Gloranthan Classics

PAVIS & BIG RUBBLE

A Moon Design Publication

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The Great Chart Caper - Oliver Dickinson
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Original Blessings & Warnings!

The original six books, save one, contained a protective blessing or warning. Thus, we have included them all in one place for that extra bit of concentrated effect.

Balastor, Last Champion of Pavis, stands against all who would profane his city, its people, or its lore.

Irripi Ontor, Master of Wisdom and Seeker of Lore, protects this document and the gentle city. May he feed the hearts and souls of those who would defile, misuse, or profane the wisdom or stone of Pavis to Yara Aranis, demon daughter of Moonson.

May Zola Fel, Bosom of Life, withhold his sweet nectar from those who trespass against him, his children, or his words.

Musa gave this book, a work of Inspiration. Let her protect it, with aid of her lord, Bright Yelm, Emperor of Light.

Shades of day, invisible in daylight, protect all of this for Justice. Only evil-doers need fear, but perjurers and plagarists will live and die in terror. - Kargan Tor (upon sealing Pavis' Gates)

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City Guide for the Gamemaster

Introduction

A campaign is a series of scenarios which are played out in the same locale, using the same player-characters or non player-characters. Chaosium always urges a campaign setting because it gives players a sense of confidence to know that they will be in mostly familiar territory each adventure. Campaigns may take on as much or as little detail as the players and Gamemaster want. Pavis offers many opportunities to use all the facets of role-playing, including peaceful interchange.

Campaigns come in two general types. The first is one of ongoing event, in which each session moves time ahead slightly, catching players in the politics of daily life. There is considerable opportunity for pure role-playing in these situations, for playing characters in these campaigns is as likely to occur in a meeting hall or tavern as in a dangerous ruin or cavern.

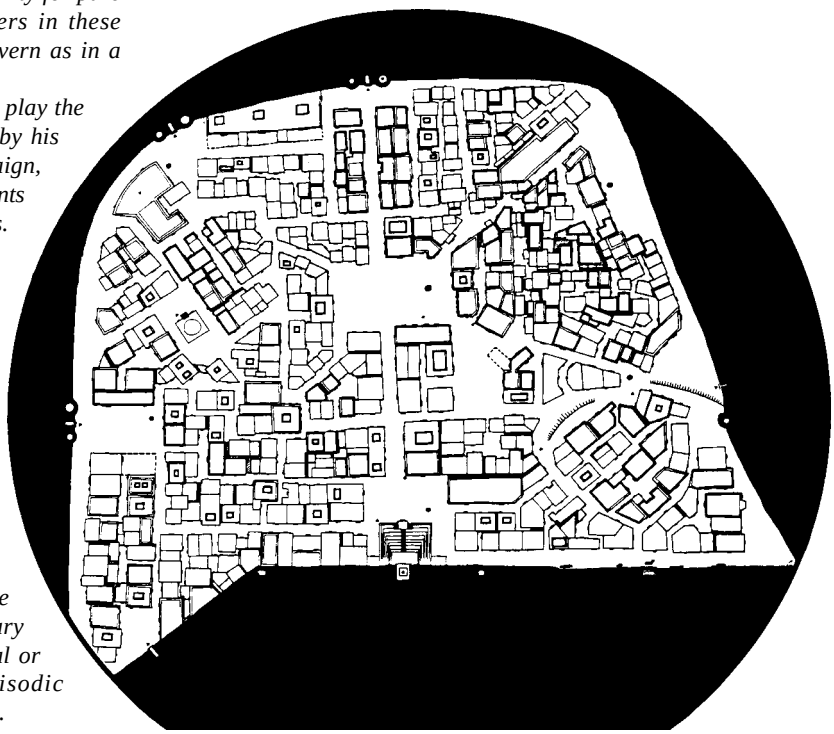
Such play is not for everyone. Often people prefer to play the romantic adventurer seeking out his own lucky fortune by his sword. Players may be unable to regularly attend a campaign, making it hard for them to keep abreast when campaign events move swiftly. An episodic campaign is better in these cases. An episodic campaign links discrete adventures by means of geographical setting (in this case, Pavis). Adventures may not depend upon a chronologically-intertwined series of episodes.

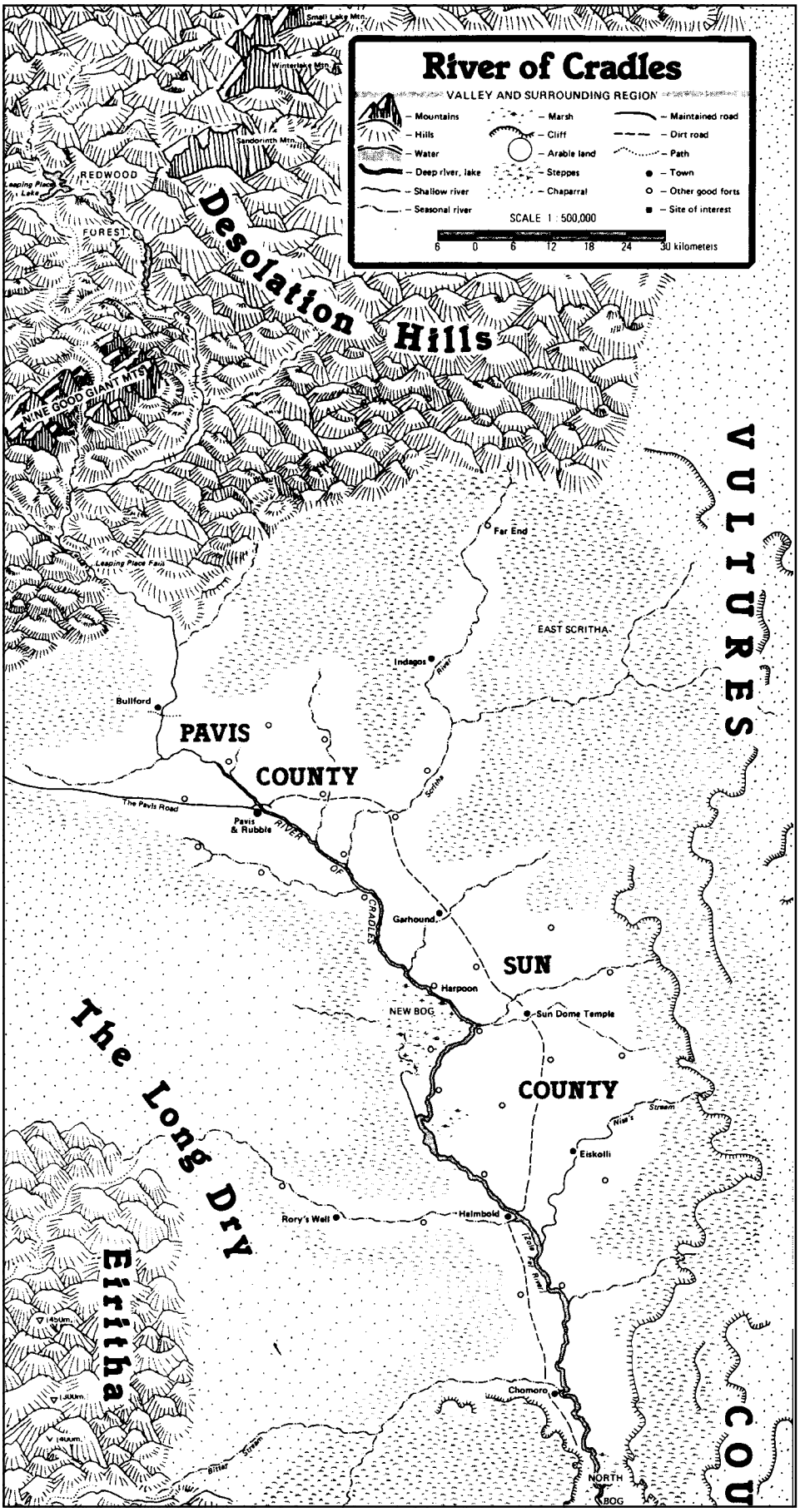
The campaign is played in a number of sessions. There is an objective in each session, and sometimes it is critical that the same players try to play from session to session in a particular scenario. But the scenarios themselves are not linked and may be played in the order and amount needed, simply by breaking off at the end of play and returning anew each session.

Episodic campaigns allow players to be absent from a play session without missing anything except the chance for their characters to learn from experience. Temporary adventuring groups can be put together without political or religious conniving or commitment by players Episodic campaigns are recommended for beginning Gamemasters.

One of us (Steve) and his friends played the original Pavis campaign episodes. This supplement grew from that original campaign, with many years of play and with a multitude of later players and referees contributing to it. We feel this latest batch of scenarios captures the feel and flavor of the earlier encounters.

Greg Stafford, Steve Perrin





Civilized Prax

The River Valley

Civilized Prax includes all of those areas in which agriculture is the primary way of life. This includes the whole of the valley of the River of Cradles, from the Leaping Place in the north to the salt marsh at the river's mouth, near Corflu.

As the River of Cradles flows southward through Shadows Dance, various tributaries, controlled by barbarian nations, join it. Seasonal tributaries join the main river further downstream, in Prax, but they are less noteworthy for increasing the water flow than for having eroded the canyon walls which finally parallel the River of Cradles, making convenient entries into the valley from the plateaus to the east and west.

From the Leaping Place to the sea, the river is 445 kilometers long. From the river's mouth to the town of Chomoro the valley is crowded between the plateaus to the west and east. It averages 13 km wide through this region. The plateau to the west gradually drops, while the one to the east veers away from the river past Chomoro. Here the valley is broad and flat, with an average width of 27 kilometers, though the actual shape is irregular.

The river got its name centuries earlier from the fact that gigantic cradles, bearing gigantic infants, sailed to the sea from some mysterious source. The river is also called Zola Fel, which is the name of its god.

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

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

The valley is a comparative land of plenty. Melt-off from the mountains far upriver floods the valley every spring, then the river gradually dwindles to a trickle just before Storm Season. The flood plains are covered with thick,

tough plants forming treacherous bogs. The bogs begin to grow with Storm season, are largest in Sea season then subside over Fire, Earth, and Dark seasons. Occasionally, the collapsed ruins of ancient stone irrigation ditches can be seen runnelling the valley floor.

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

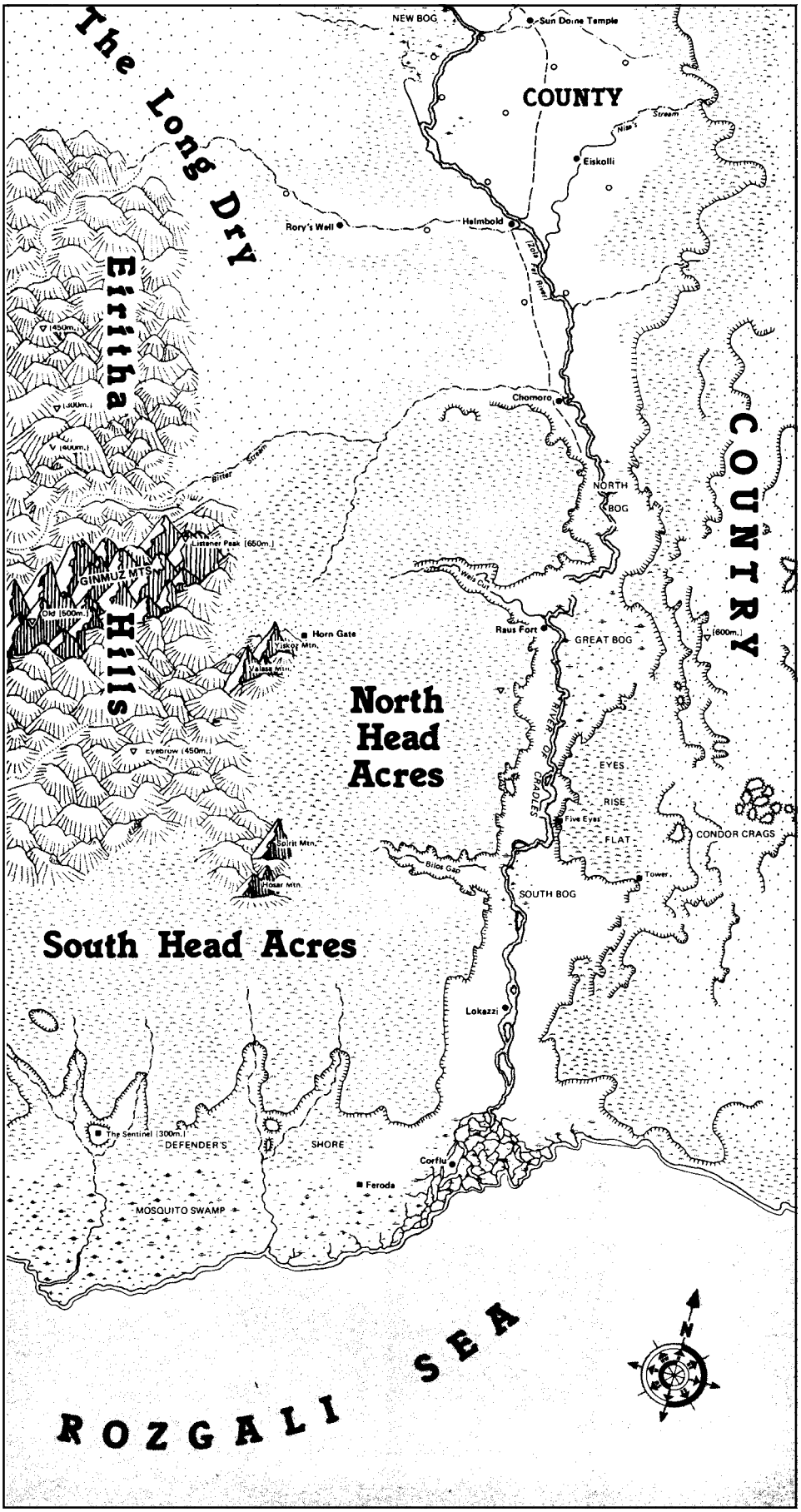
During Storm and Sea seasons the river is usually between three and four meters deep and from 100 to 200 meters wide, sometimes growing much larger during the floods, and, during years of drought, being less. The river drops down to only a meter or two in depth and twenty to a hundred meters wide during Fire season, and remains wadeable during late Fire season and early Earth season, when the rains begin to swell it again. It reaches a depth of two to three meters during late Dark season, and then increases up to the yearly height during Storm season.

Bogs and Vegetation

The bogs along the River of Cradles are a morass of mud pits, cypress, and cane. Everything grows here, and insects are thick and pesky. Unless a trail is used daily, it will grow over and disappear within a week. In Storm through Sea season, the bogs are at least half water. In Fire and Earth seasons they dry up a bit and may become fire hazards. They are thickly covered with brush, thorns, and hardwood trees. They are difficult to walk through, impossible to ride through, and quite easy to hide in. The ground can be treacherous and unstable.

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

The valley floor is a mass of brush and grasses. Wild herds and nomads have grazed the land sufficiently to



ensure that much of the grass is fairly short, but, especially during Sea and Fire seasons, the grass is chest-high on a walking man. There are no roads, only animal trails.

Vulture's Country

This is the (for a few weeks a year) more fertile area of the Genert Wastes paralleling the River of Cradles. Normally, Vulture's Country and the Genert plateau are even dryer and less hospitable than the western plateau, Prax. It is considered a dreadful waste even by the animal nomads, but some have always lived there, and now some natives of Prax proper have been forced there by Lunar expansion, and still survive.

The Desert Wind

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

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

Storm season marks the height of the winds, when the south-gusting erratic storms can rob the wastes and Prax of much of the rain of the wet westerlies. In Sea season the situation is often even worse, for the Desert Wind may defeat even the Southwesterly winds that should be carrying the rain inland. Because of such erratic patterns, droughts may occur for several years. Because of these droughts, Prax is much dryer than the rainfall in more normal years would indicate.

Prax Temperature And Precipitation

Season of the Year	*Temperature Low/High*	*Rainfall Inches/Days*	*Prevailing Winds*
Sea-Early	45/75	10"/21	Southwesterly
Sea-Late	50/85	4"/12	Southwesterly
Fire Early	65/110	—	Southwesterly
Fire Late	50/90	—	Southwesterly
Earth-Early	50/85	2"/2	Westerly
Earth-Late	45/75	3"/3	Westerly
Dark-Early	20/65	2"/4	Northwesterly
Dark-Late	25/45	4"/16	Northwesterly
Storm-Early	30/55	6"/28	Westerly
Storm-Late	30/65	10"/25	Westerly
Sacred Time	40/70	3"/9	Westerly

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

Normal Daily Temperature - *Average nightly low and daily high.*

Rainfall / Days Of Rain - *In a typical year, this amount of rain will fall and this number of days will be rainy. In the frequent drought years, the rainfall is much less, perhaps six inches per season or drier.*

Prevailing Winds - *the normal winds come from the stated direction. Other winds blow intermittently. During drought years, a Northeast wind will frequently scour the plains.*

People of the Valley

Some 62,000 intelligent beings currently inhabit civilized Prax. This includes even the intelligent fish who rarely reveal themselves to humans. About 12,000 of the valley inhabitants are non-humans.

Most humans live in villages and hamlets, squalid gatherings of a half dozen families and their animals. Such clusters of buildings dot the whole of the farmed area of the valley. Spread among them are ten larger towns, each a center for a major landholder's estate, and there are additionally three larger settlements. These last include Corflu and Sun Dome, each of about 1000 residents, and the city of Pavis, totaling nearly 10,000 residents, including the Rubble. Some 8,000 residents make their living from the river and live along its banks and in its marshes.

Of the non-humans, many live in the Rubble. Within those ancient walls reside 2500 trolls of all types, 1000 Aldryami of all types, 200 dwarfs, and 800 miscellaneous creatures, such as baboons, broos, unicorns, river creatures, ogres, and so forth.

About 7500 non-humans live outside the Rubble. Over half are ducks and newtlings. The remainder are various scavengers and predators.

Nomads populate the lands to the east and west of the river valley. The presence of these hungry mounted barbarians on either side of the ribbon of valley has prevented lasting settlement and exploitation of the excellent farmland for six centuries. The valley was considered prime Grazeland for the nomad herds, and for centuries the nomads have fought to live here. The powerful Lunar army has subdued them for the nonce, and enforced relative peace from the wild chieftains.

Several different cultures have crowded into this valley since its settlement. They deserve notice, if only to give the referee some languages with which to confound his players with while he devises the next encounter.

Farmers

A farmer is anyone who makes his living by agriculture. The local techniques typify Genertelan farming of mixed cereals and animal-tending.

Barley is the main cereal crop, augmented by vegetables and common plants like flax, tomatoes, and herbs. Plowing is done by teams of up to eight oxen yoked to light plows; reaping is done by hand with sickles. Sheep were brought here at first, but mostly succumbed to hoof rot and wool canker, and were replaced by native beasts, especially sables for meat and exotic impalas for hair. Pigs thrive, and domestic ducks and geese are common, as are dogs and cats. Popular also as pets or familiars are a local species of mongoose; kagas, a large insect-eating gecko; and song birds of many kinds.

Native Farmers
Native farmers are indigenous to this land and have descended from survivors from before the Darkness. Though listless and dull witted, these folk have survived bad conditions for centuries. Whenever a conqueror makes peace for a while, they crawl from hidden lairs and farm. When the conqueror fails, they fade again into the earth. They speak their own language, but avidly learn Tradetalk. One band of these farmers remains intact, led by Sir Indagos, a landowner.

Sun Dome Farmers
The Sun Dome farmers held their territory when Dorasar came and settled New Pavis. They survived the downfall of Old Pavis because their god, Yelmalio, was worshipped among many tribes. The tribes refrained from attacking fellow cultists.

The natives here speak a dialect recognizably Sartarite, but heavily influenced by Old Pavic and Praxian. They use the same farming tools and methods, live in similar structures, and raise the same foods as their neighbors and ancestors. Their religion of Yelmalio worship, their social customs (based on a patriarchal theocracy), and their history (of presence on the Plains) set them apart.

Sartar Farmers
The Sartar farmers make up a large part of the population. The first wave came with Dorasar, helped to settle New Pavis, and generally seized the best lands in return. A second wave followed when the Lunar army conquered Sartar in 1602. However, both waves have lived here long enough to have children who know no other land. Sartarite customs are commonly called Orlanthi, after their main god. Sartarites prefer a tribal organization with positions of authority and honor filled by merit rather than inheritance.

New Farmers

The Lunar empire has forced many people to this province. There are several centers of frontier rebellion within the empire; when such a rebellion is suppressed, whole areas are stripped of inhabitants who are sent with their goods to a strange land; presently Prax. The Lunar farmers of Prax can tell a uniform story of rebellion, defeat, and bitter marches marked with dead kin left beside the road. Yet, once in Prax, most survivors find themselves preferring the protection of the empire to the expert savagery of the nomads, and they find that their Lunar bonds are the ones which keep them united and safe.

To casual observers there is a single block of Lunar farmers. But to Lunars, this is an illusion, for they perceive several types of settlers.

River of Cradles Valley Population

Human Distribution	
New Pavis	3,500
Big Rubble	1,500
Urban Sun County	1,000
Urban Corflu	1,000
Among 10 towns	5,000
Farmers	30,000
Fishermen	8,000
Total humans	**50,000**
Non-Human Distribution	
Trolls (in Rubble)	2,500
Elves (in Rubble)	1,000
Dwarfs (in Rubble)	200
Dragonewts (in Rubble)	150
Broos & chaos (in Rubble)	500
Other (in Rubble)	250
Total Rubble non-humans	4,600
Newtlings	3,000
Ducks	1,500
Broos	1,500
Baboons	1,000
Other along river	500
Total non-humans	**12,000**

Talastar Farmers
The Talastar farmers resemble the Sartarite and Sun County cultures, for they share a common origin. History has localized the character of each region, but left most customs similar. This group includes many peoples from the Pelorian hills as well as Talastar. They speak a language very similar to Sartarite.

Carmanian Farmers
The Carmanian farmers are distinctly different. They do not worship the goddess Ernalda (as do all Orlanthi farmers) and use a different type of plow. Their magic differs also, being more like proper spells than prayers of supplication and respect. They speak their own language, Carmanian, which is related to the tongues of the far west, in Loskalm, but many also speak the Lunar tongue of New Pelorian.

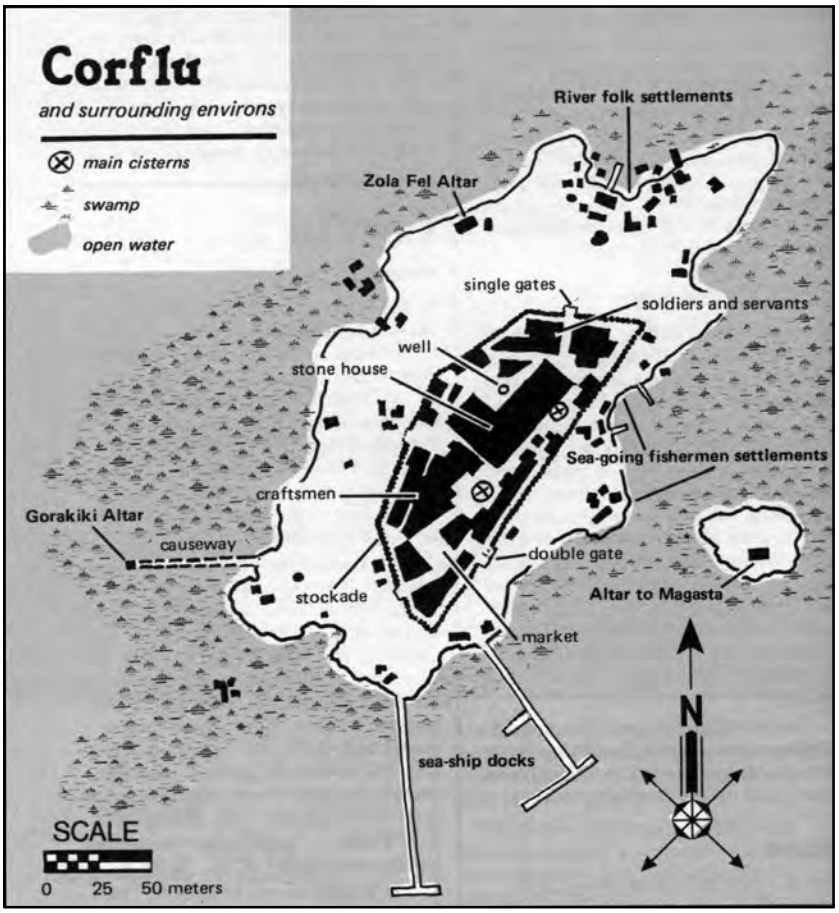
Redland Farmers

The Redland farmers are the last type. They, too, worship Yelmalio, but more highly favor Yelm. Their tongue is Pelorian, also called Lunar, for they descend from peoples of ancient Dara Happa, now the heart of the Lunar empire. They use methods and prayers similar to the Yelmalio people but address their own earth deities instead of Ernalda.

River Fishermen

River fishermen depend upon the river and its resources. Fishing is common and several industries are based upon the reeds which clog banks and channels. Papyrus paper is one product. Boat making and basketry are common occupations. Boat people make only temporary shelters out of reeds when they stop, for they are migratory and stay in their soggy craft much of the time. When the river is large and healthy they are present in profusion, but as the river dwindles they depart and work the marshes of the south coast. Giant insects make this rich region unpleasant; pirates poke about it at times.

The river people speak the ancient language Boatspeech, known by fishermen all along the southern Genertelan coast, and up the river ways from it.



Towns

Every town differs in detail from others, but have most things in common. The same commercial activities must occur in each.

Each town is the headquarters for a land holding family, and many of the towns are named after their founders. There are ten of these little villages along the river and its tributaries, not counting Pavis, Corflu, or Sun County. The population of these small river towns is 400-500 people each, most of whom farm, but many of whom also are craftsmen or the landholder's mercenaries and retainers.

Every town is surrounded by formidable stone walls, sometimes further buttressed by clay bricks. Town buildings are usually of mud brick (adobe).

Temples in each town always include the favored local earth deity, as well as a temple to the lord's favored god or his ancestors, as in the case of Raus Fort. River temples are present in all towns but Rory's Well, Far End, and Eiskolli. All towns have a number of spirit shrines or small gods. Weekly markets are held. On prearranged days all of the local peddlers converge in a town, circuiting from town to town over part or all of a season. A town includes local crafters of all important types: thatchers, brick makers, potters, coopers, carpenters, and redsmiths (workers in bronze). The lords of Helmbold and Garhound each have their own ironsmith as well.

Corflu

History

In 1611, the year after the seizure of Pavis, the Lunar army prepared an expedition down river to the ancient coastal city of Feroda. Ingilli was glad to aid them, for they paid an honest price for honest work in a land where work had been scarce. Ducks, newtlings, and men worked for a season to make rafts and boats. At the end of Sea season, as the water began to subside, the army departed down river.

The Lunar army is known for its research. The expedition carried a map to the city of Feroda. Though the map was true, the ever-shifting delta had changed, and no ruins were found. Soldiers and priests alike were assaulted by giant mosquitoes, tiny gnats, and hungry leeches. Courageous before spears and spells, the Lunars quailed and fell before the insects' ceaseless assault. At their worst, after the reed rafts were infested with thumb-sized lice, Tolkazzi, Ingilli's brother, spoke loudly and boldly.

"It is hard for me to believe," said he, "that these Lunars have conquered all the dry world. I told Lunar leaders of the bad conditions here, and offered a solution, but they declared that only their Red Goddess could found a city, and would have nothing of me. Perhaps now they will pay me what I am owed."

Paid he was, with landholder's rights over all the river delta and river rights for the same, and trading rights with all the seagoing boats which

stopped there, and fishing rights off the coast. In return he had to agree to some Lunar rituals and to some minor magical conditions.

Tolkazzi built a city on the delta for the Lunars. Corflu was the settlement's name. It was named after the wife of Tolkazzi, who is unknown to history except through her husband's compliment that, "she corrects all my mistakes, treading upon my life and erasing the errors of my record from my weary mind."

In 1613, Tolkazzi sold his merchant rights to Koronius Falabdur, a Lunar Etyries priest. Tolkazzi retained actual ownership of the island. With most of Falabdur's payment, Tolkazzi employed a troll priestess and her followers. They erected an altar to Gorakiki dragonfly on Corflu island. Shortly after that, the area swarmed with one and two-meters-long dragonflies, which devoured the mosquitoes. Newtlings complained about the new, dangerous dragonfly naiads in the waters, but ate them as well.

When the relative comfort of Corflu was noticed, many people moved there, especially the fishermen who plied the coast and who needed a beach in the area free of mosquitoes. Many brought their families.

The first trade ships came from the Holy Country to the west, bringing goods from that land. Though these goods were highly sought in the empire, they could be brought there more cheaply by other routes. Pavis needed the goods, however, and trade moved upriver through Corflu.

Sometimes larger ships stopped with the exotic goods for which the Lunar empire had fought and for which the traders were eager. Yet such goods never went past Pavis, for similar items could be obtained at markets closer to the empire. The merchants of Ingilli, who traded fish, shells, and bait, fared better than the Etyries who sought magic items, wealth, and prestige.

In Storm season of 1614, wolf pirates visited Corflu. One ship anchored in the channel but instead of a horde of bloodthirsty raiders only a single woman swam ashore and strode naked about the market. One person of all the gaping merchants spoke to her, offering to trade all his goods for a place among her crew. She did not accept, nor did she return with others to plunder this market, even though the wolf pirates were looting the coast. Such was the poverty of this place.

In Water season of 1615 the Falabdur family ended when the heir was cursed through receiving an enchanted hyena skin from an unnamed nomad. Though thoroughly unfit, he was forced to fulfill the Issaries curse and marched to his death in Vulture's Country. Corflu has survived without the Falabdur family. The Etyries marketplace is activated now by any priest who happens to be present rather than by a permanent priesthood.

Settlement

Corflu has a population of about 1000 residents. The walls are made of logs from the Holy Country, erected into a stockade. The foundation is stone. Within the stockade is the stone house of the Corflu commander. Many stout warehouses exist, where deep-water ships can store goods to transfer them to river craft. Many live in reed huts littering the island.

The docks shown on the map float. In fact, many people prefer to live upon their own islands of reed which rise and fall with the awful tides racking the coast.

The weekly market for this town arrives in boats, as do most of the customers.

Sun County

History

In 877, Joraz Kyrem, Lord of the city of Pavis, requested aid from the Sun Dome temple of Dragon Pass. The religious mercenaries complied in return for land, a spot in the sun, and a good price for their horses. After the mercenaries helped free the city, they moved to their new lands and were titled Counts of the Sun Dome lands.

Arinsor Clearmind was the first Sun Dome leader. He was so devoted to Yelmalio that he shone with an internal glow during the darkest nights. As he and his people went about the land, a wonder struck them. A water naiad, daughter of Zola Fel, engaged Arinsor in an ancient rite: they re-enacted the story of Yelm and the Oslir river wherein the lord of light fell but was revived by the river, and so they made an alliance. Here the sun people were reconciled with the river, and there was irrigation upon the lands for the good of all.

In the early days, when the Arrowsmith dynasty ruled in Pavis, the land grew. Food was plenty, children common, and all marriages pleasant.

After Pavis fell in 1200, Sun County was isolated from the peoples beyond the nomads. They call this era "the Solitude of Testing." They feel they passed their tests and survived and are now receiving their blessings from their lord, Yelmalio.

This blessing began in 1575 when Dorasar arrived with presents, offers, and an alliance to clear the valley of nomads.

The history of Sun County thus has three phases. First, 879-1200 S.T. (some 273 years) is called the Peaceful Era, whose end was marked by terrible violence. Then came the Solitude of Testing from 1200-1575 (lasting 375 years). The time since then is called Recent History.

The Count of the land is the ranking Light Son of the temple, with special privileges among his fellows. He deals with outsiders.

The Settlement

The population of Sun Dome temple and the town beside it totals about 1000. They are almost all humans, though a band of griffins stops regularly. Most of the people are farmers, but a large percentage are religious personnel and crafts

The Rulers of Sun Dome County

The Sun County Light List covers the whole of their occupation of the land since 877. There are 42 entries in it. The first number is the historical years S.T. during which the ruler actually reigned.

All Counts have a traditional title or ascription which accompanies their names. This phrase or sentence may be posthumously bestowed. All children raised in Sun County memorize this entire list.

Years	Count
877-1004	Arinsor Clearmind, the first Count, who came from Dragon Pass to conquer the giants.
1005-1093	Kolyth the Horn, who ate wolves.
1093-1140	Zebrokith the Bow, a dull competent.
1140-1224	Zolan the Cruel, a great leader.
1224-1273	Palishon the Clever, son of Zolan.
1273-1301	Zolan II, called Trader, and Wyrmslayer, and Manywife Sinner.
1301-1324	Zolan III, singer, and son of Zolan.
1324-1328	Zolan IV, who was infamously shot by an arrow.
1328-1343	Lorango, an Avenger of Brilliance, who could fly.
1343-1352	Golungan, an elected man from the Sable Tribe.
1352-1358	Kokostang, peasant-born whose companions were never cold.
1359-1370	Belonni, who loved hawks and won battles.
1370-1375	Zeoluz, called the Traitor, or Shadowlord, or Destroyer.
1375-1378	Salostrong the Literate, who should have ruled longer.
1378	Kollen, son of Kistang, who seized the title.
1379	Bitchelli the Head Bearer, who killed Kollen.
1380-1383	Monallyn the Calm, who used iron darts and brought peace.
1384	Cruk the Dissenter, an outlander.
1385	Blame and Shame, outlander twin brothers of great strength.
1386	Orugurri the Bison, who yelled a lot.
1387-1388	Pistolli, who tried hard.
1389	Kujubbi the Impala, Elasto the Worthy, and Daga the Cruel who killed each other.
1389-1401	Boburto the Pygmy, who began a new line of Counts.
1401-1412	Balablor the Good, son of Boburto.
1412-1420	Melenst the Poem-Lover, the last of the pygmy Counts.
1420-1439	Oloros the Blind, who imprisoned Malia during his reign.
1439-1458	Skindilli Longlegs, who drove away Daga and made slaves of the Storm Bull men.
1458-1498	Narokoris the Wise, who trained all his people once again to the drill of spear and shield, and made his land peaceful.
1498-1509	Kistan the Good Killer, a many virtued leader.
1509-1512	Tol the Peasant, who used his fingers to read.
1512-1515	Dadelin the Shaggy, a great sage.
1516-1519	Tol the Just, who angered many gold-wearers.
1520-1525	Banashi Gold, who had too many sons.
1525-1532	Tol the Generous, who was murdered by rivals.
1532-1534	Kilossi Banashison, who was killed by his brother.
1535-1536	Banali Banashison, who was called kinslayer.
1537	Korogi, Nashalta, and Fankarios, all of whom were Banashi's sons, and all of whom ruled in turn after murdering predecessors.
1537-1556	Poskuturri Criminal Slayer, long-ruled, wise, and childless without sorrow.
1556-1567	Zentakos the Blind, who never fell down until he died.
1567-1593	Varthanis Brighthelm, who aided Dorasar and received the gift of our patience.
1593-1612	Varthanis II, who turned his Pavis palace over to the Lunar commander.
1613 -	Solanthos Ironpike, who likes to kill Dara Happan Rune Lords in duels.

people to maintain dignity proper to the temple. This is also a seat of civil government; administration work, mostly done by temple personnel, adds to the population.

Crafts include iron smithing. Like the smaller settlements, Sun Dome has a weekly market within its walls.

Although their original deal stipulated it, the Sun Dome temple no longer reveres nor raises horses. They have adapted to their fate afoot, and rely upon mounted tribesmen of their religion for cavalry support.

The map of the interior of the temple provides a model for other Yelmalio temples in the land, and is useful for campaign play.

The Sun Dome Temple

1. The Gathering Place

This wide grassy area slopes down from the west side of the temple. On the mead, the local population can be assembled for mustering or celebration. Near its center (not shown), within a bend of the Ouel stream, stands a conical hill, for centuries called Summons Hill; from its top cult leaders direct the activities of their followers.

2. Guest Houses

These two two-story buildings and their domestic attachments, lying at the edge of the Gathering Place, are part of a series of buildings along the Ouel stream reserved for visiting non-cultists. They are outside the boundary wall of the temple, for few guests are permitted into the holy area.

This particular complex is reserved for the most important visitors. It contains a courtyard (a), places for servants and mounts, separate halls, private quarters, and indoor privies. Behind this complex the Ouel stream is spanned by the three arches of its only stone bridge (b). The other visitors' buildings are less luxurious, and are further downstream, off the map.

3. Gatehouse

The temple compound is surrounded by a 10-foot-high stone wall. There are a number of small gates in the wall but the gatehouse (on the Northwest side) is the official entrance. The vaulted passage is defended at the west end by a heavy bronze-bound double door; the inner archway is open. The floor is paved with flagstones; a stone bridge runs along the north side.

In the north wall a low door leads into the porter's lodge, which is warmed by a small fireplace; a small slit (not shown) allows him to scrutinize anyone waiting outside the closed gate. The room on the south side houses the duty guard; it has a fireplace, a pair of arrow slits, and weapon racks and other equipment. When the doors are opened, a pair or more of large shielded, spear-wielding guardsmen stand by them.

4. The Temple

The great western stairs rise up over the massive inward sloping walls of the base to the roof of the upper temple; two smaller stairs lead from it to the walkway atop the foundation. In the crypt (a), huge cylinder piers on square bases with semi-circular buttresses support the thick walls and upper building; speculation surrounds a supposed lost secret door to the crypt and what treasure the founders stored there. In the jeweled, gold-furnished upper temple (b) are shrines to the heart of the local cult, Yelmalio; Yelm., the fiery father; Yelorna, the star goddess; Pole Star and other spirits of Light. Cult trophies decorate the walls.

The thin gold dome topping the temple is marked on the map by a dashed line. The corners and edge of the roof are exclusively reserved for use by the priesthood during services. At the foot of the western stairs is an obelisk surmounted by a gilded ball (c) which is illuminated during services.

5. Lawn

This grassy area is used primarily for outdoor training exercises of all kinds. Due north of the temple are the three roofless circular retirement towers (a) used by some priests; they are of different periods, styles, and heights. In the Southeast is a rear gate (b) with a guard room and a small boat landing.

6. Garth

A sheltered enclosure that catches the sun, with a roofed walkway and open arcading along its four sides, this pleasant area is at the heart of the administrative section of the temple. Here members gather to converse and some training takes place on its green. The roofs contact the sloping south wall of the temple, so there is no break in contact with the side of the temple.

7. Meeting House

This is the heart of the government; once a day, the lords and priests present gather here to discuss the county's business and listen to a reading of a portion of its rules. A majestic gilded room, shelves of reference scrolls flank its three arched doorways.

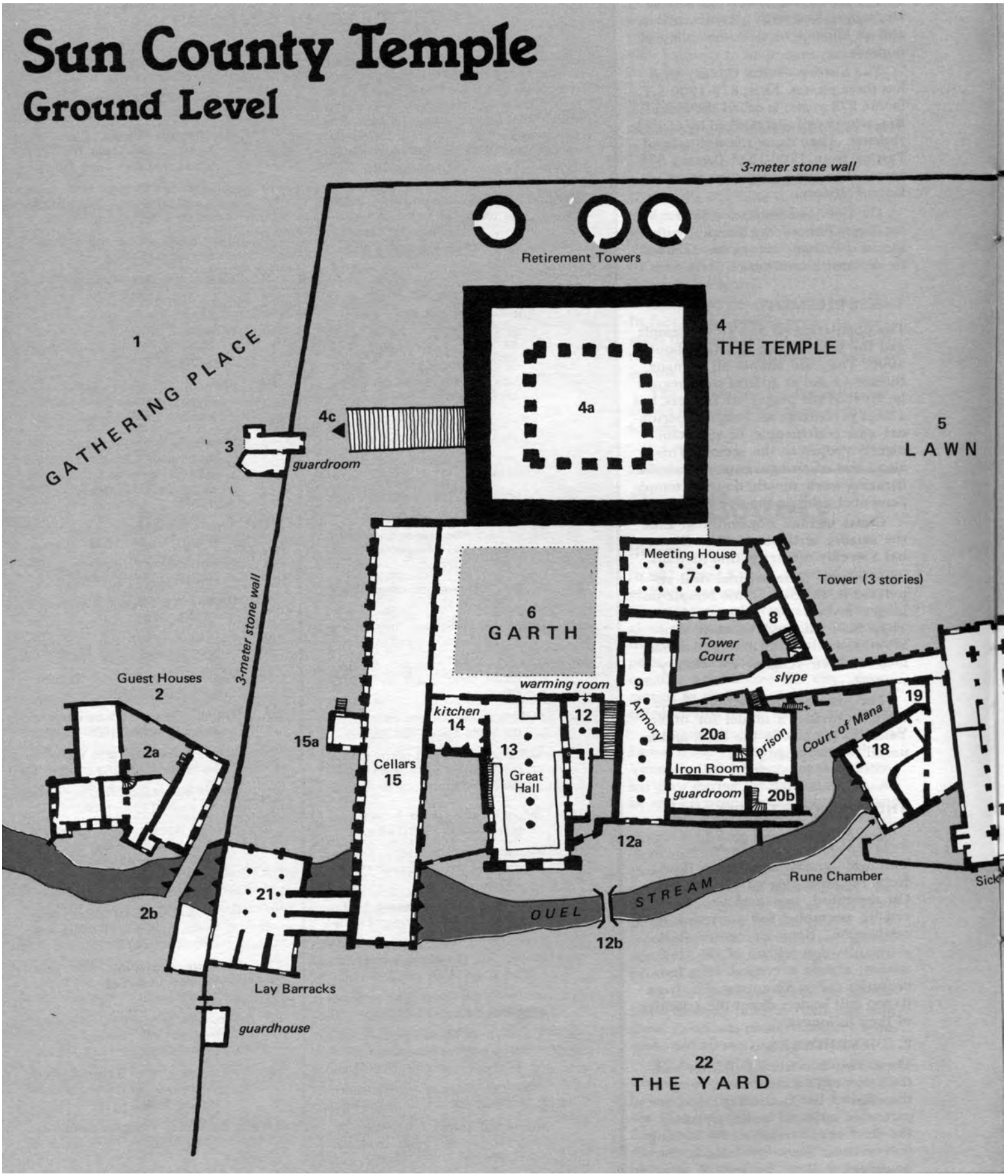
8. Tower

A vaulted passage leads to the tower court (a). The three-story tower itself is entered at its middle floor by a small two-story attached building. At the top, where the cult's gold banner flies as high as the peak of the temple dome, a watchman with the gift of permanent Farsee is always stationed with a horn to blow at the rising of Yelm and at the approach of strangers.

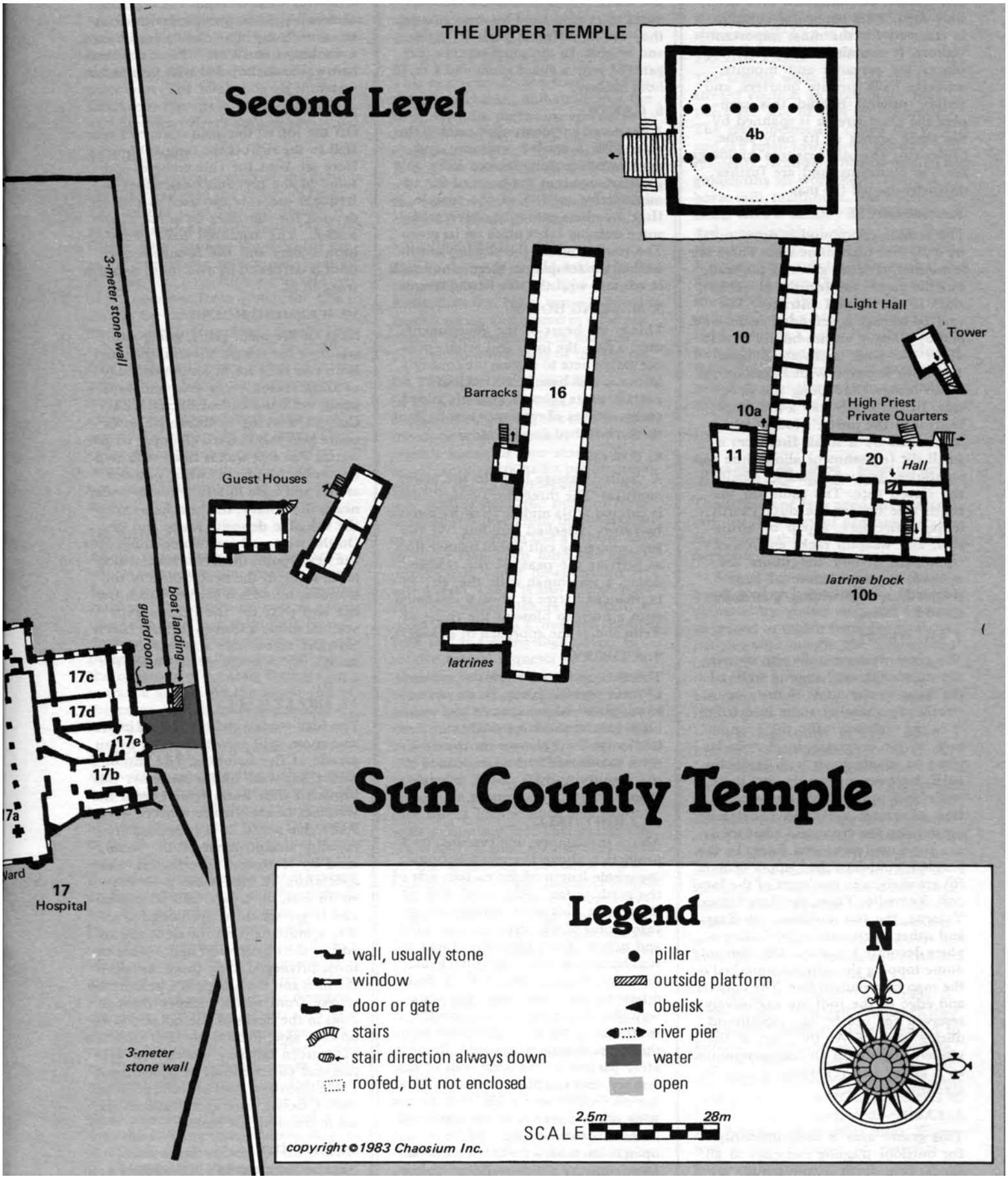
9. Armory

This dim undercroft holds a vast store of arms: spears, pikes, bows and arrows, plate cuirasses, scale and cuirboilli armor, and large shields are

Sun County Temple
Ground Level



Pavis &
Big Rubble


THE UPPER TEMPLE
Second Level
4b
Light Hall
Tower
10
Barracks
16
10a
High Priest
Private Quarters
11
20
Hall
Guest Houses
latrine block
10b
latrines
3-meter stone wall
boat landing
guardroom
17c
17d
17e
17b
17a
Ward
17
Hospital
3-meter
stone wall
Sun County Temple
Legend
wall, usually stone
window
door or gate
stairs
stair direction always down
roofed, but not enclosed
pillar
outside platform
obelisk
river pier
water
open
N
SCALE
2.5m
28m
copyright ©1983 Chaosium Inc.

here in plenty. Two alcoves on the north serve as offices for the Lieutenant of the Armory and his guard, in whose charge is all this equipment.

