		cation	AP/HP				D20	Loca		AP/HP
	01-04		ht Leg	2/4				01-04		Leg	2/5
	05-08		ft Leg	2/4				05-08		Leg	2/5
	09-11 12		lomen hest	2/4 2/5				09-11 12		omen est	2/5 2/6
	13-15		nt Arm	2/3				13-15		Arm	2/4
	16-18	_	t Arm	2/3				16-18	Left		2/4
	19-20		lead	2/4				19-20		ad	2/5



Grubeater			Toodmin	373.079			
POW 13 DEX 13	HP 11		Toadrui POW 15	DEX 14	HP 16	Defe	nse 15%
TOW IS DEATS	111 11		101113	DLA 14	111 10	Dere	1130 1370
D20		P/HP		D20	Locat		AP/HP
01-04	0 0	2/4		01-04	Right		3/6
05-08		2/4		05-08	Left I		3/6
09-11 12		2/4 2/5		09-11 12	Abdor Che		4/6 4/7
13-15		2/3		13-15	Right		4/7
16-18		2/3		16-18	Left A		4/5
19-20		2/4		19-20	Неа		4/6
Kermie			Hol				
POW 16 DEX 17	HP 9 Defense 2	25%	POW 8	DEX 13	HP 10	Defe	nse 05%
D20	Location A	P/HP		D20	Locat	tion	AP/HP
01-04		2/3		01-04	Right		2/4
05-08		2/3		05-08	Left 1	_	2/4
09-11		2/3		09-11	Abdo		2/4
12	Chest	2/4		12	Che		2/5
13-15	C	2/2		13-15	Right		2/3
16-18		2/2		16-18	Left A		2/3
19-20	Head	2/3		19-20	Неа	ıd	2/4
Muckraker			Maare				
POW 9 DEX 12	HP 10 Defense 1	0.67-	POW 10	DEX 15	HP 14	Dofo	nse 05%
TOW 9 DEX 12	III 10 Detelise 1	0 /0	10W 10	DEA 13	111 14	DCIC	1150 05 70
D20	Location A.	P/HP		D20	Locat	tion	AP/HP
01-04	Right Leg	2/4		01-04	Right	Leg	2/5
05-08		2/4		05-08	Left I	_	2/5
09-11		2/4		09-11	Abdo		2/5
12 13-15		2/5 2/3		12	Che		2/6 2/4
16-18	C	2/3		13-15 16-18	Right Left A		2/4
19-20		2/4		19-20	Hea		2/4
1, 20	11044	-, .		1, 20	1100		2,0
Player			Poker				
Player POW 9 DEX 13	HP 12 Defense 1	0%	Poker POW 12	DEX 14	HP 11	Defe	nse 10%
POW 9 DEX 13							
POW 9 DEX 13  D20	Location A	P/HP		D20	Locat	tion	AP/HP
POW 9 DEX 13  D20 01-04	Location A	<b>P/HP</b> 2/4		<b>D20</b> 01-04	<i>Locat</i> Right	tion Leg	<b>AP/HP</b> 2/4
POW 9 DEX 13  **D20** 01-04** 05-08**	Location A. Right Leg Left Leg	<b>P/HP</b> 2/4 2/4		<b>D20</b> 01-04 05-08	<b>Locat</b> Right Left 1	t <b>ion</b> Leg Leg	AP/HP 2/4 2/4
POW 9 DEX 13  D20 01-04	Location A. Right Leg Left Leg Abdomen	<b>P/HP</b> 2/4		<b>D20</b> 01-04	<i>Locat</i> Right	t <b>ion</b> Leg Leg men	<b>AP/HP</b> 2/4
POW 9 DEX 13  D20 01-04 05-08 09-11	Location And Right Leg Left Leg Abdomen Chest	<b>P/HP</b> 2/4 2/4 2/4		<b>D20</b> 01-04 05-08 09-11	Locat Right Left I Abdor	Leg Leg men	AP/HP 2/4 2/4 2/4
POW 9 DEX 13  D20 01-04 05-08 09-11 12	Location A. Right Leg Left Leg Abdomen Chest Right Arm	<b>P/HP</b> 2/4 2/4 2/4 2/4 2/5		<b>D20</b> 01-04 05-08 09-11	Locat Right Left I Abdor Che	Leg Leg men est	AP/HP 2/4 2/4 2/4 2/5
POW 9 DEX 13  D20 01-04 05-08 09-11 12 13-15	Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm	P/HP 2/4 2/4 2/4 2/5 2/3		<b>D20</b> 01-04 05-08 09-11 12 13-15	Locat Right Left 1 Abdor Che Right	Leg Leg men est Arm	AP/HP 2/4 2/4 2/4 2/5 2/3
POW 9 DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm	P/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3	POW 12	D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Locat Right Left 1 Abdor Che Right Left A	Leg Leg men est Arm	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3
POW 9 DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Rumple	Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	P/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4	POW 12  Scalesn	D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Locat Right Left I Abdon Che Right Left A Hea	Leg Leg men est Arm	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3
POW 9 DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm	P/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4	POW 12	D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Locat Right Left 1 Abdor Che Right Left A	Leg Leg men est Arm	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3
POW 9 DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Rumple POW 10 DEX 15	Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4	POW 12  Scalesn	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12	Locat Right Left I Abdon Che Right Left A Hea	Leg Leg men sst Arm Arm	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4
POW 9 DEX 13    D20	Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location And Right Location And Right Leg Abdomen Chest Right Arm Left Arm And Location And Right Location And Right Left And Right	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 0%	POW 12  Scalesn	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12	Locat Right Left I Abdon Che Right Left I Hea	Leg Leg men est Arm Arm	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3
POW 9 DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Rumple POW 10 DEX 15	Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location And Right Leg	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4	POW 12  Scalesn	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12	Locat Right Left I Abdon Che Right Left A Hea	Leg Leg men est Arm Arm ad	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 AP/HP
POW 9 DEX 13    D20	Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location And Right Leg Left Leg Abdomen	P/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4 0% P/HP 2/3 2/3 2/3 2/3	POW 12  Scalesn	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12 D20 01-04 05-08 09-11	Locat Right Left I Abdon Che Right Left A Hea	Leg Leg men sst Arm Arm ad Leg Leg Leg men	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  AP/HP 2/4 2/4 2/4
POW 9 DEX 13    D20	Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location And Right Leg Left Leg Abdomen Chest	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  0% P/HP 2/3 2/3 2/3 2/3 2/3 2/4	POW 12  Scalesn	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12 D20 01-04 05-08 09-11	Locat Right Left I Abdoo Che Right Left A Hea  HP 12  Locat Right Left I Abdoo Che	Leg Leg men set Arm Arm ad Leg Leg men set	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  AP/HP 2/4 2/4 2/4 2/5
POW 9 DEX 13    D20	Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location And Right Leg Left Leg Abdomen Chest Right Arm	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 0% P/HP 2/3 2/3 2/3 2/3 2/3 2/4 2/2	POW 12  Scalesn	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12 D20 01-04 05-08 09-11 12 13-15	Locat Right Left 1 Abdon Che Right Left 4 Hea  HP 12  Locat Right Left 1 Abdon Che	tion Leg Leg men set Arm Arm ad tion Leg Leg men set	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  AP/HP 2/4 2/4 2/4 2/5 2/3
POW 9 DEX 13    D20	Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Additional Right Leg Left Leg Abdomen Chest Right Arm Left Arm	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  0%  P/HP 2/3 2/3 2/3 2/3 2/4 2/2 2/2	POW 12  Scalesn	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12 D20 01-04 05-08 09-11 12 13-15 16-18	Locat Right Left 1 Abdon Che Right Left 4 Hea  HP 12  Locat Right Left 1 Abdon Che Right Left 1 Left 1 Left 1 Left 1	tion Leg Leg men est Arm Arm ad  tion Leg Leg men est Arm	AP/HP 2/4 2/4 2/5 2/3 2/3 2/4  AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/3
POW 9 DEX 13    D20	Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Additional Right Leg Left Leg Abdomen Chest Right Arm Left Arm	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 0% P/HP 2/3 2/3 2/3 2/3 2/3 2/4 2/2	POW 12  Scalesn	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12 D20 01-04 05-08 09-11 12 13-15	Locat Right Left 1 Abdon Che Right Left 4 Hea  HP 12  Locat Right Left 1 Abdon Che	tion Leg Leg men est Arm Arm ad  tion Leg Leg men est Arm	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  AP/HP 2/4 2/4 2/4 2/5 2/3
POW 9 DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Rumple  POW 10 DEX 15  D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Additional Right Leg Left Leg Abdomen Chest Right Arm Left Arm	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  0%  P/HP 2/3 2/3 2/3 2/3 2/4 2/2 2/2	Scalesni POW 11	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12 D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Locat Right Left 1 Abdon Che Right Left 4 Hea  HP 12  Locat Right Left 1 Abdon Che Right Left 1 Left 1 Left 1 Left 1	tion Leg Leg men est Arm Arm ad  tion Leg Leg men est Arm	AP/HP 2/4 2/4 2/5 2/3 2/3 2/4  AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/3
POW 9 DEX 13    D20	Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location And Right Leg Left Leg Abdomen Chest Right Arm Left Arm Additional Right Leg Left Leg Abdomen Chest Right Arm Left Arm	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  0% P/HP 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3	POW 12  Scalesn	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12 D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Locat Right Left 1 Abdon Che Right Left 4 Hea  HP 12  Locat Right Left 1 Abdon Che Right Left 1 Left 1 Left 1 Left 1	Leg Leg men dd	AP/HP 2/4 2/4 2/5 2/3 2/3 2/4  AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/3
POW 9 DEX 13    D20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location A Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 11 Defense 1	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 0% P/HP 2/3 2/3 2/3 2/4 2/2 2/3 2/3 2/4 2/2 2/2 2/2 0%	Scalesni POW 11	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12 D20 01-04 05-08 09-11 12 13-15 16-18 19-20 r	Locat Right Left I Abdoo Che Right Left A Hea  HP 12  Locat Right Left I Abdoo Che Right Left I Abdoo Che Right Left A Hea	Leg Leg men sst Arm Arm ad Leg Leg men st Arm Arm ad Leg Leg men sst Arm Arm Arm Arm Arm Arm Arm ad Defe	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  AP/HP 2/4 2/4 2/5 2/3 2/3 2/4  nse 05%
POW 9 DEX 13    D20	Location An Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location An Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 11 Defense 1  Location An Additional Left Arm Head	P/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4 0% P/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/7	Scalesni POW 11	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12 D20 01-04 05-08 09-11 12 13-15 16-18 19-20 r	Locat Right Left I Abdon Che Right Left A Hea  HP 12  Locat Right Left I Abdon Che Right Left I Abdon Che Right Left I Le	Leg Leg men st Arm Arm Ard Leg Leg men st Arm Arm Ard Leg Leg men and Arm	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  AP/HP 2/4 2/4 2/5 2/3 2/3 2/4  nse 05% AP/HP
POW 9 DEX 13    D20	Location An Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location An Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 11 Defense 1  Location An Right Leg Abdomen Chest Right Arm Left Arm Head	P/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4 0% P/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/2 2/4	Scalesni POW 11	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12 D20 01-04 05-08 09-11 12 13-15 16-18 19-20 r DEX 13	Locat Right Left I Abdon Che Right Left A Hea  HP 12  Locat Right Left I Abdon Che Right Left I Abdon Che Right Left I Abdon Che Right Left A Hea	Leg Leg men st Arm Arm Ard Leg Leg Men st Arm	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  AP/HP 2/4 2/4 2/5 2/3 2/3 2/4  nse 05%  AP/HP 2/5
POW 9 DEX 13    D20	Location An Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location An Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 11 Defense 1  Location An Right Left Arm Head	P/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4  0% P/HP 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3	Scalesni POW 11	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12 D20 01-04 05-08 09-11 12 13-15 16-18 19-20 r DEX 13	Locat Right Left I Abdon Che Right Left A Hea  HP 12  Locat Right Left I Abdon Che Right Left I Abdon Che Right Left I Abdon Che Right Left A Hea	Leg Leg men Leg Leg men Leg Leg men Leg Leg men Leg	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  AP/HP 2/4 2/4 2/5 2/3 2/4  nse 05%  AP/HP 2/5 2/5 2/5
POW 9 DEX 13    D20	Location An Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location An Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 11 Defense 1  Location An Right Left Left Arm Head	P/HP 2/4 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4 0% P/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/2 2/4 2/4 2/4	Scalesni POW 11	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  r DEX 13  D20 01-04 05-08 09-11	Locat Right Left I Abdoi Che Right Left A Hea  HP 12  Locat Right Left I Abdoi Che Right Left I Abdoi Che Right Left I Abdoi Left I Abdoi Left A Hea	Leg Leg men	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  AP/HP 2/4 2/4 2/5 2/3 2/4  nse 05%  AP/HP 2/5 2/5 2/5
POW 9 DEX 13    D20	Location An Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location An Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 11 Defense 1  Location An Right Leg Left Leg Abdomen Chest Arm Head	P/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4  0% P/HP 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3	Scalesni POW 11	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  r DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Locat Right Left I Abdoo Che Right Left A Hea  HP 12  Locat Right Left I Abdoo Che Che Right Left I Abdoo Che Che Right Left I Che	Leg Leg men st Arm Arm and Leg Leg men st Arm	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  AP/HP 2/4 2/4 2/5 2/3 2/4  nse 05%  AP/HP 2/5 2/5 2/5 2/6
POW 9 DEX 13    D20	Location An Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 8 Defense 1  Location An Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  HP 11 Defense 1  Location An Right Leg Left Leg Abdomen Chest Arm Head	P/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4 0% P/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/2 2/2 2/4 2/4 2/4 2/4	Scalesni POW 11	D20 01-04 05-08 09-11 12 13-15 16-18 19-20 iffer DEX 12  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  r DEX 13  D20 01-04 05-08 09-11	Locat Right Left I Abdoi Che Right Left A Hea  HP 12  Locat Right Left I Abdoi Che Right Left I Abdoi Che Right Left I Abdoi Left I Abdoi Left A Hea	Leg Leg men st Arm Arm ad Leg Leg men st Arm Arm Leg Leg men st Arm Leg Leg Leg men st Arm Arm ad Leg Leg Leg Leg Leg Leg Leg Leg Arm Leg Leg Leg Men st Arm Leg Leg Leg Men st Arm Men st A	AP/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  AP/HP 2/4 2/4 2/5 2/3 2/4  nse 05%  AP/HP 2/5 2/5 2/5

Longton POW 12	ngue DEX 14	HP 11	Defense 1	0%
	D20	Locati		P/HP
	01-04	Right I		2/4
	05-08 09-11	Left L Abdon		2/4 2/4
	12	Ches		2/4
	13-15	Right A		2/3
	16-18	Left A		2/3
	19-20	Head		2/4
<b>3</b> .7				
Neptun POW 12	e DEX 16	HP 9	Defense 1	5%
	D20	Locati	on A	P/HP
	01-04	Right I		2/3
	05-08	Left L		2/3
	09-11	Abdon	_	2/3
	12	Ches	t	2/4
	13-15	Right A	rm	2/2
	16-18	Left A		2/2
	19-20	Head	1	2/3
Dodono	4			
Redspor	DEX 15	HP 10	Defense 1	0%
	D20	Locati	on A	P/HP
	01-04	Right I		2/4
	05-08	Left L	eg	2/4
	09-11	Abdon	ien	2/4
	12	Ches		2/5
	13-15	Right A		2/3
	16-18	Left A		2/3
	19-20	Head	1	2/4
See Kar				
	DEX 13	HP 11	Defense (	05%
		HP 11		
	DEX 13		on A	05% <b>P/HP</b> 2/4
	DEX 13  D20	Locati	on A	P/HP
	DEX 13  D20 01-04 05-08 09-11	<i>Locati</i> Right I Left L Abdon	on A Leg eg ten	<b>P/HP</b> 2/4 2/4 2/4
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	DEX 13  D20 01-04 05-08 09-11 12 13-15	Locati Right I Left L Abdon Ches Right A	on A Leg eg ten t	P/HP 2/4 2/4 2/4 2/5 2/3
	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18	Locati Right I Left L Abdon Ches Right A Left A	on A Leg eg len t Lrm	P/HP 2/4 2/4 2/4 2/5 2/3 2/3
	DEX 13  D20 01-04 05-08 09-11 12 13-15	Locati Right I Left L Abdon Ches Right A	on A Leg eg len t Lrm	P/HP 2/4 2/4 2/4 2/5 2/3
	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Locati Right I Left L Abdom Ches Right A Left A	on A Leg eg len t Lrm	P/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4
POW 10  Squeecl	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  h DEX 15	Locati Right I Left L Abdon Ches Right A Left A Head	on A eg eg eg t t rrm r d	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4
POW 10  Squeecl	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 h DEX 15 D20	Locati Right I Left L Abdon Ches Right A Left A Head	on A eeg eeg een t arm rm i Defense 1	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 5% P/HP
POW 10  Squeecl	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 h DEX 15  D20 01-04	Locati Right I Left L Abdom Ches Right A Left A Head	on A eg eg en t t rm rm d  Defense 1	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 5% P/HP 2/3
POW 10  Squeecl	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 h DEX 15  D20 01-04 05-08	Locati Right I Left L Abdom Ches Right A Head HP 9  Locati Right I Left L	on A  eg eg eg en t t  rm f  Defense 1  on A  eg eg	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 5% P/HP 2/3 2/3
POW 10  Squeecl	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 h DEX 15  D20 01-04 05-08 09-11	Locati Right I Left L Abdom Ches Right A Head HP 9  Locati Right I Left L Abdom	on A  eg eg een t t t t t t t t t t t t t t t t t t	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 5% P/HP 2/3 2/3 2/3 2/3
POW 10  Squeecl	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 h DEX 15  D20 01-04 05-08	Locati Right I Left L Abdom Ches Right A Left A Head HP 9  Locati Right I Left L Abdom Ches	on A  eg eg ten t t trrm rm d  Defense I  on A  eg eg ten t	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 5% P/HP 2/3 2/3 2/3 2/4
POW 10  Squeecl	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 h DEX 15  D20 01-04 05-08 09-11 12	Locati Right I Left L Abdom Ches Right A Head HP 9  Locati Right I Left L Abdom	on A  eg  eg  ten  t  rm  i  Defense I  on A  eg  eg  en  t  trm	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 5% P/HP 2/3 2/3 2/3 2/3
POW 10  Squeecl	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 h DEX 15  D20 01-04 05-08 09-11 12 13-15	Locati Right I Left L Abdon Ches Right A Left A Head HP 9  Locati Right I Left L Abdon Ches Right A	on A eg eg leen t t rrm rm d  Defense 1  on A eg eg eu t t rrm rm	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 5% P/HP 2/3 2/3 2/3 2/3 2/3 2/4 2/2
Squeecl POW 12	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 h DEX 15  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 ne	Locati Right I Left L Abdom Ches Right A Head HP 9  Locati Right I Left L Abdom Ches Right A Head Head HP 4	on A eeg eeg een t t con A eeg eeg een t con A eeg eeg een t t con A eeg eeg een t t con A	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  5% P/HP 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3
Squeecl POW 12	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  h DEX 15  D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Locati Right I Left L Abdom Ches Right A Left A Head HP 9  Locati Right I Left L Abdom Ches Right A Left L Abdom	on A eg eg leen t t rrm rm d  Defense 1  on A eg eg eu t t rrm rm	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  5% P/HP 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3
Squeecl POW 12	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 h DEX 15  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 ne	Locati Right I Left L Abdom Ches Right A Head HP 9  Locati Right I Left L Abdom Ches Right A Head Head Right I Left L Abdom	on A  eg  eg  ten  t  trrm  rm  i  Defense I  on A  eg  eg  t  trrm  rm  i  Defense (	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4  5% P/HP 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3 2/3
Squeecl POW 12	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 h DEX 15  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  ne DEX 13	Locati Right I Left L Abdon Ches Right A Left A Head HP 9  Locati Right I Left L Abdon Ches Right A Head HP 10	on A  Leg leen t t  Trm  Trm i  Defense I  On A  Defense (  On A  A	P/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4 5% P/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/3 5%
Squeecl POW 12	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  h DEX 15  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  ne DEX 13  D20	Locati Right I Left L Abdon Ches Right A Left A Head HP 9  Locati Right I Left L Abdon Ches Right A Head HP 10  Locati	on A eg eg een t t rrm rm i  Defense 1  on A eg eg en t t rrm rm i  Defense ( A eg en A	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 5% P/HP 2/3 2/3 2/4 2/2 2/2 2/3 2/4 P/HP
Squeecl POW 12	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 h DEX 15  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  ne DEX 13  D20 01-04 05-08 09-11	Locati Right I Left L Abdom Ches Right A Left A Head HP 9  Locati Right I Left L Abdom Ches Right A Head HP 10  Locati Right I	on A  eeg eeg een t  torm  m  Defense 1  on A  eeg eeg een t  torm  A  ceg eeg een A  doon A	P/HP 2/4 2/4 2/4 2/4 2/5 2/3 2/3 2/4 5% P/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/3 5% P/HP 2/4 2/4 2/4
Squeecl POW 12	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 h DEX 15  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  ne DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Locati Right I Left L Abdom Ches Right A Head HP 9  Locati Right I Left L Abdom Ches Right A Head HP 10  Locati Right I Left L Abdom Ches Right A Head	on A  eg  eg  ten  t  trim  rm  i  Defense I  on A  eg  eg  ten  t  trim  rm  i  Defense (  on A  eg  eg  een  t  trim  rm  i	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 5% P/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/3 P/HP 2/4 2/4 2/4 2/5
Squeecl POW 12	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 h DEX 15  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  ne DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Locati Right I Left L Abdon Ches Right A Left A Head HP 9  Locati Right I Left L Abdon Ches Right A Left A Head HP 10  Locati Right I Left L Abdon Ches Right A Left A Head	on A  eg  eg  ten  t  trim  cm  i  Defense 1  on A  eg  eg  en  t  trim  cm  i  Defense c  t  trim  cm  i	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 5% P/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/3  P/HP 2/4 2/4 2/4 2/5 2/3
Squeecl POW 12	DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 h DEX 15  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  ne DEX 13  D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Locati Right I Left L Abdom Ches Right A Head HP 9  Locati Right I Left L Abdom Ches Right A Head HP 10  Locati Right I Left L Abdom Ches Right A Head	on A  Leg leen t t  Tom  Defense 1  On A  Leg leen t t  Tom  A  Leg leen t t  Tom  A  Leg leen t t  Tom  Tom  Tom  Tom  Tom  Tom  Tom	P/HP 2/4 2/4 2/4 2/5 2/3 2/3 2/4 5% P/HP 2/3 2/3 2/3 2/4 2/2 2/2 2/2 2/3 P/HP 2/4 2/4 2/4 2/5

Extra T	wo			
POW 12	DEX 14	HP 11	Defe	nse 10%
	D20	Loca	tion	AP/HP
	01-04	Right	Leg	2/4
	05-08	Left	Leg	2/4
	09-11	Abdo	men	2/4
	12	Che	est	2/5
	13-15	Right	Arm	2/3
	16-18	Left	Arm	2/3
	19-20	Не	ad	2/4
Extra T	hree			
POW 10	DEX 13	HP 10	Defe	nse 10%
	D20	Loca	tion	AP/HF
	01-04	Right	Leg	2/4
	05-08	Left	Leg	2/4
	09-11	Abdo	men	2/4
	12	Che	est	2/5
	13-15	Right	Arm	2/3
	16-18	Left	Arm	2/3
	19-20	Не	ad	2/4
Extra F	our			
POW 10	DEX 14	HP 12	Defe	nse 15%
	D20	Loca	tion	AP/HI
	01-04	Right	Leg	2/4
	05-08	Left	Leg	2/4
	09-11	Abdo	men	2/4
	12	Che	est	2/5
	13-15	Right	Arm	2/3
	16-18	Left	Arm	2/3



Extr	a Fi	ve			
POW	10	DEX 15	HP 11	Defe	ise 10%
		D20	Loca		AP/HI
		01-04	Right		2/4
		05-08	Left		2/4
		09-11	Abdo		2/4
		12	Che		2/5
		13-15	Right		2/3
		16-18	Left		2/3
		19-20	Не	ad	2/4
Extr					
POW	8	DEX 15	HP 12	Defe	ise 15%
		D20	Loca	tion	AP/HI
		01-04	Right		2/4
		05-08	Left	Leg	2/4
		09-11	Abdo		2/4
		12	Che		2/5
		13-15	Right		2/3
		16-18	Left		2/3
		19-20	Не	ad	2/4
Extr					
POW	8	DEX 13	HP 11	Defe	ise 10%
		D20	Loca		AP/HI
		01-04	Right		2/4
		05-08	Left		2/4
		09-11	Abdo		2/4
		12	Che		2/5
		13-15	Right		2/3
		16-18 19-20	Left . He		2/3
		19-20	пе	au	2/4
Extr					
POW	14	DEX 16	HP 10	Defe	1se 05%
		D20	Loca		AP/HI
		01-04	Right		2/4
		05-08	Left		2/4
		09-11	Abdo		2/4
		12	Che		2/5
		13-15	Right		2/3
		16-18	Left		2/3
		19-20	He	au	2/4

## Room 1. Guard Post

#### Initial D100 Roll:

01-34 2 of Croaker's command 35-100 1 of Croaker's command and 1 unattached newtling

#### Overview

A small Water Rune is inscribed one meter up in the center of the north wall. It takes 15 minutes to search the entire chamber. There is a 3% chance of a found item.

#### Traps

A trip cord goes across the tunnel which runs from room 1 to room 3. All the newtlings are aware of it. It takes a Spot Hidden roll to see it. If the adventurers charge down the tunnel, roll 1D6 for each character. On a one or two that player has tripped. After that the cord is down, but each succeeding adventurer has a DEX x5% chance of not falling over each previously tripped man.

## Room 2. Stupidity Trap

#### Overview

The tunnel from Room 1 slopes down to an extremely sturdy metal-bound door. When pushed, the door will swing slowly inward. Scattered about the room are eight dead humanoids in various states of decay. All are apparently human. Six of the bodies have tattered pieces of armor on, none of it useful, There are fragments of several weapons scattered around: the adventurers will find pieces of swords, spears, and tridents. Scrawled on the wall directly across from the room is "Enter quick and bar the way". It is written in Tradetalk. If the door is ever released, it will close quickly. If it should close completely, the adventurers will find that the door will not open from room 2. It is a one-way door.

Buried in the dirt floor, directly beneath the writing, is a small yellow stone. By temporarily sacrificing 5 points of battle magic POW to this stone, the bearer will cause the door to swing slowly open, then slowly closed. The only way to find this out is from a newtling. Human-sized beings will be able to get in or out for about three minutes. The stone opens only this door. It will take 30 minutes to search the cavern. There is a 4% chance of a found item.

#### Comments

If the party is foolish enough to all enter the cavern, they are trapped. The stone is buried several inches deep and can only be found by magic or digging up the floor. The newtlings placed the stone and know its purpose. They regularly check this place with a Detect Life. After allowing hunger to take its toll, the newtlings will take the survivors captive. They will then either ransom them or sell them.

## Room 3. Gathering Room

#### Overview

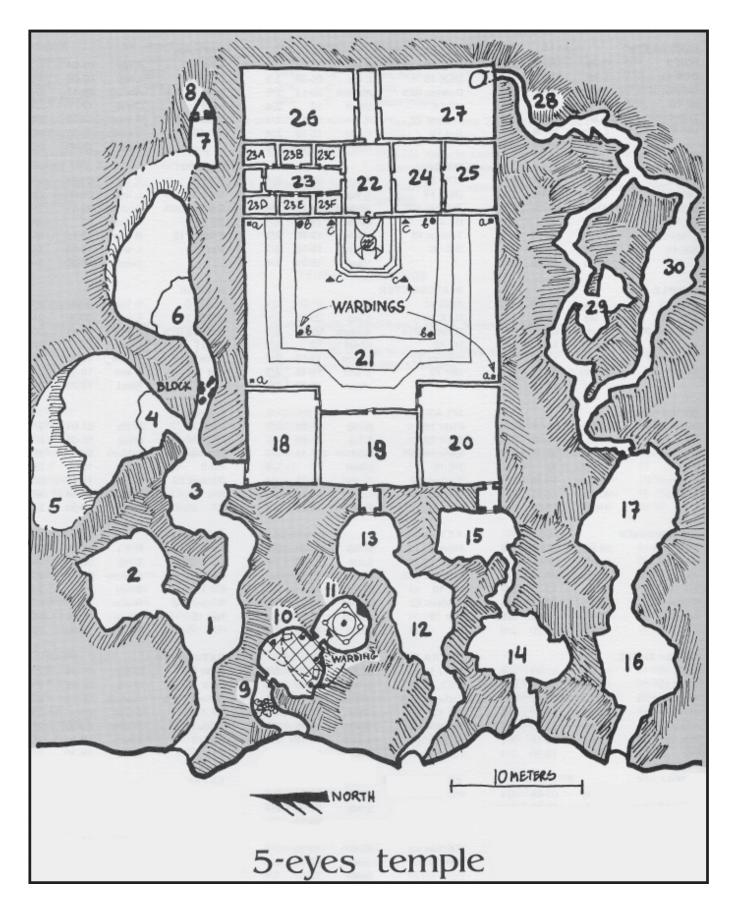
If the floor is examined closely, there is a smoothed section running down the passage from room 1, continuing through the other tunnel into room 4 and ending underwater. The passage to room 6 is blocked and will require 5 man hours to clear. There is a secret door in the south wall that opens to a short, cut-rock corridor ending in a temple outer door. There is an 05% chance of a found item in this chamber.

#### Spot Hidden

The south wall will take ten minutes to search and will reveal the secret door on a Spot Hidden roll. Total search time for this room is 20 minutes.

#### **Comments**

If some ducks survived the Outlaw Ducks scenario, they have taken refuge with the newtlings and act as a ready reserve for them. In this case, they cleared the passage to room 6 and now live there. Like the newtlings, they know nothing of rooms 7 and 8.



## Room 4. The Pool

#### Overview

The cavern floor (as entered from room 3) slopes downward toward a spring-fed pool. The dry area of the floor is about two meters across and six meters wide. The slope increases considerably (to 60 degrees) soon after the cavern floor enters the water. The water is five meters deep.

Several flat rocks and some small flint tools are on the floor. On the east wall hangs a small fishing net. The pool contains numerous live fish, all common edible species from the River of Cradles.

It will take ten minutes to search the dry area. There is a 10% chance of a found item.

#### **Comments**

There are three flint knives that may be used as daggers with two exceptions to dagger rules. They do only 1D4 points of damage and will break after absorbing only 8 points of damage.

## Room 5. Underwater Alcove

#### Overview

A carved-out niche in the north wall of the underwater area holds the newtling treasure hoard. The niche is covered with a fine mesh net, extremely hard to see. The niche is accessible only from the underwater cavern in room 4. It will take 25 minutes with good light to search the underwater area. There is a 40% chance of having a waterproof found item in with the hoard.

#### Spot Hidden

It will take a successful Spot Hidden roll to find the cleft and another to spot the fine mesh net.

## Temple Outer Doors

These doors are brass-bound and made of extremely hard wood, They will not burn. Not even Ignite spells will get them going. There is a four cm clearance under each door. This is to let water flow freely when the river rises. They will only be unbarred when the proper knock signals are given. These change every few days. They are also locked to the outside. Quicktail has the only two keys. One is kept in his personal quarters and the other is always on his belt.

There are temple doors at the outside entrances of rooms 18, 19, and 20.

#### **Traps**

The treasure is guarded by a special warding spell that will deliver three Disruptions (POW 18) to any non-newtling who puts any part of their body into the niche. The net is there to keep the fish out and to hide the cleft.

#### Treasure

16 Wheels, a gold bracelet worth 650 Lunars. and a silver ring with a Shimmer 2 matrix.

## Room 6. Spring Room

#### Overview

There is a four-square meter dry area in the SW corner where the corridor enters, the rest of the room is covered with water.

The room contains a forgotten spring. The pool glows with natural phosphorescence from the rocks and microscopic creatures in the water. Near the water's edge is evidence of past activity. There are fish bones, pieces of netting, and fragments of flint tools. The floor slopes at 20° into the water. The slope quickly increases to 60° about two meters into the water. The floor extends underwater further than the east wall. On the south wall, underwater, one meter above the floor, are glowing runes which read "Sacrifice your power to the Water Lords here." It is in Watertongue. There is a door in the southeast corner underwater. It is made of very hard wood and doesn't seem to be affected by the long immersion.

It will take 15 minutes to search the dry area. There is a 7% chance for a found item. It will require thirty minutes to search the underwater area, with a 4% chance for a waterproof found item.

#### Denizens

None, unless some of Pinfeather's ducks escaped. If so, they have joined forces with the newtlings and are headquartered in this cave. They do not share guard duty. They do form a ready reserve for the Temple defense.

## Room 7. Altar Alcove

#### Overview

In the water-filled chamber there is a statue of a fish demon, 1 meter tall, standing in the southeast corner.

The floor has a thin layer of silt over the light blue tiles. Under the silt is a line of red tiles running from the north wall to the south about halfway across the room. There are water and disorder runes carved in the east door.



#### Spot Hidden

A ring (described below) is buried in the silt in the SW corner. It will take a Spot Hidden roll to see, if the silt remains undisturbed. Once the silt is stirred up, it will be all but impossible to find except by a Detect Gems spell. It will take 90 minutes to search the room carefully enough not to disturb the silt if there is enough light. There is a 10% chance for a waterproof found item.

#### **Traps**

Crossing the red tile line releases the guardian ghost.

#### Denizens

The ghost, a weak Disorder Rune spirit. LOMAR INT 11 POW 14 DEX 20

#### Treasure

The ring is alloyed copper with a semi-precious stone. Its value is 50L.

#### Comments

This is the room described in the map found in room 25.

## Room 8. Adytum

#### Overview

A one-meter-deep water-filled alcove carved into the wall behind the door. The walls are covered with small writing. There is a large black stone on a white tile floor.

The stone is 20 kilograms of irregularly-shaped black obsidian that radiates both chaos and magic. The writing is in Seatongue, mostly illegible. The readable parts refer to various evil deeds done by the fish demons during the golden age of Prax. The stories are parts of common local legends used to scare small children.

Under the large black stone a tile has been removed and a hole cut in the floor. There is a 1-liter sealed ceramic jug. Anyone moving the stone will discover the jug.

It will take 15 minutes to search the entire alcove, with a 4% chance for a found item.

#### Treasure

The bottle contains a holy liquid of the fish demon cultists. After imbibing the entire contents and reducing one's personal POW to one, a fish demon spirit (INT 18, POW 24) will possess the drinker's body and go on a murder spree. He must murder an intelligent being within 24 hours or go insane. The insanity will take the form of acute hydrophobia (not rabies – fear of water).

Drinking this potion is a great honor amongst chaos water cultists. The demon will lay dormant for an indefinite period of time until the POW requirement is met. If the person resists possession the demonic spirit will destroy the drinker's spirit first, then inhabit the soulless husk that remains.

## Room 9. Dark Man Crypt

#### Initial D100 Roll:

01-50 1D3 random spirits (POW 3D6+6, INT

3D6) attack party as they stand

outside the crypt.

51-00 nothing

#### Overview

A blocked two-meter corridor. The walls show signs of having once been covered with fresco, The rubble will take twenty man-hours to clear. This much activity has a 90% chance of being noticed by the newtlings. Once cleared, the entire tunnel has a length of six meters. The walls are covered with crudely painted frescoes of trolls killing men, trolls killing elves, trolls killing dwarves, trolls killing broos, trolls killing Morokanth, trolls killing trollkin, trolls destroying undead, and even trolls killing other trolls. The passage ends in a brassbound wooden door. There is a solid black circle painted in the center of the door, and one gash in the wood. There is no apparent handle. The door actually swings inward but is barred on the other side. In front of the door is a withered newtling corpse. It has been dead about three years. There is no apparent cause of death.

#### Spot Hidden

Behind a painted figure of a troll slaying a trollkin, a small gem is set in the plaster. It will take 10 minutes to search the chamber and there is a 03% chance of a found item on the body of the newtling.

#### **Traps**

If the door is damaged in any way the guardian spirit will attack.

#### **Denizens**

The guardian spirit; INT 14 POW 15 DEX 20

#### Treasure

The gem on the wall is a Spirit Chain. Apparent worth is 10L. See the referee's handbook. Spirit Chain is a plunder item listed there.

#### **Comments**

Opening the door will involve overcoming a STR of 30 on the resistance table. Up to three characters may combine their STR to attack the door, but due to the angle of the door and the footing, if more than one character tries the door, divide the total STR of all attackers by 2. Thus, if three characters with STRs of 15, 14, and 13 attempted the door, their combined STR equals 42, which divided by 2 means that they have a STR of 21 to compare against the STR of the door. The referee should allow the characters to think up mechanical methods of increasing their STR attack (such as battering rams, digging around the door's edges, etc.).

## Room 10. Worship Area

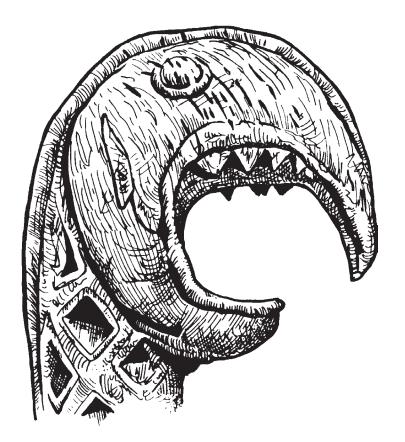
#### Overview

The floor is tiled. There is a large circular black door in the back. The floor is tiled in three colors. The dominant color is black. Brown and red are mottled into the black to form two semi-circular areas around two small black altars on either side of the door in the back wall. The door in the back wall is circular and made of very hard black wood. Two black candles burn on the floor about halfway between either altar and the center of the door. Above the door four runes are carved. Man, Death, and Harmony are directly above the door; above them is Darkness. Two more black candles burn about one meter inside the semi-circles on either side of the cavern. There is a simple Troll litany written on the wall with charcoal. It is written in Darktongue, Old Pavic, and Old Mantongue.

The other door, to room 11, is locked.

#### Spot Hidden

Concealed in the eastern altar is a scroll. Buried under the western altar is a second scroll. It will take 20 minutes to search the room and there is a 12% chance for a found item.



#### Traps

There are two watchdog ghosts. One is bound to each of the semi-circular tiled areas. As soon as a character is within the area, the spirits will attack and they will pursue until the character leaves the entire cave tomb area. The black candles are the wards for a Warding 2. Crossing the boundary with a stick or spear to knock down the candles counts as entering the ghosts' domain.

#### **Denizens**

There are two guard spirits: INT 12 POW 16 and INT 12 POW 14

#### Treasure

The first scroll is in Darktongue. It is a description of a newtling, including taste, anatomy, and cooking instructions. The newtlings will not be amused if they find this scroll on someone's person. The second scroll is a letter of introduction for a long-dead Zorak Zoran worshipper to a Kyger Litor priestess in Adari.

#### Room 11. Inner Shrine

#### Overview

There is a black circle in the center of the floor surrounded by four glowing skulls. A large green gem glows on the back wall.

The skulls are made of stone and are open on top. In each burns a black candle. A line of tiles runs around the skulls in a circle and also in a line from skull to skull. The edges of the circles around the skulls just reach the walls. In the center of the back wall is a large green gem of high apparent value. On either side of the gem is a troll prayer on one side in Darktongue and the other side in an unknown (dead) troll dialect. There are two scrolls under the gem (in the wall). There is a large lump in the center of the black sand circle.

#### Traps

The first person to enter the room will be attacked by the door guard, which will materialize instantly before him and always get first strike (fear shock plus claw). Two guardian spirits in the rearward two skulls will attack if their skulls are touched. The candles are wards for a Warding 3. The first person to touch the green gem will be hit with a POW 20 Sever Spirit. This is a one-shot thing.

#### Denizens

The door guardian, a medium Shade, and 2 ghosts (INT 10 POW 13 and INT 12 POW 12).

#### **Medium Shade**

SIZ 54 cubic meters (3m x 6m x 3m) STR 17 POW 20 HP 22

Weapon SR Attk% Damage
Claw 6 40% 2D6

#### **Treasure**

One of the scrolls behind the gem is a rough map keyed in Darktongue to a troll tower in Shadow's Dance, marking the tower as an abandoned Xiola Umbar temple. The other scroll describes the ritual procedure for making the ever-burning candles. Some ingredients are newtling fat, broo horn, Aldryami ears (preferably dryad), Mostali beard, and trollkin blood for coloring. The ritual procedures are described in detail. The candles, once lit, burn forever and give off only light, no heat. They can be blown out normally and relit with the same effect.

The lump in the center of the circle is a lead matrix for Extinguish set with a 6 point POW storage crystal.

The green gem is worth 6774 Lunars.

# Room 12. Central Guard Post

#### **Inhabitants**

One of Croaker's guards and one of Quicktail's.

#### Overview

There are two piles of ten flint darts each, one in the northwest corner and one in the northeast.

It will take fifteen minutes to search the room and there is a 5% chance of a found item.

#### Traps

There is a trip wire across the tunnel leading to the river, just as the tunnel enters the cavern. There is a second trip wire in the tunnel leading to room 13, about 2 meters into the passage. The newtlings know of both traps. See room 1 for details on trip traps.

#### Comments

The newtlings on guard can see any creature entering from the river. The light from behind easily outlines targets and also makes the interior that much harder to see. They will throw the darts into the intruders and then engage in hand-to-hand combat.

## Room 13. Storeroom

#### Overview

The room stinks of fish, There are six large wooden crates (50 cm x 60 cm x 80 cm) along the north wall. They contain dried fish, some of the newtlings' famine supply. There is a secret door in the west part of the room that opens into a two-meter-long cut corridor that ends in a temple outer door (see *Temple Outer Doors* on page 118).

#### Spot Hidden

It will take 20 minutes to search the entire room. There is a 20% chance for a found item. The secret door and any found items will take a Spot Hidden to find.

#### Treasure

Each crate of fish is worth 10L.

#### **Room 14.**

## **Abandoned Guard Post**

#### Overview

There are bodies of three dead newtlings in the northeast corner. They have leather armor, tridents, and flint daggers. Ten flint darts are piled along the south wall. There is a tunnel barely a half-meter wide which leads to room 15.

#### Spot Hidden

It will take 20 minutes to completely search the room and bodies. One of the dead newtlings has 10 Lunars in a small pouch. There is a cloth pouch hidden at the base of the north wall. There is a 15% chance for a found item.

#### **Denizens**

#### Manticore

STR 29	CON 13	SIZ 31	INT 9	POW 11
DEX 11	CHA 5	Move 9	HP 18	Defense 0%
	D20	Loc	ation	AP/HP
	01-02	Right l	Hind Leg	4/6
	03-04	Left F	lind Leg	4/6
	05-06	Hind Quarters		4/7
	07-08	Tail		4/6
	09-10	Fore (	Quarters	4/7
	11-12	Righ	t Wing	4/5
	13-14	Left	Wing	4/5
	15-16	Right I	Front Leg	4/6
	17-18	Left F	ront Leg	4/6
	19-20	Н	ead	4/6
Weapon	SR	Attk%	Damage	
Claw	7	45%	4D6	
Sting	7	45%	4D6 (injec	ets POT 13 poison)

SPELLS: Protection 1
TREASURE: None.

#### **Comments**

The Manticore came in here and killed the three guards on duty. It then attempted pursuit, but was stopped by the narrow passage. It's waiting, thinking that the newtlings are trapped in room 15.

## Room 15. Watch Post

#### Overview

A spare trident, a net, and five flint darts lay near the north wall.

#### Spot Hidden

There is a secret door in the east wall that opens into a carved-out passage which ends in a temple outer door. (see *Temple Outer Doors* on page 118). Just inside the passage are two doses of potency 12 Manticore antidote in liquid form. It takes fifteen minutes to search the room and there is a 15% chance of a found item.

#### Denizens (roll D100)

01-34 2 of Quicktail's Command. 35-00 1 of Quicktail's command and 1 unattached newtling.

#### **Treasure**

The poison antidotes are worth 100L each.

#### Comments

The newtlings usually put their better fighters here. If intruders fight the Manticore, they'll move to attack as soon as the Manticore or the intruders fall. Either way their enemies will be weakened by the melee, and they'll have enough time to spread an alarm.

## Room 16. The Foyer

#### Initial D100 Roll:

01-40 1D3 stake snakes 41-00 nothing

#### Overview

Various bits of bone and scraps of flesh are scattered around. The body of a half-eaten human male is in the southeast corner. All that remains is the lower torso and the legs. Written with charcoal on the south wall (in Old Pavic) is "Sacrifice a point of power to the shades of this cave or be forever accursed."

There is a two-meter tunnel sloping downward from the east wall to room 7.

It will take fifteen minutes to search the entire chamber. There is a 5% chance for a found item.

#### First Stake Snake

STR 2	CON 13	SIZ 3	POW	7 DEX 11
Move 4	HP 11	Defense	05%	
		_		
	D20	Loc	cation	AP/HP
	01-06	7	Γail	0/4
	7-14	В	ody	0/5
	15-20	Н	ead	1/4
Weapon	SR	Attk%	Damage	
Spring	3	30%	1D6+1,	range 3m

#### Second Stake Snake

CON 14 SIZ 3

Move 4	HP 12	Defense	05%	
	D20	Loc	ation	AP/HP
	01-06	7	Γail	0/4
	07-14	В	ody	0/5
	15-20	Н	ead	1/4
Weapon	SR	Attk%	Damag	e
Spring	3	30%	1D6+1,	range 3m

POW 9

DEX 12

#### Third Stake Snake

STR 3 Move 4	CON 13 HP 11	SIZ 2 Defense	POW e 05%	7 10	DEX 10
	D20	Loc	cation	A	P/HP
	01-06	-	Γail		0/4
	07-14	В	ody		0/5
	15-20	Н	lead		1/4
Weapon	SR	Attk%	Damag	e	
Spring	3	30%	1D6+1,	range	e 3m

## Room 17. Krang's Lair

#### Overview

A roughly rectangular four by five limestone cavern. There is a large pile of coins in the back of the cave. Krang will usually be found sitting on top of the coins.

#### Spot Hidden

A secret panel behind a rock in the back of the cave opens into tunnel 28.

INT 17

POW 18

#### **Denizens**

STR 31

#### Krang (small Dream Dragon)

CON 18 SIZ 22

SIKSI	CONTO	51L 22	1111 1/	101	1 10	
DEX 13	CHA 17	Move	7/12HP 22	Defe	ense 15%	,
	D20	Lo	cation	AP/HP		
	01-02	Right	Hind Leg	8/8		
	03-04	Left Hind Leg		8/8		
	05-06	Hind	Quarters	8/9		
	07-08	,	Tail			
	09-10	Fore Quarters		8/9		
	11-12			8/7		
	13-14	Left Wing		8/7		
	15-16	Right	Front Leg	16/8		
	17-18	L F	ore Leg	16/8		
	19-20	H	lead	18/8		
Weapon	SR	Attk%	Damage		Parr%	Pts
Bite	7	65%	2D10		-	-
Right Clay	v 6	85%	3D6		60%	-
Left Claw	6	70%	3D6		80%	-
Tail	12	80%	2D6*		-	-
Flame	2	70%	18 pts fla	me	-	-
*Always a	knockbac	k in addi	tion to dam	iage.		

SPELLS: Countermagic 4, Healing 6, Ignite, Protection 2, Spirit

LANGUAGES: Auld Wyrmish 90%, Firespeech 90%, Pavic 90%, Sartarite 65%. Tradetalk 60%.

TREASURE: Krang's hoard; 2974 clacks, 681 Lunars, 34 Wheels, and five gems (worth respectively 14L, 45L, 82L, 670L, and 1540L).

#### **Comments**

About 10% of the time, usually at night, Krang will not be present. He will be hunting and/or visiting with the Scarlet King. He is erratic about his hunting habits and could be gone for 5 minutes or a day. Since he is fond of his treasure, the time is usually closer to an hour than a day.

As dream dragons go, Krang is young, but he is smart and battle-wise. In exchange for letting a Lhankor Mhy sage live with him for a year a century or so back, he learned a few defensive spells and languages. He now contentedly hunts herd beasts, visits with his high-flying condor friend, and gathers money from adventurers foolish enough to enter his cave.

When the party enters, Krang will pretend to be dozing. However, he will immediately open his eyes, flick on an appropriate defensive spell, and say, "Think quickly. You have two choices. Dump all your money and leave or leave me your best ... (-looking woman, singer, storyteller, fattest,

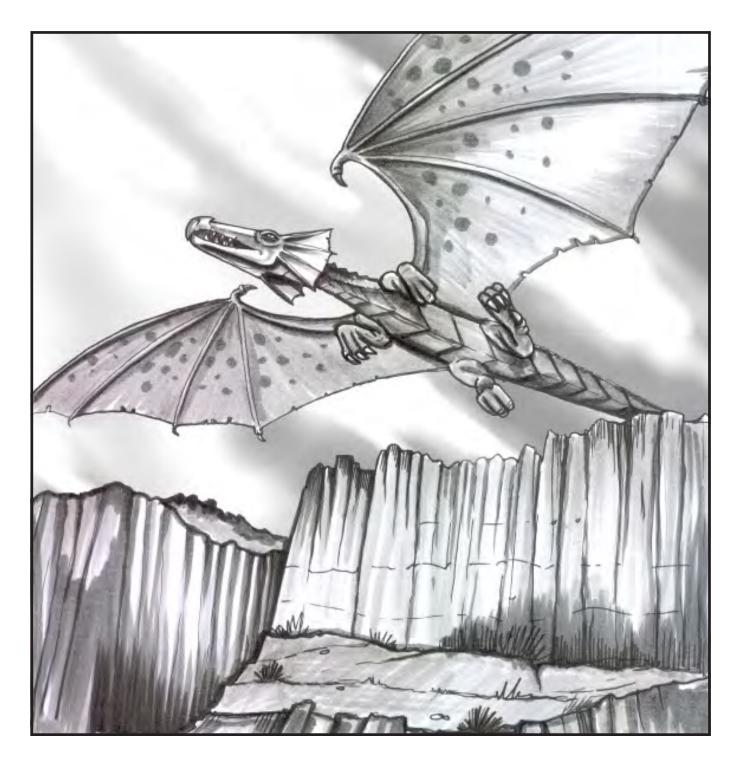
whatever he is in the mood for), and leave. You have one minute."

If the party hasn't done anything in thirty seconds, he will flame the nearest members and jump to the attack.

If the party proves tough, he will back into passageway 28 so that only his head, claws, and forequarters can be targeted, and continue to fight. Note that his grotesque bony skull and forelimbs

make him very difficult to scratch in those sections. Use 1D8 for hit locations on Krang when he is in the passageway.

1D8	Hit Location
1	Forequarters
2-3	Right Foreleg
4-5	Left Foreleg
6-8	Head



## Room 18. Storage Area

#### Overview

The floor is covered with reeds. There is a large fishing net drying on the east wall. Several small sacks of dried fish lay against the north wall. A small chest (4 liters) sits in the northeast corner.

On the north wall in the west corner is a temple outer door (see note to room 3). A door in the east corner of the south wall opens into room 21; normally it is barred on the room 21 side.

It will take 20 minutes to search the room. There is a 20% chance for a found item.

#### **Traps**

If the chest is opened without pressing a small catch hidden in the back (Spot Hidden roll needed to find) a puff of poison gas is released (POT 15) which will affect every person in that quarter of the room. The poison will dissipate in five minutes.

#### **Denizens**

One of Croaker's command on guard duty. If threatened from room 3, he will alert the guard and sleepers in room 19.

#### Treasure

In the chest are personal possessions of Croaker and his guards. In a purple cloth pouch is a small white spherical stone set on a chain of silver. Its apparent value is 50L. It is actually an amulet made by an obscure Daka Fal sub-cult that will become warm to the touch when the wearer is within 30 meters of a ghost. There is a set of three yellow arrow feathers in a small wooden box. When fletched to an iron-tipped arrow of a Kuschile horse archer, the arrow will always fly as if it had Speedart cast upon it. If the target is of Rune level in any darkness cult, the arrow will strike as if the archer had 200% ability with a bow, except 96-00 is still a miss.

Also, there is a ring worth 40 Lunars, an uncut gemstone worth 80 Lunars, and two Wheels. If the chest is searched carefully, it can be seen that there is a false compartment in the bottom containing a small bunch of herbs useful in healing Soul Waste (worth 150 Lunars to a healer but valueless to anyone else).

## Room 19. Sleeping Area

#### Overview

There are reeds all over the floor with 12 woven reed mats regularly spaced around the room. Some fish scraps lie about. Net bags hang from pegs on the wall.

A temple outer door (see note for room 3) in the west wall opens into a passage leading to room 13. A door in the center of the east wall opens into room 21. It is normally barred on the room 21 side.

It will take 30 minutes to completely search this room and there is a 40% chance for a found item.

#### Spot Hidden

There is a small gem worth 40 Lunars hidden in the southeast corner under some reeds.

#### Denizens

One of Quicktail's command. This is also the dormitory for Croaker's people, including Croaker.

## Room 20. Guard Station

#### Overview

This is a six by eight meter rectangular room. Five reed mats lie along the north wall. Two spare tridents, a net, a small shield, and ten flint darts are piled along the east wall. There are some fish scraps on the floor.

There is a temple outer door (see note to room 3) along the west wall in the south end, opening to a corridor to room 15. A door in the east end of the north wall opens into room 21 and is normally barred on the room 21 side.

#### **Denizens**

One of Quicktail's command on guard. Five of Quicktail's newtlings, including the guard, sleep here.

#### **Comments**

The guards on duty are waiting for the signal from the newtlings watching the Manticore. On the signal, the newtlings on duty will wake the sleeping ones up and move to attack. It will be the duty of one newtling to spread the word through the rest of the temple.

## Room 21. The Temple

#### Overview

This is a water temple. There is an altar in the center of the room. Glowing eyes are spaced around the walls and floor. Some eyes, more brilliant, seem to watch over the temple constantly. The large, white stone altar is in the center of the east wall. It is roughly six by six meters in size. There are three steps up which go all the way around with an aluminum basin on top. Above the basin, which is filled with ever-turbulent water, glows a sphere of soft white light. There are three corresponding steps running around the outer part of the room effectively creating a moat around the altar. There is a half-meter of water in this moat. Several species of small fish and river plants float in the pool. There are three sets of wands made of aluminum set into the floor as shown on the map. Each step is a one meter drop.

There are three doors in the west wall. They all open inward and normally are barred. They lead to rooms 18, 19, and 20.

It will take 50 minutes to search the entire room. There is a 12% chance for a found item.

#### Spot Hidden

A secret door behind the altar leads to room 22.

#### Traps

If a person not associated with a water cult touches the basin or the water in the basin with part of his body, a beam of white light will shoot out from the glowing ball and do 2D4 points of damage to whatever part of the body touched the water. This damage is done directly, armor does not help, though Protection or Shield does. There are three sets of four wards (each marked as a, b, or c), The first set (a) are the Temple Wards. They act as a Warding 1, and only members of the cult may pass (all the newtlings are members, prisoners and slaves don't count, and guests are conferred temporary initiate status). The next two sets (band c) are on only during ceremonies or whenever Quicktail applies the five minute ritual. The outer set of wards (b) will only let full initiates or Rune levels of the cult cross. The inner set of wards (c) will let only the hierarchy of the temple pass. Both b and c are Warding 3.

#### Denizens

See the prefatory section for inhabitants.

#### **Treasure**

The aluminum basin and ward props would be worth much to any water cult, but they cannot be removed normally.

#### **Comments**

This is the old altar to Zola Fel and as long as water worshippers protect the temple, he will protect the basin. The water in the basin is a minor Headwaters where the Primal Ocean touches this plane. If the water is drunk directly from the altar by a water cult being, that being will have 1D6 hit points healed and 1D4 POW points returned. It will affect any single creature only once per day.

## Room 22. Guard Post

#### Initial D100 Roll:

01-67 One Quicktail bodyguard on duty.68-00 One of Quicktail's other newtlings on duty.

The bodyguards and six of Quicktail's command sleep here.

#### Overview

Eight reed mats are placed around the room. Four spare tridents, three nets, a small shield, and fifteen flint darts are stacked against the east wall. Two sets of cuirboilli limb armor are with the weapons. There is a small (40 cm x 60 cm x 30 cm) chest also against the east wall. The keys to the cells hang on a peg on the north wall about a meter away from the door.

There is a door in the south wall's east end leading to room 24. There is a heavily-bound door leading to room 23 in the center of the north wall. It is locked and barred on this side.

#### Spot Hidden

There is a secret door in the center of the west wall leading to room 21. It will take 20 minutes to completely search the room. There is a 12% chance of a found item.

## The 5-Eyes Temple Rite of the River Horse

This is a brief description of a River Horse rite at this temple as performed by a full shaman of the cult.

The 5-eyes which are present along the east and west walls all appear to be open and alive, watching people move past, on the days of the ritual. The worshippers know that during the ceremony there is a Warding spell drawn across the room from eye to eye to segregate the worshippers. The rear-most eyes produce a Warding 1, and visitors to the temple who are not even lay members must stay behind it or trip the alarm. The second eye will generate a Warding 2 between lay members and initiates, and the third eye, between the initiates and Rune levels, produces a Warding 3. Only Quicktail and Croaker know the true size and boundaries of the Warding spells.

Anyone crossing the lines defined by the fourth eye is attacked by a small Undine, and crossing the fifth eye's lines results in an attack by a medium Undine. There are two elementals of each type, one per eye. These will not activate against Rune levels of Water cults.

During the ceremony the water in the basin appears to flood over the edges and fill the chamber. A couple of fish may swim out and begin to swim about in the air of the temple. Then the River Horse will appear, coming out of the fountain. It will land itself and be approached by the shaman who offers special foods, etc. to it, and words of brotherhood and praise. At this point the shaman repeats a certain prayer, and then each of the worshippers gives his point of POW to the river horse he sees.

On some occasions the River Horse will cross the eyelines and go among the initiates. If the River Horse appears to nuzzle one with pleasure, it is a good sign for that person.

The River Horse occasionally sends one of its own type to this place permanently, and in those cases the River Horse is escorted out of the complex to the river, where it goes to live. It may be called sometimes by those initiates to whom it showed favor. These River Horses are also generally friendly to the temple, perhaps even domesticated.

#### **Traps**

There is a poison needle (coated with POT 14 systemic poison) that shoots out of the chest's lock when anything, like a key or pick, is inserted. The lock is very small and a character must take off any hand protection to work the lock. The newtlings are aware of the trap and cover the spot where the needle shoots out with a coin before they open it. The trap can be reset while the chest is open.

#### Treasure

The chest contains 92 Lunars and two gems, worth respectively 140 and 290 Lunars. There is also a partial map of a ruined barracks in old Pavis.

#### **Comments**

The door leading to the prison area is locked and barred on the room 22 side. There are two keys to the door. One is carried by Quicktail, the other by the Chalana Arroy healer.



## Room 23. Prison

#### Initial D100 Roll:

01-30 Healer in another prisoner's cell. 31-35 Healer in storeroom 26.

36-00 Healer in personal cell.

#### Overview

A five by eight meter rectangular limestone walled room. Both long sides of the room are subdivided into three cells a little over two meters wide by two meters deep. Each is barred with bronze bars and they have locked doors. The cells are separated by the walls, so the prisoners are completely isolated.

In cell 'A' is Almeed, the high llama warrior. In cell 'B' is Har Lansang, the Sun Dome templar. Cell 'C' holds Harzak, the Pavis Survivor's warrior. Cell 'D' has an ancient human skeleton clothed in rags and scraps of leather. Optash, the healer, lives in cell 'E'. All the cells are locked except for the healer's cell. Quicktail has the keys. The healer has some food (bread, fish, vegetables) and simple cooking utensils.

There is a door in the center of the south wall. It is locked and opens outward to room 22. It is normally barred on the other side.

#### Spot Hidden

Buried in cell D is a small gem that changes colors as someone holds it. It takes 40 minutes to search all of the cells. There is a 5% chance for a found item.

#### The Prisoners

The prisoners have nothing. Their weapons and armor are stored in room 26.

#### Almeed (high llama tribesman) STR 9 CON 12 SIZ 15 INT 13 POW 12

DEX 9	CHA 14	Move 8 HP 13	Defense 05%
	D20	Location	AP/HP
	01-04	Right Leg	4/5
	05-08	Left Leg	4/5
	09-11	Abdomen	2/5
	12	Chest	2/6
	13-15	Right Arm	4/4
	16-18	Left Arm	4/4
	19-20	Head	0/5
Weapon	SR	Attk% Damage	Parr% Pts

 Broadsword
 6
 25%
 1D8+1
 25%
 20

 Javelin
 3
 40%
 1D10
 20%
 10

 Mounted Lance
 4
 55%
 1D10+1
 45%
 15

SPELLS: Countermagic 2, Demoralize, Disruption

SKILLS: Peaceful Cut 45%, Ride High Llama 75%, Spot Hidden 55%, Tracking 55%.

LANGUAGES: Praxian 80%, Tradetalk 25%.

NOTES: Almeed is an initiate of Waha. He hates the city of Pavis and seeks to destroy anything to do with the city. Almeed heard strange rumors about huge treasures in 5-eyes. He tried to get a group together in Corflu to explore but everyone thought he was crazy (rumors are still around about the crazy tribesman). He entered the caves alone and killed a couple of guards. They jumped him and captured him. The healer has healed all his wounds.

SIZ 14

Move 8

#### Har Lansang

CON 16

CHA 9

STR 9

DFX 16

DEA 10	CIIA	,	WIOVE	111 17	DCIC	1150 05 70	
	D	20	Loc	cation	AP/HP		
	01	-04	Rig	ht Leg	3/6		
	05	5-08	Le	ft Leg	3/6		
	09	-11	Abo	lomen	4/6		
	12	2	C	hest	4/7		
	13	3-15	Rigi	nt Arm	1/5		
	16	5-18	Lef	t Arm	1/5		
	19	9-20	H	lead	0/6		
				_			_
Weapon		SR	Attk%	Damage		Parr%	Pts
2H Short	Spear	4	40%	1D8+1		40%	15
Self Bow		1	55%	1D6+1		25%	6
1H Short	Spear	5	25%	1D6+1		25%	15

INT 12

HP 17

**POW 15** 

Defense 05%

SPELLS: Bladesharp 3, Detect Gold, Heal 3, Light, Protection 2.SKILLS: Map Making 30%, Riding 60%, Spot Hidden 50%, Spot Traps 40%.

LANGUAGES: Firespeech 50/00%, Sartarite 85/85%.

TREASURE: Imbedded under the skin on Har's right arm is a small pendant of a golden bird. This is an amulet from Yelmalio's associate cult of Vrimak which makes the bearer's presence known to any Vrok hawk within a kilometer. Apparent value is 100L.

NOTES: Har Lansang is an initiate of Yelmalio and was gifted with the permanent ability to Farsee (as per the spell). He is learning the Kuschile archery skill but hasn't earned his yellow feather yet. His geases are to never wear leather body armor (his current body armor is mostly ring mail), never love any but earth cultists, and never use any but cult weapons. Har has sacrificed for one point of Shield. Har was traveling from Pavis to Corflu down the River of Cradles. A freak storm blew in from Vulture's Country and he took shelter in one of the cave entrances. The newtlings took him captive. He was carrying dispatches to the local shrine in Corflu but they were lost in the storm.

#### Harzak

STR 14 DEX 14	CON 10 CHA 12	SIZ 14 Move 8	INT 9 HP 11	POW 7 Defense	05%
	D20	Local		AP/HP	
	01-04	Right	Leg	4/4	
	05-08	Left	Leg	4/4	
	09-11	Abdo	men	7/4	
	12	Che	st	7/5	
	13-15	Right	Arm	4/3	
	16-18	Left	Arm	4/3	
	19-20	Неа	ad	0/4	

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	50%	1D6+1+1D4	45%	20
Mounted Lance	4	35%	1D10+1	35%	15
Composite Bow	2	40%	1D8+1	25%	10

SPELLS: Detect Spirit, Heal 2, Multimissile 2, Speedart

**SKILLS:** Evaluate Treasure 40%, Lock Pick 30%, Ride (Zebra) 60%, Spot Hidden 30%.

LANGUAGES: Old Pavic 75/75%.

NOTES: An initiate of the Pavis cult, Harzak is one of the mercenary Pavis Survivors who are destined to roam the plains, living by their strict military codes. Harzak hates all Storm Bull worshippers and classes them in the same category as he places trolls and broo. Harzak was traveling on the border of Vulture's Country when he was surprised by a newtling patrol. He killed one and was killed in return. His own Divine Intervention brought him back. He is now here and Quicktail hopes to ransom him.

#### **Optash**

STR 10	CON 14	SIZ 15	INT 17	POW 19	
DEX 13	CHA 13	Move 9	HP 16	Defense	15%
	D20	Loca	tion	AP/HP	
	01-04	Right	Leg	4/6	
	05-08	Left	Leg	4/6	
	09-11	Abdo	men	2/6	
	12	Che	est	2/7	
	13-15	Right	Arm	4/5	
	16-18	Left	Arm	4/5	
	19-20	Hea	ad	0/6	

Optash has No Weapons Skills

**SPELLS:** Healing 6, Preserve Herbs, Shimmer 4, Sleep 2, Spirit Shield 1, Xenohealing 3

**SKILLS:** Find Healing Plants 50%, First Aid 90%, Ride 40%, Spot Hidden 40%, Treat Disease 50%, Treat Poison 60%

LANGUAGES: Sartarite 60/00%, Tarsh 80/80%, Tradetalk 65% NOTES: Optash is very friendly and helpful to the newtlings. He is an exile from Lunar Tarsh who seeks a quieter road. After this errand, Optash believes the temple will let him enter the priesthood. Quicktail met Optash outside of Corflu and persuaded him to see the old temple. Optash decided he was needed and wants to stay. Optash has two magic powders on his person that he saves for emergencies. One, mixed with wine, works as a Healing 6 spell. The other is a special potion that is normally given to very badly wounded individuals. Mixed with water and given to any humanoid, it will put that person into a deep healing trance. When in the trance healing spells need only half POW (a Healing 6 is still needed to reknit a limb but it would only take 3 points of POW from the caster). Chalana Arroy healers get a 20% bonus on all healing skill rolls on patients under this trance. However, the imbiber can take no action for the duration of the trance (ten minutes) and will passively sleep even if cut to pieces.

#### Treasure

The gem is a flawed crystal. It is flawed by the Mobility Rune. It must be attuned, and has a Power of 8 for attunement purposes. Each day at dawn the actual ability of the crystal changes. Roll 1D20+2 on the magic crystal table in the rules to determine the precise ability of the crystal each day – it will have the ability rolled with 8 points of Power. The attuned user always knows what power the crystal has.

#### Comments

Optash takes care of the prisoners with the food that Quicktail provides. Optash can go anywhere he wants and is not being held there against his will. He is friendly with all the newtlings and the guards often sit with Optash and exchange stories.

#### **Notes on Prisoners**

Quicktail will probably ransom the three warriors to help pay for his temple, but before he releases them he wants to strengthen his position in 5-eyes. He'll release them as soon as the ransom is paid and another company of newtlings arrives. He would like the healer to stay but will never force him to.

## **Room 24. Guest Quarters**

#### Overview

Fresh reeds are thickly spread over the floor. The walls are hung with large fishing nets to cover the bleak stone. There are crossed ornamental tridents on the south wall. Painted on the east wall is the 5-eyes symbol.

A room in the north wall at the east end goes to room 22. It opens inward and bars on this side. There is a one-meter-wide opening in the west end of the south wall that leads to room 25.

#### Spot Hidden

It takes 20 minutes to search this entire room. There is a 30% chance for a found item.

#### **Denizens**

There are two dragonewt emissaries here delivering messages from their leaders. If a fight develops they will remain neutral, but if threatened they'll fight for the newtlings. The emissaries are Zji Xoa, a young tailed priest, and his guard Ru Ojt, a beaked dragonewt.

Ru Ojt

STR 23	CON 17	SIZ 21	INT 12	POW 13	
DEX 13	CHA 13	Move 7	HP 20	Defense 05%	
	D20	Local	tion	AP/HP	
	01-04	Right	Leg	3/7	
	05-08	Left	Leg	3/7	
	09-11	Abdo	men	3/7	
	12	Che	est	3/8	
	13-15	Right	Arm	3/6	
	16-18	Left A	Arm	3/6	
	19-20	Неа	ad	3/7	

Weapon	SR	Attk%	Damage	Parr%	Pts
Klanth	5	65%	1D10+1+2D6	40%	20
Composite Bow	2	65%	1D8*1	35%	10
Javelin	2	55%	1D10+1D6	30%	10
Sling	2	60%	1D8	_	_
Medium Shield	_	-	-	60%	12

**SPELLS:** Bladesharp 2, Disrupt, Healing 2, Mobility, Protection 3, Shimmer 2, Speedart

SKILLS: Camouflage 55%, Hide in Cover 60%, Move Quietly 60% LANGUAGES: Auld Wyrmish 80%, Old Pavic 50%, Tradetalk 40%

INT 13

SIZ 16

**Zji Xoa** STR 14

CON 18

DEX 12 C	HA 13	Move 8	HP 20	Defe	ense 10%	
	D20	Loc	cation	AP/HP		
	01-04	Rig	ht Leg	2/7		
	05-08	Lei	ft Leg	2/7		
	09-11	Abo	lomen	2/7		
	12	C	hest	2/8		
	13-15	Rigl	nt Arm	2/6		
	16-18	Lef	t Arm	2/6		
	19-20	Н	lead	2/7		
Weapon	SR	Attk%	Damage		Parr%	Pts
Pole Axe	5	60%	3D6+1D4	ļ.	60%	12
Klanth	6	60%	1D10+1+	1D4	60%	20
Composite B	ow 3	60%	1D8+1		25%	10
Medium Shie	eld –	-	-		60%	12

**SPELLS:** Bladesharp 4, Disruption, Healing 6, Protection 2 **RUNE SPELLS:** Divination 2, Extension I, Multispell II, Shield 3

SKILLS: Camouflage 50%, Hide in Cover 60%, Move Quietly 50%, Oratory 60%, Ride Demi-Bird 60%

LANGUAGES: Aldryami 35/00%, Auld Wyrmish 90/90%, Old Pavic 70/00%, Tradetalk 60/00%

MAGIC ITEMS: 7 point POW storage crystal

TREASURE; Zji Xoa carries 8 wheels, Wrapped in cloth in his pack is an untempered lead sling stone and an untempered copper dagger.

MISCELLANEOUS NOTES: Depending on the success of his mission to the newtlings, Zji Xoa will begin his quest for an allied spirit. He could probably use some good warriors and it is rumored that allied spirits are commonly gained in the area known as Snakepipe Hollow. He has four crested dragonewts out scouting the 5-eyes area, and tending his demi-birds.

# Room 25. Quicktail's Personal Quarters

#### Overview

Fresh reeds are strewn on the floor. There is a thickly woven mat in the northeast corner. Hanging on the north wall from pegs are two sandy-colored hooded cloaks and two pairs of high soft leather boots, (If Quicktail is not presently in the complex, one of these sets will be gone,) There is a small weapons and armor rack built on the east wall. There are two tridents, two bronze daggers, a small shield, and a set of leather limb armor on the rack. Painted on the south wall is the 5-eyes symbol that Quicktail uses.

#### Spot Hidden

There is a secret door to room 27. There is also a loose stone on the east wall that has a small hollow behind it. Inside there are five aluminum sling stones with a Water Rune on each of them, an iron arrowhead, and a wand with a Detect Silver matrix in it (if Quicktail is not in the complex, the wand will be gone). There is also hidden 14 wheels, and 2 scrolls.

#### **Treasure**

The sling stones are worth 20 Lunars each to a Water cult or to an Issaries trader, The arrowhead is worth 20 Lunars. One scroll increases one person's percentage to hit with a thrusting weapon by 1D4 x05%. It is written in Old Pavic. The other scroll is a map to room 7, Quicktail found it recently in the temple and means to investigate it when he has the time and the newtlings free to clear the passage to room 6. If ducks have moved into room 6, he is waiting until either they move out or until he feels that he can fully trust them.

## Room 26. Strong Room

#### Overview

There are various barrels, crates, weapons, and cloaks around the room.

POW 19

There are eight crates of dried fish stacked in the SE corner. Four sets of desert cloaks and boots hang on pegs along the north half of the east wall. The 5-eyes symbol is on all the clothing. There are three casks of cheap Corflu wine in the northwest corner. Four small fishing nets hang on the north wall. Six tridents are on a weapons rack by the west wall. Two stacks of ten flint darts each are in front of the weapons rack. Clean, fresh reeds are strewn on the floor. There are three reed sleeping mats near the center of the room.

#### Exits

The only door is in the center of the south wall. It opens into the long wall of a 2x6 meter corridor.

#### Spot Hidden

It will take 40 minutes to search the chamber with a 7% chance for a found item.

#### Denizens

3 of Quicktail's command sleep here, one on each shift.

#### Room 27.



### Storeroom and Well

#### Overview

The door is in the center of the north wall. The floor is covered with reeds and there are various things stacked against the wall. There is a round hole in the floor in the southwest corner.

There are two chests in the northeast corner of the room along the east wall. Both are open. They are full of newtling cloaks (10 in each chest). The light blue cloaks have a silver water rune embroidered on each back. Here also are the weapons and armor of the prisoners in room 26.

Hanging on pegs along the east wall are two sets of human-sized leg manacles made of bronze. The keys hang from them on leather thongs. Stacked along some of the east wall is dry firewood, about fifty logs, 4 cm in diameter and a meter long each.

In the southeast corner is a well, 1.5 meters wide and about 10 meters deep. The water is about 7 meters below the floor. There is a bucket with a rope attached next to the hole.

Along the south wall are five large chests, all open, full of tools. There are flint chipping tools, net-making tools, snares, small game traps, cooking utensils, several flint and steel sets in watertight skin pouches, some leatherworking tools, 50 meters of rope, some armoring tools, and some weapons repair equipment.

Along the west wall in the southern corner are six crates of dried fish. In the center of the west wall are four barrels, one meter high and 1/2 meter wide at their fattest, full of dried river plants. In the center of the floor are four reed mats.

There is one door to this room in the center of the north wall. It opens into the center of the wall of a 6 by 2 meter corridor. There are two other doors in the corridor, one directly across from the exit and leading to room 26, and one in the west end of the corridor to room 22. There is also a secret door known only to Quicktail leading to his quarters in room 27.

#### Spot Hidden

About 4 meters down on the south side of the well hole is a secret door that opens into the hidden passage 28. Hidden under one of the mats is a pair of ivory dice, It will take 40 minutes to search the room and there is a 15% chance for a found item. It will take one hour to search the well with rope and adequate light and there is a 10% chance for a waterproof found item in the bottom of the well. Hidden in the bottom of one of the plant barrels is a packet of rare water herbs, useful against the Shakes.

#### Denizens

The four unattached newtlings sleep here.

#### **Treasure**

The cloaks are worth 5L apiece to a Water cult, but they will want to know where they came from. The ivory dice are worth 20L (for the pair). The herb packet is worth 100L to an alchemist or healer.

## Corridor 28.

## Daine's Passage

#### Initial D100 Roll:

01-40 2D4 rubble runners

41-00 Nothing

#### Overview

This is a twisting natural passage 1 meter high and 2 meters wide, extremely irregular and twisting. There are four exits: the secret door to cavern 17, the secret door into the well in room 27, cavern 30, and the opening in the north passage to room 29.

#### Spot Hidden

There are two secret doors. It takes 40 minutes to search the whole passage with a 03% found item chance.

#### Denizens

#### Rubble runner 1

STR 5 Move 6	CON 12 HP 10	SIZ 3 POW Defense 10%	8 DEX 14
	D20	Location	AP/HP
	01-02	A Hind Leg	2/3
	03-04	Left Hind Leg	2/3
	05-07	Hind Quarters	2/5
	08-10	Fore Quarters	2/5
	11-13	Right Front Leg	2/3
	14-16	Left Front Leg	2/3
	17-20	Head	2/4
Weapon	SR	Attk% Damage	
Bite	9	25% 1D6	

Fore Quarters

A Foreleg

L Foreleg

Head

2/5

2/3

2/3

2./4

Rubble	runner 2			
STR 4	CON 15	SIZ 2 POW	9 DEX	12
Move 6	HP 13	Defense 05%		
	D20	Location	AP/HP	
	01-02	A Hind Leg	2/4	
	03-04	Left Hind Leg	2/4	
	05-07 08-10	Hind Quarters Fore Quarters	2/6 2/6	
	11-13	Right Front Leg		
	14-16	L Foreleg	2/4	
	17-20	Head	2/5	
Weapon	SR	Attk% Damage		
Bite	10	20% 1D6		
Rubble	runner 3			
STR 3	CON 11	SIZ 3 POW	10 DEX	13
Move 6	HP 9	Defense 10%	10 DEA	15
	D20	Location	AP/HP	
	01-02 03-04	Right Hind Leg Left Hind Leg	2/2 2/2	
	05-07	Hind Quarters	2/4	
	08-10	Fore Quarters	2/4	
	11-13 14-16	Right Front Leg L Foreleg	2/2 2/2	
	17-20	Head	2/3	
<i>Weapon</i> Bite	<b>SR</b> 9	Attk% Damage 30% 1D6		Parr% Pts
Rubble	runner 4			
STR 6	CON 15		12 DEX	16
Move 6	HP 13	Defense 10%		
	D20	Location	AP/HP	
	01-02	A Hind Leg	2/4	
	03-04	Left Hind Leg	2/4	
	05-07 08-10	Hind Quarters Fore Quarters	2/6 2/6	
	11-13	Right Front Leg		
	14-16	L Foreleg	2/4	
	17-20	Head	2/5	
Weapon	SR	Attk% Damage		
Bite	8	25% 1D6		
Rubble	runner 5			
STR 1	CON 11	SIZ 2 POW	9 DEX	17
STR 1 Move 6		SIZ 2 POW Defense 15%	9 DEX	17
	CON 11		9 DEX	17
	CON 11 HP 9 D20 01-02	Defense 15%  Location A Hind Leg	<b>AP/HP</b> 2/2	17
	CON 11 HP 9 D20 01-02 03-04	Defense 15%  Location A Hind Leg Left Hind Leg	<b>AP/HP</b> 2/2 2/2	17
	CON 11 HP 9 D20 01-02 03-04 05-07	Location A Hind Leg Left Hind Leg Hind Quarters	AP/HP 2/2 2/2 2/4	17
	CON 11 HP 9 D20 01-02 03-04	Defense 15%  Location A Hind Leg Left Hind Leg	<b>AP/HP</b> 2/2 2/2	17
	CON 11 HP 9 D20 01-02 03-04 05-07 08-10 11-13 14-16	Defense 15%  Location A Hind Leg Left Hind Leg Hind Quarters Fore Quarters A Foreleg L Foreleg	AP/HP 2/2 2/2 2/4 2/4 2/2 2/2	17
	CON 11 HP 9 D20 01-02 03-04 05-07 08-10 11-13	Location A Hind Leg Left Hind Leg Hind Quarters Fore Quarters A Foreleg	AP/HP 2/2 2/2 2/4 2/4 2/2	17
Move 6	CON 11 HP 9 D20 01-02 03-04 05-07 08-10 11-13 14-16	Defense 15%  Location A Hind Leg Left Hind Leg Hind Quarters Fore Quarters A Foreleg L Foreleg Head  Attk% Damage	AP/HP 2/2 2/2 2/4 2/4 2/4 2/2 2/2 2/3	17
Move 6	CON 11 HP 9 D20 01-02 03-04 05-07 08-10 11-13 14-16 17-20	Defense 15%  Location A Hind Leg Left Hind Leg Hind Quarters Fore Quarters A Foreleg L Foreleg Head	AP/HP 2/2 2/2 2/4 2/4 2/4 2/2 2/2 2/3	17
Move 6  Weapon Bite	CON 11 HP 9 D20 01-02 03-04 05-07 08-10 11-13 14-16 17-20	Defense 15%  Location A Hind Leg Left Hind Leg Hind Quarters Fore Quarters A Foreleg L Foreleg Head  Attk% Damage	AP/HP 2/2 2/2 2/4 2/4 2/4 2/2 2/2 2/3	17
Move 6  Weapon Bite	CON 11 HP 9 D20 01-02 03-04 05-07 08-10 11-13 14-16 17-20 SR 8	Defense 15%  Location A Hind Leg Left Hind Leg Hind Quarters Fore Quarters A Foreleg L Foreleg Head  Attk% Damage	AP/HP 2/2 2/2 2/4 2/4 2/2 2/2 2/3	
Weapon Bite Rubble	CON 11 HP 9 D20 01-02 03-04 05-07 08-10 11-13 14-16 17-20 SR 8 runner 6	Defense 15%  Location A Hind Leg Left Hind Leg Hind Quarters Fore Quarters A Foreleg L Foreleg Head  Attk% Damage 20% 1D6	AP/HP 2/2 2/2 2/4 2/4 2/2 2/2 2/3	
Weapon Bite Rubble STR 6	CON 11 HP 9  D20 01-02 03-04 05-07 08-10 11-13 14-16 17-20  SR 8  runner 6 CON 9	Defense 15%  Location A Hind Leg Left Hind Leg Hind Quarters Fore Quarters A Foreleg L Foreleg He ad  Attk% Damage 20% 1D6  SIZ 1 POW	AP/HP 2/2 2/2 2/4 2/4 2/2 2/2 2/3	
Weapon Bite Rubble STR 6	CON 11 HP 9 D20 01-02 03-04 05-07 08-10 11-13 14-16 17-20 SR 8 runner 6 CON 9 HP 7	Defense 15%  Location A Hind Leg Left Hind Leg Hind Quarters Fore Quarters A Foreleg L Foreleg He ad  Attk% Damage 20% 1D6  SIZ 1 POW Defense 10%	AP/HP  2/2 2/2 2/4 2/4 2/2 2/2 2/3  10 DEX	
Weapon Bite Rubble STR 6	CON 11 HP 9  D20 01-02 03-04 05-07 08-10 11-13 14-16 17-20  SR 8  runner 6 CON 9 HP 7  D20 01-02 03-04	Defense 15%  Location A Hind Leg Left Hind Leg Hind Quarters Fore Quarters A Foreleg L Foreleg Head  Attk% Damage 20% 1D6  SIZ 1 POW Defense 10%  Location Right Hind Leg Left Hind Leg	AP/HP  2/2  2/4  2/4  2/2  2/2  2/3  10 DEX  AP/HP  2/2  2/2  2/2	
Weapon Bite Rubble STR 6	CON 11 HP 9  D20 01-02 03-04 05-07 08-10 11-13 14-16 17-20  SR 8  runner 6 CON 9 HP 7  D20 01-02	Defense 15%  Location A Hind Leg Left Hind Leg Hind Quarters Fore Quarters A Foreleg L Foreleg He ad  Attk% Damage 20% 1D6  SIZ 1 POW Defense 10%  Location Right Hind Leg	AP/HP 2/2 2/4 2/4 2/2 2/2 2/3 10 DEX  AP/HP 2/2	

Bite	9	30%	1D6	
Rubble	runner 7			
STR 4	CON 14	SIZ 2	POW 9	DEX 16
Move 6	HP 12	Defense	10%	
	D20	Loc	ation	AP/HP
	01-02	A Hi	nd Leg	2/3
	03-04	Left H	ind Leg	2/3
	05-07	Hind (	Duarters	2/5

SR Attk% Damage

Weapon SR Attk% Damage Bite 8 25% 1D6

08-10

11-13

14-16

17-20

#### Rubble runner 8

Weapon

STR 4	CON 5	SIZ 4 POW	12 DEX 12
Move 6	HP 3	Defense 05%	
	D20	Location	AP/HP
	01-02	Right Hind Leg	2/1
	03-04	Left Hind Leg	2/1
	05-07	Hind Quarters	2/3
	08-10	Fore Quarters	2/3
	11-13	Right Front Leg	2/1
	14-16	L Foreleg	2/1
	17-20	Head	2/2

Weapon SR Attk% Damage 30%

#### Comments

This passage was discovered by Daine and Tarnak while they were exploring the cave complex, Tarnak's betrayal took place here. He stabbed Daine in the back as he was mapping a section of corridor. Daine then fled to room 29, seeking refuge. Tarnak followed and slew him.

## Room 29. **Daine's Final Rest**



#### Overview

There is an armored body near the left wall. It is Daine, who was betrayed there by the thief, Tarnak. His body has been partially stripped. He still wears an iron chest plate and has an iron dagger on his belt. In a pouch inside his armor is a ring, a crystal, and a scroll.

#### **Exits**

There is a one-meter-high opening from corridor 28.

#### Spot Hidden

It will take 15 minutes to search this alcove. There is a 03% chance for a found item.

In addition to the untempered iron, there is the ring, the crystal, and the scroll. The ring is silver, worth only 10 L, but its stone is a crystal of spell resisting with POW 2. The scroll is a map of the

2/2

2/2

2/3

Right Front Leg

L Foreleg

Head

11-13

14-16

17-20

local area showing 5-eyes in relation to the major landmarks. The crystal is a POW storage crystal with a capacity of 8 points of POW.

# Room 30. Daine's Vengeance



#### Overview

For a stretch of five meters the one meter tunnel widens to a maximum of four meters and then it thins again. In the center of this chamber is a body. As the body is approached, the wraith of Tarnak will begin to form above it. The body is human, young, lying flat on its face with a well-made iron sword driven through it and into the stone floor a few centimeters. The body is covered with leather armor. A short sword lies nearby. The wraith will attack anyone within three meters of the body, but will vanish if the sword is pulled out (use STR vs. STR with an equivalent STR of 20 for the buried sword).

#### Spot Hidden

High on the north wall is a simple inscription, "Daine is avenged ..."

#### **Denizens**

#### Tarnak's wraith

INT 14 Attacks POW vs. CON and POW 12 affects STR of target.

**DEX 20** 

His object of restriction is the planted sword.

#### Treasure

The sword is made of iron with a 500L gem set into the pommel. It also has a matrix for Bladesharp 2. The name "Daine" is inscribed in the sword near the hilt.

#### Comments

Tarnak slew Daine from behind, but in Daine's last breath he called on his sword's Death Sword attribute. The sword cut Tarnak down and he was bound as a wraith. The irony here is that Tarnak's wraith must defend his body even though he would be freed by someone pulling the sword free.

#### The Fate of Daine

The reason for Tarnak's slaying of Daine and thereby meeting his own doom is not something easy for anyone to know. Whatever happened between them is lost to the ages, and short of a Lhankor Mhy Reconstruction spell there is no way anyone will ever know.

However, for those readers who are really curious, or those Lhankor Mhy priests who decide to use their Reconstruction spells and somehow manage to pin down the appropriate 15 minute period to look into, this is what happened.

Daine was lucky. When he approached the righthand cavern, the stake snakes were out laying in the sun and didn't even notice him. He slipped by them and looked into the next cavern. Once again, he was lucky, as Krang was out hunting.

Motioning to Tarnak, he slipped into Krang's lair, immediately discovering the hoard. Instantly, he knew where he was, and did not need the smoke stains on the wall to give him a clue.

Tarnak looked at the hoard, and immediately proposed that they take armfuls of the gold and silver and retreat back to the river. He even let slip that, with this much money, he could perhaps impress the duke enough to let him court Jezra.

Daine was tolerant of Tarnak's interest in Jezra, but not friendly towards the notion. He told Tarnak that he was looking above his station, and besides, they were there to scout the area, not steal treasure. He then made the mistake of turning his back on Tarnak, finding the secret door to corridor 28, and entering the short tunnel.

Tarnak was incensed. He followed Daine and, as the old Rune lord listened for sounds of rubble runners, stabbed his partner in the back, Daine staggered into room 29 and activated his Death Sword, Tarnak fled the sword and died in room 30.

#### Daine's Replacement

When the characters return from the final expedition into 5-eyes, the duke (and the referee) will have to make a difficult decision. Daine is dead, and the duke needs a new second-in-command. This new second-in-command could be chosen from among the player-characters, if any of them seem to have the right stuff for such a position.



The right stuff might be that the character has caught the duke's eye because of consistent success, or maybe the duke admires reliability and persistent effort.

If none of the player-characters has particularly distinguished himself in the preceding scenarios, or if none have the experience and maturity for the job, the referee can assume that someone else is ready to step into the position, perhaps a captain of the guard within the fort, or an old battle mate of the duke's who is currently in Pavis or Corflu, or some other such person. Perhaps, if the game has presented the opportunity, Ratell Poisonknife has made himself useful and might con the duke into giving him the position, which will no doubt complicate the players' lives.

But, let us assume that one of the player-characters has consistently done well, perhaps doing excellent duty as expedition leader against the newtlings, and/or Muriah's broos and/or the tusk riders. If so, and the referee feels the character would sufficiently appeal to the judgment of the duke, that player-character could be given Daine's position, or one as a lieutenant with the probability of promotion.

If more than one player qualifies, the choice for duke and referee is harder, and may indicate a good reason for an NPC to get the job.

The final choice will be made from good reasons from the duke's point of view. If the best leader in the party has been making passes at his daughter, the duke may attempt to discourage him by not promoting him, or perhaps will promote him and marry him off to Jezra at the same time. This depends on the previous conduct of the characters and the referee's play of Jezra.

There are a number of other intangibles for the duke to consider. Is one of the characters more obviously Lunar in sympathy than the others? Is one of the characters a man of noble birth, and thus better suited to command (and to marry Jezra)? Is the character a member of a rival clan? If so, the duke might want to cement relationships, or prevent them, with his choice. Will the duke promote a competent barbarian over an adequate Lunar citizen? Have any of the characters gone out of their way to pledge fealty and support to the duke?

The referee has to take all of these considerations in mind when making the duke's choice. The referee must also make a choice which will be good for the game campaign. Is the character's player a dynamic game leader? Will other players let his characters give orders to theirs? Is this important to the campaign? And most importantly, is the character's player willing to give up his character? If the character is to see any more game action, he will have to see it as Raus' employee, on Raus' missions. The character's player should know this, and know all the possibilities before he allows his character to accept the position.

By taking this post the character has "won the game". He has attached his fortunes to the duke's and now has no reason to adventure and bushwhack around the countryside, for he has privileges and responsibilities. If he has become a Rune lord or priest, he must give up his allied spirit and take associate status with his cult (which is usually permissible for any cult in these circumstances). He becomes part of the duke's entourage, and he is set for life. In payment for his new career, he can no longer be a casual mercenary. If he fights, he must do it for the duke's reasons and at the duke's orders.

#### The Promotion

If a player-character takes on the job, the referee should make a major ceremony out of this promotion. He should create a hoopla, assemble the surviving NPCs, invite whatever chieftains might be alive, such as the Morokanth, the Agimori, etc.

The ceremony should include the character pledging his fealty, once again, to the duke, but be sure to alter the oath to make it more binding.

Then all the mercenaries should take their former oath again. The duke will then make a formal introductory speech introducing his new officer to the warriors, Even though everyone present already knows the new officer, this formality will establish his new relationship with his former peers.

#### New Duties, Responsibilities, and Privileges

The new war leader no longer receives a salary. He uses what he needs out of the duke's treasury and pays what he makes back into the treasury, except for anything he owes as a cult initiate. He now lives in Daine's old quarters, outside the barracks, and eats with the duke and his family. Needless to say, the food will be better. He also has his pick of the duke's weapons and horses.

The new war leader is on probation. The duke will be watching his work and making sure he made the best choice. The character will have to show leadership, bravery, intelligence, and diplomacy. If he gives an order and no one follows it, the duke will think he has made a bad choice. The duke will not hesitate to correct his error.

The new war leader's duties include maintaining the war gear, controlling the guard, and training his former peers. Though he may not do any of this himself, he must make sure that it gets done. His is the final responsibility for the safety of the duke, the duke's family, and the entire fort. It is a heavy responsibility.

Despite its burdens, a job like this is the goal of any normal adventurer. He has attained a position of power and respect in society, and can settle down, concluding his life of danger and uncertainty, Such jobs are not for wet-behind-the-ears adventurers, and the duke will not choose such a one for such a job.

# Scenario Condor Crags





Everyone who knows the River of Cradles knows the Condor Crags. These amazing red sandstone pinnacles rise abruptly from the eastern highlands, unmistakable landmarks on the river route from Pavis to Corflu. Scores of the jagged crags, in all sizes and shapes, crowd together like the towers of some mystical city. No one has ever climbed the highest and most dangerous pinnacle, Jebba's Spire, soaring 300 meters above its base. The product of erosion (and, some say, magic), these pinnacles are a superb haven for every sort of bird. Notably, atop the highest crags nest the king condors of Prax, birds so large they could be the mounts of kings if tamed. The duke wants some of their eggs.

## Players' Information

With the coming of first Darkness season and then the Storm season, everyone took shelter, especially from the ravages of the Storm Bull and the Wild Hunter, and the domain has been peaceful. The new chief of mercenaries has gained the confidence of duke and adventurers alike. When the duke calls them all before him, the chief of mercenaries takes the opportunity to remind the player-characters that their one-year contract is about to expire, and that they should decide if they will stay another year.

The chief also says that a new adventure will be offered, but one about which the duke is very secretive.

When they are assembled, the duke greets them informally and says, "Your year is nearly done. You have served me well. If you wish to take your final pay now and leave, you shall be mentioned honorably to my ancestors, but if you stay a while longer, I have two more missions for you, ones important to me for which I will pay well.



"I am sponsoring a trading caravan to the north, I must have certain items which you must collect for me. Those who perform the collection must be dexterous and careful, and at least one must have good climbing skills. There is some danger involved," The duke will then ask if any do not wish this task. If any so state, he will wish them the grace of their fathers' fathers, asking them to stay yet awhile at the fort. He has another mission they might like better, which will soon begin.

When only characters willing to participate in this adventure remain, he will say, "I need you to gather eggs of the king condor from Condor Crags. Our hunters can tell you which crags hold their nests." The duke indicates the pinnacles on his map, which Jezra has now beautifully colored for him. "You must bring the eggs back to me unharmed, and you should not discuss your purpose with outsiders. The ultimate use of these curiosities is of high importance to my house."

"In going to the crags, stay well clear of the Great Bog. Treacherous and unnatural things thrive there. Go north of the bog, and ascend the gentler highlands. It may take you two days to get to the crags, for the ground is wet and slick, and the temporary rivers are high. Do not dally, however, for those eggs must go north soon. Be back by the fifth day from today, on send word of your fortune. I do advise that you do not ascend the pinnacles on Windsday," he jokes.

Everyone agrees that to chase the young of birds of the air up pinnacles hundreds of meters high on a day devoted to gods of the air and wind would be foolish.

"I do not want the condors killed. There are few in existence, and I know of no other place where they live. I wish to protect their existence, for they may be creatures unique to my domain. Again then, do not steal all of the condor eggs. I want three at a minimum, for there is no way to tell a male from a female egg, and I want a nesting pair, but do not take more than four eggs.

"To aid your journey I have but one item to aid you, and it must be returned." The duke crosses the room and fumbles through an old, well-worn trunk sitting by the door. "This is a length of rope which I once gained from Bagra the Witch in a contest of stick throwing. The rope has the ability of supporting any number of people without breaking and may only be cut by weapons made of Rune metals. But do not cut this rope. It will also temporarily increase a person's skill at climbing. (Each point of power temporarily sacrificed to the rope will increase that person's skill in climbing by 05%.) Each person must sacrifice for himself, and the climbing increase will last for two minutes. Knots tied with this rope will not until until requested to do so. Take great care of it, for it has been useful to me a number of times." The rope is 11 meters long.

"So ask your questions now. I'll answer them as best I can, though the fort hunters may be of more use to you. Choose your equipment well, take plenty of rope, and may your grandfathers watch over you."

The duke has supplied a specially-made padded box with four interior divisions to hold the eggs which the adventurers find. The box will be the responsibility of the chosen leader of the party.

#### Other Information

The fort hunters know little more of the habits of the king condor than does the duke, though they will say that the condors definitely nest atop the highest of the pinnacles, called Jebba's Spire. They will tell rumors of small children and lightly-built adventurers carried off by the birds, and others tell of treasure lost at the top of the crags after the birds disposed of the owners. All will say that no one has ever climbed to the top and returned. They will say none of this very believably.

The hunters know more about the topography of the area. The hunting is bad, the ground is rocky and uneven. Anyone who would enter the area should fear beast riders from Vulture's Country. Other hostile animals and races have plenty of hiding places among the rocks and rough ground.

The Condor Crags themselves are a grouping of spires and pinnacles formed when unnatural rains washed away loose sandstone except for areas protected by rocks and boulders. The sandstone is easy enough to find handholds in, but is also crumbly.

The king condors and ever-present vultures nest on the rocks which make up the tops of these pinnacles and which have protected the pinnacles from erosion. The vultures do not build formal nests, but lay their eggs in hollows in the rocks. The king condors gather branches, rocks, and bones to fashion huge nests. The eggs of the king condor are roughtextured and ivory-colored. The eggs are gently conical, and this allows the egg to roll in a circle rather than off the edge of their lofty nests. Such an egg is large, but can be grasped by one hand of a man.

If any of the characters successfully makes his or her Oratory roll when questioning the hunters, then they will hear one further rumor. Among all the king condors there is one that is well-known and easily identified, called Scarlet King. He appears as a huge ruby-red bird with rust-covered talons. He is rarely seen but appears to live atop Jebba's Spire, the highest of the pinnacles. The hunter who tells this tale to the adventurers will also mention rumors of Scarlet King's phenomenal intelligence (for a bird), and his apparent position of leadership among the king condors.

The hunters suggest that the characters take along smallish newtling nets in order to defend themselves from the birds once they have gained the top of the pinnacle. The nets will be of no use during the climb.

#### **Referee's Information**

The primary danger in this adventure will be the climb up Jebba's Spire. The duke will be sure to include at least one experienced climber in the group, of at least 50% skill. The duke will discourage inexperienced adventurers from participating; he greatly desires the eggs and would not want to risk them or the characters' lives.

The party may travel the entire distance to the crags by horse provided that they travel north far enough to avoid the steepest cliffs near the Great Bog. The ground of the eastern highlands is rough, but passable to horses. The going will be slow. The party must picket any animals at the base of the pinnacles.

If there are animals picketed near the talus of the pinnacle the adventurers climb, any random encounter rolls indicating the presence of vultures or king condors will mean that they are circling low over the horses, making the animals nervous and causing them to whinny loudly. If there are no picketed animals, then such encounter rolls mean that the birds are circling above the climbing party members, waiting for one to fall.

Any humanoids encountered on the eastern highlands will be travelers, except for broos who may be temporarily infesting the area. Ignore normal random encounters once the pinnacles are being climbed. Nothing but the birds and animals listed in the special pinnacle encounter section will be met.



# The Journey About the Great Bog Initial Die Rolls

Check for a random encounter every 12 hours with a 40% chance of one occurring. If the party is traveling through the bog, any encounter roll above 95% means that the lead member of the party has fallen into quicksand unless he successfully makes his DEX x3% roll. Horses must be led through the bog.

#### Overview

Greenery is appearing now in the Great Bog. Only a few weeks before, the bog was flooded with silent, sullen waters up to waist deep or more. Though the waters have subsided, there are many standing pools and the mud is deep. Slime covers old trees, and there is a foul, heavy stench to the place.

The flood was not high enough to seriously harm the brush and trees which often impede movement and visibility. Quicksand is always a problem in the Great Bog.

## Expanded Climbing Rules

The methods described for climbing in the standard rules are inadequate when applied to mountains or cliffs. They should be used when a single character is trying to climb alone a short vertical distance, such as a house or city wall. In those cases, make one climbing roll for each 10 meters scaled. If the climbing roll is missed, then the character has slipped and may fall unless he makes a DEX x3% roll to catch himself.

When climbing a mountain or cliff, only the skill of the lead climber is of paramount importance. Climbing skills are needed only for the most difficult portions of the journey. Mountain climbing is a function of strength, dexterity, and knowledge, and no other rolls need be made.

Mountain climbing is also a matter of hours and days, sometimes weeks. If in a role-playing game, the referee required the characters to attempt their climbing rolls every melee round, the time needed to scale even a small mountain would take weeks of real time. Instead, the real time needed to climb a mountain should be relatively short. Key the mountain climbing to the experience of the lead climber, presumably the character with the most climbing experience. The referee should evaluate the cliff or mountain to be climbed, dividing the journey into a small number of rolls (maybe one climbing roll per day unless the mountain being climbed is particularly dangerous). When a climbing roll is needed only the lead climber need make it. The other players should also roll the percentile dice, but the results of their rolls are only significant if they fumble their climbing roll.

If the lead climber makes his climb roll, and none of the other climbers fumble theirs, then the day's climbing was accomplished without serious injury.

If the lead climber makes his climbing roll, but one or more climbers behind have fumbled theirs, then the fumblers have slipped and threatened to pull the rest of the climbers down along with them. Add the SIZ and ENC of the slipping climber and match the total against the combined STR of the climbers on either side of him (or them, if two or more have slipped). If the STR of the stable climbers overcomes the weight of the slipping climbers then everyone is safe and the slipping climber will fall no further than the length of the slack in the rope. This slack may vary depending on circumstances, but may be judged at about 3 meters average when climbing slightly difficult stretches. If there is a particularly rough passage, then one climber will climb that portion alone, then stand at the top and belay the other climbers up.

If the lead climber misses his climbing roll, he will fall unless he makes a roll of DEX x3%. If he fumbles his roll he falls without the chance for a DEX roll. The rest of the party has the same chance of stopping him as with any other fallen member.

If a member of the party falls, and the roll of STR vs. his SIZ and STR is unsuccessful, either the party member above or below the fallen member will lose his grip and fall. If there are party members above and below, roll randomly to determine which one lets go unless only one is an experienced climber. In this case, the other climber will be the one to go. The party members next in line may then once again attempt to hold the others and keep from being peeled off the cliff face. These rolls continue in the same way until either the fall has been stopped or the entire party is falling. If the entire party falls, each will have a fall of 1D10x3 meters before they hit part of the pinnacle they might cling to. First assess the damage, then, if the character is still capable of action, his player may attempt a DEX x3% roll to hold on to the pinnacle and keep from falling further. He may then attempt to hold the rest of the party.

## Through the Eastern Highlands Initial Die Rolls

Roll on the random encounter chart every 12 hours with standard chances for an encounter.

#### Overview

The highlands stretch away forever. Far to the west, the characters can see the dim shapes of the mountains near Horn Gate. Though the boulders of the highlands are rarely higher than man-height, there are countless smaller rocks scoured to sharp edges by the Storm Bull's breath. The horses must be carefully guided and not pushed, or there is a possibility of injury.

