



Adventure CYR0001

CYRADOON



Chapter One: Cleaning House



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Credits:

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Adventure:	Based on the adventure seeds part of the Cyradon Book.



Chapter One - Cleaning House 24 Cillia 1683 IR

Dramatis Personae

The Cast

The Refugees and Their Allies

NPC's

<i>Grayson</i>	Anias refugee Leader
<i>Guards</i>	Anias warriors
<i>Shocked Veteran</i>	Former Anias warrior
<i>Woman</i>	Mother of infant
<i>Roughians</i>	Thuggish huddled masses
<i>Children</i>	Poor thieving Urchins

PC's

<i>Gilgaron Grey</i>	Argentian Legionnaire
<i>Garic Yari</i>	Seidheri Bard
<i>Alahia</i>	Fesharian Acolyte
<i>Frush Lerah</i>	Arcurias Bowman
<i>T'cha Rein</i>	Osh'Tahl Herbalist
<i>T'woo Shin</i>	Charmweaver
<i>Aaaaa'Wawoo</i>	Usirae Apprentice

Only NPC's that are involved in a potential combat have stats in the combat tables. Full PC work ups are available in the Pregenerated Characters Section and only a quick reference is made here.

All but two of the PreGen PC's are from Anias in this chapter since the new arrivals have made very few contacts with other races at this early date. Two exceptions are the Gryphons and the Rhona.

Players are not limited to PreGen Characters, but the GM should keep the time frame in mind when creating characters for this adventure. All PreGen backgrounds and character descriptions are based on the time frame of the adventure and may need minor updating if time tinkering takes place.

The Denizens of the Devastation

Creatures

<i>Giant Rats</i>	Scavengers of Belynar
<i>Patago</i>	Unlikely Guards
<i>Zenassant</i>	Solitary Hunter

Schirae

<i>Lackey One</i>	Junior lackey
<i>Lackey Two</i>	Elder lackey
<i>Goran</i>	The ringleader

All of the denizens of the devastation are fodder with the possible exception of Goran.. So a slightly longer description of Goran is provided here should you choose to reuse him in future adventures.

Goran

Schirae Rogue (8)

Goran led this small expedition into Belynar to capture more Gryphons... then the refugees arrived. He began assessing the threat to report to the tribe. He is a master Charmweaver who has discovered the charm of flight.

This charm is made from parts of Gryphons and crystal runes. It allows the wearer to fly as per the base form of the spell, three times per day. He wears one, and has collected the materials for another.

Goran is a deadly and smart enemy who prefers to run away then to fight for any outmoded notion of honour.

Key Skills: Charmcraft (20) 85, Flying/Gliding (20) 85, Stalk Hide (12) 65, Ambush (12) 65, Tracking (12) 65, Dirty Fighting (12) 65

Equipment: Charm of protection (DB+10), Charm of Flight, Long Bow, Quiver, 20 arrows, Ceremonial Dagger





Quick Stat Table

NAME	LVL	SIZE	BMR	INT	DB	HITS	ATTACKS	SKILLS/NOTES	STAMINA	WILL	MAGIC
REFUGEES											
Guards	1	M	10	12	60	80	+65 M-Slash (s. sword)		30	25	20
Roughians	1	M	10	12	20	55	+45 Brawling		30	25	20
Children	1	M	12	15	10	25	+15 Brawling	Pick Pockets (6) 45 Stalk / Hide (6) 45 Duping (6) 40	20	30	25
DENIZENS											
Giant Rats	3	S	14	25	65	95	+80 S-Puncture (bite) +65 S-Slash (claw)	Perception (12) 64 Tracking (8) 100 Ambush (6) 40	45	30	30
Goran	8	M	11	14	70	100	+100 M-Puncture (long bow) +45 S-Slash (dagger)	Charmcraft (20) 85 Flying/Gliding (20) 85 Stalk Hide (12) 65 Ambush (12) 65 Tracking (12) 65 Dirty Fighting (12) 65	85	80	80
Lackey One	3	M	11	12	60	75	+65 M-Slash (s. sword) +45 M-Puncture (long bow)	Perception (10) 60 Stalk & Hide (6) 41 Tracking (6) 41 Ambush (6) 41	50	45	45
Lackey Two	6	M	11	15	75	120	+100 M-Slash (s. sword) +60 M-Puncture (long bow)	Perception (21) 80 Stalk & Hide (12) 65 Tracking (12) 65 Ambush (12) 65	80	75	75
Patago	2	S	12	20	40	80	+70 S-Slash (claw) +55 S-Grapple (latch) +45 T-Puncture (bite/drain 1-10 hits/round)	Perception (9) 55 Stalk & Hide (9) 63 Ambush (9) 63 Fly/Glide (9) 63	25	25	25
Zenassant	8	M	10	15	125	140	+120 L-Slash (claws) +85 L-Puncture (bite)	Perception (27) 85 Tracking (16) 70 Ambush (10) 60 Stalk/Hide (10) 60	80	70	70

Combat Notes

This space provided for your combat notes...



Chapter One - Cleaning House 24 Cillia 1683 IR

CYRADON Adventure

GM's Overview

This is derived from the adventure seeds section of the Cyradon Book. It contains many references to places in the book, you will need to read and familiarize yourself with them before running this adventure as most of the information will not be repeated here.

The back story is available in the Cyradon book so only the back story from the 22nd of Cillia is included here in detail, the broad strokes of the rest are here for a quick summary.

What Has Gone Before

The city of Tarahir has fallen to the Asut Theocracy. The last defenders have been helping the refugees flee from the pursuit of the dreaded Orsai, (as the Asut people are commonly known).

The long flight eventually led them into the mountains ragged and starving. They took shelter in an abandoned Dwarven fortification to make a final stand when a miraculous gate was discovered and activated.

The refugees found themselves in the legendary city of Belynar. Only it was a ruined shadow of its former self.

22nd -23rd Cillia

The day the newcomers arrived. Grayson, the defacto leader of the refugees, and his small group of regular forces stumble through the royal road and find themselves in a ruined and desolate city, in an unknown land. Strange noises from the city around the court keep the curious from wandering off. Grayson organizes survey teams, some of whom return wounded, one does not return. Some bring good news, no sign of the Orsai.

The buildings around the central court have been cleared and the people desperately need shelter, so Grayson is in the process of securing habitable buildings and sheltering as many people as he can. Our adventurers are recruited to help in this process.

Running the Adventure

This adventure should run 3-4 hours. The adventure is divided into acts, each one should logically happen in order, if the group is running slow some events can be skipped, the goal is to get to the climax in the allotted time. If the group is running fast, there are a series of Unconnected Bits, encounters you can insert at will.

The premise is quite simple the characters have been thrown together and given a specific mission. XP will be awarded on the basis of how many personal and group goals are achieved. Each encounter gives a set amount of group XP and a summary section at the end gives personal XP based on the sample characters provided.

Maps are in their own section, some for the players and some for the GM. This is to make your life a little easier.

Pre-made Character Sheets are in a little hand out booklet so that they can be easily distributed for the session.

The Dramatis Personae section has the Stats for the NPC's and monsters that players will encounter. They are clustered together for quick reference, and have descriptions for the GM to get into character.



Act I - Marching Orders

Scene One: 8:00 am 24th Cillia - The council table. A rough old table strewn with papers in various scripts with Rhona, Gryphons, a few of Grayson's Captains and Grayson himself standing behind it.

Map: Central Plateau by the Gate

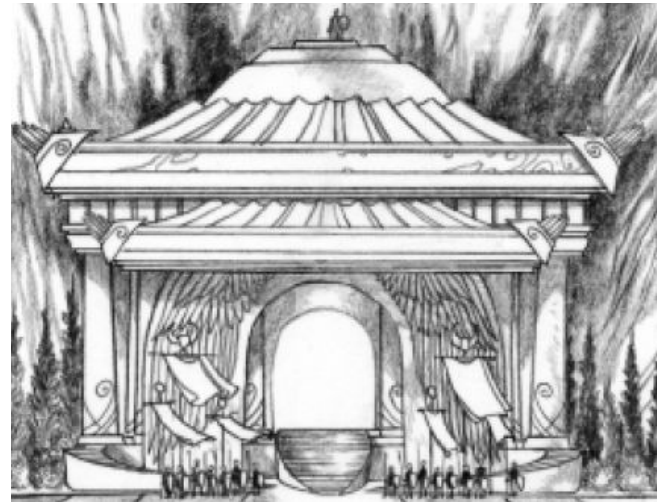
“...you seem to work well enough together and for the moment that will have to do, we don't have the luxury of formalizing the unit structure, to your numbers I am adding (either the Gryphon or the Rhona or both depending if no PC chooses one of them the Rhona accompanies them as an NPC). I have teams securing the central plateau, we have the first few buildings cleared, but much more needs doing so here is your task. “ He pulls a map out and begins pointing. “I want you to begin here on the north end of the plateau and do a quick scout of this area. Then I want an initial reckon of this large circular building, don't linger I have another team for that, The building here on the east side is your target. This building I want you to clear.”

“Under no circumstances do I want you to enter any of the three western most buildings, or the three on the north end. I have a second team heading for the north rim buildings, but the western ones head into a massive underground complex, at least we believe so. I don't have the resources for that are yet, and I need this building cleared. All access off the central plateau is restricted, I don't have time to chase fools over hells half acre. If the head of the Asut Theocracy himself is dangling his ass at you one foot off the plateau I want you to send a few arrows his way and STAY ON YOUR MISSION! Any questions.”

Translators assist the Cyradon players to understand what was said, and interpret for them.

Answer any basic questions but if they get silly, Grayson dismisses them saying “Get out of here you prattling ninnies and clear my building!” He will say the same thing if they ask well reasoned and relevant questions, he just might answer a few more before he does.

They are shown the door if they can't take a hint. They must pass through the Central Court on the way to the mission, one or more of the *Unconnected Bits* can be run at this time. (Save at least one for the return in Act V)



Act II - Into the Ruined City

Act two takes place while the characters are on the assigned patrol in the ruined parts of the city, and during the quick reconnaissance of the large round building.

A Nest of Rats:

Scene 1: Ruined buildings west of the large round building. Central Plateau. The shambles are so old that partial walls marking the original locations of the buildings are all that remain.

Map: Central Plateau / Court & North west ruins location A Map 3 may be used as a battle map, or just for your reference.

“Loud chattering an scuffling seem to be coming from all directions a pile of stones forms a small opening to a dark place...”

Roll for initiative then begin the combat, there will at least two rats for a small party or half the number of rats as party members for a large party, and they have the party surrounded. Hidey holes and experience in ambush has made this group of giant rats quite good at getting the drop on unsuspecting characters. Stats for the rats can be found in *Dramatis Personae*. If the characters kill the adults, they can find some blind newborns in the nest. A good lunch for a Gryphon if nothing else?

