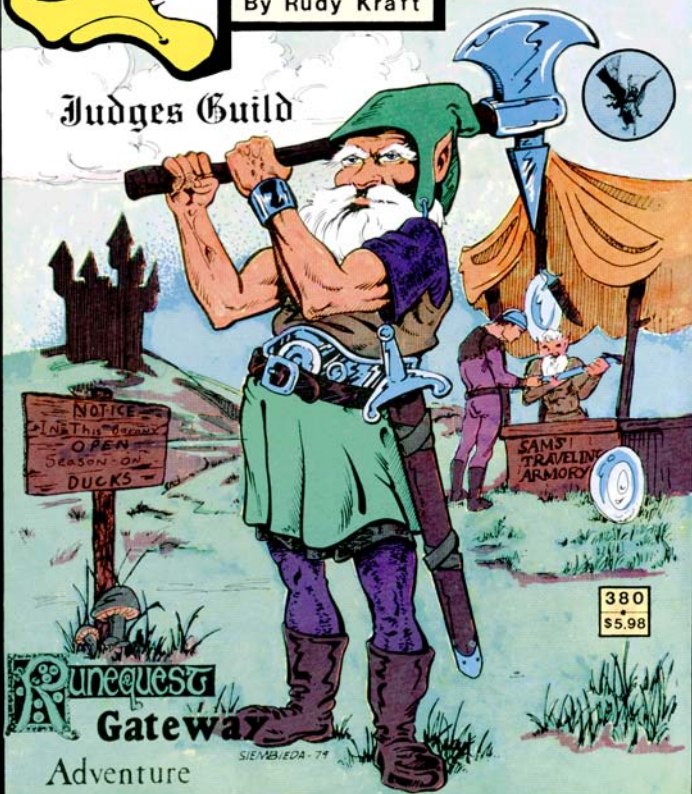




DUCK POND

By Rudy Kraft

Judges Guild



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Adventure

SIEMBIEDA - 79

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Credits

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Introduction

The Duck Pond is a Campaign Adventure Scenario created and approved for use with **RuneQuest** tm. The **RuneQuest** supplement **Cults of Prax** is also necessary to the play of this product. I would like to thank Paul Jaquays whose initial conception of **Duck Tower** gave me the idea for this product. I would also like to thank the **Chaosium** for allowing me to excerpt a small (very tiny) portion of **Snakepipe Hollow** in this product. (For those who are interested, the section involved is the explanation of the **Spirit of Disease**.) I hope you like the Duck Pond.

Dedication

To Jim Steuard for giving me a chance with **Gryphon**

History of The Duck Pond

This area was the sight of a small fishing and trading village primarily inhabited by Humans (although there were a few Ducks and other races present). After existing peacefully for many years, the village was attacked by a group of Mallia Worshipers. The attack was not based on any hostility towards the inhabitants, rather the Priests of Mallia were testing a new disease causing spell which they hoped would prove especially deadly. Their hope was born out as the disease not only killed everyone in town but it also wiped out the Mallia Worshipers thus sparing the world any further uses of this disease.

For a long time the area of the Duck Pond was the subject of terrible rumors and it was generally avoided. After many, many years, small groups of adventurers came back into the area to probe the ruins for the valuable treasures which they thought must be hidden in the area.

Eventually a Duck named Frwack arrived at the area while fleeing from a hostile Dragonewt (Oarssanai Wriissi). Frwack decided that he would like to settle here but in order to do so he had to prepare defenses which could hold off Oarssanai. Therefore Frwack returned, in a roundabout way, to his home and hired assorted helpers (including one very strong and well paid Giant who carried and placed the four iron plated plynths) to assist him upon his return to the Duck Pond.

When Frwack arrived back at the Duck Pond he found Oarssanai waiting for him. With his powerful allies he had no difficulty in killing Oarssanai before building his defenses.

The Giant placed the plynths and Frwack began his ritual. He challenged each of the Elements and successfully bound to his will the most powerful of the Elemental Spirits in the area. Since that time, Oarssanai has returned and been killed twice and various allies have been recruited by Frwack and have moved into the area.

Oarssanai has just completed the long journey from his home city and is about to make another attempt to kill Frwack. This is the situation as the characters arrive.

How To Use This Scenario Pack

This scenario pack is set up to allow the Judge to locate a variety of encounters within the general area of Duck Pond. The encounters can either be placed randomly or in what the Judge deems appropriate locations. In addition the product can be expanded upon by the addition of encounters from Duck Tower or of the Judges own devising.

The procedure for populating the area is as follows:

- 1) Using percentile dice, roll a location for each of the encounters.
- 2) Consulting the descriptions of the indicated room, determine if the indicated encounter could reasonably take place in that room. (For example, Encounter P, the Dragonsnails, could not take place in Room 64 as the Humakti Guardian Spirit would perceive them as enemies and would attack them. Besides, both doors to that room are locked and Dragonsnails would have no way of opening them.) (It is important to note that Frwack's Elemental Spirits, Encounters C through G, will never be encountered outside the area bounded by the four iron plated plynths, Areas 38, 39, 40, and 41.)
- 3) The presence of an encounter in a room will automatically change some parts of that room's descriptions. The most obvious change is, of course, that empty rooms will no longer be empty but other changes will also be necessary. For example, Encounter M, Calton the Archer, would not be found living in Room 72 unless the door were unlocked (perhaps he has found the key hidden in Room 67) and the Skeletons were removed. Another example would be the Trollkin shacks, Areas 57 through 63, no one but the Trollkin would be found living in them. However, other groups might be looking through them while the Trollkin are out.
- 4) The presence of an encounter in a room will necessitate a roll to determine Found Objects. If such an object is present, intelligent creatures are assumed to have found it and they will be using it or ignoring it as the case may be. Note also that some encounters or rooms will mandate the presence of Found Objects.
- 5) Some areas will not make sensible lairs for some of the encounters. If such a situation is rolled assume that the encounter is present in the indicated area but roll again to determine its lair. In several cases, the lair is predetermined and the die roll only indicates the encounter's present location. Several other encounters do not have a lair under any circumstances. The die rolls for these creatures (which especially include the various spirits) merely indicate their present location.
- 6) Should an encounter survive its interaction with the characters, the Judge will have to determine its actions for the duration of the adventure.
- 7) When characters first enter an unoccupied area, the Judge should roll for Found Objects. If such an object is present, the Judge should determine whether the item is large enough to be visible automatically or if the players will have to search and find it. In the latter case, a successful Spot Hidden roll will be required.
- 8) The Judge should keep notes on whatever changes the players make to the various locations so that if they (or other characters) return at a later time, things will be as they should be. The Judge should also determine what changes, if any, encounters will make to areas they pass through.

Found Objects

In every room and building of **Duck Pond** there is a section entitled "Found Objects". A Found Object is an item or items, situation or setting that may exist in that room. A chance is listed as a percentage and if that number or less is rolled on percentile dice, then a Found Object does indeed exist in that chamber. Usually, the chances are very low. If an object is indicated, then the Judge should go to the Found Object Chart and roll a D100 to determine which Found Object Table to consult. No item will be found more than once. In most cases a Spot Hidden Items roll will be required to "find" the item.

The items found may or may not be of great value. They may be worthless or could possibly be a clue of some sort. The Judge should use good judgement in placing Found Objects. For example, care should be taken to insure that the object could fit into the room in question. The Judge should feel free to add Found Objects of his or her own devising to the lists.

Found Object Chart (D100)

01 - 05 Table One (D10)
06 - 55 Table Two (d20)
56 - 00 Table Three (D10)

Table One (D10)

- 1) A sealed Glass Jar inside of which is a yellowish jellylike substance. This substance is infected with some of the disease that destroyed this place. Anyone opening the jar will automatically be exposed to the disease (a virulent form of Creeping Chills). If the disease is caught it automatically enters the terminal form. Anyone within two meters of a victim of this disease is also exposed to it.
- 2) Amulet of Protection: It has a Protection 4 and Detect Enemy matrix which both can be used at will by its owner. It also contains a 13 Point Double Power Yielding Crystal which automatically casts a Detect Enemy every ½ hour. If an enemy is detected it will immediately cast a Protection 4. The wearer need not attune the Crystal to get these benefits but an unattuned Crystal may never be used to supply power for other purposes.
- 3) The Leather Snake: A two centimeters diameter, two meter long leather rope. It is magical and activates with 6 Points of Battle Magic Power. Once activated, it is under the control of its activator who can direct it to move as a snake at a Movement Rate of three. The snake will serve as an additional viewpoint for its controller. That is, it acts as if a *Vision* spell were cast on it. The snake remains activated for five minutes per 6 Points of Power but more may be put in initially to give it a longer duration.
- 4) An elaborately carved Ivory Pipe: The bowl is carved in the shape of the head of a Broo. The pipe is not magical but is so well done that it could be sold for 4000 Guilders.
- 5) A Loop of Magical Pure Tin Chain: If thrown onto or into a Water Elemental or a Water Spirit, it will trap it. The Elemental will be unable to move and it will lose one Point of Battle Magic Power each melee turn. If its power goes to 0, it will be utterly destroyed but the Elemental can escape at will by disassembling. However, once it has done so it will be unable to reform for a full seven days.
- 6) An Iron Glove for the left hand: It is wearable only by five fingered Humanoids of sizes 15 or 16. It is usable only by Rune Lords and Rune Priests. It has the following powers:
 - 1) It serves as a Vision matrix usable once each calander week
 - 2) Allied Spirits can be kept in it
 - 3) +2 Damage on all Fist attacks
 - 4) Can bind Spirits into it

The Glove need not be enchanted with one point of Divine Intervention for it to be usable.

- 7) A large Brass Cauldron (.7 meters across mouth weighing one ton): It is magical and especially useful to Alchemists as it tends to retard spoilage and over or under cooking of potions. It is very valuable and could be sold for up to 20,000 Guilders but due to its weight, it will be difficult to transport.
- 8) A small Bronze Horn which when blown, can be heard anywhere within 25 kilometers. Note that the horn is magical and that it will seem no louder at a range of one meter than it will at 25 kilometers.
- 9) A large Iron Shield with a Death Rune engraved on its surface. It is worth 5000 Guilders.
- 10) A Tin Crescent which can be used as a weapon by any Air Cult Rune Lord or Rune Priest. It is a thrown weapon with a range of 75 meters and doing Damage of 2D6. It returns to the caster's hand if one Point of Battle Magic Power is expended when it is thrown. The base chance to hit with this boomerang is 25% plus attack bonuses (increasing, of course, with experience).

Table Two
(D20)

- 1) A ½ meter long Iron Spoon: The iron it contains is worth about 1000 Guilders.
- 2) A spoiled Detect Life Potion: When used it will cause its user to glow for the duration of the spell.
- 3) A .5 m x .6 m jagged and sharp slab of Glass.
- 4) A Dog's Skull with a Detect Copper matrix built into it. (Detect Copper will function as Detect Silver except for Copper.)
- 5) A Silver Necklace worth 50 Guilders. It has mountings for eight Gems which have clearly been pried out and taken.
- 6) A Bronze Short Sword with a Shite Bone Handle.
- 7) A Stone Head of a Duck: Although there is no obvious way of determining this, this item is from a Duck which was turned to stone by a Cockatrice and not from a Statue.
- 8) A large (one meter across) Stone Bowl.
- 9) A Bronze Key which will lock and unlock Buildings 12, 18, 19, and 20.
- 10) The Skeletons (completely intact) of four .3 meter long fish.
- 11) A Gold Inlaid Wooden Harp. The Harp is wrapped in leather skins and is in excellent condition (worth 1500 Guilders). However, it is missing all of its strings so it can not currently be played.
- 12) Three chipped Wooden Wagon Wheels.
- 13) A two meter long and one centimeter in diameter Glass Rod: It is a Light matrix. The Rod is unexpectedly strong but it can be broken. If this happens the larger piece will still serve as a Light matrix.
- 14) An unalloyed pure Silver Scimitar worth 500 Guilders.
- 15) A small solid Gold Statue of a Rhino worth 4000 Guilders as art and 100 Wheels if melted down.
- 16) A Jeweled Necklace worth 4000 Guilders as Jewelry. It is also a Detect Gems matrix and, as such, will always detect its own Gems as well as any others.

- 17) An unlabeled Bottle containing very old Wine still in good condition. If correctly identified and sold unopened it would be worth 10,000 Guilders. Otherwise, it would be worth only 10 Guilders.
- 18) A medium Bronze Shield with a Bronze Short Sword impaled through it.
- 19) An orange leather Ball, .3 meters in diameter.
- 20) A Humanoid Back Bone with four Bronze Arrow Heads imbedded in it.

Table Three
(D10)

- 1) A small (1.5 meter long) Wooden Row Boat with one oar.
- 2) One Wooden Oar.
- 3) A Human Skull with its jaw clenched on a Human Ankle Bone.
- 4) A grey stone three-legged Stool.
- 5) A broken Honey Jug with hundreds of ants swarming all over it.
- 6) A non-magical broken Clay Pot covered with Death Runes painted with black paint.
- 7) A red Leather Whip.
- 8) A sealed Jug containing foul smelling fish meal.
- 9) A 3 meter by .3 meter by 2 centimeter Wooden Plank.
- 10) A Green Stone crudely carved in the image of a Crested Dragonewt. Worth 15 Guilders.

- A) Frwack: Frwack lives in Room 100 and will always be encountered there if he has not already been encountered elsewhere. Frwack is, for all practical purposes, the ruler of this area. It was he who arranged to have the four iron plated plynths (Areas 38, 39, 40 and 41) put in place here. And it was he who challenged the five most powerful Elemental Spirits of the area and, by defeating them, bound them to his service.

Frwack considers himself the absolute ruler of the area. Any intruders he comes across will be forced to acknowledge this or die. However, this does not mean that all strangers will be treated as enemies. For example, a party of strange Ducks will be welcomed and treated as honored guests as would Newtlings, Lightbringers, and Trollkin. On the other hand, all Trolls and Dragonewts will be assumed to be enemies.

Should Frwack be killed, the individual who killed him will be challenged to Spirit Combat by Frwack's Spirit. If the challenge is accepted, Frwack will attempt to possess the individual and if he succeeds, he will occupy the person's body and remain in control of his Spirits. Should Frwack be defeated and his Spirit destroyed or bound, the victor will assume Frwack's control of this area and the five Elemental Spirits. If Frwack's initial challenge is not accepted, his controlled Spirits are freed and Frwack is free to attempt to come back to life in the same fashion as any other Shaman.