One of the reasons it will take so long to go to the crags is that the River of Cradles is quite high from the Dark and Storm season rains, The characters know where the river is crossable, and do cross it both ways without complication, but doing so for the whole party will involve packing and unpacking the horses, swimming over and back to establish a safety line, and convincing the horses of the necessity of swimming across also. Each crossing will take 1D4+1 hours for the entire party.

Be sure to have the player-characters indicate march order and climbing order. Characters also should outline their strategy for climbing the pinnacle once they get to its base.

## At the Condor Crags

#### Initial D100 Roll:

01-08 broo party 09-40 cliff toads 41-47 king condors 48-50 Scarlet King

51-59 another adventuring party

60-90 circling vultures 91-00 wild whirlvish

#### Overview

The Condor Crags are a cluster of pinnacles varying in height from 3 meters to 300 meters. Each pinnacle is topped by a stone, varying in size. The larger the stone atop the pinnacle, the thicker and higher the pinnacle is. Around the base of these spires, the ground is very rough and rocky. There are many sheltered places to leave the horses.

#### Spot Hidden

If the party waits for a while and watches, they will see vultures and condors land atop one pinnacle or another. Near the center of the pinnacle formation sits the tallest, Jebba's Spire, jutting a grand 300 meters into the sky. Nothing of the top can be seen from the spire's base using normal vision. If the party uses Farsee and makes a successful Spot Hidden roll, they will be able to see darker stone and scrub brush at the top.

#### Climbing Jebba's Spire or Any Other Pinnacle

Accompanying this scenario are some simple supplemental climbing rules. Use them to climb up pinnacles. Jebba's Spire will subtract 20% from the climbing skills of any of the party, and will require 6 rolls (climbing the pinnacle involves going over 6 places which are particularly rough or tricky) to make it to the top. The condors will attack after the fourth roll has been made. The final roll is made to actually climb into the condor nest.

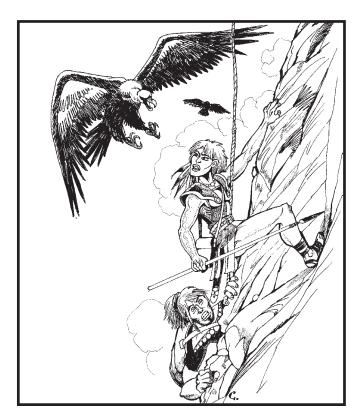
## Ascent of Jebba's Spire

#### **Initial Die Rolls**

All die rolls are the same as for the base of the crags, while the characters are climbing the spire.

#### Spot Hidden

At some point while the characters are climbing the spire, make a Spot Hidden and then an INT x3% roll. If they make the Spot Hidden, then they have seen several large rocks jutting from the side of the spire. The stones are dark rock not otherwise present in the region. If any of the characters succeeds in making the INT roll after seeing the stones, they will realize these stones have been worked. They show a rough edge, and are extremely worn from rain and abrasion. If the characters examine the stones more closely, digging a little deeper into the side of the spire, they will find that it is far larger than any of the rocks used to build the fort. It would take hours of digging to free the stone from the side of the pinnacle.



As they near the top the characters should attempt another Spot Hidden roll. If made, they will see a dark stone wall on the southern side of the spire top jutting 3 meters into the sky. The northern side of the top doesn't have this dark wall.

If the condors are circling the characters and the characters appear to be nearing the top of the pinnacle (thereby threatening the birds' eggs), then the condors will begin to attack the characters. They will try to knock the characters off the pinnacle face, to fall to their deaths, rather than trying to pick them up to peck at them or to claw them.

#### Attack of the Condors

Scarlet King and the other condors will attack any party members climbing up the side of the pinnacle by trying to knock them off. This is accomplished by having them first making a successful Claw attack roll and then comparing their STR vs. the STR and SIZ of the party member being attacked. If the condor's attack succeeds, then the party member has fallen off of the pinnacle. If he is roped to other climbers, then they may save him (see the special climbing rules in this scenario). The condors will attack the topmost party members first, trying to knock them off and force them to knock off other members.

If the party manages to make it to the nest, then the condors will attempt to grab them, carry them a short distance away and drop them. When the eggs are threatened, the condors will attack persistently.

If Scarlet King attacks the party, he will first cast Protection 3 on himself, then cast Fanaticism on himself and one other condor. If the party members are not immediately visible but he knows that they are there, he will use his Detect Enemies spell to find them. In any case, Scarlet King occasionally uses his Detect spell at random to detect the egg-stealing cliff toads.

## The King Condors

0 1 4	<b>T</b> 7 •
Scarlet	King
Dearie	171115

Scarice					
STR 31	CON 14	SIZ 34	INT 6	POW 18	
DEX 20	CHA 14	Move 4	1/12HP 21	Defense 40	%
	D20	Loc	cation	AP/HP	
	01-02	Righ	t Claw	3/6	
	03-04	Left	Claw	3/6	
	05-08	В	ody	3/8	
	09-12	Righ	t Wing	3/7	
	13-16	Left	Wing	3/7	
	17-20	Н	ead	3/7	
Weapon	SR	Attk%	Damage		
Bite	4	75%	1D8+3D6		
Claw	4	85%	1D10		

SPELLS: Detect Enemies, Fanaticism 2, Protection 3





Condor	1					Condor	5			
STR 21	CON 9	SIZ 28	INT 4	POW	11	STR 31	CON 16	SIZ 30	INT 5	POW 15
DEX 24	Move 4/1	2	HP 13			DEX 18	Move 4/1	12HP 21		
	D20	Loca	ition	AP/HP			D20	Loc	ation	AP/HP
	01-02	Right	Claw	3/4			01-02	Righ	t Claw	3/6
	03-04	Left	Claw	3/4			03-04	Lef	Claw	3/6
	05-08	Во	dy	3/6			05-08	В	ody	3/8
	09-12	Right	Wing	3/5			09-12	Righ	t Wing	3/7
	13-16	Left	Wing	3/5			13-16	Left	Wing	3/7
	17-20	Не	ad	3/5			17-20	Н	ead	3/7
Weapon	SR	Attk%	Damage			Weapon	SR	Attk%	Damage	
Bite	4	55%	1D8+2D6			Bite	5	55%	1D8+3D6	
Claw	4	50%	1D10			Claw	5	55%	1D10	

SPECIAL FEATURES: The chance to hit a condor in flight is cut in half. The confor's defense still counts for full effect.

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INT 2

HP 15

POW 14

AP/HP

3/4

3/4

3/6

3/5

3/5

3/5

11

#### Condor 2 Condor 6 STR 31 CON 9 SIZ 29 INT 3 POW 6 STR 29 CON 11 SIZ 25 DEX 17 Move 4/12 HP 14 DEX 22 Move 4/12 AP/HP D20Location D20Location 01-02 Right Claw 3/4 01-02 Right Claw Left Claw Left Claw 03-04 3/4 03-04 05-06 Body 3/6 05-08 Body 09-12 Right Wing 3/5 09-12 Right Wing Left Wing 13-16 Left Wing 3/5 13-16 17-20 17-20 Head 3/5 Head Weapon SR Attk% Damage Weapon SR Attk% Damage Bite 5 55%1D8+3D6 Bite 4 60%Claw 70% 1D10 Claw 80%

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1D8+2D6

1D10

Condor	3				Condor	7			
STR 32	CON 13	SIZ 31	INT 3	POW 9	STR 34	CON 9	SIZ 29	INT 2	POW
DEX 17	Move 4/1	2	HP 18		DEX 17	Move 4/1	2	HP 14	
	D20	Loc	ation	AP/HP		D20	Loc	cation	AP/HP
	01-02	Righ	t Claw	3/5		01-02	Righ	t Claw	3/4
	03-04	Left	Claw	3/5		03-04	Lef	t Claw	3/4
	05-08	В	ody	3/7		05-08	В	ody	3/6
	09-12	Righ	t Wing	3/6		09-12	Righ	t Wing	3/5
	13-16	Left	Wing	3/6		13-16	Lef	Wing	3/5
	17-20	Н	ead	3/6		17-20	Н	lead	3/5
Weapon	SR	Attk%	Damage		Weapon	SR	Attk%	Damage	
Bite	5	60%	1D8+3D6		Bite	5	60%	1D8+3D6	
Claw	5	55%	1D10		Claw	5	70%	1D10	

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041 11		comor s de		counts for full effect.	out 1		omior 5 c	iciciise stiii	counts for fur
Condor	4				Condo	8			
STR 29	CON 14	SIZ 32	INT 4	POW 9	STR 30	CON 10	SIZ 26	INT 4	POW 11
DEX 23	Move 4/1	2	HP 19		DEX 20	Move 4/1	2	HP 14	
	D20	Loca	ation	AP/HP		D20	Loc	cation	AP/HP
	01-02	Right	Claw	3/6		01-02	Righ	t Claw	3/4
	03-04	Left	Claw	3/6		03-04	Lef	t Claw	3/4
	05-08	Во	ody	3/8		05-08	В	ody	3/6
	09-12	Right	Wing	3/7		09-12	Righ	nt Wing	3/5
	13-16	Left	Wing	3/7		13-16	Lef	t Wing	3/5
	17-20	Не	ead	3/7		17-20	Н	lead	3/5
Weapon	SR	Attk%	Damage		Weapon	SR	Attk%	Damage	
Bite	4	60%	1D8+3D6		Bite	4	60%	1D8+2D6	
Claw	4	75%	1D10		Claw	4	55%	1D10	

SPECIAL FEATURES: The chance to hit a condor in flight is cut in half. The confor's defense still counts for full effect. SPECIAL FEATURES: The chance to hit a condor in flight is cut in half. The confor's defense still counts for full effect.

Condor	9			
STR 30	CON 14	SIZ 30	INT 2	POW
DEX 22	Move 4/1	2	HP 19	
	D20	Loc	ation	AP/HP
	01-02	Righ	t Claw	3/6
	03-04	Left	Claw	3/6
	05-08	В	ody	3/8
	09-12	Righ	t Wing	3/7
	13-16	Left	Wing	3/7
	17-20	Н	ead	3/7
Weapon Bite	<b>SR</b> 4	Attk% 60%	Damage 1D8+3D6	
Clew	4	70%	1D10	

SPECIAL FEATURES: The chance to hit a condor in flight is cut in half. The confor's defense still counts for full effect.

## The Feathered Rivals

Raven, Sun Hawk, and Thunder Bird were the Three Feathered Rivals, also called the Sacred Birds of Prax. In this role, Sun Hawk always overcame Raven, who overcame Thunder Bird, who in turn overcame Sun Hawk. Condor was sometimes called the Fourth Rival, and he was always overcome by any of the other Three.

#### Spirit of the Air - Thunder Bird

Thunder Bird was one of the Three feathered Rivals. He was always victorious over Sun Hawk, whom he wrapped and smothered with his great clouds of feathers. In turn he was always tricked by his little brother raven, who was much cleverer than he.

#### **Spirit of Darkness - Raven**

Raven was one of the Three Feathered Rivals. In this role, clever Raven always overcame Thunder Bird with his tricks, but the clear sight of Sun Hawk always saw through his illusions. He also had a special ability to steal: he could pick a man or god's pocket and, more often than not, escape.

#### Spirit of Fire - Sun Hawk

Sun Hawk was the servant of the Sun before the Great Night, and was also one of the Three Feathered Rivals. His keen eye and clarity overcame any trickery, and so he was always victorious over Raven, though the clouds of Thunder Bird could block his clear light.

## To the Top and the Nest

#### Initial D100 Roll

01-50	1D6 cliff toads trying to get some of
	the condor eggs
51-85	1D4 king condors attack party
86-00	Scarlet King and 1D4 condors attack
	the party

#### Overview

The last four meters to the top of the pinnacle are made of very hard rock. Around the edge of the top of the spire was once a wall of stone 3 meters high and 2 meters thick. Many of the stones making the wall along the north side have fallen down the side of the spire. More of the wall is intact along the west and east sides, and it exists unchanged along the southern side.

Inside the wall the characters can make out a circular area 12 meters in diameter, filled with branches, stones, and occasional bones. This matting stands slightly higher than the north portion of the wall. One female condor has remained in this huge nest to defend and care for any eggs. She will attack the first character over the wall, trying to topple him from the edge, and will continue to attack until she is no longer threatened or until she is no longer able to fight.

#### Spot Hidden

Once the last condor is immobilized or killed, the party will be able to search the nest at their leisure. The condors built their nests against the southern, higher, wall, to protect them from the fierce winds of winter. There are six nests currently in use and the characters must successfully make Spot Hidden rolls to find each one. Each nest will contain 1D3-1 conical, ivory eggs. It will take several minutes to find each nest.

While searching for the eggs, if any of the characters succeed in rolling a special Spot Hidden (20% of the amount needed to make the roll) then they have found something other than a condor egg. The referee should roll on the Found Items chart below to determine just what the character found.

#### Traps

Every five minutes spent looking for the condor eggs or in climbing down the pinnacle will give a cumulative 5% chance of additional condors flying to the top of Jebba's Spire to attack the egg robbers. The characters will be able to clearly hear the screams and cries of the condors as they approach. If these condors are indicated, 1D8 will appear. If Scarlet King has not yet fought with the party and lost, or if he was driven away, he will appear leading this last group. If these are defeated, or if no condors appear in an hour and a half after the taking of the eggs, then the party will not be bothered by condors for the duration of the trip.

## **Found Items List**

The following are all items which may be found in the condor nest atop Jebba's Spire. If more than one item is found, ignore rerolls of the same item and roll again.

Three of the items described below (the hand of rings, the closed helm, and the small box) will be indicated by a Detect Magic spell.

## The Journey Home

The referee should treat the climb down the pinnacle and the trip home the same as the journey to and up the crags. When the adventurers reach the fort they will be met by the duke and Daryli, who are anxious to examine the eggs. Jezra will want to see the eggs as well, and may flirt with the leader of the party.

## Found Items List

#### D100 Found Item

O1-15 A trapezoidal stone 38 cm across at the bottom, 25 cm high, and 20 cm deep. The stone will be found set into the top southern wall. In the top of this stone has been drilled a 6 cm wide hole 11 cm deep. The hole is irregular, having been greatly worn about the top. On the inside face of this stone are some markings written in a language that none of the characters can understand (Jrusteli). If they make a copy of the markings or if they dislodge the stone (set with a STR of 50) and take it to a well-established knowledge temple and have the markings translated, it will be found to read "View of Chamber Gully and Vulture's Country".

- **16-40** A bronze plate cuirass for a SIZ 11 person.
- A severed decaying hand bearing three rings. The person picking up the hand must make a DEX x5% roll or 1D3 rings will fall off, and he must spend an additional 15 minutes searching for each ring. Ring 1 is worth 4 L; ring 2 is worth 26 L and will detect magically. It is also a 4 Pt POW storage crystal. Ring 3 is worth 134 L.
- 48-60 An 8" circular container made of bronze with a fitted lid. Persons opening the lid are sprayed with spores from a thick mold growing on whatever was in the container. Any persons within a meter of the container when opened must attempt CON x4% rolls. Failure results in those characters developing a case of Joint Rot (see Mallia, in *The Cult Compendium*).
- **61-70** A tin closed helm for a SIZ 12 person.
- 71-87 A leather quiver with four warped arrows fletched in black and yellow.
- A small gold, wood, and leather box. The box is held shut with a permanent Glue spell of 30 STR (a Glue 3). Except for extreme weathering, the box is in good shape. When the box is opened, a guardian spirit bound to the box (the binding runes are inside the lid) of POW 22 will first cast a Detect Magic spell using the 6 points of POW stored in the box and then attack the highest POW character not using any magic. If that character moves beyond 3 meters from the box, it will again cast Detect Magic and attack the next highest power character.

The box itself is magical and may be attuned once the guardian is destroyed. The attuning strength is 14. The box will work as a POW 6 storage crystal and the Glue 1 spell will work automatically. The attuned person may open the box easily; everyone else must overcome the STR of the Glue.

Inside the box are three things: a small rotting leather pouch with 14 strangely minted wheels worth 3 times their value if sold to a coin collector; a pretty bracelet made of turquoise, non-magical, and worth 346 Lunars; and a scroll. Anyone handling the scroll must make a DEX x3% roll or it will begin to disintegrate. On the scroll, written in Jrusteli, is a log of sightings of giant's cradles floating down the river. The scroll is dated from 926 S.T. and is worth 3475 Lunars from any knowledge establishment.

Daryli will take the eggs to the shrine of Queen Deezola to insure they are fertile and to determine the balance of the sexes. If there are two eggs, one will be male and one will be female. If there are three eggs, one will be male and two will be female. If there are four eggs, two will be of each sex.

By the side of the duke stands a sour-looking stranger, a fat man dressed in traveling furs. About his waist, suspended on his left side from a belt of braided animal hair, are three leather pouches. His brown hair is long and tied back in the Praxian manner.

In the interior of the fort stable hands can be seen unpacking a half-dozen mules and horses. In another area perhaps 20 men, women, and children are cooking or lolling at open fires. They are the first settlers from the Empire, and they are tired after their trek. They and their picketed livestock fill the interior of the little fort to overflowing.

#### A Token of Appreciation

In gratitude for the dangerous work, the duke will give each man of the party 30 Lunars, and the leader of the party and the lead climber will each get an extra 10 Lunars – or 20 if the two are the same. More than that, however, the duke subtly



communicates to them that they are now more than loyal employees, and that as friends of the house of Rone there may come a time of need when the support of him, his ancestors. or his descendants will be worth much. The adventurers will leave the room with the feeling that they have done something very worthwhile and which they long will remember.

# What Happened If They Didn't Get the Eggs?

The relevance of the concluding scenario is compromised if the adventurers manage to botch the climb, so the referee should encourage their success as much as possible, as consistent with his or her own integrity. Inevitably, however, some groups just cannot get the job done. In this case the referee should indicate that the duke also sent out three of his best hunters, who took advantage of the diversion which the adventurers created and scaled a lower crag at the other end of the pinnacles. They succeeded, and so the caravan north will proceed as scheduled. The playercharacters do get 15 Lunars each in that case, and are not allowed to bask in the duke's appreciation and gratitude. The money will be given to them by the chief of mercenaries.

#### Interview with the Duke

The new chief of mercenaries for the duke will relay the following information.

The stranger with the duke is Beetis Sharpdealer. This man eyes the adventurers like well-used and not-too-valuable merchandise. The chief of mercenaries will then go on to quote a portion of the conversation.

"Well, Raus," Beetis said, "were those to be my allies and companions through Vulture's Country? I had no idea of the sorry state of your army. Do your children do the work of men? Have you no warriors here? I'll be stolen blind!"

The duke replied, "Beetis, those men have served me well. I will be trusting them with my most prized heirloom. Did I not know your sour disposition better, I would take insult." The duke's tone was firm, but said with a hint of a smile.

Beetis suddenly laughed, "Well, although I think little of their appearances, I'll only have to put up with them as far as the Valley of Avalanches!"

"You'll be there in no time," the duke replied, also laughing.

Then the duke turned to the chief of mercenaries, who had been biting his lip to avoid saying something undiplomatically. "Your face tells me of your anger. Forgive my old friend Beetis, his journey has been long. Now is not the time for explanations. He shall talk more fully tomorrow. In the meantime, I shall try to improve his manners." The duke picked up a pitcher of wine, "With some of this," he added.

# Scenario To Giantland!



Duke Raus has learned that an ancient, magical sword created by his ancestors is held by Gonn Orta at the giant's legendary castle, and he wants to trade for it the condor eggs collected in the last scenario. The duke knows that Yalaring Monsterslayer of Trilus, a king of Balazar, wants the eggs to compete with another Balazaring king who presently rides giant birds. The party going to Gonn Orta's will not be able to carry enough food, so hunting skills will be essential. The group will likely meet Praxian nomads and other denizens of Vulture's Country. To continue the adventures of the player-characters participating in these scenarios, we present ideas for integration into Griffin Mountain at the end.

#### **Player Information**

A day later the characters find themselves in the duke's quarters. With the duke are three other people: Daryli God-speaker (priest of the fort), Beetis Sharpdealer (the merchant who sneered at the player-characters behind their backs), and a new stranger, weathered and rough-looking, He is obviously a newcomer to Prax. His eyes are aware of everything in the room. His headband is wide and colorfullypatterned, and three feathers sprout from it. His shirt and trousers are of deer skin, By his side is a well-made self bow, a short spear, and a medium shield. Two shaggy red dogs nap at his moccasined feet. From outside come the sounds of people yelling and cursing, of animals complaining, and of much equipment and supplies being moved about.

The duke says, "Your chief has informed you of a journey ahead. By your presence I assume that you all agree to undertake it. You will be traveling some of the most difficult terrain in the world, chancing your lives against savage conditions to survive. The trip will last a little under two seasons. The wage is one full year's pay. I will not reveal your mission nor your destination until you have re-sworn your oath to me upon these terms. Should you desire to remain here at your normal tasks and pay, I will fully honor that decision, for all I ask is that each of you be true to your desires in the matter. However, if you do wish to remain here, I must ask you to leave the room now. For the journey ahead, you must depend on one another, and I want no one with personal reservations about the trip or about your companions to start the trip and then abandon it. Make your decision now."

After several minutes, the duke will say to those who remain, "Good. I am proud to have such loyal men in my employ. You'll know wonders of which you never dreamed. Your final destination is the castle of Gonn Orta, famed giant and master merchant of the Rockwood mountains."

While the player-characters absorb the news, the duke introduces Narin Kinscold, a native of Balazar and the far north, who will guide the party, and who is also an excellent hunter and tracker. Beetis Sharpdealer, well-traveled and experienced trader of goods, will negotiate with the giants and with any nomads. Daryli will act in the duke's behalf and represent a reserve of magic and Power.

If the duke has chosen a non-player-character as chief of mercenaries, then he will inform the player-characters that they must now follow for the entirety of this adventure the player-character he now chooses, who will be responsible for the expedition as a whole and who will command it. He cannot afford to have his chief of mercenaries away for so long.

Conversely, if one of the player-characters is already chief of mercenaries, then he is glad to have such a capable and trustworthy man to lead the collecting of his rightful heirloom. In either case, the duke believes this character to be the most resourceful, the most capable, and the finest leader available

If the chosen player-character offers argument, the duke will say, "I am an excellent judge of character, and I want no excuses. An increase in salary, the leader's share of any profits from this adventure, and the right to declare danger bonuses are yours when you return. Well?"

#### The Route North

Once the leadership of the expedition is complete, all of the characters enter into detailed discussions of the route and objectives. The normally aloof duke remains, doffs his cap of authority, and treats all the characters with equal friendship, though he reserves the power to make the final decisions. Player-characters should take this change in behavior as notice of how important it is to the duke that this journey be completed successfully.

The route determined is that shown on the accompanying map. The party goes upriver to Helmbold's Crossing, where the fording will be easiest this time of year, and then to the Sun Dome temple. The duke already has arranged for most of the supplies to be awaiting the party there, as well as an additional mount. The adventurers will then travel to a tiny town that Beetis calls Far End, there re-stocking what supplies they can. From then on they'll travel through Vulture's Country, along the foothills, trying to find the elusive Hidden Green, a seasonal oasis. Dangers may come from the nomads who also will use the Green, since they are possessive of water and grazing. The party will want to rest at the Green.

The next stage of the journey will be traveling up the Valley of Avalanches to Toothsome gap. There will be game and fodder there, but danger also.

Once into the gap, there will be three days of very tough uphill travel to the great castle of Gonn Orta. Only Narin has been through the pass, and he says that the other passes there lead to death and starvation. He will know the right pass by landmarks, about which he will say no more.

#### **Provisions**

As they study the situation, the party understands that food will be a problem. The duke states bluntly that the travelers will be under-rationed, and that if he sent enough to feed the expedition and a reasonable escort that he would need 90 horses and thousands of kilos of grain —enough to strip them of food at the fort — and such a slow caravan that the eggs would hatch long before they got even to Gonn Orta.

Each will have one horse plus another carrying food. By being careful with it, the food will last 11 days for each person and his or her two mounts. The horses will forage for additional food at the end of each day, which means that the actual riding time per day must be not more than 6-7 hours. The loss of more than a few horses will spell serious trouble for the adventurers.

Referees are urged to keep track of the food and fodder situation, and to force the playercharacters to deal in terms of it.

# The Object of the Journey: The Rone Sword

As well as other goods, the party will be taking those newly-gathered condor eggs, to be traded for an ancient family heirloom of the duke's, the possession of which will allow his family to rise to their proper station once again. The Rone sword was crafted in a bastard sword style, with the iron folded and formed many times. Matrices for spells of spirit defense and control were forged into the blade as the sword was created, and a teardrop-shaped crystal was imbedded into the base of the blade near the guard. The pommel was made of a fine filament of silver wound tightly about the iron tang of the blade. Carefully balanced and proportioned, the sword feels light and easy in the hand.

The duke further says that a spirit of an ancestor will attack everyone who grips the sword by the pommel unless they speak the name of a member of the Rone family, and bear the image of that person in their minds as they heft the weapon. He tells them that Daryli knows all of the sword's description and powers, but that this is as much information as he decently can provide.

#### **Referee Information**

#### The Keeper of the Eggs

In order to keep the eggs warm, so that they maintain their fertility, a special leather body case has been built to specifications provided by Irrippi Ontor and Etyries temples in Pavis. Once the player-characters are ready to set out, they will have to elect a keeper of the eggs from among themselves, who constantly will wear the container and heat it with his or her body heat. The eggs are carried in protected, fitted compartments within the garment. The egg-carrier will be guarded by the other members of the party to the best of their ability, shielded from unpleasantness as much as possible, and not allowed to fight (except with magic) unless absolutely necessary. The referee should use this character function as a way to keep the goal of the journey omnipresent in the players' minds.

If there are relatively few player-characters, or if no one seems up to the task. Daryli should be the egg-bearer.

#### More Data on the Rone Sword

The Rone Sword was forged of virgin iron by the duke's great-great-great-great-grandfather, Rehn. His son and grandson, both powerful RuneMasters, worked on the enchantments of the Rone Sword throughout their lives. Assil of Rone, the son of Rehn, had his son Vandik bind his (Assil's) spirit to the sword so that his magics. skills, and knowledge never would be lost. But the sword was lost during the rampage of the Mad Sultanate when Brutas of Rone was killed in battle. Since that time, no ancestors of the house of Rone more ancient than Vandik could be summoned by the house of Rone, a desperate situation for followers of the ways of Daka Fal, diminishing greatly the lore and learning available to the family, and contributing to the duke's present exile.

The Rone Sword is formed like a bastard sword. Matrices for Detect Spirit, Spirit Screen 4, and Spirit Binding were formed into the fabric of the blade when it was forged. The sliver of tear-drop-shaped crystal holds Assil of Rone's spirit. Were Assil no longer in the crystal, it could store 14 points of Power.

Any member of the Rone family will be protected from all non-ancestral spirits by a Spirit Block 1 cast by Assil. He knows three castings of the spell and will cast it whenever spirits are about.

The spirit of Assil will attack the wielder of the sword if he is not a family member or a close friend of the family. He will continue to attack while the sword is held until his Power drops to 5 points or less. He then will retreat into the crystal until he regains his Power. He then will attack again, as necessary.

The monetary value of the sword is roughly 50,000 Lunars, including the value of the spirit. It is far more valuable than that to the house of Rone, for possession of the sword creates a bridge to countless generations of ancestors.

#### Spirit of Assil of Rone

INT 16 POW 20

SPELLS: Bladesharp 4, Coordination, Healing 5, Mind Speech 1, Repair, Strength.

RUNE SPELLS: Resurrection 1, Spirit Block 1-2, Summon Ancestor 2, Summon Specific Ancestor 2.

#### **Non-Player-Characters**

#### Beetis Sharpdealer the Trader

Beetis is dressed in the skins and cloth of a barbarian, but in fact he is Lunar, originally from a farm 30 kilometers from the city of Alkoth. He seeks unusual trade goods and potential markets in the barbarian lands. He escorts his goods back to the Empire every year or two, and has established several solid territories in which to dispose of barbarian curiosities.

He knows that the Lunar Empire does not yet know the exact location of Gonn Orta's castle, and he will gain much favor if he can supply the information. More selfishly, it also may bring him much profit if he can establish and hold the route. It is his intention to follow the route on to Trilus and thereby supplant or be able to compete with Joh Mith. To this end he hopes to entice away as many of the player-characters as possible, to continue over the mountains with him. He is not, however, interested in stealing the Rone Sword from Raus, and will actively protect it as he can. The important thing is to get to Gonn Orta's; he will sacrifice without compunction some of the party members if it seems necessary.

#### Beetis Sharpdealer the Trader, Rune priest of Etyries

CON 16 SIZ 12 INT 13 POW 18 STR 14 DEX 11 CHA 10 Move 8 HP 17 Defense 20%

# Itinerary of the Expedition

The Fort to Helmbold's Crossing 46.5 km (28 miles) = one long day's ride

#### Helmbold's Crossing; fording the river: upriver to the Sun Dome temple

72 km (45 miles) = three days.At the temple meet liverymen from Pavis with fodder and more animals

#### Sun Dome temple to junction of Scritha river with the River of Cradles

42.5 km (27 miles) = one long day's ride

#### Up the Scritha to Far End

75 km (47 miles) = two days of travel at fast rate

#### Reprovisioning; Far End to Hidden Green

333 km (206 miles) = 14 days of difficult travel, with foraging

#### Hidden Green to Toothsome gap

163 km (101 miles) = seven days rough travel.

#### Toothsome gap to Gonn Orta's

50 km (31 miles) = three days of rough travel

#### **TOTAL DAYS OF TRAVEL = 31**

not including rests or other delays

D20	Location	AP/HP
01-04	Right Leg	3/6
05-08	Left Leg	3/6
09-11	Abdomen	3/6
12	Chest	4/7
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	3/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Staff	5	55%	1D8+1D4	80%	15
Comp bow	3	55%	1D8+1	15%	10
Shortsword	8	55%	1D6+1+1D4	45%	20
Med. shield	-	-	-	40%	12

SPELLS: Glue 2, Mind Speech 2, Mobility, Screen 3.

RUNE SPELLS: 3 Lock 1, Spell Trade 1.

SKILLS: Acting 55%, Bargaining 90%, Evaluate Trade 85%, Evaluate Treasure 55%, Oratory 50%, Spot Hidden 60%. LANGUAGES (Speak/Read): Praxian 65/0, New Pelorian 65/ 30, Trade 90/60.

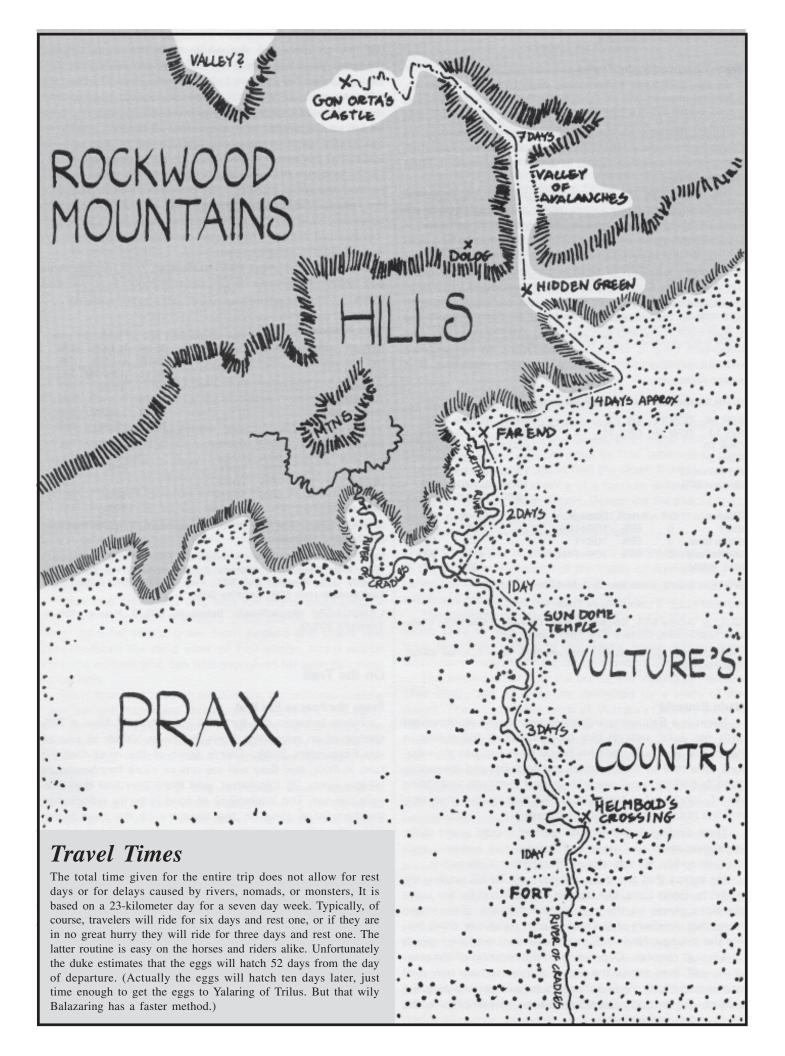
#### Narin Kinscold

Narin is a Balazaring tribesman who found employment with the duke, sent to him by contacts of the duke's in Pavis. The Balazaring left his home to investigate the fabulous tales told by his elders of the lands beyond the mountains, but all he found when he crossed them was forbidding desert, inhospitable barbarians, new and vicious monsters, and the hot breath of Vulture's Country.

Once finding civilization he learned citadel guard skills, an appreciation of money and leisure, and a mercenary's attitude to life. He wants as much gold as he can gather.

He knows that the duke will pay well for his guiding the party to Gonn Orta, but he also is impressed by the value the duke places on the eggs and by glimpses of the magic items that members of the party carry. At several times during the journey, Narin will mention the value of their goods to a group member. Depending on the reaction of the player he will then entice the player to quietly help him steal one or two of the magical items, or he will quickly drop the subject. All through the adventure he will emphasize the items and note their value.

If none of the characters has sided with Narin, then he will try to blackmail the whole party for more money. Once the group has passed the oasis and are well up the Valley of Avalanches, he will balk at leading them further. He will say that there are five possible routes through the mountains, each with at least one branching, and that only he knows the proper way to go. He will demand a tenth of the money value of the goods then carried by the party as additional payment. If paid, then he will lead the party correctly (and run off when a good opportunity presents itself so that the other members do not kill him once they gain the castle). If the party does not pay, then he will seem to give in, but will try to steal one of the magical items himself (he does not want the eggs - they are of no use to him) and leave the party immediately.



Med. shield

50%

Always he will head back to Balazar. With his new skills and wealth he believes he will carve a good life for himself there.

Narin K	inscold					
STR 13	CON 16	SIZ 10	INT 11	POV	V 14	
DEX 15	CHA 12	Move 8	HP 16	Defe	ense 25%	
	D20	Loc	cation	AP/HP		
	01-04	Rig	ht Leg	1/6		
	05-08	Lei	ft Leg	1/6		
	09-11	Abo	lomen	3/6		
	12	C	hest	2/7		
	13-15	Rigl	nt Arm	1/5		
	16-18	Lef	t Arm	1/5		
	19-20	Н	lead	0/6		
Weapon	SR	Attk%	Damage		Parr%	Pts
Self bow	2	60%	1D6+1		_	6
1-H spear	6	65%	1D6+1		40%	15
Javelin	2	40%	1D10		_	15
Dagger	8	55%	1D4+2		30%	12

**SPELLS:** Detect Life, Disruption, Farsee, Healing 3, Ignite, Mobility, Protection 2, Silence.

SKILLS: Butchering 40%, Climbing 35%, Find Water 25%, First Aid 45%, Hide Item 60%, Identify Animal 45%, Listen 75%, Move Quietly 60%, Peaceful Cut 50%, Pick Pockets 55%, Riding 75%, Spot Hidden Item 50%, Tracking 60%.

LANGUAGES (Speak/Read): Balazaring 60%/0, Praxian 40%/ 0. Tradetalk 70%/0.



#### On the Trail

#### From the Fort to Far End

Travel between the fort and Far End will have a 20% chance of an encounter from the River Valley section of the Encounters Book, This is some of the most civilized land in Prax, and they will see one or more farmhouses or villages every 25 kilometers, and there they and their animals can eat. The availability of food is partly reflected in the fast travel time on the Itinerary of the Expedition. Offer the player-characters the opportunity of making a quick trip to Far End in the hope of buying food there. If they hurry, they will shorten the early journey by 2-3 days.

#### At Far End

Far End is a semi-permanent tent village of some 200 nomads. It is one of the few places where nomads regularly gather to trade with farmers. It exists under an uneasy informal treaty of peace by the various nomad nations of Prax, similar to but weaker than the area of neutrality by which the infrequent oases of Prax survive. The village has existed for three years, carefully fostered by the Lunar overlord of the area. Merchants are beginning to travel to Far End with increasing frequency. A small caravan of oxen and wagons can be seen among the tents.

The caravan belongs to a merchant named Stubbins Twonail, He will bargain nose-to-nose with the bargainer chosen by the player-characters. The bargainer should make a D100 roll and compare the result below to determine how much food and grain is available per one person/two horses of the party. The food and fodder will cost the party 50+2D10 Lunars.

#### Far End Food Availability Chart

Bargainer's D100	days of food/fodder available per		
Roll	one person/two horses		
POW x1	5 days		
POW x2	4 days		
POW x3	3 days		
POW x4	2 days		
POW x5	1 day		
POW x5+	no food available		

#### From Far End to the Hidden Green

This portion of the trip will take about 14 days, unless the Hidden Green is difficult to find. There is a 15% chance of an encounter each 12 hours. If an encounter is indicated, roll on the Vulture's Country encounter chart in the Encounters section of this book.

The party travels along the desolate edge of this barren land, where little but tanglevine sage and varieties of cactus and other succulents grow. The main animal life is small burrowing creatures whose holes and mounds provide endless opportunities to break a horse's leg or throw a rider.

The line of hills to the left guides the party, for they must parallel the hills until Narin sees the proper landmark which tells him to turn into the mountains. Far beyond the hills the player-characters can see the awesome snow-clad crags of the Rockwood Mountains in the morning and in the evening.

From the mountains and hills run many small streams still high from Storm season's great storms. Along them many seasonal plants grow. Both streams and plants will fade by about the third week of Fire season, and it will be only the nomads who can find enough to eat even this close to the hills.

Aside from the random encounters, the seasonal streams form the only other real threat to the characters. The party will encounter 2D8 streams at random points along the route that will require special care to cross. By the time the party returns, no more than 1D4 streams will be more than knee-deep.

Travel time from Far End to Hidden Green assumes a party speed of 23 kilometers a day, allowing the horses to forage for 5 kilos of fodder daily. The horses will need 5 more kilos of grain from the carried fodder each day. If the characters do not hunt for food along the way, they have enough for themselves and for the horses to last 11 days. Therefore they will have no food for the last three days of travel. Alternatively, the players can hunt more and add days to their travel time.

If the referee wishes to abstract the procedure of hunting, the hunters will succeed 60% of the time. For each day they dedicate to hunting and succeed, they will bag 1D3 days food. The foraging horses will be able to go a full day without grain and not weaken if they are given a day's rest after each such day.

#### At the Hidden Green

After traveling the 330 kilometers from Far End to the approximate location of the Green, both Narin and Daryli may attempt Spot Hidden rolls to find landmarks. They must then make luck rolls to find the Green from there.

There is one 40% chance of a random encounter while riding up to the Hidden Green. Determine the exact nature of the encounter on the Vulture's Country portion of the encounter table in the Encounters section.

#### Overview

The Hidden Green is a seasonal oasis nestled in the hills near the mouth of the Valley of Avalanches. It is called the Hidden Green because its location shifts with the winds and can vary by as much as 20 kilometers. The nomads of Prax usually trade with the giants of Gonn Orta in Fire season when the giants descend from their mountain retreat to the Green. Some nomads then accompany the giants to the castle, to return the next spring. Some nomads then accompany the giants to the castle, to return the nest spring.

The trading ground of the giants, the trading of Humans (Far End), and all oases are protected by a truce of the desert. The inhospitable sands of Vulture's Country breed a fierce toughness of character in the nomads, and though their nations persist in raids and devastating war, all recognize and revere water. The founder, Waha, taught that no man should be denied shade, food, and water.

Approaching the Hidden Green, the playercharacters will see a cluster of low trees, acres of bright grasses, and several grazing llamas, two bison, and one rhino.

# Crossing the Streams

It is up to each player-character to lead his horses safely across swollen streams. This requires one Riding roll per horse led, plus one Swimming roll by the character for each trip across the stream. If the Swimming roll is missed, then the character is swept downstream and takes 1D8 water damage. Any horse led by a character that is swept downstream must also make a Swimming roll of 25% or take 1D8 damage. If a successful Swimming roll is made on the second try, then the character and/or horse has reached the opposite bank 1D10+20 meters downstream, Failure the second time means that the character or horse takes en additional 1D8 damage and is swept another 1D10+20 meters further away. The procedure continues until the individual is drowned or is saved.

Of the supplies carried by a horse swept downstream 1D100% will be lost. If the merchant for the party makes his luck roll (POW x5%), then the most valuable thing on the horse was not lost. Otherwise it was the first thing to go.

If the egg-bearer is swept downstream, the eggs will not suffer even if he drowns, if the body can be recovered and the eggs transferred to a new keeper within ten minutes. If this is not possible, there is only an egg-bearer luck roll or less chance at the end of the trip that a particular egg is still fertile.

As they approach, two Bison Riders and two Llama Riders round a nearby hill at a fast trot to intercept the player-characters before they reach the oasis. When the nomads come within shouting distance, one of the High Llama riders will yell in a crude, heavily-accented form of Tradetalk, "Hold position! Approach no closer the oasis! We do not like horse riders, we do not want our water spoiled, It would be unfit even for our animals to bathe in! There are far too many here now. We do not want you. Turn back. Re-enter the wastes from where you came, or become a resting place for our hundred spears!" The nomads will rein-in, and intently watch the characters. The players may decide to depart, to negotiate, or to charge.

If the party departs, they will be watched until they are out of sight. The same procedure will occur if they return.



If the party charges to attack, these four nomads will counter-charge, melee, and cry for additional aid from the oasis (use the statistics for the High Llama and Bison Riders given in the Encounters book). After 3D6 melee rounds, 15 more riders will come pouring out from the oasis to aid or to avenge their brethren. These will be a motley mix of nomad types, including one High Llama and one Rhinoceros priest, and one Bison Rune lord. If the characters defeat these nomads, they will be able to enter the oasis without further trouble.

If, instead of fleeing or fighting, the party sends forward someone to negotiate, they will find the nomads willing to talk, and the players will hear innumerable stories about the skill and prowess of these nomads, and adamant refusals to allow the players to water their horses or to collect fruit and grasses for themselves and their animals. If the negotiating character succeeds with Oratory, he learns that five ritual contests may win the party what they desire.

#### The Rules of the Games

One of the nomads, Allani the Swift, will explain the contests to the characters. "To win the right to water and feed at this oasis, you must prove that you are as quick, as smart, and as skillful as we are."

He continues, "For each contest you must choose one party member to compete against our chosen champion. Each of our champions will represent a different tribe in each contest. If you can win three of these contests, then the defeated tribe with the fewest numbers will leave the oasis and you will be allowed to remain with us and to trade if you like." The duke's party will choose only one contest, and will be chased away with weapons and insults if they refuse to participate in any of them. In the weapons wielding contests the characters will be allowed to use weapons with which they feel most comfortable and competent.

All of the nomads of the oasis, including several women and children who were not evident to the characters before, form on the top of a low rise between the characters and the Green. Allani says, "We will compete in five contests, one for each of the four nomadic tribes at the oasis now, and one to be chosen by you. If you wish, you may choose whether your contest will come first, second, third, fourth, or last." He will wait for the characters to choose where they would like their contest to be ranked. "These contests are to test both your worthiness to water and to feed at this oasis. We will test your knowledge against ours, your skill against ours, the courage behind your weapons against ours, and the strength of your riding beasts against ours.

"Five judges will determine the winner of each contest. You foreigners have the right to choose one of the judges. Make sure that he is a man of honesty and integrity. The sands of the desert will scour the skin from the bones of a liar."

After the players have chosen their judge and the position of their contest, Allani will motion to the mass of nomads and wave down one from each tribe. "These are to be our choices for judges. Shemsee, an Eiritha woman of great gentleness and fairness of mind hails from the Llama nation. Kartulain Bouncer, famous impala master and father of nearly half a nation, is another. Greyskinned Grik, without rhinoceros, also will judge. The bison-person Toyda completes our choices.

#### **About Judges and Judging**

Each of the judges will try to be fair, but three have marked biases. Shemsee the Eiritha priestess will judge for the characters if the Praxians seem to be using trickery against them, for she knows that her people have certain advantages and may try to use them unfairly in what are supposed to be even contests. Kartu lain, the oldest nomad that the players have ever seen, will halt any contest in which one or the other contestant looks to be killed, and will always vote for the other side if one person dies. Grik always will vote for the nomads unless the foreigners obviously have won.

To aid the referee in determining the votes of the judges in the contests, the *Votes For Players* chart is provided just below. Use this chart to determine how the nomad judges vote, given general contest results. The player-characters' judge should be assigned to one of the players (who will not be participating) or his vote could be rotated between nonparticipating players.

To use the chart, the referee must decide which contest result listed along the left-hand side most closely corresponds to the actual outcome. Then, reading across the chart to the right, refer to the 1-6 range assigned to each nomad judge for that result. If the referee rolls 1 D6 within the range given, then that judge had voted for the player-character as the winner of the contest. If not, then that judge voted for the nomads.

#### **Voting Order**

After each contest the nomads will require the judge chosen by the characters to declare his choice of winner first. Then each of the other judges will vote in the order shown on the *Votes for Players* table.

#### **Explanations to Players**

The referee should fully explain the position of their characters to the players. They can see that the nomads obviously are going to enjoy these contests, and they can hear some of the closer ones trying to bet on the contests, but hear very few nomads betting in favor of the characters. The nomads will offer their animals and weapons to the players, but riding the Praxian animals will halve the player characters' riding skills, and they must use any unfamiliar weapons at base percentages.

The referee should advise caution and ingenuity in the contests, and that if they choose to use their own animals and weapons then these should be used in the characters' own styles. Characters above all should not be intimidated into using animals and weapons improperly or in an unaccustomed manner.

#### The Contests

After the characters have chosen their judge, contest, and position of contest, Allani will indicate that the contests now must begin. The nomad contests will be played in the following order. Insert the player-characters' choice in its proper position.

#### The First Contest: Beast Against Beast

Contest one compares the relative strengh of the riding beasts. The nomad Mangrule, warrior of the Bison Riders, challenges the champion of the foreigners to a head-butting contest until one animal or the other falls and is unable to rise. Mangrule has 85% Riding and his bison (head hit points of 9, armored with 3 hit points) has a Head Butt of 60%. With each clash, the riders must make their Riding roll and the animals must make their Head Butt roll. Apply any damage and butt again.

# Votes for Players

Result	Shemsee	Kartulain*	Grik	Tovda
Player-characters obviously win,				
even if cheating	1-6	1-5	1-3	1-4
Disputed winner	1-4	1-2	1	1-2
Obvious tie	1-4	1-3	1	1-2
Characters lose	1-2	0	0	0

<sup>\*</sup> Unless one contestant dies; in that case Kartulain will vote for the side suffering the death.

**EXAMPLE:** Shemsee the Eiritha priestess is very concerned with honesty and honor. As a result she is likely to vote for the characters since the nomads will take every opportunity to cheat. If both the nomads and the player-characters achieve a result which is disputed by both sides as to who is the winner, then she will vote for the players on a roll of 14 on 1D6. Grik, obviously anti-horse, will vote for the characters only in a disputed contest on a roll of 1.

<sup>&</sup>quot;0" indicates that the judge will not vote for the playercharacters in that situation.

Since everyone knows this is an unfair contest, no one will think it unfair if the horse Kicks or Tramples instead, and everyone will think the characters are fools if they play according to the 'rules.'

#### The Second Contest: The Obstacle Course

The second contest tests the mastery of man over his beast. the nomads' champion will be Kemmin Birdspringer, master of the impala. The contest is a ride on an animal through a short series of obstacles. This can be broken into five parts. (1) They must ride along the crest of that ridge and pluck off one of the feathers being fixed to the lone tree. (2) Then they must scramble down the hillside, (3) spring across the creek, (4) jump across the bushes with the blanket over them, and (5) duck beneath the High Llama beside Allani.

Kemmin has STR 14, DEX 15, Riding 80%, and his impala is 65% Jumping.

To catch the feather requires a DEX x 5 roll for the animal rider.

To scramble down the side of the hill will require a DEX x 5 roll from the animal.

Both the jump across the creek and the leap over the bush requires the animal to make its Jumping roll.

The duck under the High Llama may be tricky. It is SIZ 40, with space under its belly for a SIZ 14 creature to easily pass. For both rider and impala to pass beneath will require Kemmin to slip to the side of the animal with one leg hooked over its back. This requires a roll of one-half Riding or less, plus a STR x 3 roll to stay mounted.

For the player-character's mount to fit under the High Llama requires that the SIZ of his mount fail when rolled against the SIZ 14 space beneath the llama. The character may try a small horse, or he may borrow an impala, but only half the Riding skill will apply when riding this new animal. When the

character tries to scoot under the llama, he may therefore use only one-fourth his Riding percentage.

# The Third Contest: The Joust

This contest judges the mastery of weapons. The nomad champion is Hargrakk Stonebender, fierce rhino rider and master of the lance. He is also a master of boasts and slurs, and these he happily throws at the player-characters before the contest begins. The first champion to be thrown from his animal is the loser.

The joust requires a lance and shield. If the characters do not forbid the use of animal attacks, the rhino will attempt to butt the horse, as well as his rider attempting his lance attack. When the two contestants meet, they first must make their lance attacks. Hargrakk has Lance 95%, Shield 80%, Riding 70%; rhino Head Butt is 65%.

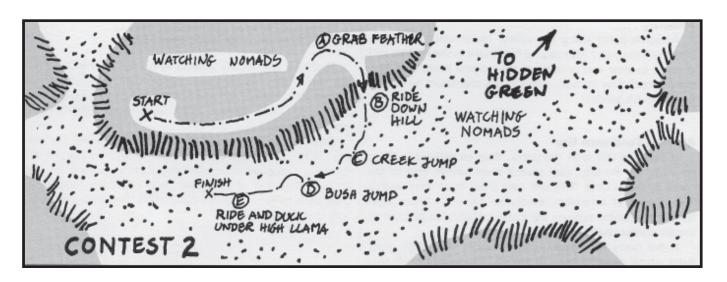
#### The Fourth Contest: Conformance with the Covenant

For the last nomad contest, Allani will be the champion. He has Riding 90%, Lasso 75%, and Peaceful Cut 85%.

Two young impalas will be brought in, and the two champions must lasso an animal, kill it properly with the Peaceful Cut, and then skin it and butcher it so that no part is wasted.

A lasso is a length of rope with a loop at one end used to catch and hold animals. It can be thrown standing or riding, and must be constantly practiced to master it. Base chance with a lasso is 05%. A successful skill roll means that the animal sought was captured, usually around the neck or leg, with the rope. A lasso has a range of 0-6 meters. If riding an animal, the roper also must make a Riding roll.

If the contestants miss their lasso throws, the startled young impalas may nervously excrete, slickening the ropes and thereby halving the contestants' lasso percentages.



#### **Losing the Contests**

If the characters won three or more of the contests, the smallest tribe defeated by a characterchampion will be forced to leave.

If the characters lose, they are still free to attack the nomads. They also could try to wait until the nomads leave (a 5% chance daily as long as the nomads know the player characters are around, but 30% daily after they think the characters have left), or they could stay true to their word and retreat from the oasis and try hunting enough food to continue.

With the attraction of the oasis, a hunter may be able to collect more than one day's food in a single day. A failed tracking roll means that nothing was gotten. A successful tracking and missile roll means that one day's food was captured. An 'impaled' tracking roll means that 2 days food was gotten, and a critical tracking roll means that 1D3+2 days food was found. The horses will be able to forage for themselves, and will be strengthened by the rest.

# Journey Through the Valley of Avalanches

#### The Valley

There is a 20% chance of a random encounter from the valley floor section of the encounter chart in the Encounters book. Change the "dragon" chance of occurrence to that of "avalanche."

The characters will see occasional small avalanches. If the encounters chart indicates an avalanche, the leader of the party will have to make his luck roll, or 1D3 characters will be hurt for 1D10 hit points each in a random hit location, and two horses will die.

#### Overview

The Valley of Avalanches is extremely narrow, often closing to 50 meters across. Along the floor runs a small seasonal stream, still bubbling and cold. The characters will find adequate food for their horses and for themselves for each day if they spend a full week travelling the valley. If they go faster, they must feed themselves off the backs of their horses. The valley is 100 kilometers long, and the very steep ridges to either side are piled high with snow. The valley walls are slick with run-off. Anyone trying to climb the cliffs to either side must do so at one-fourth their normal Climbing. The only other ways out are forward or backward.

#### **Treachery From Narin**

At some point along the valley, Narin will attempt to blackmail the party into paying him more money, or he will attempt to steal one or more of the magical items that they carry (depending on how many of the characters he has enticed into his service).

#### **Reaching Toothsome Gap**

If Narin is still with the party, then he will guide them carefully up the Gap, past several deep valleys, and to the castle of Gonn Orta. This will take a full three days, with a 30% chance of a random encounter every six hours. Roll for the encounter type on the Eastern Highlands portion of the encounter chart.

If the party no longer includes Narin, then they must guess which route to take. A day's full scouting reveals two actual entrances into the mountains — Narin was lying. A successful luck roll by the leader means that the party chose the correct pass. Use the information in the previous paragraph for encounter information. If the luck roll is not made, then the party has chosen the wrong passage. It will take them 1 D6+3 days to discover their mistake if they go forward that long, and the same amount of time to reverse course. Again, the chance of an encounter remains the same for each day.



#### Gonn Orta's Castle

The party will be travelling a long, winding canyon when they come to a high stone wall blocking off further travel. A huge giant sits behind the wall, outlined against the sky. He never moves. As the party approaches, they will see several trollkin scurrying about behind the huge, broken gate. As they come closer, one of the trollkin wilt approach, carrying a huge bronze shield. Peering from around the shield, which he can hardly carry, he will call out, asking the characters' names and business. He says that he is Paneye, chief of trollkin and emissary for the giants of the castle. As he speaks, another giant appears above the top of the wall and strides to the gate.

He says, "I am Boshbisil, merchant of Issaries and trader for Gonn Orta. I know the sword of which you speak. It has acted very hostilely whenever I attempt to evaluate it. It has lain at the bottom of my jar for many months. If you truly have the eggs of the king condor, plus other items, then we may be able to bargain." His Bargaining is 90%.

Boshbisil will go to retrieve the sword. He will instruct the players to gather the items that they wish to trade and to ready their bargainer. Hours of hard bargaining follows. Boshbisil wants all of the condor eggs and all of the magic items for the Rone sword. The bargainer can attempt to bargain him down to the eggs plus two magic items. If the bargaining succeeds, they may sell the remaining items to the giants for their full value. If they are not successful, then they must give the magical items and the eggs to Boshbisil before he relinquishes the Rone sword. When the trade is made, a courier is summoned, given the eggs, and promptly disappears — on his way via Guided Teleport to Yalaring.

Along with any booty items which the characters may have gathered, Daryli has the following items:

- A Befuddle ring, set in silver with an emerald, worth 3000 L.
- A Bludgeon 3 nail, of iron, to be set into wood, worth 4250 L.
- A Detect Gems wand of carved ivory, worth
- 4. Mobility sandals, rather worn, worth 1700 L.
- 5. Strength gloves, of unknown hide, 1500 L.
- Power 6 storage crystal, agate, worth 6500 L.

Boshbisil will let the players camp for the night outside the castle gate. Nothing wilt bother them that night. They will be able to buy food and fodder and other supplies from the trollkin, who have a 75% bargainer, for 1D6+2 Lunars per day's food.

Boshbisil will tell them that they must leave the next day. If the characters wish to descend into Balazar, he will carefully scoop them up and carry them to outside the wall at the other end of the castle, and bid them farewell. If they wish to return to the duke, then they must return the way that they came.

#### Tying Borderlands into the Griffin Mountain Campaign

This is actually very easy to do. This can be simply done by getting a hold of the Griffin Mountain campaign book and then reading up on the full details of the Giant's Castle. This is found in the Points of Interest section of that book. In particular, the referee will need to only find a guide to take the party through the Giant Mountains into Balazar. Caravans visiting Gonn Orta's Castle are often hiring veteran guards...



# Encounters



#### **Guide To The Encounters**

The statistics which follow will let the referee adjust the number of creatures in an encounter to the party of player-characters and the needs of the scenario. There are two types of encounters: sentient parties and animals. Sentient parties consist of intelligent beings such as the various

nomad types, the newtlings, broos, or trachodons. Encounters which may include large numbers of creatures are given a two-page spread, as shown in the illustration at the right.

Three leaders are usually given, each with a unique personality. Usually the most important or highest ranking leader is presented just below the shaded description on the left-hand page.

**East** 

# Borderlands Encounter Table

#### Roll D100 for encounter

<b>Encounter</b>	<b>Page</b>	<u>Prax</u>	<u>Valley</u>	Bog	River	High <u>lands</u>	Vulture <u>Country</u>
Ankylosaur	3	_	01-05	01-08	01-08	01-03	-
Agimori	4	01-04	06-07	09-10	09-10	04-08	01-06
Bison Riders	6	05-08	08-09	11	11-12	09-20	07-23
Broos	8	09-10	10-14	12-15	13-15	21-22	24
Centaurs	10	11-12	15-23	16-18	16-20	23-25	-
Cliff Toads	12	13	24-25	-	-	26-35	-
Deinonychus	13	14-17	26-33	19-23	21-26	36-42	25-27
Dream Dragon	14	18	34-35	24	27-28	43-45	28
Hyenas	15	19-29	36-43	25-28	29-33	46-53	29-35
High Llama Riders	16	30-50	44-48	29	34-42	54-62	36-48
Impala Riders	18	51-53	49	30	43-48	63-75	49-65
<b>Morokanth Slavers</b>	20	54-58	50-55	31-34	49-58	76-80	66-68
<b>Morokanth Tribe</b>	22	59-65	56-60	35-38	59-63	81-85	69-74
Newtlings	24	_	61-66	39-55	64-75	86	-
Rhino Riders	24	66	67	56	76-78	87-88	75-81
Sable Riders	26	67-78	68-72	57-58	79-85	89-90	82-83
Sartar Bandits	28	79	73	59-70	86-88	91	-
Tiger	29	_	74-75	71-80	89-91	_	_
Trachodon	29	80-83	76-80	81-82	92-94	92-93	84
Traskar	30	_	81-90	83-90	95-97	_	-
Triceratops	30	84-90	91-96	91-93	98	94-95	85-88
<b>Vultures or Condors</b>	31	91-95	97-99	94-99	99	96-98	89-94
Whirlvish	32	96-00	00	00	00	99-00	95-00

Subordinate leaders are presented on the righthand page at the top. If the leader has an animal that he or she rides or an allied spirit bound into an animal, this is separated from the body of the leader's description.

Then, general weapons, spells, and skills statistics for all of the followers are given in another shaded area on the left. Several followers fill out the left page. The followers are virtually identical, though differentiated by different names or numbers. The right-hand page contains another shaded band just below the subordinate leaders. This band will sometimes contain information on attacks for mounts if the encounter includes animals.

Referees who want to individualize these cannon-fodder followers may add spells, change strike-ranks, and otherwise manipulate the data. The format of the followers was established to make it as easy as possible to run a large melee.

The animals are sometimes shown as a page of followers and, sometimes when the total number of beasts is small, are limited to half a page.

Referees should always tailor the encounters to the needs of the scenario. If the characters are on their way home victorious but bloodied, and the game has already lasted until midnight, it is not the time to suddenly hit them with a dozen Sable Riders, even if the dice say that they should appear. These random encounters are incidental to the scenarios.

Of course, an imaginative referee can create a whole new scenario using just the random encounters and the dice. Suppose that the characters are sent to bring back a Healer to fight the plague? Where will they go? Through the Agimori at Weis Cut (whom they probably alienated while scouting the land)? All the way down to Bilos Gap to go through the Morokanth? What if a horde of screaming Impala Riders and Bison Riders decide to raid the fort or the town of Weis? The High Llama riders could persuade the duke to help them in a raid against the broos, since the characters have already done so well in the fourth scenario. What if the broos have teamed up with the Sable Riders?

There are many new stories to be found in this book. Have fun with them!

#### **Wandering Monsters**

This region is not regularly crossed by hordes of voracious creatures, but it does have a natural ecology which occasionally reveals something dangerous to the player-characters. Use this chart to see if anything interesting confronts, or is close to, the characters. Many other insignificant things would occur, but are ignored here.

Every twelve game hours roll D100. A roll of 01-20 indicates an encounter.

#### **Ankylosaurs**

A wide-spread herd of these ancient behemoths is scattered through the river valley. Because of their near-invulnerability and the scarcity of dense vegetation, the creatures range widely and individually. One rarely will find more than two in any one area. The creatures have confidence in their ability to take damage, and will not move aside for anyone. They can be frightened by fire, however, as long as the fire is of obviously threatening size. A torch will not bother them at all.

The meat of one ankylosaur can feed a small tribe for a week. Therefore, there is a 15% chance that any ankylosaur encountered will have hunters from a Praxian tribe following it. A referee should refer to one of the tribal descriptions in this book if the possibility occurs.

#### Ankylosaur One

Move 6 POW 10 HP 28 DEX 8

D20	Location	AP/HP
01-03	Tail	20/10
04-05	Right Hind Leg	16/10
06-07	Left Hind Leg	16/10
08-11	Hind Quarters	20/12
12-15	Fore Quarters	20/12
16	R Front Leg	16/10
17	L Front Leg	16/10
18-20	Head	20/10

Weapon	SR	Attk%	Damage
Tail Club	7	60%	1D10+4D6
Trample	7	60%	8D6

#### Ankylosaur Two

Move 6 POW 15 HP 29 DEX 10

	D20	Location	AP/HP
	01-03	Tail	20/10
	04-05	Right Hind Leg	16/10
	06-07	Left Hind Leg	16/10
	08-11	Hind Quarters	20/12
	12-15	Fore Quarters	20/12
	16	R Front Leg	16/10
	17	L Front Leg	16/10
	18-20	Head	20/10
Veanon	SR	Attk% Damage	

Weapon	SR	Attk%	Damage
Tail Club	7	60%	1D10+4D6
Trample	7	60%	8D6

#### Ankylosaur Three

Move 6 POW 12 HP 26 DEX 10

	D20	Loc	ation	AP/HP
	01-03	-	Γail	20/9
	04-05	Right	Hind Leg	16/9
	06-07	Left F	Hind Leg	16/9
	08-11	Hind	Quarters	20/11
	12-15	Fore	Quarters	20/11
	16	R Fr	ont Leg	16/9
	17	L Fr	ont Leg	16/9
	18-20	Н	ead	20/10
Weapon	SR	Attk%	Damage	
Tail Club	7	60%	1D10+4D	06

60%

8D6

# The Sun Dome Templars

The Sun Dome Templars were Sun cultists granted land in Prax by Pavis when he built his city. They wielded 15-20 foot long pikes and wore leather armor. Their discipline was legendary, and they were particularly strong at defensive battle. They viewed the local nomads as sub-human barbarians, but their Count would entertain emissaries from the tribes, and sometimes grant aid if offered the right pay. Just as often, however, the emissary's head would adorn the pike of one of his followers to discourage other nomads from trespassing on his lands.

Trample

#### Hyena

Hyena was an odd creature. It is said that when Genert learned of his upcoming death he created Hyena to devour his body, so that it would not fall into the maws of Chaos. This strange and somewhat disgusting fate was held responsible for the creature's odd behavior. Hyena was famous for sitting about and telling lewd and disgusting jokes all day, hypnotizing his audience with his power, entertaining them at the expense of all else.

Ankylosa	aur Fou	ır		Ankylo	saur Nin	ne	
Move 6	POW 9	HP 31 DEX 1	1	Move 6	POW 12	HP 25 DEX	10
	D20	Location	AP/HP		D20	Location	AP/HP
	01-03	Tail	20/11		01-03	Tail	20/9
	04-05	Right Hind Leg	16/11		04-05	Right Hind Leg	16/9
	06-07	Left Hind Leg	16/11		06-07	Left Hind Leg	16/9
	08-11	Hind Quarters	20/13		08-11	Hind Quarters	20/11
	12-15	Fore Quarters	20/13		12-15	Fore Quarters	20/11
	16	R Front Leg	16/11		16 17	R Front Leg L Front Leg	16/9 16/9
	17	L Front Leg Head	16/11 20/11		18-20	Head	20/10
	18-20	пеац	20/11		10 20	11044	20/10
Weapon	SR	Attk% Damage		Ankylo	saur Ten		
Tail Club	7	60% 1D10+4D	06	Move 6	POW 12	HP 30 DEX	9
Trample	7	60% 8D6			D20	Location	AP/HP
	т.				01-03	Tail	20/10
Ankylos					04-05	Right Hind Leg	16/10
Move 6	POW 13	HP 28 DEX 7			06-07	Left Hind Leg	16/10
	D20	Location	AP/HP		08-11	Hind Quarters	20/12
	01-03	Tail	20/10		12-15	Fore Quarters	20/12
	04-05	Right Hind Leg	16/10		16	R Front Leg	16/10
	06-07	Left Hind Leg	16/10		17	L Front Leg	16/10
	08-11	Hind Quarters	20/12		18-20	Head	20/10
	12-15	Fore Quarters	20/12	Ankylo	saur Ele	van	
	16	R Front Leg	16/10	Move 6	POW 14	HP 32 DEX	11
	17	L Front Leg	16/10	Move o	10W 14	III 32 DEX	11
	18-20	Head	20/10		D20	Location	AP/HP
Ankylos	aur Siv				01-03	Tail	20/11
Move 6	POW 13	HP 28 DEX 1	2		04-05	Right Hind Leg	16/11
Wove o	101113	III 20 DEX I	2		06-07	Left Hind Leg	16/11
	D20	Location	AP/HP		08-11 12-15	Hind Quarters	20/13
	01-03	Tail	20/10		16	Fore Quarters R Front Leg	20/13 16/11
	04-05	Right Hind Leg	16/10		17	L Front Leg	16/11
	06-07	Left Hind Leg	16/10		18-20	Head	20/11
	08-11	Hind Onontono	20/12				
		Hind Quarters	20/12				
	12-15	Fore Quarters	20/12	Ankylo	saur Tw	elve	
	12-15 16	Fore Quarters R Front Leg	20/12 16/10	Ankylo Move 6	saur Two	elve HP 29 DEX	12
	12-15 16 17	Fore Quarters R Front Leg L Front Leg	20/12 16/10 16/10	•	POW 10	HP 29 DEX	
	12-15 16	Fore Quarters R Front Leg	20/12 16/10	•	POW 10 <b>D20</b>	HP 29 DEX  Location	AP/HP
Weapon	12-15 16 17 18-20	Fore Quarters R Front Leg L Front Leg Head  Attk% Damage	20/12 16/10 16/10 20/10	•	POW 10 <b>D20</b> 01-03	HP 29 DEX  Location Tail	<b>AP/HP</b> 20/10
Tail Club	12-15 16 17 18-20 SR 7	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D	20/12 16/10 16/10 20/10	•	<b>D20</b> 01-03 04-05	HP 29 DEX  Location Tail Right Hind Leg	<b>AP/HP</b> 20/10 16/10
•	12-15 16 17 18-20	Fore Quarters R Front Leg L Front Leg Head  Attk% Damage	20/12 16/10 16/10 20/10	•	POW 10 <b>D20</b> 01-03	HP 29 DEX  Location Tail	<b>AP/HP</b> 20/10
Tail Club Trample	12-15 16 17 18-20 <b>SR</b> 7	Fore Quarters R Front Leg L Front Leg Head  Attk% Damage 60% 1D10+4D 60% 8D6	20/12 16/10 16/10 20/10	•	<b>D20</b> 01-03 04-05 06-07	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg	<b>AP/HP</b> 20/10 16/10 16/10
Tail Club Trample Ankylos	12-15 16 17 18-20 <b>SR</b> 7 7	Fore Quarters R Front Leg L Front Leg Head  Attk% Damage 60% 1D10+4D 60% 8D6	20/12 16/10 16/10 20/10	•	POW 10 D20 01-03 04-05 06-07 08-11 12-15 16	Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10
Tail Club Trample	12-15 16 17 18-20 <b>SR</b> 7	Fore Quarters R Front Leg L Front Leg Head  Attk% Damage 60% 1D10+4D 60% 8D6	20/12 16/10 16/10 20/10	•	POW 10 D20 01-03 04-05 06-07 08-11 12-15 16 17	Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10
Tail Club Trample Ankylos	12-15 16 17 18-20 <b>SR</b> 7 7 <b>aur Sev</b> POW 12	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Ven HP 28 DEX 1	20/12 16/10 16/10 20/10	•	POW 10 D20 01-03 04-05 06-07 08-11 12-15 16	Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10
Tail Club Trample Ankylos	12-15 16 17 18-20 <b>SR</b> 7 7	Fore Quarters R Front Leg L Front Leg Head  Attk% Damage 60% 1D10+4D 60% 8D6	20/12 16/10 16/10 20/10	Move 6	POW 10 D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20	Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10
Tail Club Trample Ankylos	12-15 16 17 18-20 SR 7 7 aur Sev POW 12	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Ven HP 28 DEX 1  Location	20/12 16/10 16/10 20/10	Move 6	POW 10 D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10
Tail Club Trample Ankylos	12-15 16 17 18-20 <b>SR</b> 7 7 7 <b>aur Sev</b> POW 12 <b>D20</b> 01-03 04-05 06-07	Fore Quarters R Front Leg L Front Leg Head  Attik% Damage 60% 1D10+4D 60% 8D6  Ven HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg	20/12 16/10 16/10 20/10 06 3 AP/HP 20/10 16/10 16/10	Move 6	POW 10 D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20	Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10
Tail Club Trample Ankylos	12-15 16 17 18-20 <b>SR</b> 7 7 7 <b>aur Sev</b> POW 12 <b>D20</b> 01-03 04-05 06-07 08-11	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Ven HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Hind Quarters	20/12 16/10 16/10 20/10 06 3 AP/HP 20/10 16/10 16/10 20/12	Move 6	POW 10 D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10
Tail Club Trample Ankylos	12-15 16 17 18-20 <b>SR</b> 7 7 <b>aur Sev</b> POW 12 <b>D20</b> 01-03 04-05 06-07 08-11 12-15	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Ven HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters	20/12 16/10 16/10 20/10 06 3 AP/HP 20/10 16/10 20/12 20/12	Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  saur Thi POW 12	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10
Tail Club Trample Ankylos	12-15 16 17 18-20 <b>SR</b> 7 7 <b>aur Sev</b> POW 12 <b>D20</b> 01-03 04-05 06-07 08-11 12-15	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Ven HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Hind Quarters R Front Leg	20/12 16/10 16/10 20/10 06 3 AP/HP 20/10 16/10 16/10 20/12 20/12 16/10	Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  saur Thi POW 12  D20 01-03 04-05	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10
Tail Club Trample Ankylos	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Ven HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg	20/12 16/10 16/10 20/10 06 3 AP/HP 20/10 16/10 20/12 20/12 16/10 16/10	Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20 D20 01-03 04-05 06-07	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Left Hind Leg	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 16/10
Tail Club Trample Ankylos	12-15 16 17 18-20 <b>SR</b> 7 7 <b>aur Sev</b> POW 12 <b>D20</b> 01-03 04-05 06-07 08-11 12-15	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Ven HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Hind Quarters R Front Leg	20/12 16/10 16/10 20/10 06 3 AP/HP 20/10 16/10 16/10 20/12 20/12 16/10	Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20 Saur Thi POW 12  D20 01-03 04-05 06-07 08-11	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters	AP/HP 20/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 16/10 20/12
Tail Club Trample  Ankylos  Move 6	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Fen HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg He ad	20/12 16/10 16/10 20/10 06 3 AP/HP 20/10 16/10 20/12 20/12 16/10 16/10	Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Thi POW 12  D20 01-03 04-05 06-07 08-11 12-15	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Left Hind Leg Left Hind Leg Hind Quarters Fore Quarters	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 16/10 20/12 20/12
Tail Club Trample  Ankylos Move 6  Ankylos	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  aur Eig	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Fen HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg He ad	20/12 16/10 16/10 20/10 3 AP/HP 20/10 16/10 20/12 20/12 16/10 16/10 20/10	Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Thi POW 12  D20 01-03 04-05 06-07 08-11 12-15 16	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Hind Quarters R front Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg	AP/HP 20/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 16/10 20/12 20/12 16/10
Tail Club Trample  Ankylos Move 6  Ankylos	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Fen HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg He ad	20/12 16/10 16/10 20/10 3 AP/HP 20/10 16/10 20/12 20/12 16/10 16/10 20/10	Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Thi POW 12  D20 01-03 04-05 06-07 08-11 12-15	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Left Hind Leg Left Hind Leg Hind Quarters Fore Quarters	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 16/10 20/12 20/12
Tail Club Trample  Ankylos Move 6  Ankylos	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  aur Eig POW 9  D20	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Ven HP 28 DEX 1  Location Tail Right Hind Leg Hind Quarters R Front Leg L Front Leg L Front Leg He ad  ht HP 29 DEX 1  Location	20/12 16/10 16/10 20/10 3 AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10	Ankylo Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Thi POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg L Front Leg L Front Leg Head	AP/HP 20/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10  AP/HP 20/10 16/10 20/12 20/12 16/10 16/10 16/10 16/10
Tail Club Trample  Ankylos Move 6  Ankylos	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  aur Eig POW 9  D20 01-03	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Fen HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg He ad  ht HP 29 DEX 1  Location Tail	20/12 16/10 16/10 20/10 06 3 AP/HP 20/10 16/10 20/12 20/12 16/10 16/10 20/10	Ankylo Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Thi POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20 Saur Four	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg L Front Leg L Front Leg L Front Leg Head	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 20/12 20/12 20/12 16/10 20/10
Tail Club Trample  Ankylos Move 6  Ankylos	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20 aur Eig POW 9  D20 01-03 04-05	Fore Quarters R Front Leg L Front Leg Head  Attk% Damage 60% 1D10+4D 60% 8D6  Ven HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg L Front Leg Head  ht  HP 29 DEX 1  Location Tail Right Hind Leg	20/12 16/10 16/10 20/10 06 3 AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10	Ankylo Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Thi POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg L Front Leg L Front Leg Head	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 20/12 20/12 20/12 16/10 20/10
Tail Club Trample  Ankylos Move 6  Ankylos	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 16 17 18-20  aur Eig POW 9  D20 01-03 04-05 06-07	Fore Quarters R Front Leg L Front Leg Head  Attk% Damage 60% 1D10+4D 60% 8D6  Pen HP 28 DEX 1  Location Tail Right Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg L Front Leg Head  ht HP 29 DEX 1  Location Tail Right Hind Leg Head	20/12 16/10 16/10 20/10 3 AP/HP 20/10 16/10 20/12 20/12 16/10 20/10 20/10 20/10 20/10 16/10 16/10 16/10	Ankylo Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Thi POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Four POW 14	Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters Fore Quarters Fore Quarters Fore Quarters HP 32 DEX	AP/HP 20/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/12 20/12 16/10 16/10 20/12
Tail Club Trample  Ankylos Move 6  Ankylos	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  aur Eig POW 9  D20 01-03 04-05 06-07 08-11	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Ven HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Hind Quarters R Front Leg L Front Leg L Front Leg He ad  ht  HP 29 DEX 1  Location Tail Right Hind Leg He HIND Leg He Left Hind Leg He Leg He Leg He Leg He Location He Location He Location Tail Location Tail Right Hind Leg Left Hind Leg	20/12 16/10 16/10 20/10 3 AP/HP 20/10 16/10 20/12 20/12 16/10 20/10 2 AP/HP 20/10 16/10 16/10 20/12	Ankylo Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Thi POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20 Saur Fou POW 14 D20	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg L Front Leg L Front Leg L Front Leg Head	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 20/12 20/12 20/12 16/10 16/10 20/10 16/10 AP/HP
Tail Club Trample  Ankylos Move 6  Ankylos	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 16 17 18-20  aur Eig POW 9  D20 01-03 04-05 06-07	Fore Quarters R Front Leg L Front Leg Head  Attk% Damage 60% 1D10+4D 60% 8D6  Pen HP 28 DEX 1  Location Tail Right Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg L Front Leg Head  ht HP 29 DEX 1  Location Tail Right Hind Leg Head	20/12 16/10 16/10 20/10 3 AP/HP 20/10 16/10 20/12 20/12 16/10 20/10 20/10 20/10 20/10 16/10 16/10 16/10	Ankylo Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Thi POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Four POW 14	Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg Left Hind Leg Hind Leg Hind Leg Hind Leg Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 32 DEX  Location	AP/HP 20/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/12 20/12 16/10 16/10 20/12
Tail Club Trample  Ankylos Move 6  Ankylos	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  aur Eig POW 9  D20 01-03 04-05 06-07 08-11 12-15	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Ven HP 28 DEX 1  Location Tail Right Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg He ad  ht HP 29 DEX 1  Location Tail Right Hind Leg He ad	20/12 16/10 16/10 20/10 3 AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10 20/10 20/10 16/10 20/10 20/10 16/10 20/10 20/10 16/10 20/10	Ankylo Move 6	POW 10  D20  01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Thi POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Four POW 14  D20 01-03	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg Left Hind Leg Hind Duarters Fore Reg L Front Leg L Front L Front Leg L Front L Fro	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 20/12 20/12 16/10 16/10 20/12 16/10 16/10 20/11
Tail Club Trample  Ankylos Move 6  Ankylos	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  aur Eig POW 9  D20 01-03 04-05 06-07 08-11 12-15 16	Fore Quarters R Front Leg L Front Leg He ad  Attk% Damage 60% 1D10+4D 60% 8D6  Ven HP 28 DEX 1  Location Tail Right Hind Leg Hind Quarters R Front Leg L Front Leg L Front Leg He ad  ht HP 29 DEX 1  Location Tail Right Hind Leg Hind Quarters R Front Leg He ad	20/12 16/10 16/10 20/10 3 3 AP/HP 20/10 16/10 20/12 20/12 16/10 20/10 20/10 20/10 20/10 20/10 20/10 20/10 20/10 20/10 20/10 20/10 16/10 20/10	Ankylo Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Thi POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Fou POW 14  D20 01-03 04-05 06-07 08-11	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters R Front Leg L Front Leg Head  Teen HP 30 DEX  Location Tail Right Hind Leg Hind Quarters Fore Quarters R Front Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  Left Hind Leg Head  Location Tail Right Hind Leg Head  Location Tail Right Hind Leg Hind Quarters	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 20/12 20/12 16/10 20/12 20/12 16/10 16/10 20/10  11  AP/HP 20/11 16/11
Tail Club Trample  Ankylos Move 6  Ankylos	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  aur Eig POW 9  D20 01-03 04-05 06-07 08-11 12-15 16 17	Fore Quarters R Front Leg L Front Leg Head  Attk% Damage 60% 1D10+4D 60% 8D6  Fen HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Left Hind Leg Left House HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Left Hind Leg L Front Leg L Front Leg L Front Leg Head  ht  Location Tail Right Hind Leg Head  ht Location Tail Right Hind Leg Left H	20/12 16/10 16/10 20/10 3 3 AP/HP 20/10 16/10 20/12 20/12 16/10 16/10 20/10 20/10 20/10 16/10 20/10 16/10 16/10 20/12 20/12 16/10 16/10 16/10	Ankylo Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Thi POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Fou POW 14  D20 01-03 04-05 06-07 08-11 12-15	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg L Front Leg Head  rteen HP 32 DEX  Location Tail Right Hind Leg Left Hind Cuarters Fore Quarters	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 20/12 20/12 16/10 16/10 20/12 20/12 16/10 16/10 20/11 16/11 20/13 20/13
Tail Club Trample  Ankylos  Move 6  Ankylos  Move 6	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  aur Eig POW 9  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20 SR	Fore Quarters R Front Leg L Front Leg Head  Attk% Damage 60% 1D10+4D 60% 8D6  Ven HP 28 DEX 1  Location Tail Right Hind Leg Hind Quarters R Front Leg L Front Leg Head  ht HP 29 DEX 1  Location Tail Right Hind Leg Head  Attk% Damage	20/12 16/10 16/10 20/10 3 AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10 20/10 16/10 20/10 16/10 20/12 20/12 16/10 16/10 20/12 20/12 16/10 16/10 16/10 20/12	Ankylo Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Thi POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Fou POW 14  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20	Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Left Hind Leg Left Hind Leg Left Hind Leg Left Hind Leg Hind Quarters R Front Leg L Front L L L L L L L L L L L L L L L L L L L	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 20/12 20/12 20/12 16/10 16/10 20/11 16/11 20/11 16/11 20/13 20/13 16/11
Tail Club Trample  Ankylos  Move 6  Ankylos  Move 6	12-15 16 17 18-20  SR 7 7  aur Sev POW 12  D20 01-03 04-05 16-07 08-11 12-15 16 17 18-20  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20	Fore Quarters R Front Leg L Front Leg Head  Attk% Damage 60% 1D10+4D 60% 8D6  Fen HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Left Hind Leg Left House HP 28 DEX 1  Location Tail Right Hind Leg Left Hind Leg Left Hind Leg L Front Leg L Front Leg L Front Leg Head  ht  Location Tail Right Hind Leg Head  ht Location Tail Right Hind Leg Left H	20/12 16/10 16/10 20/10 3 AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10 20/10 16/10 20/10 16/10 20/12 20/12 16/10 16/10 20/12 20/12 16/10 16/10 16/10 20/12	Ankylo Move 6	POW 10  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Thi POW 12  D20 01-03 04-05 06-07 08-11 12-15 16 17 18-20  Saur Fou POW 14  D20 01-03 04-05 06-07 08-11 12-15	HP 29 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Head  rteen HP 30 DEX  Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg Left Hind Leg Hind Quarters Fore Quarters R Front Leg L Front Leg L Front Leg Head  rteen HP 32 DEX  Location Tail Right Hind Leg Left Hind Cuarters Fore Quarters	AP/HP 20/10 16/10 16/10 20/12 20/12 16/10 16/10 20/10  AP/HP 20/10 16/10 20/12 20/12 16/10 16/10 20/12 20/12 16/10 16/10 20/11 16/11 20/13 20/13

#### **Agimori**

The Agimori, or Men-and-a-half, are mostly found in the area of Weis Cut, where Chaku Ironspear has established a more-or-less permanent camp in the caves there. They are aware of their broo neighbors, but have no fear of them.

The Agimori are hunters, not herders, and can be found throughout the river valley, as well as in Prax or Vulture's Country. Any particular band will have 2D4 hunters, and will probably be led by either Galazi or Ankubi. There is only a 10% chance that Chaku himself will be hunting; his main obligation is to the tribe, and he has nothing to prove.

Chaku is formidable on his own ground and will not want to leave it. He has no time for adventuring, for his tribe's affairs keep his hands more than full. He is suspicious of strangers, and may use Divination to check their motives. His pike is a prized family heirloom.

Galazi ranks as a leader of 50 during wartime, and wants to enhance her reputation. She has done more than her share of adventuring, which is how she got her armor and shortsword, both unusual for men-and-a-half. Galazi will join an expedition if the chance of fame and fortune is good, but she is no fool. She is not easily duped and will look out for herself and for any personal followers first.

Ankubi is a loner who gained a reputation among the men-and-a-half and among the Storm Bull cult in Prax by tracking and destroying a small raiding party of broos who had kidnapped some children for sacrifice in Sog's Ruins. He brought the captives back alive. He will join almost any expedition against chaos, but socializes only with members of his own or associated cults. He hates Lunars. He is a bar-wrecker when drunk.

If they encounter the party before the Scouting the Land judgment between the Agimori and Morokanth, the Agimori will be polite and aloof. If the party is encountered after the judgment, the attitude of the Agimori will depend on the judgment. If it was favorable, they will be all amiability. If against them, the Agimori will probably not attack, but will refuse any contact and perhaps hurl insults at the party.

DUKE'S POLICY - Do not antagonize the Agimori, as they control access to Horn Gate.

#### Galazi Foe-Hound (female initiate of Lodril, initiate of Found Child)

STR 23	CON 16	SIZ 19	INT 16	POW 14	
DEX 16	CHA 15	Move 10	HP 18	Defense 25%	6
	D20	Locati	ion	AP/HP	
	01-04	Right	Leg	8/6	
	05-08	Left I	Leg	8/6	
	09-11	Abdor	nen	6/6	
	12	Ches	st	7/7	
	13-15	Right	Arm	8/5	
	16-18	Left A	rm	8/5	
	19-20	Hea	d	6/6	

Weapon	SR	Attk%	Damage	Parr%	Pts	
Pike	2	80%	2D6+1+2D6	75%	15	
Braced Pike	1	60%	2D6+1+*	_	15	
2H Spear	2	85%	1D10+1+1D6	80%	15	
1H Spear	3	70%	1D8+1+1D6	50%	15	
Shortsword	5	65%	1D6+1+1D6	45%	20	
Javelin	1	75%	1D10+2D3	35%	10	
Composite Bow	1	50%	1D8+1	40%	10	
Large Shield	-	-	_	80%	16	

<sup>\*</sup> plus damage bonus of whatever is the oncoming target.

SPELLS: Detect Magic, Disrupt, Healing 4, Mobility, Protection 2, Repair (2), Speedart.

SKILLS: Bargaining 40%, Camouflage 85%, Climbing 55%, Evaluate Treasure 30%, First Aid 45%, Hide in Cover 85%, Hide Item 40%, Identify Animal 70%, Jumping 70%, Listen 70%, Map Making 70%, Move Quietly 80%, Oratory 56%, Peaceful Cut 40%, Spot Hidden Spot Trap 70%, Tracking 85%, Trap Set/Disarm 75%.

LANGUAGES: Firespeech 60%, Pavic 25%, Praxian 80%, Tradetalk 50%

MAGIC ITEMS: An 11-pt POW storing crystal and a Fireblade matrix in a bronze shortsword.

TREASURE: 150 L carried, ransom is 1500 Lunars

SPECIAL FEATURES: 2-pt skin, half damage from all heat attacks.

#### Chaku Ironspear (male Rune priest of Lodril, initiate of Found Child)

STR 18	CON 17	SIZ 19	
INT 14	POW 18	DEX 16	CHA 16
Move 10	HP 20	Defense 2	0%

D20	Location	AP/HP
01-04	Right Leg	5/7
05-08	Left Leg	5/7
09-11	Abdomen	6/7
12	Chest	7/8
13-15	Right Arm	5/6
16-18	Left Arm	5/6
19-20	Head	6/7

Weapon	SR	Attk%	Damage	Parr%	Pts	
Pike	2	80%	2D6+1+1D6	80%	22	
Braced Pike	1	60%	1D6+1+*	_	22	
2H Spear	2	80%	1D10+1+1D6	80%	15	
1H Spear	3	80%	1D8+1+1D6	75%	15	
Shortsword	5	65%	1D6+1+1D6	50%	20	
Javelin	1	80%	1D10+1D3	40%	10	
Large Shield	_	-	_	80%	16	

<sup>\*</sup> plus damage bonus of whatever is the oncoming target.

ALLIED SPIRIT: Fire's Breath (in iron pike) INT 11, POW 19 SPELLS: Dispel Magic 4, Healing 6, Protection 4; (known by Fire's Breath) Disruption, Farsee, Light, Mobility, Multimissile 2, Repair Spirit Screen 2

RUNE SPELLS: Divination 6, Extension I, Multispell II, Shield 4, Spell Teaching, Spirit Block 1

SKILLS: Bargaining 50%, Camouflage 75%, Climbing 65%, Evaluate Treasure 50%, First Aid 45%, Hide in Cover 95%, Identify Animals 90%, Jumping 80%, Listen 75%, Map Making 75%, Move Quietly 90%, Oratory 85%, Peaceful Cut 75%, Spot Hidden 90%, Spot Trap 80%, Tracking 90%, Weapon Making 80%.

LANGUAGES: Firespeech 86/85%, Pavic 45%, Praxian 90%, Tradetalk 65%

MAGIC ITEMS: Iron pike with Bladesharp 4 matrix and 13 Pt POW storage crystal embedded in it. POW 4 Power enhancing crystal in amulet around neck.

SPECIAL FEATURES: 2-point skin; half damage from all heat attacks

TREASURE: 7 wheels and 25 Lunars; ransom is 2500 Lunars.

#### Monkey King

The Monkey King had once ruled a vast Empire, of which the Baboon Troop was the last remnant. He was jealous of the supremacy of humans over his children and friends, and would gladly emerge from his exile for the opportunity to strangle them with his immense strength. His spiritual might was much less, however, and he was easily driven off by other spirits.

#### **Agimori Warriors (1-15)**

Weapon	SR	Attk%	Damage	Parr%	Pts
Pike	4	40%	2D6+1+1D6	35%	15
Braced Pike	1	35%	2D6+1+*	-	15
2H Spear	4	50%	ID10+1+1D6	45%	15
1H Spear	5	40%	1D8+1+1D6	30%	15
Javelin	3	35%	1D10+103	15%	10
Large Shield	_	_	_	40%	16
* plus damage	bonus	of whate	ever is the oncoming	g target.	

SPELLS: Bladesharp 2, Disrupt, Healing 2, Mobility, Speedart.
SKILLS: Bargaining 10%, Camouflage 40%, Climbing 30%, Evaluate Treasure 15%, Hide in Cover 50%, Identify Animals 40%, Jumping 55%, Listen 40%, Map Making 20%, Move Quietly 40%, Peaceful Cut 20%, Spot Hidden 45%, Spot Trap 40%, Tracking 50%, Trap Set/Disarm 35%.
LANGUAGES: Speak Firespeech 20%, Speak Old Pavic 15%, Speak Praxian 55%, Speak Tradetalk 20%.

TREASURE: 1D100 Lunars worth of trade goods.

SPECIAL FEATURES: 2 point skin, half damage from all heat attacks.

#### Agimori One

POW 12	DEX 11	Defense 0%	HP 18	
	D20	Location	AP/HP	
	01-04	Right Leg	2/6	
	05-08	Left Leg	2/6	
	09-11	Abdomen	5/6	
	12	Chest	6/7	
	13-15	Right Arm	2/5	
	16-18	Left Arm	2/5	
	19-20	Head	5/6	

# **Brother Dog**

Sometimes claimed to be the first of Man's friends, Brother Dog came to Foundchild in the Darkness and said he would rather be a friend than food. Since then he has been noted for his loyalty and, especially, for his effectiveness against beast kind.

#### **Foundchild**

Foundchild was discovered during the Great Night when a dying woman stumbled over his infant form and, taking him to her breast, found the urge to live greater than that to die. Her strength and determination formed the Heart of the people that fought to survive. He grew quickly, and soon proved an able leader. He took up weapons once used to kill only men and showed the survivors how to use them for peace and life, teaching them an extraordinary new art which he called hunting. He had an amazing ability too, to call any animal towards him, or to send it away.

<b>Agimori</b> POW 12	Two DEX 11	Defense 0%	HP 18
	D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/6 2/6 5/6 6/7 2/5 2/5 5/6
<b>Agimori</b> POW 12	Three DEX 11	Defense 00%	HP 18
	D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/6 2/6 5/6 6/7 2/5 2/5 5/6
<b>Agimori</b> POW 12		Defense 00%	HP 18
	D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/6 2/6 5/6 6/7 2/5 2/5 5/6
<b>Agimori</b> POW 12		Defense 00%	HP 18
	D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/6 2/6 5/6 6/7 2/5 2/5 5/6
<b>Agimori</b> POW 12	Six DEX 11	Defense 00%	HP 18
	D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/6 2/6 5/6 6/7 2/5 2/5 5/6
<b>Agimori</b> POW 12	Seven DEX 11	Defense 00%	HP 18
	D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	AP/HP 2/6 2/6 5/6 6/7 2/5 2/5 5/6

	-Stalker			Agimor	i Ten		
(male initiate		Bull)		POW 12	DEX 11	Defense 00%	HP 18
,	SIZ 22 INT		16				
DEX 14 CHA 13	Move 10 HP 2	20 Defen	se 0%		<b>D20</b> 01-04	Location Right Leg	<i>AP/HP</i> 2/6
D20	Location	AP/HP			05-08	Left Leg	2/6
01-04	Right Leg	5/7			09-11	Abdomen	5/6
05-08	Left Leg	5/7			12	Chest	6/7
09-11	Abdomen	5/7			13-15	Right Arm	2/5
12	Chest	9/8			16-18 19-20	Left Arm Head	2/5 5/6
13-15 16-18	Right Arm	6/6			19-20	IIcau	370
19-20	Left Arm Head	5/6 6/7		Agimor	i Eleven		
17 20	Head	0,,		POW 12	DEX 11	Defense 00%	HP 18
Weapon SR A	Attk% Damag	e l	Parr% Pts				
Pike 2	65% 2D6+1+		60% 15		D20	Location	AP/HP
Braced Pike 1 2H Spear 2	55% 2D6+1+		- 15		01-04	Right Leg	2/6
2H Spear 2 1H Spear 3	75% 1D10+1 65% 1D8+1+		75% 15 45% 15		05-08 09-11	Left Leg Abdomen	2/6 5/6
Shortsword 5	60% 1D6+1+		55% 20		12	Chest	6/7
Javelin 2	60% 1D10+1	D3	25% 10		13-15	Right Arm	2/5
Large Shield -			70% 16		16-18	Left Arm	2/5
* plus damage bonus to	o whatever is th	ne oncoming	target.		19-20	Head	5/6
SPELLS: Bladeshar	n 4 Healing 5	Mobility:	(known by	Agimor	i Twelve		
Wingfleet) Detect				POW 12	DEX 11	Defense 00%	HP 18
Disrupt, Fanaticis	m 1, Farsee, Ig	nite, Light,	Repair (2),	101112	DLATI	Defense 00%	111 10
Speedart		,			D20	Location	AP/HP
RUNE SPELLS: Defe SKILLS: Bargaining					01-04	Right Leg	2/6
Evaluate Treasure 5					05-08	Left Leg	2/6
Identify Animal I					09-11 12	Abdomen Chest	5/6 6/7
Silently 75%, Orato	ory 50%, Peacef	ul Cut 40%, S	Sense Chaos		13-15	Right Arm	2/5
60%, Spot Hidden			-		16-18	Left Arm	2/5
LANGUAGES: Beast S Praxian 50%, Trade		espeech 25%,	Pavic 20%,		19-20	Head	5/6
MAGIC ITEMS: Pro		x on bronze	breastplate:	A -:	: Th:		
Healing 6 potion			,	Agimor POW 12	i Thirtee		HD 10
TREASURE: Carries 2				POW 12	DEX 11	Defense 00%	HP 18
SPECIAL FEATURES:	2-point skin, l	nalf damage f	rom all heat		D20	Location	AP/HP
attacks. BOUND SPIRIT:					01-04	Right Leg	2/6
Wingfleet (in haw	k familiar):				05-08	Left Leg	2/6
STR 4 CON 8 SIZ	,,					_	
SIK4 CON O SIZ	4 INT 14	POW 15	DEX 19		09-11	Abdomen	5/6
SIK4 CON 6 SIZ	4 INT 14		DEX 19		09-11 12	Abdomen Chest	5/6 6/7
D20	Location	POW 15 <b>AP/HP</b>	DEX 19		09-11	Abdomen	5/6
		POW 15	DEX 19		09-11 12 13-15	Abdomen Chest Right Arm	5/6 6/7 2/5
<b>D20</b> 01-20	Location	POW 15 <b>AP/HP</b>	DEX 19		09-11 12 13-15 16-18 19-20	Abdomen Chest Right Arm Left Arm Head	5/6 6/7 2/5 2/5
D20 01-20 Agimori Eight	<b>Location</b> Body	POW 15  AP/HP 1/7		_	09-11 12 13-15 16-18 19-20	Abdomen Chest Right Arm Left Arm Head	5/6 6/7 2/5 2/5 5/6
D20 01-20 Agimori Eight	Location	POW 15 <b>AP/HP</b>		<b>Agimor</b> POW 12	09-11 12 13-15 16-18 19-20	Abdomen Chest Right Arm Left Arm Head	5/6 6/7 2/5 2/5
D20 01-20 Agimori Eight POW 12 DEX 11 D20	Location Body  Defense 00%  Location	POW 15  AP/HP 1/7		_	09-11 12 13-15 16-18 19-20 <b>i Fourte</b> DEX 11	Abdomen Chest Right Arm Left Arm Head	5/6 6/7 2/5 2/5 5/6 HP 18
D20 01-20 Agimori Eight POW 12 DEX 11 D20 01-04	Location Body  Defense 00%  Location Right Leg	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6		_	09-11 12 13-15 16-18 19-20	Abdomen Chest Right Arm Left Arm Head	5/6 6/7 2/5 2/5 5/6
D20 01-20 Agimori Eight POW 12 DEX 11 D20 01-04 05-08	Location Body  Defense 00%  Location Right Leg Left Leg	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6		_	09-11 12 13-15 16-18 19-20 <b>i Fourte</b> DEX 11 <b>D20</b> 01-04 05-08	Abdomen Chest Right Arm Left Arm Head  Part Properties  Continue to the contin	5/6 6/7 2/5 2/5 5/6 HP 18 AP/HP 2/6 2/6
D20 01-20 Agimori Eight POW 12 DEX 11 D20 01-04 05-08 09-11	Location Body  Defense 00%  Location Right Leg Left Leg Abdomen	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6 5/6		_	09-11 12 13-15 16-18 19-20 <b>i Fourte</b> DEX 11 <b>D20</b> 01-04 05-08 09-11	Abdomen Chest Right Arm Left Arm Head  Pen Defense 0%  Location Right Leg Left Leg Abdomen	5/6 6/7 2/5 2/5 5/6 HP 18 AP/HP 2/6 2/6 5/6
D20 01-20 Agimori Eight POW 12 DEX 11 D20 01-04 05-08	Location Body  Defense 00%  Location Right Leg Left Leg	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6		_	09-11 12 13-15 16-18 19-20 <b>i Fourte</b> DEX 11 <b>D20</b> 01-04 05-08 09-11 12	Abdomen Chest Right Arm Left Arm Head  En Defense 0%  Location Right Leg Left Leg Abdomen Chest	5/6 6/7 2/5 2/5 5/6 HP 18 AP/HP 2/6 2/6 5/6 6/7
D20 01-20 Agimori Eight POW 12 DEX 11 D20 01-04 05-08 09-11 12 13-15 16-18	Location Body  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 2/5		_	09-11 12 13-15 16-18 19-20 <b>i Fourte</b> DEX 11 <b>D20</b> 01-04 05-08 09-11	Abdomen Chest Right Arm Left Arm Head  Pen Defense 0%  Location Right Leg Left Leg Abdomen	5/6 6/7 2/5 2/5 5/6 HP 18 AP/HP 2/6 2/6 5/6
D20 01-20 Agimori Eight POW 12 DEX 11 D20 01-04 05-08 09-11 12 13-15	Location Body  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5		_	09-11 12 13-15 16-18 19-20 <b>i Fourte</b> DEX 11 <b>D20</b> 01-04 05-08 09-11 12 13-15	Abdomen Chest Right Arm Left Arm Head  En Defense 0%  Location Right Leg Left Leg Abdomen Chest Right Arm	5/6 6/7 2/5 2/5 5/6 HP 18 AP/HP 2/6 2/6 5/6 6/7 2/5
D20 01-20 Agimori Eight POW 12 DEX 11 D20 01-04 05-08 09-11 12 13-15 16-18 19-20	Location Body  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 2/5		POW 12	09-11 12 13-15 16-18 19-20 <b>i Fourte</b> DEX 11 <b>D20</b> 01-04 05-08 09-11 12 13-15 16-18 19-20	Abdomen Chest Right Arm Left Arm Head  Pen Defense 0%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	5/6 6/7 2/5 2/5 5/6 HP 18 <b>AP/HP</b> 2/6 2/6 5/6 6/7 2/5 2/5
D20 01-20  Agimori Eight POW 12 DEX 11  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Agimori Nine	Location Body  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 2/5 5/6		POW 12	09-11 12 13-15 16-18 19-20 <b>i Fourte</b> DEX 11 <b>D20</b> 01-04 05-08 09-11 12 13-15 16-18 19-20 <b>i Fifteen</b>	Abdomen Chest Right Arm Left Arm Head  Pen Defense 0%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	5/6 6/7 2/5 2/5 5/6 HP 18 AP/HP 2/6 2/6 5/6 6/7 2/5 2/5 5/6
D20 01-20  Agimori Eight POW 12 DEX 11  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Agimori Nine	Location Body  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 2/5		POW 12	09-11 12 13-15 16-18 19-20 <b>i Fourte</b> DEX 11 <b>D20</b> 01-04 05-08 09-11 12 13-15 16-18 19-20	Abdomen Chest Right Arm Left Arm Head  Pen Defense 0%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	5/6 6/7 2/5 2/5 5/6 HP 18 AP/HP 2/6 2/6 5/6 6/7 2/5 2/5
D20 01-20  Agimori Eight POW 12 DEX 11  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  Agimori Nine	Location Body  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 2/5 5/6		POW 12	09-11 12 13-15 16-18 19-20  i Fourted DEX 11  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  i Fifteen DEX 11	Abdomen Chest Right Arm Left Arm Head  Pen Defense 0%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	5/6 6/7 2/5 2/5 5/6 HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 2/5 5/6  HP 18
## D20	Location Body  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 2/5 5/6  HP 18  AP/HP 2/6		POW 12	09-11 12 13-15 16-18 19-20 <b>i Fourte</b> DEX 11 <b>D20</b> 01-04 05-08 09-11 12 13-15 16-18 19-20 <b>i Fifteen</b>	Abdomen Chest Right Arm Left Arm Head  En Defense 0%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	5/6 6/7 2/5 2/5 5/6 HP 18 AP/HP 2/6 2/6 5/6 6/7 2/5 2/5 5/6
## D20	Location Body  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 2/5 5/6  HP 18  AP/HP 2/6 2/6 2/6		POW 12	09-11 12 13-15 16-18 19-20  i Fourtee DEX 11  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  i Fifteen DEX 11  D20 01-04 05-08	Abdomen Chest Right Arm Left Arm Head  Pen Defense 0%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Leg Left Leg Abdomen Chest Right Leg Left Leg Left Leg	5/6 6/7 2/5 2/5 5/6 HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 5/6  HP 18  AP/HP 2/6 2/6 2/6
## D20	Location Body  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 5/6  HP 18  AP/HP 2/6 2/6 5/6 5/6 5/6		POW 12	09-11 12 13-15 16-18 19-20  i Fourtee DEX 11  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  i Fifteen DEX 11  D20 01-04 05-08 09-11	Abdomen Chest Right Arm Left Arm Head  Pen Defense 0%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	5/6 6/7 2/5 2/5 5/6 HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 5/6  HP 18  AP/HP 2/6 2/6 5/6
## D20	Location Body  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 2/5 5/6  HP 18  AP/HP 2/6 2/6 2/6		POW 12	09-11 12 13-15 16-18 19-20  i Fourtee DEX 11  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  i Fifteen DEX 11  D20 01-04 05-08 09-11 12	Abdomen Chest Right Arm Left Arm Head  En Defense 0%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest	5/6 6/7 2/5 2/5 5/6 HP 18  AP/HP 2/6 6/7 2/5 5/6  HP 18  AP/HP 2/6 2/6 5/6 6/7
## D20	Location Body  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 5/6  HP 18  AP/HP 2/6 2/6 6/7 2/5 5/6  6/7 2/5 2/5 5/6		POW 12	09-11 12 13-15 16-18 19-20  i Fourted DEX 11  D20 01-04 05-08 09-11 12 13-15 16-18 19-20 i Fifteen DEX 11  D20 01-04 05-08 09-11 12 13-15	Abdomen Chest Right Arm Left Arm Head  Pen Defense 0%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Right Leg Left Leg Abdomen Chest Right Arm	5/6 6/7 2/5 2/5 5/6 HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 5/6  HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5
## D20	Location Body  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest Right Arm Right Arm Right Leg Left Leg Abdomen Chest Right Arm	POW 15  AP/HP 1/7  HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 5/6  HP 18  AP/HP 2/6 2/6 5/6 6/7 2/5 5/6  AP/HP 2/6 2/6 5/6 5/6 5/6 5/6		POW 12	09-11 12 13-15 16-18 19-20  i Fourtee DEX 11  D20 01-04 05-08 09-11 12 13-15 16-18 19-20  i Fifteen DEX 11  D20 01-04 05-08 09-11 12	Abdomen Chest Right Arm Left Arm Head  En Defense 0%  Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head  Defense 00%  Location Right Leg Left Leg Abdomen Chest	5/6 6/7 2/5 2/5 5/6 HP 18  AP/HP 2/6 6/7 2/5 5/6  HP 18  AP/HP 2/6 2/6 5/6 6/7

#### Pure Horse Founder

The Pure Horse Founder was the father of the original Pure Horse Tribe, which was driven from Prax ages ago. He was defeated in the War of the Gods and again in the First Age, and so retained little power in Prax. However, he was sometimes encountered by the peoples in their travels across the plains, and he consented to aid them as long as it was not against his own descendants.

