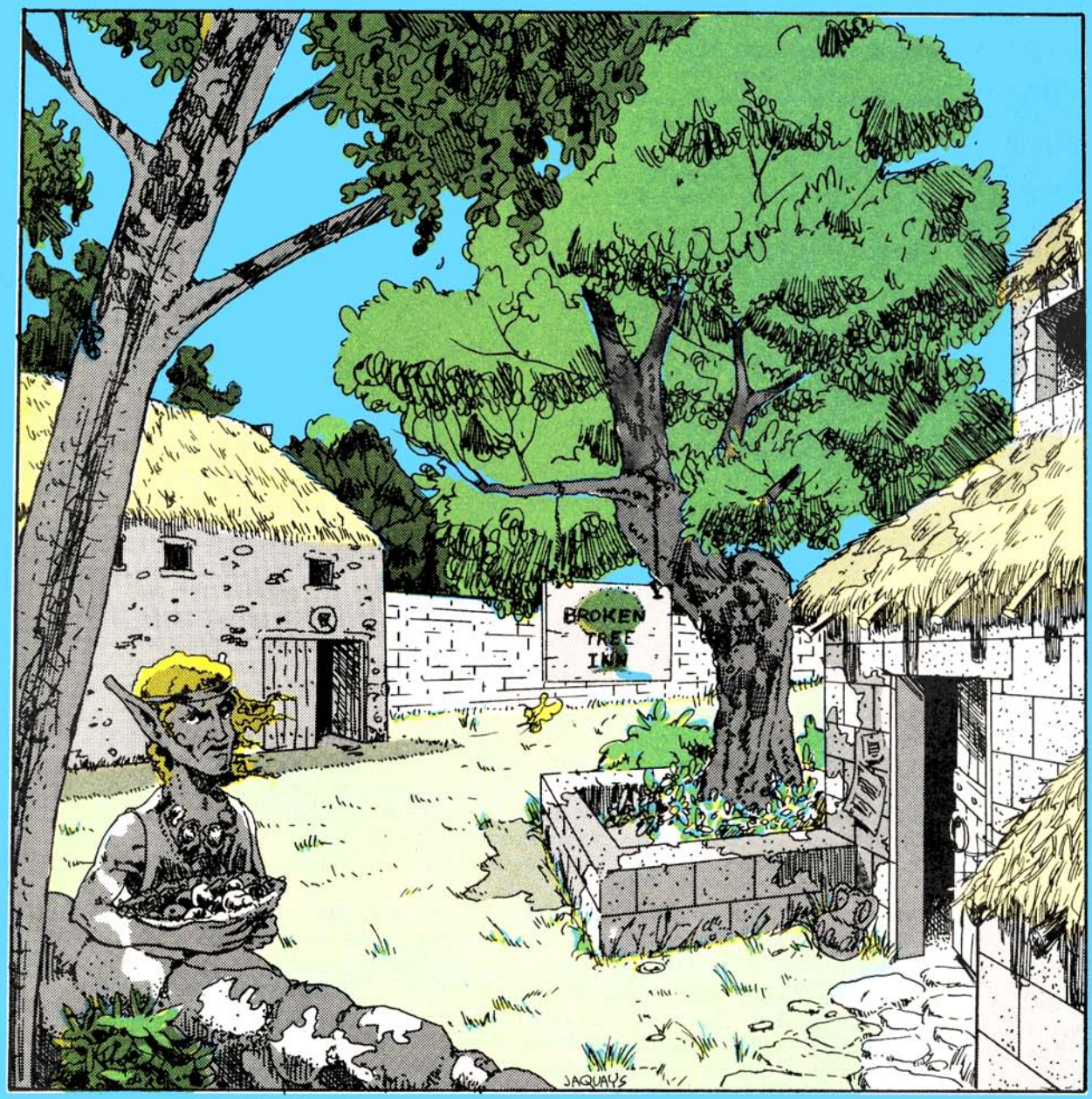
Judges Guild

Broken Tree Inn

by Rudy Kraft

Runequest Gateway Adventure



48 PAGE SPECIAL ADVENTURE SET, THREE SEPARATE RELATED ADVENTURES WITH COMPLETE MONSTERS CHARACTERS AND TREASURE

No. 107 $4.00

Dedication

To Greg Stafford and the CHAOSium
Thank You for Sending The Broken Tree Inn Back When You Did
And Thank You for Everything Else Too

Rudy

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Introduction

This booklet is a set of Runequest scenarios and background information suitable for a wide range of characters. Characters ranging in ability from newly rolled to nearing Rune Status can be included in the adventures without too much difficulty. However, it is recommended that neither Rune Lords nor Rune Priests be used as they would have a strong tendancy to overwhelm the opposition.

The booklet is set up to give the referee a choice in its use. Three separate scenarios are included and with the proper use of imagination by the referee more can easily be constructed. Of course, the referee is free to ignore all the scenarios and just use this booklet as a source of pre-rolled monsters.

There are several references to otherwise undescribed cults in this product. A complete description of these cults can be found in **Cults of Prax** (published by *The CHAOSium*, P.O. Box 6302, Albany, CA., 94706). Note however that while **Cults of Prax** would be useful to the referee it is not necessary to play the product.

Should there be any questions, comments, or other additions to this booklet please feel free to send them to me, Rudy Kraft, c/o Judges Guild, 1165 N. University Ave., Decatur, IL., 62526. Any questions which are to be answered must be accompanied by a stamped-self-addressed envelope.

Character Statistics Explanation

It is possible that the standardized Runequest format for monsters and non-player characters might need some explanation. Here is an example of that format with a line by line explanation following:

GORE THE MAGNIFICIENT (human male)
STR 14 CON 16 SIZ 20 INT 5 POW 7 DEX 21 CHA 21
Dagger (1D6+1D6) 85% SR 5 Parry (10) 70%
Thrown Rock (1D4) 75% SR 1
Military Flail (2D6+2+1D6) 60% SR 1 Parry (15) 75%
MOVE 8 DEFENSE 15%
Spells - Bludgeon 1; Healing 2; Disruption;
Skills - Climbing 65%; Lockpicking 45%; Riding 70%; Listening 95%;
Spot Trap 50%; Hide in Cover 50%; Pick Pockets 90%; Oratory 80%;
Magic - 7 points power storage crystal; wand with befuddle matrix;
Treasure - carries 25 wheels; has another 2000 guilders at home.

1-4	Right Leg	7/7
5-8	Left Leg	7/7
9-11	Abdomen	8/7
12	Chest	8/8
13-15	Right Arm	7/6
16-18	Left Arm	7/6
19-20	Head	7/7

Line 1: This is the monster's name in bold type, followed by its race and sex in parenthesis. Either of the latter may be omitted if they are either obvious or unimportant (as in the monster called "Runner Number Five")

Line 2: These are the seven basic characteristics for every Runquest creature listed in the order which is currently in use in most Runequest Campaigns. Some unintelligent creatures will not have either an Intelligence or Charisma characteristic.

Line 3: This line gives the statistics indicating the monster's ability with a weapon (in this case a dagger). The indicators in parenthesis (1D6+1D6), is the damage done with the weapon. It is stated this way instead of the conventional 2D6 because the first 1D6 is the standard damage done with a dagger and the second 1D6 is additional damage done due to Gore's size and strength. "85%" is Gore's base chance to hit with a dagger and "SR 5" indicates that he attacks in strike rank 5. The word "parry" indicates that the dagger can also be used to parry and the "(10)" shows that the dagger can absorb 10 points of damage before breaking. Gore's basic chance to parry is 70%. The remainder of this line, "Right Leg (1-4) 7/7", is part of Gore's hit location chart and will be explained later.

Line 4: This line tells us that Gore is, also, skilled at throwing a rock, but he cannot parry with one.

Line 5: Gore can, also, use the military flail. As the military flail can only be used as a two-handed weapon, no mention of that fact is shown in the text. If the weapon involved could be used either with two hands or one then mention would be made of whether the skill indicated was with two hands or one.

Line 6: Gore moves at the base rate of 8 (which must be adjusted for encumberance. Gore has a 15% defense bonus (notice that this is 10% above that which can be derived from his characteristics, which indicates that he has made a defense experience gain roll twice.)

Line 7: Gore knows three battle magic spells. As both Healing and Bludgeon are variable power spells, it is necessary to indicate how many points of each Gore can use.

Lines 8-11: These are some of the skills Gore has. Any skills not listed (for example, in Gore's case, swimming) are assumed to be at the base chance.

Lines 12-13: Gore owns two magic items. Each is one of the Runequest standard type items. If Gore owned an unusual item it would only be named in this section. A detailed description would be included later.

Lines 14-15: This section tells what monetary treasure Gore is carrying with him (and in what form) as well as listing Gore's total wealth. In some cases a being will have a set ransom which will be paid by his cult (or some other source). If this is the case it will be listed here.

The information in the right-hand column is Gore's hit location chart. The numbers to the left refer to the number rolled on a D20 to determine location. The numbers to the left of the slash (/) are the points of protection provided by armor, etc. at each location. The number right of the slash are the hit points that location can take.

HISTORY OF THIS AREA

The area in which these scenarios take place is a small section of the frontier off The Human Empire. This empire is nearly 500 years old but it has only recently expanded into this are. When the empire first arrived on the scene 15 years ago, they entcountered for the first time a large and well organized body of non-humans, the Aldryami of Tall Seed Forest. Initially the Empire was puzzled and taken aback by this unexpected occurance. The Empire had encountered non-humans before but they were usually solitary individuals or small tribes which could be dealt with without too much dificulty. Tall Seed Forest was an entirely different phenomenon. The forest was obviously too big and well defended to be conquored and the Aldryami seemed to have no interest in joining the Empire. After a long period of wishy-washiness a policy was decided upon: a special spell was researched which would defend Imperial forts from elvish attack and, then, using that spell, the Empire would adopt a passive attitude and defensive policy. If the Aldryami left the Empire alone, then the Empire would leave them alone.

Unfortunately, the Imperial policy makers were unaware of the closeness of the Aldryami to their forest. When the forts were built out of wood obtained by chopping down their trees, the elves believed that this was a deliberate and long-planned attack by the Empire. It was then that the elves began to their policy of murdering any humans they came in contact with. This, of course, only antagonized the Empire which is now debating its next move.

It is into this environment that the characters are placed. Depending on the scenario selected, they are involved in an attempt by the Aldryami to destroy the hated forts or they are on a mission for the Empire to obtain the information needed to begin the counter-attack.

SCENARIOS

Needless to say, this booklet can be used in any way the judge wishes, but it has been particularly designed for use in one of three scenarios. In deciding which scenario to use, the judge should consider carefully the skills and abilities of the players' characters. Groups of especially weak characters should use scenario one because it will give them an opportunity to avoid combat almost immediately, if they are clever enough. Scenario two is best suited for characters of moderate ability and should be avoided by the more powerful characters. Scenario three is basically suitable only for the relatively experienced players but the potential rewards are the greatest, as are the dangers.

SCENARIO ONE

Word has leaked out through various indirect and untracable channels that some of the elves living in Tall Seed Forest wish to hire some human mercenaries. This is rather unusual as the elves are presently in a state of near war with the human empire and have just recently begun a policy of executing any and all humans they encounter. However, the word is that the elves guarantee the safety of anyone applying for this job.

If the players wish to investigate this rumored job offer (and if they don't you might as well close the book and play something else) they should report to The Broken Tree Inn where they will be contacted.

When they arrive at the inn, they are secretly met by two runners. If the runners are satisfied that they have come alone, they will be guided (again secretly) into the small forest just outside the inn. There they are met by the elf, Moss Longbough. Moss will tell them that the elves of Tall Tree Forest are sick and tired of the atrocities performed on the Aldryami by the humans of the Empire. (He will pronounce the word 'humans' in a tone filled with disgust to see how easily the characters will take offense.) The last straw is the imperial policy of chopping down innocent trees to build forts along the borders of Tall Seed Forest. The elves have tried to attack and destroy these forts themselves, but due to some special and powerful enchantments built into each fort, they have not succeeded. Divination has determined that each fort is built with a powerful spirit bound into it. This spirit is able to prevent any succuessful elvien attacks on the fort as long as the walls of the fort remain intact. The characters' job is to produce a breech in the walls. They are to go to the northernmost of the forts (circled on the map) and spend the night there (these forts have a policy of admitting humans to spend the night in exchange for a small fee). Just after midnight,

they are to open the fort's gate (the opening will be enough to break the spell for as long as the gates remain open). In exchange for this service, moss Longbough will pay them 250 silver guilders now and another 2750 after the fort is destroyed. Futhermore, if they wish to take part in the battle, they will be entitled to a share in the loot of the fort. If the characters bargain well (which includes making a successful oratory roll) Moss will increase is offer to 500 silver guilders now and 4500 later. He will not go higher than this. If the players decline the job he will be disappointed but he will let them go after swearing them to secrecy. On the way out of the forest, however, they will be attacked by 8 runners and two elves (an elvish attack force, not inhabitants of The Broken Tree Inn). If the players escape and inform the Imperial authorities, they will be given a reward of 1000 silver guilders. If the players accept the job, they will be given their down paymnet and told to procede to the fort.

SCENARIO TWO

This scenario is a bit simpler. The characters have been wandering in the area near the Tall Seed Forest and they know that the activities of the elven inhabitants of the forest make it very dangerous to spend the night in the open. Therefore they have decided that they should procede to the nearest fort to spend the night. (This decision should be made with the help of the judge as the players will not be as aware of the dangers as their characters would be.)

When they arrive at the fort the event procede normally (see the fort section). However, late at night the elves attack and, as the players have not been bribed, as in scenario one, that part of the drama is taken on by two of the guards on duty. For convenience's sake, it is assumed that the attack has been arranged for a night when both of the guards on duty are in the elves' pay. These guards will have no difficulty in opening the gates and letting the elves in. The first sign the characters will have of anything wrong will be the screams from the barracks as some of the soldiers who are off-duty are attacked in their sleep.