Hidden amongst the twigs can be found (*Hard (-20) Perception check, All or Nothing*) pieces of rune parchment which seem to have at one time been some powerful spell. They are now worthless. One dose of Tinari is among the fresh twigs and can be recognized with a medium perception roll and a medium Herbcraft roll..



XP: This is a minor party goal, of medium difficulty and so gets 50 xp. The party may struggle to complete this, if so have a wounded rat flee, but always keep one defending the nest.

Unsure Footing:

Scene 2: Ruined buildings west of the large round building Central Plateau. The shambles are so old that partial walls marking the original locations of the buildings are all that remain.

Map: Central Plateau / Court & North west ruins location B Map 4 is available for reference or as an encounter map.

“The dirt seems soft and yielding, then a tremor and a deep guttural crack from below...”

The floor of the old building is giving way, it was covered by soil and extremely hard to detect. The Gryphon has the distinct advantage of being able to dodge upwards, and so is most likely not going to fall, however everyone else must roll.

Either a *Hard (-20) Acrobatics/Tumbling All or Nothing* roll or a *Very Hard (-40) Ag+Qu* check *All or Nothing*, will prevent the fall. Roll an *attack OB+10 (the distance fallen) Tiny Impact Critical*. Characters receive only Ag and magical DB, nothing for armour or quickness.

“When the dust settles and the tumult becomes silence and moaning, you find yourselves in a ruined store room, crates and what look like they might have once been barrels are here. What ever was in them appears to be long gone.”

There is nothing of use here. The characters will have to climb out (*Hard (-20) Climb All or Nothing Manoeuvrer*).

XP: This is a light minor goal 20 xp upon extricating themselves.

The Impressive Statue

Scene 3: Just outside the large round building Central Plateau. In front of a large statue, the building behind is in passable shape and does not appear in a rush to collapse on players, the main doors are no longer existent.

Map: Central Plateau / Court & North west ruins location C

An enormous statue rears up nearly a hundred cubits into the sky in front of the large round building... Strange, yet familiar... this statue has survived the cataclysm, that laid waste much of the city, virtually unscathed. At the top of it's impressive heights the sparkle of glass or gems tantalizes. Obviously set there to accentuate the artistic intent of the statue. The staff carried by the statue sparkles with ferocious splendour.

The statue can be identified with a Narsin or related lore role of at least medium difficulty. It is a statue of the day god as the merchant, the staff is a sigil of the Narsin.

Climbing the statue is a very hard task, and it is a long way to fall. Flying characters will have little trouble getting this high, the Gryphons consider the statue dangerous... even the children shy away...

The gems on the head of the day god are cheap quartz and collecting a few of them would take some time. An easy appraisal check will find them of little value.

The gems on the staff are semi precious, fairly large and obviously valuable. The difficulty is that the staff is trapped with a series of magical traps. The first of which is a warning breeze triggered by a 3' proximity, the breeze is strong and cold as a warning. Those not heeding the warning will receive an *Tiny Electrical Critical (1d100-20)* shock each round they touch the staff. It takes a few minutes to work a single 20 gp stone from the staff. Dispelling the effect is *Absurdly difficult*.

XP: This is a light minor goal 20 xp for investigating and surviving.

The Mysterious Roof

Scene 4: Just inside the large round building Central Plateau. The building is empty and filled with rubbish and decay.

Map: Central Plateau / Court & North west ruins location D

Wading through filth and age you see the once great hall which stretches for hundreds of cubits. At one time thousands of people could gather in this hall of light and splendour. All that remains of that splendour are fragments of the roof and some wall ornamentation.

What is left of the roof appears to be a map of some sort. A large star shaped gem is embedded in a decayed part of the map. Light filters through it from a hidden source and falls redly on the floor.

Characters from Cyradon will recognize the continent of Cyradon immediately. Those from Anias will recognize with a medium perception manoeuvrer that the area of the map around the ruby which is in the far north west could be Tarahir... the distance between them is vast.

The building is otherwise empty and searching will turn up nothing of interest or value. This would make an interesting place for an encounter with a wounded Solitary Hunter from Ruinous Encounter C. See loose ends for more details. Only use the encounter if time is ample.

XP: This is a routine goal no xp gained. Unless you throw in the extra encounter. See Loose Ends.





Loose Ends

Nothing else is found in the ruined section or in the House of Meeting. None of the smaller rooms show any signs of use or valuables. Move them along to the target building as quickly as possible.

XP: *Completing the reconnaissance of the ruins and Meeting Hall is an Easy Major Party Goal So All players get 50 XP upon completion.*

Time Check: You should be no more than two fifths of the way through your time. In Game time it should be somewhere around late afternoon by the time the sweep is completed.

Time-Saver Option: If you are running short on time consider cutting scene two from the next section.

Time-Filler Option: If you are running far ahead either because of experienced players or quick combats, then consider using a few more of the Unconnected Bits as filler.

A wounded solitary hunter (Ruinous Encounters C), with a -10 penalty and ½ hits that has taken refuge from an encounter with another patrol. This can be used at any time and would count as ½ the XP value of that encounter.

Act III - The Thick of Things

The characters should arrive here with the day dimming Late Afternoon, and players should have about half of the session left.

Opening the Door

Scene 1: *The target building. Outside. The southernmost of the two doors on the west side is passable. A large stone blocks the northern most door, it will take a work crew to move it.*

Map: Ground floor of the target building Location E

A quick scouting of the building shows the south west door looks like you best chance of entry. It is relatively intact though the upper portions of the building on that end look precarious.

Large iron doors in a corbel arch have the look of age and weight. It will take some force to open these.

Unbeknownst to the players, the doors have been wedged from the far side. The hinges on the door are intact and the

doors are not locked were it not for the wedges this manoeuvre would be light. Because of the wedges the manoeuvre is a *Very Hard (-40) All or Nothing Strength check*. Should multiple characters attempt this at the same time (limit 3 abreast) they may make *bonus roll attempts* and add it to the strongest players attempt.

The wedges are easily discovered if the characters search at all.

XP: *This is a light minor goal 20 XP awarded.*

Signs and Tracks

Scene 2: *Inside the target building on the main floor. Signs of struggle and commotion are evident.*

Map: Ground floor of the target building Inside main floor.

Light from windows shows the room well, Stool, fresh urine, some tracks in dust and the signs of a recent struggle mark the room. Chambers open in all directions, with tracks leading seemingly everywhere.

Have the characters roll a light perception check... if they succeed read the following:

Blood spatters are abundant, it was a fierce and horrible struggle.

Characters will need to 'track' the signs to figure out what has happened here. Make a tracking roll for those characters with the skill the result they get will.

Easy: Nothing beyond what has already been stated.

Light: The tracker discovers that there were multiple attackers and the looser was dragged away to the north. The trail is easily followed.

Medium: The attackers were humanoid, the looser was not, possibly animal. The looser was dragged off to the north, badly wounded. The trail is easily followed.

Hard: The looser was a Gryphon who was ambushed by humanoid attackers, more than two of them. The badly wounded Gryphon was dragged still resisting north. The trail is easily followed.

Very Hard: The looser was a small Gryphon who was jumped by three humanoid attackers. The Gryphon was injured severely and dragged struggling to the north. The trail is easily followed.

Extremely Hard or better: The looser was a small Shahaba adolescent Gryphon who was taken unawares by three medium build humanoids. They subdued him quickly and injured him in the process, the struggling victim was dragged northwards only a few hours ago, all of the attackers went with him.

Most of the floor is untouched, and the chambers are a maze. The signs and trail of blood lead even the near sighted to a closed door at the end of a hallway about three quarters of the



length of the building to the north... the passage is dim, and no light comes from the other side of the door.

XP: This is a light minor goal 20 XP awarded if the characters can make some sense of the signs and are subtle about things. If they do exceptionally well at this they gain 30-50 XP. If they ignore or miss the signs and blunder through, they get nothing.

Unusual Guards

Scene 3: Inside the target building. A closed door leads to a room at the end of a dim hall with bloody tracks leading to it.

Map: Ground floor of the target building. Map 5 can be used as a battle map.

Chittering and squeals can be heard beyond the locked door... The lock, like the door, is old but sturdy.

If the characters listen carefully and pick the lock (*Light* (+20) *All or Nothing Pick Locks*) on the first try, they can gain the element of surprise. Should they attempt to break down the door, it is a *Very Hard* (-40) *All or Nothing Strength* check, only one player may attempt this, due to the size of the door.

When the door opens, the dim chamber is illuminated with light from the chamber beyond. A bowl of blood in the middle of the floor is a source of conflict for the demonic looking winged monkeys that look up at the opening of the door and begin shrieking.

The Patago will attack on sight, stats for the creatures can be found in *Dramatis Personae*. A small party should encounter two, a large party should encounter half as many Patago as players. When the last Patago is wounded and not doing well, it will attempt to flee upstairs. If it gets away it will hide in the many rooms of the second floor require a *Hard* tracking roll to find.

There is no treasure in the room, though the bowl is copper and well made with inscribed runes. Closer examination by someone skilled in runes (medium rune check) discovers that this bowl was once used by the Narsi for scrying. (it gives a +10 bonus to *Divination: scrying*)

XP: This is a medium minor goal 50 XP awarded after the defeat of the Patago guards.

A Dangerous Assent

Scene 4: The target building the room just past the Patago room.

Map: Ground floor of the target building Map 5 can be used as an encounter map.

The trail of blood and prints ends just below a balcony of the second floor. A terribly old and rickety looking stairs lead up to the balcony.

The attackers did not use the stairs, but rather ascended to the balcony with ropes or some other means.

The first person on the stairs will bring about it's collapse after just four steps. Anyone under them takes a *Medium Impact Critical* (1d100 unadjusted), those on it take 2d10 on the *Impact Critical* table.

The balcony is 12' from the floor, so any character wanting to jump will be hard pressed. Any reasonable method the players come up with for getting themselves up is acceptable.

XP: This is a light minor goal 20 XP awarded for getting up the stairs.

Loose Ends

Rush you players on to the climax of Act IV. You have one more tough combat and the conclusions to deal with. So speed things along and watch your time.

XP: No additional XP for completing this act.

Time Check: You should have at least a half hour left to wrap it all up.

Time-Saver Option: If you are running short on time just use one opponent to stay behind in Act IV and make him the simpler of the two, then speed right on to the conclusion.

Time-Filler Option: If you are running far ahead of time, add a Patago encounter at the top of the stairs before the final encounter.





Act IV - Enemies Unmasked

Scene: The target building, above the balcony. A long corridor with smoke coming from the end chamber.

Map: Second Level of the ruined building. You can use Map 5 for an encounter and battle map.

A horrible screech comes from the end of the hall and is cut short. Gouts of smoke are billowing from the entrance to the room.

The room at the end of the hall has guards expecting intruders. (Lackey One and Two). If there is a small party, use only one of the two lackeys as guards.

The Schirae have taken the wounded Gryphon here for torture and dismemberment. The Gryphon is now dead and hanging just across the room from the entrance.

A fire burns in a corner by the window. It appears as if it has been quickly set.