10. Light Hall

Above the armory, and running, on a projection above the meeting house, the whole length of the eastern side of the garth as far as the south wall of the temple, this wing contains the private rooms of the resident Light Sons and priests. Each individual room is well-lit and warm, with fine beds, desks, tapestries, and such. A door opens to this wing from the walkway atop the temple's base on the south side; a private Light Door into the upper temple is opposite. Immediately parallel to the west wall of the armory, and starting under an arch, are the covered 30-step main stairs to this wing (a). A doorway in the Southeast leads to a latrine block (b): it is an open room with a partition about six feet from the south wall, creating a long and narrow room for separate closets which are provided with clean straw each day. The closets empty into a similarly narrow channel on the level below; the drain is fed with pumped-in water.

11. Library

Off the top of the main stairs of Light Hall to the right is the temple library. Here are kept the cult archives and some of the precious possessions in frequent use; it is also used as a secure deposit for valuables by some of the leaders. The windows have heavy bronze bars and the bronze-bound door is defended by two more doors in front of it.

12. Warming House

Next to the main stairs, going westwards, is the temple's warming house. Here two fires are lit on the first day of Dark season every year and kept going until the end of Sacred Time. Cultists working in unheated areas come into this vaulted chamber to get warm. The east wall is filled with two immense fireplaces with pointed arches and wide lintels. Directly underneath the library, the heat helps keep the valuable deposits warm and dry. On the west wall are two openings into the next room, the Great Hall, which let in some of the heat. South of the warming house is a yard in which timber and peat for the fires is kept stacked under a lean-to (a); the fuel is brought across the small wooden bridge (b) over the stream from the yard.

13. Great Hall

The high-roofed great hall is an impressive room split into two aisles by an arcade of five columns. The entrance alcove has wash basins on either side provided with warm towels from the warming house. In the western wall stairs give access to a raised gallery running around most of the room, used by lecturers, entertainers, and spectators. A high table is at the south end, on a dais, and additional and larger windows are designed to throw more light on the table and to add to the dignity and importance of those privileged to sit there. Between the dais and the arcade is a hearth, the smoke from which escapes through flues in the heads of the tall windows on each side. Behind the high table is a huge green tapestry woven with griffins and cult symbols in gold thread. Table linen and gold saucers, goblets, dishes, bowls, ewers, and salt-cellars are in frequent use here.

14. Kitchen

Next to the great hall is the kitchen, to which there is access via a service hatch for servants. Two large fireplaces stand back-to-back and a well is in the Southeast wall. There is little storage, since most items come from the cellars next door. The kitchen is off-limits to all except the cook, his apprentices, and the high priest's own cook.

15. Cellars

At the Southwest corner of the garth is the doorway into the cellarer's range. The cellarer is an official, usually a priest or senior initiate under the Light Guide, who manages the food for the entire Sun Dome settlement. Vaulted in 22 double bays from a central row of 19 columns from which the ribs spring, the range is carried across the stream over four vaulted tunnels. Here is brought the produce of the valley, from grain and impala hides, to cider and spirits. Some food-processing equipment, such as the large stone cider press, is used here instead of across the stream in the yard. The cellarer has his own office (a) from which he oversees the collecting, storage, and distribution for the settlement.

16. Barracks

Above the cellars are the barracks which accommodate some initiates from the work force and the temple garrison. They sleep on cots in rows along the west and east walls, in an open plan. The barracks are reached by stairs outside the west wall over the cellarer's office and through an entrance alcove. At the south end of the range is their half of the latrine block, built over the river.

17. Hospital Block

A covered passage, called a slype, runs from the east side of the armory to the hospital block and branches off, about halfway along, to the lawn. The course of the Ouel was changed so that it now runs under the block in four channels through vaulted tunnels which emerge on the western side of the Rune chamber.

The sick ward (a) is large, heated by a half-dozen fireplaces, and screened off by cloth hangings into cubicles when necessary; a private room is attached as well. The hospital is where the wounded are healed, the diseased cared for, and where cultists who have grown too old to cope with the daily routine live out their days. The hospital has its own kitchen (b) with a pair of fireplaces, to cook food for the sick. A pit with grills in the kitchen floor permits rubbish to be thrown

into the swirling waters below. Also in the block are chambers for the nurses and healers (c), a chapel to Chalana Arroy and other healing goddesses (d) and a latrine with shafts that discharge into the stream (e).

18. Rune Chamber

This curiously-shaped room, just outside the sick ward and straddling the river, with its partitions and arched arcades, is where the cult magics and rituals are taught. The chamber is entered from the slype directly through a door, or through a guarded arch into the open courtyard of Manna (a) where outdoors rituals are taught.

19. Conduit House

This building is sandwiched between the south wall of the slype and the Rune chamber. Here, water is piped in from a spring and stored in a bronze cistern from which it is manually pumped to other parts of the temple.

20. High Priest's House

In the right angle of Light Hall and its latrine block, joining the south wall of the slype with a staircase, is the high priest's house of two stories. The upper story contains his private quarters and can be reached via the stairway leading from the slype or from another stairway from the courtyard of Manna.

The stairs and a private door to Light Hall open onto the high priest's hall, where he entertains private guests. There is also a large antechamber where visitors can wait, a council room, and a presence chamber. This last is for the high priest to receive formal requests and the like. Another private, covered door gives access to his sleeping quarters, his own section of the latrine, and two stairs to the lower section.

One staircase leads to an isolated section (a), which serves as a private temple treasure room administered by the high priest and his immediate servants. The other staircase opens into a small guardroom with a fireplace (b). This guardroom is always occupied. The section north of the guardroom contains three prison cells for high-ranking criminals, whether cult members or outsiders. Bronze rings are stapled into the floor of the cells for attachment of inmate's shackles.

Of the two rooms below, the southern serves as a general purpose room for the guards stationed here and in the armory during their relief; the northern room, protected by a heavy bronze door, contains iron and gold armor and equipment held by the cult.

21. Lay Members' Barracks

This simple pillared hall over the river is entered by a large arched covered doorway. Lay members working or staying at the temple can sleep here, as well as some of the initiates. There are a few cots, but most just sleep on straw or rolled up in blankets.

22. The Yard

The temple walls south of the Ouel stream enclose an area more than twice the size of that on the north. The area enclosed is called the yard and is a small town, with about 1,000 residents. Armorers, bronze smiths, and goldsmiths all work here. There is a horse mill, malthouse, and bake house, along with a tannery and carpenters' and wheelwrights' shops. Near the temple is a large mews for hawks and falcons of the cult leaders, stables, and further off, a small kennel. To the south, where the yard ends in the rising hills and a well-managed barley field, are even a pair of small prisons to hold captives and outlaws. None of these buildings are shown except the guardhouse at the western end with its corral outside the walls (a).

Trade in Prax

The nomads of Prax need but one item, salt, for their way of life, but metal is highly desirable, for both war and for domestic use.

Salt comes either from the sea or a handful of well-known licks. Sea salt is gathered by young men and women, or traded or stolen from the wretched peoples who inhabit the treacherous coastline. The best known and largest lick is within the walls of the Big Rubble, which fact has proven critical in its history.

First Age trade in Prax came through three points. The northern was Moonbroth, an oasis at the edge of civilization on the trail to Dragon Pass and far Peloria. The central point were the Monkey Ruins, on the overland route to the coast. The southern outlet was at Kitoy, a small trading settlement at the mouth of the River of Cradles. The Issaries cult dominated trade. Goods passing out of Prax included Truestone, leather, animals, and slaves. Many mercenaries were also hired from these points and returned later with foreign goods.

During the Second Age trade at these posts continued, though Kitoy was moved, and its name changed to Feroda. The founding of Robcradle, and later Pavis, stimulated trade. The morokanth developed a lucrative slave trade, bringing civilized sodbusters to Pavis and strong nomad slaves to Dragon Pass for use in other tasks. There was more exchange of material goods, much of it made in Pavis, to the barbarians during this time. The Paps especially prospered and obtained many exotic items from the Empire of the Wyrm's Friends, and other specialized items from the Jrusteli via Feroda on the coast.

After the destruction of Pavis as a political force in 1237 the Praxians found themselves isolated once again. The fear of dragons caused everyone to ignore any routes leading to Dragon Pass, and the closing of the oceans caused Feroda to wither away. Many peoples fled eastward into Vulture's Country and beyond. During this time, many goods deteriorated, wore out, or were lost, and the level of material culture declined significantly.

All metal in the area came either from Gonn Orta, the trolls via Adari, or through the Monkey Ruins.

In 1376 Tarsh sent envoys to the nomads to hire mercenaries. The nomads were glad to comply, and they quickly arranged for trade once again. Moonbroth was again the forward trading post, and remains so. Adari grew from the contact.

When Pavis was again settled in 1550 there was already a great surge of barbarian desire for civilized goods. This outpost of civilization quickly became a primary market for decent quality and decently-priced goods, and attracted many nomad customers.

The opening of the Rubble for expeditions attracted merchants, scholars, and adventurers. Their presence raised a need for more food, and enterprising farmers came to the frontier. Many wagon trains of settlers were not volunteers or entrepreneurs, but forced migrants due to political troubles. Even so, they cling to the Lunars as their protectors, and are glad to work for a city in such fertile land amidst the barbarians.

Imports: Metal goods, exotic goods, educated slaves, horses, civilized goods.

Exports: Slaves, Rubble artifacts, leather, foodstuffs.

River Traffic

Newtling Reed Boats

The newtlings typically build their crafts out of bundles of reeds lashed together, though they will use other materials if reeds are unavailable. These boats are 4-6 meters long and usually require two newtlings to handle them, because they are rather heavy in the water. They can be poled or paddled; oars and oar locks are unused, though such craft could be braced and rigged for them. The passenger/cargo space is rarely more than a meter wide and three meters long. Newtlings will not let more than two passengers into any one reed boat. Because of their wide beam, these boats are quite stable. They survive encounters with rocks and rapids well, because of their flexibility. Once they begin to come apart, though, they must be abandoned or rebuilt with entire new reed sections. The newtlings have a special way of rigging a small sail when needed using one Newtling as a quasi-horizontal mast while the other steers. By trading off, the newtlings can move under sail for several hours before exhausted.

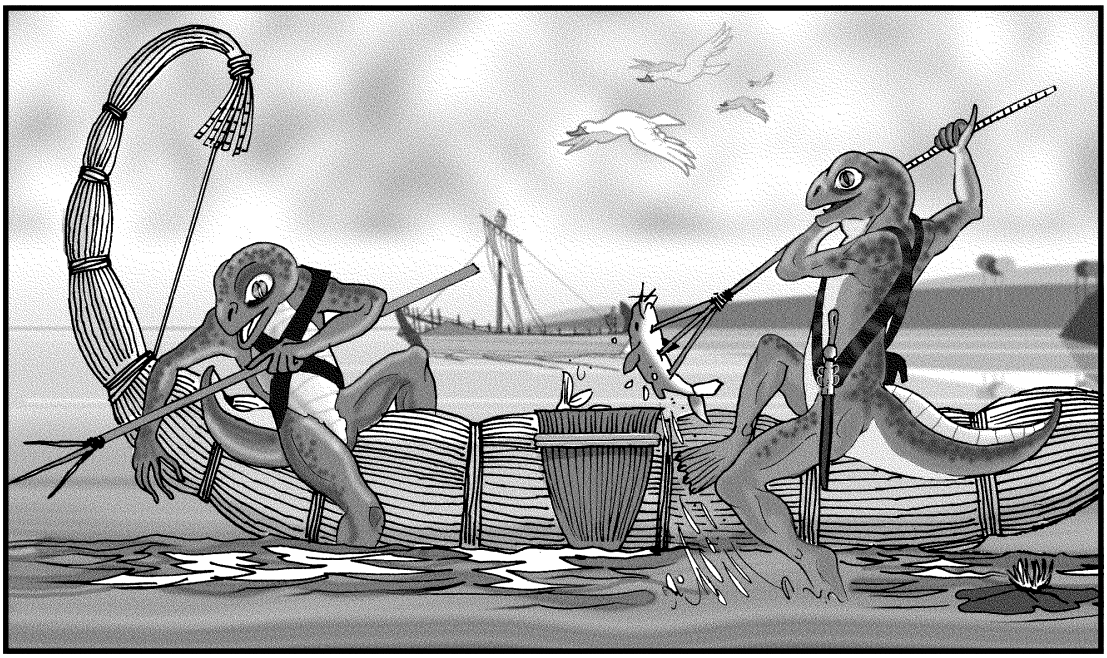
Such reed boats are the most comfortable small boats in Glorantha. Many fishermen and small boaters along the River of Cradles copy the Newtling style.

Corflu Trade Craft

River traffic is only just reviving with the Lunar conquest of Corflu. Most of the traffic is down-river only, because wood itself is valuable there, and most river craft are disassembled in Corflu when they have disposed of their cargo.

Occasionally there is cargo or passengers for the slow trip up-river to Pavis, but most of the returning river men sign on with a Lunar-protected caravan back across the plains to Pavis, then organize their next voyage south.

The craft are of two kinds, hulled boats and barges, and rafts. Rafts cost relatively little to assemble, but require two to six raftsmen to guide them—large rafts can be poled only, and are very heavy. Hulled boats or flatboats are more compact and more expensive, offering more buoyancy than rafts for equal deck area. They can carry a lot of cargo with fewer men than rafts. Large skiffs also may have sails, and with proper winds may make the trip from Pavis to Corflu in a third of the time a raft takes. There are no standard plans for trade craft; most displace less than ten tons.



City Description & Background

The City and the Rubble

Pavis consists of two distinct parts: the City and the Rubble.

The City is usually called Pavis, though residents of the Rubble insist on calling it New Pavis. The current city is of recent origin, but has inherited the protective spirit, and hence the name, of the old site. The city is a thriving metropolis of humans with a healthy smattering of non-humans. It covers about 280,000 square meters of area (about 530 meters on a side) and houses 5,000 souls.

The Rubble is the ruins of the old city of Pavis. It was built by giants and dwarfs about 800 years ago and ruined by barbarians about 200 years later. It is huge. The walls are 25 meters high and enclose an area of about 25 square km. Within the Rubble remain about 5,000 inhabitants including about 1,200 humans, 1,500 trolls and trollkin, 1,500 Aldryami and about 800 miscellaneous types.

The Rubble thrived while it survived and many peoples came to live there. Folk have lived within the walls ever since, though at times they literally have been driven underground by nomad warriors who used to perform missions of test and initiation by entering the ruins.

Only the desperate live in the Rubble, as a rule. Many humans used to live in the Rubble but moved into the City when it was possible. However, some ancient inhabitants prefer to be outside the New Pavis walls and many outlaws and thieves hide out there.

New Pavis was founded in 1550 when Duke Dorasar of Sartar marked out the walls of New Pavis using the old magic, then went to the site of the future temple of Pavis and called forth the spirit of the old city to watch over the new as well. This sacred ceremony, attended by the leaders who established powerful families in the city, dates the beginning of the building and settlement.

Dorasar came from the family of Sartar, a clan noted for skill at building roads and walls. Their building methods were imported from the coastal regions and follow a city plan called the Jrusteli pattern. This indicates a central market, a nearby public and temple complex, and straight main streets. The establishment of a successful new city indicates Dorasar's leadership ability. By custom and design, the city divides into districts called neighborhoods or quarters. Each district retains a flavor of its original inhabitants.

Population of Pavis

The number of people in Pavis changes with the season. There are about 4,500 permanent residents, but winter drives many to take refuge within the city walls, adding another 500 or so. As with all populations, about half are adults—say, 2,500—equally divided between men and women. In a military emergency, Pavis could field about 1,000 fighters.

The population of Pavis also includes those who live just outside the walls, in Badside and Zebraside. These wretches would prefer to live closer to the city (though outside its walls), but the City Watch always drives them across the river and downwind. Many nomads camp in Badside. The Sable Tribe, who are Lunar allies, have a semi-permanent base there, and other clans regularly set up nearby. Badside's population is mobile, and varies between 500 and 1,500.

The total population of Pavis and the nearby camps ranges from 5,000 to 6,500.

Religions of Pavis

Popular pantheons in this locale include Lightbringer, barbarian, and Lunar deities. The Yelmalio cult, with associated sky gods, is one of the two largest minor cults, sharing that honor with Zola Fel, the local river god. Ernalda is worshipped by a surprising number of people. Worship of Pavis itself, while extensive, is mainly composed of lay members. A number of minor cults flesh out the divine population.

The Lightbringers include Orlanth and his allies. This religion is philosophically opposed to the Lunar deities, and worship of the chief of the pantheon, Orlanth the storm god, has been suppressed by the invaders. Worshipers of that deity have often transferred their loyalty to associated religions, ones less politically offensive. The political clout of Orlanth's priests allows some of them to remain in the city despite the repression.

Barbarian cults are popular here because many inhabitants descend from the nomads or are aware of their dependence upon those deities for survival. Dorasar's founding pact agreed to a temple to these deities as well.

The Lunar cults are represented by the Seven Mothers, a provincial religion designed to acculturate ignorant natives to the wonders and beauty of the Lunar truth.

In this region, many farmers are firm worshipers of the Yelmalio cult, which also is a significant and influential faction within the city. As is common, Yelmalions (light sons, as they refer to themselves) are a tight-knit group who set themselves apart from the crowd.

The Zola Fel cult appeals to the river people, who have a way of life differing from either nomads or city-dwellers. It is small and little developed, having only a few associated cults. Many cultists are not human, but live within the confines of the river and its tributaries.

Ernalda, the earth goddess, is worshipped by farmers up and down the valley, and the farmers often include male gods in rituals combining her worship with that of Yelmalio or Orlanth. When the Orlanth cult was suppressed years ago, many people hid their worship of the air god within the worship of the earth goddess. If confronted, they swear to worship the goddess, not the god, though

Number Of Rune Masters in Pavis

Cult	*Total*	*Priests*	*Lords*	*Lord/Priests*
LUNARS	14*			
Yanafal Tarnils	6*	3	1	2
Irrippi Ontor	3	1	1	1
Teelo Norri	2	2		
Deezola	1	1		
Etyries	1			1
Jakaleel	1	1		
LIGHTBRINGERS	14			
Chalana Arroy	4	2	1	1
Issaries	3	2	1	
Lhankor Mhy	3	1	1	1
Orlanth	4	2	1	1
BARBARIAN	8			
Waha	4	2	1	1
Eiritha	3	1	1	1
Storm Bull	1			1
YELMALIONS	7			
Yelmalio	5	2	2	1
Lorkanos	1			1
Yelorna	1		1	
Ernalda	10	5	3	2
Ancestors	8**	4	3	1
Pavis [1]	7	7		
Zola Fel [1]	6	3	2	1
Argan Argar	4	2	1	1
Flintnail [1]	4	2	1	1
Lanbril [1]	4***	3	1	
Black Fang	3	2	1	
Humakt	3	2	1	
Uleria	2	2		
Others	10	10		

*includes the Lunar army
** divided into 4 temples/families
*** divided into 3 rings/temples
[1] cults included in the Common Knowledge section

their hearts know otherwise. Enfolded within the protection of the goddess, they wait.

Pavis, the god of the city, is naturally popular. As lay members, most people attend ceremonies to the god, and these are often city-wide festivals. Membership in this religion aids the defense and safety of the city and so all residents like to be a part of it.

Similarly, many citizens are also lay members of the builders' cult of Flintnail, though its dwarfish snobbery and secret society overtones keep it from being as popular as the Pavis cult. Most artisans within the town are at least lay members.

As is usual, there are several types of minor cults. The relative importance of each cult may be judged by the number of Rune masters which it supports with its dues and popularity. The number currently in New Pavis are given in the preceding table. The Yelorna cult indicated is found in the cults section of this book.

Housing

Buildings in Pavis are generally of one or two stories. They vary with the income of the residents. The poorest in the city may sleep eight people to a room, which they share with chickens, prairie rabbits, and pigs. The richest have several voluminous rooms per individual, outfitted with civilized trappings dragged all the way across Prax.

A middle class freeman's dwelling is a common building. Some of the larger buildings in Rich Hill are expansions of these ideas and many of the poorer houses in other places were once this type, but are now divided into many smaller rooms. This house measures from 10-20 meters on a side. If square, a shape popular among earth worshipers, 15 meters to a side is common. This rectangular style is a carry over from the hill dwelling barbarians and reflects some rustic throwbacks among some of the most conservative families of the city.

The bottom floor is divided into three rooms, one of which is often a shop, rented by a merchant. The central area is a general cooking and eating room, and it is here that some single-story old timers still have a fire pit. Such customs quickly disappear when a second story is added and fireplaces must be installed. There is also a part for the servant's quarters. Furniture depends on taste and budget. Most furnishings are modest with their grandparents' styles still common since they made the stuff, or brought it from Sartar.

The second story is usually divided into one large room, often used for entertaining and for more servant sleeping, and a number of smaller ones, usually private rooms for family members and close household. It is common to have a guest room.

There are two fireplaces, one in the downstairs cooking area and one in the upstairs entertainment area. Most civilized houses have a ground floor room set aside as a privy. Food storage is kept far from this room.

Buildings and Styles

Buildings are made of four types of materials: stone, brick, reed, and leather. Structural wood is rare and valuable, coveted by the rich and scavenged by everyone. The size of most buildings requires rafters to support the roof or second story.

Building stone of many kinds is available in the Rubble quarries. The comparative military strength of the New Pavis occupants allowed them to negotiate effectively with the natives of the Rubble. Knowing much about stonemasonry, though not as much as the Flintnail cult, the Sartar migrants used the material frequently for public and private structures. About half the buildings in Pavis are stone, mostly of a pale, gray, granite.

Brick, made from baked or fired clay, is traditionally used in many places. For instance, the temple of Pavis is made of fired brick, befitting Pavis himself. Many of the early residents who accepted Dorasar's invitation and moved inside his walls built their new houses of brick. The

earliest houses were huge, and many collapsed later due to poor construction techniques. Those remaining show no regularity to the rooms. When stone became available, the popularity of brick fell.

Reed is a common building material in the poorer sections of the city. It is used as thatch roofing even in many middle class house, though tile is preferred. As building material, reed is woven into thick bundles which hold in heat well, shed water, and (given a wooden frame) effectively slow down passage of humans through them. Wattle (interwoven reed, forming a solid wall or network) is used for wintertime or permanent structures, and the thatch is sewn to the wattle.

Many of the larger buildings are holed, with light wells in their center. Tenements are almost always illuminated this way, as are many apartment buildings and homes of the rich. Many rooftops hold water cisterns which collect rainfall in winter and store it during the dry months, saving that household constant walks to the wells and guaranteeing water in case of a drought the next rainy season.

Food

There are two minor and three major sources for food. The minor sources are hunting and imported exotic foods. Exotic foods can be bought for ridiculous prices at the Founder's Market. Game is of limited supply and is always consumed privately.

Major sources of food are grain from the farmers, meat from the nomads, and fish from the river. Each of these major sources may supply between a quarter and three-quarters of the city's total food requirement for a year. Many of the same factors which influence fish stocks are likely to affect herd raising and crop growing, so that all food supplies vary in the same way. Out of eight average years, the food availability for the city of Pavis will be: one year of acute food shortage or perhaps famine; two years of some food shortage; two years with sufficient food; two years of enough food to allow export; and a year of enough food excess to considerably lower food prices.

The city of Pavis, recognizing long term fluctuations in the food supply, purchases and distributes a large percentage of the city's food in order to stymie speculators and maintain stability. Though this is paid for through taxes and service, access to nominally free food is a cherished right of the Pavis citizenry.

Distribution of Grain

At harvest time, general city representatives travel to market hamlets and arrange collection and shipment of the city grain levy and purchase further supplies. It is boated to Pavis if the river is high enough and stored in the city granaries. Mills at the granaries will grind the grain for a small fee.

The granaries distribute the wheat or barley to the citizens, and also sell some to bakers and perhaps traders. These latter also may purchase extra grain directly from the farmers and make their own shipping arrangements. Bakers may be simple peddlers and street vendors, or may own a shop to sell wares, or both.

Distribution of Meat

When nomads come to Pavis to sell their stock, their leaders first go to the Cattle Market. There are many buyers there, either in offices about the square or in booths. The nomads may have sales prearranged in town, or may sound out several traders before striking a bargain. Once the deal is closed, an agent of the buyer(s) accompanies the chieftains back to the herds and guides them to the butchery area. This is Northeast of town and entails swimming the herd across the river upstream at Salt Ford, or moving them across the bridge if the water is high, then in either case driving them to the butchers. The animals are kept in corrals there, and the agent will count and grade the herd. He prepares a voucher for the chieftain; the city clerk approves the transfer and marks out the animals for the city tax. Almost all animal killing is done in this area, as well as the curing, etc. The chieftain can then take his voucher back to the Cattle Market office and cash it in for goods, money, or training.

Once meat is ready for market it is delivered via the Meat Path through Badside, across the bridge, and to the meat market. There it is delivered to butchers and other retailers who, in turn, prepare it for consumption. The other retailers may, for instance, run food stands, peddle by foot, or own an inn.

The government meat travels to food centers located near the granaries, and citizens may pick up their allotments there. Much of it is jerked or otherwise prepared for long storage. Some is also sold to individuals. On the days when meat is sold, a fair crowd can be seen gathering about the meat centers early in the morning.

Distribution of Fish

Fish eaten in Pavis comes from the length of the river, though little is shipped very far if not preserved. Some fishy delicacies caught at the mouth of the river or offshore are preserved at Corflu in oil or salt, then boated upstream.

The high quality of the local river fishing is aided by the great care given to the river by the fishermen and other river creatures who participate in the Zola Fel cult.

Generally, fish are brought to the unloading area at dawn or late afternoon. Retailer agents are there and reserve parts of the catch. The fishermen carry it to the Fish Market where it is weighed and graded. A voucher is issued there, verified by a clerk, and cash is paid.

Tax collectors keep records of all sales and tax the fisherman a fee payable in dried fish. This is collected every four weeks. Fishermen naturally preserve the worst part of their catch to pay this.

Fishermen local to Pavis sell fresh fish to retailers and individuals; what cannot be sold is

dried. The scattered fishermen living at a distance from the city mostly bring in dried fish. Dried fish is stored by the city as part of the emergency food stocks. It also is an export item of some importance, especially to the upriver trolls.

Walls, Gates, and the Bridge

Pavis is surrounded on three sides by walls commissioned by Duke Dorasar and made by the Flintnail cult, and on the fourth by a portion of the damaged wall surrounding the Rubble. The man-made walls stand about six meters high, though they dwindle on the riverward side since they top a precipice. The giant-made walls are generally 25 meters high, though they drop to as little as eight meters where they were broken by invaders.

Dorasar's expedition made walls of stone, quarried from the Faceless stone quarry down river. Construction equipment included cranes, drills, and incredible Glue matrices. Both salamanders and gnomes were trained to help shape and move rock. Dorasar's experts completed the walls within a year and a season, including the towers.

Two towers stand beside each of the main gates, and between them is a strong parapet overlooking the ground below. From this parapet boiling oil, fire, rocks, arrows, and spells can all be poured upon enemies at the gates. The right tower is 30 meters tall; the left is ten meters tall. A tower similar to the smaller ones overlooks the River Gate from atop the cliff.

The gates themselves are about four meters high and four meters wide, with two doors which can be swung wide open. They can be closed rapidly and barred with large logs. They are 20cm thick and bound with brass and iron. The Old Gate once withstood the charge of an enraged, maddened bull rhino. It was afterwards repaired, and though the rhino did not penetrate the door, the nomads always say that the Old Gate is weaker than the others. The city fathers, naturally, disagree.

Postern gates are at each major gateway. These are used at night to allow legitimate visitors to enter after the main gate is closed. They are more easily opened and closed than the larger ones, but a visitor must dismount to enter by them.

A combined guard of Lunar hoplites and Pavis bowmen hold the gates. The gates are open all day and closed at night.

Within each gate is a gate yard. Each gate yard has a public well, around which people gather all during the day. Water can be drawn up the well by bucket, and several city-owned buckets are tied to ropes there. Many folk bring their own pails to avoid waiting in line. The water level is always about seven meters below ground level for each well. The wells never have run dry. Some of the gate yards are filled with markets, discussed below.

A total of six gates penetrate the wall. Beginning with the city's southern wall, they are called the South Gate, West Gate, Old Gate, River Gate, Temple Gate, and People's Gate. These last two gates go through the giant built wall, into the Rubble.

The South Gate leads into the Farmer's Quarter. Within it lies the Farmer's Market, a place to buy foodstuffs and the ordinary goods of city life.

The West Gate leads to the Lunar Quarter or neighborhood. It is most frequented by the soldiers and most non-Lunar citizens avoid it.

Of the six gates, ***the Old Gate*** is the most used. Almost all river traffic unloads just upriver and the people enter this gate with their goods. Many farmers go in and out daily. It is the preferred ceremonial gate for visiting dignitaries, debouching as it does straight to Parade Way and Pavis temple.

The River Gate is the smallest gate and the most difficult to reach. A pathway leads from the bridge to it after winding up the slope. This is used mainly by people coming from Badside or anyplace across the river. The butchers in Badside travel the route daily. Most nomads are forced to camp in Badside and they also use this gate.

The Temple Gate is for official use only, and only people who are authorized may use it. This is strictly upheld. "Official" here means city officials and immediate entourage, Flintnail cultists possessing special privileges, and city guardsmen. This gateway tunnels through the temple of Pavis at ground level, opening on the far side into the City Court. Several doors open from the tunnel into the temple.

The People's Gate is used by Rubble denizens entering the city and by adventurers leaving the city to go to the Rubble. Hapless explorers often struggle with bureaucrats here.

The bridge across the Zola Fel river was built in 1587. After nomads attacked the city in 1572, they were ordered to make their camps on the far (Northeast) side of the river, swimming across or going upriver to use the Salt Ford crossing, when they needed to enter the city. Once the butcheries moved across the river as well closer to the herds, the council decided to build the bridge.

Made of wood and stone, it was planned and overseen by the Flintnail cult. It is of excellent workmanship and, though most of the workers were human, everyone now thinks of it as of dwarf make.

The bridge is nine meters wide and 110 meters long, with supports arching upward from several weight-bearing piles. It is theoretically high enough to allow a giant baby's cradle to float by (no cradle has been seen for centuries) Human boats easily fit under it. If necessary, nomad herds can be moved slowly across the bridge when the river is in flood.

Soldiers man a guardhouse at each end of the bridge, and a batch of petty bureaucrats scan the crowd to count thieves and beggars going in. There is no tax or toll to cross, but at night the bridge is closed to passage. People trying to use it are stopped and questioned then. However, thieves and children sometimes cross undetected at night by traveling underneath, on the supports.

Neighborhoods

Explanation

Each of the ten neighborhoods of Pavis has distinctive inhabitants and flavor. The boundaries of neighborhoods wander with the fortunes of the folk who live there. For instance, a portion of the Solar Quarter was seized by the Lunar invaders and included in their Downtown section. The displaced Suntown residents moved into the buildings vacated by those Sartar sympathizers who fled when the Lunar troops seized the city, thereby shrinking the Oldtown section.

In this section, each part of town is described and its boundaries are shown on a map. (The number of buildings is approximate in neighborhoods where shanties go up and down in a week.) Population totals are included, and important landmarks are described. Miscellaneous notes indicate the local street gang or other important facts. Important buildings are singled-out and listed.

Throughout this section, individual buildings will be referred to using the code presented in these neighborhood maps. Each building in the neighborhood is numbered, but this is not an address: it is an artificial reference system for the game master's ease. Each neighborhood is abbreviated by its initial, followed by the neighborhood number of the building.

Key to the Building Descriptions

Buildings in this description are defined in relation to their meaning to the typical adventurer. The categories; Common, Apartment, Tenement, Shops, and Wealthy, are somewhat artificial for the period, but are convenient and recognizable.

Common
A residence for 10-15 people (2-3 hearths), of whom 2-5 will be workers. These workers will most likely be the owner and employees of the shop in the building. The shop is separate from the living quarters and faces the street.

Apartment
Multiple living quarters with a common entrance to the outside, private entries within. These house 10-20 people. Living units are generally self-contained. No food or maid services are offered to the residents. A shop or stalls probably face the main street, often selling cheap food.

Tenement
Multiple living quarters with a common entrance to the outside. Facilities (i.e., latrine, kitchen, etc.) are shared. These have no services and usually no or poorly-locked individual quarters. These house 15-50 people, depending on size and are typically crowded.

Shops
This indicates a building which is divided into a number of small shops rented by workers and salespeople. The shops may be places of work, places to sell goods made elsewhere, or even an office for meetings.

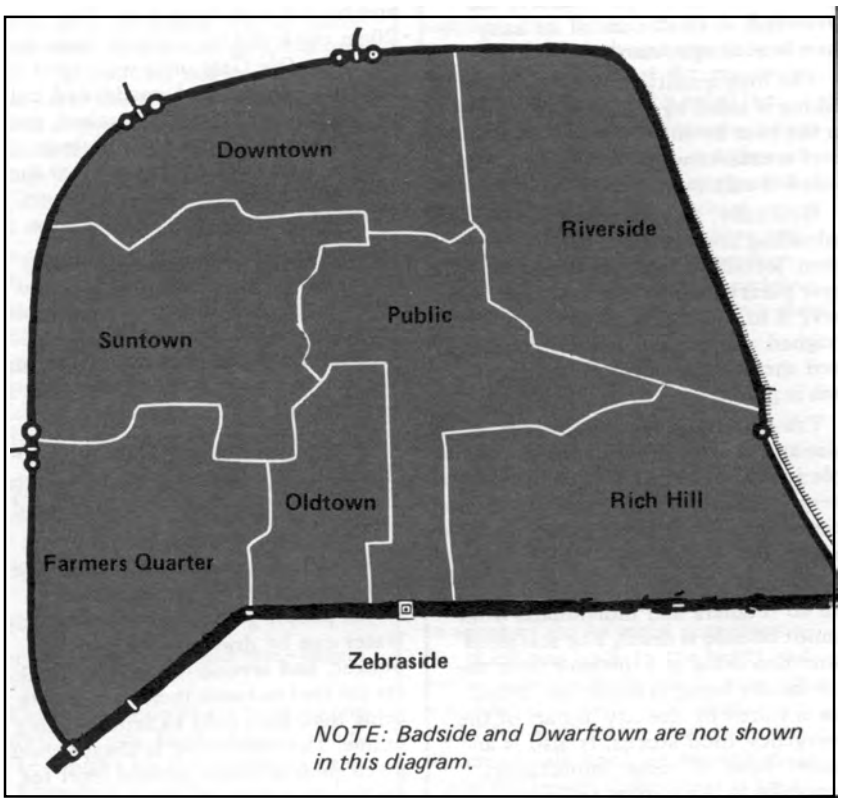
Wealthy
This indicates a large building, usually well-kept, which includes quarters for servants, an area for animals, etc. Usually has 5-15 residents.

Other buildings are individually identified as places of interest.

Neighborhood Initials

Badside	***(B)***
Downtown	***(D)***
Farmers	***(F)***
Rich Hill	***(H)***
Dwarftown	***(M)***
Oldtown	***(O)***
Public	***(P)***
Riverside	***(R)***
Suntown	***(S)***
Zebraside	***(Z)***

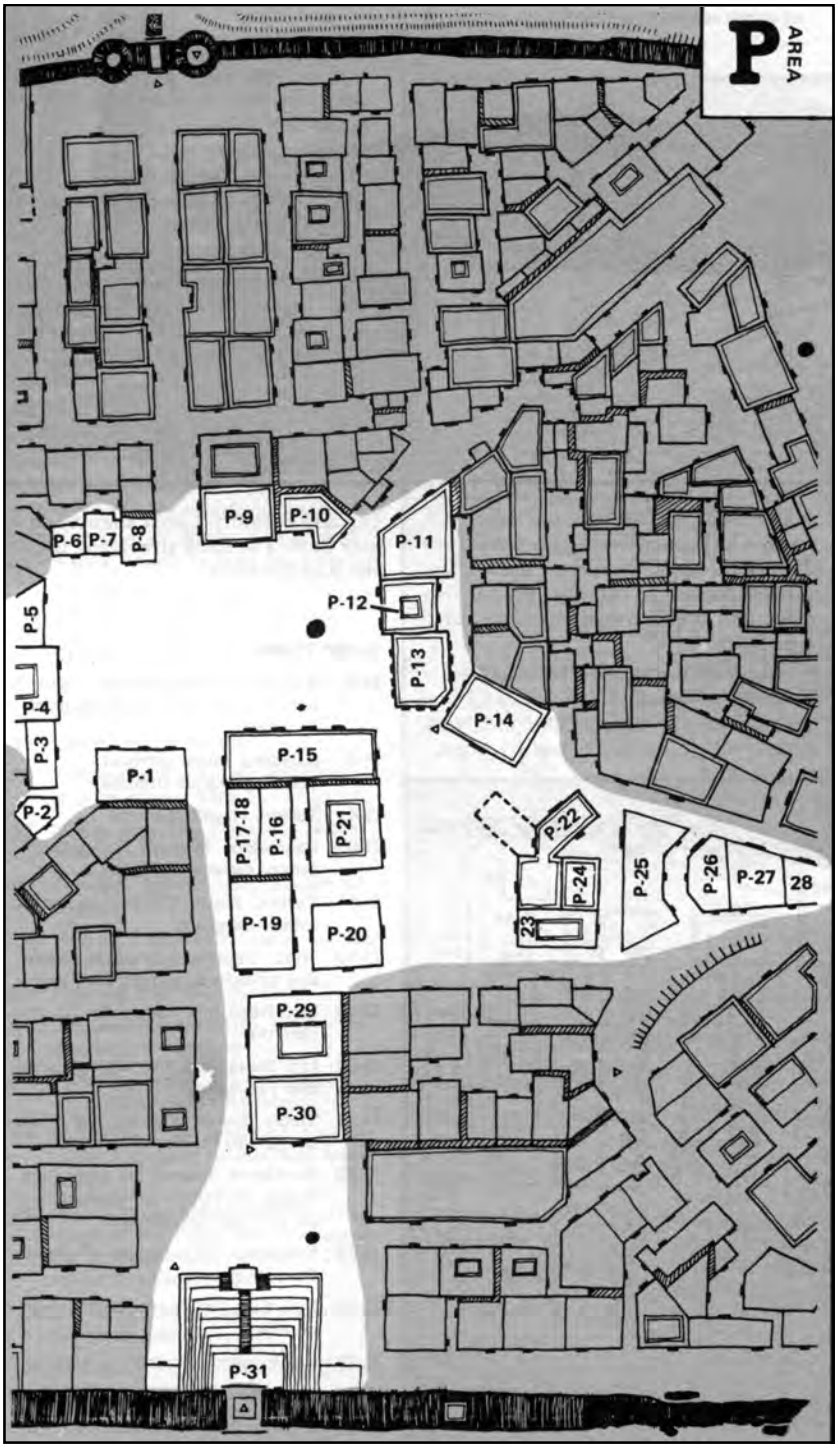
Neighborhood Relationships



Public Neighborhood

This part of town contains most of the public temples, government buildings, and wealthy shops. The buildings were financed by private parties and public taxes. They were begun to impress the nomads by their size and beauty. They are a source of great civic pride.

P-1 Market Administration Building. Many small shops; the administrative offices in the rear.



P-2 Store. Honest Kolli's Artifacts and Appraisals.

P-3 Shops. Various types.

P-4 Temple. Lokarnos, solar god of trade.

P-5 Shops. Various types.

P-6 Shops. Various; includes Godja Missile Weapons.

P-7 Shops. Various types.

P-8 Shops. Various; includes Hold, Carry, and Sell.

P-9 Guild Hall. Meeting place for all guilds of the town.

P-10 Shops. Various; includes Derek's Polearms, Honest Hermosius' Used Weapons.

P-11 Inn. The Bristle Inn, the largest in town, fills this building.

P-12 Shops. Various; the Dorasar Building has the Outrageous Fortune Bowyers.

P-13 Shops. Various; includes Goram's Sturdy Weapons (sales office only; the smithy is in Dwarfside), Bison Hide Leathers.

P-14 Temple. Seven Mothers; has shrines of all seven deities.

P-15 Temple. Trade temple; shrines both to Issaries and to Etyries. A statue of Etyries is in front.

P-16 Temple. Argan Argar temple; includes shrines to Kyger Litor, Zorak Zoran, and Xiola Umbar.

P-17/18 Temple. The Rent-a-Shrine is open for all worship.

P-19 Temple. Chalana Arroy.

P-20 Temple. Ernalda, a perfect cube in shape, counting the basements.

P-21 Temple. This Air temple includes a shrine to Orlanth, but the priest is thought to be Illuminated.

P-22 Temple. Knowledge; both Lhankor Mhy and Irrippi Ontor.

P-23 Temple. Irrippi Ontor annex.

P-24 Storehouse. Knowledge is stored here, but the building must be entered from one of the Knowledge temples.

P-25 Offices. Public Food Offices. These administer distribution of the city's supply of food to the citizenry.

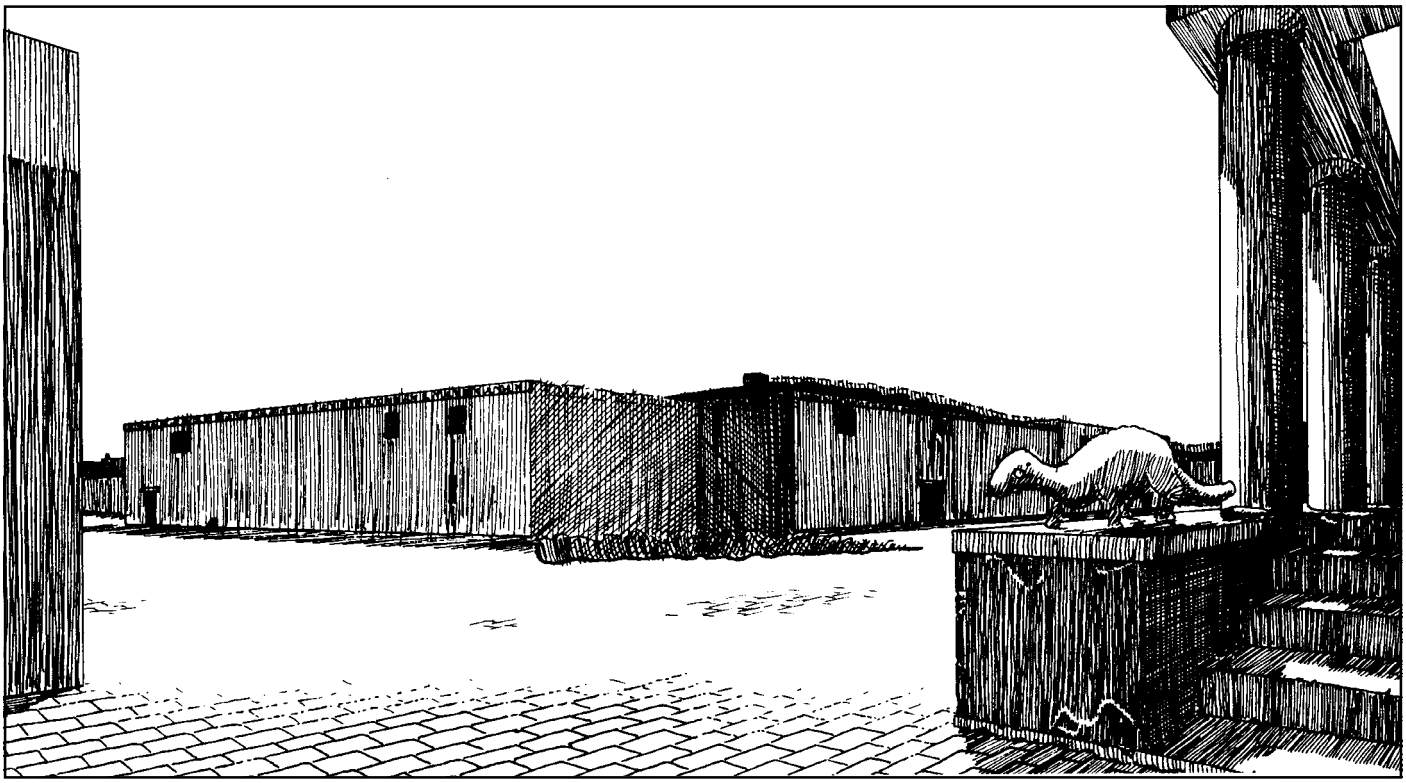
P-26/27 Granaries. Storage for the public grain and the mills for it.