The characters will, of course, be forced to assist in the defense of the fort because the elves plan to kill every human they find (with the exception of the two guards who let them in). If the elves' attack is beaten off and some of the characters survive, they will be rewarded with a share of the loot (which, in this case, is the treasure of magic being carried by the attacking elves).

SCENARIO THREE

This third scenario is probably the most dangerous, but also the most rewarding. The characters are hired by representatives of the Empire to journey to the frontier (forts) and from there go out into the Tall Seed Forest and capture one or more Aldryami and bring them back for questioning. They will be paid 5000 gilders for each Dryad they bring back alive, 1000 guilders for each elf and 400 guilders for each runner. There is no requirement that the beings be healthy, but they must be able to talk and hear. In order to collect the reward, the Aldryami must be brought into one of the forts.

FURTHER NOTES ON THE SCENARIOS

If the judge wishes, additional scenarios can be constructed with this booklet. For example, a combination of the second and third scenario might be interesting. The elves are attacking while the player-characters are just looking for ways to capture a few and escape.

K. SIEMBIEDA - 79

THE WILDERNESS ENCOUNTER TABLES

Although much of the area covered in this book is claimed by the Empire, this claim in no way affected the semi-wild nature of the area. Presently, with the elves on the warpath, travel through the area has become even more dangerous. Two encounter tables are provided. The one for the forest should be rolled twice each day. The one for the area outside the forest should be rolled once each day. After the encounter tables are the explanations which detail what each encounter entails.

FOREST ENCOUNTER TABLE	
01-15	A group of wolves
16-30	A group of bears
31-40	A party of 1D8 runners
41-55	A party of 1D8 runners accompanied by 1D2 elves
56-75	A party of 1D4+8 runners
76-00	A party of 12 runners accompanied by 4 elves and 1 Dryad

CLEAR TERRAIN ENCOUNTER TABLE	
01-15	A group of wolves
16-30	A group of bears
31-40	1 human scout
41-55	A human army patrol
56-70	A party of trolls
71-85	A group of 1D4 human peasants
86-95	A party of 1D6+2 runners accompanied by 1D2 elves
96-00	A party of adventurers

A Group of Wolves is a large family group. They will attack 75% of the time. They will always fight back if attacked. If, in the judge's opinion, this group of wolves is too powerful for the character's party, s/he should feel free to delete one or more of the wolves. If a second group of wolves is encountered by the same party, it is recommended that this group of wolves is reused after making minor adjustments in hit points and chances to hit.

A Group of Bears is a group with a mother bear and her three cubs. The mother will tend to avoid large parties, but there is a 35% chance per cub that the cub will approach the party out of curiosity. If this happens, the mother will move to protect her cubs. This could involve an attack if the characters are not smart enough to stay away from the cubs.

Various Parties of Runners, Elves, & Dryad should be constructed with the appropriate numbers of each type from amongst the various character statistics provided throughout the booklet. Notice, however, that although it is permissable to use the statistics of the various residents of The Broken Tree Inn, none of these residents will actually be the ones found roaming around.

Should a party of Aldryami be encountered outside the forest, it will run away and hide if at all possible. If a party is encountered within the Tall Seed Forest, the Aldryami will attack. However, if the characters' party outnumbers the Aldryami, they will delay their attack while someone goes for help. Help, in this case, will consist of the dryad, Spring Blossom and at least 1 additional elf. (see also the elves section)

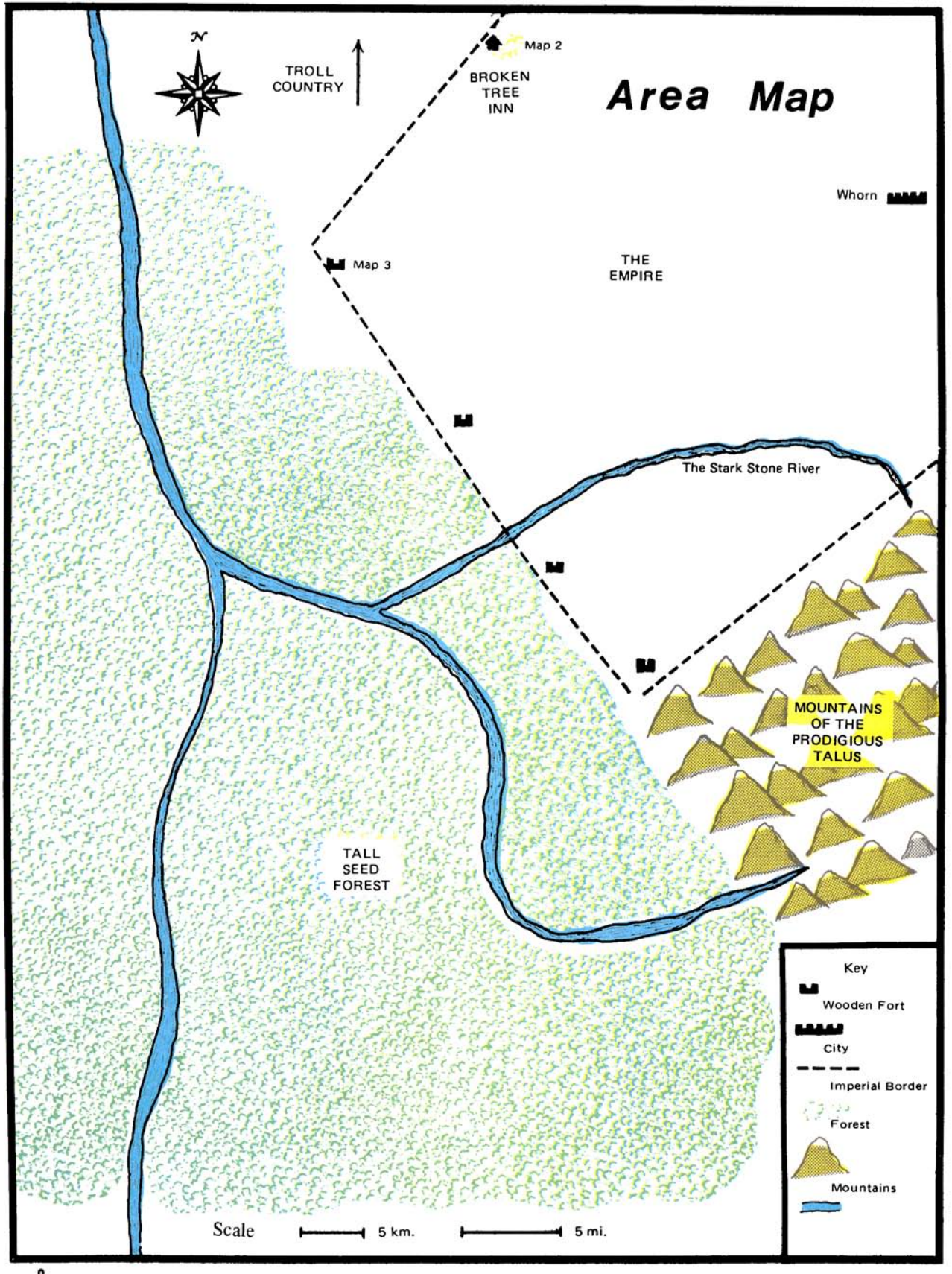
1 Human Scout will be one of the four scouts listed in the fort section. There is a 25% chance that the scout will be carrying an important message. If this is the case, the scout will ignore the party if at all possible. If the scout is not on such a mission s/he will be curious about the party and its reasons for being where it is. No matter what reasons the party gives for being where they are, the scout will do nothing other than to note them for inclusion in h/is/er report.

If the party attacks the scout, s/he will fight as much as necessary in order to escape. Should the party kill the scout and at any time in the future attempt to sell or use h/is/er weapons in human territory they will be recognized as, and an attempt will be made to apprehend them as, murderers.

A Human Army Patrol is basically the garrison for one of the forts, which is out on patrol. For game purposes, use the garrison included in the fort section (there will be one scout present) but remember that the patrol encountered is not actually Yara Mith and company.

As long as the party does not attack the patrol they will have no problems. The patrol's main purpose is to catch groups of infiltrating elves and runners.

A Party of Trolls is a group of trolls on a raiding/exploratory mission from the area of the map to the north. They will attack any party they encounter unless it is obviously too powerful. In that case they will run away.


Area Map
N
TROLL COUNTRY
Map 2
BROKEN TREE INN
Whorn
Map 3
THE EMPIRE
The Stark Stone River
MOUNTAINS OF THE PRODIGIOUS TALUS
TALL SEED FOREST
Key
Wooden Fort
City
Imperial Border
Forest
Mountains
Scale
5 km.
5 mi.

A Group of Human Peasants, if rolled within 5km of the Tall Seed Forest is ignored and the judge rolls again, otherwise it is a group of harmless peasants going about their harmless business. The characters may attack them, but there is no advantage to be gained by this.

A Party of Adventurers is, basically, another group of player-characters (without the players) out to see the world. They will be friendly roughly 50% of the time and unfriendly the rest of the time (actually, I like the judge to key the attitudes of groups like this to the way the player-characters are behaving. If people in my campaign attack on sight, then my wandering parties tend to do so, too. If my players usually talk to the people they encounter, then my monsters will usually talk, also). If the judge believes that the characters will need some help to successfully complete the scenario they are working on, this party provides an opportunity to give them additional strength.

ADULT WOLF 1
STR 17 CON 12 SIZ 6 POW 11 DEX 17
Bite (1D6+1) 45% SR 8
MOVE 12 DEFENSE 10%

1-2	right hind leg	1/3
3-4	left hind leg	1/3
5-7	hindquarters	1/5
8-10	forequarters	1/5
11-13	right fore leg	1/3
14-16	loft fore leg	1/3
17-20	head	1/4
Total Hit Points.....		11

ADULT WOLF 2
STR 13 CON 14 SIZ 8 POW 11 DEX 14
Bite (1D6+1) 35% SR 8
MOVE 12 DEFENSE 5%

1-2	right hind leg	1/4
3-4	left hind leg	1/4
5-7	hindquarters	1/6
8-10	forequarters	1/6
11-13	right fore leg	1/4
14-16	left fore leg	1/4
17-20	head	1/5
Total Hit Points.....		13

ADULT WOLF 3
STR 12 CON 14 SIZ 6 POW 11 DEX 9
Bite (1D6+1) 30% SR 10
MOVE 12 DEFENSE 0%

1-2	right hind leg	1/4
3-4	left hind leg	1/4
5-7	hindquarters	1/6
8-10	forequarters	1/6
11-13	right fore leg	1/4
14-16	left fore leg	1/4
17-20	head	1/5
Total Hit Points.....		13

ADULT WOLF 4
STR 18 CON 12 SIZ 10 POW 12 DEX 13
Bite (1D6+1+1D4) 40% SR 8
MOVE 12 DEFENSE 5%

1-2	right hind leg	1/3
3-4	left hind leg	1/3
5-7	hindquarters	1/5
8-10	forequarters	1/5
11-13	right fore leg	1/3
14-16	left fore leg	1/4
17-20	head	1/5
Total Hit Points.....		13

YOUNG WOLF 5
STR 15 CON 11 SIZ 3 POW 9 DEX 11
Bite (1D6+1) 25% SR 10
MOVE 12 DEFENSE 5%

1-2	right hind leg	1/2
3-4	left hind leg	1/2
5-7	hindquarters	1/4
8-10	forequarters	1/4
11-13	right fore leg	1/2
14-16	left fore leg	1/2
17-20	head	1/3
Total Hit Points.....		9

YOUNG WOLF 6
STR 14 CON 10 SIZ 6 POW 8 DEX 9
Bite (1D6+1) 25% SR 10
MOVE 12 DEFENSE 0%

1-2	right hind leg	1/2
3-4	left hind leg	1/2
5-7	hindquarters	1/4
8-10	forequarters	1/4
11-13	right fore leg	1/2
14-16	left fore leg	1/2
17-20	head	1/3

Total Hit Points. 9

YOUNG WOLF 7
STR 9 CON 16 SIZ 4 POW 9 DEX 15
Bite (1D6+1) 25% SR 9
MOVE 12 DEFENSE 10%

1-2	right hind leg	1/2
3-4	left hind leg	1/4
5-7	hindquarters	1/6
8-10	forequarters	1/6
11-13	right fore leg	1/4
14-16	left fore leg	1/4
17-20	head	1/5

Total Hit Points. 14

MOMMY BEAR
STR 25 CON 18 SIZ 20 POW 11 DEX 11
Bite (1D6+2D6) 55% SR 8
Claws (1D6+2D6) 50% SR 8
MOVE 9 DEFENSE 0%
Hug (2D6+2D6) 95% SR 3

1-4	Right Leg	1/7
5-8	Left Leg	1/7
9-11	Abdomen	1/7
12	Chest	1/8
13-15	Right Paw	1/6
16-18	Left Paw	1/6
19-20	Head	1/7

Total Hit Points. 20

BEAR CUB NUMBER ONE
STR 17 CON 17 SIZ 13 POW 10 DEX 9
Bite (1D6+1+1D4) 30% SR 9
Claws (1D6+1D4) 30% SR 9
MOVE 10 DEFENSE 0%

1-4	Right Leg	1/6
5-8	Left Leg	1/6
9-11	Abdomen	1/6
12	Chest	1/7
13-15	Right Paw	1/5
16-18	Left Paw	1/5
19-20	Head	1/6

Total Hit Points. 18

BEAR CUB NUMBER TWO
STR 17 CON 17 SIZ 13 POW 10 DEX 9
Bite (1D6+1+1D4) 30% SR 8
Claws (1D6+1D4) 30% SR 8
MOVE 10 DEFENSE 5%

1-4	Right Leg	1/5
5-8	Left Leg	1/5
9-11	Abdomen	1/5
12	Chest	1/6
13-15	Right Paw	1/4
16-18	Left Paw	1/4
19-20	Head	1/5

Total Hit Points. 17

BEAR CUB NUMBER THREE
STR 18 CON 18 SIZ 13 POW 13 DEX 16
Bite (1D6+1+1D4) 35% SR 7
Claws (1D6+1D4) 35% SR 7
MOVE 10 DEFENSE 5%

1-4	Right Leg	1/6
5-8	Left Leg	1/6
9-11	Abdomen	1/6
12	Chest	1/7
13-15	Right Paw	1/5
16-18	Left Paw	1/5
19-20	Head	1/6

Total Hit Points. 19

KUBLA (great troll male)
STR 30 CON 20 SIZ 27 INT 13 POW 18 DEX 21 CHA 14
Maul (2D8+3D6) 90% SR 2 Parry (15) 85%
1-handed mace (1D8+3D6) 65% SR 3 Parry (20) 75%
2-handed mace (1D12+3D6) 75% SR 3 Parry (20) 75%
Large Shield (16) 80%
MOVE 7 DEFENSE 25%
Spells - Bludgeon 4; Healing 6; Harmonize; Spirit Binding;
Rune Spells - Shield 4; Multispell 3; Divine Intervention 3;
Skills - Evaluate Treasure 90%; Trap Set/Disarm 60%; Ambush 90%
Listening 55%; Sense Ambush 45%;
Magic - 15 points power storage crystal; Bracelet which serves as a Vigor matrix;
Treasure - carries 10 wheels and 50 guilders; ransom is 4000 guilders but it will be difficult to contact his temple (Zorak Zoran) because it is deep in troll country.