Frwack's treasure is given in the description of Room 100.

FRWACK (Male Duck, Eccentric Shaman)
 STR 9 CON 15 SIZ 7 INT 17 POW 21 (+9) DEX 19 CHA 14
 Shortsword (1D6+1) 90% SR 5 Parry (20) 90%
 Selfbow (1D6+1) 85% SR 1
 Medium Shield (12) 95%
 Defense 50% Move 5
 Spells: Bladesharp 4; Disruption; Protection 4; Multimissile 3;
 Detect Silver; Invisibility; Befuddle; (known by Fetch) Healing 5;
 Mobility; Detect Magic; Dispel Magic 4; Repair
 Skills: Evaluate Treasure 80%; Hide Item 60%; Map Making 45%;
 Swimming 95%; Listening 70%; Spot Hidden 75%; Spot Trap 55%;
 Tracking 50%; Camouflage 60%; Hide in Cover 70%; Move Silently 85%;
 Oratory 75%; Bargaining 50%; Pick Lock 80%
 Magic Items: Power Storage Crystal, 10 Points; Healing Focussing Crystal, 5 Points;
 Lump of Aluminum which allows complete Water Breathing ability
 Fetch: INT 13 POW 22 (knows Shield 4)
 Controlled Spirits: INT 4 POW 20; and INT: 12 POW 15

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

Frwack also controls five “Elemental Spirits” who inhabited this area prior to his coming and who have been bound into the area until Frwack’s death. These Spirits are under Frwack’s complete control and he can put himself in Mind Link with any of the five Spirits at will. However, he can only be in Mind Link with one of these Spirits at a time.

The Spirits are able to manifest themselves as Elementals for 15 minutes once a day. In order to do so, some of their Elemental must be present. Aside from their Elemental abilities, these Spirits also have the normal capabilities for Shaman Controlled Spirits although they may not engage in Spirit Combat for 12 hours after assuming Elemental form.

Spirit of Water: INT 15 POW 25 HP 82 STR 40 SIZ 3m x 12m x 3m

Spirit of Fire: INT 11 POW 6 HP 2 STR 2 SIZ 3m x 3m x 3m (only attacks the Constitution with 2D6 instead of 3D6)

Spirit of Darkness: INT 7 POW 10 HP 11 STR 12 SIZ 3m x 3m x 3m Attack 20% Damage 1D6.

Spirit of Earth: INT 9 POW 21 HP 60 STR 23 SIZ 3m x 6m x 3m (unable to manifest itself on the islands)

Spirit of Air: INT 11 POW 17 HP 57 STR 28 SIZ 3m x 9m x 3m

These Spirits are unable to leave the area bounded by the plynths (38, 39, 40 and 41 on map).

B) Frwack’s Duck Followers: These Ducks are Frwack’s Duck friends and relatives whom he brought with him when he originally settled this area. They are all intensely loyal to Frwack.

Red Foot: This Duck has bright red feet. He considers himself Frwack’s personal bodyguard and will accompany Frwack whenever possible.

Dry Feather: This fellow is the most unusual of Ducks. He is afraid of water. He will swim when it is necessary but he avoids doing so whenever possible. When the Ducks are encountered swimming in the pond, Dry Feather will usually be found watching from the nearby shore.

Down Swimmer: Down Swimmer, on the other hand, is an excellent swimmer and will usually be found swimming even when the other Ducks are on land. She is also a good friend of the Newtlings.

Donn Eld: He is quite old and relatively feeble. He therefore prefers to stay at home and avoid combat. However, he is no coward and when forced to fight will do so bravely.

Clear Water: She is the mate of Old Bill (below) and the two of them will usually be found together and in a combat situation will work hard to protect each other.

Old Bill: See Above.

RED FOOT (Male Duck)
 STR 8 CON 13 SIZ 5 INT 10 POW 13 DEX 14 CHA 9
 Short Sword (1D6+1) 45% SR 8 Parry (20) 45%
 Sling (1D8) 45% SR 2
 Small Shield (8) 50%
 Defense 5% Move 5
 Spells: Healing 6; Disruption
 Skills: Move Silently 50%; Swimming 95%; Hide in Cover 55%;
 Spot Hidden 60%; Listening 75%
 Magic Items: 8 Point Power Storage Crystal
 Treasure: 50 Guilders and 4 Wheels

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

DRY FEATHER (Male Duck)
 STR 6 CON 13 SIZ 7 INT 7 POW 10 DEX 17 CHA 6
 Short Sword (1D6+1) 30% SR 7 Parry (20) 35%
 Sling (1D8) 35% SR 1
 Small Shield (8) 40%
 Defense 5% Move 5
 Spells: Healing 2; Demoralize; Bladsharp 4
 Skills: Move Silently 45%; Swimming 50%;
 Hide in Cover 40%; Spot Hidden 25%; Listening 60%
 Treasure: 20 Wheels

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

DOWN SWIMMER (Female Duck)
 STR 11 CON 12 SIZ 4 INT 14 POW 5 DEX 11 CHA 10
 Short Sword (1D6+1) 30% SR 8 Parry (20) 25%
 Sling (1D8) 30% SR 2
 Small Shield (8) 35%
 Defense 10% Move 5
 Spells: Protection 3; Bladsharp 2; Demoralize
 Skills: Move Silently 60%; Swimming 100%;
 Hide in Cover 45%; Spot Hidden 40%; Listening 55%
 Treasure: 30 Wheels and 1 Clack

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

DONN ELD (Male Duck)
STR 9 CON 12 SIZ 4 INT 14 POW 5 DEX 11 CHA 10
Short Sword (1D6+1) 50% SR 8 Parry (20) 25%
Sling (1D8) 25% SR 2
Small Shield (8) 25%
Defense 0% Move 5
Spells: Protection 2; Speedart; Bladesharp 2
Skills: Move Silently 55%; Swimming 95%;
Hide in Cover 55%; Spot Hidden 35%; Listening 50%
Treasure: 35 Guilders

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

CLEAR WATER (Female Duck)
STR 9 CON 13 SIZ 4 INT 15 POW 14 DEX 15 CHA 7
Short Sword (1D6+1) 35% SR 8 Parry (20) 50%
Sling (1D8) 55% SR 2 55%
Small Shield (8) 35%
Defense 15% Move 5
Spells: Demoralize; Shimmer 4; Healing 2; Disruption
Skills: Move Silently 55%; Swimming 90%;
Hide in Cover 60%; Spot Hidden 40%; Listening 60%
Treasure: 15 Wheels and 43 Guilders

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

OLD BILL (Male Duck)
STR 9 CON 14 SIZ 4 INT 14 POW 8 DEX 16 CHA 9
Short Sword (1D6+1) 35% SR 8 Parry (20) 40%
Sling (1D8) 50% SR 2
Small Shield (8) 40%
Defense 15% Move 5
Spells: Protection 2; Harmonize; Healing 2
Skills: Move Silently 40%; Swimming 95%;
Hide in Cover 70%; Spot Hidden 45%; Listening 65%
Treasure: 45 Guilders and 67 Clacks

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

Encounters C through G Frwack's Elemental Spirits

The statistics for these Spirits are included in Encounter A. All five of these Spirits are capable of instant Mind to Mind Contact with Frwack (although only one can be in actual Mind Link at any one time). If one of these Spirits has not already been encountered on its own, it will automatically be available as part of Encounter A (Frwack).

If a Spirit encounters a person or persons whom it does not recognize, it will immediately report their presence to Frwack and await his instructions on how to deal with them. In general, Frwack will have his Spirits attack parties with Trolls (not Trollkin alone) and not attack Newtlings and Ducks. However, exceptions will obviously be made in the cases of known friends and enemies. Notice that a few Spirits will refuse to attack certain types of beings.

Frwack will generally assume that all intruders into his domain have hostile intentions and he will have his Spirits attack them if they appear to have a significant chance of success.

Remember, that these Spirits can only be found within the Area bounded by Areas 38, 39, 40 and 41.

C) Spirit of Fire: This Spirit can only attack if there is a flame around from which it can manifest itself. If this is not the case, it will merely follow the party around until they use some fire or until Frwack calls upon it for some other purpose. If the party contains one or more Trolls, this Spirit will attack them even if Frwack would prefer that it not.

D) Spirit of Air: This Spirit will never attack a party with a Wind Child unless they actively engaged in combat with Frwack. Even then, it will avoid hurting the Wind Child, if at all possible.

Also the Spirit will never have difficulties manifesting itself as, unlike Fire, there will always be Air available.

E) Spirit of Earth: The Spirit of Earth will also behave in the same basic fashion as the previous two Spirits. However, this Spirit is unable to manifest itself on any of the four island or three bridges.

F) Spirit of Darkness: This Spirit will only manifest itself during the hours of Darkness and it will never attack Trolls. Otherwise, it will behave in much the same manner as the previous Spirits.

G) Spirit of Water: This Spirit follows the same general rules of behavior as the first four Spirits. However, if it encounters anyone or anything on or in the pond who does not have Frwack's permission to be there, it will attack automatically.

H) A Number of Newtlings: This group of 10 Newtlings live in a small cave at the bottom of the pond. Although they are friends and allies of Frwack, neither he nor anyone else knows the exact location of the cave.

The Newtlings can frequently be found wandering about the ruins on patrol. They will in general avoid hostile confrontations preferring to report them to Frwack and letting him deal with them. Should there be a known enemy involved, however, they will ambush or attack as appropriate. In no case will the Newtlings spend more than three or four hours a day out of water.

Frau Gee: Frau Gee is brave and clever. She delights in taunting and ambushing her enemies. However, she is aware of her responsibilities as the leader of these Newtlings and she will not engage a too powerful enemy.

FRAU GEE (Newtling Female)
STR 17 CON 15 SIZ 8 INT 16 POW 16 DEX 18 CHA 15
Trident (1D6+1+1D4) 80% SR 4 Parry (12) 70%
Sling (1D8) 95% SR 1
Small Shield (8) 85%
Defense 20% Move 6
Spells: Bladesharp 4; Healing 6; Binding; Disruption; Detect Magic
Skills: Swimming 85%; Tracking 55%; Spot Hidden 60%;
Spot Traps 55%; Hide in Cover 60%
Treasure: 32 Guilders and 15 Wheels

1-4	Right Leg	2/5
5-8	Left Leg	2/5
9-11	Abdomen	2/5
12	Chest	2/6
13-15	Right Arm	2/4
16-18	Left Arm	2/4
19-20	Head	3/5
Total Hit Points.		14

NEWTLING NUMBER TWO

STR 13 CON 7 SIZ 2 INT 11 POW 14 DEX 17 CHA 9
Trident (1D6+1) 50% SR 5 Parry (12) 45%
Sling (1D8) 60% SR 1
Small Shield (8) 60%
Defense 20% Move 6
Spells: Bladesharp 3; Healing 2; Disruption
Skills: Swimming 90%; Tracking 45%; Spot Hidden 40%;
Spot Traps 40%; Hide in Cover 40%
Treasure: 27 Guilders and 2 Wheels

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

NEWTLING NUMBER THREE

STR 13 CON 8 SIZ 8 INT 6 POW 8 DEX 16 CHA 7
Trident (1D6+1) 45% SR 4 Parry (12) 50%
Sling (1D8) 45% SR 1
Small Shield (8) 70%
Defense 0% Move 6
Spells: Bladesharp 2; Healing 2; Disruption
Skills: Swimming 85%; Tracking 55%; Spot Hidden 60%;
Spot Traps 30%; Hide in Cover 45%
Treasure: 48 Guilders and 3 Wheels

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

NEWTLING NUMBER FOUR

STR 11 CON 11 SIZ 8 INT 15 POW 12 DEX 14 CHA 11
Trident (1D6+1) 40% SR 6 Parry (12) 35%
Sling (1D8) 50% SR 2
Small Shield (8) 60%
Defense 10% Move 6
Spells: Bladesharp 2; Healing 2; Disruption; Protection 2
Skills: Swimming 80%; Tracking 50%; Spot Hidden 50%
Spot Traps 35%; Hide in Cover 40%
Treasure: 1 Jewel worth 150 Guilders; 11 Wheels

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

NEWTLING NUMBER FIVE

STR 14 CON 8 SIZ 9 INT 11 POW 7 DEX 15 CHA 16
Trident (1D6+1) 50% SR 6 Parry (12) 45%
Sling (1D8) 40% SR 2
Small Shield (8) 40%
Defense 5% Move 6
Spells: Bladesharp 3; Healing 2; Binding; Detect Magic; Protection 2
Skills: Swimming 90%; Tracking 45%; Spot Hidden 45%;
Spot Traps 45%; Hide in Cover 40%
Treasure: 34 Guilders

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

NEWTLING NUMBER SIX

STR 11 CON 11 SIZ 5 INT 11 POW 10 DEX 16 CHA 17
Trident (1D6+1) 35% SR 6 Parry (12) 35%
Sling (1D8) 35% SR 1
Small Shield (8) 45%
Defense 5% Move 6
Spells: Bladesharp 4; Healing 6; Disruption
Skills: Swimming 85%; Tracking 80%; Spot Hidden 45%;
Spot Traps 30%; Hide in Cover 30%
Treasure: 14 Guilders and 3 Wheels

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

NEWTLING NUMBER SEVEN

STR 8 CON 11 SIZ 11 INT 8 POW 8 DEX 15 CHA 7

Trident (1D6+1) 40% SR 6 Parry (12) 35%

Sling (1D8) 35% SR 2

Small Shield (8) 40%

Defense 0% Move 6

Spells: Healing 2; Disruption; Protection 4

Skills: Swimming 90%; Tracking 70%; Spot Hidden 40%;

Spot Traps 25%; Hide in Cover 35%

Treasure: 42 Guilders and 13 Clacks

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

NEWTLING NUMBER EIGHT

STR 9 CON 8 SIZ 4 INT 16 POW 8 DEX 15 CHA 9

Trident (1D6+1) 40% SR 7 Parry (12) 40%

Sling (1D8) 45% SR 2

Small Shield (8) 40%

Defense 20% Move 6

Spells: Bladesharp 3; Healing 2; Binding; Disruption; Protection 4

Skills: Swimming 75%; Tracking 65%; Spot Hidden 35%;

Spot Traps 20%; Hide in Cover 25%

Treasure: 18 Guilders, 2 Wheels and 4 Clacks

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

NEWTLING NUMBER NINE

STR 11 CON 13 SIZ 2 INT 13 POW 9 DEX 14 CHA 11

Trident (1D6+1) 60% SR 7 Parry (12) 35%

Sling (1D8) 40% SR 2

Small Shield (8) 35%

Defense 20% Move 6

Spells: Bladesharp 2; Healing 2; Binding; Disruption;

Detect Magic; Protection 3

Skills: Swimming 80%; Tracking 40%; Spot Hidden 30%;

Spot Traps 25%; Hide in Cover 30%

Treasure: 35 Guilders

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

NEWTLING NUMBER TEN

STR 16 CON 10 SIZ 7 INT 12 POW 16 DEX 14 CHA 7

Trident (1D6+1) 35% SR 6 Parry (12) 35%

Sling (1D8) 35% SR 2

Small Shield (8) 40%

Defense 5% Move 6

Spells: Bladesharp 2; Healing 2; Binding; Disruption; Protection 3

Skills: Swimming 75%; Tracking 45%; Spot Hidden 35%;

Spot Traps 35%; Hide in Cover 40%

Treasure: 56 Guilders

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

- 1) A Tribe of Trollkin: These Trollkin are ones who have, for a variety of reasons, fled Troll Society. They are living in the area with the permission and under the protection of Frwack. In general, the Trollkin keep to their own area (Buildings 57 to 63) but they do occasionally patrol the ruins.