P-28 Warehouse. Public Meat Warehouse; only preserved stock is kept on hand.

P-29 Residence. Mayor's house, currently occupied by Byrgga Scissortongue.

P-30 Offices. City Administration Building, includes courts, jail, mayor's offices, city council room, and central watch station.

P-31 Temple. Pavis, includes Flintnail shrine. Recruiters. Rubble Trackers and Pavis Royal Guard. Residence. Benderri, high priest of Pavis, and other priests live here.

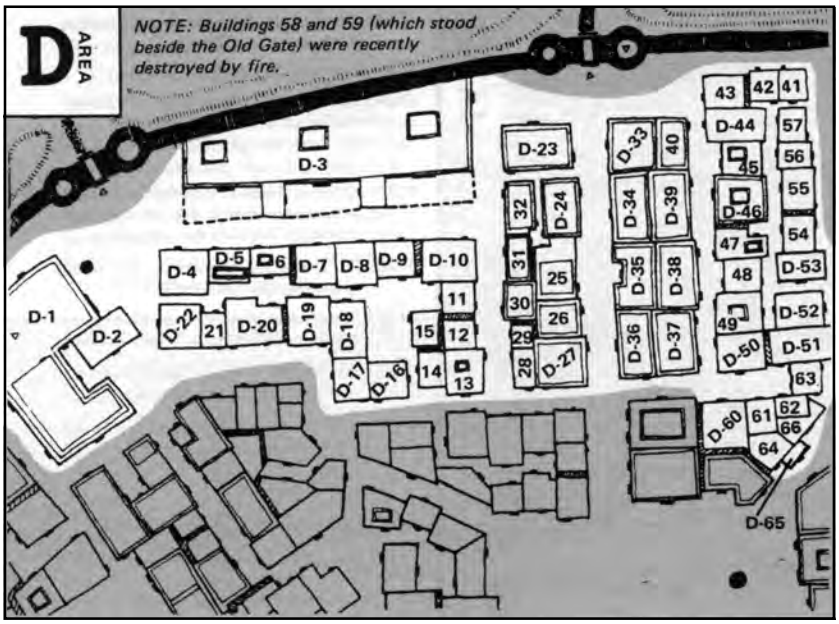


Downtown

Downtown was first settled by local farmers who accepted Dorasar's protection. Their lowly status demanded that they live downhill from the thanes and merchants on Rich Hill. The farmers' original buildings were of great size but of poor strength and most eventually collapsed. When the current Farmer's Quarter was begun, most residents of Downtown moved there. New settlers coming to the city razed Downtown and began constructing its current form.

The locals purchase food at the Founder's Market, but get most of their water from the wells at Old and West Gates, which are much less crowded. On- and off-duty Lunar soldiers congregate here. The local street gang is called the Red Bastards.

D-1 Residence/Headquarters. Count's palace, used by Lunars as headquarters.
D-3 Barracks. Lunar garrison. Training. Darius Oranius.
D-4 Tavern. Hoplite's Home.
D-6 Recruiters. Magan's Greys mercenary cavalry regiment.
D-9 Tavern. Barrel O'Brew, low class soldier hangout.
D-10 Shop. Heartland Imports, expensive knickknacks from the Empire.
D-15 Inn. Reed Inn, named for its construction.
D-20 Inn. Sable Horn Inn, high class soldier's hangout.
D-25 Stable. Eskos' Stables, high class caterers to Praxians.
D-33 Residence. Shared by Jorjar the Quick, Jo-Tarran Longsword, and Derenx the Handsome.
D-34 Residence. City house of Duke Raus of Rone.
D-35 Inn. Silk 'n' Plume, very posh quarters.
D-37 Inn. Erigios' very high quality food.
D-61 Recruiters. Marollo's Escort Service.
D-66 Stables. Friendly Stables; standard rates—no exotics.



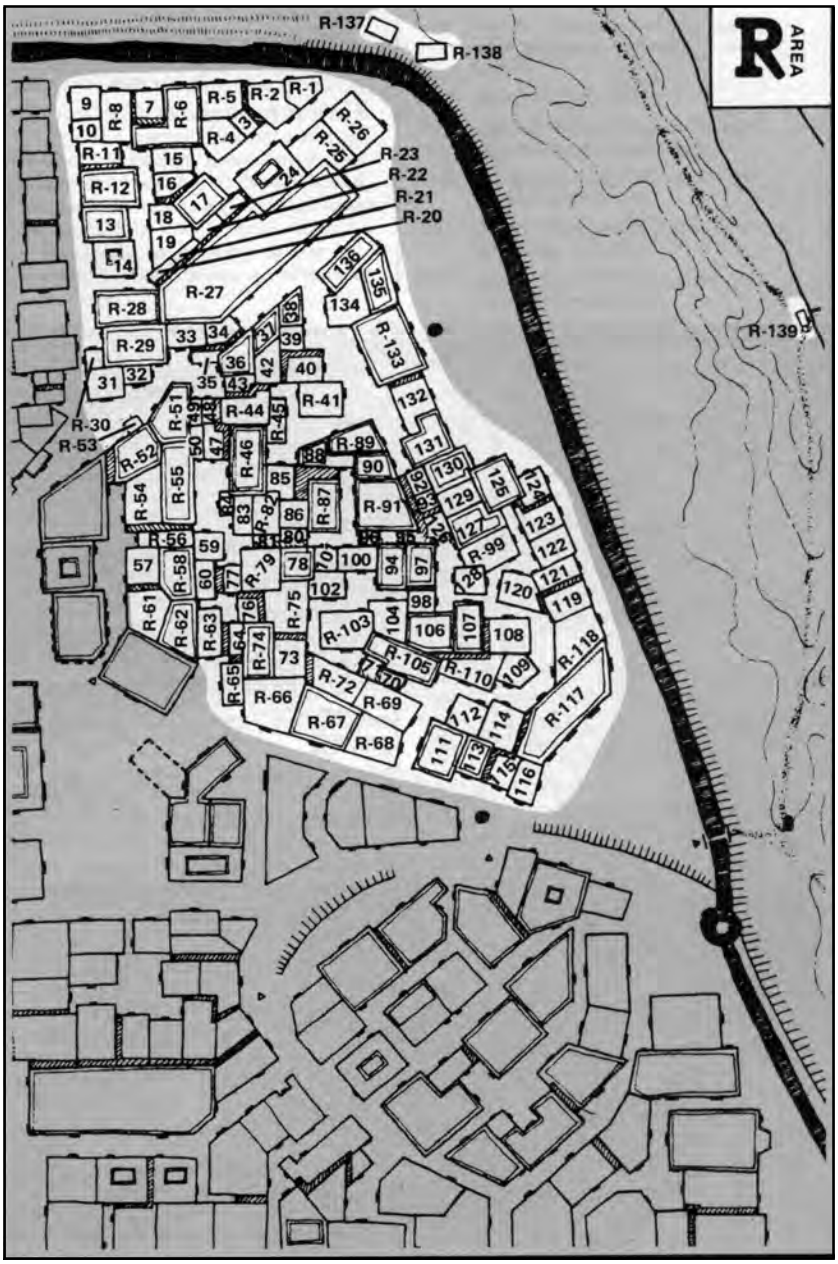
Riverside

Ingilli the Fisher was a famous fisherman who aided Dorasar in the founding of the city. He was influential among the river folk, both footed and finned. His ranks swelled with people arriving from the poor marshes along the coast, and many were glad to live among the buildings between trips up and down river.

The area includes fine homes of influential people, but also many squalid huts crowded with the poor. The streets smell more of fish than do other areas. Most people here buy their daily food from the Fish Market, and they must trek to the well there, or further, for water.

Many of the streets here are so clogged that no horse can pass. The map is deceptive, for the decrepit state of many buildings makes passage through and over them possible to those knowing the way.

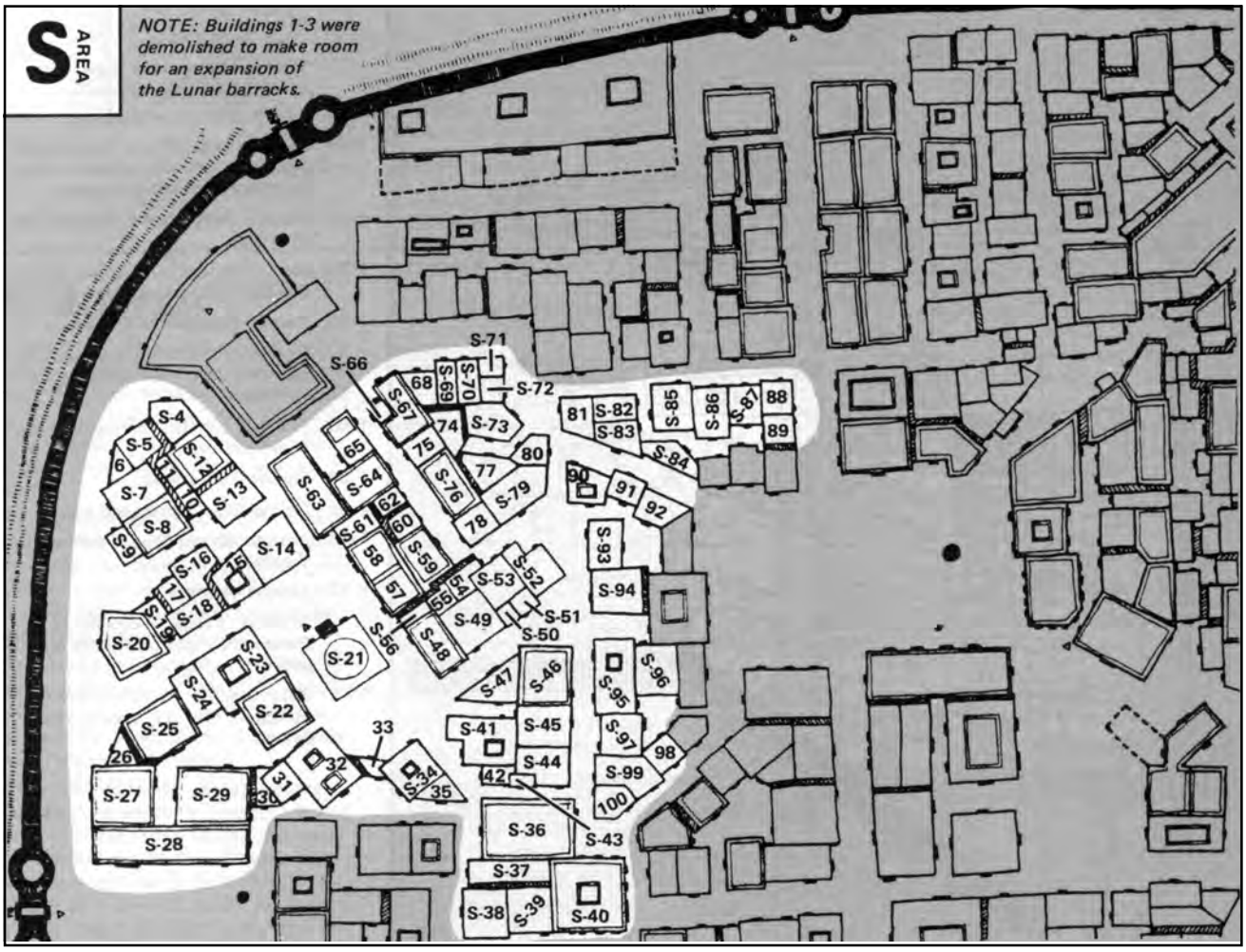
The local street gang is called the Dolphins, and they are an angry lot with little to lose, but they are sensible enough to flee from adversity. The local bigwigs have standing guards, but there are few of them. Thugs and thieves lurk, ready to trap the unwary.



R-1 Inn. Fish Legs; has decent lodging.
R-41 Tavern. Homar's Fish.
R-55 Training. Filbar's Fine Swordsmanship, on second floor.
R -57 Shops. Includes Hanafel's Magic Goods.
R-65 Training. Eparikondos' School of Speech.
R-79 Temple. Teelo Norri, Lunar goddess of help to the needy.
R-81 Training. Churchak the Quick.
R-87 Inn. Goldfang's Grotto, known for unique entertainment.
R-89 Training. Scharman's Academy. Recruiters Ingilli Guardsmen.
R-94 Poorhouse. Free tenement dwelling space, sponsored by the Teelo Norri temple.
R-95 Soup Kitchen. Sister Kitchen, residence of the Teelo Norri volunteers and source of three free meals a day, served to all who come.
R-105 Residence. Ingilli's outer house, lesser family members.
R-106 Residence. Ingilli's great house, major family members.
R-107 Residence. Ingilli Workhouse, crafts people connected to the Ingilli family.
R-116/7 Shops. Part of the Meat Market.
R-118 Stable. Two Boot Stables.
R-122 Inn. Riverfish Inn.
R-125/6 Fish Market. Includes the following:
R-129 Tavern. Rowdy Djoh Lo's.
R-133 Hall. Riverman's Guild Hall.
R-136 Inn. Golden Dolphin.
R-139 Temple. Zola Fel; with shrine to Diros.

Suntown

This part of town has always been in the hands of the Sun Dome Templars. Count Varthanis Brighthelm aided Dorasar and received the right to have a small palace within the walls: one of only two fortified places within the walls. To assert his independence, he had his streets run contrary to the general plan forwarded by Dorasar, and his folk have maintained their stubborn and distrustful independence since. They are an unusually integrated neighborhood; even the street gang is more an auxiliary of the temple leaders than ruffian rag-tags.



The Sun Court, surrounding the Yelmalio temple, is the center of their life. Within the community are rich, middle class, poor, devout, and irreligious. It is, thus, less homogeneous than other neighborhoods.

Shortly after the surrender of the city, Count Varthanis gave the palace to the Lunar commanders - under duress, some say - and since then the city influence of the sun people has been less powerful.

Their own merchants bring goods to their Court to sell, and their people usually buy there. They go to the West Gate yard for water, even though the wells in Founder's or Farmer's Markets may be closer.

The local street gang is called Gods Own. The poor members are called The Irregulars, while the rich, who are trained and skilled, call themselves The Chosen. The gang will take safety among their fathers and priests when the going gets rough.

Suntown is distinguished by a lack of inns and taverns. Visiting sun worshipers are usually given hospitality among the residents of the town, and alcoholic beverages are available within the Sun Dome temple itself, which has a monopoly on brewing among its worshipers. Suntowners are often seen in drinking establishments elsewhere in town.

S-14 Recruiting office. Sunspear Guards. Training. Brighteye Spear School.

S-21 Yelmalio temple. Recruiting office. Sun Dome Spears Regiment.

S-40 Uleria Temple. Frequent public ceremonies, private ceremonies upon request.

S-49 Stable. Hyalor's Care, for horses of residents.

S-53 Tavern. Graineater's Glade, sponsored by temple and open to outsiders.

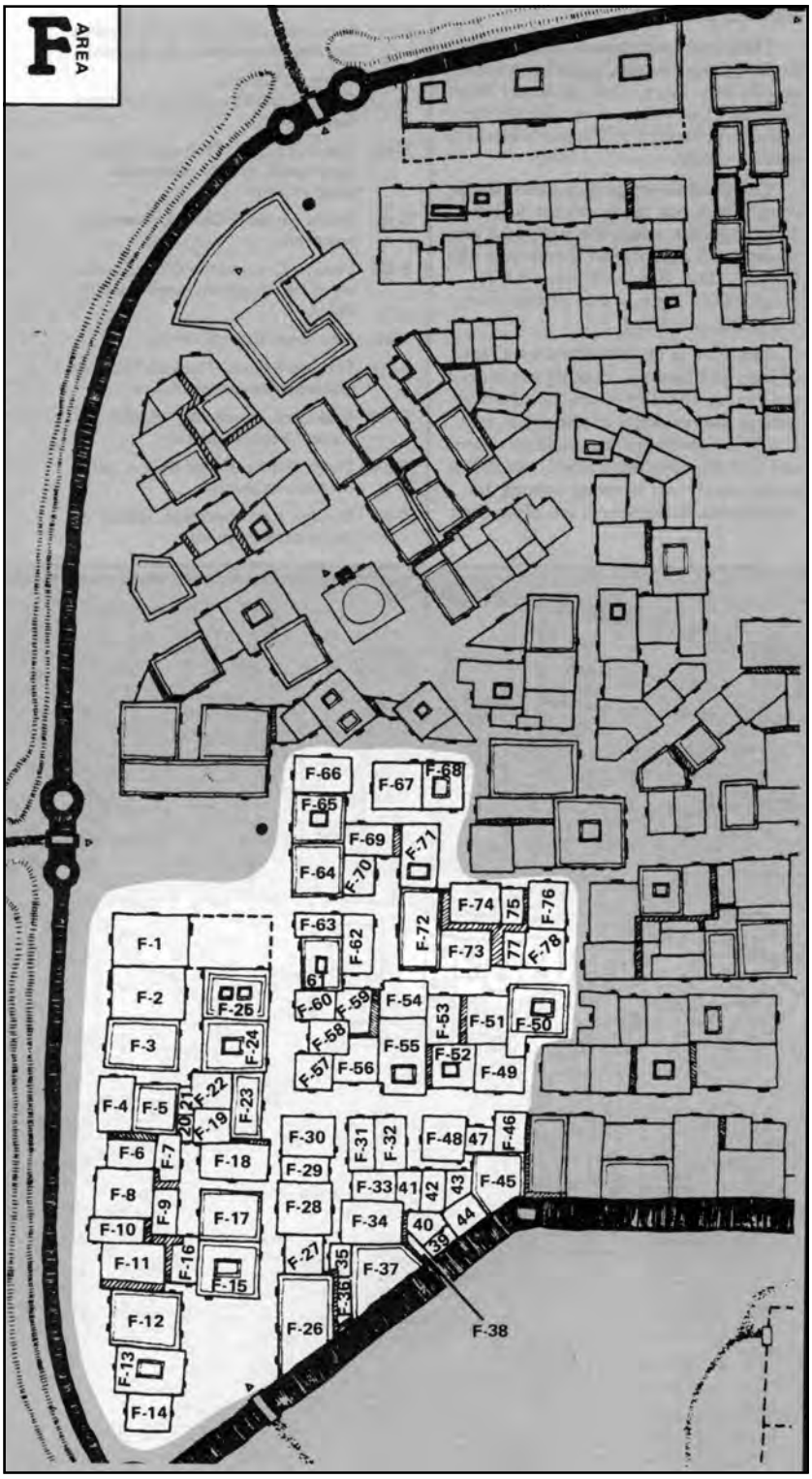
S-63 Residence. Eiskolli family.

S-70 Training School. Thurkan Thumper teaches mace and maul.

S-76 Residence. Hucipites, captain of Lunar Marble Phalanx.

S-84 Stable. Whole Beasts Stable, only for Praxian animals.

S-97 Smithy. Kalf Haldelson, master of metal workers guilds.



Farmer's Quarter

This area was once mostly open, where nomads and their animals camped. When a riot broke out, some nomads were killed, and all were expelled for a time. When they returned, the farmers had taken over the ground. Farmer's Quarter is a poor part of town with a population of farmers and some nomads.

The street gang is the Skinners, naming themselves from their delight in butchering or mutilating nomad animals, or threatening that they will. The constabulary patrols these streets in pairs.

F-1 Temple. Eiritha and Waha. Agency. Purchase of nomad beasts.

F-2 Stable. Mother's Beasts, Praxian animals only.

F-5 Tenement. Home of bow weapon master Surrak Shonar.

F-12 Temple. Storm Bull.

F-13 Shop. Butai's Birds.

F-22 Tavern. Stomp and Brew, also called "The Foaming Boot".

F-24 Tavern . Bob's Bison Burgers.

F-26 People's Gate Offices. From this office Lunar officials record or spy upon everyone using this gate.

F-30 Stables. Salty Stables, Praxian animals only.

F-33 Inn. Transients welcome. Low quality in all respects.

F-43 Tavern. Beleaguered Buffalo.

F-50 Residence. Sitzmag Redmoon, captain of Lunar Antelope Lancers Regiment.

F-53 Training. Garrath Sharpsword: both shield and sword.

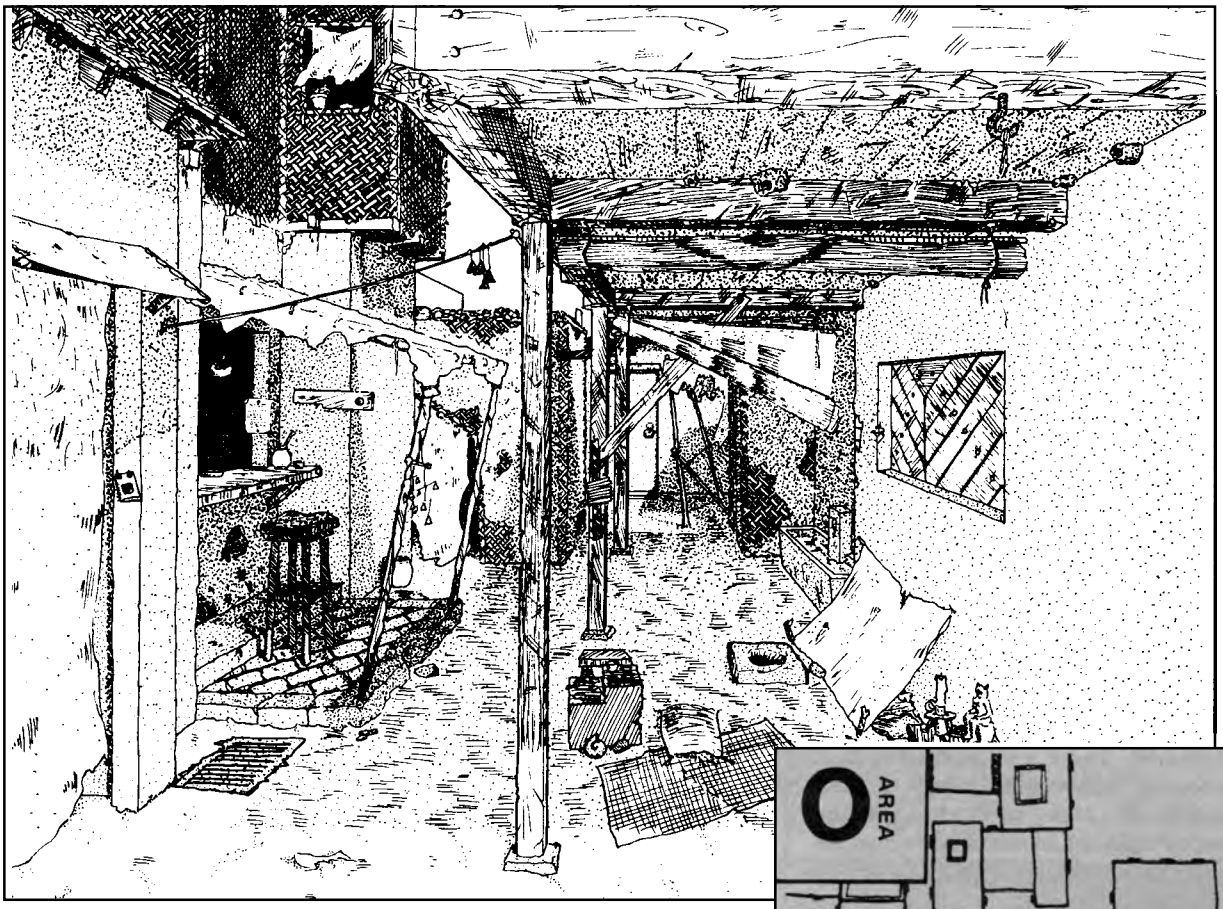
F-58 Tavern. Bisonbones.

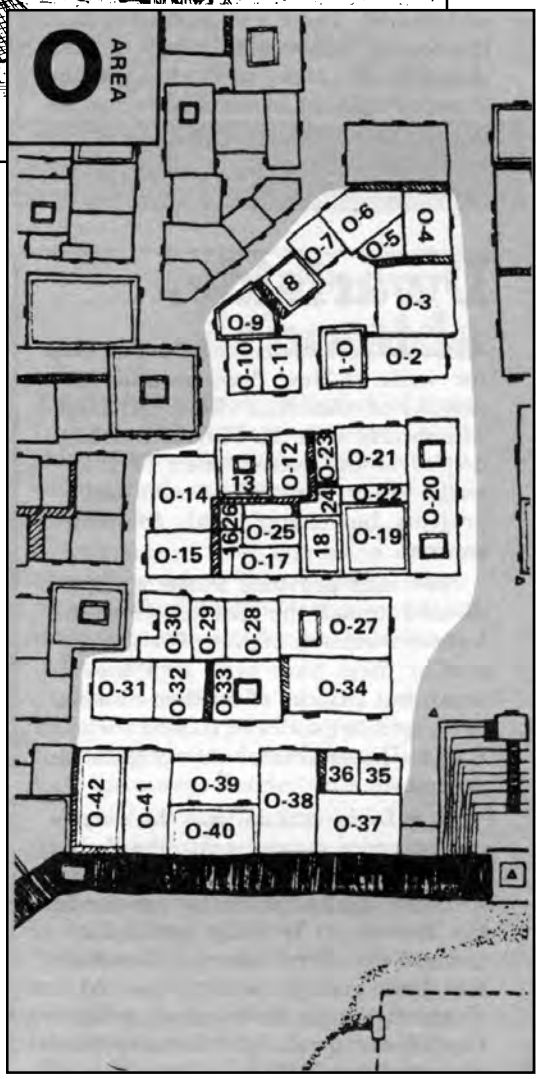
F-65 Animal Sales. Horses and zebras.

F-66 Leather Goods Shop. Saddler by the Well.

F-72 Temple. Humakt, Training. Krogar Wolfhelm and Derenx the Handsome: both teach sword.

F-77 Recruiters. Sir Holburn's Axemen, Longspear Slayers, and Jordan's Scouts.





Oldtown

This neighborhood used to be larger, but many Yelmalio people took up residence along the west side and claimed that area for their own. The former residents had moved out when the Lunars moved in, so there was no conflict.

The neighborhood once held many of the moderate and middle class families from Sartar originally settling here. Their cause has declined of late, and the neighborhood is rundown in comparison with a few years ago.

The street gang is called the Deadheads, taken from an insult delivered generations ago to some kid, and brutally avenged. Since then, the gang has proudly clung to the name.

This part of town is sometimes called the Adventurer's Quarter, or the Tourist Quarter. Even before the coming of the Lunars, it catered to transients who were likely to arrive poor and leave rich (or not at all). Several inns and tenements have a variety of quarters for varying purses.

O-1 Residence. Banaryos, captain of Lunar Silver Shields Regiment.
O-3 Inn. Silibar's Fancies, noted for gambling games.
O-4 Shop. Magic Needle clothing made and sold here,
O-6 Stable. All Riders Stable takes any kind of animals.
O-7 Nan's Breadbox. Good quality food and drink.
O-14 Inn. Jareen's has a good reputation.
O-19 Inn. Moonlighters has a Lunar clientele of the officer class.
O-25 Inn. Geo's, popular with Sartarites. Recruiting Office. Govoran's Men.
O-29 Loud Lilina's, low class clientele.
O-34 Offices. Office and main warehouse for the city government salt agency which monopolizes output from the mines down river.
O-40 Inn. Gimpy's, favored by adventurers.

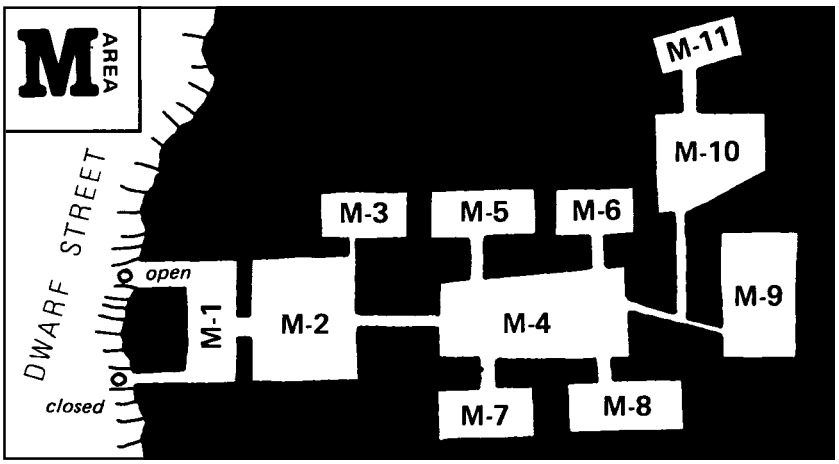
Rich Hill

This always has been the affluent part of town. The houses are larger, wider, and cleaner. There are armed guards at the houses, and regular patrols of the constabulary. Many of the houses are those of affluent servants but none are of poor or middle class tenements.

Servants of the house owners here go to the Meat Market or the Founder's Market for goods, and are likely to search the city daily for the best fare. Water comes from the well between the Meat Market and the granaries.

The street gang's members call themselves the Fine Fellows, and they are often brutal and cruel in their dealings. They are not appreciated by their parents, either.

H-14 Training. Holfar's Movement School.
H-26 Residence. Kost the Tracker.
H-38 Residence. Serena Jonglure of Patroma family. Training. Serena Jonglure.
H-55 Residence. Malavar Patroma family, Lunar landholders.
H-61 Residence. Garhound family, influential Sartarite colonists.
H-62 Residence. Indagos hearth, influential Pavis Rubble family.
H-63 Residence. Sor-eel the Short (see also D-1).



Dwarfside

At Ginkizzie's invitation, Dorasar built the walls of New Pavis around the caverns of Ginkizzie the dwarf king. The dwarfs built the Pavis temple and helped in the construction of the walls. They assist in community projects, but charge highly for their services.

The map provided shows a single divided tunnel, the area known to the human residents of New Pavis. Very few of them have even seen these areas, but rumors of further tunnels, some said to go all the way to Dwarf Run in Dragon Pass, have never been proven.

It is fairly certain that the dwarfs can go under the walls into the Rubble if they have to, but have not been seen to come out anywhere by anyone in the Rubble. It is fairly well-documented that they have no means of traveling underground to the old Flintnail temple in the troll lands. One record speaks of "demon-ridden counter-tunnels."

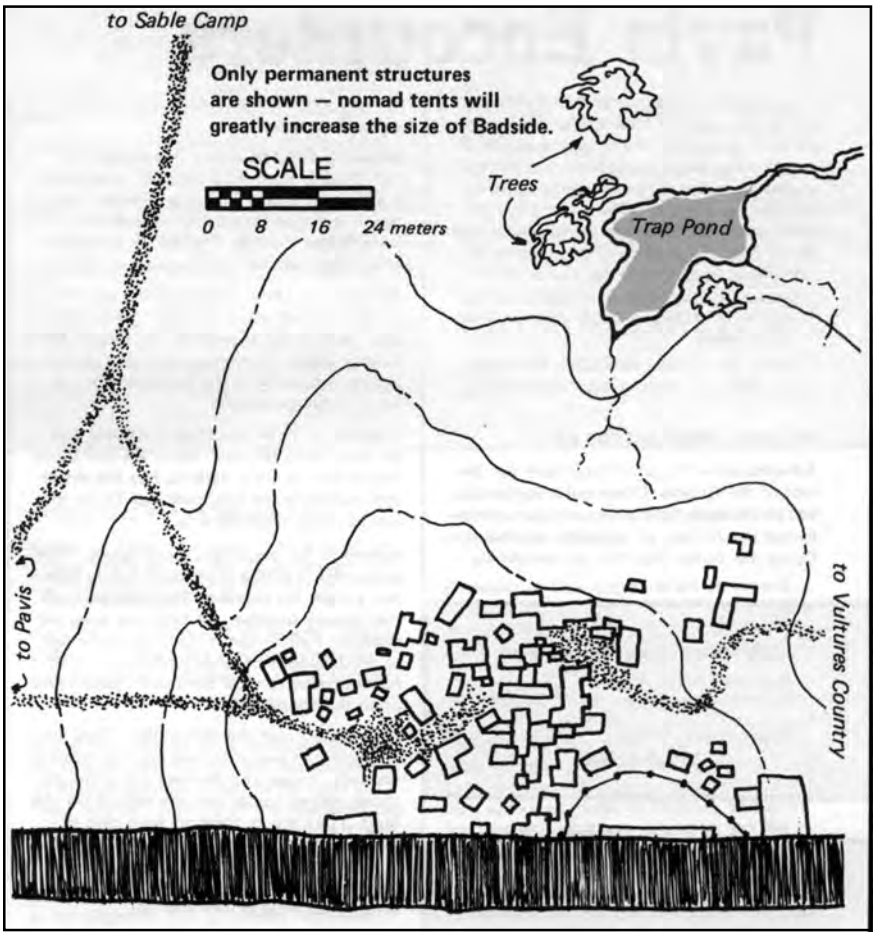
M-1 Dwarf Offices and Clearing House. Non-dwarfs and non-Flintnail cultists usually go no further than this.
M-2 Dwarven Constabulary and Guard post. Armed dwarfs stand guard here.
M-3 Constable's Headquarters.
M-4 Mostali Mall. Open space.
M-5 Metal Fabricator. Makes mechanisms, such as crossbows.
M-6 Bronze Smith. Makes armor and arms.
M-7 Silver and Gold Smiths.
M-8 Alchemist's Shop.
M-9 Human (Flintnail) Living Quarters.
M-10 Dwarf Living Quarters.
M-11 Diamond Living Quarters.

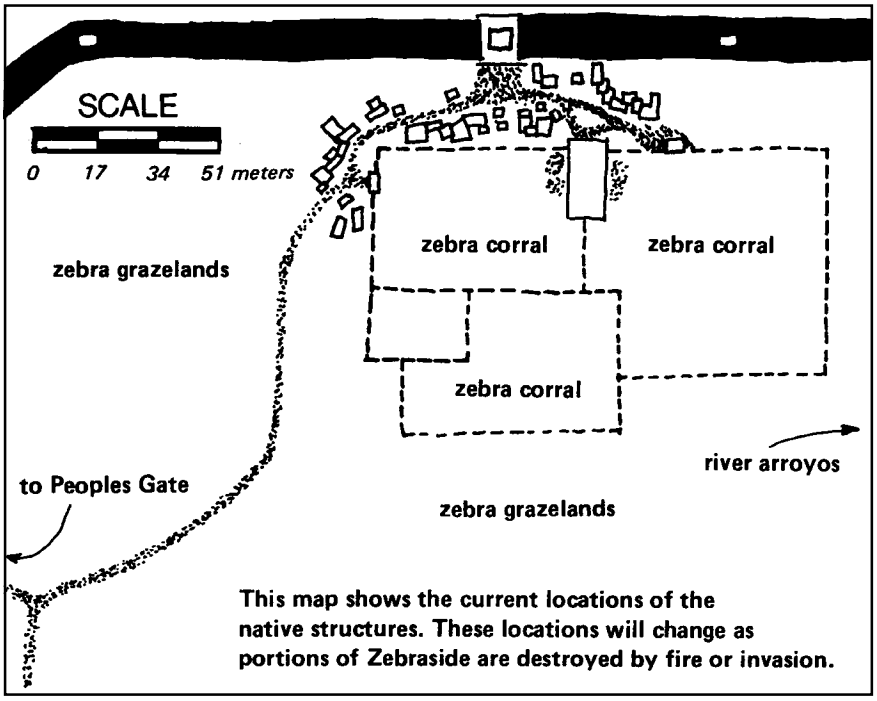
Badside

Nomads would once camp just outside the gates of Pavis, but foolhardy hotheaded chieftains ruined their own future fortunes by raiding and losing. Now all nomad gatherings must be on the far side of the river: individuals are allowed within the walls on peaceful missions.

Butchering and meat-aging also take place across the river, giving employment to dismounted nomads and their attendants. The high ground here also attracts other humans who live there year round but shun the protection of high walls, like the Agimori. Thus a small and ramshackle town, often called Shantytown, Thieves' Town, or Poortown, has grown here and remains most of the year. Badside swells with the tents of visiting nomads in some seasons, but shrinks with the coming of winter cold as people give up scruples and move within the warmer walls. Residents here are mostly humans.

These slums are lawless and dangerous. The street gang here is called the Blood Knives; they are in fact skilled at knife-fighting. When they take part in any street fight, they always receive the blame for starting the battle. The Blood Knives are also blamed for most of the thefts in Badside.





Zebraside

Zebraside is a small collection of mostly temporary residences on the Rubble side of the wall, notable for extensive zebra corrals and grazing areas of the zebra tribe.

In times of troll aggression and/or nomad invasion, the residents move through the People's Gate into the city itself. The area outside the gate is not defensible.

Fires occasionally destroy some or all of Zebraside, especially in years following wetter rainy seasons which have encouraged underbrush growth.

In the arroyos leading down to the river, several tribes of non-humans live, mostly newtlings and a few baboons. They band together for self-protection at need. Since many of the human "residents" actually live in the town and go to their duties in the zebra pens every day, many of the more sedentary town residents believe that Zebraside residents are entirely non-human.

Pavis Encounters

These charts determine random encounters within the walls of New Pavis. The results are only guidelines for a beginning to role-playing, and adjustments must be made according to the campaign and specific details of the occasion. For example, cult affiliations may influence an otherwise hostile or friendly meeting. The numbers of individuals in an encounter is at the GM's discretion. A 1D6 roll could be maximum for most types.

Each 15 minutes roll 1D6, 1D8, and 1D10. Each die serves a separate purpose.

1D6: Encounter made?

Day Time	*Night Time*
1-3: Yes	1: Yes
4-6: No.	2-6: No

1D8: Reaction

1	Very Hostile
2	Angry
3-6	Curious or Indifferent
7	Friendly
8	Boisterously Friendly

New Pavis Encounter Tables

(Roll 1D10 to determine encounter)

Day Time Encounter Table

1D10	*Public*	*Downtown*	*Riverside*	*Suntown*	*Farmers*	*Oldtown*	*Rich Hill*	*Badside*
1	Priest	Lunar Officer	Priest	Priest	Storm Bull	Adventurer	Guards	Beggar
2	Merchant	Merchant	Ingilli Family	Eiskolli Family	Nomad Noble	Adventurer	Guards	Beggar
3	Merchant	Lunar Soldier	Fisherman	Sun Watch	Farmers	Watchmen	Watchman	Beggar
4	Lunar Soldier	Lunar Soldier	Merchant	Sun Watch	Residents	Beggar	Rich Family	Beggar
5	Watchman	Cutpurse	Adventurer	Children	Adventurer	Resident	Rich Family	Hooker
6	Guard	Cutpurse	Children	Resident	Children	Resident	Merchant	Cutpurse
7	Cutpurse	Hooker	Cutpurse	Resident	Beggar	Children	Servant	Thug
8	Adventurer	Hooker	Hooker	Resident	Thug	Thug	Priest	Thug
9	Street Gang	Street Gang	Street Gang	Street Gang	Street Gang	Street Gang	Street Gang	Street Gang
10	Special	Special	Special	Special	Special	Special	Special	Special

Night Time Encounter Table

1D10	*Public*	*Downtown*	*Riverside*	*Suntown*	*Farmers*	*Oldtown*	*Rich Hill*	*Badside*
1	Watchman	Watchman	Drunk(s)	Sun Watch	Watchmen	Watchmen	Watchman	Drunk(s)
2	Watchman	Watchman	Drunk(s)	Sun Watch	Drunk(s)	Drunk(s)	Watchman	Drunk(s)
3	Drunk(s)	Soldiers	Street Gang	Drunk(s)	Drunk(s)	Drunk(s)	Drunk(s)	Street Gang
4	Drunk(s)	Drunk(s)	Street Gang	Street Gang	Street Gang	Street Gang	Street Gang	Street Gang
5	Soldiers	Drunk(s)	Cutpurse	Street Gang	Street Gang	Street Gang	Merchant	Street Gang
6	Cutpurse	Cutpurse	Cutpurse	Resident	Thief	Thief	Merchant	Beggar
7	Beggar	Thief	Thief	Resident	Thief	Beggar	Thief	Beggar
8	Beggar	Hooker	Thief	Thief	Beggar	Beggar	Guards	Thief
9	Thief	Hooker	Hooker	Beggar	Beggar	Cutpurse	Servants	Hooker
10	Special	Special	Special	Special	Special	Special	Special	Special

Daytime Encounters Key

Adventurer - An adventurer here for the loot of the Rubble. Often quite dangerous, but at the same time anxious to get any information he can of possible rich hauls. Could be quite friendly, or extremely hostile, depending upon personal and cult animosities.

Beggar - Perhaps a true unfortunate attempting to survive by begging, or perhaps a charlatan faking injury or disease in order to make an easy living. Officials do not roust beggars unless they block streets or drive away patrons from stores.

Children - These scruffy waifs are too small to be of use to a street gang. They may ignore the characters, or decide to follow these interesting strangers everywhere, especially if the followees do not want to be followed.

Cutpurse - Thief out to steal a purse and get away with the loot. He or she will avoid well-armed or wary targets, but the drunk and awe-struck are easy pickings. He or she would rather never be seen.

Family - An important local family. This encounter is with a prominent family member. Unless the character has business with that family member, he had best keep his distance. Family heads may have large (up to 4D6) groups of bodyguards and other functionaries to clear their path, depending upon the occasion.

Farmers - From the river valley. They are respectful of everyone and nervous around nomads, unless the farmers are some of those retired Lunar soldiers settled on the land. They are in town to take care of marketing and produce-selling, and are anxious to get back to their farms, though perhaps they will indulge in some tavern style celebrating before leaving.

Fisherman - One of the fishermen who glide up and down river, and sell their catch in Pavis. A fisherman will walk warily in the big city and long for his boat even before his tasks are completed.

Guard - A private bodyguard for a merchant or other authority of the town. If with his patron, his goal is to keep his employer safe. If alone, he may be fractious and interested in a good fight for the sake of fighting. Could be from almost any culture or cult.

Hooker - Freelance prostitute. These women often claim to be initiates of Uleria but few are more than undisciplined lay members. This class was virtually unknown until the advent of the Lunar army. They are tightly controlled by Lunar or neighborhood authorities. In Badside they must pay protection to the local street gangs.

Lunar Officer - An officer of a Lunar garrison regiment. Higher officers usually will be accompanied by 2D6 guards and a few runners, heralds, etc.

Lunar Soldier - A member of one of the Lunar regiments. Usually out on his own or with friends, self-important and feeling like he owns the town. Willing to brawl with anyone, since he knows he'll get off with a warning.

Merchant - Merchant about his business probably walking to a supplier to arrange for deliveries, etc. In some neighborhoods, this might be a street merchant with a cart of goodies for sale. The goodies may or may not be stolen.

Nomad Noble - A Khan of one of the nomad tribes, most likely Sable or Unicorn during the Lunar occupation. They will probably have a retinue of tribal warriors.

Priest - Priest of one of the temples appropriate to the neighborhood. Even if hostile he or she will usually mask hostile attitudes except toward blatantly inimical cults.

Resident - A common citizen, perhaps a laborer or craftsperson, about his normal business. The occupation depends on the neighborhood. His background could be anything from barkeep to nomad herder, and his attitudes toward player characters might range from studied indifference to avid curiosity or blatant hostility.

Rich Family - One of the Rich Hill families which together own most of the town. There will be 1D6 family members with 3D6 guards and servants; most will be guards. Wary guards do not want their charges interfered with, and no watchmen will arrest a guard for knocking down adventurers who dawdle in front of the procession or who impertinently attempt to actually speak to or delay one of those whom they guard. There is always a servant whose job is to talk to tradesmen and who might lend an ear to an appeal from a stranger, but the likelihood of that is low.

Servant - He or she is busy on master's behalf. May be carrying parcels or goods.