When characters attempt to enter the room, the guards hold them back. The ring leader is plucking the last eye from the dismembered Gryphon.



The ringleader screeches something in a strange dialect of Elu... holds the eyeball aloft in on hand and a bloody dagger in the other.

He steps to the window ledge. Dusk is falling.

In round one the ringleader Goran moves to the window. In round two he puts away his dagger and eyeball.

Round three he activates his charm of flying and in round four begins to fly away.

Once airborne he laughs wickedly and draws his bow. He flies toward the lower walls of Belynar and uses his bow to dissuade pursuers, or anyone watching at the window.

The lackey fight to the death with savage abandon. They will bar the entrance as long as they can, to allow Goran to escape.

If the fire is extinguished after the battle, some small fragments of parchment in Elu reveal part of a message.

... thousands came through... visage the Narsin... the ancient betrayers return... war council must be called...

The lackeys weapons are old but in good shape, the armour is too foul smelling to hope to recover it. They appear to have been snacking on the poor Gryphon as they went... little other supplies are in evidence. Between them they have 6 gp 4 sp and 42 cp. A few doses of are in thier pouches.

The Gryphon is beyond aid, his ritual death has robbed him of various body parts, and it seems the screech that was heard from the stairs was his last. The Gryphon is a male adolescent Shahaba. Aaaa'Wawoo recognizes him from the community, a brave and foolish lad.

Loose Ends

All that remains is to finish the sweep of the building, any left over Patago can be dispatched. The building yields nothing else of interest.

Time Check: You should have at least 15 minutes left to wrap everything up.

Time-Saver Option: Cut straight to the Conclusion then wrap up quickly.

Time-Filler Option: If you are running far ahead of time, use any remaining encounters in Refugee Camp Scenes to fill in on the way back to the conclusion.

XP: This encounter/act is a major goal worth 100 xp. An extra 20 XP for any cleanup of Patago remaining. An extra 150 XP for the unlikely death of Goran.



Act V - The Bearers of Tidings

Time permitting, use one or more of the Unconnected Bits on the Characters way back. Remember to leave yourself 10 to fifteen minutes of wrap up, but not more than that.

The Final Resolution...

Scene 1: Early evening. Back at The council table

Map: Central Plateau by the Gate

You are escorted to the Council table people stare sternly on but everyone is quiet. "Well don't just stand there, you aren't pretty enough to stare at REPORT!" Grayson bellows.

He waits almost patiently through the report. If the characters have completed the assigned tasks without incident Read the following:

"Schirae eh, well we will have the family of the Gryphon claim the body, damn shame. Well what are you waiting for a pat on the back, go get some sleep, there is another job for you in the morning."

If the characters have missed some part of the sweep read the following:

"I sent you out to do a job, and what did you do you roamed all over Belynar instead of doing it! Why I should have you flogged for insubordination for this, get out of my sight! Come back in the morning. I have another assignment for you. Something even you can handle."

If the characters have caused bloodshed among the refugees. read the following:

"Breaking orders is one thing, reckless violence against civilians is another. Who is responsible?"

He waits for the characters to argue it out then points at the guilty one and says:

"The Gryphon an Rhona can go explain themselves to their superiors. You are all getting five lashes at dawn Do you think you can sow unrest in the civilians and get away with it. I will not have a riot on my hands do you understand? (pick a player at random) Two

more for you I'll wipe that smirk off your face. Get some sleep I have more work for you in the morning."

Ahhh sweet closure. Here endeth the chapter.

XP: This is an easy major goal 50 XP awarded regardless of outcome.

Wrapping It Up

Group Goals

All players will get the same number of XP from group goals accomplished, minus penalties (if any are incurred).

If you have been keeping a running tally as you go along this will be simple. Ideally a group that finishes this will get between 300 and 450 XP from this adventure.

Personal Goals

If a character in your judgement fulfils a personal goal (as stated in the character sheets). Then pick a difficulty out of the air and award a value accordingly (10 for light up to 50 for very hard), none of the Major goals can be accomplished in the scope of this adventure, but minor ones can.

Award up to an additional 20 XP for exceptional play in achieving the goal.

Player Kudos

Pass around slips of paper to each player and ask them to vote for the best player in the game, the one who best presented the character they were playing and who was the most fun to game with.

- The most votes gets 75 XP
- The second most gets 50 XP
- The third most gets 25 XP
- Ties get equal points.

Picking a Winner

If this is a tournament, or there are prizes to award, you can use XP to pick the prize winners. The player with the most XP will be the one who best achieved personal goals and got along with the other players.





Unconnected Bits

Refugee Camp Scenes

When ever the characters are passing through the areas where the refugees are camped, use one of these encounters (as you see fit)

A. The Hungry Children...

A swarm of children ragged and dirty descend upon you seemingly out of nowhere. Congealing out of the mass of the crowd itself. (pick a character, and then read) a flurry of begging and pleas come at you and a sea of hands begin touching you about the midsection. You are surrounded.

The character must make an *Very Hard (-40) Perception All or Nothing roll* in order to notice that he is being robbed. (*Streetwise* may be used as a bonus roll) If he succeeds he may attempt to thwart the child responsible by making a *Hard (-20) Quickness All or Nothing check*.

The children will take one small item, like a coin purse or the like. If they are not discovered they will swarm another character. It will take one to ten minutes for the duped characters to know that something is missing.

Upon discovery or after the third fleece the children scatter and switch the stolen goods between themselves as they do. It would require a very concerted effort to round up more than a few of the children (tracking, grapples, interrogation) and nothing will be found on them. Stats for the children are found in the *Dramatis Personae*.

XP: This is a light minor goal 20 xp if the little blighters only get away with one item. No XP if violence erupts. A 100 XP penalty for bloodshed.

B. The Enraged Woman...

A woman with a crying baby and soiled dishevelled clothing storms toward (Gilgaron or Garic most likely) "You lost just standing there, all proud of yourself. Mighty defenders indeed, My baby has soiled rags and no food, we haven't had water in a day. And you walk around like you have something to be proud of!"

She directs her vehemence against the Tarahiri and Skaldi primarily. But will respond in kind to any that challenge her righteous anger.

If the players offer food and water she takes some and then berates them for having the supplies in the first place. If they offer her nothing she accuses them of being

"...worse than the Orsai, at least they had the decency of killing us outright. Not force us to watch our babies die of starvation." Either way she then accuses them of "You couldn't even defend us from the muck on my shoe!"

Passer by take up the chant "*Defend yourselves against this!*" and then throw assorted filth at the players.

If they attempt to stop the people a group of two to four roughians attack the characters with bare fists (brawling). The description is in *Dramatis Personae*, once these are subdued the crowd disperses, if blood is spilled people run screaming and the more guard arrive to intervene. The characters will answer to Grayson if any deadly force is used (even if no one actually dies).

XP: This is a light minor goal 20 xp upon extricating themselves without harming anyone. No XP if violence erupts. A 100 XP penalty for bloodshed.

C. Shocked Veteran

A wounded man, leg missing below the knee is rocking back and forth, sweat beading on his forehead. "Then they kept coming.... kept coming... kept... kept...kept..." (pick a refugee player character) recognizes the man, they fought with him in the latter battles, just a week ago this man was healthy.

He is in deep shock, and nothing can be done for him. His body will mend, with the exception of the leg, but the war and recent events have been too much for him. There is nothing the characters can do to help the man. Others seem to have fed him and tended his wounds lately. He just continues to mumble the above.

XP: This is a non goal no XP awarded. Unless personal goals can be fulfilled.

Ruinous Encounters

Should the characters stray off the beaten path, here are a few encounters for them. To encourage them to stick to the plot line. Run them in order since they each become more dangerous.

A. Patrol

Around the verge of the central plateau the characters are likely to be challenged by a patrol and asked to identify themselves and their mission. If the characters persist, in leaving the central plateau, the patrol simply states,



“Hey its your ass, but you should know we lost a patrol of five good men that way earlier today. I will have to report this to Grayson if you go though.”

It is not an idle threat, nor is he making up the story of the lost patrol. They simply shrugs and walks away muttering something about “... *diminished capacity ...filling in the ranks ...substandard recruits*”

XP: *This is a non goal no XP awarded. Unless personal goals can be fulfilled.*

B. Slithering Shadows

Use this if the characters continue go too far astray, attempting the off limits areas.

Ahead in the shadows, a huge lumbering shape rumbles through. It passes a cluster of rock and debris and into a building. A tumult of sounds, rocks being crushed... the noise and shambling shape move away into the gloom.

If they pursue the creature they do not find it, it has entered a dark passageway deep into the mountain. They did not get enough of a view of it make out any detail.

This is just a warning that considerable dangers exist beyond the central plateau.

XP: *This is a non goal no XP awarded. Unless personal goals can be fulfilled.*

C. Solitary Hunter

Use this encounter if characters feel like wasting your time. The characters are stalked by a Zenassant, it gets quite close without being noticed. It will try and ambush one of the weaker looking characters by dropping on them or springing out from behind something.

To run the ambush... the Zenassant will spend several rounds stalking and hiding if this is successful, it will make an ambush manoeuvre when in range. The Zenassant has no treasure if defeated. If severely wounded it will try to flee.