If the Trollkin have not been encountered elsewhere, they will be found 1D2 at a time in Buildings 57 to 63 (although if a melee develops in one building, the others will hear and rush to help). When they are fighting any opponent they cannot defeat easily (that is most of them), a few of the Trollkin will run away to get help from Frwack, the Ducks, the Newtlings, or whatever else might be available. If they begin to lose the melee they will all attempt to flee in all different directions.

Darkflight: He is the leader of the Trollkin and he lives alone in Building 57 (the best of the Trollkin shacks). He is the only Trollkin in the party who can swim to Frwack's island to get help. He is also something of a coward and will not hesitate to allow the other Trollkin to fight on while he gets to safety. Of course, in general the Trollkin morale is so low that they will all run when he does.

DARKFLIGHT (Trollkin)

STR 7 CON 12 SIZ 7 INT 9 POW 10 DEX 19 CHA 12

Light Mace (1D6+2) 70% SR 6 Parry (20) 70%

Sling (1D8) 85% SR 1

Small Shield (8) 85%

Defense 10% Move 6

Spells: Disruption; Healing 2; Protection 4; Bludgeon 2

Skills: Spot Hidden 75%; Listening 90%; Swimming 80%

Treasure: 2 Wheels and 17 Clacks

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

TROLLKIN NUMBER TWO

STR 10 CON 8 SIZ 8 INT 6 POW 6 DEX 14 CHA 8

Light Mace (1D6+2) 25% SR 7 Parry (20) 30%

Sling (1D8) 25% SR 2

Small Shield (8) 30%

Defense 0% Move 6

Spells: Bludgeon 3

Skills: Spot Hidden 35%; Listening 35%

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

TROLLKIN NUMBER THREE

STR 8 CON 8 SIZ 11 INT 11 POW 10 DEX 15 CHA 9
Light Mace (1D6+2) 30% SR 7 Parry (20) 30%
Sling (1D8) 30% SR 2
Small Shield (8) 30%
Defense 5% Move 6
Spells: Disruption
Skills: Spot Hidden 40%; Listening 45%

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

TROLLKIN NUMBER FOUR

STR 6 CON 12 SIZ 11 INT 6 POW 7 DEX 12 CHA 7
Light Mace (1D6+2) 20% SR 8 Parry (20) 25%
Sling (1D8) 20% SR 3
Small Shield (8) 25%
Defense 0% Move 6
Spells: Healing 3
Skills: Spot Hidden 30%; Listening 35%

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

TROLLKIN NUMBER FIVE

STR 8 CON 14 SIZ 8 INT 12 POW 4 DEX 16 CHA 6
Light Mace (1D6+2) 35% SR 6 Parry (20) 35%
Sling (1D8) 35% SR 1
Small Shield (8) 35%
Defense 0% Move 6
Spells: Healing 2
Skills: Spot Hidden 50%; Listening 35%

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

TROLLKIN NUMBER SIX

STR 6 CON 10 SIZ 12 INT 9 POW 8 DEX 13 CHA 5

Light Mace (1D6+2) 45% SR 7 Parry (20) 45%

Sling (1D8) 45% SR 2

Small Shield (8) 45%

Defense 5% Move 6

Spells: Healing 2; Protection 2

Skills: Spot Hidden 40%; Listening 40%

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

TROLLKIN NUMBER SEVEN

STR 6 CON 11 SIZ 12 INT 6 POW 6 DEX 17 CHA 9

Light Mace (1D6+2) 40% SR 6 Parry (20) 50%

Sling (1D8) 50% SR 1

Small Shield (8) 35%

Defense 5% Move 6

Spells: Protection 2; Bludgeon 2

Skills: Spot Hidden 35%; Listening 40%

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

TROLLKIN NUMBER EIGHT

STR 11 CON 10 SIZ 12 INT 8 POW 4 DEX 13 CHA 6

Light Mace (1D6+2) 35% SR 7 Parry (20) 35%

Sling (1D8) 35% SR 2

Small Shield (8) 35%

Defense 0% Move 6

Spells: Healing 2

Skills: Spot Hidden 45%; Listening 35%

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

TROLLKIN NUMBER NINE

STR 7 CON 15 SIZ 12 INT 8 POW 8 DEX 10 CHA 4

Light Mace (1D6+2) 20% SR 8 Parry (20) 25%

Sling (1D8) 40% SR 3

Small Shield (8) 25%

Defense 0% Move 6

Spells: Protection 4

Skills: Spot Hidden 45%; Listening 40%

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

TROLLKIN NUMBER TEN

STR 9 CON 15 SIZ 11 INT 10 POW 6 DEX 6 CHA 6

Light Mace (1D6+2) 45% SR 7 Parry (20) 45%

Sling (1D8) 45% SR 2

Small Shield (8) 45%

Defense 0% Move 6

Spells: Protection 3; Bludgeon 3

Skills: Spot Hidden 65%; Listening 45%

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

J) Orlanthe Party: This party of Orlanthe has come to the area of the Duck Pond to make use of the Orlanthe Holy Place (Area 77). Aoan Southwind has recently been accepted as an Orlanthe Adventurous Rune Priest and is looking for an Allied Spirit. In addition to their primary mission this party will, of course, be on the look out for enemies, treasure, and adventure.

Tina: As is true with most Wind Children, Tina prefers to avoid melee. She will usually hover (along with Jan) above the party keeping a watch out for trouble. She carries a good supply of stones for use with her sling. When the rest of the party enters a building, Tina will remain outside (usually standing on the building's roof).

Jan: Jan is Tina's older brother. He is only along on this adventure because his parents have instructed him to accompany and protect Tina. Thus he will always be found with Tina rather than the rest of the party.

Aoan Southwind: Aoan Southwind is nominally the leader of the party. He has recently become a Rune Priest and has organized this party to obtain his Allied Spirit. He also wants to make the party a big success so after he gets his Spirit, he will search the area of Duck Pond looking for enemies to kill and treasure to loot.

Ronzi of the Scarf: Ronzi wears a long bright red scarf (hence her name). Aoan saved her life several years ago so she is very loyal to him and will obey his every command.

Suzzon: Suzzon is a member of a clan friendly to that of Aoan. It is the intention of both of these clans that she and Aoan marry. Presently neither of them are too keen on this idea but they have decided to give the idea a trial run. Hence her presence on this journey.

Dorsh of Morsh: This fellow is a fool who joined the expedition on its way to Duck Pond. None of the others know much about him except that he seems to be something of a fool. But he obeys orders well, is a fair fighter, and an initiate of Orlanthe so they accept and tolerate him.

TINA (Female Wind Child, 24 years old)
 STR 9 CON 9 SIZ 9 INT 13 POW 16 DEX 13 CHA 10
 Rapier (1D6+1) 55% SR 7 Parry (15) 45%
 Sling (1D8) 60% SR 2
 Defense 10% Move 6/12
 Spells: Disruption; Healing 6; Speedart; Multimissile 4
 Skills: Flight 90%; Spot Hidden 50%; Move Silently 45%; Hide in Cover 40%
 Magic Items: 6 Point Power Storage Crystal
 Treasure: 35 Guilders

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	1/3
Total Hit Points.		9

JAN (Male Wind Child, 23 years old)
 STR 10 CON 10 SIZ 7 INT 13 POW 14 DEX 14 CHA 8
 Rapier (1D6+1) 60% SR 7 Parry (15) 45%
 Sling (1D8) 70% SR 2
 Defense 10% Move 6/12
 Spells: Disruption; Healing 2; Speedart; Multimissile 6
 Skills: Flight 90%; Spot Hidden 45%; Move Silently 50%; Hide in Cover 40%
 Magic Items: 2 Point Healing Focussing Crystal
 Treasure: 8 Wheels and 10 Guilders

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	1/3
Total Hit Points.		9

AOAN SOUTHWIND (Male Human, 34 years old)
 STR 15 CON 15 SIZ 11 INT 14 POW 18 DEX 16 CHA 13
 Broadsword (1D8+1D4+1) 75% SR 6 Parry (20) 70%
 Self Bow (1D6+1) 60% SR 2
 Medium Shield (12) 75%
 Defense 10% Move 8
 Spells: Disruption; Healing 2; Protection 4; Bladesharp 4
 Skills: Spot Hidden 45%; Move Silently 90%;
 Hide in Cover 65%; Listening 65%
 Magic Items: Self Bow has a Multimissile 4 matrix
 Treasure: 50 Wheels

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

RONZI OF THE SCARF (Female Human, 27 years old)
STR 7 CON 10 SIZ 11 INT 10 POW 12 DEX 13 CHA 10
Broadsword (1D8+1) 45% SR 6 Parry (20) 45%
Self Bow (1D6+1) 55% SR 2
Medium Shield (12) 45%
Defense 5% Move 8
Spells: Disruption; Healing 2; Protection 4; Bladesharp 3
Skills: Spot Hidden 50%; Move Silently 60%;
Hide in Cover 60%; Listening 55%
Treasure: 20 Wheels and 50 Guilders

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

SUZZON (Female Human, 23 years old)
STR 10 CON 15 SIZ 11 INT 13 POW 15 DEX 14 CHA 12
Broadsword (1D8+1) 50% SR 6 Parry (20) 40%
Self Bow (1D6+1) 55% SR 2
Medium Shield (12) 50%
Defense 10% Move 8
Spells: Disruption; Healing 6; Protection 4; Bladesharp 2
Skills: Spot Hidden 55%; Move Silently 45%;
Hide in Cover 55%; Listening 60%
Treasure: 35 Guilders

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

DORSH OF MORSH
STR 10 CON 15 SIZ 9 INT 7 POW 11 DEX 13 CHA 10
Broadsword (1D8+1) 55% SR 6 Parry (20) 60%
Self Bow (1D6+1) 55% SR 2
Medium Shield (12) 60%
Defense 0% Move 8
Spells: Disruption; Binding; Healing 2; Protection 3
Rune Magic: (one use only) Large Sylph
Skills: Spot Hidden 45%; Move Silently 50%;
Hide in Cover 40%; Listening 50%
Treasure: 50 Guilders and 1 Gem worth 10 Guilders

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

K) Three Griffens: These three Griffens were expelled from their tribe because they spent "too much" time with non-Griffens. To compound their troubles, when a council meeting was called to discuss them, the three arrived late, insulted the Tribal Elders and left. They have been banished from all territory within three days flight of their home under penalty of death. None of these Griffens is particularly bothered by all this as they had planned to leave anyway. Duck Pond, where they are now residing on a temporary basis is more than one thousand kilometers from their former home.

Longwind: Longwind is a loyal friend of the other two and will pretty much do what they wish. Of the three, he is the only one to feel homesick but he knows that he can never return and is trying to make the best of things.

Starglider: Starglider is the only female in the group. She is extremely ugly for a Griffen and does not hesitate to blame every misfortune she has ever suffered on the unjustified treatment she constantly receives because of her looks. On the other hand, she is immensely loyal and helpful to those who treat her with respect and kindness. It was this attitude that first got her in trouble when she made friends with a Priestess of Xiola Umber.

Feather Render: Feather Render is the leader of the group. He is extremely tough in combat and does not hesitate to fight those who cause him trouble. He is also willing to be hired as a body-guard/mercenary by those willing to meet his price (1000 Guilders/week plus a share in the spoils for the three Griffens – the employer must provide all possible Healing, including, if possible, Raise Dead).

LONGWIND

STR 24 CON 12 SIZ 28 INT 10 POW 14 DEX 10 CHA 16

Claw (1D6+2D6) 40% SR 7

Peck (1D8+2D6) 40% SR 7

Defense 0% Move 8/12

Spells: Protection 2; Fanaticism 1; Ironhand 4; Disruption; Healing 2

Skills: Spot Hidden 35%; Listening 45%

1-2	Right Hind Leg	4/6
3-4	Left Hind Leg	4/6
5-7	Hindquarters	4/7
8-10	Forequarters	4/7
11-12	Right Wing	4/5
13-14	Left Wing	4/5
15-16	Right Fore Leg	4/6
17-18	Left Fore Leg	4/6
19-20	Head	4/6
Total Hit Points.		16

STARGLIDER

STR 27 CIN 15 SIZ 30 INT 15 POW 14 DEX 11 CHA 5

Claw (1D6+3D6) 50% SR 7

Peck (1D8+3D6) 50% SR 7

Defense 0% Move 8/12

Spells: Protection 4; Fanaticism 1; Ironhand 3; Disruption; Healing 6

Skills: Spot Hidden 45%; Listening 50%

1-2	Right Hind Leg	4/7
3-4	Left Hind Leg	4/7
5-7	Hindquarters	4/8
8-10	Forequarters	4/8
11-12	Right Wing	4/6
13-14	Left Wing	4/6
15-16	Right Fore Leg	4/7
17-18	Left Fore Leg	4/7
19-20	Head	4/7
Total Hit Points.		21

FEATHER RENDER

STR 33 CON 12 SIZ 24 INT 18 POW 11 DEX 15 CHA 14

Claw (1D6+3D6) 70% SR 6

Peck (1D8+3D6) 70% SR 6

Defense 0% Move 8/12

Spells: Protection 4; Fanaticism 3; Ironhand 4; Disruption; Healing 6

Skills: Spot Hidden 70%; Listening 65%

1-2	Right Hind Leg	4/5
3-4	Left Hind Leg	4/5
5-7	Hindquarters	4/6
8-10	Forequarters	4/6
11-12	Right Wing	4/4
13-14	Left Wing	4/4
15-16	Right Fore Leg	4/5
17-18	Left Fore Leg	4/5
19-20	Head	4/5
Total Hit Points.		15

Treasure: The Griffens' treasure is carried in a leather pack slung on Feather Render's back. He can not remove it on his own and requires the assistance of another Griffen (or person). The treasure is 237 Wheels, 35 Guilders, and one Jewel worth 1450 Guilders.