1-4	Right Leg	7/9
5-8	Left Leg	7/9
9-11	Abdomen	8/9
12	Chest	8/10
13-15	Right Arm	7/8
16-18	Left Arm	7/8
19-20	Head	7/9

Total Hit Points. 25

ALLIED SPIRIT
(The allied spirit is kept in a short staff which Kubla carries but never uses in combat).
INT 14 POW 15
Spirits Spells: Protection 4; Befuddle; Repair; Disruption; Dispell Magic 6; (Remember Kubla and his spirit can use each other's spells and power freely).

GASH TRAPP (dark troll male)
STR 15 CON 9 SIZ 17 INT 10 POW 8 DEX 16 CHA 16
2-handed large mace (1D12+1D4) 50% SR 5 Parry (20) 50%
1-handed mace (1D8+1D4) 55% SR 5 Parry (20) 50%
Large shield (16) 50%
MOVE 8 DEFENSE 0%
Spells - Healing 3; Bludgeon 1;
Skills - Sense Ambush 45%; Ambush 20%;
Magic - 6 pointer power storage crystal;
Treasure - carries 50 guilders; ransom of 500 guilders (but as with Kubla above it will be difficult to collect).

1-4	Right Leg	5/4
5-8	Left Leg	5/4
9-11	Abdomen	6/4
12	Chest	6/5
13-15	Right Arm	5/3
16-18	Left Arm	5/3
19-20	Head	5/4
Total Hit Points		11

TROLLKIN NUMBER ONE
STR 10 CON 7 SIZ 11 INT 9 POW 5 DEX 12 CHA 9
1-handed spear (1D6+1) 30% SR 6 Parry (15) 30%
1-handed mace (1D6) 35% SR 8 Parry (12) 40%
Small shield (8) 30%
MOVE 6 DEFENSE 0%
Spells - Healing 2; Bludgeon 1;
Skills - Spot Hidden 50%;
Treasure - carries 13 clacks.

1-4	Right Leg	2/3
5-8	Left Leg	2/3
9-11	Abdomen	3/3
12	Chest	3/4
13-15	Right Arm	2/2
16-18	Left Arm	2/2
19-20	Head	2/3
Total Hit Points		7

TROLLKIN NUMBER TWO
STR 12 CON 9 SIZ 8 INT 10 POW 7 DEX 12 CHA 5
1-handed spear (1D6+1) 50% SR 6 Parry (15) 50%
1-handed mace (1D6) 45% SR 8 Parry (12) 45%
Small shield (8) 30%
MOVE 6 DEFENSE 0%
Spells - Healing 2; Disruption;
Skills - Spot Hidden 45%;
Treasure - carries 9 clacks.

1-4	Right Leg	2/3
5-8	Left Leg	2/3
9-11	Abdomen	3/3
12	Chest	3/4
13-15	Right Arm	2/2
16-18	Left Arm	2/2
19-20	Head	2/3
Total Hit Points		9

TROLLKIN NUMBER THREE
STR 5 CON 11 SIZ 9 INT 9 POW 12 DEX 13 CHA 6
1-handed spear (1D6+1) 30% SR 5 Parry (15) 30%
1-handed mace (1D6) 60% SR 7 Parry (12) 55%
Small shield (8) 30%
MOVE 6 DEFENSE 5%
Spells - Healing 2; Disruption;
Skills - Spot Hidden 50%;
Treasure - carries 1 guilder and 13 clacks.

1-4	Right Leg	2/4
5-8	Left Leg	2/4
9-11	Abdomen	3/4
12	Chest	3/5
13-15	Right Arm	2/3
16-18	Left Arm	2/3
19-20	Head	2/4
Total Hit Points		11

TROLLKIN NUMBER FOUR
STR 5 CON 11 SIZ 9 INT 9 POW 12 DEX 13 CHA 6
1-handed spear (1D6+1) 40% SR 5 Parry (15) 30%
1-handed mace (1D6) 45% SR 7 Parry (12) 50%
Small shield (8) 30%
MOVE 6 DEFENSE 10%
Spells - Healing 3, Disruption; Bludgeon 2,
Skills - Spot Hidden 55%;
Treasure - carries 11 clacks.

1-4	Right Leg	2/4
5-8	Left Leg	2/4
9-11	Abdomen	3/4
12	Chest	3/5
13-15	Right Arm	2/3
16-18	Left Arm	2/3
19-20	Head	2/4
Total HIt Points		12

A GROUP OF PEASANTS

PEASANT NUMBER ONE (human male)
STR 13 CON 10 SIZ 10 INT 10 POW 11 DEX 7 CHA 6
2-handed spear (1D10) 25% SR 6 Parry (15) 20%
1-handed spear (1D6+1) 15% SR 7 Parry (15) 15%
Large shield (16) 25%
MOVE 8 DEFENSE 0%
Treasure - carries 3 clacks.

1-4	Right Leg	0/4
5-8	Left Leg	0/4
9-11	Abdomen	1/4
12	Chest	1/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4
Total Hit Points.		.10

PEASANT NUMBER TWO (human male)
STR 7 CON 14 SIZ 9 INT 13 POW 9 DEX 12 CHA 12
2-handed spear (1D10) 25% SR 5 Parry (15) 25%
1-handed spear (1D6+1) 20% SR 6 Parry (15) 25%
Large Shield (16) 25%
MOVE 8 DEFENSE 5%
Treasure - carries 9 clacks.

1-4	Right Leg	0/5
5-8	Left Leg	0/5
9-11	Abdomen	1/5
12	Chest	1/6
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5
Total Hit Points.		.14

PEASANT NUMBER THREE (human female)
STR 16 CON 11 SIZ 10 INT 8 POW 11 DEX 14 CHA 9
2-handed spear (1D10+1D4) 25% SR 4 Parry (15) 30%
1-handed spear (1D6+1+1D4) 20% SR 5 Parry (15) 20%
Large shield (16) 25%
MOVE 8 DEFENSE 0%
Treasure - carries 8 clacks.

1-4	Right Leg	0/4
5-8	Left Leg	0/4
9-11	Abdomen	1/4
12	Chest	1/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4
Total Hit Points.		.11

PEASANT NUMBER FOUR (human male)
STR 11 CON 10 SIZ 13 INT 8 POW 4 DEX 12 CHA 12
2-handed spear (1D10) 20% SR 5 Parry (15) 20%
1-handed spear (1D6+1) 10% SR 6 Parry (15) 20%
Large shield (16) 20%
MOVE 8 DEFENSE 0%
Treasure - carries 6 clacks.

1-4	Right Leg	0/4
5-8	Left Leg	0/4
9-11	Abdomen	1/4
12	Chest	1/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4
Total Hit Points.		.10

A PARTY OF ADVENTURERS

YIR-ERE-BAUATHAR (human female)
STR 13 CON 12 SIZ 16 INT 13 POW 14 DEX 17 CHA 14
Rapier (1D6+1+1D4) 55% SR 4 Parry (15) 50%
Main Gauche (1D6+1D4) 50% SR 6 Parry (20) 60%
Lance (1D10+3D6) 75% SR 2 Parry (15) 75%
Selfbow (1D6+1) 50% SR 1
Medium Shield (12) 70%
MOVE 8 DEFENSE 20%
Spells - Healing 4; Bladesharp 4; Disruption; Demoralize;
Skills - Jumping 35%; Riding 55%; Trap Set/Disarm 60%; Listening 40%;
Sense Ambush 30%; Camouflage 30%; Move Silently 40%;
Magic - 12 point power storage crystal;
Treasure - carries 50 wheels, ransom of 4000 guilders will be paid by family back at city of Whoin.

1-4	Right Leg	7/5
5-8	Left Leg	7/5
9-11	Abdomen	8/5
12	Chest	8/6
13-15	Right Arm	7/4
16-18	Left Arm	7/4
19-20	Head	7/5
Total Hit Points.		.13

YIR-ERE-BAUATHAR'S HORSE
STR 31 CON 11 SIZ 30 INT 6 POW 13 DEX 9
Kick (1D8) 25% SR 6
Bite (1D10) 25% SR 6
Rear and Plunge (2D10+3D6) 35% SR 6
MOVE 12 DEFENSE 0%

1-2	Right Hind Legs	3/5
3-4	Left Hind Legs	3/5
5-7	Hindquarters	4/7
8-10	Forequarters	4/7
11-13	Right Fore Leg	3/5
14-16	Left Fore Leg	3/5
17-20	Head	3/6
Total Hit Points.		.16

PI-KEE (human female)
STR 12 CON 11 SIZ 6 INT 15 POW 16 DEX 17
Dagger (1D6) 40% SR 8 Parry (10) 35%
Broadsword (1D8+1) 25% SR 6 Parry (20) 15%
2-handed mace (1D12) 40% SR 6 Parry (20) 35%
Large Shield (16) 30%
MOVE 8 DEFENSE 20%
Spells - Disruption; Healing 2; Harmonize; Detect Traps; Detect Life; Detect Gems; Protection 4;
Skills - Riding 25%; Swimming 25%; Sense Ambush 40%; Spot Hidden 60%; Spot Traps 40%; Hide in Cover 45%;
Treasure - carries 5 wheels.

1-4	Right Leg	4/4
5-8	Left Leg	4/4
9-11	Abdomen	5/4
12	Chest	5/5
13-15	Right Arm	4/3
16-18	Left Arm	4/3
19-20	Head	4/4
Total Hit Points.		.10

GENLER (human male)
STR 14 CON 9 SIZ 14 INT 9 POW 13 DEX 10 CHA 10
2-handed mace (1D12+1D4) 30% SR 7 Parry (20) 30%
Shortsword (1D6+1+1D4) 25% SR 7 Parry (20) 25%
Large Shield (16) 25%
MOVE 8 DEFENSE 0%
Skills - Sense Ambush 40%; Spot Hidden Item 40%; Camouflage 40%;
Spells - Disruption; Healing 1;
Treasure - carries 5 clacks.

1-4	Right Leg	2/4
5-8	Left Leg	2/4
9-11	Abdomen	4/4
12	Chest	4/5
13-15	Right Arm	2/3
16-18	Left Arm	2/3
19-20	Head	2/4
Total Hit Points.		.10

BOA (human male)
STR 12 CON 16 SIZ 13 INT 15 POW 14 DEX 19 CHA 11
Broadsword (1D8+1+1D4) 35% SR % Parry (20) 30%
1-handed spear (1D6+1+1D4) 50% SR 3 Parry (15)
Selfbow (1D6+1) 25% SR 1
MOVE 8 DEFENSE 15%
Spells - Healing 2, Bladesharp 1; Countermagic 1, Disruption;
Skills - Riding 40%; Sense Ambush 30%; Spot Hidden Item 30%; Camouflage 45%;
Treasure - carries 9 wheels.