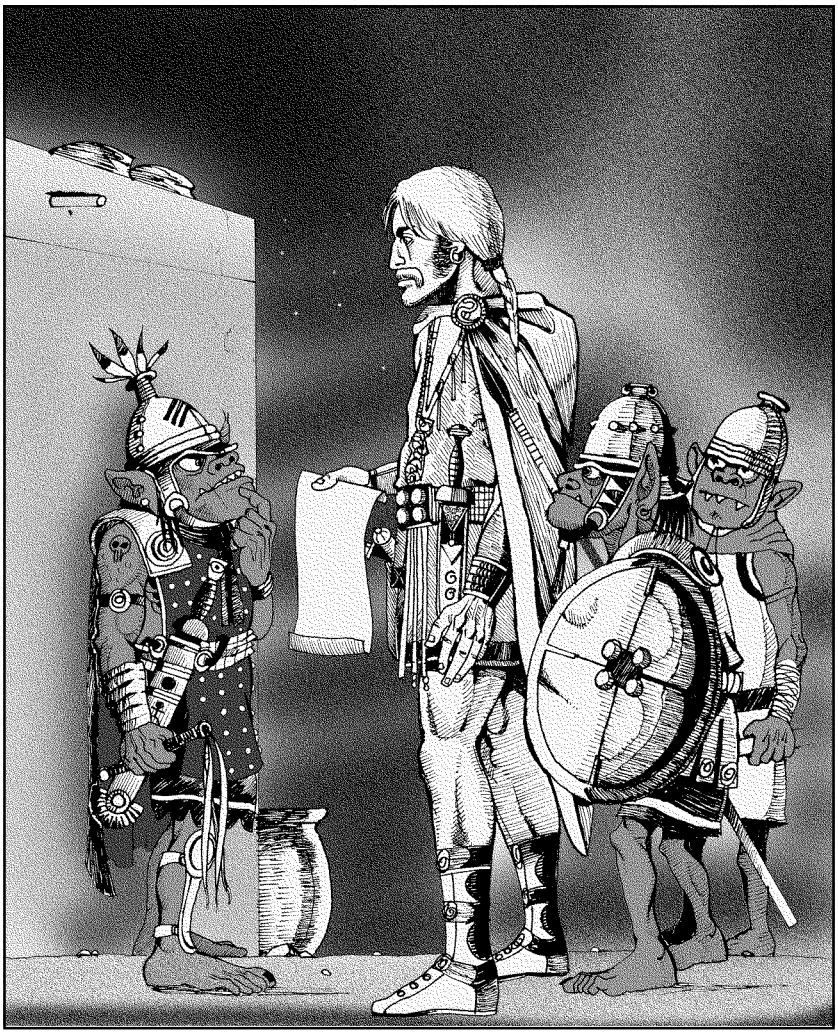
Special - An encounter with a personality appropriate to the neighborhood. The referee should choose the personality, and devise the circumstances which will put the adventurer in contact with him.

Storm Bull - Members of the berserker cult; boisterous, smelly, and generally barbarous: they may be friendly one minute and deadly the next, at their whim. Player characters should watch their step around them, but sometimes they can't be avoided.

Street Gang - The appropriate street gang for the neighborhood. There are usually 2D6 of them, and they feel that they have a natural right to taunt and hassle strangers; few are interested in a direct fight.

Sun Watch - Peculiar to the Suntown neighborhood, consisting of members of the Sun Dome regiment who rotate as watchmen. Firmly committed to the Sun Dome way, they will brook no hassles with outsiders. They tend to be well-armed and short-tempered with non-Sun Domers.

Thug - A thief out for a mugging. If the possible target is well-armed and ready, he will pass on by, since thugs like to bully, not fight. Given a lone adventurer who is unarmored and distracted, the thug will move in for a quick blow and run off with any valuables. Such a thug is more likely to pick softer targets than adventurers, which is why merchants hire bodyguards.



Far right Trollkin:
" I am da king of da monsters"

Watchmen **-** A member of the Town Watch, who will work in pairs in the more rowdy neighborhoods. To show their power and authority, they will intervene even into the most private affairs. They will be apprehensive and cautious if too big a crowd is around.

Night Time Encounters Key

Beggar **-** Either someone in true need, or a faker. Officials will not roust beggars unless they block streets or commerce.

Cutpurse **-** A thief out to snatch a purse and run. Drunks are a main target, but they may let drunks distract better victims and thereby ease their task.

Drunks **-** One or more carousers have left the nearest tavern or inn and ostensibly are on their way home, if not to the next inn. They may be from any of the categories described in the Daytime encounters, but have had many tankards of liquor and are a bit wobbly. In this condition their mood can shift from friendly to hostile or melancholy at the slightest turn of phrase. However, their effective DEX (and all related bonuses) are reduced by 4 to 10 points, and their combat skills may be cut in half or reduced even further, depending upon the degree of stinko that they have reached.

Guards **-** On Rich Hill and at certain residences located in the rest of town, paid private guards patrol actively at night, looking for threats to their patrons. They have a working relationship with the Watch, but some compete with the Watch, or have no liking for trolls so will not cooperate at all.

Hooker **-** A desperate pseudo-Ulerian. A hooker on the streets at night is without the protection of the Lunar authorities and has no right to be outside. In certain neighborhoods, however, there is no active suppression of hookers, and there they ply their trade as best they can. The Uleria temple is available 24 hours a day for discriminating and appreciative worshipers.

Merchant **-** Like his fellow found in the daytime, a merchant encountered at night will be about his business, but at night he probably is engaged in business which he doesn't want others to see. Perhaps he is fencing stolen goods, perhaps he is arranging for the assassination of a rival, perhaps he is looking for a few good words to take care of a small difficulty of his. This is an excellent opportunity to get the players employment or trouble.

Resident **-** This citizen is on an errand which might or might not be legal. If the citizen is known to them, the Watch is likely to believe any story he offers.

Servants **-** Many Rich Hill residents dislike going out at night, for obvious reasons, and instead send their servants on errands. The servant's main purpose will usually be to go to their goal, take care of business, and return as expeditiously as possible, but some servants will take any excuse to see the town and extend their time away from duty.

Soldiers **-** Unlikely to be on duty, but rather roaming the town and enforcing curfew against loiterers and street-gatherings. Drunks are left to the night watch: the curfew prevents gatherings of sober and potentially dangerous adventurers.

Special **-** An encounter with a personality appropriate to the neighborhood. The referee should choose the personality and devise the circumstances which puts the adventurer in contact with him.

Street Gang **-** Street gangs on the street at night are dodging the curfew, a favorite way to prove bravery without risking hurt. If they find an opportunity to practice other gang skills at the same time, they will take it.

Sun Watch **-** The Sun Watch is much less arrogant without the sun overhead. They are all the more watchful for incursions by darkness-oriented enemies, however.

Thief **-** This professional robber wants a second-story job to perform. Not for him casual cut-pursing or thuggery. His forte is the climb, entrance through skillfully applied force, and the foiling of traps. He is usually inoffensive and attempts to stay far away from any confrontations.

Watchman **-** Member of the Town Watch. Likely to be a trollkin, one of the new watchmen hired by Jorjar for their night sensing abilities.

Pavis Politics

The politics of Pavis are useful in a campaign to provide background action and motivation to the adventures and to supply NPCs as necessary. We do not expect the players to become heavily involved unless the game master wishes them to be, in which case we have provided the necessary elements for play.

The City Council

The city government was instituted by the founders of the city and has been little changed since. The government is run by the city council, whose members are appointed by traditional groupings from the merchant class and the ruling families. Their primary interest is in the city economy; they are conservative, trying to maintain price balances for stable profits.

The city council appoints the judges, delegates temporary authority (such as the power to negotiate with nomads), levies taxes, controls food distribution, keeps peace within the walls, schedules stone house building, organizes celebrations, keeps the streets clear, and maintains standards of sanitation.

The mayor is head of the city council. He is elected every five years from among the council members by all citizens who care to vote. The mayor appoints clerks, and is responsible for overseeing their work, which includes tax records, food payments, and so on.

Pavis Constabulary

The city supports a permanent force of 25 constables. They guard the city gates, act as police, and act as cadres for a mobile force protecting the farmers (who pay their taxes so dutifully). Nominally, they all are part of the Pavis Royal Guard. Local bosses outside the city usually maintain small mercenary forces for their own protection as well (see *Borderlands & Griffin Mountain*). Forty part-time deputies can be fielded as zebra riding troops. It is they who would ride to protect the local farmers. About 1000 militia, most of the adult male population of the city, could stand watch on walls and gates or patrol the streets. There are also trolls and trollkin newly augmenting Jorjar's command, though they are unpopular among the other garrison members and are housed separately, near Jorjar's home.

Jorjar the Quick is from Adari and was appointed Constable of Pavis by Jotaran after the city surrendered to the Lunars. He brought his own force of trolls from his homeland for this assignment to ensure complete loyalty. He is not popular among the constabulary or the deputies, all of whom are local boys. Jorjar enforces a protection racket in the city, charging a moderate fee, and retains half of the take; the rest is split among the constables.

At any one time, there are no more than ten patrolling members of the watch, and perhaps 20 more in reserve. There are four shifts on the watch. The night watch consists almost entirely of trollkin. These trollkin are old co-workers of Jorjar's from Adari, and have little connection with the trolls of the Rubble. They make excellent watchmen at night, a benefit which the local Lanbril cultists fail to appreciate.

Though the constabulary handles day-to-day events in the streets, the Lunars will intervene directly in civil or criminal situations as they please, making it difficult for the constabulary to keep self-respect or good discipline. That all Lunar troops are non-Pavic exacerbates the frequent feeling of helplessness in the town.

Citizenship

Citizenship in Pavis is coveted and conveys great prestige to the individual, though with the coming of the Lunars, status is more and more a private rather than a public influence.

To qualify for the status of citizen, an individual must own the land on which he lives, be gainfully employed or have income, pay taxes to the city, reside in Pavis, and bear arms (if able) to defend the city (or else pay for a replacement). These requirements are subjective. Interpretation of them is determined by the city council. If a current citizen fails to meet the above qualifications, he is stripped of his rights. Citizenship is not automatic; it must be requested by an adult.

Benefits of citizenship include: the right to speak at the Popular Assembly, the right to be tried for crimes at the Citizen's Court, respectful protection by the watch and the militia, the right to become a guildmaster, the right to a portion of the city food supplies, and the right to a discount on a stone house. The customs of citizenship are inherited from Sartar. There, tradition holds that any man who bears arms, recognizes his kin lord, and tends to his property properly deserves the status of clan citizen and, by extension, tribe citizen. City-dwellers eventually substituted their city for the clan and tribe.

The Merchant Guild

The merchants of Pavis determine all prices in the city. Their opinions have much weight and can prevail against public opinion or real need, sometimes causing suffering and bad blood.

The guild acts in concert whenever the economic stability of the city is threatened. If only a portion of the financial stability is threatened, the guild will act divisively.

Portions of the guild are controlled by the major families, and other portions by families trying to become important. The shifting alliances within the guild mirror the city at large.

Lunar Occupation Forces

The original Lunar invasion army mostly has returned home. Only three regiments and some mercenary irregulars remain. Even these pose a strain on the local food supply, but the Empire feels their presence is necessary to keep Pavis pacified and to suppress raids from the Pavis nomads who have taken refuge in and beyond Vulture's Country. Large numbers of new settlers arrive weekly and begin new farms in the valley, and they are tempting targets for the frustrated and vicious barbarians.

The three regiments stationed in Pavis consist of: the Marble Phalanx, a heavy infantry regiment; the Silver Shields, a peltast unit; and the Antelope Lancers, a heavy antelope unit. The commanders have private homes in Pavis and only rarely go into the field, leaving such filthy tasks to sub-commanders.

The regiments each are divided into three companies which rotate field duty and rest. One company from each regiment is in the city at a time resting and serving protective duties, easy duty compared to pounding the countryside or guarding oases and river fords.

Although a regiment's complement is 1,000 men, these regiments are under strength, for recruitment has been slow in Pavis and no replacements have been sent from the empire. Thus, their actual strength is about 750 men each at this time.

Pavis also serves as the headquarters for the administration of the region. Sor-eel the Short, a nobleman from the empire, governs the area, under the administration of the governor-general of Dragon Pass.

The army has occupied the city without significant trouble for the last 7 years. Their rule is generally benevolent and unoppressive. They have a sincere interest in the well-being of the city and try to cooperate with the local authorities.

If possible, the occupation forces are kept out of any strife which the Pavis constabulary and deputies might handle. They have of course filled the ranks of the constabulary with men of their own choosing. Lunar troops man the walls and discreetly watch the gates. It is not unusual for Lunar soldiers to misunderstand or act harshly towards people in trouble.

The Lunar army drives some Pavisites to distraction. It directly controls barbarian relations, taxes on the Rubble, taxes, and food production taxes. They also have observers with special administrative powers who oversee justice, citizenship, and external trade.

If asked, most average citizens will tell you that the ever-present petty bureaucracy is annoying, that the Lunar occupation should no longer demand a city force equal to the adult male population of Pavis, and the young men swear that dates are hard to get with all those soldiers around.

Political Movements

Player-characters should quickly discover the power factions in the city, and the distinct benefits and disadvantages to be gained or suffered from joining them. Player-characters may have a preference, or try to play one faction against another. The game master should determine the results of the latter, but player-character commitment to one such faction should result in important interactions with NPCs.

There are three somewhat formal political factions in Pavis, the Imperials, the City Peacers, and the Frees (Free Pavis) groups. There is no registration in these factions, nor is there any real organization. Membership is voluntary and need not be acknowledged openly by the presumed members. The factions are crystallizations of attitudes prevalent in the city that have been more or less institutionalized. Leaders may direct members to a limited effect.

The Imperials are headed by Hallarax the Singer, citizen, family head, and head of the

Riverman's Guild. They accept the Lunar occupation and are eager and happy to do business with, and otherwise support the Lunar presence.

The City Peacers are conservatives whose primary interest is living with little conflict. This group is content to await results rather than to force action. The leader of the party is Kolli the Portly, a Pavis citizen and merchant, and head of the Jeweler's Guild.

The Free Pavisites, or Frees are those people who want the Lunars out of Pavis. They worry about feeding so many troops, about paying increased taxes to pay the troops, and are concerned about the increasing number of Lunar citizens who are taking profits which once went to the party members. The movement is led by Byrgga Scissortongue, citizen and guildmaster of the Cloth and Leather Workers guild, and member of the Garhound family. Most members of this party harbor grudges against the empire, have deep religious feelings against the Lunars, or are hopeless romantics.

Additional Groupings

In addition to the main political movements, there are numerous other powerful and popular interests. These other groups overlap with the Imperials, Frees, and City Peacers, and also cut across their boundaries to some extent. Most individuals active in politics and in the city belong to at least two groups (such as being a Friend of the Empire as well as an Imperial). Naturally, issues aside from the Lunar occupation provoke other interest groups.

Friends of the Empire

The Lunar empire is always friendly to helpful individuals. The dominant military-economic power in the city, it is able to provide many things which adventurers desire. However, the price of such benefits is the rancor of most common people (and many of the uncommon) and these feelings often run very high.

Friends of the City

The old landholders resent the presence of Lunar soldiers in the city, robbing them of power and prestige. They are angry that their friends' lands were seized and awarded to Lunar holders years ago, and afraid that the same will happen to them. Their strength in the city cannot be wiped out and their hate is not easily appeased. Player-characters friendly to these people will find that the Lunars will hold them in contempt and force them to endure many petty annoyances and provocations.

Orlanth Allies

The current religious repression has caused widespread bitterness. The Runemasters in the city are too important to local affairs to be easily removed or exiled, and so they form a smoldering, visible core of leadership for people staunchly loyal to their god. The Runemasters cannot offer many material benefits, and are held in contempt by the Lunars, but not much more than other barbarians.

The Ingilli Riverside Association

These are the fishermen and boatmen of the Zola Fel River. Their primary concern is with themselves, and they control the Riverside neighborhood and the waters far up and down the River of Cradles. Ostensibly they are now loyal citizens of the empire, but any Pavisite knows that their loyalty will last only as long as it is convenient. Every river worker has to be a member of this Association or risk the ire of the river-dwellers, who are firm friends of the Ingillis.

Leading Families

Several leading families control most of Pavis. The families are extended and clannish. Their membership is large and they can recite their genealogy backwards with pride to their first known ancestor. Family members trust close family members first, distant family members second, and others last. Ultimately everyone in Pavis pays loyalty to one of these families, though often indirectly.

The Ingilli family, mentioned above, are the heirs of old Ingilli the Founder, who aided Dorasar. They dominate the entire Riverside neighborhood, the cult of Zola Fel, and most other activities concerned with the river and its ways. They lean towards the Imperials.

The Garhound family is the largest ruling clan of Sartarite extraction. It once rivaled the heirs of Dorasar, who were killed or driven out by the Lunars years ago. Now, a few survivors from that family have been absorbed, through business mergers or marriage, into this one. Brygga Scissortongue is the best-known member of this group, followed closely by Govoran the Magnificent, the last honest Orlanthi priest in the city.

The Eiskolli family are heir to the Sun Dome temple group's holdings. The original holders of this office were adamantly anti-Lunar, but a series of accidents and honorable duels reduced their numbers and allowed the Eiskolli to become more important, replacing them of late. The Lunar general's residence was a gift from Count Eiskolli to Sor-Eel.

The Indagos family are indigenous natives, solid in their ancient traditions. Their main wealth comes from property outside the city and from control of the city's salt monopoly.

The Patroma family are Lunar citizens and come from the empire. They rule most of the former holdings of the zebra people, whose current king is less ambitious than his predecessors. The Patromas hold some land, and they are making great inroads in trade control as well.

Other, smaller families with specialized interests, and many important individuals exist. None come close to rivaling the power of these families.

Living in Pavis

Introduction

This section provides convenient lists and summaries of places which are likely to be frequented by characters between adventures, and to be used in preparing for adventures.

Permanent Residences

Permanent residence may be maintained in one of the inns. Many people do so, and it is a sign of status to be able to afford it. However, characters may wish a more permanent residence.

It is impossible to buy a house in the city. Three rental types are available: tenement, apartment, and private house.

Tenements typically are very cheap and very cramped. The rooms average about three meters square and may house several families. Adventurers may wish to rent a room and add locks, guards, or traps if they want to find their valuables when they come home, since these places are full of the poor and desperate. Cooking is forbidden or restricted. These buildings typically are occupied by peasant farmers, dismounted nomads, and thieves.

Apartments are moderately safe, clean, and acceptable. Such a residence might be lived in by a journeyman craftsperson or a moderately successful shopkeeper. Good apartments will have a trustworthy supervisor present, reasonable rates, and provide shared cooking facilities for tenants.

Private houses are hard to find, but the right price will bring them to light. Persons who can afford to rent one of these should come prepared with a staff to properly service and upkeep it.

Guards may be needed as well. This requires wealth and financial planning.

Temples may house initiates on a part-time basis. There is a poorhouse run by the Teelo Norri cult (R-79) where Lunar initiates may stay. Some other cults offer similar facilities, but require work from the people who stay with them.

Taverns and Inns

Inns provide a room or rooms for people to rent to live in and taverns do not. They both provide food, drink, and entertainment. The different emphasis and quality of these subjects is what sets the establishments apart.

We have supplied a large number of inns for a city of this size. Game masters may wish to add others, and can do so confident that they will not disturb the rationality of the city's population statistics. Pavis is a special place. There is considerably more room for taverns, which often are quite small places, perhaps only someone's front room.

Quality ratings have been assigned to each place, ranging from one to four stars. More stars indicate a higher quality and price. Higher prices imply a higher status, and this further implies a higher order of decorum for the establishment.

Inns

Erigio's *(D-37)***
Ambassador quality food including the best spices and exotic rarities. Strict dress and behavior code. Owned by the (Lunar) Rugbagian family. Several rooms, but most renowned for its food.

Silk 'n Plume *(D-35)***
The finest rooms for rent in the city. Strict dress and behavior code. Lunar owned and operated, but very open-minded and respectful to those who meet their prices.

Moonlighter's *** (D-19)
Established by Lunars, this is favored by anyone who likes a serene establishment Serves the best white wine in the city.

Golden Dolphin *** (R-136)
Favored place for friends of river people and merchants arriving by boat. Good variety of meals served regularly.

Jareen's *** (O-14)
Good rooms, good food, and good drink are the rule here. Staffed entirely by women, Jareen's is run by a former adventuress who retired.

Silibar's Fancies *** (O-3)
Rooms upstairs are of fair quality; the food is good; the drink is excellent. Gambling is the primary attraction here, using games and techniques imported from the Holy Country. Loose dress code for patrons, but a very strict behavior code, and rough bouncers.

Geo's ** (O-25)
Good clean rooms, fair food and drink. Established by an old Sartar family and still radically pro-Sartar. Prefers only known friends.

Gimpy's ** (O-40)
Favored establishment for adventurers and visitors. Food is only fair and comes from the reputedly magic kettle in the inn's enclosed front yard. Proprietors will store belongings for departing adventurers for a prearranged, prepaid amount of time, then auction them off if not reclaimed.

Riverfish ** (R-122)
Owned by a prominent fishing and boat family, this inn caters to visiting merchants and the connected tavern caters to local fishermen.

Goldfang's Grotto ** (R-87)
Fair food, accommodations, and drink make this only two-star, but the entertainment is considered first-rate. The basement contains transparent tanks where spectators watch, and bet on, fighting fish battling to the death.

Bristle Inn ** (P-11)
This is the single largest inn in the city and is frequented by merchants and moderately wealthy visitors. Food is of fair quality and of great quantity; the drink is good; and the accommodations fair but clean.

Sable Horn * (D-20)
Frequented by visiting Lunar citizens, etc. Rates are low, food is fair, drink poor, but every customer is provided with a private key to his own room.

Loud Lilina's * (O-29)
Also called the Gold Bosom after the sign hung outside. Main competition for Gimpy's, but this establishment attracts a less successful clientele, and also excludes non-humans.

Transients Welcome * (F-33)
Low rates, no food, no drink, and poor security make this place popular only with those who can go nowhere else.

Reed Inn * (D-15)
The name comes from its sign, and the fact that the walls and furniture are made of this flimsy material. Hourly rates are available, and often used, since the place is noisy, insecure, and unclean. Drink is available in cheap plenty, but no food.

Fish Legs * (R-1)
Few accommodations but they are good and safe (if verminous). Fair drink, decent food.

Comparative Prices
(in lunars)
For Living Quarters

Type	*Day*	*Week*	*Season*	*Year*
Tenement	N / A	1	8	40
Apartment	N / A	15	120	600
Private House	N / A	N / A	500	2,500
1 Star Inn	1	7	56	292
2 Star Inn	2	14	100	500
3 Star Inn	8	55	440	2,200
4 Star Inn	35	450	3,600	18,000

Prices for inns are given for a private room. Other accommodations are available for reduced prices: private rooms (cost), shared room (50% above cost), dormitory (25% above cost), common room floor (05% above cost). Not all inns will have a particular type of accommodation.

Taverns

Nan's Breadbox *** (O-7)
A quality establishment serving excellent food, good drink, and good entertainment. Several separate chambers can separate clients from one another and provide privacy.

Homar's Fish ** (R-41)
Owned and operated by the Ingilli family since the founding of the city. This serves fresh fish cooked in many different ways, and is famous for its thick fish soup and excellent beer.

Graineater's Glade ** (S-53)
This is the only Suntown establishment open to outsiders and serves grain and domestic fowl dishes, usually highly spiced. The Sunrise Surprise drink of mixed liquors is notorious in Pavis. Entertainment consists entirely of Yelm and Yelmalio bards, no others allowed.

Hoplite's Home ** (D-4)
Excellent drink of every type favored by humans. This establishment discourages rowdy behavior, Serves fair food, and is a favorite hangout for Lunar soldiers.

Stomp & Brew * (F-22)
Powerful drink and hard brawling are the entertainment here. Many nomads like this place, and it is favored by Storm Bull types. Also known as the Foaming Boot.

Rowdy Djo Lo's * (R-129)
The toughest dive in town, where even trolls hang out. Good drink, including some types imported from non-human races.

Bob's Bison Burgers * (F-24)
Located near to the corral, this Sartar-owned franchise has some fame. In the courtyard is a gigantic dwarf-made meat grinder which reduces entire bison carcasses into hamburger. The proprietor is notorious for using moribund animals as meat when prices are high, but the food is exotic and fairly tasty, and Bob's has a large following.

Bisonbones * (F-58)
Food and drink. Unremarkable except that it was begun by a retired adventurer.

Beleaguered Buffalo * (F-43)
Owned and run by Impala people, this serves the most potent kvass in town. Knife throwing is a popular sport here.

Barrel o' Brew * (D-9)
Low-class drinking spot for Lunar soldiers. Poor food, when any is available.

Animal Prices In New Pavis (in lunars)

Species	*meat*	*trained*	*cavalry*	*warbeast*
Bison	24.5	38	76	190
Bolo Lizard	168	290	590	1875
High Llama	34.5	53	106	285
Horse	42.5	71	142	355
Impala	6.5	10	20	50
Rhino	327	648	1271	3240
Sable	17.5	36	72	180
Zebra	50	85	170	426

These prices are averages, and do not take into account such complications as an animal's age, sex, condition, or even the time of year when the sale occurs. The Gamemaster should consider them when the actual sale occurs. Only rarely would an animal be sold for exactly the amount above. The prices mainly reflect relative value and rarity. Herd man is not openly sold in New Pavis, except in a ground or minced form called mock pork. Most establishments do not serve even this. Steaks or roasts may be discreetly served in certain quarters at a price double that of zebra. Live herd men are not sold within the aegis of the Pavis Royal Guard.

Buying And Selling

Purchasing supplies is one of the major preparations for an adventure. This list contains a sampling of shops and stores for the purpose. Game masters should add others as needed.

Selling plunder is a major post adventure activity, so notes are provided on the proprietors of establishments which buy goods as well. Typically, these are the same individuals who sell the goods.

Plunder items given in the scenario pack have a valuation, but remember that this is the average purchase price for the item on the open market. That is, if your character wished to buy the item, and knew where to do so, that is the price it would be most likely to cost him. If he owned it and sold it, he would get considerably less, only 40% or 50% of retail value. No merchant would buy an item for resale for more than that price, unless especially anxious for it.

This list is alphabetic by the kind of sales the store or shop makes; entries beneath such headings also are in alphabetical order.

Animal Sellers

Those who wish to purchase animals for riding must first make arrangements with the agents in Farmers Market. These agents then go to the herds and bring in animals to be viewed by the potential buyer on a prearranged day. Often the buyer must go beyond the walls to see a good selection. Also, it is not uncommon for a number of buyers to band together and make arrangements for the agent to bring in some animals on a pre-set day.

Meat animals are untrained beasts normally usable only for food, milk, and breeding. They are unfit for other purposes until trained. Trained animals are suitable for riding (except for herd men, which are trained in some other simple task), but would never fight in a battle. Cavalry animals

will carry their owner into a conflict, but not fight themselves. Herd men will throw missiles but flee at close contact. War beasts will enter a battle and fight for their master, using the appropriate weapons of that species.

Butari's Birds (F-13)
Butari is a native Pavisite, grandson of a Holy Country immigrant who began the business. He is not a member of the bird cult and sells his creatures without any fear of reprisal from the bird god or his minions. He sells mostly imported creatures similar in survivability to native species. In this way, the local spirits are not as offended. Most of his available birds are hawks (except for vrok hawks), small owls, a largish (SIZ = 3-4) roadrunner, and parrots with split tongues to imitate speech.

Horses (F-65)
Horses are despised by the nomads, and so are usually kept apart, around the zebra pens inside the Rubble. There, they are not necessarily immune from nomad attacks, but they are safer. Some horses are kept within the walls of New Pavis, but not many.

Nomad Animals (F-1)
Tribesmen wish to purchase animals appropriate to their tribe must work through the Eiritha temple, agent for all such purchases. Riding animals for Praxians are not kept near the city, and one may wait a week before one can pick an animal. A nomad can usually do the job faster by going out into the plains himself to find a herd.

Zebras (F-65)
Zebras underwent a Renaissance when the Sartarites came. Now, the Lunar puppets currently in charge of the Rubble-based Zebra tribe use all their skill to increase the herds. More and more people are buying cavalry zebras rather than horses, and the market for war zebras is very high. The empire has imported specialty animal trainers from the heartland to aid the project and their expertise has increased zebra births. All zebras must be bought through representatives of the Pavis Royal Guard.

Armorers

Derek's Fine Polearms (P-10)
Derek Dwarfriend is a master armorer of the Flintnail cult and specializes in making and wielding such hafted weapons as axes, halberds, spears, etc. He can also make shields and armor, but his skill is not as high with them: there is a 10% chance that they will absorb 1D4 points less damage than they should.

Goram's Sturdy Weapons (P-13)
Goram is a dwarf Rune lord of Flintnail whose major skills are in his crafts. On a cult mission to the Rubble, he rescued the iron armor and weapons of another Flintnail Rune lord who had died in the midst of chaos monsters; Goram was rewarded with a spirit, but since then he has maintained his smithy in the dwarf holes and an office outside where he sells excellent weapons and armor to whoever will buy.

They say that his eyes light up still when he hears spectacular stories of derring-do and treasure in the Rubble, and he may yet don his iron armor and venture forth again. He gets along very well with most humans, and counts as a particular friend Bendrath, the young new priest of Pavis.

Honest Hermosius' Fine Weapons (P-10)
Hermosius, an ex-sergeant of the Lunar army, sells used Lunar equipment. He is no armorer, and is no judge of the fitness of a weapon or piece of armor, though he prides himself justly on never selling an ill-fitting piece of armor—a benefit of his long experience.

Weapons sold by Hermosius have 1D6 points less damage they can receive before breaking, and the armor he gives may well have hidden flaws. Armor sold by Hermosius has a non-cumulative 05% chance of breaking after the first blow received in each fight. Hermosius is aware of these problems, but, despite his name, he doesn't tell his customers.

Kalf Haldelson (S-97)
Kalf represents the Bronze Workers guild on the City Council and may leave most of his work to his helpers for days at a time. But his personal bronze work is of high quality and reliability. When he himself works, he strips to apron and loincloth and can be seen at the front of his shop, pouring bronze into molds or sharpening weapons with a grinding wheel. A man of few words, he has great political power within the city. The other armorers and metal smiths do not associate with politicians, leaving the reins in his hands. So far he has not betrayed them.

Assorted Goods

Saddler By The Well (F-66)
This shop is near the well in the Farmer's Quarter. They specialize in non-wearable leather goods, making saddle tack, furniture, tents, sacks, backpacks, sleeping rolls, plates, cooking implements, wineskins, scabbards, and a hundred other useful leather items. In an area where herds are omnipresent, people use leather where they might have once used pottery, metal, or wood. Saddler by the Well will work to any design.

This is another business owned by Byrgga Scissortongue, the mayor.

Clothiers

The Bison Hide (P-13)
This leather worker is a Bison tribesman named Tokel who followed the way of Issaries after associating with Kost the merchant some ten years before. He settled into New Pavis and provides leather clothing and armor for adventurers and town bravos.

Tokel's work is known for serviceability. He makes; he does not embellish. His prices are standard. With a couple of town born lads as apprentices, he can finish a suit of leather armor in a week. He will also work with cuirboilli, but the stiffening process adds another week to the waiting time, and another increment in price, as shown in the price lists in the Players Book.

Magic Needle (O-1)
Byrgga Scissortongue is the mistress of this establishment, Six competent journeyman-level seamstresses turn out clothing for the rich and newly rich. Prices are standard, as is the work's quality, but Byrgga's political position as mayor gives her access to fashionable trims and ornaments available to no other seamstress, so her shop's work is popular.

Equipment Sellers

Hold, Carry, & Sell (P-8)
General outfitters with good imported equipment. Sells all types of goods at usual prices.

Godja Missiles & Weapons (P-6)
Makers of slingshots, slings, arrows, and darts. Re-sellers of other hand weapons.

Outrageous Fortune Bowyers (P12)
Makers of excellent bows, arrows, spears, and javelins of all types.

Treasure Buyers

Harnafel's Magic Goods (R-57)
Former Lhankor Mhy priest, now retired, who runs a lively business in buying and selling minor exotic magic items. No crystals for sale, but always ready to buy.

Honest Kolli's Artifact Appraisers And Traders (P-2)
Honest Kolli, a member of the City Council of New Pavis, maintains a large establishment specializing in buying jewelry and magical artifacts from adventurers and converting coins they may have found into jewelry and other ornaments for easy portability. Honest Kolli actually lives up to his name, and takes only a 10% commission for trading in coins for jewelry. He guarantees to buy the items back at the worth given for them, should the buyer need cash. This guarantee only holds for one full season, of course.

Kolli is a Flintnail initiate and a master in evaluating treasure. Moreover, he is a close friend of Gavial Latish, a Lhankor Mhy priest, who has the use of an Analyze Magic spell. Despite this friendship, the use of the spell comes high, and Kolli honestly passes that expense on to the adventurer.

Kolli is likelier to get the immediate use of the spell than any random adventurer coming to the Lhankor Mhy temple asking for analysis.

Pavis Temple (P-31)
Fleeter Nemm, the main Daughter of Pavis, wants to obtain items which have to do with the history of Pavis the city or Pavis the founder. The Lunars are partially supporting the temple these days with a tax and it amuses Fleeter to use their money to buy material which might eventually free Pavis. He especially is looking for magical artifacts, but will examine anything related to the history of Pavis in its days of glory and defeat. One recent acquisition was a suit of copper armor rumored to have been owned by Pavis himself.

Training

Between adventures, the player-characters are likely to seek training. This list contains schools and teachers of note, though the Gamemaster should add more as he sees fit. The schools are listed alphabetically, and each entry also tells at least some of the subjects and weapons taught.

Temples are not listed here because they are obvious. These listings are for people who are commonly more available than the overworked temple staffs. Rates are comparable to temple rates, and the instructor typically keeps a quarter of the fee, allots half to overhead of various types, and gives a quarter to guilds for membership, protection, and licenses.

Subjects listed are those where the instructor is a master, at least 90%, and is capable of teaching the subject. Skills listed are only those relevant to adventurers. Others may be filled in by the game master.

The site of the school typically is the main instructor's house, with practicing space either inside, in rented space nearby, or in space rented from an appropriate temple. The instructor's family will be living here as well. The name for the training institute is either the school's title, or the name of the leading instructor. Even an individual instructor is likely to have sub-instructors to aid him.

Brighteye Spear School (S-14)
Jaronak the Bright, retired Light Son of Yelmalio, runs this school. As is usual for his cult, he refuses to teach trolls and gives a discount to members of his temple. His school teaches two-handed spear, two-handed spear with shield, one-handed spear, Kuschile horse archery, and large shield.

Churchak The Quick (R-81)
This superior trollkin reputedly murdered his master to gain his freedom, and has killed several trolls single-handedly since. His home in the city is a refuge for many escaped trollkin, and he rules them in the shadows of the city. His school, say most, is only a front for their gang. Still, he teaches well, if you can find him at home. He teaches dart, sling, one-handed spear, medium shield, jump, move quietly, hide in cover, foil restraints, and feign death.

Darius Oranius (Lunar Barracxs, D-3)
Darius is a retired Lunar hoplite who teaches one-handed spear, shortsword, large shield, and javelin, mostly to Lunar soldiers and sympathizers.

Eparikondos Speech School (R-15)
This former Sword Sage came to Pavis to study the ancient tongue and has remained content ever since. For him, no expedition is so exciting as when he hunts down an elusive verb root or discovers an unknown noun. He gives no discounts and takes no apprentices, as he says, "My mistakes remain my own." He teaches New Pelorian, Pavic, Tradetalk, Old Draconic, Praxian, Tarsh, and Sartarite.

Filbar's Fine Swordsmanship (R-15)
- Second Story
Filbar is a petty nobleman without any income who found a niche in Pavis teaching the nouveau riche the finer weapon types popular in civilized countries. He teaches rapier and parrying dagger, small shield, and fist (with or without cestus).

Garrath Sharpsword (F-53)
This adventurer teacher often disappears with friends and students on expeditions into the Rubble. He takes only students who can work a full day with him, cramming the lessons together. A former Sartarite, he fled after the Lunars invaded that land. He teaches broadsword, one-handed bastard sword, medium shield, one-handed spear, and thrown dagger.

Holfar's Movement School (H-14)
An unusual person, this person is from the Holy Country, and has never been able (or has never bothered) to regrow his severed arms. He has strange ideas and teaches an odd variety of skills. He is pleasant and well-liked, except when he is drunk. He teaches ride, jump, move quietly, climb, swim, kick, and oratory.

Humakt Temple (F-71)
Besides the usual training by the resident priest and the staff of the temple, two noted weapon masters use these facilities. Krogar Wolfhelm is an Orlanth Rune priest/lord who teaches all forms of sword and bladed weapons. Derenx the Handsome is the Guildmaster of the weapon-masters in the town, and teaches one-handed sword and parrying dagger.

Scharman's Academy (R-89)
Scharman Ingilli is a member of the leading river people's family. His academy teaches as many skills for their people as it can and gives a discount to members of the Ingilli following. The academy also has a contract with the river temple, which sends all its students here. Skills taught include flail, whip, row, sail, swim, Tradetalk, and taste analysis.

Serena Jonglure (H-38)
A relative of the Lunar-based Malavar Patroma family, Serena Jonglure came to New Pavis from the empire some five years ago. She teaches thrusting sword, parrying dagger, and small shield, in addition to several musical instruments and song styles. She is something of a dilettante, and her students have an annoying habit of picking fights to demonstrate their skill, even though their teacher has not been involved in a fight the entire time she has lived in New Pavis.

Surrak Shonar (F-5)
An impala rider of considerable fame and skill, Surrak reviles city living, but never leaves its enclosure, and no one really knows why he stays within its hated precincts. He instructs with caustic tongue and insightful insult powered by a barely-hidden rage. Young town bloods consider it manly to endure his lessons and boast of it afterwards, swearing by his skill, but most of his students are nomads, especially sable riders. He has no apprentices nor aides. He teaches bow, move quietly, spot hidden, listen, hide in cover, and jump.

Thurkan Thumper (S-70)
Thurkan is a brutal human from the Rubble who once played on a troll ball team. He worships Zorak Zoran. He often accidentally hurts his students. He teaches one-handed mace, maul,

medium and large shield, two-handed flail, darktongue, throw, grapple, jump, kick, and fist.

Notables' Homes

The homes of many folk of high rank are known to the people. These are always well-guarded, and the defenses may include an associate priest on duty or spirits and familiars as well as human guards.

Sor-Eel The Short (H-13)
Commander of the Lunar Army, Governor of Prax and Pavis.

Jorjar The Quick (D-33)
Constable of the Garrison.

Banaryos (O-1)
Commander of the Silver Shields.

Sitzmag Redmoon (F-50)
Commander of the Antelope Lancers.

Hucipites (S-76)
Commander of the Marble Phalanx.

Ingilli Family (R-105, 106, 107)
Leading family of Riverside.

Malavar Patroma (H-55)
Head of the leading Lunar family in the city.

Eiskolli Family Mansion (S-63)
Leading family of the Suntown community.

Indagos Family Hearth (H-62)
Prominent land holding family.

Kost The Tracker (H-26)
The only successful Desert Tracker in the city, a self-made man, formerly of the Zebra tribe.

Garhound Mansion (H-61)
Leading family of Sartar colonists.

Stables

Most inns and other dwellings do not have facilities for large animals; only the wealthy can afford the space. Instead, such creatures are kept in livery stables whose workers are paid to tend the beasts. The quality of care varies.

An unusual consideration of Pavis stables is in the types of animals which they allow, and the types of animals which are actually kept there. Attitudes of both owner and user must be taken into account.

Friendly Stables (D-66)
Allows all animals; usually has horses, mules, and zebras. Normal rates.

Esko's Stables (D-25)
Has separate quarters for horses and for Praxian animals, but does not allow anything larger than a bison (no high llamas or rhinos possible). High-class and expensive, these stables assure good care.

Whole Beasts Stable (S-84)
Allows only Praxian beasts, and takes any of those. Used by visitors to the Founder's Market.

Hyalor's Care (S-49)
Stable for horses, primarily for residents of Suntown who need on-going stable space.

All-Rider's Stable (O-6)
Takes in all types. This stable is favored by the Poljoni, and so has many types actually kept here.

Mother's Beasts (F-2)
For Praxian animals only, any size welcome. Expensive, but always good quality care.

Salty Stables (F-30)
For Praxian animals only, inexpensive care, and questionable quality.

Two Boot Stables (R-118)
Will take any animal, but in practice restricted mainly to horse customers. Serves the Riverside neighborhood.

Employment

Jobs for adventurers fall into long-, medium-, and short-term employment. In general, long-term employment removes the character from active play for considerable time. Medium-term employment may be performed between play sessions (depending upon your campaign schedule and style). Short-term employment is for an adventure, which may or may not take more than one session of play.

Long-Term Employment

For long-term employment, a character may join the army or else take employment with a nobleman as a mercenary, such as is detailed in *Borderlands*.

Several regular army units, both local and Lunar, accept volunteers. There are two accepted schemes for employment. The most-used scheme is for 25 years of service, after which the veteran is pensioned off with a plot of land and enough capital to set himself up for the rest of his life and with a tidy additional sum for children. Shorter employment, for five years, is possible, but there is no pension. Pay and experience for this employment is as per mercenary experience in the rules.

In both these cases, the PC risks being ordered to other territory with his unit. Desertion from the army is punishable by severe penalties, including dismemberment. Consider joining the army a permanent commitment for any character.

Currently, the following military units are accepting recruits. The parentheses indicates the location where recruits must sign up. The

regiments themselves are actually stationed up and down the river on guard duty for the empire.

The Sun Dome Spears (S-21)
Medium infantry. Must join the Yelmalio religion. Term of 20 years only.

Sir Holburn's Axe Brothers (F-77)
Heavy Infantry. Professional mercenary unit. Terms of 5 years only.

Longspear Slayers (F-77)
Heavy infantry. Professional mercenary unit. Terms of 5 years only.

Jordan's Scouts (F-77)
Light Infantry. Professional mercenaries. Terms of 5 years only.

Magan's Greys (D-6)
Mixed cavalry. Professional mercenary unit. Must supply own horse/zebra. Terms of 5 or 25 years.

Antelope Lancers (D-1)
Heavy cavalry. Lunar army regiment. Must supply own antelope/sable. Terms of 25 years only.

Marble Phalanx (D-1)
Heavy infantry. Lunar army standing regiment. Terms of 25 years only.

Silver Shields (D-1)
Medium infantry (peltasts). Lunar army standing regiment. Terms of 25 years only.

Pavis Royal Guard (P-31)
See the Player's Section for full details.

Medium-Term Employment

Medium-term employment lasts from two weeks to a season. Generally, the work is guarding a warehouse, escorting caravans to Dragon Pass, Corflu, or some oasis, or temporarily augmenting the armed force of a landholder. Hiring usually is through one of the weapon schools or through a close relation. Some of the escort services do not train. It is possible to work for one of these escort or guard services for years on end, but one can always leave one's contract for a new job when employed by an escort service, unlike the army.

Rubble Trackers (P-31)
Band of adventurers supported and maintained by the Flintnail cult. Used almost exclusively in the Rubble as escorts to adventurer parties, horse guards, and guides. Experienced warriors only, no elves or trolls. More information given in the Flintnail cult.

Sunspear Guards (S-14)
Yelmalio mercenaries commanded by Gastar the Holy. Infantry unit. Recruits must have spear, bow, and listening, as well as some Detect spells, and Healing 2+.

Ingilli Guardmen (R-89)
The preferred guards for river craft. Commanded by a member of that illustrious river family which runs part of Pavis.

Govoran's Men (O-25)
Mixed foot and mounted men. Requires decent experience and a good mixture of skills and magic. Open only to Orlanth initiates.

The Marollo Escort Service (O-61)
Guaranteed to satisfy any escort needs. No restrictions to join. Fees are paid to characters possessing or knowing some exotic skill, spell, or magic item, for remaining on-call and available to the service at need. Very large and popular.

TEMPLES of appropriate cults may also offer employment.

Short Term Employment

Short-term employment is offered to persons willing to undertake dangerous expeditions into the Rubble. It is always possible to enter the region as an independent. However, the employers listed here are known for their connections both inside and outside the Rubble and make every effort to succeed. Thus, they can promise more safety in return for a bigger part of the take.

This list gives places well-known for hiring short-term adventurers. Hanging around the right (or wrong) places may turn up other opportunities. Terms vary according to employer and attitudes.

Derenx' Weapon School
Offices at the Humakt temple.

Kost The Tracker
Residence in Rich Hill.

Lhankor Mhy Temple
See Temple, Front Office.

Harran The Golden
Offices in Sun Court.

Entertainment

Most of the inns and taverns save on entertainment costs by letting the customers entertain themselves, providing the occasional deck of cards or dice as called for (customers must bring their own knives). However, a number of wandering singers and players drop in at various watering holes and perform for tips or occasional free drinks from the customers and management. Each minstrel or group of minstrels has a favorite circle of places to perform, where they are well-known. The circles often overlap. Below are some of the "top acts" of Pavis and where they usually can be found.

The Minstrels Three

This trio includes one former adventurer (the bass) who is now a Healer. The tenor is a Lhankor Mhy apprentice by day, and the baritone ekes out his living solely on his singing earnings. They sing bawdy drinking songs and satirical pieces about people and places too far away to know about it, and are popular, partially due to their reliance on sing-along ditties with amusing choruses. ***Favorite spots:*** Gimpy's, Sable Horn Inn, and Riverfish Inn.

Blonde Piper

This curvaceous lass has a clear soprano voice and a way with a ballad or slightly suggestive ditty that gives her a following anywhere she sings. She may have once been a street waif, though her singing has enhanced her living conditions. Her flirtatious ways provide her with a string of ardent admirers. ***Favorite spots:*** Gimpy's, Erigio's, and Moonlighter's Inn.

The Chanteymen

These three singers (two male, one female) are river folk and have a large repertoire of boat songs and topical songs tailored for particular audiences. They are new on the scene, and are trying to break away from what is still their main source of income - singing chanteys to help river folk do their chores. ***Favorite spots:*** Riverfish Inn, Hormar's Fish Factory, Loud Lilina's, and Sable Horn Inn.

Chukan Chanteyman

This immigrant from Peloria plays lute magnificently and knows many charming ballads and songs to sing with it, in his pleasing if not magnificent voice.