- L) **Wandering Spirit of Disease:** This is a Spirit left over from the Mallia induced plague which wiped out the population of this region. The Spirit manifests itself as a red translucent stick-like figure with wavering outlines and gaping holes where its mouth and eyes should be. Its semi-physical appearance allows it to be attacked by physical weapons and if it takes 100 or more points of damage within a 24 hour period, it will be destroyed. When it is destroyed, it disperses into a cloud which hangs in the air for 1D10 melee turns. Anyone entering that cloud is exposed to Soul Waste.

The Spirit moves at a rate of four and it will attempt to engage any and all beings it encounters in Spirit Combat. The only exceptions to this are Broos (who it will ignore) and Priests of Mallia (who it will obey). In Spirit Combat, the Spirit will attempt to possess its opponent. Possession by this Spirit does not work in the normal manner. If a being is possessed, its Spirit is not expelled but rather the victim has caught a case of Soul Waste. The Spirit will remain in the victim until he or she recovers from the disease or dies from it. At that time, the Spirit is freed to wander the region of Duck Pond once again.

If the combat goes against the Spirit and, as a result, the Spirit is bound by a character, a special situation results. The character must roll less than his current POW x 5 on D100 to retain control over the Spirit. If he or she succeeds in this, not only does he or she have a Bound Spirit but he or she is immune to Soul Waste for as long as the Spirit remains bound. If the D100 fails, the Spirit escapes and is free to attack again. The Spirit has INT 12 and POW 19.

- M) **Calton the Archer:** Calton is a Rune Lord of Yelmadio who has come to this area because he has heard that a small tribe of Trolls lives here. He plans to wipe out this tribe single-handedly. What he does not know is that there are no Trolls here, only Trollkin. When he finds the Trollkin, he will, of course, start killing them expecting the Trolls to start showing up to investigate. Calton is not without subtlety, however, he will not just charge into combat. He will instead take advantage of his great accuracy with the bow to shoot his enemies from afar.

Aside from Trolls and Trollkin, Calton will be as friendly as possible with everyone he encounters. He will of course, go through the ritual challenges with the Orlanth party. If, on the other hand, he encounters Frwack and company after killing some Trollkin, he will attempt to be friendly while they will attack to avenge their allies.

CALTON THE ARCHER

STR 14 CON 15 SIZ 13 INT 15 POW 17 DEX 15 CHA 16
 One-handed Spear (1D8+1+1D4) 105% SR 5 Parry (15) 85%
 Composite Bow (1D8+1) 195% SR 2
 Javelin (1D10 95% SR 2
 Large Iron Shield (24) 90%
 Defense 25% Move 8
 Spells: Lantern 2; Disruption; Healing 6; Multimissile 6;
 (known by Allied Spirit kept in Shield) Invisibility;
 Speedart; Demoralize; Bladesharp 4; Protection 4
 Skills: Move Silently 105%; Spot Hidden 75%;
 Hide in Cover 80%; Oratory 70%
 Allied Spirit: INT 13 POW 16
 Magic Items: All Iron Armor; Iron Large Shield;
 6 Iron tipped Arrows (usable against Lycanthropes);
 12 Point Power Storage Crystal

1-4	Right Leg	10/6
5-8	Left Leg	10/6
9-11	Abdomen	20/6
12	Chest	10/7
13-15	Right Arm	10/5
16-18	Left Arm	10/5
19-20	Head	10/6
Total Hit Points.		17

N) Carnivorous Kangaroo: This animal is a strange and vicious beast. It will attack anything it runs into with a size larger than 3, fighting until seriously wounded or until one of the enemy has fallen. At either occurrence, it will flee returning later to eat any of the fallen that might remain.

The Kangaroo will also use its jumping ability to surprise its opponents and arrange the attacks so that it need only fight one opponent at a time.

CARNIVOROUS KANGAROO

STR 24 CON 16 SIZ 20 POW 13 DEX 26
 Bite (1D6+2D6) 55% SR 5
 Paw (2D6) 75% SR 5
 Defense 25% Move 12
 Skills: Listening 100%

1-4	Right Leg	3/6
5-8	Left Leg	3/6
9-11	Abdomen	2/6
12	Chest	3/7
13-15	Right Arm	3/5
16-18	Left Arm	3/5
19-20	Head	3/6
Total Hit Points		18

Note: This creature can jump up to 6 meters in distance and 3 meters in height.

O) The Avenging Dragonewt: Oarssanai Wriissi is an old enemy of Frwack. Over 20 years ago, he and Frwack had a run in. Frwack was victorious and killed Oarssanai. However, Oarssanai felt that Frwack's behavior was in some inexplicable way unforgiveable. Ever since that time, Oarssanai has persued Frwack in an attempt to kill him. So far he as made three unsuccessful attempts dying three more times in the process.

Oarssanai is aware of the basic layout of the area and if he is encountered, he will attempt to enlist help in his mission. However, he will not reveal his mission but will, instead, attempt to join up with others and subtly guide them in the desired direction. Oarssanai's appearance is expected by Frwack and his presence in a group will make that group an automatic enemy of Frwack. Should Oarssanai be killed again, the Judge will have to determine how far away from Duck Pond he will be reborn and how long it will take him to return.

OARSSANAI WRIISSI (Beaked Dragonewt)
 STR 21 CON 19 SIZ 20 INT 14 POW 14 DEX 17 CHA 13
 Klanth (1D10+1+2D6) 75% SR 4 Parry (20) 70%
 Short Sword (1D6+1+2D6) 90% SR 5 Parry (20) 90%
 Bow (1D6+1) 80% SR 1
 Medium Shield (12) 80%
 Defense 15% Move 7
 Spells: Healing 6; Disruption; Bladesharp 4; Repair; Speedart
 Skills: Hide in Cover 90%; Move Silently 75%; Camouflage 80%;
 Riding Demi-Bird 80%; Listening 85%; Spot Hidden 75%
 Magic Items: 6 Point Power Storage Crystal;
 8 Point Double Power Yielding Crystal
 Treasure: 14 Wheels

1-4	Right Leg	8/7
5-8	Left Leg	8/7
9-11	Abdomen	8/7
12	Chest	8/8
13-15	Right Arm	8/6
16-18	Left Arm	8/6
19-20	Head	8/7
Total Hit Points.		21

OARSSANAI WRIISSI'S DEMI-BIRD
 STR 31 CON 14 SIZ 26 POW 13 DEX 14
 Peck (1D8) 50% SR 6
 Kick (1D12) 50% SR 6
 Defense 0% Move 12

1-4	Right Leg	2/6
5-8	Left Leg	2/6
9-10	Abdomen	2/6
11-13	Chest	2/7
14-15	Right Wing	2/5
16-17	Left Wing	2/5
18-20	Head	2/6
Total Hit Points.		18

P) **Dragonsnails:** These Dragonsnails are not your normal everyday Dragonsnails (actually Number two is fairly normal). They have unusual features which require some explanation.

Dragonsnail One: This Snail has a Glance which acts like that of a Basilisk. The players will get no warning of this until the first attack and even then they will not know what sort of attack they are resisting unless some one is killed. The Snail's sting is visible. It appears quite similar to that of a Scorpion.

Dragonsnail Three: This Snail can strike at up to three targets. However, the two center heads must always attack the same target and the two outer heads may never attack the same target.

Each of the Snails has 3D100 Guilders within its shell as well as 2D100 minus 1D100 Wheels (never less than 0 Wheels).

DRAGONSNAIL NUMBER ONE
 STR 28 CON 14 SIZ 27 POW 10 DEX 8
 Bite (1D6+2D6)* 35% SR 8
 Sting (1D4+2D6)* 50% SR 8
 Glance (death) 90% SR 1
 Defense 0% Move 3

1-3	Tail	4/6
4-9	Shell	8/8
10-15	Forebody	4/7
16-20	Head	4/6
Total Hit Points.		18

*Both the Bite and Sting of this unusual Dragonsnail are Poison potency 14. Also this Snail has a gaze which functions in the same fashion as that of a Basilisk.

DRAGONSNAIL NUMBER TWO
 STR 26 CON 10 SIZ 31 POW 14 DEX 9
 Bite Number 1 (1D6+3D6) 40% SR 7
 Bite Number 2 (1D6+3D6) 40% SR 7
 Defense 0% Move 3
 Chaotic Feature: Explodes doing 3D6 damage to all within 3 meters when it dies.

1-8 Shell	8/7
9-14 Forebody	4/5
15-17 Head Number 1	4/5
18-20 Head Number 2	4/5
Total Hit Points15

DRAGONSNAIL NUMBER THREE
 STR 28 CON 10 SIZ 31 POW 14 DEX 9
 Bite Number 1 (1D6+3D6) 45% SR 8
 Bite Number 2 (1D4+1D6) 55% SR 8
 Bite Number 3 (1D4+1D6) 55% SR 8
 Bite Number 4 (1D6+3D6) 45% SR 8
 Defense 0% Move 3

1-8 Shell	8/8
9-14 Forebody	4/6
15-16 Head Number 1	4/6
17 Head Number 2	4/5
18 Head Number 3	4/5
19-20 Head Number 4	4/6
Total Hit Points17

Q) Three Werebears or Bearwalkers: Urska, Yogi, and Graag are wanderers with no fixed home. They normally travel in Human form changing to Bears only to fight or run. They will never willingly fight a party which has more than one Rune Metal Weapon available but they will have no compunctions about attacking a weak party merely to gain whatever possessions they might have.

For the time being, they are hanging around Duck Pond killing anyone they can. They know about the Duck on the island and how rich he must be, but they have not been able to find and kill him because they can't swim (and, also, because Frwack is quite able to defend himself).

Urska: Urska really enjoys the taste of blood. He will kill anything he sees whether he is in Human or Bear form. The others have a great deal of difficulty getting him to retreat even from overwhelming forces.

Yogi: Yogi is the leader of the group. He will usually order an attack but he can be dealt with on a peaceful basis if the other party can quickly convince him that they are out to get Frwack. Should Frwack be killed, Yogi will then turn on his allies unless during the course of the battle they have shown themselves to be far too powerful.

Graag: Graag is not very smart (even in Human form) and he will follow the lead of Yogi and Urska. If they disagree, he will usually follow Yogi when he is in Human form and Urska when he is a Bear.

Treasure: Each of the three Bearwalkers wears a leather pouch in which they carry their valuables. This pouch is designed to remain on them without causing any harm in both Human and Bear form.

Urska carries 45 Guilders and 2 Wheels; Yogi carries 23 Guilders, 4 Wheels and 1 Gem worth 457 Guilders; Graag carries 13 Clacks, 24 Lead Bolgs, and 14 Guilders.

R) Dream Dragon: This Dragon will attack 50% of the parties it encounters and ignore the rest. For some reason, the Dragon resists attacks from those parties it is ignoring as if it were a Lycanthrope. That is, it is not harmed except by magic or Rune Metals.

LSSIL WSIELER (Dream Dragon)
STR 42 CON 13 SIZ 45 INT 17 POW 17 DEX 10 CHA 10
Claw (5D6) 75% SR 7
Defense 0% Move 7/12

1-2	Right Hind Leg	7/8
3-4	Left Hind Leg	7/8
5-7	Hindquarters	7/9
8-10	Forequarters	7/9
11-12	Right Wing	7/7
13-14	Left Wing	7/7
15-16	Right Fore Leg	7/8
17-18	Left Fore Leg	7/8
19-20	Head	7/8
Total Hit Points.		23

This Dream Dragon has no Breath Weapon but it does have the ability to pass through walls and other solid objects at will. It will use this ability in combat to evade or surprise enemies.

Lssil Wsieler has a fair sized treasure which will be found in whatever area is selected as it's lair. When the situation dictates it, Lssil will be quite willing and able to abandon its treasure but otherwise it will always be found sitting on top of it. This treasure is as follows: 2680 Clacks, 1130 Silver Guilders, 628 Wheels, three Gems worth 600 Guilders, 1000 Guilders and 28 Guilders. There is also a small Brass Ring which serves as a Fanaticism 1 matrix.

S) Giant Tortoise: Anda Hair is a peacible sort who only fights to defend himself or to protect his treasure (listed in the description of Area 89). When he encounters strangers he will back away from them as inoffensively as possible. However, his movement rate is so slow that he is frequently forced to fight. In general, he will try to enter water as he is quite fast under water.

Anda is known to the Newtlings of the area who leave him alone in exchange for him doing the same for them. The Ducks are also aware of his presence but don't worry about it too much as they rarely encounter each other.