1-4	Right Leg	4/6
5-8	Left Leg	4/6
9-11	Abdomen	6/6
12	Chest.	6/7
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	4/6
Total Hit Points.		.17

THE BROKEN TREE INN – GENERAL INTRODUCTION

The Broken Tree Inn is a small, country inn located on the outskirts of the Empire. For most purposes it can be treated as any other inn, but as the inn's history reveals there is more to this place than meets the eye. As the inn is off the beaten track, it will always have many vacant rooms and it will always be able to accomodate additional guests. For reasons which will become clear, no trolls or dwarves will be allowed to stay here and any elves wishing to stay will be invited to remain in the forest. However, the special treatment afforded non-humans is not general knowledge amongst the local population. In fact, there has never been a troll or dwarf who wished to stay at the [redacted]

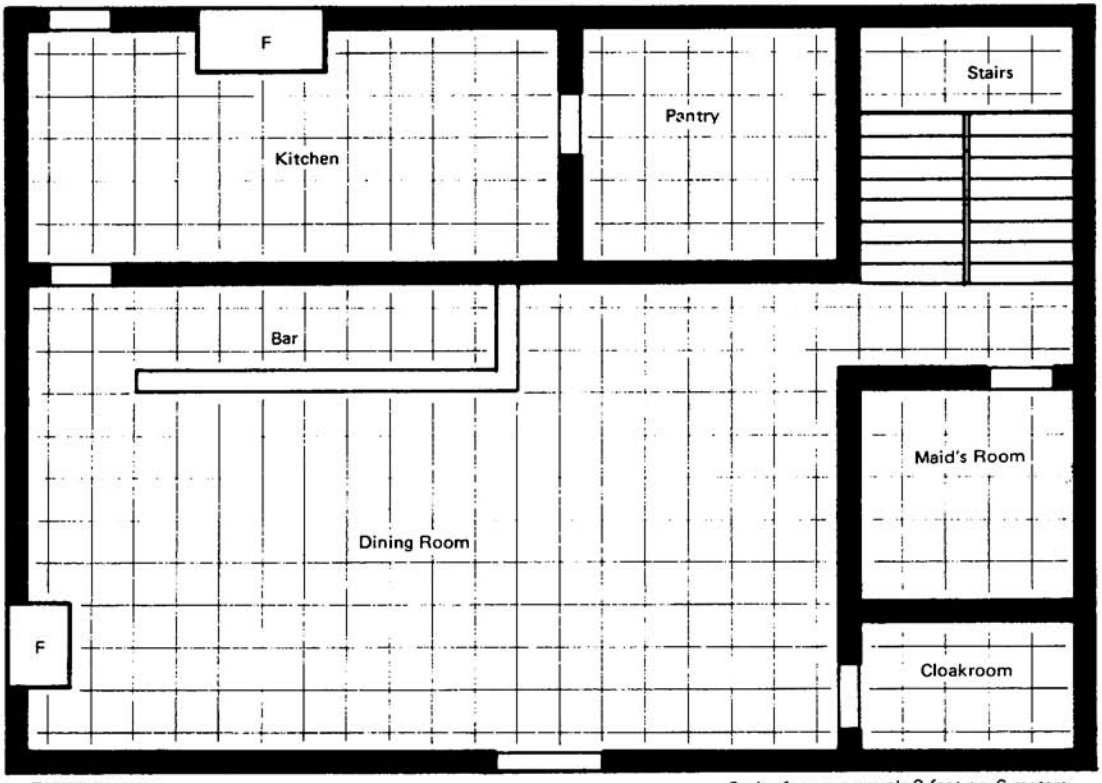
Trob

Crunkie

Building Interior

INTERIOR MAP KEY

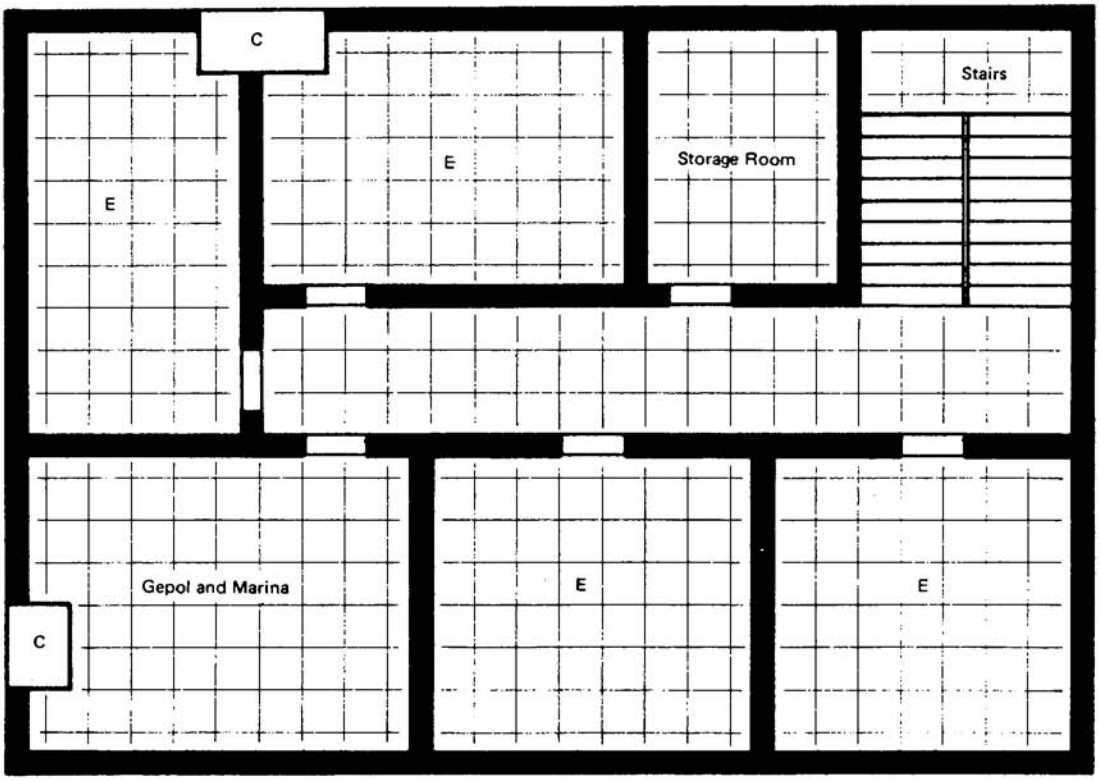
F–Fireplace C–Chimney E–One of the better rooms. It would cost 8-12 guilders a night, complete with Crunkie's best for dinner and breakfast. S–An average quality room. It rents for 1 guilder per night and comes with only one meal. L–A room of lesser quality. It can be rented by one person for 5 clacks a night (complete with one lousy meal) or it can be rented to a group for 2 clacks a piece and no meal included. It is always possible to rent a spot on the floor in the bar for 1 clack.



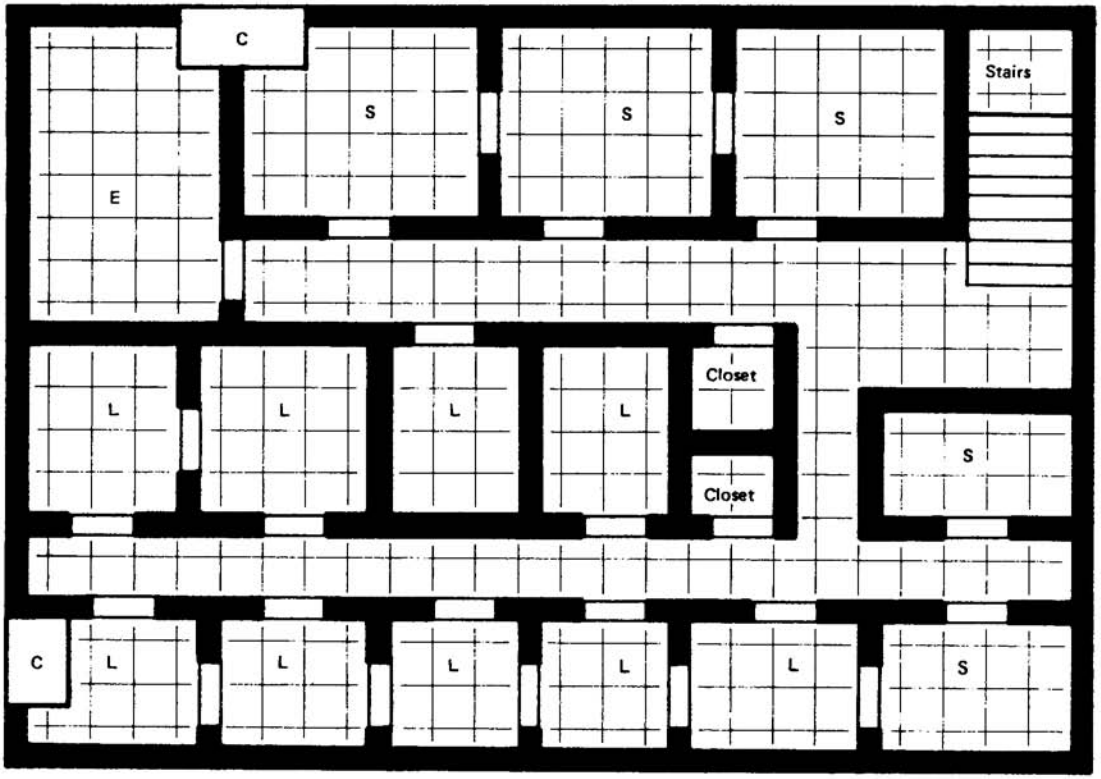
FIRST FLOOR

Scale 1 square equals 2 feet or .6 meters

SECOND FLOOR



THIRD FLOOR



THE INHABITANTS OF BROKEN TREE INN

Broken Tree (dryad) is the dryad of the deformed oak in front of the inn. Once she was the beautiful and powerful high priestess "Mistress Oak" of the Aldryami cult but the near total destruction of her tree has sapped much of her life force. As a result, although she once had over 45 points of sacrificed power in Rune Magic, she now has only 18 points. Also her once outstanding characteristics have dropped considerably (the only exception is her power which has continued to rise over the years because she no longer has a temple at which to sacrifice for new Rune Magic.)

Her appearance has, also, suffered over the years. Her arms and legs are twisted and bent and she walks with a pronounced limp. She is always in pain. Her overall appearance is such that few people would recognize her as a dryad, however, when she stands motionless, her gnarled appearance resembles that of the old Broken Tree (there is little chance that anyone will notice the resemblance because it is rather subtle and she keeps moving when in public).

She loves her husband, Gepol, very much but her primary motivation is to protect what little is left of her people and her forest. She would sacrifice her life to save them, but is not stupid. She realizes that if she dies her husband dies too and the forest would be left without protection. Thus she will only risk her life if there is no other choice.

Broken Tree occasionally helps out with the work around the inn but she spends most of her time wandering though the woods remembering. She also has a garden which she works on part time but most of the gardening is done by the runners.

In combat Broken Tree stays out of melee, using her spells to support Gepol, the elves and the runners. In particular, she likes to cast protection spells and healing spells. She will only use attack spells if there is no one unprotected or unhealed left fighting on her side.

Dry Root (elf) is the elder of the two elves. In fact, he is nearly as old as Broken Tree (she is his aunt). He does not really approve of Broken Tree's marriage to Gepol, feeling that no human is worthy of a High Priestess of the Aldryami cult. He does, however, recognize Broken Tree's right to make her own decision. He also realizes that Broken Tree truly loves Gepol and, although he doesn't understand it, he does respect Gepol for it.

As Dry Root's presence here is a secret, he keeps himself concealed from the humans in the area. During the day he hides out in the forest with the runners (although he can, occasionally be found inside the inn helping out). At night he works the inn's farm.

In a combat situation Dry Root will obey Gepol and Broken Tree without question and he will freely sacrifice his life for either of them. As with almost everyone else in this place, Dry Root prefers to fight with missile weapons from a distance but he will close for hand-to-hand combat if it becomes necessary.

Brown Leaf (elf) is much younger and less mature than Dry Root and it shows in his behavior. He is less restrained and more likely to react emotionally to situations. He does not like Gepol at all. To hear Brown leaf tell the story of the battle with the trolls, Gepol arrived long after the trolls were defeated (primarily by Brown Leaf).

Brown Leaf's dislike of Gepol manifests itself in other ways, as well. He will do nothing to aid Gepol in combat unless such action is necessary to protect Broken Tree. Furthermore, he will not go anywhere near the inn itself, unless, once again, Broken Tree is in danger.

He does still revere Broken Tree and accepts her word as law, so he will make no direct attempt on Gepol's life.

In combat, Brown Leaf likes to close with the enemy and fight with his spear (using a Bladesharp 4 spell). He will follow Broken Tree's orders but will ignore everything Gepol says. Gepol realizes that Brown Leaf hates him and, for his wife's sake, does his best to avoid trouble.

Special Note Concerning the Elves: If either of the two elves reaches a power of 18 they are eligible to become Rune Priests of the Aldryami cult. As Broken Tree's forest no longer counts as an Aldryami Temple, they must journey to Tall Seed Forest to join. After joining, they will return to Broken Tree but each time they wish to sacrifice power for Rune Magic Spells they must return to the Tall Seed Forest. However, Broken Tree's forest is still suitable for regaining spells that have already been sacrificed for.

Trisha (pixie) is probably the only friend Broken Tree has. While the rest of the Aldryami worship Broken Tree from afar Trisha looks upon her as an old friend who has come upon hard times. She feels that it is her duty to cheer Broken Tree up. This interpretation of duty is at least partially due to Trisha's personality. As is typical of pixies, she enjoys playing practical jokes and, unfortunately, does not hesitate to travel to neighboring farms to play them. For this reason, Trisha is probably the greatest risk to the inn's security. Her actions have already led to rumors that the area is haunted. Although it would be a good idea for her to cease her pranks, she refuses to obey anyone but Broken Tree and Broken Tree will not order her to stop.

As her invisability makes her nearly impossible to spot, Trisha moves around frelly in public, but she can usually be found around the inn with Broken Tree. Except for entertaining Broken Tree and occasional eavesdropping, she does no useful work around the inn. Despite her whimsical nature, Trisha is (for a pixie) a highly skilled fighter. In combat she prefers to move behind the enemy and attack with sling fire from above but she will enter a melee when necessary.

The Runners do not need much explanation. They are all fanatically loyal to Broken Tree. They will obey the elves because they are used to obeying elves and they obey Gepol because Broken Tree has told them to. Brown Leaf's attempts to forment dislike of Gepol amongst the runners failed completely because they know Broken Tree would not approve. If, at any time, the runners are unsure what action to take (either because they have no orders or they have conflicting orders) they will act as they think Broken Tree would wish them to. This has led to some unfortunate situations (such as the death of the poor farmer who tried to chop down one of their trees).

The runners spend most of their time in the forest caring for the trees but they do spend some nights working the farm with Dry Root or assisting Broken Tree with her garden.

Normally runners fight in large groups with whip sticks but such tactics are no longer possible foi this group. Instead, they hang back and shoot arrows at the enemy. If someone threatens to melee Broken Tree, they will intervene and even a direct order from Broken Tree will not prevent this. They will also melee if ordered.