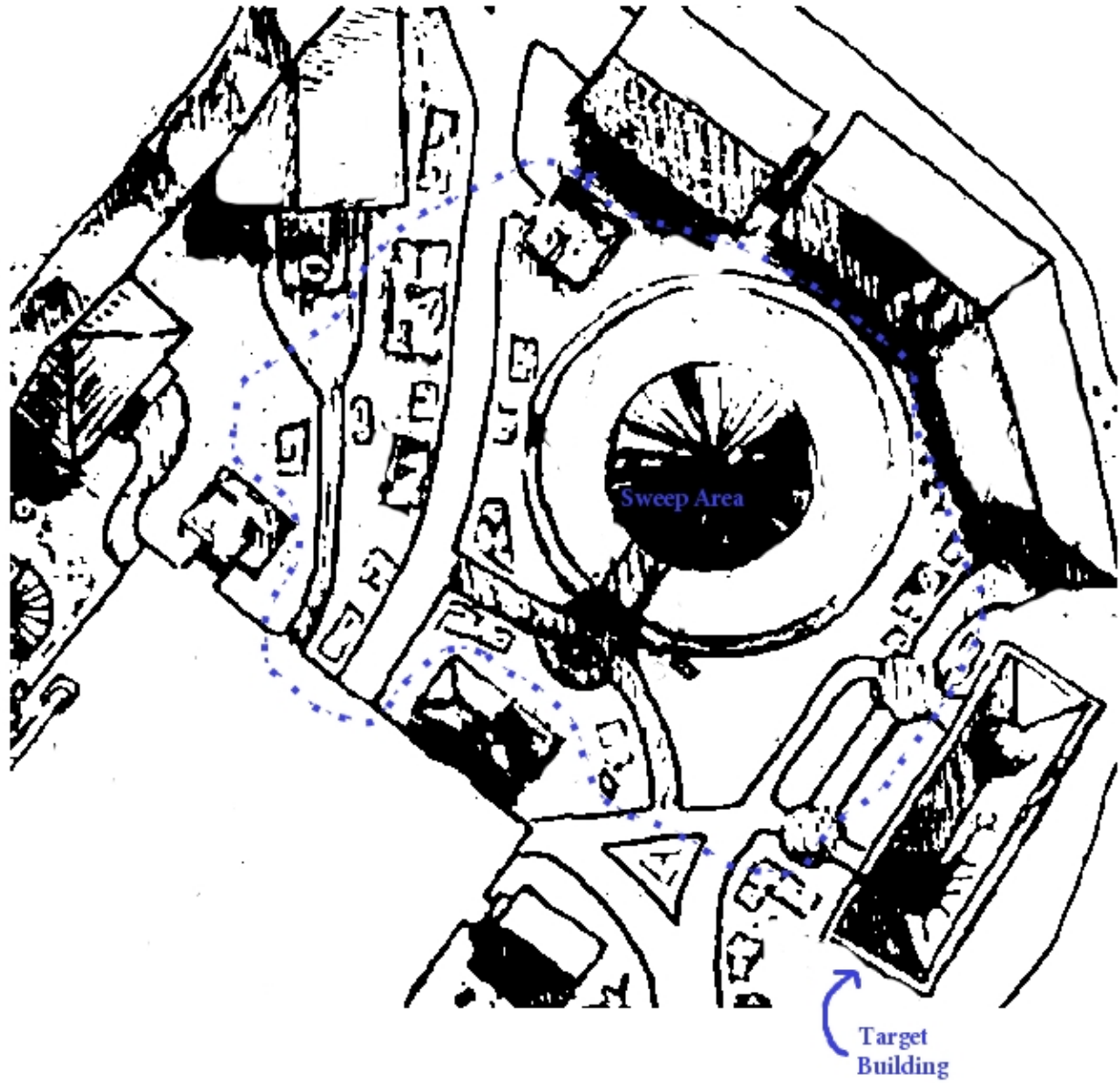
XP: *This is a hard minor goal 100 XP awarded.*





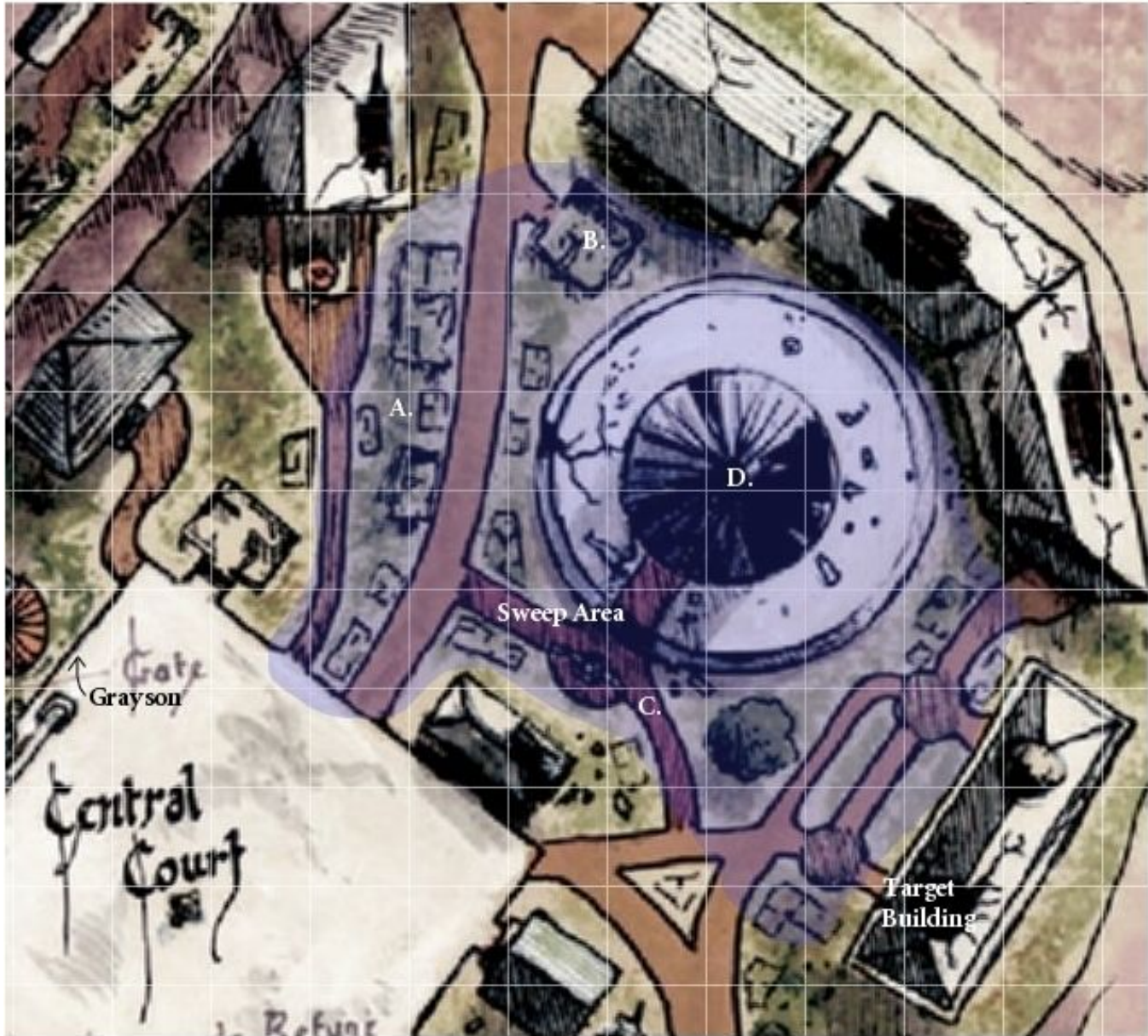
MAPS

Map 1: Players Map





Map 2: Mision Goals



- A. A nest of Rats
- B. Unsure Footing
- C. The Impressive Statue
- D. The Mysterious Roof

Scale 1 Square = 500'



Map 3: A Nest of Rats



A. Nest
B. Rats

Scale 1 Square = 20'



Map 4: Unsure Footing

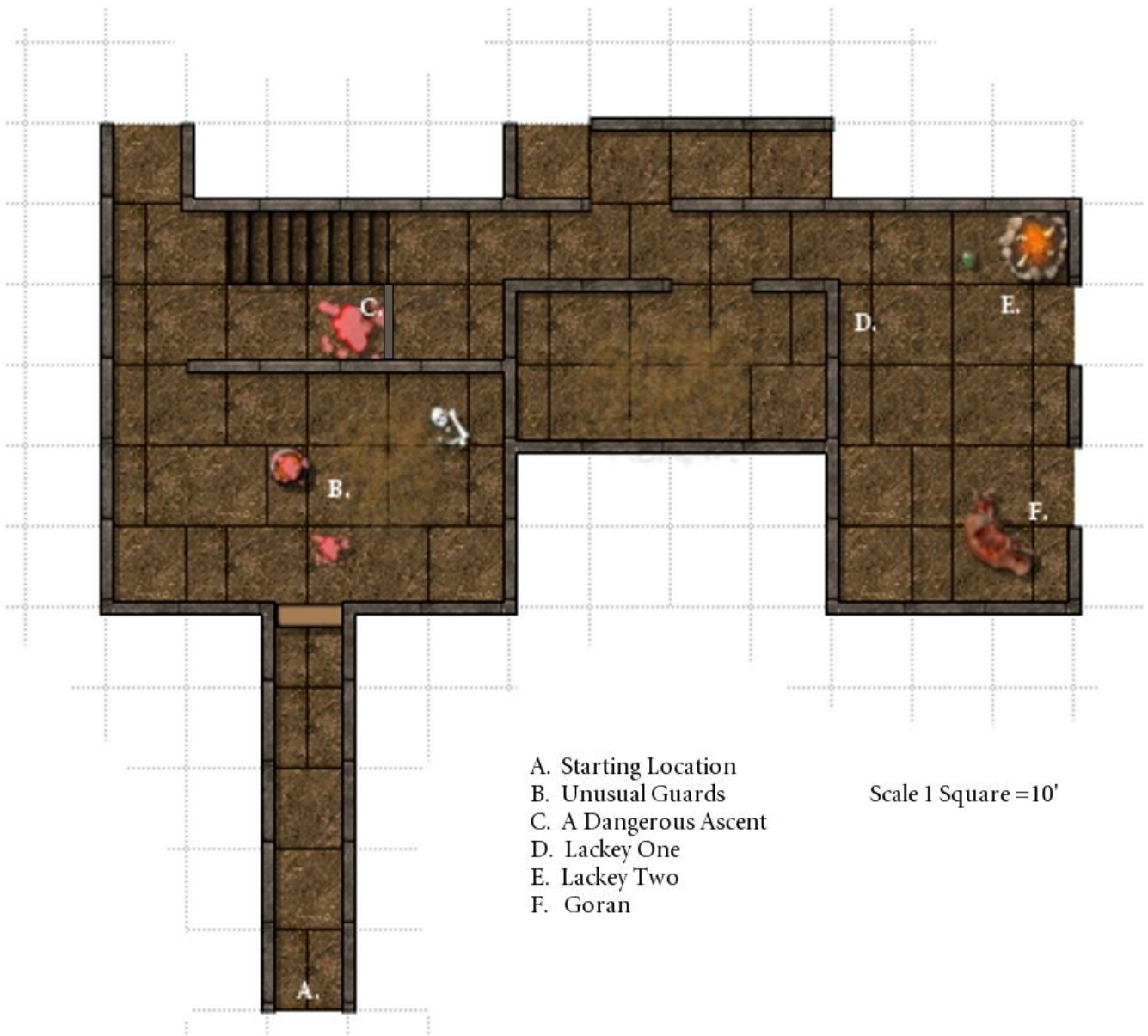


Scale 1 Square = 20'





Map 5: Climax Area





Chapter One - Cleaning House 24 Cillia 1683 IR

Pregenerated Characters

PC's List

NAME	RACE	PROFESSION	ORIGINS	NOTES
Gilgaron Grey	Human	Fighter	Tarahiri	Argentian Legionnaire
Garic Yari	Human	Cleric	Skaldi	Seidheri bard
Alahia	Human	Monk	Orsai	Fesharian Acolyte
Frush Lerah	Elf	Rogue	Sithi	Arcurias Bowman
T'cha Rein	Gryx	Ranger	G'shul	Osh'Tahl Herbalist
T'woo Shin**	Rhona	Harper	Aneirin	Charmweaver
Aaaaa'Wawoo	Gryphon	Mage	Arimispia	Usirae Apprentice

**May also double as an NPC

The format of the pregenerated characters is a one page summary suitable for handing out at the game session. The character is described and background and motivation is included for a fast start. The Right side of the page gives all the specifics, while the left lists all goals, background, and motivations. Versions of these characters in digital formats are available as OpenOffice.org spreadsheets and as kLoOge Werks xml files.