Chukan is often gone for extended periods of time, but he also reappears at unexpected times. He can be prevailed upon to teach Lute to aspiring students on a tutorial basis, and specializes in charging exorbitant rates to teach the young of the wealthy, going into their homes to teach the children. See *Chukel the Clever*, in the Thieves of Pavis section. ***Favorite spots:*** Golden Dolphin, Erigio's, Moonlighter's Inn, and Silibar's Fancies.

Hallarax the Singer

This member of the City Council is also a first-class bard, and master of the Minstrel's Guild as well as that of the Rivermen. His repertoire has few river songs in it, as that is the job of the chanteymen he captains. Instead, he specializes in heroic ballads, and is not beyond making up new ones to fit popular recent events.

"The Climbing of Condor Crags" is a recent creation of his, to celebrate some henchmen of Duke Raus who climbed Condor Crags to bring their master condor eggs. ***Favorite spots:*** Moonlighter's Inn, Erigio's, and Riverfish Inn.

Horo's Hounds

This character comes from the Lunar empire, and boasts a trained dog act, using "Moon Poodles", (with white fur dyed pink) in a variety of clever stunts. He is popular among the animal nomads, to whom his dogs are an exotic beast. ***Favorite spots:*** Beleaguered Buffalo, Bob's Bisonburgers, Sable Horn Inn.

Sakurno, The Mystic Esrolian

Claiming to come from the Holy Country, Sakurno puts on a variety of mind-reading, conjuring, and prestidigitation acts. His personable ways and rapid patter have made him quite popular, and taverns are crowded on the nights that he puts on his act. ***Favorite spots:*** Moonlighter's Inn, Bristle Inn, Hoplite's Home, and Silibar's Fancies.

The Magnificent Plomber Brothers' Wayfaring Carnival

The Carnival is of Sartarite origin, where it was having financial difficulties until the owners began making the long trek across Prax once a year to play in Pavis, Corflu, and the Sun Dome lands. The entertainment-starved Pavisites flocked to the Carnival's attractions and it was saved. The Carnival stays in Prax and environs during late Earth season and the first part of Dark season, traveling back to Sartar before the first rains of Storm season.

The Carnival has several "freaks of nature", jugglers, acrobats, fire-eaters, trained animals (including a mangy mammoth), and similar treats. On the regular circuit, the Carnival stays in Pavis for the last week of Earth season and the first two weeks of Dark season.

Thieves of Pavis

Most of the adventurer residents of Pavis could be called thieves, for their main occupation is assaulting and ransacking the assorted troll, broo, elf, and nomad homes in the Rubble. However, the city of New Pavis also supports internal thievery, even beyond the prices charged by most suppliers and sources of entertainment,

Besides the free-lance thieves, who are often caught, there are three thief rings, as well as a chapter of Black Fang in town. The three rings are all Lanbril-connected, and are related to one another, but their operations are independent.

None of the "temples" of Lanbril, nor the fang of Black Fang, are at set locations. Most of them wander about the slums of New Pavis, setting up in appropriate locations in Riverside or Oldtown. The members of the gang keep up on the new locations and gather there on prearranged days.

The principal Lanbril gang is called the Hole Lords, and the priest claims to come from a Rubble family of Lanbril worshipers stretching back to the time of Pavis himself. The gang does seem to have been in New Pavis since its building, and has had one priest retire in favor of his son, who now holds the reins of power.

The members of this gang are closely connected with the mysterious underground figure known as "Rat", and will often do errands for him. They are also said to have connections with Lunar Intelligence, though the corpses keep obscuring any definite proof.

The other two Lanbril operations are much smaller than the Hole Lords. The second largest is called Harli's Men, and they specialize in stealing warehouse goods and performing second-story jobs. Harli is a newcomer; an immigrant from Tarsh who followed the Lunar army. His gang has been labeled as agents of a priest known as Gimgim. However, this does not seem to put a crimp in the constabulary's efforts at suppressing the gang. Many of the initiates and lay members are in jail awaiting mutilation, exile to salt mines, or death, for Harli has had the worst luck in planning and accomplishing jobs.

Personally, Harli is very charismatic and persuasive, and often recruits new members himself, but his carry through as a gang leader is lacking.

The smallest gang in town is a spin-off from the Hole Lords known as Knobby's Nippers. The priest is a former initiate of Lanbril who made good and the gang primarily operates in Farmer's Quarter and Old Town. His speciality seems to be faginism, the recruiting and use of children to rob and steal. The youth gangs of the areas seem to work for him, but may not be members of his temple. In exchange, he arranges for training in the thiefly arts for them.

The sole Master Thief in Pavis is not directly connected to any of the gangs, though he has contacts in all of them. His name among thieves is Chukel the Clever, and he lives in various residences in Riverside and Badside. He is the teacher to whom aspirants are sent to for advanced training in thiefly arts, for he is a master of all of them.

Chukel disappears periodically, and soon thereafter the minstrel Chukan Chanteyman arrives, again to play his lute and sing at taverns and eateries. He also teaches lute to aspiring musicians. As he has no studio, he teaches his students in their own abodes, visiting often to provide the lessons.

The thieves of Pavis concentrate on second-story work, picking pockets, and cutting purses. There are enough soldiers and adventurers in town, usually casually armed with more weaponry than a thief carries, to discourage strong-arm robbery. All robbery in this town is usually the work of an out-of-luck adventurer who'll discover for himself why blatant robbery is a mistake in Pavis.

Highway robbery is virtually unknown around a city connected other locations only by well-armed caravans. Mounted Lunar regulars ready for nomad attack would make short work of any highway robber gang, and the gangs of the area know this well.

Con games and rigged games of chance are rife in the town, but this must be expected in a city where a day's adventuring could bring untold wealth to the adventurer, and attract dozens of hungry human sharks to separate the adventurer from his hard won gains. It is a Pavis truism that "More money is won off adventurer than ever won by them."

Temples

This is a listing of all the temples in New Pavis, in alphabetical order. A "??" indicates that the temple location is hidden, and placed at the GM's discretion.

Air (P-21)
Argan Argar (P-16)
Black Fang (??)
Chalana Arroy (P-19)
Eiritha (F-1)
Eiritha Sable (B)
Ernalda (P-20,M-11)
Etyries (P-15)
Flintnail (M-11, P-31)
Humakt (F-72)
Irrippi Ontor (P-22)
Issaries (P-15)
Lanbril (3 x ??)
Lhankor Mhy (P-22)
Lorkanos (P-4)
Lunar Army (D-1)
Orlanth (See air)
Pavis (P-31)
Storm Bull (F-12)
Uleria (S-40)
Waha (F-1)
Yelmalio (S-22)
Zola Fel (R-139)

Places

Animals

Butari's Birds (F-13), Horses (F-65), Nomad Beasts (Eiritha Temple F-1), Zebras (F-65)

Armorers

Derek's Polearms (P-10)
Goram's Sturdy Weapons (P-13)
Honest Hermosius' Fine Weapons (P-10)
Kalf Haldelson (S-97)

Buying & Selling

Bison Hide Leathers (P-13)
Godja Missiles & Weapons (P-6)
Harnafel's Magic Goods (R-50)
Heartland Imports (D-10)
Hold, Carry & Sell (P-8)
Honest Kolli's Artifacts (P-2)
The Magic Needle (O-4)
Outrageous Fortune Bowyers (P-12)
Saddler by the Well (F-66)

Charity

Teelo Norri Poorhouse (R-79)

Escort Services

Govoran's Men (Geo's, O-25)
Ingilli Guardsmen (R-89)
Marollo Escort Service (D-61)
Rubble Trackers (Pavis Temple, P-31)
Sunspear Guards (S-14)

Inns

Bristle Inn (P-11)
Erigio's (D-37)
Fish Legs (R-1)
Geo's (O-25)
Gimpy's (O-40)
Golden Dolphin (R-136)
Goldfang's Grotto (R-87)
Jareen's (O-14)
Loud Lilina's (O-29)
Moonlighter's (O-19)
Reed Inn (D-15)
Riverfish (R-122)
Sable Horn (D-20)
Silibar's Fancies (O-3)
Silk 'n Plume (D-35)
Transients Welcome (F-33)

Mercenary Regiments

[Recruiting Offices]

Sir Holburn's Axemen (F-77)
Jordan's Scouts (F-77)
Longspear Slayers (F-77)
Magan's Greys (D-6)
Sun Dome Spears (Yelmalio temple, S-21)

Notables' Homes

Banaryos, captain of the Silver Shields, (O-1)
Eiskolli Mansion (S-63)
Garhound Mansion (H-61)
Hucipites, captain of the Marble Phalanx, (S-76)
Indagos Hearth (H-62)
Ingilli Family (R-105,106,107)
Jorjar the Quick (D-33)
Kost the Tracker (H-26)
Malavar Patroma (H-55)
Raus of Rone (D-34)
Sitzmag Redmoon, captain of the Antelope Lancers (F-50)
Sor-Eel the Short (D-1, H-63)

Stables

All Riders Stable (O-6)
Esko's Stables (D-25)
Friendly Stables (D-66)
Hyalor's Care (S-49)
Mother's Beasts (F-2)
Salty Stables (F-30)
Two Boot Stables (R-118)
Whole Beasts Stable (S-84)

Taverns

Barrel o' Brew (D-9)
Beleaguered Buffalo (F-43)
Bisonbones (F-58)
Bob's Bison burgers (F-24)
Graineater's Glade (S-53)
Homar's Fish (R-41)
Hoplite's Home (D-4)
Nan's Breadbox (O-7)
Rowdy Djo Lo's (R-129)
Stomp & Brew (F-22)

Training

Brighteye Spear School (S-14)
Churchak the Quick (R-81)
Darius Oranius (Lunar Barracks, D-3)
Derenx the Handsome (Humakt, F-72)
Epari Kondos Speech School (R-65)
Filbar's Fine Swordmanship (R-55)
Garreth Sharpsword (F-53)
Holfar's Movement School (H-14)
Krogar Wolfhelm (Humakt, F-72)
Scharman's Academy (R-89)
Serena Jonglute (H-38)
Surrak Shonar (F-5)
Thurkan Thumper (S-70)

Rumors

Rumors are the adventurer's stock in trade and main source of ideas for adventures. The following list of rumors is given with no indication of their correctness or incorrectness. This will be up to the individual referee. These rumors should be passed out to the player-characters, slowly and in as contradictory a manner as necessary. Some of the rumors undoubtedly are false, as the Gamemaster can tell by glancing over some of the scenarios- unless, of course, the GM changes the scenarios.

Other rumors occur solely to give the Gamemaster ideas for his own scenarios in the city or in the Rubble.

Some names show up only on this list; they have not appeared before, and will not be seen again, though they might lead into adventures coming in Big Rubble or in a later Pavis adventure book. Other items come from Steve Perrin's original Pavis campaign, and have been added purely for local color and remembrance. The Gamemaster has discretionary use of all of this material, and always should adapt it to his special needs.

The following rumors can be heard by any character who knows the local language and who has the stomach to hang around taverns for days, gabbing and chugging ale and wine. Each paragraph presents a new rumor. The rumor appears first in the entry, then is followed by a likely source. The rumors are loosely organized by their main subject.

Lunar Empire

Plans and Personalities

Jotaran Longsword is looking the other way concerning anti-Lunar meetings - disgruntled pro-Lunars.

The Lunars are going to double tariffs on the river trade with Adari and Corflu - fishermen and traders.

The Lunars are upset because the Yelornans are recoining Lunars and erasing the Imperial markings - any government worker.

The Crimson Bat may be visiting Prax soon - Orlanth cultist.

The Constable is appointing trolls to the night watch as part of a Lunar plot to sell out the humans of New Pavis to the trolls of the Rubble - general bar room rumor.

Derenx the Handsome is master of the Weaponmasters' guild because he bribed either Sor-Eel or Jotaran for it - general rumor.

The Lunars are going to marry Zola Fel into their pantheon and gain full control of the river - Riverside residents.

The Lunars will not permit the Yelornans to set up a temple in New Pavis - general rumor.

Local Personalities and Scandals

Griselda is hiding out in the Rubble with her lover Wolfhead after selling every cult in town false treasure maps - general rumor.

Griselda killed a large dark troll in single combat - general rumor.

Byrgga Scissortongue is holding surreptitious Orlanth worship in her home on Rich Hill - general rumor.

Kost the merchant is forming a Bison Rider personal guard - general rumor.

Treasure Trove Hurbi has been seen in Adari - local residents.

Treasure Trove Hurbi was slain by Griselda and Wolfhead - local residents.

Wolflhead and Griselda raided Balastor's Barracks and escaped with great treasure - Gimpy's tavern.

Krogar Wolflhelm has a hiding place in the Rubble from whence he raids Lunar patrols and the trolls - general rumor.

Krogar Wolfhelm and Wolfhead are brothers - general speculation.

A wyrm has been visiting the Sun Dome temple every week or so for the last several months, usually on Fireday - Oldtown residents.

Kalf Haldelson secretly leads the Free Pavis faction - general rumor.

The new Pavis priest, Bendrath, has been to Balastor's Barracks to find the Axe - Gimpy's tavern.

If you need secret information look for the thief known as Rat. He has spies everywhere - Riverside residents.

Fleeter Nemm of the Pavis temple is offering high rewards for artifacts of Pavis' glory - general rumor.

Zola Fel cultists believe in subtlety; never trust the word of a fish - Riverside residents.

The Sable and Zebra tribes are plotting to take over New Pavis; their principal agent is Simbal, one of Wolfhead's followers - Oldtown residents.

Griselda was the mistress of the governor, Sor-Eel - vague rumors.

Sor-Eel is in danger of being visited by the empire's Tax Demons - local idlers.

The Lunar investigator, Gimgim the Grim, is actually a member of Black Fang - general rumor.

The notorious bandit, Hargart the Blade, has stolen a magical artifact from the Sable tribe - Gimpy's tavern

Kolli the Portly spends a lot of his time in Badside - residents of Badside.

Sor-Eel has exiled Duke Raus of Rone to his river estate for a year - general rumor.

Duke Raus has an eccentric collection of phony diamonds in his treasury - Downtown residents.

Duke Raus recently found a major treasure and is storing it in his townhouse - Riverside residents.

The head of the Ingilli family has just died, and it has been kept secret for a week - Suntown residents.

Jorjar the Quick's grandfather was a troll, and so he can see in the dark himself - Oldtown residents.

Zola Fel Rumors

The priests of Zola Fel want to marry their god into the Lunar pantheon - Riverside residents.

The river is constantly at subtle war with the animal nomads of Prax - general rumor.

Many of the old artifacts of the Zola Fel cult are buried in the Rubble and the cult is anxiously seeking them out - Riverside residents.

The street gang known as the Dolphins is actually the chosen instrument of the Zola Fel cult - member of the Dolphin gang.

Rumors of Menace

The trolls of the Rubble are planning a major campaign against New Pavis; the starting time might be already here - Suntown residents.

The Black Fang cult wants information on the interior layout of Duke Raus' townhouse - Oldtown residents.

The earth beneath Pavis and the Rubble is honeycombed with tunnels providing secret refuge for a great number of Chaos beasts - general rumor.

The Sable and Zebra tribes are plotting to take over New Pavis - Oldtown residents.

There is a Master Thief in the area who has robbed many of the houses of the rich - any merchant.

The Master Thief is probably the mysterious personage known as Rat - general rumor.

The master thief robbing the rich is connected to Black Fang, or maybe Lanbril, and hides all the loot in the Rubble - general rumor.

There is a band of Rubble broos that are half-plant, and nearly impossible to slay - Gimpy's tavern.

A rebellion is being fomented in Sartar. The Lunars will be forced to leave Pavis, and the nomads are already whetting their swords, ready for the slaughter of the Pavis residents - any City Peacer.

Common Knowledge for the Players

Introduction

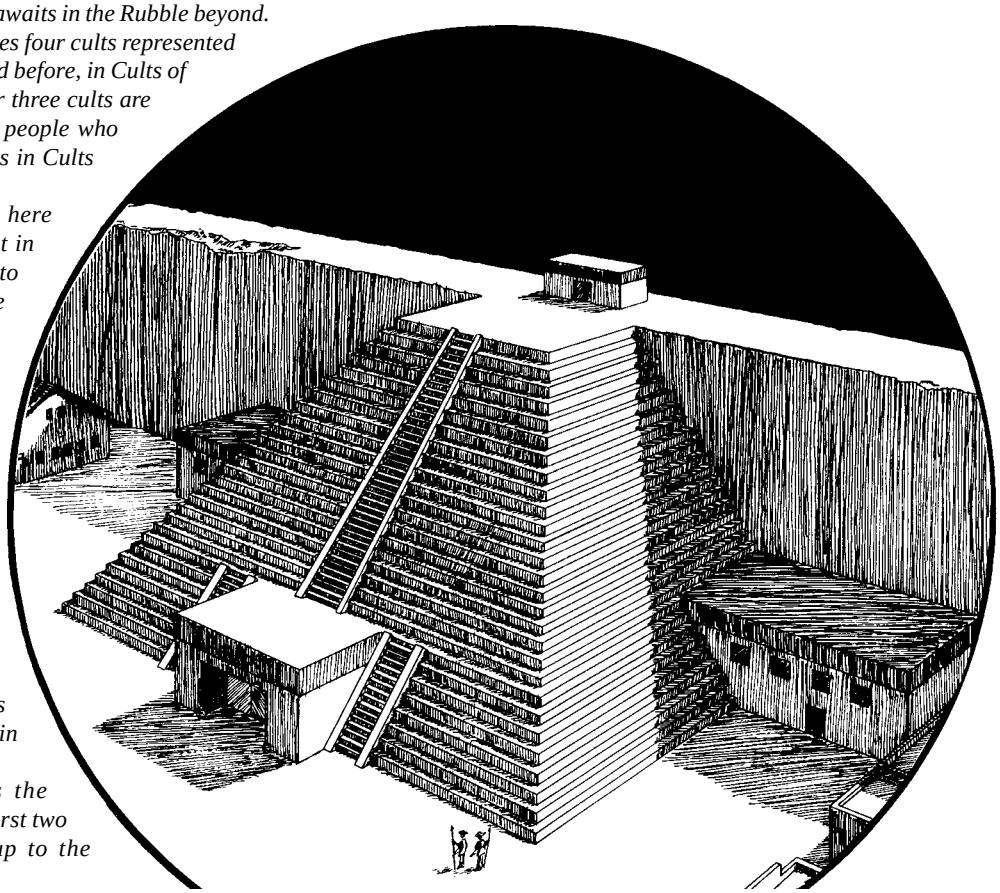
This section supplies information necessary for situating a character in the city of New Pavis, and hints at what awaits in the Rubble beyond.

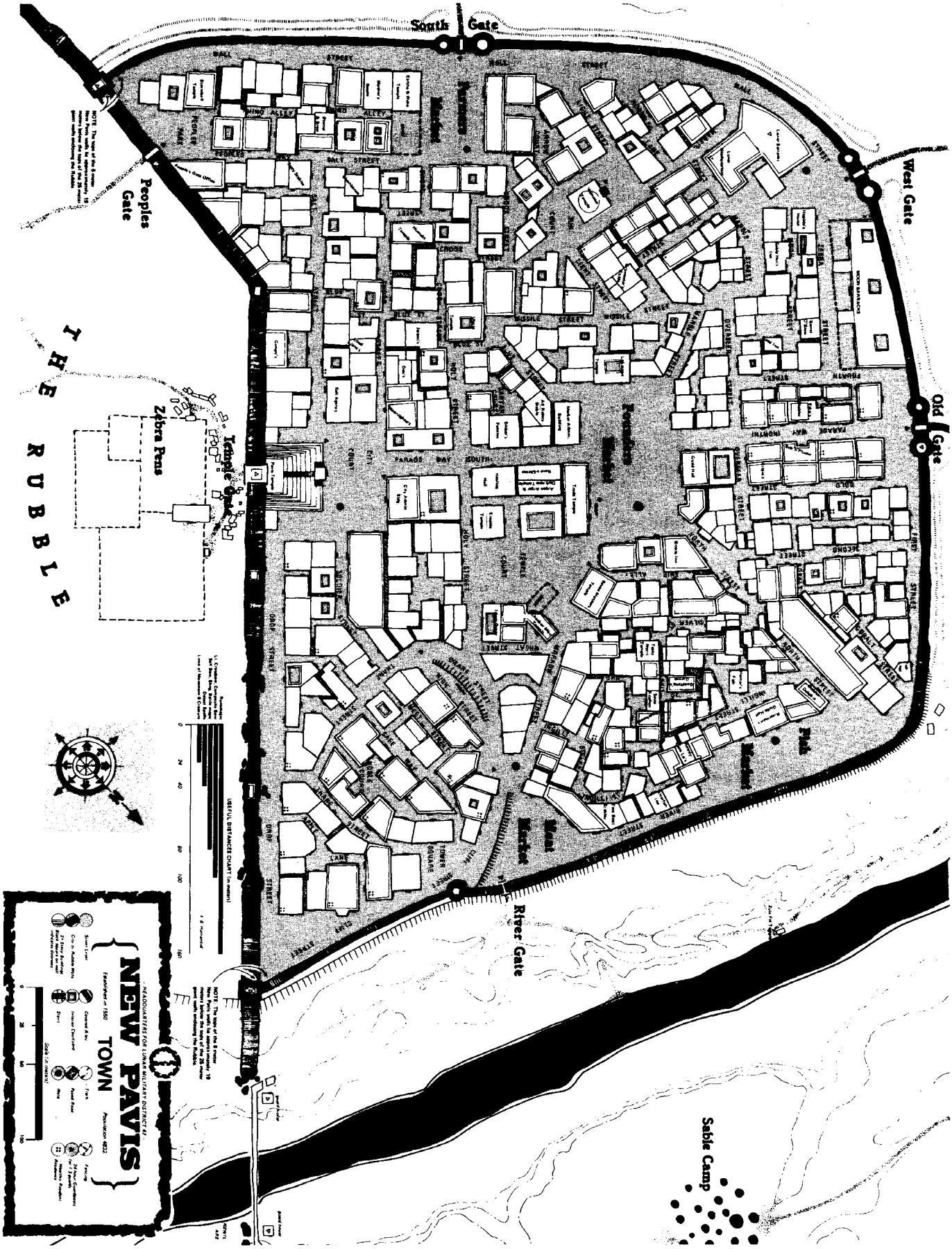
The largest part of this section describes four cults represented in New Pavis. One (Pavis) has been printed before, in Cults of Prax, and is here little changed. The other three cults are new, each detailing a part of the lives of people who may live without the aid of the major gods in Cults of Prax.

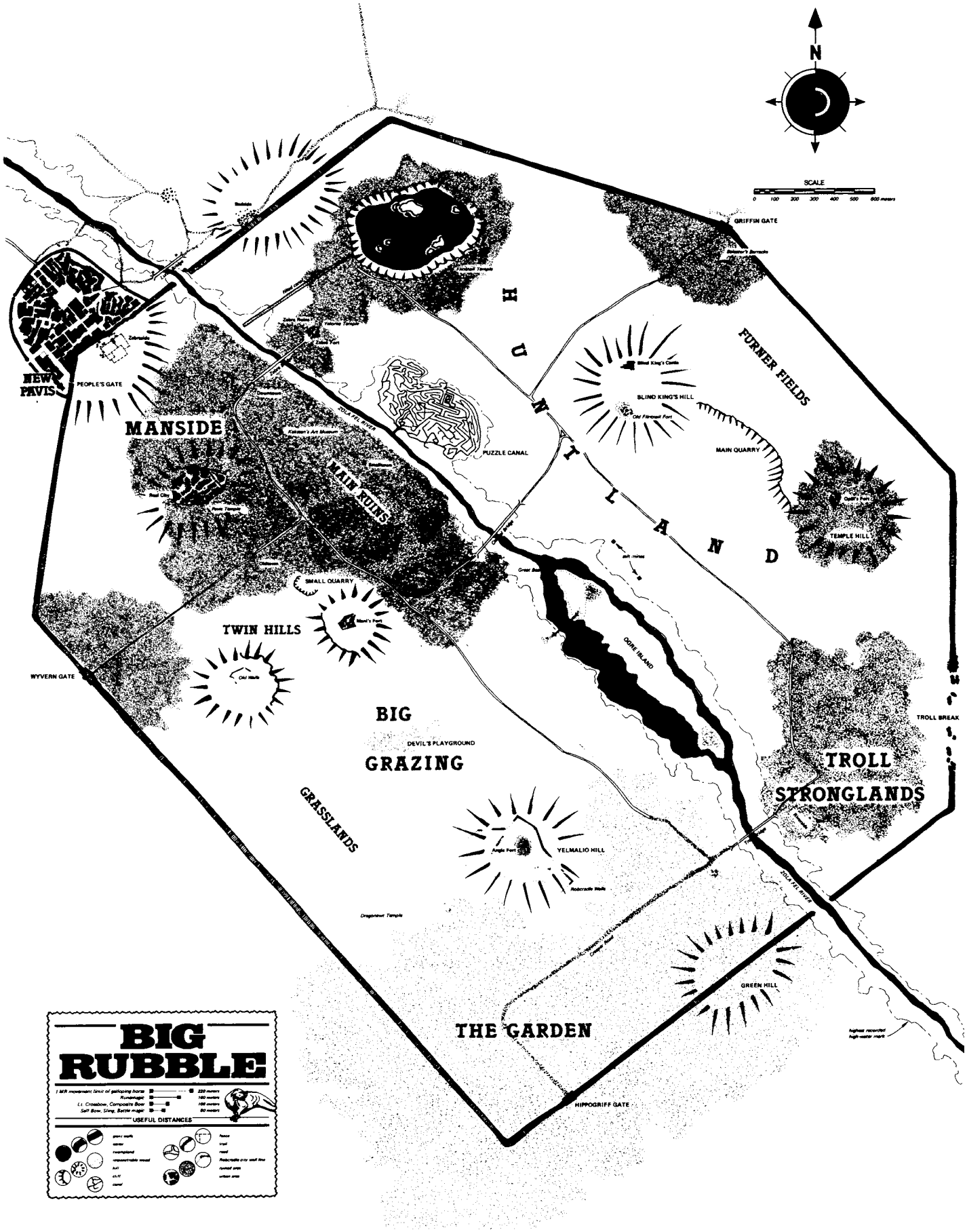
Much of the cult information given here would not be known to everyone. We trust in the role-playing abilities of readers not to exploit weaknesses of cults about which the player may have read, but of which the player's character has no experience.

A newcomer to Pavis would not necessarily know all the other information contained in this section, but he would pick it up soon. The chronology is displayed in murals in the Pavis temple (perhaps a bit more slanted to the Pavis viewpoint than is the chronology). The personalities and prices of Pavis quickly become clear to newcomers. Any adventurer worth his salt (which is, by the way, relatively expensive in Pavis) will learn of Gimpy's inn as the best hangout for adventurers in New Pavis.

You may think of this section as the impressions garnered in an adventurer's first two weeks in New Pavis. After that, it's up to the Gamemaster.




South Gate
West Gate
Old Gate
Peoples Gate
River Gate
Sable Camp
THE RUBBLE
Zebra Pens
Temple
Main Market
Fish Market
Fruit Market
Pavis Market
NEW PAVIS
TOWN
HEADQUARTERS FOR LUNAR MILITARY DISTRICT 49
USEFUL DISTANCE CHART (in meters)


N
SCALE
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GRIFFIN GATE
HUNTLAND
FURNER FIELDS
BLIND KING'S HILL
MAIN QUARRY
TEMPLE HILL
PUZZLE CANAL
NEW PAVIS
PEOPLE'S GATE
MANSIDE
MAIN RUINS
SMALL QUARRY
TWIN HILLS
WYVERN GATE
OGRE ISLAND
BIG
DEVIL'S PLAYGROUND
GRAZING
GRASSLANDS
YELMALIO HILL
TROLL BREAK
TROLL
STRONGLANDS
GREEN HILL
THE GARDEN
HIPPOGRIFF GATE
BIG RUBBLE
USEFUL DISTANCES

A Pavis Chronology

620 *Battle of Necklace Horse. United Praxian barbarians are defeated by the Pure Horse peoples and allies. Horse people settle in Prax.*

720 (?) Jrusteli/God Learners establish trading settlement at the mouth of the River of Cradles, called Feroda.

780 (?) *Robcradle founded by Thanrax the Fair in alliance with Horse people. Several cradles captured here over the next few years.*

800 Paragua the giant destroys Robcradle with the assistance of Waha. Paragua and Waha then erect the gigantic walls for their own future defense.

809 *Waha the Butcher, with assistance from the giants, sacks Adari. Settlers scatter, including the child Pavis, who goes to the Empire of the Wyrm's Friends. The next 30 years sees much success for the Praxians.*

830 Lord Pavis completes his studies and preparations and makes his way to the legendary Faceless Statue of Stone in Shadows Dance and animates it. With allies, Pavis attacks the barbarians at Paragua's walls while the statue engages the giants. This is called the Too Tall Battle. Paragua is killed. Waha is incurably wounded by the statue, the barbarians flee, and Pavis is victorious. Waha is hurt again, later, by another Wyrm's Friend, Varijiia Nopor.

831 *Pavis travels to Paps and cures Waha of his wounds. The god agrees to be friends with Pavis, then retires from active life. Peace is made. Settlers arrive to study with Pavis and his friends.*

850 Lord Pavis declares the city finished enough for his immediate approval. He hopes other people can do their best, too, and dismisses the dwarfs from his employment. The portion completed up to this time is later called the Real City.

860 *Pavis calls his family, friends, and people together for one final lesson, then retires to a private and secret chamber inside his temple where he still resides. Joraz Kyrem is named lord of the city.*

870 Thog the giant, with a small army, attacks the city of Pavis and is repulsed.

875 *Thog the giant, with many of his kind and an army of trolls and nomads, attacks Pavis and kills, enslaves, or drives the humans into hiding. Priests seal up Pavis' temple, with themselves inside, to resist.*

877 Joraz returns, with Horse army allies and friends from the Empire, especially the Sun Dome Templars. The giant Thog is defeated and his allies destroyed. An era of prosperity and growth follows, with Pavis friendly to the nearby Empire.

924 *Jaldon Goldentooth, unknown before this, leads a motley band of barbarians in an attack on Pavis. They are driven away.*

927 Jaldon Goldentooth leads a huge army of nomads against the city of Pavis. The defenders meet them in the field and are defeated. Refugees fleeing the horde fill the immense city. Jaldon lays siege to the Land-within-a-wall; the herds of his followers graze in the lush, barley filled valley of the Zola Fel.

940 *Jaldon uses his secret magic to eat a great hole in the walls of Pavis, collapsing a part. His army rushes in to plunder the city, though much is undestroyed.*

1100 Dragonkill War wipes out all human life in Dragon Pass. Shortly afterwards a mysterious force closes the oceans; no surface vessels are allowed upon it, and Prax and Pavis are cut off from outside civilization.

1150 *Toras Joran breaks through the walls of Pavis and his army destroys more structures, except individual fortresses. Toras Joran was the first person to damage the temple of Pavis.*

1195 Toras Joran slays many leaders in another invasion, and cracks the crystal bricks of Pavis' temple before being driven off by Balastor the Axe. Jokat Pulos sends for aid from northern darkness allies before he dies.

1237 *Gerak Kag, a Karrg's Son, leads a troll army from Dagori Inkarth; nomads muster and are defeated by their magic. Balastor the Axe dies. Gerak Kag makes great spells and protects all his followers within the walls, trying to seal out humans. Troll dominance within the walls begins. City sealed off from outside world until 1539.*

1250 Bimabwe Bigger-Than-Life leads nomads to defeat Horse peoples at the battle of Alavan Argay.

1270 *Unnamed hero killed by trolls in the city. Major nomad interest in place ends.*

1376 Envoys from the kingdom of Tarsh approach Praxian nomads and offer to hire mercenaries. Contact with civilized lands begins anew.

1420 *Cattle-eating people enter Prax, with resultant trouble from angered natives.*

1489 Battle between the nomads and the horse peoples ends in alliance at the hands of Sartar the Peacemaker.

1490 *City of Thieves is established as a tradepost on the river, near the ancient city of Pavis.*

1539 Dragonewts' Dream. Troll gates are broken, and many of their powers are disrupted.

1550 *Duke Dorasar founds the city of New Pavis.*

1554 Dragonewts build a temple in the Rubble.

1572 *Nomads revolt in Pavis and are defeated by Dorasar and the forces of Pavis.*

1579 Dorasar dies; Pavis becomes a republic.

1602 *The kingdom of Sartar falls to the Lunar Empire.*

1610 Lunar army invades Prax, defeats a nomad army, and captures Pavis.

History & Background

Pavis Settlements. Robcradle, Paragua, Pavis

It is hard to understand why anyone would move to Prax, since any other land would yield more. Yet migrations to Prax occurred during the seventh and eighth centuries S.T., from two directions.

The kingdom of Dragon Pass held all of the area still bearing that label. It was a human-ruled land firmly allied with the Dragonewts. The region had thrown off the yoke of troll rule in 578 in the so-called Tax Slaughter. The kingdom was unified and powerful and became embroiled in wars with neighbours to the north. These northern neighbours were allies or provinces of the Dara Happan empire. These sun-worshipping, river-valley dwellers had ruled their lands ever since liberation from trolls in the early Dawn Age. They had, ever since, borne a myth-based grudge against the hill-living Orlanthi barbarians. To the Dara Happans, resumption of war with the kingdom of Dragon Pass merely continued a more ancient conflict.

Dara Happa was powerful then, and sent mounted corps into the open grasslands of the Redlands and Pent to punish the horse barbarians, traditional enemies from the east. During this great foray one of the horse tribes was badly battered; their only divine solace were obscure prophecies. At this same time, the leaders of Dragon Pass sought to effectively resist the Prax nomads; a tribe of the horse barbarians agreed to come southward and live in Prax as allies to the King of Dragon Pass.

The tribe was called the Pure Horse People. They were among the most conservative peoples of Pent. They held to the most ancient belief, and refused to augment their dwindling horse herds with foodstuffs from other types of herd beasts. Their migration was a relief to most other nomad chiefs, for they took most of the dissidents with them. Shortly after this time, most of the tribes of Pent were riding horses, but herding sheep and cattle.

The Praxians were outraged at the intrusion of a new tribe into their limited grazing lands, and they sought the aid of Waha himself. The god did not respond, and many leaders fought without him. The decisive battle was fought in 620; the Battle of Necklace Horse. The battle brought the Praxians to utter defeat. The nomad army charged the horsemen and their allies and fought it out face to face, in epic barbarian fashion. The horsemen won.

The nomads withdrew from the marches of Dragon Pass and began raiding the horsemen instead of Dragon Pass, as had been planned by the sly leaders of Dragon Pass. The horsemen resisted the nomads, and even expanded their Grazelands into the River of Cradles.

Thus the first invasion of Prax was by the Pure Horse People, who found the area like their old homeland and thrived in it. The second invasion came from the sea and was by a people with utterly alien customs. They were the Jrusteli, also called the God Learners.

The Jrusteli came from the large island of the same name, to the Southwest of the continent they now invaded. They had moved to Jrustela generations before, to avoid rebellion in Seshnela. In Jrustela they built warships and fought the Waertagi, who had ruled the seas from their legendary dragonships since before the Dawn.

In 718, the battle of Tanian's Victory destroyed the majority of the Waertagi ships and drove the rest into hiding. The oceans were abruptly open to unrestricted exploitation, and the Jrusteli moved into the gap. They wrought a world-wide empire which touched the coasts of every continent and ringed the whirling Pool of Magasta.

The Jrusteli once found an enormous cradle floating upon the seas, and boarded it to find a giant baby, with guardians and many magical treasures. The cradle itself was valuable to the God Learners. The infant, despite its youth, fought back and was slain along with the guardians. The God Learners deduced that the cradle had come from the "Prax River" and that there could be others like it floating downstream. In 720 they built a port called Feroda, at the mouth of the so-named River of Cradles. Several more cradles were captured, but nomads told the Jrusteli that more cradles were captured upriver by the Horse People. Explorers went upstream and returned with incisive political observations. Chieftains were called to make deals, arrangements were weighed, and at last a new alliance was formed between Tharlrax the Fair and Firegleam, king of the Horse People.

About the year 780(?) the city of Robcradle was founded upriver from Feroda. Walls were laid and buildings constructed. The river was secured to prevent the escape of any cradle. Trade quickly moved up and down the river, strengthening the Horse People as well as the Jrusteli. Three cradles came down river over the next 20 years; all were seized and dismembered at Robcradle.

The native nomads were outraged that these invaders had allied against them and seized so much grazing land for their outlandish animals. Chieftains and khans sent great gifts and fervent prayer to Waha in the Paps. Others sought allies against the strange intruders. Both attempts eventually succeeded.

In 800, the giant Paragua and many friends came out of the north from the Rockwood Mountains to attack the city of Robcradle. Waha raised his armies in support; all the tribes of Prax rode to assault the city. Resistance was crushed. The majority of the Pure Horse People escaped by fleeing, leaving their befooted allies to be surrounded and slaughtered to a man. The giants marched on Robcradle and kicked and stomped, smashing the city to bits. Thus they exacted vengeance on those who had slain their innocent children.

Waha gloried that they had overcome the enemy magics. He called his new friend, Paragua, to him and spoke. “We have proven the might of our arms this day. The enemy sorcery would not save them. I do not know what their magic is, but I propose to use it against them. Surely they will return and fight us. Let us put up great walls to impede them, as their puny walls tried to impede us. Thus we will turn their magic against them.” Paragua agreed and set his giants to work. They returned to the Rockwoods, where many giants still live, and wrought great slabs of rock from the cliffs. These were trimmed and carried back to Robcradle, then simply thrust into the ground and pounded into place, making a great wall surrounding the region of Robcradle’s former farmlands. Animals grazed in the ruins.

Once set off, Waha did not rest. He sent his armies against foes on every border, plundering and destroying. In 809 his army stormed Adari, the trading town between Prax and Dagori Inkarth. Many residents were killed or enslaved, but some escaped and made their way through troll country to the safety of Dragon Pass. For the next decade Waha’s peoples made trouble for everyone adjacent to Prax.

As a young man, Pavis escaped the sack of Adari and reached Dragon Pass. His family had connections there and this bright young man studied the magic of the dragons, as was newly popular there. He made many friends among important peoples as he progressed in his research.

The details of his study are unknown, but the results are clear. In 830, after many years and preparations, he and his companions sneaked deep into the troll lands of Dagori Inkarth and made their way to a mysterious statue which sat atop a huge throne. Troll legend says the statue was there when they arrive aeons ago. Pavis is known not to have believed this, but never revealed why.

Pavis animated and befriended the statue. He and his companions rode atop it as it strode to Dragon Pass. There he met with Joraz Kyrem, Khan of the Horse People, who was anxious to re-establish his folk in Prax. The new allies marched slowly to the old site of Robcradle. In the first battle, the statue alone drove off the beast riders, and they retreated within the walls of Paragua. Then Pavis and his army and statue attacked. This is called the Too Tall Battle, and was fought in 830. The giants were driven off by the magic of the horse priests, the nomads were confounded by the magic of Pavis and his friends, and Waha engaged in combat with the statue, but was injured, and had one of his hamstrings torn out. Howling in pain, the god limped away and his armies fled with him, abandoning the useless walls to their foes. The giants withdrew to the mountains and never returned.

Other folk retaliated against the Praxians. The denizens of Dragon Pass sent out a strong expedition against the Paps. It was led by a great worker of magic, Varajiia Nopor. Waha had to respond and was again wounded severely. Numb with loss, the barbarians agreed to surrender if their sacred grounds would be left unharmed. The invaders agreed and withdrew.

Pavis then visited Waha in the Paps and used his arts to heal the barbarian god of his crippling injuries. This brought peace between Pavis and the nomads, and they agreed to act peacefully around Robcradle if Pavis would properly respect their beliefs, too many compromises were made, but both parties agreed and peace was made.

The Building of Pavis

After the Too Tall Battle, the Faceless Statue collapsed, all magical energies exhausted. Its body made the great quarry whose stones built the city’s interior. Construction was swift, thanks to the statue’s stone and dwarfish craft.

The dwarf aid was voluntary, although Pavis gifted them with some headstone, bowelstone, and marrow dust. They came because they wished to honour the Faceless Statue. They were led by Flintnail Hardeye, who was one of the ancient race of Mostali, the Dwarf-Makers. Before he left the city he fathered a son upon one of Pavis’ daughters; this son began the Flintnail cult when he grew up. This centered around a temple of masons and sculptors built within the quarry, whose existence has continued through all Pavis’ history, providing the crafts people and experts necessary for the continued building within the city grounds.

Five general types of stone came from the statue quarry. The Headstones were used exclusively in the creation of the original King’s Villa, later called the Temple of Pavis. The stones were radiant crystalline growths and included the most exotic of the Organstones built right within the structure of the temple palace. Armstones were used to construct walls for the city, while ordinary buildings’ walls were made from Bodystones. Legstones were used for streets, steps, and bridges. The bowelstones made plumbing, dungeons, and sewers.

Organstones, mentioned above, are unique gems of exotic function. Mastering them was the craft of the Mostali, but many people could put them to some use. A Heartstone was once set upon the sceptre of Pavis, while Liverstone is useful as a purifying agent. Trollkin once fought a war over the Kidneystones. In Pavis’ temple, the Eyestones are magical perceptors, while the Toothstones are immortal soldier guardians.

Around 850, the city of Pavis was complete. In 860, Pavis himself retired permanently to his palace. His children were unsuited to rule, and rather than move control to the Empire of the Wyrm’s Friends, the city leaders met and selected a new king from among themselves. Pavis approved, and the Arrowsmith Dynasty took rule of the city.

Although located strategically upon the coast and river mouth, entry to the port of Feroda was

treacherous due to the wicked coastline and to the tides which rose and fell many meters. Only small craft with long tie-lines or alert captains could approach the place, and ships preferred if possible to sail upriver to Pavis itself. Thus Pavis became a port as well as an interior trade city.

By 870, the city flourished. This also was the height of the power of the Jrusteli and the Third Council (which had replaced the Empire of the Wyrm's Friends). The Dara Happan empire had been crushed by the Council and the new Carmanian Empire, and the only remnants of its power were the scattered Sun Dome Temples. The few cradles which still floated down the river were snared by a Pavis-devised trap based on Cradlecatch Island. The giants themselves became legendary and nearly forgotten.

In 870, Thog the giant appeared with an army of trolls and trollkin raised in Shadows Dance. They laid siege to Adari and marched south to Pavis. The Arrowsmith Dynasty raised their own troops and mercenaries among the troll-fearful nomads and drove off the giant and his allies.

Thog returned with more trolls and a band of Jolanti in 875. Jolanti were a race of mindless brutish giants. In this case, they followed Thog's every whim. They moved too swiftly for barbarian allies to come to Pavis' aid, and broke the walls; the trolls swarmed in. Defence was fierce, but most of the city fell. But even Thog's power was unable to desecrate the Temple of Pavis.

King Jhoraz Kyrhee (Joraz Kyrem) fled to the Empire and recruited the Sun Dome Templars to assist him. Braced with their magic and his own, he met Thog in battle outside the walls and put out one of Thog's eyes. Then his men marched against the trolls as Thog retreated.

The trolls tried to keep Jhoraz from the places of power, but the spears of the Sun Domers opened the way and Jhoraz engaged Thog in a further test of magic and will. They locked in battle for days while Thog's allies were whittled away and even the Jolanti toppled. The pursuit ended when Thog lost an arm, for he fled to the Ironcold peaks of the Giant mountains. After this defeat, the cradles ceased floating down the river.

The Flintnail cult had been leading guerrilla warfare against the trolls. After the victory, they took control of the remaining Jolanti and rebuilt the giants' wall. Using clever Mostali stone magic they sealed the seams where the cyclopean slabs were joined, sacrificing most of the rock-like Jolanti in the process. Thus treated, the walls gained the power of the Jolanti to resist magics, gods, or spirits who attempted to travel over, under, or through the walls. The walls were a uniform 25 meters tall, so they rippled with the contours of the land. Three immense gates were built in the Earth fashion, using lintels instead of arches. Sacred creatures, which can still be seen visiting their old nesting grounds, gave the three gates their names; Griffin Gate, Wyvern Gate, and Hippogriff Gate.

Later, human-sized fighting platforms were erected atop the walls. Aerial defence of the city was conducted from chimney-like towers, surmounted by open-topped and unwalled discs of stone where magicians, aerial combatants, and archery machines gathered, as was customary in Third Council and Jrusteli cities.

The walls were much larger than necessary for any city of the time. They formed an oval about five kilometres long and almost two kilometres out from each side of the river around Cradlecatch Island. Because of the Pure Horse lineage of the inhabitants, much of the flat land was given over to pasturage, while homes were built on the nine hills within the walls.

Under the rule of Jhoraz and his descendants, the city again flourished. Inspired by Sun Dome methods, farmers spread all along the River of Cradles to use the new agricultural methods. A demigod-like priest from Dragon Pass built the Puzzle Canal, and elves arrived from Shadows Dance to create the still-famed Garden.

Jaldon Toothmaker

After the influx of horse clans (c. 900 to 940), the animal-riders began migrating from their ancestral homes into the wastes of Genertela. These departures were first held to be suicidal or mystical in nature, but soon proved to be merely a bleaker variation of the familiar nomadic lifestyle. As the horse people and Pavis flourished, more animal nomads were forced into the limitless wastes.