Gepol (human) was born 89 years ago at The Inn of the Troubled Sailor (located in some far off country). The inn was run by his grandfather, Storard Mennin, who died when Gepol was 7. After Mennin's death the inn was taken over by Gepol's father, Storard Heltiss, who died when Gepol was 16. At that time the inn became the property of Gepol's oldest brother Storard Josen. In order to avoid any possible confusion over the inheritance, Josen encouraged Gepol to join a mercenary company. As it turned out Gepol enjoyed this life of the adventurer and never returned home. He joined the cult of Issaries and worked his way up to Rune Lord in just 3 years. He, eventually, became something of a temple troubleshooter. He travelled around in disguises attempting to catch thieves and bandits whose activities had caused the cult some problems. It was on just such a mission that he met Broken Tree. (NOTE: do NOT cofuse Gepol's job as a trouble shooter with the phoney history of the inn.)

Since meeting Broken Tree, he has apparently changed quite a lot. He no longer wishes to roam the world looking for adventure. He is content to stay home with Broken Tree and manage his inn. He, therefore, spends most of his time around the inn, doing the things that innkeepers do, but does spend a good deal of his time during the day taking naps and otherwise pretending to be old. (he actually hasn't aged much since his life became tied with Broken Tree's). He takes advantage of these naps by staying up much of the night and practicing with his weapons (in secret, of course).

If the inn is attacked Gepol's prime objective is to protect the life of Broken Tree. To this end he will try to fight off any attackers on his own. If this proves impossible (or if the battle starts with the Aldryami already involved) he will organize the defense as he sees fit. If possible, he will arrange to fight in a confined area (either inside the inn or within the forest) so that Broken Tree can be kept out of melee. He will risk his life to save any of the Aldryami (even Brown Leaf) because he knows that Broken Tree wishes it.

Gepol

THE HUMAN EMPLOYEES

Trob (human) is the most recent of the many stable boys hired to take care of the horses (both Gepol's and the visitors'). Trob differs from most of the earlier stable boys in that he fancies himself destined to lead a life of adventure. He is only 14 but he plans to run away from home and join the mercenaries before too long. His opinion of his boss, Gepol, is mixed. He admires him for the adventurer he was but believes that he was a fool to settle down and run an inn instead of trying to become a hero.

In addition to taking care of the horses, Trob takes care of the pigs and chickens, but he doesn't do as good of a job with them because he knows that as an adventurer he won't need to take care of pigs and chickens. He also spends a fair amount of time running around and pretending to be fighting monsters. He claims to have seen some weird creatures around the inn (which, in fact, he has) but no one believes him. Besides that, he also claims to have killed a dragon, so even he doesn't know where his fantasies end and reality begins.

If the inn is attacked, Trob will charge into the midst of the battle (and probably get himself killed). Gepol knows this and will not make him part of any battle plans. The Aldryami, however, will not hesitate to take advantage of his foolishness.

Trob can usually be found in the area of the barn/stable as that is where he sleeps and works.

Julie (human) is the person hired to take care of keeping the inside of the inn nice and clean. She occasionally helps out in the kitchen or in the bar but she usually spends most of her time out of sight, upstairs or in her room on the first floor. She believes herself to be quite ugly (which is, in fact, true) and she is ashamed of it, so she will try to prevent strangers from seeing her. She slassifies anyone not from the immediate area as a stranger. If the inn is attacked, she will run and hide.

Crunkie (human) is the cook Gepol hired about four years ago when he decided it was time for him to be too old to do the cooking. Gepol advertised for a good cook and offered an unusually high salary. As a result, Crunkie is a much better cook than usually found at such an inn, especially on so out-of-the-way. As might be apparent from his combat abilities, Crunkie does much of his own hunting (although the inn's farm can usually provide whatever food is needed).

When Crunkie is at the inn he is almost always found in the kitchen. At night he goes home to a small house he has on a nearby farm. If the inn is attacked while he is there he will do whatever Gepol asks of him. Usually Gepol will want him to keep out of the battle because he wears little armour in the kitchen. If the attackers have the gall to invade his kitchen, Crunkie will ignore orders and fight. He keeps a loaded crossbow nearby at all times.

Morina

Broken Tree

Dry Root

BROKEN TREE (Dryad)
STR 9 CON 11 SIZ 7 INT 19 POW 23 DEX 9 CHA 12
Attacks 20% Parry 10% Defense 30% MOVE 9
Spells - Healing 6; Harmonize; Detect Life; Protection; Disruption; Demoralize, Repair; Spirit Binding; Befuddle; (Allied Spirit in Staff) Xenohealing 3; Vigor; Dispel Magic 4;
Rune Magic - Create Warrior of Wood; Heal; Recover Spirit; Shield 3;
Mind Link 1; Gnome 1; Multispell 2; Divination 5;
Magic Items - 15 point power storage crystal; Powered Crystal combining 3 points Healing Focusing and 4 points Power Enhancing;
Skills - Climbing 75%; Mapmaking 40%; Listening 65%; Sense Ambush 45%; Tracking 40%; Spot Hidden 45%; Hide in Cover 50%; Move Silently 55%; Camouflage 50%; Oratory 60%; Identify Plants 120%; Gardening 100%;
Languages - Speak and write Aldryami 100% Speak and write Tradetalk 85%; Speak Darktounge 35% Speak Auld Wurmish 40%; Speak local Human Language 65%.

1-4	Right Leg	3/4
5-8	Left Leg	3/4
9-11	Abdomen	4/4
12	Chest	4/5
13-15	Right Arm	3/3
16-18	Left Arm	3/3
19-20	Head	4/4

Total Hit Points.....12

Spirit in Staff:
(named Yellow Wood)
INT 11 POW 18

DRY ROOT (Elf)
STR 13 CON 10 SIZ 11 INT 18 POW 17 DEX 21 CHA 14
Bow (1D8+1) 65%; Javelin (1D10) 65% SR 1;
Spear (1D6+1) 60% Parry (15) 55% SR 3
Shortsword (1D6+1) 60% Parry (20) 55% SR 5
Small Shield (8) 60%
MOVE 9 DEFENSE 30%
Spells - Healing 3; Speedart 4; Multimissle 3; Disruption; Harmonize; Demoralize; Vigor
Skills - Evaluate Treasure 40%, Climbing 55%; Hide Item 45%; Jumping 55%; Map Making 45%; Riding 25%; Listening 55%; Sense Ambush 40%; Spot Hidden 40%; Tracking 40%; Ambush 35%; Camouflage 60%; Hide in Cover 60%; Move Silently 60%; Gardening 85%; Oratory 40%;
Languages - Speak and write Aldryami 95%; Speak and write Tradetalk 70%; Speak Darktounge 20%; Speak local Human Language 45%.

1-4	Right Leg	5/4
5-8	Left Leg	5/4
9-11	Abdomen	6/4
12	Chest	6/5
13-15	Right Arm	5/3
16-18	Left Arm	5/3
19-20	Head	7/4

Total Hit Points.....11

BROWN LEAF (Elf)
STR 14 CON 13 SIZ 1- INT 16 POW 17 DEX 17 CHA 13
Bow (1D8 +1) 55%; Javelin (1D10) 60% SR 1
Spear (1D6+1) 75% Parry (15) 70% SR 4
Shortsword (1D6+1) 45% Parry (20) 40% SR 6
Small Shield (8) 65%
MOVE 9 DEFENSE 20%
Spells - Bladesharp 4; Healing 4; Disruption; Harmonize; Detect Life; Invisibility, Demoralize;
Skills - Listening 65%; Sense Ambush 65%; Spot Hidden 50%; Camouflage 40%; Hide in Cover 75%; Oratory 25%; Gardening 40%;
Languages - Speak and write Aldryami 90%; Speak Tradetalk 70%.

1-4	Right Leg	4/5
5-8	Left Leg	4/5
9-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	7/5

Total Hit Points.....14

TRISHA (Pixie)
STR 9 CON 11 SIZ 5 INT 11 POW 15 DEX 23 CHA 16
Sling (1D8) 80% SR 1; Small Shield (8) 55%
Shortsword (1D6+1) 65% Parry (20) 65% SR 7
MOVE 3/10 DEFENSE 25%
Spells - Disruption; Protection; Healing 6;
Skills - Sense Ambush 25%; Set Ambush 80%; Moving Silently 75%; Set/Disarm Traps 40%; Spot Traps 40%; Pick Locks 55%;
Languages - Speak Aldryami 80%; Write Aldryami 30%; Speak Tradetalk 70%; Speak local Human Language 70%.

1-4	Right Leg	3/4
5-8	Left Leg	3/4
9-11	Abdomen	4/4
12	Chest	4/5
13-15	Right Arm	3/3
16-18	Left Arm	3/3
19-20	Head	3/4

Total Hit Points.....10

ZIPPI (Runner)
STR 7 CON 16 SIZ 9 INT 15 POW 9 DEX 14 CHA 14
Bow (1D6+1) 45%; Javelin (1D10) 45% SR 2
Whipstick (1D6) 45% Parry (10) 45% SR 7
Small Shield (8) 35%
Skills - Sense Ambush 65%; Camouflage 60%; Hide in Cover 40%;
Listening 45%; Gardening 85%;
Languages - Speak Aldryami 85%; Speak Tradetalk 65%;
MOVE 5/9 in trees DEFENSE 10%

1-4	Right Leg	4/6
5-8	Left Leg	4/6
9-11	Abdomen	5/6
12	Chest	5/7
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	4/6
Total Hit Points.		.16

DEDO (Runner)
STR 9 CON 11 SIZ 7 INT 12 POW 9 DEX 16 CHA 9
Bow (1D6+1) 85% Javelin (1D10) 80% SR 1
Whipstick (1D6) 55% Parry (10) 55% SR 6
Small Shield (8) 60%
Skills - Sense Ambush 70%; Set Ambush 55%; Camouflage 45%;
Hide in Cover 75% Listening 85%; Moving Silently 55%; Spot Hidden 60%;
Gardening 100%;
Languages - Speak Aldryami 80%; Speak Tradetalk 60%;
MOVE 5/9 in trees DEFENSE 5%

1-4	Right Leg	4/4
5-8	Left Leg	4/4
9-11	Abdomen	5/4
12	Chest	5/5
13-15	Right Arm	4/3
16-18	Left Arm	4/3
19-20	Head	4/4
Total Hit Points.		.10

DADAY (Runner)
STR 10 CON 13 SIZ 6 INT 9 POW 14 DEX 16 CHA 12
Bow (1D6+1) 30%; Javelin (1D10) 30% SR 1
Whipstick (1D6) 30% Parry (10) 30% SR 7
Small Shield (8) 30%
MOVE 5/9 in trees DEFENSE 5%
Skills - Sense Ambush 50%; Set Ambush 30%; Camouflage 30%;
Hide in Cover 30%; Listening 30%; Moving Silently 30%; Spot Hidden 30%
Gardening 65%;
Languages - Speak Aldryami 80%; Speak Tradetalk 40%.

1-4	Right Leg	4/4
5-8	Left Leg	4/4
9-11	Abdomen	5/4
12	Chest	5/5
13-15	Right Arm	4/3
16-18	Left Arm	4/3
19-20	Head	4/4
Total Hit Points.		.12

KAMPTA (Runner)
STR 8 CON 13 SIZ 8 INT 10 POW 12 DEX 10 CHA 13
Bow (1D6+1) 40%; Javelin (1D10) 30% SR 3
Whipstick (1D6) 40% Parry (10) 40% SR 8
Small Shield (8) 40%
MOVE 5/9 in trees DEFENSE 0%
Skills - Sense Ambush 75%; Set Ambush 30%; Camouflage 40%;
Hide in Cover 40%; Listening 50%; Moving Silently 30%; Spot Hidden 50%;
Languages - Speak Aldryami 80%; Speak Tradetalk 35%.

1-4	Right Leg	4/4
5-8	Left Leg	4/4
9-11	Abdomen	5/4
12	Chest	5/5
13-15	Right Arm	4/3
16-18	Left Arm	4/3
19-20	Head	4/4
Total Hit Points.		.12

GEPOL (Human)
STR 13 CON 17 SIZ 12 INT 14 POW 19 DEX 15 CHA 15
Staff (1D12+1D4) 105% Parry (30) 100% SR 5
Dagger (1D6+1D4) 95% Parry (10) 70% SR 8
Bow (1D6+1) 80% SR 2, Large Shield (24) 95%
MOVE 8 DEFENSE 25%
Spells - Repair; Healing 2; Bludgeon 4; Disruption; Protection; Demoralize;
(Allied Spirit in Staff) - Dispel Magic 5;
Magic Ite[redacted]

1-4	Right Leg	(10/3)/7
5-8	Left Leg	(10/3)/7
9-11	Abdomen	(11/3)/7
12	Chest	(11/3)/8
13-15	Right Arm	(10/3)/6
16-18	Left Arm	(10/3)/6
19-20	Head	(10/3)/7
Total Hit Points.		.18

GUARD NUMBER ONE (human male)
STR 6 CON 8 SIZ 10 INT 17 POW 13 DEX 10 CHA 8
Shortsword (1D6+1) 35% SR 8 Parry (20) 25%
2-handed Spear (1D10 55% SR 5 Parry (15) 45%
Large Shield (16) 35%; Selfbow (1D6+1) 45% SR 3
MOVE 8 DEFENSE 10%
Spells - Bladesharp 4; Healing 3, Disruption; Binding; Light;
Skills - Sense Ambush 35%; Listening 45%;
Treasure - carries 15 guilders.

1-4	Right Leg	3/3
5-8	Left Leg	3/3
9-11	Abdomen	4/3
12	Chest	4/4
13-15	Right Arm	3/2
16-18	Left Arm	3/2
19-20	Head	3/3
Total Hit Points.....		8

GUARD NUMBER TWO (human male)
SRR 11 CON 7 SIZ 14 INT 6 POW 13 DEX 12 CHA 13
Shortsword (1D6+1) 45% SR 8 Parry (20) 50%
2-handed Spear (1D10) 55% SR 5 Parry (15) 60%
Large Shield (16) 40%; Selfbow (1D6+1) 45% SR 3
MOVE 8 DEFENSE 0%
Spells - Bladesharp 2, Healing 2, Disruption Light;
Skills - Sense Ambush 45%; Listening 55%
Treasure - carries 34 guilders.