Some additional notes have been included for first time HARP players to ease them into things, as well as some advice on role playing the character. This is not written in stone and any creative interpretation of the character is acceptable.

The goals are provided so that the GM can assess how well the characters perform individually. This is hopefully useful for a demo/tournament setting.

Starting equipment is very sparse, there is no shopping and characters will have to use their limited resources wisely, what money they have is of no use without stores to buy things.

An enterprising character may be able to trade or intimidate a few basic supplies but that will be all. Even food is in short supply. Only a few characters have had more than a bite to eat today.

Spell casting notes are there to simplify things, the players who get the monk or the Gryphon will likely need extra help if they are beginners since the mechanics are a little more complicated. You may want to save these characters for experienced players, or give them a few minutes of help before the game.

Language is a barrier for this group especially in this first adventure, so make sure people know who they understand and how well.





Gilgaron Grey



RACE/CLASS: Human (Tarahiri)
Fighter (Male)

PHYSICAL DESCRIPTION: Medium height, swarthy, copper skinned the young man stands, his bald pate and hazel eyes are quite striking, well muscled and well groomed. His head is shaved daily to hide the fact that he has early onset of balding. (Height: 5'10" Weight: 180 Age: 18)

BACKGROUND: The son of a smith in Tarahir, he enlisted at the earliest age possible, dreaming of fighting against the Orsai hordes and defending the glory of the ancient city. Accepted into the Argentinian Legion he showed little aptitude for magic, and although his fighting skills were better than average, his career had limited promise.

Then the forces of the Orsai dealt the forces of Tarahir a crushing blow in the fall of 26999. Gilgaron was assigned to the evacuation of the city of Tarahir. When the siege came his father refused to join the evacuation, vowing to burn his smithy down if the city fell into Orsai hands.

Patriotic to a fault, he was devastated by the defeat and haunted by the flames of the city in his dreams. He fought alongside the tattered remnants of the Tarahiri forces to preserve the refugees in the hopes of one day restoring the city.

RECENT EVENTS: The unexpected portal has brought both respite and new peril. Still under the command of Grayson he has helped keep order in the camp since the arrival. He was delighted to find that a few of his old comrades among the survivors.

PERSONAL GOALS: The restoration of the ancient glory of Tarahir is his long term goal. But any chance to defend the refugees and fight the lurking danger will serve as a short term focus. He does not trust the Gryphons and wants to find out what their agenda is. The Rhona seem alright, but there is something they are hiding too.

RELATIONS TO OTHER CHARACTERS: He knows of Frush by reputation, and fought alongside Garic. He doesn't completely trust Alahia... he was assured by Grayson that she is on the up and up... be he'll keep an eye on her just the same. He has only just met the Gryx ranger but his captain fought with her and swears she is O.K., which is enough for him. The Gryphon and Rhona are not very trustworthy, and he will be keeping two eyes on them whenever possible, he only has the word of the sithi and Garic as to what they are saying... and Garic doesn't understand them well.

ROLE PLAYING NOTES: You are the tank of the group, rush in and always remember to parry with at least part of your OB. You have a sudden dodge option that can keep you from harms way.

You are not above wrestling or a good old fashioned fist fight should it come to that. If you had a horse you would rather ride than walk, you fight well enough from horseback.

You are not a good spell caster but do use your Guess spell when making a decision it slightly improves your odds. You find the spell impossible to cast in full armour.

Gilgaron Grey

Human Fighter (1)

Hits: 73	Perception: +18	RR BONUSES:
	DB: +80	Stamina: (1) +35
PP: 43	Init: +10	Will: (1) +21
	BMR: 10'	Magic: (1) +15

STATISTICS:	WEAPONS:
St: 81 +10 SD: 61 +3	Broad Sword +69/+64 (Medium Slash) (Fumble 01-03)
Co: 81 +10 Qu: 71 +5	Light Crossbow +34/+29 (Small Puncture) (Fumble 01-02) Range (50') PB Range 25' (+25 PB bonus)
Ag: 81 +9 Re: 57 +2	
In: 47 +0 Pr: 71 +5	
ARMOUR:	TALENTS/ABILITIES:
Studded/Rigid Leather (DB +30, Manoeuvre Penalty: -5, Casting Penalty: +4) Normal Shield (+25)	Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Shield Training, Lightning Reflexes, Tap Personal Manna, Focus Style (Gestural), Focus Style (Verbal), Instinctive Defence

KEY SKILLS:	
Acrobatics (1) +17/+12	Arcane Lore: Spells (2) 14
Climbing (1) +24/+19	Power Point Development (2) 43
Brawling (5) +44/+39	Foraging/Survival: Plains (2) 12
CS&M: Disarm Foe (1) +24/+19	Riding: Horse (2) +22/+17
CS&M: Mounted Combat (1) +24/+19	Armour Skills (6) 49
Weapon: Broad Sword (6) +69/+64	Endurance (6) 73
Weapon: Light Crossbow (3) +34/+29	Jumping (2) +29/+24
Wrestling (ML) (2) 23	Swimming (1) +26/+21
Appraisal (2) 12	Stalking & Hiding (2) +22/+17
Crafts: Smithing (3) 24	
Healing (3) 17	Spells:
Lore: Tarahir Region (2) 14	Guess (pp 2) (2) 15
Perception (3) 18	

EQUIPMENT:					
Description	#	Weight	Description	#	Weight
Broad Sword	1	2.5	Tinderbox	1	.5
Light Crossbow	1	4	Torch	1	1
Full set RL armor	1	14	Water skin (empty)	1	.25
Scabbard (belt)	1	1	Weapon Belt	1	1
Quiver	1	.5	Belt Pouch	2	.25
Bolts	20	3			
Normal Shield	1	10			
Flint and Steel	1	.5	Total Weight:		38.5

MONEY:	LANGUAGES:
pp: 3	sp: 16
gp: 3	cp: 42
Other:	Tarahiri (S6/W5) 32/27
	Skaldic (S4/W3) 22/17

NOTES:

Spells:
Guess: This spell can only be used without armour, it costs 2pp and takes one round to cast, if successful it increases your odds of making a decision by 10%

Casting Penalties: Gilgaron is not skilled enough at casting to cast while in armour, while not in armour he can use his spell.



Garic Yari



RACE/CLASS: Human
(Skaldi) Cleric (Male)

PHYSICAL DESCRIPTION: Scruffy and hard pressed by recent times. Garic Stands tall like most Skaldi, and he is sturdy like his kin as well. Pale of skin, blond hair and blue eyes. He wears a wool hood, and cloak over soft leather armour and carries the ornately carved spear of a Seidheri Bard. Strange runes are tattooed into his shoulder. (Height: 6'2" Weight: 190 Age: 19)

BACKGROUND: Well mannered and well spoken he was identified for service in the Seidheri at a young age and brought up with that in mind. The Seidheri are the glue that binds Skaldi culture, both teaching about the Skaldi Pantheon and resolving conflicts between people, in times of war they are sent to help lead the warriors into battle. And so it was for Garic, as a Bard, the lowest rank of the Order, he was sent to fight and help lead the mixed forces in the final defence and evacuation of Tarahir.

The battle for the lives of the refugees was long and hard, doubts crept into his mind about what the gods were punishing them for. How could they do this... and then a miraculous escape... The gods had deep plans for them here if they destroyed Tarahir to bring them hence.

RECENT EVENTS: Since the arrival he has been helping keep the peace and preach to the Skaldi and Sithi that follow the gods, and any others who were searching for answers. He was glad to see a few familiar faces among the refugees.

PERSONAL GOALS: A long term goal is to discover the plan that the gods had in bringing them here, it helps to know what their will is so that it can be aided not thwarted. In the short term he needs to resolve disputes and keep order among the refugees, and between the refugees and the strange new peoples he has met here.

RELATIONS TO OTHER CHARACTERS: He fought along side Gilgaron recently and knows Frush to be a wayward but mostly good follower of the gods.. He is unsure of Alahia, her devotion to Memra alone without regards to the other gods is strange to him. He respects her faith even if it is misplaced. The Gryx is reputed to be brave and true. The new friends the Gryphon and the Rhona are strange, and he can only communicate with them in the most basic of words, he has great aspirations for future relations with these people.

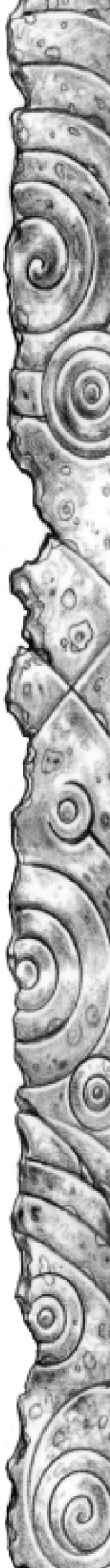
ROLE PLAYING NOTES: You are not a fierce fighter, but are a natural leader and peacemaker. You will need to intercede and keep the group together. You are restricted from breaking an oath by your order.

In battle be cautious and remember to parry, it will save your life. Your ability to heal is a valuable skill.

Use Phrases like "Perkuna preserve us!", "Blessings of Niamh upon you", "Vella grant me knowledge", or "Blast the works of Y'Gin!" When appropriate for flavour. Try not to show off your tattoo too much though.

Garic Yari Human Cleric (1)

Hits: 63	Perception: +26	RR BONUSES:			
	DB: +45	Stamina: (1) +21			
PP: 61	Init: +11	Will: (1) +25			
	BMR: 10'	Magic: (1) +37			
STATISTICS:		WEAPONS:			
St: 71 +6	SD: 66 +5	Spear +49 (Large Puncture) (Fumble 01-04)			
Co: 61 +3	Qu: 46 +0	Sling +19 (Small Crush) (Fumble 01-04) Range Inc. (30') PB Range 15' (PB Bonus +15)			
Ag: 61 +3	Re: 86 +9				
In: 93 +11	Pr: 81 +10				
ARMOUR:		TALENTS/ABILITIES:			
Soft Leather (DB +20, Manoeuvre Penalty: +0, Casting Penalty: +2) Normal Shield (+25)		Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Tap Granted Manna, Focus Style (Gestural), Focus Style (Verbal), Shield Training			
KEY SKILLS:					
Weapon: Spear (melee) (6) 49		Animal Handling: Horse (1) 26			
Weapon: Sling (2) 19		Navigation (1) 25			
Crafts: Carving (1) 17		Riding: Horse (1) 13			
Healing (2) 30		Tracking (1) 21			
Herbcraft (2) 30		Armour Skills (3) 24			
Lore: Skaldi Region (1) 23		Endurance (5) 63			
Lore: Skaldi Pantheon (2) 28		Jumping (1) 14			
Perception (2) 26		Swimming (1) 14			
Public Speaking (6) 51		Stalking & Hiding (1) 13			
Battle Runes (ML) (2) 32					
Cantrips (CoM) (4) 34		Spells:			
Power Point Development (3) 61		Major Healing (6) (4pp) 46			
Runes (2) 30					
EQUIPMENT:					
Description	#	Weight	Description	#	Weight
Hood	1	0.5	Sling stones	20	2
Cloak	1	2.5	Water skin	1	0.25
Full Set Soft Leather	1	14	Weapon belt	1	1
Spear (carved ornate)	1	3	Belt Pouches	3	0.75
Normal Shield	1	10			
Sling	1	1	Total Weight:	35	
MONEY:			LANGUAGES:		
pp:	sp: 5		Tarahiri	(S4/W3) 40/35	
gp: 4	cp: 18		Skaldic	(S6/W5) 50/45	
Other:			Cana	(S3/W2) 35/30	
NOTES:					
Spells:					
Cantrips: Purify food, Purify Drink, Create water, Clean Body (cost 3PP each with casting penalty)					
Major Healing: This takes two rounds to cast (6pp spell with casting penalty)... Heals up to 50 points penalties / or 10 points bleeding / or one half concussion hits / or heal one broken bone.					
Casting Penalties: Armour makes spells more expensive in PP and more difficult to cast. A casting penalty of +2 means that you have to spend 2 more PP per casting. This increases the casting time for some spells. It also applies a scaling penalty of -5 per extra power point.					