#### The Five Great Tribes

There were five "legitimate" tribes of Prax, all descendants of the original peoples who migrated from the Spike with their mighty leader, the Storm Bull. Each tribe was made up of several Clans or similar kin-based social structures (which were the basic fighting units), several Herds (which were the basic means of life for the people), its Khan, and its Shaman.

#### **Bison Riders**

The Bison Riders are outcasts in Prax. The Lunar Empire is not actively hunting them, but the Lunar allies, the Sable Riders, are using their privileged status to try to exterminate their long-time enemies.

As usual, the bison riders have retreated across the River of Cradles into Vulture's Country, involuntarily toughening themselves. Naturally, the Bison Riders make continual forays over the river to scout out their enemies and gain glory for their young warriors.

**Talkil One-Eye** is a bison Kahn who was an initiate during the disastrous battle of Moonbroth. He lost his eye there to a Sable Rider arrow and has no love for the tribe. He will do anything he can to harm Sable Riders.

**Durinda Coweye** is an initiate of the Eiritha cult and Talkil's wife. She longs for the familiar plains from which she has been exiled. She willingly follows her husband's lead in trying to find a way to return.

**Arling Stronglance** is a standard bison rider, true to his Kahn and disdainful of missile users. He loves strong drink; his favorite is fermented bison milk, a Bison Rider specialty.



This band will not pick a fight unless the potential targets are a small band of Sable Riders. Talkil will have 2D4+1 warriors in his entourage, and his main objective is information. For his purpose, the presence of armed and mounted warriors is enough, and he will avoid contact unless the other party is smaller than his. Despite the size and power of his animals, the armament of the Bison Riders is not as good as that of a well-trained mercenary band, and Talkil is well aware of this. He is very capable of determining whether there is iron present among the party, and just how competent the opposition seems.

DUKE'S POLICY – The duke has no wish to antagonize the Bison Riders, and might even want to recruit them, but has made no statement one way or another.

#### Talkil One-Eye - Bison Kahn

STR 16 CON 16 SIZ 11 INT 14 POW 16 DEX 13 CHA 16 Move 8 (12 bison) HP 16 Defense 15%

D20	Location	AP/HP
01-04	Right Leg	6/6
05-08	Left Leg	6/6
09-11	Abdomen	6/6
12	Chest	7/6
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	4	115%	1D10+1+4D6	65%	20
Iron Bstrd Swd	6	85%	1D10+1+1D4	70%	30
Javelins (3)	2	80%	1D10+1D2	25%	10
Dagger	8	65%	1D4+2+1D4	55%	12
Medium Shield	8	35%	1D6+1D4	120%	12

SPELLS: Binding, Demoralize, Farsee, Mobility, Protection 4, Silence, Speedart, Vigor (4); (known by Sable Shredder) Bladesharp 4, Dispel Magic 4, Healing 6, Multimissile 3

RUNE SPELLS: Summon Small Gnome, Warding I (one-use only) SKILLS: Bargaining 35%, Camouflage 70%, Evaluate Treasure 65%, First Aid 70%, Hide in Cover 85%, Hide Item 55%, Identify Praxian Animals 90%, Jumping 85%, Listen 85%, Map Making 85%, Move Quietly 90%, Oratory 100%, Peaceful Cut 100%, Ride Bison 135%, Spot Hidden 85%, Spot Trap 75%, Tracking 105%, Trap Set/Disarm 75%.

LANGUAGES: Praxian 80/35%, Tradetalk 60%.

MAGIC ITEMS: Iron bastard sword; a Waha Rope (see Plunder), which Talkil knows the code word to; 3 Pt Spirit Supporting crystal in a medicine bag-type charm around neck.

POW 15

7/8

TREASURE: Carries 20 Lunars, ransom is 1000 Lunars.

ALLIED SPIRIT: Sable Shredder (in bison) STR 40 CON 15 SIZ 37 INT 17

17 - 20

DEX 9 CHA 9 Move 12 HP 22 D20 AP/HP Location 01 - 02Right Hind Leg 03-04 Left Hind Leg 7/7 05-07 7/9 Hind Quarters 08-10 Fore Q 7/9 11-13 Right Front Leg 7/7 14-16 Left Front Leg 7/7

Head

Weapon	SR	Attk%	Damage	Parr%	Pts
Butt	7	85%	2D10+4D6		
Trample	7	65%	8D6 to downed for	oe	

SPECIAL FEATURES: permanent 4 Point Protection spell (blessing from Waha) + 3 Point skin gives Sable Shredder 7 Points of armor.

#### **Durinda Coweye (Eiritha initiate)**

STR 11	CON 14	SIZ 9	
INT 15	POW 17	DEX 14	CHA 15
Move 8(1)	2 on bison)	HP 15	Defense 20%

D20	Location	AP/HI
01-04	Right Leg	4/5
05-08	Left Leg	4/5
09-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Hatchet (3)*	8	60%	1D6+1	55%	15
Thrown Axe*	2	55%	1D6	_	_
Dagger	8	40%	1D4+2	35%	12
Medium Shield	8	35%	1D6	65%	12
* same weapon					

SPELLS: Befuddle, Binding, Healing 3, Ignite, Mindspeech 1, Repair (2), Xenohealing 6.

SKILLS: Bargaining 55%, Camouflage 60%, Climb 45%, Evaluate Treasure 35%, Find Cattle Food 85%, Find Water 90%, First Aid 70%, Hide in Cover 35%, Hide Item 30%, Identify (Praxian) Animals 95%, Jumping 45%, Listen 80%, Map Making 80%, Move Quietly 55%, Oratory 55%, Peaceful Cut 80%, Ride Bison 85%, Spot Hidden 45%, Spot Trap 65%, Track 75%, Trap Set/Disarm 25%.

LANGUAGES: Praxian 90/35%, Tradetalk 45%, Understand Animal Speech 75%.

MAGIC ITEMS: 7 pt Healing Focusing crystal.

TREASURE: Carries 10 clacks and 3 Lunars; ransom is 400 L.

#### Herder (Durinda Coweye's Bison) CON 17 SIZ 34

STR 36 DOW 10

POW 10	DEX 12	Move 12 HP 23	
	D20	Location	AP/HP
	01-02	Right Hind Leg	3/7
	03-04	Left Hind Leg	3/7
	05-07	Hind Quarters	3/9
	00.10	E O	2.10

Fore Quarters 11 - 13Right Front Leg 3/7 Left Front Leg 14-16 3/7 17-20 Head 3/8

SR Attk% Weapon Damage 2D10+3D6 Butt 65% 55% 6D6 to downed foe Trample

#### **Arling Stronglance (Waha initiate)**

STR 12	CON 15	SIZ 14	
INT 11	POW 13	DEX 16	CHA 10
Move 8	(12 on bison)	HP 16	Defense 05%

D20	Location	AP/HP
01-04	Right Leg	4/6
05-08	Left Leg	4/6
09-11	Abdomen	6/6
12	Chest	6/7
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	4	75%	1D10+1+3D6	45%	20
Broadsword	6	55%	1D8+1+1D4	30%	20
Dagger	8	40%	1D4+2+1D4	35%	12
Medium Shield	8	20%	1D6+1D4	65%	12

SPELLS: Binding, Bladesharp 2, Mobility, Protection 3 RUNE SPELLS: Summon Spirit of Law (one-use only)

SKILLS: Bargaining 10%, Camouflage 25%, Evaluate Treasure 35%, First Aid 40%, Hide in Cover 65%., Hide Item 35%, Identify (Praxian) Animals 45%, Jumping 35%, Listen 65%, Map Making 55%, Move Quietly 60%, Oratory 45%, Peaceful Cut 45%, Ride Bison 80%, Spot Hidden 35%, Spot Trap 45%, Track 65%, Trap Set/Disarm 30%.

LANGUAGES: Praxian 55/10%.

TREASURE: Carries 5 Lunars, ransom is 200 Lunars.

#### Greyflank (Arling Stronglance's Bison)

STR 37	CON 11	SIZ 35	
POW 13	DEX 7	Move 12	HP 17

D20	Location	AP/HP
01-02	Right Hind Leg	3/5
03-04	Left Hind Leg	3/5
05-07	Hind Quarters	3/7
08-10	Fore Quarters	3/7
11-13	Right Front Leg	3/5
14-16	Left Front Leg	3/5
17-20	Head	3/6

Weapon SR Attk% Damage Butt 55% 2D10+3D6 Trample 6D6 to downed foe

#### The **Bison People**

The Bison People were dependent upon a heavy and slow animal for their livelihood. Like their beasts, the Bison Riders were big and thick, slow to move but terrible upon impact. They scorned the bow as unmanly, and dressed in the thick cured hides of their brethren beasts. Heavy lances and trusty blades made up their armament.



#### Bison Riders (1-9)

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	5	50%	1D10+1+3D6	30%	20
Broadsword	7	30%	1D8+1+1D4	20%	20
Javelins (3)	3	35%	1D10-1D2	15%	10
Medium Shield	_	_	_	40%	12

 $\textbf{SPELLS:} \ \ \text{Binding, Bladesharp 1, Mobility, Protection 1.}$ 

SKILLS: Bargaining 10%, Camouflage 25%, Evaluate Treasure 20%, First Aid 30%, Hide in Cover 40%, Identify (Praxian) Animals 45%, Jumping 35%, Listen 55%, Map Making 40%, Move Quietly 40%, Oratory 20%, Peaceful Cut 40%, Ride Bison 75%, Spot Hidden 30%, Spot Trap 35%, Track 40%.

LANGUAGES: Praxian 55%. TREASURE: 1D20 Lunars.

#### **Bison Rider Bisons:**

Weapon	SR	Attk%	Damage	Parr%	Pts
Butt	8	50%	2D10+3D6		
Trample	8	50%	6D8 to downed	foe	



#### **Bison Rider One**

D20	Location	AP/HP
01-04	Right Leg	4/5
05-08	Left Leg	4/5
09-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	4/5

POW 11 DEX 10 HP 13 Lance 20 Broadsword 20

#### Bison Rider One's Bison

POW 11 DEX 7 HP 17 Move 12

D20	Location	AP/HP
01-02	Right Hind Leg	3/5
03-04	Left Hind Leg	3/5
05-07	Hind Quarters	3/7
08-10	Fore Quarters	3/7
11-13	Right Front Leg	3/5
14-16	Left Front Leg	3/5
17-20	Head	3/6

#### **Bison Rider Two**

POW 11 DEX 10 HP 13 Lance 20 Broadsword 20

D20	Location	AP/HP
01-04	Right Leg	4/5
05-08	Left Leg	4/5
09-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	4/5

#### Bison Rider Two's Bison

POW 11 DEX 7 HP 17 Move 12

D20	Location	AP/HP
01-02	Right Hind Leg	3/5
03-04	Left Hind Leg	3/5
05-07	Hind Quarters	3/7
08-10	Fore Q	3/7
11-13	Right Front Leg	3/5
14-16	Left Front Leg	3/5
17-20	Head	3/6

#### **Bison Rider Three**

POW 11 DEX 10 HP 13 Lance 20 Broadsword 20

D20	Location	AP/HF
01-04	Right Leg	4/5
05-08	Left Leg	4/5
09-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	4/5

#### Bison Rider Three's Bison

POW 11 DEX 7 HP 17 Move 12

D20	Location	AP/HP
01-02	Right Hind Leg	3/5
03-04	Left Hind Leg	3/5
05-07	Hind Quarters	3/7
08-10	Fore Q	3/7
11-13	Right Front Leg	3/5
14-16	Left Front Leg	3/5
17-20	Head	3/6

Weapon SR Attk% Damage Parr% Pts 8 50% 2D10+3D6 8 50% 6D8 to downed foe Butt Trample



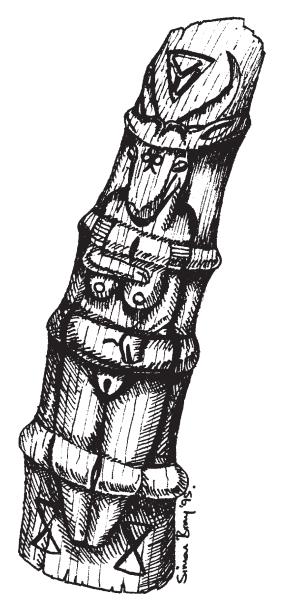
Bison Rider Four POW 11 DEX 10 HP 13 Lance 20 Broadsw	Bison Rider POW 11 DEX 10	Seven HP 13 Lance 20 Broadsword 20	
D20 Location AP/HP	D20	Location AP/HP	
01-04 Right Leg 4/5	01-04	Right Leg 4/5	
05-08 Left Leg 4/5	05-08	Left Leg 4/5	
09-11 Abdomen 5/5 12 Chest 5/6	09-11	Abdomen 5/5 Chest 5/6	
12 Chest 5/6 13-15 Right Arm 4/4	12 13-15	Chest 5/6 Right Arm 4/4	
16-18 Left Arm 4/4	16-18	Left Arm 4/4	
19-20 Head 4/5	19-20	Head 4/5	
Bison Rider Four's Bison POW 11 DEX 7 HP 17 Move 12	Bison Rider Se	ven's Bison HP 17 Move 12	
D20 Location AP/HP	D20	Location AP/HP	
01-02 Right Hind Leg 3/5	01-02	Right Hind Leg 3/5	
03-04 Left Hind Leg 3/5	03-04	Left Hind Leg 3/5	The
05-07 Hind Quarters 3/7 08-10 Fore Quarters 3/7	05-07 08-10	Hind Quarters 3/7 Fore Quarters 3/7	
11-13 Right Front Leg 3/5	11-13	Right Front Leg 3/5	Independent
14-16 Left Front Leg 3/5	14-16	Left Front Leg 3/5	Tribes
17-20 Head 3/6	17-20	Head 3/6	Besides the Five Greater
D' D'I. E'	D' D'	TEL . 1. 4	Tribes, many other
Bison Rider Five POW 11 DEX 10 HP 13 Lance 20 Broadsw	ord 20 Bison Rider POW 11 DEX 10	HP 13 Lance 20 Broadsword 20	smaller tribes lived in Prax. They were either
D20 Location AP/HP	D20	Location AP/HP	widely scattered or
01-04 Right Leg 4/5	01-04	Right Leg 4/5	numbering so few as to
05-08 Left Leg 4/5	05-08	Left Leg 4/5	be insignificant. In the
09-11 Abdomen 5/5	09-11	Abdomen 5/5	Golden Age, many more
12 Chest 5/6	12	Chest 5/6	of these peoples had
13-15 Right Arm 4/4 16-18 Left Arm 4/4	13-15	Right Arm 4/4	existed, but most were
16-18 Left Arm 4/4 19-20 Head 4/5	16-18 19-20	Left Arm 4/4 Head 4/5	destroyed during the
17 20 11044 173	1,7 20	17.5	Great Night or died out
Bison Rider Five's Bison	Bison Rider Eig	ght's Bison	after the Dawning, and
POW 11 DEX 7 HP 17 Move 12	POW 11 DEX 7	HP 17 Move 12	others had hidden
			themselves so thoroughly
D20 Location AP/HP	D20	Location AP/HP	that they had not been
01-02 Right Hind Leg 3/5	01-02	Right Hind Leg 3/5	seen in centuries.
03-04 Left Hind Leg 3/5 05-07 Hind Quarters 3/7	03-04 05-07	Left Hind Leg 3/5 Hind Quarters 3/7	However, among these
08-10 Fore Quarters 3/7	08-10	Fore Quarters 3/7	lesser tribes and clans are
11-13 Right Front Leg 3/5	11-13	Right Front Leg 3/5	ten who are extensive
14-16 Left Front Leg 3/5	14-16	Left Front Leg 3/5	enough to be called the
17-20 Head 3/6	17-20	Head 3/6	Ten Independents, and
Bison Rider Six	Bison Rider	Nino	they figured prominently
			in the constant battles
POW 11 DEX 10 HP 13 Lance 20 Broadsw	ord 20 POW 11 DEX 10	HP 13 Lance 20 Broadsword 20	between the greater
D20 Location AP/HP	D20	Location AP/HP	tribes.
01-04 Right Leg 4/5	01-04	Right Leg 4/5	
05-08 Left Leg 4/5	05-08	Left Leg 4/5	
09-11 Abdomen 5/5	09-11	Abdomen 5/5	
12 Chest 5/6	12	Chest 5/6	
13-15 Right Arm 4/4 16-18 Left Arm 4/4	13-15 16-18	Right Arm 4/4 Left Arm 4/4	
19-20 Head 4/5	19-20	Head 4/5	
Bison Rider Six's Bison	Bison Rider Ni		
POW 11 DEX 7 HP 17 Move 12	POW 11 DEX 7	HP 17 Move 12	
D20 Location AP/HP	D20	Location AP/HP	
01-02 Right Hind Leg 3/5	01-02	Right Hind Leg 3/5	
03-04 Left Hind Leg 3/5	03-04	Left Hind Leg 3/5	
05-07 Hind Quarters 3/7	05-07	Hind Quarters 3/7	
08-10 Fore Quarters 3/7	08-10	Fore Quarters 3/7	
11-13 Right Front Leg 3/5 14-16 Left Front Leg 3/5	11-13 14-16	Right Front Leg 3/5 Left Front Leg 3/5	
17-20 Head 3/6	17-20	Head 3/6	
1	r% Pts Weapon SR		
Butt 8 50% 2D10+3D6 Trample 8 50% 6D8 to downed foe	Butt 8 Trample 8	50% 2D10+3D6 50% 6D8 to downed foe	
Trample 8 50% 6D8 to downed foe	Trample 8	50% 6D8 to downed foe	

#### **Broos**

Broos randomly encountered may or may not be part of the contingent from the Weis Cut. There are several tribes of broos in the area, all quite independent. Roll 2D6 for the number of broos in a band.

Broos are hated everywhere in Prax, but they also are sufficiently feared that most Praxians will treat with them if necessary. Most of the time, broos will either attack or flee, depending on their evaluation of their own abilities in comparison with the obvious competence of the party to be attacked. They are masters of the stealthy approach after dark, which they have perfected through centuries of fighting mounted nomads.

The Broo Priest may be a priest of Thed or Mallia in the River of Cradles. The description shows a number of abilities and spells, which should be taken from the appropriate cult's special spells.



D100 River Broo Cults
01-60 Mallia

61-00 Thed

The Broo Warleader is the main fighter and trainer for the others. He has gained decent armor over the years and the other members of the band are waiting until they can get as good as he so that they can take it from him. He is cruel, bloodthirsty, and cunning enough to avoid fights with armored adventurers if he can do so.

The Broo Focus of Chaos has been touched more than most by chaos. His powers make him both an object of awe and derision by his fellows. He has ambitions for the priesthood and is something of a berserker, ready to take on any group that doesn't completely overwhelm the band he is with.

The band of broos will avoid a direct confrontation with the adventurer's party unless they have overwhelming numbers or a good ambush position. If a fight goes against them, they will scatter to the winds.

DUKE'S POLICY – Warn broos away, and if they don't go, drive them out with all force necessary.

#### **Broo Warleader**

DIUU	v v a i	ICa	iuci				
STR 17	CON	25	SIZ 13	INT	13 POV	V 15	
DEX 16	CHA	11	Move 9	HP 2	26 Def	ense 20%	
	$D_{i}$	20	Loc	ation	AP/HP		
	01	-04	Rigi	ht Leg	7/9		
	05	-08	Let	t Leg	7/9		
	09	-11	Abo	lomen	7/9		
	12		C	hest	7/10		
	13	-15	Righ	nt Arm	7/8		
	16	-18	Lef	t Arm	7/8		
	19	-20	Н	ead	10/9		
Weapon		SR	Attk%	Damag	e	Parr%	Pts
Head But	t	7	100%	1D6+1I	04	_	_
Greatswo	ord	4	95%	2D8+1I	04	90%	15
Bastard S	Sword	5	90%	1D10+1	+1D4	90%	20
Composit	e Bow	1	90%	1D8+1		40%	10
Dagger		7	75%	1D4+2+	-1D4	75%	12
Thrown I	Dagger <sup>3</sup>	<sup>k</sup> 1	85%	1D4+1I	)2	_	_

Large Shield
\*same weapon

**SPELLS:** Bladesharp 4, Demoralize, Protection 4, Vigor (4) **SKILLS:** Bargaining 35%, Camouflage 80%, Climb 75%,

Evaluate Treasure 70%, First Aid 50%, Hide in Cover 95%, Identify (Praxian) Animals 65%, Jump 80%, Listen 95%, Move Quietly 95%, Oratory 60%, Spot Hidden 90%, Spot Traps 85%, Track 80%, Trap Set/Disarm 85%.

1D8+1D4

16

LANGUAGES: Praxian 65%.

MAGIC ITEMS: 15 Pt POW storage crystal, 3 Pt Spell Strengthening crystal, one Waha Rope (does not know code word).

TREASURE: 3 clacks: ransom is 1250 Lunars.

CHAOTIC FEATURE: +4D6 CON (9 – already included in stats). Poison Touch (14 Pt potency) must get through armor to operate. Generally only operates when the Warleader's head butt attack penetrates armor. Note that the Warleader's Vigor spell will raise his HP to 39 when cast (giving him 13 HP in his head).

#### **Broos** (1-12)

Weapon	SR	Attk%	Damage	Parr%	Pts
Head Butt	9	50%	1D6+1D4	_	_
Maul	6	30%	208+1D4	30%	15
Shortsword	8	25%	1D6+1+1D4	25%	20
Sling	3	40%	1D8	-	_

SPELLS: Disruption, Healing 2, Speedart.

SKILLS: Camouflage 25%, Climbing 40%, Evaluate Treasure 15%, First Aid 20%, Hide in Cover 40%, Identify (Praxian) Animals 45%, Jumping 40%, Listen 50%, Map Making 20%, Move Quietly 50%, Spot Hidden 30%, Spot Trap 30%, Tracking 50%, Trap Set/Disarm 25%.

TREASURE: 1D6 Clacks.

#### **Broo One**

POW 12	DEX 12	HP 17 M	aul 15	Shortsw	ord 20
	D20	Location	A	P/HP	
	01-04	Right Leg		2/6	
	05-08	Left Leg		2/6	
	09-11	Abdomer	1	3/6	
	12	Chest		3/7	
	13-15	Right Arn	1	2/5	
	16-18	Left Arm		2/5	
	10.20	Hand		116	

DISEASE: none.

CHAOTIC FEATURE: attacks slayer in spirit combat after death.

#### **Broo** Two

POW 12	DEX 12	HP 17 M	aul 15	Shortswe	ord 20
	D20	Location	A.	P/HP	
	01-04	Right Leg		2/6	
	05-08	Left Leg		2/6	
	09-11	Abdomen		3/6	
	12	Chest		3/7	
	13-15	Right Arm	ı	2/5	
	16-18	Left Arm		2/5	
	19-20	Head		4/6	

DISEASE: none.

CHAOTIC FEATURE: explodes after dying, doing 3D6 damage to all within 3m.

#### **Broo Three**

POW 12	DEX 12	HP 17	Maul 15	Shortsw	ord 20
	D20	Locatio	on A.	P/HP	
	01-04	Right L	eg	2/6	
	05-08	Left Le	g	2/6	
	09-11	Abdom	en	3/6	
	12	Chest		3/7	
	13-15	Right A	rm	2/5	
	16-18	Left Ar	m	2/5	
	19-20	Head		4/6	

DISEASE: Wasting Disease. CHAOTIC FEATURE: none.

#### **Broo Four**

POW 12	DEX 12	HP 17	Maul 15	Shortsword 20

D20	Location	AP/HP
01-04	Right Leg	2/6
05-08	Left Leg	2/6
09-11	Abdomen	3/6
12	Chest	3/7
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	4/6

DISEASE: Wasting Disease.

CHAOTIC FEATURE: absorbs 1 Point spells, adding 1 Point to its own power.

#### **Broo Five**

JW 12	DEX 12	HP 17	Maul 15	Shorts	word 20
	D20	Locatio	on A	AP/HP	
	01-04	Right L	eg	2/6	
	05-08	Left Le	eg	2/6	
	09-11	Abdom	en	3/6	
	12	Ches	t	3/7	
	13-15	Right A	.rm	2/5	
	16-18	Left A	m	2/5	
	19-20	Head	l	4/6	

DISEASE: none.

CHAOTIC FEATURE: none.

#### **Broo Six**

	~			
POW 12	DEX 12	HP 17 M	aul 15	Shortsword 20
	D20	Location	$A^{\perp}$	P/HP
	01-04	Right Leg	2	2/6
	05-08	Left Leg	2	2/6
	09-11	Abdomen		3/6
	12	Chest		3/7
	13-15	Right Arm	1 2	2/5
	16-18	Left Arm	2	2/5
	19-20	Head	4	4/6

DISEASE: Soul Waste. CHAOTIC FEATURE: none.

#### **Broo Focus of Chaos**

STR 14 DEX 14	CON 17 CHA 7	SIZ 13 Move 9	INT 13 HP 18	POW 16 Defense 15%	ó
	D20	Local	tion	AP/HP	
	01-04	Right	Leg	12/6	
	05-08	Left	Leg	12/6	
	09-11	Abdo	men	13/6	
	12	Che	est	13/7	
	13-15	Right	Arm	12/5	
	16-18	Left A	Arm	12/5	
	19-20	Hea	ad	16/6	

Weapon	SR	Attk%	Damage	Parr%	Pts
Head Butt	8	90%	1D6+1D4	-	_
2H Spear	4	70%	1D10+1+1D4	65%	15
Shortsword	7	65%	1D6+1+1D4	65%	20
Composite Bow	2	65%	1D8+1	25%	10
Dagger*	8	70%	1D4+2+1D4	70%	12
Thrown Dagger*	2	55%	1D4+1D2	_	_
Medium Shield	8	25%	1D6-4-1D4	60%	12

<sup>\*</sup> same weapon.

SPELLS: Befuddle, Bladesharp 4, Demoralize, Mobility, Protection 4.

SKILLS: Camouflage 60%, Climbing 55%, Evaluate Treasure 55%, First Aid 35%, Hide in Cover 75%, Identify (Praxian) Animals 40%, Jump 60%, Listen 65%, Move Quietly 60%, Oratory 35%, Spot Hidden 65%, Spot Trap 60%, Track 50%, Trap Set/Disarm 50%.

LANGUAGES: Praxian 65%.

MAGIC ITEMS: 7 Point Spirit Resisting crystal usually hidden in an orifice.

TREASURE: 3 clacks and 2 Lunars; ransom is 250 Lunars. SPECIAL FEATURES: Reflects 1-2 Pt spells back at caster, possesses four arms (usually fights with 2H spear, medium shield, and shortsword), +8 pt skin.

#### If Mallia Cultist (additional):

SKILLS: Identify Disease 65%, Prepare Disease Potion 60%, Spread Disease 65%, Treat Disease 35%. SPECIAL FEATURES: Disease; Soul Waste

#### If Thed Cultist (additional):

RUNE SPELLS: Reverse Chaos (one-use only)

#### The Cannibal Cult

This fanatical clan were man-eaters, and knew obscene rituals to draw strength from a man's soul as they ate his body. This gave them great powers, and struck fear into all who opposed them.

The Basmoli

They were a fanatical race of invaders whose Founder, the lion god, was slain by Tada during the War of the Gods. The people were allowed to live on as servants of the plainsmen, and they were

quite happy to kill the

nomads in this way in

eternal vengeance for

their lord. They were

berserks, channeling

physical shells.

magical energy into their

**Berserkers** 

#### **Broo Priest**

#### (Roll for cult on previous chart)

STR 15	CON 17	SIZ 13	INT 14	POW 18
DEX 18	CHA 9	Move 9	HP 19	Defense 25%

D20	Location	AP/HP
01-04	Right Leg	4/7
05-08	Left Leg	4/7
09-11	Abdomen	6/7
12	Chest	6/8
13-15	Right Arm	4/6
16-18	Left Arm	4/6
19-20	Head	6/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Head Butt	7	90%	1D6+1D4	_	_
Iron 2H Spear	3	90%	1D6+1+1D4	75%	23
Shortsword RH	6	90%	1D6+1+1D4	75%	20
Dagger LH*	7	85%	1D4+2+1D4	75%	12
Thrown Dagger*	1	65%	1D4+1D2	_	12
Composite Bow	1	80%	1D8+1	40%	10

<sup>\*</sup> same weapon.

SPELLS: Bladesharp 4, Demoralize, Detection Blank 3, Healing 6; (known by the Malcathan) Dispel Magic 6, Multimissile 4
RUNE SPELLS: 1D4+3 pts of Rune Power spells.

SKILLS: Camouflage 80%, Climbing 70%, Evaluate Treasure 75%, First Aid 45%, Hide in Cover 85%, Identify (Praxian) Animals 55%, Jumping 80%, Listen 75%, Move Quietly 90%, Oratory 55%, Spot Hidden 80%, Spot Trap 85%, Tracking 65%, Trap Set/Disarm 80%.

LANGUAGES: Praxian 70%.

MAGIC ITEMS: Iron-shod 2H spear with a 15 Pt POW storing crystal embedded in the hilt; 10 applications of Rhino Fat. TREASURE: Carries 7 clacks and 3 Lunars; ransom is 1000 L.

DISEASE: Creeping Chills
CHAOTIC FEATURE: Appears extremely dangerous

#### If Mallia Cultist (additional):

SKILLS: Identify Disease 100%, Prepare Disease Potion 100%, Spread Disease 105%, Treat Disease 65%.

SPECIAL FEATURES: Add a second disease; The Shakes.

ALLIED SPIRIT: The Malcathan – INT 11, POW 21 carries the disease of Soul Waste.

OTHER SPIRITS: Lacer (controlled spirit); INT 13, POW 11 carries The Shakes.

#### If Thed Cultist (additional):

SPECIAL FEATURES: Additional chaos feature – Befuddle one opponent per turn in addition to other attacks.

ALLIED SPIRIT: The Malcathan (disembodied); INT 11, POW 17; possesses chaotic feature – never surprised.

#### **Broo Seven**

POW 12 DEX 12 HP 17 Maul 15 Shortsword 20

D20	Location	AP/HP
01-04	Right Leg	2/6
05-08	Left Leg	2/6
09-11	Abdomen	3/6
12	Chest	3/7
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	4/6

DISEASE: Fever

CHAOTIC FEATURE: undetectable by use of magic



#### **Broo Eight**

POW 12 DEX 12 HP 17 Maul 15 Shortsword 2
------------------------------------------

D20	Location	AP/HP
01-04	Right Leg	2/6
05-08	Left Leg	2/6
09-11	Abdomen	3/6
12	Chest	3/7
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	4/6

**DISEASE:** Creeping Chills **CHAOTIC FEATURE:** none

#### **Broo Nine**

POW 12	DEX 12	HP 17	Maul 15	Shortsword 20

D20	Location	AP/HP
01-04	Right Leg	2/6
05-08	Left Leg	2/6
09-11	Abdomen	3/6
12	Chest	3/7
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	4/6

**DISEASE:** Brittleskin. **CHAOTIC FEATURE:** none

#### **Broo Ten**

POW 12	DEX 12	HP 17	Maul 15	Shortsword 20
--------	--------	-------	---------	---------------

D20	Location	AP/HP
01-04	Right Leg	2/6
05-08	Left Leg	2/6
09-11	Abdomen	3/6
12	Chest	3/7
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	4/6

DISEASE: Creeping Chills

CHAOTIC FEATURE: +17 STR, giving him 2D6 damage bonus and +20% to both attacks and parries

#### **Broo Eleven**

POW 12 DEX 12 HP 17 Maul 15 Shortsword 20

D20	Location	AP/HI
01-04	Right Leg	2/6
05-08	Left Leg	2/6
09-11	Abdomen	3/6
12	Chest	3/7
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	4/6

DISEASE: none

CHAOTIC FEATURE: can leap up to 10m

#### **Broo** Twelve

POW 12 DEX 12 HP 17 Maul 15 Shortsword 20

D20	Location	AP/HI
01-04	Right Leg	2/6
05-08	Left Leg	2/6
09-11	Abdomen	3/6
12	Chest	3/7
13-15	Right Arm	2/5
16-18	Left Arm	2/5
10.20	Hand	116

DISEASE: Brain Fever.

CHAOTIC FEATURE: +30% Defense.

#### **Centaurs**

This is a band of young centaurs out to prove themselves and see something of the world. They hired on as caravan guards for a trip from Sartar to Pavis, and are now wandering the valley.

Despite their previous occupation, they have little love for the Lunar Empire and, in their typical disorderly centaur way, will take opportunity to express this dissatisfaction. Initially, they will be verbal about it, but if their sentiments get them into trouble with the duke, they might resort to sniping or outright attacks, particularly if one of their number has been hurt.

Nomads do not know what to make of centaurs, and distrust them. The band is already suspected of a number of depredations which they did not commit (and of a few which they did commit).

There is only one group of centaurs in the valley. If they are killed or driven away, there will be no more centaur encounters.

It is up to the referee to determine how many centaurs should be encountered by the adventurers. All the centaurs are lay members of the cult of Hykim, god of beasts.

Baast Tavashirt is a young centaur with mercenary experience who is very confident of his abilities. He is particularly proud of his prowess with the bow and his favorite tactic is skirmishing and picking off his enemies from a distance. He loves to taunt authority figures, and considers the nomads of Prax to be uncivilized barbarians with no redeeming virtues.

**Dass Naver** is, if anything, more reckless than his leader. He and Baast have a long-term rivalry going which they attempt to cover up by challenging each other to feats of daring, all in the spirit of good fun. Dass has not had Baast's experience and is not his equal as a soldier, but is a much better harpist and balladeer. He often puts this to use making up satires on the people they meet and on Baast himself.

Hoon Dight is a soldier through and through. He likes to fight and he likes to drink. When he has had a lot to drink, he really likes to fight.

DUKE'S POLICY - Get these rowdies out of my valley.

#### **Baast Tavashirt**

- Cutto	100 1001			
STR 22	CON 15	SIZ 32	INT 14	POW 15
DEX 19	CHA 14	Move 12	HP 20	Defense 0%
	D20	Locat	ion	AP/HP
	01-02	Right His	nd Leg	2/6
	03-04	Left Hin	d Leg	2/6
	05-06	Hind Qu	arters	3/8
	07-09	Fore Qu	arters	3/8
	10-11	Right Fro	nt Leg	2/6
	12-13	Left From	nt Leg	2/6
	14	Che	st	3/8
	15-16	Right	Arm	4/6
	17-18	Left A	Arm	4/6
	19-20	Hea	d	5/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	1	75%	1D8+1	45%	10
Lance	1	65%	1D10+1+2D6	40%	20
Medium Shield	_	_	_	60%	12

INT 13

HP 17

POW 14

Defense 0%

SPELLS: Farsee, Healing 3, Mobility, Speedart. SKILLS: Play Lute 80%, Tracking 60%. TREASURE: Decorated Quiver worth 70 Lunars.

SIZ 26

Move 12

#### Dass Naver

CON 13

CHA 11

STR 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/5
03-04	Left Hind Leg	2/5
05-06	Hind Quarters	3/7
07-09	Fore Quarters	3/7
10-11	Right Front Leg	2/5
12-13	Left Front Leg	2/5
14	Chest	3/7
15-16	Right Arm	4/5
17-18	Left Arm	4/5
19-20	Head	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts	
Composite Bow	1	65%	1D8+1	40%	10	
Lance	1	60%	1D10+1+2D6	40%	20	
Medium Shield	_	_	_	55%	12.	

SPELLS: Binding, Healing 3, Mobility, Speedart SKILLS: Acting 75%, Play Lute 90%, Spot Hidden 50%, Track 50%. TREASURE: Silver ring worth 40 Lunars and 3 doses of a Healing 3 potion.

1D10+1+2D6

20

12

40%

55%

#### **Hoon Dight**

STR 21	CON 14	SIZ 28	INT 12	POW	V 12	
DEX 18	CHA 10	Move 12	HP 18	Defe	ense 0%	
	D20	Loca	tion	AP/HP		
	01-02	Right Hi	nd Leg	2/5		
	03-04	Left His	nd Leg	2/5		
	05-06	Hind Q	uarters	2/7		
	07-09	Fore Q	arters	3/7		
	10-11	Right Fr	ont Leg	2/5		
	12-13	Left Fro	nt Leg	2/5		
	14	Che	est	2/7		
	15-16	Right	Arm	4/5		
	17-18	Left.	Arm	4/5		
	19-20	He	ad	4/6		
Weapon			Damage		Parr%	Pts
Composite	Bow 1	60%	D8+1		40%	10

SPELLS: Detect Life, Healing 2, Mobility, Multimissile 2
SKILLS: Identify Plants 40%, Juggle 40%, Track 60%.
TREASURE: 10 Lunars, 5 clacks.

55%

#### Other Centaurs

Lance

Medium Shield

Other	CILLE	I CAL D			
Weapon	SR	Attk%	Damage	Parr%	Pts
Composite	Bow 2	60%	1D8+1	30%	10
Lance	2	50%	1D10+1+2D6	35%	20
Medium Sh	ield –	_	_	50%	12

SPELLS: Healing 4, Mobility, Speedart

SKILLS: Jumping 50%, Play Lyre 60%, Swimming 30%, Tracking 50%.

TREASURE: 1020 Lunars



#### Bolo Lizard Folk

This wry and wiry race rides across the Plaines aton sleek and lean reptiles. They use special weapons called bolos, which were most effective against large foes (such as High Llamas). If they had the chance, they would close with a weak enemy and fight with their bucklers and swords. The animal ran with its head and tail stretched horizontally, leaving plenty of room for riders to use their unique weapons. According to one noted Sage, this clan was more properly known as the Bird-Lizard Folk. At some point in history an ignorant scholar confused the name of the animals with that of the favored weapon of the tribe, and the name has stuck ever since.

The

return.

Ostrich Clan This elusive people rode a great flightless bird. They claimed once to have ruled the skies of Prax, but said they were defeated in the Great Night by Air Demons, their mighty pinions torn from them. Their long legged beasts had great speed, and were vicious fighters. The riders were pygmies (though unrelated to the Impala people), and wielded their odd throwing sticks to deadly effect. The Clan had once been stronger, but many left Prax after the Dawn, never to

Harc				Amik	ด		
POW 13	DEX 14	HP 19 Lance	20	POW 13	DEX 14	HP 19 Lance	20
	D20	Location	AP/HP		D20	Location	AP/HP
	01-02	Right Hind Leg	2/6		01-02	Right Hind Leg	
	03-04	Left Hind Leg	2/6		03-04	Left Hind Leg	2/6
	05-06 07-09	Hind Quarters Fore Quarters	2/8 2/8		05-06 07-09	Hind Quarters Fore Quarters	2/8 2/8
	10-11	Right Front Leg	2/6		10-11	Right Front Leg	
	12-13	Left Front Leg	2/6		12-13	Left Front Leg	2/6
	14	Chest	3/8		14	Chest	3/8
	15-16	Right Arm	4/6		15-16	Right Arm	4/6
	17-18	Left Arm	4/6		17-18	Left Arm	4/6
	19-20	Head	3/7		19-20	Head	3/7
Kraet			20	Erculo		**** 10 **	20
POW 13	DEX 14	HP 19 Lance	20	POW 13	DEX 14	HP 19 Lance	e 20
	D20	Location	AP/HP		D20	Location	AP/HP
	01-02	Right Hind Leg	2/6		01-02	Right Hind Leg	2/6
	03-04	Left Hind Leg	2/6		03-04	Left Hind Leg	2/6
	05-06	Hind Quarters	2/8		05-06	Hind Quarters	2/8
	07-09	Fore Quarters	2/8		07-09	Fore Quarters	2/8
	10-11	Right Front Leg	2/6		10-11	Right Front Leg	
	12-13 14	Left Front Leg Chest	2/6 3/8		12-13 14	Left Front Leg Chest	2/6 3/8
	15-16	Right Arm	4/6		15-16	Right Arm	4/6
	17-18	Left Arm	4/6		17-18	Left Arm	4/6
	19-20	Head	3/7		19-20	Head	3/7
Baud	er			Julius	2		
POW 13	DEX 14	HP 19 Lance	20	POW 13	DEX 14	HP 19 Lance	e 20
	D20	Location	AP/HP		D20	Location	AP/HP
	01-02	Right Hind Leg	2/6		01-02	Right Hind Leg	
	03-04	Left Hind Leg	2/6		03-04	Left Hind Leg	2/6
	05-06	Hind Quarters	2/8		05-06	Hind Quarters	2/8
	07-09	Fore Quarters	2/8		07-09	Fore Quarters	2/8
	10-11	Right Front Leg	2/6		10-11	Right Front Leg	2/6
	12-13	Left Front Leg	2/6		12-13	Left Front Leg	2/6
	14	Chest	3/8		14	Chest	3/8
	15-16	Right Arm	4/6		15-16	Right Arm	4/6
	17-18 19-20	Left Arm Head	4/6 3/7		17-18 19-20	Left Arm Head	4/6 3/7
Nogga				Lawia			
Nessu POW 13	DEX 14	HP 19 Lance	20	Lorica POW 13	DEX 14	HP 19 Lance	e 20
	D20	Location	AP/HP		D20	Loostion	A D/IID
	01-02	Location Right Hind Leg	2/6		01-02	Location Right Hind Leg	AP/HP 2/6
	03-04	Left Hind Leg	2/6		03-04	Left Hind Leg	2/6
	05-06	Hind Quarters	2/8		05-06	Hind Quarters	2/8
	07-09	Fore Quarters	2/8		07-09	Fore Quarters	2/8
	10-11	Right Front Leg	2/6		10-11	Right Front Leg	
	12-13	Left Front Leg	2/6		12-13	Left Front Leg	2/6
	14	Chest	3/8		14	Chest	3/8
	14	Chest			15-16	Right Arm	4/6
	15-16	Right Arm	4/6				
	15-16 17-18	Right Arm Left Arm	4/6		17-18	Left Arm Head	4/6 3/7
	15-16	Right Arm			17-18 19-20	Left Arm Head	4/6 3/7
	15-16 17-18 19-20	Right Arm Left Arm Head	4/6 3/7	Cranl	17-18 19-20	Head	3/7
	15-16 17-18	Right Arm Left Arm	4/6 3/7	Cranl	17-18 19-20		3/7
	15-16 17-18 19-20 DEX 14 <i>D20</i>	Right Arm Left Arm Head  HP 19 Lance  Location	4/6 3/7 20 <i>AP/HP</i>		17-18 19-20 <b>XUS</b> DEX 14 <i>D20</i>	Head  HP 19 Lance  Location	3/7 e 20 AP/HP
	15-16 17-18 19-20 DEX 14 <b>D20</b> 01-02	Right Arm Left Arm Head  HP 19 Lance  Location Right Hind Leg	4/6 3/7 20 <b>AP/HP</b> 2/6		17-18 19-20 <b>CUS</b> DEX 14 <i>D20</i> 01-02	Head  HP 19 Lanco  Location  Right Hind Leg	3/7 = 20  AP/HP 2/6
	15-16 17-18 19-20 DEX 14 <b>D20</b> 01-02 03-04	Right Arm Left Arm Head  HP 19 Lance  Location Right Hind Leg Left Hind Leg	4/6 3/7 20 <b>AP/HP</b> 2/6 2/6		17-18 19-20 <b>XUS</b> DEX 14 <i>D20</i> 01-02 03-04	HP 19 Lance  Location  Right Hind Leg  Left Hind Leg	3/7 e 20  AP/HP 2/6 2/6
	15-16 17-18 19-20 DEX 14 D20 01-02 03-04 05-06	Right Arm Left Arm Head  HP 19 Lance  Location Right Hind Leg Left Hind Leg Hind Quarters	4/6 3/7 20 <b>AP/HP</b> 2/6 2/6 2/8		17-18 19-20 <b>XUS</b> DEX 14 <b>D20</b> 01-02 03-04 05-06	HP 19 Lance  Location Right Hind Leg Left Hind Leg Hind Quarters	3/7 e 20  AP/HP 2/6 2/6 2/8
	15-16 17-18 19-20 DEX 14 D20 01-02 03-04 05-06 07-09	Right Arm Left Arm Head  HP 19 Lance  Location Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters	4/6 3/7 20 <b>AP/HP</b> 2/6 2/6 2/8 2/8		17-18 19-20 <b>XUS</b> DEX 14 <b>D20</b> 01-02 03-04 05-06 07-09	HP 19 Lance  Location Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters	3/7  e 20  AP/HP 2/6 2/6 2/8 2/8
	15-16 17-18 19-20 DEX 14 <b>D20</b> 01-02 03-04 05-06 07-09 10-11	Right Arm Left Arm Head  HP 19 Lance Location Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters Right Front Leg	4/6 3/7 20 <b>AP/HP</b> 2/6 2/6 2/8 2/8 2/6		17-18 19-20 <b>XUS</b> DEX 14  D20 01-02 03-04 05-06 07-09 10-11	HP 19 Lance  Location Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters Right Front Leg	3/7  20  AP/HP 2/6 2/6 2/8 2/8 2/6
	15-16 17-18 19-20 DEX 14 <b>D20</b> 01-02 03-04 05-06 07-09 10-11 12-13	Right Arm Left Arm Head  HP 19 Lance  Location Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters Right Front Leg Left Front Leg	4/6 3/7 20 <b>AP/HP</b> 2/6 2/6 2/8 2/8 2/6 2/6		17-18 19-20 <b>XUS</b> DEX 14 <b>D20</b> 01-02 03-04 05-06 07-09 10-11 12-13	HP 19 Lance  Location Right Hind Leg Left Hind Quarters Fore Quarters Right Front Leg Left Front Leg	3/7  2 20  AP/HP 2/6 2/6 2/8 2/8 2/6 2/6
	15-16 17-18 19-20 DEX 14 <b>D20</b> 01-02 03-04 05-06 07-09 10-11 12-13	Right Arm Left Arm Head  HP 19 Lance  Location Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters Right Front Leg Left Front Leg Chest	4/6 3/7 20 <b>AP/HP</b> 2/6 2/6 2/8 2/8 2/6 2/6 3/8		17-18 19-20 <b>XUS</b> DEX 14 <b>D20</b> 01-02 03-04 05-06 07-09 10-11 12-13 14	HP 19 Lance  Location  Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters Right Front Leg Left Front Leg Chest	3/7  20  AP/HP 2/6 2/6 2/8 2/8 2/6 2/6 3/8
Baal POW 13	15-16 17-18 19-20 DEX 14 <b>D20</b> 01-02 03-04 05-06 07-09 10-11 12-13	Right Arm Left Arm Head  HP 19 Lance  Location Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters Right Front Leg Left Front Leg	4/6 3/7 20 <b>AP/HP</b> 2/6 2/6 2/8 2/8 2/6 2/6		17-18 19-20 <b>XUS</b> DEX 14 <b>D20</b> 01-02 03-04 05-06 07-09 10-11 12-13	HP 19 Lance  Location Right Hind Leg Left Hind Quarters Fore Quarters Right Front Leg Left Front Leg	3/7  2 20  AP/HP 2/6 2/6 2/8 2/8 2/6 2/6

Posei	don		
POW 13	DEX 14	HP 19 Lance	20
	D20	Location	AP/HP
	01-02	Right Hind Leg	2/6
	03-04	Left Hind Leg Hind Quarters	2/6
	05-06 07-09	Fore Quarters	2/8 2/8
	10-11	Right Front Leg	2/6
	12-13	Left Front Leg	2/6
	14	Chest	3/8
	15-16	Right Arm	4/6
	17-18	Left Arm	4/6
	19-20	Head	3/7
Anton	ier		
POW 13	DEX 14	HP 19 Lance	20
1011 15	DEATT	III 1) Lunce	20
	D20	Location	AP/HP
	01-02	Right Hind Leg	2/6
	03-04	Left Hind Leg	2/6
	05-06	Hind Quarters	2/8
	07-09 10-11	Fore Quarters Right Front Leg	2/8 2/6
	12-13	Left Front Leg	2/6
	14	Chest	3/8
	15-16	Right Arm	4/6
	17-18	Left Arm	4/6
	19-20	Head	3/7
IZ:44:1;	44:		
Kittili		HD 10 I	20
POW 13	DEX 14	HP 19 Lance	20
	D20	Location	AP/HP
	01-02	Right Hind Leg	2/6
	03-04	Left Hind Leg	2/6
	05-06	Hind Quarters	2/8
	07-09	Fore Quarters	2/8
	10-11	Right Front Leg	2/6
	12-13	Left Front Leg	2/6
	14 15-16	Chest Right Arm	3/8 4/6
	17-18	Left Arm	4/6
	19-20	Head	3/7
Ramb			
POW 13	DEX 14	HP 19 Lance	20
	D20	Location	AP/HP
	01-02	Right Hind Leg	2/6
	03-04	Left Hind Leg	2/6
	05-06	Hind Quarters	2/8
	07-09	Fore Quarters	2/8
	10-11	Right Front Leg	2/6
	12-13	Left Front Leg	2/6
	14	Chest	3/8
	15-16	Right Arm	4/6
	17-18 19-20	Left Arm Head	4/6 3/7
			5,,
Phrod	lei		
POW 13	DEX 14	HP 19 Lance	20
	D20	Location	AP/HP
	01-02	Right Hind Leg	2/6
	03-04	Left Hind Leg	2/6
	05-06	Hind Quarters	2/8
	07-09	Fore Quarters	2/8
	10-11	Right Front Leg	2/6
	12-13		

12-13

15-16

17-18

19-20

14

Left Front Leg

Chest

Right Arm

Left Arm

Head

3/8

4/6

4/6

3/7

# Octavius POW 13 DEX 14

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

HP 19

Lance 20

#### Ramboxas

POW 13	DEX 14	HP 19 Lance	e 20
	D20	Location	AP/HP
	01-02	Right Hind Leg	2/6
	03-04	Left Hind Leg	2/6
	05-06	Hind Quarters	2/8
	07-09	Fore Quarters	2/8
	10-11	Right Front Leg	2/6
	12-13	Left Front Leg	2/6
	14	Chest	3/8
	15-16	Right Arm	4/6
	17-18	Left Arm	4/6
	19-20	Head	3/7

#### Sisero

POW 13 DEX 14 HP 19 Lanc	20
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D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

#### Ostrich Mother

This spirit was the mother of the steeds of the Ostrich Clan. Her pinions were torn out in the War of the Gods, and only the love of her mother the Earth kept her from dying when she fell. She favored her children, but in her weakness was forced to aid any who called upon her.

### **Independent Spirits**

The independent spirits lived in Prax, but their origins were unknown, unimportant, or irregular. They belonged to no hierarchy by birth, position, or allegiance, but were able to wander among the other displaced gods as equals, thanks to their own inner strength.

#### **Father of Independents**

This pathetic wretch, slave to man and god alike, claimed to be the Founder of the Independent tribes, and would gladly tell his amusing lies to all who would listen. It is ridiculous to think that such a decrepit thing could birth the powerful beings who need neither god nor herds to live in the chaparral. Yet, according to the Father, he was a victim of the War of the Gods, crippled to become ferryman to the gods. He escaped but, returning to Prax, was captured and put to a similar task in the Dead Place, where he served with admirable ability. The Dead Place does not affect him.

The Unicorn

Maidens

These women were

blessed with amazing

abilities by the Sun

Daughter. Though

if they were. Their

virtually unarmored,

their telepathic link with

the beasts and combined

agility defended them as

unicorn steeds did not

other creature, and the

women were armed with bows, swords, and spears.

fear to charge against any

#### **Cliff Toads**

Cliff toads can be found in Prax among the cliffs along the River of Cradles. They have been rigorously hunted by the nomads, and are not very common. Generally, 1D4 cliff toads will be encountered.

In the river valley itself, and in the Eastern Highlands, their cover is better and the food supply less active, and they are more common.

Cliff toads never try to eat something which is bigger than they are, and prefer items less than one-half their size. Their standard tactic is to stand on the side of a cliff or large rock formation and make a one-lick attack on a passing target. If unsuccessful, they will leap away to escape retribution.

If the cliff toad's attack succeeds, it will try to swallow its victim. If it fails to swallow its prey on the first attempt, then the victim suffers 1D6 pts of damage from constriction and is not released. This damage occurs to the area initially struck by the toad's tongue, and is not absorbed by armor. In the next round, the toad will again try to swallow its prey with the same 80% chance for success, and will continue in this manner until it succeeds. Once inside the mouth of the toad, a digestive acid with a POT of 24 goes to work on the victim. The only escape open to the victim is to kill the cliff toad very quickly.

Cliff toads are very similar to Traskars, or river frogs. However, a cliff toad is not intelligent, and has nothing but similarity in form in common with the Frog Woman cult.

DUKE'S POLICY – Get rid of the monsters before the farmers arrive with domesticated animals.



#### **Cliff Toad One**

SIZ 42 POW 10 DEX 13 HP 17 Move 8 Leap 24

D20	Location	AP/HP
01-02	Right Hind Leg	8/6
03-04	Left Hind Leg	8/6
05-07	Hind Quarters	8/7
08-10	Fore Quarters	8/7
11-13	Right Front Leg	8/5
14-16	Left Front Leg	8/5
17-20	Head	8/6

Weapon SR Attk% Damage

Tongue 4 45% 3D6/turn (range 36 meters) Swallow\* 6 80% 24 pts acid damage

SKILLS: Hide in Cover 70%, Jump 80%, Listen 40%, Spot Hidden 40%.

#### **Cliff Toad Two**

SIZ 42 POW 10 DEX 13 HP 17 Move 8 Leap 24

D20	Location	AP/HP
01-02	Right Hind Leg	8/6
03-04	Left Hind Leg	8/6
05-07	Hind Quarters	8/7
08-10	Fore Quarters	8/7
11-13	Right Front Leg	8/5
14-16	Left Front Leg	8/5
17-20	Head	8/6

Weapon SR Attk% Damage

Tongue 4 45% 3D6/turn (range 36 meters) Swallow\* 6 80% 24 pts acid damage

\* Only one swallow per cliff toad per day is allowed.

 $\textbf{SKILLS:} \ \ \text{Hide in Cover 70\%, Jump 80\%, Listen 40\%, Spot Hidden 40\%.}$ 

#### **Cliff Toad Three**

SIZ 42 POW 10 DEX 13 HP 17 Move 8 Leap 24

D20	Location	AP/HP
01-02	Right Hind Leg	8/6
03-04	Left Hind Leg	8/6
05-07	Hind Quarters	8/7
08-10	Fore Quarters	8/7
11-13	Right Front Leg	8/5
14-16	Left Front Leg	8/5
17-20	Head	8/6

Weapon SR Attk% Damage
Tongue 4 45% 3D6/turn (range

Tongue 4 45% 3D6/turn (range 36 meters) Swallow\* 6 80% 24 pts acid damage \* Only one swallow per cliff toad per day is allowed.

SKILLS: Hide in Cover 70%, Jump 80%, Listen 40%, Spot Hidden 40%.

#### **Cliff Toad Four**

SIZ 42 POW 10 DEX 13 HP 17 Move 8 Leap 24

D20	Location	AP/HP
01-02	Right Hind Leg	8/6
03-04	Left Hind Leg	8/6
05-07	Hind Quarters	8/7
08-10	Fore Quarters	8/7
11-13	Right Front Leg	8/5
14-16	Left Front Leg	8/5
17.20	Head	8/6

Weapon SR Attk% Damage

Tongue 4 45% 3D6/turn (range 36 meters) Swallow\* 6 80% 24 pts acid damage

\* Only one swallow per cliff toad per day is allowed.

SKILLS: Hide in Cover 70%, Jump 80%, Listen 40%, Spot Hidden 40%.

<sup>\*</sup> Only one swallow per cliff toad per day is allowed.



#### **Deinonychus**

There is only one pack of these creatures known to roam the duke's domain. At any given time, there will be 2D4 Deinonychuses in the pack. A party might come upon them chewing on a kill, or dozing after having gorged themselves on a herd beast. If they decide that the party is food, they will each pick a prey and attack, rather than gang up on one target. For victory, they depend on the rapidity of their movement and the savagery of their attack. If their prey does not go down quickly, they will leave the scene and return again later.

If all the Deinonychuses are killed, there will be no more of them until more migrate in from other regions. If any survive, they may breed and more of the creatures will appear.

DUKE'S POLICY - Get rid of the monsters before the farmers arrive with their domesticated animals.

#### Pronunciation -Dine-o-NIGH-kus

Weapon	SR	Attk%	Damage
Bite	6	35%	1D8+1D6
Foreclaw	6	70%	1D6+grabs victim
Hindclaw	6	80%	2D6+1D6 (may slash)

SKILLS: Jump 75%, Spot Hidden 50%.

SPECIAL: see notes in Referee's Book on Deinonychus special abilities.

3/5

3/5

Move 12

#### **Deinonychus One** DFX 16

POW 7	DEX 16	HP 14 D	efense 05%	Move 12
	D20	Location	AP/HP	
	01-02	Tail	3/4	
	03-06	Right Hind	Leg 3/5	
	07-10	Left Hind I	Leg 3/5	
	11-12	Abdome	n 3/6	
	13-14	Chest	3/6	
	15-16	Right Cla	w 3/4	
	17-18	Left Clav	v 3/4	
	19-20	Head	3/5	

#### **Deinonychus Two**

POW 7	DEX 16	HP 14 Defe	ense 05%	Move
	D20	Location	AP/HP	
	01-02	Tail	3/4	
	03-06	Right Hind Le	g 3/5	
	07-10	Left Hind Leg	3/5	
	11-12	Abdomen	3/6	
	13-14	Chest	3/6	
	15-16	Right Claw	3/4	
	17 19	Loft Claw	2//	

Head

#### 19-20 **Deinonychus Three**

19-20

POW 7	DEX 16	X 16 HP 14 Defens		Move 12
	D20	Locatio	n AP/HP	
	01-02	Tail	3/4	
	03-06	Right Hind	Leg 3/5	
	07-10	Left Hind	Leg 3/5	
	11-12	Abdome	en 3/6	
	13-14	Chest	3/6	
	15-16	Right Cl	aw 3/4	
	17-18	Left Cla	w 3/4	

Head

#### **Deinonychus Four**

POW 7	DEX 16 HP 14 Defens		Defense 05%	Move 12
	D20	Location	n AP/HP	
	01-02	Tail	3/4	
	03-06	Right Hind	Leg 3/5	
	07-10	Left Hind	Leg 3/5	
	11-12	Abdome	en 3/6	
	13-14	Chest	3/6	
	15-16	Right Cla	aw 3/4	
	17-18	Left Cla	w 3/4	
	19-20	Head	3/5	

#### **Deinonvchus Five** DEX 16

D20	Location	AP/HP
01-02	Tail	3/4
03-06	Right Hind Leg	3/5
07-10	Left Hind Leg	3/5
11-12	Abdomen	3/6
13-14	Chest	3/6
15-16	Right Claw	3/4
17-18	Left Claw	3/4
19-20	Head	3/5

Defense 05%

Defense 05%

3/5

Move 12

Move 12

Move 12

HP 14

#### **Deinonychus Six**

POW 7	DEX 16	HP 14 Defen	se 05%	Move
	D20	Location	AP/HP	
	01-02	Tail	3/4	
	03-06	Right Hind Leg	3/5	
	07-10	Left Hind Leg	3/5	
	11-12	Abdomen	3/6	
	13-14	Chest	3/6	
	15-16	Right Claw	3/4	
	17-18	Left Claw	3/4	
	19-20	Head	3/5	

#### **Deinonychus Seven** POW 7 DEX 16 HP 14

 DEII 10	111 11 201011	, 00 ,0	1110
D20	Location	AP/HP	
01-02	Tail	3/4	
03-06	Right Hind Leg	3/5	
07-10	Left Hind Leg	3/5	
11-12	Abdomen	3/6	
13-14	Chest	3/6	
15-16	Right Claw	3/4	
17-18	Left Claw	3/4	

Head

#### 19-20 **Deinonychus Eight**

POW 7

Weapon Bite Foreclaw

Hindclaw

DEX 16	HP 14	Detens	se 05%	Move 1.	4
D20	Loc	ation	AP/HP		
01-02	T	`ail	3/4		
03-06	Right H	Hind Leg	3/5		
07-10	Left H	ind Leg	3/5		
11-12	Abd	omen	3/6		
13-14	Cl	nest	3/6		
15-16	Righ	t Claw	3/4		
17-18	Left	Claw	3/4		
19-20	Н	ead	3/5		
SR	Attk%	Damage			
6	35%	1D8+1D6			

1D6+grabs victim

2D6+1D6 (may slash)

SKILLS: Jump 75%, Spot Hidden 50%.

6

70%

80%

SPECIAL: see notes in Referee's Book on Deinonychus special abilities.

#### The Border **Knights**

The neighboring Holy Country included a people who had tried to invade Prax with their knights and elite infantry. They failed, but established Knight Fort. When the Holy Country fell to the Empire the fort was cut off, and resorted to mercenary work to support itself. The knights rode the horses all Praxians hated, but were powerful fighters, and were sometimes sought by the Praxians as

#### The Eternal Battle

The natives all fear it, for it is a battle of immortals and the Doomed fought since before the Dawning. Learned scholars from other parts of the world have observed (and sometimes survived) the Battle, and they say that it is nothing less than the great battle where Ragnaglar and the Devil fought against the Storm Bull for the fate of the cosmos. They claim that at the Eternal Moment when the non-sequential reality of Godtime was destroyed (pinpointed as the moment the Spike exploded) the critical events of the Battle were frozen in non-Time. There would seem to be some truth in this, for the descendants of the peoples in that battle were able to call their ancient kinsmen from the fight, if they could withstand the forces raging through the cosmic storm.



#### **Dream Dragon**

This is Krang, the dream dragon found in the 5-eyes temple scenario. Krang is never seen on the ground. He has very keen eyesight and when hunting goes very high and watches for appropriately-sized game animals removed from sentient observers. If he is "encountered" it means that the player characters happened to see him when he was relatively close to the ground, and thereby distinguishable as a dragon. He will still probably be out of range of bowshot.

It is possible that Krang may be seen in company with the Scarlet King, the largest condor from the Condor Crags. If so, this will mean that both are very high, and only the keenest eyes will see them at all. Once seen, the fact that Krang is quite a bit larger than the Scarlet King will be immediately evident.

Krang and the Scarlet King are old Friends. Look for Krang's stats in the 5-eyes temple scenario.

#### The Eternal Battle

This encounter does not occur on the Wandering Monsters Chart in this book. It is an event which should be used only when the referee chooses. A good indication that the Eternal Battle has happened by the player characters is if a 01 is rolled when checking to see if a random encounter did occur.

The Eternal Battle is a phenomenon particular to Prax, and feared by all the natives. It is a battle of immortals and the doomed who have fought since before the beginning of Time. The Eternal Battle wanders the length and breadth of the plains, frozen in the non-sequential reality of Godtime when the Cosmic Spike exploded.

The sky will turn dark and broiling clouds will tear the heavens with tremendous noise. The sun will go dark, totally obscured. Howling winds will come from all directions. 1D10+5 melee rounds after the darkening of the sky, an enormous funnel of swirling bodies and dust will crash to the ground within 1D10x10 meters of the characters. Instantly upon touching down 1D10 skeletons and 1D10 ghosts will be tossed from the funnel. The skeletons will land standing and will immediately dash for the party. Ghosts will attack characters in spirit combat. There is a 25% chance that the Avatar of Chaos will also appear.

The skeletons will simply attack. If the target is mounted, the skeleton will attack the mount first, then the rider.

The ghosts will attack to destroy POW. They will continue the attack, no matter what the results of the combat, until their target is destroyed or the time is up for the battle. They will then depart. POW lost in combat with the ghosts is regained normally, but anyone whose POW is destroyed is

not actually slain, but simply turned into a walking dead or a ghost to join in the battle.

The Avatar of Chaos is also called the Chieftain of Ragnaglar. He appears as a gigantic broo 6 meters tall with matted, oozing fur all over his body; deep crimson eyes; and smoking foam about his mouth; and he constantly yips and howls to demoralize his foes. The Avatar will always attack the most powerful member of the party using his Sense Power and Sense Life abilities. He fights with claw and kick. He can make two attacks per round, at SR 6 and 12. He may use both claws, one claw and one kick, or any two attacks in any order he desires. If he uses only one claw to attack with, he may parry with the other. His acid spit is used to bring down fleeing characters with its 23 meter range.

All these warriors will combat the characters for 2D6+3 rounds before they are again swept up into the funnel and carried away into the sky.

Storm Bull worshippers have a 50% chance of not being attacked at all (except for the Chieftain of Ragnaglar) as the attackers may be Storm Bull followers. Roll once to settle the fate for all Storm Bull worshippers in the party. If they are attacked and survive, they automatically have permission to sacrifice for any one-use Rune spell from the nearest Storm Bull priest. A Storm Bull priest who is attacked gets an automatic Power Gain Roll.

The bodies and souls of characters slain through damage or spirit combat (and their possessions) will be carried off with the warriors when they depart, forever locked in this eternal struggle. Divine Intervention will not save them. The clouds will part and the sun reappear 2D10+5 melee rounds after the departure of the funnel. There will be no sign of there ever having been a fight.

#### **Human Ghost One** INT 10 POW 14

**Human Ghost Two** 

INT 10 POW 12

**Human Ghost Three** INT 12 POW 15

**Human Ghost Four** INT 8 POW 10

**Human Ghost Five** INT 9 POW 12

Shadow Cat Ghost INT none POW 19

Impala Ghost INT none POW 13

Centaur Ghost INT 7 POW 15

#### Broo Ghost

INT 9 POW 13-infects with Wasting Disease

#### Elf Ghost

INT 14 POW 13

#### Troll Ghost

POW 18 **INT 12** 

#### Wyrm Ghost

POW 23 INT 13

#### Human Skeleton One

POW 1 DEX 12

Weapon Broadsword Mdm Shield	<b>SR</b> 1	Attk% 60%	Damage 1D8+1		Parr% 60% 60%	Pts 20 12
Main Sineia	-	-	-		00%	12
	D20	Location		AP/HP		
	01-04	Right Leg		4/1		
	05-08	Let	ft Leg	4/1		
	09-11	Abo	domen	5/1		
	12	C	hest	5/1		
	13-15	Rigl	ht Arm	3/1		
	16-18	Lef	t Arm	3/1		
	19-20	Н	lead	4/1		

#### **Human Skeleton Two**

POW 1 DEX 14

Weapon Greatsword	<b>SR</b> 5	Attk% 70%	Damage 2D8		<b>Parr</b> % 70%	Pts 15
	D20	Loc	cation	AP/HP		
	01-04	Rig	Right Leg			
	05-08	Le	ft Leg	4/1		
	09-11	Abo	domen	6/1		
	12	C	hest	6/1		
	13-15	Rigi	ht Arm	5/1		
	16 18	Laf	t Arm	5 / 1		

Head

4/1

#### 19-20 High Llama Skeleton

POW 1 DEX 9

Weapon 3 Kicks	<b>SR</b> 7	Attk% 45%	Damage 2D6		Parr%	Pts
	D20	Loc	cation	AP/HP		
	01-02	Right	Hind Leg	2/3		
	03-04	Left I	lind Leg	2/3		
	05-07	Hind	Quarters	2/3		
	08-10	Fore	Quarters	2/3		
	11-13	Right l	Front Leg	2/3		
	14-16	Left F	ront Leg	2/3		
	19-20	Н	lead	2/3		

#### **Human Skeleton Three**

POW 1 DEX 10

Weapon	SR	Attk%	Damage		Parr%	Pts
Broadsword	7	50%	1D8+1		50%	20
Mdm Shield	50%	12				
	D20	Loc	cation	AP/HP		
	01-04	Rig	ht Leg	6/1		
	05-08	Le	ft Leg	6/1		
	09-11	Abo	domen	4/1		
	12	C	hest	4/1		
	13-15	Rigi	ht Arm	6/1		
	16-18	Lef	t Arm	6/1		
	19-20	Н	lead	5/1		

#### **Bodies of Old**

These revenants are the physical residue of the War of the Gods, still locked in combat beyond death. Some are the Silver Age heroes who rode from the Spike with the Storm Bull, their warrior allies, or lesser races of the gods, like the Aldryami Lords or the Longears. They are blessed, or cursed, with immortality and the unity of their bodies.

#### **Ghost Warriors**

There are all sorts of bodiless beings in the Eternal Battle, including elementals and liberated seers, dead mortals and unborn sylphs, animated ectoplasms that have developed their own spiritual senses, and various denizens of the psychic planes.

Pts12

#### Scorpion Man Skeleton

POW 1 DEX 14

#### The **Avatar** of Chaos

He is a son or lieutenant of Ragnaglar who guards the Battle from being plundered by mortals, keeping the souls of his victims as his personal slaves. He appears as a huge malformed broo, constantly howls to demoralize his foes, and is accompanied by many chaotic and undead horrors.

Weapon Maul Sting	<b>SR</b> 4 7	Attk% 70% 70%	Damage 2D8+1D6 2D6 (no poison)		<b>Parr%</b> 70% -	Pts 15
	D20	Loc	cation	AP/HP		
	01	Right	Hind Leg	3/1		
	02	R Cei	nter Leg	3/1		
	03-04	R Fr	ont Leg	3/1		
	05	Left F	lind Leg	3/1		
	06	L Cei	nter Leg	3/1		
	07-08	L Fr	ont Leg	3/1		
	09-10	7	Fail -	3/1		
	11-12	Th	orax	3/1		
	13-14	C	hest	3/1		
	15-16	Righ	nt Arm	3/1		
	17-18	Lef	t Arm	3/1		
	19-20	Н	lead	3/1		

#### Wind Child Skeleton

POW 1 DEX 17

<b>Weapon</b> Rapier Small Shield	<b>SR</b> 5 5	Attk% 85% -	<b>Damage</b> 1D6+1		Parr% 85% 85%
	D20	Loc	cation	AP/HP	
	01-03	Right Leg		0/1	
	04-06	Left Leg		0/1	
	07-09	Abdomen		0/1	
	10	Chest		0/1	
	11-12	Righ	nt Wing	0/1	
	13-14	Lef	t Wing	0/1	
	16-16	Rigi	ht Arm	0/1	
	17-18	Lef	t Arm	0/1	
	19-20	Н	lead	0/1	



# Dragon Skeleton POW 1 DEX 13

Weapon	SR	Attk%	Damage		Parr%	Pts
Bite	6	65%	5D6		-	-
Claw	6	65%	5D6		-	-
	D20	Loc	cation	AP/HP		
	01-02	Right	Hind Leg	6/4		
	03-04	Left I	Hind Leg	6/4		
	05-06	Hind	Quarters	6/4		
	07-08	,	Гаіl	6/4		
	09-10	Fore	Quarters	6/4		
	11-12	Righ	nt Wing	6/4		
	13-14	Lef	t Wing	6/4		
	15-16	Right	Front Leg	6/4		
	17-18	Left F	ront Leg	6/4		
	19-20	Н	lead	6/4		

#### **Minotaur Skeleton**

POW 1 DEX 12

Weapon Pole Axe	<b>SR</b> 3	Attk% 60%	Damage 5D6		<b>Parr</b> % 60%	Pts 12
	D20	Lo	cation	AP/HP		
	01-04	Rig	ht Leg	5/2		
	05-08	Le	ft Leg	5/2		
	09-11	Abo	domen	5/2		
	12	C	hest	5/2		
	13-15	Rig	ht Arm	5/2		
	16-18	Let	t Arm	5/2		
	19-20	H	lead	8/2		

#### **Dragonsnail Skeleton**

POW 1 DEX 10

Weapon	SR	Attk%	Damage		Parr%	Pts
R Head Bite	7	50%	3D6		-	-
L Head Bite	7	50%	3D6		-	-
	D20	Lo	cation	AP/HP		
	01-08	S	Shell	8/2		
	09-14	E	Body	4/2		
	15-17	R	Head	4/2		
	18-20	L	Head	4/2		

#### **Avatar of Chaos** Chieftain of Ragnaglar

CON 32 SIZ 53 INT 14 CHA 2 Move 10 HP 47 STR 57 POW 50 DEX 23 Defense 35%

D20	Location	AP/HP
01-04	Right Leg	15/16
05-08	Left Leg	15/16
09-11	Abdomen	15/16
12	Chest	15/17
13-15	Right Arm	20/15
16-18	Left Arm	20/15
19-20	Head	15/16

CHAOTIC FEATURES: Reflects up to 6 pt spells; 12 POT acid spit three times per day; 15 Pt skin, with 20 Pt arms; regenerates 1D3 HP in all locations every melee round; capable of leaping 30 meters

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	6	150%	7D6	90%	arm
Kick	6	120%	8D6	_	_
Bite	6	90%	2D10+6D6+POT 6	acid	
Acid Spit	1	90%	Acid 12 POT, rang	ge 23 me	ters

SPELLS: Befuddle, Binding, Darkwall (2), Demoralize, Fanaticism 4, Harmonize (2), Mobility

SKILLS: Listen 90%, Sense Life 70%, Sense Power 90%, Spot Hidden 110%.

#### Hyenas

There are several hyena packs in the River of Cradles. They inhabit the bogs and forests and the cliff faces. Despite their reputation as scavengers, they are in fact hunters in packs, and there will be 3D6 hyenas in any pack encountered.

Unless the party encountered is small and weak, hyenas will leave them alone, assaulting them only with their eerie laughing-bark. A pack of hyenas may follow a party for many kilometers out of curiosity, or hoping that someone will drop dead, or in the expectation that the party will kill something that the hyenas can eat, thereby saving them some trouble. Actions like these have given them their reputation as scavengers, though they would consider it careful energy management, if they could think.

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POW 7	DEX 11	HP 11	Move	9		
	D20	Loc	ation	AP/HP		
	01-02	Right	Hind Leg	1/3		
	03-04	Left I	lind Leg	1/3		
	05-07	Hind	Quarters	1/5		
	08-10	Fore Quarters		1/5		
	11-13	Right Front Leg		1/3		
	14-16	Left F	ront Leg	1/3		
	17-20	Н	ead	1/4		
Weapon	SR	Attk%	Damage		Parr%	Pts
Bite	9	30%	1D8+1D4		-	-

SKILLS: Spot Hidden 60%, Track by Smell 80%.

#### **High Llama Riders**

The High Llama people did not actively oppose the Lunar invasion of Prax. Their khans decided that the presence of the Empire would make no appreciable difference to their way of life, and refused to muster to fight the incursion.

Since the battle of Moonbroth, the High Llama people have found that the overweening Sable riders have monopolized the lands along the River of Cradles, and that, after all, the presence of the imperial regiments did make a difference to the balance of power.

At this time, the High Llamas have no policy. Most of their herds and camps have been withdrawn to west of the Paps and south of The Dead Place. The only High Llamas found in the River of Cradles are hunting and raiding parties, seeking to make their presence felt by the other tribes.

Vian Hornsaddle is a Storm Kahn, a Rune lord of the Storm Bull. He has recently come to this rank and is very serious about his role as a chaos fighter. He also believes all the common superstitions about the Lunars as chaotics and seeks to do what he can against them and their minions. "Minions" includes the character party. He is also interested in finding his kinsman Almeed.

Saberak Spiritrider is a shaman, who is present only to keep the little band safe and healthy and to guard them against disease. She attempts to act as a pacifying influence on Vian, with some success.

Maharo Bullarm is a Storm Bull initiate and faithful follower of Vian's. He is an accomplished warrior but not very clever. His undying loyalty is to his chief. When not smiting chaos, Maharo is noted for his riding skill and his capacity for fermented high llama milk.

Unless a party is blatantly chaotic, this little band will rarely attack straight on. They might conspire to steal or kill a party's animals, or strike from ambush. Anyone with news of the location of Almeed will be their sworn friends, no matter what their affiliation. Besides the three leaders, there will be 2D4+1 followers.

DUKE'S POLICY - Do not antagonize the native peoples.



The High
Llama People
The High Llama People
were the smallest tribe,
but can be counted as the
most powerful. Their

beasts towered over the

were able to run down

skirmishers. The men

were armed with long

earth, clothed themselves

in leather, and were said

weapons to reach the

to fear no one on the

plains.

even the swiftest

other Praxian steeds and

## Vian Hornsaddle, Storm Kahn of Storm Bull

STR 15 CON 16 SIZ 14 INT 12 POW 17 DEX 13 CHA 16 Move 8 (12 on llama) HP 18 Defense 20%

D20	Location	AP/HP
01-04	Right Leg	7/6
05-08	Left Leg	7/6
09-11	Abdomen	7/6
12	Chest	7/7
13-15	Right Arm	7/5
16-18	Left Arm	7/5
19-20	Head	7/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Bstd swd.*	6	105%	1D10+1+1D6	90%	22
Dagger	8	75%	1D4+2+1D6	65%	12
Javelins (3)	2	100%	1D10+1D3	35%	10
Lance	3	105%	1D10-1-1+4D6	75%	20
Medium Shield	8	50%	1D6+1D6	100%	12

<sup>\*</sup>Magical Sword of Sharpness - see below under magic items.

ALLIED SPIRIT: Truefriend (in Bastard sword); INT 17, POW 17

SPELLS: Binding, Demoralize, Healing 5, Mobility, Protection 4; (Truefriend) Befuddle, Bladesharp 4, Disruption, Countermagic 4, Dispel Magic 2, Silence, Vigor (4)

SKILLS: Bargaining 30%, Camouflage 70%, Climbing 70%, Evaluate Treasure 55%, First Aid 65%, Hide in Cover 80%, Identify (Praxian) Animals 90%, Jumping 80%, Listen 85%, Map Making 75%, Move Quietly 90%, Oratory 70%, Peaceful Cut 75%, Ride High Llama 105%, Sense Chaos 95%, Spot Hidden 85%, Spot Trap 80%, Track 95%, Trap 8ct/Disarm 70%.

LANGUAGES: Praxian 70/20%, Tradetalk 55/00%.

MAGIC ITEMS: Sword of Sharpness (bronze bastard sword), has +05% attack and parry, does +1 damage, has +2 hit points; Flawed POW 4 crystal, when first attuned takes 4 POW pts permanently, but will increase user's strength when in melee as if a Strength spell were cast on him (another Strength spell or a Vigor spell may still be cast on him), and this effect lasts until the user is out of melee. This effect has already been included in Vian's skills.

TREASURE: Carries 7 clacks and 4 Lunars; ransom is 1200 L. SPECIAL FEATURES: When fighting from high llama, roll enemy hit location as 1D10+10.

### Ripteeth, High Llama mount

STR 36 CON 14 SIZ 37 POW 16 DEX 11 Move 12 HP 21

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-07	Hind Quarters	2/8
08-10	Fore Quarters	2/8
11-13	Right Front Leg	2/6
14-16	Left Front Leg	2/6
17-20	Head	2/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite	7	50%	2D8	-	-
Kick*	7	65%	3D6	-	-
*many attacly		rria face	aiman ltama an alv		

## Maharo Bullarm, Initiate of Storm Bull

STR 17 CON 13 SIZ 11 INT 8 POW 15 DEX 13 CHA 10 Move 8 (12 on high llama) HP 13

D20	Location	AP/HP
01-04	Right Leg	4/5
05-08	Left Leg	4/5
09-11	Abdomen	6/5
12	Chest	6/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Bstd swd.	6	65%	1D10+1+1D4	60%	20
Dagger	8	75%	1D4+2+1D4	65%	12
Javelins (3)	2	65%	1D10+1D2	25%	10
Lance	4	70%	1D10+1+3D6	55%	20
Medium Shield	8	20%	1D6+1D4	70%	12

SPELLS: Binding, Bladesharp 3, Disruption, Healing 4 (2 pts actually in mind), Mobility

SKILLS: Camouflage 60% Climbing 45%, Evaluate Treasure 35%, First Aid 35%, Hide in Cover 55%, Hide Item 25%, Identify (Praxian) Animals 70%, Jump 45%, Listen 70%, Map Making 50%, Move Quietly 60%, Oratory 20%, Peaceful Cot 55%, Ride High Llama 95%, Spot Hidden 60%, Spot Traps 55%, Track 70%, Trap Set/Disarm 65%

MAGIC ITEMS: 2 uses of Rhino Fat (see plunder section)
TREASURE: 7 clacks and 6 Lunars; ransom is 200 Lunars.

## Greyhair, High Llama mount of Maharo Bollarm

STR 35 CON 12 SIZ 37 POW 14 DEX 9 Move 12 HP 19

	D20	Location	AP/HP
	01-02	Right Hind Le	g 2/6
	03-04	Left Hind Leg	2/6
	05-07	Hind Quarters	s 2/8
	08-10	Fore Quarters	2/8
	11-13	Right Front Le	g 2/6
	14-16	Left Front Leg	2/6
	17-20	Head	2/7
Weapon	SR	Attk% Damag	e Parr% Pts
Bite	7	50% 2D8	

Kick 7 50% 2D6 - - - SPECIAL: Rider rolls 1D10+10 for hit location vs. foes due to

### Sabera Spiritrider, Shaman

the height of this animal

STR 13 CON 11 SIZ 10 INT 14 POW 21 DEX 11 CHA 15 Move 8 (12 on llama) HP 13 Defense 20%

D20	Location	AP/HF
01-04	Right Leg	4/5
05-08	Left Leg	4/5
09-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	4/5

Weapon	SR	Attk%	Damage	Pa	rr% Pts
Battle Axe	8 50%	1D8+2	45%	20	-
Dagger	9 55%	1D4+2	55%	12	-
Thrown Ax	te (2)	3 55%	1D6	35%	15
Medium Sl	nield 9 209	% 1D6	50%	12	-

FETCH AND BOUND SPIRIT: Fetch Farstrider, INT 11, POW 21; Controlled spirit – Krinder, INT 12, POW 16

SPELLS: Demoralize, Disrupt, Healing 6, Xenohealing 6; (known by Farstrider) Binding, Countermagic 1, Dispel Magic 4, Mobility, Protection 4 SKILLS: Bargaining 25%, Camouflage 45%, Climbing 45%, Evaluate Treasure 70%, First Aid 55%, Hide Item 30%, Hide in Cover 55%, Identify (Praxian) Animals 95%, Jump 55%, Listen 80%, Map Making 55%, Move Quietly 55%, Oratory 65%, Peaceful Cut 35%, Ride High Llama 55%, Spot Hidden 65%, Spot Trap 65%, Track 45%, Trap Set/Disarm 40%.

LANGUAGES: Praxian 85/35, Tradetalk 80/65

MAGIC ITEMS: 13 Pt POW storage crystal; secret technique scroll written in Esrolian giving +10% to 1H sword skill.

TREASURE: carries 6 clacks, 3 Lunars; ransom is 700 Lunars. SPECIAL FEATURES: Stored Power (in Spirit world) – 3 pts; cure disease (see shaman rules); return from death (see shaman rules)

### Charbole, High Llama mount of Sabara Spiritridor

STR 33 CON 15 SIZ 36 POW 12 DEX 12 Move 12 HP 21

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-07	Hind Quarters	2/8
08-10	Fore Quarters	2/8
11-13	Right Front Leg	2/6
14-16	Left Front Leg	2/6
17-20	Head	2/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite*	7	60%	2D8	-	-
Kick*	7	65%	2D6	-	-
*may attack or	e or t	wo foes	simultaneously.		

## High Llama Rider One

POW 12 DEX 11 HP 12 Broadsword 20 Lance 20

D20	Location	AP/HF
01-04	Right Leg	3/4
05-08	Left Leg	3/4
09-11	Abdomen	4/4
12	Chest	4/5
13-15	Right Arm	3/3
16-18	Left Arm	3/3
19-20	Head	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	7	25%	1D8+1	25%	20
Javelins (3)	3	30%	1D10	15%	10
Lance	5	45%	1D10+1+3D6	30%	20

SPELLS: Binding, Bladesharp 1, Mobility, Protection 1

SKILLS: Bargaining 10%, Camouflage 25%, Evaluate Treasure 20%, First Aid 26%, Hide in Cover 36%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 35%, Oratory 20%, Peaceful Cut 40%, Ride High Llama 70%, Spot Hidden 25%, Spot Trap 35%, Track 40%.

LANGUAGES: Praxian 55%.

TREASURE: 1D10 Lunars, ransom is 50 Lunars

### Llama Rider One's Llama

POW 11 DEX 7 HP 17 Move 12

D20	Location	AP/HP
01-02	Right Hind Leg	2/5
03-04	Left Hind Leg	2/5
05-07	Hind Quarters	2/7
08-10	Fore Quarters	2/7
11-13	Right Front Leg	2/5
14-16	Left Front Leg	2/5
17-20	Head	2/6

## High Llama Rider Two

POW 12 DEX 11 HP 12 Broadsword 20 Lance 20

D20	Location	AP/HP
01-04	Right Leg	3/4
05-08	Left Leg	3/4
09-11	Abdomen	4/4
12	Chest	4/5
13-15	Right Arm	3/3
16-18	Left Arm	3/3
19-20	Head	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	7	25%	1D8+1	25%	20
Javelins (3)	3	30%	1D10	15%	10
Lance	5	45%	1D10+1+3D6	30%	20

SPELLS: Binding, Bladesharp 1, Mobility, Protection 1

SKILLS: Bargaining 10%, Camouflage 25%, Evaluate Treasure 20%, First Aid 26%, Hide in Cover 36%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 35%, Oratory 20%, Peaceful Cut 40%, Ride High Llama 70%, Spot Hidden 25%, Spot Trap 35%, Track 40%.

Location

Right Hind Leg

Left Hind Leg

LANGUAGES: Praxian 55%.

TREASURE: 1D10 Lunars, ransom is 50 Lunars

#### Llama Rider Two's Llama

D20

01-02

03-04

POW 11 DEX 7 HP 17 Move 12

08-10 Fore Quarters 11-13 Right Front Leg 14-16 Left Front Leg 17-20 Her 2/5 17-20 Her 2/6	05-07	Hind Quarters	2/7	
11-13 Right Front Leg 2/5 14-16 Left Front Leg 2/5 2/5 17-20 Head 2/6	08-10	Fore Quarters	2/7	
14-16 Left Front Leg 2/5 17-20 Heev 2/6	11-13	Right Front Leg	2/5	
	14-16	Left Front/Leg	2/5	
	17-20	Неж	2/6	
	17-20	Y		

AP/HP

2/5

The Impala

up for their lack of

tribe in Prax. They scorned any protective

in the speed of their

wily people, never

closing with a foe if

and their foes with

at the bow, they were

combat.

quite worthless in close

possible, but standing back and filling the sky

arrows. Although experts

beasts to protect them.

They were a clever and

stature with numbers,

being the most populous

armor, preferring to trust

The Impala People made

People

## **Impala Riders**

The Impala people are small and pygmy-like. Together with the Bison Riders they opposed the Lunar invasion of Prax, and together with the Bison Riders they were driven into the reaches of Vulture's Country.

In the two years since the defeat, the Impala people have raided back and forth across the river, attempting to make their presence felt by the Lunarloving Sable Riders. As such, the Impala Riders are hunted actively by the Sable Riders and are rarely found in the river valley itself, as the territory there robs them of their major weapon, mobility.

The party described below is on an information-gathering and raiding mission against the Sable Riders. They actually have no wish to attack Lunar soldiers or even mercenaries, but they will if they are given the chance to slaughter a smaller number of foes. At any given time, the band will number 2D4+1 Impala Riders, as well as the leaders below. Their basic tactics are shoot and run.

**N'krun Longarrow** is a Waha priest who has achieved mastery with the bow as well. He is a cautious leader and will not task his followers needlessly. He will, however, challenge anyone he finds using a crossbow to a contest, and be most upset if he loses.

Lalira Horndaughter is an Eiritha woman priestess who is following her mate N'krun. She is an embodiment of all that is good in the Eiritha cult, but will have no mercy to anyone who harms one of her people

**K'ruta Swiftbuck** is a Waha initiate and Foundchild initiate who is an excellent hunter. He is part of this band because the relatively quiet life of a herdsman is not for him. He wants to raid for animals and slay enemies. He is quick to take offense at any slurs at himself or his people. Even for an Impala Rider he is very short.

**DUKE'S POLICY** – Do not antagonize the native peoples.

## N'krun Longarrow, Rune priest of Waha

D D S

STR 13 CON 16 SIZ 6 INT 16 POW 18 DEX 16 CHA 15 Move 8 (10 on impala) HP 16 Defense 20%

D	20	Loc	cation	AP/HP		
01	-04	Rig	ht Leg	4/6		
05	-08	Let	ft Leg	4/6		
09	-11	Abo	lomen	5/6		
12		C	hest	5/7		
13	-15	Rigl	nt Arm	4/5		
16	-18	Lef	t Arm	4/5		
19	-20	Н	lead	4/6		
Veapon	SR	Attk%	Damage		Parr%	Pts
omposite Bow	1	90%	1D8+1		35%	10
agger	8	70%	1D4+2		70%	12
arts (5)	1	75%	1D6		30%	6
hortsword	7	65%	1D6+1		60%	20
mall Shield	8	20%	1D4		60%	8

SPELLS: Binding, Demoralize, Farsee, Firearrow (2), Mobility, Multimissile 4, Protection 4, Silence, Speedart; (known by Edgehoof) Dispel Magic 2, Healing 6, Xenohealing 6

RUNE SPELLS: Shield 2, Summon Small Gnome, Summon Spirit of Law, Warding 1

SKILLS: Bargaining 45%, Camouflage 55%, Evaluate Treasure 50%, First Aid 55%, Hide in Cover 70%, Hide Item 40%, Jump 65%, Listen 70%, Map Making 65%, Move Quietly 85%, Oratory 70%, Peaceful Cut 85%, Ride Impala 95%, Spot Hidden 70%, Spot Trap 75%, Track 80%, Trap Set/Disarm 55%

LANGUAGES: Praxian 85/35%, Tradetalk 75%.

MAGIC ITEMS: A dagger which is a Yelmalio cult relic. It is gilded and possesses the matrices for Lightwall, Lantern 2, and Bladesharp 2 on it; also possesses 10 Pt POW storage crystal.

TREASURE: Carries 6 clacks and 28 Lunars; dagger is worth 3500 Lunars (5000 to Yelmalio cult); ransom is 1000 Lunars. ALLIED SPIRIT:

#### Edgehoof (impala)

STR 17	CON 17	SIZ 13	INT 14	POW 17	
DEX 15	CHA 10	Move 10	HP 19	Defense 15%	6
	D20	Locat	ion	AP/HP	
	01-02	Right His	nd Leg	0/6	
	03-04	Left Hin	d Leg	0/6	
	05-07	Hind Qu	arters	0/8	
	08-10	Fore Qu	arters	0/8	
	11-13	Right Fro	nt Leg	0/6	
	14-16	Left From	nt Leg	0/6	
	17-20	Hea	d	0/7	
Weapon	SR	Attk% D	amage		

2D4

70%

## Impala Rider

POW 12 HP 10	DEX 13 Defense	05%	Spear	15		
	<b>D20</b> 01-04	Rig	cation ght Leg	AP/HP 2/4		
	05-08 09-11 12	Ab	eft Leg domen Chest	2/4 2/4 2/5		
	13-15 16-18	Rig	tht Arm ft Arm	2/3 2/3		
W/	19-20		Head	3/4	D67	n.
Weapon Darts Self Bow	SR 2 2	35% 45%	Damage 1D6 1D6+1		20% 25%	Pt
1H Short	Spear 6	30%	1D6+1		20%	1

6

6

SPELLS: Binding, Disruption, Mobility, Speedart.

SKILLS: Bargaining 10%, Camouflage 25%, Evaluate Treasure 20%, First Aid 25%, Hide in Cover 40%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 40%, Oratory 20%, Peaceful Cut 40%, Ride Impala 75%, Spot Hidden 30%, Spot Trap 30%, Track 40%.

LANGUAGES: Speak Praxian 65%.
TREASURE: 1D6 Lunars, ransom is 25 Lunars.

## Impala Rider Impala

POW 11	DEX 13	HP 12	Defens	se 05%
	D20	Loc	ation	AP/HP
	01-02	Right	Hind Leg	0/3
	03-04	Left F	lind Leg	0/3
	05-07	Hind	Quarters	0/5
	08-10	Fore	Quarters	0/5
	11-13	Right I	Front Leg	0/3
	14-16	Left F	ront Leg	0/3
	17-20	Н	ead	0/4
Weapon	SR	Attk%	Damage	
Kick	8	55%	2D4	



## Lalira Horndaughter, Rune priestess of Eiritha

CON 12 SIZ 6 POW 18 DEX 10 INT 15 CHA 13 Move 8 (10 on impala) HP 12 Defense 15%

D20	Location	AP/HI
01-04	Right Leg	4/4
05-08	Left Leg	4/4
09-11	Abdomen	5/4
12	Chest	5/5
13-15	Right Arm	4/3
16-18	Left Arm	4/3
19-20	Head	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Hatchet	10	50%	1D6+1	50%	15
Self Bow	3	50%	1D6+1	25%	6
Thrown Axe (3)	3	50%	1D6	_	_
Small Shield	10	15%	1D4	50%	8

SPELLS: Binding, Heal 6, Ignite, Mobility, Xenohealing 6; (known by Kirest) Dispel Magic 8, Mindspeech, Protection 4. Silence.

RUNE SPELLS: Bless Herd, Pathway 2, Shield 2, Speak to Beast. SKILLS: Bargaining 40%, Camouflage 50%, Evaluate Treasure 40%, First Aid 60%, Hide in Cover 50%, Hide Item 45%, Identify (Praxian) Animals 95%, Jump 50%, Listen 80%, Map Making 90%, Move Quietly 50%, Oratory 60%, Peaceful Cut 50%, Ride Impala 90%, Spot Hidden 65%, Spot Trap 70%, Track 50%, Trap Set/Disarm 40%.

LANGUAGES: Praxian 80/35%, Tradetalk 60%, Understand Animal Speech 85%.

MAGIC ITEMS: 13 pt POW storing crystal, and 8 Pt Healing Focusing crystal.

TREASURE: Carries 6 clacks; ransom is 1500 Lunars.

#### ALLIED SPIRIT:

#### Kirest (impala);

STR 13 CON 16 SIZ 13 POW 14 INT 16 DEX 15 CHA 9 Defense 10% Move 10 HP 17

D20	Location	AP/HP
01-02	Right Hind Leg	0/5
03-04	Left Hind Leg	0/5
05-07	Hind Quarters	0/7
08-10	Fore Quarters	0/7
11-13	Right Front Leg	0/5
14-16	Left Front Leg	0/5
17-20	Head	0/6

SR Attk% Damage Weapon 50% Kick 2D4

## K'ruta Swiftbuck, Initiate of Waha and Foundchild

CON 15 SIZ 4 INT 12 POW 12 DEX 16 CHA 12 Defense 15% Move 8 (10 on impala) HP 13

D20	Location	AP/HP
01-04	Right Leg	4/5
05-08	Left Leg	4/5
09-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	1	85%	1D8+1	25%	10
Dagger	8	65%	1D4+2	60%	12
Darts (3)	1	65%	1D6	25%	6
Shortsword	7	60%	1D6+1	60%	20
Small Shield	8	10%	1D4	55%	8

SPELLS: Binding, Disruption, Mobility, Multimissile 4, Protection 3, Speedart

SKILLS: Bargaining 20%, Camouflage 60%, Evaluate Treasure 35%, First Aid 40%, Hide in Cover 90%, Hide Item 20%, Identify (Praxian) Animals 95%, Jump 50%, Listen 80%, Map Making 75%, Move Quietly 90%, Oratory 35%, Peaceful Cut 75%, Ride Impala 90%, Spot Hidden 80%, Spot Trap 70%, Track 80%, Trap Set/Disarm 60%.

LANGUAGES: Praxian 60%.

MAGIC ITEM: A hunter's good luck charm (no visible value) TREASURE: Carries no money; ransom is 400 Lunars

### Sireth: Impala mount for K'ruta Swiftbuck

CON 15 SIZ 15 POW 11 DEX 17 Move 10 HP 16 Defense 10%

D20	Location	AP/HP
01-02	Right Leg	0/5
03-04	Left Leg	0/5
05-07	Hind Quarters	0/7
08-10	Fore Quarters	0/7
11-13	Right Front Leg	0/5
14-16	Left Front Leg	0/5
17-20	Head	0/6

Weapon SR Attk% Damage 55%

### Impala Rider Four

POW 12 DEX 13 HP 10 Defense 05% Spear 15

D20	Location	AP/HP
01-04	Right Leg	2/4
05-08	Left Leg	2/4
09-11	Abdomen	2/4
12	Chest	2/5
13-15	Right Arm	2/3
16-18	Left Arm	2/3
19-20	Head	3/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Darts	2	35%	1D6	20%	6
Self Bow	2	45%	1D6+1	25%	6
1H Short Spear	6	30%	1D6+1	20%	15

SPELLS: Binding, Disruption, Mobility, Speedart.

SKILLS: Bargaining 10%, Camouflage 25%, Evaluate Treasure 20%, First Aid 25%, Hide in Cover 40%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 40%, Oratory 20%, Peaceful Cut 40%, Ride Impala 75%, Spot Hidden 30%, Spot Trap 30%, Track 40%.

LANGUAGES: Speak Praxian 65%.

TREASURE: 1D6 Lunars, ransom is 25 Lunars.

## Impala Rider Four's Impala

POW 11 DEX 13 HP 12 Defense 05%

D20	Location	AP/HP
01-02	Right Hind Leg	0/3
03-04	Left Hind Leg	0/3
05-07	Hind Quarters	0/5
08-10	Fore Quarters	0/5
11-13	Right Front Leg	0/3
14-16	Left Front Leg	0/3
17-20	Head	0/4

Weapon SR Attk% Damage 55% Kick 2D4





## **Morokanth Slavers**

**Keenclaw** is the leader of a band of Morokanth slavers who raid the humans of Prax, not just their herds. He is primarily looking for humans with hand manipulation skills to do the work that Morokanth cannot, such as armor-making and writing. Other captives will be ransomed or sold.

Copperclaw is Keenclaw's wife and a would-be herd sister of Eiritha. She goes with the band looking for physically superior humans (possessing STR, CON, SIZ, or DEX of 16 or more) to change into herd-men for the improvement of the breeding of the herds. She cannot do this herself but takes the slave back to the tribal Rune priests who use Alter Creature.

**Stronghand** is a herd-man Copperclaw has trained to follow her about quietly and attack on command. Whitetooth is Keenclaw's chief assistant. He is most interested in the wealth brought in by the sale and ransom of captives.

**Manhunter** is a typical experienced member of the slaver band.

Plainsfriend is Keenclaw's allied spirit. He was originally a herd-man but was raised to human intelligence by use of the Alter Creature spell. Smallclaw is the result of a mating between a captive human and a herd-man. Keenclaw's mother noticed his intelligence early and raised him as a member of the Morokanth tribe. He has no other home and looks on Keenclaw as an elder brother, with all the love and rivalry that implies.

Since few humans will sell slaves to the Morokanth, Keenclaw gets his by direct capture.

A typical slaving operation starts with Plainsfriend and Smallclaw presenting themselves to a small group of humans (such as a caravan or party of adventurers). They pose as soldiers of fortune looking for work. They travel with the group for a few days, learning its strengths and weaknesses. Keenclaw keeps track of them and

## Bind Captive Manipulation 15%

Bind Captive is a slaver skill used to bind someone quickly (in 1 melee round) with a rope or thong so that he cannot escape. If the slaver makes a special roll (rolls 20% or less of his skill%) the captive cannot escape unless unbound by outside assistance. If the slaver succeeds normally, the captive can only escape by rolling his Dexterity as a percentage after two full turns of obvious struggle. If the slaver does not succeed, the captive need only roll Dexterity times 5 at the end of a full turn of non-obvious struggle to escape. If the slaver fumbles, the captive is not bound at all. This skill only works against subdued, incapacitated, or otherwise inactive captives. Learning cost is 200/400/800/1600 L.

gets reports through his Mindlink with Plainsfriend. If the group is too strong, the slaver band will not attack, though they may try to separate and capture a particular individual.