Jaldon was born among the wastes around 890 (give or take a decade), in a Bison tent. He was struck mad, they say, by statues of gods he saw in the ruins of the Tunnelled Hills, whose perfect teeth and sparkling grins inspired the diet-plagued barbarian. After a troubled life of adventure, which may have included several years in easternmost Genertela, Jaldon returned to his nomad brethren. From that time he was called Goldentooth by contemporary chroniclers, which indicates that he had already received the symbol of his power and was striving for Hero status even then.

His raids against Pavis and river valley farmers grew bolder until in 924 Jaldon led the first invasion of Bison Riders supported by Impalas. He hoped in that way to mislead the Pavis army about his growing strength among all the tribes. The Pavis army defeated Jaldon with a clever pincer movement and wrote him off as just another barbarian opportunist.

In 927, however, he reappeared in force, laid siege to Pavis, and then destroyed the zebra cavalry which gathered to oppose him. He besieged the city until 940, defeating three relief armies from the Empire of the Wyrm's Friends. With the magics, defences, and treasury of the great city drained, he summoned the power of the inspirational statues of his youth and chewed through the mighty walls. The barbarians poured in, sacking the city and its palaces. The Arrowsmith Dynasty was destroyed and the city

lost all contact with the now-decadent Empire of the Wyrm's Friends.

The Seventeen Foes of Waha

During the period between 940 and 1237, the city of Pavis was visited many times by the nomads, intent each time upon capturing soft city folk for slaves or to kill them for sport. There were goods to steal or destroy, and tearing down buildings was occasionally considered a sacred deed. Burning the grasslands within the walls was common, though frowned upon by Eiritha, and the expansion of the elvish forest from the confines of its former garden further added to the ruin.

The natives of the city metamorphosed from cultured urbanites into desperate savages. The greatest single slaughter followed the initial break-in by Jaldon Goldentooth in 940 when half of the city's 25,000 inhabitants were killed or enslaved. The succeeding bloodbath among the helpless outlying farmers was even worse. Some straggled into Adari. Some found survival in serfdom to the nomads, by dedicating the best of the crops and lands to the upkeep of the nomad animals, subsisting on the meager leavings. This was virtually the same as slavery, but had the nebulous virtue of allowing them some claim to their lands.

The Arrowsmith Dynasty was no more. Others arose to lead the remnants. These leaders were valiant and powerful, but their eventual doom is told by their historic legendary title: The Seventeen Foes of Waha. All eventually fell before the might of the nomads.

In later years, several of these leaders actually ruled at the same time, each over his own little besieged district in the ruins. Little is known of some save their names, immortalised in nomad chants. Sometimes their spirits can be encountered on the streets of the Rubble. They attack nomads, but are known to befriend others.

Garngar Gateguard was a general of Pavis who fortified the gates and the breach and held off the nomads for several years. He was a zebra rider, and his cavalry was held to rushing from gate to breach to gate again. Garngar died when Jorbal Rhino Khan performed The Great Magic and summoned the long-dead Great Rhino, who pushed down the wall for the Second Break, on the hill now known as Rich Hill in New Pavis. This had the dual effect of making an entry for the nomads and of breaching the security of the zebra pens. The defenders of Pavis met a double defeat, as the victorious nomads killed Garngar and stole most of the Zebra breeding stock.

Opili the Wallmaker was Garngar's successor, and he devised the current scheme of many small forts spread throughout the rubble. This served to protect the now-immobile populace, but allowed the nomads free riding wherever they wanted to travel throughout the Rubble. Only the ever-: guarded glades of the Garden were safe. Now began the Garden's rapid growth out of its normal boundaries.

Despite its segmented nature, the entire city was ruled by Opili for many years. He died either in bed, or, as told in barbarian chants, at the hands of various tribal heroes. Pavis organisation splintered into small clans after his death. Remaining records are vague and contradictory.

Estangtang Griffin Rider is thought to be one of the few humans ever to be accepted as a member of the Sun Dragon cult, and the nomads have a fear song of the "Sun Riders" who come out of the sky to haunt them. Their favourite song is that of the death of Estangtang to Impala arrows.

Kagtang Four-Magic was a mighty spell-user slain by Sable treachery. Little else is known.

Mapiri Red Stallion is thought to have been a zebra rider from the far reaches of Prax who came to set up his own throne and died on it.

Bisjoe Boggle-eater ruled during a period of light nomad activity, and is said to have disappeared into the earth while pursuing his favourite activity, fighting chaos manifestations. Contradictory nomad songs name him as one of the first of the Rubble leaders slain by Toras Joran.

Forestang has not left even an honour-name, though his spirit, like those of most of the others, has been encountered in the Rubble.

Bingolos Blue Nose and ***One-eyed Masari Por*** rose to power and fell leaving only their names.

Baku of the Three Treasures is thought to have been an Agimori adventurer (from his name) who rose to prominence. Adventurers still try to discover one of his three treasures, but some scholars insist that Baku's three treasures were his spear, his mate, and the loyalty of his people.

Tan-Bard Smoke tried to fire the Garden in return for an insult and died under Elven arrows while nomads sat on their beasts and laughed.

Olkog Two-club was a dark troll leader who came down from Adari and was slain by ***Balastor***, the Champion of Pavis. This was the start of Balastor's mighty career as a trollslayer, and is thought to have prompted the troll invasion of 1200.

At that time, Toras Joran was in his decline, but the warring of factions within the city prompted one last raid in 1195, in which he slew four of the five most prominent leaders of the Rubble. ***Makor Abolg the Six-fingered*** went down under his lance at the break. ***Jokat Pulos the Dark Priest*** died at the Pavis temple, when Toras Joran actually cracked the crystalline walls of the temple; the cracks are there still. ***Morkor Ablos*** and ***Baskori Alingos*** died at the Angle fort and Opili's Hill respectively, and only Balastor managed to drive Toras Joran off.

Balastor was jubilant in victory until he stood in the gatehouse at Griffin Gate in 1239 and beheld the plains darken with the bodies of trolls arriving armed with the magic power of Kyger Litor. The battered nomads could do nothing to stop the invasion: without their buffer, the city was doomed. Balastor fell in its defence, buying time for the last citizens of Pavis to get to the dubious safety of their forts and holes.

Troll Invasion & Occupation Period

During the troubled times, the human residents sought many different forms of assistance. One group, experimenting with Darkness and the powers of Hell, discovered many interesting ways of help. In this they lost sight of many dangers as well, for about 1195 one of their leaders sent for help, offering great rewards to the Queendom of Dagori Inkarth. Shortly afterwards trolls found their way into Pavis, and their scouts sought the best routes for an army to march.

In 1237 the army, led by a Karrg's Son named Gerak Kag, set off southward. They were intercepted near Pairing Stone by a combined Praxian army, eager to do battle with infantry trolls in the daytime. But the priestesses with the troll army released a stinking black cloud which made the nomad mounts uneasy, and then from it sprang hellhounds which caused terrible panic. The nomad shamans loosed their gods against the darkness, but successive attacks by Morning Star, Thunderbird, Lightning Boy, and the Pure Horse Founder all failed against the spectral troll spirits. Panicked and demoralised, the nomads fled and fell with their backs to the monstrous enemy.

Gerak Kag and his picked warriors approached the city first, and with one jump landed atop the mighty walls. They paced the length of the structure, and then their army streamed through the long-shattered gates. During this time Balastor, the last popular leader of the humans in the Rubble, fell.

Within the walls there was much building by the trolls, and rock and lead were used to seal the ancient gates closed. The breaches were closely guarded, and it grew increasingly difficult and dangerous for nomads to penetrate the city. Trolls eventually built walls of questionable strength across the breaches.

Around the year 1270 a barbarian hero tried to enter the city, first by stealth and then by great magics. He was defeated, and the trolls say it was Waha himself whom they had conquered. None of the chieftains in Prax had children that year, nor the next until the rescue of the armed corpse by a one-armed woman from Tourney Altar. Afterwards, no nomad tried to invade or plunder the troll fort.

During the lifetime of Gerak Kag the humans were hard-pressed to survive at all. Some, legend says, were captured and totally enslaved. Others were captured and totally devoured. Some simply hid well, or fought valiantly but not well enough. The death of Gerak Kag was followed by the splintering of troll unity, but not of troll dominance. The demarcation of forces was never clear-cut. After many years of shifting fortunes, several human strongholds, a dozen powerful troll clans, and many trollkin gangs remained. Alliances were short-lived and constantly betrayed.

The temple of Kyger Litor and Gerak Kag was the dominant unifying factor among trolls when danger threatened, but some clans never joined the hero cult and barely recognised the priestesses there. One group of rebellious trolls is known to have worshipped at black stone altars topped by impaling spikes. But records are scarce for 200 years.

Iffinbix was the name of a settlement which lasted until about 1400. It centred about a god of that name, connected to the earth but with some sort of sorcery as well. Yojarl Thirdeye was the name of their leading hero, who showed how to eat the Agipith root which lets worshipers across the threshold of their temples without harm. When their temples are found even now, the root must be eaten to ensure safety. These temples are easily recognised by their four-sided, sloped, slate roofs.

The followers of Mani Tor were well-known for a long time. They centred upon Mani's Hill, where their fort stood. Mani of the Many Lives was their leader, who irregularly reincarnated in the clan every two or three generations. He uses strange powers to protect his people, who are very loyal to him and his cult.

Kar's Family was a gang of wandering humans made famous by the feats of Vokord Foroish, a nomad whose betrothed had been kidnapped. This nomad braved the terrors of the Rubble to rescue her. In the process he single-handedly wiped out Kar's Family, who had not kidnapped her. (She was later sacrificed by trolls, after a series of transfers.)

Life Outside the Walls (1237 to 1540)

About 1250 the animal nomads temporarily allied under the leadership of Bimabwe Bigger-Than-Life, an Impala Hero whose fate led him to crush the horse barbarians who had entered Prax some 500 years earlier. The Pure Horse People, still weakened from their sufferings in the fight against Gerak Kag and Kyger Litor, had little chance against the combined tribes, and the greater part of them were destroyed by High Llama, Impala, Morokanth, and Sable tribesmen in the battle of Alavan Argay. The survivors, mostly children guarded by the elderly and a few women and maimed warriors unfit to fight in the last battle, decided to brave the dangers and high adventure of a deadly territory rather than the slave collars of their conquerors, and slipped away to Dragon Pass.

Prax contact with human settlers in Dragon Pass came late. The Pure Horse People had been kindly received by the inhuman races of the region, and were ceremonially adopted by the natives with a ritual of rebirth and baptism. Afterwards the remnant Pure Horse People were called the Grazelanders, and were heir to grazing rights over all the lowland grasslands not reserved for Ironhoof's folk. Tarsh was founded afterwards and opened trade with the Holy Country, but maintained a silence toward Prax, probably as a precaution against the rapacious nomad hordes.

In 1376 envoys from Tarsh, escorted by magicians and guards bedecked as messengers from the gods, approached tribes in Prax. The initial contact was with Sable peoples, but High Llama and Bison folk eventually came as well. The Tarsh envoys were hiring mercenaries to fight off the horse mercenaries who had penetrated from the north, and offered plunder and training in exchange for nomad aid. This began contact with and a long history of hiring mercenaries from Prax for distant wars.

By 1420 cattle-herding, horse-riding people had been re-introduced into Prax. The event caused considerable unrest and fighting, but the newly arrived people were well able to take care of themselves. They carried battle magics, and their magicians worshipped Rune gods, unlike the shamans of Prax. These cattle people offered proper sacrifice to the deities of the Paps and steadily forced their way into Prax history as the "illegitimate" tribe of Prax. The animal nomads were content when the "cattle bastards" kept mostly to the regions of No Mans March, the Better Place, and the approaches to the Storm Hills and Moonbroth Oasis. Horse clans did, however, wander far on occasion.

In 1489 a nomad shaman alliance summoned many of the old spirits who had driven out the Pure Horse People some 230 years earlier. Led by temporarily incarnated spirits acting as puppet leaders for the shamans, the barbarian tribes began a terrible war against the cattle peoples. The newcomers proved more powerful than anticipated, and were aided by mercenaries from Dragon Pass as well. The ancient spirits, who had been counted on heavily, were defeated by Orlanth and his god-children from Dragon Pass. The shaman alliance began internal squabbling, but the appearance of the holy man Sartar saved the situation and provided honourable compromise for all. Sartar himself recompensed much of both sides, and personally led a campaign against recalcitrant shamans.

About 1490 there was a new settlement started outside of the walls of Pavis. It was called the City of Thieves (now called Badside), and it was permitted both as a favour to Sartar and because it offered a trade outlet between the nomad peoples and Adari in the far north. This place was supported by the riverboat people, who had long before spread their influence all along the river, and also was a convenient neutral ground for the tribes.

This trading city continued to grow, and eventually housed a fairly large human population. The brooding walls of the ancient troll-haunted city continued to sit in closed silence, ignored and feared, until the year 1539.

The Re-opening of Pavis

In 1539, the unusual event called the Dragonewts' Dream took place. At that time all of the living dragonewts of Dragon Pass crawled into their ancient cities, sealed and booby trapped them, and disappeared from view.

Then, in numbers far greater than those of living Dragonewts, there appeared phantasmal images of Dragonewts, generally dressed in antique costume, going about a silent and mysterious ritual. In some cases, they caused other portions of their phantom reality to appear as well, such as the Pyramid of Caran, which has sporadically appeared ever since. It was possible to interfere with the ghostly creatures, but such attempts almost always led to severe retaliation by the apparitions. In those occasions where a ritual was entirely disrupted or destroyed by external forces, the Dragonewts always made at least one more try to perform it again.

The purpose and result of this five-year dream is quite unknown, although many theories have been put forth. Among other events forced by the Dragonewt's Dream was the opening of Pavis. The magically-sealed doors hampered the easy passage of the Dragonewt ghosts, and when the defences of the Wyvern Gate were breached by spectral Dragonewt magic, there was a terrible battle with the defensive spells and spirits, which destroyed the phantom Dragonewt procession. A second procession destroyed the gate's remaining defenders, and the spooks continued on to the ruins of the ancient Dragonewt temple, built there during the heyday of the Empire of the Wyrm's Friends. The ruins were spiritually erected for the occasion, and the ghosts completed their ceremony. Two more processions appeared later and performed the same ritual, and for a final time, the ghosts

marched around the perimeter of the ruins hissing a song which is still heard by people on occasion.

This event broke the vice-grip of the trolls on the Rubble, and once again movement into and out of the Rubble was fairly easy. About fifteen years later, a band of Dragonewts populated their temple site in Pavis and began to erect the temple again. Although not at all the size of its ancient glory, this holy place is one of the few major Dragonewt sites maintained outside of Dragon Pass, Ralios, or Kralorela.

Since that time there has occurred little of major historical interest within the walls of Pavis, although it had become a major hunting ground for persons seeking ancient goods or heroic glory. Natives continued their internecine feuding, and neither trolls nor humans were powerful enough to leave their ancient ruins, yet both banded together in times when a major invasion threatened. Occasional raids to the outside were considered normal by nearby humans and simply part of the everyday danger of living in Prax.

In 1550 refugees from the principality of Sartar founded their own city, New Pavis, or Pavis Outside the Walls, made sacred by bones of their friends, who act as guardian spirits. Its walls included part of the Great Wall, which they patrolled and kept clear along the top, mounting defensive engines in several places. Despite these defensive works and aid from nomads and bastard tribesmen, many Sartar heirs were killed in the Lunar invasion and conquest in 1610.

The Zebra People

There always have been zebras in Prax. On a cliff in the wastes there is a huge painting showing beasts paying homage to Genert; among the many species is a zebra. Most of the other animals in that painting are now unknown, or known only in legend. Even some of the daughters of Eiritha who are pictured are not remembered today.

While the zebra is not the only surviving animal shown, its survival is notable. Zebras had served as game for most of the tribes in Prax and the wastes. The species was small, between impala and sable-sized, and incapable of carrying normal-sized riders. The pygmy humans all rode impalas and other minor survivors, like the bolo lizards. The zebras drew no human protectors in the lottery of survival during the darkness ages, relegating them to minor status.

When Pavis came to Prax with his great statue, he was accompanied by many lesser allies often only hinted at in the histories and legends. One ally was an army of land-hungry horse riders, the followers of Joraz Kyrem.

When the statue and Waha wrestled heroically, the armies of each combatant battled as well, seeking to aid their great allies. Joraz Kyrem's fine cavalry were well-suited to the task and were helped by other allies from Dragon Pass. When Waha fell, so did the morale of his army, which fled the field and were killed in great numbers.

Pavis entered into a magical compact with Waha and the city was established, but Joraz still had to deal directly with the barbarians. He knew of the antagonism the nomads had for horses, for there was similar antagonism wherever he had gone. He knew he could not defeat their timeless ignorance, so he sought to ensure continued goodwill among the nomads.

Joraz was a man of the Sun, as were all the Pure Horse people in those days. Yet he was different, too: changed by the mix of magics offered by the Empire of the Wyrm's Friends where he and Pavis had studied and became friends. Issaries, they say, was a favoured god of his, and some claim that Joraz was favoured by Issaries as well. In any case, he well knew how to dicker.

"Under what meagre conditions would one allow a horse to live in one's land?" he asked a priestess of the Paps one day.

"In bondage," she spoke, "Broken from kin." She spoke with the words of the Goddess.

"Need they be unhealthy?" he asked. "You aid herd men and giant lizards."

"Their health I grant, within their confines."

So Joraz sought to resolve this dilemma, and took a cue from the god Issaries, who had made something from nothing when he had mated horse with donkey. The mules and jennies were the progeny, a sterile but useful race of creatures which are allowed, by Praxians, to pass unharmed, for they are not horses.

Joraz took his horses, the finest mares and stallions with shining golden eyes, and magically bred them with the small zebras he collected within the great walls of Pavis. The result was a fine breed of creatures, striped like zebras and with their former instincts, but big like normal war-horses. The cross-breeds took well to friendship with men. The stripes symbolised their bondage, and the cross-breeding severed them from their kin.

These war zebras were known for fighting prowess and loyalty to their masters. They are a marvellous breed, but rare even after generations of careful breeding in Pavis. It was a miracle of heroquesting that they could breed at all: their longevity was another blessing. The progeny was split up among several small herds owned by families in Pavis; in time many of these herds left the city. Some inevitably went wild. The war zebras bred true, and could not produce fertile offspring when mated with true horses, but mixture with wild stock has diluted some of their blood, and the occasional white-eyed zebra, known for ability to run in the dark, reveals that wild war zebras chased their smaller cousins across the plains.

During the splendour of Pavis' domination, individuals who actually rode war zebras were counted among the rich, noble, and blessed. However, breeders of the war zebras often supplemented their stock by controlled breeding with normal horses. The result was a creature not unlike a horse in general statistics, or resembling a zebra, but with greater endurance, and less

sprinting speed. Like mules, these cavalry zebras were sterile. They were used by regular cavalry troopers against the ever skirmishing nomads. War zebras were ever difficult to train and skittish, though once trained, they were as fearsome in war as a true war-horse. The hybrid sterile cavalry zebras were much easier to train, though perhaps less mighty in battle.

When Pavis fell to barbarians in 940 S.T., most of the war zebras were captured and killed by the enraged invaders. Some animals escaped to the wild. Small bands survived precariously among the rough plains. They were of hardy stock, and were naturally tough. Camouflaged in lesser zebra herds, they browsed at the edges of the grasslands.

When Dorasar founded New Pavis he did many marvellous things. Among them, he fulfilled the dream of a friend and re-established the ancient Zebra tribe in Pavis. As Pavis had a friend among the horsemen, Dorasar had a friend among the zebra men. His name was Olgkarth, and he lived, with his small clan, among the Pol-Joni barbarians.

Within the ruins of the Rubble was a fort which guarded a bridge spanning the river. At one time, it had been the home of the master zebra breeders; the ruins themselves were said to be laid down in bands of black and white. But the current inhabitants had no desire to make friends with outsiders nor to let a powerful band of soldiers within their walls. They claimed ancient kinship with every powerful lord of local legend, but paid no heed to heirs of great power.

Dorasar solved his greater problems by heroquesting, but for this minor administrative problem, he led Olgkarth and their housecarls over the walls of Zebra Fort one night and changed the ruling dynasty of that hamlet. Olgkarth became chieftain and gave his priests access to the fort and its holy ruins. He and his family grew and prospered, and Zebra Fort held many war zebras and cavalry zebras. They formed the core of the Pavis Survivors, decimated during the Lunar invasion, but Zebra riders still maintain a holding on the river, giving tithes to the Lunar government and allowing Lunar inspectors to see that they are not re-equipping as the outlawed Survivors. Many Zebra people have even taken positions with the Pavis Royal Guard.

Olgkarth also renovated the pens, shrine, and some barns, grain storage, and a few longhouses scattered about the hill to the east of New Pavis, at the end of the opening from the Pavis temple. The grazing is better here, and the approaches are guarded by the Zebra Fort, the “Real City”, and the wall. The main herds browse here: their presence has given the hill its current name.

Now the garrison rides the sterile cavalry zebra the equivalent of a common cavalry horse. The officers ride war zebras, as do those who qualify under the ancient formula of “rich, noble, or blessed.”

One of Olgkarth’s plans was to send bands of his riders among the other nomads to ingratiate themselves. One way they did that was to act as neutral emissaries between antagonists. This task rapidly became popular and widespread, and since the time of its establishment less than a century ago has given rise to the expression that “no message is all black or all white.”

Dorasar Founds New Pavis

In Dragon Pass, the great and wise King Sartar started a splendid dynasty renowned for wisdom and generosity.

A son of King Sartar, Eonistaran the Sage lived in Jonstown. His two sons were raised with their cousins, the princes of Sartar. Dorasar was the younger of Eonistaran’s sons, and he was close to Prince Sarotar, the heir to the throne. He and Sarotar practised at arms, poetry, law and the hunt, and Dorasar was the first to swear allegiance to the prince when he was of age to receive fealty.

Prince Sarotar fell in love with a woman of the Holy Country. Their love was deep and intense, but a terrible problem kept them apart. Sarotar, by virtue of his royal position, demanded wifely fidelity, while Arkilia, his love, would never take such vows. They had one child, a girl, but Sarotar was slain by her other lovers while attempting to secretly kidnap her.

Dorasar’s life was destroyed when his liege was killed. Dorasar had sworn to defend the man with his own life, and had only thought to sit at the hand of his lord. Dorasar felt guilty that his prince must depart without Dorasar’s sword in defence. Dorasar decided to make a place which would keep Sartar’s secrets and lifestyle pure and untainted by such inhuman traditions.

Dorasar was a clever man, much travelled. After long scouting, he settled on the wilds of Pavis. He returned to his clan with treasure and tales of wonders in the legendary Rubble of Pavis. He found many who would commit their bodies or money to his first expedition, one of exploration and plunder. Many who went returned wealthy.

There was trouble in the land in those days, and many people wanted to withdraw before the encroaching Lunar menace. When Dorasar and his friends led a second expedition to settle in Pavis there were many volunteers.

Dorasar did not approach this new land as a stranger, without plans or friends. His wisdom was evident in his foresight. While upon the plains with his people, he travelled with Gorgar Bluecloak, a sable chieftain and friend. Together they drove off a large warband of impala people and reached the river.

At the river, several others came to meet them. There was Ingilli the Fisher, who came with many people from the banks and mouth of the river to aid him. Too came Varthanis Brighthelm, a lord of the Yelmalio county which held lands down river, and sought allies against the Impala tribe. There was Olgkarth Arrow-eye, of the Zebra people who was made king of that tribe with Dorasar’s help. Finally came Ginkizzie, king of the dwarfs of Pavis,

who spoke for the inhabitants of the Real City and the Flintnail cult.

All these folk sat down and counted their followers, added their wealth, boasted of their exploits, and determined what each would receive in the city to be built. During this time many folk came out of hiding from the valley and asked for refuge. A great troll attack was fended off. Finally, decisions were made and everyone agreed: oaths were sworn, pacts made, and promises spoken.

Dorasar staked out the limits of the city walls. Others performed parts in the rites as well. The council met in the centre, swore their oaths, and founded the city. The walls were begun, the streets laid out, and the buildings started.

Dorasar became ruler of the city for life, but none of his heirs could take the title, nor could any other. After the Duke's death, the city was ruled by a council of its leaders, each aware of the others and of their part in the whole. The Pavis cult gave guidance.

New Pavis was founded in 1550. Dorasar lived as duke until 1579. His body was burned, in Orlanthi fashion, though some say his spirit remains to protect the city in need.

During his life Dorasar ruled strongly and well. His city was not part of the kingdom of Sartar, though it swelled with refugees from that war torn land. His farmers went up and down the river, expanding their holdings and remaining friendly with the nomads. The nomad irritation with the civilised rules of Pavis exploded in 1572 when those within the city revolted and tried to open the gate to allies outside. The plot was poorly planned and defenders moved to prevent the attack before it began. There was savage bloodshed as the nomads were defeated. They lost many rights because of that fight, for they no longer have a member upon the council, nor may they ever camp on the south of the river within thirty kilometres of Pavis.

The wearying troubles between the kingdom of Sartar and the expanding Lunar empire sent many refugees to distant Pavis. The city kept aloof and sent no warriors, though individuals certainly went on their own to fight the distant foe. Many Sartarites came just after Sartar fell, in 1602, when it seemed Pavis was safely out of the line of the Lunar advance.

But in 1610, after being turned back from the ports of the Holy Country, the Lunar army marched eastward towards Pavis. Valiant nomads gathered forces to resist the chaos foe, but were decisively defeated and slaughtered. The Lunar army marched against Pavis.

The city resisted for a single day, then opened its gates to the besiegers. There was mutiny, but the ringleaders were caught and slain. Those who would resist were butchered systematically, or killed impromptu, depending upon your point of view. The conflict with the Yelmalio ruling family was a surprise to many: the purge of Dorasar's kinsmen was less so.

Since that time, the city has remained in Lunar hands, though the original army went home long ago. The Lunars maintain peace with the barbarians and the trolls, and keep the city's coffers full.

A Pavis Panorama

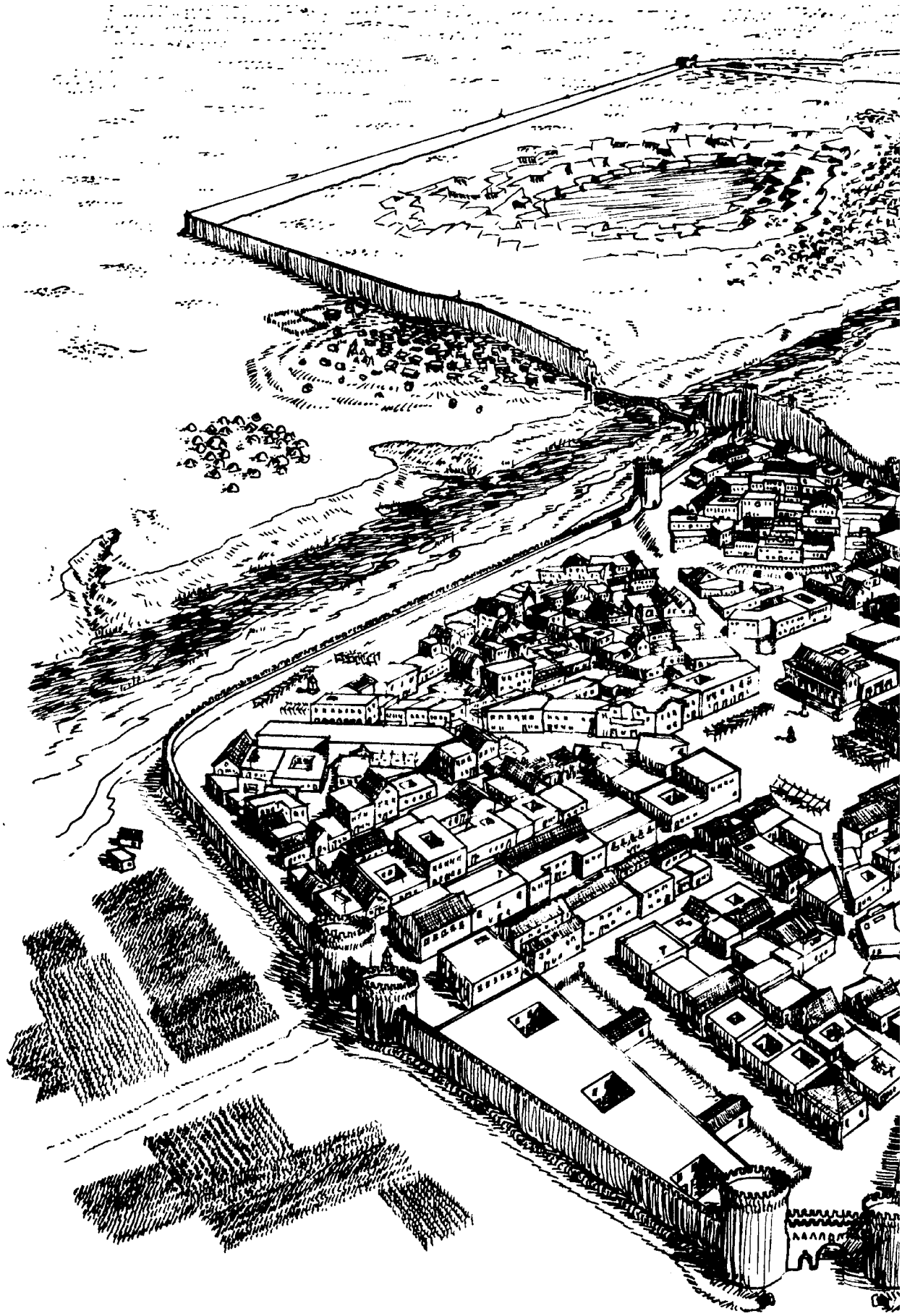
Pavis is a city of contrasts. It is small, yet garrisoned by more soldiers per citizen than any other Lunar frontier town. A major troll population lives just down the Zola Fel river, yet Pavic relationships with the dark men are as good as you will find anywhere.

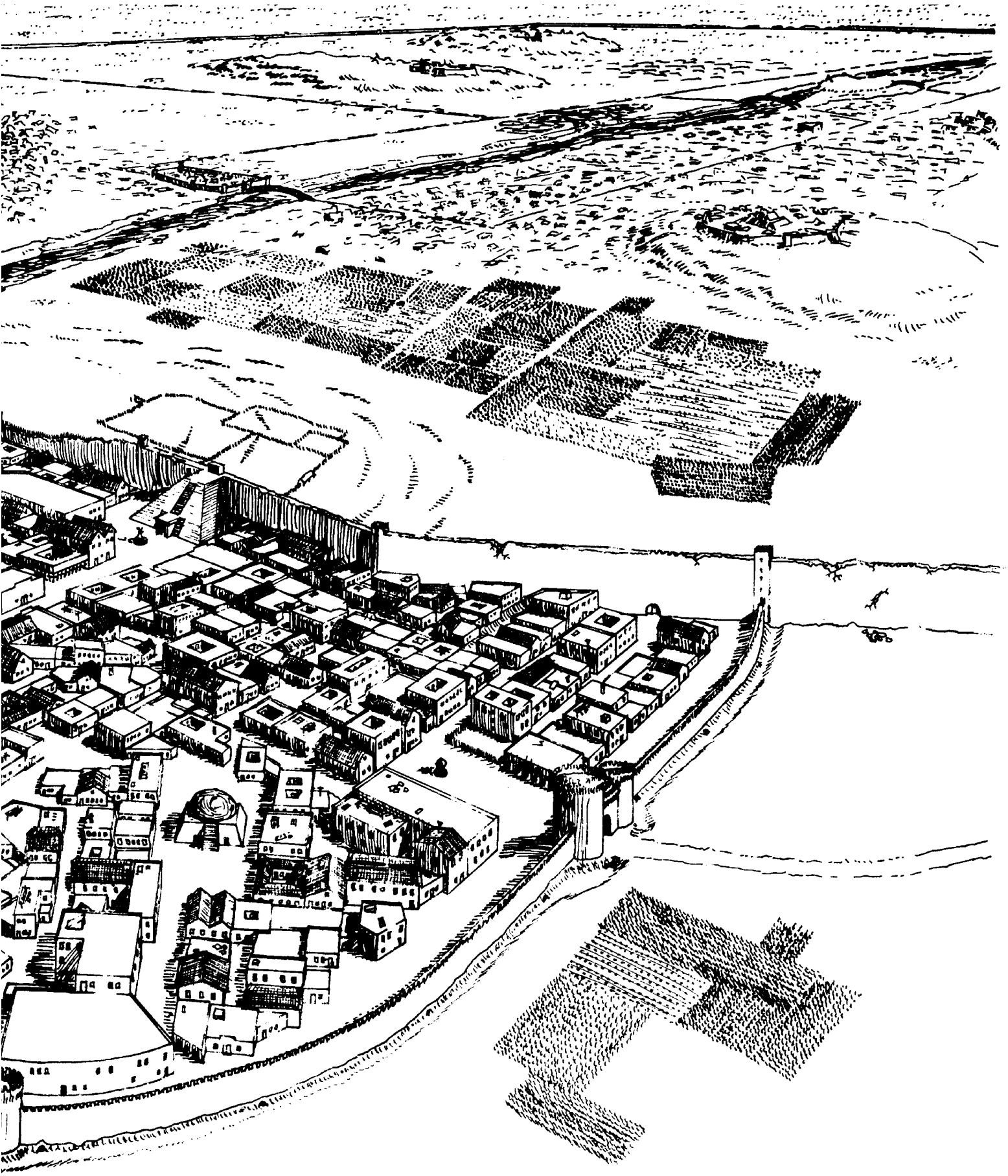
The ruins of the Big Rubble are immense, cyclopean - still showing vestiges of the magnificent work of Pavis, the master builder, while much of New Pavis consists of adobe and wattle shacks.

There are more temples and taverns per capita than are found in most big cities of the Empire or the Holy Country. Adventurers are both more closely regulated and vigorously encouraged here than any other locale with so abundant a collection of ancient ruins so close at hand.

The people of Pavis are as polyglot as the setting. Lunars from the Heartlands brush shoulders with rebel Sartarite hillmen and Ernaldan worshippers from the Holy Country. Nomads from the plains of Prax sneer at the tall, solid buildings, and even the occasional dwarf can be spotted, carrying his wares to the main market. These streets have seen prancing centaurs, Heortland knights, demon-horse riders from Muse Roost, and caravans from Ralios and Balazar. Troll envoys from the Stronglands saunter the same walkways as Yelmalio hoplites - all under the watchful eyes of the Lunar watch.

Welcome to Pavis!





Prices In Pavis

The following price list covers goods and weapons and armor found in New Pavis. The prices reflect the relative availability of leather and animal goods and the abnormal availability of wood and metal. As usual, one pays more for quality and less for shabbiness. In most cases, a character buying some item from the list below would not pay the amount listed - he would be paying a little bit more or less. If a character is wealthy, he may well patronize the better shops, and thus pay more at all times. If poor, he may often pay less, by accepting poorer material.

C = Clack or copper piece
L = Lunar, guilder, or silver piece
W = Wheel or gold piece
B = Bolg or lead piece (troll money)

1W = 20L = 200C = 2000B

Inn or Boarding House Living Costs

Room per Day	
Common room floor	7C
Dormitory	2L
Shared Room	4L each
Private Room	15L
Hot water (twice daily)	3C
Room service	+2C

Note:
Room costs have risen greatly in the last five years, since the Lunar empire crowded the streets with their troops, bureaucrats, and camp-followers. The prices above are for rooms in somewhat lower-class and cheaper places. If a character wished to stay in more congenial surroundings, it would cost more. If he wished to stay in a real dive, it would cost a bit less.

Food

Daily Stew	2C
Oilseed/Date Mush	1C
Roast Antelope Leg	20L
1 kg cheese	1L 2C
Frybread	1C
Prickly Pear Fruit	2C each
Grapes in Season	3C bunch
Antelope Sausage	7C
Fatleaf Hotpot	4C
Barley/Venison Pot	1L 6C
Mockpork on Stick	9C

Drink

Mug of Ale	4C
Mug of Mead	3C
Mug of Cradle Wine	6C
Mug of Beer	8C
Mug of Kvass	2C
Mug of Milk	1C
Mug of Lunar Wine	2L
8 liter Keg	Mug x 15
40 liter Cask	Keg x 5

Other foodstuffs available for varying prices. Use the prices here as a guideline.

Complete Meals	
Poor Edible Meal	2C
Cheap Wholesome Meal	6C
Good Meal	2L
Banquet	4L
Trail Provisions (one week)	6L

Stable Costs (per day)

Corral	2C
Stall	6C
Stall and Feed	2L
Special Care	4L
Trail Fodder (one week)	3L 5C

Riding Gear

Saddle	5-50L
Tack	2-20L
Barding	5x human equivalent

Clothing (suit of clothes)

Local Linen	9L
Imported Linen	30L
Wool (Llama)	12L
Tanned Hide	3L
Leather Garments	5L
Cotton	6L
Winter Cloaks	
Antelope	12L
Bison	15L
High Llama	22L
Zebra	30L
Impala	10L
Woven Hair	40L

Helmets

Hood	2C
Cap	6C
Composite Helm	2L
Open Helm	20L
Closed Helm	35L
Full Helm	70L

Shields

Small Hide	8C
Medium Hide	14C
Large Hide	25C
Small Wooden	4L
Medium Wooden	12L
Large Wooden	40L

Containers

Wineskin	3C
Flask	15C
Jug (2 liter)	3L
Keg (5 liter)	8L
Keg (15 liter)	20L
Barrel (50 liter)	40L

Armor (per piece)

Greaves	
Leather	8L
Cuirboilli	25L
Plate	150L
Pants	
Light Leather	5L
Heavy Leather	10L
Chainmail	150L
Skirts	
Light Leather	5L
Heavy Leather	10L
Cuirboilli	25L
Light Scale	40L
Heavy Scale	75L
Chainmail	125L
Plate	200L
Hauberk	
Light Leather	5L
Heavy Leather	10L
Linen	40L
Ring Mail	100L
Light Scale	50L
Heavy Scale	80L
Chainmail	250L
Byrnie	
Light Leather	5L
Heavy Leather	10L
Ringmail	60L
Chainmail	100L
Cuirass	
Cuirboilli	30L
Linen	40L
Heavy Scale	60L
Brigandine	100L
Plate	250L

Arm Coverings	
Leather	5L
Cuirboilli	20L
Chainmail	100L
Plate	130L
Conveyances	
Two-wheeled Cart	20L
Four-wheeled Cart	50L
3-man Boat	24L
10-man Boat	100L
Animals	
Riding Beasts	
Bison	152L
Trained Herd Man	76L
High Llama	212L
Horse	284L
Impala	40L
Sable Antelope	144L
Zebra	312L
Cavalry Beasts	
Horse	568L
Impala	80L
Sable	288L
Zebra	624L
War Beasts	
Bison	760L
Herd Man	380L
High Llama	1060L
Horse	1420L
Rhino	12960L
Sable	720L
Zebra	1560L
Meat Animals	
Bison	98L
Herd Man	30L
High Llama	138L
Horse	170L
Impala	26L
Sable	70L
Zebra	188L
Other Animals	
Mule	227L
Prax Hound	5L
Chicken	4C
Goose	8C
Pig (yearling)	40L
House Cat	10L
Domestic Duck	5C
Goat	8L
Sheep	60L
Wild Hawk	100L
Tools	
Hammer	1L
Fish Hooks	1B
Woodworking Tools	100L
Writing Tools	1L
Shovel	25L
15 meters of Rope	6C
Mallet	1L 3C
Paper (sheet)	2C
Stonemason Tools	100L
Hasp Locks	4-100L
Pick	50L
Stone Knife	2C
Exotic Items	
Dyes (per batch)	1-10L
Mordants (per batch)	1-10L
1.5 x 6m cotton cloth	10L
Good Salt (25g)	1L
Sweetgrass Spice	2C bunch
Praxian Spiceroot	4C
Camping/Expedition Gear	
Metal Pot or Pan	5L
Lamp	6L
Candle	2C
Blanket (hide)	6L
One-man Tent	10L
Three-man Tent	30L
Five-man Tent	45L
Climber's Pack	9L
Lamp Oil (per load)	1C
3 meter Pole	3L
Adventurer's Pack	30L
Small Leather Sack	2C
Large Leather Sack	6C
Cooking/Eating Gear	10L
Firestarter (bow & block)	4C
Back Pack	3L
5 Wooden Pegs	1L
Wicker Torches	1C
Instruments	
Lur Horn	35L
Bugle, Military	10L
Harp	20-100L
Skin Drums	4L
Lyre	30-150L
Reed Pipes	6C
Bagpipes	50L
Nose Flute	3C

Weapons

Weapon prices are the same as elsewhere, except for the following weapons, due to scarcity of knowledgeable armorers to make them. These prices are for adventurers, not for Lunar soldiers or members of cults whose armorers make their own weapons.

Pole Axe	125L
Rhomphia	75L
1H Warhammer	75L
1H Warpick	75L
2H Great Hammer	100L
Rapier	150L
Bastard Sword	150L
Broadsword	75L
Greatsword	250L
Throwing Axe	50L
Arbalest	250L
Heavy Crossbow	150L
Light Crossbow	100L
Throwing Dagger	75L

Directives of the Occupation

1. Anyone convicted of committing violence upon the person or possessions of a Lunar citizen or ally will be crucified.
2. All taverns, eating houses, and places of entertainment must be closed by midnight and no citizens may be on the street after then without a pass.
3. All weapon masters, weapon schools, and their students must be registered with the Lunar authorities.
4. All adventurers entering the city must register with the Lunar authorities at the gate.
5. All adventurer parties expeditioning in the Rubble must:

a) Register with the Lunar headquarters before leaving, stating their objective, and estimated time of return.

b) Pay a tax of 1/10th of monies retrieved in excess of 100L per party member to the Lunar authorities.

c) Declare and display for inspection all magical artifacts found on the expedition at the Lunar HQ.

d) Leave maps of the explored areas with the Lunar authorities.

6. The temple of Orlanth, being a hotbed of seditious activity, will remain closed indefinitely.

All conform to the wishes of Our Lady of Crimson

Powerful People

The Lunar Army

Ostensibly, the occupation forces are distinguishable from the civil government, even though Count Sor-Eel the Short is responsible for both. The Count has a trusted handful of close companions to assist him, plus advisers for each of the branches of his duties.

Sor-Eel the Short,
Count of Prax and Governor of Pavis
An associate priest and retired Rune Lord of Yanafal Tarnils, Sor-Eel comes from a well-connected Imperial family. Cultured and unprejudiced, he admires his barbarian friends.

He is accompanied by Bor-Eel, a priest of Yanafal Tarnils, a half-brother whose life has been devoted to assisting his elder sibling. Sor-Eel appreciates this unswerving loyalty and shares his wealth and fame.

Radak, the Iron Centurion, is another companion of Sor-Eel's. Radak commands an elite force of 50 men that are Sor-Eel's personal guard, and acts as the Count's bodyguard. Radak is an active Sword of Yanafal Tarnils. Other members of Sor-Eel's household and family are of less importance.

Gimgim the Grim, the Masked One
A silent fellow, Gimgim (not his real name) is responsible for intelligence gathering in Prax and Pavis. Gimgim is also charged with seeking out and destroying enemies of the empire. It is whispered that he is a priest of Black Fang, though there are many rumours about this devious and subtle power wielder.

Sitzmag Redmoon,
Commander of the Antelope Lancers
Sitzmag comes from a noble family of the distant Hungry Plateau. He is a Sword of the Yanafal Tarnils cult and is constantly accompanied by his commanders and staff, including a priest of Yanafal Tarnils.

Hucipites, Commander of the Marble Phalanx
Hucipites is an Iron Lord of Yanafal Tarnils and an associate priest. Within his personal retinue is another full priest of that cult for the regiment.

Banaryos, Commander of the Silver Shields
Banaryos carries the traditional weapons and armour of his peltast regiment and refrains from special, decorative armour. Among his personal retinue is a full Rune Priest of Yanafal Tarnils.

The Occupation Forces Now Present

The original invading army was much larger than the present remainder, but the difficulty of providing food caused the others to be sent home. The area has been so peaceful of late that it seems likely that even these troops eventually will be sent home, if and when the army command remembers they are here.

Three regular army regiments are stationed in Prax, plus a number of mercenaries. The regular army units include the Marble Phalanx, a heavy infantry unit composed of hoplites; the Silver Shields, a medium infantry peltast unit; and the Antelope Lancers, a heavy cavalry-mounted regiment which rides large sables similar to those of Prax.

The mercenaries include a contingent of Dragonewts (who rotate with those living in the Rubble), native sable warriors, and the zebra people. Smaller bands are hired on a contingency basis.

Most of the soldiers in these units are stationed up and down the valley in small forts or on patrol. Only about a third of each regiment remains in the city at a time. They live in the established barracks, or are scattered about in rented flats, temporary barracks, or with friendly citizens who volunteer for the duty.

Another third of each regiment could reach the city within 36 hours. A regiment would be up to full strength at need within a week at most. Thus, there could be a full force of the three regiments, plus mercenaries mustered at Pavis within a week's time. Given that time, any besieging force would be opposed by about 4000 men, including those militia the city itself could muster.

Civilian Administrators

Jotoran Longsword, Chief Administrator of Pavis
Jotoran was appointed by bureaucracies within the Empire, and is a mismatch for his leader, Sor-Eel. Jotoran scorns the barbarians he administers and is tyrannical in his pursuit of Lunar interests in Pavis.

His position is unofficial; he is but an advisor to the Mayor of the city. However, he is also in charge of food distribution records, taxes from the salt mine, and prizes from the Rubble, and gets reports from the Constable of the City.