ANDA HAIR (Giant Tortoise)
STR 58 CON 14 SIZ 31 INT 11 POW 13 DEX 13 CHA 8
Bite (1D12+4D6) 85% SR 6
Defense 0% Move 3/12
Spells: Protection 3; Fanaticism 1; Demoralize; Healing 6
Skills: Spot Hidden 70%; Listening 65%
Treasure: See description of Area 89

1	Right Hind Leg	4/7
2	Left Hind Leg	4/7
3	Right Fore Leg	4/7
4	Left Fore Leg	4/7
5-17	Shell	10/8
18-20	Head	4/7
Total Hit Points.		19

URSKA (Human Form)
STR 16 CON 11 SIZ 18 INT 14 POW 12 DEX 11 CHA 3
Two-handed Spear (1D10+1+1D6) 45% SR 3 Parry (15) 45%
Defense 0% Move 8
Spells: Healing 6; Protection 3; Binding; Disruption
Skills: Hide in Cover 40%; Spot Trap 55%;
Move Silently 40%; Spot Hidden 55%

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.		13

URSKA (Bear Form)
STR 32 CON 11 SIZ 18 INT 9 POW 12 DEX 11 CHA 3
Claw (1D6+2D6) 55% SR 7
Bite (1D10+2D6) 45% SR 7
Hug (4D6) 35% SR 7
Defense 0% Move 12
Spells: Healing 6; Protection 3
Skills: Tracking 55%; Hide in Cover 35%;
Move Silently 45%; Spot Trap 50%; Spot Hidden 50%

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

YOGI (Human Form)
STR 13 CON 10 SIZ 13 INT 10 POW 12 DEX 12 CHA 9
Two-handed Spear (1D10+1+1D4) 35% SR 4 Parry (15) 35%
Defense 0% Move 8
Spells: Healing 3; Protection 4; Binding; Disruption
Skills: Hide in Cover 45%; Spot Trap 50%;
Move Silently 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.		12

YOGI (Bear Form)
STR 26 CON 10 SIZ 13 INT 7 POW 12 DEX 12 CHA 9
Claw (1D6+1D6) 40% SR 8
Bite (1D10+1D6) 30% SR 8
Hug (3D6) 20% SR 8
Defense 0% Move 12
Spells: Healing 3; Protection 4
Skills: Tracking 50%; Hide in Cover 40%;
Move Silently 50%; Spot Traps 45%; Spot Hidden 45%

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

GRAAG (Human Form)
STR 13 CON 14 SIZ 15 INT 6 POW 6 DEX 12 CHA 11
Two-handed Spear (1D10+1+1D4) 40% SR 4 Parry (15) 45%
Defense 0% Move 8
Spells: Healing 2; Protection 3; Disruption
Skills: Hide in Cover 45%; Move Silently 55%;
Spot Trap 45%; Spot Hidden 45%

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

GRAAG (Bear Form)
 STR 26 CON 14 SIZ 15 INT 4 POW 6 DEX 12 CHA 11
 Claw (1D6+2D6) 35% SR 8
 Bite (1D10+2D6) 25% SR 8
 Hug (4D6) 15% SR 8
 Defense 0% Move 12
 Spells: Healing 2; Protection 2
 Skills: Tracking 50%; Hide in Cover 40%;
 Move Silently 50%; Spot Traps 45%; Spot Hidden 40%

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

Pond Encounters

Due to its size, Duck Pond itself is not given an Encounter Number. Instead, the potential encounters which might occur there are summarized below. For every 15 minutes spent on, in, or adjacent to the pond there is a 50% chance of an encounter.

**Duck Pond
Encounter Table**

Roll	Encounter
01-06	A
07-19	B
20-25	D
26-35	F
36-48	G
49-72	H
73-82	K
83-88	L
89-94	R
95-00	S

If the rolled encounter has already been encountered elsewhere, it can still be encountered on the pond (if it survived). Remember that those encounters who are allies of Frwack will not appreciate strangers venturing into their pond and will most likely attack them on sight. Also, the Judge should remember that most characters venturing onto the pond will be using a boat of some kind and their opponents will generally try to sink that boat rather than fighting them directly.

Area Descriptions

1) Entry Hall

Size: 9 x 12 meters with a 9 x 3 meters extension.

Construction and Condition: The walls, floor, and ceiling of this room are made of white polished marble. Old tattered tapestries hang from the east, west and south walls. There are several semi-intact old benches and chairs about the room but if anyone of Size 5 or greater sits on one, it will have a 50% chance of breaking. If anyone of Size 13 or greater does so, it will automatically break.

Found Objects: 15% Chance.

Occupants and Contents: ()

2) Meeting Room

Size: 9 x 12 meters.

Construction and Condition: This room is made of white, polished marble. Along the walls are wooden shelves which are in very poor condition. A couple of the shelves have books and scrolls remaining on them but they are very old and will turn to dust if touched. In the center of the room is 3 x 6 meter stone table covered with nearly a centimeter of dust. Around the table are 16 stone chairs, two of which are still occupied by Human Skeletons leaning on the table. These poor fellows quite obviously died while sitting at the table and were left to rot untouched.

Found Objects: 10% Chance.

Occupants and Contents: ()

3) Weapons Room

Size: 9 x 12 meters.

Construction and Condition: This room is made of white, polished marble. Scattered about the floor are the bones of assorted Humanoid figures. There is no sign of any furniture but the wall is covered with incomprehensible scribblings.

Found Objects: 20% Chance.

Occupants and Contents: ()

4) Private Quarters

Size: 9 x 9 meters.

Construction and Condition: This room made of polished white marble, was quite obviously once the living quarters for someone of importance. There are tapestries hanging from the walls as well as a couple of fancy paintings (each worth 500 Silvers). The furniture (three chairs, a desk, and a bed) are all of high quality but the ravages of time have made all but the desk worthless. The desk, if it can be carried out of here, would be worth up to 5000 Silvers as an antique.

Found Objects: 10% Chance.

Occupants and Contents: ()

5) Guards Quarters

Size: 12 x 6 meters.

Construction and Condition: Built out of polished white marble, this building was once the barracks for a small unit of soldiers. Some of their (very old) bronze weapons still hang in the northwest corner but few of them are still usable. The south and east walls still have the soldiers' bunks attached to them but they are plainly in no condition to be used.

Found Objects: 10% Chance.

Occupants and Contents: ()

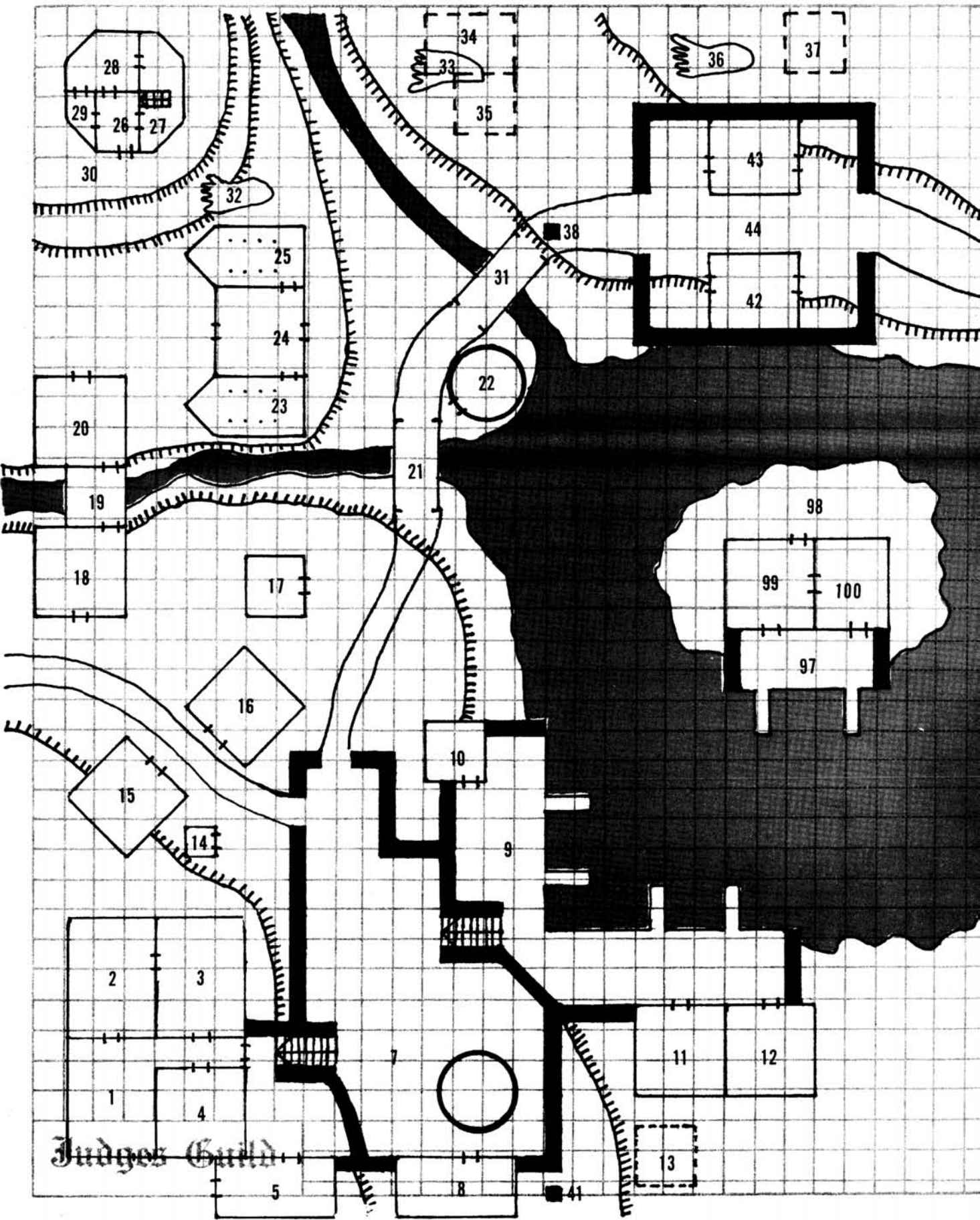
6) Upper Plaza

Size: 10.5 x 12 meters, but slightly irregular.

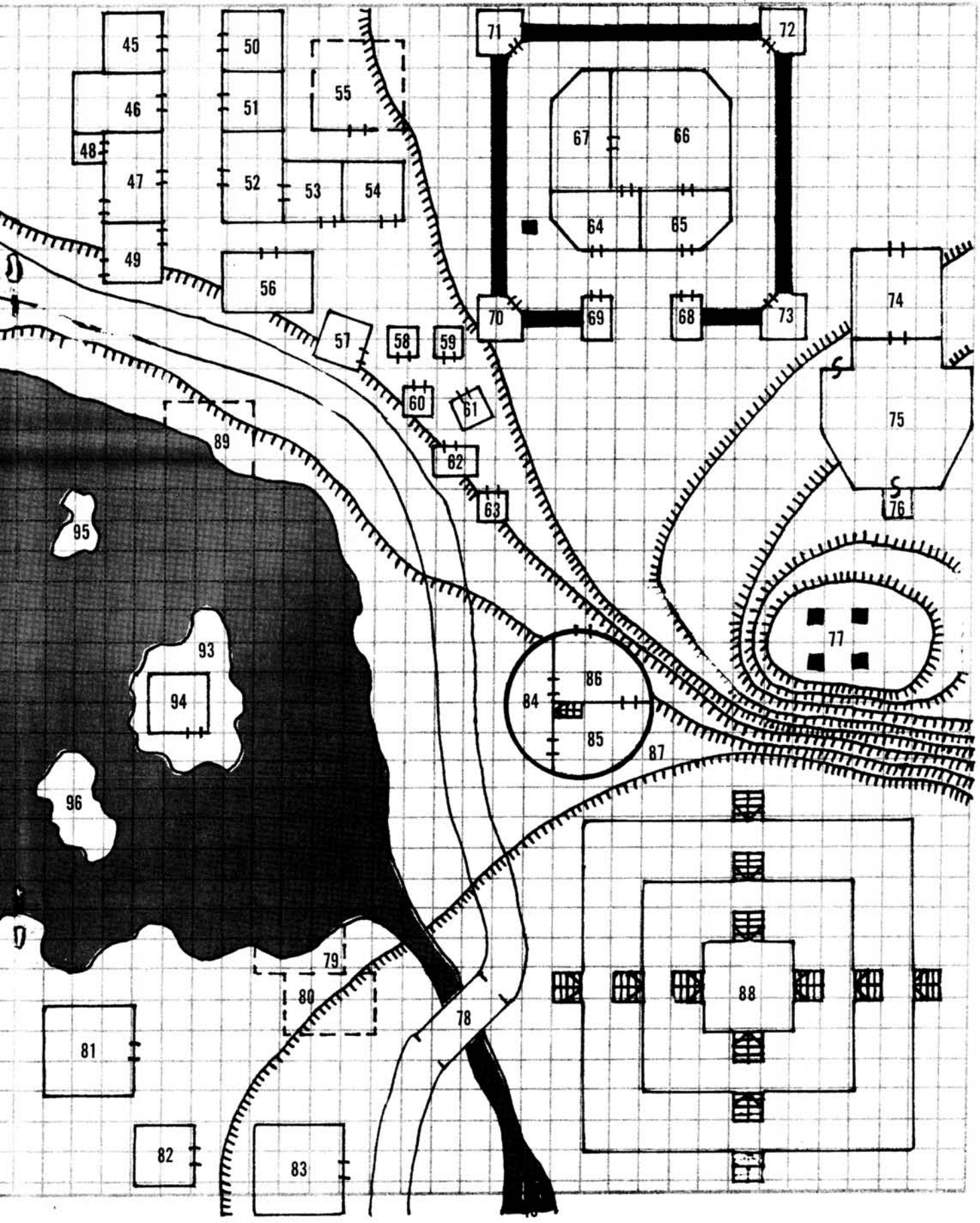
Construction and Condition: This plaza was once made out of highly polished white marble. However, it has not been cared for and its surface is now cracked and broken and covered with green mold. There is also some scattered dirt, leaves and twigs.

Found Objects: 15% Chance.

Occupants and Contents: ()



Judges Guild



7) **Lower Plaza**

Size: 24 x 39 meters but irregularly shaped.

Construction and Condition: This plaza is made out of greyish stone with flecks of black. It is cracked and broken in several places but the area around the circular pool is basically undamaged. Within the pool (which is 6 meters deep and only half filled with water) can be seen flickering shadows (see below).

Found Objects: 25% Chance.

Occupants and Contents: () Within the water of the pool is trapped a small Spirit of Darkness. The Spirit will be trapped in here unable to escape until the water is removed from the pool. This has been slowly happening over the years due to evaporation but the process could be hastened, if the characters desire, by physically removing the water from the pool. Characters can communicate with the Spirit by the use of a Mind Speech spell and the Spirit will tell them its story and will promise whatever aid, power, or treasure necessary to persuade them to release it. However, once released the Spirit will simply depart. There is no way to hurt the Spirit or even engage it in combat except by getting into the pool and challenging it to Spirit Combat and even then there is a 55% chance the Spirit will refuse combat. The Spirit, named Shadowflicker, is INT 14 POW 15.