Alahia



RACE/CLASS: Human (Orsai)
Monk (Female)

PHYSICAL DESCRIPTION: Raven hair and eyes frame and point her striking and exotic features. Bluish black skin marks her a child of the desert she is. Simple scant clothing, a skirt and jerkin comprise her outfit. She walks with a quarterstaff and has a Scimitar at her side tied by a sash (Height: 5'11" Weight: 170 Age: 21)

BACKGROUND: She was raised by parents who respected the teachings of the Fesharain Acolytes. When she told them she wished to enter the monastic order, her parents were saddened she did not take a husband, but accepting of her decision.

The Theocracy did not approve of the Acolytes but all in her village did, when the order was labelled heretic she clung to it all the same. And when the Gryx were persecuted she began actively resisting the dictates of the theocracy. This made her a social outcast among her people, but her people were being misled by a perversion of Memra's teachings.

She assisted a Gryx woman in her flight to Tarahir, only to find that she was too late, the city was about to fall, and so she and her Gryx companion assisted the refugees in their flight. And now Memra brought her here, the strangest of the strangers in an even stranger land.

RECENT EVENTS: Her skills and dedication, as well as the loyalty of the Gryx woman convinced Grayson to include her among the protectors of the refugees, and so she has been working with this small group keeping order.

PERSONAL GOALS: She must never leave a situation unresolved, always treat all creatures equally, and remain calm and focused. She must also give help whenever possible.

RELATIONS TO OTHER CHARACTERS: She came with T'cha to Tarahir and has deep friendship with her. She is cautious about the magic that others treat so cavalierly. Characters using magic overly much will gain a wide berth from her. The Gryphon and Rhona are a splendid example of the many shapes of Memra's creation and she accepts them as much as the others, even though she can't understand a word they say.

ROLE PLAYING NOTES: The monk works a little differently than other profession and so the use of Chi skills and the unique attack combinations are not for the timid. Ask your GM for advice on how these things work before the game. Consult the Notes for your character. You have a plethora of combat options, choosing may be your biggest challenge.

When in a pinch remember your chi defence and keep your quarterstaff at hand. Your multiple attacks will come in handy at times, but don't overdo them.

Alahia

Human Monk (1)

Hits: 65	Perception: +34	RR BONUSES:
	DB: +20	Stamina: (1) +21
PP: 24	Init: +17	Will: (1) +39
	BMR: 11'	Magic: (1) +29

STATISTICS:				WEAPONS:	
St: 61	+3	SD: 91	+12	Kata Quarterstaff +49 (Large Crush) (Fumble 01-04)	
Co: 61	+3	Qu: 86	+10	Kata Scimitar +24 (Medium Slash) (Fumble 01-03)	
Ag: 71	+6	Re: 61	+4		
In: 76	+7	Pr: 61	+3		
ARMOUR:				TALENTS/ABILITIES:	
None				Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Multiple Attacks, Multiple Foes, Tap Personal Manna, Focus Style (Gestural), Focus Style (Verbal)	

KEY SKILLS:	
Acrobatics (4) 38	Crafts: Weaving (3) 25
Climbing (1) 14	Healing (1) 16
Contortions (1) 23	Herbcraft (1) 16
CS&M: Blind fighting (2) 21	Lore: Orsai Region (2) 18
Martial Arts Strikes (4) 29	Lore: Memran Theology (2) 18
Martial Arts Sweeps (5) 34	Perception (3) 34
MA Style (St): Dragon Style (3) 30	Power Point Development (0) 24
MA Style (Ag): Monkey Style (3) 43	Animal Handling: Camel (1) 15
Weapon: Spear (1) 14	Navigation (1) 16
Weapon: Sling (2) 19	Riding: Camel (1) 23
Weapon Kata (Quarterstaff) (6) 49	Tracking (1) 24
Weapon Kata (Scimitar) (3) 24	Armour Skills (1) 14
Chi Defence (5) 44	Endurance (4) 65
Chi Focus (3) 30	Jumping (1) 14
Chi Strength (1) 20	Swimming (2) +19
Mental Focus (3) 39	Stalking & Hiding (1) 23

EQUIPMENT:					
Description	#	Weight	Description	#	Weight
Jerkin	1	1	Sash	1	.5
Skirt	1	1	Oil flask	1	1
Quarterstaff	1	3	Water skin	1	.25
Scimitar	1	3	Lantern	1	1.5
Total Weight:					11.25

MONEY:		LANGUAGES:	
pp:	sp: 3	Tarahiri	(S4/W3) 31/26
gp: 1	cp: 7	Chanit	(S6/W5) 41/36
Other:			

NOTES:

Chi Skills:

Chi Defence: Takes one round to activate, when used this gives a +35 to DB for 5 rounds and may not be used again for another 5 rounds. **Chi Focus:** Takes a round to activate, a Bonus Manoeuvr roll is made and added to the next physical skill attempt. Failure adds negative results **Chi Strength:** Takes a round to activate, a successful check adds +20 bonus to the next strength check, failure does nothing.

Martial Arts:

Dragon Style: Character gains a +5 to initiative and may use grappling tables as well as strikes and sweeps. **Monkey Style:** character gains may make a Acrobatics/tumbling roll in addition to the attack if successful it is a +5 to DB. **Weapon Katas:** Using kata the character may also use Chi Defence and monk multiple attacks (-20 per additional attack and -10 per additional target)

Strikes & Sweeps: Basic, punches, kicks, and sweeps. they do a small attack on the relevant table (Fumble 01-02)



Frush Lerah



RACE/CLASS: Elf (Sithi)
Rogue (Male)

PHYSICAL DESCRIPTION: Not too tall, but lithe and light on his feet with bold green eyes and a shock of red hair which is seldom neatly kept.. (Height: 5'8" Weight: 140 Age: 61)

BACKGROUND: A scoundrel of legend in his own mind, he really isn't the naer-do-well he fancies himself. Being brought up in a strict religious home where parents observed both Sithi and Skaldi traditions, he imagines even his smallest transgressions as somehow putting in jeopardy the agenda of the whole pantheon. His ill deeds are petty and small, but for someone so raised they seem monumentally liberating.

Those around him see the harmlessness in him, which frustrates him to no end. He joined the Arcurias Bowman for the danger of battle but found himself a poor fit. He was not even strong enough to use their smallest bow, so he uses a simple Skaldi weapon... and is ridiculed. He could hide and snipe with the best of them and saw some action in the war, before they lost that is.

He should be more upset about it he supposes but really that is when it finally got interesting. On Anias it had been all about the Humans, this empire fell to that one and so on. Here it seems as the Rhona tell it, it is all about the elves... now that is a nice change of pace.

RECENT EVENTS: Wow it has been a blur, through the portal and then here in a fallen elvish homeland in a city of ancient wizards. How fascinating can you get, and most of the continent is Elves, they use a funny dialect but he can understand some of what is being said, which made him instantly valuable as a translator... nice work if you can get it.

PERSONAL GOALS: To explore the elf nations and see what small acts of mischief he can achieve. Nothing that would harm anyone... that would make him sleep poorly for some time... But something devious and a little wrong.

RELATIONS TO OTHER CHARACTERS: The other guys are fine, but translating for the group is tiring, unless of course you have fun with it.. Garlic can understand a little so you have to be careful (shiver, just our luck a Bard in the group, nosey religious folk), but if you are subtle (and he is so subtle in his own mind) a lot of fun can be had, especially playing on Gilgaron's fears about the Gryphons.

The gals are alright, even the Gryphon bird... but there just isn't much to play on there... unless it is the way T'cha looks at Gilgaron... Hmmm... This Gilgaron could be a source of endless amusement. Provided no one gets hurt... especially Frush.

ROLE PLAYING TIPS: You're not much of a fighter, not much of a mage, not much of... well never mind that you are the comic foil of the group. You can do a bit of everything and you can talk to everybody.

Remember to keep to the edges of battle and snipe if possible. Parry like your life depends on it in close quarters.... it does.

Frush Lerah

Elf (Sithi) Rogue (1)

Hits: 43	Perception: +27	RR BONUSES:
	DB: +40	Stamina: (1) +16
PP: 52	Init: +17	Will: (1) +10
	BMR: 10'	Magic: (0) +9

STATISTICS:	WEAPONS:
St: 61 +3 SD: 46 +0	Rapier +35 (Medium Puncture) (Fumble 01-03)
Co: 61 +3 Qu: 81 +10	Short Bow +40 (Small Puncture) (Fumble 01-03) Range (30') PB Range 15' (PB Bonus +10)
Ag: 76 +7 Re: 76 +7	
In: 71 +7 Pr: 76 +10	

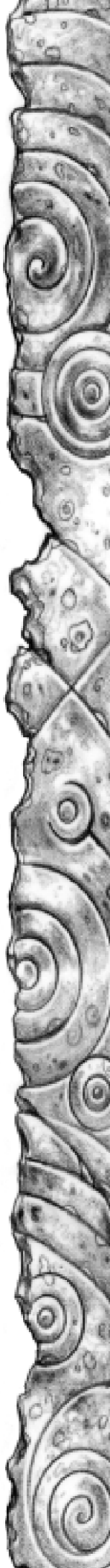
ARMOUR:	TALENTS/ABILITIES:
Soft Leather (DB +20, Manoeuvre Penalty: +0, Casting Penalty: +2)	Enhanced Senses, Outdoorsman, Night Vision, Tap Personal Manna, Focus Style (Gestural), Focus Style (Verbal), Subtle