Jorjar the Quick, Constable of Pavis
An old friend of Jotoran, Jorjar brought his troll friends to the city from Adari, where he had been living. His position is appointed by the mayor. Brygga appointed him shortly after she was elected.

The Lunar Temple

The religious affairs of the Lunar Empire are beyond the hands of its domestic and military rulers. The temple of the Seven Mothers at Pavis is not responsible to Sor-Eel or any of his lackeys. However, they are wise enough to co-operate with each other and prepared to deal with political machinations as a way of life. Seven Runemasters, six priestesses and one lord, are part of the temple administration. Some of these have civic duties as well. Those duties count as part of their temple-work times.

Porusa the Patient, High Priestess of the Seven Mothers (Pavis Temple)
Porusa is an old, patient woman whose origins lie in the Deezola subcult. She enjoys her job, tries to avoid politics (but is a wilful defender of the Lunar way), and is experienced in dealing with others of her station.

Tala Errio, Rune Priestess of the Red Moon
A sacred woman, Tala is kept isolated from the mundane. Pampered and idolised, she prepares for the momentous hour when she weds Pavis, the god of the city. She received her orders from the Red Emperor himself and is aloof from all affairs, though she is the subject of immense speculation and gossip.

Hetaera Thessen, Rune Priestess of Irrippi Ontor
Devoted member of her cult, Hetaera's duties have taken her into the realm of law, and she sits upon minor city committees as well as observing her temple duties.

Berene Pavalava, Rune Priestess of Teelo Norri
Called Mother of Mercy, this priestess lives in the tiny temple in the poor part of town, Riverside. She is an ascetic holy woman with a keen eye for other people's magic. She also serves in the main temple on holy days.

Harnasti, Priest of Deezola
Harnasti is a native of Pavis who quickly took to the Lunar way and proved his worth to the cult. He is famed as a healer and generous in the proof of the value of his belief to other Pavisites.

Pharnastes Rugbagian, Rune Lord of Etyries
This merchant came from a Tarsh trading family established here with the first wave of settlers. He now bargains for the temple and is a good friend of the High Priestess. He is happy to do service which will derive such monetary benefits for his cult, empire, and family.

Valerina the Peddler, Rune Priestess of Etyries and High Priestess of the Market
A native of distant Dragon Pass, Valerina was a merchant's daughter who found her trade (as did her goddess) in the light of the Red Moon. She is fair and wily, as are all merchants, but takes no pleasures in baiting merchants of other faiths for their beliefs.

Pavis Temple

For the first time since Jaldon bit away the city wall, the Pavis temple has a full complement of Daughters and a High Priest Son. As often in the cult's history, most of the "Daughters of Pavis" are actually male.

Benderri, Son of Pavis
The High Priest of the temple is an old man now. He is the priest with which everyone is familiar and the political head of the temple. He lives at the New Pavis temple and sits on the city council, where he attempts to maintain his city's rights within the Imperial domain. He is believed to favour the approaches of the Lunar priestesses wishing to marry Pavis into the Lunar pantheon.

Fleeter Nemm, Daughter of Pavis
Fleeter has the second highest seniority in Pavis and holds the rank of chief priest. He is Benderri's

obvious successor. He sits on several judicial panels and works closely with the Lunar authorities. He is known to have sponsored several expeditions into the Rubble to rescue artefacts of bygone glory.

Ginkizzie, Daughter of Pavis and Flintnail
The leader of Dwarftown, Ginkizzie is a dwarf of great importance. He is a priest both of Pavis and of Flintnail, and spends most of his time over his forge in the dwarf tunnels. However, he always shows up to perform his temple duties.

Bendrath, Daughter of Pavis
Bendrath is a new priest, an adventurer originally born in Oldtown and who has spent most of his life in the Rubble. He is devoted to the resurrection of the Rubble to restore the glory of Pavis of old; he is generally found in the temple in Real City.

Cyrilius Harmonius, Daughter of Pavis
Cyrilius has risen quickly to priesthood in Pavis, helped by his extensive connections with the Lunar government. Cyrilius is a true Pavisite, but he spent some time in Lunar-controlled Dragon Pass and returned with the Lunar army. As a Pavis initiate, he worked for the temple on a full-time basis and became a first-rate mason. Benderri and Fleeter Nemm could do little but induct him into the priesthood when he became eligible.

Currently, Cyrilius supervises the temple areas of the zebra pens and barns in Zebraside. His work crew augments the constructions in Zebraside and makes the pens more defensible. The trolls are rightly nervous about this development, feeling that there are too many human-fortified areas in the Rubble already. Cyrilius is also the main liaison with the Pavis Royal Guard and the Zebra tribe of Zebra Fort.

Bilkar, Daughter of Pavis
Bilkar is the son of an old Real City family from the Rubble. His devotion to Pavis is unquestioned, but he gained his position through steady, painstaking work, rather than talent, natural ability, or political pressure. Though senior to Bendrath, he has taken a subservient position under him in the Real City temple.

Broosta, Daughter of Pavis
The only actually-female Daughter of Pavis, Broosta is an associate of Lhankor Mhy as well, and spends most free hours in the library,

uncovering glories of Pavis' past. She is married to Fleeter Nemm and shares his passion for the past greatness of the city.

The Pavis Royal Guard

The Pavis Royal Guard was established when the Lunar conquerors disbanded the Pavis Survivors and drove the ruling family of the Pavis zebra folk out of the Rubble. In their place they raised the bandit Hargran the Dirty, who styled himself king of Pavis (the Rubble) and established the Royal Guard.

The Guard is made up of men from his bandit gang, soldiers of fortune, and a large contingent of Lunar foot and horse soldiers placed there to train the Guard and instill a sadly-lacking discipline.

At this time, the Guard has three branches and theoretically three subcommands under Gargran. In practice, Hargran has taken two of the sub-captaincies to himself, and the other contingent is independent from the Guard, owing lip service to Hargran, but reporting to Jotaran Longsword and other Lunar officials.

The Fort Guard

This is the garrison of Zebra Fort: their main function is to collect tolls on the northern bridge and to provide escorts to people wanting to go to the Real City and other locations in the Rubble. Hargran is captain of the fort and lives well on the tolls.

The Zebra Riders

Unlike the Fort Guard, the Zebra Riders are composed of about half Hargran's old followers and half Lunar and adventurer recruits. Hargran holds a ceremonial captaincy of the Riders, but Lunar lieutenants command their own patrols up and down the river in co-ordination with other Lunar regiments and mercenaries. The Zebra Riders share the Pavis barracks with other Lunar cavalry, and also have a watch post on the Zebraside of the Wall.

The Watch

The Watch is both the basic garrison and the constabulary of New Pavis. Theoretically, its members guard the gates, patrol the walls, man the wall forts, and patrol the streets - the first line of defence against attack and protectors of the safety of the residents against thieves and fires. Actually, however, Lunar regulars fill many of these roles, and the watch is presently reduced to street patrols.

The Wall Watch mans the walls and guards the gates. While any member of the watch is eligible for his duty, in practice the ones detailed are retired Lunar veterans and non-coms, who have had a lot of garrison duty already. Units of the wall watch occasionally patrol the Rubble. There they wear scale armour, carry zebra-hide shields, and use whatever weapons they previously employed.

The Street Watch patrols Rich Hill and Downtown singly, Oldtown and Farmer's Quarter alone or in pairs, and stays out of Suntown (unless invited) and Riverside (except in platoon strength). They make occasional in strength patrols to Badside.

Both divisions of the watch (wall watch and street watch) report to the Constable, Jorjar the Quick.

Yelmalio Temple Group

Karial the Pure, High Priest of Yelmalio in Pavis
Karial seems dedicated enough to his temple and his people, and they like him well enough, but he has no discernible personality. His blandness is so overpowering that he does not sit on the City Council. He has no outside interests.

Haloric Glowbrow,
Light Captain of Yelmalio in Pavis
This is the person most likely to be seen as commander of this area. He does most of the outside work and is also the commander for the more active members of the community. He commands mercenaries, men, and militia.

Thrandren Clubfoot, Rune Priest of Lorkanos
Lorkanos is the sky god of wagons and hence, by association, movement and trade. Thrandren is a native Pavisite, but was apprenticed to a wagon-merchant at an early age. He is responsible for supplying the Suntown neighbourhood, and performs the necessary dealings with outsiders competently, if without verve. He is assisted by Durdath, his stooge.

Other Personalities

Krogar Wolfhelm
This distinctive figure is usually found at either at Gimpy's, where he maintains a room, or at the Humakt temple where he teaches all forms of swordplay. He is, in fact, a Wind lord and priest of Orlanth Adventurous, for which he makes no apology. He has even taken over for Faltikus at ceremonies (some say over Faltikus' objections), particularly on the Orlanthi High Holy day (Storm/Movement/Windsday).

Krogar Wolflhelm always wears the distinctive headgear which gave him his name and generally wears a light hauberk of iron chain as well. As is the right of any weapon master, he at all times wears at least one of the weapons he teaches.

Krogar is known to disappear into the Rubble at odd times, vanishing for a few weeks, then returning as if nothing had happened. If approached by a friendly cultist, he will be reserved and often helpful. He is polite towards Lunars and trolls, but he is also brief with them. He is tall, broad-shouldered, swarthy, and pale-eyed. He is said to come from any number of nations, including Sartar, the Holy Country, legendary Ralios, or even the Empire itself. He does not speak of his origins.

Faltikus the Good, High Priest of Orlanth Adventurous and Other Air Deities
Faltikus came with the Lunar armies and installed himself as the ranking priest of Orlanth. It is commonly reported that he is Illuminated, though there is no proof, and he is mistrusted by many of his flock. But, who else is there to go to? The Lunar authorities do not encourage Orlanthi worship, but seem to feel that if it must occur, best that it occur under Faltikus, who is fairly friendly.

Kost the Tracker
This elderly Issaries merchant is the only successful Goldentongue Desert Tracker in Pavis. He was away when the Lunars invaded, and only returned a couple of years ago. Since then, he has hosted Bison Riders who came into Pavis from Vulture's Country with him. They are young lay members of various tribal cults, getting to know a big city for the first time.

Kost is officially retired from his merchant career and is enjoying his retirement. He seems to have been very successful on his last endeavor, and had much wealth even before that expedition.

Olav Dickin's-son
Olav is known throughout Oldtown, Downtown and Riverside as a gossip and con man. He is particularly well-versed about Griselda's many hustles, making a fetish of chronicling that lethal lady, and spinning yarns of her to anyone who will listen.He has also been known to sing and dance, especially when enticed with free drinks.

The Great Chart Caper

A story about Griselda

If there is one thing of no shortage in Pavis, it is charts. In fact, I will guarantee that of any three characters you may meet in the streets - man, woman, or troll - one will have a chart, and at least half of them will give you a story of how this is a clue to some great treasure hidden in the Rubble or thereabouts. Some will be adventurers who aim to go for the treasure themselves and are looking to raise a stake, but others will be offering to sell you the chart at a very reasonable price, and it is a sure bet that more silver changes pockets by selling charts than by following them. Now some unscrupulous persons will sell you charts that they cook up over a mug of ale, and you will be lucky if you only lose your time following them, for such persons have a way of insuring themselves against disappointed customers by charting some very tough spots. But it is a surprising fact that many who deal in charts believe in them, even when it should be obvious to anyone of normal intelligence that they are by no means accurate. Of course, the way I see it, it is that adventurers do not have normal intelligence, or they will not be adventurers, and many of those who hang around adventurers and sell them charts and such are really frustrated adventurers themselves, and dearly love to talk about going after treasure, as long as they do not have to do it.

Treasure Trove Hurbi is such a guy. I know Hurbi since we grow up together in Badside, and always he is hustling some chart. Hurbi is by no means dumb; in fact he knows as much about charts as anyone in this town, and can spot a truly phoney one in a moment. But he is daffy about charts, and will spend all he has on them if he thinks they are the straight goods, and will spend days studying them. He is always buying off adventurers and prospectors and such who are selling their map to make ends meet, and always selling them himself, because otherwise he will not eat as well. I wish to say that no one can sell a chart better than Hurbi, for he always gets carried away while talking the chart up, so that every one is a red-hot certainty to set an adventurer up for life, and when they turn out to be as cold as the Frozen Wastes, as they generally do, no one is more surprised and saddened than Hurbi, for he can really make himself believe in his charts. Sometimes the chart pays off, though never for very much, and then Hurbi gets a little stake, for he will generally take part of his price in a percentage of the pay-off, but he always spends cash right away on the next chart, so he is never holding much dough.

Hurbi is careful about who he sells charts to, however much he believes in them, because some people will be very touchy about getting false information, and he tries to size up his prospects before opening business. So I am very surprised to see him talking with Griselda one night in Loud Lilina's, and it is about nothing but a chart, for there it is on the table between them. I am surprised, because Hurbi knows as well as I do that Griselda is a doll you must not monkey with in any respect or she will likely carve your ears or worse off, and also I am surprised because I figure Griselda for one smart doll, who will have no truck with such things as charts. Yet there she is listening to Hurbi and nodding a lot, like any other prospect of his when he starts going good, and once or twice she even smiles. Finally she gives him some coins and pockets the chart and goes out very carefully indeed, looking all about as if she expects to be jumped at any moment and keeping her hand on her sword.

When she is gone I go over to Hurbi and say, "Every man knows his own business best, Hurbi, but are you not getting in over your head selling a chart to Griselda?"

"But I do not sell her a chart," he says. "She wants my professional opinion on this chart she has, and pays me for it, though I am glad to do it just to see the chart. It is really a lily, and I am surprised she does nothing about it before, for she has it some time."

Now this sounds somewhat familiar to me, so I say, "Hurbi, is this the same chart she shows Lucky Eddi?"

"How do I know?" he replies. "I never see that one. It may well be, but what of it? I remember you tell me that he is quite impressed with it."

"Hurbi," I say to him very patiently, "that chart is part of the plan for setting Eddi up. If this is the same chart, it is likely as phoney as a friendly broo."

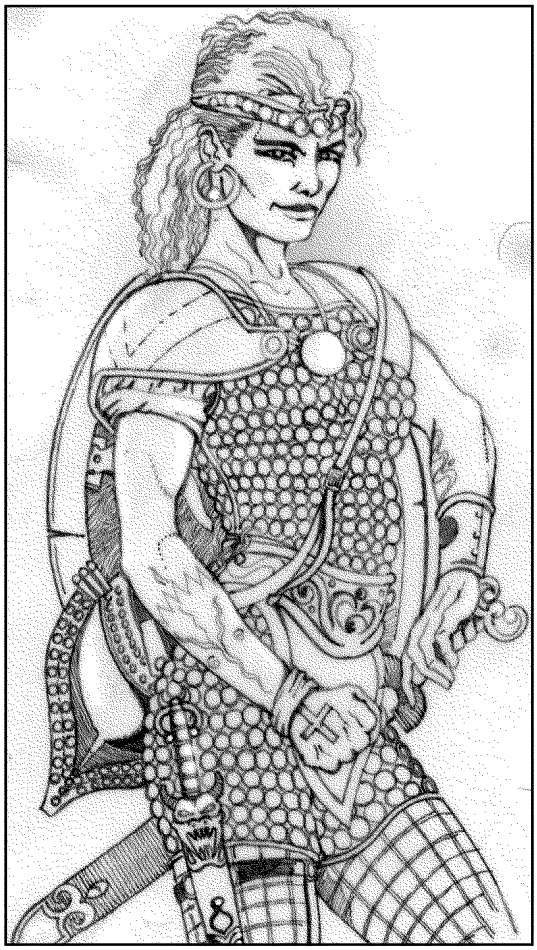
"No," he says, "it cannot be phoney. I will stake my professional reputation on it. It fits in with a lot of stuff I pick up in my career. She is one lucky doll, however she comes by the chart, for I judge that the treasure it points to is worth hundreds of thousands at the very least, if she handles it right."

Now Hurbi is speaking quite loudly by this time, and at this many ears prick up around Lilina's and, before you can say Orlanth Adventurous, Hurbi is surrounded by adventurous types offering him drinks and even money in their wish to know more. But Hurbi puts them all off.

"It will be unethical to spread details around," he says, "and besides, Griselda may not like it."

At this, a big tough doll who just gets into town as a caravan guard and seems a natural Storm Bull type, what with drinking ale by the cask, belching freely, and smelling high enough to be noticed even in Loud Lilina's, laughs and says, "I cannot see much to that little snip."

Just for a moment there is a silence as everyone looks at the door, and then we all start to fill this doll in on the details of Griselda's career as known to the public, and when we get through the doll has less to say, and seems rather thoughtful.



Well, the story is all over town before nightfall, and you can take your pick which version you wish to believe, for there is plenty that Hurbi never mentions, such as that the treasure is a cache of Truestone. It is really quite surprising how fast everyone seems to be talking of nothing else but the chart, and what Griselda will do with it and so forth. Now when a story gets as well-known as this, it is bound to come to the ears of big shots of all sorts in the government and the temples and the Rubble and even the tribes and it is generally reckoned that Griselda will have to move very carefully, for when such large sums are involved even high-ups who are supposed to be strictly legitimate and law-abiding can lose their scruples. And indeed, Griselda is hardly seen after this, and pretty soon she and Wolfhead and his best men drop out of sight altogether. Some figure that they go for the treasure, but there are plenty of other stories. You can hear that Griselda gets patriotic about the home of her ancestors and donates the chart to the temple of Pavis, which sounds as likely to me as that she decides to become a Healer, while others say that she sells it for a nice price to Javis Gan, or Rurik the Rune lord, or a queen of the Sables, or any one of half a hundred others. There is also a story that a Lunar in the government whose name is Halicon or something and who is by all accounts a most obnoxious young creep, calls in Griselda and makes her an appealing offer, which is to pin several raps on her unless she hands the chart over.

Now, nobody knows which story is true, and if Hurbi knows anything about it he is not telling. But it gets difficult to find Hurbi, too, though there are reports that he is seen with all kinds of important characters. One day I run into him, and he is looking most busy indeed, and I ask him if he is not getting involved in something dangerous, but he just smiles.

"Don't you worry about me," he says. "I have my friends. If all goes well I may get out of this town at least, for I am tired of living on the edge all the time." And though I press him for details he will not say any more, but goes off into the temple of Lhankor Mhy.

By and by there is word of much activity such as precedes important expeditions into the Rubble, and pretty soon the word is that such set off. Now Rubble expeditions do not set off when just anyone can see them, in case curious citizens will wish to follow, but it is certain that they do go, for stories start to get about, and said stories match up. For a while it seems if only half is true, that there will be a war there, for Lunars, and Orlanthi, and Humakti, and Storm Bulls, and Yelmalio Light Sons, and Pavis cultists, and the different bunches of Lhankor Mhytes, and I do not know what all else, all are reported to be after the treasure in Griselda's chart. But it seems that the parties mostly wind up in different places and when they meet they play it cool, for such tough characters have respect for one another and wish for no unnecessary heat so nobody gets hurt much, but nobody comes back with any treasure. After they all get back, there is plenty of heat around town, with everybody looking for Griselda and Hurbi high and low, but they are not to be found, and it is all a great mystery.

Some guys figure they are smart and say they know all along that something smells, and it is nothing but a plot to shake down the whole of Pavis, but I cannot believe Hurbi will have enough brains to be party to such a plot.

Just when the excitement is beginning to die down, who swaggers into Pavis with a bunch of Sable nomads but Griselda, Wolfhead, and Wolfhead's three best men, and I see them come in. The Lunar sentries stop them at the gate and will not let them in, and they seem most surprised at this treatment and are beginning to utter loud complaints about such impeding of citizens performing their lawful business, when this Halicon guy comes up, looking so warm you can light a torch from any part of him.

He points straight at Griselda and yells, "That chart is a phoney, and only that I am so lucky, I might not have got out safe. I will see you in jail until you rot and decay away."

"What is all this about?" says a new voice, and we see the count of Prax, who is also the governor of Pavis, coming down the street with a gaggle of guards.

Well, the Halicon guy seems somewhat disconcerted, and is starting to get something out when it seems like half of Pavis arrives on the scene, and all the priests are yelling for justice from the governor, and it is clear they wish for justice against Griselda. The governor cannot seem to make head or tail of what is occurring, so he orders that all move to the courtyard of the Seven Mothers temple, where he will hear about the whole business. So everyone goes along, and I squeeze in, too.

Griselda then explains to the governor that she and Wolfhead and the others are with the Sables for maybe ten or twelve days, and know nothing of what comes off. Anyone can see the governor takes quite a shine to her, though he must know her reputation. But nobody who sees her there, only about knee-high to the guards and as pretty as they come, will believe she is a hard case. Anyway, he smiles at her very pleasantly and then asks the Halicon creep what his complaint is. Halicon claims that he gets a chart off Griselda and that it leads him and his party into great danger, and that if they only come out a little frayed around the edges it is no thanks to her, and that it is all a plot against a loyal servant of the Lunar empire to set him up with a phoney chart. But before anyone else speaks, the Storm Bull representatives roar with laughter and one yells, "Of course the chart is phoney, Mother-lover! We have the genuine chart."

"I always know you Storm Bulls are dumb," says a Lhankor Mhy sword sage. "We have the true correct chart."

And then they all begin to claim that they have the genuine chart, and there is much confusion. Finally, the governor gets quiet restored and tells Griselda to explain these charts. But she looks quite bewildered and says, "I cannot do this. I will be quite frank with you, sir. Your subordinate pressures me to hand over the chart, so I decide I will put a spoke in his wheel and have Hurbi make a copy that will leave out some important detail. It is a beautiful copy and looks quite genuine."

"Then who has the genuine chart?" says the governor, with a stern look at the Halicon guy, who looks ready to jump over the moon.

"Why, Hurbi must do," said Griselda. "I have him keep it because I believe no one will figure him to have such a valuable thing, and he will not dare to use it himself or cheat me by selling it."

"But we buy our chart from Hurbi! " a Storm Bull shouts, and then they all start yelling the same thing. The governor finally makes out that Hurbi sells everyone a chart, claiming that this is the correct one, and he is commissioned to sell it by Griselda, and that he is selling fake charts to others to throw them off the scent, because there is so much interest in the chart. So nothing will do the governor but to have Griselda look at all the charts and say which is genuine, but she says that all are copies which leave something important out, or even a whole lot, and seems very puzzled. Suddenly, Wolfhead slaps his thigh and bursts out laughing.

"Hurbi plays everyone for suckers," he cries, "including you, Griselda. He cooks up this scheme and goes off with the genuine chart. I never think he will have the nerve."

"He is nothing but a rascal," cries Griselda, seeming very sore, "and I am sorry that he cheats all of you, but you must see that he cheats me, too, and I lose the genuine chart."

The governor says that he is satisfied this must be what happens, and when some wish to ask more questions he declares the matter closed, as far as he is concerned, and we all go off. When the story gets around everyone is half-tickled to death to see all the big shots taken, and Griselda too. But I am not entirely convinced, for I do not believe Hurbi to be such a guy as will cook up such a scheme and carry it out all on his own, and there are others who say there is more to it than meets the eye, though they cannot say what more if you ask them.

Nothing more is heard of Hurbi, though, and soon the town starts talking about more current matters. Then one night I am talking to a Lunar guard, who has some time for me because I once put him onto a good thing in a Trollball game, and he happens to remark that the governor seems much more spry these days.

"Of course," he says, "he is rid of that squirt they send from headquarters, the one who tries to shake Griselda down for her chart. We are all glad to see him go, for he is such a guy as will poison your drink to watch you squirm in agony. But the governor is forever throwing parties now, and he is giving the fancy goods merchants plenty of play. Why, only the other day he buys a gold arm-ring with a red rock in it as big as my thumb, and sends it to someone, though I never know he has a doll stashed away here."

Now I will think nothing of this if I do not remember seeing Wolfhead and Griselda going into a discreet establishment very dissimilar to Loud Lilina's, where such characters can go if they want to spend plenty of dough on a good time, and they are all dressed up in their best, and Griselda is wearing just such a ring. Of course, I do not know that there are not two such rings in Pavis, or even three, and if Griselda is the governor's doll I am a Runelord, but it makes me think.

Then one night Wolfhead and Griselda drop into Lilina's for a drink. They seem very relaxed and ready to chat with one and all, and eventually the big Storm Bull-type doll, who hangs out there a lot and whose name turns out to be Hanafa, has the nerve to ask them if they have any idea where Hurbi is. I make ready to go under the table, for I figure Griselda will not care to be reminded of this matter, but she only smiles a little and shakes her head.

Now this Hanafa seems a rank sucker, and she pursues the topic. "He must make plenty from selling all those charts." she says.

Now Wolfhead grins. "Not so much the way I hear it. To make it all seem straight goods he takes only some of the price in cash, and asks a percentage of the loot for the rest, the way he always does. It comes naturally to him to do this, and perhaps he even gets to believing in his own charts."

We all have a laugh at this, and then Griselda says, "It may add up to a fair sum at that, but surest thing you know he spends it by now on another chart."

Everyone laughs even more, but this Hanafa has great difficulty in keeping her mouth shut. "But what about the genuine chart?" she says. "He has that, doesn't he?"

Now at this Wolfhead and Griselda look at one another and they sigh.

Then Griselda turns to Hanafa and looks her slap in the eye, and first puts her finger to her lips, then draws it across her throat, and she is smiling just a little all the time. Hanafa swallows so loud you can hear it across the room and buys them a drink real fast. Then she seems to remember an appointment for which she is already very late and departs.

The subject never comes up again, for it is clear that Wolfhead and Griselda do not want it spoken of. In fact, if you mention a certain chart, or Hurbi in many places in town for quite some while after this, you must be capable of running very fast indeed.

Gimpy's

The tavern called Gimpy's was founded five years before the Lunar invasion, when three adventurers were brought out of the Rubble by their comrades. Each had lost part of a leg, but the party as a whole was rich.

The three amputees found no one to use powerful magic to restore their limbs, so they retired from the adventurous life and bought a tavern from its previous owner (who had called it "The Temple", so customers could tell their wives that they had been "down to the temple" when they finally staggered home).

The three new owners attempted to maintain the old name, but their customers found their similar problems so amusing that Gimpy's became the name of choice. Even the owners agreed: they took down the signboard of the Pavis temple and put up one showing a peg leg instead.

The three former adventurers are still the proprietors of Gimpy's and at least one will be found in the common room when customers are there. The three proprietors are Morey the Short, and the brothers Parzel and Miltry Post.

Clientele

Gimpy's is an adventurers' tavern, attracting every sort willing to set old grudges aside for a few hours. For instance, one might see Yelornan shield maidens and Zorak Zoran berserks in the common room at the same time albeit at opposite ends.

Griselda and Wolfshead were seen at Gimpy's before their latest escapade, and Krogar Wolfhelm, an Orlanthi who teaches swordplay at the Humakt temple, maintains a room upstairs.

Lunars such as Derenx the Handsome and Jorjar the Quick come occasionally, usually when it is known that a particularly favoured entertainment, such as the Minstrels Three or the Blonde Piper, is performing.

The conversation is of adventuring, and the owners encourage such talk with tales of their own adventures on Temple Hill. Many adventuring bands recruit from the common room, and many adventurers looking for a place in a warband come here for exposure. Fights are common, but not encouraged, and general brawls are forbidden. The occasional petty fight, such as the one where Ruric Runespear is said to have gotten his first taste of blood, are less common with the now somewhat higher class of customer, but they are not unknown.

Layout

To get to Gimpy's from Salt street, one must enter the archway on Salt street with the pegleg sign over it and descend a flight of stairs into a tunnel which continues toward the Great Wall for about ten meters, then ascends again. At the top of the stairs is the common room of Gimpy's, which generally has a population of a dozen adventurers and a couple of serving girls, plus at least one of the owners.

This entrance is in the wall facing Salt street. Opposite the entrance is the east wall of the tavern, which is itself built up against the great wall. Between the entrance-side wall and Salt street is a courtyard, which can be reached only by going through Gimpy's or by climbing over the Salt street wall. In the courtyard are benches and tables, and it is used as the eatery known as the Open Kettle. There is always a rich stew available for a nominal sum.

Rumour has it that the stew comes from a magical artefact the owners and their friends took out of Temple Hill, but the proprietors do not say.

The ground floor consists of a common room and a side kitchen from whence comes the stew for the Open Kettle.

Upstairs the three owners each have a room, and one is leased to Krogar Wolfhelm. Four other rooms, each with its own chamber pot, are for rent. Usually at least two of these rooms are occupied.

Gimpy's basement is known for two things. First, its wine cellar and beer kegs are filled with good, if not exotic, wine and beer which is sold at reasonable prices.

The other claim to fame for Gimpy's basement is the tunnel which runs under the great wall into the Rubble itself. The end of the tunnel opens up to the south of the zebra pens, and watchers there keep an eye on it, having been paid to do so by the owners at Gimpy's. These watchers are also regular guards for that side of the zebra pens. In the basement annex, four adventurers are always on guard, encouraged by a generous stipend from the management, and by all the beer and stew they can consume while off-duty.

First-time adventurers disappointed to find that one of the four guards is also in the employ of the Lunar empire, and is in charge of filling out the Lunar forms necessary for an expedition into the Rubble. The Lunar forces are well-aware of the tunnel, and of a couple of others like it elsewhere, and they guard them just as they do the Peoples Gate and the gate through the Pavis temple. The zebra clan guards on the other side of the wall will let adventurers back into the tunnel for a small charge.

There are rumours of sub-basements beneath Gimpy's, with secret meeting rooms and yet another, unofficial, tunnel big enough to pass horses through, but this is unlikely: how would one bring the horses into Gimpy's, up and down all those stairs?

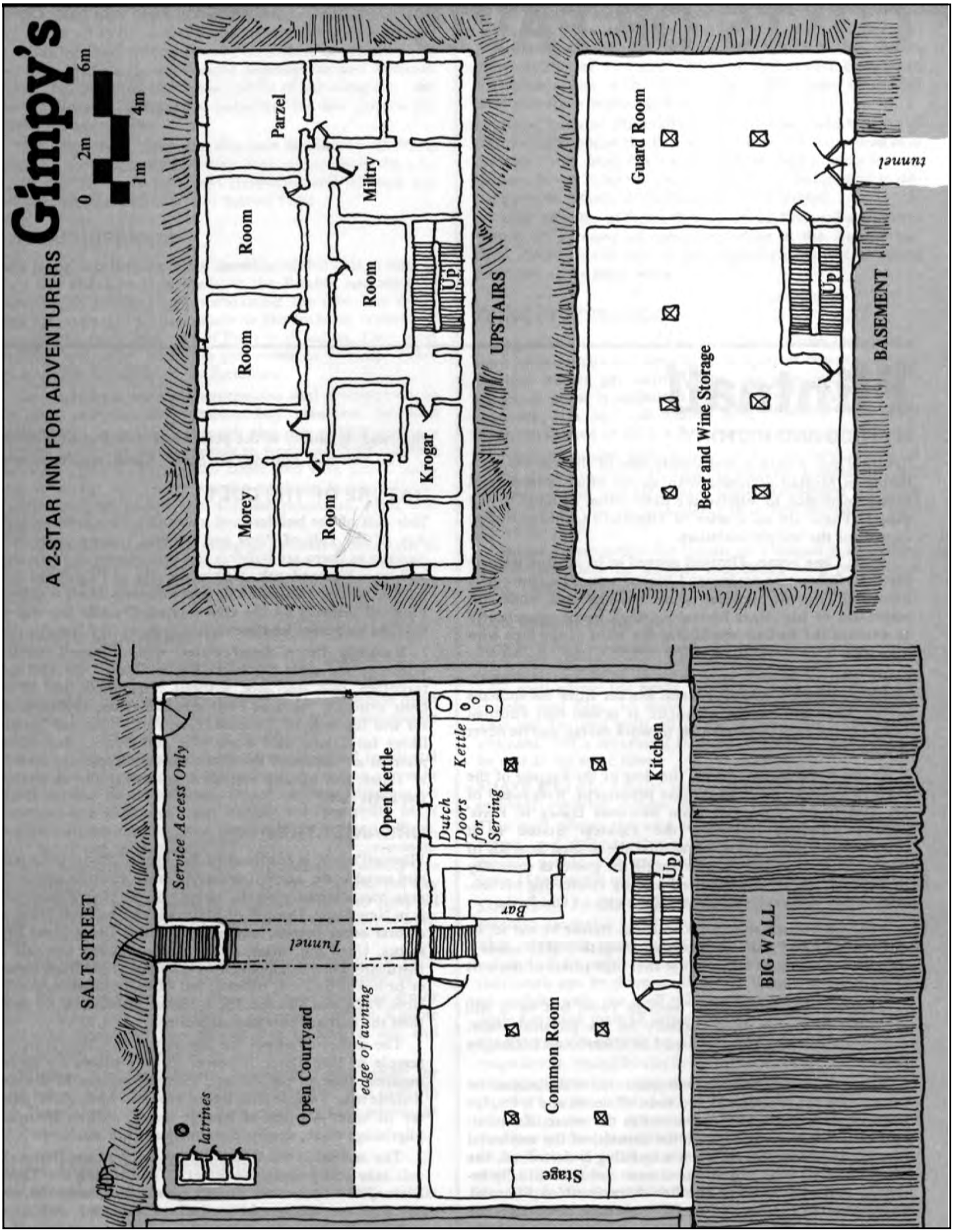
Noted Residents & Customers

The place attracts noted individuals. Both Fleeter Nemm and Bendrath of the Pavis temple come by often; the weapon master known as Garrath Sharpsword is a regular. Shalmar goes there looking for students, and Filbar has a regular table which he insists on having when he comes. Backhus the Wolf drops by.

Of the town council, Kalf Haldelsson is a regular, as is Derenx the Handsome. Kolli the Portly appears when he wants to talk and yarn with his old comrade, Parzel, one of the inn's owners.

The clientele is not the most powerful in New Pavis. People like Byrgga, Benderri, Sor-Eel, or Jotaran have higher-class places to attend. But riffraff and known criminals are kept out, and the food and drink, while reasonably priced, is not given out on credit, so that the poorest members of the community are excluded.

There is no restriction as to race; trolls and dwarfs are welcome, as is the occasional elf. This has led to some confrontations, but the owners are adamant in their policy, and Krogar is sufficient to keep the peace. Racial, political, or social differences occasionally erupt into duels, but the principal atmosphere at Gimpy's is good-natured revelry, with islands of quiet talk and contemplation.


A 2-STAR INN FOR ADVENTURERS
Gimpy's
0
1m
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Parzel
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Miltry
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Krogar
Up
UPSTAIRS
Guard Room
Beer and Wine Storage
Up
tunnel
BASEMENT
SALT STREET
Service Access Only
latrines
Open Courtyard
Tunnel
edge of awning
Open Kettle
Dutch Doors for Serving
Kettle
Bar
Kitchen
Up
Common Room
Stage
BIG WALL

Flintnail

Mythos And History

Before Time, Flintnail was simply one of the Mostali, partaking in Mostali activities with all the other Mostali, and barely managing to survive the destruction of most of the others. There are no stories of Flintnail's Godtime doings outside of the temple sanctuary.

After Time began, Flintnail proved to be a rogue who refused to follow the rockbound Mostal way. The new cyclic nature of Time fit his ideas of the universe and, while still respectful to his father Mostal, he took every opportunity to explore the surface world and the ways of the men who inhabited it.

He put his Mostali knowledge to work as a craftsman, and won great respect as a metal worker from the humans of the First and Second Councils. It is said that Flintnail taught many tribes of men how to work metal, and he never denied this.

In the Second Age, during the time of the Empire of the Wyrm's Friends, Flintnail became prominent. With many of his kinfolk he journeyed from Shadows Dance to Pavis' current location, following the Faceless Statue as it marched to Pavis' command against the animal nomads of Prax. The statue died after defeating the giants in their city of Paragua; the dwarfs honoured him by converting his substance into walls and structures of the city of Old Pavis.

Flintnail himself soon left Old Pavis. Before he did so, he married one of Pavis' daughters and together they made a son, who grew up to become the first high priest of the cult of Flintnail in Pavis.

Flintnail was never again seen in Pavis, but he is still supposed to live at least partially on the physical plane, and he may be the famous Dwarf of Dwarf Run in Dragon Pass.

Flintnail cultists believe their spirits enter the project on which they are working at the time of death and refer, for instance, to a particular house not in the name of its current resident or owner, but in the name(s) of the worker(s) who died working on it. When a building is destroyed, the Flintnail spirit goes to join his master and is eventually returned into the body of another descendant of Flintnail, to attempt to build another, more glorious structure. The station of the spirit's rebirth will vary; more exalted stations are reserved for those who gained great glory, recognition and durability in the persona of their previous edifice.

The Flintnail Runes are Stasis, Earth, and Harmony.

Nature of the Cult

This cult of the builders and maintainers is a political mainstay of the cult of Pavis and the two support each other. As long as there are builders and maintainers in Pavis, there will be a Flintnail cult. Within the city of New Pavis, membership in the Flintnail cult is prestigious; there is always a Flintnail member on the city council. Outside the city the cult has no power whatsoever.

Uniquely for a dwarf-related cult, Flintnail practices tolerance for elves. Individual members of the cult have forgotten this tolerance without retribution, but it is a basic principle, because Pavis was half-elven, and his daughter was the wife of Flintnail. Like Pavis, Flintnail has little liking for Storm Bull worshipers and Kyger Litor, though nomads are accepted through necessity. Trolls are feared at all times, but usually tolerated, following the example of the Pavis cult.

Organisation

Flintnail's cult is confined to the city of Pavis, both inside and outside the ancient walls. All small temples within that area owe allegiance to the temple of the High Priest, which is in New Pavis. The cult of Flintnail has one High Priest and several other priests, any of whom may be of Chief Priest status. Until the influx of the Sartar settlers, the cult was fortunate when it happened to have one High Priest (whether or not it had any others), but now the relative peace of New Pavis has allowed for a higher population of priests than the cult has ever known before.

The centre of power for the cult at this time is its main temple in New Pavis. However its holy places are three in number. One is the former Flintnail temple in the Pavis Rubble near Temple Hill, where Flintnail took Pavis' daughter to wife. A place of strange magic, cultists frequently pilgrimage there, despite proximity to troll territory.

The second is the Great Throne in Shadows Dance. The cult may still possess the secret of controlling the Faceless Statue, and if another should appear on the throne, some say that the cult would be ready. Every year, at least one initiate of the cult makes the pilgrimage to see if the

Throne has once again been occupied.

The third holy place is Dwarf Knoll, a place of magic on the plains of Prax. It is reputed to have been a dwarf city in Godtime, and there still may be dwarfs in residence. In any case, it is a danger-fraught journey for any Flintnail cultist, for the knoll sits in the middle of the Long Dry, and the territory is constantly patrolled by the perpetually warring tribes of Prax.

The High Holy Day for this cult is Clayday of Stasis week of Earth season, and they have regular holy days on Earth day of Stasis week and Harmony week of each season, as well as the Claydays of Sacred Time.

Lay Membership

Any being can become a lay member of this cult so long as they live either in New Pavis or the Rubble and are concerned with building and maintaining the city. Lay members are expected to participate in the building trades and support the associated cult of Pavis in all things. They must sacrifice one point of Power per season in worship. There are no other demands on lay members.

Lay members serve as apprentices and journeymen to the cult initiates and masters. Lay members can find employment as builders through the cult, which acts as a clearing house for those wishing to work and those needing builders. There is much ritual connected with this, a holdover from the days when human or dwarf builders in the Rubble had to watch out for the predatory trolls and bandits.

Lay members can get training at one-half normal cost in the skill of masonry, armour making, and weapon making. Lay members can buy the spell of Glue for only 500L per point.

Initiate Membership

A candidate for initiation into this cult must be either dwarf or human. A few ducks have been allowed the status, but no other races have been admitted. The candidate must also have been a lay member for at least five years, and be a master of at least one building or armouring skill.

Besides the usual obligations of worship and incidental service, the initiate must spend at least one season a year in direct service to Dwarftown. Dwarf initiates maintain its corridors and halls and learn further building skills. Most human initiates rapidly grow oppressed by the low ceilings, poor light, and small rooms of Dwarftown, and perform alternate service by working with the Rubble Trackers (see Miscellaneous Notes). Initiates are expected to join the city militia and to be prepared to drop everything to fight off attack by troll or nomad, and to never accept either as overlord of Pavis.

Initiates are the construction bosses and armorers. They receive free any further training desired in armouring, in return for spending an equal amount of time providing armour and weapons (at the initiate's expense) to the Rubble Trackers. They will also receive free training in axe and warhammer, for the same deal.

Initiates may learn Ignite, Extinguish, and Repair for half price. All initiates of Flintnail may live in a room in the Dwarftown tunnels, but humans rarely take advantage of that.

Rune Lord Membership

The Flintnail Rune Lord is expected to be at 90% with at least two forms of armouring; at masonry; at axe, warhammer, or crossbow; and at either Spot Traps or Disarm Traps.

Due to the small membership of the cult, a Rune lord must perform a major deed for the betterment of Pavis before he may attempt to gain an allied spirit. The cult spirits have an INT of 3D6 and a POW of 3D6 as well. Because of its connections with other dwarf cults, iron is usually available for a beginning Rune Lord.

Rune Lords of Flintnail are the guardians and trainers of the cult. They lead the Rubble Trackers. No Rune lord may venture away from Pavis and its connecting tunnels for any reason. When missions are essential to be performed in distant places, priests and initiates are sent instead.

Like initiates of Pavis, Rune Lords of Flintnail are always aware of all compass directions while in the Rubble and New Pavis. This is part of the original enchantments which established the great walls.

Rune Priesthood

As representatives of a tiny cult, only Chief Priests may have allied spirits and benefit from a better Power gain roll. Normal priests get neither, but can gain reusable Rune magic. A priest is unlimited by Dexterity in training or experience with any cult-related skill Non-cult DEX-based skills are limited to DEX x 5 or less as a percentage.

Priests have access to all standard one-point spells, plus Extension II, Dismiss Medium Elemental, and Summon Small and Medium Gnomes. One-point stackable spells may not be stacked higher than two points per casting of the spell. Divine Intervention for priests of Flintnail is stackable, but it may only be used in increments of 5 points at a time. This is explained later, in Miscellany.

Cult Special Rune Spells

Mold Rock **l point**

15 minutes, self only, reusable, non-stackable

This spell allows the priest to use his hands like hammers, chisels, and files, to shape rock into appropriate shapes. This can be used even on properly prepared Truestone or adamant, but a successful Divine Intervention must usually be cast at the same time.

Shape Metal **l point**

15 minutes, self only, reusable, non-stackable

This spell allows the user to use his hands like hammers, forms, and drills to shape metal into needed forms. It is equally usable with any metal, including Rune metals and iron. If the metal is hot, the user will take no damage.

Support **1 point**
24 hours, 160m, reusable, stackable up to 4 pts
This telekinetic spell will hold up any wall section with a volume of 54 cubic meters or less (per point of spell), so that work can be done on it. While the spell lasts a day on an upright wall, the spell will not hold a wall section at an angle for more than 15 minutes.

Warrior Of Stone **2 points**
15 minutes, touch, reusable, stackable up to 3 times
This spell animates a prepared statue of stone and metal by putting a gnome spirit into it. One use of the spell permits a small gnome to inhabit the statue, two uses permits a medium gnome, etc. Of course, Flintnail's cult has use only of medium and small gnomes.

The statue may be no more than SIZ 20, and must be perfectly formed, usually with the Shape Metal or Mold Rock spells. The statue will have a DEX of 1D6, and a STR equal to that of the inhabiting gnome. The statue's CON will be equal to the gnome's hit points, and the statue's armour will be equal to the statue's SIZ. The statue will have the INT and POW of the gnome, and will take as long as a gnome to understand orders and act on them. It has a chance to hit equal to 05% plus the gnome's attack bonuses, and does damage equal to its damage bonus (if it lacks a damage bonus, it will do no damage, but will still be capable of movement, etc.). The statue's movement class is 3.

The statue may be made using the Mold Rock and Shape Metal spells long before the warrior is activated. Flintnail halls are full of waiting statues.

Divine Intervention

Divine Intervention is not easy for a god as minor as Flintnail. Further, Flintnail's personally whimsical nature adds to the difficulties for cultists. Divine Intervention for a Flintnail cultists, whether initiate or Rune lord, has only a 50% chance of working properly. Priests, as mentioned earlier, must try for Divine Intervention only in units of 5 points at a time. If a call for Divine Intervention is actually answered, it is almost always with a gift, one of great mechanical or alchemical potency, usable once. The gift will appear at the feet or in the hand of the person needing the intervention. Even for enchanting iron or other Rune metals, there is a 50% chance that Flintnail will not lend his power to enchanting a particular iron item, though the cost for the intervention is still only a single point of Power for the Rune lord or priest (the one exception to the rule that priests must spend 5 points at a time).

Subservient Cults

Shelbaris the Fair was the daughter of Pavis whom Flintnail took to wife. Legend is not clear whether or not she left Pavis with Flintnail, but their son stayed to found the cult. Shelbaris acts as the cult spirit of retribution.

In action, she always moves any tool an apostate lays down, so that it never will be where he put it before. She keeps this up for days at a time, leaving the victim alone for awhile, then resuming the practice when he least expects it. Most members with the true Flintnail spirit will quickly return to the fold; true apostates find it easier never to practice any of their Flintnail-learned crafts again.

Associate Cults

The Flintnail cult is actively associated only with the Pavis cult. They have a close kinship; a member of the Flintnail priesthood is always also a Daughter of Pavis. Through that priest, the Flintnail cult has access to all standard and special Pavis Rune magic.