8) **Guards Quarters**

Size: 12 x 6 meters.

Construction and Condition: This building was built out of the same greyish stone as the lower plaza (Area 5). It is still fairly intact although its walls (both inside and out) are overgrown with a repulsive green mold. Scattered about the interior are bent and twisted bronze weapons many of which are covered with the same green mold.

Found Objects: 20% Chance.

Occupants and Contents: ()

9) **The Magic Docks**

Size: L-shaped: one leg is 9 x 19.5 meters, the other is 24 x 7.5 meters plus four 1.5 x 4.5 meters docks extending into the water.

Construction and Condition: The docks and the area around them (except for the walls which are made of the greyish stone from Area 7, above) are made entirely of pure aluminum. The aluminum is enchanted to be immune to harm from anything a normal mortal is likely to have available. The docks will magically repair any boat docked at them with the repair process taking five minutes. The repair process does involve providing missing parts, so for example, if a row boat only had one oar, a second would appear. The surface of the dock area is very clean and uncluttered and, in fact, shines.

Found Objects: 0% Chance.

Occupants and Contents: ()

10) Boat Keeper's House

Size: 6 x 6 meters.

Construction and Condition: Built out of a dark grey stone, this building is completely intact except for the door (made of oak) which has apparently been ripped off its hinges and left leaning against the north wall. The floor is covered with scattered pieces of broken wood ranging in size from 5 centimeters to 1 meter in length.

Found Objects: 35% Chance.

Occupants and Contents: ()

11) Storage Building

Size: 9 x 9 meters.

Construction and Condition: In the center of the ceiling of this grey stone building is a 2 meter hole. The floor beneath the hole is stained and discolored from the years of rain which has fallen on it. The rest of the floor is in good condition although it is covered with a goodly amount of dirt. In the southwest corner of the room is a box in which can be found 20 bronze oar fittings worth a total of 500 Silvers.

Found Objects: 15% Chance.

Occupants and Contents: ()

12) Storage Building

Size: 9 x 9 meters.

Construction and Condition: The door to this building (made of bronze) is locked. To open it will require either the key (Found Object II -) or a successful Lock Picking roll. Each character may only try to pick locks once. If that results in a failure, so will any additional attempts.

Inside the building are 20 boxes of assorted materials. 15 of the boxes use to hold food and now hold only mold. Of the remaining five boxes, two hold bronze oar fittings (as in Building 11) and the remaining three hold unbroken glass jars. The boxes are nailed shut and must be opened carefully if the glass is to remain unbroken. Each of the oar fitting boxes is worth 500 Silvers and each unbroken glass jar (and there are 10 to a box) is worth 100 Silvers.

Found Objects: 30% Chance.

Occupants and Contents: ()

13) **Ruin**

Size: 6 x 6 meters.

Construction and Condition: All that remains of this building is a bit of rubble and a cracked and broken brown stone floor.

Found Objects: 15% Chance.

Occupants and Contents: ()

14) **Out House**

Size: 1.5 x 1.5 meters.

Construction and Condition: This outhouse is built out of sturdy wood planks but judging by the condition of the wood and the lack of a smell, it has been here unused for a very long time.

Found Objects: 15% Chance.

Occupants and Contents: ()

15) **Wood Building**

Size: 8¼ x 8¼ meters.

Construction and Condition: This building is clearly newer than most, if not all, of the old stone buildings. Even so, it has obviously been here for quite a while. The interior is covered with dust and looks as though no one has entered it in several years. The furniture (three chairs, a bed, and a table) is in good condition, if a bit dirty. Hidden inside the mattress is 145 Silvers and a Gem worth 112 Silvers.

Found Objects: 25% Chance.

Occupants and Contents: ()

16) Wood Building

Size: 8¼ x 8¼ meters.

Construction and Condition: This building is much the same as Building 15 except that it (both inside and outside) has stood the test of time with considerably less success. This is probably due to the fact that the door is missing allowing the elements to wreak havoc upon the once plush furniture.

Found Objects: 20% Chance.

Occupants and Contents: ()

17) Haunted Building

Size 6 x 6 meters.

Construction and Condition: This building is built out of brown bricks with a door made of shiny blue stone. The interior is completely empty and entirely spotless except for the extensive blood stains on the floor.

Found Objects: None.

Occupants and Contents: () This building is haunted by a powerful Ghost, Death Song (INT 16, POW 23). The first person to enter the building will be engaged in Spirit Combat by Death Song. Once someone is engaged in combat with Death Song, he or she will be unable to move and cannot escape except by defeating Death Song or by being dragged to safety by friends. Death Song is smart enough to break off combat and engage another victim if it is losing. Whenever Death Song is engaged in combat, an eerie and frightful humming can be heard (hence the Spirit's name). Once the battle is over and the friends of any victims have departed, Death Song summons two Wolves from the nearby forest to clean the premises (hence the absence of anything but blood stains).

18) South Quarters

Size 9 x 9 meters.

Construction and Condition: This room is built out of a solid white stone of mysterious origins (that is it does not appear to be entirely natural). The door is made of solid bronze and is locked shut. The interior walls are covered with paintings of Trolls and Newtlings fighting each other. The Trolls seem to be getting the better of it.

Found Objects: 10% Chance.

Occupants and Contents: ()

19) **Center Quarters**

Size: 6 x 6 meters.

Construction and Condition: This section is made of the same stone as Area 18, above. Its walls are also covered with pictures of Trolls and Newtlings fighting, but in this case, the Newtlings are getting the better of it. The floor of the room is covered by a green fur carpet in excellent condition. It would be worth as much as 5000 Guilders but it is very heavy and difficult to move. Beneath the carpet is a trap door which opens over the stream below.

Found Objects: 10% Chance.

Occupants and Contents: ()

20) **North Quarters**

Size: 9 x 9 meters.

Construction and Condition: Also built of the same white stone as Area 18. The interior walls are covered with paintings of Newtlings swimming. The room is dirty with mud tracked all over the floor. There are a couple small chairs in very bad condition and they will collapse if sat upon. The bronze doors to this room are both intact and slightly ajar. If they are closed, they will immediately lock.

Found Objects: 20% Chance.

Occupants and Contents: ()

21) **Toll Bridge**

Size: 4.5 x 9 meters.

Construction and Condition: The bridge is supported by four large carved brown stones. The upper surface is made of thick wooden planks, a couple of whom are missing. Despite this, enough remain so that the bridge is still safe to use if the toll is paid (see below).

Found Object: There will be no Found Objects on the bridge, but there is a 25% chance of one in the water beneath it.

Occupants and Contents: () This bridge is guarded by a Ghost who will order anyone who approaches the bridge to pay the toll before crossing. The toll consists of 1 Clack (or more) tossed onto or beneath the bridge. Attempting to use the bridge without paying will result in an attack by the Ghost. The Ghost has the unusual ability to Paralyze anyone it engages in Spirit Combat. The Spirit will break off combat if its Power goes to 3 (or lower). The Spirit is INT 11 POW 19. Beneath the bridge is a total, in loose change, of 38 Clacks, 18 Lunars and 2 Wheels. The Spirit will make no attempt to defend this treasure.

22) **Watch Tower**

Size: 7.5 meters in diameter, 7 meters tall.

Construction and Condition: This tower is built out of flag stones held together with a yellow tinted mortar. The lower four meters of the tower contains nothing more than a staircase leading up to the upper floor which consists of one circular room. This room is filled with piles of miscellaneous junk including broken furniture, bones, and old weapons (no longer in useable condition).

Found Objects: 50% Chance.

Occupants and Contents: ()

23) **Creator's Chapel**

Size: 12 x 6 meters coming to a point at the west end.

Construction and Condition: The entire interior of this room is covered with a pleasant green moss. In the west end is a small altar on top of which sits three brown wooden bowls (each .2 meters in diameter). The center bowl is filled with water. Anyone who drinks of this water will be healed of all wounds (but limbs will not be reattached or regrown). The bowl will automatically refill on its own but neither the bowl nor the water will have any special abilities if it is removed from the altar.

The room also contains six rows of pews in excellent condition.

Found Objects: 35% Chance.

Occupants and Contents: () This room is guarded by many protective Spirits (INT 3D6; POW 3D6+6) who will engage in Spirit Combat anyone who defiles the chapel by engaging in combat, removing bowls from the altar or just destroying the contents of the room.

24) **Waiting Area**

Size: 9 x 9 meters.

Construction and Condition: This room is made of polished white marble. The four doors are made of shiny brass and they are completely intact. If the key is found (hidden in Room 25), the doors can be locked from either side. Along the walls of this room are carved stone benches built right into the wall. The floor is covered with a mosaic depicting two identical men (women?). One looks very peaceful and is sitting calmly in the southern half of the room, while the other looks angry and is throwing Lightning Bolts in all directions. The angry one is located on the northern half of the floor.

Found Objects: 15% Chance.

Occupants and Contents: ()

25) **Destroyer's Chapel**

Size: 12 x 6 meters coming to a point at the west end.

Construction and Condition: The entire interior of this room is covered by a ugly brown moss. It is also filled with wreckage of furniture, bones, and assorted other junk. In the west end, there is an alter in fairly good condition (although it is partially buried by the junk).

Found Objects: 65% chance plus in a secret compartment in the alter is a key to all four doors of Room 24. If this key is taken more than one kilometer from its hiding place, it will disappear and reappear in the alter. Scattered among the junk is 28 Wheels.

Occupants and Contents: () There is one Guardian Spirit in this room which will attempt to possess the first person into the room. If it succeeds, it will then attack and kill anyone it can. The Spirit can only engage in Spirit Combat once a day so after the possessed person is killed, there is no further danger.

26) **Entry Hall**

Size: 4.5 x 6 meters.

Construction and Condition: The exterior door to this building is built of solid bronze and is basically intact (although it will no longer lock). The three interior doors are all made of solid wood and were built without locks. The floor of this room is covered with a very tattered and dirty blue fur carpet (current value, nil). There is no furniture in the room.

Found Objects: 15% Chance.

Occupants and Contents: ()

27) **Meeting Area**

Size: 4.5 x 12 meters but slightly irregular.

Construction and Condition: The floor of this room is covered by a blue fur carpet in bad condition. However, parts of it are still in good enough condition to be salvaged and sold for up to 100 Guilders. In the northern half of the room is a small table with three chairs. They are all in usable condition but they are no longer pretty. The south half of the room is filled with broken furniture which is, of course, not in usable condition.

Found Objects: 30% Chance.

Occupants and Contents: ()

28) **Dining Room**

Size: 7.5 x 6 meters but slightly irregular.

Construction and Condition: The walls, floor, and ceiling of this room are painted bright red. Otherwise, the room is completely empty and featureless.

Found Objects: 0% Chance.

Occupants and Contents: ()

29) **Small Office**

Size: 3 x 6 meters but slightly irregular.

Construction and Condition: This room is half painted (the ceiling, and the north and west walls as well as part of the floor) with the same bright red paint as in Room 28. Otherwise, it, too, is completely empty.

Found Objects: 0% Chance.

Occupants and Contents: ()

30) **Upstairs**

Size: 6 x 7.5 meters.

Construction and Condition: The stairs leading to Room 27 enter in the center of the east wall. There is a wooded counter running all the way around the room at a height of 1.3 meters. There are a few bronze implements scattered on the counter (i.e. Daggers, Spoons, Forks, Spikes, etc.). The floor is covered with a blue fur carpet in fair condition (worth 500 Guilders if removed intact).

Found Objects: 15% Chance.

Occupants and Contents: () There is a small weak Ghost in this room (INT 12 POW 3). It will warn away any intruders but it will not engage in Spirit Combat under any circumstances.

31) **Toll Bridge**

Size: 4.5 x 9 meters.

Construction and Condition: This bridge is basically identical to Number 21, above.

Found Objects: There is no found objects on the bridge, but there is a 30% chance of finding one in the stream below it.

Occupants and Contents: () This toll bridge works just like 21 except that the Spirit here is INT 14, POW 20. The treasure beneath the bridge here is also a bit different (34 Clacks, 4 Guilders, 1 Wheel and a Gem worth 4 Guilders).

32) **Giant's Footprint**

Size: 7.5 x 3.5 but footshaped. 3 meters deep with a steep slope.

Construction and Condition: This area was created when an immense Giant (probably over 30 meters in height) stepped in the comparatively soft dirt of the area. There is approximately 2 centimeters of water in its bottom.

Found Objects: 15% Chance.

Occupants and Contents: ()

33) **Another Giant's Footprint**

Size: 7.5 x 3.5 meters but footshaped. 3 meters deep with a steep slope.

Construction and Condition: Same as Number 32 above except that this step also wrecked the surrounding buildings so that in addiiton to the water (6 centimeters here) there are a few broken grey stones.

Found Objects: 35% Chance.

Occupants and Contents: ()

34) Ruin

Size: 9 x 6 meters.

Construction and Condition: This building is nothing more than a pile of broken and jumbled grey stones.

Found Object: 45% Chance.

Occupants and Contents: ()

35) Ruin

Size 6 x 6 meters.

Construction and Condition: This building is nothing more than a pile of broken and jumbled grey stones.

Found Objects: 40% Chance.

Occupants and Contents: ()

36) Yet Another Giant's Footprint

Size: 7.5 x 3.5 meters but footshaped. 3 meters deep with a steep slope.

Construction and Condition: Same as 32 above except that there is no water at the bottom.

Found Objects: 20% Chance.

Occupants and Contents: ()

37) Ruin

Size: 6 x 6 meters.

Construction and Condition: This building is nearly completely wrecked. The north wall remains partially intact to a height of 1.5 meters but the rest of the building is only broken white stone.

Found Objects: 30% Chance.

Occupants and Contents: ()

38) Iron Plated Plynth

Size: 1.5 x 1.5 x 4 meters tall.

Construction and Condition: This plynth is built of some exceedingly strong stone covered by a thin iron plating. The iron is completely engraved with the letters and words of an unknown language. The plynth is highly magical and its powers, purpose, and uses are described in detail elsewhere.