If the slaver band does attack it will be on a night when people are sleeping and unarmored. This attack will be coordinated by Keenclaw using his Mindlink and a network of Mindspeech spells. The Morokanth will wait until Plainsfriend, Smallclaw, or both are on watch. The members of the slaver band cast Silence on themselves. Those who have Invisibility use it. Those who do not, cast a round of Befuddle. Then the general attack begins. Keenclaw will use his POW of 20 and his Multispell II to Befuddle the three most dangerous targets. Whitetooth will use his heavy crossbow to intimidate if possible or kill if necessary. Copperclaw seldom attacks directly. She remains on the sidelines, supporting the band with spells and Healing. The rest use weapons or spells at will.

When a human is Befuddled, surrenders, or is functionally incapacitated, he is bound with rope or leather thongs.

When the group has been subdued, Copperclaw brings up her pack bison carrying her bronze shackles and chains. Once all members of the slaver band are healed, Copperclaw will also heal the captives as power becomes available.

Remember, Morokanth can use two or four legs, and so can Harmonize riding beasts as well as humans.

## Varaema Copperclaw, Initiate of Eiritha

STR 19	CON 15	SIZ 17	INT 14	POW 16
DEX 13	CHA 12	Move 8	HP 17	Defense 05%

D20	Location	AP/HP
01-04	Right Leg	8/6
05-08	Left Leg	8/6
09-11	Abdomen	9/6
12	Chest	9/7
13-15	Right Arm	8/5
16-18	Left Arm	8/5
19-20	Head	8/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	7	65%	1D6+1D6	50%	_
Battle Axe	6	60%	1D8+2+1D6	50%	15
Thrown Axe	2	60%	1D6+1D3	50%	15

SPELLS: Dispel Magic 4, Harmonize (2), Heal 4, Xenohealing 3; (known by bound spirit in bison) Befuddle, Countermagic

2, Invisibility (3), Light, Silence, Vigor (4) **RUNE SPELLS:** Concealment (one-use only)

SKILLS: Beast Training 100%, Find Beast Food 80%, Find Water 70%, First Aid 85%, Hide in Cover 90%, Listen 55%, Move Quietly 75%, Spot Hidden 65%, Spot Trap 65%, Track 65%, Treat Disease 75%.

LANGUAGES: Praxian 80%, Tradetalk 60%, Understand Animal Speech 80%.

MAGIC ITEMS: Healing Focusing crystal 4

TREASURE: 90 Lunars carried; ransom is 1500 Lunars.

#### Stronghand. Copperclaw's attack beast STR 14 CON 14 SIZ 10 POW 11 DEX 12

Move 8	HP 14		
	D20	Location	AP/HP
	01-04	Right Leg	2/5
	05-08	Left Leg	2/5
	09-11	Abdomen	2/5
	12	Chest	2/6
	13-15	Right Arm	2/4
	16-18	Left Arm	2/4
	19-20	Head	2/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	8	50%	1D8+2	-	-
Fist	9	50%	1D3	-	-
Thrown Rock	3	50%	1D4	-	_

#### Bound Spirit: (in bison)

STR 32	CON 14	SIZ 39	INT 12	POW 17
DEX 10	Move 12	HP 22		

D20	Location	AP/HP
01-02	Right Hind Leg	3/7
03-04	Left Hind Leg	3/7
05-07	Hind Quarters	3/9
08-10	Fore Quarters	3/9
11-13	Right Front Leg	3/7
14-16	Left Front Leg	3/7
17-20	Head	3/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Butt	7	30%	2D10+3D6	-	-
Trample	8	50%	6D8 to downed for	ie.	

# Kareel Keenclaw, Morokanth slave, and Waha Rune priest

STR 20	CON 17	SIZ 17	INT 17	POW 20
DEX 12	CHA 16	Move 8	HP 20	Defense 10%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	11/7
12	Chest	11/8
13-15	Right Arm	11/6
16-18	Left Arm	11/6
19-20	Head	10/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	8	90%	1D6+1D6	60%	_
Maul	5	80%	2D8+1D6	75%	15
2H Spear	4	70%	1D10+1+1D6	65%	15

SPELLS: Befuddle, Binding, Demoralize, Harmonize (2), Heal 2, Invisibility (3), Light, Mindspeech 4, Mobility, Silence; (known to Plainsfriend) Bludgeon 4, Countermagic 6, Glamour (2), Ironhand 1, Protection 4; (known to bound spirit in owl) Detection Blank 2, Detect Life, Dispel Magic 6, Disrupt, Extinguish (2), Farsee, Vigor (4).

RUNE SPELLS: Dismiss Elemental 1, Extension I x 2, Multispell 2, Shield 4, Summon Small Gnome, Vision; one use only – Alter Creature

SKILLS: Bargaining 30%, Beast Training 75%, Bind Captive 80%, Hide in Cover 65%, Listen 75%, Move Quietly 70%, Oratory 70%, Peaceful Cut 80%, Spot Hidden 85%, Spot Trap 80%, Track 95%, Trap Set/Disarm 60%.

LANGUAGES: Speak/Read Lunar 30/25%, Speak Old Pavic 30%, Speak Praxian 90%, Speak Sartarite 20%, Tradetalk 85/ 35%, Understand Animal Speech 75%.

MAGIC ITEMS: 12 Pt POW storage crystal; amulet containing Lightwall matrix; maul containing Repair matrix; 2 sets of slave bracelets

TREASURE: Carries 100 Lunars; ransom is 2000 Lunars.

### Allied Spirit: Ahna,

### Plainsfriend (awakened herd-man)

STR 18	CON	14	SIZ 14	INT 1	7 POV	W 17	
DEX 14	CHA	13	Move 8	HP 10	6 Def	ense 20%	
			_				
	$D_2$	20	Loc	cation	AP/HP		
	01	-04	Rig	ht Leg	8/6		
	05	-08	Let	ft Leg	8/6		
	09	-11	Abo	lomen	7/6		
	12		C	hest	7/7		
	13	-15	Rigl	nt Arm	7/5		
	16	-18	Lef	t Arm	7/5		
	19	-20	Н	lead	7/6		
W		c n	A 44 L 67	D		Parr%	Pts
Weapon		SR	Attk%	Damage		Parr%	
Bstd swd.		6	50%	1D10+1-	+1D4	45%	20
Hvy Mace		7	75%	1D8+2+	1D4	65%	20
Medium S	hield	_	-	-		55%	12

SKILLS: Beast Training 70%, Bind Captive 60%, Camouflage 60%, Disguise 30%, Hide in Cover 75%, Listening 90%, Move Quietly 70%, Oratory 85%, Spot Hidden 85%, Spot Trap 75%, Track 75%, Trap Set/Disarm 85%.

LANGUAGES: Lunar 30/30%, Old Pavic 30%, Praxian 90%, Sartarite 20%, Tradetalk 85/45%, Understand Animal Speech 75%.

MAGIC ITEMS: 1 dose systemic poison 6, 4 doses blade venom 4

### **Bound Spirit:** (in Owl)

STIR 8 C	ON 8	SIZ 3		
INT 18 PC	OW 20	DEX 23		
Move 4/12 in	n flight	HP 7	Defense	35%

D20	Location	AP/HP
01-02	R CLAW	0/2
03-04	L CLAW	0/2
05-08	BODY	0/4
09-12	A WING	0/3
13-16	L WING	0/3
17-20	Head	0/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Dive	7	500%	2D2		



POW 12

INT 13

HP 14

POW 17 Defense 15%

## Dalron Smallclaw, Human/Herdman slaver STR 15 CON 14 SIZ 14 INT 15

EX 16	CHA 15	Move 8	HP 14	Defense	10
	D20	Locatio	on .	AP/HP	
	01-04	Right L	eg	6/5	
	05-08	Left Le	eg	6/5	
	09-11	Abdom	en	6/5	
	12	Ches	t	6/6	
	13-15	Right A	.rm	7/4	
	16-18	Left A	rm	7/4	
	19-20	Head	l	7/5	

Weapon	SR	Attk%	Damage	Parr%	Pts
Battle Axe	6	50%	1D8+2+1D4	45%	15
Thrown Axe (3)	1	30%	1D6+1D2	25%	15
Fist	7	35%	1D3+1D4	_	_
Medium Shield	_	-	_	30%	12

**SPELLS:** Befuddle, Countermagic 2, Glamour (2), Heal 2, Invisibility (3), Ironhand 1, Mindspeech 1, Silence.

SKILLS: Bind Captive 40%, Disguise 30%, Hide in Cover 55%, Jump 45%, Listen 30%, Move Quietly 55%, Oratory 55%, Spot Hidden 35%.

**LANGUAGES:** Praxian 60%, Tradetalk 50%, Understand Animal Speech 45%.



# Shurath Whitetooth, Assistant Slaver, Daka Fal initiate

CON 12 SIZ 15 CHA 12 Move 8

STR 19

DEX 13

	D20	Location	AP/HP	
	01-04	Right Leg	8/5	
	05-08	Left Leg	8/5	
	09-11	Abdomen	10/5	
	12	Chest	10/6	
	13-15	Right Arm	8/4	
	16-18	Left Arm	8/4	
	19-20	Head	9/5	
Weapon	SR	Attk% Damage		Parr%

SR	Attk%	Damage	Parr%	Pts
7	75%	1D6+1D6	50%	-
w 2	85%	2D6+2	35%	10
3	55%	1D10+1+1D6	55%	15
6	60%	1D6+1+1D6	50%	20
	7 w 2 3	7 75% w 2 85% 3 55%	7 75% 1D6+1D6 w 2 85% 2D6+2 3 55% 1D10+1+1D6	7 75% 1D6+1D6 50% w 2 85% 2D6+2 35% 3 55% 1D10+1+1D6 55%

SPELLS: Harmonize (2), Heal 3, Invisibility (3), Multimissile 2, Silence, Speedart; (known by bound spirit in cat) Befuddle, Bladesharp 2, Countermagic 2, Dullblade 2, Firearrow (2), Ironhand 2, Mindspeech 1, Mobility, Xenohealing 2

SKILLS: Beast Training 70%, Bind Captive 65%, Hide in Cover 75%, Listen 60%, Move Quietly 75%, Spot Hidden 70%, Spot Trap 60%, Track 80%, Trap Set/Disarm 90%.
LANGUAGES: Lunar 25%, Praxian 85%, Tradetalk 85%,

LANGUAGES: Lunar 25%, Praxian 85%, Tradetalk 85%, Understand Animal Speech 65%.

MAGIC ITEMS: Power enhancing crystal 6, amulet containing Dispel Magic 4 matrix, 9 doses of blade venom 5

#### Bound Spirit: (in cat)

STR 3	CON 8	SIZ 2	INT 15	POW 15
DEX 22	Move 9	HP 6	Defense 2	25%

D20	Location	AP/HP
01-20	Body	0/6

 Weapon
 SR
 Attk%
 Damage
 Parr%
 Pts

 Bite
 7
 40%
 1D3

## Kazaan Manhunter, Experienced slaver

STR 17	CON 14	SIZ 18	INT 11	POW 13
DEX 11	CHA 12	Move 8	HP 16	

D20	Location	AP/HP
01-04	Right Leg	6/6
05-08	Left Leg	6/6
09-11	Abdomen	10/6
12	Chest	10/6
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	8/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	8	60%	1D6+1D6	30%	_
Heavy Mace	7	55%	1D10+1D6	50%	20
2H Spear	4	45%	1D10+1+1D6	40%	15

SPELLS: Befuddle, Heal 2, Invisibility (3), Mindspeech 1, Mobility, Silence

RUNE SPELLS: Summon Ancestor (one-use)

SKILLS: Beast Training 55%, Bind Captive 45%, Hide in Cover 55%, Listen 40%, Move Quietly 45%, Spot Hidden 60%, Spot Trap 60%, Track 75%, Trap Set/Disarm 50%.

**LANGUAGES:** Praxian 60%, Tradetalk 30%, Understand Beast Speech 40%.

TREASURE: 20 Lunars; ransom is 100 Lunars.

STR 20 CON 18 SIZ 17

## Morokanth Tribe

The Morokanth are one of the five main tribes of Prax. One large clan of this tribe have set up a semi-permanent camp in Bilos Gap. No one knows why they have established this camp, but other clans seem to drop in every week, and leave a week later. Many ceremonies seem to be going on.

Any Morokanth found outside Bilos Gap will be hunting or herding parties, 2D6 in number. The herds, of course, consist of herd men, who look human but are actually animals. The attitude of the Morokanth towards the humans will depend on how the judgment during the Scouting the Land scenario went. If the judgment was favorable, the Morokanth will treat the humans with a wary respect. If it was unfavorable, the Morokanth will be verbally hostile and refuse to deal with the humans. If the humans are small in number and seem weak, the Morokanth may very well attack.

Velakol Surestrike, like other Khans of Waha, is foremost a protector of the herds of his tribe and a successful raider of the herds of other tribes. When he has the time, his favorite recreations are sports and contests of physical prowess. One way to gain his respect is to best him in such a contest of his choosing.

His special joy is his chariot with its team of four matched herd-men, which he races against teams belonging to other Morokanth. In both work and play his competitive nature comes to the fore. This is his vulnerable point. Though his honor and self-confidence are such that he would not cheat, once his need to win is aroused, he may take chances and make mistakes he would not ordinarily make.

Flarat Spirittalker is a "Daka Fal" priest. While Velakol is unlikely to be seen outside the Bilos Gap camp, Flarat often wanders with the herds or the hunters. He heartily dislikes Keenclaw the slaver, and may befriend anyone who has done hurt to Keenclaw. While Morokanth have no reason to worship Daka Fal, Flarat is a priest of the equivalent Morokanth cult, called Grandfather Morokanth.

Vishiswaw Windclaw is a Storm Bull initiate. He is very anti-Lunar and will deliberately insult its followers under any circumstances. He is disdainful of humans and proud of his proficiency with the bronze claws he can fasten to his fore feet.

**DUKE'S POLICY** – Do not antagonize the Morokanth.



# Velakol Surestrike, Morokanth chieftain and Waha Kahn

INT 16 POW 17

DEX 15	CHA 18	Move 8	HP 21	Defense	25%
	D20	Local	ion	AP/HP	
	01-04	Right	Leg	14/7	
	05-08	Left	Leg	14/7	
	09-11	Abdo	men	14/7	
	12	Che	st	15/8	
	13-15	Right	Arm	14/6	
	16-18	Left A	Arm	14/6	
	19-20	Неа	ıd	14/7	

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	7	110%	1D6+1D6	65%	_
Battle Axe	6	75%	1D8+2+1D6	65%	15
Thrown Axe (3)	2	75%	1D6+1D3	50%	15
2HSpear	3	90%	1D10+1+1D6	90%	23

SPELLS: Binding, Disrupt, Harmonize (2), Heal 3, Ironhand 4, Mobility, Multimissile 4; (known by Blackhair) Bladesharp 4, Countermagic 6, Repair (2), Vigor (4).

SKILLS: Beast Training 105%, Camouflage 80%, Climb 55%, Evaluate Treasure 20%, Hide in Cover 75%, Hide Item 30%, Jump 70%, Listen 85%, Map Making 35%, Move Quietly 70%, Oratory 90%, Peaceful Cut 100%, Spot Hidden 80%, Spot Trap 90%, Track 95%, Trap Set/Disarm 60%.

LANGUAGES: Lunar 45%, Praxian 90%, Sartarite 30%, Spirit-speech 10%, Tradetalk 75/15%, Understand Animal Speech 55%.

MAGIC ITEMS: Twice Power yielding crystal 7, armband with Dispel Magic 4 matrix, 4 doses blade venom antidote 6, 1 dose of systemic poison 8, Iron 2H Spear, Morokanth thumb on right foreclaw.

TREASURE: Chariot with 4 trained herd-men; carries 200 Lunars; ransom is 5000 Lunars.

# Allied Spirit: Yarin Blackhair, (awakened herd-man)

STR 16	CON 17	SIZ 12	INT 16	POW 17
DEX 15	CHA 12	Move 8	HP 18	Defense 20%

D20	Location	AP/HP
01-04	Right Leg	7/6
05-08	Left Leg	7/6
09-11	Abdomen	7/6
12	Chest	7/7
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Bstd swd.	6	50%	1D10+1+1D4	50%	20
Javelin (2)	2	75%	1D10+1D2	40%	10
1H Spear	5	80%	1D8+1+1D4	65%	15
Medium Shield	_	-	_	45%	12

SKILLS: Beast Training 100%, Camouflage 85%, Climbing 55%, Evaluate Treasure 20%, Hide in Cover 75%, Hide Item 45%, Jump 55%, Listen 80%, Map Making 40%, Move Quietly 85%, Oratory 85%, Peaceful Cut 80%, Spot Hidden 85%, Spot Trap 90%, Track 95%, Trap Set/Disarm 70%.

LANGUAGES: Praxian 90%, Tradetalk 75/25%, Understand Animal Speech 55%.

## Morokanth One

POW 12 DEX 10 HP 13 Mace 20 Spear 15

D20	Location	AP/HP
01-04	Right Leg	4/5
05-08	Left Leg	4/5
09-11	Abdomen	6/5
12	Chest	6/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	5/5

# The Morokanth

The inhuman Morokanth were the strangest people of Prax. Among the descendents of the Storm Bull were two types: 2legs, called men; and 4legs, called animals. When Waha came to forge the Survival Covenant in the Great Night, the creatures drew lots to see who would eat whom. In all cases but one the 2-legs won, and that is why animals lived off the Plaines and men lived off the animals. The Morokanth were that exception, and lived off the humans. The other Praxians all claimed that the Morokanth cheated to get their position, and they in turn claimed that humans had cheated. since they felt that more of the animals should have won, and become people.

This resulted in a unique

peoples, for with them it

lived off the Plaines, and

the animals which formed warrior clans. Thus, although the men were 2-legged, their status was still that of a herd. This status was transmitted in their relationship even to other men; they were beasts, with no more consciousness of their

state than other animals.
The slave herds (or herd

men, as they were often

other men if necessary,

and were always able to

live off the plain.

called) served as herds for

position among the

was the humans who

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	8	50%	1D6+1D6	45%	_
Heavy Mace	7	40%	1D10+1D6	40%	20
2H Spear	4	45%	1D10+1+1D6	45%	15

**SPELLS:** Demoralize, Dispel Magic 1, Heal 2, Ironhand 2, Protection 2

SKILLS: Beast Training 25%, Climb 50%, Hide in Cover 50%, Jump 30%, Listen 50%, Move Quietly 66%, Spot Hidden 45%, Spot Trap 30%, Track 65%.

LANGUAGES: Praxian 60%, Understand Beast Speech 25%.

### **Morokanth Two**

1110101	terit til	<b>1</b> 11 0				
POW 12	DEX 10	HP 13	Mace 20	Spear	15	
	D20	Loc	cation A	AP/HP		
	01-04	Rig	ht Leg	4/5		
	05-08	Le	ft Leg	4/5		
	09-11	Abo	domen	6/5		
	12	C	hest	6/6		
	13-15	Rig	ht Arm	4/4		
	16-18	Let	ft Arm	4/4		
	19-20	H	lead	5/5		
Weapon	SR	Attk%	Damage		Parr%	Pts
Claw	8	50%	1D6+1D6		45%	_
Heavy Mac	e 7	40%	1D10+1D6		40%	20

SPELLS: Demoralize, Dispel Magic 1, Heal 2, Ironhand 2, Protection 2

1D10+1+1D6

Mace 20 Spear 15

15

SKILLS: Beast Training 25%, Climb 50%, Hide in Cover 50%, Jump 30%, Listen 50%, Move Quietly 66%, Spot Hidden 45%, Spot Trap 30%, Track 65%.

LANGUAGES: Praxian 60%, Understand Beast Speech 25%.

## Morokanth Three POW 12 DEX 10 HP 13

2H Spear

D20	Location	AP/HP
01-04	Right Leg	4/5
05-08	Left Leg	4/5
09-11	Abdomen	6/5
12	Chest	6/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	5/5

## Spirit Alliances

Spirits normally reside upon the magical plane, manifesting themselves on the physical plane to answer the prayers or demands of their worshippers. Due to the utter disorganization of any Praxian pantheon, there was no reliability in getting any of these spirits individually while using normal means, and people ran the risk of encountering wrathful daemons as well.

The great range of spirits that could be allied include: the Other Tribes, Other Herds, Magic Societies, Elemental Demons, Elemental Spirits, Creatures of Chaos, Treasures, Bad Omens, and other Parts of the Bull.

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	8	50%	1D6+1D6	45%	_
Heavy Mace	7	40%	1D10+1D6	40%	20
2H Spear	4	45%	1D10+1+1D6	45%	15

SPELLS: Demoralize, Dispel Magic 1, Heal 2, Ironhand 2, Protection 2

SKILLS: Beast Training 25%, Climb 50%, Hide in Cover 50%, Jump 30%, Listen 50%, Move Quietly 66%, Spot Hidden 45%, Spot Trap 30%, Track 65%.

LANGUAGES: Praxian 60%, Understand Beast Speech 25%.

# Flarat Spirit talker, Rune priest of Grandfather Morokanth

STR 19 DEX 14	CON 18 CHA 12	SIZ 18 Move 8	INT 16 HP 22	POW 21 Defense 20
	D20	Loca	tion	AP/HP
	01-04	Right	Leg	4/8
	05-08	Left	Leg	4/8
	09-11	Abdo	men	6/8
	12	Che	est	6/9
	13-15	Right	Arm	4/7
	16-18	Left .	Arm	4/7
	19-20	He	ad	5/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	7	70%	1D6+1D6	60%	_
2H Spear	4	70%	1D10+1+1D6	70%	15

FETCH: Manlover; INT 10, POW 16

SPELLS: Countermagic 2, Demoralize, Dispel Magic 3, Heal 6, Spirit Binding, Spirit Shield 2; (known by Manlover) Befuddle, Bladesharp 2, Coordination (2), Demoralize, Harmonize (2), Strength (2)

RUNE MAGIC: Discorporation, Extension II x 2, Resurrection, Spirit Block 2, Summon Ancestor, Summon Specific Ancestor, Warding 2

SKILLS: Climb 55%, Find Cattle Food 50%, Find Water 45%, Hide in Cover 60%, Jump 65%, Listen 75%, Move Quietly 70%, Spot Hidden 45%, Track 55%.

**LANGUAGES:** Praxian 90%, Spiritspeech 95%, Tradetalk 40%, Understand Animal Speech 35%.

TREASURE: Carries 10 Lunars; ransom is 600 Lunars.

## Vishiswaw Windclaw, Storm Bull Initiate

STR 24 CON 20 SIZ 23 INT 12 POW 15 DEX 16 CHA 13 Move 8 HP 23

D20	Location	AP/HP
01-04	Right Leg	8/8
05-08	Left Leg	8/8
09-11	Abdomen	9/8
12	Chest	9/9
13-15	Right Arm	8/7
16-18	Left Arm	8/7
19-20	Head	9/8

Weapon	SR	Attk%	Damage	Parr%	Pts
RH Bronze	Claw 5	90%	1D6+2+2D6	85%	7
LH Bronze	Claw 10	80%	1D6+2+2D6	60%	7
Maul	2	80%	2D8+2D6	80%	15

SPELLS: Bladesharp 4, Bludgeon 2, Coordination (2), Demoralize, Heal 3

RUNE SPELLS: Defend Against Chaos (one-use)

SKILLS: Camouflage 45%, Climb 75%, Hide in Cover 75%, Jump 70%, Listen 55%, Move Quietly 80%, Oratory 60%, Spot Hidden 65%, Spot Trap 50%, Track 85%, Trap Set/Disarm 45%.

LANGUAGES: Praxian 80%, Stormspeech 35%, Tradetalk 55%.MAGIC ITEMS: 8 Pt POW storage crystal; harness containing Protection 3 matrix.

TREASURE: Carries 22 Lunars; ransom is 1000 Lunars.

## **Newtlings**

This is a hunting party from the 5-eyes temple scenario. They will be led by a bodyguard type and otherwise be standard newtlings. There are 2D6 newtlings in an encounter.

When away from their temple, the newtlings are not aggressive unless they encounter the duke's newtlings. They come from competing tribes and are antagonistic on sight. The 5-eyes newtlings also consider the ducal auxiliaries to be traitors to their race.

These newtlings have a definitely different air about them, compared to the duke's hirelings. They all wear a 5-eyes insignia on their harness, and their harnesses are all the same cut and style. They actually seem to be wearing a uniform. If caught and questioned, they will die before admitting anything which might hurt the temple, though they will freely express their hatred of most humans and the duke in particular.

If a party of newtlings is destroyed in an encounter, do not subtract them from the 5-eyes newtling contingent.

Croaker and Quicktail are constantly recruiting, and they will have a full force to meet any incursion.

It is possible (referee's option) that one or two Traskars will be with the newtling hunting party. They will fight with the newtlings and bear them away on their backs if the newtlings are hardpressed.

**DUKE'S POLICY** – Any enemies of my newtlings are enemy newtlings. Run'em off, or slay'em all.

## Rhino Riders

The Rhino Riders of Prax are a rough and brutal people. As an independent tribe, not one of the five main tribes, they have had to fight for their place many times, and the charge of their mammoth beasts is feared throughout the plains.

Rhino Riders fought alongside the Bison and Impala Riders at the battle of Moonbroth and share their fate.

This band of Rhino Riders is engaged in a show-the-rhino mission to the river, attempting to stake out a place on their old hunting grounds, They are Orlanthi (Rhino Riders have the greatest proportion of members who worship Orlanth of all the tribes of Prax) and are fervid in their hatred of Chaos worshippers and those who work for chaos. However, they are unlikely to charge right into a party unless their Storm Bull initiate makes a successful Oratory roll and incites them into assaulting the foe There will be 2D3 followers with the three leaders.

**Mosha Thunderhoof** is an Orlanth priest and a crafty warleader who has only recently attained his status as a priest. He is a firm believer in proper

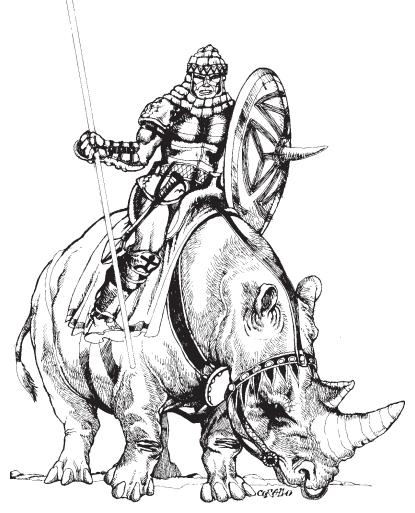
courtesies to fellow Lightbringers, but he looks askance at any Lightbringer working for a Lunar puppet (which is his estimation of the situation). He is also a firm believer in hospitality and will never harm a person who has shared a meal with him in the past week.

Grettir Lancehorn, a Storm Bull initiate, is the epitome of the Storm Bull. He is very close to Rune lord and seeks combat to bring him to the edge of greatness. He carries around heads of his enemies (including a couple of broos) which he will sometimes throw at a foe to shake him up. He is an excellent rabble-rouser and loves to hear himself talk, particularly when the result is an attack on a chaos spawn.

**Kranaka Windfriend** is an Orlanth initiate who embraced Orlanth to get away from the restrictions of the Eiritha role-model. She glories in combat and the power of her animal, but is not a berserker. She is Mosha's main advisor on matters tactical,

but has a regrettable inclination to be swayed by Grettir's eloquence.

**DUKE'S POLICY** – Do not antagonize the natives.



The

Rhinoceros Riders

This clan's warriors were

especially noted for the ferocity of their charge in

combat: they moved

made up for it. In

relatively slowly, but

their strength more than

addition to their earth-

were armed with long

lances and two-handed

axes, and wore treated

for their armor.

Rhino hide as stiff as iron

shaking beasts, the men

# Grettir Lancehorn, initiate of Storm Bull

STR 17 CON 16 SIZ 18 INT 11 POW 15 DEX 10 CHA 14 Move 8 (8 on rhino) HP 18

D20	Location	AP/HP
01-04	Right Leg	6/6
05-08	Left Leg	6/6
09-11	Abdomen	7/6
12	Chest	7/7
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	7/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Bstd swd.	6	85%	1D10+1+1D6	80%	20
Heavy Mace	7	80%	1D10+1D6	60%	20
Javelins (4)	3	75%	1D10+1D3	20%	10
Lance	4	90%	1D10+1+4D6	60%	20
Large Shield	_	-	-	90%	16

**SPELLS:** Binding, Bladesharp 4, Disruption, Mobility, Protection 4

SKILLS: Bargaining 30%, Camouflage 45%, Evaluate Treasure 55%, First Aid 55%, Hide in Cover 55%, Hide Item 30%, Identify (Praxian) Animals 90%, Jump 65%, Listen 115%, Map Making 60%, Move Quietly 50%, Oratory 95%, Peaceful Cut 65%, Ride Rhino 95%, Sense Chaos 85%, Spot Hidden 75%, Spot Trap 60%, Track 80%, Trap Set/Disarm 65%.

LANGUAGES: Praxian 55%.

MAGIC ITEMS: Storm Bull's Ear (attached)

TREASURE: Carries 3 Lunars, ransom is 300 Lunars



## Stomp, Grettir Lancehorn's mount

STR 37 CON 16 SIZ 40 POW 15 DEX 9 Move 8 HP 23

D20	Location	AP/HP
01-02	Right Hind Leg	5/7
03-04	Left Hind Leg	5/7
05-07	Hind Quarters	5/9
08-10	Fore Quarters	5/9
11-13	Right Front Leg	5/7
14-16	Left Front Leg	5/7
17-20	Head	5/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite*	7	65%	1D10		
Butt*	7	75%	1D10+4D6		
Trample*	7	75%	8D6 to downed fo	es	

<sup>\*</sup> one attack per melee round

# Mosha Thunderhoof, Wind priest of Orlanth Adventurous

STR 16 CON 14 SIZ 10 INT 15 POW 18 DEX 16 CHA 15 Move 8 (8 on rhino) HP 15 Defense 20%

D20	Location	AP/HI
01-04	Right Leg	6/5
05-08	Left Leg	6/5
09-11	Abdomen	7/5
12	Chest	7/6
13-15	Right Arm	6/4
16-18	Left Arm	6/4
19-20	Head	7/5

Weapon	SR	Attk%	Damage	Parr%	Pts
BastardSword	6	80%	1D10+1+1D4	60%	20
1H Heavy Mace	7	70%	1D10+1D4	65%	20
Javelins (3)	1	80%	1D10+1D2	30%	10
Lance	3	80%	1D10+1+4D6	55%	20

ALLIED SPIRIT: Gale (in sword); INT 8, POW 23

SPELLS: Befuddle, Binding, Bladesharp 4, Countermagic 1, Demoralize, Disruption, Mobility, Protection 4, Silence (known by Gale) Dispel Magic 2, Healing 6

RUNE MAGIC: Guided Teleportation, Shield 3, Telekinesis. SKILLS: Bargaining 35%, Camouflage 45%, Evaluate Treasure 45%, First Aid 75%, Hide in Cover 45%, Hide Item 40%, Identify (Praxian) Animals 90%, Jump 70%, Listen 80%, Map Making 70%, Move Quietly 45%, Oratory 75%, Peaceful Cut 80%, Ride Rhino 100%, Spot Hidden 70%, Spot

LANGUAGES: Praxian 85/35%, Stormspeech 85%, Tradetalk 50%.

MAGIC ITEMS: Lightning Band around forearm (see plunder); 10 Pt POW Storing crystal.

TREASURE: Carries 10 Lunars; ransom is 800 Lunars.

Trap 65%, Track 75%, Trap Set/Disarm 65%.

## Rumblehoof, Mosha Thunderhoof's mount

STR 41 CON 16 SIZ 38 POW 11 DEX 10 Move 8 HP 23

D20	Location	AP/HP
01-02	Right Hind Leg	5/7
03-04	Left Hind Leg	5/7
05-07	Hind Quarters	5/9
08-10	Fore Quarters	5/9
11-13	Right Front Leg	5/7
14-16	Left Front Leg	5/7
17-20	Head	5/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite*	7	65%	1D10	-	-
Butt*	7	75%	1D10+4D6	-	-
Trample*	7	75%	8D6 to downed for		

<sup>\*</sup>uses one attack per melee round

# Kranaka Windfriend, Orlanth initiate

STR 11	CON 18	SIZ 10	
INT 16	POW 14	DEX 13	CHA 14
Move 8 (8	on rhino)	HP 18	Defense 10%

D20	Location	AP/HP
01-04	Right Leg	6/6
05-08	Left Leg	6/6
09-11	Abdomen	7/6
12	Chest	7/7
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	7/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	6	65%	1D8+1	60%	20
Javelins (4)	2	60%	1D10	25%	10
Light Mace	7	55%	1D8	40%	20
Lance	4	60%	1D10+1+4D6	30%	20
Medium Shield	_	-	_	60%	12

SPELLS: Bladesharp 4, Binding, Disruption, Healing 5, Mobility, Protection 4

SKILLS: Bargaining 45%, Camouflage 50%, Evaluate Treasure 55%, First Aid 45%, Hide in Cover 60%, Hide Item 35%, Identify (Praxian) Animals 65%, Jump 60%, Listen 60%, Map Making 65%, Move Quietly 60%, Oratory 80%, Peaceful Cut 55%, Ride Rhino 90%, Spot Hidden 70%, Spot Trap 65%, Track 70%, Trap Set/Disarm 60%.

LANGUAGES: Praxian 80%, Stormspeech 65%, Tradetalk 50%. TREASURE: Carries 2 Lunars, ransom is 300 Lunars

## Hurricane, Kraneka Windfriend's mount

Move 8	HP 20			
	CON 13	SIZ 37	POW 9	DEX 9

D20	Location	AP/HP
01-02	Right Hind Leg	5/6
03-04	Left Hind Leg	5/6
05-07	Hind Quarters	5/8
08-10	Fore Quarters	5/8
11-13	Right Front Leg	5/6
14-16	Left Front Leg	5/6
17-20	Head	5/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite*	7	60%	1D10		
Butt*	7	65%	1D10+4D6		
Trample*	7	75%	8D6 to downed fo	e	
*one attack pe	rroun	d			

## Rhino Rider One

POW 12 DEX 9 HP 13 Lance 20 Broadsword 20

D20	Location	AP/HP
01-04	Right Leg	5/5
05-08	Left Leg	5/5
09-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	5/4
16-18	Left Arm	5/4
19-20	Head	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	7	30%	1D8+1+1D4	20%	20
Lance	5	45%	1D10+1+4D6	30%	20
Large Shield	_	_	_	30%	16

SPELLS: Binding, Bladesharp 1, Heat 2, Mobility, Protection 1 SKILLS: Hide in Cover 30%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Move Quietly 30%, Peaceful Cut 40%, Ride Rhino 10%, Spot Hidden 25%, Spot Trap 35%, Track 40%. LANGUAGES: Praxian 55%.

TREASURE: Carries 3 clacks; ransom is 50 Lunars

#### Rhino Rider One's Rhino

POW 10 DEX 7 HP 18 Move 8

D20	Location	AP/HP
01-02	Right Hind Leg	5/5
03-04	Left Hind Leg	5/5
05-07	Hind Quarters	5/7
08-10	Fore Quarters	5/7
11-13	RE Leg	5/5
14-16	Left Front Leg	5/5
17-20	Head	5/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite*	7	60%	1D10		
Butt*	7	65%	1D10+4D6		
Trample*	7	75%	8D6 to downed for	oe .	
*one attack p	erroun	d			

### Rhino Rider Two

POW 12 DEX 9 HP 13 Lance 20 Broadsword 20

D20	Location	AP/HP
01-04	Right Leg	5/5
05-08	Left Leg	5/5
09-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	5/4
16-18	Left Arm	5/4
19-20	Head	5/5

#### Rhino Rider Two's Rhino

POW 10 DEX 7 HP 18 Move 8

D20	Location	AP/HP
01-02	Right Hind Leg	5/5
03-04	Left Hind Leg	5/5
05-07	Hind Quarters	5/7
08-10	Fore Quarters	5/7
11-13	RE Leg	5/5
14-16	Left Front Leg	5/5
17-20	Head	5/6

## **Great Rhino**

The Great Rhino was either the Founder of the Rhino Riders of the Father of the rhinos themselves. He was slain in the Godtime, but was resurrected after the fall of Old Pavis to help break down the walls of the city. He gave his aid freely, but would never work against his children.



## Sable Riders

The Sable Riders of Prax are at the top of the political heap at this time, due to their alliance with the Lunar Empire. The tribe considers itself the final victor in the centuries-long wars for dominance of Prax. Most of their leaders have become vainglorious and overweening, and are already unbearable to their moon-worshipping allies.

This band is typical of the high-spirited and cocksure bravos wandering the plains on sable-back these days. Away from the towns, they have no reminder that their position is ensured by Lunar hoplites, and they are more than willing to take all the credit onto themselves. Mere mercenaries in the employ of a Lunar governor are nothing to the brave conquerors of the plains, and they willfully misuse such people, given the slightest instigation. The leaders of this band will have 2D4+1 followers.



Joshfar Wildbow is the leader of the pack. He is young, exuberant, and charismatic. He is likely to lead his young toughs into mischief rather than battle, though they will quickly defend themselves if their practical jokes draw return fire. He is disdainful of all horse riders, and will make another's horse the object of his mischief, rather than the rider.

**Deicuda Axesister** barely managed to persuade the Eiritha women of her tribe to let her join the cult, and she is rapidly reaching the stage where spirits of retribution may start to visit her. Despite her cult affiliation, she would rather be out raising hell with the boys, and only her status as a chieftain's daughter keeps her from seriously considering the Storm Bulls as her cult of choice.

Samuar Moonrider is a recent initiate to the Lunar missionary cult and takes his responsibilities very seriously. He does not really approve of the antics of his old playmates, but hasn't broken the spell of Joshfar's eloquence yet. He is very proud of his new scimitar and his prowess with it.

**DUKE'S POLICY** – Never antagonize the Sable Riders.

## Joshfar Wildbow, Waha initiate

STR 12 CON 14 SIZ 11 INT 13 POW 16 DEX 14 CHA 15 Move 9 (12 on sable) HP 14 Defense 15%

D20	Location	AP/HP
01-04	Right Leg	4/5
05-08	Left Leg	4/5
09-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Dagger	8	45%	1D4+2	40%	12
Lance	4	55%	1D10+1+2D6	30%	20
Self Bow	2	60%	1D6+1	30%	6
Scimitar	6	65%	1D8+1	50%	20
Medium Shield	8	-	_	55%	12

SPELLS: Binding, Bladesharp 2, Disruption, Mobility, Protection 3.

SKILLS: Camouflage 50%, Evaluate Treasure 45%, First Aid 40%, Hide in Cover 50%, Hide Item 40%, Identify (Praxian) Animals 55%, Jump 40%, Listen 60%, Map Making 45%, Move Quietly 40%, Oratory 35%, Peaceful Cut 50%, Ride Sable 80%, Spot Hidden 40%, Spot Trap 45%, Track 55%, Trap Set/Disarm 55%.

LANGUAGES: Lunar 40%, Praxian 65%.
TREASURE: 6 clacks, 3 Lunars; ransom is 150 L

### Primus, Joshfar Wildbow's mount

STR 25 CON 11 SIZ 20 POW 10 DEX 13 Move 12 HP 13

D20	Location	AP/HP
01-02	Right Hind Leg	1/4
03-04	Left Hind Leg	1/4
05-07	Hind Quarters	1/6
08-10	Fore Quarters	1/6
11-13	Right Front Leg	1/4
14-16	Left Front Leg	1/4
17-20	Head	1/5

Weapon	SR	Attk%	Damage
Bite*	7	45%	2D4
Butt*	7	45%	1012+2D6
Kick*	7	45%	3D6
* uses one per	melee	round	

#### Sable Riders

Weapon	SR	Attk%	Damage	Po,,%	Pts
Lance	5	45%	1D10+1+2D6	30%	20
Scimitar	7	25%	1D8+1	15%	20
Self Bow	3	25%	1D6+1	20%	6
Medium Shield	_	_	_	25%	12

SPELLS: Binding, Bladesharp 2, Heat 2, Mobility

SKILLS: Camouflage 25%, Evaluate Treasure 20%, First Aid 25%, Hide in Cover 35%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 35%, Oratory 20%, Peaceful Cut 40%, Ride Sable 70%, Spot Hidden 25%, Spot Trap 35%, Track 40%.

LANGUAGES: Lunar 20%, Praxian 55%.

TREASURE: carries 2D6 clacks and 1D4 Lunars; ransom is 60 Lunars.

## Delenda Axe Sister, Eiritha Initiate

STR 13 CON 11 SIZ 10 INT 15 POW 13 **DEX 11** CHA 13 Move 8 (12 on sable) HP 11 Defense 05%

D20	Location	AP/HP
01-04	H Leg	4/4
05-08	Left Leg	4/4
09-11	Abdomen	6/4
12	Chest	6/5
13-15	Right Arm	4/3
16-18	Left Arm	4/3
19-20	Head	6/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Battle Axe	8	45%	1D8+2	40%	15
Dagger	9	60%	1D4+2	55%	12
Thrown Axe (3)	3	50%	1D6	20%	15
Medium Shield	-	-	_	50%	12

SPELLS: Binding, Heal 3, Ignite, Mobility, Xenohealing 2

SKILLS: Camouflage 40%, Evaluate Treasure 35%, First Aid 45%, Hide in Cover 55%, Hide Item 50%, Identify (Praxian) Animals 65%, Jump 35%, Listen 50%, Map Making 55%, Move Quietly 50%, Oratory 20%, Peaceful Cut 55%, Pickpocket 35%, Ride Sable 75%, Sense Cattle Food 30%, Sense Water 30%, Spot Hidden 45%, Spot Trap 40%, Track 50%, Trap Set/Disarm 45%.

MAGIC ITEM: 12 Pt POW storage crystal

TREASURE: 12 clacks and 8 Lunars; ransom is 500 L (she is the chieftain's daughter)

## Ghost, Delenda Axe Sister's sable

CON 14 SIZ 21 STR 27 POW 14 DEX 17 Move 12 HP 17

D20	Location	AP/HP
01-02	Right Hind Leg	1/5
03-04	Left Hind Leg	1/5
05-07	Hind Quarters	1/7
08-10	Fore Quarters	1/7
11-13	Right Front Leg	1/5
14-16	Left Front Leg	1/5
17-20	Head	1/6

Weapon	SR	Attk%	Damage
Bite*	6	35%	204
Butt*	6	55%	1D12+2D6
Kick*	6	50%	3D6

<sup>\*</sup> uses one per melee round

### Sable Rider One

POW 12	DEX 12	HP 11	Lance 20	Scimitar 2	20
	D20	Loc	cation A	P/HP	
	01-04	Rig	ht Leg	4/4	
	05-08	Le	ft Leg	4/4	
	09-11	Abo	domen	6/4	
	12	C	hest	6/5	
	13-15	Rigi	ht Arm	4/3	
	16-18	Lef	t Arm	4/3	
	19-20	Н	lead	5/4	
Weapon	SR	Attk%	Damage	Po.,	% Pts
Lance	5	45%	1D10+1+2D	,,,	
Scimitar	7	25%	1D8+1	15%	6 20
Self Bow	3	25%	1D6+1	20%	6
Medium Sh	nield –	_	_	25%	6 12

SPELLS: Binding, Bladesharp 2, Heat 2, Mobility

SKILLS: Camouflage 25%, Evaluate Treasure 20%, First Aid 25%, Hide in Cover 35%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 35%, Oratory 20%, Peaceful Cut 40%, Ride Sable 70%, Spot Hidden 25%, Spot Trap 35%, Track 40%.

LANGUAGES: Lunar 20%, Praxian 55%.

TREASURE: carries 2D6 clacks and 1D4 Lunars; ransom is 60 Lunars.

## Sable Rider One's Sable

POW 11 DEX 13 HP 14 Move 12

D20	Location	AP/HF
01-02	Right Hind Leg	1/4
03-04	Left Hind Leg	1/4
05-07	Hind Quarters	1/6
08-10	Fore Quarters	1/6
11-13	Right Front Leg	1/4
14-16	Left Front Leg	1/4
17-20	Head	1/5

Weapon	SR	Attk%	Damage
Bite*	7	25%	204
Butt*	7	35%	1D12+2D6
Kick*	7	35%	3D6

<sup>\*</sup> uses one per melee round.

## Sable Rider Two

POW 12 DEX 12 HP 11 Lance 20 Scimitar 20

	D20	Loc	cation	AP/HP	
	01-04	Rig	ht Leg	4/4	
	05-08	Le	ft Leg	4/4	
	09-11	Abo	domen	6/4	
	12	C	hest	6/5	
	13-15	Rigi	ht Arm	4/3	
	16-18	Lef	ft Arm	4/3	
	19-20	Н	lead	5/4	
Veapon	SR	Attk%	Damage	e	P
Lance	5	45%	1D10+1	+2D6	3
	_	250	1700 1		

Weapon	SR	Attk%	Damage	Po,,%	Pts
Lance	5	45%	1D10+1+2D6	30%	20
Scimitar	7	25%	1D8+1	15%	20
Self Bow	3	25%	1D6+1	20%	6
Medium Shield	_	_	_	25%	12

SPELLS: Binding, Bladesharp 2, Heat 2, Mobility

SKILLS: Camouflage 25%, Evaluate Treasure 20%, First Aid 25%, Hide in Cover 35%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 35%, Oratory 20%, Peaceful Cut 40%, Ride Sable 70%, Spot Hidden 25%, Spot Trap 35%, Track 40%.

LANGUAGES: Lunar 20%, Praxian 55%

TREASURE: carries 2D6 clacks and 1D4 Lunars; ransom is 60 Lunars.

## The Sable People

The Sable People rode giant antelope with curving horns. Because of the crescent shape of these horns, they were sometimes called Lunar Deer. Each tribe had men of different troop types mixed within the same clans. Some were lightlyarmed skirmishers, while others were prepared for close combat. When the Lunar Empire invaded Prax, the Sables sided with them. They later turned against them, showing once again the temporary nature of any agreement on the Plaines of Prax.

## Samuar Moonrider, Seven Mothers initiate

STR 13	CON 11	SIZ 6	
INT 14	POW 15	DEX 17	CHA 11
Move 8 (	12 on sable)	HP 10	Defense 25%

D20	Location	AP/HF
01-04	Right Leg	4/4
05-08	Left Leg	4/4
09-11	Abdomen	7/4
12	Chest	7/5
13-15	Right Arm	4/3
16-18	Left Arm	4/3
19-20	Head	5/4

Weapon	ı	SR	Attk%	Damage	Parr%	Pts
Compos	site Bow	1	60%	1D8+1	35%	10
Dagger		8	65%	1D4+2	55%	12
Lance		4	50%	1D10+1+2D6	30%	20
Scimita	r	6	60%	1D8+1	60%	20
Mediun	Shield	_	_	_	65%	12

**SPELLS:** Binding, Bladesharp 3, Disruption, Mobility, Protection 3, Speedart.

SKILLS: Bargaining 20%, Camouflage 40%, Evaluate Treasure 45%, First Aid 50%, Hide in Cover 45%, Hide Item 25%, Identify (Praxian) Animals 50%, Jump 50%, Listen 60%, Map Making 50%, Move Quietly 50%, Oratory 25%, Peaceful Cut 40%, Ride Sable 85%, Spot Hidden 45%, Spot Trap 50%, Track 60%, Trap Set/Disarm 45%.

TREASURE: 6 clacks and 3 Lunars; ransom 125 L

## Eclipse, Samuar Moonrider's mount

STR 25 CON 14 SIZ 26 POW 9 DEX 13 Move 12 HP 18

D20	Location	AP/HP
01-02	Right Hind Leg	1/5
03-04	Left Hind Leg	1/5
05-07	Hind Quarters	1/7
08-10	Fore Quarters	1/7
11-13	Right Front Leg	1/5
14-16	Left Front Leg	1/5
17-20	Head	1/6

Weapon	SR	Attk%	Damage
Bite*	6	35%	2D4
Butt*	6	50%	1D12+2D6
Kick*	6	50%	3D6

<sup>\*</sup> uses one per melee round

#### Sable Rider Two's Sable

POW 11 DEX 13 HP 14 Move 12

D20	Location	AP/HF
01-02	Right Hind Leg	1/4
03-04	Left Hind Leg	1/4
05-07	Hind Quarters	1/6
08-10	Fore Quarters	1/6
11-13	Right Front Leg	1/4
14-16	Left Front Leg	1/4
17-20	Head	1/5
SR	Attk% Damage	

Weapon
 SR
 Attk%
 Damage

 Bite\*
 7
 25%
 204

 Butt\*
 7
 35%
 1D12+2D6

 Kick\*
 7
 35%
 3D6

 \* uses one per melee
 round.

## Sable Rider Three

POW 12 DEX 12 HP 11 Lance 20 Scimitar 20

20	Loc	cation	AP/HP		
1-04	Rig	ht Leg	4/4		
5-08	Let	ft Leg	4/4		
9-11	Abo	lomen	6/4		
2	C	hest	6/5		
3-15	Rigl	nt Arm	4/3		
5-18	Lef	t Arm	4/3		
9-20	Н	lead	5/4		
SR	Attk%	Damage	e	Po,,%	Pts
5	45%	1D10+1	+2D6	30%	20
7	25%	1D8+1		15%	20
3	25%	1D6+1		20%	6
-	-	-		25%	12
֡	5 7 3	1-04 Rig 5-08 Let 9-11 Abo 2 C 3-15 Rigl 6-18 Let 9-20 H SR Attk% 5 45% 7 25% 3 25%	1-04 Right Leg 5-08 Left Leg 9-11 Abdomen 2 Chest 3-15 Right Arm 6-18 Left Arm 9-20 Head  SR Attk% Damag 5 45% 1D10+1 7 25% 1D8+1 3 25% 1D6+1	1-04 Right Leg 4/4 5-08 Left Leg 4/4 9-11 Abdomen 6/4 2 Chest 6/5 3-15 Right Arm 4/3 6-18 Left Arm 4/3 9-20 He ad 5/4  SR Attk% Damage 5 45% 1D10+1+2D6 7 25% 1D8+1 3 25% 1D6+1	1-04 Right Leg 4/4 5-08 Left Leg 4/4 9-11 Abdomen 6/4 2 Chest 6/5 3-15 Right Arm 4/3 6-18 Left Arm 4/3 9-20 Head 5/4  SR Attk% Damage Po,,% 5 45% 1D10+1+2D6 30% 7 25% 1D8+1 15% 3 25% 1D6+1 20%

SPELLS: Binding, Bladesharp 2, Heat 2, Mobility

SKILLS: Camouflage 25%, Evaluate Treasure 20%, First Aid 25%, Hide in Cover 35%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 35%, Oratory 20%, Peaceful Cut 40%, Ride Sable 70%, Spot Hidden 25%, Spot Trap 35%, Track 40%.

LANGUAGES: Lunar 20%, Praxian 55%.

**TREASURE:** carries 2D6 clacks and 1D4 Lunars; ransom is 60 Lunars.

## Sable Rider Three's Sable

POW 11 DEX 13 HP 14 Move 12

	D20	Loc	cation	AP/HP
	01-02	Right	Hind Leg	1/4
	03-04	Left I	lind Leg	1/4
	05-07	Hind	Quarters	1/6
	08-10	Fore	Quarters	1/6
	11-13	Right 1	Front Leg	1/4
	14-16	Left F	ront Leg	1/4
	17-20	Н	lead	1/5
Weapon	SR	Attk%	Damage	
Bite*	7	25%	204	
Butt*	7	35%	1D12+2D6	5
Viol*	7	35%	3D6	

# \* uses one per melee round. Sable Rider Four

POW 12 DEX 12 HP 11 Lance 20 Scimitar 20

D20	Location	AP/HP
01-04	Right Leg	4/4
05-08	Left Leg	4/4
09-11	Abdomen	6/4
12	Chest	6/5
13-15	Right Arm	4/3
16-18	Left Arm	4/3
19-20	Head	5/4

#### Sable Rider Four's Sable

POW 11 DEX 13 HP 14 Move 12

D20	Location	AP/HP
01-02	Right Hind Leg	1/4
03-04	Left Hind Leg	1/4
05-07	Hind Quarters	1/6
08-10	Fore Quarters	1/6
11-13	Right Front Leg	1/4
14-16	Left Front Leg	1/4
17-20	Head	1/5

## **Sartar Bandits**

Rattell Poisonknife was a bandit before the Lunars sacked Boldhome. His current exile has not improved his morals, but he has seized it as an excuse to pose as a Sartar patriot. No right-thinking Sartarite would help this lowlife, but in the wilds of Prax he is a mysterious and romantic figure. He attempts to inveigle the inhabitants of the river valley to join him in his great patriotic struggle, and has managed to gain the ear of Quicktail the newtling shaman.

Rattell and his two followers will be friendly and accommodating in the extreme to anyone encountered, unless the person is alone and obviously no threat. Rattell has already tried to convince the duke that he should receive a share of the valley to act as the duke's regent. The duke chased him out of the fort and set dogs on him. Rattell got away.

Rattell Poisonknife is an Orlanth initiate and makes punctual visits to the Orlanth priest at Horn Gate to renew his status, as a worshipper of Orlanth Adventurous in his thief guise. Rattell never attacks directly when a surprise attack is possible.

Golgotti Guildersnatcher is an Issaries Goldentongue initiate of the type that gives Issaries merchants a bad name. He never gives a sucker an even break. He enjoys con-games and has several pieces of fake truestone, sets of phony slave bracelets, and so-called POW storage crystals ready to sell to obvious marks. He also has 'maps' to all the great treasures of Prax, which he will sell for outrageous prices.

Bork Bonebreaker looks very large and powerful. As an ogre, he should. He professes a worship of Orlanth, but is an initiate of Cacodemon. Rattell is aware of the deception - Golgotti is not. Bork is not very bright for an ogre, and follows Rattell around because Rattell has promised him a personal torture chamber when he becomes wealthy.

DUKE'S POLICY - These curs are not worth bothering about. If they get in the way, slay them.

### Rattell Poisonknife, Orlanth initiate

CON 12	SIZ 15	INT 15	POW 1	6
CHA 10	Move 8	HP 13	Defense	20%
D20	Locat		A D/II D	
D20	Locai	ton	$A\Gamma/\Pi\Gamma$	
01-04	Right	Leg	7/5	
05-08	Left I	Leg	7/5	
09-11	Abdoi	men	4/5	
12	Che	st	4/6	
13-15	Right	Arm	4/4	
16-18	Left A	Arm	4/4	
19-20	Hea	d	4/5	
	D20 01-04 05-08 09-11 12 13-15 16-18	CHA 10         Move 8           D20         Locat           01-04         Right           05-08         Left I           09-11         Abdon           12         Che           13-15         Right           16-18         Left I	CHA 10         Move 8         HP 13           D20         Location           01-04         Right Leg           05-08         Left Leg           09-11         Abdomen           12         Chest           13-15         Right Arm           16-18         Left Arm	D20         Location         AP/HP           01-04         Right Leg         7/5           05-08         Left Leg         7/5           09-11         Abdomen         4/5           12         Chest         4/6           13-15         Right Arm         4/4           16-18         Left Arm         4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	4	65%	1D8+1+1D4	55%	20
Composite Bow	1	80%	1D8+1	40%	10
Dagger	6	50%	1D4+2+1D4	50%	12
Thrown Knife	1	50%	1D4+1D2	_	_

SPELLS: Disruption, Farsee, Heal 6, Multimissile 4, Spirit Shield 3. SKILLS: First Aid 50%, Hide in Cover 70%, Move Quietly 65%, Ride Bison 45%, Ride Horse 80%, Spot Hidden 80%, Spot Trap 70%, Trap Set/Disarm 65%.

LANGUAGES: Lunar 60%, Praxian 45%, Sartarite 75/75%, Stormtongue 25/25%, Tarsh 50/50%, Tradetalk 55%.

MAGIC ITEMS: Silver ring worth 15 L, set with an 8 Pt POW storing crystal, with a matrix for Shimmer 3

TREASURE: Carries 10 L

## Golgotti Guildersnatcher, **Issaries** initiate

STR 12 DEX 15	CON 13 CHA 13	SIZ 11 Move 8	INT 14 HP 13		V 13 ense 10%	
	D20		cation	AP/HP		
	01-04	U	ht Leg	4/5		
	05-08	Lei	it Leg	4/5		
	09-11	Abo	lomen	4/5		
	12	C	hest	4/6		
	13-15	Rigl	nt Arm	4/4		
	16-18	Lef	t Arm	4/4		
	19-20	Н	ead	4/5		
Weapon	SR	Attk%	Damage		Parr%	Pts
Fist	8	70%	1D3		_	_
Shortswor	d 7	45%	1D6+1		45%	20

SPELLS: Disruption, Glamour (2), Glue 2, Mindspeech 1, Mobility, Protection 2

1D8

60%

SKILLS: Bargaining 60%, Climb 40%, Camouflage 45%, Evaluate Treasure 70%, First Aid 50%, Hide in Cover 35%, Jump 45%, Listen 55%, Map Making 65%, Move Quietly 40%, Oratory 65%, Ride Horse 25%, Spot Hidden 45%, Spot Trap 40%, Track 20%, Trap Set/Disarm 25%.

LANGUAGES: Lunar 55/25%, Praxian 70/15%, Sartarite 70/ 60%, Tradetalk 60%

MAGIC ITEMS: worthless stone that Golgotti believes to be a powerful magic crystal (that he hasn't dared to attune); 3 Pt POW storage crystal; Ironhand 3 matrix on ring.

TREASURE: 3 pieces of fake 'truestone'; 11 sets of phony slave bracelets; 2 worthless clear stones ('magic crystals'); 3 gems worth 5, 11, 78 L respectively; a gem Golgotti believes is worth 18L but is really worth 3210L (a foreign, hard-to-evaluate stone chance for Evaluate Treasure x \_.); 17 false treasure maps; a scroll which says if the possessor is in danger, all he need do is throw all his weapons away from him and say "Teleport" and he will be teleported to the spot he slept in 2 days ago (this is false, and Golgotti knows it).

## Bork Bonebreaker, Cacodemon initiate and ogre

STR 22	CON 15	SIZ 16	INT 7	POW 12	
DEX 13	CHA 6	Move 8	HP 16	Defense	20%
	D20	Loca	tion	AP/HP	
	01-04	Right	Leg	4/6	
	05-08	Left	Leg	4/6	
	09-11	Abdo	men	6/6	
	12	Che	est	6/7	
	13-15	Right	Arm	4/5	
	16-18	Left	Arm	4/5	
	19-20	He	ad	6/6	

SPELLS: Bladesharp 2, Bludgeon 1, Disruption, Protection 2 SKILLS: Camouflage 25%, Climb 55%, First Aid 30%, Hide in Cover 40%, Identify (Praxian) Animals 65%, Jump 65%, Listen 70%.

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Battle Axe	6	55%	1D8+2+1D6	40%	15
Maul	4	65%	2D8+1D6	40%	15
Large Shield	_	_	_	50%	16
Fist	7	45%	1D3+1D6	40%	arm
Kick	7	50%	1D6+1D6	40%	leg

SKILLS: Move Quietly 40%, Spot Hidden 20%, Spot Trap 15%, Trap Set/Disarm 40%.

LANGUAGES: Praxian 35%.

MAGIC ITEM: Maul is a troll artifact with a Bludgeon 4 matrix.

## **Tigers**

The tigers are strangers to this area and rather frustrated. There are only two of them and they hunt separately. If both are killed, there will be no more tigers. Tigers are not dumb enough to attack a man, unless wounded and desperate and the man is alone.

Because of their presence, there is a rumor that the cult of the Tiger is establishing a temple.

A tiger will attempt to move in as closely as possible and then pounce on his intended prey. He gets a bite and two claw attacks. If both claws hit, he will hang on and rip during the following round.

**DUKE'S POLICY** - Treat as any other carnivore. Leave them alone unless they attack the herd animals.

## **Tiger One**

STR 20 CON 10 SIZ 18 POW 12 DEX 16 Move 10 HP 12 Defense 0%

D20	Location	AP/HP
01-02	Right Hind Leg	2/4
03-04	Left Hind Leg	2/4
05-07	Hind Quarters	2/5
08-10	Fore Quarters	2/5
11-13	Right Front Leg	2/4
14-16	Left Front Leg	2/4
17-20	Head	2/4
 C D	Atthe Damass	

Weapon	SR	Attk%	Damage
Bite	6	45%	1D10+1D6
Claw	6	70%	1D8+1D6
Rip	6	80%	2D8+2D6

SKILLS: Hide in Cover 80%, Move Silently 75%, Track 50%.

## Tiger Two

STR 20 CON 10 SIZ 23 POW 13 DEX 21 Move 10 HP 13 Defense 05%

D20	Location	AP/HP
01-02	Right Hind Leg	2/5
03-04	Left Hind Leg	2/5
05-07	Hind Quarters	2/6
08-10	Fore Quarters	2/6
11-13	Right Front Leg	2/5
14-16	Left Front Leg	2/5
17-20	Head	2/5
CD	14416/ D	

Weapon	SR	Attk%	Damage
Bite	4	45%	1D10+2D6
Claw	4	70%	1D8+2D6
Rip	4	80%	2D8+4D6

SKILLS: Hide in Cover 80%, Move Silently 75%, Track 50%.

## **Trachodons**

Trachodons go where they will, and these have wandered down to the River of Cradles. They are looking for food, not for trouble. As vegetarians, they have little interest in the carnivorous interests of the other residents of the valley, and are slow to anger.

Given half a chance, they will talk to adventurers and pass along information. They are unlikely to join in any expeditions, for they have to spend most of their waking time feeding their faces. As an associate Rune priest of a water cult, Ruupar is sympathetic to Quicktail and might help him out in a time of trouble. Referees who feel that an invading group of player-characters will overwhelm the newtlings might add the trachodons to the newtlings for extra muscle.

DUKE'S POLICY - Leave them alone.

## Ruupar, Rune Priest of Zola Fel.

STR 37 CON 20 SIZ 42 INT 14 POW 29 DEX 11 Move 10 HP 32

D20	Location	AP/HP
01-02	Tail	8/8
03-05	Right Leg	8/11
06-08	Left Leg	8/11
09-11	Abdomen	8/13
12	Chest	8/13
13-14	Right Paw	8/8
15-16	Left Paw	8/9
17-20	Head	8/11

Weapon	SR	Attk%	Damage
Bite*	7	55%	1D6+2D6
Kick*	7	60%	1D6+4D6
Tail Lash*	7**	45%	4D6

<sup>\*</sup>may use all attacks simultaneously.

SPELLS: Befuddle, Coordination (2), Detect Life, Detect Traps, Farsee, Heal 2, Lightwall (4)

RUNE SPELLS: Divination 1, Shield 1, Spirit Block 1, Summon Small Undine (INT 4, STR 10, POW 15, HP 21); Dismiss Small Elemental (one-use)

SKILLS: Bargaining 35%, Find Plants 80%, Identify Plants 60%, Listen 70%, Oratory 40%, Spot Hidden 50%.

LANGUAGES: Old Wyrmish 80%, Waterspeech 60%, Beastspeech 50%, Tradetalk 50%.

MAGIC ITEMS: 7-point Power storage crystal (in stomach), braided tanglevine Protection 4 matrix (tied about neck by Ouicktail).

TREASURE: POW storage crystal is worth 450L.

#### Mardok

STR 38 CON 22 SIZ 44 INT 13 POW 35 DEX 10 Move 10 HP 35

D20	Location	AP/HP
01-02	Tail	8/9
03-05	Right Leg	8/12
06-08	Left Leg	8/12
09-11	Abdomen	8/14
12	Chest	8/14
13-14	Right Paw	8/9
15-16	Left Paw	8/9
17-20	Head	8/12

Weapon	SR	Attk%	Damage
Bite*	7	60%	1D6+2D6
Kick*	7	80%	1D6+4D6
Tail Lash*	7**	80%	4D6

<sup>\*</sup> may use all three attacks simultaneously.

SPELLS: Countermagic 2, Demoralize, Detect Spirit, Farsee, Heal 2, Lightwall (4), Mindspeech 2

SKILLS: Bargaining 10%, Find Plants 80%, Identify Plants 40%, Listen 85%, Oratory 20%, Spot Hidden 60%.

**LANGUAGES:** Old Wyrmish 50%, Waterspeech 40%, Beastspeech 60%, Tradetalk 40%.

TREASURE: nose ring worth 24L.

<sup>\*\*</sup> may only be used vs. foes to the rear.

<sup>\*\*</sup> may only be used vs. foes to the rear.

## **Traskars**

These Traskars are either Croaker's controlled spirits or tied to them. As stated in the Traskar description (see page 54), these creatures do not perform most of the functions of controlled spirits, but if called upon they will fight for their shaman.

Their intelligence is not a well-known fact. To most people, they are simply aquatic cliff toads. If found alone, the Traskar is probably spying for Croaker. This will not prevent the Traskar from snatching a quick lunch from the party if the opportunity offers. Due to their need to live near headwaters of rivers, they are only found in the river itself or in one of the bogs.

**DUKE'S POLICY** – If they disrupt commerce or steal livestock, eradicate them.

## Traskar One

POW 14	DEX 15	HP 14 Move	8/24
	D20	Location	AP/HP
	01-03	Right Hind Leg	3/6
	04-06	Left Hind Leg	3/6
	07-08	Hind Quarters	3/6
	09-12	Fore Quarters	3/6
	13-14	Right Front Leg	3/4
	15-16	Left Front Leg	3/4
	17-20	Head	3/5
Weapon	SR	Attk% Damage	

weapon	oπ	AllK%	Damage
Tongue	4	60%	2D6
Swallow	2	80%	1D8 per melee round*

<sup>\*</sup> to total hit points - only the victim's thinnest armor counts.

SPELLS: Heat 2, Protection 2, Xenohealing 2
SKILLS: Hide in Cover 80%, Jump 80%, Listen, 75%, Move Quietly 40%, Spot Hidden 65%, Swim 95%.

Move 8/24

## Traskar Two

POW 14 DEX 15 HP 14

17-20

D20	Location	AP/HP
01-03	Right Hind Leg	3/6
04-06	Left Hind Leg	3/6
07-08	Hind Quarters	3/6
09-12	Fore Quarters	3/6
13-14	Right Front Leg	3/4
15-16	Left Front Leg	3/4

Weapon	SR	Attk%	Damage
Tongue	4	60%	2D6
Swallow	2	80%	1D8 per melee round

<sup>\*</sup> to total hit points - only the victim's thinnest armor counts.

Head

SPELLS: Heat 2, Protection 2, Xenohealing 2SKILLS: Hide in Cover 80%, Jump 80%, Listen, 75%, Move Quietly 40%, Spot Hidden 65%, Swim 95%.

### Traskar Three

POW 14	DEX 15	HP 14	Move 8/24

D20	Location	AP/HP
01-03	Right Hind Leg	3/6
04-06	Left Hind Leg	3/6
07-08	Hind Quarters	3/6
09-12	Fore Quarters	3/6
13-14	Right Front Leg	3/4
15-16	Left Front Leg	3/4
17-20	Head	3/5

Weapon	SR	Attk%	Damage
Tongue	4	60%	2D6
Swallow	2	80%	1D8 per melee round*
* to total	hit points -	only the	victim's thinnest armor counts.

SPELLS: Heat 2, Protection 2, Xenohealing 2SKILLS: Hide in Cover 80%, Jump 80%, Listen, 75%, Move Quietly 40%, Spot Hidden 65%, Swim 95%.

## **Traskar Four**

POW 14 DEX 15 HP 14 Move 8/24

D20	Location	AP/HP
01-03	Right Hind Leg	3/6
04-06	Left Hind Leg	3/6
07-08	Hind Quarters	3/6
09-12	Fore Quarters	3/6
13-14	Right Front Leg	3/4
15-16	Left Front Leg	3/4
17-20	Head	3/5

Weapon	SK	Attk%	Damage
Tongue	4	60%	2D6
Swallow	2	80%	1D8 per melee round*
* to total l	hit points -	only the	victim's thinnest armor counts.

SPELLS: Heat 2, Protection 2, Xenohealing 2
SKILLS: Hide in Cover 80%, Jump 80%, Listen, 75%, Move Quietly 40%, Spot Hidden 65%, Swim 95%.

## Traskar Five

POW 14 DEX 15 HP 14 Move 8/24

D20	Location	AP/HP
01-03	Right Hind Leg	3/6
04-06	Left Hind Leg	3/6
07-08	Hind Quarters	3/6
09-12	Fore Quarters	3/6
13-14	Right Front Leg	3/4
15-16	Left Front Leg	3/4
17-20	Head	3/5

weapon	SK	AIIK%	Damage
Tongue	4	60%	2D6
Swallow	2	80%	1D8 per melee round*
* to total	hit points -	only the	victim's thinnest armor counts

SPELLS: Heat 2, Protection 2, Xenohealing 2
SKILLS: Hide in Cover 80%, Jump 80%, Listen, 75%, Move Quietly 40%, Spot Hidden 65%, Swim 95%.

## Traskar Six

POW 14 DEX 15 HP 14 Move 8/24

D20	Location	AP/HP
01-03	Right Hind Leg	3/6
04-06	Left Hind Leg	3/6
07-08	Hind Quarters	3/6
09-12	Fore Quarters	3/6
13-14	Right Front Leg	3/4
15-16	Left Front Leg	3/4
17-20	Head	3/5

Weapon	SR	Attk%	Damage
Tongue	4	60%	2D6
Swallow	2	80%	1D8 per melee round*

<sup>\*</sup> to total hit points – only the victim's thinnest armor counts.

SPELLS: Heat 2, Protection 2, Xenohealing 2

SKILLS: Hide in Cover 80%, Jump 80%, Listen, 75%, Move Quietly 40%, Spot Hidden 65%, Swim 95%.



## **Triceratops**

There is a small herd of triceratops in the river valley. Due to the scarcity of appropriate grazing vegetation the herd has scattered widely. Individual triceratops will be found alone, though easily located by the wide trail they make through any sort of vegetation.

While unintelligent, they are crafty fighters, and will never let themselves be surrounded. If circled, they will charge one part of the circle, force their way through with trample attacks, then spin to take on the hunters again. Because, of their strong head armor, they do not believe in running from a foe. A cornered triceratops, with its back to a wall or a river, is the most dangerous of all, for it can ignore its relatively unprotected rear and concentrate on slaughtering its attackers with it's ram attack.

Up to 1D4 Triceratops are encountered.

**DUKE'S POLICY** – Decrease the population of the monsters before the farmers arrive and the triceratops destroy the crops.

## **Triceratops One**

POW 11 DEX 7 HP 45 Move 10

D20	Location	AP/HP
01-02	Tail	14/12
03-04	Right Hind Leg	14/15
05-06	Left Hind Leg	14/15
07-08	Hind Quarters	14/18
09-10	Fore Quarters	14/18
11-12	Right Front Leg	14/15
13-14	Left Front Leg	14/15
15-20	Head	28/18

Weapon	SR	Attk%	Damage
Ram	8	60%	2D10+7D8*
Trample	8	80%	14D6

<sup>\*</sup> Roll 1D10+10 to determine hit location when attacked unless triceratops unaware of opponent or opponent is SIZ 30+.

SKILLS: Listen 50%.

### Triceratops Four

POW 11 DEX 7 HP 45 Move 10

D20	Location	AP/HP
01-02	Tail	14/12
03-04	Right Hind Leg	14/15
05-06	Left Hind Leg	14/15
07-08	Hind Quarters	14/18
09-10	Fore Quarters	14/18
11-12	Right Front Leg	14/15
13-14	Left Front Leg	14/15
15-20	Head	28/18

Weapon	SR	Attk%	Damage
Ram	8	60%	2D10+7D8
Trample	8	80%	14D6

<sup>\*</sup> Roll 1D10+10 to determine hit location when attacked unless triceratops unaware of opponent or opponent is SIZ 30+.

SKILLS: Listen 50%.

## **Vultures and Condors**

For the most part, these creatures will be seen in the distance, quietly circling on the air currents. The only time they will be found on the ground is when there is a dead animal on which to feed. If a wounded character is desperately crawling across the river valley, these creatures will come closer.

The vultures are standard-sized vultures, but the king condors are immense creatures, as big as the legendary giant hawks of Dykene. The large birds, which have only a 10% chance of appearing, might attack a still-living character, or carry off a child. The king condors will always carry off any body they are feeding on, if at all possible. The birds are thought to have carried off several bodies of adventurers including their various magical items, but no one in living memory has climbed Condor Crags to see if there is any treasure there.

King Condors prefer to not attack unless attacked first by bows, etc. If thus provoked, they will swing into action.

A condor in flight is difficult to hit, and the chance to hit one is halved before subtracting the condor's defense bonus from an attacker's chances to hit. Condors can swoop down and carry away a being of SIZ 12 or less. A condor's favorite tactic is to swoop down, grab his victim, soar up, and then drop his victim 15 meters for 5D6 points of damage.

**DUKE'S POLICY** – Observe the birds carefully and report their habits and numbers.

## **Vulture One**

POW 7 DEX 13 HP 9 Move 5/10 Defense 05%

D20	Location	AP/HI
01-02	Right Claw	0/2
03-04	Left Claw	0/2
05-08	Body	0/4
09-12	Right Wing	0/3
13-16	Left Wing	0/3
17-20	Head	0/3

Weapon	SR	Attk%	Damage
Bite	8(7)	30%	1D6 (condors do 1D8+2D6)
(Condor Claw)	7	60%	1D10

SPECIAL FEATURES: The chance to hit a vulture in flight is cut in half. The vulture's defense still counts for full effect.

#### **Vulture Two**

POW 7 DEX 13 HP 9 Move 5/10Defense 05%

D20	Location	AP/HI
01-02	Right Claw	0/2
03-04	Left Claw	0/2
05-08	Body	0/4
09-12	Right Wing	0/3
13-16	Left Wing	0/3
17-20	Head	0/3

Weapon	SR	Attk%	Damage
Bite	8(7)	30%	1D6 (condors do 1D8+2D6)
(Condor Claw)	7	60%	1D10

SPECIAL FEATURES: The chance to hit a vulture in flight is cut in half. The vulture's defense still counts for full effect.

## **Vulture Three**

POW 7	DEX 13	HP 9 Mo	ve 5/10 Defense 05%
	D20	Location	AP/HP
	01-02	Right Claw	0/2
	03-04	Left Claw	0/2
	05-08	Body	0/4
	09-12	Right Wing	0/3
	13-16	Left Wing	0/3
	17-20	Head	0/3

Weapon SR Attk% Damage

Bite 8(7) 30% 1D6 (condors do 1D8+2D6) (Condor Claw) 7 60% 1D10

SPECIAL FEATURES: The chance to hit a vulture in flight is cut in half. The vulture's defense still counts for full effect.

### Condor One

Colla				
STR 29	CON 14	SIZ 32	INT 4	POW 13
DEX 23	Move 4/1	2	HP 19	
	D20	Loc	cation	AP/HP
	01-02	Righ	t Claw	3/6
	03-04	Left	Claw	3/6
	05-08	В	ody	3/8
	09-12	Righ	t Wing	3/7
	13-16	Left	Wing	3/7
	17-20	Н	ead	3/7
Weapon	SR	Attk%	Damage	
Bite	4	80%	1D8+3D6	
Claw	4	75%	1D10	

SPECIAL FEATURES: The chance to hit a condor in flight is cut in half. The confor's defense still counts for full effect.

#### **Condor Two**

STR 31	CON 16	SIZ 30	INT 5	POW	15
DEX 20	Move 4/1	2	HP 21		
	D20	Loc	cation	AP/HP	
	01-02	Righ	t Claw	3/6	
	03-04	Left	Claw	3/6	
	05-08	В	ody	3/8	
	09-12	Righ	t Wing	3/7	
	13-16	Left	Wing	3/7	
	17-20	Н	ead	3/7	
Weapon	SR	Attk%	Damage		
Bite	5	75%	1D8+3D6		
Claw	5	75%	1D10		

SPECIAL FEATURES: The chance to hit a condor in flight is cut in half. The confor's defense still counts for full effect.

## Vulture Four

POW 7	DEX 13	HP 9	Move	e 5/10 Defense 05%
	D20	Loc	cation	AP/HP
	01-02	Righ	t Claw	0/2
	03-04	Left	t Claw	0/2
	05-08	В	ody	0/4
	09-12	Righ	t Wing	0/3
	13-16	Left	Wing	0/3
	17-20	Н	lead	0/3
Weapon	SR	Attk%	Damage	
Bite	8(7)	30%	1D6 (co	ndors do 1D8+2D6)
(Condor )	Claw) 7	60%	1D10	

SPECIAL FEATURES: The chance to hit a vulture in flight is cut in half. The vulture's defense still counts for full effect.

### **Vulture Five**

POW 7	DEX	13	HP 9	Move	5/10 Defens	e 05%
	D	20	Loc	cation	AP/HP	
	0	1-02	Righ	nt Claw	0/2	
	0.	3-04	Left Claw		0/2	
	0:	5-08	В	ody	0/4	
	09	9-12	Righ	nt Wing	0/3	
	1.	3-16	Left	t Wing	0/3	
	1'	7-20	Н	lead	0/3	
Weapon		SR	Attk%	Damage		
Bite		8(7)	30%	1D6 (con	dors do 1D8	+2D6)
(Condor	Claw)	7	60%	1D10		

SPECIAL FEATURES: The chance to hit a vulture in flight is cut in half. The vulture's defense still counts for full effect.

## Whirlyishes

Whirlvishes come in groups of 1D6. If there are more whirlvishes than party members, the unengaged Whirlvishes will pass mindlessly on and not linger to await a chance for combat. Whirlvishes attack randomly – roll appropriate dice to determine which members of the party are attacked. Always allow some party members to be totally ignored while others are engaged, and unengaged Whirlvishes move along on their mad dance across the plains.

Whirlvishes are fairly common on the plains of Prax, and experienced barbarian characters will know how to handle or avoid them. A stranger to the plains should be taken by surprise when encountering them. It is up to the referee just how much information has been given to outlander mercenaries about the peculiarities of Prax and its denizens.

### Whirlvish One

POW 13 HP	10	DEA 30	Move 12 Defense 25%
Weapon	SR	Attk%	Damage
Abrasion	12	100%	1D3 to all hit locations
Spirit Combat	1	Auto,	as per normal spirit combat
			armor protects until destroyed

SKILL: Sense Intelligent Life 60%.

#### Whirlvish Two

POW 13 HP 10

Weapon	SR	Attk%	Damage
Abrasion	12	100%	1D3 to all hit locations
Spirit Combat	1	Auto,	as per normal spirit combat
			armor protects until destroyed

DEX 30 Move 12 Defense 25%

SKILL: Sense Intelligent Life 60%.

### Whirlvish Three

POW 13 HP	10	DEX 30	Move 12	Defense 25%
Weapon	SR	Attk%	Damage	
Abrasion	12	100%	1D3 to all hit	t locations
Spirit Combat	1	Auto,	as per norma	l spirit combat
			armor protec	ts until destroyed

SKILL: Sense Intelligent Life 60%.

#### Whirlvishes

Whirlvishes are the souls of people lost in the chaparral, enslaved by a dust devil and worshipped into an enraged frenzy until their souls are worn away into the grit of the sand. They are happy to fight for humans, for when "destroyed" the souls which make up the demon are free to retire to a proper heaven or hell. The blasting sands and stinging souls of the whirlvish are deadly to humans, and they in turn are vulnerable to both physical and magical attacks.

# Skullbush

## By Sandy Petersen

The skullbush is the source of oilseed, the only food crop unique to Prax and its environs. The skullbush is a low shrub with a thick trunk and branches. It is found growing in oases and river bottoms, as well as the Sacred Ground. It needs more water than most Praxian vegetation, and is never found in the open wastes. The skullbush's leaves are thick and fleshy; shiny green in color, and with a thin layer of wax coating the surface for protection against desiccation. The skullbush grows only slowly, and rarely reaches a height of more than 3 or 4 meters. Its wood is dense and finely grained, and sometimes used for small and valuable gewgaws — weapon hilts, small chests, and the like. The wood is resinous, and must be well-cured before it is suitable for carving; hence, the nomads only rarely carve it themselves, but depend on the stable cultures of the oases and the Sacred Ground for objects made of it. Skullbush wood burns well, even when fresh, and makes fine coals and hot fires, but few people are extravagant enough to use so costly a wood for mere heating or cooking.

After reaching a height of 1/2 to 2 meters tall — a process usually taking 3 to 5 years — the skullbush will begin to bear flowers. Every night throughout Sea season the plant will put out clusters of large, white, fleshy flowers at the ends of sturdy stalks. These flowers emit a strong, musty but fragrant odor. At the base of each flower is a gram or more of mustily flavored nectar, sometimes used for a flavoring in nomad kvass and beer. The clusters are nearly spherical, and only appear at night — when the sun goes down, the bush seems to slowly transform into a white, lumpy ball dotted with black, which explains the plant's name.

Skullbushes are pollinated by bats which fly out of their lurking places each night, seek out the skullbush, and land on their flower clusters. The bats that pollinate the skullbush are found solely in the moister areas of Prax and Genert's Wastes. Several attempts by the Holy Country and the Lunar Empire to cultivate the skullbush commercially in their respective countries have failed, due to the lack of this bat in those nations. This particular bat is called the skullbat by the nomads. The cult of Eiritha declares that it is taboo to slay a skullbat during Sea season, when they are most vulnerable, and some clans use this strange animal for their totem. Of the many types of bats over this region, the skullbat and one other (the deathbat) are the only bats with such a taboo.

At the end of Sea season, the flowers close and wither up. The skullbats seek new food, and the plant, which during Sea season may have been covered by a fluttering blanket of chirping and squeaking bats, now seems abandoned. But at the base of each flower, a swelling begins to form. By early Earth season, each flower remnant has given rise to three large oval seeds, clad in a thick green coat. The nomads harvest these seeds, peel them and feed the green resinous coat to their herd beasts. Each seed, known as oilseed, is about the size of a man's thumb joint. They are extremely oily, and this oil is rendered up by the nomads and oasis-dwellers for use in cooking, preserving objects, water-proofing, and similar projects. It is the only source of vegetable oil which the Prax inhabitants possess. The seeds themselves are edible when roasted in their own oil. The seeds are occasionally sold as a confection in the streets of Pavis, roasted and dusted with spiceroot, salt, or coated with sweet syrup. Bags of oilseed are also available for normal provender, or high-quality food for a riding beast. There are several groves of oilseed-producing skullbushes in and around Pavis.

## Pavis Prices for Skullbush Derivative Products

Husk fodder: 5c./bushel (better than dried grass but not quite as nutritious as alfalfa)

Oilseed/date mush: 1c. per large serving (wholesome but bland. eaten warm or cold, with milk)

**Dried seed snacks:** 1c. per handful (perfect for traveling the plains)

Candied seeds: 5c. per handful (popular among city dwellers as gifts and treats)

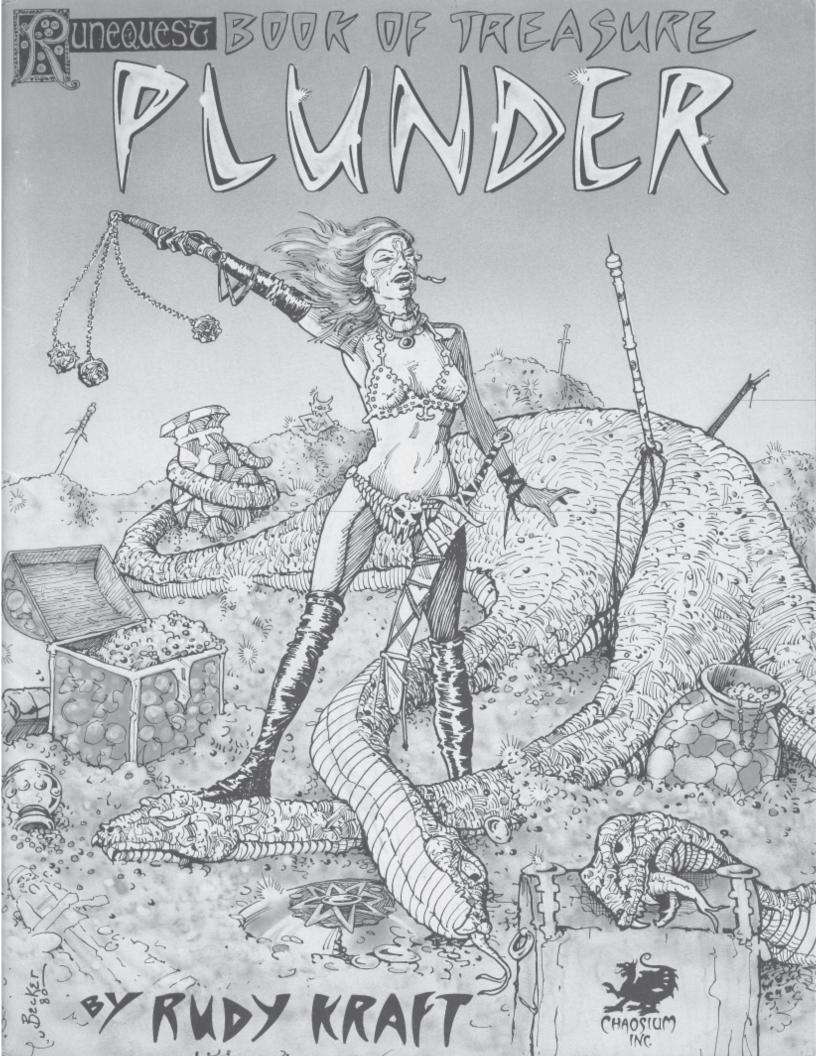
**Kvass flavoring**: 8L for 1 cask worth (has a distinctive, musty aroma)

*Uncured wood:* 200L per cord (excellent, though expensive, firewood)

*Cured wood:* 500L per cord (carved hilts, statuettes, necklace beads)

**Wood resin:** 10L per liter (dries to a hard finish, used for wood, picture preserver, parchment and resin windows)

**Seed flour:** 1L 5 c. per liter (to make grits, flatbreads) **Seed oil:** 1L per liter (high quality and clean tasting) **Seeds for planting:** 4L per bushel.



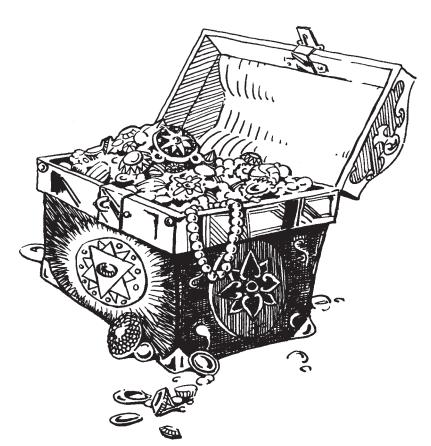
## Treasures

Treasures were items of great worth, for they had proven their power and strength by surviving the many disasters which had swept the Plaines of Prax. Each item was unique, and conferred great magical powers on its possessor.

## Introduction

Plunder is a booklet designed for use with the RuneQuest role-playing game system. It provides a wide selection of pre-generated treasures which can be used in a variety of ways to simplify and shorten a referee's tasks. In addition, there is a section of exotic magical items which can add flavor and atmosphere to any RuneQuest campaign. The booklet is designed to be consistent with the fantasy universe of Glorantha but the material can be used in any RuneQuest campaign.

Each of the ten treasure factor tables consists of 64 different randomly generated treasures. When a treasure of a given treasure factor is needed, the referee should turn to the appropriate pages and roll 1D8/1D8 to locate the correct treasure. (Example - if the referee wants a 36 treasure factor treasure, he or she would consult the 31-40 Treasure Factors Table and roll 1D8 twice. Rolling a 4 for the row and a 5 for the column would give a treasure hoard with 254 Clacks, 50 Lunars, 17 Wheels, and 2 gems and/or jewelry. If the treasure factor for a given hoard exceeds 100, one roll is taken on the 91-100 table for each 100 treasure factors. (Example - a treasure of 457 factors would result in four rolls on the 91-100 table and once on the 51-60 table).



Once a treasure is generated off the treasure factor tables, it is also necessary to determine the value of any gems and jewelry as well as the type of special items. To facilitate this, separate tables are provided for each. The Gems/Jewelry Table is a list of 100 jewelry or gems which correspond exactly to the identical number in the RuneOuest rules.

The Special Items Table consists of 100 random special items. The referee has the option to roll D100 to randomly select each special item or just start using them from the top.

## Treasures of Glorantha

This section of *Plunder* consists of detailed descriptions of magic items including some details on their history and probable location. It is recommended that the referee read through this entire section and carefully decide which items he or she wants to include in his or her campaign. (Note that some of the items can be included in the campaign without player characters actually coming into possession of them and this factor should be considered in making the decision.)

Each of the magical items is listed in the same general format. To facilitate understanding, this format is explained below:

## **Description**

This section describes the item's physical appearance including any obvious magical effects (e.g. glowing). Occasionally, an item will be known by more than one name.

## **Cults**

This section lists the relationship of the item (and its possessor) to various cults. The standard terms from *Cults of Prax* are used to give a quick and easily understandable description. In most cases, the reaction will be neutral so no attempt has been made to list every group which would react neutrally. In *Plunder*, these items will have the following meanings:

#### **Associated**

Members of these cults are the primary users and/ or makers of this item. A member of an associated cult is quite likely to have heard of an item even if it is fairly obscure.

### Enemy

Members of enemy cults will generally attack the user of an item on sight (unless the user is obviously far too powerful). Frequent hostile cults are those which were defeated, abused, or otherwise offended when the item was originally made.



### Friendly

Members of a friendly cult have a presumed friendship with the possessor of an item. In a couple of cases, the friendly cult knows all about the item but is, for various reasons, unable to use it themselves.

#### Hostile

Members of hostile cults will have a strong tendency not to like users of the item. Hostility does not indicate that a battle will occur automatically, just that they will not get along together. In most cases, the reaction will be neutral so no attempt has been made to list every group which would react neutrally.

## Knowledge

This section will list one or more words or phrases which have specifically defined meanings relating to the extent of public knowledge of the item. These terms are:

#### Automatic

The item's powers work automatically for nearly everyone if the item is used in an obvious way. For example, the Aldryami Arrows will work for anyone smart enough to use a bow to shoot them at an enemy or a Frog Mask will work for anyone intelligent enough to put it on.

#### Common

Nearly everyone has heard of the item and knows how to use it. An example of a common item would be a bronze sword with a Bladesharp 2 matrix.

#### **Cult Secret**

The making and/or use of the item is known only to a particular cult or group of cults (usually those listed under associated cults). Use of such an item can only be obtained from the cult (although it might be possible to steal the necessary knowledge rather than gaining it freely).

#### **Famous**

The item is well known and its general powers are thought to be common knowledge. Such an item counts as a showy magic item for the purposes of adding +1 to CHA. This term will not be used in conjunction with common items.

#### Few

Only a limited and small number of these items are in existence.

#### One of a Kind

There is only one of these items in existence and it is not possible to make another (although on occasion, a difficult HeroQuest might allow the creation of a similar but not identical item).

#### Owner Only

Some or all of the item's powers can only be used by its original owner (who is usually the creator of the item as well).

## **History**

This section tells the history of an item. If the item is one which is normally made (rather than found), it will tell the story of the first person to make one of the items. If it is one which cannot be made, it will tell the story of how the item came to be. For items which are common, this section will frequently be left blank.

### **Procedure**

This section explains the procedure for making the item. If there is no procedure which does not require HeroQuesting (or something even more difficult), the section will be left blank.

#### **Powers**

The item's powers and uses are explained along with details on who can or cannot make use of them.

## Value

The value of the item on the open market is given here. This value is intended as the value player characters could get when attempting to sell the item. It does not apply that anyone with the necessary amount of money could go out and buy the item. The items in this book are very rare and usually not for sale.

## **Borderlands Plunder Items**

While some of the *Borderlands* encounters specifically designate plunder items, other listed items are not mentioned elsewhere in the campaign. Referees may tuck them into any of the scenarios or random encounters to spice up the play, or ignore them entirely.

## **Unofficial Plunder Items**

Rudy Kraft was kind enough to give me permission to include a number of Plunder type items that were published in *Pegasus* magazine back in the 1980s, and also for a number of unpublished items that had been sitting in his files for several decades until now. Just so everyone knows what these are, I have placed all of the items that did not appear in the Chaosium RQ2 *Plunder* book in the margins of this section. Most of the items were not detailed as thoroughly as some of the published items, so they fit rather nicely.

With the three different types of *Plunder* items you now have more than enough powerful artifacts and magic items to fill a treasure hoard.

# Tada's Grisly Portions

Golden Age Prax was a land of peace and plenty, so splendid and fertile that roots gathered themselves and milk turned to cheese without churning. The inhabitants were called the Tada Shi, which means "Arrangers of the Golden Land." Their leader was a wily superhero named Tada, a figure whose final exploits have been recorded in the stories concerning the coming of the War of the Gods to Prax. Tada defended Genert's land from many enemies, aided by Seolinthur (river god of the realm), the Storm Bull, and other sons of Genert. Eventually, however, he was slain by chaos, and passed from the world.

When Tada was slain he was dismembered, and his peoples took his armaments to aid them. As each fell to chaos or eternal sleep, these Portions of the superhero were passed on to other defenders. It was prophesied by the Blind Wizard that when all of the Grisly Portions are assembled together atop Tada 's High Tumulus with the proper ceremonies, the superhero will return to lead his people again to glory.

There were five known
Portions, although others
are the subject of rumor
and speculation. The five
known Portions were
Tada's Cloak, Mask,
Loincloth, Cudgel, and
Sandals. The Loincloth
was lost before the
Dawning unknown to
man, spirit, shaman, or
god, and so the ancient
prophecies and hopes
remained unfulfilled.

## **Alchemist's Flasks Description**

A clear crystal flask, the crystal is quite sturdy and would not break easily. Thus, the item could be dropped without breaking, but it would break if deliberately smashed with a hammer.

## Cults

Tada's Cloak

When the Lion Empire extended northward into

Prax Tada defeated their

founder Basmol, and enslaved his people. He

skinned the Lion God,

and took his cloak and

mane as a prize. The Lion

Skin served as his armor,

Ragnaglar. It appeared as

a ratty scrap of hide, but even iron weapons were

but was not enough to

stop the horns of

useless against it.

Associated - Mostali; Lhankor Mhy.

## Knowledge

Automatic; Cult Secret; Famous; Few.

## History

Early in the dawn ages, there lived the greatest alchemist Glorantha has ever known. With the possible exception of Mostal himself, none before or since could rival his ability. His name is now forgotten but he is widely known as "The Alchemist."

At some point during his career, he manufactured a set of 100 crystal flasks to aid him in his alchemical work. In the years since his death, most of the flasks have been lost and a few are known to have been broken. Only six are currently known to be in the Dragon Pass area. Three are in the great temple of Lhankor Mhy in the Holy Country; two are in the possession of the Dwarf at Dwarf Run, and one is in the temple of Irrippi Ontor in the city of Furthest.

## **Powers**

A single flask can hold up to one quart of any liquid or gas. Any such substance held in one of these flasks will never settle, decay, spoil, rot, or otherwise lose potency. These flasks can contain any substance without suffering damage (i.e. no acid will eat through it). The flasks come with a self seating mechanism so they could never be rendered useless by the loss of their stopper.

## Value

15,000 Lunars each, Lhankor Mhy worshippers who find one of them are usually required to sell to their temple even if an outsider is offering to pay more.

## Medicine Bundles

The Medicine Bundles were among the oldest relics of the Beast Riders, dating from the War of the Gods or the Great Night. There were ten of them, though others are rumored to have existed in the past. The known Medicine Bundles included the Dung Urn, Eiritha's Table, Waha's Cradle, Raven's Stepladder, the Protectress' Comb, the Shears of Abundance, the Spicegrass Kettle, Yamsur's Fire-starter, Seolinthur's Rudder, and the Horn of Apprehension.

## Aldryami Arrows Description

Very pretty wooden arrows.

Associated - Aldrya, Friendly - Earth cults.

## Knowledge

Automatic; Common; Cult Secret.

## History

During Godtime, Flamal, the father of seeds, presented his daughter Aldrya with a variety of seeds to help her and her children. One of these seeds grew into a special plant which, instead of flowers or fruit, bore arrows. These plants were tended carefully and now every forest has a plentiful supply available for their own use. There are two different types of Aldryami Arrows. The more common type is made completely of wood. The rarer type has copper tips.

### **Powers**

Originally made for use with elf bows to do damage when shooting long range in woods, these come in many sizes and shapes, including leafy fletches. Elves practice drills with these, and dittys such as "the willow for small birds," "the birch for a fox," "a peach for a flying hawk," and so on, identify the best arrow for each task. Variations are often subtle, and it requires a successful Identify Plants roll to recognize an arrow.

Using these arrows at random is like using any arrows, but due to their non-metallic points only do 1D6 damage when used with other bows.

With elf bows, they will do normal damage even at long range as cited in Cults of Prax or the Cult Compendium.

## Value

The wooden arrows are worth 200 L each.

## Aldryami Copper Arrows Description

Very pretty wooden arrows with a copper tip.

## Cults

Associated - Aldrya, Friendly - Earth Cults; Yelmalio.

## Knowledge

Automatic; Cult Secret.

### History

See Aldryami Arrows.



### **Powers**

These arrows will function as normal arrows except for Aldryami for whom they will do an additional +1 damage (above and beyond the 1D8+1 elvish arrows normally do).

#### Value

200 L.

## **Aluminum Tridents**

### Description

A normal three pronged trident made of solid aluminum.

#### Cults

Associated - Various Sea cults.

#### Knowledge

Few.

#### History

These tridents are special weapons which can only be made by high priests of Sea cults. The process is otherwise normal for the creation of battle magic matrices.

#### **Procedure**

See above.

#### **Powers**

In order to gain the use of one of these items, a person must be a Sea cult Rune Lord or Rune Priest and must spend one point of Divine Intervention to enchant it for personal use. Once that is done, the trident will work as a normal battle magic matrix (except that it can only be used once each calendar week). Each point of POW used (up to a maximum of four points - less if the trident was incompletely enchanted by its creator) increases the damage done by the trident by 1D4. There is no increase in the chance to hit, however, but a Bladesharp spell can be stacked with the matrix.

#### Value

 $4000\ L$  (or value of aluminum x 1.5, whichever is greater).

## Arroin's Blood

### Description

Also known as a Healing Potion or Lifeblood, it is a red liquid, usually not more than a drop, in a container which generally as unbreakable as possible.

#### Cults

Associated - Chalana Arroy, Friendly - Earth cults; Lightbringers; most other civilized cults.

Hostile - Chaos; Vivamort.

#### Knowledge

Cult Secret; Famous; Few.

#### History

During Godtime and the Great Darkness, Arroin was wounded frequently and his blood flowed freely over much of the land. Most of that blood was lost or died and formed healing crystals but some of it was caught and remain a liquid. In the years since time began, most of what was caught has been used but some still remains (mostly within temples of Chalana Arroy). Finding more than a drop at a time is very unlikely and there is probably not much more than a quart still in existence.

#### **Powers**

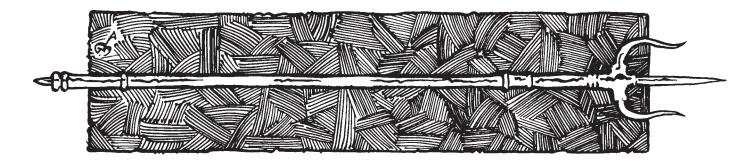
A drop of the blood will cure all wounds and diseases (including reversing their effects even when the disease is in its terminal form). In addition, the blood will cure all taint of chaos including the elimination of chaotic features. Also, the user will be immune to all disease for one week and any wounds received in that time will heal on their own at the rate of one point per melee turn. The blood also regrows limbs and will heal (but not revive) dead bodies. It will slay (or deactivate) any undead it touches. Any of these effects requires only the use of one drop applied to an open wound or swallowed. Use of more than one drop will have the same effects.

#### Value

At least  $250,000\ L$  a drop. Temples of Chalana Arroy will never sell it and will always offer to buy it.

## Tada's Cudgel

This club was Tada 's weapon when he lived. It was a gift from an Aldryami princess, and held him in good stead until he tried to kill Ragnaglar with it. It was a loyal fighter for others ever after, even against other forces of Darkness. It was a huge, knobbed, leadwood club, so big it slowed down anyone who carried it.



## **Balls Of Tails**

### Description

Any number of severed Praxian animal tails tied together to form a ball.

### Tada's Mask

This was Tada's battle mask when he was alive, used to frighten off foes too insignificant to kill. It did not work on Ragnaglar, who took it as a trophy when he killed Tada, then lost it in turn when he was slain by the Storm Bull.

#### Cults

Associated - Chaos; Pure Horse Worshippers. Enemy - Eiritha; Storm Bull; Waha; and Prax nomads in general.

### Knowledge

Famous; Owner Only.

#### History

The construction of this item is one way enemies of Prax (and its inhabitants) show their contempt for the entire nomad way of life. Anyone possessing one of these items is automatically an enemy of almost every resident in Prax and would be attacked on sight.

#### **Procedure**

A Ball of Tails is built by killing, one at a time, beasts of Eiritha and binding their spirits into their tails. As each new spirit is bound, its tail is tied to those of the earlier spirits. This process can go on without limit for as long as the beast killer can get away with it (the record is thought to be 18 separate tails), but each binding draws the attention of the Protectress of the appropriate tribe who will alert her priestesses and direct them to the offender.



#### Powers

The owner of a Ball of Tails is able to use the POW of the bound spirits to cast spells without these spirits counting against that character's CHA limit for bound spirits. If the item is found by another person, it is basically useless, although beings who know the Peaceful Cut skill are able to release the spirits, one per day, from this binding if the releaser makes a successful Peaceful Cut roll.

#### Value

150 L per tail to a Praxian nomad of the appropriate tribe. A nomad obtaining one of these balls would simply disassemble it using the Peaceful Cut skill, or else deliver it to one of his khans to disassemble for him. A non-nomad has no use for one of these balls unless he is the Original owner.

Nomads encountering non-nomads possessing one of these will try to kill him immediately, so a price for one of these items is difficult to estimate.

## Barjora's Shield

### Description

A large iron shield with a glowing Death Rune embossed on its surface.

#### Cults

Friendly - Humakt.

### Knowledge

Automatic; Cult Secret; Famous; One of a Kind.

### History

During his adventures in Godtime, one of Humakt's loyal friends and followers was powerful godling by the name of Barjora. Barjora followed Humakt through most of his adventures until once during a dangerous battle with a thing of Chaos, Barjora was killed when he intervened his body to save Humakt. Humakt was so moved by this action that he took Barjora's shield (which was all that remained of him) and carried it with him (unused) for the rest of Godtime.

Since Humakt refused to use this shield, it is not available for use by his worshippers (even lay members). However, only his worshippers know how to use all of the shield's powers so the shield's possessor will usually be on good terms with the cult.