KEY SKILLS:	
Acrobatics (1) 12	Riding: Horse (1) 27
Climbing (2) 20	Tracking (3) 37
Contortions (1) 12	Armour Skills (3) 25
Brawling (2) 20	Endurance (4) 43
Weapon: Rapier (5) 35	Swimming (1) 15
Weapon: Short Bow (6) 40	Ambush (1) 22
Wrestling (ML) (1) 8	Dirty Fighting (ML) (1) 29
Appraisal (1) 19	Disguise (1) 25
Herbcraft (1) 34	Locks & Traps (1) 34
Lore: Sithi Region (1) 19	Stalking & Hiding (6) 47
Perception (2) 27	Sniping (5) 42
Rope Mastery (2) 24	
Attunement (1) 19	Spells:
Power Point Development (1) 52	Detect Trap (4 pp) (6) 27
Foraging/Survival: Woodland (1) 34	Unlocking Ways (2 pp) (4) 17
Navigation (1) 34	

EQUIPMENT:					
Description	#	Weight	Description	#	Weight
Rapier	1	2	Water Skin	1	.25
Short Bow	1	3	Lock Pick Kit	1	.5
Quiver	1	.5	Candles	4	.25
Arrows	20	3	Rope (50') Superior	1	3
Full Set Leather Armour	1	10	Backpack	1	2.5
Scabbard (belt)	1	1	Weapon belt	1	1
Belt pouch	1	.25	Total Weight:		27.25

MONEY:		LANGUAGES:	
pp:	sp: 23	Tarahiri	(S4/W3) 34/29
gp: 5	cp: 45	Cana	(S6/W5) 44/39
Other:			

NOTES:
Spells: Detect Trap: The basic version costs 6 pp with casting penalty and takes two rounds to cast, you then concentrate on a 5' radius area withing 100' each round for up to 8 rounds and you can tell whether there is a trap there or not. Unlocking Ways: This takes two rounds to cast 4pp with casting penalty and allows you to unlock one non magical lock of light difficulty at touch range Casting Penalties: Armour makes spells more expensive in PP and more difficult to cast. A casting penalty of +2 means that you have to spend 2 more PP per casting. This increases the casting time for some spells. It also applies a scaling penalty of -5 per extra power point.





T'cha Rien



RACE/CLASS: Gryx (G'shul)
Ranger (Female)

PHYSICAL DESCRIPTION: Unhandsome, but not overly, she is tall and sturdy. Her hair is coarse and difficult to keep though it shows that she does try. Her garb is simple and in simple brown and tope, even her armour is a subtle shade of brown (the tanner charged her too much but it was better than looking foolish). (Height: 5'10" Weight: 200 Age: 17)

BACKGROUND: Not an especially bright or pretty daughter of similar lineage, she found herself the subject of persecution in Orsai lands. In the G'shul extended family she grew up in she found enough support to continue her cheery demeanour despite this. Most of her family had left over the years out of fear and frustration, but a small core believed that this madness would pass and kept moving, always hiding, always out of harms way.

Her family was set upon by a mob of locals and theocracy troops, slaughtered and scattered. She fled into the wilderness (she had trained with her aunt as a Osh'Tahl herbalist and knew the surrounding area well... her aunt taught her some of the speech of the birds and how to make augury from the flight of the birds and other omens.) she avoided capture for weeks. Then looking for news of her surviving kin she sought help from the Fesharain Acolytes who had been sympathetic to them over the years. Several acolytes alerted the authorities to her presence but others smuggled her away. One of them Alahia undertook the long exodus north with her.

By the time they reached Tarahir the city was about to fall and so they fled again, this time with a group of refugees. And then the most wondrous thing happened... escape.

RECENT EVENTS: Well it has been a blur for T'cha. First a new life, free of the Asut threat. Then she met a few cousins who had also made it here. And then the captain she fought with in the battles to save the refugees introduced her to him, Gilgaron the man of her dreams.

PERSONAL GOALS: She was thinking of a small cottage somewhere remote and three children, T'chi, Gora, and Gilgaron Jr., but that would have to wait. First she must do something to impress him and catch his eye, maybe even find a way to get some time alone with him.

RELATIONS TO OTHER CHARACTERS: Alahia is her best friend, and over the long journey they have become inseparable. The Skaldi and Sithi are fine folk, but she just met them, so time would tell. It is a shame she can't talk to the Gryphon and Rhona. They seem interesting, and the Gryphon is so beautiful. She loves bird speech, but the Gryphon language was harder. She will learn it in time. And then there is Gilgaron... he is one of her companions... (giggles like a school girl)

ROLE PLAYING NOTES: You are an adept outdoorsman and you have considerable herb lore... too bad you are in the devastation where nothing grows... Your water finding knowledge may come in handy. You fight with a bola at range and then with your large Gryxian War Fork, a formidable sight. Remember to parry... it will save your life.

T'cha is shy and though madly in love with Gilgaron does not want anyone to know (be subtle).



T'cha Rien Gryx Ranger (1)

Hits: 77	Perception: +29	RR BONUSES:
	DB: +37	Stamina: (1) +43
PP: 39	Init: +17	Will: (1) +26
	BMR: 11'	Magic: (1) +22

STATISTICS:	WEAPONS:
St: 81 +11 SD: 76 +8	War Fork +43 (Medium Slash/Crush/Puncture) (Fumble 01-04)
Co: 76 +9 Qu: 76 +6	Bola +38 (Small Crush) (Fumble 01-05) Range (40') PB Range 20' (PB Bonus +10)
Ag: 81 +7 Re: 46 +0	
In: 76 +6 Pr: 45 -2	

ARMOUR:	TALENTS/ABILITIES:
Soft Leather (DB +20, Manoeuvre Penalty: +0, Casting Penalty: +2)	Lightning Reflexes, Dense Musculature, Night Vision, Tap Ambient Manna, Focus Style (Trance), Focus Style (Verbal), Outdoorsman

KEY SKILLS:	
Climbing (1) 23 Brawling (1) 28 CS&M: T'Zier (Cyr) (2) 33 Weapon: War Fork (4) 43 Weapon: Bola (3) 38 Mental Focus (2) 26 Healing (4) 26 Herbcraft (4) 41 Lore: Orsai Region (1) 5 Lore: Herbs (2) 10 Lore: Flora (2) 10 Perception (3) 29 Divination (CoM) (1) 11 Power Point Development (2) 39 Animal Handling: Horse (2) 31 Beastmastery: Avians (1) 26	Foraging/Survival: Mountains (3) 36 Foraging/Survival: Plains (1) 26 Foraging/Survival: Desert (2) 41 Horticulture (2) 31 Navigation (2) 31 Riding: Horse (2) 40 Tracking (2) 39 Armour Skills (2) 28 Endurance (3) 77 Jumping (1) 23 Swimming (1) -2 Ambush (1) 20 Stalking & Hiding (1) 20 Sniping (1) 20
	Spells: Path Lore (4) (2 pp) 24

EQUIPMENT:					
Description	#	Weight	Description	#	Weight
Soft Leather Full Set	1	10	Belt	1	1
Bola	2	5	Belt pouch	2	.5
War Fork	1	8	Rope (50') Superior	1	3
Water Skin	1	.25	Bedroll Light	1	5
Mirror	1	.25	4 days rations (Preserved)	1	3.5
Comb	1	.1	Torch	1	1
Tinderbox	1	.5	Flint and steel	1	.5
Total Weight:				38.1	

MONEY:		LANGUAGES:	
pp:	sp: 5	Tarahiri	(S4/W3) 26/21
gp:	cp: 32	Taloc	(S6/W5) 36/31
Other:			

NOTES:
Spells:
Path Lore: This spell takes one round to cast (4pp because of casting penalty) and gives the caster the origin point and nearest destination of the path they are on. **Divination:** By studying omens like the path of the birds, or cloud formations you can augur future events this takes at least five minutes. At roll is made and the roll determines how far in the future you can see. **Casting Penalties:** Armour makes spells more expensive in PP and more difficult to cast. **Combat:** Using the Gryxian war fork you can choose whether to strike with the tines and puncture, edges and slash, or but and crush. You can use the T'Zier skill to make an attack with each end. (either crush/puncture or crush/slash combination) Parry is deducted from both attacks.



T'woo Shin



RACE/CLASS: Gnome (Rhona) Harper (Male)

PHYSICAL DESCRIPTION: Light blond hair and penetrating green eyes stand out for this wrinkled little man. Not that he looks old just wrinkled. He wears leather armour and a hooded cape. A small weaving with various items in it hang from a string made from woven reeds around his neck. (Height: 4' Weight: 75 Age: 36)

BACKGROUND: He has been in these mountains most of his life, in the protected vales of the Rhona. But he has ventured out, for the devastation is far too interesting to be left unexplored. His grandmother taught him the secrets of charms and reading the stars dying skills among the Rhona who favour other magical pursuits. These skills saved him from harm on his forays.

Magical song was a gift of his father... this family of mavericks was well integrated into the Shival Range Rhona culture, but did not fare so well in Aneirin society. They were just a touch off for the Rhona in the homeland. But here in the fringes they flourished. And even became respectable. Even entrusted with secrets, and given tasks of utmost importance.

T'woo excelled at the subtleties of secrets. He kept so many now that it was easier. He will never even tell himself what he knows half of the time. He became one of the watchers of Belynar, waiting to see if the old evil returned.

RECENT EVENTS: The stars were ablaze with strange comings and portents, so he roused others more wise in divination and they set say great tidings of good and ill coming to the ancient city. They say the newcomers arrive via the royal roads. The elders arranged all things (that is their place after all) And they gave T'woo a job requiring his special skills. He had been assigned to infiltrate the newcomers and report back his findings... were they the Narsi in guise or something new?

PERSONAL GOALS: He must gain the trust of the group, and learn as much as he can about who they are. This will be a challenge since he can only speak to two of them and neither of them well.

RELATIONS TO OTHER CHARACTERS: The Gryphon he knows, she has watched the city for some time... and like him she is unusual among her people. The others are all new and curiously strange, the Sithi look like the Arali but are speak a strange dialect, the humans look much like the Narsi but have such strange variations among them. The Gryx is wonderfully curious for no people like her have ever set foot here before.

ROLE PLAYING TIPS: You have many things to hide and you must keep yourself above suspicion. Try only to answer questions about the current state of the devastation (use your lore skills and ask the GM for tidbits). Avoid answering anything else with excuses. Stay out of combat or at least to the very edges.

SPECIAL ITEM: Charm of Fortune - Singing grants T'woo a +5 bonus to his singing. (this woven charm contains feathers and dried tung of songbird. This is a charm known by T'woo and made just prior to the adventure, it will stop functioning in 25 days.