1-4	Right Leg	3/3
5-8	Left Leg	3/3
9-11	Abdomen	4/3
12	Chest	4/4
13-15	Right Arm	3/2
16-18	Left Arm	3/2
19-20	Head	3/3
Total Hit Points.....		8

GUARD NUMBER THREE (human male)
STR 4 CON 14 SIZ 15 INT 13 POW 13 DEX 7 CHA 13
Shortsword (1D6+1) 30% SR 9 Parry (20) 25%
2-handed Spear (1D10) 30% SR 6 Parry (15) 25%
Selfbow (1D6 +1) 30% SR4, Large Shield (16) 35%
MOVE 8 DEFENSE 0%
Spells - Bladesharp 2; Healing 4; Disruption, Binding; Light; Protection 4;
Skills - Sense Ambush 30%; Listening 40%;
Treasure - carries 5 guilders.

1-4	Right Leg	3/5
5-8	Left Leg	3/5
9-11	Abdomen	4/5
12	Chest	4/6
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	3/5
Total Hit Points.....		15

GUARD NUMBER FOUR (human male)
STR 10 Con 13 SIZ 10 INT 9 POW 6 DEX 15 CHA 12
Shortsword (1D6+1) 45% SR 7 Parry (20) 45%
2-handed Spear (1D10) 65% SR 4 Parry (15) 65%
Selfbow (1D6+1) 55% Sr 2; Large Shield (16) 45%
MOVE 8 DEFENSE 5%
Spells - Bladesharp 2; Healing 2, Disruption; Protection 4;
Skills - Sense Ambush 70%; Listening 70%;
Treasure - carries 25 guilders; has 100 guilders hidden under bed in barracks.

1-4	Right Leg	3/5
5-8	Left Leg	3/5
9-11	Abdomen	4/5
12	Chest	4/6
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	3/5
Total Hit Points.....		13

GUARD NUMBER FIVE (human male)
STR 7 CON 13 SIZ 9 INT 8 POW 16 DEX 4 CHA 15
Shortsword (1D6+1) 20% SR 10 Parry (20) 25%
2-handed Spear (1D10) 25% SR 7 Parry (15) 30%
Self Bow (1D6+1) 25%; Large Shield (16) 25%
MOVE 8 DEFENSE 0%
Spells - Bladesharp 2; Healing 2; Disruption, Light; Protection 2;
Skills - Sense Ambush 40%; Listening 40%;
Treasure - a foolish spendthrift with no money.

1-4	Right Leg	3/5
5-8	Left Leg	3/5
9-11	Abdomen	4/5
12	Chest	4/6
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	3/5
Total Hit Points.....		13

GUARD NUMBER SIX (human male)
STR 9 CON 11 SIZ 12 INT 9 POW 12 DEX 16 CHA 9
Shortsword (1D6+1) 45% SR 6 Parry (20) 45%
2-handed Spear (1D10) 55% SR 3 Parry (15) 55%
Selfbow (1D6+1) 45% SR 1; Large Shield (16) 50%
MOVE 8 DEFENSE 0%
Spells - Bladesharp 2; Healing 4; Disruption, Light;
Skills - Sense Ambush 20%; Listening 50%
Treasure - carries 10 wheels.

1-4	Right Leg	3/4
5-8	Left Leg	3/4
9-11	Abdomen	4/4
12	Chest	4/5
13-15	Right Arm	3/3
16-18	Left Arm	3/3
19-20	Head	3/4
Total Hit Points.....		11

GUARD NUMBER SEVEN (human female)
STR 8 CON 10 SIZ 11 INT 11 POW 7 DEX 10 CHA 12
Shortsword (1D6+1) 40% SR 8 Parry (20) 40%
2-handed Spear (1D10) 35% SR 5 Parry (15) 35%
Selfbow (1D6+1) 25% SR 3; Large Shield (16) 60%
MOVE 8 DEFENSE 0%
Spells - Bladesharp 3; Healing 2; Disruption, Binding; Protection 4;
Skills - Sense Ambush 15%; Listening 35%;
Treasure - carries 25 guilders.

1-4	Right Leg	3/4
5-8	Left Leg	3/4
9-11	Abdomen	4/4
12	Chest	4/5
13-15	Right Arm	3/3
16-18	Left Arm	3/3
19-20	Head	3/4
Total Hit Points.....		10

GUARD NUMBER EIGHT (human female)
STR 10 CON 10 SIZ 9 INT 11 POW 10 DEX 13 CHA 9
Shortsword (1D6+1) 25% SR 7 Parry (20) 25%
2-handed Spear (1D10) 55% SR 4 Parry (15) 55%
Selfbow (1D6+1) 55% SR 2; Large Shield (16) 45%
MOVE 8 DEFENSE 5%
Spells - Bladesharp 3; Healing 3; Disruption; binding, Light; Protection 2;
Skills - Sense Ambush 20%; Listening 50%;
Treasure - carries 5 wheels and 10 guilders.

1-4	Right Leg	3/4
5-8	Left Leg	3/4
9-11	Abdomen	4/4
12	Chest	4/5
13-15	Right Arm	3/3
16-18	Left Arm	3/3
19-20	Head	3/4
Total Hit Points.....		10

Guards - Recommended Traitors for Scenario Two

GUARD NUMBER NINE (human male)
STR 6 CON 13 SIZ 10 INT 9 POW 10 DEX 13 CHA 13
Shortsword (1D6+1) 30% SR 7 Parry (20) 30%
2-handed Spear (1D10) 40% SR 4 Parry (15) 40%
Selfbow (1D6+1) 30% SR 2; Large Shield (16) 40%
MOVE 8 DEFENSE 5%
Spells - Bladesharp 3; Healing 3; Disruption, Binding; Light;
Skills - Sense Ambush 15%; Listening 45%;
Treasure - carries 15 guilders.

1-4	Right Leg	3/5
5-8	Left Leg	3/5
9-11	Abdomen	4/5
12	Chest	4/6
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	3/5
Total Hit Points.....		13

GUARD NUMBER TEN (human male)
STR 17 CON 10 SIZ 18 INT 8 POW 17 DEX 18 CHA 12
Shortsword (1D6+1+1D6) 45% SR 5 Parry (20) 45%
2-handed Spear (1D10+1D6) 55% SR 2 Parry (15) 55%
Selfbow (1D6+1) 35% SR 1; Large Shield (16) 65%
MOVE 8 DEFENSE 10%
Spells - Bladesharp 1; Healing 6; Disruption,
Skills - Sense Ambush 50%; Listening 80%;
Treasure - carries 35 guilders and 10 wheels.

1-4	Right Leg	3/5
5-8	Left Leg	3/5
9-11	Abdomen	4/5
12	Chest	4/6
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	3/5
Total Hit Points.....		13

THE ELVES

This section contains the statistics and other information necessary to play the elves of Tall Seed Forest. Although statistics have only been provided for 26 elves, judges should realize that the population of Tall Seed Forest is well over ten thousand. The elves included in this booklet are only those who live in the immediate area of the fort of the previous section. If there is a need for more Aldryami, the judge should use those from the Broken Tree Inn, reuse some of the ones whom have been killed already or roll some new ones. In general, though, the scenarios will not call for that many elves at one time.

The Elves As Attackers

In scenarios one and two the elves will be involved in an attack on the fort. The elves and runners in this section are those which will participate in such an attack. Should the need arise, feel free to add more elves from other sections of this booklet.

The Attack Plans

The elves' plan calls for the gates of the fort to be opened just after midnight. By that time the elves will have readied themselves by sneaking up on the blind side of the fort (the side opposite the gate). When the gates are opened the elves will be waiting just around the corner. They will immediately dash into the compound and head for the guards' barracks. If at all possible, they will hold off on their attacks until they are prepared to kill most of the guards at once. If something goes wrong and the alarm is given, they will just start to kill whomever and whenever they can. If the battle starts to go against the elves, they will set fire to the buildings and the walls and retreat. If they win the battle, they will take what loot they can and burn everything else. The only thing they will leave standing is the iron pole which, being elves, they dare not touch.

Moss Longbough is the leader of the elves who will attack the fort. He is also senior to all the Aldryami in the area with the exception of the dryad Spring Blossom. He is a fairly reasonable sort. Up until very recently, he held no bad feelings towards humans. That changed, however, when two of his closest friends were killed in the attack of the forest which led to the building of the fort. For this reason, he wants to destroy the fort and he will take any risk which might lead to its destruction. He is not stupid, though, so he knows enough not to attack the fort if its walls haven't been breached.

In his dealings with humans Moss will be completely honest and fair as long as the humans are honest with him and do what he wishes.

Spring Flower is the younger sister of Moss Longbough. She will follow his orders to the letter even if she doesn't understand or agree with them. However, she is considerably less fanatical about the destruction of the fort and if the battle begins to go badly she will try to retreat in order to save lives (both hers and the runners).

Spring Flower prefers not to get involved in melee. Instead she holds back and shoots arrows. She will normally cast a multimissile 4 before shooting (and with her power focussing crystal, that makes the spell the equivalent of a multimissile 8).

The Elves as Defenders

The elves have a general policy of prohibiting all access to the Tall Tree Forest except for other Aldryami and creatures known to be friends of the elves. Presently, few, if any, humans fall into either of those catagories.

If any humans do enter the forest, the elves will do their best to see that they don't come out of it. Unfortunately for the elves, there is far too much forest to be adequately patrolled by the limited numbers of elves, runners and dryads available. Therefore any attacks on humans will have to wait until those humans are found. If humans enter the forest they should roll randomly on the encounter table every 12 hours until an Aldryami group is encountered. At that time the judge should decide whether that group would feel itself strong enough to attack the humans (exceptions: those groups consisting of only runners will always attack and fight to the death). If the Aldryami do not believe themselves strong enough, they will remain out of sight (if possible) while they send for help. If, despite their efforts, they are spotted, they will, then, conduct a partial attack. Those elves with missile weapons will open fire while the other Aldryami retreat. When the elves have exhausted their arrow and/or power supply they will, also, retreat. This retreat is for the sole purpose of convincing the humans that the elves have left. They will, actually, not retreat that far and will continue their surveillance. Under normal circumstances it will take 6D6 hours for the Aldryami to contact and receive help that was requested. For game purposes this help can be

Spring Blossom is, for all practical purposes, in charge of all the Aldryami in the area around the northernmost fort. The section of forest which was destroyed to build the fort was under her protection. Thus she is particularly eager to destroy the fort and wreak her revenge. However, it is an Aldryami tradition that the dryads do not leave their forest except in a dire emergency, so she, herself, will not participate in the attack on the fort. If the judge wishes she can be waiting nearby, within the forest, in order to provide immediate healing after the battle.

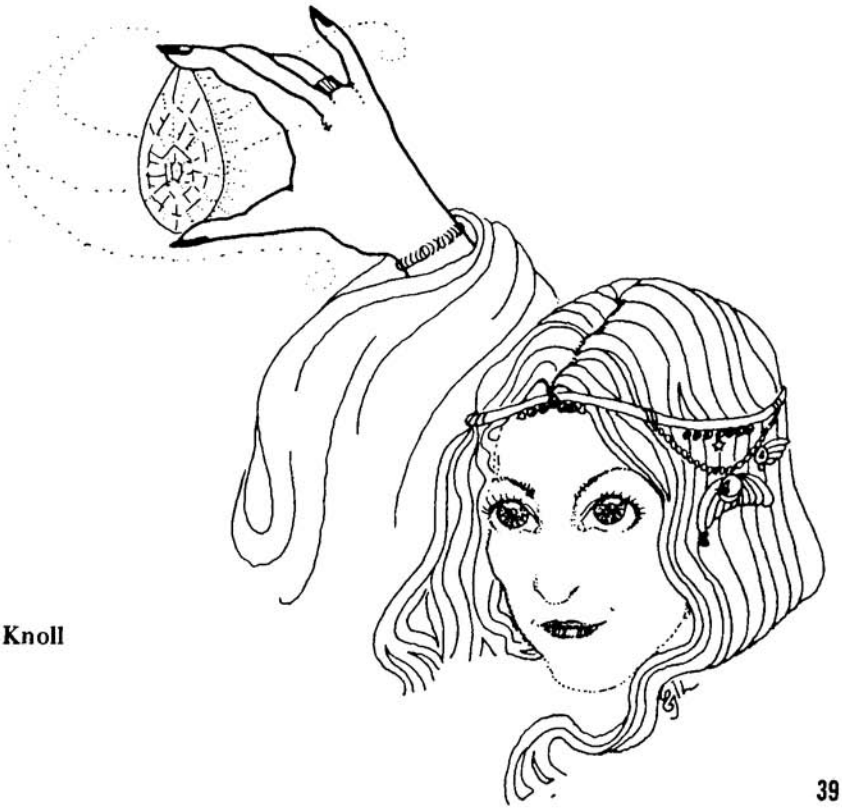
As is typical of all dryads in authority, Spring Blossom maintains her position not through the use of force but through the love and support of the Aldryami under her. She will always be willing to risk her life and her possessions in order to preserve the life of one of the least of her people but she is not stupid and she realizes that there are few times where her people would be better off if she actively risks her life. Thus she will not get involved in melee. Her normal battle procedure is to stay out of sight while she uses The Grass Weaving (a magical item–see below for explanation) to facilitate healing. Then she will begin to heal the Aldryami while they continue to fight. She might, at times, use her shield spell in order to protect herself from magic and missiles.