#### **Procedure**

To gain the use of the shield, a being must be a Rune Lord of a cult not an enemy of Humakt, and sacrifice (permanently) one point of POW.

#### **Powers**

Aside from the powers of a large iron shield, this shield has special powers which can only be obtained with the assistance of a high priest of Humakt:

- 1) +20% to all parries with the shield
- Shield 4 on wielder continuously in effect while engaged in melee (but not while hanging back throwing spells)
- 3) Light spells on command with no loss of POW
- 4) Immunity to Sever Spirits cast by non-Humakti.

#### Value

This item will rarely be sold as to do so greatly offends the Humakti (although buying it to donate it to a Humakt temple is considered acceptable). If it is sold, it would bring at least 120,000 L.

## **Black Boxes**

#### **Description**

Otherwise known as the Box of Darkness, this is a black lead box measuring 3 x3 x3 cm.

#### Cults

Associated - Kyger Litor; other Darkness cults. Hostile - Fire/Sky and Earth cults.

#### Knowledge

Cult Secret; Famous; Few.

### History

During Godtime, just before the slaying of Yelm, one Mistress Race troll, by the name of Hortap Drash, was able, in some inexplicable way, to foretell the destruction of the Primal Darkness in which she and her fellow trolls dwelt so happily. She warned other trolls of her vision but was scorned and laughed at. Seeing no way to help those who would not listen to her, she withdrew and began preparations to save what darkness she could. In a great magical ritual, she began, one after another, to create these Black Boxes, placing in each one a piece of Primal Darkness.

It is believed that she only managed to create four of these boxes before the sun arrived and fried her brains. Eventually, the boxes were found and brought to the surface. Since that time, they have been carried throughout the world, changing hands frequently. Currently, only one Black Box is known to exist for certain and it is believed to be in the hands of a high priest of Kyger Litor residing in the Castle of Lead.

### Procedure

None, except that the boxes can only be opened (and used) by a being tied to the Darkness Rune either by race (troll, Morokanth, dark elf, etc.) or by initiation into a Darkness Rune cult.

#### **Powers**

When a Black Box is opened, the Primal Darkness held within it flows out and covers a sphere with a 50 meter radius. The area within this sphere is darkened as dictated in the Darkness Table.

#### Darkness Table

BeforeAfterDirect sunlightCloudy dayClouds block SunMoonlit nightMoonlit nightMoonless night

Moonless night Complete and total darkness

Complete and total darkness is intense enough to kill plants (including Aldryami) if they are exposed to it for more than a couple of hours. Any darkness produced by these boxes is intense enough to put out non-magical fires (including those originally started by Ignite spells).

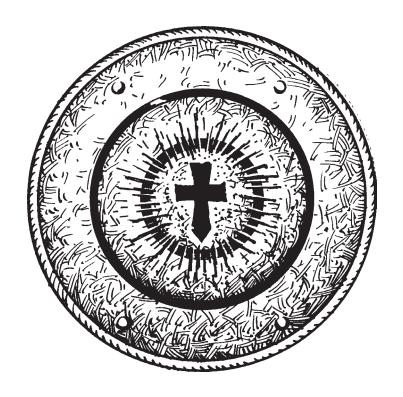
Any shade summoned within a darkness is automatically one size larger than normal. Large shades will be three meters larger in any one dimension and will have their hit points increased by 50%. When the box is closed, the darkness returns to the box for later use.

#### Value

175,000 L from the cult of Kyger Litor. Lesser amounts would be offered by other Darkness cults. They would all prefer it be donated freely (or in exchange for favors) rather than parting with all this money.

#### **Tada's Sandals**

Tada received this amazing footwear from a god whose name is forgotten. They would certainly have allowed him to escape from Ragnaglar, if the superhero had been cowardly enough to run from his foe. Even after his death they retained their power, spurring all creatures around them to greater and less tiring haste in movement.



## Gorp

Gorp is the name given to the unwholesome mess which occasionally animated and emerged to feed from the body of some Chaos entity. It was a shapeless blob of putrid flesh which dissolved anything it touched.

## **Chameleon Tents**

### Description

A durable canvas tent of no particular color.

#### Cults

Associated - Aldrya.

#### Knowledge

Automatic; Famous; Few.

#### History

The origins of these tents have been forgotten. It is believed that the Aldryami assisted in their making but is certain that the tents were not built for Aldryami who prefer to sleep in the open air.

#### **Procedure**

No procedure for making more of these tents is currently known.

#### **Powers**

These tents function in all ways as normal tents. Their size varies from a small one person tent to a larger eight person tent. Once one of these tents is set up, it functions as if it were under the influence of a Chameleon Rune spell (see Aldrya cult in *Cults of Prax*) except that the spell has no fixed duration and will instead last as long as the tent is in use.

#### Value

50,000 L and up, depending on the size.



## Borderlands

## **Chaos Slime**

#### **Description**

Small greyish blobs of stuff rarely weigh more than a couple of ounces, it pulses as if it were alive but it does not otherwise move. It is a sluggish liquid which will flow down a slope.

#### Cults

Associated - Chaos Enemy - Kyger Litor; Lightbringers; other special Chaos haters. Hostile - Nearly everybody else.

### Knowledge

Cult Secret.

#### History

When the Devil was slain, parts of him scattered throughout Glorantha. One of the less common and less known of these is Chaos Slime.

#### **Procedure**

The user of Chaos Slime is able to gain its benefits (or penalties) by eating it.

#### **Powers**

When eaten by any being, the slime grants an additional chaotic feature. The only way to prevent this fate is a successful Divine Intervention.

#### Value

Anyone attempting to sell slime in public will likely by lynched by an outraged populace. Chaotic creatures who know what the slime is and how to use it would pay a great deal, perhaps as much as 15,000 L.

## Cock's Eggs

## Description

An egg ranging in size from 3 to 10 centimeters. It could be of almost any dull color or shade.

#### Cults

Associated - Vivamort; other Death and Chaos cults. Hostile - Almost all other cults.

## Knowledge

Cult Secret; Famous; Few.

### History

Occasionally, when under the influence of the right form of Chaos and/or magic, perfectly normal cocks lay eggs.

#### Procedure

The procedure for causing cocks to lay eggs is a secret of certain cults and will be covered in more detail in later volumes.

#### **Powers**

Under certain circumstances, a cock's egg can be hatched into a basilisk. Again, the secret of this process is known only to certain cults. A cock's egg can be used in completely different fashion by practically anybody. When thrown (or otherwise broken), cock's eggs release a horrible stench affecting everything within 15 meters. Anyone inhaling the stench must make a CON x 5 or less on D100 or lose consciousness for 1D6 hours.

Furthermore, failure to make a POW x 5 or less on D100 will cause the victim to be tainted by Chaos (requiring Divine Intervention or special Healing spells to cure).

#### Value

A cock's egg is worth 15,000 L to priests capable of hatching a basilisk. However, most people will instead insist that the egg be (carefully) destroyed.

## Crystal Goblet of the Sky

## Description

A beautiful goblet made out of clear crystal, whenever light shines directly on it, it glows with a yellow brightness as if the light were being amplified within the crystal.

#### Cults

Associated - Fire/Sky cults.

#### Knowledge

Cult Secret; One of a Kind.

### History

This goblet was fashioned in Godtime by a son of Dayzatar, who gave it to a high priest of his father to use during cult ceremonies.

#### **Powers**

This goblet enables whoever is in possession of it to more easily make contact with all Fire/Sky gods (excluding Lodril and others who live below the earth). However, as most non-Fire worshippers have no need, desire, or ability to contact Fire gods, it is worthless to them (except for its beauty). For members of the associated cults, it cuts in half the POW loss from Divine Intervention and doubles its chances of success. That is, Rune Priests get a 20% chance of success per point of POW. Rune Lords only lose half the POW indicated (rounding down). Initiates have double chances of success (i.e., a person with a POW of 13 has a 26% chance of success), but the POW loss will only be half that indicated by the die roll (rounded down). In addition, Divination spells are more powerful in that their answers will never be misunderstood.

#### Value

The goblet is worth 100,000 L as a jewel. Fire/Sky cults who are aware of the item will pay up to 300,000 L.

## **Death Sword**

#### Description

A normal iron sword of any type (from knife to greatsword).

#### Cults

Associated – Humakt, Yanafal Tarnils. Enemy – Zorak Zoran, Vivamort.

#### Knowledge

Cult Secret, Owner Only, Few.

#### History

A Humakti hero named Dilfin Doomfarer first discovered this enchantment during the Gbaji Wars. Swords and Sword Priests of Humakt and, later, Yanafal Tarnils have sometimes sacrificed the power and attuned death swords as a final retributive stroke against their slayers.





## Old Pavic

Some 500 years before, this now nearly-dead language was spoken in the Empire of the Wyrms Friends. The Empire ruled Old Pavis in that age when the huge ruins were cut off from the outside world, and the native humans still speak it. Now that the city is reopened, it is again known to the outside world. It is also used in ancient religious ceremonies at Adari, but not spoken by the populace there. Speakers of this language also know Draconic at 25% of their Old Pavic ability.

#### Procedure

A Rune lord or priest must permanently dedicate one point of POW and go through a ritual in which they dedicate their sword to the service of their patron god and call on him to strike down their murderer.

#### **Powers**

If the possessor of a death sword is slain by an assassin's attack (from behind, by surprise, by deception, etc. – in the honest opinion of the possessor) the spirit of the possessor can use the sword for one thrusting attack on the assassin at 200% (or at the character's normal attack chance, if it is higher). At this attack chance, the impale chance is 40% and the critical hit chance is 10%.

Once the sword has been created anyone of any cult may attune the sword by sacrificing another point of POW to it. However, anyone who has a Death Sword has given up all hope of resurrection, for use of the sword inducts the slain warrior directly into the ranks of Humakt's (or Yanafal Tarnil's) own.

## **Dew Maid's Wand**

### Description

This is a wand made of a branch of chaparral bush. It is highly polished and the tip glistens faintly, as if wet.

#### Cults

Associated – Dew Maid, Frog Woman, River Horse, Zola Fel.

### Knowledge

Famous, Few, Current owner only.

#### History

The Dew Maid is a spirit who weeps constantly for the memory of having spurned the hand of a god later slain in the Gods War. Wherever she passes a mist forms which moistens the ground and grows plants immediately. The first time she so wept, her tears hit several mesquite bushes which suddenly grew straight and tall. The branches of the bushes gained the power of detecting water.

#### **Powers**

By holding this wand in both hands, the user can use two points of Battle Magic POW to detect for the nearest water. If there is no water within 100 meters (including straight down) the wand will not move. If there is, the user will find the wand points toward the largest concentration of the water and he will know the exact distance (up to 100 meters) of the water. The wand will only detect fresh water.

#### Value

A Dew Maid's Wand is worth 5,000 Lunars.

## **Dragonewt Skin Armor**

## Description

Scaly leather armor of varying colors.

#### Cults

Enemy - Dragonewts.

#### Knowledge

Automatic; Famous; Few.

#### History

Many times throughout history, dragonewts have been killed to provide magical ingredients for various spells, potions and rituals. One of the rituals is the construction of Dragonewt Skin Armor. The ritual is infrequently used because any dragonewt killed to make such armor will hunt down his killer and the armor and destroy them both.

#### Procedure

The first step in making Dragonewt Skin Armor is to find and kill one or more dragonewts. The total SIZ of the dragonewts must be 50% greater than that of the being for whom the armor is intended. Furthermore, all the dragonewts used in the construction of a suit of armor must be of the same type, as listed on the *Dragonewt Skin Armor* table. Once the skin is obtained, it must be taken to a leather worker and then an armorer. Both of these people be masters of their craft. They will each charge 1000L a week and take 1D3 weeks each to finish the job. Once the armor has been finished, it must be enchanted in the same fashion as Rune metal armor (that is, by the permanent sacrifice of one point of POW).

#### **Powers**

Dragonewt Skin Armor is treated as leather armor. It can be worn under and in addition to normal metal armor. The protection provided by a suit to Dragonewt Skin Armor is dependent on the type of dragonewt from which it was made. In addition, all Dragonewt Skin Armor will act as Countermagic and Spirit Screen acting continuously and simultaneously. The number of points of Countermagic and Spirit Screen is game dependent on the type of dragonewt skin used. Please see the *Dragonewt Skin Armor* Table.

#### Value

The value of Dragonewt Skin Armor varies tremendously, depending on how far away the offended dragonewt(s) are. Add to that the further considerations of the five types of armor and the chance that the offended dragonewt(s) have been killed permanently and it is all but impossible to give a fixed price.

## Dragonewt Armor Table

Dragonewt type	AP	POW
Crested	2	1
Beaked	5	2
Tailed Priest	3	3
Full Priest	8	4
Inhuman King	25	5

## A Note on Dragonewt Armor

The famous leather armor made from dragonewts is worth further comment. I think that it is too gross as written, and haven't allowed it in my campaign at all. After all, a campaign is a growing and changing thing and mine is no exception. I prefer, in general, a low power so I changed the rules in Plunder slightly.

The spells available from dragonewt armor are neither continuous nor free. Instead the leather can be used as a matrix for any spells which the dragonewt has tattooed on his skin as per the Tattoo Matrix spell and the referee. In general a dragonewt found by player-characters will have 1D8+2 spells tattooed on his skin. These may be determined randomly. Normally incompatible spells may be used at the same time using dragonewt matrice, such as using Counter-magic and Spirit Screen together. Players may not alter or improve the spells in the skin. To try to do so will render the skin worthless.

Furthermore, a dragonewt will always know where his skin is, even after he has separated from one body and hatched into another. He has a sense of presence for all of his parts, regardless of distance. It is his spiritual obligation to lay all of his former parts to rest. He is often accompanied by companions if necessary.

Worse yet, dragonewt armor is not nearly as easy to make as it seems. First, all of the skin must be taken in one piece for the whole of the chest and abdomen areas must be intact. If those regions are at all damaged then the skin cannot be used for the matrices outlined above nor for the extra points of protection stated. Skin from the head of a dragonewt cannot be used for helmets. There is not one set of Inhuman King armor in all of Glorantha. Finally, a dragonewt committing utuma will always destroy his body enough so that the skin is useless as armor.

**Greg Stafford** 

# Fabulous Quills of the Wyrm's Friends

### Description

Also known as Translating Quills, they are writing quills of various colors.

#### Cults

Associated - Dragonewt; Issaries; Lhankor Mhy.

### Knowledge

Automatic; Cult Secret; Famous; Few.

#### History

During the period of the Empire of the Wyrm's Friends, there was great cooperation between the Sages of Humanity and the master translators of the dragonewts. One of the results of this cooperation was the creation (through means now forgotten) of a set of Translating Quills.

#### **Powers**

In order to use one of these quills, it is necessary that the user be able to write his own language at least 60%. If that requirement is fulfilled, a person need merely pick up the quill and begin writing. The quill will automatically write in the language appropriate to that quill. There are several different types of quills known and they are summarized in the Translating Quills Table. For convenience, the value of each quill is also given.

The numbers given relate the number of each quills which can definitely be said to exist from historical records. It is entirely possible that

more may exist or that some of those known to exist have been destroyed. There may also exist quills which translate into other languages not covered here.

#### Value

See Translating Quills Table.

## **Fire Crystals**

### Description

Also known as Sky Crystal, it is a bright yellow crystal.

#### Cults

Associated - Dayzatar; Yelm; Yelmalio; few other Sky cults, Friendly - Lodril; other Fire/Sky cults. Hostile - Chaos; Darkness cults except Xiola Umbar.

### Knowledge

Automatic; Cult Secret; Few.

#### History

Both Yelm and Yelmalio were badly wounded during Godtime. Most of the blood which flowed from these wounds has been lost but some of it congealed into special crystals which retain some of the gods' special powers even after all this time.

#### **Procedure**

These crystals are attuned in the same fashion as any other powered crystal except that members of hostile cults (excluding Zorak Zoran) will always fail in their attunement roll.

## Translating Quills Table

Description	Number	Language	Value in Lunars
Bright white	2	Godtongue	40,000
Brown with white specks	6	Stormtongue	15,000
Shiny green	2	Draconic	30,000
Dull grey	4	Pure Horse Tongue	35,000
Bright green	3	Aldryami	15,000
Black	4	Dark Tongue	10,000
Shiny silver	15	Old Pavic	20,000
Off white with gold specks	8	Tradetalk	35,000
Grey with black dapples	3	Mostali	25,000
Brown and fur like	4	Beastspeech	30,000
Yellow top, green center, dark b	oottom 3	Earth Tongue	20,000
Bright yellow	4	Fire Speech	15,000
Shimmering blue	3	Sea Tongue	20,000
Translucent	3	Spirit Speech	30,000
Dull grey Bright green Black Shiny silver Off white with gold specks Grey with black dapples Brown and fur like Yellow top, green center, dark be Bright yellow Shimmering blue	4 3 4 15 8 3 4 5 5 6 7 8 3 4 3	Pure Horse Tongue Aldryami Dark Tongue Old Pavic Tradetalk Mostali Beastspeech Earth Tongue Fire Speech Sea Tongue	35,000 15,000 10,000 20,000 35,000 25,000 30,000 20,000 15,000 20,000

#### **Powers**

Any Fire Crystal found will be of 2D6 POW. They will act as twice POW yielding crystals for anyone who successfully attunes them. They will glow with a bright yellow light whenever POW is drawn from them.

Furthermore, any member of an associated (Sky) cult will be able to use the crystal as an Ignite matrix. This crystal even allows Yelmalio worshippers this power. Zorak Zoran cult members attuned to the crystal may learn and use Lightwall and Light spells and, if they are priests, may sacrifice for salamanders at the normal, rather than double, cost in POW.

#### Value

The number of these crystals is limited (no more than 60 in the entire world). Most of those which do exist have been set into jewelry. They are classed as ancient treasures, plus add 2000 L per point of POW to determine a crystal's value.

## Fire Sticks

#### **Description**

This is a 1 to 3 meter long stick with a very charred and burnt appearance.

#### Cults

Friendly - All Fire cults except Yelmalio. Hostile - All Darkness cults except Zorak Zoran.

#### Knowledge

Common.

### **Procedure**

A Firestick is one of those few battle magic spells which cannot be performed without a matrix. To create a Firestick matrix requires only that a person have and use one point of the Rune Spell Matrix Creation. A burnt stick must be used as the matrix will not function on any other material and the creating priest must be at least an initiate in a Fire/Sky cult.

## **Powers**

The Firestick is a one point battle magic matrix. The Firestick is placed on the ground (or any other flat surface) and when the spell is cast, a two meter high sheet of fire appears. The fire does normal fire damage but will disappear after ten melee turns (but anything set on fire by this spell will not go out). The fire requires no fuel to burn and does not consume its own Firestick but it does need air or it will go out.

#### Value

Varies but usually less than 2000 L.

## Frog Masks

### Description

A face mask made of cottonwood. It is shaped like a frog's face with a closed mouth and clear volcanic glass in the eyeholes, allowing the wearer to see out through them.

#### Cults

Associated - Zola Fel, River Horse, Frog Woman, Dew Maid.

#### Knowledge

Automatic, Cult Secret, Few.

### History

The first masks were created during the time of the glory of the city of Pavis by the cult of Zola Fel. They are an embodiment of their Breathe Water spell. The secret of making them is thought to be lost and many have been destroyed since their original creation, but a few still exist. They were originally used by Pavis spies to journey back and forth with underwater. They spied, wrote their findings on parchment and put the parchment into waterproof containers, then swam back to Pavis underwater, undetected.

#### **Procedure**

The method of making the masks has been lost.

#### Powers

A mask supplies a character with all the oxygen he needs for one hour underwater. At the end of that time, the mask must be left in the air to absorb more oxygen for an hour, when it can be used again.

#### Value

2,000 for an air-breather.



## Gazhmen's Girdle

### Description

A white leather belt with a shiny iron buckle.

#### Knowledge

Automatic; Famous.

#### History

This belt was made by an ancient hero named Gazhmen. Gazhmen's cult is long forgotten as is the path he followed to his Hero status. Gazhmen himself has been dead since the Dawn Ages. His belt, however, continues to exist and it turns up from time to time, worn by a mighty warrior. It was last known to be the property of Zackhom, a Hero from the east, who disappeared without a trace nearly 100 years ago.

#### **Procedure**

Put the belt on.

#### **Powers**

The belt will fit any humanoid between SIZ 6 and 19. It will increase the wearer's STR and CON to their species maximum or by 1D6, whichever is greater in each case.



## **Glass Butterflies**

### Description

A four centimeter across statue of a butterfly made entirely of colored glass. The color can vary.

#### Cults

Associated; Issaries

#### Knowledge

Famous; Few.

#### History

These butterflies were constructed by Issaries himself during the Dawn Ages. They resemble some of the butterflies which lived on the Spike before its destruction. Once built, Issaries used them as he needed them and so they entered into common circulation.

#### **Procedure**

No mortal can make these items. It is thought that Issaries still makes new ones whenever he feels the need.

#### **Powers**

These butterflies are a tireless form of magical messenger. The sender must donate eight magic points to a butterfly, which will then take any verbal message in any language of up to 30 seconds in length and deliver it to any person or place in the Gloranthan universe. They will never have any difficulty finding their target if that person or place was known to the sender.

The butterflies move at a rate of 12 but they fly day and night and never get tired. They can take only one point of damage before being destroyed but the damage must have been inflicted deliberately and the being responsible for the destruction of one of these butteries automatically loses 1D6 from characteristic POW. Upon its destruction, a butterfly will automatically speak its message. When in flight, the glass butterflies are not invisible but they require a successful Animal Lore roll to recognize them as artificial rather than real living butterflies.

Upon delivering their message, glass butterflies deactivate. Thus, their receiver automatically recovers them for another use.

### Value

Glass butteries are worth 40,000 L as works of art and as much as twice that in an emergency as a messenger.

## **Godling Bones**

### Description

A lump of bronze in the shape of a bone, it can be of any size although usually only the smaller ones are found intact.

#### Knowledge

Few.

#### History

These are the bones of minor gods who were killed during Godtime. There are many such bones but most (especially the larger ones) have been melted down and used to manufacture bronze weapons and tools. It is a rare occurrence for an intact one to be found by someone who knows how to make use of it.

#### **Procedure**

A being who wishes to use the bone must first cast a Discorporation spell and in spirit form enter the bone and remain there for one full hour (this will require either an Extension 2 or four separate Discorporations). Once the hour is completed, the being is attuned to the bone.

#### **Powers**

Once attuned, the attuner will always know his or her position relative to the bone. If he or she dies, his or her spirit will be drawn into the bone instead of proceeding into the Grey Zone. There, it will remain acting as a ghost, haunting the bone and be forced to attack anyone who touches the bone. This has a couple of advantages. The most important advantage is that the being's memory remains intact. Thus, if the body can be healed and brought to the bone, a priest with any Resurrection spell can bring the being back to life without any of the memory loss risks. There is no time limit to this form of resurrection except that if the body is too old and rotted, it will not accept a spirit. If at any time the bone is melted, chipped, or otherwise broken or damaged, the spell is broken and the bone is no longer useable as anything except pure bronze, and the ghost goes to afterlife.

#### Value

For most people, the bone is worth nothing more than its value (by weight) in bronze. It would be worth 3000 to 5000 L to someone who knew how to attune it. It would be worth even more to someone who had already attuned themselves to that particular bone.

## Gloves of the Mostali

### Description

A greyish, hand-shaped hollow stone, it becomes flexible once a hand is inserted into it.

#### Cults

Associated - Mostali, Hostile - Cockatrice creators.

#### Knowledge

Automatic; Cult Secret.

#### History

When the first cockatrice was created by an agent of Chaos, the god Mostal was greatly offended. He opposed the artificial and perverted creation of stone as much as he opposed its senseless destruction. To defend his realm against this threat, he granted the secret of making the gloves to his children.

#### Procedure

These gloves can be made only by high priests of Mostal at a cost of one point of Divine Intervention. The Divine Intervention is cast and then the priest plunges his hand into solid stone. When the hand is removed, it is encased in one of these gloves.

#### Powers

Anyone wearing one of these gloves cannot be turned to stone. These gloves generally will only fit someone the same SIZ as their original maker so it is rare to find a glove which would fit anyone larger than SIZ 12. These gloves have an encumbrance of zero and in no way inhibit their wearer.

#### Value

5000 L, perhaps a bit more if it fits larger SIZ (10+).

## Praxian

The Prax animal nomads use this language. It is spoken by all of the tribes there, including the nonhuman Morokanth, and has also been adopted by the non-herding peoples such as the Menand-a-half, or the local Basmoli Berserkers.

## Beastspeech

The language of animals and half-animals, such as Beastmen and baboons, is very difficult for people to speak it, but it is easier for people to learn It if they can find a teacher.

# **Golden Torches**

#### **Description**

A torch-shaped solid lump of gold, one end is always burning with a bright, hot fire which needs no fuel.

#### Cults

Associated - Fire/Sky cults Hostile - Darkness cults; Water cults.

#### Knowledge

Automatic; Few.

#### History

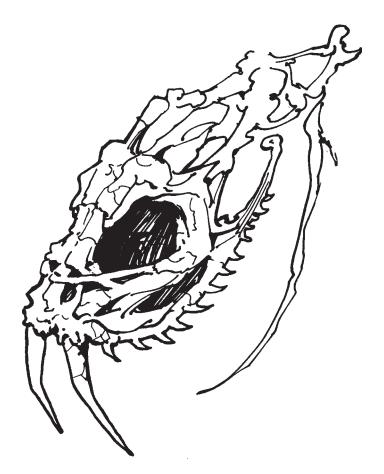
These torches were the gifts of the Sky gods during the Greater and Lesser Darkness. They were given to loyal followers to assist them in making their way in the world.

#### **Powers**

These torches will never go out, even in great darkness or underwater (although powerful water or darkness will dim them a bit).

#### Value

The gold is worth 1000 Wheels but it is impossible to melt it down. The item itself could be sold for as much as 80.000 L.



#### **Green Snakes Skulls**

#### Description

A five centimeter wide skull of a snake which glows with a dim light.

#### Cults

Enemy – Chaos Friendly - Earth cults.

#### Knowledge

Few.

#### History

During the Godtime, many Earth cult temples had snake and serpent guardians protecting them. These creatures were powerful allies of the Earth gods and goddesses. When the Great Darkness came, these snakes fought valiantly to protect their masters and mistresses. Some succeeded in driving back Chaos while others failed and were destroyed, leaving no memory of their existence. A few succeeded in driving Chaos back but were killed in the process. It is these latter snakes whose skulls can be used to gain these benefits.

#### **Procedure**

Anyone possessing one of these skulls must perform certain rituals by an Earth Rune Priest to gain its benefits. The bearer must worship the Earth with the skull every Clayday - temporarily sacrificing one point of POW.

The bearer must not be tainted with Chaos or be a member of a cult hostile to the Earth. Finally, the skull must be carried close to the skin. Should any part of this procedure not be followed, the skull will fail to function (except as a very weak light source) for two full weeks and it will only begin to function again if the ritual is performed again during this time. Accidentally dropping the skull or putting it down for short periods of time will not cause an interruption of its functioning.

#### **Powers**

When the skull is displayed it will act as a Demoralize spell against all forms of Chaos who can see or feel its presence.

Upon command, it will glow with a very bright green light (acting as four light spells) for 15 minutes once per day. This magic light will be particularly unpleasant to creatures of Darkness, such as Trolls.

#### Value

It is worth 500 L as a curiosity. There are few people in the entire world who know of its true powers and they will usually manage to buy it for very little more than the 500 L.

# **Invisible Sword**

#### Description

An invisible broadsword.

#### Cults

Hostile - Humakt.

#### Knowledge

Automatic; One of a Kind.

#### History

Mazta was a spirit of the Air who, in Godtime, joined Humakt in his revolt against the other Air gods. However, Mazta began to regret his choice and he eventually attempted to regain his lost Air powers. His attempt was a failure but in making it, he had lost the friendship and protection of Humakt. Soon thereafter, he was destroyed in a fight with a creature of Chaos. All that remains of Mazta is his sword which he had imbued with his power to go unseen.

#### **Powers**

The sword is invisible to all but its wielder. In combat, this grants a +20% (both to attack and parry) when the opponent is aware of the sword. In cases where the opponent is not aware of the presence of the Invisible Sword, it could easily be used to run through someone before he/she would even be aware of the attack. The sword acts like a Rune metal weapon and is nearly indestructible, taking 30 points of damage and only suffering damage on critical hits (even from other Rune metal weapons).

#### Value

125,000 L. Note that Humakti will not buy the item and do not approve of its use because fighting with an unseen weapon is dishonorable.

# **Issaries Staves**

#### Description

A two meter wooden staff elaborately carved with the images of Issaries, aside from its greater length, it is basically indistinguishable from the non-magical staves used in the Create Market spell. Theese magical staves are never made of low quality wood.

#### Cults

Associated - Issaries.

#### Knowledge

Cult Secret.

#### Procedure

Certain Issaries priests possess the knowledge and ability necessary to create these staves. In general, that knowledge is gained by trading with a more knowledgable Issaries priest. Creating an Issaries staff is a three step process:

- Make a deal with one or more elves to obtain the high quality wood needed to construct one of these staves.
- 2. Hire a dwarf to carve the staff.
- 3. Use one point of Divine Intervention to enchant the item.

The diificulties in making one of these items should be obvious as elves will not often give up good quality wood to strangers and few dwarves will be willing to spend time carving wood with the stink of elves on it.

#### **Powers**

In addition to being generally holy to Issaries, these staves perform two major functions. Four of these staves, when used in the casting of a Create Market spell, cause the spell to last indefinitiely (rather than the normal eight weeks). One of the staves can be used in hand to hand combat as a quarter staff doing 1D10 damage and taking 30 points of damage itself.

#### Value

About 7500L each but a full set of four could bring at least 35,000L.

#### **Lead Crosses**

#### Description

A 25 centimeter long cross made of solid lead.

#### Cults

Associated - Humakt; few other Death Rune cults; Enemy - Vivamort; Zorak Zoran; few other Death Rune cults; Hostile - Chalana Arroy; few other Fertility cults.

#### Knowledge

Automatic; Few.

#### History

Lead crosses were originally obtained by Humakti HeroQuesters who followed paths aimed at the destruction of those who perverted death. From the Humakti point of view, that included not only all types of undead but also those who would raise creatures from the dead. As time went by, this HeroQuesting path has lost popularity, mostly because it involved alienating many otherwise friendly cults (so the HeroQuesters on this path were known to slaughter priestesses of Chalana Arroy to prove their devotion to death over life). Finally, it became Humakti cult policy to prohibit this path to all cult members. Nevertheless, there might still be a few renegade members following the path from time to time.

#### **Procedure**

As stated above, this item could only be made through HeroQuest rituals.

#### **Powers**

No undead (except ghosts) can exist within 20 meters of this item. The undead will usually try to flee but if they are not able to, they will become dead. In addition, no dead body may be brought back to life within 30 meters of a lead cross. The item may be used by anyone as it operated continuously.

#### Value

45,000 L.

# **Lightning Bands**

#### **Description**

Tin armband inscribed with Air and Disorder runes. Five 1000L diamonds are also emplaced on it.

#### Cults

Associated - Orlanth Thunderous, Friendly - Orlanth Adventurous; Orlanth Rex.

#### Knowledge

Cult Secret; Few.

#### History

Originally, there were 40 of these items and they were worn by the body guards of a powerful high



priest of Orlanth Thunderous. Eventually the high priest was killed and the armbands disappeared. A few have since reappeared in the hands of various Orlanthi.

#### Procedure

There is no known way to create more of these. Enchanting them for personal use requires the permanent sacrifice of one point of POW. This sacrifice allows the armband to be fastened around the arm. Once its power is used, the armband falls off and another point of POW must be spent to reattach it.

#### **Powers**

Anyone wearing one of these armbands may fire a bolt of 3D6 electricity out the end of their spear. This bolt hits 95% of the time (defense and parrying does not help) and it ignores all protection from metal (but not magical or leather) armor.

#### Value

The components are worth about 6000 L and, as the items are not famous, this is usually what they will be sold for. Someone in the Orlanth cult who is familiar with the item might be willing to pay a bit more but usually it will not be necessary.

# **Lunar Sweaters**

#### **Description**

A comfortable and warm sweater made of red or black (or both) wool.

#### Cults

Associated - Lunar cults.

#### Knowledge

Cult Secret.

#### History

The techniques necessary for the making of these items is a secret known only to one craftsman in the world. This fellow lives and works in the heart of the Lunar Empire under the protection of the Red Emperor himself. His exact location is a closely guarded secret.

#### **Powers**

These sweaters will function for anyone who is a lay member of any Lunar cult. There are seven different types of these sweaters. One is entirely red and functions only on days of the full moon; another is entirely black and only functions on days of the full moon. The others vary proportionally to the other phases of the moon and only function on the corresponding days. The sweaters act as six point of armor covering the chest, abdomen, and arms. They can be worn in addition to any other armor.

#### Value

Each sweater is worth 7000 L (except the Dark Moon sweaters which are worth a bit more). There are at least 50 of each type in existence but less than 200 (the numbers are based on the fact that only two of each can be made in a year and the maker has been around for more than 25 years and less than 100). Some of the richer Lunar nobles own a complete set and wear a different sweater each day of the week.

# Mazoo's Tooth

#### Description

A very sharp two centimeter long white tooth.

#### Cults

Associated - Vivamort

Hostile - Most others (although few will have heard of this item).

#### Knowledge

Cult Secret; One of a Kind.

#### History

Mazoo was one of the first vampires created by Vivamort. He became second in strength and power only to Vivamort himself. Unfortunately, he also became overly ambitious and challenged Vivamort. Vivamort won the battle and completely destroyed Mazoo. All that survived were Mazoo's fangs which had become imbued with a magical power of their own. These teeth were picked up by Vivamort's followers and from that time on the teeth have passed from vampire to vampire. No vampire is permitted to kill another in order to obtain a tooth but when its current owner is destroyed, all the vampires in the area flock around to obtain it for themselves.

#### **Powers**

Each day the vampire wearing this tooth gains three points of POW (not to exceed his nominal maximums). Should anyone other than a vampire place the tooth in their mouth, it will permanently drain a point of characteristic POW. The tooth is well known among vampires and can therefore be treated as a famous item with respect to other vampires.

#### Value

As few non-vampires know what the item does, it could only be sold for a couple hundred Lunars as a curiosity. Vampires value the item very highly but are not in the habit of paying for what they want. If the possessor of the tooth was powerful enough to defend himself from an interested vampire he could command almost any price. He would likely be attacked by every vampire in the area.

# Parts of the Devil

After the Devil was pinned to the Earth by the Block his influence permeated the region, with vile effects. Waha sought to diffuse this threat, and so dug the Good Canal, diverting a river from its path. He commanded the river and all of its creatures to devour the Devil and take it to the sea. It did, but by eroding the Devil the river became so polluted that it was shamed, and tried to hide by burying itself in the Earth. The Earth rejected it, forcing it to the surface, forming the Devil's Swamp. The ugly monsters which inhabited these filthy places were partially digested portions of the One Evil. The six parts of the Devil are: The Devil's hand, Stomach, Cacodemon, Dragonsnails, Bullsitch, and Gas.

#### The Devil's Hand

This was the largest portion of the One Evil that survived intact from the Great Night. It was a monstrous, scabrous, clawed appendage from an entity of obviously extra-cosmic origin. It was outside of the Block's impact, and so dropped off rather than being devoured by the river. It later found refuge in the Devil's Swamp. It was so alien that human concepts of function, purpose, and intelligence had no meaning in relation to it.

#### **Stomach**

The Stomach was one of the most dangerous pieces of the Devil left. It was huge and bloated, covered with devouring ulcers, and sent intestinal tentacles to drag it through the Swamp or draw prey in.

#### Cacodemon

This entity seems to have contained some of the intelligence of the Devil, for it functioned quite like a normal, physically oriented demon of the world. It was not magical, being more like a monster than a spirit.

#### **Dragonsnails**

The Dragonsnails seem to have been normal pond creatures which were outrageously mutated to immense shape, multiple heads, and an unnatural taste for flesh. Large numbers of men attracted them.

#### **Bullsitch**

These fist sized bugs had long noses capable of piercing even rhino hides, and a poison which drove animals mad. They preferred the native herds to humans, and would always attack any beasts near them.

#### Gas

Gas attacked on a whiff of air, driving men mad enough to run into their lairs in the Swamp. This was probably some sort of magical or mental response which survived the destruction of the Devil.

# Minamen's Shadow

#### Description

A dark, black cloak.

#### Cults

Associated - Any of the various thieves cults.

#### Knowledge

Automatic; Famous; One of a Kind.

#### History

During Godtime, the Hero Minamen journeyed from the surface into the underworld. While there he snatched a living piece of darkness and bound it into his cloak.

#### **Powers**

Anyone wearing this cloak has 95% added to his Camouflage and Hide in Cover ability. This bonus applies even when the character is making no attempt to use these abilities so it is difficult to see the cloak's wearer under any circumstances. However, the cloak does not provide invisibility so if the wearer is standing in the open in a well lit area with no place to hide, the cloak is useless.

#### Value

60,000 L.

# **Morokanth Thumbs**

#### **Description**

Black fur covered thumb-shaped lumps of flesh.

#### Cults

Associated - Eiritha and Waha, Morokanth branch.

#### Knowledge

Automatic; Famous.

#### History

When the Morokanth won their contest which allowed them to retain their intelligence, it was soon realized that they were at a severe disadvantage due to their lack of thumbs.

While the humans were able to do all sorts of delicate manipulation, the Morokanth had to work hard just to hold onto a weapon. Eventually, Eiritha took pity on her children and provided the potential for certain Morokanth to gain the use of thumbs.

#### **Procedure**

Gaining the use of thumbs is possible in one of two ways. The normal procedure is to go on a minor but difficult HeroQuest. The other method involves finding a set of unused thumbs (normally only found near their dead owner) and attach them while permanently sacrificing one point of characteristic POW per thumb (two maximum).

#### Powers

These thumbs grant their owner the ability to perform all standard Manipulation skills at 10% base chance as well as the ability to progress normally in all Manipulation skills.

#### Value

Thumbs are worth 10,000 L to a Morokanth.

# Nosma's Wig

#### Description

The wig made of long, pale white hair.

#### Cults

None.

#### Knowledge

Automatic; Famous; One of a Kind.

#### History

The wig was made by a powerful Dawn Age Hero, Nosmas. Once, while traveling through the Winter Wastes of Valind, he was attacked by a strong and powerful white haired monster. After a difficult battle, he defeated the monster. He was so impressed by the monster's strength that he decided to try to steal some of it by making a wig out of its hair.

#### **Procedure**

In order to use this item, it is necessary to shave the head of all hair before putting the wig on.

#### **Powers**

The wig will increase the wearer's STR to species maximum. In addition, the wearer is immune to damage from cold.

#### Value

100,000 L.

# **Pavis Pointers**

#### Description

A white stone statue of a half elf with one arm pointing forward.

#### Cults

Associated - Pavis,

Hostile - Kyger Litor; Zorak Zoran.

#### Knowledge

Automatic; Few.

#### History

When the walls of the city of Pavis were first built, some of the stones used in those walls were carved by Pavis himself in his own image. He then enchanted these statues so that they would always point toward his city.

#### **Powers**

When placed on a flat surface, one of these statues will always point toward the city of Pavis.

#### Value

Near the city of Pavis, these items are considered holy items and worth as much as 5000 L. At great distances from Pavis, they are nothing more than compasses which point in a different but consistent direction and are rarely worth more than 2000 L.

# **Plenty Horn**

#### Description

This is a magically glowing animal horn. It may be bison, impala, sable or rhino. The outside will be marked by many runes.

#### Cults

Associated - Eiritha, Ronance

#### Knowledge

Common, Famous, Few, Current owner only.

#### History

These horns are called shards of the original Horn of Plenty. They were created when Ragnaglar broke the Original Horn of Plenty during the Godtime. Even though the Horn healed itself, the shards developed into small forms of the great Horn.

#### Powers

A person wishing to use this item must sacrifice one point of permanent POW to attune the horn. Then, he may fill it with the sands of Prax and use one point of battle magic POW (recoverable normally) to make the sand edible and nourishing. Unless a cup of water is added, the sand costs the character one CON point (recoverable as with poison damage) to digest. Either salt or fresh water will do the job.

#### Value

A Plenty Horn is worth 10,000 Lunars.

#### Rhino Fat

#### Description

A clear, fatty jelly substance with a faint and unpleasant smell of burnt meat.

#### Knowledge

Common.

#### Procedure

Rhino Fat is made by taking hunks of fat from a dead rhino and simmering it in a pot for a week. During the process, the fat becomes inedible and shrinks in volume, so that a whole rhino will only provide enough fat for its SIZ in human SIZ points.

#### **Powers**

When rubbed on the body, Rhino Fat provides one additional point of armor protection. Applying the fat takes ten minutes (plus the time to take off and put on the clothes worn over it) and once on, it will begin to wear off after one hour. By the end of five hours, the fat will be completely gone.

#### Value

Enough fat to completely cover one person will sell for 100 L.

## The Saddle of Wantoo

#### Description

A black leather saddle.

#### Cults

Enemy - Storm Bull, Friendly - Horse cults; horse riders, Hostile - Horse haters.

#### Knowledge

Automatic; Famous; One of a Kind.

#### History

Wantoo was a famous horse master of the east during the Second Age. In the course of his wanderings, he entered Prax and was set upon by a band of Storm Bull worshippers who killed his horses and the other members of his party. Wantoo, however, was able to make his escape.



Eventually, Wantoo arrived in Pavis where he discovered the low regard in which horses are held in Prax. More importantly, he also discovered who was responsible for the attack on his party. Wantoo decided to gain revenge for the latter while at the same time striking a blow for the horse lovers of the world. He left Pavis and secretly contacted a family of griffins. With their help, he set about making Sky Bulls an endangered species.

They succeeded in killing over 150 of them (with Wantoo keeping a scrap of each hide) before angry members of the Storm Bull cult set an ambush and wiped out the griffin family. Wantoo once again barely escaped. This time he took his good fortune as a sign that he should leave Prax. When he returned home, he used the scraps of Sky Bull hide to make a saddle which he imbued with some of his own horse mastery.

#### **Powers**

Anyone riding a horse using this saddle has his or her horse riding ability multiplied by 1.5. Furthermore, they will never fall off a horse saddled with this while the horse remains alive. The saddle will also sprout wings and fly if the proper command word is given. The saddle will carry a horse and one rider at the speed of a Sky Bull for one day each season during Mobility Week. The proper command word is a secret known only to a very few but a successful Divine Intervention will reveal it.

#### Value

55,000 L.

#### Scala's Lance

#### Description

A long lance made out of carved white bone.

#### Cults

Friendly - Rhino Riders.

#### Knowledge

Automatic; One of a Kind.

#### History

Scala was a Rune Lord/Rune Priest of Waha from the Rhino Riders tribe. Once during a fight, he had the good fortune to critically impale a very large giant in the abdomen with his mounted lance, doing over 30 points in one blow. This killed the giant instantly. Scala was very happy about this but he feared that no one would believe that he could kill such a large giant single handedly. To prove his claim, he cut off one of the giant's legs and dragged it back to his tribe with the help of his rhino.

When he returned home, the elders of his tribe were so impressed that they took the bone of the giant's leg, carved it into a lance, and enchanted it with several matrices before returning it to Scala as a gift from his tribe. In the hundred plus years since this happened, the lance has been lost to the tribe and its current location is unknown.

#### **Powers**

As a normal lance except that it is 3.5 meters long and will take 40 points of damage. It also holds the following matrices: Repair, Bladesharp 4, and Detect Enemies.

#### Value

25,000 L but Rhino Riders will pay 35,000 L (if the money is available, or they will take it by force).

# **Scarlet Scimitars**

#### Description

A glowing red scimitar.

#### Cults

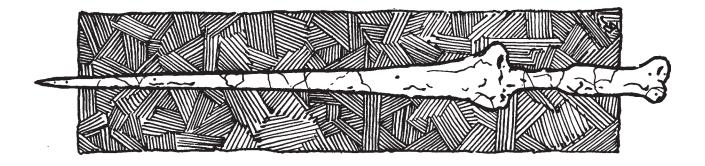
Associated - Various Lunar cults Hostile - Orlanth; other Lunar enemies.

#### Knowledge

Cult Secret; Owner Only.

#### History

The making of these weapons is a secret gift of the goddess to a particular sub-cult of her religion. The



members of that sub-cult, also called the Scarlet Scimitar, form an elite military unit of the Emperor's army. In addition to the members of this unit, many other Lunar citizens are awarded these scimitars as an acknowledgment of special service to the empire.

#### **Procedure**

The procedure for making these weapons is a closely guarded secret but it is rumored that they are made on the moon itself. When a scimitar is first presented to its owner to be, one point of POW must be permanently sacrificed to attune the weapon.

#### **Powers**

The scimitar takes 30 points of damage and functions in all ways as a Rune metal weapon except that it is useable without magical penalty by non-Rune Lords. Holders of the scimitar may cast a Truesword spell on it once per week (not on the day of the Dark Moon) and upon command, a scimitar will glow a very bright red, lighting up an area 50 meters in diameter. The scimitar is capable of holding an allied spirit.

#### Value

A Scarlet Scimitar is worthless (or nearly so) on the open market as it will only function for its original owner. They are occasionally highly valued as trophies by Orlanthi and other enemies of the Lunar empire.

#### Snake Staves

#### Description

An ordinary looking wooden staff of 1 to 2 meters in length.

#### Cults

Associated - Earth cults.

#### Knowledge

Common; Cult Secret.

#### History

A large number of these staves were made during Godtime and distributed to assorted priests, priestesses, and guardians of Earth temples. When the Great Darkness came, many owners of these staves were killed while their staves remained unharmed. Since that time, unowned staves have been found from time to time.

#### Powers

These staves are a form of battle magic matrix. They take four points of POW to activate at which point they turn from wood into the living flesh of a snake (roll on the Snake Table in the rules to determine type but each staff always

turns into the same type of snake). The snakes will remain as snakes for 15 minutes, during which they are under the verbal control of the supplier of their power. At the end of the 15 minutes (or if they ever travel more than 50 meters from their caster), the snakes straighten out and revert to staff form. If the snake is ever killed or the staff is ever broken, the item becomes completely non-functional.

#### Value

1500 L.

# **Soup Bones**

#### Description

A normal looking bone from any animal which is suitable as a base for soup.

#### Cults

Associated - Issaries.

#### Knowledge

Automatic.

#### **Procedure**

Any priest of Issaries Golden Tongue is capable of creating one of these items. The procedure is simple. Make soup, take out the bone, and use one point of Divine Intervention and one point of Matrix Creation.

#### Powers

Once made, these items can be used by any cult. At a cost of one point of battle magic POW, one of these bones will always produce a thin but nourishing soup when boiled in water. The same bone can be reused any number of times as long as it remains intact.

#### Value

6000 L.

# **Spell Storage Scrolls**

#### Description

Also known as Lhankor Mhy Scroll, it is made of sturdy parchment which is highly magical. Usually, it will have no writing on it.

#### Cults

Associated - Lhankor Mhy

#### Knowledge

Cult Secret; Famous; Few.

#### History

These scrolls were made during Godtime by Lhankor Mhy himself. He gave them to a few of his loyal followers to use during the Great Darkness.

#### **Procedure**

There is no procedure for making these items. Even Lhankor Mhy himself would have great difficulty creating them again.

#### Powers

Each of these scrolls is capable of holding one (and in a few cases, more than one) Rune magic spell. These spells must be inscribed onto the scroll by a Rune Priest who is, at least, an initiate of Lhankor Mhy and the spell so inscribed must be a spell known by that priest on a reusable basis (thus, oneuse spells may never be written on one of these scrolls). Once a spell is written on a scroll, it can be used by any Lhankor Mhy initiate. It should be noted that putting a spell on these scrolls counts as a use of the spell. The priest must roll 01-95 on D100 and spend one day per point of the spell regaining the spell before it can be used again. Once a spell on a scroll is used (or fumbled) it is gone and cannot be used again. However, the scroll is blank and can be reinscribed with another spell.

# Tada's Warriors

Tada was a mighty superhero, and he defended his land well. But he was not a god, and Ragnaglar slew him before falling to the iron horns of his brother the Storm Bull. His followers carried his body to its final resting place beneath the tumulus which bears his name to this day, and themselves went to sleep, waiting for the day their lord would call for them again. His armaments were scattered, and could be found in Prax, held for a time by one or another of the tribes before they lost it in the constant warring of the plains.

When Tada fought the hordes of chaos, the peoples called the Wanderers or Rangers arrived late for the battle, and so could not aid their lord, who was slain. They fought on as long as they could, then retired to Tada 's High Tumulus, where they slept and dreamed of the glory when their lord would return. Their sleep was disturbed by the Grisly Portions (since they were part of Tada), and so they could sometimes be awakened to aid a tribe who possessed one of them, though they always returned to their eternal sleep before long.

#### Value

It is known with great certainty that Lhankor Mhy created 147 of these scrolls of which only 32 could hold more than one spell at a time (26 of these could hold two spells, three could hold three, two held four, and one held eleven - this last scroll is owned by a chief priest in the Great Temple of Lhankor Mhy in the capital city of the Holy Country).

The one spell scrolls are worth 15,000 L each and the value of the others increase by a like amount for each spell (although the eleven spell scroll is considered beyond price).

#### **Stone Branches**

#### Description

A piece of a statue of a tree made of white stone with a slight greenish tint.

#### Cults

Associated - Aldryami; Mostali.

#### Knowledge

Cult Secret; Few.

#### History

During Godtime, a mysterious stone tree was discovered. No one knew what it was or where it came from but both the Aldryami and the Mostali claimed the tree for their own. In the great battle which ensued, many elves and dwarves were killed and the stone tree was broken into pieces which were scattered and lost throughout the world.

#### Procedure

Use of a Stone Branch can only be gained by priests and priestesses of Aldrya and Mostali. In order to gain the use of a Stone Branch, it is necessary to attune it as if it were a powered crystal (although it is possible to be attuned to both a branch and a crystal). If the first attempt to attune a branch is a failure, that being may make no other attempts with that branch.

#### Powers

Each Stone Branch has a POW of 3D6+6. The POW of the branch can be drawn upon for use in battle magic spells (the POW replenishes itself in the way that a spirit does). In addition, the POW can be used to cast any Rune magic spells available to the cults of Aldrya and Mostali, but the POW used is forever lost. If the branch's POW is ever reduced to zero it will crumble to dust. Note that this branch is very unusual in that it grants Mostali the ability to use Aldryami spells and vice-versa. Neither side is too happy about this and both will fight hard to regain the branches when they discover the other has one.



#### Value

The item has no particular value except to Aldryami and Mostali who will generally offer to trade one use Rune magic for possession of a Stone Branch. They will rarely offer money unless the seller is interested in nothing else. Others who have heard of these branches will be willing to offer 15,000 L (sometimes more) to obtain one of these items (intending, eventually, to trade it for spells).

#### Storm Bull's Ear

#### Description

A piece of living flesh in the shape of a bull's ear.

#### Cults

Associated - Storm Bull, Friendly - Eiritha; Zorak Zoran. Enemy - Chaos cults,

#### Knowledge

Automatic; Cult Secret; Famous; Few.

#### History

During his fight with the Devil, the Storm Bull lost one of his ears. Not only was the ear ripped off but it was ripped into lots of little pieces. During the course of time, these ear-pieces have been scattered about Glorantha although for obvious reasons they are still more common in the area of Prax.

#### **Procedure**

There is no procedure for making more of these items. In order to obtain the use of one of these items, it is necessary to cut off one's own ear, place the Storm Bull ear in its place, and sacrifice one point of POW. This POW loss is permanent, as with Rune magic. If the being putting on the ear is untainted with Chaos, the ear will join to the person's head and, in addition to its magical powers, function as a normal ear.

#### Powers

Anyone putting this ear on with the above procedure has their base Listen percentage raised to 100% (Perception bonus is added onto this and it is still possible to raise Listen ability even further with experience rolls). Any Storm Bull initiate putting this ear on has his or her Sense Chaos ability raised 15% (including from 0% to 15%). Anyone wearing one of these ears will find that Storm Bull worshippers tend to react favorably to them.

#### Value

A Storm Bull ear could probably be sold for 20,000 L but they are usually found attached to someone who would not sell at any price.

# Styx Water

#### Description

Black and exceptionally pure magical water.

#### Cults

Enemy - Vivamort, Friendly - Humakt; some Water cults.

#### Knowledge

Famous.

#### History

This item is water obtained from the river Styx. It can be used by anyone, but obtaining it requires a HeroQuest to the river itself.

#### Procedure

Go the river Styx and remove some water.

#### **Powers**

Any amount of this water (even a fraction of a drop) will completely and permanently annihilate a vampire. This is because vampires are undead and cannot touch the world of the dead.

#### Value

Assuming the water under consideration can be proved to be Styx water, a small flask of it can be sold for up to 20,000 L.

# **Swords of Sharpness**

#### **Description**

Appears as any other normal sword.

#### Knowledge

Common; Owner Only.

#### History

The procedure for enchanting a Sword of Sharpness was discovered by an unknown warrior of the Dawn Ages. It involves calling upon no gods and so it can be done by nearly anyone.

#### **Procedure**

To begin this ritual, a high quality sword is needed. It can be made out of any material usable by the owner (i.e., iron swords are acceptable for Rune Lords to use in this ritual). The sword is then taken into combat with a Fireblade spell on it (actually any great heat will do so long as the sword remains hot through the entire ritual). The sword is then used on an intelligent enemy while sacrificing permanently one point of POW. If the blow fails to hit the enemy, the point of POW is not used and the enchanter may try again. If the blow hits the enemy, the power is lost and the sword is enchanted if that blow kills the enemy. If the blow does not kill the enemy, the ritual must be begun again using another point of POW.

#### **Powers**

A Sword of Sharpness is +5% to hit and parry, +1 on damage, and +2 (+3 if iron) on its own hit points. The sword loses these powers upon the death of its owner and, in any case, these powers don't work for anyone else even while the owner lives.

#### Value

The value of the sword only, although its owner would probably pay up to 8000 L to get it back.

# **Thunderous Comb**

#### Description

A 0.3 meter long comb made of brown tin.

#### Cults

Associated - Orlanth Thunderous.

#### Knowledge

Cult Secret; Famous; One of a Kind.

#### History

Of unknown origin, it was originally found in the Storm Hills during the Dawn Ages by a Wind Child priestess of Orlanth Thunderous. She used it to comb her hair and in doing so discovered its powers. Since that time, the item has been treated as a holy relic of Orlanth Thunderous and it has always been held by a Wind Child high priestess of the Storm Hills.

#### Procedure

The item's powers are activated by combing hair.

#### **Powers**

Combing the hair with this comb will start or intensify storms. If the sky is clear, clouds will begin to gather (taking ½ hour before the sky is completely cloudy). If clouds are already present, rain will begin to fall; and if the combing persists a ½ hour, there will be thunder and lightning. If the user of the comb is not a priestess of Orlanth Thunderous, within 3D6 minutes, a lightning bolt will strike the person and kill him instantly. When the comb is used during religious services, the worshippers will also be protected from lightning strikes.

#### Value

This item could not really be sold as it is already in the hands of its proper owners. However, if the item is ever stolen, a 50,000 L reward would be offered for its recovery.

# Tin Compasses

#### Description

Also called Tin Needle, these are 3 centimeter tin needles usually suspended by a light string or thread.

#### History

When the Spike blew up during the Great Darkness, it left a void in the center of the world. In this void, the creation process repeated itself on a smaller scale. Darkness, Water, Earth, and Fire/Sky all appeared and, in turn, led to the next element. However, before the process could end with the creation of air, the waters of the sea rushed in to fill the void. Ever since that time, the element of air has been slightly repelled by the former void area (now the whirlpool in the center of the Homeward Ocean).

#### **Procedure**

The process for creating one of these needles is not well known but it is a fairly simple process. A sharp needle is made out of tin. The needle is firmly placed in a position where its point is pointing away from the center of Glorantha. Once per week, a point of battle magic POW is sacrificed to the needle and it is stroked twice. This is continued for a full year. At the end of this time, the object is enchanted and will function.

#### Powers

The sharp end of one of these needles, when allowed to move freely, will always point away from the center of the world.

#### Value

2000 L.

# Tora's Hammer

#### **Description**

A stone war hammer with streaks of iron embedded within.

#### Cults

Enemy - Mostali.

#### Knowledge

One of a Kind.

#### History

Tora was a Hero of a now defunct cult of the Dawn Ages. He was best known for journeying into the depths of the earth, killing hoards of dwarves, stealing dwarves' hoards, and carving this hammer out of a vein of living iron ore. This action earned him and his cult the eternal hatred of all Mostali. After many difficult battles, the dwarves managed to destroy the entire cult, including Tora. His hammer remained in circulation, though, and has reappeared from time to time to plague the dwarves of Glorantha.

#### **Procedure**

The procedure for duplicating this item is unknown.

#### **Powers**

This item counts as an iron weapon. It will take 30 points of damage and it can only be used by Rune Lords who expend one point of POW (permanently) to attune it. The weapon will return to the hand of its owner after being thrown. Any dwarf hit by the hammer must resist a POW vs. POW attack or lose 4D6 POW as from battle magic (use the wielder's current POW - however, if an allied spirit is placed in the hammer, its POW may be used instead). Should the hammer fall into the hands of the Mostali, they are, by the nature of the hammer's powers and mode of creation, unable to use it. They will, instead, attempt to bring it back into the depths of the earth where it can be destroyed in Lodril's Forge. Unfortunately, there is a curse on any dwarf possessing the hammer.

Powerful enemies will be drawn to attack him even underground where dwarves would normally be safe. This curse explains why the dwarves have not recovered and destroyed the hammer yet.

#### Value

Worth 50,000 L, it would be more in regions where the use of war hammers is common or where dwarves are feared enemies. Dwarves will not pay a cent for it as they feel it belongs to them. However, they will be grateful to anyone who brings it to them as a gift. They will attack anyone who keeps and uses it.

# **Uleria's Charms**

#### Description

A heart shaped lump made of any pure metal, it is usually less than one centimeter across.

#### Cults

Associated - Uleria.

#### Knowledge

Cult Secret; Owner Only.

#### History

The ability to make these charms was a gift of Uleria to her high priestesses. It was Uleria's belief that her worshippers should always be liked or loved.

#### **Procedure**

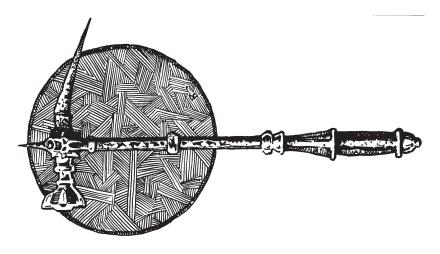
The exact procedure involved in making one of these items is a closely guarded secret. However, it is known to all Uleria initiates that they can have a charm made for them merely by providing their high priestess with twice the pure (unalloyed) metal necessary for the creation of the charm. The high priestess then takes this metal and (after keeping half as the temple's profit) forms the charm and implants it under the skin of the initiate.

#### Powers

Anyone with one of these charms implanted in them has their CHA doubled immediately. The CHA so raised may go above the species maximum but such an increase does not manifest itself until the worshipper reaches the status of Uleria Rune Priestess or Rune Lord.

#### Value

In general, the value of a charm is only its value as metal as it will only function for its original owner and it is unlikely for a charm to be taken while its owner still lives.



# Waha Ropes

#### Description

A high quality brown rope.

#### Cults

Associated - Waha.

#### Knowledge

Cult Secret.

#### History

The first of these ropes was made during Godtime by a priest of Waha. Many more were made during the Dawn Ages but by the Second Age, the technique and powers necessary to make more had been forgotten. The ropes are now commonly believed to be unremarkable.

#### **Powers**

Anyone or anything tied with one of these ropes will be unable to release himself unless he knows the code word for that individual rope. In fact, no one except gods (Divine Intervention) can untie one of these ropes without the code word. The code words are usually in Old Pavic or Beast tongue and in any case, will never be from languages less than 1000 years old. A rope which is badly burnt by fire will cease to function but, for obvious reasons, this is not a good way to release someone from the rope.

#### Value

Unless the rope's code word is known, it will usually only sell for a little more than a normal rope. If the code word is known, it could sell for as much as 5000 L.

# Wands of Life

#### Description

A one meter long stick which looks as if it had just been chopped off a tree (that is, there are still fresh green leaves on it). In fact, the wand is made of still living wood.

#### Cults

Friendly – Aldrya, Hostile - Humakt; Zorak Zoran; other Death Rune cults.

#### Knowledge

Cult Secret; Famous; Few.





#### History

It is said that the Wand of Life is a small branch cut from the Primal Tree. However, the branch was cut without the assistance or approval of Aldrya or her people.

During the Great Darkness, the elves managed to hunt down and kill the Hero who had created the wand and in doing so, they recaptured the wand. Normally, they would have destroyed the wand right then and there but by this time, the Primal Tree itself had been destroyed and this branch was one of the few remaining pieces. They could not bear to destroy it. Instead, they brought it home with them.

As Aldrya did not participate in the creation of the wand, no Aldryami could ever use the wand's magical powers and gain any benefits from it. Nevertheless, they kept the item and several times throughout history, they have loaned it to a non-Aldryami who had been of service to the cult. Usually the loan has been for the duration of being's life but shorter duration loans have also been made. So far, the wand has always been returned or recovered upon the death of its possessor.

#### **Procedure**

In order to gain this item, a being must:

- Find out which Aldryami forest is in possession of it:
- 2. Go there;
- 3. Be a good friend and valuable ally to that forest:
- 4. Perform some great deed in their service; and
- Be lucky enough to have them offer it to you as a reward.

#### **Powers**

The wand's powers only work while the item is held in its user's hand.

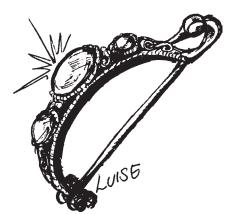
These powers are:

- 1) It can be used as a parrying weapon absorbing 25 points (although it does not break if it takes more than 25 points). The base chance to parry with the wand is 50%.
- The wand cures all diseases merely by touching the sick being. However, it does not reverse the effects of disease.
- 3) The holder of the wand can cast one Recover Spirit spell a week except that unlike the normal spell, this one can only be used on non-Aldryami.
- 4) Sever Spirits cast at the wand's holder will reflect back upon the caster.

#### Value

The wand is not likely to be sold and doing so would offend every Aldryami in the world.

# More Plunder by Rudy Kraft



# Air Geyser

#### Description

A small hole in the ground out of which spouts air either continuously or at irregular intervals. They are usually found one at a time, not in groups.

#### Cults

Associated - Air Cults, Hostile - Earth Cults.

#### Knowledge

Automatic, Cult Secret.

#### History

During the great darkness many spirits of air were trapped beneath the earth. Since that time, they have been making constant efforts to escape. Few of them have been successful but their attempts do result in air geysers.

#### **Procedure**

None.

#### **Powers**

Each of these geysers is located above an imprisoned air spirit. As each air spirit has particular characteristics, so too does the air they release. Some of the geysers release pure oxygen while others release poison gases and others flammable gases. No two air spirits are exactly the same, so no two geysers release exactly the same type of air (although many release similar types of air). The geysers do not radiate magic, but can be detected with Detect Sprit abilities.

#### Value

There is no exact value to these geysers be-cause they are not portable. They generally increase the value of the land they are on but not always (for example, a poison geyser might very well reduce value of good grazing land especially if it is far from any civilization which might have a use for poison gas).

# **Bones of the Diseased Dead**

#### Description

Brown stained bones usually quite old, but not always.

#### Cults

Associated - Malia; Hostile - Most Others.

#### Knowledge

Automatic, Cult Secret.

#### History

When someone dies of a disease, the disease frequently remains behind to infest the victim's remains. This fact is well known. What is not so well known is that even though the potency of this infection diminishes with time, it never completely goes away. Initiates of Malia are able to take advantage of this and, through the sacrifice of one point of permanent power turn the bone of a deceased disease victim into a powerful magic item.

#### **Powers**

Each bone will be infested with only one disease, the disease which killed the bone's original owner, even if the owner was infected with two or more diseases at the time of death. Anyone touching one of these bones will immediately contract the chronic form of its disease and that person must resist the further advances of the disease in the normal fashion. Initiates of Malia are not subject to this effect but instead gain immunity to a bone's disease for so long as they possess the bone.

#### Value

The items are not particularly valuable except to Malia Cultists who might pay something between 4,000 and 20,000 Lunars, depending on their wealth and the disease in question. In general, non-Malia Cultists who find these items and recognize them will destroy them by pulverizing them into dust. This destroys the bone and its powers completely.

Unofficial
Treasures of
Runequest,
originally
published in
Pegasus
magazine
#2 and #8.

This column consists of several exotic magic items designed for use with the Fantasy Role Playing game, Runequest. The format with which each item is described as based on that used in my product, Plunder, published by Chaosium and I thank them for permission to use part of it here.

# **Divine Harps**

#### Description

The harp is made of a shimmery, hard, wood-like substance of no fixed color. The strings are made of fine spun gold.

#### Cults

Associated - Harmony and Music Cults Friendly - Most other Cults Hostile - Disorder Cults

#### Knowledge

Few, Famous.

#### History

The exact origin of these four harps is not commonly known, having been lost since the Golden Age. One of the most common assumptions is that their existence is a necessary consequence of the existence of the original Divine Harp. In any case, the harps first appeared on the scene at the beginning of time in the hands of the four most accomplished harpists in history. Since that time, the harps have changed hands a number of times and some have disappeared for many, many years only to seemingly randomly reappear in the hands of a new master harpist. Currently the location of only one is known for certain. It is in the hands of Dureena, the "Mistress of Music", who resides in the castle of the Pharaoh of the Holy Country, also known as Esrolia.



#### **Powers**

The harps can only be used by someone with a 90% or better skill in harp. If anyone with less skill attempts to use one of these harps he or she looses 1 point of permanent POW. To use a divine harp it must first be tuned. This tuning must be done every time the harp is taken out to be played and every hour while the harp is being played. Tuning requires a successful roll of the user's harping ability and an expenditure of 5 points of temporary POW. Failure to make the skill roll carries no penalty, but another attempt to tune the harp will require another five minutes of effort. Once the harp is tuned, it can be played normally. However, anyone listening to its music will be unable to commit any hostile or violent actions. In fact, they will be unable to do anything but listen or dance to the music. Other than deafness, there is no defense against the "attack" of these harps.

#### Value

150,000 Lunars each, but master harpists will never sell them (this rule even applies to starving player characters, but that is at the referee's discretion).

# Footprint of a God

#### Description

A large footprint imbedded in stone. The footprint will usually be Humanoid, but it depends on the god.

#### Knowledge

Automatic, Few.

#### Cults

Associated - The cult of the god whose footprint it is Hostile - That same god's enemies.

#### History

During Godtime, many of the gods walked the surface of the world and engaged in mighty struggles with other gods and the forces of chaos. Upon occasion, the gods walked in soft stone and mud and left behind their footprints. Obviously, most of these footprints were lost or destroyed as time passed, but a few of them were found by followers of the appropriate god and were protected by them.

#### Procedure

None (unless you can get a god to walk in mud during a time of great stress).

#### Powers

These footprints act as "holy places". They attract large numbers of spirits which cluster around them. Unlike most holy places, however, they only attract spirits which are basically friendly towards the god whose footprint it is.



#### Value

These items are rarely sold because almost all of them are already in the hands of the proper cult. If a new one should be found, its cult would probably pay up to 50,000 Lunars if the footprint is portable and up to 5,000 Lunars for a map to its location if it is not.

### **Ghost Ward**

#### Description

An ancient looking wooden stick carved in the shape of a spirit rune.

#### Cults

None.

#### Knowledge

Automatic, Few.

#### History

The history of these items is not commonly known. It is said by some that they are twigs off the first tree but that does not explain their powers. Another claim is that they were made by a powerful Troll Shaman of the Dawn Ages.

#### **Procedure**

None.

#### **Powers**

These sticks glow with a bright brownish green light if they are brought within 30 meters of a spirit bound as a ghost. The possessor of one of these sticks cannot be attacked by a ghost. Note that this stick has no effect on those spirits which are not bound as ghosts.

#### Value

35,000 Lunars, but someone about to go to a ghost infested region will pay more.

# Horns of the Great Broo

#### Description

Very large goat horns.

#### Knowledge

Automatic, Famous.

#### Cults

Associated - Thed Friendly - Malia Hostile - Most Others.

#### History

One of the first children of Thed and Ragnaglar was a giant and powerful Broo by the name of Cash ith. He spent his entire life attacking and defeating the forces of Law. By the end of the God Wars, he was the most powerful chaos being who had never been defeated. He was by no means the most powerful chaos being to survive the war, but he had never faced any opposition strong enough to threaten him seriously. Eventually, Cashith died. Some say he died of old age, while others claim that he was slain by his children. No one knows for sure.

#### **Procedure**

None.

#### Powers

Any Creature of Chaos who possesses one of the two horns of Cashith is totally immune to any of the various special anti-chaos spells and powers. For example, the creature will be able to use his or her chaotic feature even against a Kyger Litor Cultist who has cast a "Counter Chaos" spell. Furthermore, the possessor will not even be detected by a "Sense Chaos" ability or a "Detect Chaos" spell. Of course, the horn must be kept hidden or a knowledgeable person will know what is going on anyway.

#### Value

40,000 Lunars to an intelligent creature of Chaos.

## **Issaries Guide Coins**

#### **Description**

A small silver coin with an Issaries Rune on each side.

#### Cults

Associated - Issaries.

#### Knowledge

Cult Secret.

#### History

The ability to make and use these coins was given by Issaries to his worshippers early in time.

#### Procedure

These coins can be made by any Issaries Rune Lord or Rune Priest. The procedure is fairly simple. A silver coin must have the necessary runes engraved and then one point of divine intervention is used thereby creating the finished item.

#### **Powers**

These coins glow with a dim light when the Issaries carrying them continues to travel on a path or road (even an unused and hard to find path). These coins are most useful when an Issaries is leading a party or caravan through unfamiliar wilderness.

#### Value

2500 Lunars.

# **Sulan's Scenic Paintings**

#### Description

High quality landscapes usually held in elaborate solid gold frames. A careful examination wilt reveal movement within the painting.

#### Knowledge

Famous, Few, Automatic.

#### Cults

Friendly - Lhankor Mhy.

#### History

During the Golden Age of Godtime, Sulan was acknowledged as the greatest and most talented artist of all. In almost all other areas, she was, for a god, quite inept, but none could equal her skill as a painter. During the course of her lifetime, she painted a number of landscapes of different parts of the world.

#### **Powers**

Each of Sulan's paintings shows a particular section of the world exactly as it appears in the present. Thus, the paintings can be used as viewing portals into those parts of the world. The paintings have a fixed point of view, however, so what you see is what you get. There can be no adjustment of the picture. On the other hand, the paintings are extremely detailed so a magnifying glass could be used to examine a small segment of the painting very closely, thereby showing a close up view of one section of the landscape.

#### Value

The value of the paintings varies tremendously depending upon the importance of the site shown. None of the paintings will be worth any less than 50,000 Lunars to an art collector or to a Lhankor Mhy Temple.

# Seven Great Magics of Prax

The Seven Great Magics of Prax were the most powerful magic items in the land. They were relics of the Golden Age, pieces of a world which is now gone forever. The Seventh and greatest Magic was the herds, for without them life on the Plaines of Prax would have been impossible instead of just difficult. One of the Great Magics, the Horn of Plenty, is counted among the Spirits of the Paps.

#### The Dawn Beast

The Dawn Beast was a magic animal, the last or only one of its herd. This uniqueness gave it great powers of support. When it was butchered it would feed whole clans. As long as its parts were put back together correctly, Eiritha would send it back the next morning, whole and again ready to be eaten.

#### Genert's Eye

When Genert was slain, his body was devoured by Hyena and thus saved from Chaos. A few pieces survived (making the Desert Trackers famous), and these could sometimes be found in Prax. The largest known piece was the incorruptible Eye of Genert, which is said to have had sight beyond mortal ken.

#### The Portable Oasis

When the Great Night came and the trolls devoured the world, one oasis escaped being drunk away by moving with one of the clans. No one knows which clan preserved the Last Oasis (though all claimed the honor), but it remained, providing water and life wherever it was set to rest, then going back into its bag for another day's travel.

#### The Horn of Plenty

The Horn of Plenty was said to be the tip of one of Eiritha's horns, left on earth when she was buried. Ragnaglar shattered the Horn, but it repaired itself, and was full of enough food to support many clans.

#### The Unsleeping Dog

When the ravening horde of Darkness came after the War of the Gods, most beasts and people died or went to sleep. Even after this, the Unsleeping Dog kept his watch over his masters, and greeted them with wagging tail and wet tongue when they awoke at the Dawning. Sadly, they were destroyed by other forces, and their faithful watchdog adopted into other tribes, whom he always served faithfully and vigilantly.

#### War Arrow Medicine Bundle

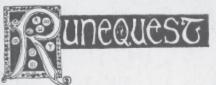
This belonged to the Sun before he was slain, dropped as the Splendid God lay dying. It is said that the Impala Tribe found it first and so gained their archery prowess, but its benefits are less permanent now.

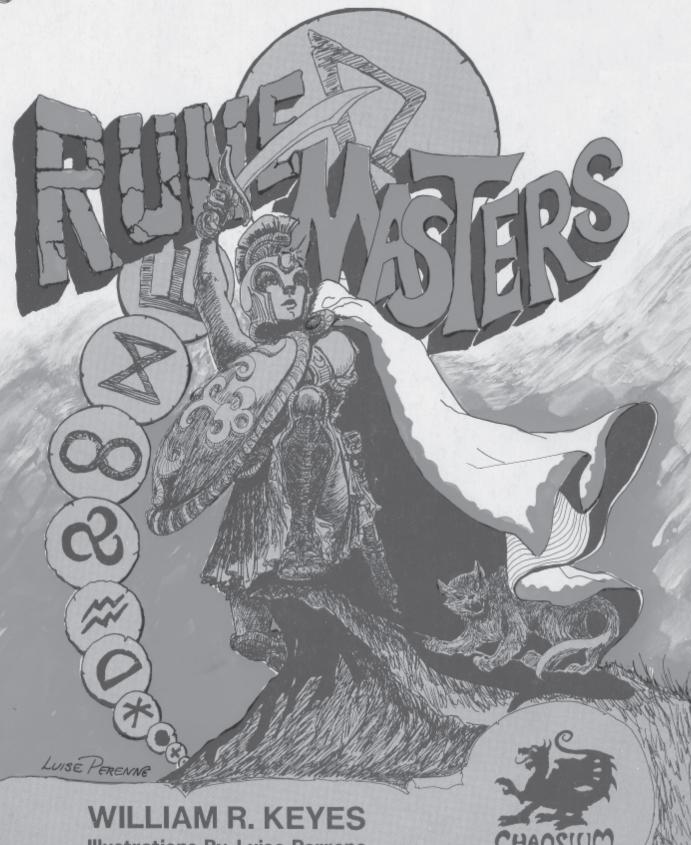
# Gems & Jewelry Tables

D100	Type	Value in Lunars	D100	Туре	Value in Lunars
01	Jewelry that serves as a dee	d 64	51	Good gemstone	30
02	11 point POW storage crysta	al -	52	Good gemstone	174
03	Ancient treasure	120,000	53	Good gemstone	103
04	Heirloom jewelry	8000	54	Good gemstone	82
05	Heirloom jewelry	12,000	55	Good gemstone	69
06	Superb gemstone	2000	56	Good gemstone	171
07	Superb gemstone	8000	57	Good gemstone	49
08	Superb gemstone	6000	58	Good gemstone	132
09	Superb gemstone	1000	59	Good gemstone	143
10	Superb gemstone	4000	60	Good gemstone	111
11	Excellent jewelry	2000	61	Costume jewelry	48
12	Excellent jewelry	3000	62	Costume jewelry	57
13	Excellent jewelry	6000	63	Costume jewelry	63
14	Excellent jewelry	1000	64	Costume jewelry	31
15	Excellent jewelry	4000	65	Costume jewelry	45
16	Excellent gemstone	1100	66	Costume jewelry	38
17	Excellent gemstone	700	67	Costume jewelry	55
18	Excellent gemstone	1200	68	Costume jewelry	49
19	Excellent gemstone	1400	69	Costume jewelry	54
20	Excellent gemstone	900	70	Costume jewelry	55
21	Very good jewelry	679	71	Flawed gemstone	56
22	Very good jewelry	452	72	Flawed gemstone	22
23	Very good jewelry	701	73	Flawed gemstone	47
24	Very good jewelry	601	74	Flawed gemstone	46
25	Very good jewelry	593	75	Flawed gemstone	49
26	Very good jewelry	657	76	Flawed gemstone	87
27	Very good jewelry	711	77	Flawed gemstone	59
28	Very good jewelry	478	78	Flawed gemstone	58
29	Very good jewelry	503	79	Flawed gemstone	25
30	Very good jewelry	594	80	Flawed gemstone	50
31	Very good gemstone	342	81	Trade junk jewelry	18
32	Very good gemstone	301	82	Trade junk jewelry	8
33	Very good gemstone	266	83	Trade junk jewelry	6
34	Very good gemstone	198	84	Trade junk jewelry	15
35	Very good gemstone	349	85	Trade junk jewelry	7
36	Very good gemstone	466	86	Trade junk jewelry	3
37	Very good gemstone	411	87	Trade junk jewelry	14
38 39	Very good gemstone	308	88 89	Trade junk jewelry	16
	Very good gemstone	355		Trade junk jewelry	1
40	Very good gemstone	341	90	Trade junk jewelry	5
41 42	Good jewelry Good jewelry	125 92	91 92	Semi-precious stone Semi-precious stone	9 2
43	Good jewelry	65	93		3
43	Good jewelry Good jewelry	181	93 94	Semi-precious stone Semi-precious stone	3 1
45	Good jewelry	142	94 95	Semi-precious stone	4
45	Good jewelry	130	95 96	Pretty stone	0
47	Good jewelry	93	90 97	Pretty stone	0
48	Good jewelry	99	98	Pretty stone	0
49	Good jewelry	109	99	Pretty stone	0
50	Good jewelry	120	00	Pretty stone	0
	cood jeweny	120	00	Tieny stone	U

# Special Items Table

D100	Item Description	D100	Item Description
01	Scroll +20% to Rhomphia in Esrolian	51	Broadsword with Bladesharp 2 Matrix
02	Wooden staff with Dispel Magic 4 Matrix	52	Scroll Seemingly useless or unreadable
03	Potion Systematic poison of POT 15	53	Potion Spoiled potion
04	Crystal 13 point POW storage	54	Scroll +15 to Perception written in Esrolian
05	Scroll seemingly useless and/or unreadable	55	Crystal 10 point POW storage
06	Potion 6 doses of permanent +1 to STR and POW	56	Crystal 3 point Healing focusing
07	Matrix Bone with Spirit Binding	57	Scroll +20% in 1H war hammer in Dark Tongue
08	Crystal 7 point twice POW yielding	58	Scroll +1 to CON (takes 9 weeks) in Draconic
09	Crystal 10 point POW storage	59	Potion Blade venom of POT 3
10	Scroll Valuable historical knowledge	60	Potion Valuable old wine worth 2000 L
11	Potion 2 doses of systemic poison of POT 15	61	Potion Systemic poison of POT 5
12	Potion Blade Venom antidote of POT 10	62	Potion Spoiled potion
13	Wooden wand with Fanaticism 4 Matrix	63	Scroll +15% in 1H heavy mace in Dark Tongue
14	Potion Systemic poison of POT 8	64	Scroll Seemingly useless or unreadable
15	Scroll +20% Manipulation in Tradetalk	65	Crystal 10 point POW storage
16	Potion 2 doses of Speedart	66	Crystal 11 point POW storage
17	Potion Systemic poison of POT 10	67	Potion Blade venom of POT 7
18	Gem with Disruption Matrix worth 127 L	68	Potion Systemic poison of POT 14
19	Crystal 6 point POW storage	69	Scroll +5% in dagger in Storm Tongue
20	Scroll Map	70	Crystal 9 point POW storage
21	Crystal 12 point POW storage	71	Crystal 8 point POW storage
22	Potion Fanaticism 1	72	Scroll +20% to Knowledge written in Mostali
23	Potion Antidote to effects of spoiled potions	73	Potion Systemic poison of POT 8
24	Potion 4 doses of Shield 1	74	Torch holder with Ignite Matrix
25	Scroll +1 to CON (takes 18 weeks) in Draconic	75	Crystal 7 point POW storage
26	Scroll seemingly useless and/or unreadable	<b>76</b>	Brass bracelet with Vigor Matrix
27	Scroll seemingly useless and/or unreadable	77	Crystal Flawed POW storage (take but not give)
28	Crystal 10 point POW storage	<b>78</b>	Ring with Lightwall Matrix
29	Crystal 13 point POW storage	79	Scroll +5% to Perception written in Lunar
30	Matrix Sea shell with Detect Life	80	Crystal 8 point POW storage
31	Potion Blade venom of POT 10	81	Wand with Detect Gold Matrix
32	Matrix Stone with Darkwall	82	Human ankle bone with Binding Matrix
33	Potion Systemic poison of POT 8	83	Scroll +15% to sing written in Dark Tongue
34	Potion Systemic poison of POT 1	84	Potion Systematic poison antidote of POT 20
35	Scroll +10% to grain flail in Sea Tongue	85	Wand with Glamour Matrix
36	Potion Blade venom of POT 10	86	Scroll Map
37	Scroll +15% to claw written in Beast Speech	87	Scroll Map
38	Potion Systemic poison antidote of POT 8	88	Crystal 10 point POW storage
39 40	Crystal Healing focusing	89 90	Potion Spoiled potion
40 41	Scroll +15 % to dart throwing	90 91	Crystal 12 point POW storage Potion Scorpion sting antidote of POT 14
42	Scroll Map Scroll +20% Manipulation written in Tarsh	92	Potion Healing 4
43	Matrix Dagger with Silence	93	Matrix Staff with Disruption
44	Potion Systemic poison of POT 8	94	Scroll Seemingly unreadable or useless
45	Crystal 10 point POW storage	95	Scroll +15% to broadsword written in Sartarite
46	Scroll Valuable historic knowledge	96	Crystal 11 point POW storage
47	Crystal 4 point spell storing	97	Ironhand 4 Matrix
48	Scroll +15% to Stealth written in Old Pavic	98	Potion Cures all diseases
49	Scroll Valuable historic knowledge	99	Scroll +15% to Manipulation in Tradetalk
50	Rock with Detect Life Matrix	00	Small shield with Protection 2 Matrix





**Illustrations By Luise Perrene** 



**Editor's Note** 

When I first wrote my

RuneMasters book in

the **MiG** several years ago I lamented the

absence of any character

background information.

Later, I find out that the

there, and onlythe desire

to make the book smaller prevented them from

with great pleasure that,

approximately 25 years, I

am able to bring all of the

material back together as

intended by the author.

descriptions were

something originally

inclusion. Thus, it is

after a mere gap of

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description of the

## How to Use This Book

First read through the book, concentrating on the first two chapters. They tell how RuneMasters are created and how to play these characters effectively. When you need a RuneMaster of a particular cult, you will need only to turn to that cult and select one of the three RuneMasters present. If you want one at random, roll 1D20 and for result 01-15 count down to that cult in the Table of Contents. For 16-20, roll again and take two of the RuneMasters for that cult, ignoring further rolls of 16-20. Once you've selected a RuneMaster, copy his or her statistics onto a photocopy of the RuneMaster character sheet. Then read the section for that cult and for those characters specifically. You are ready to use them.

# A Note from Azmadian Tales #11, published in Alarums and Excursions 67 in 1981.

When I wrote my supplement to Runequest, Runemasters, the Chaosium editors decided to compact the material into a \$5 size book instead of an \$8 size book. Therefore the Table of Contents, Index and the descriptions of the cults and characters were dropped. The time pressure was such that much of my material was only briefly edited, so some mistakes that should have been caught made it into print. What I really regret was the loss of the description of the characters, which gave a personality and background to them and made them real. For those nice enough to buy my book, I here present the lost descriptions of the 45 Rune Masters and their cults, for use with my book. I hope you find them of use. The Heroquest abilities in these descriptions are my own creations and not intended to be considered an official publication. Greg Stafford is writing Heroquest and will the one to set the final list of Heroquest abilities. These are, however, possible abilities that he might choose.

# **Creating a RuneMaster**

RuneMasters consist of Rune Lords, Rune Priests, and Rune Lord-Priests. They are leaders in their cults, and are very experienced and capable men and women with considerable expertise. With the rare exceptions of Heroes (and even rarer Superheroes) RuneMasters are the most powerful characters in the cults of Glorantha. To create such strong characters requires good knowledge of the cult involved and of *RuneQuest* itself. The character sheet in the back of this book is designed to assist in such a creation.

#### Fill in the Background Section

The first section in the upper left corner of the RuneMaster character sheet details the character's background. You should choose the name, race, sex, and cult of the new character. Roll for or choose the character's social class. Your choice of race tells you what dice rolls are needed to discover the character's basic characteristics. The social class gives insight into the character's prior experience between 16-21 years of age. Assume that the character joined the cult at age 16, and that by age 21 (at the end of his prior experience) the character undoubtedly was an initiate of the cult. Make some prior experience choices logically: for instance, if the new character is a mounted barbarian, then should he choose to be a mercenary he will be in the cavalry.

Similarly, cult requirements will influence prior experience. The fledgling mercenary will want to join a mercenary band specializing in the same weapons required by his cult, so that he gets the best use of his prior experience in helping him on toward Rune Lord status. Clearly a townsman who joins the Yelmalio cult will want to join a mercenary band which specializes in spear—as does his cult. A Humakti will want to be in a band that teaches the use of the sword. In this way the trainings offered by the mercenaries and the cult will dovetail. It is rare, however, for non-humans to join the cavalry, though it is possible.

One must choose also the nationality of the character. If he is a barbarian, the choice of tribe will dictate his tribal weapons. In the case of Waha, these also will be his cult weapons. A Lunar citizen will tend toward Lunar weapons, and so on.

Nationality also influences the choice of cult. Lunar citizens will more often join Lunar cults. Sartar citizens will prefer the Orlanth cults. A barbarian in Prax has a high chance of joining Waha, if male, or Eiritha, if female.

Race can also dictate cult choice. Elves almost always join Aldrya, but also favor Yelmalio. Most trolls join one of the darkness cults.

Race, sex, and nationality often can combine to limit the choice of cult, and those factors plus social standing can channel the choice of prior experience.

The actual birth date of a character is for use in a campaign. In some cults it is important to know the birth date. A Rune Priest generally will have spent some years as an adventurer, to train in various skills before becoming a Rune Priest, and so will be at least in his middle twenties. A Rune Lord would need to adventure for some time to gain that status, usually at least five years, and so will be in his/her late thirties. A Rune Lord-Priest generally will be older still.

The RuneMasters in this book are generally in their prime, but one can have old Rune Priests and Rune Lords as well. This is often the case in Lhankor Mhy, where the characters must spend many years in study before rising in prominence as a scholar. Remember also that if you want the Rune Priests to have a good selection of cult Rune spells, you have to allow the time necessary to gain and sacrifice the necessary Power for those spells.

#### **Rolling the Characteristics**

Look up the necessary die rolls for the chosen race. If you went an average character, roll as given in the book. If you went exceptional characters because only such will have chosen this path and succeeded in staying alive this long, then achieve this by setting all but one of the dice in each characteristics roll equal to its maximum value. For humans this means each characteristic is determined by rolling 1D6+12. While this roll is not kosher for player characters, it is an excellent way to whip up a strong NPC. Now adjust the characteristics for the effects of training. Strength and Constitution should be raised to the maximum of STR, CON, end SIZ. The DEX should be raised to at least 18. The CHA should be increased as well. As a character increases his oratory and his skill with his main weapon, and when he gains a flashy magic item or leads a successful adventure, his Charisma can increase. It is not unreasonable to find RuneMasters with a CHA of 21.

The Power of the character must be at least 18 if he is a Rune Priest or a Rune Lord-Priest. In fact it will usually be 18, since the points above 18 will have been sacrificed for Rune spells. A Rune Lord must have a POW of 15 to achieve the status, but because of Divine Intervention, a Rune Lord's POW may be anywhere from 1-21. If a Rune Lord achieves POW 18 or more he frequently qualifies to become a Rune Lord-Priest, and often does so. In this book none of the Rune Lords have a Power above 17, to avoid the question of why they aren't also a Rune Priest.

If the character belongs to the Humakt or Yelmalio cults, one must determine whether any of the geases or gifts from Humakt or Yelmalio affect the characteristics, and then adjust the characteristics accordingly. The character may need to train some more. For example, if a gift raises the CON above STR, then the character can train up the STR to match the CON.

#### **Determine The Bonuses**

Once the characteristics are discovered, the section of the character sheet just below should be filled out. It gives the basic strike rank, experience bonus, attack bonus, parry bonus, hit point bonus, damage bonus, and defense and training discount. Everyone in Glorantha (except dragonewts) is right-handed. The line marked free training is for any skills offered free by the cult. These skills will be well-known by the character, usually at the level of mastery. You will need to compute the skills bonuses and enter these in the appropriate sections. You will save time if you remember that the manipulation bonus is always the same as the attack bonus, that the perception bonus is the same as the knowledge bonus, and that for INT 12+ the bargaining bonus is 5% more than the oratory bonus. Add the hit point bonus to the CON to get the character's total hit points and circle the appropriate number under Total Hit Points to the right of the bonus section.

# **Complete the Available Power Section**

This section is to the right of the background and bonus section. Take the character's POW score and circle this number under Own Power Pts. Now roll 3D6 for the INT of the new character's Allied Spirit and enter this on the small line just to the right of the inscription Allied Spirit on the character sheet. Roll 3D6+6 for the POW of the Allied Spirit and circle the appropriate number in the box. Since RuneMasters strive for power and glory, they will often take advantage of their high personal Power to bind other spirits into crystals or familiars, up to the charisma limit of one spirit per three points of CHA. That limitation includes the Allied Spirit. There is room on the sheet for five bound spirits in addition to the Allied Spirit. If a character has a CHA of 21, he actually could bind a seventh spiritthis could go in the Stored Power box. Not being fools, RuneMasters will have used Detect Spirit to make sure that any spirit they will to bind does not have POW greater than 18. Therefore, to determine the POW of a bound spirit, roll 2D6+6. The intelligence of the spirit is found by rolling 3D6. This score goes on the little line next to the words Bound Spirit.

In the vertical space next to the numbers in the boxes you can write the type of familiar or object which the spirit is bound into-horse, cat, hawk, crystal, etc. These boxes are designed so that when the character is played, the POW taken from these bound spirits can be checked off as it is used, and thereby current levels will be known immediately. The box for *Stored Power* is for the total of stored power in Power Storage Crystals. Such crystals are frequently placed in contact with the Allied Spirit, either on a collar or mounted on the item, so that the Allied Spirit can use them and thereby have itself some stored POW.

#### **Complete the Hit Location Section**

This area is just below the available power section on the character sheet. Here one determines the hit points in each hit location from the total hit points and circles the appropriate number for that hit location. In play the hit points can be marked off as the character takes damage and heals himself. Fill in the type of armor worn on each hit location and its protection value and encumbrance value.

As the cult provides for its Rune Priests and Rune Lords, they will be equipped in the best available armor. The optimum seems to be leather trews, leather byrnie (2 points each), leather vambraces, and leather hood for padding, and then plate greaves on the legs, a chain mail hauberk on the chest and abdomen, plate vambraces on the arms, and a full helm, for a total of 10 points of encumbrance. Replacing the hauberk with a plate cuirass and chain mail skirts gives the maximum protection, but as it adds only

one point of protection to the chest at the cost of an additional four points of encumbrance, this can only be worn by the strongest of characters. Even 10 points of encumbrance can be too much for some characters.

Rune Lords and Rune Lord-Priests who are not Aldryami or trolls have the advantage of iron armor, with its high protection end lowered encumbrance. While a new Rune Lord of some of the less wealthy cults may not start off with a set of iron armor, if he has survived for a few years he will have one, as that is usually his first objective. The same applies to iron weapons.

#### Complete the Weapons Column and Equipment Section

Now cult, nationality, social class, and prior experience come into play. You must determine from the prior experience table in the back of *RuneQuest* what weapons the character has learned to use during his prior experience, and from the cult write-up in *Cults of Prax* just for which weapons the cult has given training. If the character is a barbarian, the table in the appendices of *Cults of Prax* states what the weapons are for nomads of Prax, but otherwise use the table in the prior experience section at the back of *RuneQuest* under Barbarians.

As you determine each weapon, write its name at the top of each weapon block and then enter it in the equipment section, giving its location (right side, back) and its encumbrance. The total of the

# Jaldon's Games

When Jaldon Toothmaker unified the tribes of Prax in the Second Age, he instituted special war games. These war games forced the tribes to defend specific oases or altars, an alien objective for the normally nomadic tribes. He did this to train his warriors in the tactics of their enemies, who lived in more fertile and permanent territories in Dragon Pass. The lesser tribes usually remained aloof in these contests, then offered themselves as prizes to the victors, a tactic which acknowledged both the practicality and the pride of these peoples.

The tribes were assigned these altars by Jaldon:

Bison High Llama Impala Morokanth Sable

Monkey Ruins Tourney Stone Horn Gate Sog's Ruins Moonbroth equipment encumbrance and the armor encumbrance is placed below as the total encumbrance. The maximum encumbrance is the average of the STR and CON of the character. The total should not exceed this maximum. The rest of the equipment above this total should be placed upon the character's riding animal. Enter the character's movement base. If the total encumbrance does not exceed the maximum ENC, then the current movement is the same as the movement base.

There are eight weapons boxes and one shield box. Few characters have the encumbrance capacity to carry eight different weapons, so you can use these for the different modes of each weapon (left-handed and right-handed, and also two-handed). The left hand use is good to have written down in case the right arm is disabled and the character is forced to fight left-handed. Most RuneMasters train in left-handed attacks as well as right-handed ones, for just such a reason, though they may not train quite so high. A short spear can be used as a 2H spear, a RH spear, a LH spear, and a javelin—thus a single object of ENC 2 uses four boxes. One could have even LH javelin and RH javelin.

Now that the weapon boxes are allocated and now that the equipment section is filled, we are ready to determine the character's abilities with those weapons. First, add the character's base strike rank to the strike rank of the weapon to get the total strike rank for that weapon's attack, and enter this in the box. For missile weapons use only the DEX strike rank, instead of the base strike rank. Now fill in the damage for each weapon, adding in the damage bonus. Determine the damage for a crush, slash, or impale by that weapon and enter that. Enter the number of hit points for the weapon. If it is an iron weapon it has 50% more hit points than a bronze weapon.

All this having been done, we are ready to figure out how good the character is with those weapons. From the prior experience and cult requirements and the cult's offerings of reduced price training in certain weapons, determine what is the character's main weapon. A Rune Priest will be between 75%-90% with this weapon unless his DEX is below 15. A Rune Lord will be between 90% and 110% with it. A Rune Lord-Priest will be between 100% and 125% with it. Scale the rest down from there. The latter RuneMasters must have at least five masteries, of which two usually are in weapons. A Rune Lord-Priest will have a number of weapon masteries, and may be a master in all of his weapons. Notice the difference between the attack bonus and the parry bonus and keep this in mind in determining the parry chances. A 2H weapon will be used to parry more often than a 1H weapon used with a shield.

A bow's parry chance is 20% plus parry bonus, and a crossbow's parry chance is 25% plus parry bonus. Each may be increased due to experience, so add 5%-15%. From the attack percentage determine the critical percentage (which is 5% of the attack percentage) and enter that. Compute the chance for a crush, slash, or impale (1/5th of the attack percentage) and write that down. From the attack percentage figure the chance for a fumble and enter that. Now the weapons are complete.

For the shield, first figure the parry percentage. The shield bash attack is the attack bonus plus 5% plus any training and experience. This training is somewhat rare. Decide if the character has purchased such training, and then fill in the rest of the section, as if the shield was another weapon.

#### **Complete the Languages Section**

Assume that each character speaks his native language at 80% plus knowledge bonus. Enter this. Then determine up to seven other languages which the character knows. Tradetalk generally will be one. In the Dragon Pass/Prax area the common tongues are Lunar, Sartarite, Praxian, Darktongue, Old Pavic, and Tradetalk. In such a multi-lingual environment, RuneMasters will have picked up something in at least seven other languages besides their own, be it just 5% plus their knowledge bonus. Determine how well they speak the languages, and how well, if at all, they can write them. Check to see if the cult requires any spoken or written languages. Remember that a RuneMaster is an important person and that multi-lingual fluency is often important.

#### Complete the Other Skill Sections

First fill out the skills the character learned in his prior experience, the skills required and offered by the cult, and the survival skills. These are the ones the character will have concentrated on. A Rune Lord will of course be very good, if not a master, in those skills from which he draws his five required skill masteries. The skills learned as a mercenary will continue to be improved. The skills offered at reduced prices by the cult are attractive because of their low cost. Survival skills are such skills as Listen, Spot Hidden, Spot Trap, Climbing, Jumping, Move Quietly, Swimming, Hide in Cover, Set Trap/Disarm, and Treat Poison, failure in any of which might cost the Adventurer his life. A Rune Priest should, after a few years, have achieved mastery of at least one of these important non-combat skills. A Rune Lord will be a master of several of them, and a Rune Lord-Priest will be a master of many or most of them.

After these are taken care of, look at the luxury skills, such as Evaluate Treasure, Map Making, Find Healing Plants, etc. These are nice to know but not vital. Add the bonus to the base value given in parentheses and decide how much further training and experience have been gained.

There are also the skills in which the character is not interested, and which are therefore just the bonus plus the basic ability. Examples of these are masonry for mounted barbarians, pick pockets for Issaries cultists (who may not steal) and Treat Disease for broos. Then there are the skills not known at all, such as Sense Chaos or Sense Assassin, which are known only by Storm Bull and Humakti cultists, respectively. There are some skills where training is not available outside a particular cult, such as Bargaining or Find Water. Even though these are important, the character is limited to the formula bonus + natural ability + any experience gain. There are spaces in each section for other skills the character may know, such as navigation or armoring. Remember to note the subtraction to Move Quietly when armor is worn.

#### **Complete the Finances Section**

In a campaign it is important to know the date in the campaign at which the character sheet was last made current. Therefore there is a space for the current campaign date. This also can be a real time date. The next line is for the amount of money (in gems, wheels, Lunars, and clacks) actually carried by the character. RuneMasters will carry a fair amount of money to pay for themselves, their animals, and to hire retainers. The next line registers how much money the character has set aside in the cult's bank. This can be used to ransom the character as well as to hold wealth in safety. The next line is for the character's income, if any, such as might be the case if the character is a rich noble. The next line is for loans. Beginning characters will have loans to be paid off, but not RuneMasters, so this usually is zero. The next line values all of the character's gear. This includes the armor, weapons, and other gear, but does not include the value of the familiars or of the potions and magic items or of the money carried.

## All Out War

The dominant factor in the life of the Praxians was the accumulation of chattel property, including herds. Whenever one tribe began to muster, there was a simultaneous gathering of the others in self-defense, which resulted in a periodic mustering of all the nations. A general battle would then ensue, continuing until one tribe was acknowledged as being dominant, or until all of the tribes had exhausted their forces. Either result was followed by a temporary peace until one of the tribes regained sufficient power to initiate hostilities once more.

To determine the value of the gear, look up the cost of purchase of each item in the RuneQuest rulebook. For the sake of this book I have assumed that iron weapons and armor are ten times the cost and value of bronze equivalents, and that lead and copper items are three times the costs of bronze equivalents. Items with no metal to speak of, such as crossbows or bows, are the same for Rune Priests and Rune Lords, except for the added cost of iron arrowheads versus bronze arrowheads. I have assumed that each RuneMaster has a basic Adventurer's kit worth 45-50L in his saddlebags and backpack, containing such essentials as a mess kit, fire starting kit, spare clothing, a blanket, a water bottle, a lantern or some torches, rope, and other standard items.

I have not calculated treasure factors for the RuneMasters, because they are wearing and carrying their treasure—a Rune Lord in full iron armor with iron weapons is wearing a fortune!

The last line is for the ransom of the character. For simplicity's sake I have postulated that the character's cult will provide matching funds to the character's banked money for the purposes of ransom. One can of course adjust this as desired. The Zorak Zoran cult, for example, does not believe in ransom, preferring to rescue any cult member held hostage.

# Complete the Sections on Magic Items and Potions

By the time a character has been a RuneMaster for a while, he has probably picked up at least one power storage crystal he can use. I have given each RuneMaster one of each. A power storage crystal can store 2D6 plus 3 points. To determine which attunable crystal a RuneMaster has, roll 1D6+1D20 and consult the Crystal Table in Rune Quest. Each RuneMaster will be provided with a supply of Healing potion or salve of varying level, plus antidotes to the major poisons and possibly some Blade Venom to use if needed. The cults provide for their RuneMasters, and these are vital precautions. Some RuneMasters may also have other magic items such as battle magic spell matrices, scrolls, battle magic potions, and other miscellaneous magic.

#### **Choose the Character's Rune Spells**

Rune Lords do not get any Rune spells, except perhaps a single one-use spell. Rune Priests may get any number of Rune spells and Rune Lord-Priests should get more still. For this book I have given the Rune Priests 20-25 points of Rune spells and the Rune Lord-Priests 30-35 points of spells. The sheet provides for up to 13 different Rune spells, each of which can be sacrificed for more than once. After each spell the number of points sacrificed for it are put.

Every Rune Priest and Rune Lord-Priest must have Spell Teaching. The cults make a lot of their money by having their priests sell spells, and so the priests need this spell. One point is all that is necessary. Shield is the most desired Rune spell, and I have given the Rune Priests and Rune Lord-Priests the full four points of Shield as part of their total. If you want a Rune Priest with fewer Rune spells (and thereby be a weaker NPC than as he is printed), just assume that the extra spells you don't want have been used earlier that day, or else are not there at all. If you want a tougher Rune Priest, then add more spells. After 13 spells, put the rest under *Notes* or on the back of the sheet.

I have had each Rune Priest draw heavily from his cult's specialty Rune spells in order to allow these spells to see use in the game. You might instead have the character concentrate on the most effective spells instead of taking one of each. In choosing Rune spells, one should take care to stay within the spells allowed to that cult. Daka Fal, for example, does not have Shield to give to his priests.