T'woo Shin

Gnome (Rhona) Harper (1)

Hits: 50	Perception: +29	RR BONUSES:
	DB: +30	Stamina: (1) +25
PP: 59	Init: +14	Will: (1) +10
	BMR: 6'	Magic: (1) +38

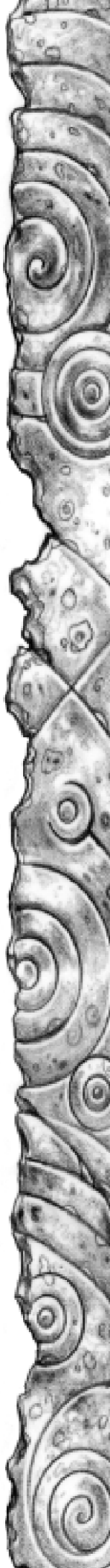
STATISTICS:	WEAPONS:
St: 61 +3 SD: 46 +0	Gnorish +37 (Medium Crush) (Fumble 01-02)
Co: 61 +5 Qu: 61 +5	Sling +22 (Small Crush) (Fumble 01-04) Range (30') PB Range: 15' (PB Bonus +15)
Ag: 81 +9 Re: 81 +9	
In: 76 +9 Pr: 81 +7	
ARMOUR:	TALENTS/ABILITIES:
Soft Leather (DB +20, Manoeuvre Penalty: +0, Casting Penalty: +2)	Dark Vision (Lesser), Natural Camouflage, Sense Magic, Enhanced Senses, Scholar, Tap Personal Manna, Focus Style (Music), Focus Style (Gestural), Artistic

KEY SKILLS:
Mimicry (1) 22 Singing (4) 46 (+5 for charm) Storytelling (2) 36 Climbing (1) 17 Weapon: Gnorish (5) 37 Weapon: Sling (2) 22 Crafts: Weaving (1) 23 Healing (3) 33 Herbcraft (4) 38 Lore: Devastation Region (2) 38 Lore: Fauna (2) 38 Lore: Flora (2) 38 Perception (2) 29 Duping (2) 26 Public Speaking (1) 21 Trading (1) 21
Attunement (2) 28 Cantrips (CoM) (3) 24 Charmcraft (CoM) (6) 39 Divination (CoM) (2) 28 Power Point Development (3) 59 Runes (3) 33 Tracking (1) 14 Armour Skills (2) 22 Endurance (4) 50 Jumping (1) 17 Swimming (1) 17 Stalking & Hiding (3) 49
Spells: Quiet Ways (2) (3 pp) 22 Sleep (6) (4 pp) 27

EQUIPMENT:																																				
<table border="1"> <thead> <tr> <th>Description</th> <th>#</th> <th>Weight</th> <th>Description</th> <th>#</th> <th>Weight</th> </tr> </thead> <tbody> <tr> <td>Hooded cloak</td> <td>1</td> <td>3</td> <td>Water skin</td> <td>1</td> <td>.25</td> </tr> <tr> <td>Charm of Fortune -Singing</td> <td>1</td> <td>.25</td> <td>Sling</td> <td>1</td> <td>.5</td> </tr> <tr> <td>Leather Armour Full Set</td> <td>1</td> <td>8</td> <td>Bullets (sling)</td> <td>20</td> <td>3</td> </tr> <tr> <td>Gnorish</td> <td>1</td> <td>2.5</td> <td>Weapon belt</td> <td>1</td> <td>1</td> </tr> <tr> <td>Belt pouches</td> <td>3</td> <td>.75</td> <td>Total Weight:</td> <td></td> <td>19.25</td> </tr> </tbody> </table>	Description	#	Weight	Description	#	Weight	Hooded cloak	1	3	Water skin	1	.25	Charm of Fortune -Singing	1	.25	Sling	1	.5	Leather Armour Full Set	1	8	Bullets (sling)	20	3	Gnorish	1	2.5	Weapon belt	1	1	Belt pouches	3	.75	Total Weight:		19.25
Description	#	Weight	Description	#	Weight																															
Hooded cloak	1	3	Water skin	1	.25																															
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Belt pouches	3	.75	Total Weight:		19.25																															

MONEY:	LANGUAGES:
pp: sp: 14	Tylst (S6/W5) 48/43
gp: 3 cp: 5	Elu (S4/W3) 38/33
Other:	

NOTES:
Cantrips: Ignite, Create water, Clean Body **Charms:** Charm of Fortune - Singing. see special item notes. **Divination:** T'woo uses Astrology to divine the future, this includes sun, moon, and stars... it takes at least five minutes to attempt a divination.
Spells:
Quiet Ways: T'woo is learning the spell but has not yet mastered it. **Sleep:** This takes two rounds to cast (6 pp due to casting penalties) Target falls into a light magical slumber for eight rounds The target gets a resistance roll anytime they are disturbed during the eight rounds and can be awakened normally afterwards. **Casting Penalties:** Armour makes spells more expensive in PP and more difficult to cast. A casting penalty of +2 means that you have to spend 2 more PP per casting. This increases the casting time for some spells. It also applies a scaling penalty of -5 per extra power point.





Aaaaa'Wawoo



RACE/CLASS: Gryphon Mage
(Female)

PHYSICAL DESCRIPTION: Green eyes (Height: 4'4"
Weight: 240 Age: 18) Arimaspias have the forequarters of a golden eagle and the hindquarters of a lion

BACKGROUND: Aaaaa'Wawoo was Hatched into the world on the island of Arimispia to the Arimaspias tribe. Inquisitive and fascinated by the old stories she naturally gravitated toward the Usirae pride as a young lass. This was just as well since she was not suited for combat, and feminine to a fault. The Usirae are met with suspicion from most other prides, the legend of the Narsi is prominent in the minds of all Gryphons. For a Gryphon to use the same forces that destroyed the Narsi and Shival is unthinkable to many.

All tribes sent people to Belynar to watch and wait, and she wanted to go. The old stories held both fear and allure for her. Her mentors felt it dangerous and useful to have one so fascinated with the Narsi watching the city, for surely she would keenly spot signs of their return. They feared her interest however, unlike most Usirae she took up the dirk focus techniques of the Narsi apprentices, which was not unheard of in the masters, but felt dangerous in one so young. Always they fretted that she would grow too fond of the dark techniques of the Narsi. Her hunting skills were also too weak by comparison they worried that reliance on the manipulated echoes over physical labour would weaken her connection to her kin. Aaaaa'Wawoo thought the whole question foolish, what better way to guard against evil's return than to learn the nature of it.

RECENT EVENTS: The roads brought them here for some reason. What ghosts of the past brought them to life she did not know. She only new that this could be the Shadows of the Narsi. As one who would recognize Narsi ways she was chosen to "Help them" and in so doing determine their fate. Her question was this are they the Narsi?

PERSONAL GOALS: She must gain the trust of the newcomers and discover both their purpose and origins. She must find out the ways in which they use the forces of the echoes. She must secretly report back to her superiors afterwards, and never let them know that she is watching them.

RELATIONS TO OTHER CHARACTERS: She just met these strange bipeds and already has mixed feelings toward them. They may be nice they may not, it is irrelevant to her task, she must be clear about that. Too bad translation is a problem it will make this a long task. The Sithi looks like an Arali but is mischievous like a squirrel, she trusts not the translator. The goals of the Rhona and Gryphons are nearly the same.

ROLE PLAYING NOTES: Aaaaa'Wawoo is a quadruped with feline and avian characteristics both in body and character. She is very fearful of closed spaces. Her normal means of defence is to dodge, (a sudden leap to flight 10' into the air) Cast a defensive spell like Air Wall or Mage armour and use her Elemental bolts from above and out of range. (air wall is tremendous for hampering arrow fire) The normal claw like attacks of her people, she has never trained in so her feeble unskilled attempts to claw (tiny slashing at -17) are of no use to her. She may yet regret never learning the ways of her people.

Aaaaa'Wawoo

Gryphon Mage (1)

Hits: 68	Perception: +38	RR BONUSES:	
	DB: +18	Stamina: (1) +31	
PP: 63	Init: +17	Will: (1) +25	
	BMR: 10' (Fly 20')	Magic: (1) +31	
STATISTICS:		WEAPONS:	
St: 61 +8	SD: 71 +5	Dirk +18 (Small Slashing) (Fumble 01-02)	
Co: 71 +8	Qu: 71 +9		
Ag: 61 +0	Re: 81 +8		
In: 81 +8	Pr: 56 +2		
ARMOUR:		TALENTS/ABILITIES:	
No armour.		Flight, Natural Weapons (Talons), Enhanced Senses, Sense Magic, Tap Personal Manna, Focus Style (Gestural), Focus Style (Verbal)	
KEY SKILLS:			
Storytelling (2) 20		Cantrips (CoM) (6) 43	
Flying/Gliding (ML) (3) 70		Power Point Development (6) 63	
Weapon: Dirk (2) 18		Runes (4) 36	
Crafts: Nesting (1) 13		Navigation (2) 26	
Healing (1) 21		Tracking (1) 18	
Herbcraft (1) 21		Endurance (3) 68	
Lore: Devastation Region (3) 31		Swimming (0) -17	
Lore: History of Cyradon (1) 21		Stalking & Hiding (1) 10	
Perception (3) 38		Spells: (+5 using focus item)	
Public Speaking (1) 15		Dispel Magic (4) (4 pp) 33	
Trading (1) 15		Air Wall (5) (5 pp) 38	
Alchemy (CoM) (2) 26		Elemental Bolt: Air/Wind (6) (4 pp) 43	
Arcane Lore: Narsi (2) 26		Mage Armour (4) (4 pp) 33	
Arcane Lore: Spells (3) 31			
EQUIPMENT:			
Description	#	Weight	Description
Dirk (Focus Item PP adder +1)	1	2.5	Water skin
Equipment Harness	1	4	1 days rations
Harness Pouches	3	.75	Scabbard Belt
			Total Weight:
			10.5
MONEY:		LANGUAGES:	
pp:	sp: 14	Rukha	(S6/W5) 46/41
gp: 6	cp: 24	Elu	(S4/W3) 36/31
Other:			
NOTES:			
Spells:			
Cantrips: Clean Body, Create Water, Compass, Float, Ignite, Repel Tiny Insects Dispel Magic: This takes one round to cast, the spell effect you target (within 10') must make a RR against this spell or be dispelled. Air Wall: This spell takes one round to cast (5pp) and creates a wall of churning air 10'x10'x1' that reduces BMR by half for those passing through and attacks through it get a -50. It lasts for 10 rounds. Elemental Bolt: Air/Wind: This spell has multiple scaling options, base form which takes one round to cast (4pp) and does a tiny electrical critical in an attack against any target within 100'. Or in two rounds (6pp) It can do the same but with a small instead of tiny critical (6pp). The range of the base form can be extended by 50' per pp. The base form can have a range of 150' at 5pp and only take one round or 200' and take two rounds. (spells that take two rounds to cast may be cast in one round at a -10 penalty, and if you fumble it your fumble roll is increased by +10) Mage Armour: This spell takes one round to cast (4pp) causes a shimmering outline about as bright as a candle. The caster gets a +20 to DB for 8 rounds with no casting penalty. Using her Dirk: If Aaaaa'Wawoo uses her Dirk as a focus item for casting all her spell costs are reduced by 1PP and she gets a +5 on all rolls. If she should loose it for any reason she must pay full cost for spells and gets a -10 on all casting rolls.			