Long Stem is Spring Blossom's personal body guard and husband. He will never leave her side except on direct order. Long Stem has never had any direct contact with humans so he has no intense personal feelings toward them, one way or another. However he is quite willing to fight and kill them because that is what Spring Blossom wishes.

In combat Long Stem will close to engage in hand-to-hand combat (assuming that by doing so he does not leave Spring Blossom exposed). He will usually not hang back and use his "Living Bow" unless ordered by Spring Blossom, but she will frequently order him to do so.

Grassy Knoll is Long Stem's older sister. She has lived in this section of Tall Seed Forest for a very long time and is deeply offended by the destruction caused by the humans. However, she believes that this destruction is more in the nature of a misunderstanding than a concerted effort to destroy the Aldryami and their forest. In this regard she is partially correct, but she has not been able to convince any other Aldryami of her viewpoint.

Despite her beliefs, Grassy Knoll, follows the elvish party line and fights and destroys humans whenever possible. In a combat situation she will remain out of combat, shooting arrows for as long as possible, but when the time comes, she will wade in with her staff.



Grassy Knoll

SPRING BLOSSOM (Dryad female)
STR 6 CON 11 SIZ 5 INT 18 POW 18 DEX 15 CHA 17
Attacks 20%; Parries 10%
MOVE 9 DEFENSE 25%
Spells - Healing 6. Protection 4; Harmonize; Strength; Detect Life; Vigor;
Rune Spells - Shield 4; Divination 3; Concealment; Multispell 2;
Skills - Plant Finding 90%; Hide 75%; Camouflage 60%;
Listening 75%; Move Silently 65%; Sense Ambush 60%;
Magic - 12 point Power Yielding Crystal; The Grass Weaving
(See description below);
Treasure - carries no treasure; will be ransomed for 3000 guilders
by the Elves of the Tall Seed Forest.

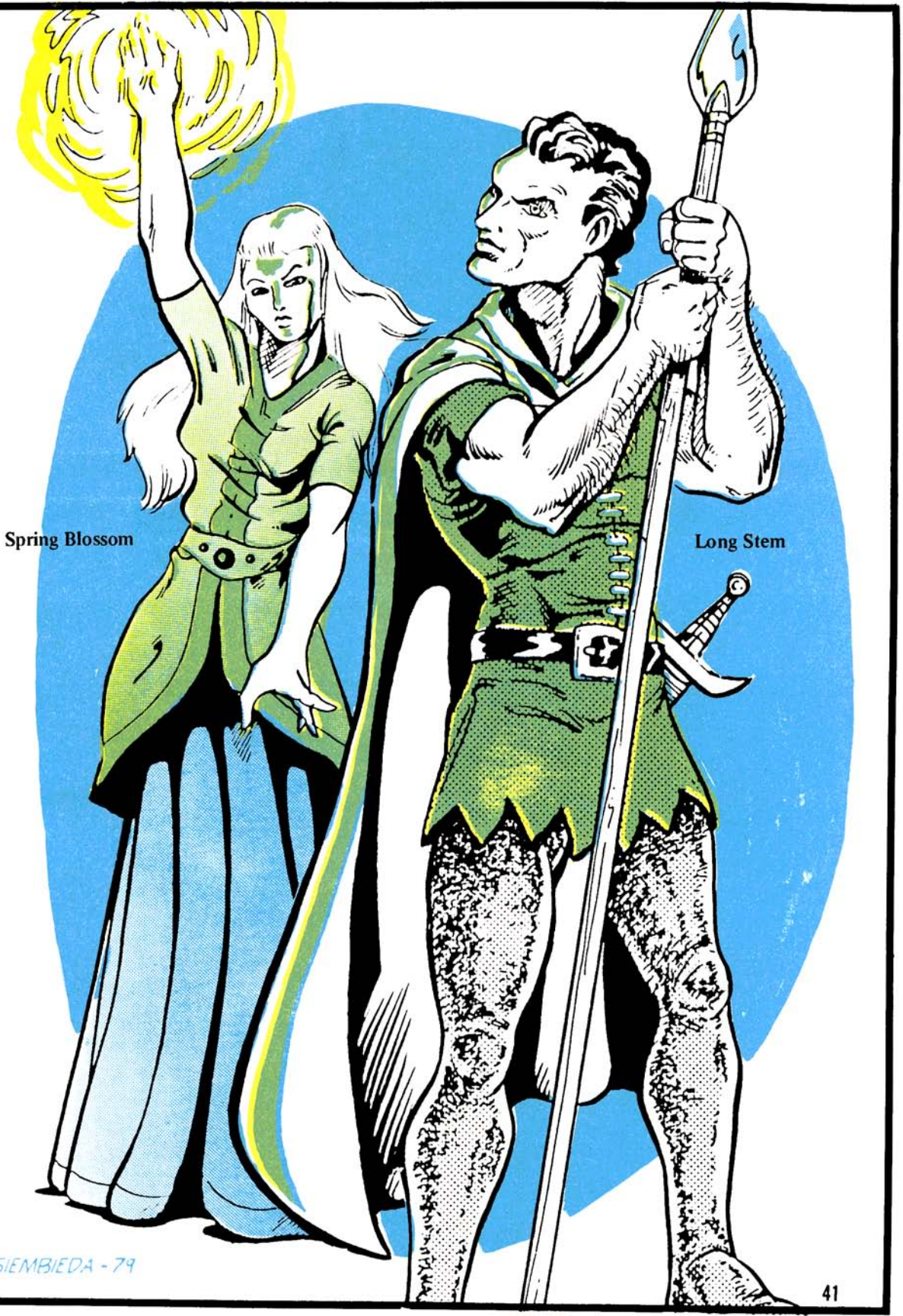
1-4	Right Leg	0/4
5-8	Left Leg	0/4
9-11	Abdomen	0/4
12	Chest	0/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4
Total Hit Points.		.11

LONG STEM (Elf male)
STR 11 CON 10 SIZ 13 INT 14 POW 16 DEX 13 CHA 12
Selfbow (1D8+1) 70% SR 2
1-handed Spear (1D6+1) 60% SR 5 Parry (15) 55%
Javelin (1D10) 40% SR 2
Shortsword (1D6+1) 55% SR 7; Small Shield (8) 55%
MOVE 9 DEFENSE 20%
Spells - Healing 2; Speedart 4; Disruption; Befuddle; Protection 2;
Skills - Listening 45%; Sense Ambush 50%; Spot Hidden 50%;
Camouflage 35%; Hide in Cover 65%; Move Silently 45%;
Magic - 10 point Power Storage Crystal; and the Living Selfbow
(see description below);
Treasure - carries 5 wheels; ransom of 1000 lunars will be paid
by the Elves of Tall Seed Forest.

1-4	Right Leg	4/4
5-8	Left Leg	4/4
9-11	Abdomen	5/4
12	Chest	5/5
13-15	Right Arm	4/3
16-18	Left Arm	4/3
19-20	Head	4/4
Total Hit Points.		.10

GRASSY KNOLL (Elf female)
STR 10 CON 16 SIZ 8 INT 18 POW 15 DEX 15 CHA 12
Staff (1D12) 55% SR 5 Parry (25) 40%
Selfbow (1D8+1) 45% SR 2
1-handed Spear (1D6+1) 40% SR 5 Parry (15) 30%
Javelin (1D10) 50% SR 2
Shortsword (1D6+1) 55% SR 7 Parry (20) 40%
Small Shield (8) 30%
MOVE 9 DEFENSE 20%
Spells - Healing 6; Multimissile 6; Protection 4; Harmonize;
Skills - Listening 45%; Sense Ambush 50%; Spot Hidden Item 40%;
Camouflage 35%; Hide in Cover 45%; Move Silently 65%;
Magic - 10 point Power Storage Crystal; The Liveing Staff
(see description below);
Treasure - carries 45 guilders; ransom of 1000 lunars will be paid
by Elves of the Tall Seed Forest.

1-4	Right Leg	4/5
5-8	Left Leg	4/5
9-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	4/5
Total Hit Points.		.15


Spring Blossom
Long Stem
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MOSS LONGBOUGH (Elf male)
STR 10 CON 8 SIZ 10 INT 17 POW 18 DEX 19 CHA 11
Selfbow (1D8+1) 90% SR 2
1-handed Spear (1D6+1) 75% SR 5 Parry (15) 65%
Javelin (1D10) 100% SR 2, Small Shield Parry (8) 65%
Shortsword (1D6+1) 70% SR 7 Parry (20) 60%
MOVE 9 DEFENSE 20%
Spells - Multimissile 4; Healing 6; Harmonize; Demoralize;
Mobility, Speedart 3;
Rune Magic - Shield 3; Divination 1;
Skills - Evaluate Treasure 35%; Map Making 65%; Swimming 45%;
Listening 90%; Sense Ambush 70%; Spot Hidden Item 85%; Tracking 45%;
Camouflage 90%; Hide in Cover 70%; Move Silently 60%; Oratory 40%;
Magic - 14 point Power Storage Crystal; A shield which is a 4 point
Protection matrix (as well as an 8 point small Bronze Shield);
Treasure - he carries 15 wheels and a gem worth 500 guilders; if captured
the Elves of Tall Seed Forest will ransom him for 2500 guilders.

1-4	Right Leg	4/3
5-8	Left Leg	4/3
9-11	Abdomen	6/3
12	Chest	6/4
13-15	Right Arm	4/2
16-18	Left Arm	4/2
19-20	Head	4/3
Total Hit Points.....		9

SPRING FLOWER (Elf female)
STR 12 CON 18 SIZ 8 INT 15 POW 15 DEX 15 CHA 12
1-handed Spear (1D6+1) 65% SR 6 Parry (15) 60%
Shortsword (1D6+1) 55% SR 8 Parry (20) 50%
Selfbow (1D8+1) 55% SR 2; Javelin (1D10) 75% SR 2
Small Shield (8) 55%
MOVE 9 DEFENSE 10%
Spells - Healing 6; Multimissile 4; Disruption; Protection 2
Skills - Climbing 45%; Map Making 40%; Listening 80%; Sense Ambush 70%;
Spot Hidden 35%; Camouflage 40%; Hide in Cover 35%; Move Silently 50%;
Magic - 5 point Power Focusing Crystal;
Treasure - carries 10 wheels; if captured the Elves of Tall Seed Forest will
pay a 1000 guilders ransom for her.

1-4	Right Leg	4/6
5-8	Left Leg	4/6
9-11	Abdomen	6/6
12	Chest	6/7
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	4/6
Total Hit Points.....		17

RUNNER NUMBER ONE
STR 10 CON 12 SIZ 12 INT 11 POW 13 DEX 16 CHA 13
Whipstick (1D6) 55% SR 5 Parry (10) 55%
Selfbow (1D8+1) 55% SR 1
MOVE 5/9 in trees DEFENSE 5%
Skills - Sense Ambush 90%; Hearing 75%; Spot Hidden 55%;
Hide in Cover 85%; Move Silently 75%; Camouflage 75%.

1-4	Right Leg	0/4
5-8	Left Leg	0/4
9-11	Abdomen	0/4
12	Chest	0/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4
Total Hit Points.....		12

RUNNER NUMBER TWO
STR 4 CON 15 SIZ 9 INT 8 POW 8 DEX 15 CHA 16
Whipstick (1D6) 55% SR 7 Parry (10) 60%
Selfbow (1D8+1) 45% SR 2
MOVE 5/9 in trees DEFENSE 0%
Skills - Sense Ambush 60%; Hearing 50%; Spot Hidden 80%;
Hide in Cover 80%; Move Silently 50%; Camouflage 50%.

1-4	Right Leg	0/5
5-8	Left Leg	0/5
9-11	Abdomen	0/5
12	Chest	0/6
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5
Total Hit Points.....		14

RUNNER NUMBER THREE
STR 10 CON 10 SIZ 5 INT 13 POW 13 DEX 13 CHA 15
Whipstick (1D6) 60% SR 7 Parry (10) 55%
Selfbow (1D8+1) 60% SR 2
MOVE 5/9 in trees DEFENSE 10%
Skills - Sense Ambush 90%; Hearing 90%; Spot Hidden 70%;
Hide in Cover 60%; Move Silently 60%; Camouflage 60%.

1-4	Right Leg	0/3
5-8	Left Leg	0/3
9-11	Abdomen	0/3
12	Chest	0/4
13-15	Right Arm	0/2
16-18	Left Arm	0/2
19-20	Head	0/3

Total Hit Points. 9

RUNNER NUMBER FOUR
STR 9 CON 12 SIZ 4 INT 9 POW 6 DEX 15 CHA 10
Whipstick (1D6) 60% SR 7 Parry (10) 65%
Selfbow (1D8+1) 40% SR 2
MOVE 5/9 in trees DEFENSE 15%
Skills - Sense Ambush 70%; Hearing 40%; Spot Hidden 40%;
Hide in Cover 75%; Move Silently 65%; Camouflage 75%.

1-4	Right Leg	0/4
5-8	Left Leg	0/4
9-11	Abdomen	0/4
12	Chest	0/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

Total Hit Points. 10

RUNNER NUMBER FIVE
STR 7 CON 11 SIZ 6 INT 9 POW 6 DEX 15 CHA 17
Whipstick (1D6) 55% SR 8 Parry (10) 55%
Selfbow (1D8+1) 35% SR 3
MOVE 5/9 in trees DEFENSE 0%
Skills - Sense Ambush 90%; Hearing 60%; Spot Hidden 50%;
Hide in Cover 55%; Move Silently 35%; Camouflage 55%.