Found Objects: 10% chance of one lying around the general area.

Occupants and Contents: ()

39) Iron Plated Plynth

Size: 1.5 x 1.5 x 4 meters tall.

Construction and Condition: Same as 38, above.

Found Objects: 20% chance of one lying around the general area.

Occupants and Contents: ()

40) Iron Plated Plynth

Size: 1.5 x 1.5 x 4 meters tall.

Construction and Condition: Same as 38, above, but it should be noted that the water has apparently not corroded or rusted the iron.

Found Objects: 5% chance in the water around the plynth.

Occupants and Contents: ()

41) Iron Plated Plynth

Size: 1.5 x 1.5 x 4 meters tall.

Construction and Condition: Same as 38, above.

Found Objects: 20% chance of one lying around the general area.

Occupants and Contents: ()

42) Warehouse

Size: 9 x 7.5 meters.

Construction and Contents: This building is built of sturdy wood planks. The interior is covered with lots of dusty shelves, all of which are empty.

Found Objects: 5% Chance.

Occupants and Contents: ()

43) Living Quarters

Size: 9 x 7.5 meters.

Construction and Condition: This building is built of sturdy wood planks. Inside are six comfortable beds which have clearly not been used for quite a while.

Found Objects: 10% Chance.

Occupants and Contents: ()

44) Issaries Market

Size: 24 x 24 meters.

Construction and Condition: This area was especially built to serve as an Issaries Market/Neutral Ground. It is even shaped like the Issaries Rune. Any Initiate of Issaries will immediately recognize this and, if they have the spell, will be able to take advantage of the area's special powers to create a larger than normal Market.

The walls around the area are 1.5 meters thick and 6 meters high. At the outer corners of each entrance there is a special indentation in the wall into which Issaries staves may be placed. When this is done, a Create Market spell cast using those staves will protect the entire 576 square meter area rather than its normal 81 square meters.

The ground of this area is covered with a gravel of greyish stone.

Found Objects: 25% Chance.

Occupants and Contents: ()

45) Small Shop

Size: 6 x 6 meters.

Construction and Condition: This building is built of light grey stone. The door is made of wood and is only partially intact. The room itself is filled with assorted broken furniture and glass as well as a few bits of twisted bronze.

Found Objects: 25% Chance.

Occupants and Contents: ()

46) **Larger Shop**

Size: 9 x 6 meters.

Construction and Condition: Also built of grey stone, this building has a wooden counter extending across its middle. Behind the counter are eight wooden chairs neatly stacked. They are each worth 5 Guilders. The rest of the room is empty but quite dusty.

Found Objects: 20% Chance.

Occupants and Contents: ()

47) **Tavern**

Size: 6 x 9 meters.

Construction and Condition: This building was originally a small tavern. There is still some evidence of this purpose as a couple round tables with a few semi-intact chairs still remain. However, there is some evidence that it has since been used for other purposes as one table, against the north wall, is heavily blood stained.

Found Objects: 15% Chance.

Occupants and Contents: ()

48) **Pantry**

Size: 3 x 3 meters.

Construction and Condition: This room is completely intact including its wooden door. However, it contains two week old corpses which are in the process of being eaten by thousands of ants.

Found Objects: 45% Chance.

Occupants and Contents: ()

49) **Small Shop**

Size: 6 x 6 meters.

Construction and Condition: This building is made of grey stone and is entirely intact except for the western door which is missing. The floor is covered with a layer of dried mud. In the mud can be seen two sets of footprints leading from the western door to the eastern door.

Found Objects: 20% Chance.

Occupants and Contents: ()

50) **Small Shop**

Size: 6 x 6 meters.

Construction and Condition: Built of grey stone, this shop has a sturdy wooden door which is locked. The interior has a counter down the middle and wooden shelves on the walls. The shelves are mostly empty and dust covered but there are 25 water-filled leather wine skins (each worth 1 Guilder).

Found Objects: 25% Chance.

Occupants and Contents: ()

51) **Small Shop**

Size: 6 x 6 meters.

Construction and Condition: The walls, floor, and ceiling of this building are scorched from some old fire. The floor is covered with ashes and a few pieces of burnt wood. The wooden door is present but badly burnt and off its hinges.

Found Objects: 25% Chance.

Occupants and Contents: ()

52) **Large Shop**

Size: 6 x 9 meters.

Construction and Condition: Both doors to this building are missing completely. The floor is covered with some sort of yellow-green sticky goo which is harmless unless eaten, in which case, it acts as a potency 5 poison.

Found Objects: 10% Chance.

Occupants and Contents: ()

53) **Small Shop**

Size: 6 x 6 meters.

Construction and Condition: This building is empty except for the dust and the vague outline of the counters, tables, and shelves which use to be here. There is also a Ghost (see below).

Found Objects: 5% Chance.

Occupants and Contents: () There is a Ghost in this building. In its life, the Ghost was the owner and manager of this wine shop. The Ghost (whose name is "Forda") will attempt to wait on anyone who enters his shop and as long as the intruder plays along and pretends to buy some wine (leaving behind some real money) every thing will be fine. If someone ignores or disrupts the charade, the Ghost will attack. Its characteristics are INT 7, POW 14.

54) **Small Shop**

Size: 6 x 6 meters.

Construction and Condition: The building is basically intact including the locked wooden door. However, in the center of the room is a 1 meter diameter and 4 meter deep pit. At the bottom of the pit are 5 centimeters of foul smelling stagnant water. The water is harmless unless swallowed in which case the swallower has been exposed to Wasting Disease.

Found Object: There is one Found Object at the bottom of the pit and a 15% chance of another elsewhere.

Occupants and Contents: ()

55) **Partially Ruined Building**

Size: 9 x 9 meters.

Construction and Condition: Most of this building is broken grey stone rubble but part of two walls are intact as is the wooden door (which is still locked securely).

Found Objects: 25% Chance.

Occupants and Contents: ()

56) **Large Shop**

Size: 9 x 6 meters.

Construction and Condition: The floor and lower walls of this building are covered with green and blue mold. In the center of the building are two small stone tables (also covered with mold). The entire room smells like two-month-old decaying meat. This smell emanates from the mold.

Found Objects: 30% Chance.

Occupants and Contents: ()

57) **Large Trollkin Shack**

Size: 4.6 x 4.6 meters.

Construction and Condition: This shack is built of wood and it is held together very poorly. Inside it contains the things a Trollkin would value: straw for a bed, dead rats for food, and so forth. Note that of the seven Trollkin shacks, this one is the best.

Found Objects: 15% Chance.

Occupants and Contents: (I) Darkflight normally lives here.

58) **Trollkin Shack**

Size: 3 x 3 meters.

Construction and Condition: This wooden shack is very poorly constructed and is likely (20% chance) to fall over if bumped. The interior is a big mess.

Found Objects: 5% Chance.

Occupants and Contents: (I) 1D2 Trollkin.

59) **Trollkin Shack**

Size: 3 x 3 meters.

Construction and Condition: Again this shack is not well constructed and might (10% chance) fall down if bumped. The interior is the same as any other Trollkin shack except for the presence of a small Gold statue of a Troll (worth 300 Guilders).

Found Objects: 15% Chance.

Occupants and Contents: (I) 1D2 Trollkin.

60) **Trollkin Shack**

Size: 3 x 3 meters.

Construction and Condition: As such things go, this shack is relatively sturdy. It contains, in addition to the normal Trollkin junk, a valuable tapestry (worth 250 Guilders) which a Trollkin has been using as a blanket.

Found Objects: 10% Chance.

Occupants and Contents: (I) 1D2 Trollkin.

61) **Trollkin Shack**

Size: 3.1 x 3.1 meters.

Construction and Condition: This shack is very flimsy and will fall apart 35% of the time if it is bumped. Its interior is perfectly ordinary.

Found Objects: 15% Chance.

Occupants and Contents: (I) 1D2 Trollkin.

62) **Trollkin Shack**

Size: 4.5 x 3 meters.

Construction and Condition: This shack is fairly sturdy (only 5% chance of falling down if bumped) and its contents contain nothing out of the ordinary.

Found Object: 10% Chance.

Occupants and Contents: (I) 1D2 Trollkin.

63) Trollkin Shack

Size: 3 x 3 meters.

Construction and Condition: As with the other shacks, this one is none too sturdy and it has a 30% chance of falling down if bumped. For some inexplicable reason, the Trollkin who lives here has a collection of 63 sticks which lie scattered about the building.

Found Objects: 25% Chance.

Occupants and Contents: (I) 1D2 Trollkin.

Areas 64 Through 73: The Forgotten Fort

This area was once a small fort whose garrison protected the area against minor bandit incursions and other similar problems. As such, most of its residents were Humakti worshippers and the fort itself served as a minor Humakti Temple. The area is still dedicated to Humakti but the absence of worshippers and the presence of the iron plated plynth (Area 39) have somewhat drained the area's potency.

The shrine's Gaurdian Spirit is still present but it is unable to enter the area protected by Frwack's plynth (that is, Area 70 and part of the courtyard). The Spirit, now known as "Lost Sword", is INT 15, POW 31. It will only attack cult enemies (particularly worshippers of Mallia) or those attempting to remove any valuables which might still remain within the shrine. Of course, Humakti are permitted to remove such valuables. The Spirit will warn off looters if they are no members of enemy cults.

The exterior walls of the for are made of large light grey stones. The building itself is made of smaller dark grey stones and the doors are all of solid bronze.

64) Entry Room

Size: 9 x 6 meters but slightly irregular.

Construction and Condition: Both of the doors to this room are locked. The room contains three large comfortable chairs (worth 200 Guilders each but very heavy) and a brown fur rug (worth 300 Guilders). On the walls are eight paintings depicting the brave and mighty deeds of the Humakti who once worshipped here. These paintings would be worth 400 Guilders each to another Humakti Temple and they are of sufficient quality to be worth 200 Guilders each to most any art collector.

Found Objects: 40% Chance (but in plain sight).

Occupants and Contents: ()

65) Entry Room

Size 9 x 6 meters but slightly irregular.

Construction and Condition: The doors to this room are unlocked but their locks will still function if the key is found. The floor of this room has a brown fur carpet which has been badly abused over the course of time and is now so badly torn and so dirty that it is worthless. The walls of this room are defaced with writing in tradetalk making fun of the bravery of Humakti worshippers. The Spirit, Lost Sword, will attempt to persuade potentially friendly parties to in some way clear or erase these walls.

Found Objects: 5% Chance.

Occupants and Contents: ()

66) **Barracks**

Size: 12 x 12 meters but slightly irregular.

Construction and Condition: The north and east walls of this room each have a double row of bunks (18 total bunks). These bunks are still in good shape although they are completely bare. In the center of the room is a large table with six chairs. Both the table and the chairs are made of wood and are not in very good condition.

Found Objects: 15% Chance.

Occupants and Contents: ()

67) **Commander's Office**

Size: 6 x 12 meters but slightly irregular.

Construction and Condition: In the northern part of the room are four once valuable and comfortable lounge chairs which have been deliberately reduced to tatters with a Sword or knife. The southern half of the room contains a desk and chair made of solid oak. They are intact.

Found Objects: 15% Chance. In a secret compartment in the south wall is a key which will lock and unlock all the doors of the complex. It will require a successful Spot Hidden roll while searching the right part of the wall to find the compartment.

Occupants and Contents: ()

68) **East Gate House**

Size: 3 x 4.5 meters.

Construction and Condition: The door to this building is locked. Inside are two Skeletons. They are the two guards who died while on duty here. As everybody else was also dying, there was no one available to come and remove their bodies, so they have remained here ever since. In addition to the Skeletons, there are two bronze Broadwords, two large Shields, and two suits of Chainmail Armor (with full Helms), one fitting Size 13, and the other fitting Size 14.

Found Objects: 10% Chance.

Occupants and Contents: ()

69) **West Gate House**

Size: 3 x 4.5 meters.

Construction and Condition: This building is unlocked. Aside from a large bronze Shield hanging on the wall, this room is empty. The arrow slits and peep holes have been blocked by boards which can, however, be removed without much difficulty.

Found Objects: 15% Chance.

Occupants and Contents: ()

70) **South West Tower**

Size: 4.5 x 4.5 meters but slightly irregular.

Construction and Condition: The door, which is unlocked, opens into a small area which contains stairs which lead up 3 meters to that part of the tower which was used for defense. That area is basically empty at this time but the arrow slits do provide an excellent view of the Trollkin "village".

Found Objects: 20% Chance.

Occupants and Contents: ()

71) **North West Tower**

Size: 4.5 x 4.5 meters but slightly irregular.

Construction and Condition: The basic structure of this tower is the same as Area 70, above. However, this area is not completely empty. There is a statue of a Trollkin wielding a small Mace. Perceptive characters will notice that only the Trollkin is stone. His possessions are made of normal materials.

Found Objects: 35% Chance.

Occupants and Contents: ()

72) **North East Tower**

Size: 4.5 x 4.5 meters but slightly irregular.

Construction and Condition: Again this tower has the same basic construction as Area 70, above. However, the door to this building is locked and there are three Skeletons laying untouched since the days of the disease in the upper area. In addition to the Skeletons, there are three large Shields and three Short Swords as well as 60 bronze Arrow heads. Parts of the floor are covered with patches of green mold.

Found Objects: 30% Chance.

Occupants and Contents: ()

73) **South East Tower**

Size: 4.5 x 4.5 meters but slightly irregular.

Construction and Condition: Again, built the same as Area 70, above. However, the stairs have been destroyed in some unknown fashion and it is no longer very easy to get up to the upper level. The upper level contains only a small treasure chest which is locked (the key to the fort's doors will unlock this too). It contains 500 Guilders and 50 Wheels.

Found Objects: 35% Chance.

Occupants and Contents: ()

74) **Outer Chapel**

Size: 9 x 9 meters.

Construction and Conditions: Both doors to this area are built of elaborately formed solid bronze. The room itself has five rows of pews with an aisle down the middle. The walls are painted with scenes of Priests in blue and yellow robes praying to an unseen god above their heads. A thick layer of dust covers everything in the room. Footprints in the dust can be seen leading from the northern door up the center aisle to the southern door.

Found Objects: 15% Chance.

Occupants and Contents: ()

75) **Inner Chapel**

Size: 15 x 15 meters but irregular.