# **Choose the Character's Battle Magic Spells**

The battle magic section is next to the Rune spell section, on the bottom of the sheet. It has room for 26 different spells, each of which may be of variable points. Enter the name of the spell, the number of power points associated with it, and the initials of the entity (the character, the allied spirit, or the bound spirit) who knows it. First list the spells known by your character, with his initial in parentheses. He can know up to his INT in points of battle magic spells. Then you list the spells known by his allied spirit.

The allied spirit will have access only to the spells known by it and by your character. If you want a spell to be accessible to the allied spirit, it has to be in one of those two lists. In addition, when the character is in spirit combat, that allied spirit cannot use the character's spells, and can only use its own. If it knows Invisibility, it can make the character invisible during the spirit combat. If it knows Befuddle, it can befuddle anyone approaching during spirit combat. The allied spirit should have access to those two just mentioned plus Healing, Repair, Vigor, Spirit Shield, Detect Magic, Light, Disruption, and Dispel Magic.

Next list the rest of the known spells, allocating them to the bound spirits. If the bound spirits have names, then their initials can be used. Otherwise you can use BSX, with that standing for Bound Spirit X (and X could be Horse, Falcon, Bat, etc.). If you assign a lot of important spells to one familiar and it is killed, you lose the use of those spells until you get the time to transfer the spells around, which takes hours. On the other hand, it

is handy to have a flying familiar to act as aerial reconnaissance, and if it does not know any spells all you lose is the POW it had if it is shot down. Try to strike a balance. If you have a warhorse as a familiar, allowing you to communicate telepathically with a mount who has human intelligence, then it can be advantageous to know such spells as Ironhand and Xenohealing so they can be cast upon the horse by you.

Although the sheet has only 26 lines for battle magic spells, you can add more if you choose, since RuneMasters quickly pick up spells. Though they must turn over 90% of their income to the cult, they may use this money to buy cult training and spells. Thus most buy a lot of spells. A Rune Priest can sell a spell he knows one week, keep 10%, and then turn around and buy a spell from the cult with the other 90% the next week, thereby gaining a new spell every other week. This is good for the cult because then their Rune Priests know more spells. Rune Lords can train Adventurers for the listed fees and then turn around and buy spells with the 90% cult cut.

# Establish the Character's Personality

The section in the center of the character sheet marked *notes* can be used for notes on the character's personality, or on cult restrictions, or about other abilities. Read carefully the sections in the cult write-up in *Cults of Prax* on the requirements and restrictions and privileges of the Rune Priests and Rune Lords for that cult, their titles, their obligations, and their goals. These will give you a feeling for the character. Now add some personality. Is the character friendly or unfriendly, gregarious or distant, impetuous or cautious, brave or cowardly? Remember that a RuneMaster is an important and powerful man or woman and that this will affect his or her actions and behavior.

#### Fill Out the RuneMaster's Retinue

A RuneMaster is rarely found wandering alone. There usually is a band of lay members end initiates following along to serve. The second sheet in this book can be put on the back of each RuneMaster sheet by using two-sided photocopying. This provides sections for each of the allied and bound spirits that are in familiars, so that one is ready to play them should they be attacked or should they be ordered to attack. There also are spaces for skills with other weapons besides those on the main sheet. Here you could list hand-to-hand attacks such as punch, kick, butt, bite, grapple, or claw. Assume for these that Rune Priests are at 25% plus attack bonuses, Rune Lords are at 50% plus attack bonuses, and that Rune Lord-Priests are at 70% plus attack bonuses. The RuneQuest Leader & Follower sheet at the back of the RuneQuest rulebook can be used for a retinue of one initiate and three lay members, or multiples thereof, while the Squad Sheet could be used for a retinue of two initiates and twelve lay members. The stats for these secondary characters can be obtained from FOES or from Militia & Mercenaries. The final thing to do is to assign the RuneMaster and his or her retinue a reason for being there to be encountered in the first place. Are they on a mission? Are they there in reaction to some action by the Adventurers' party? Is this their land? The situation will help define their reaction to a party of Adventurers.

## **How to Create a Retinue**

Whenever a RuneMaster is encountered, he or she usually will be accompanied by a retinue of at least one initiate. RuneMasters are too valuable to cults to let them go around alone—and what self-respecting Rune-user wants to do his own cooking and hauling when an initiate or lay member can do it instead? RuneMasters are also expected to train the initiates and lay members, and so it is the common practice for a RuneMaster to be accompanied by whoever he is teaching at the time. The problem then is to create such a retinue when you determine that a RuneMaster has been encountered. This chapter deals with the problem.

# Determine the Composition of the Retinue

Discovering how many initiates and lay members make up the retinue can be done by fiat or by random roll. In the latter case, you could for example roll 1D6. A roll of 1 means a single initiate. A roll of 2 means 1 initiate and 1D3 lay members (the Leader & Followers sheet works well here). A roll of 3 means 1D4 initiates. A roll of 4 means 2 initiates and 2D3 lay members (the Squad Sheet or 2 Leaders & Followers sheets work well in this case). A roll of 5 means 2 initiates and 1D6+6 lay members (use the Squad Sheet). A roll of 6 means 1D4+4 initiates. The members of the retinue may also be members of a second cult or cults, and in fact some of the retinue may be of a different cult entirely, and are there either as hired bodyguards or to be trained. Again, this could be set by the referee or by a random D6 roll where 1 or 2 means a member of the retinue is of the RuneMaster's cult, a roll of 3 or 4 means a member is of the RuneMaster's cult and of another cult as well. and a roll of 5 or 6 means the member is of a different cult. In this latter case the different cult must not be hostile to the RuneMaster's cult, and will in general be a friendly cult. After the composition is determined the individual members must be created.

#### **Creating Lay Members**

Lay members of a cult range from 16-year-old adolescents who have yet to get any experience or training, through Adventurers just out of militia, apprentice, barbarian, or mercenary training (i.e., just finishing prior experience), to normal townsmen. By and large, an experienced weapons master will be an initiate, but it is possible for someone to join a cult late in life, after acquiring considerable experience. Normal townsmen will generally not go out as members of a retinue, and so the average lay member of a RuneMaster's retinue will be someone with prior experience who is 65%-75% with his best weapon. To determine the ability of a lay member with his best weapon, roll D100 and consult the table.

Roll D100	% ability
01-05	95%
06-10	90%
11-20	85%
21-30	80%
31-45	75%
46-60	70%
61-75	65%
76-65	60%
86-95	55%
96-00	50%

For a given number on a D100, the table gives the lay member percent to hit with his best weapon. For the secondary weapons use the same table but subtract 10% from the percent Ability result. To determine the parry chance with these weapons, lower the attack percent by the difference between the attack bonus and the parry bonus. If the character has a shield, then lower the parry percentage of any one-handed weapons by another ten percent to account for the fact that the shield is the primary parry item.

#### Chaos Invasion

The forces of chaos in Prax are omnipresent but disorganized, and usually posed no serious threat to the tribes. Sometimes, however, a leader would arise who could tame the forces of chaos enough to make them obey his commands, resulting in unusually large or concentrated chaotic attacks. Whatever tribe was dominant would be forced to deal with them, although the chaos threat would often cause many tribes to unite against their common foe.

Generally a lay member will use those weapons which are taught at reduced prices by the cult, since training is easier (and cheaper) to come by that way. Each lay member should have a missile weapon, a primary melee weapon, and a back-up melee weapon. If the primary weapon is a one-handed weapon, then the lay members should also have shields. The lay member should then be put into as much armor as encumbrance will allow, since one of the first things you buy when you get out of the mercenaries with money is a good set of armor. The best mix is maximum leather padding plus plate plus plate greaves and vambraces, chain mail hauberk and full helm, for an encumbrance of 10 and 7 points of protection (8 on the legs).

Each lay member should know a number of spells. They should all know at least the following: Healing 2 (to prevent bleeding to death), Befuddle (the best all-round attack spell), Dispel Magic 1 (to dispel the Befuddles cast by the opposition), Countermagic 1 (to block incoming spells), Multimissile 1 or Speedart (for the missile weapon), Bladesharp 1 or Bludgeon 1 (for the weapons), Mobility and at least one Detect spell. This gives a minimum of nine points of battle magic. The better-trained members will know up to their INT value in battle magic. See the initiate section for a list of additional spells to give them.

Although it is time-consuming, you really should roll up the characteristics, and then compute the defense, bonuses, hit points, and hit points per hit location for each lay member. You will need the Power, hit points, defense and base strike rank no matter what, and the rest will probably come into play. To set up a group of tough lay members, roll the characteristics as 1D6+12. To set up a moderate group, roll 2D6+6. If you are in need of an instant set of lay members and do not have time to do all this, then I recommend taking them from the ten Average Adventurers on p. 68 of David Forthoffer's FOES. These may be used at once with the simple substitution of cult weapons for those listed.

If you want to do a complete job (and have some time) then the non-fighting skills should be filled in. The time is not wasted because these lay members can be used again later with different names. Once again, the lay member will concentrate on those skills taught by the cult at reduced rates, plus the survival skills of Listen, Spot Hidden, Spot Traps, Climbing, Jumping, Swimming and Hide in Cover. For these roll the same roll as for secondary weapons. Set the rest at basic ability plus bonuses. The better-trained lay members might have some other training. If you plan to have the lay members riding horses then you had better roll up the basics for the horses, too, since the player characters may cast spells or

shoot arrows at the horses. Lastly, consider whether you wish to give any of the lay members some Blade Venom, Blade Venom antidote, healing potions, or systemic poison antidotes. You might even throw in a power storage crystal or bound spirit, if the power of the lay member is high enough (17+) to justify it.

#### **Creating Initiates**

Initiates generally have been in the cult at least one year and so have had at least some experience. Most have completed prior experience and many have been adventuring for several years. When you roll up the characteristics of initiates, allow for the raising of characteristics by training, such as bringing up the STR or CON to the limits, raising the DEX, and raising the CHA due to best weapon attack ability, magic items, and Oratory. Then compute the bonuses, defense, and hit points. Since initiates have been around a while, you might add 5%-10% to the defense to account for experience rolls. Like lay members, initiates will concentrate on the weapons which are taught at reduced rates by the cult, and on those which are required for the status of Rune Lord. Give them a good primary weapon, at least one secondary weapon, a missile weapon, and a shield. Then give them as much armor as their encumbrance will allow. You might want to sacrifice the shield in order to have better armor.

For the purposes of this book, the initiates are assumed to have been adventuring for some time. For the primary weapon (and the shield if the primary weapon is a one-handed weapon) roll on the table given in the lay member section, but divide the D100 roll by 2, yielding a range of 70%-95% for the primary weapon. For the rest roll on the table without modification. Again the parry percentage of each weapon should be reduced by the difference between the attack and parry bonuses, with a further reduction of 10% for one-handed weapons.

Initiates should know at least their INT in battle magic spells. If the Power of the initiate is 16 or higher, give them a bound spirit in a hawk or some other familiar, and then they can know still more spells. Good spells for initiates to know are Invisibility (to sneak up on foes or to escape from them), Protection 4, Multimissile 4, Bladesharp 4 or Bludgeon 4, Disruption, Darkwall, Fireblade, Firearrow, Dispel Magic 2, Healing 6, Countermagic 4, Spirit Shield, more Detect spells, Strength, Vigor, Light (if human or elf) or Extinguish (if dwarf or troll), Harmonize, Glue, and Mind Speech. If you give some spells to one initiate and others to another, then they can cast spells on each other and between them know more than either alone could. Each initiate should have a power storage crystal if he does not have a bound spirit, so he has stored POW on which to rely.

For getting initiates for quick use, I again recommend *FOES*, this time the ten Excellent Adventurers on p. 69. Replace the weapons with cult weapons and put them in play, perhaps granting these NPCs more spells and a power storage crystal.

If you plan to do a better job of completing the initiates, then you will have to determine the other skills. Just like the lay members, the initiates will concentrate on the survival skills, the skills offered at reduced cult rates, and on the skills required by the cult for the rank of Rune Lord or Rune Priest. For those skills, roll on the table in the initiate section, without modification. For tough initiates, roll for most or all of his weapons as though they were all primary weapons. For skills taught by the cult at normal prices, roll on the table and then subtract 10% from % Ability. For skills taught at restricted prices, roll on the table and subtract 25%. For skills forbidden by the cult, leave the skill at the basic chance plus bonus. It is generally faster to just run down the sheet and fill in the skills yourself, once you have a feeling for the range of percentages, but this system will give a good imitation of an initiate who has spent a number of years training. The choice is up to you. If you do use the adventurers from FOES for your initiates, I recommend that you roll for the non-combat skills, as they seem too low in the book.

Initiates normally have at least one dose of Blade Venom antidote of some potency level, and quite possibly a dose of Healing 6 potion and some Blade Venom. They may also have other magic items as well. Think of your own player-characters who are initiates. Initiates have a chance of having one-use Rune spells, and that is an easy way to toughen them up. Roll their POW as a percentage to see if they do, and if so then roll a Power Gain roll to see if they have 1, 2, or 3 points of Rune magic. Good candidates for one-shot Rune spells are Shield, Concealment, Reflection, Elementals, and cult specialty spells. Remember that if an initiate gets killed, he has a chance equal to his POW as a percentage of gaining Divine Intervention to be immediately resurrected.

Do not give the initiate any Rune spells that are normally one-use to Rune Priests or which are restricted to Rune Priests or High Priests.

The final thing to do for the retinue, if you wish to be thorough, is to give each of them a name, age, nationality, personality, and other individualizing data. This way if one is captured, you can play him well without adlibbing constantly. It can be very handy to note for each member of the retinue how brave or cowardly he is, and how dedicated to the RuneMaster or to the cult.

# **How to Play a RuneMaster** General Comments

RuneMasters are powerful characters, with much skill and much magic. To play them effectively, you must have a good grasp of the RuneQuest rules. The major difference between high power and low power characters is that the former can bind spirits with relative safety. This gives them the ability to know more spell points than their own intelligence and to have stored POW available so as to not deplete their own Power. They can also pile on extra POW to attack spells and thereby penetrate Countermagic and Shield spells. A RuneMaster faced with a foe who has Shield 4 and Countermagic 6 up just pulls an extra POW 14 from one of his familiars to go with a Harmonize spell and blows down the Countermagic. In drawing Power from your bound spirits you must be careful not to drain too heavily from any one familiar, because it will be left too vulnerable to spells. Befuddle and Demoralize spells spread through mind links, so a very effective tactic is to cast Befuddle at a foe's bound spirit familiar. Few people think to put Countermagic on their bound spirit hawk or horse. If you roll well, you can Befuddle both the familiar and the foe who is mind linked with the familiar and not have to go through the foe's Countermagic. It will pay to draw Power evenly from your bound familiars, unless you have

# Blade Venom

This is a special type of poison, made for use on a weapon. It is expensive and time consuming to learn to make. Like acid, it is rated in potency levels of 1 to 20. Damage from blade venom acts only against the hit location affected as with weapon damage. If the attack with blade venom, as shown below, does not work, the poison will have ½ effect.

The poison takes effect during the bookkeeping phase in which the character is struck. To negate the effect of blade venom, an antidote must already have been taken.

Blade venom must be carefully applied. It takes 1 melee round to apply to an arrow point, 2 melee rounds for a spear point, and 5 melee rounds for a sword. At the above speeds, a character must make a roll of DEXx5 on D100 to have successfully coated the weapon. A roll of 96-00 indicates that the character cut himself and got blade venom in the cut. If he takes 3 times the above periods he can do it safely. One dose of blade venom will coat 5 arrows, 2 spear points, or 1 sword or axe blade.

Blade venom is a highly volatile liquid and will have lost its potency by the end of 3 full turns (15 minutes). In combat, blade venom will stay on the weapon for 3 strikes against armor, or for 1 penetration. If even 1 point of damage is done to the target through its armor, if any, the blade venom will go into the wound and no longer be on the weapon.

left some a few kilometers away or have hidden them from sight. Then you can take all but one point of their POW with relative safety. Bound spirits in crystals count as hidden because the crystal is easy to hide on you.

Tough characters in good armor with bound spirits can afford to go into hostile areas with Countermagic up instead of Protection, relying on their good armor to protect against arrows. If faced with a melee so that Protection is desired, the character just casts Protection on himself along with enough extra points of POW to blow down his own Countermagic (remember that Protection and Countermagic are incompatible). If your referee doesn't like that, have your allied spirit cast the spell for you.

If you have an antidote for a poison which you expect to be used against you, it is best to drink it ahead of time, rather than relying on being able to disengage from a fight long enough to drink the antidote after you are hit. If you see your foes have scorpion men among them, then drink your Manticore venom antidote. If the foes are all human, you needn't worry about systemic poison but you might want to drink a Blade Venom antidote.

Speaking of Blade Venom, it is a very powerful aid to your attack in some cases, but it requires taking time before a fight to apply it to your weapons. If you'll be engaging a tough foe who has a very good parry, then it may not be worthwhile to use the blade venom, because after three parried blows it is worn off the weapon. Blade Venom on heavy crossbow bolts can be deadly, since they tend to penetrate. Cast Multimissile 4 on the bolt as well to create a potent attack, even though only the first bolt will bear the poison. If you have a POW enhancement crystal of at least POW 4, you can cast Multimissile 4 on two arrows at once. This means that with a composite bow and a strike rank of 1 (which takes a DEX 16+) with missiles and spells you can fire ten arrows a round by casting the two Multimissile 4 spells at SR 4, fire the first arrow at SR 5, and the second at SR 11. With these RuneMasters look to see what sort of attunable crystal they have, then plan to use it.

Always examine a RuneMaster's battle magic spells. Determine in your mind which spells are to be cast at the preparation stage before a fight, which are good offensive spells, and which should be kept in mind in case of need, such as Dispel Magic 2 to un-Befuddle your allies, or Fanaticism to undo the demoralization caused by ghouls. Know what all of the spells can and cannot do, so you can make good use of them. In *RuneQuest* it pays to be sneaky.

Referees are urged to consult the descriptions and obligations for RuneMaster ranks in each cult before play. This material will be found in Cults of Prax.

#### **Rune Priests**

The biggest advantages that Rune Priests have are their allied spirit and Rune spells. The support of their cult and the ready opportunity to learn spells is most important. As noted, Rune Priests are expected to sacrifice for the Rune spell of Spell Teaching early in their careers, and then to use this spell to teach battle magic spells to cult members. The money from this is given to the cult but can be considered payment to the cult to learn other cult spells, thereby increasing the number of spells the Rune Priest can teach. They therefore quickly learn a lot of battle magic spells. In those cults where the Rune Priests are not allowed time to train, this is the only way they can spend their money.

The support of the cult is very helpful, indeed. The cult will see to it that the Rune Priest has the best armor, weapons, warhorse, supplies, and will often provide poison antidotes for hazardous missions. Of course the Rune Priest has to remember to ask for such things. The cult will also usually provide a retinue of initiates and lay members to accompany the Rune Priest on cult business. The Rune Priest can always find hospitality and sanctuary in his cult's temples.

But the biggest advantage is the gain of an allied spirit. This makes the Rune Priest two characters in one, as the allied spirit is an independent entity that will always follow orders. If the allied spirit knows Dispel Magic 2, then it can dispel a Harmonize spell cast upon the Rune Priest before the enemy can walk up and slit his throat. If the Rune Priest is knocked out, the allied spirit can cast Invisibility upon that Priest, then proceed to Heal the Priest in safety. The allied spirit can cast offensive spells while the priest is busy fighting. The allied spirit can repair the priest's weapon when it takes damage. If a foe goes invisible, the allied spirit can cast Detect Magic with an extra two points of Power to make the invisible foe glow, so that the Rune Priest can run over and hit the glowing figure. The allied spirit and the priest can both cast offensive spells in the same strike rank so as to add the points for blasting through Countermagic. If the allied spirit is in a hawk, the hawk can fly overhead and have an overhead view of the fight, giving the priest the ability to see through the hawk's eyes and thereby literally be able to see behind him. This also gives the priest the ability to essentially be in two places at the same time.

Since most of the time a Rune Priest's allied spirit is bound into an animal familiar, the familiar itself is vulnerable to being killed or being the target of spells, so the Rune Priest should see to it that the familiar is protected. Invisibility, Countermagic, Protection, or Shimmer can be used. If the allied spirit is going to get into combat, this it is handy to cast Ironhand 4 on it. Strength, Mobility, Vigor, Fame, and Coordination are also

useful spells to cast upon a familiar. If the familiar or the Rune Priest has these spells in mind, then the allied spirit can cast these spells on itself, leaving the priest free for fighting.

An allied spirit can intervene between the priest and a hostile spirit intent upon spirit combat with the priest, before the spirit combat begins, thereby combating the spirit instead of the priest. This leaves the Rune Priest free to cast battle magic and Rune spells. Because of this it is a good idea for the allied spirit to have access to Spirit Shield. If a POW 18 allied spirit with Spirit Shield 4 up intervenes against a POW 21 ghost, the ghost loses 8 points of Power, dropping to POW 13, with little chance thereby of hurting the allied spirit. Meanwhile the priest is still able to keep his Protection spell up without worrying about spirit combat (Protection and Spirit Shield are incompatible spells).

If the Rune Priest is killed, not only does he have his usual initiate Divine Intervention call, with his current POW as a percentage chance of success, but the allied spirit has the same Divine Intervention call. Thus the allied spirit can try first before the spirit of the slain Rune Priest has to, and if the call works the Rune Priest is alive again without the loss of his own Power. A Rune Priest who uses an initiate Divine Intervention call and is granted it, but in doing so drops below power of 18, also ceases to be a Rune Priest until the POW is brought back to 18.

The second best advantage of being a Rune Priest is ability to sacrifice points of Power in return for points of Rune Magic. The first point goes towards Spell Teaching, and usually the next four go to Shield, but after that there is a wide variety of powerful Rune spells available to the Rune priest. And remember that it is possible for the allied spirit, if it has a Power of 18 or higher, to also have the status of Rune Priest, and to sacrifice for its own Rune spells. Each can use the other's Rune spells, but if the priest is engaged in spirit combat, the allied spirit is cut off from using the priest's spells, and so it can be very useful for the allied spirit to have its own Rune spells. The allied spirit recovers its Rune spells just like the priest does, and so the pair together recover Rune spells at two points a day in a temple.

The Rune spells differentiate Rune Priests of one cult from those of another. Each priest in this book has a good selection of cult specialty Rune spells. Be sure to reed the descriptions of these spells in *Cults of Prax* before playing a Rune Priest, so you will know what the spell does and you can use it effectively. Shield is a great all-round protection spell, but if you expect to fight a ghost you want Spirit Block instead.

Multispell is a very powerful spell because for fifteen minutes the priest can cast more than one spell a round when it is cast upon him. A Rune Priest with Multispell 3 up can cast four Harmonizes at once, at the strike rank of one of the spells. If the Rune Priest has a strike rank of 0 with spells due to a DEX of 19+, then all four spells come off at SR 1. The allied spirit can also cast a Befuddle at SR 1 as well. Thus the pair can cast a total of nine points of POW at a single foe in SR 1 without wasting any Power. This will go through Shield 4. If the priest, the allied spirit, and the foe all have a POW of 18, then the chance of one of the five getting the foe is 94%!

The Rune Priest must be cautious about casting his Rune spells because he will not regain their use until he returns to a temple, so Rune Priests will tend to be sparing in their use of their Rune spells. Of course if things are really bad, the Rune Priest may have to use all of his Rune spells to survive, but priests will cast spells cautiously at the start until they are sure the spells are needed. As I said before, if you want a weaker Rune Priest than given, assume he has used some of his Rune spells in a previous encounter the day before.

#### **Rune Lords**

Rune Lords have advantages over normal folk. They always defend against magic with their full POW, regardless of their current POW. They, like Rune Priests, have the services of an allied spirit. They have the chance to wear iron armor and carry iron weapons and still be able to cast spells through the use of a special one point Divine Intervention to enchant the iron gear. The iron armor and weapons have 50% more hit points, are immune to damage by bronze weapons except for critical hits, and are lighter in encumbrance by one point per item with a minimum of one.

Rune Lords can call upon their god for Divine Intervention with a 95% chance of the request being granted, at the cost of 0-10 points of POW permanently lost. Thus they generally come back from the dead so long as they still have Power left after the Divine Intervention is granted. If the lord's Power is dangerously low, then the allied spirit can try its initiate Divine Intervention call first. The allied spirit of a Rune Lord can itself become a Rune Priest and have its own Rune spells without affecting the status of the Rune Lord. Rune Lords have the backing of their cults, as do priests. Rune Lords are masters of a number of skills and so can train cult members and use the fees for that training to purchase other cult training and spells. The cult will provide antidotes, horses, and supplies to the Rune Lord, as well as a retinue of followers to accompany him on his journey.

Most Rune Lords bind their allied spirits into their main weapon or into their armor. This has the advantage that the allied spirit is not in a body that can be killed, and that it is not such an open target for spells, but also has the disadvantage that the allied spirit can see only through the eyes of the Rune Lord and so cannot provide a separate point of view—as can the mobile familiars of the Rune Priests. Thus the Rune Lord cannot see behind him and the number of spells useful to the allied spirit is now considerably reduced. A foe can still guess at which item the allied spirit is bound into and cast spells at it, so that the Rune Lord must still cast Countermagic upon the allied spirit. The allied spirit is freer to assist the Rune Lord without worrying about its personal safety.

Even more than Rune Priests, the Rune Lord is a natural leader, trained to take command and to lead, and a character who expects to be obeyed explicitly. Rune Lords will take careful note of who they command, what their strengths and weaknesses are, and arrange their order of march accordingly, with the best hand-to-hand fighters in the best armor in front and as rear guard, and with the second rank and second from the rear rank being good archers.

A good Rune Lord trains his troops to fight as a unit, creating a set of unit tactics which his troops know by heart and can respond to a simple set of commands. An example is for the line of march to immediately reform into a circle in case of ambush, with the whole unit divided into teams of three (two men armed with melee weapons and one archer behind them). This could be known as the "circle-up" maneuver. Each three-man squad would fight as a unit with the archer in command, since he has more time to look about. Such a team trained to fight together will match five uncoordinated opponents.

If you use one of the Rune Lords from this book as a hostile NPC, then assume that whatever retinue you give him has been well-enough trained that they respond to simple commands as though they all were in Mind Speech. And it is a good idea for the Rune Lord to be in Mind Speech with the leaders of each squad, but beware of using Mind Link for this, for then the two are both vulnerable to a Befuddle aimed at one of them.

One of the first tactics any good commander teaches his men is that of orderly retreat. It is illogical for a Rune Lord to let his band fight to the last man against a clearly superior force unless there is an extremely good reason to do so. If an encounter is going badly, the Rune Lord will order a retreat, and the troops will retreat in order rather than turning and routing in panic. Remember, the advantage of the players in such an encounter is that they know their characters well and are only playing one or two at a time. The referee is playing the whole band of foes, and so cannot know each foe as well as desired. But the players will have difficulty in cooperating smoothly, while the referee has the opportunity of operating their foes efficiently and as a well-trained unit.

#### **Rune Lord-Priests**

Rune Lord-Priests have all but one of the advantages of both the Rune Priest and the Rune Lord combined. He loses the guaranteed 95% Divine Intervention of the Rune Lord, but gains the use of Rune spells and still defends at maximum Power instead of current Power, can wear iron armor and use iron weapons, has a bound spirit, an initiate-style Divine Intervention call, and the support of his cult. A Rune Lord-Priest is usually a Chief Priest of the cult, and may be High Priest of a temple. He or she is master of many skills and knows many battle magic and Rune spells. His allied spirit may be either in a familiar or in a weapon depending on whether he was first a Rune Priest or a Rune Lord. Of course he might have first been a Rune Priest, but his familiar was slain so that he rebound his allied spirit into a weapon. His allied spirit can be a Rune Priest as well.

Rune Lord-Priests are formidable. They are striving toward Hero status through HeroQuests. A typical retinue will be even stronger than that of either priest or lord, and may include a Rune Priest deputy, or even a Rune Lord or two as company. It would not be impossible to meet all three types of RuneMaster from one of the cults in this book, along with a band of initiates and lay members. If the Rune Lord-Priest is on a HeroQuest, there might be other Rune Priests and Rune Lords of friendly cults accompanying him on the quest, thereby allowing the referee to use a number of RuneMasters from this book for a single, very high level encounter. A Rune Lord-Priest will lead any band he or she is in, unless there is another Rune Lord-Priest who is even better. Such characters as a matter of course will drill the band in unit tactics so that they respond as a unit to brief battle commands.

In playing any of the RuneMasters in this book, you must first carefully read the description of the cult restrictions and requirements placed upon its RuneMasters.

A Rune Lord-Priest in iron armor with Shield 4 and Protection 4 up is in 22-23 points of armor and is protected against spells up to eight points in a single strike rank. With a parry of at least 100% with an iron weapon or shield, the Lord-Priest is essentially invulnerable to a single foe. Arrows and bolts will bounce off unless they do a critical hit. Even an impaling 2H spear backed by a 1D4 damage add with Bladesharp 4 cast upon it has only a 61% chance of penetrating. To take a Rune Lord-Priest with such protection requires multiple attackers armed with good weapons all striking at once. Remember that the Rune Lord-Priest will have a good defense and a parry of at least 100%, both of which can be split up. Such characters should avoid getting into situations in which a number of otherwise weak foes armed with spears

can, by sheer numbers, do him in. By having a few retainers as personal guard this can be prevented, leaving the Rune Lord-Priest to wreak havoc in successive one-on-one encounters.

In order to be most effective, an allied spirit should have a supply of stored POW of its own. Each of the RuneMasters in this book having a POW storage crystal has put it in contact with the allied spirit via a collar or by mounting it on the weapon into which the spirit is bound, to let the spirit use the crystal. In addition, any Rune Priest or Rune Lord-Priest who knows Mind Link can let the allied spirit cast the Mind Link onto another of the bound spirits, so that the allied spirit has access to the POW of that spirit and to the spells that spirit knows, thereby greatly increasing the scope of the allied spirit's ability to assist its master.

You will need to keep track of which Battle magic spells were cast upon whom when, so that you'll know when they disappear ten melee rounds later. If the Rune Lord-Priest has Multispell 3 up, then he can cast four spells per round, and his allied spirit can cast a fifth, so the planning for each round can get complex. Multispell allows rapid preparation. For instance, the first round the



Lord-Priest casts Shield 4 upon himself and the allied spirit casts Multispell 3 upon the Lord-Priest. The second round the allied spirit casts Mind Link upon the bound spirit in the hawk and the Lord-Priest casts Protection 4 and Mobility upon himself, Bladesharp 4 upon his weapon, and Countermagic 6 upon the allied spirit. In round three, the Rune Lord-Priest and the allied spirit cast a total of five Befuddle spells at five of the enemy, each spell having an extra three points of POW behind it to blast through Countermagic 2, and the Rune Lord-Priest charges the remaining foes, giving orders to his retinue to charge with him. The retinue has meanwhile also been putting up protective spells for these three rounds and getting into formation to charge. The total elapsed time from the order to prepare to charge to the charge itself is about thirty seconds, and yet the whole force is ready. With luck, five of the foes will be Befuddled before the two sides meet for combat. Each of the retainers has had a chance to cast Protection 4, Bladesharp 4, and Mobility. Since the whole force is moving at twice normal speed, they may take some of their foes by surprise, by the quickness with which they close.

The Rune Lord-Priest should try to evaluate the enemy as quickly and as exactly as possible, and allocate his forces appropriately. First take out missile weapons while the band is closing. Then take out leaders and mounted foes. Finally, take out the infantry. If a foe goes down, go onto another and double-team him. Keep moving and keep trying to get multiple odds by attacking the flanks of the foes. If the foes are carefully formedup, try to lure them out of formation by faked retreats followed by counter-attacks. I recommend to anyone desiring to be a good referee that they read some books on military strategy and history, with an eye to tactics usable in RuneQuest combat. A good scenario is one in which the players learn a new battle tactic by seeing it used against them by the enemy.

The most important things for referees to do when playing Rune-Masters is to keep calm and to be very organized, in order to easily deal with the complexity of the characters. Always try to plan ahead for the next round. Don't wait until the melee round starts to decide what to do that round. Have pre-existing plans which can be modified by circumstances. Remember that each melee round is only 12 seconds long, and that even a well-trained team will not change a battle plan completely every 12 seconds without suffering much disorganization.

In the statistics, Encumbrance will be found under EQUIPMENT. The first figure is the character's present encumbrance; the second figure is the maximum encumbrance the character can handle without losing movement. Most characters are loaded to such a maximum figure.

# **Group Melee Tactics**

Once you've chosen one or more RuneMasters and have made their retinues, you're ready for an encounter. The referee has the disadvantage of playing a large number of characters at once, and will find it hard to keep track of all the individuals. But overall a group of Adventurers played by players tends to be a capable mob. If the referee plays a well-trained and well-disciplined unit, he can turn the tables on the player characters, and use their own independence to impede their ability to act as a unit. The referee should always play his group as a group, not as individuals.

#### Organization of the Group

The referee must first of all prepare the RuneMaster and retinue so that their forms are readable and show what each person in the retinue can do. This is the most important single thing a referee can do to prevent confusion in the game. Then the referee should complete a character roster for the retinue, just as the player-characters do, so that there is a single page listing them all for a quick over-view. The retinue should be divided into categories, such as good archers, good handto-hand fighters, well-armored vs. lightlyarmored, lots of magic vs. little magic, etc. Organize the retinue into teams of three characters, with one archer and two hand-to-hand fighters each. The archer will shoot at distant targets while the other two engage enemies close at hand and keep them from the archer. The archer has a clearer field of vision and fewer momentary distractions, and therefore should lead the team, giving orders for the three-man team as a whole.

The archer leaders will talk to and take orders from the RuneMaster, so the Rune-user has only to deal with a third of the retinue directly. He will give the strategic orders—the archers will choose the tactics. The RuneMaster can be assumed to have properly organized and trained his retinue to respond to short battle commands. The retinue can perform complex activities quickly and precisely because they have practiced such maneuvers. Unless they are all in Mind Speech with each other there will be a little delay and uncertainty, but not nearly so much as the player characters will show.

#### **Group Strategy**

Each member of the retinue should have a standard routine in preparing for combat as quickly as possible. This can be achieved by filling out the first party worksheet for the first two melee rounds. On this worksheet each character and allied spirit is listed and the actions for that round and the strike ranks for those actions are listed. On each character sheet the preparatory spells can be noted with numbers corresponding to the order

of casting. The application of Blade Venom and the drinking of potions and antidotes can be noted. Thus the group starts out ready for combat, with the melee rounds noted for the preparatory spells, since the referee needs to know when, ten melee rounds later, these spells go down. In game terms, the RuneMaster gives the command to prepare for combat, and 24 seconds later the group is ready to fight. (If Blade Venom is to be used, it should be applied before the spells are cast.)

The RuneMaster must study the terrain, noting good places to defend, good places for ambush, escape routes, and so on. This means the referee should draw in the terrain for an escape route when setting up an ambush or other encounter. A defender will want high ground or a place where he cannot be outflanked, such as a narrow canyon, or a bridge. A good ambush site has concealment for his band, bad concealment for the ambushees, some terrain constriction to prevent the victims from maneuvering freely, and an escape route for the ambushers if the other side starts to win.

When a RuneMaster leads his group into battle against player-characters, it will be desirable to maximize the chance for confusion between the player-characters, perhaps by getting them to turn one way and then springing some hidden members from the other direction, or by inducing some of the player-characters to charge, thereby preventing their own archers from getting good shots and also spreading themselves out. Always try for odds of 2:1 or better on individual figures. Player-characters generally can only parry one attack, so if you can get two or more attacks a round on a character, you have a good chance of taking him out. If you can pin down a larger section of their forces with a smaller section of your own, you can provide the extra odds against the remaining foes. Keep your forces moving and mobile, so that the enemy is kept off-guard. Always assume that your retinue knows coded shouts and signals to allow them to coordinate attacks.

Keep calm, plan ahead, and stay alert. Use your party worksheets. Write down the actions, so that you'll remember them and adjust them to complement each other as the engagement develops. Keep the data sheets visible and in good arrangement so that you see what you need when you need it. Sometimes it works well to put all of the sheets into a loose-leaf three-ring binder. If you have lots of table space, you can spread them out in front of you.

Make use of your spells and POW in as effective and as economical a fashion as you can. Learn the tactics for spells, and look for opportunities to use them. Plan ahead several melee rounds. Make the player-characters react to your actions. Decide ahead of time if the encounter is to be a fair one, and if you decide it is not to be, then have no mercy. Try your best to slaughter the

whole party. This implies that you will be playing the retinue correctly and consequently instilling the proper degree of fear into the players. You don't want to overdo it, and have your NPCs perform the impossible, but it is proper in a role-playing game for players to fear for their characters.

#### **Battle Commands**

There are many tactics which a group can use in battle which involve maneuver and formation. The RuneMaster must give the command for such maneuver. The referee should have the RuneMaster call out the appropriate command so that the members of the group can hear the command and execute the proper maneuver. This may give the player-characters the chance to hear the commands also, and react accordingly, or the commands might be coded or in a rare language, such as Old Wyrmish. Even then somebody on the other side might speak the language and hear the commands. This gives the player-characters an incentive to learn other languages and allows them to make language comprehension rolls. If the RuneMaster is in Mind Speech with the leaders of the melee teams, then no verbal commands would be given. Here are a couple of dozen sample commands and the tactic they indicate:

- Circle Up all teams form a single big circle with the archers inside and the fighters outside. This is a good tactic if the group is being attacker from several directions and there is no cover. This formation cannot be flanked.
- 2. **Form a Line** all teams form a double line, with the fighters as the first line and the archers behind them as a second line. This is good against an enemy coming in from a single direction. The danger is from the enemy flanking the group. If flanking is not possible, as in straddling a bridge, then this is a very good formation, as it allows the archers to fire at will without interference.
- 3. **Form a Column** in order, the teams form a column, with two fighters in front, then an archer, then two fighters, then an archer, etc. This is a good marching order.
- 4. Form a Wedge the best team moves to the center, the next two best place themselves to the left and right behind them, and the rest fill in the wedge shape. The RuneMaster might be at the point of the wedge, or just behind the point men. This is a good way to charge a group or line.
- Form a Crescent the group forms a line and then the center moves back to make a shape like a flattened letter U. This is good if the

# Missile Combat

Among the tribes were many who used the great reach of their missile weapons to strike their enemies without having to close with them. The hit and run tactics of these skirmishers often demoralized their foes, leaving them vulnerable to the inevitable melee.

- group is forming around a cave mouth or bridge exit. Any foes entering the formation will be facing two to one odds, as they will be struck from both sides.
- 6. **Form a Semicircle** the group forms a line, and then the center moves forward so that a semi-circle is composed. This is like the circle formation, but is used when the rear of the party is secure, and the enemy is only coming from the front. This could be used at a cave mouth or doorway to block the enemy from getting through.
- 7. **Slow Advance** the group moves in the indicated direction at a careful walk. This might be used if it is suspected that there are traps or pits that must be spotted between the group and the enemy.
- 8. **Advance** the teams advance, holding formation, at a normal walking pace.
- 9. **Advance on the Double** the teams advance in formation at a trotting pace.
- Charge the group advances in formation at a full run.
- 11. **Hold** the group stops their movement and stands in formation, reforming if necessary.
- 12. **Shift Left/Right** the whole group shifts as indicated and then continues moving. This is the command for flanking the enemy. You move forward, as if to strike the center, and then just before closing with the enemy shift to one side to strike part of the enemy force will all of your force.
- 13. **Slow Retreat** the group begins a slow fighting retreat in the indicated direction.
- 14. **Retreat** the group retreats at a fast walk, defending if necessary.
- 15. Retreat on the Double the group retreats at full movement, with the back line parrying if needed, but not stopping to fight unless so forced.
- 16. Flee the group retreats at a full run without any pretence of defense. This is only given in hopeless situations, as it demoralizes troops. A useful command, though, if six Dream Dragons land and enter the combat.
- 17. **Regroup** the group members leave their current positions and form a circle around the RuneMaster, fighting their way there if need be.

- 18. Pincer Formation the group divides in two halves, the left half shifting left to strike the enemy's left flank, and the right half shifting right to strike the enemy's right flank, leaving the enemy's center unengaged. This can be very effective against a line formation where it is possible to go around the ends of the line.
- 19. **Engage** the group contacts the enemy as previously ordered and then the teams stay with the enemy they contact, continuing to fight.
- 20. **Hit and Run** the group contacts the enemy for one exchange of blows, then keeps on moving past or through the enemy.
- 21. **About Face** the members of the group turn in place to reverse their direction of motion. The archers step back through the fighters to once again be behind them. This command usually follows the use of Hit And Run.
- 22. **Free-For-All** the group breaks up into teams, each team acting independently. If the group is caught in a melee where the formation is broken and it is not practical to try to reform, then it is better to let the teams know they should fight as they wish and not worry about reforming the group.
- 23. Let Them Lie if a group member downs a foe, the team passes on, leaving the foe lying on the ground. The group is taking advantage of the loss to the enemy of a man, even if temporary, so as to achieve better odds. Once the rest of the foes have been dispatched, those foes still down can easily be taken care of. The emphasis here is on speed.
- 24. Finish Them Off when a foe falls, but is not killed, the team members stay on him, continuing to attack until he is dead. This is the methodical approach. In a canyon fight, or on a bridge the RuneMaster will not want to leave foes behind where movement is so constricted.
- 25. **All Missiles** all members use their missile weapons. If the enemy is distant, but in missile range, this is used. Good for when the enemy is fleeing.
- 26. All Melee all members draw melee weapons instead of missile weapons and fight in the melee. This command should be given when the group is closely engaged and the archers cannot shoot without perhaps hitting team mates.

#### **Team Tactics**

The archer/team leader can use most of the group commands as team commands. A team is a mix of two fighters and one archer, and can be altered as desired, but is always constant here to provide consistent examples. The archer is supposed to guard the backs of the two fighters and to fire at the enemy. The archer should be the one who knows the most Healing, so he can Heal the fighters when they are hurt, thereby allowing them to continue fighting rather than ceasing to attack in order to Heal themselves. The archer is also free to use spells instead of missiles, such as Befuddle, Harmonize, Lightwall, etc. The archer is also expected to watch out for Befuddling of a fighter, and to be ready to dispel the Befuddle (and the fighters should be ready to return the favor if need be). The two fighters are supposed to keep the foes off the archer and to engage the foes. If the team is surrounded, the archer can call 'Back-to-Back.' The archer draws melee weapons and the three form a triangle with their backs almost touching. This is small version the group command 'Form a Circle.'

Teams must always stay together, If a member is hurt or bespelled, the other two should stay with him to Heal or Dispel the spell, thereby bringing him back into action. If a member is killed, the other two become a two-man team, and move on. If the team does not know Healing 6 and one of them has a limb severed, the other two must then move on, as they cannot help their team mate. If any other teams are in sight they should find out if *they* know Healing 6.

The RuneMaster should have two bodyguards to form a team of his own. These should never leave the RuneMaster, even after his death, until it is obvious that the RuneMaster is dead and is not going to come back from the dead via Divine Intervention. Even then preserving the body is important, since such an individual is valuable enough for his temple to raise him from the dead.

When directing missile fire, it is often a good idea for several teams to gang up on a single individual. A single wound to a foe can be healed the next round with the only cost to the foe being a loss of POW. A shower of missiles in one round can kill, and be more effective in the long run. The targets should be the foes with the least amount of armor so that the chance of a kill or disablement is highest. Shoot first for any opposition archers, then go for the fighters.

#### **Spell Tactics**

The main idea about offensive spells is to neutralize as many of the foes as possible so you can gang up on the rest, or to cut down the effectiveness of the foes, so they can't hurt you as much. Killing someone with battle magic is difficult, but you can remove them from the fight

for ten rounds through Befuddle or Harmonize. Demoralize, Binding, and Disruption are good, and even Dullblade can be helpful. Here are some tactics to get maximum effectiveness in casting offensive spells:

- Spell Barrage several members cast spells at a single foe in the same strike rank. This adds the total Power of the spells together for the purpose of going through Countermagic or Shield spells. For example, if seven members of the group cast Disruption at a Rune Priest who had a Shield 3 up, all seven spells would go through with no waste of POW since none of the seven had to add any extra POW. This tactic will not work on Absorption or Reflection, since spells do not add together for these. It is therefore worthwhile, if you are casting spells at a RuneMaster, to cast a single spell first to find out what the RuneMaster has up in the way of defensive Rune magic before committing a barrage.
- Precedence if you are going to cast Befuddle at a foe, wait until after your teammates have all attacked, so that your Befuddle is not immediately nullified by their attacks. Of course, don't wait to cast the Befuddle at a foe coming at you so you can't get away! If a friend hits him a few strike ranks later, at least you should have gotten away first. If you went to Befuddle a foe who has an allied or bound spirit that you can see, then cast the Befuddle at the spirit instead. The Befuddle will pass through the Mind Link and affect both of them at once (with the same attack roll), and there is a better chance that the foe neglected to cast Countermagic upon the spirit than that he has neglected his own defenses. If a horse and rider hurtle toward you, Befuddle the horse and not the rider-you want to stop the horse, and the rider may even fall off when the Befuddled horse pulls up and stops. The same sort of tactic will work with Demoralize.
- 3. Combined Arms combine several spells for maximum effectiveness. A good combination is first to Befuddle a foe and then to cast Invisibility upon him. That way the opposition won't be able to Dispel the Befuddle spell. Make sure that the Befuddle works before casting Invisibility! In a spell barrage, it can be very effective to cast a number of spells at once. A giant cannot (by his nature) be Befuddled, Demoralized, or Harmonized, but a good combination against one is Binding, Dullblade 4, and several Disruption spells. It can be a good idea to cast more than one Befuddle spell at a foe just to insure his Befuddlement, but don't

overdo it. If you do not know Invisibility, then if you Befuddle a foe cast Countermagic on him so his buddies will find it harder Dispelling the Befuddle.

- 4. **Probe** It is a good idea to cast a spell with no extra Power the first time you cast a spell at somebody, so you can either get him or else find out how much Countermagic he has up. If he does have Countermagic up, then you can knock it down the second time. If POW is a limitation, then the most efficient way to (for example) knock down a Countermagic 4 spell is to cast a Befuddle with two extra points, so the total of three points knocks down the Countermagic, and then cast a Befuddle spell with not extra points, which will get through unopposed. This totals four points of Power. To blast through it in one shot would take six points. Two members could team up, one tossing the three points at SR 3, the other tossing the one point Befuddle at SR 4. If the foe is killing a buddy of yours, you must stop him in this round, and you will have to guess how much Countermagic he has, and cast two more points than that.
- 5. **Defense** if many of the members of the group know Dispel Magic 2, then the members of the group can dispense with Countermagic and all put up Protection or Shimmer spells (or even Spirit Shield). If any member is Befuddled or Harmonized, the member next to him can Dispel the spell. Thus the group has the maximum protection against damage and is still fairly safe against magic attacks. If may still be worthwhile for the first man to have Countermagic, so that the foes will assume you all do and waste POW trying to knock it down on all the group.
- 6. Inverting Spells a number of spells can be used to good effect when used in a manner opposite to normal use. If you are faced, for example, with a giant using a greatsword (who does 2D8+5D6 damage), then cast Fireblade upon his greatsword. Now he only does 3D6 and further more he cannot slash with Fireblade. Since you put up the Fireblade spell, as long as you are not hurt or do not cast further spells, the Fireblade will stay up. The giant would have to actually Dispel the Fireblade. As another example, if you are faced with an encounter with a RuneMaster and can do so before the RuneMaster can cast his protective spells, cast Fanaticism upon him. While under his influence he cannot parry, his defense is halved, and he cannot cast defensive magic. The fanaticism will also affect the allied spirit, and the two will be

- unable to Heal the RuneMaster if he is hit and hurt, which is quite likely to happen as he cannot parry! As he was probably near to 100% in attack anyway, all you are doing is increasing his chance to do special damage when he hits. Finally, if you face a foe who knows Fireblade, then cast Bladesharp 1 on his weapon so he cannot cast Fireblade on it (the two spells are incompatible).
- 7. **Surprise** Great surprise raids can occur the whole group knows Mobility, Silence, and Invisibility. Be sure to cast the Invisibility spell last, after all preparatory spells and the Mobility and Silence, as Invisibility is an active spell. If a man knows Invisibility and has an allied spirit, then they can do a nifty routine in which the man strikes a foe from behind, becoming visible as he does so, and then the next melee round the allied spirit casts Invisibility again upon him.
- 8. Safe Communications Have your team or leaders linked by Mind Speech if you can, so they can hear (and the foes cannot) the orders. Do not use Mind Link, since then everyone is vulnerable to mind-affecting spells cast at anyone in the link.

### 9. Things to Do With a POW-Enhancing Crystal

- Use it to double your points of Dispel Magic, perhaps thereby allowing you to Dispel Rune spells such as Concealment or Shield. Once Dispelled, they cannot be cast again the way battle magic spells can be.
- Use it to put Bladesharp on two weapons at once, or Multimissile on two arrows at once. The latter allows you to fire two Multimissile arrows a round.
- c. Use it to save one-half the Power to cast your variable spells at their full value. If you know Bladesharp 4 and have a POW 2 enhancing crystal you need only cast Bladesharp 2, which the crystal turns into Bladesharp 4. Since you only need to know Bladesharp 2 (unless you want to be able to cast Bladesharp 3 on two weapons at once) you can just keep Bladesharp 2 in mind, leaving room for two other points of battle magic to be kept ready to use.
- d. Use it to provide extra Power to get through Countermagic. If you cast Mind Speech 3 at a foe while your allied spirit casts Befuddle, the crystal will turn the spell into Mind Speech 5, all of which you direct at the same foe at the same strike rank the Befuddle goes at. The result is a total of 6 points which goes through the Countermagic 4 the foe had up, allowing the Befuddle to work at a cost of only 4 points between you.

### 10. Things to Do with Multispell

- Attack several foes at once with nonvariable spells.
- b. Attack one foe several times at the same strike rank so the spells add up to go through Countermagic. (Each spell is independent and goes off at its own strike rank. Thus casting four Disruptions with Multispell 3 at a single foe, when you have a DEX 17+1, means that all four will come off at SR 1.) You can blow down a foe's Countermagic much faster than it would take to cast that many points of POW in a single spell.
- c. Cast both attacking and defensive spells at the same time. For example, with Multispell 3 you could cast Protection 4 and Bladesharp 4 on you and your sword, respectively, and cast a Befuddle spell at two different foes, and then engage in combat with a third foe, using your Bladesharped sword.
- d. Cast Dispel Magic at more than one thing at a time. Thus you could dispel the Protection on four foes at once, letting other team members then hit the more vulnerable foes with better chances of penetration. A single foe's Protection 4, Bladesharp 4, Strength, and Shield 2 spells could be dispelled using three Dispel Magic 4's and a Dispel Magic 2. If you had a power enhancing crystal of at least two points, you could cut your POW cost in half, as the crystal would operate for each of the four spells. Thus it would cost you only seven points of Power to remove all of the foe's magical aid.
- e. Ready yourself for battle faster and better. With Multispell 3, you can cast Protection 4, Mobility, and Invisibility on yourself and Bladesharp 4 on your weapon and then close to strike, all in one round.
- f. Heal more than one hit location in a single round. If hit in more than one location, in a single round, normally a character is out of luck since only one location can be Healed per round. With Multispell you can Heal several locations at once.
- 11. **Spirits** RuneMasters will find it a good idea to cast Countermagic on their allied spirits, so that they are not Befuddled by having an allied spirit be Befuddled. In an escape, leave bound spirits behind for that reason. If there is a bound spirit in the horse needed for escaping, cast Countermagic on it to keep somebody from getting to the RuneMaster through his horse. Incidentally, a horse on which is cast Vigor, Ironhand 4, and Mobility will make a very capable ally.

## Conclusion

These are some of the tactics useful to groups. You will need a thorough grasp of the rules and of the spell definitions and abilities so that you can take advantage of opportunities as they come up, and so that you will be prepared to adjudicate disputes on results as they occur. Remember to be calm, organized, efficient, deadly, and (above all) sneaky!

### **About these Statistics**

The character statistics beginning in the next section will quickly show one who studies them that the characters are awesomely prepared and superbly outfitted. They are so presented because it is easier to delete than to add on. We assume that these important personages are equipped in the best manner possible by their temples, as if they were setting off on the toughest mission of their lives. No temple would squander critical personnel, nor hesitate to supply them with equipment and potions that a normal player character may never expect to see in his life.

Restraint is urged. Day-to-day, it is rare that a dryad would be found clanking about in armor while at home in the woods, and rare that a Pavis city-priest would carry about an entire pharmacy while on his daily rounds. But if that dryad were to leave her known and secure home, the elves would surely outfit as best as possible, and any city-priest would know enough to set off prepared for the worst. Even so, referees may wish to tone down some of the char-acters even if they are on a dangerous mission, assuming that it is not the worst mission possible, or that the temple is poor, or that some items are in short supply even for higher-ups.

### **Use Notes**

In the weapons listings,
(I) means iron,
(L) means lead, and
(C) means copper.
Weapons without
letters are normally
bronze.

The total/maximum encumbrance for a character will be found in the equipment entry.

It is not established in these statistics how much POW is actually in crystals; you may roll for it or ignore it.

## **Magicians**

Physical magicians manipulated physical forces such as plagues, deadly whirlwinds, or living clouds of darkness. In Prax, men were not capable of magic this powerful: only the greatest of spirits were capable of destruction on such a mass scale.

## Spirit Magic

Most magical combat took place on the spirit plane, where spirits battled against each other and the limited creatures of the physical plane. Normal mortals had little defense against invisible combat, and so were rightly frightened of it.



## Abelar of the Sable Tribe Rune Priest of Daka Fal

Human, Male, Foot Barbarian, Age 28.

Abelar is a Rune Priest of Daka Fal, having grown up as a barbarian member of the Sable Tribe in Prax. At the age of 28 he has settled down somewhat from his wild and impetuous youth, but still takes joy in battle and raids. He is a good fighter, who plans well before battle and who can lead men. After the death of his wife in a raid by the Rhino Tribe he left his tribe to wander with a small retinue and to extol to others the virtues of the worship of Daka Fal. Though distrustful of all he meets, he is hostile only towards members of the Rhino Tribe and to creatures of Chaos. He will aid others of his cult.

STR 15	CON 15	SIZ 15	INT 14	POW 18
DEX 18	CHA 11	Move 8	HP 17	Defense 25%
Bonuses:	Attack 20%	Parry 15%	Experience	06%

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D20	Location	AP/HP
01-04	Right Leg	8/6
05-08	Left Leg	8/6
09-11	Abdomen	7/6
12	Chest	7/7
13-15	Right Arm	7/5
16-18	Left Arm	7/5
19-20	Head	7/6

Weapon	Damage	Attk%	SR	Pts	Parr%
Bstd swd. RH	1D10+1+1D4	90%	4	20	80%
Bstd swd. LH	1D10+1+1D4	60%	4	20	50%
Comp. bow	1D8+1	75%	1	10	35%
Dagger RH	1D6+1D4	75%	6	20	75%
Dagger LH	1D6+1D4	75%	6	20	75%
2H spear	1D10+1+1D4	65%	2	15	60%
1H spear/lance	1D8+1+1D4	70%	3	15	60%
Javelin	1D10+1D2	60%	1	15	60%
Medium shield	1D6+1D4	50%	6	12	80%

SPIRITS (POW/INT): Allied Spirit 22/10; Bound Spirits-Sable 18/11, Crystal 16/13, Bat 12/10. Total POW (including Abelar): 86.

SPELLS: (Abelar) –Befuddle, Bladesharp 2, Countermagic 2,
Dispel Magic 2, Invisibility 3, Multimissile 2, Protection 2,
(Allied Spirit) –Detect, Disruption, Healing 6, Light, Repair 2, Vigor 4, (Crystal) –Darkwall 2, Detect Enemies, Detect Magic, Glue, Mindspeech 2, Spirit Binding, Spirit Shield 3,
Strength 2; (Bat) –Firearrow 2, Fireblade 4, Harmonize 2,
Mobility, Silence.

RUNE SPELLS: Discorporation, Divination, Extension 3, Free Ghost, Mindlink, Spell Teaching, Spirit Block 2, Summon Ancestor, Summon Spirit Teacher 2, Warding 3.

SKILLS: (Knowledge 10%) Evaluate Treasure 50%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 50%, Treat Disease 30%, Treat Poison 50%, Find Healing Plants 20%, Identify Plants 20%, Identify Animals 25%, Identify Minerals 25%; (Manipulation 20%) Map Making 50%, Climbing 80%, Hide Item 50%, Jumping 75%, Lock Picking 40%, Trap Set/ Disarm 75%, Riding 50%, Disguise 25%, The Peaceful Cut 25%, Swimming 50%, Rowing 25%, Masonry 25%, (Stealth 05%) Camouflage 65%, Hide in Cover 70%, Move Quietly 80% (minus 20% for armor), Pick Pockets 30%; (Perception 10%) Listen 75%, Spot Hidden Items 80%, Spot Trap 80%, Taste Analysis 25%,

Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 60%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Praxian 90%/20%, Tradetalk 60%/25%, Old Pavic 50%/25%, Sartarite 60%/25%, Lunar 60%/25%, Darktongue 40%/0%, Draconic 25%/0%, Spirit Speech 90%/0%.

MAGIC ITEMS: POW 4 Power Storage Crystal (Bound Spirit), POW 2 Power Enhancing Crystal.

POTIONS: 3 doses Healing 6 salve, 2 doses Blade Venom 14, 2 doses Blade Venom POT 14 antidote, 1 dose Manticore POT 14 antidote, 1 dose Wyvern POT 16 antidote, 1 dose Spider POT 14 antidote, 1 dose Poison Gas POT 16 antidote, 1 dose Herbal POT 14 antidote.

FINANCES: carries 160L, has 500 L banked, and gear is worth 890 L. Ransom is 1000L.

**EQUIPMENT:** iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews underneath as well as leather byrnie and hood. Weapons as listed (2 daggers). Basic kit in saddlebags on the sable. (ENC 15/15)

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## **Boreek Longtooth** Rune Lord of Daka Fal

Baboon Male, Foot Barbarian, Age 25.

Boreek Longtooth is a Baboon Rune Lord of Daka Fal. He grew up on the plains of Prax in a small tribe of Baboons, rising to become their war leader. His prowess in battle grew until he achieved the status of Rune Lord in his chosen cult of Daka Fal. From time to time he leads a band of baboons on trips to investigate the doings of other tribes and to provide an opportunity for the younger tribe members to practice their combat skills. He mistrusts most humans and is very sensitive to any sign of prejudice or any slur against his race. He is proud of his lineage, which he knows ten generations back. He has a fondness for liquor, which he sometimes indulges in to excess.

 STR 23
 CON 21
 SIZ 18
 INT 15
 POW 17

 DEX 21
 CHA 18
 Move 10
 HP 24
 Defense 34%

 Bonuses:
 Attack 35%
 Parry 25%
 Experience 09%

D20	Location	AP/HP
01-04	Right Leg	11/8
05-08	Left Leg	11/8
09-11	Abdomen	11/8
12	Chest	11/9
13-15	Right Arm	10/7
16-18	Left Arm	10/7
19-20	Head	11/8

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) 2H spear	1D10+1+1D4	100%	1	23	100%
1H spear RH	1D8+1+2D6	100%	2	23	100%
1H spear LH	1D8+1+2D6	90%	2	23	90%
Sling	1D8+2D3	100%	0	-	-
Claw RH	3D6	100%	5	-	50%
Claw LH	3D6	100%	5	-	50%
Teeth	1D8+2D6	90%	5	-	-
(I) Javelin	1D10+2D3	100%	0	15	100%
(I) Large shield	1D8+2D6	60%	5	24	100%

SPIRITS (POW/INT): Allied Spirit (spear) 19/14; Bound Spirits –Crystal 18/09, Bat 17/03, Lizard 16/11, Owl 16/10, Hawk 15/11. Total POW (including Boreek): 118.

SPELLS: (Boreek) -Befuddle, Dispel Magic 2, Disruption, Harmonize 2, Healing 6, Invisibility 3, (Allied Spirit) -Bladesharp 4, Detect Life, Detect Magic, Fireblade 4, Mobility, Repair 2, Silence, (Crystal) -Darkwall 2, Detect Enemies, Extinguish 2, Xenohealing 4, (Bat) –Spirit shield 3, (Lizard) –Countermagic 6, Spirit Binding, Vigor 4, (Hawk) –Glue, Ironhand 4, Light, Mindspeech, Multimissile 4.

SKILLS: (Knowledge 10%) Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 20%, Identify Plants 40%, identify Animals 40%, Identify Minerals 40%; (Manipulation 35%) Map Making 75%, Climbing 95%, Hide Item 70%, Jumping 90%, Lock Picking 80%, Trap Set/Disarm 90%, Riding 60%, Disguise 40%, The Peaceful Cut 40%, Swimming 80%, Rowing 50%, Masonry 40%; (Stealth 05%) Camouflage 90%, Hide in Cover 100%, Move Quietly 95% (minus 15% for armor), Pick Pockets 50%; (Perception 10%) Listen 95%, Spot Hidden Items 90%, Spot Trap 90%, Taste Analysis 30%, Tracking 95%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 75%, Bargaining 30%.

LANGUAGES: (Speak/Read-Write) Beast Speech 90%/0%, Spirit Speech 90%/0%, Sartarite 80%/55%, Tradetalk 75%/50%, Lunar 75%/50%, Praxian 75%/40%, Old Pavic 60%/30%, Dark-tongue 50%/30%.

MAGIC ITEMS: POW 5 Power Storage Crystal (Bound Spirit), POW 10 Power Storage Crystal (in spear), POW 6 Sensitivity Crystal.

POTIONS: 3 doses Healing 6, 4 doses Blade Venom 14, 3 doses Blade Venom 12 antidote, 1 dose Manticore POT 14 antidote, 2 doses Wyvern POT 14 antidote, 1 dose Spider POT 16 antidote, 1 dose Poison Gas POT 16 antidote.

FINANCES: carries 20W, 50L, and 100 C, has 1000L banked, and gear is worth 5800L. His ransom is 2000L.

EQUIPMENT: iron chainmail over body, and full iron helm. Leather trews and vambraces, as well as byrnie and hood. All listed weapons (including 4 javelins, backpack, horse, saddlebags, and basic kit. ENC: 18/22.

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## Camron

## Rune Lord-Priest of Daka Fal

Human Male Peasant with light infantry experience, Age 30.

Camron is a Rune Lord Priest of Daka Fal and is the High Priest of his own temple in New Pavis. He grew up as a peasant's son, left the farm to become a mercenary in a light infantry company, and survived to the age of 30 by being very cagy in battle and cautious in dealing with others. Basically a friendly person, he distrusts all he meets for the first time, but once convinced a person is friendly, Camron will show remarkable hospitality. He is find of music and has a clear tenor voice. From time to time he travels with a retinue from his temple to visit cult members in outlying areas so they can worship with him. He dislikes the Lunars for their occupation of Pavis, but is discreet about his opposition. He might aid members of the Pavis Underground.

 STR 18
 CON 18
 SIZ 17
 INT 15
 POW 18

 DEX 21
 CHA 18
 Move 8
 HP 21
 Defense 30%

 Bonuses:
 Attack 30%
 Parry 20%
 Experience 09%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	10/8
13-15	Right Arm	10/6
16-18	Left Arm	10/7
19-20	Head	10/7

associated with the Kyger Litor and Aldrya cults, and is friendly to the Seven Mothers cult. It is neutral to all other cults except for those Chaos, such as Cacodemon, towards which it is hostile RuneMasters of this cult are often on their own, as there is no official cult organization. Membership is given free to all living people. Anyone is allowed to enter into the general worship of Daka Fal. Initiates and RuneMasters must disavow all previous cult connections. The cult is very concerned with genealogy, since its main strength is the ability of its priests through Rune magic to summon specific ancestors.

The Daka Fal cult is

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) 2H spear	1D10+1+1D6	120%	1	23	120%
(I) 1H spear RH	1D8+1+1D6	120%	2	23	100%
(I) 1H spear LH	1D8+1+1D6	100%	2	23	80%
(I) Javelin	1D10+1D3	120%	0	23	100%
Composite bow	1D8+1	120%	0	10	50%
(I) Bst sword RH	1D10+1+1D6	110%	3	30	100%
(I) Bst sword LH	1D10+1+1D6	90%	3	30	80%
(I) Dagger	1D4+1D6+2	100%	5	30	100%
(I) Large shield	1D8+1D6	100%	5	24	120%

SPIRITS (POW/INT): Allied Spirit (Hawk) 19/13; Bound Spirits-Owl 18/12, Crystal 1 16/06, Lizard 15/12, Crystal 2 14/12, Bat 13/09. Total POW (including Camron): 113.

SPELLS: (Camron) Befuddle, Detect Enemies, Detect Magic, Disruption, Harmonize 2, Healing 6, Invisibility, (Allied Spirit) Extinguish 2, Dispel Magic 2, Mobility, Multimissile 4, Repair 2, Spirit Shield 2, (Owl) Countermagic 6, Protection 4, Strength 2, (Crystal 1) Bladesharp 4, Fireblade 4, (Crystal 2) Lightwall 4, Xenohealing 6, (Bat) Darkwall 2, Detect Life, Firearrow 2, Glue, Mindspeech 2, Spirit Binding.

RUNE SPELLS: Discorporation, Divination 3, Extension 2, Extension 3, Free Ghost, Incarnate Ancestor 3, Mindlink 2, Spell Teaching, Spirit Block 2, Summon Ancestor, Summon Specific Ancestor, Summon Spirit Teacher (Traded Spells: Resurrection 3).

SKILLS: (Knowledge 10%) Evaluate Treasure 90%, General Knowledge 20%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 15%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; (Manipulation 30%) Map Making 80%, Climbing 100%, Hide Item 75%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 110%, Riding 80%, Disguise 50%, The Peaceful Cut 35%, Swimming 100%, Rowing 35%, Masonry 35%; (Stealth 05%) Camouflage 100%, Hide in Cover 100%, Move Quietly 90% (minus 20% for armor), Pick Pockets 75%; (Perception 10%) Listen 110%, Spot Hidden Item 110%, Spot Trap 120%, Taste Analysis 80%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 95%, Bargaining 30%.

LANGUAGES: Speak/Read-Write) Spirit Speech 95%/0%, Old Pavic 90%/40%, Tradetalk 75%/25%, Sartarite 60%/30%, Lunar 50%/30%, Praxian 40%/0%, Darktongue 25%/0%.

MAGIC ITEMS: POW 15 Storage Crystal, POW 6 Storage Crystal (now holding Bound Spirit), POW 4 Spell Reinforcing Crystal, POW 3 Storage Crystal (now holding Bound Spirit), Battle Magic Spell Matrix for Vigor in ring.

POTIONS: 3 doses Healing 6 POT, 4 doses Blade Venom 20, 3 doses Blade Venom 20 antidote, 2 doses Manticore POT 20 antidote, 2 doses Wyvern POT 20 antidote.

FINANCES: carries 50W, 100L, 50C. and has 1500L in bank. Gear is worth 7900L. His ransom is 3000L.

**EQUIPMENT:** iron plate greaves, vambraces, and full helm, and iron chain mail hauberk. Leather trews beneath, as well as leather byrnie and hood. Listed weapons, backpack, zebra, saddlebags, and basic kit. (ENC 18/18)

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## **Spirits**

Magic in Prax was understandably crude. The culture managed to throw off the civilized way of life and thought many times. Thus, they did not use the sophisticated spells available to more cultured magicians. Instead, the people of the Plaines depended upon the summoning of various spirits to aid them in warfare.

These spirits were of diverse origin. Some were once-great gods, lesser deities, or nature spirits, while others were mere ghosts. Many were daemons or depraved Chaos creatures that waited to bring horrible doom to some unsuspecting shaman or priest as they attempted to summon some other, more benevolent, spirit.

### The Founders

The Founders were called the Fathers of the Tribes, and were counted among the ancient sons of the Storm Bull. Before the Great Night, they and many other brothers (now dead and forgotten) marched with their peoples from the silvery slopes of the Cosmic Spike to the rich lands of Tada's State. They led their folk against Ragnaglar and the Devil during the War of the Gods, and these few returned. Though already dead, they taught the rituals and prayers to summon them to the Khans, and then entered the realm of the gods.

### The Protectresses

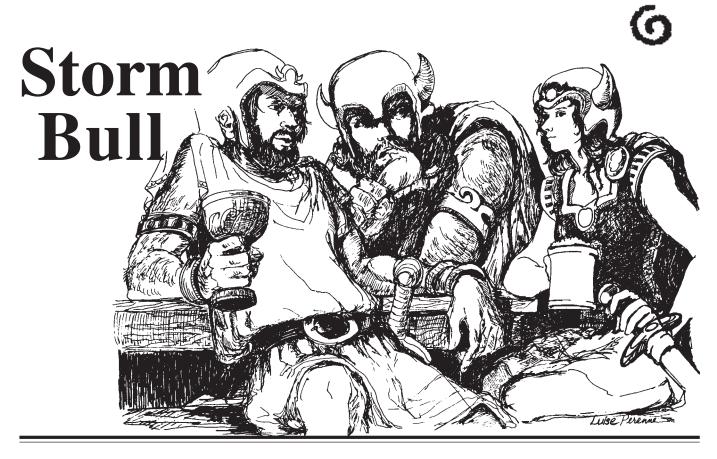
The Protectresses were the Mothers of the tribes. They were daughters of Eiritha (who was later the Storm Bull's wife), and all were counted among her handmaidens. No tale has been left of their receiving divinity, which indicates that they were born as goddesses.

### **Tribal Ancestors**

The Ancestors consisted of the spirits of tribesmen who had died and been judged by Daka Fal. They appeared at times to aid their living kin, filling the plains with ghostly weapons which still drew blood.

### Wildfires

Wildfires are the magical flames that devoured forests and were reputed to burn stone. Once loosed they were difficult to stop, and they are all in their path with a hunger second only to that of their master, traveling fastest where their food was most plentiful.



## **Darnor**

### **Rune Priest of Storm Bull**

Human Male, Very rich Pavis noble with heavy cavalry experience, Age 24.

Darnor was a younger son of a high noble in New Pavis. His disrespectful manner caused him to be shunned by his father's associates, so he left the life of nobility to join a heavy cavalry company, meanwhile joining the Storm Bull cult. He has risen to the rank of Rune Priest and now has his own band to lead against Chaos. He has been granted for one season the use of the Bull's Feet, a spirit of POW 20, who can cast Mobility upon Darnor once a day. Darnor is a fearless fighter and always leads his own men into combat rather than hanging back. He has learned however to prepare for battle first before rushing in and has a keen eye for field tactics. Vain, selfish, and ruthless, Darnor is easily angered by outsiders who do not show the proper deference to somebody of his greatness.



STR 15	CON 15	SIZ 15	INT 17	POW 18
DEX 19	CHA 18	Move 8	HP 17	Defense 30%
Bonuses:	Attack 25%	Parry 15%	Experience	15%

D20	Location	AP/HP
01-04	Right Leg	8/6
05-08	Left Leg	8/6
09-11	Abdomen	7/6
12	Chest	6/7
13-15	Right Arm	7/5
16-18	Left Arm	7/5
19-20	Head	7/6

Weapon	Damage	Attk%	SR	Pts	Parr%
1H spear RH	1D6+1+1D4	80%	3	15	75%
1H spear LH	1D6+1+1D4	60%	3	15	50%
Javelin	1D10+10+1D2	80%	0	15	75%
Battleaxe RH	1D8+2+1D4	75%	4	15	65%
Battleaxe LH	1D8+1+1D4	50%	4	15	40%
Bstrd. sword RH	1D10+1+1D4	75%	3	20	60%
Bstrd. sword LH	1D10+1+1D4	50%	3	20	40%
Dagger	2D4+2	60%	5	20	50%
Medium shield	1D6+1D4	50%	5	12	80%

SPIRITS (POW/INT): Allied Spirit (Hawk) 19/16; Bound Spirits-Crystal 18/15, Zebra 18/12, Lizard 16/07, Bat 1 5/06, Owl 12/08. Total POW (including Darnor): 116.

SPELLS: (Darnor) -Befuddle, Detect Enemies, Dispel Magic
2, Disruption, Fanaticism, Healing 6, Light, Protection
4, (Allied Spirit) -Fireblade 4, Invisibility 3, Repair 2,
Spirit Shield 2, Vigor 4, (Zebra) -Bladesharp 4, Lightwall
4, Multimissile 4, (Lizard) -Mobility, Xenohealing 6, (Bat)
-Detect Life, Detect Silver, Detect Undead, Harmonize
2, Silence, (Owl) -Countermagic 4, Extinguish 2,
Mindspeech 2.



The Storm Bull cult is associated with Waha, Eiritha, Chalana Arrov, and Zorak Zoran, and friendly to Orlanth. It is neutral to Daka Fal, Humakt, Yelmalio, Issaries, Lhankor Mhy, Kyger Litor and Aldrya cults, and hostile to Pavis and the Seven Mothers. The cult exists to destroy Chaos and its creatures. Members characteristically act without regard for tribal taboos or manners, even getting away with murder on occasion. They dislike anything which does not conform to their crude and simple cult demands. They exercise this dislike through contempt for others, even though they may also pursue the same contemptible way of life. Their usefulness against Chaos brings them immunity from normal retaliation for legal violation. Members tend

to rove in bands seeking

out Chaos to destroy.

RUNE SPELLS: Defend Against Chaos, Dismiss Elemental, Divination 2, Earth Power 3, Extension 3, Mind Link 2, Multi-spell, Shield 4, Spell Teaching, Summon Small Sylph, (One Use Spells –Divine Intervention 4).

SKILLS: (Knowledge 15%) -Evaluate Treasure, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 20%, Identify Plants 20%, Identify Animals, Identify Minerals 20%; (Manipulation 25%) Map Making 50%, Climbing 75%, Hide Item 50%, Jumping 75%, Lock Picking 55%, Trap Set/Disarm 75%, Riding 90%, The Peaceful Cut 90%, Swimming 80%, Rowing 30%, Masonry 30%; (Stealth 10%) Camouflage 75%, Hide in Cover 80%, Move Quietly 75% (minus 20% for armor), Pick Pockets 80%; (Perception 15%) Listen 80%, Spot Hidden Items 90%, Spot Trap 80%, Taste Analysis 25%, Tracking 75, Sense Chaos 35%, Sense Assassin 0%, Understand Beast Speech 80%; (Other) Oratory 50%, Bargaining 35%.

LANGUAGES: (Speak/Read-Write) Old Pavic 95%/20%, Praxian 70%/0%, Sartarite 65%/25%, Lunar 60%/25%, Tradetalk 50%/25%, Darktongue 50%/0%, Stormtongue 50%/0%. Draconic 25%/0%.

MAGIC ITEMS: POW 6 Storage Crystal (now holding Bound Spirit), POW 4 Healing Focus Crystal.

POTIONS: 2 doses Healing 6 potion, 2 doses Power Restoration 4, 3 doses Blade Venom 16, 2 doses Blade Venom POT 16 antidote, 2 doses Manticore POT 16 antidote, 2 doses Poison Gas POT 14 antidote, 1 dose Wyvern POT 14 antidote, 1 dose Spider POT 16 antidote.

**FINANCES:** carries 10W, 50L, and 30C, has 1000L banked, and gets 1600L yearly as income. His ransom is 2000L.

EQUIPMENT: iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews beneath as well as leather byrnie and hood. Weapons as listed (including 3 javelins). The Zebra carries saddlebags, and basic kit. (ENC 15/15)

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## Elarona

### Rune Lord of Storm Bull

Human Female, Mounted barbarian of the Bison Tribe, Age 27.

Elarona is a member of the Bison Tribe and grew up on the Plains of Prax. A problem child, she has grown up to be fierce fighter and Rune Lady of Storm Bull, acquiring the title of Storm Kahn. As a Kahn she expects deference from others but gives

## Spirit of Pavis - Wakboth's Eye

Somewhere beneath the Rubble lies a pool surrounded by ghostly trees which thrive on darkness. From this pool the Eye of Wakboth mustered the forces of Chaos to resist the reign of order. It was torn from the Devil's face in the battle with the Storm Bull, and slithered beneath the earth before the Dawning. It retained a fragment of the consciousness of the One Evil, and sought to control the forces of Chaos on the surface.

them none. Fair in appearance, she is lusty, energetic, reckless, fearless, and crafty. Anyone who can best her in battle will earn her respect. She has a passion for gems, truestones, liquor, and candy. She and her band roam the plains searching for Chaos. She greatly enjoys setting traps to bedevil strangers.

 STR 17
 CON 17
 SIZ 17
 INT 17
 POW 15

 DEX 19
 CHA 15
 Move 8
 HP 19
 Defense 25%

 Bonuses:
 Attack 25%
 Parry 10%
 Experience 15%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Bst sword RH	1D8+2+1D6	100%	4	23	90%
(I) Bst sword LH	1D8+2+1D6	75%	4	23	75%
Composite bow	1D8+1	100%	0	10	35%
1H spear RH	1D8+1+1D6	100%	2	23	80%
1H spear LH	1D8+1 +1D6	80%	2	23	75%
Javelin	1D10+1D3	100%	0	23	80%
(I) 2H spear	1D10+1+1D6	80%	1	23	60%
(I) Dagger	1D4+2+1D6	75%	5	30	75%
(I) Large shield	1D8+1D6	60%	5	24	100%

SPIRITS (POW/INT): Allied Spirit (Axe) 18/11; Bound Spirits—Hawk 17/13, Lizard 15/08, Bison 13/09, Owl 13/05. Total POW (including Elarona): 91

SPELLS: (Elarona) –Befuddle, Bladesharp 2, Countermagic 4, Dispel Magic 4, Disruption, Light, Multimissile 2, Protection 2, (Allied Spirit) –Detect Life, Detect Magic, Healing 6, Mobility, Repair 2, (Hawk) –Detect Enemies, Extinguish 2, Fanaticism 2, Mindspeech 3, (Lizard) –Lightwall 4, Vigor 4, (Bison) –Firearrow 2, Fireblade 4, Harmonize 2, Spirit Binding, (Owl) –Glue, Invisibility 3, Silence.

SKILLS: (Knowledge 10%) Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 75%, Treat Poison 75%, Find Healing Plants 15%, Identify Plants 15%, Identify 20%, Identify Minerals 15%, (Manipulation 25%) Map Making 75%, Climbing 100%, Hide Item 70%, Jumping 95%, Lock Picking 75%, Trap Set/Disarm 80%, Riding 100%, Disguise 30%, The Peaceful Cut 100%, Swimming 30%, Masonry 30%; (Stealth 10%) Camouflage 90%, Hide in Cover 95%, Move Quietly 95% (minus 25% for armor), Pick Pockets 75%; (Perception 10%) Listen 90%, Spot Hidden Items 100%, Spot Trap 95%, Taste Analysis 30%, Tracking 95%, Sense Chaos 90%, Sense Assassin 0%, Understand Beast Speech 60%; (Other) Oratory 90%, Bargaining 30%.

LANGUAGES: (Speak/Read-Write) Praxian 90%/40%, Tradetalk 60%/25%, Sartarite 50%/25%, Lunar 50%/25%, Old Pavic 50%/25%, Darktongue 25%/0%, Draconic 20%/0%, Storm-tongue 15%/0%.

MAGIC ITEMS: POW 14 Storage Crystal, POW 4 Enhancing Crystal.

POTIONS: 3 doses Healing 8 salve, 4 doses Blade Venom 16, 3 doses Blade Venom POT 16 antidote, 3 doses Manticore POT 16 antidote, 2 doses Wyvern POT 14 antidote, 1 dose Spider POT 14 antidote, 1 dose Poison Gas POT 14 antidote, 1 dose Herbal POT 14 antidote.

**FINANCES:** carries 10W, 50L, and 30C; has 1500 in bank. Gear is worth 7350L. Her ransom is 3000L.

**EQUIPMENT:** iron plate full helm, cuirass and greaves, iron chain mail skirts. Leather trews beneath as well as leather byrnie and hood. All listed weapons (including 3 javelins), backpack, saddlebags on bison, basic kit. (ENC 17/17)

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## **Felanor**

### **Rune Lord-Priest of Storm Bull**

Human Male, Sartar townsman with light cavalry experience, Age 31.

Felanor is the second son of a cobbler in Boldhome in the Kingdom of Sartar. Rebelling against a strict father, he ran away from home to join a light cavalry company. His wild ways led him to join the Storm Bull cult, and he has risen to greatness through a combination of luck, skill, and ferocity. As a Rune Lord Priest he is a Storm Kahn and High Priest of the cult in the Sartar region. With his personal band he wanders around seeking Chaos and visiting local priests. He has been on several Heroquests and has become an Animal Friend. Animals without the taint of Chaos will not harm him, no matter how ordered. He is accompanied by a spirit of the Bull's Head, which has a POW of 21. Felanor is a master tactician but is too impetuous to be a good strategist. He has a weakness for wine and gambling and for pieces of truestone. He is quick to anger at any slight or failure to render him the respect and deference he is due.

STR 17 CON 17 SIZ 16 **INT 17** POW 18 CHA 18 Move 8 HP 19 Defense 40% Bonuses: Attack 35% Parry 25% Experience 15%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	10/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Bst sword RH	1D10+1 +1D6	120%	3	30	100%
(I) Bst sword LH	1D10+1+1D6	90%	3	30	75%
Composite bow	1D8+1	120%	0	10	50%
1H spear	1D8+1+1D6	120%	2	23	110%
1H spear	1D8+1+1D6	90%	2	23	80%
(I) Javelin	1D10+1D3	110%	0	23	110%
(I) 2H spear	1D10+1+1D6	90%	1	23	90%
(I) Dagger	1D4+2+1D6	90%	5	30	80%
(I) Large shield	1D8+1D6	90%	5	24	120%

SPIRITS (POW/INT): Allied Spirit (sword) 20/15; Bound Spirits-Bat 18/07, Lizard 17/10, Horse 15/09, Falcon 11/ 12, Owl 11/12. Total POW (including Felanor): 110.

SPELLS: (Felanor) -Befuddle, Bladesharp 4, Detect Magic, Dispel Magic 2, Disruption, Fanaticism, Healing 6, Invisibility, (Allied Spirit) -Countermagic 4, Fireblade 4, Repair 2, Spirit Shield, Vigor 4, (Bat) -Harmonize 2, Mobility, Lightwall 4, (Lizard) -Spirit binding, (Horse) -Multimissile 4, Protection 4, Silence, (Falcon) -Extinguish 2, Firearrow 2, Glue, Xenohealing 6, (Owl) -Detect Enemies, Detect Life.

RUNE SPELLS: Berserker 2, Cure Chaos Wound, Defend Against Chaos, Discorporate, Divination 3, Earthpower 3, Extension 3, Mind Link 2, Shield 4, Spell Teaching, Summon Spirit of Law 3, Summon Sylph, (One Use Spells -Divine Intervention 6).

SKILLS: (Knowledge 15%) Evaluate Treasure 90%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 20%, Identify Plants 90%, Identify Animals 90%, Identify Minerals 90%; (Manipulation 35%) Map Making 90%, Climbing 110%, Hide Item 75%, Jumping 105%, Lock Picking 100%, Trap Set/Disarm 100%, Riding 110%, Disguise 40%, The Peaceful Cut 100%, Swimming 100%, Rowing 75%, Masonry 75%; (Stealth 15%) Camouflage 95%, Hide in Cover 110%, Move Quietly 100% (minus 20% for armor), Pick Pockets 80%; (Perception 15%) Listen 100%, Spot Hidden Items 120%, Spot Trap 110%, Taste Analysis 90%, Tracking 100%, Sense Chaos 100%, Sense Assassin 0%, Understand Beast Speech 85%; (Other) Oratory 100%, Bargaining 50%.

LANGUAGES: (Speak/Read-Write) Sartarite 95%/50%, Tradetalk 75%/50%, Lunar 60%/30%, Praxian 60%/20%, Darktongue 50%/0, Old Pavic 45%/30%, Draconic 25%/ 0%, Stormtongue 25%/0%.

MAGIC ITEMS: POW 14 Storage Crystal, POW 4 Spell Reinforcing Crystal, Scroll (+15% Perception).

POTIONS: 3 doses Healing 6 salve, 5 doses Blade Venom 20, 3 doses Blade Venom POT 20 antidote, 3 doses Manticore POT 20 antidote, 3 doses Poison Gas POT 20 antidote, 3 doses Spider POT 20 antidote, 3 doses Wyvern POT 20 antidote.

FINANCES: carries 30W, 50L, and SOC; has banked 2000L. His gear is worth 7700L; his ransom is 4000L.

EQUIPMENT: iron plate full helm, greaves, vambraces, and iron chain mail hauberk. Leather trews beneath, as well as leather byrnie and hood. All listed weapons, backpack, saddlebags on horse, basic kit within. (ENC 17/17)

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## Spirits of the Paps

## The Serpent Guardians

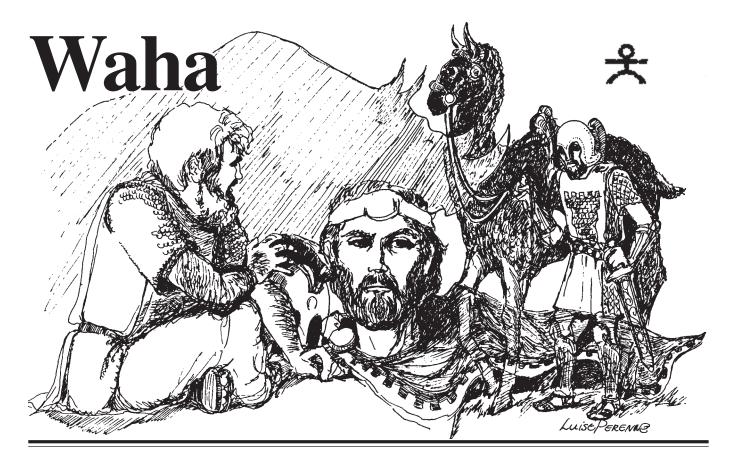
These creatures guarded the Earth temples across the world, but only in Prax were they of such strength that they could fight on the surface. The queen was snakeheaded and tailed, but otherwise like a woman. Her attendants were woman-headed snakes full of deadly venom.

### The Three-Bean Circus

Amid a place of constant war, it is a miracle that the Spirit of Passivity could ever survive. Most tribesmen thought of these beings as perversely peaceful and fickle, yet during the Golden Age they were held in the highest esteem, properly respected for the perfection of their spiritual development. This strength served them well, for they survived and even thrived under the most unlikely conditions. This proves, perhaps, that their existence here was not so strange at all, but was perhaps necessary to maintain some spiritual balance.

### Waha's Champion

Although Waha rarely stirred from the Paps, he would occasionally confer his blessing upon a chief or lesser khan. Such an individual became his champion, endowed with a portion of his strength and power.



## Gortar

## Rhino Tribe Rune Priest of Waha Human Male, Mounted Barbarian, Age 28.

Gortar is the son of the chief of the Rhino Tribe. He grew up as a barbarian on the Plains of Prax. Following in his father's footsteps, he joined the Waha cult and rose to the rank of Rune Priest. He has married a tribeswoman and wishes to settle down and care for the welfare of his tribesmen. He is now fulfilling his duty to make a pilgrimage to the Marsh to kill something of Chaos. His retinue are all fellow tribesmen sent to assist and protect him on his journey. He is a friendly man but will not tolerate insults. He likes birds and will not hunt them or eat their eggs. He dislikes Orlanth worshippers for their practice if eating eggs, but acknowledges that the cult itself is acceptable.



STR 18 CON 18 **INT 13** POW 18 SIZ 14 **DEX 18** HP 20 CHA 15 Move 8 Defense 30% Bonuses: Attack 25% Parry 20% Experience 03%

D20	Location	AP/HP
01-04	Right Leg	8/7
05-08	Left Leg	8/7
09-11	Abdomen	7/7
12	Chest	6/8
13-15	Right Arm	7/6
16-18	Left Arm	7/6
19-20	Head	7/7
 n		A.O. CD

Weapon	Damage	Attk%	SR	Pts	Parr%
Heavy mace RH	1D8+2+1D4	80%	6	15	75%
Heavy mace LH	1D8+2+1D4	50%	6	15	45%
Battleaxe RH	1D10+1+1D4	85%	5	20	80%
Battleaxe LH	1D10+1+1D4	60%	5	20	50%
Composite bow	1D8+1	85%	1	10	40%
Sling	1D8+1D2	80%	1	-	-
Dagger RH	2D4+2	75%	7	20	75%
Dagger LH	2D4+2	50%	7	20	50%
Medium shield	1D6+1D4	45%	7	12	80%

SPIRITS (POW/INT): Allied Spirit (Rhino) 19/15; Bound Spirits-Hawk 17/12, Owl 16/12, Lizard 15/09, Bat 15/6. Total POW (including Gortar): 100

SPELLS: (Gortar) -Befuddle, Detect Life, Detect Magic, Detect Spirit, Dispel Magic 2, Disruption, Healing 3, Invisibility 3, (Allied Spirit) -Countermagic 6, Light, Protection 4, Repair 4, Vigor 4, (Hawk) -Bladesharp 4, Bludgeon 4, Harmonize 2, Multimissile 4, (Owl) -Extinguish 2, Firearrow 2, Fireblade 4, Lightwall 4, (Lizard) -Detect Silver, Detect Undead, Glue, Mobility, Silence.



RUNE SPELLS: Cremate Dead, Defend Against Chaos, Divination, Mind Link, Multispell 2, Shield 4, Speak to Beast 2, Spell Teaching, Summon Gnome 1, Summon Spirit of Law, Vision, (One Use Spells – Divine Intervention 3).

SKILLS: (Knowledge) 10%) Evaluate Treasure 35%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, 'Treat Disease 50%, Treat Poison 50%, Find Healing Plants 15%, Identify Plants 25%, Identify Animals 25%, Identify Minerals 25%; (Manipulation Skills 25%) Map Making 50%, Climbing 50%, Hide Item 40%, Jumping 50%, Lock Picking 40%, Trap Set/Disarm 50%, Riding 95%, Disguise 30%, The Peaceful Cut 100%, Swimming 40%, Rowing 30%, Masonry 30%; (Stealth 05%) Camouflage 75%, Hide in Cover 75%, Move Quietly 50% (minus 20% for armor), Pick Pockets 10%; (Perception 10%) Listen 75%, Spot Hidden Items 60%, Spot Trap 75%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 75%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Praxian 90%/40%, Tradetalk 70%/30%, Sartarite 70%/25%, Lunar 65%/25%, Old Pavic 60%/25%, Darktongue 50%/0%, Aldryami 40%/0%, Draconic 25%/0%.

MAGIC ITEMS: POW 3 Healing Focus Crystal.

POTIONS: 3 doses Healing 6 salve, 3 doses Blade Venom 14, 3 doses Blade Venom POT 18 antidote, 3 doses Manticore POT 16 antidote, 2 doses Wyvern POT 14 antidote, 1 dose Poison Gas POT 16 antidote, 2 doses Spider POT 14 antidote, 1 dose Herbal POT 14 antidote, 1 dose Mineral POT 14 antidote.

**FINANCES:** carries 10W, 50L, and 30C. He has 500L banked and his gear is worth 890L. His ransom is 1000L.

EQUIPMENT: bronze plate full helm, vambraces and greaves, bronze chain mail hauberk. Leather trews underneath as well as leather byrnie and hood. All listed weapons, saddlebags on rhino, basic kit in saddlebags. (ENC 18/18) GIFTS, GEASES, & CHAOTIC FEATURES: none.

## Hessik

## Rune Lord of the High Llama Tribe Human Male, Mounted Barbarian, Age 25.

Hessik is the third son of the blacksmith of the High Llama Tribe. Growing up on the Plains of Prax, early on he showed great skill at warfare in raids on other tribes. He has risen now to Rune Lord, acquiring the title of Llama-Kahn. He has made his pilgrimage to the Marsh, slaying two dragon snails there. He now leads his band, all mounted on llamas on raids if nearby tribes. He will not eat golden food and he sleeps outdoors. A great lover, Hessik has an eye for good women. Having captured 20 herd animals, Waha has blessed Hessik by casting a permanent Protection 4 spell on his llama, which is his Allied Spirit. Hessik is a fierce warrior and a great carouser and expects respect for both.

 STR 18
 CON 18
 SIZ 18
 INT 14
 POW 17

 DEX 19
 CHA 16
 Move 8
 HP 21
 Defense 25%

 Bonuses:
 Attack 25%
 Parry 15%
 Experience 06%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	10/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) 1H spear RH	1D8+1+1D6	100%	3	23	80%
(I) 1H spear LH	1D8+1+1D6	60%	3	23	40%
(I) Javelin	1D10+1D3	100%	0	23	80%
(I) Bst sword RH	1D10+1+1D4	100%	3	30	90%
(I) Bst sword LH	1D10+1+1D4	75%	3	30	75%
Composite bow	1D8+1	100%	0	10	35%
(I) Battleaxe RH	1D8+2+1D6	80%	4	23	65%
(I) Battleaxe LH	1D8+2+1D6	60%	4	23	40%
(I) Large shield	1D8+1D6	45%	5	24	100%

SPIRITS (POW/INT): Allied Spirit (Llama) 17/17; Bound Spirits-Lizard 17/09, Hawk 16/13, Crystal 14/07, Bat 13/08. Total POW (including Hessik): 94

SPELLS: (Hessik) -Befuddle, Fireblade 4, Healing 6, Invisibility 3, (Allied Spirit) -Demoralize, Detect Enemies, Detect Life, Dispel Magic, Disruption, Mindspeech, Multimissile 4, Repair 2, Vigor 4, (Lizard) -Firearrow 2, Harmonize 2, Lightwall 4, Spirit Binding, (Hawk) -Countermagic 6, Detect Spirit, Extinguish 2, Protection 4, (Crystal) -Ironhand 4, Spirit Shield 3, (Bat) -Mobility, Silence.

SKILLS: (Knowledge 10%) Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 15%, Identify Plants 15%, Identify Animals 20%, Identify Minerals 15%; (Manipulation 25%) Map Making 75%, Climbing 80%, Hide Item 75%, Jumping 80%, Lock Picking 30%, Trap Set/Disarm 75%, Riding 100%, Disguise 30%, The Peaceful Cut 100%, Swimming 40%, Rowing 30%, Masonry 30%; (Stealth 0%) Camouflage 90%, Hide in Cover 95%, Move Quietly 75% (minus 20% in armor), Pick Pockets 05%; (Perception 10%) Listen 90%, Spot Hidden Items 90%, Spot Trap 100%, Taste Analysis 75%, Tracking 90%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 90%, Bargaining 30%.

LANGUAGES: (Speak/Read-Write) Praxian 90%/50%, Tradetalk 75%/25%, Old Pavic 70%/25%, Sartarite 65%/ 25%, Lunar 65%/25%, Darktongue 45%/0%, Mostali 30%/ 0%, Draconic 30%/0%.

MAGIC ITEMS: POW 4 Spirit Supporting Crystal, POW 13 Storage Crystal, POW 5 Storage Crystal (now holding Bound Spirit), Ring with Bladesharp 4 matrix.

POTIONS: 4 doses Healing 6 potion, 3 doses Blade Venom 18, 3 doses Blade Venom POT 18 antidote, 2 doses Manticore POT 16 antidote, 2 doses Wyvern POT 14 antidote, 2 doses Poison Gas POT 16 antidote.

FINANCES: carries 10W, 30L, 30C, and has 1500L in bank. His gear is worth 7650L; his ransom is 3000L.

EQUIPMENT: iron plate full helm, vambraces, and greaves, iron chain mail hauberk. Leather trews beneath as well as a leather byrnie and hood. All listed weapons. Backpack, llama, saddlebags on llama, basic kit in saddlebags. (ENC 18/18)

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## Inofar

## Rune Lord-Priest of the Sable Tribe Human Male, Barbarian with heavy cavalry experience, Age 28.

Inofar is the grandson of a past chief of the Sable Tribe. On reaching maturity in his tribe and becoming a lay member, he chose to leave the tribe and join a heavy cavalry company and see the world. At 21 he returned to the tribe. At the seasonal festival he so impressed the elders with his great strength and skill at arms that he was made an Initiate of Waha. Making use of his cavalry training, he led many raids on other tribes, earning the rank of Rune Lord and the title of Sable Kahn. Waha granted him the blessing of a

associated with the Storm Bull and Eiritha cults, is friendly toward Humakt and Orlanth, unfriendly toward the Seven Mothers, and neutral to all others. Members of the cult consider foreigners to be enemies unless shown otherwise. They hate Chaos and fight chaotic creatures wherever found. Those who do not know The Peaceful Cut are potential foes. The cult is open only to males. Waha's RuneMasters are the male leaders of their tribes, and they hold both temporal and spiritual authority.

The Waha cult is

permanent Protection 4 spell on his sable, which is his Allied Spirit. He has married a priestess of Eiritha and taken two concubines. He has been on several Heroquests and gained the permanent use of the Vision rune spell. He has also become a Rune Priest as well and often leads a band of tribesmen on raids. He will not hunt birds, eat eggs, sew, eat golden food, build a house or ride any animal but a sable. He greatly likes music and song and respects bravery in others. His band is completely loyal to him, and he will not uselessly sacrifice them in battle.

## **Great Spirits**

Besides the normal haphazard method of gaining spirit allies, the nomads could take more positive action in attempting to acquire power, though only with certain spirits, called Great Spirits. The sacrifice required was high, but the shaman was assured of getting the spirit he wanted. The level of contact was higher than normal as well, for the shaman who forged such an alliance could use the spirit contact to power a Soul Wind.

Among the many spirits of Prax, five were known for their great power, general inaccessibility, and permanent cults. Called Great Spirits, each could be allied, though the cost was high. It was worth it, however, for each brought great power, and control over some of the daemons of the Spirit World.

Each of the Great Spirits was associated with a specific holy place. Normal spirit alliances could be attempted at these places, but they were mythically associated with the Great Spirits, and were the only locations where they could be directly summoned. The locations associated with the Great Spirits are Corflu for Zola Fel, Pairing Stones for Dark Eater, Monkey Ruins for Oakfed, Mallia's Stool for Mallia, and Moonbroth for Wild Hunter.

### Wild Hunter

This Great Spirit of Air was powerful even among the gods of the Upper and Middle Airs, for he was the gross and physical bully who commanded the raging, sterile storms of Prax. Many of his worshippers believed their souls would go to him after death, to ride the winds and hunt savage Star Bears, or to wreak immortal vengeance against the hapless living.

## Zola Fel

Zola Fel, the Great Spirit of Water, was the god of the River of Cradles. He was powerful and friendly, but was tied to his waters, and could not go far from them without being reduced to as mean an existence as the other water spirits of the Plaines. When Pavis came he allied with the river, and both benefited from the arrangement, but the agreement was temporary, as alliances in Prax always are.

 STR 18
 CON 18
 SIZ 14
 INT 13
 POW 18

 DEX 21
 CHA 16
 Move 8
 HP 20
 Defense 35%

 Bonuses:
 Attack 30%
 Parry 25%
 Experience 03%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Bst sword RH	1D10+1+1D4	125%	4	30	110%
(I) Bst sword LH	1D10+1+1D4	90%	4	30	85%
(I) 1H spear RH	1D10+1+1D4	120%	2	23	110%
(I) 1H spear LH	1D10+1+1D4	90%	2	23	80%
Heavy crossbow	2D6+2	125%	0	10	50%
(I) Great sword	2D8+1D4	110%	3	23	100%
(I) Dagger RH	2D4+2	90%	6	30	90%
(I) Dagger LH	2D4+2	80%	6	30	85%
(I) Large shield	1D8+1D4	90%	6	24	120%

SPIRITS (POW/INT): Allied Spirit (sable) 20/14; Bound Spirits

-Bat 17/12, Hawk 16/12, Owl 15/13, Crystal 10/10. Total
POW (including Inofar): 96

SPELLS: (Inofar) -Befuddle, Bladesharp 2, Countermagic 4, Dispel Magic 4, Protection 2, (Allied Spirit) -Fireblade 4, Harmonize 2, Healing 3, Ironhand 2, Mobility, Repair 2, (Hawk) -Farsee, Invisibility 3, Lightwall 4, Mindspeech 2, Multimissile 2, (Owl) -Binding, Detect Enemies, Detect Gold, Detect Life, Detect Magic, Detect Spirit, Detect Undead, Disruption, Glue, Vigor 4.

RUNE SPELLS: Cremate Dead 2, Defend Against Chaos, Divination 4, Discorporation, Dismiss Elemental 3, Mind Link 2, Multispell 2, Speak to Beast 2, Spell Teaching, Spirit Block 2, Summon Spirit of Law 2 (Traded Spell: Divine Intervention 6).

SKILLS: (Knowledge 10%) Evaluate Treasure 100%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 15%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%: (Manipulation 30%) Map Making 100%, Climbing 100%, Hide Item 100%, Jumping 100%, Lock Picking 75%, Trap Set/disarm 110%, Riding 120%, Disguise 35%, The Peaceful Cut 110%, Swimming 60%, Rowing 35%, Masonry 35%; (Stealth 10%) Camouflage 95%, Hide in Cover 100%, Move Quietly 110% (minus 25% for armor), Pick Pockets 15%; (Perception 10%) Listen 100%, Spot Hidden Items 100%, Spot Trap 110%, Taste Analysis 80%, Tracking 110%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 100%, Bargaining 30%.

LANGUAGES: (Speak/Read-Write) Praxian 90%/40%, Tradetalk 80%/ 25%, Lunar 75%/25%, Sartarite 75%/25%, Old Pavic 50%/25%, Darktongue 45%/0%, Draconic 25%/0%, Storm-tongue 20%/0%.

MAGIC ITEMS: POW 13 Storage Crystal, POW 12 Storage Crystal, POW 7 Storage Crystal (now holding Bound Spirit), POW 6 Enhancing and Healing Focus Crystal.

POTIONS: 4 doses Healing 6 potion, 4 doses Blade Venom 20, 3 doses Blade Venom POT 20 antidote, 3 doses Manticore POT 20 antidote, 3 doses Poison Gas POT 16 antidote.

**FINANCES:** carries 25W, 10L, 30C, and has 2000L in bank. His gear is worth 8850L; his ransom is 4000L.

EQUIPMENT: iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews underneath as well as leather byrnie and hood. All listed weapons are of bronze also. Back pack, saddle bags on sable, basic kit in bags. (ENC 18/18)

GIFTS, GEASES, & CHAOTIC FEATURES: none.



## Jessica Grey

## Rune Priestess of Eiritha

Human Female, Poor noble from Pavis with light cavalry experience, age 28.