1-4	Right Leg	0/4
5-8	Left Leg	0/4
9-11	Abdomen	0/4
12	Chest	0/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

Total Hit Points. 10

RUNNER NUMBER SIX
STR 9 CON 16 SIZ 4 INT 15 POW 17 DEX 12 CHA 14
Whipstick (1D6) 45% SR 8 Parry (10) 50%
Selfbow (1D8+1) 45% SR 3
MOVE 5/9 in trees DEFENSE 10%
Skills - Sense Ambush 75%; Hearing 45%; Spot Hidden 65%;
Hide in Cover 55%; Move Silently 35%; Camouflage 35%

1-4	Right Leg	0/5
5-8	Left Leg	0/5
9-11	Abdomen	0/5
12	Chest	0/6
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5

Total Hit Points. 15

RUNNER NUMBER SEVEN
STR 8 CON 15 SIZ 8 INT 12 POW 11 DEX 12 CHA 11
Whipstick (1D6) 30% SR 7 Parry (10) 30%
Selfbow (1D8+1) 40% SR 3
MOVE 5/9 in trees DEFENSE 0%
Skills - Sense Ambush 65%; Hearing 45%; Spot Hidden 55%;
Hide in Cover 30%; Move Silently 50%; Camouflage 30%.

1-4	Right Leg	0/5
5-8	Left Leg	0/5
9-11	Abdomen	0/5
12	Chest	0/6
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5

Total Hit Points. 14

RUNNER NUMBER EIGHT
STR 8 CON 12 SIZ 6 INT 9 POW 16 DEX 15 CHA 11
Whipstick (1D6) 45% SR 7 Parry (10) 45%
Selfbow (1D8+1) 25% SR 2
MOVE 5/9 in trees DEFENSE 5%
Skills - Sense Ambush 55%; Hearing 35%; Spot Hidden 55%;
Hide in Cover 35%; Move Silently 45%; Camouflage 45%.

1-4	Right Leg	0/4
5-8	Left Leg	0/4
9-11	Abdomen	0/4
12	Chest	0/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

Total Hit Points. 11

RUNNER NUMBER NINE
STR 10 CON 11 SIZ 4 INT 13 POW 12 DEX 14 CHA 9
Whipstick (1D6) 35% SR 8 Parry (10) 25%
MOVE 5/9 in trees DEFENSE 20%
Skills - Hide in Cover 50%; Move Silently 40%; Sense Ambush 70%; Listening 50%; Camouflage 30%; Spot Hidden 50%.

1-4	Right Leg	0/3
5-8	Left Leg	0/3
9-11	Abdomen	0/3
12	Chest	0/4
13-15	Right Arm	0/2
16-18	Left Arm	0/2
19-20	Head	0/3

Total Hit Points. 9

RUNNER NUMBER TEN
STR 12 CON 13 SIZ 4 INT 15 POW 11 DEX 15 CHA 16
Whipstick (1D6) 45% SR 8 Parry (10) 40%
MOVE 5/9 in trees DEFENSE 15%
Skills - Hide in Cover 35%; Move Silently 40%; Sense Ambush 60%; Listening 30%; Camouflage 55%; Spot Hidden 45%.

1-4	Right Leg	0/4
5-8	Left Leg	0/4
9-11	Abdomen	0/4
12	Chest	0/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

Total Hit Points. 11

RUNNER NUMBER ELEVEN
STR 9 CON 12 SIZ 8 INT 8 POW 14 DEX 13 CHA 9
Whipstick (1D6) 35% SR 7 Parry (10) 30%
MOVE 5/9 in trees DEFENSE 0%
Skills - Hide in Cover 45%; Move Silently 30%; Sense Ambush 70%; Listening 45%; Camouflage 55%; Spot HIdden 50%.

1-4	Right Leg	0/4
5-8	Left Leg	0/4
9-11	Abdomen	0/4
12	Chest	0/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

Total Hit Points. 11

RUNNER NUMBER TWELVE
STR 6 CON 17 SIZ 8 INT 11 POW 10 DEX 13 CHA 11
Whipstick (1D6) 30% SR 7 Parry (10) 35%
MOVE 5/9 in trees DEFENSE 10%
Skills - Hide in Cover 30%; Move Silently 50%; Sense Ambush 70%; Listening 35%; Camouflage 35%; Spot Hidden 30%

1-4	Right Leg	0/6
5-8	Left Leg	0/6
9-11	Abdomen	0/6
12	Chest	0/7
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6

Total Hit Points. 16

RUNNER NUMBER THIRTEEN
STR 11 CON 11 SIZ 6 INT 16 POW 9 DEX 12 CHA 9
Whipstick (1D6) 35% SR 9 Parry (10) 35%
MOVE 5/9 in trees DEFENSE 5%
Skills - Hide in Cover 30%; Move Silently 55%; Sense Ambush 75%; Listening 30%; Camouflage 55%; Spot Hidden 35%.

1-4	Right Leg	0/4
5-8	Left Leg	0/4
9-11	Abdomen	0/4
12	Chest	0/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

Total Hit Points. 10

The Living Staff

This is a staff made out of living wood using a special technique known only to the oldest and wisest of elves. It was awarded to Grassy Knoll in recognition of the exceptional job she has done in protecting the forest (once she fought off a party of 5 trolls while her younger sister went for help). The staff is usable by any Aldryami and it can be used by other races (except trolls or dwarves) if they successfully engage the spirit in the staff in spirit combat. The staff has many powers:

1) When used to parry it can take 25 points of damage rather than the normal 20.
2) It grows very rapidly so it will heal one point of its own damage every melee turn. This uses no power and is automatic.
3) The user of the staff is in a permanent mind link with the staff. Thus s/he can use the staff's intelligence to remember spells and its power to cast spells.
4) When the staff hits any enemy it can do extra damage. For each power point expended the staff will do 1 extra point of damage. This power must come from the staff itself and the power will be regained normally as per a battle magic spell. If the staff misses its target no power is used.
5) The staff has INT 10 and POW 25.

The Grass Weaving

This is a small (4cm x 4 cm) thing made of several hundred grass stems woven together. Originally, this and several others like it were made by the Aldryami but the secret of their making has long since been lost. It has the following powers:

1) It can only be used by a member of the Aldryami cult who knows the proper ritual.
2) When the proper ritual is used a fertile area 10 meters in diameter is created. Any healing spells (for both elves and their enemies) cast within this area have a doubled effect. Furthermore, any sick or diseased plants, animals or intelligent beings will have an increased resistance while in this area. For game purposes, this increased resistance can be treated as a chance to make an extra die roll to resist the effects of the disease.
3) This weaving can also be a part of the ritual in which an allied spirit is summoned for a new Aldryami Rune Priest or Rune Lord.

The Living Selfbow

This item resembles the Living Staff in that it is made out of living wood using a secret technique. It has the following powers:

1) It can take 15 points of damage rather than the normal 6 points.
2) It grows very rapidly so it will heal one point of damage to itself every melee turn. This uses no power and is automatic.
3) The bow has INT 12 and POW 19.
4) It automatically casts a multimissile 3 on every arrow shot with it. This is in addition to any multimissiles which might be cast by the user.
5) The owner of the bow is in permanent mind link with the spirit of the bow. Thus s/he can use the bow's intelligence to remember spells and its power to cast spells.

NEW ANIMALS

There are two new animals present in these scenarios for which statistics are not provided in the original Runequest rules. They are here for the sake of completeness. It should be noticed that the younger versions of these animals are basically the same except that the die rolls for STR, CON, and SIZ are reduced somewhat by the judge.

WOLVES
STR 2D6+6
CON 2D6+6
SIZ 2D6
INT –
POW 3D6
DEX 2D6+6
CHA –
MOVE 12
Hit Points 12
Treasure Factor 6
DEFENSE 5%
Bite (1D6+1) 30% SR 8
Armour 1 point skin

BEARS
STR 4D6+6
CON 1D6+12
SIZ 2D6+12
INT –
POW 3D6
DEX 3D6
CHA –
MOVE 9
Hit Points 17-18
Treasure Factor 9

Bite (1D6+1+1D6) 45% SR 8
Claw (1D6+1D6) 50% SR 8
Hug (2D6+1D6) 95% SR 3
It can attack with either two claws or one claw and a bite each melee turn. If two claws hit the same target the bear will begin to hug starting the next round. The hug always does damage to the chest.

ADDITIONAL SUGGESTIONS

There are several places in the sceanrios where large and complicated melees could develop. I have several suggestions for dealing with these.

1) If you have a large chalk board available it would help to draw out the entire battleground to scale and mark each character and monster's location on the board. Then as things move about it will be easy to erase and redraw the locations. This technique will particularly helpful in the attacks on the forts where it is likely that there will be several combats going on in different parts of the fort.
2) If there are numerous melees going on in which no player-characters are directly involved, the judge and players might find it easier to guess as to the probable results of that combat rather than to take the time to fight it out. The judge will find that this is an easy way to balance an expedition.
3) If your group of players has a sufficient number of people, it is sometimes helpful and fun to have someone playing monsters instead of one of their own characters. In this booklet, such a strategy would be particularly useful because the actions of the Aldryami are likely to be complex enough that it might be too much of a strain on the judge to run them all h/im/erself. If someone does play the monsters, that person must remember that s/he is still role-playing and must keep in mind the monsters' goals. If the person merely tries to kill as many player-characters as possible, s/he is not playing the game right.

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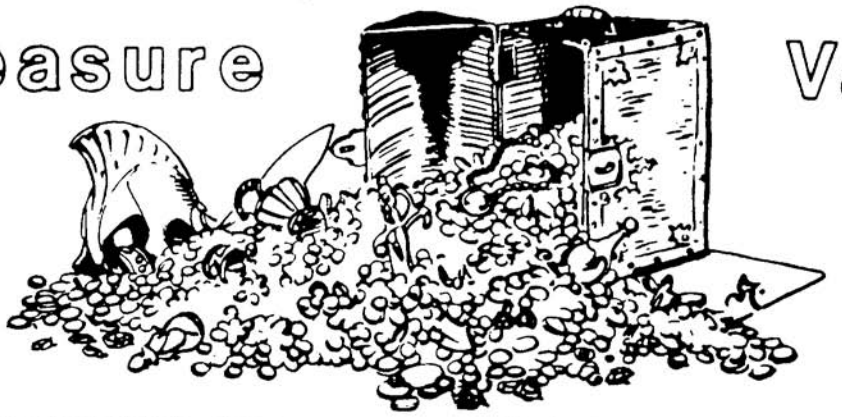

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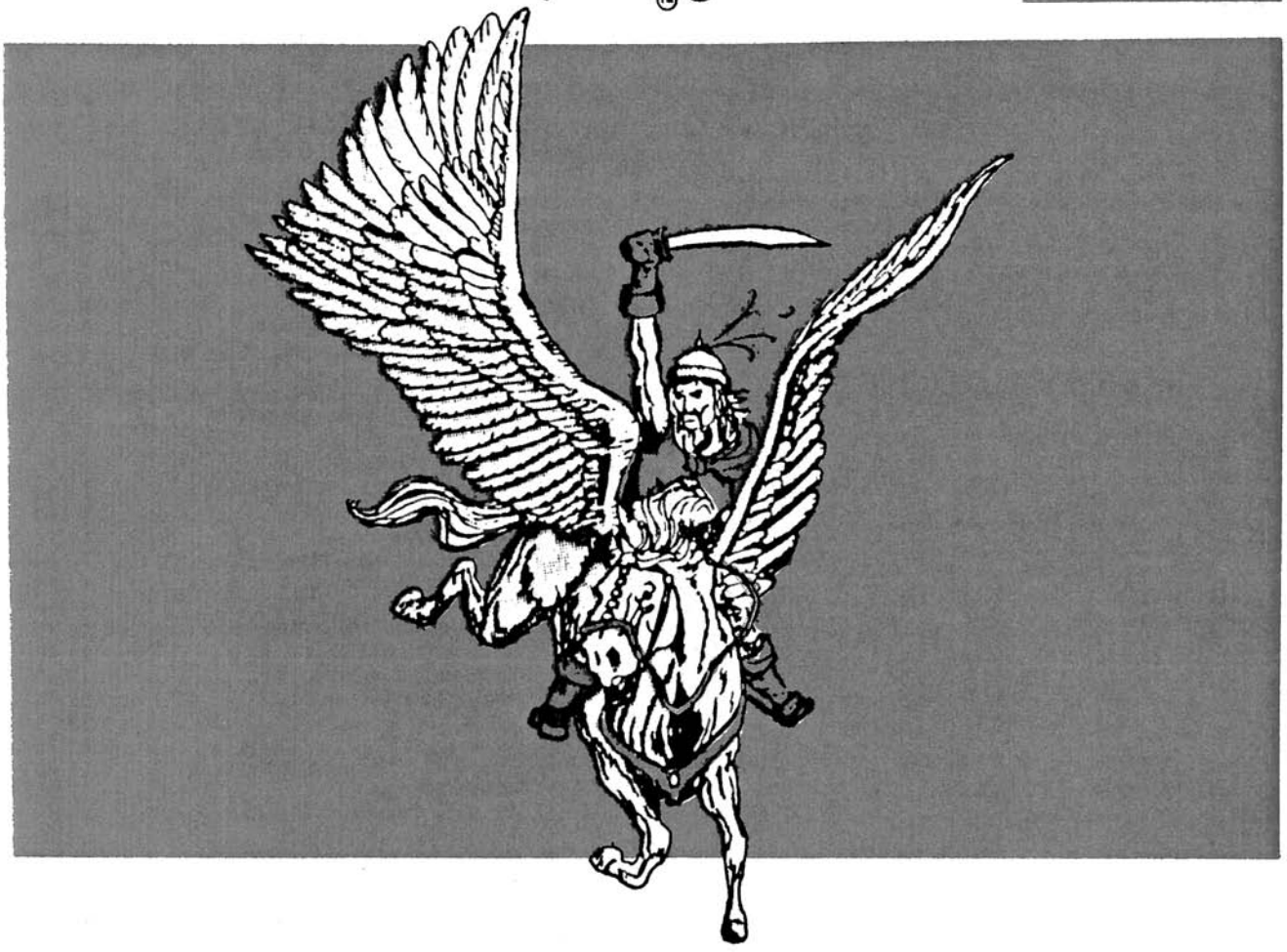

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