Construction and Condition: There is a large blue and yellow stone alter in the south end of the room. In the center of the room is a statue which very much resembles the priests painted on the walls of Room 74. If anyone opens either of the secret doors to this room, the statue will animate and move towards the appropriate door. When it arrives at the door, it will smash into the wall and break into a pile of rubble which will completely block off the door. Once the statue has animated, the only way to stop it is to call out "Stop in the name of the blue and the yellow". Everything in the room is covered with a thick layer of dust except the statue which is spotless.

Found Objects: 10% Chance. Also the secret doors require s Spot Hidden to find.

Occupants and Contents: ()

76) **Secret Hold**

Size: 3 x 3 meters.

Construction and Condition: This was used to hold the Temple's treasure. Most of the treasure is long gone but 5000 Clacks still remain.

Found Objects: 25% Chance.

Occupants and Contents: ()

77) **The Windswept Plynths**

Size: 6 x 6 meters.

Construction and Condition: This area consists of four grey stone 3 meter tall plynths and the area they enclose. It is an Orlanth Holy Place. Newly accepted Rune Priests and Rune Lords of Orlanth can be brought here to summon a potential Allied Spirit. Also Priests of Orlanth (and other air cults) can regain their Rune Spells here at the normal rate. Members of cults hostile to Orlanth who step into the area are immediately attacked by a large Air Elemental.

Found Objects: 5% Chance.

Occupants and Contents: ()

78) **Toll Bridge**

Size: 4.5 x 9 meters.

Construction and Condition: This bridge is basically identical to Number 21, above.

Found Objects: There are no Found Objects on the bridge but there is a 30% chance of finding one in the stream below it.

Occupants and Contents: () This toll bridge works just like Number 21 except that the Spirit here is INT 11, POW 18. The treasure beneath the bridge here is also different (46 Clacks, 14 Guilders, and 4 Wheels).

79) **Flooded Ruin**

Size: 9 x 4.5 meters but irregular.

Construction and Condition: This is nothing more than a small pile of stones outlining the remains of the building. These stones are also present under the water's surface.

Found Objects: 20% Chance.

Occupants and Contents: ()

80) **Ruin**

Size: 9 x 6 meters.

Construction and Condition: Only the outline of this building remains in the form of jumbled black stones.

Found Objects: 15% Chance.

Occupants and Contents: ()

81) **Brass Building**

Size: 9 x 9 meters.

Construction and Condition: This entire building, including the floor, ceiling, and door, is made of polished shiny brass. In fact, the brass is so shiny that anyone present in the room when a light source is used will have to make a POW x 3 roll on percentile dice or be blinded for 5D6 minutes. The room is completely empty.

Found Objects: None.

Occupants and Contents: ()

82) **Wood Building**

Size: 6 x 6 meters.

Construction and Condition: This building was, apparently, recently inhabited by a Human. However, it has been several weeks since anyone has used the place and judging by its condition, the inhabitant had expected to return some time ago. In addition to the furniture, a couple of chairs and a bed, there is a bronze large Shield and Broadsword hanging on the wall. Hidden in a secret panel in the floor beneath the bed (requires a Spot Hidden to find) is a small treasure of 14 Wheels, 150 Guilders and 2 Gems each worth 50 Guilders.

Found Object: 35% Chance.

Occupants and Contents: ()

83) **Stone Building**

Size: 9 x 9 meters.

Construction and Condition: This black stone building is missing its door. Its interior is very dirty and moldy, especially the blue fur rug. The walls and ceiling are black with white spots simulating the night sky.

Found Objects: 15% Chance.

Occupants and Contents: ()

84) **Crescent Room**

Size: 4.6 x 13.5 meters.

Construction and Condition: This room is filled with old semi-rotten fire wood. It is not possible to go from one door to the other without moving a large part of the wood. Furthermore, taking all the firewood out of the room in order to thoroughly search it would take a single person 24 hours.

Found Objects: 90% Chance.

Occupants and Contents: ()

85) **South Room**

Size: 9.7 x 7.5 meters but irregular.

Construction and Condition: This room is painted white except for the stairs which are grey stone. The room is empty except for two planks on the stairs which look as though they were set to allow something to roll up or down the stairs.

Found Objects: 15% Chance.

Occupants and Contents: ()

86) **North Room**

Size: 9.7 x 7.3 meters.

Construction and Condition: This room is dusty and aside from two very old beaked Dragonewt Skeletons, it is completely empty.

Found Objects: 10% Chance.

Occupants and Contents: ()

87) **Upstairs**

Size: Circular 14.5 meters in diameter.

Construction and Condition: This room has four .5 meter diameter circular windows. They open facing due North, South, East and West. Also in the room are four .5 meters in diameter heavy wooded circular plugs which can clearly be used to plug the windows. The floor of the room is covered with a thin layer of saw dust.

Found Objects: 25% Chance.

Occupants and Contents: ()

88) **The Pyramid**

Size: 33 x 33 x 12 meters high.

Construction and Condition: The pyramid is built out of white marble. It was probably polished to a fine shine once but the weather has roughened it significantly. The surface of the pyramid is covered with various sorts of debris (leaves, dirt, sticks, bones, etc.). At the Judge's option, the interior of the pyramid may be partially hollow and contain a "dungeon" of some sort.

Found Objects: 50% chance, but it will take a while to search every part of its surface.

Occupants and Contents: ()

89) **Flooded Ruin**

Size 9 x 7.5 meters.

Construction and Condition: This ruined building is nothing but a pile of flooded rocks.

Found Objects: One Found Object will be located here as part of Anda Hair's treasure (see below).

Occupants and Contents: (S) Anda Hair's treasure is kept here buried in the mud just under the water's surface. Anda Hair will always be encountered here if she has not been found elsewhere. The treasure consists of 347 Clacks, 564 Guilders, 439 Wheels, and 15 Gems worth a total of 4500 Guilders. There is also one Found Object.

90) **Cave Entrance**

Size: 7.5 x 13.5 meters but irregular; 3 meters high.

Construction and Condition: The entrance to this cave is wide and deep. It narrows as the cave travels inward, however. The floors, walls, and ceiling of this cave are made of a strange black stone which reflects light very poorly. As a result, even with a source of light, the cave remains quite dark. The cave's floor is covered with assorted rotting debris.

Found Object: 25% Chance.

Occupants and Contents: ()

91) **Dark Cavern**

Size: 7.5 x 7.5 meters but irregular.

Construction and Condition: This section is also made of the same rock as Area 90, above. However, there are two intact Humanoid Skeletons against the north wall.

Found Objects: 50% chance. Secret door will require Spot Hidden to find.

Occupants and Contents: ()

92) **Secret Cavern**

Size: 6 x 9 meters but irregular.

Construction and Condition: This section of the cave is not of natural origin. It is made of the same black rock as 90 and 91, above, but it was carved out of the stone by some powerful craftsman. There are four dead Human bodies laying on the floor of this area. They are obviously not freshly killed but they have not yet begun to rot away. This is puzzling. Anyone entering this room who is not an Initiate in a Darkness Rune Cult will be attacked by the Ghost who guards this region (see below).

Found Objects: One automatically and 50% chance of another.

Occupants and Contents: () There is a Ghost here who will attack to destroy any who enter except Initiates of Darkness Cults. If someone is killed by the Ghost, their body will remain here indefinitely without rotting away. There is also a treasure located here. It consists of 750 Lead Bolgs, 450 Wheels, and a Lead statue of Kyger Liter. The statue would be worth 10,000 Guilders to a Temple of Kyger Liter, but the Trolls might elect to kill for it rather than paying for it.

93) **East Island**

Size: 15 x 19.5 meters but irregular.

Construction and Condition: This island is made mostly of sand. A few chunks of grey stone can be found mixed in with the sand.

Found Objects: 50% chance but will require a lengthy search to sift through all the sand.

Occupants and Contents: ()

94) **Small House**

Size: 6 x 6 meters.

Construction and Condition: This building is built of wood which has begun to rot away along its bottom. Its interior is a mess. The floor is covered with a 2 centimeter layer of sand and there is a lot of broken furniture and other junk of unknown origin.

Found Objects: 45% Chance.

Occupants and Contents: ()

95) **Rock Island**

Size: 4.5 x 6 meters.

Construction and Condition: This island is made of slippery blue stone. There is a small Iron Dagger (worth 2000 Guilders) imbedded in the top of the island.

Found Objects: 5% Chance.

Occupants and Contents: ()

96) **Moss Island**

Size: 8.5 x 14.5 meters but irregular.

Construction and Condition: This island is made of a solid stone covered with a thick and pleasant green moss. The moss tastes delicious and it can be used as a food source for an indefinite period of time without any ill effects showing.

Found Objects: 15% Chance.

Occupants and Contents: ()

97) **Duck's Landing**

Size: 13.5 x 6 meters, plus two 1.5 x 4.5 meters Docks sticking out into the water.

Construction and Condition: This entire area is made of pure aluminum enchanted to be safe from harm from any force likely to be available to a normal mortal. The docks will magically repair any boat docked at them. The repair process will take only five minutes (see Area 9, above).

Found Objects: 5% Chance.

Occupants and Contents: ()

98) **Duck Dock Island**

Size: 30 x 22.5 meters but irregular.

Construction and Condition: The edges of this island are sandy, but its interior has a solid rock base on which the building is situated.

Found Objects: 65% chance, but it will take a while to search the sand.

Occupants and Contents: ()

99) **Duck Meeting Room**

Size: 9 x 9 meters.

Construction and Condition: This room is the one the Duck Followers of Frwack use to meet and sleep (although some of them sleep while floating on the lake). It contains several comfortable chairs built especially for Ducks. It also contains 15 spare Short Swords. There is a blue fur rug on the floor (worth 3000 Guilders because it is in perfect condition).

Found Objects: 10% Chance.

Occupants and Contents: (B). If they haven't been found elsewhere.

100) **Frwack's Room**

Size: 7.5 x 9 meters.

Construction and Condition: This room also has a blue fur rug worth 3000 Guilders. It also contains three chests in which Frwack keeps his treasure (see below). The walls are painted with scenes of Frwack fighting and defeating each of the five types of Elementals.

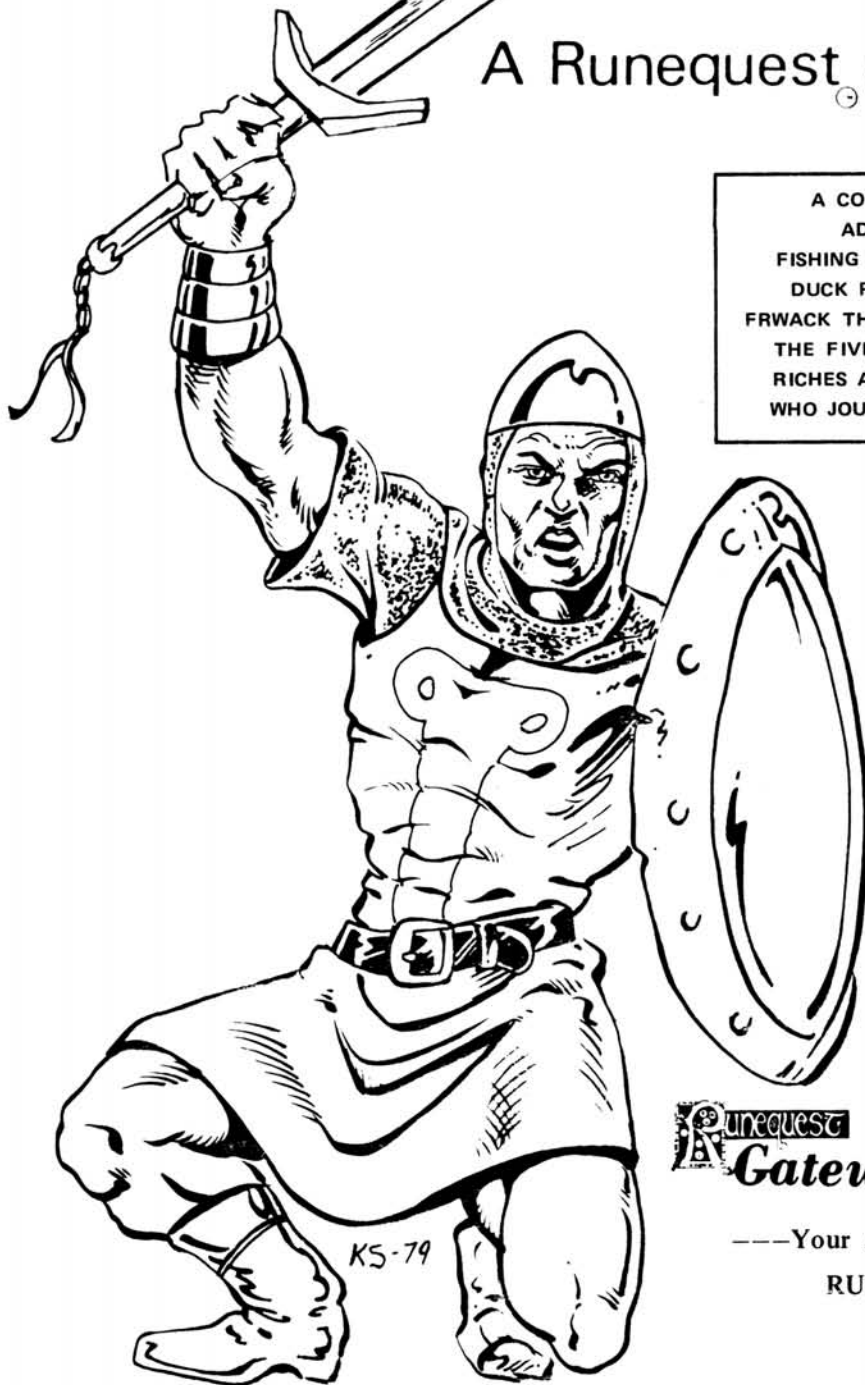
Found Objects: 40% Chance.

Occupants and Contents: (A) Frwack's treasure consists of 2000 Clacks, 3000 Guilders, 1000 Wheels, and 50 Gems worth a total of 35,680 Guilders. The treasure may be divided however the Judge wishes among the three chests. Note that the chests are locked and there is no key. Frwack can open the locks easily, so he doesn't need one.



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