Jessica Grey is the daughter of a poor noble of New Pavis. As a child she tended her father's herd of zebras and so joined the Eiritha cult when she came of age. Desiring adventure, she joined a light cavalry mercenary company and became skilled in the use of the battleaxe and great axe, as the cult teaches only axe-type weapons. Adventuring later in the ruins of Pavis, she gained enough power to reach the rank of Rune Priestess, accepting the restrictions not to use any weapons but axes or knives and never to use any weapons magic. Kind and gentle, she travels with other adventurers to heal others rather than kill. At times she travels with a retinue to spread the worship of Eiritha to others near Pavis and to aid farmers with her Accelerate Growth rune spell and her Bless Animals rune spell. At times she leads caravans between oases with her Pathway spell.

 STR 18
 CON 18
 SIZ 12
 INT 17
 POW 18

 DEX 18
 CHA 18
 Move 8
 HP 19
 Defense 30%

 Bonuses:
 Attack 30%
 Parry 25%
 Experience 06%

D20	Location	AP/HP
01-04	Right Leg	8/7
05-08	Left Leg	8/7
09-11	Abdomen	7/7
12	Chest	7/8
13-15	Right Arm	7/6
16-18	Left Arm	7/6
19-20	Head	7/7

Weapon	Damage	Attk%	SR	Pts	Parr%
Battleaxe RH	1D8+2+1D6	85%	5	15	75%
Battleaxe LH	1D8+2+1D6	60%	5	15	50%
Great Axe	3D6+2	85%	4	15	85%
Throwing Axe	1D6+1D3	80%	1	-	-
Hatchet RH	2D6+1	80%	6	15	70%
Hatchet LH	2D6+1	50%	6	15	45%
Dagger RH	1D4+1+1D6	70%	6	20	70%
Dagger LH	1D4+1+1D6	50%	6	20	50%
Large shield	1D8+1D6	30%	6	16	85%

SPIRITS (POW/INT): Allied Spirit (Cat) 20/14; Bound Spirits –Lizard 17/09, Hawk 16/11, Owl 16/10, Horse 16/09, Bat 14/9. Total POW (including Jessica Grey): 118

SPELLS: (Jessica Grey) –Befuddle, Binding, Demoralize, Dispel Magic 2, Farsee, Healing 3, Ignite, Mobility, Xenohealing 3, (Allied Spirit) –Invisibility 3, Mindspeech, Protection 4, Repair 2, Vigor 4, (Lizard) –Detect Enemies, Detect Life, Detect Magic, Detect Traps, (Hawk) –Coordination 2, Counter-magic 6, Glue, Silence, Spirit Binding, (Bat) – Extinguish 2, Lightwall 4, Spirit Shield 3.

RUNE SPELLS: Accelerate Growth 2, Bless Animals, Concealment 2, Divination 2, Heal Body 3, Multispell 2, Pathway, Shield 4, Speak to Beasts, Spell Teaching, Warding 4, (One Use Spells –Seal Spirit).



The Eiritha cult is

Chalana Arroy, and

Orlanth, associated with

Storm Bull, Waha, and

Aldrya, and unfriendly

is restricted to female

Initiate or Rune levels.

of Chaos and all people

of their herds without

prayers and worship to

send the animal souls

back to their mother-

goddesses. The cult is

because it teaches the

survival skills of Find

Water and Find Cattle

Feed to its members, as

Speech. The cult is not a

fighting cult, relying

upon Waha and Storm

well as the skill of

Understand Beast

Bull warriors.

revered throughout Prax,

knowing the proper

The cult hates the things

who would kill the beasts

membership at the

to Zorak Zoran. The cult

friendly to Pavis,

SKILLS: (Knowledge 15%) Evaluate Treasure 35, General Knowledge 15%, Find Cattle Food 90%, Find Water 90%, First Aid 90%, Treat Disease 75%, Treat Poison 75%, Find Healing Plants 90%, Identify Plants 90%, Identify Animals 50%, Identify Minerals 50%; (Manipulation 30%) Map Making 50%, Climbing 80%, Hide Item 80%, Jumping 80%, Lock Picking 85%, Trap Set/Disarm 80%, Riding 90%, Disguise 50%, The Peaceful Cut 35%, Swimming 80%, Rowing 35%, Masonry 35%; (Stealth 10%) Camouflage 70%, Hide in Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets 75%; (Perception 15%) Listen 75%, Spot Hidden Items 75%, Spot Trap 80%, Taste Analysis 60%, Tracking 75%, Sense Chaos, Sense Assassin, Understand Beast Speech 90%; (Other) Oratory 50%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Old Pavic 90%/80%, Trade-talk 75%/40%, Praxian 70%/30%, Lunar 60%/30%, Sartarite 60%/30%, Earthtongue 50%/25%, Darktongue 50%/25%, Draconic 35%/20%.

MAGIC ITEMS: POW 4 Healing Focus Crystal.

POTIONS: 3 doses Healing 6 salve, 3 doses Blade Venom POT 16 antidote, 3 doses Manticore POT 16 antidote, 3 doses Wyvern POT 16 antidote, 3 doses Poison Gas POT 16 antidote, 2 doses Spider POT 16 antidote, 2 doses Herbal POT 16 antidote, 2 doses Mineral POT 16 antidote.

FINANCES: carries 10W, 30L, SC; has 500L in bank. Her gear is worth 770L, and her ransom is 1000L.

EQUIPMENT: bronze plate full helm, vambraces and greaves, bronze chain mail hauberk. Leather trews underneath as well as leather byrnie and hood. All listed weapons (including 4 throwing axes). Saddle bags and basic kit on horse. ENC: 18 max/18 current.

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## Lomeena

### Rune Lady-Priestess of Eiritha Human Female, Mounted barbarian from the Rhino Tribe, age 30.

Lomeena is the daughter of the High Priestess of Eiritha in her Rhino Tribe. She grew up herding the massive beasts. She has a deep affection for animals and for music and despises those who kill animals without the proper rituals. She gained considerable skill in combat while defending her herd against raids from other tribes and rose to the rank of Rune Lady and then to Rune Priestess as well. She is next in line after her mother to become High Priestess and has her own band of female warriors who scout the countryside for raiding parties. She obeys the restrictions against weapons magic or using weapons other than daggers or axe-like weapons. A true beauty, she has a number of suitors for her hand. From time to time she travels about to bless the animals or grazing land. She has been on two Heroquests but has gained no special abilities.

STR 17	CON 16	SIZ 15	INT 15	POW 18
DEX 21	CHA 21	Move 8	HP 19	Defense 35%
Bonuses:	Attack 30%	Parry 25%	Experience	09%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Veapon	Damage	Attk%	SR	Pts	Parr%
I) Battleaxe RH	1D8+2+1D4	120%	4	23	100%
I) Battleaxe LH	1D8+2+1D4	100%	4	23	90%
I) Poleaxe	3D6+1D4	100%	2	18	100%
Thrown Axe	1D6+1D2	120%	0	-	-
I) Hatchet RH	1D6+l+1D4	100%	5	23	90%
I) Hatchet LH	1D6+1+1D4	80%	5	23	75%
I) Dagger RH	2D4+2	80%	5	30	75%
I) Dagger LH	2D4+2	75%	5	30	75%
I) Large shield	1D8+1D4	75%	5	24	110%
I) Poleaxe Thrown Axe I) Hatchet RH I) Hatchet LH I) Dagger RH I) Dagger LH	3D6+1D4 1D6+1D2 1D6+l+1D4 1D6+1+1D4 2D4+2 2D4+2	100% 120% 100% 80% 80% 75%	2 0 5 5 5 5	18 23 23 30 30	1009 909 759 759 759

SPIRITS (POW/INT): Allied Spirit (Battleaxe) 19/16; Bound Spirits-Lizard 16/11, Rhino 15/14, Owl 15/13, Hawk 14/11, Cat 13/10. Total POW (including Lomeena): 110.

SPELLS: (Lomeena) -Befuddle, Binding, Demoralize, Dispel Magic 2, Dullblade 4, Light, Mobility, Protection 4, (Allied Spirit) -Healing 6, Repair 2, Spirit Shield 2, Strength 2, Vigor 4, (Rhino) -Countermagic 6, Extinguish 2, Glue, Ignite, Mind-speech 2, Silence, Spirit Binding, (Owl) -Detect Enemies, Detect Life, Detect Magic, (Hawk) -Farsee, Lightwall 4, Xenohealing 6.

RUNE SPELLS: Bless Animals, Concealment 2, Divination 3, Heal Body 3, Mind Link 2, Pathway, Shield 4, Speak to Beast 2, Spell Teaching, Spirit Block 2, Summon Medium Gnome, (One Use Spells –Divine Intervention 6, Seal Spirit).

SKILLS: (Knowledge 10%) Evaluate Treasure 90%, General Knowledge 15%, Find Cattle Food 110%, Find Water 120%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 75%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; (Manipulation 30%) Map Making 80%, Climbing 100%, Hide Item 80%, Jumping 100%, Lock Picking 90%, Trap Set/Disarm 95%, Riding 120%, Disguise 40%, The Peaceful Cut 35%, Swimming 95%, Rowing 35%, Masonry 35%; (Stealth 10%) Camouflage 95%, Hide in Cover 100%, Move Quietly 100% (minus 25% for armor), Pick Pockets 75%; (Perception 10%) Listen 110%, Spot Hidden Items 115%, Spot Trap 110%, Taste Analysis 80%, Tracking 105%, Sense Chaos 0%, Sense Assassin 0%, Understand Beast Speech 90%; (Others) Oratory 95%, Bargaining 80%.

LANGUAGES: (Speak/Read-Write) Praxian 90%/90%, Tradetalk 75%/50%, Sartarite 65%/30%, Old Pavic 60%/30%, Lunar 60%/30%, Darktongue 50%/30%, Aldryami 50%/25%, Draconic 25%/0%.

MAGIC ITEMS: POW 11 Storage Crystal, POW 7 Sensitivity Crystal, Lightwall Matrix in Wand.

POTIONS: 4 doses Healing 8 salve, 4 doses Blade Venom 16 antidote, 3 doses Manticore POT 16 antidote, 4 doses Wyvern POT 18 antidote, 3 doses Poison Gas POT 20 antidote, 3 doses Spider POT 18 antidote, 3 doses Acid POT 20.

**FINANCES:** carries SOW, 35L, 25C, and has 2500L in bank. Gear is worth 7700L, and her ransom is 5000L.

EQUIPMENT: iron plate full helm, vambraces, and greaves, iron plate cuirass and iron chain mail skirts. Leather trews underneath, and leather byrnie and hood. All listed weapons (including 2 hatchets and 4 throwing axes). Captured bison pack animal carries saddlebags and basic kit. ENC 17/17

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## Kassea

### Rune Lady of Eiritha Human Female, Poor noble from Pavis with light cavalry experience, age 26.

Kassea is also the daughter of a poor noble of New Pavis and a friend of Jessica, but is a fiercer person. Enraged by the slaying of a pet zebra by a would-be thief (whom she slew), Kassea joined a light cavalry band to learn to fight to protect her father's herd of zebras. Due to events then, she learned an open distrust for all men, but will protect and defend women and animals. She greatly likes pretty flowers and admires bravery and kindness in others. She often leads a band to patrol and protect the land for herd rustlers. She is fascinated by elves and would dearly like to meet a dryad someday but has been too busy to do so.

 STR 18
 CON 18
 SIZ 13
 INT 16
 POW 17

 DEX 21
 CHA 15
 Move 8
 HP 20
 Defense 35%

 Bonuses:
 Attack 30%
 Parry 35%
 Experience 12%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	10/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Battleaxe RH	1D8+2+1D4	100%	5	23	90%
(I) Battleaxe LH	1D8+2+1D4	80%	5	23	70%
Composite bow	1D12	100%	1	10	100%
(I) Thrown axe	1D6+1D2	90%	0	-	-
(I) Hatchet RH	1D6+1+1D4	90%	6	23	80%
(I) Hatchet LH	1D6+1+1D4	75%	6	23	75%
(I) Dagger RH	2D4+2	90%	6	30	85%
(I) Dagger LH	2D4+2	75%	6	30	75%
(I) Large shield	1D8+4+1D4	75%	6	24	100%

SPIRITS (POW/INT): Allied Spirit (Battleaxe) 17/15; Bound Spirits-Hawk 17/11, Lizard 15/09, Bat 14/14, Zebra 14/08. Total POW (including Kassea): 94.

SPELLS: (Kassea) –Befuddle, Binding, Demoralize, Farsee, Healing 6, Invisibility 3, Light, Mobility, Silence, (Allied Spirit)–Dispel Magic 3, Dullblade 4, Repair 2, Strength 2, Vigor 4, (Lizard) –Detect Enemies, Detect Life, Detect Magic, Detect Traps, Detect Undead, Glue, Mindspeech, Spirit Binding, (Bat)–Countermagic 6, Darkwall 2, Xenohealing 6, (Zebra) –Lightwall 4.

SKILLS: (Knowledge 10%) Evaluate Treasure 50%, General Knowledge 15%, Find Cattle Food 100%, Find Water 100%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 75%, Identify Plants 25%, Identify Animals 25%, Identify Minerals 25%; (Manipulation 30%) Map Making 65%, Climbing 80%, Hide Item 60%, Jumping 80%, Lock Picking 80%, Trap Set/Disarm 85%, Riding 100%, Disguise 35%, The Peaceful Cut 35%, Swimming 90%, Rowing 35%, Masonry 35%; (Stealth 10%) Camouflage 90%, Hide in Cover 95%, Move Quietly 75% (minus 20% for armor), Pick Pockets 25%; (Perception 10%) Listen 90%, Spot Hidden Items 100%, Spot Traps 100%, Taste Analysis 25%, Tracking 95%, Sense Chaos 0%, Sense Assassin 0%, Understand Beast Speech 90%; (Other) Oratory 50%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Old Pavic 90%/90%, Tradetalk 75%/40%, Lunar 75%/40%, Sartarite 75%/35%, Praxian 60%/30%, Darktongue 50%/25%, Draconic 35%/25%, Storm-tongue 20%/0%.

MAGIC ITEMS: POW 13 Storage Crystal, POW 4 Spell Resisting Crystal, Protection 4 Matrix in Ring.

POTIONS: 4 doses Healing 6 potion, 4 doses Blade Venom POT 16 antidote, 3 doses Manticore POT 16 antidote, 3 doses Wyvern POT 14 antidote, 4 doses Poison Gas POT 18 antidote, 2 doses Herbal POT 14 antidote, 2 doses Mineral POT 16 antidote.

FINANCES: carries 10W, 30L, and 40C, and has 1500L in the bank. Her gear is worth 8300L; her ransom is 3000L.

EQUIPMENT: iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews underneath as well as leather byrnie and hood. All listed weapons (including 4 throwing axes), backpack, saddlebags, basic kit. (ENC 18/18)

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## Spirits of the Paps

Once upon a time, before the Great Night, this whole land (and many others) was ruled by a gentle and benevolent deity, Genert, a son of the Earth. His children ruled parts of this empire, and their presence brought ease and richness to all. Eiritha, mother of the Protectresses, was his daughter; his sons are known only in legend.

When Night and Evil came to Prax this great Pantheon was shattered beyond repair. Genert was slain and his followers turned to gorp or worse. The few remnants of his people survived in the Paps, his daughter's home, while the lands which had been Genert's civilization were turned into the Chaos Wastes and the Krjalki Bog.

### The Paps

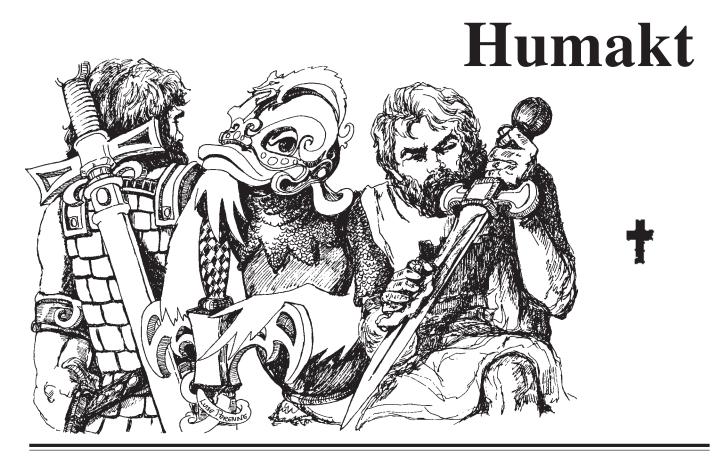
The Eiritha Hills were said to be the burying place of Eiritha, and the Paps the birthplace of Waha. It was also the place where the remnants of Genert's children and followers fled from Chaos, retreating to hide in the womb of Eiritha. As such, it was the most sacred territory of the Praxian nomads. Despite the destruction of their lifestyle, the tribes relied upon the deities there to give them the power necessary to keep together and maintain independence in the chaparral.

### The Good Shepherd

Once the Founder of a great tribe, the Shepherd's flock was easy prey for carnivores during the Great Night. This loss was not death or defeat for the god, who instead learned the value of "turning the other cheek". This power was manifest by his ability to absorb the deaths of friends.

#### Ronance

Ronance was the ancient god of fertility, and was the mainstay of the people of the Golden Age. His mere presence was inspiration to humans, and though his immortal chariot never touched the earth, the ground beneath it was always rich in edible growing things. It is said that an ancient road system, now lost, was made by the runnels of his wheels.



## Mondar

### Rune Priest of Humakt

Human Male, Pavis Townsman with medium infantry experience, age 24.

Mondar is the son of a baker in New Pavis. Disdaining the tame livelihood of his father, he joined the Humakt cult and entered the ranks of a medium infantry band. His fierce nature and great strength gained him considerable notice, and he rose to the rank of Rune Priest, acquiring the title of Sword Priest and becoming a Centurion with 10 Initiates (known as sergeants) under his command. He chose as his gifts to raise his CON from 18 to 21 and then to train his STR to 21. He also began a Sense Assassin skill and raised his attack ability in bastard sword by 10%. He received the geases of mistrusting all elves, riding no animals, drinking no alcoholic beverages, never participating in an ambush, and double POW sacrifices on Humakt Holy days. As a weapons master and Priest, he trains others in Greatsword, Bastard Sword, Large Shield Parry, and teaches spells. He also leads his band out on missions for his temple. A fierce warrior, he admires bravery and combat skill but has little interest in noncombat arts and is a rather aloof character.

 STR 21
 CON 21
 SIZ 16
 INT 13
 POW 18

 DEX 21
 CHA 18
 Move 8
 HP 23
 Defense 35

 Bonuses:
 Attack 35%
 Parry 30%
 Experience 03%

D20	Location	AP/HP
01-04	Right Leg	8/8
05-08	Left Leg	8/8
09-11	Abdomen	7/8
12	Chest	7/9
13-15	Right Arm	7/7
16-18	Left Arm	7/7
19-20	Head	7/8

Weapon	Damage	Attk%	SR	Pts	Parr%
Greatsword	2D8+1D6	90%	2	15	90%
Bstrd sword RH	1D10+1+1D6	90%	3	20	80%
Bstrd sword LH	1D10+1+1D6	75%	3	20	75%
Dagger RH	1D4+2+1D6	75%	5	20	75%
Dagger LH	1D4+2+1D6	75%	5	20	75%
Composite bow	1D8+1	85%	0	10	45%
1H spear	1D6+1	75%	3	15	75%
Javelin	1D10+1D3	80%	0	15	75%
Large shield	1D8+1D6	75%	5	16	90%

SPIRITS (POW/INT): Allied Spirit (Hawk) 19/13, Lizard 18/09, Bat 18/05, Zebra 16/13, Owl 16/09, Cat 10/11. Total POW (including Mondar): 115.

SPELLS: (Mondar) –Befuddle, Bladesharp 2, Healing 6, Multimissile 2, Protection 2, (Allied Spirit) –Countermagic 3, Dispel Magic 4, Fireblade 4, Repair 2, (Lizard) –Binding, Demoralize, Disruption, Dullblade 2, Firearrow 2, Ignite, Mobility, (Owl) –Detect Enemies, Detect Life, Detect Magic, Glue, Lightwall 4, Silence, (Cat) –Harmonize 2, Invisibility 3, Vigor 4, Xenohealing 2.



- RUNE SPELLS: Bind Ghost, Concealment 2, Detect Truth, Divination 2, Mind Link 2, Morale 2, Multispell 3, Oath 2, Shield 4, Spell Teaching, Spirit Block 2, Truesword, Turn Undead.
- SKILLS: (Knowledge 10%) Evaluate Treasure 55%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 15%, Identify Plants 30%, Identify Animals 30%, Identify Minerals 30%; (Manipulation 35%) Map Making 65%, Climbing 75%, Hide Item 60%, Jumping 75%, Lock Picking 65%, Trap Set/Disarm 60%, Riding 45%, Disguise 40%, The Peaceful Cut 40%, Swimming 75%, Rowing 40%, Masonry 40%, Armoring 50%, Weapon Making 50%; (Stealth 10%) Camouflage 80%, Hide in Cover 75%, Move Quietly 60%, Pick Pockets 15%; (Perception 10%) Listen 75%, Spot Hidden Items 85%, Spot Trap 85%, Taste Analysis 30%, Tracking 75%, Sense Assassin 35%; (Other) Oratory 60%, Bargaining 25%.
- LANGUAGES: (Speak/Read-Write) Sword Speech 90%/90%, Old Pavic 90%/90%, Tradetalk 75%/75%, Sartarite 75%/50%, Lunar 75%/50%, Praxian 60%/30%, Darktongue 50%/25%, Draconic 35%/25%.
- MAGIC ITEMS: POW 8 Storage Crystal, POW 5 Enhancing Crystal.
- POTIONS: 3 doses Healing 6 salve, 4 doses Blade Venom 14, 4 doses Blade Venom POT 14 antidote, 3 doses Manticore POT 14 antidote, 3 doses Wyvern POT 16 antidote, 2 doses Spider POT 14 antidote, 3 doses Poison Gas POT 16 antidote, 3 doses Acid POT 16.
- FINANCES: carries 10W, 50L, and 30C; has 1000L in bank. His gear is worth 1 100L; his ransom is 2000L.
- **EQUIPMENT:** bronze plate full helm, vambraces and greaves, bronze chainmail hauberk. Leather trews underneath, and leather byrnie and hood. All listed weapons. Saddlebags and basic kit are on the zebra. (ENC 21/21)
- GIFTS, GEASES, & CHAOTIC FEATURES: Mondar has geases to mistrust all elves, make a double POW sacrifice on holy days, ride no animals, drink no alcoholic beverages, and to never participate in an ambush.

## Nelkark

### Rune Duck of Humakt

Drake, Townsbird of Sartar with light cavalry experience. Age 25.

Nelkark Whitefeathers is the son of a blacksmith in Duckpoint in the Kingdom of Sartar. As a Duck, he grew up insulted and belittled by the larger races. Of great size for a Duck, he joined the Humakt cult. He enlisted in a light cavalry unit and grew skilled in the use of swords, including the Greatsword, which is unusual for a Duck. As an avowed champion of his race, he defends its honor and will allow no insult to Ducks to go unavenged. He has risen to the rank of Rune Lord in the Humakt cult, becoming a Rune Sword of Humakt with the rank of Centurion and commands his own band of 10 sergeants (who make it a point never to use the words "small" or "short"). Nelkark insists no task is too big for him to handle. He chose as gifts to begin a Sense Assassin skill, to raise his attack with Greatsword by 20%, and his parry with Greatsword by 20%. In return he is geased to mistrust all elves and non-Humakti, remain silent for each Truth week, never participate in a n ambush, and eat no meat on Death week. Mistrust of humans comes naturally to him. He splits his time between teaching the use of Greatsword, bastard sword, composite bow,

rapier, dagger and medium shield parry and going out on missions for the temple with his band, known as the Duck Raiders. He has a weakness for drinking contests.

 STR 13
 CON 18
 SIZ 8
 INT 17
 POW 17

 DEX 21
 CHA 12
 Move 5
 HP 19
 Defense 45%

 Bonuses:
 Attack 30%
 Parry 20%
 Experience 15%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	10/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Greatsword	2D8+1D4	120%	5	23	110%
(I) Bst sword RH	1D10+1+1D4	100%	6	30	90%
(I) Bst sword LH	1D10+1+1D4	80%	6	30	70%
Composite bow	1D8+1	100%	0	10	35%
(I) Rapier RH	1D6+1+1D4	90%	6	18	80%
(I) Rapier LH	1D6+1+1D4	75%	6	18	75%
(I) Dagger RH	2D4+2	95%	8	30	90%
(I) Dagger LH	2D4+2	80%	8	30	80%
(I) Shield medium	1D6+4+1D4	75%	8	18	100%

- SPIRITS (POW/INT): Allied Spirit (Greatsword) 19/15; Bound Spirits-Bat 16/07, Hawk 15/13, Crystal 14/09. Total POW (including Nelkark): 91.
- SPELLS: (Nelkark) -Befuddle, Demoralize, Detect Magic, Disruption, Healing 6, Invisibility 3, Protection 4, (Allied Spirit) -Bladesharp 4, Darkwall, Dispel Magic 2, Mindspeech, Vigor 4, (Bat) -Fireblade 4, Glue, Silence, Spirit Binding, (Hawk) Countermagic 4, Mobility, Multimissile 4, Parry 4, (Crystal) Detect Enemies, Detect Life, Firearrow 2, Light, Xenohealing 4.
- SKILLS: (Knowledge 15%) Evaluate Treasure 80%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 20%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%; (Manipulation 30%) Map Making 75%, Climbing 100%, Hide Item 75%, Jumping 100%, Lock Picking 95%, Trap Set/Disarm 95%, Riding 95%, Disguise 35%, The Peaceful Cut 35%, Swimming 95%, Rowing 35%, Masonry 35%, Armoring 50%, Weapon Making 50%; (Stealth 25%) Camouflage 90%, Hide in Cover 95%, Move Quietly 90% (minus 20% for armor), Pick Pockets 50%; (Perception 15%) Listen 90%, Spot Hidden Items 100%, Spot Traps 95%, Taste Analysis 75%, Tracking 95%, Sense Chaos 0%, Sense Assassin 50%; (Others) Oratory 95%, Bargaining 50%.
- LANGUAGES: (Speak/Read-Write) Sartarite 95%/80%, Swordspeech 90%/90%, Tradetalk 75%/75%, Praxian 75%/50%, Lunar 75%/50%, Old Pavic 50%/30%, Darktongue 50%/30%, Stormtongue 25%/20%.
- MAGIC ITEMS: POW 10 Storage Crystal, POW 8 Storage Crystal, POW 7 Storage Crystal (now holding a Bound Spirit), POW 4 Spell Resisting Crystal.
- POTIONS: 3 doses Healing 6 salve, 4 doses Blade Venom 20, 4 doses Blade Venom POT 20 antidote, 3 doses Manticore POT 18 antidote, 3 doses Poison Gas POT 16 antidote, 4 doses Wyvern POT 16 antidote.
- **FINANCES:** carries 20W, 100L, and 50C; has 2000L in the bank. His gear is worth 8700L; his ransom is 4000L.
- EQUIPMENT: iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews underneath, and leather byrnie and hood. All listed weapons. Backpack, horse, saddlebags, basic kit. (ENC 14/16)
- GIFTS, GEASES, & CHAOTIC FEATURES: Nelkark has geases to mistrust all elves, to remain silent one week per Season, to mistrust all non-Humakti, to never participate in an ambush, and to eat no meat during Death Week.

The Humakt cult is friendly toward Waha, Pavis, Yelmalio, Chalana Arroy, and Orlanth, and unfriendly to the Seven Mothers and Zorak Zoran. Humakt is the god of soldiers and death, and opposes those who create undead. The cult does not allow resurrection of its members. Humakti must fight other Humakti fairly, honor the fallen, and maintain strict truth and confidence with other Humakti. Their swords are always sharp and shiny. They may not use maces, mauls or the Bludgeon spell. Humakt gives gifts and geases to his worshippers to make them better Humakti.

## Ordomon

### Rune Lord-Priest of Humakt

Human Male, Sartar peasant with heavy cavalry experience, age 30.

Ordomon is the third son of a peasant in the Kingdom of Sartar. Having no affection for tilling the soil, he left home to join the Humakt cult and a heavy cavalry band. He proved a fierce fighter and a leader of men, For a Humakt he is quite skilled at cautious leadership and a good tactician. He rose to the rank of Rune Lord and then to Rune Priest as well, and is now a Chief Priest of the temple in Boldhome. He chose to raise his CON from 18 to 21 and train his STR up to 21 and increase his attack with Greatsword by 10% and start a Sense Assassin skill. He is geased to mistrust all trolls, use no non-cult weapons, eat no vegetables, use no large shields, and double POW sacrifice on Humakt Holy days. He has been on a number of Heroquests and gained the special ability of the Unbreaking Sword - any sword he wields in combat cannot be damaged. He has the rank of Captain and Rune Sword Priest and leads his own band of sergeants as well as commanding 10 Centurions and their bands. He often takes his own band out on training missions, looking for a good fight. He is friendly and protective to the less fortunate but is reserved and demands respect.

## Spirits of Pavis

### Black Fang

Black Fang was the legendary bandit of the Big Rubble who raided everyone there, regardless of their race. After his death he was contacted by a shaman, and a cult of assassins was formed, the Black Fang Brotherhood. He delighted in death and anarchy, and gladly aided anyone who gave him the chance to practice his skills. Ultimately, however, he served only himself, and he would always betray his allies when he was in danger.

## Sun Dragon

The Sun Dragon came to Prax with dragonewts in the Second Age when they founded their temple in the city. When the city was razed the dragon left or went to sleep, but it returned when the dragonewts came back during the Dragonewts Dream. It was an immense creature, brighter than thought, and was normally reluctant to enter into any human fray. But when great magics stirred the air it became excited, and properly humble humans could seek its aid.

 STR 21
 CON 21
 SIZ 17
 INT 18
 POW 18

 DEX 21
 CHA 21
 Move 8
 HP 24
 Defense 50%

 Bonuses:
 Attack 40%
 Parry 25%
 Experience 18%

D20	Location	AP/HP
01-04	Right Leg	11/8
05-08	Left Leg	11/8
09-11	Abdomen	10/8
12	Chest	11/9
13-15	Right Arm	10/7
16-18	Left Arm	10/7
19-20	Head	10/8

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Greatsword	2D8+1D6	140%	2	23	120%
(I) Bstswrd RH	1D10+1+1D6	120%	3	30	100%
(I) Bstswrd LH	1D10+1+1D6	100%	3	30	100%
(I) Dagger RH	1D4+2+1D6	100%	5	30	100%
(I) Dagger LH	1D4+2+1D6	100%	5	30	100%
(I) Thrown dagger	1D4+1D3	120%	0	-	-
(I) Rapier RH	2D6+1	100%	3	18	100%
(I) Rapier LH	2D6+1	100%	3	18	100%
(I) Medium shield	2D6	75%	5	18	120%

SPIRITS (POW/INT): Allied Spirit (greatsword) 20/15; Bound Spirits-Armor 18/15, Shield 18/14, Lizard 15/10, Bat 13/13, Hawk 12/14. Total POW (including Ordomon): 114.

SPELLS: (Ordomon) -Befuddle, Bladesharp 2, Healing 6, Multimissile 2, Parry 2, Protection 2, Spirit Shield 2, (Allied Spirit) -Darkwall 2, Detect Life, Dispel Magic 4, Firearrow 4, Fireblade 4, (Lizard) -Dullblade 2, Ironhand 2, Mobility, Silence, Vigor 4, (Bat) -Detect Enemies, Disruption, Extinguish 2, Ignite, (Hawk) -Countermagic 4, Glue, Mindspeech 2, Xenohealing 6.

RUNE SPELLS: Concealment 2, Discorporation, Dismiss Elemental 3, Divination 2, Morale 2, Multispell 3, Oath 2, Sever Spirit 3, Shield 4, Spell Teaching, Truesword 2, Turn Undead, Vision 2.

SKILLS: (Knowledge 15%) Evaluate Treasure 100%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 20%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; (Manipulation 40%) Map Making 90%, Climbing 110%, Hide Item 90%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 95%, Riding 110%, Disguise 45%, The Peaceful Cut 45%, Swimming 100%, Rowing 60%, Masonry 45%, Armoring 75%, Weapon Making 75%; (Stealth 10%) Camouflage 100%, Hide in Cover 100%, Move Quietly 120% (minus 25% for armor) Pick Pockets 30%; (Perception 15%) Listen 110%, Spot Hidden Items 120%, Spot Trap 110%, Taste Analysis 90%, Tracking 100%, Sense Chaos 0%, Sense Assassin 90%; (Other) Oratory 100%, Bargaining 40%.

LANGUAGES: (Speak/Read-Write) Sartarite 95%/90%, Swordspeech 90%/90%, Tradetalk 75%/75%, Lunar 75%/ 75%, Praxian 75%/75%, Old Pavic 75%/75%, Darktongue 75%/75%, Stormtongue 30%/30%.

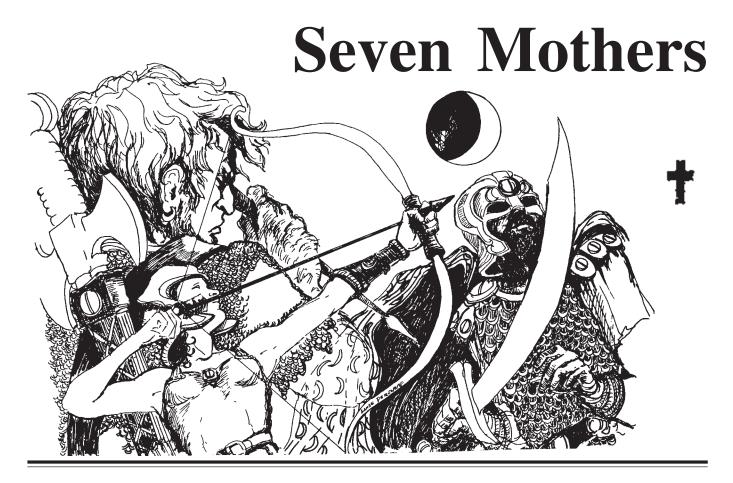
MAGIC ITEMS: POW 14 Storage Crystal, POW 4 Power Enhancing Crystal, Harmonize Matrix in Ring.

POTIONS: 4 doses Healing 9 salve, 3 doses Blade Venom 20, 4 doses Blade Venom POT 20 antidote, 3 doses Manticore POT 20 antidote, 3 doses Wyvern POT 20 antidote, 3 doses Poison Gas POT 20 antidote, 3 doses Spider POT 20 antidote.

FINANCES: carries 30W, 100L, and 50C. and has 3000L in bank. His gear is worth 10,500L; his ransom is 6000L.

**EQUIPMENT:** iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews beneath as well as leather byrnie, and hood. All listed weapons. Horse, saddle bags, basic kit, back pack. ENC 21 max/ 17 current.

GIFTS, GEASES, & CHAOTIC FEATURES: Ordomon has geases to mistrust all trolls, to double POW sacrifice on holy days, to use no non-cult weapon, to eat no vegetables, and to never use a large shield.



## **Patreena**

## **Rune Priestess** of the Seven Mothers

Human Female, Lunar townswoman with light infantry experience, age 27.

Patreena is the daughter of a carpenter in the city of Furthest at the edge of the Lunar Empire. Desiring adventure in the name of the Empire, she joined the cult of the Seven Mothers and entered a light infantry band. After serving in Dragon Pass and Prax, she became an adventurer, rising to the status of Rune Priestess. After some time in each sub-cult, she chose the Yanafal subcult. She has used Divine Intervention to fix her use of Chaos Gift on that of reflecting up to 4 point spells back at the caster. As such she is tainted with Chaos and will be so detected by a Storm Bull cultist. From time to time she is sent out on missions by the temple, leading a retinue of Lunar fighters. Her Rune Magic is subject to the variation of the phase of the moon. She is a fierce fighter and dedicated to the Empire. She looks down upon all non-Lunars as subject races.

 STR 18
 CON 18
 SIZ 17
 INT 14
 POW 18

 DEX 19
 CHA 15
 Move 8
 HP 21
 Defense 25%

 Bonuses:
 Attack 25%
 Parry 15%
 Experience 06%

D20	Location	AP/HP
01-04	Right Leg	8/7
05-08	Left Leg	8/7
09-11	Abdomen	7/7
12	Chest	7/8
13-15	Right Arm	7/6
16-18	Left Arm	7/6
19-20	Head	7/7

Weapon	Damage	Attk%	SR	Pts	Parr%
Scimitar RH	1D8+1+1D6	80%	3	20	65%
Scimitar LH	1D8+1+1D6	50%	3	20	40%
2H spear (long)	1D10+1+1D6	80%	1	15	80%
1H spear RH	1D8+1+1D6	75%	2	15	75%
1H spear LH	1D8+1+1D6	50%	2	15	50%
Javelin	1D10+1D3	80%	0	15	75%
Composite bow	1D8+1	80%	0	10	35%
Dagger	1D4+2+1D6	60%	5	20	50%
Medium Shield	2D6	50%	5	12	80%

0

SPIRITS (POW/INT): Allied Spirit (Hawk) 20/15; Bound Spirits-Cat 18/10, Bat 16/15. Lizard 13/06, Owl 11/14. Total POW (including Patreena): 96

SPELLS: (Patreena) -Befuddle, Detect Enemies, Detect Life, Disruption, Healing 6, Multimissile, (Allied Spirit) - Darkwall 2, Dispel Magic 2, Invisibility 3, Light, Mobility, Repair 2, Vigor 4, (Cat) -Countermagic 6, Fireblade 4, (Bat) -Bladesharp 4, Detect Magic, Extinguish 2, Glue, Ignite, Mindspeech, Silence, Spirit Binding, Strength 2, (Lizard) -Harmonize 2, Protection 4.

RUNE SPELLS: Chaos Gift 2, Concealment 2, Discorporation, Divination, Madness 2, Mind Blast 2, Mind Link, Multispell 3, Regrow Limb, Shield 4, Spell Teaching, Summon Small Lune. Truesword.



The cult of The Seven

Mothers is friendly to

Daka Fal and Chalana

Humakt, Orlanth, Kyger

Litor, and Zorak Zoran.

The Seven Mothers were

succeeded in causing the

birth of the Red Goddess.

Their cult is the standard

Lunar cult outside the

Lunar empire. Because

the cult resurrects its

worshippers tend to

remain devout. Alone

include chaotic beings

and chaotic powers as a

regular part of the cult.

Chaos-hating cults thus

hate the Seven Mothers.

sub-cults combined. It

offers no reductions in

trains its members in all

cost for training, but

skills.

The cult is actually seven

among the other religions

included, the Lunar cults

followers, the

seven men and women

who, in 1220 ST.

Arroy, and hostile to

Storm Bull, Waha,

SKILLS: (Knowledge 10%) Evaluate Treasure 50%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 30%, Identify Animals 30%, Identify Minerals 30%; (Manipulation 25%) Map Making 50%, Climbing 95%, Hide Item 35%, Jumping 75%, Lock Picking 60%, Trap Set/Disarm 65%, Riding 75%, Disguise 30%, The Peaceful Cut 30%, Swimming 75%, Rowing 30%, Masonry 30%; (Stealth 0%) Camouflage 80%, Hide in Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets 25%; (Perception 10%) Listen 75%, Spot Hidden Items 75%, Spot Trap 75%, Taste Analysis 30%, Tracking 80%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 75%, Bargaining 20%.

LANGUAGES: (Speak/Read-Write) Lunar 90%/90%, Tradetalk 75%/75%, Sartarite 75%/50%, Old Pavic 60%/40%, Darktongue 60%/40%, Praxian 60%/30%, Aldryami 30%/20%, Draconic 25%/20%.

MAGIC ITEMS: POW 3 Spell Strengthening Crystal.

POTIONS: 3 doses Healing 6 salve, 4 doses Blade Venom 16,4 doses Blade Venom POT 16 antidote, 2 doses Manticore POT 16 antidote, doses Poison Gas POT 14 antidote, 2 doses Wyvern POT 17 antidote, 2 doses Spider POT 16 antidote.

FINANCES: carries 10W, 30L, 10C, and has 500L banked. Her gear is worth 840L, and her ransom is 1000L.

**EQUIPMENT:** bronze plate full helm, vambraces and greaves, bronze chain mail hauberk. Leather trews beneath, and leather byrnie and hood. All listed weapons (including 4 javelins). Horse, saddlebags, basic kit. (ENC 18/18);

GIFTS, GEASES, & CHAOTIC FEATURES: Patreena's chaos gift is to be able to reflect spells up to POW 4 back at the caster.

## Quarg

### Rune Lord of the Seven Mothers Ogre Male, Lunar mounted barbarian, age 25.

Quarg is an ogre masquerading as a human. He is the son of a former bandit who joined the Empire after it conquered the region. He grew up under his father's tutelage, then left to make his fame and fortune. He has risen to the rank of Rune Lord in the Seven Mother's cult, belonging to the Yara Aranis subcult. He is quiet and reserved but vain and apt to fly into vast rages if thwarted or insulted. He leads his band to discover and slay enemies of the Empire and thus keep the Lunar "peace". He has a weakness for drinking.

 STR 21
 CON 21
 SIZ 15
 INT 15
 POW 17

 DEX 21
 CHA 18
 Move 8
 HP 23
 Defense 35%

 Bonuses:
 Attack 35%
 Parry 30%
 Experience 09%

D20	Location	AP/HP
01-04	Right Leg	11/8
05-08	Left Leg	11/8
09-11	Abdomen	10/8
12	Chest	10/9
13-15	Right Arm	10/7
16-18	Left Arm	10/7
19-20	Head	10/8

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Scimitar RH	1D8+1+1D6	100%	3	30	90%
(I) Scimitar LH	1D8+1+1D6	75%	3	30	75%
(I) 2H spear	1D10+1+1D6	100%	1	23	95%
(I) 1H spear RH	1D8+1+1D6	90%	2	23	80%
(I) 1H spear LH	1D8+1+1D6	75%	2	23	75%
(I) Javelin	1D10+1D3	90%	0	23	75%
Composite bow	1D8+1	90%	0	10	50%
(I) Dagger	1D4+2+1D6	75%	5	30	75%
(I) Large shield	1D8+1D6	75%	5	24	100%

SPIRITS (POW/INT): Allied Spirit (scimitar) 20/10; Bound Spirits-Hawk 16/11, Bat 15/12, Lizard 11/04, Cat 10/10. Total POW (including Quarg): 101.

SPELLS: (Quarg) –Befuddle, Detect Enemies, Detect Life, Disruption, Healing 6, Invisibility 3, Light, Mobility, (Allied Spirit) –Dispel Magic 2, Glue, Mindspeech, Vigor 4, (Hawk) –Bladesharp 4, Harmonize 2, Protection 4, Spirit Binding, (Bat)–Detect Magic, Dullblade 4, Fanaticism 2, Farsee, Firearrow 2, (Lizard) –Darkwall 2, Extinguish 2, (Cat) – Countermagic 6, Fireblade 4.

SKILLS: (Knowledge 10%) Evaluate Treasure 75%, General Knowledge 40%, Find Cattle Food 15%, Find Water 15%, First Aid 90%, Treat Disease 75%, Treat Poison 90%, Find Healing Plants 30%, Identify Plants 30%, Identify Animals 30%, Identify Minerals 30%; (Manipulation 35%) Map Making 95%, Climbing 95%, Hide Item 75%, Jumping 90%, Lock Picking 80%, Trap Set/Disarm 85%, Riding 100%, Disguise 90%, The Peaceful Cut 40%, Swimming 90%, Rowing 40%, Masonry 40%; (Stealth 10%) Camouflage 95%, Hide in Cover 80%, Move Quietly 100% (minus 20% for armor), Pick Pockets 25%; (Perception 10%) Listen 90%, Spot Hidden Items 95%, Spot Trap 90%, Taste Analysis 50%, Tracking 95%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 90%, Bargaining 50%.

**LANGUAGES:** (Speak/Read-Write) Lunar 90%/90%, Tradetalk 75%/75%, Old Pavic 70%/50%, Sartarite 65%/45%, Darktongue 60%/40%, Praxian 60%/30%, Draconic 30%/0%.

MAGIC ITEMS: POW 12 Storage Crystal, POW 4 Spirit Supporting Crystal, Multimissile 4 matrix in bow.

POTIONS: 4 doses Healing 9 salve, 4 doses Blade Venom POT 20, 3 doses Blade Venom POT 20 antidote, 2 doses Manticore 16 antidote, 2 doses Spider POT 16 antidote, 2 doses Wyvern POT 18 antidote, 2 doses Poison Gas POT 16 antidote.

FINANCES: carries 10W, 50L, 30C, and has banked 1500L. His gear is worth 8250L; his ransom is 3000L.

EQUIPMENT: iron armor, weapons (including 4 javelins), back pack, saddle bags, horse, basic kit. (ENC: 21/21). GIFTS, GEASES, & CHAOTIC FEATURES: Quarg can leap up to 10 meters.

## Ran-Eel

## Rune Lord-Priest of The Seven Mothers

Human Male, Poor Lunar noble with heavy cavalry experience, age 29.

Ran-Eel is the son of a poor noble from Torang in the sultanate of the First Blessed. He joined the cult of the Seven Mothers and entered a heavy cavalry company. He did well and rose to the status of Rune Lord. Then his father fell from favor with the Emperor for a time due to various politics, and Ran-Eel found it expedient to visit the frontier. In the plains of Prax and in Dragon Pass he improved his skills, achieving the status of Rune Priest in the subcult of the Red Goddess.

He has been on three major Heroquests and has acquired the ability to know the exact POW of any being or spirit he sees or detects. He is haughty and bigoted, considering all non-Lunars as undisciplined rabble and all non-nobles as beneath him. He frequently volunteers to lead a band of fighters to punish a local village that resists Lunar rule or to hunt bandits. He has a penchant for seducing (some say raping) peasant women. He is a fierce fighter and a good leader in battle.

 STR 18
 CON 18
 SIZ 18
 INT 18
 POW 18

 DEX 21
 CHA 18
 Move 8
 HP 21
 Defense 40%

 Bonuses:
 Attack 35%
 Parry 20%
 Experience 18%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Scimitar RH	1D8+1D6	120%	3	30	100%
(I) Scimitar LH	1D8+1D6	110%	3	30	100%
(I) Greatsword	2D8+1D6	130%	2	23	120%
(I) 2H spear	1D10+1+1D6	110%	1	23	100%
lH spear RH	1D8+1+1D6	100%	2	23	100%
lH spear LH	1D8+1+1D6	90%	2	23	90%
Javelin	1D10+1D3	120%	0	23	100%
Composite bow	1D8+1	-	0	10	50%
Large shield	1D8+1D6	-	5	24	120%

SPIRITS (POW/INT): Allied Spirit (scimitar) 18/16; Bound Spirits-Falcon 18/07, Bat 16/08, Horse 14/10, Lizard 14/04, Cat 13/09. Total POW (including Ran-eel): 111.

SPELLS: (Ran-eel) –Befuddle, Bladesharp 2, Dispel Magic 4, Disruption, Healing 6, Multimissile 2, Protection 2, (Allied Spirit) –Invisibility 3, Lightwall 4, Mobility, Repair 2, Spirit Shield 2, Vigor 4, (Falcon) –Countermagic 4, Ignite, Mind Speech 2, (Bat) –Detect Enemies, Detect Life, Detect Magic, Detect Undead, Extinguish 2, Strength 2, (Hawk) – Dullblade 2, Farsee, Glue, Xenohealing 6.

RUNE SPELLS: Chaos Gift 4, Concealment 2, Divination, Madness 4, Mind Blast 4, Multispell 3, Regrow Limb 2, Resurrection 3, Shield 4, Spell Teaching, Summon Lune 3, Summon Salamander, Truesword 3.

SKILLS: (Knowledge 15%) Evaluate Treasure 80%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 20%, Identify Plants 100%, Identify Animals 100%, Identify Minerals 100%; (Manipulation 35%) Map Making 100%, Climbing 110%, Hide Item 80%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 110%, Riding 100%, Disguise 75%, The Peaceful Cut 40%, Swimming 100%, Rowing 40%, Masonry 40%: (Stealth 10%) Camouflage 100%, Hide in Cover 100%, Move Quietly (minus 25% for armor) 110%, Pick Pockets 90%; (Perception 15%) Listen 100%, Spot Hidden Items 110%, Spot Trap 105%, Taste Analysis 80%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 95%, Bargaining 35%.

LANGUAGES: (Speak/Read-Write) Lunar 95%/90%, Tradetalk 80%/80%, Sartarite 80%/80%, Old Pavic 80%/80%, Praxian 75%/50%, Draconic 75%/50%, Darktongue 75%/80%, Mostali 75%/50%.

MAGIC ITEMS: POW 10 Storage Crystal, POW 4 Enhancing Crystal, Fireblade matrix in ring.

POTIONS: 4 doses Healing 8 salve, 4 doses Blade Venom 20, 3 doses Blade Venom POT 20 antidote, 3 doses Wyvern POT 20 antidote, 3 doses Manticore POT 20 antidote, 3 doses Spider POT 20 antidote, 3 doses Poison Gas POT 20 antidote.

FINANCES: carries 30W, 30L, 50C; has 2500L banked. His gear is worth 9000L; his ransom is 5000L. 500L yearly inc.

EQUIPMENT: iron plate full helm, greaves, and vambraces; iron plate cuirass and iron chain mail skirts. Leather trews, byrnie, and hood. All listed weapons (including 4 javelins), Back pack, saddle bags on horse, basic kit in saddle bags. ENC: 18 max/18 current

GIFTS, GEASES, & CHAOTIC FEATURES: none.



## Lunar Spirits

After the fall of Sartar the Lunar Empire invaded Prax in order to find a route to the sea. In the short time they dominated the land, the invaders were joined by a number of spirits whom they allied, awakened, or created. Their influence was so entrenched in the land that these spirits retained their power even after the Lunars were driven out by Argrath White Bull.

### Little Moon

This large planet was home to a warlike spirit worshipped by the Praxians. It was not until after the Lunars came that it was called the Little Moon. Even after the Empire was driven away it retained the name, although its path did not change until many years later.

### Redwood

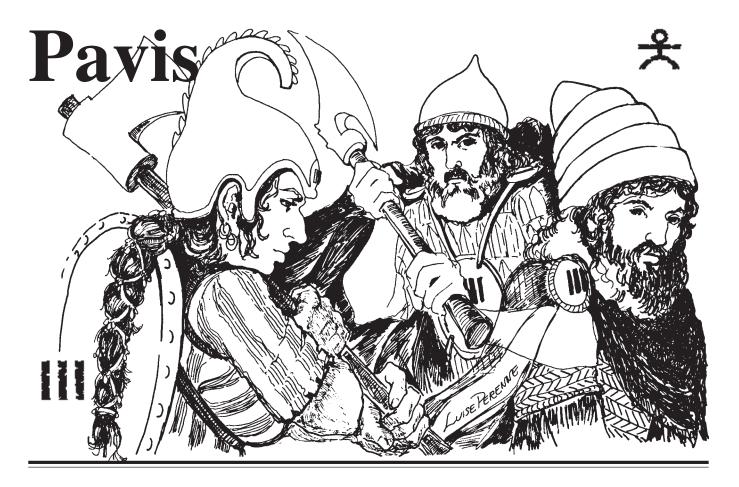
The Redwood was all that was left of the oncegreat spirit of the northern forests of Prax. It was reawakened by the energies of the Lunar Empire when they came into Prax. It was able to summon the ghosts of the dead forests to protect its allies and confound its enemies, of whom Oakfed was the greatest. It was allied with many forest creatures, which it supported within the magical grove that was a part of it.

## Silver Deer

This magical animal was known for its swiftness and elusiveness. It had never been caught (though Foundchild tried every year), but when the Lunars came it was trapped by their foreign magic. After their defeat it remained subject to men, though it retained its ability to lead its hunters on futile chases.

## Watchdog of Corflu

When the Lunar Empire founded Corflu on the ruins of an older city, they adopted the local spirits rather than exorcising them. They were not able to fully reconstruct and reanimate the huge statue they found in the shattered temple, but the priestesses managed to reaffirm the power of the former deity to animate part of it. Thus, strengthened by Lunar magic, the creature was alive again, though not as powerful as it had once been. After Argrath liberated Corflu, the Watchdog escaped into the Wastes, where it joined other homeless spirits of the Plaines.





## **Rune Priestess of Pavis** Dwarf Female, Pavis townswoman with medium infantry experience, age 25.

Suranna is a dwarf, the daughter of a Priestess of the Flintnail cult. She grew up in the rubble of Old Pavis and joined the Pavis cult and a medium infantry band when she came of age. She has risen to the rank of Rune Priestess, acquiring the title of Daughter of Pavis. As such she spends her time within New Pavis and Old Pavis Rubble, attending to the welfare of the citizens. Whenever she enters the rubble she is accompanied by an armed retinue. Her pride and joy is her repeating heavy crossbow that fires once a round and has a matrix for Multimissile 4. She is a capable fighter but prefers to lead from the second rank, letting the larger humans be front rank. She is an excellent tactician and will not sacrifice her followers unnecessarily. She enjoys surprising humans with wrestling contests, in which her great strength usually brings her victory. She is basically friendly.

STR 23 SIZ 9 CON 21 INT 18 POW 18 DEX 19 CHA 18 Move 8 HP 22 Defense 35% Bonuses: Attack 35% Parry 25% Experience 18%

D20	Location	AP/HP
01-04	Right Leg	8/8
05-08	Left Leg	8/8
09-11	Abdomen	7/8
12	Chest	7/9
13-15	Right Arm	7/7
16-18	Left Arm	7/7
19-20	Head	7/8

Weapon	Damage	Attk%	SR	Pts	Parr%
2H great axe	2D6+2+1D4	90%	5	15	85%
1 H wham. RH	1D6+2+1D4	80%	6	15	75%
1H wham. LH	1D6+2+1D4	60%	6	15	60%
Rep. hvy crossbow	2D6+2	85%	0	10	50%
Bst sword RH	1D10+1+1D4	80%	5	20	70%
Bst sword LH	1D10+1+1D4	50%	5	20	40%
Dagger RH	2D4+2	75%	7	20	75%
Dagger LH	2D4+2	75%	7	20	75%
Large shield	1D8+1D4	50%	7	24	80%

SPIRITS (POW/INT): Allied Spirit (Falcon) 19/17; Bound Spirits-Owl 18/12, Bat 17/09, Cat 15/12, Lizard 15/12, Zebra 12/11. Total POW (including Suranna): 114.

SPELLS: (Suranna) -Befuddle, Detect Magic, Detect Life, Extinguish 2, Healing 6, Invisibility 3, Mobility, (Allied Spirit) -Protection 4, Repair 2, Silence, Vigor 4, Xenohealing 6, (Bat) -Bludgeon 4, Fireblade 4, Glue, (Lizard) -Coordination 2. Detect Gems, Detect Gems, Firearrow 2, Ignite, Mind Speech, (Zebra) -Bladesharp 4, Countermagic 6, Farsee.

RUNE SPELLS: Discorporation, Divination (one-use), Heal Body 2, Mind Link, Multispell, Shield 4, Spell Teaching, Spirit Block 2, Summon Gnome, Summon Salamander, Support.

SKILLS: (Knowledge 15%) Evaluate Treasure 75%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 90%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 20%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 75%; (Manipulation 35%) Map Making 50%, Climbing 80%, Hide Item 50%, Jumping 80%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 50%, Disguise 40%, The Peaceful Cut 40%, Swimming 75%, Rowing 40%, Masonry 90%, Armoring 90%, Weapon Making 75%, Shield Making 75%; (Stealth 15%) Camouflage 75%, Hide in Cover 75%, Move Quietly (minus 20% for armor) 75%, Pick Pockets 25%; (Perception 15%) Listen 75%, Spot Hidden Items 75%, Spot Trap 80%, Taste Analysis 35%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 50%, Bargaining 30%.

LANGUAGES: (Speak/Read-Write) Mostali 95%/90%, Old Pavic 90%/90%, Tradetalk 80%/50%, Draconic 60%/50%, Lunar 60%/40%, Sartarite 60%/40%, Praxian 50%/25%, Dark-tongue 50%/25%.

MAGIC ITEMS: POW 4 Spell Resisting Crystal, Multimissile 4 matrix on crossbow.

POTIONS: 4 doses Healing 9 salve, 3 doses Blade Venom 16, 3 doses Blade Venom POT 16 antidote, 3 doses Manticore POT 16 antidote, 3 doses Wyvern POT 16 antidote, 3 doses Spider POT 16 antidote, 3 doses Poison Gas POT 16 antidote, 3 doses Acid POT 20.

**FINANCES:** carries 10W, 30L, 15C, and has 1000L in bank. Her gear is worth 825L, and her ransom is 2000L.

EQUIPMENT: bronze plate full helm, greaves, and vambraces; bronze chain mail hauberk. Leather trews, byrnie, and hood. All listed weapons. Backpack, saddlebags on zebra, basic kit in saddlebags. (ENC 22/22)

GIFTS, GEASES, & CHAOTIC FEATURES: Suranna mistrusts elves and hates trolls. She is greedy. She can see in the dark.

## Tallin

## **Rune Lord of Pavis**

Human Male, Townsman from Pavis with heavy infantry experience, age 25.

Tallin is the son of a merchant in New Pavis. Seeking adventure and glorying in the tales of Pavis' long ago glory, he joined the cult of Pavis and entered a heavy infantry unit. He learned quickly and after leaving the unit adventured for several years. Finally reaching the status of Rune Lord, becoming one of a handful of Champions of Pavis. As the cult has so few Rune Lords he spends his time in the rubble and New Pavis seeing to cult matters and organizing the defenses of the temples. On rare occasions he is sent on missions outside the city by the High Priest, accompanied by a retinue of followers. Tallin is dedicated to his cult and city and dislikes all trolls and nomads. He is a fierce fighter and a good leader of men. He is fond of reading old stories of Pavis and its history.

STR 18	CON 18	SIZ 17	INT 17	POW 16
DEX 19	CHA 15	Move 8	HP 21	Defense 30%
Bonuses:	Attack 25%	Parry 10%	Experience	15%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	10/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Great axe	3D6+2	100%	3	23	100%
(I) 1H wham. RH	2D6+2	100%	4	23	85%
(I) 1H wham. LH	2D6+2	75%	4	23	75%
Composite bow	1D8+1	90%	0	10	30%
(I) Bst sword RH	1D10+1+1D6	100%	3	30	85%
(I) Bst sword LH	1D10+1+1D6	75%	3	30	75%
(I) Dagger	1D4+2+1D6	80%	5	30	80%
Arbalest	3D6+1	100%	0	10	35%
(I) Large shield	1D8+1D6	75%	5	24	100%

SPIRITS (POW/INT): Allied Spirit (sword) 20/15; Bound Spirits-Falcon 18/15, Bat 17/09, Crystal 14/07, Zebra 12/ 08. Total POW (including Tallin): 97.

SPELLS: (Tallin) –Befuddle, Bladesharp 4, Detect Enemies, Detect Life, Healing 6, Invisibility 3, Mobility, (Allied Spirit) –Dispel Magic, Extinguish 2, Fireblade 4, Light, Vigor 4, (Falcon) –Glue, Ironhand 4, Multimissile 4, Xenohealing 6, (Bat)–Detect Magic, Mind Speech, Protection 4, Spirit Binding, Spirit Shield 2, (Crystal) –Countermagic 6, Farsee, (Zebra) –Bladesharp 4, Bludgeon 4.

SKILLS: (Knowledge 10%) Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 75%, Treat Poison 90%, Find Healing Plants 15%, Identify Plants 50%, Identify Animals, Identify Minerals 50%; (Manipulation 25%) Map Making 75%, Climbing 90%, Hide Item 75%, Jumping 90%, Lock Picking 80%, Trap Set/Disarm 85%, Riding 75%, Disguise 30%, The Peaceful Cut 30%, Swimming 100%, Rowing 30%, Masonry 100%; (Stealth 10%) Camouflage 90%, Hide in Cover 95%, Move Quietly 100% (minus 20% for armor), Pick Pockets 50%; (Perception 10%) Listen 90%, Spot Hidden Items 95%, Spot Trap 95%, Taste Analysis 50%, Tracking 90%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 75%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Old Pavic 90%/90%, Draconic 80%/50%, Tradetalk 75%/50%, Lunar 70%/55%, Sartarite 70%/55%, Darktongue 65%/50%, Praxian 65%/40%, Mostali 60%/40%.

MAGIC ITEMS: POW 11 Storage Crystal, POW 5 Storage Crystal (now holding bound spirit), POW 4 Spell Resisting Crystal.

POTIONS: 4 doses Healing 8 salve, 4 doses Blade Venom 16,3 doses Blade Venom POT 16 antidote, 3 doses Manticore POT 16 antidote, 3 doses Wyvern POT 18 antidote, 3 doses Spider POT 16 antidote, 3 doses Poison Gas POT 16 antidote.

FINANCES: carries 20W, 50L, and 10C; has 1500L in bank. His gear is worth 7550L, and his ransom is 3000L.

EQUIPMENT: iron plate full helm, vambraces, and greaves; iron chain mail hauberk. Leather trews, byrnie, and hood. All listed weapons. Backpack, saddlebags on zebra, basic kit in saddlebags. (ENC 18/18)

GIFTS, GEASES, & CHAOTIC FEATURES: none.

associated with the Aldrya and Flintnail cults, and is friendly to the cults of Eiritha, Humakt, Yelmalio, Issaries, Chalana Arroy, and Orlanth, and hostile to the cults of Storm Bull and Zorak Zoran. A city cult, it has little importance outside Prax. It is currently favored by the Lunar occupation, as they court the temple to have the Red Goddess "marry" Pavis. The cult is friendly to both Aldryami and Mostali. and often settles disputes between the elves and dwarves. It dislikes trolls and nomads, but despises Storm Bull cultists.

The Pavis cult is

## Ulfaren

## **Rune Lord-Priest of Pavis**

Human Male, Townsman from Pavis with heavy infantry experience, age 30.

Ulfaren is the son of a weaponsmith in New Pavis. He entered a heavy infantry unit and proved competent at combat. He returned to his native city and aided expeditions to the rubble. He became the second Champion of Pavis in modern times and then a Daughter of Pavis as well by qualifying as a Rune Priest. The first Champion became the Captain of the Pavis Survivors and then went underground when the Lunar forces outlawed them. Ulfaren became Captain of the Pavis Royal Guards. Though publicly cooperating with the Lunars, he secretly plans for the day when

## The Spirits of Pavis

The city of Pavis was founded by a hero of the same name. It was made from the body of a giant, and from it he ruled until Jaldon Toothmaker cracked the adamant walls and trolls turned the city into the ruins now called the Big Rubble. Many spirits were trapped in the Rubble, and some were reawakened in the Third Age, either when the city of New Pavis was built, when the Lunar Empire arrived, or when Argrath besieged the city and drove the Lunars out of Prax.

Regardless of their nature, the Spirits of Pavis were eager for release from their prison, and so would grant alliances for the chance to experience again the freedom of the world, even if only for a short while. They were very jealous rivals, however, and no two would ever aid a tribe at the same time. Additionally, the Big Rubble was a vast and dangerous ruin (as it is now), home to trolls, elves, and other monsters, and many emissaries entered, never to return.

#### **Flintnail**

When Pavis came to Dragon Pass he befriended a dwarf named Hardeye Flintnail. Together they entered Prax, and it was Flintnail's skill which turned the Faceless Statue into the city of Old Pavis. He left his friend and the city, but could still be summoned by his descendants and followers whenever his skill with stone or building was needed. Flintnail and his followers possess special and unique construction powers.

#### Pavis

Pavis was born in Prax but fled to Dragon Pass to study the dragon magics of the Empire of the Wyrm's Friends. While there he gained a mastery of stone, which he used to animate the Faceless Statue of Shadows Dance. He defeated an army of nomads and giants in Prax and sent Waha limping back to the Paps. He built his great city from the body of the Statue, then he retired into his temple. When trolls destroyed the city he went to sleep, and did not awaken again until New Pavis was built by Sartarite refugees. He allied with them and their Storm King, and entered his temple in the New City, from whence he occasionally came to walk the plains he had conquered so long before.

he can lead the Guards in revolt against them. From time to time he takes a band of promising initiates outside the city to train them on the plains of Prax. He has been on two Heroquests back to the time Pavis lived. He is a calm and capable leader and a magnificent fighter.

 STR 18
 CON 18
 SIZ 18
 INT 18
 POW 18

 DEX 21
 CHA 19
 Move 8
 HP 21
 Defense 45%

 Bonuses:
 Attack 35%
 Parry 20%
 Experience 18%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11 /7
09-11	Abdomen	10/7
12	Chest	10/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Damage	Attk%	SR	Pts	Parr%
3D6+2	120%	3	23	110%
2D6+2	110%	4	23	100%
2D6+2	90%	4	23	90%
1D10+1+1D6	100%	3	30	90%
1D10+1+1D6	90%	3	30	80%
1D8+1	120%	0	10	90%
2D8+1D6	100%	2	23	100%
1D4+2+1D6	90%	5	30	90%
1D8+1D6	90%	5	24	120%
	3D6+2 2D6+2 2D6+2 1D10+1+1D6 1D10+1+1D6 1D8+1 2D8+1D6 1D4+2+1D6	3D6+2 120% 2D6+2 110% 2D6+2 90% 1D10+1+1D6 100% 1D10+1+1D6 90% 1D8+1 120% 2D8+1D6 100% 1D4+2+1D6 90%	3D6+2 120% 3 2D6+2 110% 4 2D6+2 90% 4 1D10+1+1D6 100% 3 1D10+1+1D6 90% 3 1D8+1 120% 0 2D8+1D6 100% 2 1D4+2+1D6 90% 5	3D6+2         120%         3         23           2D6+2         110%         4         23           2D6+2         90%         4         23           1D10+1+1D6         100%         3         30           1D10+1+1D6         90%         3         30           1D8+1         120%         0         10           2D8+1D6         100%         2         23           1D4+2+1D6         90%         5         30

SPIRITS (POW/INT): Allied Spirit (great axe) 21/17; Bound Spirits –Lizard 17/11, Owl 16/11, Bat 15/10, Zebra 15/9, Falcon 13/13. Total POW (including Ulfaren): 115.

SPELLS: (Ulfaren) –Befuddle, Disruption, Healing 4, Invisibility 3, Mobility, Protection 4, Xenohealing 4, (Allied Spirit)–Dispel Magic 4, Extinguish 2, Lightwall 4, Mind Speech, Repair 2, Vigor 4, (Bat) –Detect Enemies, Detect Life, Detect Magic, Ignite, Spirit Binding, Spirit Shield 3, (Zebra) –Bladesharp 4, Bludgeon 4, Farsee, (Falcon) –Countermagic 6, Firearrow 2, Ironhand 4, Silence.

RUNE SPELLS: City Harmony 4, Discorporation, Divination 3, Heal Body, Mind Link 2, Multispell 1, Shield 4, Spell Teaching, Summon Salamander 2, Summon Shade 3, Support, (One Use Spells –Divine Intervention 5).

SKILLS: (Knowledge 15%) –Evaluate Treasure 90%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 20%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; (Manipulation Skills 35%) Map Making 90%, Climbing 100%, Hide Item 90%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 110%, Riding 75%, Disguise 50%, The Peaceful Cut 40%, Swimming 100%, Rowing 40%, Masonry 100%; (Stealth 10%) Camouflage 100%, Hide in Cover 100%, Move Quietly 100% (minus 20% for armor), Pick Pockets 60%; (Perception 15%) Listen 100%, Spot Hidden Items 110%, Spot Trap 110%, Taste Analysis 90%, Tracking 110%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 90%, Bargaining 50%.

LANGUAGES: (Speak/Read-Write) Old Pavic 95%/95%, Draconic 90%/90%, Tradetalk 80%/75%, Sartarite 80%/75%, Lunar 75%/75%, Darktongue 75%/75%, Mostali 75%/70%, Praxian 75%/60%.

MAGIC ITEMS: POW 10 Storage Crystal, POW 4 Healing Focus Crystal, Fireblade matrix in great axe.

POTIONS: 4 doses Healing 9 salve, 4 doses Blade Venom 20, 4 doses Blade Venom POT 20 antidote, 3 doses Manticore POT 20 antidote, 3 doses Wyvern POT 20 antidote, 3 doses POT 20 antidote, 3 doses Poison Gas POT 20 antidote.

**FINANCES:** 30W, 50L, 30C carried, and 2500L in the bank. His gear is worth 8900L, and his ransom is 5000L.

EQUIPMENT: iron plate full helm, vambraces, and greaves; iron chain mail hauberk. Leather trews, byrnie, and hood. All listed weapons. Backpack, saddlebags on zebra, basic kit. (ENC 16/18)

GIFTS, GEASES, & CHAOTIC FEATURES: none.



## Vandar

## Rune Priest of Yelmalio Human Male, Peasant from Pavis with heavy infantry experience, age 24.

Vandar is the second son of a peasant in New Pavis. Leaving the impoverished life of his youth, he joined the Yelmalio cult and enlisted in a heavy infantry company of the Sun Dome Temple. After leaving the unit at 21 he adventured a few years and achieved the rank of Rune Priest, gaining the title of Light Priest. As a Light Priest he is very aloof from his people, but his word and wishes are followed implicitly by cult members. Having never married, he is now forbidden to do so and is a little unhappy about this, but accepts it. As an archer trained in Kuschile archery, he uses yellow-fletched arrows. He wears a brass arm ring with the Fire rune inlaid in gold to show he knows the spell of Lantern. Yelmalio granted him the gift of raising his STR from 18 to 19 and the gift of Catseye; he is geased never to use whip or flail, never to eat meat of Fireday or in Fire season. He is cautious about getting into a battle but valiant once engaged in combat.

 STR 19
 CON 19
 SIZ 18
 INT 17
 POW 18

 DEX 19
 CHA 16
 Move 8
 HP 22
 Defense 30%

 Bonuses:
 Attack 30%
 Parry 15%
 Experience 15%

D20	Location	AP/HP
01-04	Right Leg	8/8
05-08	Left Leg	8/8
09-11	Abdomen	7/8
12	Chest	7/9
13-15	Right Arm	7/7
16-18	Left Arm	7/7
19-20	Head	7/8

Weapon	Damage	Attk%	SR	Pts	Parr%
2H spear & shield	1D10+1+1D6	90%	1	15	90%
1 H spear RH	1D8+1+1D6	80%	2	15	75%
1H spear LH	1D8+1+1D6	75%	2	15	60%
Javelin	1D10+1D3	80%	0	15	75%
Pike	1D12+1+1D6	85%	1	15	80%
Bst sword	1D10+1+1D6	80%	3	30	65%
Dagger	1D4+2+1D6	65%	5	20	65%
(Kuschile) C.bow	1D8+1	85%	0	10	35%
Large shield	1D8+1D6	50%	5	16	80%

SPIRITS (POW/INT): Allied Spirit (hawk) 18/16; Bound Spirits-Bat 17/11, Owl 17/11, Lizard 15/13, Cat 13/13. Total POW (including Vandar): 98.

SPELLS: (Vandar) –Bladesharp 2, Countermagic 4, Healing 6, Light, Multimissile 2, Protection 2, (Allied Spirit) – Disruption, Invisibility 3, Lightwall 4, Repair 2, Spirit Shield, Vigor 4, (Bat) –Coordination 2, Detect Enemies, Detect Gold, Detect Life, Detect Magic, Farsee, Lantern 2, Mobility, Silence, (Lizard) –Glue, Mind Speech, Spirit Binding, Xenohealing 6.

RUNE SPELLS: Catseye, Cloud Clear 2, Concealment 2, Divination, Multispell 3, Shield 4, Speak to Birds 2, Spell Teaching, Summon Salamander 2, Sunbright, Sunripen.

SKILLS: (Knowledge 15%) Evaluate Treasure 50%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%,



First Aid 90%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 30%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%; (Manipulation 30%) Map Making 60%, Climbing 75%, Hide Item 65%, Jumping 80%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 90%, Disguise 35%, The Peaceful Cut 35%, Swimming 80%, Rowing 35%, Masonry 35%; (Stealth 5%) Camouflage 75%, Hide in Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets; (Perception 15%) Listen 75%, Spot Hidden Items 80%, Spot Trap 75%, Taste Analysis 50%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 50%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Old Pavic 95%/90%, Firespeech 90%/90%, Tradetalk 75%/75%, Sartarite 75%/50%, Lunar 75%/50%, Praxian 60%/30%, Darktongue 60%/30%, Draconic 40%/40%.

MAGIC ITEMS: POW 10 Storage Crystal, POW 5 Enhancing Crystal.

POTIONS: 4 doses Healing 6 salve, 4 doses Blade Venom 16, 3 doses Blade Venom POT 16 antidote, 2 doses Manticore POT 16 antidote, 2 doses Wyvern POT 14 antidote, 2 doses Spider POT 14 antidote, 2 doses Poison Gas POT 14 antidote, 2 doses Acid 16.

**FINANCES:** carries 10W, 30L, and 15C; has 1000L in the bank. Gear is worth 800L, and his ransom is 2000L.

EQUIPMENT: bronze full helm, greaves, and vambraces; chain mail bronze hauberk. Leather trews, byrnie, and hood. All weapons listed (including 4 javelins). Saddlebags on zebra, and basic kit in saddlebags. (ENC 19/19)
GIFTS, GEASES, & CHAOTIC FEATURES: Vandar may never

GIFTS, GEASES, & CHAOTIC FEATURES: Vandar may never use a whip or flail, can never eat meat on Friday, and can never eat meat during Fire Season.

## The Spirits of Fire

These beings were mostly of small power, for they were always farthest from the world of men after Umath tore the Sky from the Earth and hurled it far away. Yet during the Great Night the Fire and Sky Spirits were foremost in attempting to rescue their kinsman, the Sun, and to aid the pitiful plight of lesser races.

### **Evening Star**

Evening Star was the lover of the Sun God, and when he was slain she tried to follow him to the Underworld. She was refused, and instead waited at the edge of the world, fighting off the horrors of Night which spewed out at her. She later left this place in the Sky to help men, and at the Dawning was gifted with a house where her vigil had been held.

### **Morning Star**

Morning Star was the triumphant bringer of the news of victory from Hell, where the Sun had fought against the Keepers of the Underworld and gained his freedom. This brought about the Dawning, which she heralds again each morning. She was the younger sister of Evening Star, and watched over men from her house in the Sky.

#### Pole Star

Pole Star was the first Star Captain to come to the world of men, and the first to return to his home in the sky. He was also the most powerful, and from his unmoving seat in the Sky watched over the safety of those who befriended him.

## Wulf

### Rune Lord of Yelmalio

Human Male, Sartarite with mounted barbarian experience, age 26.

Wulf is the son of a thane of the Telmori tribe in Sartar. Growing up as a barbarian, he joined the Yelmalio cult to learn to use a pike. He learned well and later reached the rank of Rune Lord, achieving the title of Light Son. He accepted the restrictions never to ride any animal but a horse nor marry anyone but a priestess of an Earth cult nor disguise himself as a woman nor eat fish, potatoes or raw eggs in any form. He will never sleep under a red blanket as red is forbidden. On Firedays he speaks only Firespeech. He wears gilded spurs, helmet and hauberk, and has a gold spear worth 1500L for ceremonial purposes. While he will never torture another being, he will show no mercy to trolls. He has a personal guard of three initiates who are loyal to him alone and attend him at all times. He has received the gifts of Catseye and Protection from all forms of fire (half normal damage) and the geas of celibacy in Fire season, never using padding and never using the medium shield. As his unpadded armor tends to chafe, he tends to be very short-tempered when wearing his armor. He often leads a band on missions for the temple or as caravan guards.

 STR 17
 CON 17
 SIZ 13
 INT 13
 POW 17

 DEX 20
 CHA 16
 Move 8
 HP 19
 Defense 30%

 Bonuses:
 Attack 25%
 Parry 20%
 Experience 03%

D20	Location	AP/HP
01-04	Right Leg	9/7
05-08	Left Leg	9/7
09-11	Abdomen	8/7
12	Chest	8/8
13-15	Right Arm	9/6
16-18	Left Arm	9/6
19-20	Head	9/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Pike	1D12+1+1D4	100%	2	23	90%
(I) 2H spear/shield	1D10+1+1D4	100%	2	23	100%
(I) 1H spear RH	1D8+1+1D4	90%	3	23	85%
(I) 1H spear LH	1D8+1+1D4	75%	3	23	75%
(I) Javelin	1D10+1D2	100%	0	23	85%
(I) Battle axe	1D8+2+1D4	80%	5	23	75%
(I) Dagger	2D4+2	80%	6	30	75%
(Kuschile) C. bow	1D8+1	100%	0	10	40%
(I) Large shield	1D8+1D4	75%	6	24	100%

SPIRITS (POW/INT): Allied Spirit (spear) 23/13; Bound Spirits Lizard 17/11, Owl 17/07, Bat 15/11, Hawk 13/08. Total POW (including Wulf): 102.

SPELLS: (Wulf) - Befuddle, Detect Life, Disruption, Healing 6, Invisibility 3, Mobility, (Allied Spirit) -Coordination 2, Detect Enemies, Dispel Magic 2, Light, Repair 2, Vigor 4, (Lizard) Detect Gold, Mind Speech, Silence, Spirit Binding, Strength, (Owl) -Extinguish 2, Ignite, Lightwall 4, (Bat) - Countermagic 6, Glue, Multimissile 4, (Hawk) -Bladesharp 4, Protection 4.

RUNE SPELLS: Catseye.

SKILLS: (Knowledge 10%) Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find

Healing Plants 15%, Identify Plants 30%, Identify Animals 30%, Identify Minerals 30%; (Manipulation 25%) Map Making 70%, Climbing 95%, Hide Item 75%, Jumping 95%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 100%, Disguise 30%, The Peaceful Cut 30%, Swimming 75%, Rowing 30%, Masonry 30%; (Stealth 5%) Camouflage 90%, Hide in Cover 95%, Move Quietly 100% (minus 20% for armor), Pick Pockets 75%; (Perception 10%) Listen 100%, Spot Hidden Items 100%, Spot Traps 100%, Taste Analysis 50%, Tracking 90%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 90%, Bargaining 20%.

LANGUAGES: (Speak/Read-Write) Sartarite 90%/90%, Firespeech 90%/90%, Tradetalk 75%/75%, Lunar 75%/50%, Praxian 60%/40%, Darktongue 60%/40%, Old Pavic 60%/40%, Stormtongue 40%/40%.

MAGIC ITEMS: POW 12 Storage Crystal, POW 3 Spell Reinforcing Crystal.

POTIONS: 4 doses Healing 10 salve, 4 doses Blade Venom 18, 3 doses Blade Venom POT 18 antidote, 3 doses Manticore POT 16 antidote, 2 doses Wyvern POT 14 antidote, 1 dose Spider POT 16 antidote, 2 doses Poison Gas POT 16 antidote, 3 doses Acid 20.

FINANCES: carries 25W, 10L, and 10C; has 2000L in bank. His gear is worth 7200L, and his ransom is 4000L.

EQUIPMENT: iron plate full helm, greaves, and vambraces; iron chain mail hauberk. Leather trews, byrnie, and hood. All weapons listed (including 2 javelins). Backpack, horse, saddlebags on horse, basic kit in saddlebags. (ENC 17/17)

GIFTS, GEASES, & CHAOTIC FEATURES: Wulf must be celibate during Fire Season, can never wear padding, can never use a medium shield, and takes only \_ damage from fire

## Xendar

### Rune Lord Priest of Yelmalio

Human Male, Pavis townsman with light infantry experience. Age 30.

Xendar is the son of a scribe in Pavis. Desiring both to learn foreign languages verbal and written and also to learn to fight, he joined the Yelmalio cult and entered a light infantry unit. Later he adventured a number of years and studied languages at the Sun Dome Temple. He rose to become a Rune Lord and Rune Priest, becoming a Light Son and Light Priest. He is now the Light Captain of the Sun Dome Temple near Pavis, in charge of mercenaries and military policy. From time to time he rides with a loyal band to make surprise inspections on various Sun Dome Temple mercenary units in the area. He shares the restrictions listed for Vandar and Wulf. Yelmalio has given him the gifts of Protection from all forms of fire and the Gift of Languages. He has made his pilgrimage to the Hill of Gold and luckily found a golden crystal and made it back alive. He has been on Heroquests and gained the ability to detect spirits automatically. He is aloof and proud and expects all to obey his commands. He is fearless in battle and loves a good fight but will not needlessly sacrifice his men.

 STR 17
 CON 17
 SIZ 17
 INT 16
 POW 18

 DEX 21
 CHA 18
 Move 8
 HP 20
 Defense 35%

 Bonuses:
 Attack 30%
 Parry 20%
 Experience 12%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Pike	1D12+1+1D6	100%	1	23	100%
(I) 2H spear/shield	1D10+1+1D6	120%	1	23	110%
(I) 1H spear RH	1D8+1+1D6	110%	2	23	100%
(I) 1H spear LH	1D8+1+1D6	90%	2	23	90%
(I) Javelin RH	1D10+1D3	120%	0	23	100%
(I) Battle Axe RH	1D8+2+1D6	100%	4	23	90%
(I) Dagger RH	1D4+2+1D6	90%	5	30	90%
(Kuschile) C. bow	1D8+1	120%	0	10	40%
(I) Lrg shield LH	1D8+1D6	90%	5	24	120%

SPIRITS (POW/INT): Allied Spirit (spear) 20/14; Bound Spirits –Zebra 16/12, Hawk 14/10, Lizard 14/11, Owl 15/8, Bat 16/11. Total POW (including Xendar): 113.

SPELLS: (Xendar) -Befuddle, Bladesharp 2, Healing 6, Invisibility, Protection 2, Spirit Shield 2; (Allied Spirit) -Dispel Magic 4, Disruption, Mobility, Repair, Strength, Vigor; (Zebra) -Ironhand 2, Lightwall, Xenohealing 6; (Hawk) -Extinguish, Lantern 2, Light; (Owl) Detect Enemies, Detect Gold, Detect Life, Detect Magic, Detect Undead, Silence, Spirit Binding.

RUNE SPELLS: Catseye, Cloud Clear, Concealment, Dismiss Elemental 3, Extension 3, Multispell 3, Shield 4, Speak to Birds, Spell Teaching, Spell Teaching, Sunbright. (One Use Spells – Divine Intervention 6, Sunspear).

SKILLS: (Knowledge 10%) Evaluate Treasure 80%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 15%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; (Manipulation 30%) Map Making 100%, Climbing 100%, Hide Item 90%, Jumping 100%, Lock Picking 90%, Trap Set/Disarm 95%, Riding 100%, Disguise 35%, The Peaceful Cut 35%, Swimming 100%, Rowing 35%, Masonry 35%; (Stealth 5%) Camouflage 100%, Hide In Cover 100%, Move Quietly 110% (minus 25% for armor), Pick Pockets 30%; (Perception 10%) Listen 100%, Spot Hidden Items 100%, Spot Trap 90%, Taste Analysis 75%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 95%, Bargaining 30%.

LANGUAGES: (Speak/Read-Write) Old Pavic 90%/90%, Firespeech, 90%/90%, Draconic 90%/90%, Tradetalk 90%/ 90%, Sartarite 90%/90%, Lunar 90%/90%, Darktongue 90%/90%, Praxian 90%/90%.

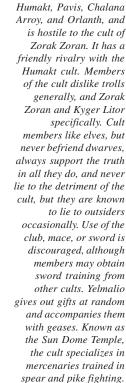
MAGIC ITEMS: POW 8 Enhancing Crystal, POW 11 Power Storage Crystal, Composite Bow –Multimissile 4 Matrix.

POTIONS: 4 doses Healing 10 salve, 4 doses Blade Venom POT 20, 4 doses Blade Venom POT 20 antidote, 3 doses Manticore POT 20 antidote, 3 doses Wyvern POT 20 antidote, 3 doses Spider POT 20 antidote, 3 doses Poison Gas POT 20 antidote.

FINANCES: carries 30W, 50L, 10C and has 3000L banked. His gear is worth 7740L and his ransom is now 6000L.

EQUIPMENT: Xendar owns a set of excellently crafted iron armor including a full helm, plate vambraces and greaves, a plate cuirass, chainmail skirt and thick padding. All weapons listed are iron or iron bound except the composite bow, which is of wood and bone. His zebra has leather saddle bags, the basic kit and four extra javelins. ENC: 17 max/17 current.

GIFTS, GEASES, & CHAOTIC FEATURES: Xendar enjoys protection from all forms of fire (\_ damage), however he distrusts trolls and all worshippers of Orlanth.



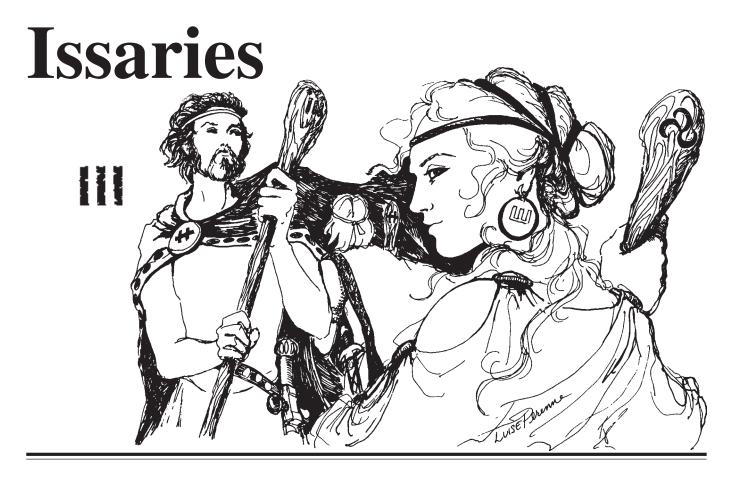
The cult of Yelmalio is

friendly to the cults of

associated with the

Aldrya cult and is





## Yulnef

## Human Male, Rune Priest of Issaries

Pavis peasant, heavy infantry experience. Age 28. Yulnef is the son of a peasant in New Pavis. Always adventurous, he joined the cult of Issaries and enlisted in a heavy infantry unit to see the world. Tired of seeing it on foot, he left the unit at the age of 21 and became a merchant adventurer, traveling from place to place, seeking profit and experience. He has risen to the status of Rune Priest of the Goldentongue subcult. As such he is not allowed to steal except from someone who stole the item or from a being of Chaos. He must come to the aid of fellow cultists unless there is great danger in doing so. (Yulnef gets to decide if it's great enough.) He is treated by all as a neutral traveler and usually left alone. He travels with a retinue to guard against bandits. He usually has trade goods worth 1000-5000L. He has sacrificed for the Rune spells of Create Market and Spell Trading, so he can trade spells with others. (He now has 6 points of traded rune spells. An Issaries priest can trade for as many rune spells as he has sacrificed points of POW to Issaries. Thus since Yulnef has sacrificed 21 points of POW to Issaries for reusable Rune spells and he already has 6 points of traded Rune spells he can trade for 15 more points of Rune spells. After that he would have to cast some of the

traded spells to make room for more traded Rune spells. Points sacrificed for one use spells like Divine Intervention do not count in the total of points sacrificed for purposes of trading.) Yulnef is competent in combat but dislikes it and prefers to let his bodyguard fight while he cats spells. He is an avid trader and has a hint of larceny in his spirit that sometimes sends him on dangerous trading missions.

 STR 18
 CON 18
 SIZ 13
 INT 15
 POW 18

 DEX 18
 CHA 14
 Move 8
 HP 20
 Defense 30%

 Bonuses:
 Attack 25%
 Parry 20%
 Experience 09%

D20	Location	AP/HP
01-04	Right Leg	8/7
05-08	Left Leg	8/7
09-11	Abdomen	7/7
12	Chest	6/8
13-15	Right Arm	7/6
16-18	Left Arm	7/6
19-20	Head	7/7

weapon	Damage	AllK%	ЭA	ris	rurr%
Staff	1D8+1D4	80%	3	15	80%
Battle Axe RH	1D8+2+1D4	80%	6	15	70%
Battle Axe LH	1D8+2+1D4	50%	6	15	50%
Javelin RH	1D10+1D2	85%	1	15	70%
1H spear RH	1D6+1+1D4	80%	5	15	70%
1H spear LH	1D6+1+1D4	50%	5	15	50%
Dagger RH	2D4+2	60%	7	20	60%
Dagger LH	2D4+2	60%	7	20	60%
Large shield LH	1D8+1D4	50%	7	12	80%



- SPIRITS (POW/INT): Allied Spirit (falcon) 19/14; Bound Spirits -Zebra 14/9, Bat 13/10, Lizard 14/8. Total POW (including Yulnef): 78.
- SPELLS: (Yulnef) –Befuddle, Dispel Magic 2, Disruption, Harmonize, Healing 6, Invisibility; (Allied Spirit) –Detect Life, Detect Magic, Farsee, Mobility, Protection 4, Repair, Vigor; (Zebra) –Bladesharp 4, Glue 1, Multimissile 4; (Bat)– Bludgeon 4, Light, Glamour, Mind Speech 2, Spirit Binding; (Lizard) –Darkwall, Detect Enemies, Detect Gems, Detect Gold, Extinguish.
- RUNE SPELLS: Analyze Magic, Concealment, Create Market, Knowledge, Lock, Mind Link, Multispell 2, Path Watch, Shield 4, Spell Teaching, Spell Trading, (One Use Spells – Guided Teleport, Resurrection).
- SKILLS: (Knowledge 10%) Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 15%, Identify Plants 50%, Identify Animals 30%, Identify Minerals 30%, Evaluate Trade Goods 75%; (Manipulation 25%) Map Making 60%, Climbing 75%, Hide Items 40%, Jumping 75%, Lock Picking 60%, Trap Set/ Disarm 65%, Riding 50%, Disguise 30%, The Peaceful Cut 30%, Swimming 95%, Rowing 30%, Masonry 30%; (Stealth 5%) Camouflage 75%, Hide In Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets 30%; (Perception 10%) Listen 75%, Spot Hidden Items 80%, Spot Traps 75%, Taste Analysis 30%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 75%, Bargaining 75%.
- LANGUAGES: (Speak/Read-Write) Old Pavic 90%/80%, Tradetalk 90%/90%, Sartarite 90%/75%, Lunar 90%/75%, Draconic 35%/30%, Praxian 75%/50%, Aldryami 75%/40%.
- MAGIC ITEMS: POW 3 Spell Strengthening Crystal, POW 8 Power Storage Crystal.
- POTIONS: 3 doses Healing 7 salve, 3 doses Blade Venom POT 14, 3 doses Blade Venom POT 16 antidote, 2 doses Manticore POT 16 antidote, 2 doses Wyvern POT 16 antidote, 2 doses Spider POT 18 antidote, 2 doses Poison Gas POT 16 antidote.
- **FINANCES:** carries 100L and has 50L banked. His gear is worth 850L and his ransom is 1000L.
- EQUIPMENT: Yulnef owns a sturdy set of bronze armor including full helm, plate vambraces and greaves with a chain-mail hauberk. He also owns leather padding, and all listed weapons are of bronze or bronze/wood. His zebra is equipped with leather saddle bags, the basic kit, and four extra javelins.

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## Aalaron

#### **Rune Lord-Priest of Issaries**

## Human Male, Pavis townsman with medium infantry experience, age 29.

Aalaron is the son of a New Pavis merchant. His father preferred the middleman approach, but Aalaron had the urge to wander and so followed the Goldentongue path. Joining the Issaries cult and enlisting in a medium infantry unit, he saw much of the plains of Prax. Later he rose to the status of Rune Lord, then became a Rune Priest as well. His adventuring days now somewhat behind him, he travels as a merchant delighting in fleecing vain merchants and repelling bandits. He has been on Heroquests and has the permanent ability to detect enemies, even while asleep, at 160 meters range. He generally travels with pack animals, trade goods, and guards, but still sometimes goes out just for adventure to see the world again. He delights in jokes and witticisms, drink, women, and gambling, and is a brave fighter and a good leader in combat.

 STR 17
 CON 17
 SIZ 17
 INT 18
 POW 18

 DEX 21
 CHA 18
 Move 8
 HP 17
 Defense 40%

 Bonuses:
 Attack 35%
 Parry 20%
 Experience 18%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Staff	1D8+1D6	120%	1	23	120%
(I) Bstrd Swd RH	1D10+1D6	110%	3	30	40%
(I) Bstrd Swd LH	1D10+1D6	90%	3	30	90%
(I) 1H spear RH	1D8+1+1D6	100%	1	23	90%
(I) 1H spear LH	1D8+1+1D6	85%	1	23	80%
(I) 2H spear	1D10+1+1D6	100%	2	23	100%
(I) Javelin RH	1D10+1D3	120%	0	23	90%
Composite bow	1D8+1	100%	0	10	50%
(I) Large Shield LH	1D8+1D6	75%	5	24	110%

- SPIRITS (POW/INT): Allied Spirit (staff) 19/11; Bound Spirits— Crystal 14/11, Bat 14/8, Hawk 14/4, Zebra 11/7, Lizard 10/15. Total POW (including Aalaron): 115.
- SPELLS: (Aalaron) -Befuddle, Healing 6, Invisibility, Light, Mindspeech 1, Mobility, Multimissile 4, Silence, (Allied Spirit) Dispel Magic 2, Disruption, Extinguish, Repair, Vigor 4, (Zebra) -Fire Arrow, Fireblade, Glue 1, (Hawk) Protection 4, (Lizard) Detect Enemies, Detect Gems, Detect Gold, Detect Life, Detect Magic, Lightwall, Spirit Binding, (Bat) Bladesharp 4, Bludgeon 4.
- RUNE SPELLS: Analyze Magic 3, Create Market 3, Concealment, Knowledge, Lock 4, Multispell 3, Path Watch, Shield 4, Spell Teaching, Spell Trading. (Traded Spells: Divination, Resurrection, Sever Spirit, Summon Shade 3)
- SKILLS: (Knowledge 15%) Evaluate Treasure 100%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 90%, Identify Plants 100%, Identify Animals 100%, Identify Minerals 100%, Evaluate Trade Goods 100%; (Manipulation 35%) Map Making 100%, Climbing 100%, Disguise 50%, Hide Item 90%, Jumping 100%, Lock Picking 95%, Trap Set/ Disarm 100%, Riding 100%, Disguise 40%, The Peaceful Cut 40%, Swimming 100%, Rowing 40%, Masonry 40%, (Stealth 10%) Camouflage 100%, Hide In Cover 100%, Move Quietly 100% (-25% for armor), Pick Pockets 25%, (Perception 15%) Listen 100%, Spot Hidden Items 110%, Spot Trap 100%, Taste Analysis 100%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%, (Other) Oratory 100%, Bargaining 130%.
- LANGUAGES: (Speak/Read-Write) Old Pavic 95%/90%, Tradetalk 95%/95%, Sartarite 90%/75%, Lunar 9094/75%, Praxian 80%/60%, Darktongue 75%/60%, Mostali 75%/60%, Draconic 50%/40%.
- MAGIC ITEMS: POW 4 Spell Strengthening Crystal, POW 6
  Power Storage Crystal, POW 10 Power Storage Crystal,
  Slave Collar and Bracelets.
- POTIONS: 4 doses Healing 10 salve, 4 doses Blade Venom 20, 3 doses Blade Venom POT 16 antidote, 2 doses Manticore POT 16 antidote, 2 doses Wyvern POT 18 antidote, 2 doses Poison Gas POT 18 antidote.
- **FINANCES:** carries 40W, 50L, 30C; has banked 3000L. His gear is worth 791 5L; his ransom is 5000L.
- EQUIPMENT: Full iron armor, with full helm, plate vambraces, greaves and cuirass, chain skirt with full leather padding underneath. All weapons listed are of iron if noted, with a complement of 4 javelins, saddle bags and an extra bronze bastard sword on his zebra. Aalaron also has a leather back pack and the basic kit. ENC: 17 max/17 current.

GIFTS, GEASES, & CHAOTIC FEATURES: none.

associated with the cults of Chalana Arroy. Lhankor Mhy, and Orlanth, friendly to the cults of Pavis and Aldrya, and hostile only to the cults of Chaos. This is the cult of merchants and traders. Issaries is the god of communication, travel, and trade. The cult tongue of Tradetalk is the common speech of Glorantha. A goal of the cult is to complete a map of the Underworld. The cult kills hyenas on sight to prevent middlemen merchants from seeing them. The cult has a friendly rivalry with the cult of Lhankor Mhy. The cult hates Chaos, but is neutral to all other disputes. The cult teaches the special skills of Bargaining and Evaluate Trade Goods.

The cult of Issaries is

## Zolinda

### **Rune Lady of Issaries**

Human Female, Sartar townsman with heavy cavalry experience. Age 25.

Zolinda is the daughter of a shopkeeper in Jonstown in the Kingdom of Sartar. To escape her overly protective father she joined the Issaries cult and enlisted in a heavy cavalry unit. Discovering she excelled in combat, she followed the Goldentongue path and through adventuring rose to the rank of Rune Lady. She lives to enjoy and exercise the mundane side of her god, being much given to wandering and travel, fighting and adventure. She is often the leader of the guards for a caravan. From time to time she leads a band of cult members on journeys just to explore and travel. She is happy and carefree, ready for laughter and song, who delights in luxury and roughing it equally and enjoys a good fight. She has an eye for attractive men and makes interesting use of her Bargaining at times.

## Alliances

There were many tribes, factions, secret societies, and beings who did not ordinarily owe their allegiance to any of the Great Tribes. They often represented the deciding military or magical force in any conflict on the Plaines. Therefore, all of the tribes sought allegiance with these independents, whether by gift or force.

## **Emissaries**

None of the tribes maintained embassies with any independents. Instead, they sent emissaries to the minor, settled, peoples when they wished the independents' aid. The life of an emissary was often short, however, as staking out an emissary naked under the desert sun was the standard method of declining alliance.

The Border Knights are emissaried at Knight Fort. The Sun Dome Templars are emissaried at the Sun Dome Temple. The Spirits of Pavis are allied at Pavis. The Spirits of the Paps are allied at the Paps. The Spirits of the Eternal Battle can only be obtained by encountering and entering the Eternal Battle. Tada's Warriors are summoned from the top of Tada's High Tumulus.

 STR 18
 CON 18
 SIZ 16
 INT 15
 POW 16

 DEX 19
 CHA 16
 Move 8
 HP 19
 Defense 25%

 Bonuses:
 Attack 20%
 Parry 15%
 Experience 09%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	10/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Staff	1D8+1D6	100%	1	23	100%
(I) Bstswd RH	1D10+1+1D6	90%	3	30	75%
(I) Bstswd LH	1D10+1+1D6	65%	3	30	60%
(I) 1H spear RH	1D8+1+1D6	90%	2	25	80%
(I) 1H spear LH	1D8+1+1D6	60%	2	25	55%
Composite bow	1D8+1	90%	0	10	35%
(I) 2H spear	1D10+1+1D6	95%	1	25	90%
(I) Javelin	1D10+1D3	90%	0	23	80%
(I) Lrg Shield LH	1D8+1D6	50%	5	24	100%

SPIRITS (POW/INT): Allied Spirit (staff) 19/16; Bound Spirits

-Horse 15/12, Falcon 16/15, Bat 16/5, Crystal 15/11. Total
POW (including Zolinda): 89.

SPELLS: (Zolinda) –Befuddle, Detect Life, Disruption, Healing 4, Invisibility, Mobility, Multimissile 4; (Allied Spirit) – Dispel Magic, Mind Speech 2, Protection 4, Repair, Spirit Shield 2, Vigor; (Horse) –Bladesharp 4, Bludgeon 4, Fireblade; (Falcon) –Coordination, Detect Gems, Detect Gold, Fire Arrow, Harmonize, Lightwall; (Crystal) –Countermagic 6, Extinguish, Glamour, Glue 2.

RUNE SPELLS: none.

SKILLS: (Knowledge 5%) Evaluate Treasure 90%, General Knowledge 10%, Find Cattle Food 10%, Find Water 10%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 70%, Identify Plants 80%, Identify Animals 80%, Identify Minerals 80%, Evaluate Trade Goods 90%; (Manipulation 20%) Map Making 90%, Climbing 100%, Hide Item 70%, Jumping 95%, Lock Picking 80%, Trap Set/Disarm 80%, Riding 100%, Disguise 25%, The Peaceful Cut 25%, Swimming 100%, Rowing 30%, Masonry 30%; (Stealth 10%) Camouflage 90%, Hide In Cover 90%, Move Quietly 100% (minus 20% for armor), Pick Pockets 25%; (Perception 5%) Listen 85%, Spot Hidden Items 90%, Spot Traps 95%, Taste Analysis 75%, Tracking 80%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 90%, Bargaining 90%.

LANGUAGES: (Speak/Read-Write) Sartarite 80%/90%, Tradetalk 90%/90%, Stormtongue 5094/50%, Lunar 50%/50%, Praxian 60%/50%, Old Pavic 60%/40%, Draconic 30%/20%, Darktongue 6094/40%.

MAGIC ITEMS: POW 6 Healing Focusing Crystal, POW 11
Power Storage Crystal, POW 7 Power Storage Crystal
(Bound Spirit), Slave Collar and Bracelets.

POTIONS: 4 doses Healing 10 salve, 4 doses Blade Venom POT 20, 4 doses Blade Venom POT 20 antidote, 3 doses Manticore POT 16 antidote, 3 doses Wyvern POT 18 antidote, 3 doses Poison Gas POT 16 antidote.

**FINANCES:** carries 30W, 10L, 30C and has 1500L banked. Her gear is worth 7750L and she has a ransom of 3000L.

EQUIPMENT: a set of iron armor including full helm, plate vambraces and greaves, chainmail hauberk, and padding. All weapons listed are iron or iron bound, if so indicated. Zolinda also carries a leather backpack, basic kit and has saddle bags for her horse. ENC: 18 max/18 current.

GIFTS, GEASES, & CHAOTIC FEATURES: none.



## Beshalla

## Rune Priestess of Chalana Arroy Human Female, Sartar peasant who studied as an alchemist's apprentice. Age 26.

Beshalla is the daughter of a peasant of the Aranwyth tribe in Sartar. Strong of body but softhearted, she chose to join the cult of Chalana Arroy and became an apprentice to an Alchemist. After learning to make Healing 6 potions and antidotes to Manticore and poison gas systemic poison, she joined the temple's healing staff. Having learned the skill of First Aid at 90% she became a Rune Priestess with the title of Healer. The only weapons she carries are her walking staff and a pair of daggers. She wears a white blouse sashed over the right shoulder with a green band. She often travels alone or with a small retinue to search out those who need healing or to find healing plants. She relies on hospitality wherever she goes and always gets it. Few indeed would harm a healer. She is kind and friendly.

 STR 18
 CON 18
 SIZ 13
 INT 16
 POW 18

 DEX 18
 CHA 15
 Move 8
 HP 20
 Defense 30%

 Bonuses:
 Attack 25%
 Parry 20%
 Experience 12%

D20	Location	AP/HP
01-04	Right Leg	5/7
05-08	Left Leg	5/7
09-11	Abdomen	5/7
12	Chest	5/8
13-15	Right Arm	4/6
16-18	Left Arm	4/6
19-20	Head	5/7

Weapon	Damage	Attk%	SR	Pts	Parr%
Quarterstaff	1D8+1D4	60%	3	15	60%
Dagger RH	2D4+2	65%	7	20	65%
Dagger LH	2D4+2	45%	7	20	45%
Throw Dagger RH	1D4+1D2	50%	1	-	-
Throw Rock	1D4+1D2	65%	1	-	-
Grapple		65%	7	-	-
Kick	1D6+1D4	65%	7	-	-
Sling	1D8+1D2	50%	1	-	-
Large Shield	1D8+1D4	35%	7	16	60%

SPIRITS (POW/INT): Allied Spirit (monkey) 19/6; Bound Spirits-Falcon 17/13, Bat 16/11, Horse 15/12, Lizard 13/11. Total POW (including Beshalla): 99

SPELLS: (Beshalla) –Dispel Magic 4, Healing 6, Invisibility, Sleep 3, (Allied Spirit) –Befuddle, Glue 1, Mindspeech 1, Mobility, Protection 4, Repair, Spirit Shield 2; (Horse) – Countermagic 6, Detect Life, Lightwall, Preserve Herbs; (Falcon) – Detect Gems, Detect Traps, Dullblade 4, Extinguish, Farsee; (Bat) – Binding, Detect Undead, Spirit Binding.

RUNE SPELLS: Comfort Song, Cure All Disease, Cure Soul Waste, Divination, Heal Body, Multispell 2, Regrow Limb, Resurrection, Shield 4, Speak to Beasts, Spirit Block 2, Telekinesis.



Chalana Arroy is the goddess of healing, and is liked by almost everyone. There are no hostile cults, while only Daka Fal, Waha, Kyger Litor, and Zorak Zoran are neutral. The cults of Storm Bull, Issaries, Lhankor Mhy, Orlanth, and Aldrya are associated. Cult members must have a sincere wish to heal others, and take an oath never to harm a living creature and to aid all within the limits of their ability. All members become vegetarians. A cult member may defend herself, but harming others is only permitted if there is no other way of escaping. Undead do not count, but the members will not go out of their way to attack them, as combat of any sort is distasteful. Cultists may not train in combat skills or use offensive spells other then Sleep, Befuddle, Dullblade, or Binding.

SKILLS: (Knowledge 10%) Evaluate Treasure 50%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 90%, Treat Disease 75%, Treat Poison 85%, Find Healing Plants 80%, Identify Plants 60%, Identify Animals 60%, Identify Minerals 60%, (Alchemical Skills: Healing potion 6, Manticore POT 16 antidote, Poison Gas POT 14 antidote); (Manipulation 25%) Map Making 40%, Climbing 75%, Hide Item 35%, Jumping 75%, Lock Picking 30%, Trap Set/Disarm 30%, Riding 40%, Disguise 30%, The Peaceful Cut 30%, Swimming 75%, Rowing 30%, Masonry 30%; (Stealth 05%) Camouflage 50%, Hide in Cover 50%, Move Quietly 60% (minus 05% for armor), Pick Pockets 10%; (Perception 10%) Listen 65%, Spot Hidden Items 60%, Spot Trap 50%, Taste Analysis 40%, Tracking 25%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 45%, Bargaining 20%.

LANGUAGES: (Speak/Read-Write) Sartarite 90%/90%, Stormtongue 50%/50%, Tradetalk 80%/60%, Lunar 75%/50%, Old Pavic 75%/50%, Draconic 35%/20%, Praxian 80%/60%, Dark-tongue 60%/40%.

MAGIC ITEMS: POW 6 Healing Focusing Crystal.

POTIONS: 10 doses Healing 6 salve, 10 doses Manticore POT 10 antidote, 10 doses Poison Gas POT 14 antidote, 3 doses Blade Venom 16 antidote, 2 doses Wyvern POT 14 antidote, 2 doses Spider POT 14 antidote, 2 doses Herbal POT 16 antidote, 2 doses Mineral POT 14 antidote, 3 doses Soul Waste Curing Seeds POT 75%.

FINANCES: carries 10W, 30L, 30C.; has banked 500 L Her gear is worth 300 L. and she has a ransom of 1000 L.

EQUIPMENT: linen hauberk, leather trews, cuirboilli vambraces and greaves, a leather byrnie under hauberk and an open helm with hood, weapons listed, back pack and saddle bags plus basic kit. ENC: 14 max/18 current.

GIFTS, GEASES & CHAOTIC FEATURES: none.

### Doreena

## Rune Lord- Rune Priest of Chalana Arroy

Human Female, Pavis townsman with light infantry experience, Age 35.

Doreena is the daughter of a Head of Household of the Eagle Clan of the Aranwyth tribe in Sartar but now resides in New Pavis. Desiring to see the world from a young age, she enlisted in a light infantry unit but discovered she did not like combat, though she was talented at it. At the end of the enlistment at the age of 21 she became an apprentice to an Alchemist and renounced violence to join the Chalana Arroy cult. When she finished her apprenticeship five years later, she had learned the skill of First Aid at 90% and became a Rune priest with the title of Healer. Later she learned the other healing skills and more antidotes and became a Rune Lady as well. She carries her shield on her back and her spear as a walking staff, with the spear point in a pouch at her belt, only to be used in emergencies. Her armor is carried on her zebra and is worn on dangerous missions. She has become a Chief Priest of the temple in new Pavis and has gone on a number of rescue missions. She is brave but cautious and dedicated to her cult. She travels often to aid others. She likes music and flowers and animals and listens attentively to stories.

 STR 15
 CON 15
 SIZ 13
 INT 17
 POW 18

 DEX 21
 CHA 21
 Move 8
 HP 17
 Defense 40%

 Bonuses:
 Attack 30%
 Parry 20%
 Experience 15%

D20	Location	AP/HP
01-04	Right Leg	11/6
05-08	Left Leg	11/6
09-11	Abdomen	10/6
12	Chest	11/7
13-15	Right Arm	10/5
16-18	Left Arm	10/5
19-20	Head	10/6

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) 2H spear	1D10+1+1D4	65%	2	23	55%
(I) 1 H spear RH	1D8+1+1D4	80%	3	23	60%
(I) Javelin RH	1D10+1D2	60%	0	23	60%
Thrown Rock RH	1D4+1D2	75%	0	-	-
Grapple		75%	6	-	-
Fist	1D3+1D4	75%	6	5	55%
Kick	1D6+1D4	80%	5	6	60%
(I) Dagger RH	2D4+2	75%	6	30	80%
(I) Med shield LH	1D6+1D4	50%	6	18	95%

SPIRITS (POW/INT): Allied Spirit (monkey) 18/14; Bound Spirits-Hawk 14/10, Zebra 17/13, Bat 11/11, Owl 17/12, Dog 14/13, Monkey 12/13. Total POW (including Doreena): 121.

SPELLS: (Doreena) –Befuddle, Healing 6, Invisibility, Protection 4, Sleep 3, (Allied Spirit) –Binding, Dispel Magic 4, Glue 1, Light, Mind Speech 1, Vigor, (Hawk) –Countermagic 6, Preserve Herbs, Spirit Binding, Spirit Shield 2, (Zebra)– Detect Enemies, Detect Life, Detect Magic, Detect Undead, Farsee, Lightwall, Mobility, Silence.

RUNE SPELLS: Comfort Song, Cure All Disease, Cure Soul Waste, Dismiss Elemental 3, Divine Intervention 6, Heal Constitution, Multispell 3, Refine Medicine, Regrow Limb, Resurrection, Shield 4, Speak to Beasts, Spell Teaching.

SKILLS: (Knowledge 15%) Evaluate Treasure 90%, General Knowledge 20%, Find Cattle Food 100%, Find Water 100%, First Aid 100%, Treat Disease 120%, Treat Poison 110%, Find Healing Plants 100%, Identify Plants 100%, Identify Minerals 100%, (Alchemical Skills: Healing potion 8, Wyvern POT 20 antidote, Spider POT 20 antidote, Manticore POT 20 antidote, Poison Gas POT 20 antidote); (Manipulation 30%) Map Making 75%, Climbing 95%, Hide Item 55%, Jumping 95%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 95%, Disguise 50%, The Peaceful Cut 50%, Swimming 95%, Rowing 50%, Masonry 90%; (Stealth 15%) Camouflage 90%, Hide in Cover 95%, Move Quietly 95% (minus 25% for armor), Pick Pockets 20%; (Perception 15%) Listen 90%, Spot Hidden Items 95%, Spot Traps 100%, Taste Analysis 75%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 95%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Old Pavic 90%/75%, Lunar 85%/75%, Sartarite 85%/75%, Praxian 75%/75%, Dark-tongue 75%/75%, Tradetalk 90%6/80%, Tarshite 70%/60%.

MAGIC ITEMS: POW 6 Healing Focusing Crystal.

POTIONS: 6 doses Healing 6 ointment, 6 doses Blade Venom antidote, 6 doses Manticore POT 20 antidote, 6 doses Poison Gas POT 20 antidote, 6 doses Wyvern POT 20 antidote, 6 doses Spider POT 20 antidote, 6 doses Herbal POT 20 antidote, 6 doses Mineral POT 20 antidote.

**FINANCES:** carries 200L.; has banked 2500L.; Her gear is worth 6320L, and her ransom is 5000L.

**EQUIPMENT:** iron full helmet, iron plate cuirass with iron chain skirt, vambraces and matching greaves. Leather byrnie and trews with hood; iron shield, pair of daggers with all other listed weapons of bronze or wood. -She normally carries 3 javelins. Saddle bags, back pack and basic kit. ENC: 15/15.

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## Car-Eel

### Rune Lord of Chalana Arroy

Human Male, Lunar mounted barbarian, Age 28. Car-Eel is the son of a Lunar Empire tribal chieftain. Growing up as a mounted barbarian he first thrived as a warrior but at the age of 21 his mother died of disease and there was no healer nearby to bring her back. At her dying request he renounced violence and joined the cult of Chalana Arroy to learn healing and the treatment of disease. Through long study he has learned complete mastery of the three healing skills and how to make Healing 8 potions and level 20 antidotes to Wyvern and Manticore systemic poisons, thereby qualifying for the status of Rune Lord and the title of Healer. He wears a white shirt slashed over the shoulder with a brown band.

Once jovial, he is now a silent and dedicated healer, saving and healing others in memory of his mother. Willing to go into dangerous regions, he still carries the tribal weapons given him by his father but does not train any more in them, using them only in times of need for defense. The axe is most often used to chop wood and the dagger to carve it. He often goes out with friends to gather healing plants with which to make disease cures.

 STR 14
 CON 14
 SIZ 13
 INT 13
 POW 16

 DEX 21
 CHA 18
 Move 8
 HP 15
 Defense 30%

 Bonuses:
 Attack 20%
 Parry 15%
 Experience 03%

D20	Location	AP/HP
01-04	Right Leg	10/5
05-08	Left Leg	10/5
09-11	Abdomen	10/5
12	Chest	10/6
13-15	Right Arm	09/5
16-18	Left Arm	09/5
19-20	Head	10/5

Weapon	Damage	Attk%	SR	Pts	Parr%
Quarterstaff	1D8+1D4	75%	2	15	75%
Battle Axe RH	1D8+2+1D4	65%	5	15	60%
Battle Axe LH	1D8+2+1D4	35%	5	15	30%
(I) Dagger RH	2D4+2	50%	6	30	50%
(I) Dagger LH	2D4+2	35%	6	30	35%
Thrown Dagger RH	1D4+1D2	50%	0	-	-
Thrown Rock RH	1D4+1D2	50%	0	-	-
Grapple		65%	6	-	-
(I) Med. Shield LH	1D8+1D4	30%	6	18	75%

SPIRITS (POW/INT): Allied Spirit (monkey) 20/14; Bound Spirits –Horse 15/16, Falcon 13/14, Bat 10/4, Owl 12/13, Uzard 16/8. Total POW (including Car-eel): 1D8.

SPELLS: (Car-eel) -Befuddle, Healing 6, Mobility, Preserve Herbs, Sleep 4; (Allied Spirit) -Dispel Magic 4, Invisibility, Spirit Shield 3, Vigor; (Horse) -Countermagic 6, Lightwall, Protection 4, Strength; (Falcon) -Binding, Detection Blank 4, Dullblade 4, Glue, Mind Speech 2, Silence; (Owl) -Detect Enemies, Detect Gems, Detect Life, Detect Traps, Farsee, Repair, Spirit Binding.

RUNE SPELLS: Refine Medicine.

SKILLS: (Knowledge 5%) Evaluate Treasure 75%, General Knowledge 10%, Find Cattle Food 10%, Find Water 10%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find

Healing Plants 90%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%, (Alchemical Skills –Healing 8 potion, Wyvern POT 20 antidote, Manticore POT 20 antidote) (Manipulation 20%) Map Making 75%, Climbing 90%, Hide Item 30%, Jumping 95%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 100%, Disguise 25%, The Peaceful Cut 25%, Swimming 80%, Rowing 25%, Masonry 25%; (Stealth 15%) Camouflage 75%, Hide In Cover 90%, Move Quietly 90% (minus 15% for armor), Pick Pockets 20%; (Perception 5%) Listen 80%, Spot Hidden Items 90%, Spot Trap 80%, Taste Analysis 50%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 75%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Lunar 90%/90%, Tradetalk 80%/60, Sartarite 75%/50%, Praxian 75%/50%, Old Pavic 80%/50%, Darktongue 80%/45%, Aldryami 80%/40%, Mostali 80%/45%.

MAGIC ITEMS: POW 6 Healing Focusing Crystal, POW 10 Storage Crystal.

POTIONS: 6 doses Healing 8 ointment, 6 doses Manticore POT 20 antidote, 3 doses Spider POT 16 antidote, 3 doses Blade Venom POT 16 antidote, 3 doses Herbal POT 16 antidote, 3 doses Mineral POT 16 antidote.

FINANCES: carries 100L. He has banked 1500L. His gear is worth 4200L and his ransom is 3000L.

EQUIPMENT: full iron helmet, chain mail, and leather byrnie, trews, sleeves, and hood. All weapons listed are of bronze or wood except the daggers which are of iron. His shield is also of iron, and he has backpack, saddlebags, and basic kit. ENC: 14 max/14 current.

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## **Great Spirits**

#### Mallia

This horrible and all-devouring Chaos monster was one of the Great Spirits out of fear rather than love. She came during the Great Night, an ally of foul Ragnaglar, and after her lover's death the men of Prax fed her rather than be eaten themselves. She thus survived the Dawning with some of her power. She appeared to men as a great, headless, multi-armed torso with a gaping maw where her belly should have been.

### Oakfed

Oakfed, the Great Spirit of Fire, was the most powerful fire deity of the plains. He carried messages and sacrifices to the Sky gods, but more important was his role as Protector. During the Great Night, men kept him alive by feeding him the forests of Prax, and he helped them to survive. From this true worship and reverence Oakfed joined the Great Spirits of the Plaines.

political, healing all whom they meet or find. The cult teaches the abilities of Find Healing Plants, Treat Poison, Treat Disease, First Aid, and preparing cures from Healing Plants. Chalana Arroy initiates can bring Storm Bull cultists out of a berserker rage (chance is CHA x5) Healers never ask for payment, but it is expected that those healed do pay for it. Healers will not accompany adventurers on simple looting expeditions, but will go on rescue missions and aid friends against Chaos. They walk in the center distinctly garbed. They cast Sleep or Befuddle only against those who attack first, and will protect one-time attackers who do not attack again.

They are studiously non-

# Lankhor Mhy



## **Elamon**

## Rune Priest of Lhankor Mhy Human Male, Pavis poor noble who was an Alchemist's apprentice. Age 29.

Elamon is the second son of a New Pavis poor noble. Destined not to inherit, he elected to become an Alchemist's apprentice. Discovering a fondness for the work, he joined the Lhankor Mhy cult. Studying hard he learned to read and write Old Pavic, his native tongue, at the master level as well as to make Blade Venom 14, POW Restoring 4 potions, Acid 16, Blade venom 14 antidote, and systemic poison antidotes to Wyvern, Manticore and Spider venoms. Raising his POW and combat and non-combat skills by adventuring after completing his apprenticeship, he finally qualified for the status of Rune Priest, acquiring the title of Grey Lord form the grey robes he and other Pavisdwelling Priests of the cult wear. He is also known as a Sage Priest. Disdaining the cloistered life of his compatriots in the Pavis Temple (and having gotten into an argument with the Chief of Loremasters), he opted to become a Wild Sage, searching the Rubble of old Pavis for knowledge, often alone or accompanied by a few initiates. At times he travels great distances to follow up on a

clue to more knowledge that he found in the Rubble. He is greedy for information, pompous, and secretive in his activities.

 STR 17
 CON 17
 SIZ 15
 INT 16
 POW 18

 DEX 18
 CHA 14
 Move 8
 HP 19
 Defense 30%

 Bonuses:
 Attack 25%
 Parry 20%
 Experience 12%

D20	Location	AP/HP
01-04	Right Leg	8/7
05-08	Left Leg	8/7
09-11	Abdomen	7/7
12	Chest	7/8
13-15	Right Arm	7/6
16-18	Left Arm	7/6
19-20	Head	7/7

Weapon	Damage	Attk%	SR	Pts	Parr%
Bstrd sword RH	1D10+1+1D4	75%	4	20	70%
Bstrd sword LH	1D10+1+1D4	50%	4	20	45%
Composite bow	1D8+1	75%	1	10	45%
2H spear	1D10+1+1D4	75%	2	15	75%
1H spear RH	1D8+1+1D4	65%	3	15	60%
1H spear LH	1D8+1+1D4	35%	3	15	40%
Javelin RH	1D10+1D2	65%	1	15	60%
Dagger RH	2D4+2	50%	6	20	50%
Large Shield LH	1D8+1D4	50%	6	16	80%



SPIRITS (POW/INT): Allied Spirit (Hawk) 20/12; Bound Spirits –Zebra 17/13; Bat 11/6; Owl 15/9; Lizard 17/12. Total POW (including Elamon): 98.

SPELLS: (Elamon) -Befuddle, Dispel Magic 2, Disruption, Healing 6, Harmonize, Invisibility, Mobility; (Allied Spirit) -Farsee, Mind Speech 1, Protection 4, Repair, Vigor; (Bat) - Countermagic 6; (Owl) -Detect Enemies, Detect Gems, Detect Gold, Detect Life, Detect Traps, Detect Undead, Silence; (Lizard) -Bladesharp 4, Detect Silver, Detect Spirits, Light, Multimissile 4, Spirit Binding.

RUNE SPELLS: Analyze Magic, Clairvoyance, Divination 2, Mind Read, Multispell 2, Reconstruction, Shield 4, Spell Teaching, Spirit Block 2, Telekinesis, Translate, True Speak.

SKILLS: (Knowledge 10%) Evaluate Treasure 95%, General Knowledge 25%, Find Cattle Food 15%, Find Water 15%, First Aid 90%, Treat Disease 75%, Treat Poison 75%, Find Healing Plants 50%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%, (Alchemical Skills: Blade Venom POT 14 antidote, Power Restoring 4 potion, Acid POT 16, Blade Venom POT 14 antidote, Wyvern POT 14 antidote, Manticore POT 14 antidote, Spider POT 16 antidote; (Manipulation 25%) Map Making 75%, Climbing 75%, Hide Item 40%, Jumping 75%, Lock Picking 65%, Trap Set/Disarm 65%, Riding 50%, Disguise 30%, The Peaceful Cut 30%, Swimming 75%, Rowing 30%, Masonry 30%; (Stealth 5%) Camouflage 25%, Hide In Cover 60%, Move Quietly 65% (minus 20% for armor), Pick Pockets 10%; (Perception 10%) Listen 75%, Spot Hidden Items 75%, Spot Trap 75%, Taste Analysis 50%, Tracking 50%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 75%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Old Pavic 90%/90%, Draconic 65%/30%, Tradetalk 95%/95%, Lunar 75%/70%, Sartarite 80%/70%, Praxian 75%/40%, Darktongue 80%/50%, Mostali 65%/50%.

MAGIC ITEMS: POW 4 Spell Resisting Crystal, POW 13 Power Storage Crystal.

POTIONS: 3 doses Healing 6 salve, 6 doses Blade Venom POT 14, 6 doses Blade Venom POT 14 antidote, 4 doses Power Restoring POT 4, 4 doses Wyvern POT 14 antidote, 4 doses Manticore POT 14 antidote, 4 doses Spider POT 16 antidote, 4 doses Acid POT 16.

FINANCES: carries 20W, 30L, 10C. Has banked 1000L and has an income of 400 L/year. His gear is worth 1000L and his ransom is 2000L.

EQUIPMENT: Full bronze helm, chain hauberk with plate greaves and vambraces, leather hood, byrnie and trews. All listed weapons are of bronze or wood, with the composite bow of wood and bone. Elamon carries three javelins, a leather back pack, saddle bags and a basic kit. (ENC: 17/17).

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## Felamora

Rune Lady of Lhankor Mhy Human Female, Lunar townswoman who apprenticed herself to a Free Sage early in life. Age 37.

Felamora is the daughter of a scribe in Furthest in the Lunar Empire. With her father's approval, she joined the cult of Lhankor Mhy and became a Free Sage's apprentice. After completing her apprenticeship and serving in the militia, she went adventuring and traveled to Dragon Pass temples and then to the Pavis temple, seeking further knowledge and experience. Growing adept at the spear and the skills of Evaluate Treasure, First Aid, Map Making, Oratory and the languages of Lunar and Tradetalk, she

qualified for the rank of Rune Lady and the title of Sage Lady. She often goes on dangerous missions for knowledge, trusting to her combat skills to see her through, as well as her retinue of cult member guards. Following tradition she, like all Sages, wears a beard; hers is a highly ornamented false grey beard. Currently based in the Swenstown temple, she still often goes on long journeys for the sake of knowledge. Distant and reticent, she is yet polite with a good sense of humor and often helps members of the Lightbringer cults.

 STR 16
 CON 15
 SIZ 16
 INT 16
 POW 15

 DEX 19
 CHA 16
 Move 8
 HP 17
 Defense 25%

 Bonuses:
 Attack 15%
 Parry 10%
 Experience 12%

D20	Location	AP/HP
01-04	Right Leg	11/6
05-08	Left Leg	11/6
09-11	Abdomen	10/6
12	Chest	10/7
13-15	Right Arm	10/5
16-18	Left Arm	10/5
19-20	Head	10/6

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) 2H spear	1D10+1+1D4	100%	1	23	100%
Composite bow	1D8+1	100%	0	10	35%
(I) Bst swd RH	1D10+1+1D4	95%	3	30	75%
(I) Bstswd LH	1D10+1+1D4	75%	3	30	75%
(I) 1H spear RH	1D8+1+1D4	80%	2	23	80%
(I) 1H spear LH	1D8+1+1D4	75%	2	23	75%
(I) Javelin RH	1D10+1D2	85%	0	23	80%
(I) Dagger RH	2D4+2	75%	5	23	75%
(I) Md Shield LH	1D6+1D4	50%	5	18	90%

SPIRITS (POW/INT): Allied Spirit (sword) 21/13; Bound Spirits -Horse 15/9, Falcon 15/31, Owl 15/10, Crystal 18/8.

Total POW (including Felamora): 109.

SPELLS: (Felamora) –Befuddle, Detect Enemies, Detect Magic, Disruption, Healing 6, Invisibility, Light, Strength; (Allied Spirit) –Dispel Magic 2, Mobility, Multimissile 1, Repair, Vigor; (Horse) –Bladesharp 4, Protection 4, Silence; (Owl) –Fire Arrow, Fireblade, Lightwall; (Falcon) –Detect Life, Detect Spirits, Detect Undead, Glue 1, Mindspeech 2; (Crystal) –Countermagic 6, Spirit Binding.

SKILLS: (Knowledge 5%) Evaluate Treasure 95%, General Knowledge 50%, Find Cattle Food 10%, Find Water 10%, First Aid 100%, Treat Disease 75%, Treat Poison 90%, Find Healing Plants 75%, Identify Plants 75%, Identify Animals 75%, (Alchemical Skills: brew Blade Venom POT 14, Blade Venom POT 14 antidote); (Manipulation 15%) Map Making 95%, Climbing 80%, Hide Item 40%, Jumping 80%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 75%, Disguise 20%, The Peaceful Cut 20%, Swimming 80%, Rowing 20%, Masonry 20%; (Stealth) Camouflage 75%, Hide In Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets 15%; (Perception) Listen 90%, Spot Hidden Items 90%, Spot Trap 95%, Taste Analysis 75%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 90%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Lunar 90%/90%, Tradetalk 90%/90%, Sartarite 80%/80%, Praxian 85%/85%, Old Pavic 85%/85%, Darktongue 90%/90%, Draconic 80%/80%, Tarshite 80%/80%.

MAGIC ITEMS: POW 4 Spell Strengthening Crystal, POW 10 Power Storage Crystal, POW 6 Power Storage Crystal (now holding Bound Spirit).

POTIONS: 3 doses Healing 8 salve, 4 doses Blade Venom 14, 4 doses Blade Venom POT 14 antidote, 3 doses Manticore POT

The cult of Lhankor Mhy is associated with Issaries, Chalana Arroy, and Orlanth, friendly to Pavis, and neutral to all others. Lhankor Mhy is the god of knowledge, and his cult is the cult of sages and alchemists. Cult members try to stay out of politics, advising all yet maintaining strict neutrality; if forced to side, they will side with their fellow Lightbringers. They despise any who would limit or destroy knowledge, especially Chaos, which destroyed the Spike. Members vow truth, but the cult rarely takes action against lawbreakers.

12 antidote, 3 doses Wyvern POT 16 antidote, 3 doses Poison Gas POT 14 antidote, 3 doses Spider POT 13 antidote.

**FINANCES:** carries 10W, 30L, 15C. Has banked 1500L, has gear worth about 7250L and has a ransom of 3000L.

EQUIPMENT: iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews underneath as well as leather byrnie and hood. All listed weapons are iron or iron bound wood except for the composite bow which is of bone and wood. Felamora also carries a leather back pack, saddle bags for her horse, basic kit and 4 extra javelins. ENC: 16 max/16 current.

GIFTS, GEASES, & CHAOTIC FEATURES: none.

## Gelmon

## Rune Lord -Rune Priest of Lhankor Mhy

Human Male, Sartar townsman

who apprenticed himself to a Free Sage. Age 45. Gelmon is the son of a carpenter in the city of Boldhome in Sartar. Not temperamentally suited to the woodshop, he joined the cult of Lhankor Mhy and became a Free Sage's apprentice. He also joined the city militia. Both study and research came naturally to him, and he continued to increase his skills and knowledge after his apprenticeship by adventuring to other lands and studying in various temples. He achieved the status of Rune Lord and then of Rune Priest as well. Not wishing to tie himself down to a temple library, he became a Wild Sage and roved the world for knowledge. He has been on some Heroquests searching for information and gained the ability to Locate Objects, letting him know the direction of any item he is searching for. Calm and capable yet basically friendly, he often leads other initiates on journeys to find scraps of knowledge or else persuades groups of adventurers to accompany him so they can more easily defeat any opposition while he finds what he is looking for. He repays them with free evaluations and analyses of the loot they obtain.

all sage skills. Initiates (like graduate students today) spend half their time teaching lay members and outsiders; the other half researching. Cult members only marry other cult members. Each Temple has a vast amount of knowledge contained in its library and in the private collections of its priests, but as the library is always in a state of confusion, even the Sages don't know what is in there. Much of the research is locating buried scrolls in the archives.

The cult gives training in

## The Book of Dale

This book was named after the resident of an oasis who was illuminated by a Lunar visitation. He collected bits of magic and lore in hand-copied manuscripts which he gave to friends and followers, or to strangers. This volume was the most complete copy known, and its power was such that it had magical abilities all its own, including the ability to extend a mage's or spirit's range.

STR 16	CON 16	SIZ 16	INT 15	POW 18
DEX 21	CHA 18	Move 8	HP 18	Defense 35%
Bonuses:	Attack 25%	Parry 20%	Experience	9%

D20	Location	AP/HP
01-04	Right Leg	11/6
05-08	Left Leg	11/6
09-11	Abdomen	10/6
12	Chest	10/7
13-15	Right Arm	10/5
16-18	Left Arm	10/5
19-20	Head	10/6

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Bst swd RH	1D10+1+1D4	120%	3	30	100%
(I) Bst swd LH	1D10+1+1D4	100%	3	30	90%
(I) 2H spear	1D10+1+1D4	120%	1	23	120%
(I) 1H spear RH	1D8+1+1D4	100%	2	23	90%
(I) 1 H spear LH	1D8+1+1D4	80%	2	23	80%
(I) Javelin RH	1D10+1D2	110%	0	23	90%
Composite bow	1D8+1	120%	0	10	50%
(I) Dagger RH	2D4+2	80%	5	30	80%
(I) Large Shield LH		75%	5	24	100%

SPIRITS (POW/INT): Allied Spirit (sword) 17/15, Horse 12/12, Falcon 15/10, Owl 16/10, Bat 17/11, Lizard 18/12. Total POW (including Gelmon): 128.

SPELLS: (Gelmon) -Befuddle, Disruption, Healing 6, Invisibility, Multimissile 2, Spirit Shield 2; (Allied Spirit) - Detect Magic, Dispel Magic 4, Fireblade, Repair, Vigor; (Horse) Bladesharp 2, Countermagic 4, Lightwall, Protection 2; (Falcon) -Farsee, Glue 2, Ironhand 2, Mind Speech 3, Strength; (Owl) -Fanaticism, Fire Arrow, Spirit Shield 4; (Bat) -Detect Enemies, Detect Life, Detect Undead.

RUNE SPELLS: Analyze Magic, Clairaudience, Create Neutral Ground, Dismiss Elemental 3, Knowledge, Mind Read, Multi-spell 3, Reconstruction, Shield 4, Spell Teaching, Translate, Truespeak, (One Use Spells –Divine Intervention 6).

SKILLS: (Knowledge 10%) Evaluate Treasure 110%, General Knowledge 80%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 100%, Identify Plants 100%, Identify Animals 100%, Identify Minerals 100%, (Alchemical Skills: Blade Venom POT 20, Blade Venom POT 20 antidote, Wyvern POT 20 antidote, Manticore POT 20 antidote, Spider POT 20 antidote, Poison Gas POT 20, Healing 10 salve); (Manipulation 25%) Map Making 100%, Climbing 100%, Hide Item 75%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 100%, Riding 80%, Disguise 75%, The Peaceful Cut 30%, Swimming 100%, Rowing 50%, Masonry 50%; (Stealth 10%) Camouflage 100%, Hide In Cover 100%, Move Quietly 100% (minus 20% for Armor), Pick Pockets 50%; (Perception 10%) Listen 100%, Spot Hidden Items 100%, Spot Trap 110%, Taste Analysis 100%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 100%, Bargaining 40%.

LANGUAGES: (Speak/Read-Write) Sartarite 90%/90%, Tradetalk 90%/90%, Lunar 90%/90%, Praxian 90%/90%, Darktongue 90%/90%, Aldryami 90%/90, Old Pavic 90%/90%, Draconic 90%/90%.

MAGIC ITEMS: POW 4 Power Enhancing Crystal, POW 15 Power Storing crystal. Scroll: Stealth +5% (in Lunar).

POTIONS: 6 doses Healing 10 salve, 6 doses Blade Venom POT 20, Blade Venom POT 20 antidote, 6 doses Manticore POT 20 antidote, 6 doses Wyvern POT 20 antidote, 6 doses Spider POT 20 antidote, 6 doses Poison Gas pot, 20 antidote.

FINANCES: carries 25W, 20L, 30C. Has banked 2500L, his gear is worth 8700L and he has a ransom of 5000L.

EQUIPMENT: heavily armored in plate iron helm, matching vambraces and greaves, and an iron, chain hauberk, with leathers under all. All listed weapons are either iron or iron bound except the composite bow which is wood and bone. Gelmon carries only one javelin, as well as a back pack, saddle bags and a basic kit. ENC: 16 max/16 current.

GIFTS, GEASES, & CHAOTIC FEATURES: none.



## Henrik

## Rune Priest of Orlanth Thunderous Human Male, Sartarite townsman with heavy cavalry experience. Age 25.

Henrik is the son of a thane of the Colymar tribe in Sartar. Growing up in Boldhome he grew restless for adventure and joined the Orlanth Thunderous cult and enlisted in a heavy cavalry unit that patrolled the Storm Hills. As a subcult member he learned to predict weather up to three days in advance and gained skill on sword fighting and other skills. When his POW reached 18 and he had learned Storm Speech at 90%, he achieved the status of Rune Priest and the title of Wind Voice. As such he spends much time performing the rites to keep the winds blowing properly and to bring the blessings of Orlanth to his widespread worshippers. Thus he travels around preaching. He must never fail to succor a member of his congregation nor to aid an initiate of any Lightbringer cult. He must eat eggs once a week as a sign of contempt for Yelmalio and will not use birds as familiars. Henrik is a brave and forceful person, adept at leadership and combat, and loyal to his friends. He enjoys music from wind instruments and is a good flute player.

 STR 18
 CON 18
 SIZ 18
 INT 14
 POW 18

 DEX 18
 CHA 16
 Move 8
 HP 21
 Defense 25%

 Bonuses:
 Attack 25%
 Parry 15%
 Experience 06%

D20	Location	AP/HP
01-04	Right Leg	8/7
05-08	Left Leg	8/7
09-11	Abdomen	7/7
12	Chest	7/8
13-15	Right Arm	7/6
16-18	Left Arm	7/6
19-20	Head	7/7

Weapon	Damage	Attk%	SR	Pts	Parr%
Greatsword	2D8+1D6	80%	3	15	80%
Bstrd sword RH	1D10+1+1D6	85%	4	20	75%
Bstrd sword LH	1D10+1+1D6	50%	4	20	50%
Composite bow	1D8+1	85%	1	10	35%
Dagger RH	1D4+2+1D6	75%	6	20	75%
Dagger LH	1D4+2+1D6	75%	6	20	75%
Grapple		75%	6	-	-
Thrown Rock RH	1D4+1D3	75%	1	-	-
Large Shield LH	1D8+1D6	50%	6	16	85%

SPIRITS (POW/INT): Allied Spirit (cat) 22/13; Bound Spirits—Horse 15/14, Bat 16/13, Monkey 14/9, Lizard 15/8. Total POW (including Henrik): 110.

SPELLS: (Henrik) –Befuddle, Disruption, Farsee, Harmonize, Healing 6; (Allied Spirit) –Ironhand 4, Mobility, Protection 4, Vigor; (Horse) –Bladesharp 4, Countermagic 6, Multimissile 4; (Bat) –Detect Magic, Extinguish, Glue 1, Spirit Binding, Xenohealing 6; (Monkey) – Detect Enemies, Detect Life, Fire Arrow, Lightwall, Mind Speech 1; (Lizard) –Dispel Magic 2, Fireblade, Repair.





The cult of Orlanth is associated with the Lightbringer cults of Issaries, Chalana Arroy, and Lhankor Mhy, hostile toward Chaos and The Seven Mothers, neutral to Daka Fal and Zorak Zoran, and friendly to all other cults. Orlanth is the god of air and storm and known by the Lightbringers as King of the Gods. The cult has three sub-cults. Orlanth Adventurous is the most widespread, particularly in Prax, as it is for those who wander and adventure. Orlanth Thunderous is worshipped where people commune with violent norms of nature, as in the Storm Hills. Orlanth Rex is for chieftains, nobles,

and poets.

RUNE SPELLS: Analyze Magic, Darkwalk, Discorporation, Divination 1, Guided Teleportation, Lock, Multispell 2, Shield 4, Spell Teaching, Summon Sylph 3, Teleportation, Wind

SKILLS: (Knowledge 10%) Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 50%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%; (Manipulation 25%) Map Making 75%, Climbing 90%, Hide Item 50%, Jumping 80%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 80%, Disguise 30%, The Peaceful Cut 30%, Swimming 80%, Rowing 30%, Masonry 30%; (Stealth 0%) Camouflage 60%, Hide In Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets 05%; (Perception 10%) Listen 75%, Spot Hidden Items 80%, Spot Trap 75%, Taste Analysis 50%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 50%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Sartarite 90%/90%, Stormspeech 90%/90%, Tradetalk 75%/50%, Lunar 75%/ 40%, Darktongue 60%/40%, Praxian 60%/30%, Tarshite 50%/30%, Old Pavic 40%/20%.

MAGIC ITEMS: POW 4 Spell Reinforcing Crystal, POW 10 Power Storage Crystal.

POTIONS: 3 doses Healing 8 salve, 3 doses Blade Venom POT 14, 3 doses Blade Venom POT 14 antidote, 2 doses Manticore POT 14 antidote, 2 doses Wyvern POT 12 antidote, 2 doses Poison Gas POT 14 antidote, 2 doses Spider POT 14 antidote.

FINANCES: carries 10W, 30L, 30C. He's banked 1500L and has gear worth 1100L. Henrik's ransom is 3000L.

**EQUIPMENT:** bronze plate armor; full helm, vambraces and greaves with a chain hauberk and leather underneath. All listed weapons are of bronze or wood, and he has a leather back pack and saddle bags. ENC: 18 max/18 current.

GIFTS, GEASES, & CHAOTIC FEATURES: Must eat eggs once per week.

#### Ishomon

#### Rune Lord of Orlanth Adventurous Human Male, Sartar townsman with heavy cavalry experience. Age 27.

Ishomon is the son of a Swenstown blacksmith. Opting for adventure, he joined the Orlanth Adventurous cult and enlisted in a heavy cavalry unit. Finding joy in battle he stayed an adventurer, rising in skill and ability until attaining the rank of Rune Lord and the title of Wind Lord.

His task is to fulfill these to honor his god, and so he roams the world seeking danger and strife, either alone or with a band of followers, impetuously taking up quarrels and fearlessly defending his friends. He is not bound to any one temple but goes as he will, serving as he can and being served by priests and initiates in turn. When he sights a Yelmalio priest or lord, he challenges him to a riddle contest at one wheel per riddle. On meeting an Earth priestess he offers to fight any force of Darkness she directs in return for the use of her Fertility spell at the next springtime Earth Rite. If he meets any priests or lords who are hungry or thirsty or in need of healing, he will help them; if they have been unfairly treated, he will investigate. If he meets a creature of Chaos or a Lunar cultist, he will challenge them to flee or to fight to the death. He expects to be treated with respect by

all and to be given food and shelter upon request. He is impetuous, jovial, fearless, rash, and lusty, and enjoys music and good food.

 STR 17
 CON 17
 SIZ 14
 INT 17
 POW 15

 DEX 21
 CHA 18
 Move 8
 HP 18
 Defense 35%

 Bonuses:
 Attack 30%
 Parry 20%
 Experience 15%

D20	Location	AP/HP
01-04	Right Leg	11/6
05-08	Left Leg	11/6
09-11	Abdomen	10/6
12	Chest	10/7
13-15	Right Arm	10/5
16-18	Left Arm	10/5
19-20	Head	10/6

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Greatsword	1D8+1D6	100%	3	23	100%
(I) Bstrd sword RH	1D10+1+1D6	100%	4	30	90%
(I) Bstrd sword LH	1D10+1+1D6	75%	4	30	75%
(I) Battle Axe RH	1D8+2+1D6	90%	5	23	80%
(I) Battle Axe LH	1D8+2+1D6	75%	5	23	75%
Composite bow	1D8+1	100%	0	10	40%
(I) Dagger RH	1D4+2+1D6	75%	6	30	75%
Arbalest	3D6+1	85%	0	10	45%
(I) Large Shield	1D8+1D6	75%	6	24	100%

SPIRITS (POW/INT): Allied Spirit (sword) 19/15; Bound Spirits –Horse 14/7, Bat 14/5, Lizard 14/9, Crystal 16/14, Crystal 16/7. Total POW (including Ishomon): 118.

SPELLS: (Ishomon)-Befuddle, Detect Magic, Dispel Magic 2, Disruption, Healing 6, Invisibility, Xenohealing 3; (Allied Spirit) -Bladesharp 4, Fireblade, Mobility, Repair, Vigor; (Horse) -Harmonize, Light, Protection 4; (Bat) - Multimissile 4, Spirit Binding; (Lizard) -Countermagic 6, Silence, Strength; (Crystal) -Detect Enemies, Fire Arrow, Glue 1, Iron Hand 4, Lightwall, Mind Speech 2.

SKILLS: (Knowledge 10%) Evaluate Treasure 90%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 90%, Treat Disease 75%, Treat Poison 90%, Find Healing Plants 50%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%; (Manipulation 30%) Map Making 90%, Climbing 95%, Hide Item 50%, Jumping 95%, Lock Picking 75%, Trap Set/Disarm 90%, Riding 90%, Disguise 35%, The Peaceful Cut 35%, Swimming 90%, Rowing 35%, Masonry 35%; (Stealth 20%) Camouflage 75%, Hide In Cover 95%, Move Quietly 100% (minus 20% for armor), Pick Pockets 25%; (Perception) Listen 90%, Spot Hidden Items 100%, Spot Trap 95%, Taste Analysis 50%, Tracking 80%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 90%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Sartarite 90%/90%, Stormspeech 90%/90%, Tradetalk 75%/50%, Lunar 75%/40%, Praxian 70%/30%, Darktongue 65%/30%, Old Pavic 65%/25%, Draconic 30%/1 5%.

MAGIC ITEMS: POW 6 Healing Focusing Crystal, POW 10 Power Storage Crystal, POW 8 Power Storage Crystal (Bound Spirit), POW 9 Power Storage Crystal (Bound Spirit).

POTIONS: 4 doses Healing 8 salve, 4 doses Blade Venom POT 16, 4 doses Blade Venom POT 16 antidote, 3 doses Manticore POT 16 antidote, 3 doses Wyvern POT 16 antidote, 3 doses Poison Gas POT 14 antidote.

FINANCES: carries 30W, 30L, 10C. Has banked 2000L, has gear and equipment worth 8450L and has a ransom of 4000L.

EQUIPMENT: full iron armor including a full helm, vambraces, greaves and a chain mail hauberk. Full leather underneath. All listed weapons are iron or iron bound except the composite bow, which is wood and bone, and the arbalest, which is all wood. He also has a leather back pack, saddle bags and the basic kit. ENC: 17 max/17 current.

GIFTS, GEASES, & CHAOTIC FEATURES: must eat eggs once a week, must fight chaos, must aid earth cults, and must challenge Yelmalions to a round of riddles.

# Jemdar

#### **Rune Lord Priest of Orlanth Rex**

Human Male. Sartar poor noble with light cavalry experience. Age 36.

Jemdar is the son of a poor Boldhome noble in Sartar, distantly related to the Royal Household. Following in his father's footsteps, he joined the Orlanth cult and enlisted in the light cavalry unit his father had once served in. He rose to high leadership and was admitted to the Orlanth Rex subcult. He went adventuring for several years after the fall of Boldhome and achieved the rank of Rune Priest and Wind Voice as well. With a small band of followers he roams the countryside inciting rebellion against the Lunar conquerors; he dreams of the day Sartar will rise and overthrow the Lunar Empire. He has been on Heroquests and can command the winds within a 5 km radius. He is dedicated to his cult's ideals, friendly to those who also believe in them and a ruthless foe of the cult's enemies. He has a clear tenor voice and loves to sing of his god and appreciates the music of others.

 STR 18
 CON 18
 SIZ 18
 INT 15
 POW 18

 DEX 21
 CHA 18
 Move 8
 HP 21
 Defense 35%

 Bonuses:
 Attack 30%
 Parry 20%
 Experience 09%

D20	Location	AP/HP
Right Arm	01-04	11/7
Left Arm	05-08	11 /7
09-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Greatsword	2D8+1D6	125%	2	23	110%
(I) Bstrd swd RH	1D10+1+1D6	110%	3	30	100%
(I) Bstrd swd LH	1D10+1+1D6	90%	3	30	90%
Composite bow	1D8+1	120%	0	10	50%
(I) Battle Axe RH	1D8+2+1D6	100%	4	23	90%
(I) Battle Axe LH	1D8+2+1D6	85%	4	23	80%
Arbalest	3D6+1	100%	0	10	60%
(I) Dagger RH	1D4+2+1D6	85%	5	30	85%
(I) Large Shield LH	1D8+1D6	85%	5	24	110%

SPIRITS (POW/INT): Allied Spirit (sword) 20/15; Bound Spirits -Horse 14/6, Cat 17/9, Bat 15/8, Monkey 13/15, Ox 15/9. Total POW (including Jemdar):123.

SPELLS: (Jemdar) -Befuddle, Demoralize, Dispel Magic, Healing 6, Invisibility; (Allied Spirit) -Detect Magic, Disruption, Extinguish, Fireblade, Mind Speech 1, Repair, Vigor; (Horse) -Countermagic 4, Harmonize; (Cat) -Bladesharp 2, Mobility, Multimissile 4, Protection 2; (Bat) -Detect Enemies, Detect Undead, Ironhand 2, Lightwall; (Ox) -Detect Life, Glue 1, Spirit Binding, Spirit Shield.

RUNE SPELLS: Command Worshippers, Concealment, Darkwalk, Dismiss Elemental 3, Heal Constitution, Guided Teleport, Multispell 3, Shield 4, Spell Teaching, Summon Sylph 3, Telekinesis, Teleport, Wind Words.

SKILLS: (Knowledge 10%) Evaluate Treasure 100%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 100%, Identify Plants 100%, Identify Minerals 100%; (Manipulation 30%) Map Making 100%, Climbing Hide Item 80%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 110%, Riding 100%, Disguise 35%,

Swimming 100%, Rowing 35%, Masonry 35%; (Stealth 5%) Camouflage 95%, Hide In Cover 110%, Move Quietly 115% (minus 25% for armor), Pick Pockets 10%; (Perception 10%) Listen 110%, Spot Hidden Items Ib 5%, Spot Trap 105%, Taste Analysis 100%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 100%, Bargaining 30%.

LANGUAGES: (Speak/Read-Write) Sartarite 90%/90%, Stormspeech 90%/90%, Tradetalk 75%/75%, Lunar 75%/75%, Praxian 65%/50%, Darktongue 65%/50%, Old Pavic 60%/40%, Draconic 50%/40%.

MAGIC ITEMS: POW 6 Power Enhancing Crystal, POW 11 Power Storage Crystal.

POTIONS: 4 doses Healing 10 salve, 4 doses Blade Venom POT 20, 4 doses Blade Venom POT 20 antidote, 3 doses Manticore POT 18 antidote, 3 doses Wyern POT 18 antidote, 3 doses Spider POT 18 antidote, 3 doses Poison Gas POT 18 antidote, 3 doses Acid POT 20.

FINANCES: carries 30W, 50L, 30C, has banked 3000L, and has an income of 500L per year. His gear is, to him, priceless, but would return well over 10,000L. His ransom is 6000L.

EQUIPMENT: Full iron armor, with plate helm, vambraces, greaves, a plate cuirasse and a chain skirt. Leather underneath. All weapons listed above are of iron or are iron bound, except the composite bow and the arbalest. Jemdar also has a leather back pack and saddle bags, and the basic kit, too. To carry it he has a small ox-cart. ENC: 18 max/18 current.

GIFTS, GEASES, & CHAOTIC FEATURES: must eat eggs once a week, must fight chaos, must aid earth cults, must challenge Yelmalions to a riddling contest. There is a permanent rivalry with Yelmalio, but not necessarily antagonistic. Orlanth cultists despise all chaotic creatures, as well as the citizens of the Lunar Empire, with those links to Chaos. Initiates may demand assistance (for an agreed-upon price) from all Air Rune cultists (Orlanth, Storm Bull, Thunder Bird, etc.) at an agreed upon price.

# The Spirits of Air

The ever-turbulent powers of the Lower Air were numerous in Prax, as they are over the entire surface world. These were among the children of the Most Mighty and Vicious Umath, who tore Sky from Earth to make a home for himself. His children then came forth from their hiding places and invaded the world, conquering all before them. This was the start of the War of the Gods, which ended the Golden Age.

#### **Lightning Boy**

Lightning Boy was originally a Fire Son captured by Air Demons during the War of the Gods and married into the hierarchy. He often appeared among men as a human with superhuman powers. He is a physical spirit that also uses Spirit Magic.

#### Mistress Calm

The Mistress of the Calm Sky appeared cloaked in wispy but shadowing clouds, which decorated her benign presence. Her influence calmed even the dry chaparral, making life possible where she rested.

#### Rainbow Girl

Rainbow Girl was the messenger between gods and men. She first brought words of peace and cooperation from the Sea Gods to the Air Gods, and later from the gods to the men of Prax.



# Kyola Kagan

#### Rune Priestess of Kyger Litor.

Dark Troll Female, Old Pavis townstroll, with light cavalry experience. Age 28.

Kyola Kagan is a Dark Troll and the daughter of a Rune Priestess of Kyger Litor in the Pavis Rubble. Under her mother's tutelage she joined the cult and entered a light cavalry unit, seeing considerable action against the elves in the Garden and against Lunars and adventurers in the Rubble. She rose in power and ability to become a Rune Priestess herself and received her allied spirit in a giant beetle. Her job is to deal with outsiders, and she frequently goes on diplomatic journeys with an escort of other Dark Trolls and a batch of trollkin slaves. On such missions she is not adverse to pouncing on small human parties if she thinks her forces can win. She is loyal to her race and family, and a brave fighter and a good tactician. She thinks nothing of abandoning trollkin to make good her own escape, though, as they hardly count.

 STR 20
 CON 20
 SIZ 19
 INT 13
 POW 18

 DEX 19
 CHA 18
 Move 8
 HP 23
 Defense 25%

 Bonuses:
 Attack 25%
 Parry 15%
 Experience 03%

D20	Location	AP/HP
01-04	Right Leg	9/8
05-08	Left Leg	9/8
09-11	Abdomen	8/8
12	Chest	8/9
13-15	Right Arm	8/7
16-18	Left Arm	8/7
10.20	Haad	0/0

Weapon	Damage	Attk%	SR	Pts	Parr%
Greatsword	2D8+1D6	90%	1	15	85%
Heavy Mace RH	1D8+2+1D6	85%	3	15	70%
Heavy Mace LH	1D8+2+1D6	50%	3	15	40%
Composite Bow	1D8+1	85%	0	10	35%
Bstrd Sword RH	1D10+1+1D6	75%	2	20	65%
Bstrd Sword LH	1D10+1+1D6	50%	2	20	40%
Dagger RH	1D4+2+1D6	75%	4	20	75%
Dagger LH	1D4+2+1D6	75%	4	20	75%
Large Shield LH	1D8+1D6	75%	4	16	80%

SPIRITS (POW/INT): Allied Spirit (Beetle) 22/17: Bound Spirits –Zebra 10/14, Hawk 11/15, Bat 13/11, Owl 15/10. Total POW (including Kyola): 71.

SPELLS: (Kyola) -Befuddle, Disruption, Extinguish, Healing 6, Invisibility; (Allied Spirit) -Demoralize, Detect Magic, Dispel Magic 2, Ironhand 4, Mobility, Protection 4, Repair, Strength; (Zebra) -Bladesharp 4, Bludgeon 4, Harmonize, Jumping 4; (Hawk) -Darkwall, Detect Enemies, Detect Life, Glue 2, Mind Speech 2, Spirit Binding; (Bat) - Countermagic 6, Multimissile 4, Silence.

RUNE SPELLS: Blinding 2, Counter Chaos, Crush 2, Darksee, Dismiss Elemental 2, Divination 1, Healing Trance, Mind Link, Multispell 2, Shield 4, Spell Teaching.



SKILLS: (Knowledge 10%) Evaluate Treasure 50%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 15%, Identify Plants 15%, Identify Animals 20%, Identify Minerals 15%; (Manipulation 25%) Map Making 50%, Climbing 80%, Hide Item 50%, Jumping 80%, Lock Picking 65%, Trap Set/Disarm 75%, Riding 90%, Disguise 30%, The Peaceful Cut 30%, Swimming 75%, Rowing 30%, Masonry 30%; (Stealth 0%) Camouflage 80%, Hide In Cover 75%, Move Quietly 75% (minus 25% for Armor), Pick Pockets 50%; (Perception 10%) Listen 75%, Spot Hidden Items 80%, Spot Trap 75%, Taste Analysis 50%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%, Darksense 100%; (other) Oratory 50%, Bargaining 20%.

LANGUAGES: (Speak/Read-Write) Darktongue 90%/90%, Tradetalk 75%/75%, Lunar 70%/50%, Sartarite 60%/40%, Old Pavic 60%/30%, Draconic 25%/0%, Praxian 25%/0%, Aldryami 30%/0%.

MAGIC ITEMS: POW 4 Spell Strengthening Crystal, POW 12 Power Storage Crystal.

POTIONS: 4 doses Healing 10 salve, 4 doses Blade Venom POT 16, 3 doses Blade venom POT 14 antidote, 2 doses Manticore POT 14 antidote, 2 doses Wyvern POT 16 antidote, 2 doses Spider POT 16 antidote, 2 doses Poison Gas POT 12 antidote, 2 doses Herbal POT 14 antidote.

**FINANCES:** carries 10W, 30L, 15C, has 1000L banked. Her gear is worth 1050L and she has a ransom of 2000L.

EQUIPMENT: Kyola wears bronze armor, with a full helmet, plate vambraces and greaves and a chain hauberk. She wears full leather padding. All weapons listed are of bronze or wood, and she has both a leather back pack, and leather saddlebags. A basic kit completes the ensemble. ENC: 20 max/20 current.

GIFTS, GEASES, & CHAOTIC FEATURES: Kyola Kagan hates elves, dwarves, will hunt down chaos and will take double damage from iron weapons. She also has normal 2 point troll-skin.

# **Lormog Libor**

#### Rune Lord of Kyger Litor

Great Troll Male, Shadows Dance townstroll, with medium infantry experience. Age 25.

Lormog Libor is a Great Troll and the son of a mercenary captain in Dagori Inkarth in Shadows Dance. He decided not to join Cragspider's Guards but the Kyger Litor cult and enlisted in a medium cavalry unit which was sent to reinforce the troll forces in the Pavis Rubble. He did well in the unit; and after leaving it stayed to adventure and hunt human adventurers. He has risen in ability to become a Rune Lord, gaining the title of Karg's Son. He is a warrior leader and has his own band. Clad all in lead with lead weapons, SIZ 34 and STR 36, Lormog is an imposing fighter indeed. As a Rune Lord he is not allowed to speak directly with any trollkin, requiring a Dark Troll underling to do so and to act as an intermediary with outsiders. He ritually eats a large quantity of vegetable matter (elves if he can get them) and on each seasonal Holy Day he eats a trollkin relative. He may not sleep under a roof when his folk are at war, and he may not pass by a herd of sheep or pigs without trying to kill one and give it to his priestess. He has two wives and owns many slaves, among them a number of humans. He always lets a musician finish a tune before he praises or condemns it and is a keen music critic, though he doesn't play himself. Each week he personally hunts down and brings to his priestess an elf or other animal. He dresses all in black and never travels unarmed. His Trollball team is in contention for the championship. Though of lesser intelligence than some, he is full of cunning and a good leader of Trolls. In battle he is truly ferocious, though he knows when to retreat if things are going badly.

 STR 36
 CON 20
 SIZ 34
 INT 10
 POW 17

 DEX 21
 CHA 12
 Move 7
 HP 27
 Defense 15%

 Bonuses:
 Attack 45%
 Parry 20%
 Experience 0%

D20	Location	AP/HP
01-04	Right Leg	10/9
05-08	Left Leg	10/9
09-11	Abdomen	9/9
12	Chest	10/10
13-15	Right Arm	9/8
16-18	Left Arm	9/8
19-20	Head	9/9

Weapon	Damage	Attk%	SR	Pts	Parr%
(L) Greatsword	2D8+3D6	100%	1	15	90%
(L) Maul	2D8+3D6	100%	1	20	95%
(L) Hvy Mace RH	1D8+2+3D6	100%	3	25	90%
(L) Hvy Mace LH	1D8+2+3D6	85%	3	25	75%
Bite	1D4+3D6	85%	4	-	-
Composite bow	1D8+1	100%	0	10	50%
(L) Battle Axe RH	1D8+2+3D6	85%	3	20	75%
(L) Battle Axe LH	1D8+2+3D6	75%	3	20	75%
(L) Large Shield LF	I 1D8+3D6	90%	4	16	100%

SPIRITS (POW/INT): Allied Spirit (mace) 19/17; Bound Spirits-Bat 17/11, Beetle 16/14, Hawk 18/15.

SPELLS: (Lormog) -Befuddle, Detect Magic, Healing 6, Multimissile 2; (Allied Spirit) -Bludgeon 2, Detect Enemies, Demoralize, Disruption, Dispel Magic 4, Extinguish, Glue 1, Invisibility, Repair; (Bat) -Countermagic 4, Darkwall, Harmonize, Mobility, Protection 2; (Hawk) -Bladesharp 2, Ironhand 2, Jumping, Mind Speech 1, Silence, Spirit Binding, Stone Biting 2, Tree Chopping Song.

RUNE SPELLS: none.

SKILLS: (Knowledge 5%) Evaluate Treasure 65%, General Knowledge 10%, Find Cattle Food 10%, Find Water 10%, First Aid 90%, Treat Disease 90%, Treat Poison 90%, Find Healing Plants 10%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%; (Manipulation 45%) Map Making 75%, Climbing 100%, Hide Item 75%, Jumping 100%, Lock Picking 90%, Trap Set/Disarm 100%, Riding 80%, Disguise 50%, The Peaceful Cut 50%, Swimming 100%, Rowing 50%, Masonry 50%; (Stealth -20%) Camouflage 100%, Hide In Cover 50%, Move Quietly 50% (minus 25% for armor), Pick Pockets 5%; (Perception 5%) Listen 100%, Spot Hidden Items 90%, Spot Trap 90%, Taste Analysis 50%, Tracking 85%, Sense Chaos 0%, Sense Assassin 0%, Darksense 100%; (other) Oratory 75%, Bargaining 10%.

LANGUAGES: (Speak/Read-Write) Darktongue 90%/40%, Tradetalk 75%/40%, Lunar 60%/0%, Sartarite 60%/0%, Praxian 50%/0%, Old Pavic 40%/0%, Draconic 1 5%X)%, Aldryami 30%/0%.

MAGIC ITEMS: POW 4 Power Enhancing Crystal, POW 12 Power Storage Crystal, Ring –Vigor Matrix.

POTIONS: 4 doses Healing 10 salve, 4 doses Blade Venom POT 18, 3 doses Blade Venom POT 16 antidote, 2 doses Manticore POT 16 antidote, 2 doses Wyvern POT 18 antidote, 2 doses Spider POT 16 antidote, 2 doses Poison Gas POT 18 antidote.

FINANCES: carries 10W, 30L, 20C. Has banked 2000L and has gear worth 2980L. His ransom is 4000L.

Kyger Litor is a goddess of Darkness and creator of the troll race. Her cult is associated with Daka Fal, and friendly with Orlanth and Zorak Zoran, and hostile to the Seven Mothers, and Aldrya. She is a leader against Chaos, among whom Lunars are often numbered, and her cult rules most troll societies. She rarely befriends light or fire cults, and she dislikes the

Lightbringers. Trolls have an ancestral hatred of dwarves and elves and dislike members of the Lightbringer cults. Initiates must eat some form of vegetation each week (elves count as vegetation). Trolls will eat any race except their own for food, though the do eat trollkin for food. They eat their own corpses as part of the death ritual. Trolls have dark sense and can function in the absence of light. Although they don't like light, it does not hurt them, except for trollkin and cave trolls.

**EQUIPMENT:** wears lead plate cuirass, full helm, vambraces and greaves. He has a lead chainmail skirt, and all weapons so indicated are also lead. Lormog also has a saddle bag and the basic kit. ENC: 28 max/28 current.

GIFTS, GEASES, & CHAOTIC FEATURES: has 2 point trollskin.

# Merlger Moran

#### Rune Lord Priest of Kyger Litor

Mistress Race Troll Female, Rich Dagori Inkarth noble, with heavy cavalry experience. Age 29.

Merlger Moran is a Mistress race Troll and the daughter of the High Priestess of the Temple in Dagori Inkarth. As a much revered member of the small master race, she was born to command. Joining the Kyger Litor cult, she was placed in command of a heavy cavalry unit which fought well against the Lunars and elves. She rose to Rune Priestess status rapidly and then to Rune Lady rank as well. She came to the Pavis Rubble to take command of the Dagori Inkarth trolls there, and is conspiring to take command of the whole Rubble, which her opposite number in the Pavis Temple is so far resisting. From time to time she leads a force of Dark Trolls and Great Trolls out to prey upon other races in the Rubble and the surrounding plains of Prax to keep her skills up and for the joy of the hunt. She expects complete obedience and reverence from all who meet her and takes insult at any who do not render it. She is egotistical, vain and selfish, but also a great fighter and a good leader in battle. She has a particular fondness for horse meat, particularly for warhorses taken from others.

# The Spirits of Darkness

These creatures first came to the surface during the Great Night. Ancient historians considered the Great Night to be a major invasion with malicious intent, but it is now thought that this horde of darkness things was driven from hell when the bright Sun died and went there. Their presence on the surface world soon made them masters of it, despite the many Star Captains and other heroes who fought against them. Though their inhuman rule and habits are malignant to men, they are in no way considered Evil, for it was they who bore the brunt of the fighting against the encroachment of Chaos into the world.

#### Night Woman

When the hordes of Darkness invaded Prax, bringing the Great Night, they were led by Night Woman. She ruled Prax for an age, giving her protection to all who sought it. When the Sun returned, she agreed to share her kingdom, and so he ruled the day even as she ruled the night.

STR 28	CON 21	SIZ 28	INT 14	POW 19
DEX 21	CHA 21	Move 9	HP 25	Defense 25%
Bonuses:	Attack 40%	Parry 25%	Experience	06%

D20	Location	AP/HP
01-04	Right Leg	10/9
05-08	Left Leg	10/9
09-11	Abdomen	9/9
12	Chest	9/10
13-15	Right Arm	9/8
16-18	Left Arm	9/8
19-20	Head	9/9

Weapon	Damage	Attk%	SR	Pts	Parr%
(L) 2H spear	1D10+1+2D6	120%	0	20	100%
(L) 1H spr RH	1D8+1+2D6	110%	1	20	100%
(L) Javelin RH	1D10+2D6	110%	0	20	100%
(L) Maul	2D8+2D6	120%	1	20	110%
(L) Bstswd RH	1D10+1+2D6	110%	2	20	100%
(L) Bst swd LH	1D10+1+2D6	100%	2	20	90%
Composite Bow	1D8+1	100%	0	10	55%
Arbalest	3D6+1	100%	0	10	50%

SPIRITS (POW/INT): Allied Spirit (maul) 21/13; Bound Spirits

-Horse 17/13, Falcon 14/13, Lizard 13/9, Bat 18/13, Owl
18/11. Total POW (including Merlger): 120.

SPELLS: (Merlger) -Befuddle, Binding, Demoralize, Dispel Magic 4, Disruption, Healing 6; (Allied Spirit) -Detect Magic, Extinguish, Glue 1, Mind Speech 1, Repair, Spirit Shield 2, Vigor; (Falcon) -Countermagic 4, Ironhand, Spirit Binding, Xenohealing 6; (Bat) -Bladesharp 2, Bludgeon 2, Darkwall, Detect Enemies, Multimissile 4, Protection 2; (Owl) -Jumping 2, Stone Biting 2, Tree Chopping Song.

RUNE SPELLS: Blinding 4, Concealment, Counter Chaos, Crush, Darksee, Dismiss Elemental 3, Divination 3, Divine Intervention 6, Healing Trance, Multispell 3, Shield 4, Spell Teaching, Summon Shade 3.

SKILLS: (Knowledge 10%) Evaluate Treasure 100%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 15%, Identify Plants 75%, Identify Animals 75%, Identify Minerals, 75%; (Manipulation) Map Making 100%, Climbing 110%, Hide Item 100%, Jumping 115%, Lock Picking 100%, Trap Set/Disarm 105%, Riding 100%, Disguise 75%, The Peaceful Cut 45%, Swimming 100%, Rowing 50%, Masonry 50%; (Stealth 5%) Camouflage 100%, Hide In Cover 100%, Move Quietly 100% (minus 20% for armor), Pick Pockets 05%; (Perception) Listen 100%, Spot Hidden Items 100%, Sense Chaos 0%, Sense Assassin 0%, Dark Sense 100%; (other) Oratory 100%, Bargaining 50%.

LANGUAGES: (Speak/Read-Write) Darktongue 90%/90%, Tradetalk 90%/90%, Lunar 80%/80%, Sartarite 80%/80%, Praxian 80%/80%, Old Pavic 75%/75%, Aldryami 50%/50%, Mostali 50%/50%.

MAGIC ITEMS: POW 6 Power Enhancing Crystal, POW 15 Power storage Crystal, Scroll –Skill Training in Maul +5% (in Darktongue).

POTIONS: 4 doses Healing 20 salve, 4 doses Blade Venom POT 20, 4 doses Blade Venom POT 20 antidote, 4 doses Manticore POT 20 antidote, 4 doses Wyvern POT 20 antidote, 4 doses Spider POT 20 antidote, 4 doses Poison Gas POT 20 antidote

FINANCES: carries 30W, 50L, 30C, with 5000L banked and an income of 1000L per annum. Her gear is valued at 3050L, and she has a ransom of 10,000 L.

EQUIPMENT: While she appears in full lead armor (full helm, vambraces, greaves, chain hauberk and leather padding) her listed weapons are of lead and/or wood. She also has saddle bags and the basic kit. ENC: 25 max/ 25 current.

GIFTS, GEASES, & CHAOTIC FEATURES: Merlger has normal 2 point troll-skin, and is vulnerable to iron (does double damage.



# Norgash Ornag

Rune Priest of Zorak Zoran

Dark Troll Male, Old Pavis townstroll with heavy infantry training. Age 28.

Norgash Ornag is a Dark Troll, the son of a merchant in the Pavis Rubble. A fierce and reckless youth, he chose to join the cult of Zorak Zoran and enlisted in a heavy infantry company. Disliking the discipline of the company, at the age of 21 he joined a gang and preyed upon travelers and human residents in the Rubble. He rose to the status of Rune Priest, gaining the title of Death Priest. He has reached the Chief Priest level and is now trying to reach the status of Death Lord. As a Death Priest he must look to the welfare of any followers and never retreat in the face of a foe unless so commanded. He must never willingly cooperate with any cult members of Aldrya, Humakt, Mostal, Orlanth, Yelmalio, or the Seven Mothers. Norgash now has his own war gang to lead and protect him and is sponsoring a Trollball team.

 STR 23
 CON 21
 SIZ 23
 INT 16
 POW 18

 DEX 18
 CHA 16
 Move 8
 HP 25
 Defense 20%

 Bonuses:
 Attack 30%
 Parry 15%
 Experience 12%

D20	Location	AP/HP
01-04	Right Leg	9/9
05-08	Left Leg	9/9
09-11	Abdomen	8/9
12	Chest	8/10
13-15	Right Arm	8/8
16-18	Left Arm	8/8
19-20	Head	8/9

Weapon	Damage	Attk%	SR	Pts	Parr%
Maul	2D8+2D6	85%	2	15	75%
Heavy Mace RH	1D8+2+2D6	85%	4	20	70%
Heavy Mace LH	1D8+2+2D6	50%	4	20	35%
Sling	1D8	75%	1	-	-
Composite bow	1D8+1	75%	1	10	35%
Battle Axe RH	1D8+2+2D6	75%	4	15	60%
Battle Axe LH	1D8+2+2D6	50%	4	15	35%
Dagger RH	1D4+2+2D6	65%	5	20	50%
Med. Shield LH	1D8+2D6	75%	5	12	85%

SPIRITS (POW/INT): Allied Spirit (Beetle) 19/14; Bound Spirits –Zebra 17/8, Bat 11/11, Hawk 13/14, Owl 15/10. Total POW (including Norgash): 88.

SPELLS: (Norgash) -Befuddle, Demoralize, Detect Enemies, Detect Magic, Disruption, Extinguish, Healing 6, Invisibility; (Allied Spirit) -Darkwall, Dispel Magic, Fireblade, Protection 4, Repair; (Zebra) -Dullblade, Fanaticism, Fire Arrow, Ignite; (Bat) -Bludgeon 4, Coordination, Mobility, Vigor; (Hawk) -Countermagic 6, Glue 1, Harmonize, Multimissile 4, Spirit Binding.

RUNE SPELLS: Berserker, Create Ghost, Create Skeleton, Create Zombie, Crush 2, Darksee, Face Chaos, Fear, Healing Trance, Seal Wound, Shield 4, Spell Teaching, Summon Shade 3.



Zorak Zoran is a god of Death and Darkness. His cult is associated with Storm Bull, friendly to Kyger Litor and neutral to Daka Fal, Waha, and the Lightbringers. It is hostile to all other cults. The cult is fond of bloodshed, slaughter and torture. Devious strategies and dirty tricks are encouraged. Intimidation and pillage are applauded forms of behavior, and on their Holy Day they use all spells and expend themselves in great berserk furies which occasionally kill themselves as well as innocents. They do not ransom; only rescue or revenge. Should anyone be so foolish as to capture a cult member, the cult tries to rescue the captive at any cost and destroy the captors. Blood vengeance for cult members slain by outsiders is integral to the cult, with Divination used to locate the slayers.

SKILLS: (Knowledge 10%) Evaluate Treasure 50%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 60%, Treat Poison 75%, Find Healing Plants 15%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%, (Alchemical Skills – brew Blade Venom POT 20); (Manipulation 30%) Map Making 65%, Climbing 80%, Hide Item 50%, Jumping 80%, Lock Picking 70%, Trap Set/Disarm 75%, Riding 50%, Disguise 35%, The Peaceful Cut 35%, Swimming 75%, Rowing 50%, Masonry 50%; (Stealth -5%) Camouflage 75%, Hide In Cover 50%, Move Quietly 50% (minus 20% for armor), Pick Pockets 30%; (Perception 10%) Listen 75%, Spot Hidden Items 75%, Spot Traps 75%, Taste Analysis 35%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 75%, Bargaining 20%.

LANGUAGES: (Speak/Read-Write) Darktongue 90%/90%, Tradetalk 75%/75%, Lunar 70%/50%, Sartarite 70%/50%, Praxian 65%/30%, Old Pavic 70%/30%, Draconic 30%/30%, Aldryami 30%/30%.

MAGIC ITEMS: POW 4 Spirit Supporting Crystal, POW 13 Power Storage Crystal, Battle Axe -Bladesharp 4 Matrix.

POTIONS: 6 doses Blade Venom POT 20, 3 doses Blade Venom POT 16 antidote, 2 doses Manticore POT 16 antidote, 3 doses Wyvern POT 18 antidote, 1 dose Poison Gas POT 14 antidote, 2 doses Spider POT 16 antidote, 3 doses Healing 10 salve.

FINANCES: carries 20W, 30L, 15C. Has banked 500L and his gear is worth 900L. Norgash has no other ransom.

EQUIPMENT: Norgash possesses full armor; plate vambraces and greaves, a chainmail hauberk and full helm. He has good leather padding underneath. All armor is of bronze, as are those listed weapons which are not of wood. He also carries a leather back pack and basic kit, and his zebra has saddle bags. ENC: 22 max/22 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** Norgash has trollskin worth 2 points.

#### Peluk Komaz

## Rune Lord Priest of Zorak Zoran

Mistress Race Male Troll,

Rich Shadows Dance noble, Age 29.

Peluk Komaz is a Mistress Race Troll and the second son of a rich noble Death Lord of Dagori Inkarth in Shadows Dance. Following his father's violent path to glory and making use of the privileges of his race, he joined the cult of Zorak Zoran and was given command of a heavy cavalry unit. He proceeded to cut a bloody path through his enemies, rapidly rising to the status of Rune Lord and then also to Rune Priest, becoming a Death Lord Priest. He is now in the Rubble of Pavis in charge of the Troll Army

# Spirits of Pavis - Gerak Kag

Gerak Kag was a troll who invaded Prax centuries after Pavis. He used his leaping ability to invade the city, and it was reduced to Rubble overnight. The trolls ruled the ruins with a fist of lead for centuries, and even after their grip was loosened they remained powerful.

occupying the ruins there, under the command of Merlger Moran. He has been on several Heroquests and can surround himself in darkness with a radius of 10 meters at will even in full daylight. Light from light spells travels only 1 meter in this darkness. He has his own personal gang, which he often leads out on hunts when the army is not on campaign. He delights in torture and slaying of innocent victims, and glories in battle, rarely passing up a chance for combat.

 STR 30
 CON 20
 SIZ 30
 INT 18
 POW 21

 DEX 21
 CHA 21
 Move 9
 HP 27
 Defense 30%

 Bonuses:
 Attack 55%
 Parry 25%
 Experience 18%

<b>D20</b> 01-04 05-08	Location Right Leg Left Leg	<b>AP/HP</b> 10/9 10/9
09-11	Abdomen	9/9
12	Chest	10/10
13-15	Right Arm	9/8
16-18	Left Arm	9/8
19-20	Head	9/9

Weapon	Damage	Attk%	SR	Pts	Parr%
(L) Greatsword	2D8+3D6	120%	1	15	100%
(L) Hy Mace RH	1D8+2+3D6	125%	3	25	100%
(L) Hy Mace LH	1D8+2+3D6	90%	3	25	75%
Sling	1D8	110%	0	-	-
Composite Bow	1D8+2	120%	0	10	60%
(L) Btl Axe RH	1D8+2+3D6	100%	3	20	75%
(L) Btl Axe LH	1D8+2+3D6	90%	3	20	75%
(L) Dagger RH	1D4+2+3D6	90%	4	20	75%
(L) Lg Shield LH	1D8+3D6	110%	4	16	110%

SPIRITS (POW/INT): Allied Spirit (mace) 19/17; Bound Spirits

-Horse 17/7, Bat 19/11, Lizard 13/14, Owl 13/12, Falcon
16/10. Total POW (including Peluk): 120.

SPELLS: (Peluk) -Befuddle, Demoralize, Dispel Magic 4, Disruption, Extinguish, Healing 6, Invisibility; (Allied Spirit)-Bludgeon 4, Detect Enemies, Detect Life, Detect Magic, Fireblade, Repair, Vigor; (Horse) -Fanaticism, Fire Arrow, Glue 1, Spirit Binding; (Bat) -Bladesharp 2, Detect Life, Harmonize, Mobility, Multimissile 4, Protection 2; (Owl) Countermagic 4, Dullblade, Spirit Shield 4.

RUNE SPELLS: Berserker, Concealment, Create Zombie, Crush 4, Dismiss Elemental 3, Divination 3, Fear 4, Multi-spell 3, Seal Wound 4, Shield 4, Spell Teaching, Summon Shade 3, (One Use –Sever Spirit).

SKILLS: (Knowledge 20%) Evaluate Treasure 75%, General Knowledge 25%, Find Cattle Food 25%, Find Water 25%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 25%, Identify Animals 75%, Identify Minerals 75%, (Alchemical Skills –Blade Venom POT 20); (Manipulation 55%) Map Making 100%, Climbing 100%, Hide Item 90%, Jumping 110%, Lock Picking 90%, Trap Set/Disarm 100%, Riding 95%, Disguise 60%, The Peaceful Cut 60%, Swimming 100%, Rowing 60%, Masonry 60%; (Stealth -10%) Camouflage 100%, Hide In Cover 90%, Move Quietly 90% (minus 65% for armor), Pick Pockets 30%; (Perception) Listen 100%, Spot Hidden Items 100%, Spots Chaos 0%, Sense Assassin 0%; (other) Oratory 100%, Bargaining 50%.

LANGUAGES: (Speak/Read-Write) Darktongue 100%/100%, Tradetalk 90%/90%, Lunar 80%/75%, Sartarite 80%/75%, Praxian 75%/60%, Old Pavic 75%/60%, Draconic 50%/50%, Aldryami 50%/50%.

MAGIC ITEMS: POW 4 Power Enhancing Crystal, POW 10 Power Storage Crystal.

POTIONS: 4 doses Healing 20 salve, 6 doses Blade Venom POT 20, 4 doses Blade Venom POT 20 antidote, 3 doses Manticore

POT 20 antidote, 3 doses Wyvern POT 20 antidote, 3 doses Poison Gas POT 20 antidote, 3 doses Spider POT 20 antidote, 3 doses Herbal POT 20 antidote.

**FINANCES:** carries 40W, 50L, 30C, and has banked 5000L. His gear is worth 2865L. Peluk has no other ransom.

EQUIPMENT: Cuirass, vambraces and greaves are of lead plate, and he has a lead chainmail skirt for his abdomen. Fine leather pads the armor. All weapons listed are of lead and/or wood. Peluk also has a back pack and a basic kit, plus saddle bags for his horse. ENC: 26 max/26 current.

GIFTS, GEASES, & CHAOTIC FEATURES: standard 2 point trollskin. Also, Peluk is vulnerable to iron (takes double damage).

### Orziola Danak

#### Rune Lord of Zorak Zoran

Great Troll Male, Shadows Dance poor noble with light cavalry experience. Age 26.

Orziola Danak is a Great Troll and the daughter of a poor noble Rune Priestess of Kyger Litor in Dagori Inkarth in Shadows Dance. Desiring a greater opportunity for danger and battle, she joined the cult of Zorak Zoran and joined a light cavalry unit that was sent to the Rubble in Pavis. There she proved herself in the fighting with the Lunars and the human adventurers and the elves in the Garden. She rose to the status of Rune Lady, acquiring the title of Death Lady. She is the leader of charges and the reaver of foes and shows no mercy to her victims. Her prisoners are sacrificed and their hearts eaten. She is a reckless but fierce fighter. She will never retreat unless ordered to and will not cooperate with members of cults hostile to Zorak Zoran. Clad all in lead and armed with lead weapons, she is a formidable figure dressed in blood red. She often leads her gang on long trips to ambush unsuspecting parties where a Zorak Zoran gang is not expected to be.

STR 33 CON 20 SIZ 33 INT 12 POW 17
DEX 21 CHA 12 Move 7 HP 27 Defense 0%
Bonuses: Attack 45% Parry 20% Experience 0%

D20	Location	AP/HP
01-04	Right Leg	10/9
05-08	Left Leg	10/9
09-11	Abdomen	9/9
12	Chest	10/10
13-15	Right Arm	9/8
16-18	Left Arm	9/8
19-20	Head	9/9

Weapon	Damage	Attk%	SR	Pts	Parr%
(L) Poleaxe	6D6	100%	1	17	90%
(L) Hy Mace RH	1D8+2+3D6	100%	3	25	75%
(L) Hy Mace LH	1D8+2+3D6	75%	3	25	75%
Sling	1D8	100%	0	-	-
Composite Bow	1D8+1	95%	0	10	45%
(L) Battle Axe RH	1D8+2+3D6	90%	3	20	75%
(L) Battle Axe LH	1D8+2+3D6	75%	3	20	60%
(L) Dagger RH	1D4+2+3D6	75%	4	20	60%
(L) Lg Shield LH	1D8+3D6	100%	4	16	100%

SPIRITS (POW/INT): Allied Spirit (mace) 18/18; Bound Spirits

-Horse 17/13, Owl 15/8, Bat 17/12. Total POW (including Orziola): 84.

SPELLS: (Orziola) -Befuddle, Demoralize, Detect Enemies, Disruption, Extinguish, Healing 6; (Allied Spirit) -Bludgeon 2, Darkwall, Dispel Magic 4, Invisibility, Mind Speech 1, Repair, Vigor; (Horse) –Countermagic 4, Detect Life, Detect Magic, Fanaticism, Fireblade, Mobility, Silence; (Owl) – Bladesharp 2, Multimissile 4, Protection 2; (Bat) – Harmonize, Spirit Binding, Xenohealing 6.

SKILLS: (Knowledge 5%) Evaluate Treasure 65%, General Knowledge 10%, Find Cattle Food 10%, Find Water 10%, First Aid 85%, Treat Disease 55%, Treat Poison 75%, Find Healing Plants 10%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%, (Alchemical Skills – concoct Blade Venom POT 20); (Manipulation 45%) Map Making 75%, Climbing 100%, Hide Item 75%, Jumping 100%, Lock Picking 80%, Trap Set/Disarm 100%, Riding 90%, Disguise 50%, The Peaceful Cut 50%, Swimming 95%, Rowing 50%, Masonry 50%; (Stealth -35%) Camouflage 70%, Hide In Cover 50%, Move Quietly 65% (minus 20% for armor), Pick Pockets 5%; (Perception 5%) Listen 90%, Spot Hidden Items 90%, Spot Traps 85%, Taste Analysis 50%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 90%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Darktongue 90%/80%, Tradetalk 75%/50%, Lunar 60%/30%, Sartarite 60%/30%, Praxian 50%/25%, Old Pavic 50%/25%, Draconic 30%/20%, Aldryami 30%/20%.

MAGIC ITEMS: POW 4 Power Enhancing Crystal, POW 12 Power Storage Crystal, Composite bow –Fire Arrow Matrix.

POTIONS: 4 doses Healing 10 salve, 6 doses Blade Venom POT 20, 3 doses Blade Venom POT 16 antidote, 2 doses Manticore POT 16 antidote, 2 doses Wyvern POT 18 antidote, 2 doses Spider POT 15 antidote, 2 doses Poison Gas POT 12 antidote.

FINANCES: carries 25W, 50L, 30C. He has banked 1000L and has gear worth 2640L. Orziola has no ransom.

EQUIPMENT: Orziola equips himself in the finest lead armor; full plate helm, cuirass, vambraces and greaves with a lead chainmail skirt and full leathers underneath. All listed weapons are of lead and/or wood. Orziola also has a leather back pack, leather saddle bags for his horse and the basic kit. ENC: 27 max/27 current.

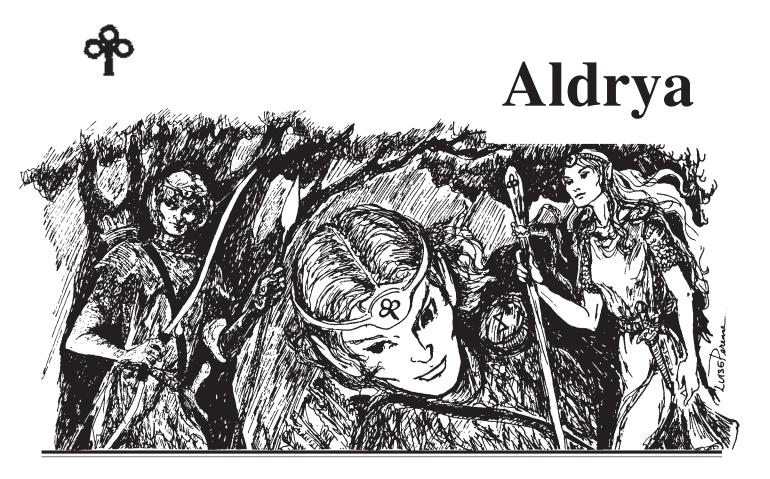
GIFTS, GEASES, & CHAOTIC FEATURES: he has the standard 2 point troll-skin, and the vulnerability to iron. Any weapons of that metal will do double damage. The cult specializes in smashing weapons and prohibits the use of the spells of Light and Lightwall. The cult teaches the brewing of blade venom and encourages its use. Cultists prefer blood red clothing. Zorak Zoran fighting units are known as gangs and tend to be disorganized, preferring to charge headlong into battle.

# Great Spirits - The Dark Eater

The Dark Eater, the Great Spirit of Darkness, was a huge and hungry monster, rivaling even Oakfed in his depredations. He invaded Prax with forces of Darkness, but long before the Dawning was driven back into Shadows dance by Waha. Despite this defeat he returns every winter, leading his troll followers to ravage the land they despoiled so long ago.

# Spirit of Darkness The Grandmother of Spiders

The Grandmother of Spiders occasionally came to Prax out of the dark lands of Dagori Inkarth. She first came in the Great Night, when she and her children devoured the monsters of Chaos. She and her children could entangle physical beings in their webs, and were full of potent venom as well.



# **Querial the Fair**

Rune Priestess of Aldrya (Elder Sister)

Female Dryad, Old Pavis rich noble with light cavalry experience. Age 28.

Querial the Fair is a Dryad and the daughter of a Rune Priestess of Aldrya in the Garden in the Pavis Rubble. She is linked to an oak tree where she was born. Following in her mother's path, she joined the Aldrya cult and rose to Rune Priestess status in the Elder Sister subcult. During her early years she joined a light cavalry unit made up of elves and dryads and learned to defend herself and the trees but was glad to leave it at the age of 21, having no liking for combat. She is responsible for maintaining the vitality and welfare of her home forest and helps maintain the network of communication between different parts of the Aldryami world. Her tree is her allied spirit, and when she travels, it is her link to her home grove. From time to time she becomes a wandering dryad, traveling between Aldryami areas to provide communication via her Mindlink to her tree. She is then accompanied by a band of elves that protect her. She is often called upon to settle disputes between her followers and is foremost in dealing

with outsiders. She never fears to go to the aid of her kin or kind. She has the benefit of Communion of the Tree and so defends against the spells of Befuddle, Demoralize, Fanaticism and Fear as if she had twice her actual POW. She is shy but friendly with a mischievous sense of humor and ready laughter. While disliking combat she is diligent in her defense of the forests and in her duties.

 STR 14
 CON 15
 SIZ 9
 INT 22
 POW 18

 DEX 19
 CHA 18
 Move 9
 HP 16
 Defense 40%

 Bonuses:
 Attack 30%
 Parry 15%
 Experience 30%

D20	Location	AP/HP
01-04	Right Leg	8/6
05-08	Left Leg	8/6
09-11	Abdomen	7/6
12	Chest	7/7
13-15	Right Arm	7/5
16-18	Left Arm	7/5
19-20	Head	7/6

Weapon	Damage	Attk%	SR	Pts	Parr%
Staff	2D8	75%	2	20	75%
Composite Bow	1D8+1	85%	0	10	25%
Bstrd sword RH	1D10+1	65%	4	20	50%
Bstrd sword LH	1D10+1	40%	4	20	30%
Thrown Rock RH	1D4	65%	0	-	
Grapple		65%	6	-	
Dagger RH	1D4+2	65%	6	20	60%
Dagger LH	1D4+2	50%	6	20	50%
Large Shield LH	1D8	50%	6	16	65%



SPIRITS (POW/INT): Allied Spirit (tree) 21/16; Bound –Zebra 19/15, Hawk 15/11, Bat 10/8, Owl 13/10, Lizard 8/8. Total POW (including Querial):105.

SPELLS: (Querial) -Befuddle, Detect Enemies, Detect Life, Detect Magic, Dispel Magic 4, Extinguish, Healing 6, Xenohealing 6; (Allied Spirit) -Demoralize, Disruption, Invisibility, Light, Mind Speech 1, Mobility, Repair, Strength, Vigor; (Hawk) -Bladesharp 4, Bludgeon 4, Harmonize, Food Song; (Bat) -Multimissile 4, Protection 4; (Owl) -Spirit Binding; (Lizard) -Countermagic 6, Glue 2.

RUNE SPELLS: Accelerate Growth, Concealment, Cure All Disease, Dismiss Elemental 2, Divination 2, Heal Body, Mind-link, Plant Eye, Silence, Spell Teaching, Spirit Block, Sun-ripen, Summon Gnome 2.

SKILLS: (Knowledge 20%) Evaluate Treasure 65%, General Knowledge 25%, Find Cattle Food 25%, Find Water 90%, First Aid 75%, Treat Disease 65%, Treat Poison 75%, Find Healing Plants 90%, Identify Plants 90%, Identify Animals 50%, Identify Minerals 50%, Find Food 90%, Tell Direction 90%; (Manipulation 30%) Map Making 50%, Climbing 75%, Hide Item 50%, Jumping 75%, Lock Picking 65%, Trap Set/ Disarm 75%, Riding 90%, Disguise 35%, The Peaceful Cut 35%, Swimming 80%, Rowing 35%, Masonry 35%; (Stealth 20%) Camouflage 75%, Hide in Cover 75%, Move Quietly 75%, (minus 20% for armor), Pick Pockets 25%; (Perception 20%) Listen 75%, Spot Hidden Items 75%, Spot Traps 65%, Taste Analysis 40%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 55%, Bargaining 35%.

LANGUAGES: (Speak/Read-Write) Aldryami 100%/1 00%, Tradetalk 60%/60%, Old Pavic 90%/90%, Lunar 65%/50%, Sartarite 65%/50%, Darktongue 60%/40%, Draconic 35%/20%, Praxian 60%/40%.

MAGIC ITEMS: POW 6 Healing Focusing Crystal, POW 11 Power Storage Crystal, Ring -Preserve Herbs Matrix.

POTIONS: 4 doses Blade Venom POT 16 antidote, 4 doses Spider POT 16 antidote, 2 leaves Soul Waste cure 75%, 1 flower Shakes cure 95%, 2 stems Brain Fever cure 50%, 2 leaves Wasting Disease cure 75%, 2 leaves Creeping Chills cure 75%.

FINANCES: no money carried or banked. Ransom is 2000L. EQUIPMENT: bronze full helm, and plate vambraces and greaves. Querial wears a chainmail hauberk. All weapons listed are of bronze and/or wood. She also has saddle bags for her zebra and the basic kit. ENC: 15 max/15 current.

GIFTS, GEASES, & CHAOTIC FEATURES: Querial is bound to her oak tree. She will sleep all Autumn and Winter. She is a vegetarian and enjoys Communion of the Tree.

# Rohir Oaklimb

# Rune Lord of Aldrya (High Elf King)

Elf/Human Male, Sartar peasant with medium infantry experience. Age 25.

Rohir Oaklimb is a Brown Elf and the son of a peasant in the forests on the Storm Hills' hillsides. Joining the King Elf cult and enlisting in a medium infantry unit, he saw considerable action against trolls, humans and creatures of Chaos. At the usual time he planted his Elf seed, harvested it and finished it to make his Elf Bow. When his skills rose high enough, he became a Rune Lord and bound his allied spirit into his Elf Bow. As a Wood Lord he is the protector of the garden and a war leader. He is charged to eliminate destroyers of growing things at the source and often leads expeditions out of the forest to do so. The perversion called Undead must be smitten where found and he is often out on patrol looking for it. As Elves cannot wear iron, he is clad in copper armor and armed with copper weapons.

He is valiant in combat and a good leader but does not trust other races and is stiff in manner when dealing with them, preferring to send them back to the Dryad Priestesses to deal with.

STR 15 CON 15 SIZ 12 INT 24 POW 17
DEX 21 CHA 16 Move 9 HP 16 Defense 50%
Bonuses: Attack 35% Parry 20% Experience 36%

D20	Location	AP/HP
01-04	Right Leg	7/6
05-08	Left Leg	7/6
09-11	Abdomen	6/6
12	Chest	6/7
13-15	Right Arm	7/5
16-18	Left Arm	7/5
19-20	Head	7/6

Weapon	Damage	Attk%	SR	Pts	Parr%
Elf Bow	1D8+1	100%	0	10	50%
(C) 2H spear	1D10+1+1D4	100%	2	15	100%
(C) 1H spear RH	1D8+1+1D4	90%	3	15	75%
(C) 1H spear LH	1D8+1+1D4	75%	3	15	75%
(C) Javelin RH	1D10+1D2	100%	0	15	80%
(C) Bst swd RH	1D10+1+1D4	100%	4	20	90%
(C) Bst swd LH	1D10+1+1D4	75%	4	20	75%
(C) Dagger RH	2D4+2	75%	6	20	75%
(C) Sm. shield LH	2D4	75%	6	8	100%

SPIRITS (POW/INT): Allied Spirit (bow) 21/15; Bound Spirits –Horse 16/11, Falcon 17/7, Owl 11/13, Bat 15/8. Total POW (including Rohir): 97.

SPELLS: (Rohir) -Befuddle, Demoralize, Detect Detection, Dispel Magic 2, Disruption, Extinguish, Fanaticism, Healing 6, Invisibility, Light, Mind Speech 1, Multimissile 4; (Allied Spirit) -Detect Enemies, Detect Life, Detect Magic, Fire Arrow, Lightwall, Repair, Vigor; (Owl) -Food Song, Harmonize, Mobility, Preserve Herbs, Spirit Binding.

RUNE SPELLS: (One Use-Arrow Trance).

SKILLS: (Knowledge 20%) Evaluate Treasure 65%, General Knowledge 25%, Find Cattle Food 25%, Find Water 100%, First Aid 100%, Treat Disease 75%, Treat Poison 100%, Find Healing Plants 95%, Identify Plants 95%, Identify Minerals 75%, Find Food 90%, Tell Direction 90%; (Manipulation 35%) Map Making 65%, Climbing 100%, Hide Item 60%, Jumping 90%, Lock Picking 75%, Trap Set/Disarm 90%, Riding 75%, Disguise 40%, The Peaceful Cut 40%, Swimming 90%, Rowing 40%, Masonry 40%; (Stealth 20%) Camouflage 90%, Hide In Cover 90%, Move Quietly 90% (minus 20% for armor), Pick Pockets 25%; (Perception 20%) Listen 100%, Spot Hidden Items 100%, Spot Trap 90%, Taste Analysis 60%, Tracking 90%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 65%, Bargaining 35%.

LANGUAGES: (Speak/Read-Write) Aldryami 100%/1 00%, Tradetalk 80%/60%, Sartarite 75%/60%, Lunar 75%/60%, Praxian 60%/40%, Old Pavic 50%/30%, Darktongue S0%/50%, Tarshite 50%/30%.

MAGIC ITEMS: POW 6 Healing Focusing Crystal, POW 12 Power Storage Crystal.

POTIONS: 4 doses Healing 10 salve, 4 doses Blade Venom POT 18 antidote, 3 doses Manticore POT 10 antidote, 3 doses Wyvern POT 10 antidote, 3 doses Spider POT 10 antidote, 2 doses Poison Gas POT 18 antidote, 2 doses Herbal POT 16 antidote, 2 doses Mineral POT 18 antidote.

FINANCES: carries 10W, 20L, 30C and has banked 2000L. His gear is worth 2365L and he has a ransom of 4000L.

EQUIPMENT: Rohir owns a set of full copper armor including a chainmail hauberk, plate vambraces and greaves with a full helm. Fine leather padding completes the set. All of the weapons listed are either fully copper or copper bound, with 3 extra javelins. He also has a leather back pack, basic kit, and saddle bags for his horse. ENC: 15 max/15 current.

GIFTS, GEASES, & CHAOTIC FEATURES: Rohir may never eat meat, he may kill only in defense and must try to slay all undead.

trees and forests, and the creator of the races of the Aldryami: the Runners, Pixies, Elves, and Dryads. Her cult is associated with the cults of Daka Fal, Eiritha, Pavis, Yelmalio, and Chalana Arroy, is friendly with the cults of Orlanth, and hostile to the cults of Kyger Litor. Zorak Zoran, and Mostal. She is the enemy of Chaos, and her cult members will travel out of their forests to fight against it. Her cult teaches its members to find water in wooded areas, passwords, and signs to guide them through Aldryami areas, and how to tell their direction, to Identify Plants, and to Locate Healing Plants. All members are vegetarians, and sing the Food Song as they gather their food.

Aldrya is the goddess of

# Selek the Wise

# Rune Lord Priest of Aldrya (Gardener)

Elf Male, Old Pavis townself, Age 50.

Selek the Wise is a Brown Elf and the son of a carpenter in the Garden of Old Pavis. Joining the High King Elf cult and raising his Elf Bow, he also joined a heavy cavalry unit and learned to fight and ride and lead warriors. Defending his home from attack and leading forays against those who would cut down trees, he rose in skill to become a Rune Lord and win the title of Wood Lord. Endeavoring to improve himself, he went Heroquesting and returned with the power of immunity to wooden items. No object that contains any wood will hurt him, but rather glances off harmlessly. He will kill only in self-defense except when faced with Undead, which he will exterminate. After twenty years of service as a Wood Lord, he was accepted into the Gardener Council as a Gardener Rune Priest with the status of Chief Priest. He has retired from active travel, spending his time guiding the Aldryami society and his own clan, of which he is the clan chieftain. From time to time he travels between Aldryami groves with a band of elven protectors to visit other Gardeners. He has kept himself in shape and is still a formidable fighter and a good tactician and is not adverse to combat if there is no easy way out. He is aloof to strangers but friendly to members of associated cults.

# Elves

These are the Aldryami most often seen by other races. They are still tied to their forest in ways incomprehensible to other races. It is possible that certain trees must live for the elves to live. it is also possible that they are the mobile guardians and gardeners for the mysterious forest deities. Except in cases where their homes have been utterly devastated, elves do not migrate from their forests, although individuals seem free to come and go at will.

Elves with the proper POW (18+) automatically become priests of the Aldryami Rune cult, a combination of Earth and Fertility/Life Runes, modified by the Plant Form Rune. Those wishing to join other Fertility and Plant Form cults can go about it as humans do; with no restrictions as to race. Those wishing to join any other cults must take the usual reduction of CHA by 10 for being of another race.

Elves and other Aldryami might search underground to kill trolls and dwarves, their racial enemies, but will never live there.

STR 16	CON 16	SIZ 10	INT 23	POW 18
DEX 18	CHA 18	Move 9	HP 17	Defense 50%
Bonnses:	Attack 35%	Parry 20%	Experience	30%

D20	Location	AP/HP
01-04	Right Leg	7/6
05-08	Left Leg	7/6
09-11	Abdomen	6/6
12	Chest	6/7
13-15	Right Arm	7/5
16-18	Left Arm	7/5
19-20	Head	7/6

Weapon	Damage	Attk%	SR	Pts	Parr%
Elf bow	1D8+1	120%	0	10	80%
(C) 2H spear	1D10+1+1D4	120%	2	15	110%
(C) 1H spear RH	1D8+1+1D4	110%	3	15	100%
(C) 1H spear LH	1D8+1+1D4	100%	3	15	100%
(C) Javelin	1D10+1D2	120%	0	15	100%
(C) Bst sword RH	1D10+1+1D4	110%	4	20	100%
(C) Bst sword LH	1D10+1+1D4	100%	4	20	100%
(C) Dagger RH	2D4+2	90%	6	20	90%
(C) Med Shield LH	1D6+1D4	90%	6	12	110%

SPIRITS (POW/INT): Allied Spirit (bow) 20/14; Bound Spirits –Zebra 18/9, Hawk 14/12, Owl 16/10, Bat 18/8, Cat 13/13. Total POW (including Selek): 117.

SPELLS: (Selek) -Befuddle, Demoralize, Detect Life, Dispel Magic 2, Disruption, Extinguish, Healing 6, Lightwall, Multi-missile 4, Silence; (Allied Spirit) -Fanaticism, Invisibility, Light, Mind Speech 1, Mobility, Repair, Speedart, Vigor; (Hawk) -Fireblade, Food Song, Harmonize, Preserve Herbs, Spirit Binding; (Owl) - Bladesharp 4, Protection 4, Fire Arrow.

RUNE SPELLS: Arrow Trance, Catseye, Chameleon, Create Warrior of Wood 2, Cure All Disease 4, Gnome to Gargoyle, Heal Body, Recover Spirit 6, Shield 4, Speak to Beasts, Spell Teaching, Summon Medium Gnome, (One Use Spells – Divine Intervention 6).

SKILLS: (Knowledge 20%) Evaluate Treasure 100%, General Knowledge 25%, Find Cattle Food 25%, Find Water 100% First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 100%, Identify Plants 100%, Identify Animals 90%, Identify Minerals 90%, Find Food 100%, Tell Direction 100%; (Manipulation 35%) Map Making 80%, Climbing 100%, Hide Item 50%, Jumping 100%, Lock Picking 100%, Trap Set/ Disarm 110%, Riding 100%, Disguise 40%, The Peaceful Cut 40%, Swimming 100%, Rowing 40%, Masonry 40%; (Stealth 25%) Camouflage 100%, Hide In Cover 100%, Move Quietly 110% (minus 20% for armor), Pick Pockets 30%; (Perception 20%) Listen 110%, Spot Hidden Items 115%, Spot Trap 100%, Taste Analysis 100%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 90%, Bargaining 50%.

LANGUAGES: (Speak/Read-Write) Aldryami 100%/100%, Tradetalk 100%/100%, Old Pavic 90%/75%, Draconic 90%/75%, Sartarite 90%/75%, Lunar 90%/75%, Praxian 90%/75%, Darktongue 90%/75%.

MAGIC ITEMS: POW 4 Spell Strengthening Crystal, POW 10 Power Storage Crystal, Amulet –Lightwall Matrix, Scroll – Knowledge +5% (in Old Pavic).

POTIONS: 4 doses Healing 14 salve, 4 doses Blade Venom POT 20 antidote, 4 doses Spider POT 20 antidote, 4 doses Wyvern POT 20 antidote, 4 doses Scorpion POT 20 antidote, 4 doses Poison Gas POT 20 antidote, 4 doses Mineral POT 20 antidote, 2 leaves Wasting Disease cure 75%, 2 leaves Brain Fever cure 75%, 2 leaves Soul Waste cure 75%, 2 leaves Creeping Chills cure 75%, 2 leaves Shakes cure 75%.

**FINANCES:** carries 30W, 100L, 25C and has 5000L banked. His gear is worth about 2400L and he has a ransom of 1 0,000L.

EQUIPMENT: a full set of fine copper armor; full helm, plate vambraces and greaves, chainmail hauberk and leather padding. All of the listed weapons are of copper or copperbound wood. Selek also carries a leather back pack, basic kit and has saddle bags for his zebra. He has three extra javelins, too. ENC: 15 max/15 current.

GIFTS, GEASES, & CHAOTIC FEATURES: Selek may never eat meat, must always slay undead and may kill only in defense.

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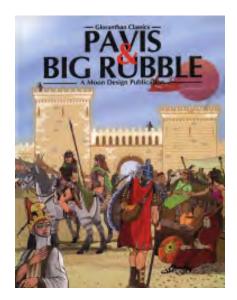
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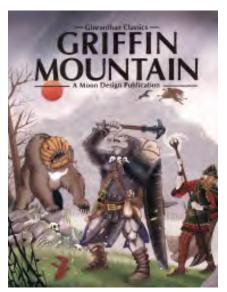
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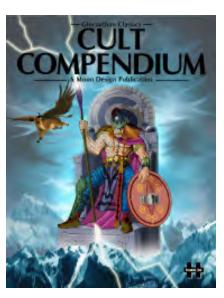
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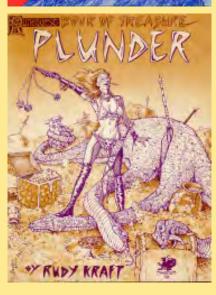
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