Flintnail is, by its very nature, associated with the Mostal cult. However, Flintnail's penchant for humans and his proclivity for giving wondrous gifts to human supplicants has effectively barred his cult from direct dealings with most Mostali and dwarfs. The Pavis dwarfs are considered to be apostates by nearly all other dwarfs. The tunnels in Dwarftown of New Pavis are rumoured to lead to such dwarf strongholds as Dwarf Knoll and Greatway, but no Flintnail member, dwarf or human, has ever confirmed this, and known actions of cult members seem to contradict this rumour.

Miscellaneous Notes

The Rubble Trackers

Flintnail cultists dream of the eventual recovery of the Rubble and plan to return Pavis to its old glory. To help in this, the cult maintains the Rubble Trackers, a band of adventurers who hire out to adventurer parties as horse guards, guides to well-known trouble or treasure spots, and general explorers.

The cult is picky as to who can hire a tracker. Their main function is to escort the annual pilgrimage from New Pavis to the old temple in troll territory. The trolls have learned to be discreet during this period of pilgrimage, though Zorak Zoran berserks can usually be counted on to attempt to show those trollkin with beards their place. Once in a while a major troll effort is made to stamp out the procession, and there have been a few times when the procession had to be cancelled for the year, but in general, the trolls rarely succeed.

Dwarftown and New Pavis

Ginkizzie was the king of Dwarftown when Dorasar arrived with his Sartar settlers. Earlier, Ginkizzie had been distressed when human riffraff settled the other side of the river in what is now known as Badside (and which deserved the title even then). Dorasar had thought of taking over that settlement and civilising it until he was approached by representatives of Ginkizzie.

Dorasar moved his people across the river and built his wall around the hill with the dwarf holes. Ginkizzie's people, happy to have their first building project in centuries, helped with the foundations for the Sartarite wall and built the new temple to Pavis, which contains a Flintnail shrine.

Their side of the contract finished, Ginkizzie's people became independent contractors and built other buildings for the settlers, for goods and money.

In the meantime, more and more Flintnail humans left the Rubble and entered the new town, which helped the cult grow to its current size, the largest it has been since the time of Jaldon. Ginkizzie is still the high priest and king of the dwarfs and also serves as a Daughter of Pavis at the Pavis temple. When the Lunar army came, the Flintnail cultists welcomed them at least as heartily as did the Pavis cultists, and built the bridge from New Pavis to Badside for imperial coin. However, dwarfs are more rarely seen on the streets of New Pavis these days, and there are rumours that the Flintnails are re-opening the troll-blocked tunnels to their old hideouts in the Rubble.

Lanbril

Mythos And History

Lanbril was a son of Grandfather Mortal. In Godtime, humans came late among the other gods. While he claimed to be equal to the other gods, they rejected him as inferior because his father was killed by Death, the first sword.

Lanbril was enraged, and the rage warped his soul. If the other gods held him to be inferior, let them so believe. He would excel, and the excellence would be his own, something to be cherished because of its very privacy. Lanbril studied the ways of deceit, and perfected the techniques of seeming not to be doing what he was indeed doing. When other gods worked with magic and power, he rejected these in favour of physical skill and covert manipulation. He cultivated Disorder, and worked to, attain the illusion that all was right until repair was impossible and he had made his escape. Through his mastery, he stole Rune spells belonging to the other gods, but despised some powerful spells as of no use to him. (It is speculated that the higher magics were too powerful for one who was practically a mortal human.) Lanbril did invent a magic of his own, to confound the pursuit of his victims, and to confuse those suspecting his presence.

After a while, Lanbril's mad influence permeated the world. Some devout cultists go so far as to state that this influence inspired Eurmal to help Orlanth in stealing Death from Humakt. This story is rejected by most theologians. During the Darkness, Lanbril taught mortals to survive by skill and cunning, and by watching out for themselves first. In historical times, thieves and other self-seeking scum plague all communities, following Lanbril's path.

Lanbril's gift is to help the guilty to avoid punishment, including death. Death is the final escape. Punishment will not follow a Lanbril cultist past the grave, and Lanbril will ensure that the soul gets back into circulation, someday.

Lanbril encompasses the Runes of Mastery, as king of thieves and the exaltation of skill; of Disorder, practising his trade regardless of consequences for others; and of Illusion, masking facts which could lead to detection of crimes.

Nature of the Cult

Lanbril is a cult of the criminal underworld in human societies across the world. Trolls, elves, and dwarves do not often embrace Lanbril, but the god is not unknown among these races, especially by those who have been tainted by contact with humans. He is the deity to whom thieves and criminals may turn for concealment and improvement of skills.

Lanbril, the patron of sneaks, criminals, and of the human underworld, is the expression of all egotistical and antisocial acts which must be done covertly. Any being, mortal or immortal, who acts in this manner may come under the guidance and protection of Lanbril. The nature of human society is such that Lanbril always finds followers.

This covert cult exists in natural counterpoise to centralising and ordering forces in society. The stronger the social order, the better are the chances for the Lanbril thieves. (This creates a natural conflict with Krarsht, who seeks the replacement of Order with Control.) Paradoxically, the Lanbril gangs often regularise the criminal element. Lanbril cultists do not advertise themselves, and are not known to society at large, except as thieves, who provide training in certain skills. The notorious Black Fang of Pavis was actually a Lanbril cultist during part of his mortal term.

Lanbril supports any established legal and economic order which permits proper conditions for his cult. Therefore most rings will not work as revolutionary agents against an established hierarchy. Most thieves are vocally patriotic, and will defend their tribe or town against enemies.

Lanbril likes secrecy, trickery, and treachery to be applied by his followers to established society. Lanbril is not pleased by internecine strife, or violence for its own sake, since many criminal endeavours require precise and trusting co-operation for their success.

Organisation

Lanbril thieves are organised into separate rings around solitary Rune priests. The priest leads the ring, and is responsible for selection and maintenance of a secure site for the temple. He is also responsible for co-ordination between ring members, arranging for needed training, for planning special crimes, etc. Although the priest does not normally take direct part in fencing loot, most rings depend upon their priest to ensure proper division of the spoils of their crimes.

Initiates of the cult form the core of the ring, and are the only representatives whom lay members meet. The initiates have a multitude of

aliases, appearances, and disguises. The appearances and identities of the initiates and of the temple itself constantly shift. No lay member ever knows which of the gang members is actually the leader, and only the inner few know the full extent of the hideout/temple.

Co-ordination between rings occurs whenever individual gang bosses see fit to arrange it. Groupings of rings are usually called families, and these groups may stay together for a long time, or break up immediately after the job at hand is completed. Certain lines of Lanbril priests have maintained criminal families over generations, and even centuries. Rings and families are subject to all the perils of individual temperament which one would expect in an organisation of outlaws and the criminally insane.

As there is no one organisation of the individual rings, there is no stable hierarchy in the cult of Lanbril. An important family leader might be consecrated Chief Priest, but his term of office would usually be short, limited to the period of personal pre-eminence. Activities of Lanbril's followers have occurred in many places in Glorantha. Only a stealthy priest would hope to establish a cult shrine near any of these locales, since areas in which such activities have been exposed become more vigilant.

Wildday of Disorder and Illusion weeks are propitious times to petition Lanbril and to carry out great deeds in his name. Individual priests have organised High Holy celebrations on random days having special significance for them.

Lay Membership

Lay membership in Lanbril is open to the whole criminal class of the community in which a ring makes its home. Beginning adventurers wishing to join Lanbril must make their luck roll (POW x 5) to be contacted by a ring member. In the rules, this is called the Thieves' Guild, which is another name for the cult of Lanbril.

Well-established adventurers also seek to join the cult, often simply to learn the stealthy skills in which the cult specialises.

Joining Lanbril under these circumstances is largely a matter of perceptive slumming. The adventurer must find the fringes of the underworld, gaining the attention of local cult members who may eventually invite the potential lay member to join the gang. Just when that will be depends upon the character's efforts and the Gamemaster's judgement, but it probably should be more than a week and less than six weeks.

Adventurers in search of a Lanbril contact will probably be victimised by the established thieves, robbers, pickpockets, muggers, and con men of the cult before they attain their sordid goal. If they foil members of the cult, however, they may attract its attention more quickly.

Examination by the ringleader is summarised by rolling the applicant's CHA x4 or less on D100. Success means that the applicant has been accepted into the ring. Failure indicates that he probably will never be trained by the ring in question. The interviews take place during what appears to be a normal barroom conversation (actually with the ringleader or an important initiate). The interviewer conceals the fact that he is actually interviewing at the time. If the character fails his examination, the Gamemaster should tell the player that his character is meeting nobody new, and that his chances have probably soured.

A lay member of Lanbril's cult is a member of a criminal ring or family, with all the implications of that status. Loyalty is basic, and an adventurer joining the cult solely to purchase training may find that ties to Lanbril can be more than embarrassing. Disloyal ring members will find that Lanbril's enforcement is nasty and brutal.

The ring will usually arrange subsistence for those members who need it, and will hide wanted members inside the temple for periods of time. Divination Block is rarely cast for a mere lay member.

The personnel of most Lanbril criminal rings includes people who can give instruction in normal and cult speciality thiefly skills. Lay members can either pay for instruction at the normal rates, or they can assist in a criminal job as compensation for each +5% instruction. This latter option is only available to lay members who have a 50% or better skill in some useful skill from the stealth, perception, or weapons use categories, for the failure of a lay member at an appointed job may result in the failure of the overall enterprise.

The referee decides which one skill is most useful to the trainee for that particular job. If the skill use roll of the player is successful, then the trainee has done his or her part in the job correctly. If the player fails his or her character's roll, then the player must roll the dice once again and consult the luck roll of the character (POW x 5). If this second roll is successful, then the character's failure to perform his or her part of the job correctly didn't make much difference. If the Luck roll is failed then something bad happened and the character is blamed. The severity of the consequences is up to the referee. In any case, the character will receive no free training and may have gotten hurt or arrested. If the Luck roll is fumbled then something disastrous occurred. Even if the gendarmerie doesn't pick the character up on the spot, the other gangsters are so mad that it will be hard for the trainee to avoid bodily injury or worse.

The following skills from the rules are available to lay members at standard prices: Camouflage, Climb, Evaluate Treasure, Hide Item, Hide in Cover, Jump, Listen, Lock Picking, Move Quietly, Pick Pockets, Spot Hidden, Spot Traps, Trap Set/ Disarm.

Lay members may also train in Dagger and Shortsword and may buy Dexterity training from the cult.

Lanbril teaches the following skills from *Cults of Terror* as well: Act, Bribery, Disguise, and Garrotte. The cost of these skills is as per cult outsiders except for the skill of Garrotte, which is double the Thanatar lay-member cost (totalling 400/800/1600/EXP).

Lanbril also teaches the following cult speciality skills: Fast Talk, Feign Death, Foil Restraints, Shadowing, Streetwise, Voice Mimicry.

Many of these skills are relevant to other walks of life, and are not exclusively the property of the Lanbril cult.

Cult Special Skills

Streetwise
This knowledge skill enhances a character's detailed perception of urban social reality. The character knows the ways of urban subculture, and can deal with urban strangers of all sorts without alienating them, in order to find out the inner workings of a locality. When in a strange city, the Streetwise skill of a character is cut in half, unless the new city is very similar to the city in which he learned the skill. In any large institution there are patches of corruption, but even a critical Streetwise roll won't generate information on things which do not exist. With such a roll, however, the player-character would be able to find out that he is barking up the wrong tree. The base knowledge for the Streetwise skill depends upon the character's background. A Townsman adds +25% to his Knowledge bonus, Nobles add +10%, and others add only +05%. These base percentages apply to all adventurer characters, not just to Lanbril cultists. Further instruction in Streetwise from the cult will cost 200/400/800/EXP as per standard. Most Lanbril thieves have a Streetwise of 65% or so.

There are similar skills for getting along in other types of communities, such as noble or royal courts, or barbarian villages. They may be easily imagined, and knowledge percentages will apply to appropriate character types. This skill is intracultural; a streetwise human will not, for instance, find his skill of much use in a troll town, or vice versa.

Example: *The thief, Poacher, needs a pass (to which she is not entitled) from the occupying Lunar army. She makes a successful Streetwise roll to discover that such a pass may be obtained from a particular office for a purse of silver. With a special roll (20% or less of the needed roll) she could find out the name of the specific clerk who forges the passes, and with a critical roll (05% of the needed roll) she could discover how to get the pass for free! (This last might require her to perform some simple act to recompense the clerk.) If she failed, she could try again in a week or two, and if she fumbled, she would receive wrong information - a disastrous situation.*

Fast Talk
This is a communication skill intended to cause the victim to temporarily agree with the user. If a character has been fast-talked to a particular viewpoint, an opportunity for a bit of quiet thought will allow him to make a roll of INT x5 or less on D100 for common sense to prevail. Fast talk is always ineffective in cases where the victim has strong convictions or has already made up his mind.

The base chance for Fast Talk is 20% plus the Oratory bonus. Instruction in Fast Talk costs 300/600/1200/EXP, as per standard.

Feign Death
This esoteric manipulation skill allows the practitioner to conceal himself amid a scene of carnage. Feigning death involves lying absolutely still and maintaining a posture so death-like as to be ignored by enemies. A successful use of the skill will fool an untrained enemy looking carefully for bodies. A critical roll will even fool a trained healer not casting a Detect Life spell or checking pulses, etc. A failure at this skill indicates that the character will not fool anyone who cared - perhaps he looks too comfortable! A fumble will draw the attention of a casual observer to some movement that the character has made. Untrained characters who are trying to just lie still must still check for a fumble.

The basic chance for this skill is 10% plus manipulation bonus. The cost is 200/400/ 800/EXP. The cult of Lanbril will only train lay members to a level of 25% in this skill.

Foil Restraints
This is the ability to position oneself so that restraining ropes, chains, etc., are applied ineffectively. It is a manipulation skill. The initial roll must succeed when the bonds are applied. If this initial roll succeeds, the character can try to free himself from the bonds at any future time by again making his Foil Restraints roll successfully. He may try once every five minutes. If the character failed his Foil Restraints roll when initially tied up, he cannot try to escape. If he critically succeeded in his initial Foil Restraints roll, he need not roll again to escape, but may release himself at any time.

The basic chance for this skill is 0%. Training costs 400/800/1600/3200. Lay members are normally trained only to a maximum of 25% in the skill.

Voice Mimicry
This ability duplicates the tone of somebody else's voice. The basic chance is 5% + the character's Oratory bonus. Penalties should be assessed against the chances for success if the voice to be mimicked is wildly different from the character doing the mimicking. The cost of training is 400/800/1600/EXP. Only initiates are trained above a level of 25%

Shadowing
This is the art of secretly following someone around a town or city. A stealth skill, it is normally impossible in a rural setting - the skill of Hide in Cover should be used instead. Success must be rolled every five minutes while the thief shadows the subject. If the shadower fails the skill roll, the subject is allowed a Spot Hidden roll to notice who is following. If this roll is missed, the subject still knows he is being followed.

Shadowing has a basic chance of 10% + bonus. Training costs 300/600/1200/EXP. Lay members are not trained past 25%.

Battle Magic

Most battle magic is available to cultists for the usual prices. The cult speciality spells are not normally taught to lay members.

Thieves' Argot

This secret language is taught to all Lanbril worshipers. A distinctive language, Argot contains common sounds from many different tongues; mutually intelligible dialects, similar in parts to the dominant regional tongue, exist in different cities. A character speaking Argot usually will sound like a particularly unintelligible member of the lower classes. Argot has a limited vocabulary and range or expression. Argot is unknown to most Gloranthans, including many peace keepers.

Argot is taught at the cult temples for free. Each Holy Day that a character worships Lanbril at a regular temple service (once per season), he may learn 05% knowledge of Argot, up to a limit of INT x5%. Argot higher than this must be paid for by learning from a fellow cultist at the normal prices for learning a new language. It is not improvable by experience.

Argot is used in most cult services, and for communication between cult members. It is used both as a universal language and to preserve secrecy. It is also used to write the occasional training texts and temple records.

Initiate Membership

A lay member of Lanbril who declares a need for further training may be made an initiate of the cult if: he is a master (90%) in one of the thiefly skills, is not an initiate in any other cult, and has been a lay member for at least 5 years. Lay members with less seniority are put off with promises or threats. If the prospective initiate meets the requirements, he must pass a test abstracted as INT x5 or less on D100. This test can be administered once per year, until the lay member passes or gives up in disgust. As with lay member induction, the prospective initiate usually has no idea that he is being tested until he is suddenly hailed as a full ring member and an initiate.

Initiates must sacrifice two points of POW each holy day. They must also maintain their position in the temple by leading and participating in thefts. They must contribute to the prosperity of the ring, and must remain in the good graces of the ringleaders and the master thieves.

Once in, the initiate cannot easily leave. Until this moment, he has not known who the boss was, but now he does, and the boss wants only loyal ring members. Ring members may escape this stricture only by leaving the city of the ring in-which they were enrolled. Initiates of Lanbril cannot become initiates of other cults.

Initiates form the core of the rings, planning and leading crimes involving other initiates and lay members. They are the liaison between the boss and the lay members. The exact set-up for dividing the loot varies, but one common method is to give 20% of the proceeds of a crime to planner of the crime, 40% to the character leading crime, 25% to the other participants, and the remaining 15% to the ring's boss.

Initiates may arrange to trade instructions with other initiates in skills they have mastered, or they may buy training in any cult-taught skill, and may buy such training to any level of competency. Lanbril initiates may also learn some alchemical recipes from the cult.

Special Alchemical Skills & Products

Lanbril alchemists know some of the standard potions (the exact ones varying by ring) and have developed some specific recipes of their own. The following substances are collected from several different rings, and no one ring would possess the secrets to all of these recipes. Becoming a Lanbril alchemist costs the same as if joining the Alchemists' Guild described in the rules.

These substances are often prepared as dusts and packed in parchment spills for hurling or in small tubes from which the dust is blown. Sometimes the compounds are liquids giving off potent vapours or acting through skin contact. A standard cloud of dust or vapour will fill 3 cubic meters before dissipating. The range will be no more than 3m.

Thunder Lung Dust

When a character inhales this substance, he must immediately make a CON x1 roll on D100 or begin to sneeze, choke, and undergo general upper respiratory distress, so that he can do nothing but clutch his sides and suffer. The symptoms remain for as long as the character is inside the cloud; he may move out of the cloud, or wait for it to disperse, which takes five minutes in the open on a calm day. Each round that the character inhales some of the cloud, he must make his CON roll anew.

Once free of the cloud, he may try to roll CON x3 or less on D100 to recover from the symptoms once per melee round. While a victim is busy choking and wheezing, their movement is reduced by half, and no magic or skill use is possible. The recipe costs 10,000L to learn, and the ingredients for a single dose cost 100L. A cult alchemist will usually sell doses to fellow initiates for 1,000L each.

Dust of Death

This is a new way to disperse standard CON poisons. The dust is a separate recipe from the ordinary poisons described in the rules, and costs more. The poisons cost 800L to learn per potency level, and ingredients cost 40L per potency point. Cult alchemists will sell the poison dust to other initiates for 400L per point of POT. The antidotes to these poisons are as per the normal type: mineral, spider, etc. Death Dust can be made against which only poison gas antidote is good. The cloud will last for five minutes in a calm environment, and then will disperse at the rate of 1 point of potency per minute.

Visibility Dust

This anti-magical substance collects on the surface of skin, clothing, etc., and negates the battle magic spell of Invisibility. The dust cloud persists for five minutes, during which time any beings moving through it will become coated with the dust. The surface dust will negate Invisibility until it is cleaned off. This costs 5,000L to learn, and materials for one volume of dust cost 150L to purchase. They are sold to fellow initiates at the price of 1500L each.

Scent-Stop Dust

This product is sprinkled behind a fleeing party and will block any scent trail which might exist. Dogs and other scenting creatures can follow the trail through this substance only on a critical tracking roll. A single dose of the compound will cover 10 meters of trail. This dust often is used where trackers can't simply circle and pick up the trail again. The cost of learning to make this dust is 5,000L, and the ingredients to make a single unit of dust cost 50L each. Non-alchemist cult initiates can purchase this material for 500L per use. The effects of the dust last for as long as does the scent, effectively blocking the track forever.

Stink Dust
This is the reverse of the above - objects or subjects coated with this stuff can be tracked by scent at an automatic 95% chance for dogs, and at 50% even by humans. It costs 5,000L to learn to make, 50L to purchase the necessary ingredients to make a dose, and 500L to buy for non-alchemist initiates.

Sleep Powder/Sleep Venom
These act as systemic poison in the air or on a blade, respectively. Failure to resist with CON vs. the POT of the chemical results in the victim falling unconscious for 25-CON full turns (5 minutes each). If the victim resists the poison, he is still incapacitated for a single melee round if the poison had at least a 10% chance of overcoming his CON. This incapacitation takes the form of momentary extreme drowsiness, and the character will not fall down, but may not attack, and his parry is halved. Sleep Powder or Sleep Venom cost 1,000L per potency level to learn. The ingredients cost 100L to purchase per point of potency in a dose, and cult initiates can purchase the stuff for 300L per point of potency in a dose.

Smoke Bombs
These devices work either by burning compressed powders in ceramic jars, or by smashing globes of special liquids which volatilize into opaque vapours. Smokes are opaque and are a bright black or white. A single smoke bomb produces enough smoke to completely block an area of 100x100xl0m. The smoke is non-toxic, and does not smell strongly. It is non-lethal, though an intense dose may cause characters to cough. Smoke bombs are used to signal friends, obscure views, and startle enemies.

The knowledge to create a smoke bomb costs 10,000L. The ingredients of a single bomb cost 100L for burning powders, or 500L for thrown globes. It costs cult initiates 1,000L to buy a burning powder, or 3,000L to buy a throwing globe full of liquid.

Flares
Flares cause bright flames which last from a melee round up to five minutes or more. Basically, flares consist of powders compressed into paper or ceramic containers. They can be made to burn in any flame colour, and can even be designed to propel burning material into the air, like a Roman candle. In the event that a burning flare hits something, it may cause damage as a small fire. The knowledge to make a flare costs 10,000L and the raw materials for a typical flare cost 75L. More fancy flares may cost more. Flares usually cost about 1000L for cult initiates to buy from cult alchemists.

Other alchemical devices and compounds are available to Lanbril's thieves; the Gamemaster should use these well known items as guides. The spirit of the cult is to counter the strong magical defences of much of Gloranthan society by means of tricks, gadgets, and well-polished skills. The Lanbril thief is characteristically inventive.

Spells
Initiates may sacrifice for the benefit of the magic of Divination Block. They lose POW for this just as does a Rune lord for Divine Intervention. They may learn the cult special battle magic spells of Conceal Item, Face of Lanbril, and Forget.

Conceal Item **1 point**
range touch, focused, passive, temporal
This spell acts to conceal a single item smaller than 3 ENC points. An attached satchel or backpack could be concealed with this spell. If the concealed object is a weapon, it will become visible as soon as it is used to attack or parry with. The item is concealed by misdirection, just as the normal Invisibility spell conceals a person. The spell costs 4,000L.

Face of Lanbril **2 points**
range self, unfocused, passive, temporal
This is a general disguise spell, causing the user's face to become exceedingly ordinary and forgettable, so that one wearing this spell is likely to pass unnoticed and forgotten, especially in a crowd. No two uses of this spell give exactly the same face, and the user's clothing also shifts in the direction of ordinariness, though a Spot Hidden will allow an observer to see that the spell user has either much better or much worse clothing concealed under his 'ordinary clothes.' The spell cannot change sex or race. If a female troll casts it, she will look like a very ordinary female troll, who may still stand out in many places. The spell costs 1,500L to buy.

Forget **3 points**
range 80m, focused, passive, temporal
This causes the subject to forget events taking place 10 melee rounds before the round of casting and 10 melee rounds after the casting. The memory loss does not take place immediately, but begins to affect the target about five minutes after the spell is cast. If a guard chases some thieves who successfully hit him with this spell, the guard will not remember the encounter later. This is a good spell to throw on a victim who is already Befuddled. It costs 2,000L for an initiate to learn this spell.

Master Thieves (Rune Lords)
The Rune lord of Lanbril is called a Master Thief. The Master Thief is at once the epitome of a Lanbril thief's aspiration and an embarrassing superfluity. A cult aim is mastery of thief skills, but Lanbril has no overall thrust, no religious or philosophical axes to grind, so the Rune lord is less exalted in Lanbril than he is in other cults.

A potential Master Thief must be an initiate and be a master of five skills taught by the cult. Alchemical skills do not count. The candidate is consecrated by the ring boss after passing a test abstracted as rolling his CHA x5 or less on D100. For each 100L donated to the cult, 1% is added to his chances for success. If he fails to be accepted, the candidate may try again after mastering another skill.

Master Thieves may use iron weapons and armour, though such items are rather impractical for thieves. More to the point, masters may enchant iron burglary tools, which are tougher than bronze, and which will outlast and defeat more common metals. Such iron picklocks add +10% to the chances for success in use. Master Thieves may gain an allied spirit, and may place it in anything they wish usually a tool, piece of jewellery, dagger, or small animal.

Rune lords must donate 10% of their income to the cult and must maintain the initiates and lay members working with them. They must also pay their own bribes, lawyer's fees, and so on.

Rune Priesthood

The Rune priests of Lanbril serve as the ring's bosses and leaders. Each priest is in charge of a different ring. The ring's leader is responsible for the selection, consecration, and maintenance of the temple site, which is then made secure by the intervention of Lanbril. The temple is both a worship site and a refuge. Within the security of the temple, the ring's leader-priest maintains authority over his ring through the power to exclude the recalcitrant from the temple's protection and from the organisation of thieves in the congregation.

There are two stages of Lanbril Rune priesthood. An initiate with a POW of 18+ who has shown great cunning and general success as a thief may become an associate priest of Lanbril. He must pass an exam which is the same as that for the Master Thieves. He does not receive an allied spirit nor an increased POW gain roll, but he may purchase all Lanbril spells as per a normal priest.

A character wishing to become a full priest must already be an associate priest. He must have at least 15 points of Rune spells, including at least 5 points of Divination. He must have a CHA of 14+, be master of at least one skill taught by the cult, and he must own at least 10,000L, so that he may become established as head of a new gang and construct a temple. Any full priest of Lanbril is considered to be a High Priest, and leader of his own ring. Any full priest of Lanbril is required to ordain any initiate meeting the criteria listed above, and no test is necessary. Lanbril wants as many high priests as possible. Also, any new rings started by the new ring leader may be the start of a family, which will presumably look to the original high priest as main leader. This may not work out, and the new priest often becomes a rival to his former head, but there is always hope.

The ring leader, like the Master Thief, is by definition a notorious criminal, and must be discreet. Lanbril full priests must spend at least 90% of the income directed to them by their group to maintain the temple and the gang. They may command half price training from any skill master in their ring.

The ring boss is the centre of a potent organisation. Anyone in this position will doubtlessly have a taste for the sorts of things done by the classic fictional master criminal. The leaders are expected to have the experience and ability to plan and see to conclusion the most difficult, outrageous, and profitable of crimes. Full priests receive the usual allied spirit, carried as per Master Thieves. They may also learn Rune magic. They are not limited to DEX x5 limit in manipulation skills, but may increase as high as they wish. Also, they do receive an increased POW gain roll.

Both associate and high priests have access to all standard one- and two-point Rune magics. They cannot summon any elementals, but they may Dismiss Small and Medium Elementals. They have a single special Rune magic spell.

Special Cult Rune Magic

Divination Block **1 point**

Range special, Duration as long as the caster is a living cult member, non-reusable, stackable

Divination Block will block the history of the activities of up to 12 individuals associated with one definable material object for an activity period of up to 12 hours. Alternatively, it may be used to keep the history of one object from being revealed by Divination spells or the Lhankor Mhy Knowledge spell cast by the priests of any god for a period of time in the object's history up to twelve hours in length The existence of a Divination Block will be revealed to an inquiring priest only on a critical success roll for the Divination. If the spell is stacked, an extra point of spell doubles the period of time covered by the spell. A third point will triple the time, etc.

Subservient Cults

There are no subservient cults of Lanbril - he trusts no other god. Cult apostates are relieved of any Divination Blocks cast on their activities.

Associated Cults

Lanbril has few friends. The tiny Black Fang Brotherhood is an ally. Due to Lanbril's success in concealing his Godtime activities, most cults embodying the Truth Rune are his enemies. Members of any cult, of course, will pursue thieves who steal their goods.

Miscellaneous Notes

Special Devices

Lanbril cultists use a variety of special tools, such as lockpicks, extendable ladders, hooks, knives, and saws used to enter forbidden places. Some other devices used by thieves are intended to distract - while the guards investigate the device, the thief goes about his business.

The Magic Chirper is a perfect example of such a red herring. It consists of a fancy box with a carefully worked grill allowing sound to emanate from the interior, while concealing the insides. The box is well-made, at a cost of about 100L. Inside the box is a mouse or bird. The design of the box amplifies the normal noises of the poor beast to be loud enough to attract attention. Often the animal is hurt, so that it will whimper, cry, or scream.

The cultist will usually cast Farsee on the box, so that it will emanate an aura of magic. This trick may work as often as once a year in a large community. Variations of the trick are obvious - all of them are regularly used.

The Whumper is simply a clockwork mechanism in a box which produces percussive noise at a pre-set interval, either rhythmically or in a random pattern. Whumpers are only made in highly civilised areas, such as the interior Lunar

Empire or the Holy Country; they require complex mechanical skills to produce. Typical Whumpers produce a scraping sound every few seconds. They can also be made to produce a rapping noise every 15-90 seconds, a foot fall every minute or so, or similar sounds, always to distract and lure away guards. Whumpers can cost anywhere from 100 to 1000L, depending on the reliability, flexibility, and quality of the device, how far it has travelled from its maker, and on how well the seller likes the purchaser.

The Thief's Helper assists in entering buildings. It looks like an ordinary staff, 1.5 meters long, but it is made of telescoping tube sections with a claw grapple at one end and a chisel spike on the other. Magical ones sometimes include matrices for Glue or Silence. When the thief is ready to enter a building, the Helper is extended by sliding out the sections and fixing them in place with pegs (which also serve as ladder rungs). The ladder may be made as long as 4 meters. The Helper is set into the ground, or is hooked onto the end of a protrusion on the building. A Glue spell can make things more stable. The thief then climbs up the ladder to the desired height and draws the Helper up. The spike on the end is strong enough to be used to jimmy open windows, etc.; the collapsed Helper is sturdy enough to be used in combat as a staff, but will only take 12 points of damage before being ruined.

Other Lanbril gear includes reversible cloaks, reversible hats that can be folded up to be placed in a pocket, spidersilk cloaks that can be folded into a pocket, footholds which attach to walls without pounding, glass cutters, and so forth.

Locks and Lock Picking

This section describes a variation on the lock picking rules from the standard rules. They are just a suggestion for a campaign in which the participants want more complicated game mechanics.

Lock picking is a common skill among the Lanbril thieves. Locked goods are often less well-guarded than goods in the open, and this presents opportunities for sneaking and craft.

Locks are made individually by local craftsmen working to their own designs. The locks made by a blacksmith are larger and coarser than those made by a locksmith/jeweller. The sophistication of a lock varies by its place of manufacture locksmiths from Peloria or the Holy Country will make more complex and effective designs than those from rustic Sartar.

Lock Picking

To pick a lock, first recognise the design. Since there are a wide variety of designs, the lock picker must grasp the principle of the particular lock by examining its exterior. A successful Know Locks roll will allow the thief to pick the lock at his normal skill A well-designed lock may still decrease the lock picker's chance, as per the rules. Lock picking is the skill of defeating a lock with tools, but without the benefit of a key. If a successful Know Locks roll has not been made before attempting to pick the lock, the chances of picking the lock are always half normal, and this may be reduced further by the difficulty of the lock.

A lock picking attempt takes a full turn. If the initial try fails, a second try may be made with a -25% chance for success, if this fails, another -25% chance is deducted from the third try, and so on. If the chance for success ever drops below 1%, the try automatically fails, and no further tries may be made.

Know Locks

Current thief player-characters will not have the skill of Know Locks. This can be set at equal to Lockpicking skill plus perception bonus minus the character's manipulation bonus. For new characters, the basic chance for Know Locks is 5%. It is a knowledge skill with costs set at 400/800/1600/EXP.

Lockpicks

Lockpicking is a skill requiring the use of special tools. These are called lockpicks, and take the form of small metal probes and tweezers. A character may pick locks only with proper lockpicks. If the character does not have a set of lockpicks handy, but has improvised materials, such as metal scraps, pieces of belt buckle, etc., his chance for picking the lock are cut in half. If he has no tools of the proper size at all, but only twigs or dagger points, his chances for lock picking are reduced to one-fourth normal. If the lock is of high difficulty, subtract its full decrement from the reduced skill.

A good set of bronze lockpicks costs 50L or so in civilised places like Peloria, and much more in the backwoods of Sartar and Balazar. It is illegal to possess lockpicks in most towns and civilised areas unless the owner is a registered locksmith.

Iron lockpicks are the mark of a Master Thief who specialises in locks. They add +10% to the chances for success in lock picking, after all other modifiers. The cost of such tools is beyond measure to one who can use them and they are cause for grave concern on the part of authorities if they are discovered on a prisoner.

Non-Lanbril Thieves

Not all thieves are Lanbril cult members. Many gods of Sartar and Prax have thieving abilities. Orlanth thieves follow the tradition of their god the Adventurer and often try especially daring malfeasances. Eurmal the trickster made the first theft, and many of his followers are also thieves. Eurmal thieves try to turn their crimes into exercises in the grotesque, and concentrate as much upon embarrassing their victim as on gaming wealth.

Many thieves worship no gods at all on levels higher than lay member, depending on their own skill to prevent capture.

The Lanbril cult ignores factional conflict, allowing the criminal to practice his trade with great objectivity. Also, the cult of Lanbril protects its thieves from cursory community detection.

Other lands in the world claim similar gods to Lanbril under strange and exotic names. There are many thief gods, but perhaps all are disguises of Lanbril, King of Thieves!

Black Fang

History and Mythos

The Black Fang Brotherhood was formed some 200 years after the troll invasion of the Pavis Rubble, when a human shaman met Black Fang on the Spirit Plane. Black Fang was a legendary bandit of approximately 100 years before who had raided everyone inside the Rubble irrespective of race. Black Fang's spirit serves an unnamed god and can dispense Rune magic to worshippers.

This is a small cult, whose 300 or so worshippers are assassins and cutthroats. It is organized as a large extended family with initiates being "adopted" into the family.

Bribery Table

Crime	*Citizen*	*Constable*	*Soldier*	*Bureaucrat*
Open Gate	-	-	10	50
Falsify Papers	-	-	10	50
Forge Papers	-	25	50	100
Ignore Crime				
Minor Crime	1	2	4	8
Assault	2	4	8	16
Robbery	5	10	20	30
Smuggling	2	4	16	40
Murder	20	40	60	100
Treason	40	80	120	200

Explanation

This table is meant to be used when a group of player-characters wishes to bribe someone. It is self-explanatory. Both the purpose of the bribe and the individual being bribed are cross-indexed on the table to get the minimum number of lunars necessary for the bribe to be accepted.

Due to the sensitive nature of this subject, the prices listed on the table must often be greatly modified by the Gamemaster. Often, it is simply not possible to bribe an individual, though the chances of any one person being susceptible to a bribe depends on his or her status within the Rubble or New Pavis. The citizenry of the cities are the easiest to bribe and most consistently accept bribes. Also, the bribe necessary to get an individual to forget a crime will always vary with the nature of the victim. If a character kills a much-hated bully in a bar fight, for example, it will be much easier to bribe the bar's patrons to forget the battle than if the same character robs and kills a kindly merchant. Even treason is viewed according to those whom it is performed against. Treasonous activities against the Lunar Empire may not be judged too harshly by a Sartarite national.

In each instance, the bribe is given in terms of the minimum number of lunars likely to be accepted by the individual in question. Do not let players study the table, though they may have a slight idea of the necessary bribe after spending a few weeks either in the city of New Pavis or one of the cities of the Big Rubble. Usually, the bribes are from 50% to 300% greater than those listed.

Initiates

Initiates are found by being known to the shaman-priests of the cult. They must work on cult missions before being accepted. Black Fang does not accept worshippers who are not initiates.

The prospective initiate need not meet the basic rules qualifications for initiation. Instead, the candidate must convince a controlled spirit of the high priest of the cult by making the same roll against the spirit as he would have to make as a Rune Lord allying a spirit. If the roll is unsuccessful, the spirit will engage the candidate in spirit combat, because he will know too much to be let free. If the roll is successful, he has convinced the spirit and becomes an initiate and one of the family. The spirit does not become his ally.

Rune Lords & Rune Priests

A candidate for Rune Lord must be an initiate who can brew a poison POT 20 and Hide in Cover, Camouflage, Move Quietly, and Climb at 90% each. He must also be at least 50% with dagger and Evaluate Treasure. All of these are taught to initiates at 1/2 price.

Priests of Black Fang are shamans, too. Like most shaman-priests, they have the ability to sacrifice the POW they have stored on the spirit plane for the cult's Rune magic. Because this is a small cult, only the following standard Rune magic spells are available to the priests: Concealment, Divination, Divine Intervention, Extention 1, Mind Link, Multispell 1, Shield, Spell Teaching, Spirit Block, Vision. The shamans of Black Fang have the special ability to use 1 point of Divine Intervention to keep an activity of one of the cult's members from being discovered by Divination.

Special Cult Rune Magic

Shattering **1 point**

160 meters, Instantaneous, Non-Stackable, Reusable

This spell acts as 4 Disruption spells at once, all directed at one target. As it does an average of 8 points of damage when it hits, all to one area, it is a very lethal spell. The target will resist.

Miscellaneous Notes

Membership in the cult is dangerous, as there are many who will put to death anyone suspected of being a member. However, they are often useful to the powers that be, so they are tolerated unofficially and even encouraged, as long as they serve the ends of the authorities.

Pavis

Mythos And History

The history of the cult of Pavis is synonymous with the history of Pavis the man himself, and then Pavis the city. Pavis was half-man, half-elf, and a hero who appeared approximately 800 years ago, during the expansion of the Empire of the Wyrm's Friends. As an adult, he studied under the tutoring dragons then present in the Empire. There he met the dwarf, Flintnail, and gained a mastery of stone.

After defeating Waha with the great Faceless Statue of Shadows Dance, he taught Aldryami healing to the people of the Paps and healed Waha, cementing a bond with the nomads.

After troll magic closed the city, constant struggles occurred between the trolls and the remnants of humans, elves, and dwarfs. The Pavis cult held to its rituals, and their intimate knowledge of the city aided worshipers in every crisis. The cult kept non-troll dwellers alive in the ruins until the city was re-opened during the time of strange magics and phantoms from the past known as the Dragonewts' Dream.

When the Sartarites came to build New Pavis, the high priest of Pavis and the colonists' high priest of Orlanth negotiated a settlement yielding ground and buildings to Pavis and the air to Orlanth. An exchange was made, giving the Orlanth locals use of the Pavis facilities and the spirits of Pavis were joined by a sylph.

Under the Lunar occupation, the cult of Pavis grew, for the Red Goddess wanted to "marry" Pavis to add him to her ever-growing pantheon. He played hard-to-get. With the support of the invaders, open worship of Pavis increased, especially among those Orlanth worshipers needing somewhere to go once their religion was officially discouraged.

Pavis cannot guarantee his worshipers an existence after death, save to those who become cult spirits. Funeral customs for the cult are non-specific, and the priests will use whatever other religion they believe in when they determine funeral arrangements. For instance, the old Arrowsmith Dynasty cremated their dead atop the city gates, while during the closed period of the city, one of the ruling cult families buried their dead in several plots about the Rubble. The Flintnail cult, which attracts many priests, believes in entombing their dead in stone. Some of this latter cult dead have been entombed in mortuaries cut into the stone slabs of the old city walls.

Pavis had ties to both elf and dwarf and was a glorious builder. The Runes most closely associated with him are Earth, Stasis, Harmony, and Man.

Nature of the Cult

Pavis is a "city cult." Like most of these cults, it is essentially a worship of the founder of the city, believing that this worship reinforces the potency of the worshiper, without which the city would wither. Thus the worship of the Red Goddess of the Lunar empire and of Sartar in the kingdom of Sartar are somewhat similar: both are a type of "city cult" grown into founder cults in which the being worshipped has become of more than single-city impact.

The cult draws worshipers from town residents. Most principally worship other deities, but worship at the Pavis temple as well to augment their city's strength. Since the agreement with Orlanth, Pavis became the patron god of Pavis Outside the Walls as well as over the Rubble, and the Sartarite colonists worship him as well as their own gods.

The city god normally arbitrates between the local manifestations of the more wide-spread gods. The Pavis temple hierarchy acts as a middleman for the hopes and aspirations of all political and social factions in the city. Like all founder cults, Pavis is far more political in function than spiritual.

Because of Pavis' own family ties, the cult of Pavis is friendly to both elf and dwarf, and often settles disputes between the races in the city.

Since both trolls and animal nomads have worked to destroy the city, and have dealt crushing blows to it in the past, the temple has little love for either. There have been, however, both troll and nomad worshipers of Pavis, and since the treaty with Waha, relations with the nomad god and Eiritha have been good. The same will never be true for the ignorant and brutal Storm Bull berserks nor for the Jaldon sect fanatics who broke the old city.

Organisation

There are two temples of Pavis under a single temple organisation. The cult of Pavis traditionally has a single high priest (called the Son of Pavis) and six other priests (known as the Daughters of Pavis). The high priest specialises in divination, and the others in necessary functions

representative of Pavis' work. One of the Daughters is always of the Flintnail cult, representing Pavis' daughter who married the dwarf. The Son of Pavis is not required to be male, but always has been, and the Daughters are only infrequently female, but the titles are traditional. Sometimes there have been extra priests, who are given the jobs of being associate priests and are not officially Daughters of Pavis. Since the troll invasion, the temple hierarchy was not up to strength until the last few years in the safety of New Pavis.

At the height of its glory, there were holy places throughout the city dedicated to Pavis. The various devastation's have profaned most such places, except for the Real City temple. Despite the casting-down of the temple's outer walls and the crack in the inner walls, the temple of Pavis remains a shrine to that god and an object of pilgrimage. The Lunar priestesses must journey first to this temple in their appeals to Pavis to marry their patroness, then they must travel to the New Pavis temple, where the centre of the temple's current power exists.

The Godsday of each week is special to this cult, and there are appropriate neighbourhood festivities. Citizens and visitors are urged to join these, but taking part is voluntary. The High Holy Day of the cult is Godsday during Fertility week of Earth season.

On the High Holy Day, a Waha high priest from the Paps joins the ritual wherein the priests re-enact the healing of Waha by Pavis. They invoke the name of the Trader God, then the Pavis high priest transfers a Heal Body spell to the Pavis representative of the Eiritha cult, and she travels back to the Paps with the Waha priest to complete their part of the ceremony. This all serves as a magical and political reminder of the "charter" by which Pavis exists on the plains of Prax.

Lay Membership

Anyone in the city can join the cult of Pavis, even if they also worship other gods. This is part of the function of a city cult. Worship at a city festival is all that's needed. Lay members are supposed to support the city against invasion. This is usually done by joining the city militia or by paying for someone else to take one's place. They are also expected to help in the temple's upkeep. This is usually taken out of the citizenry's taxes, and they do not need to perform any active work to do this. Lay members are required to expend a point of POW per season in worship at a city festival. There are no other demands.

The temple serves as a social meeting place for people throughout the city, and the cult acts as a club for consummation of business deals and the organisation of mutual welfare organisations. Only lay members of the Pavis cult are allowed to become citizens, which entitles one to free food. Other requirements are also enforced, and these are listed elsewhere. Members of the cult can get training in Masonry for half-price as well as using one-handed hammer in warfare. This last is a holdover from the bad old days of the wars in the Rubble.

The cult of Pavis sells the spell of Glue to lay members. When bought through the cult this spell, useful in building, costs only 500L per point.

Initiate Membership

All initiates of this temple must theoretically have been born in Pavis or in New Pavis and every initiate must have been a lay member for a season or so. In practice, rituals of adoption exist for deserving non-Pavisite candidates.

An applicant for initiation must be passed by a board composed of all the priests of Pavis. This examination can be abstracted for game purposes by having the candidate successfully roll the average of his POW and CHA times 5 or less on D100. The applicant can increase his chances for acceptance by donating money or magical objects to the temple. This adds 05% to chances for success for every 200L worth of money contributed. For example, a character with a CHA of 12, a POW of 12, and a donation of 1000 L would have a chance of [(12+12)/2] x 5 or less equals 60% plus 1000/200 = 5 x 05% = 25%, or an 85% chance for acceptance.

An initiate of Pavis may worship only Pavis and friendly gods. Every holy day the initiate must temporarily sacrifice all his Power but a single point to the god. If the temple is attacked, initiates must defend it to the death. Initiates are sometimes called upon to perform special missions for the cult, usually for a fitting reward, such as free spell teaching.

If there is room, homeless initiates may be kept in the temple until an abode is gamed elsewhere. This is a small temple. Also, temple initiation gives one some influence with the ruling council of Pavis. Initiates of Pavis always can find the directions of the compass whether in New Pavis or the Rubble. All initiates of Pavis who are also citizens of the city are entitled to a stone house, eventually.

Initiates can be trained in Masonry and one-handed Hammer for free, but must serve as a sod-carrier and apprentice to the master masons while learning masonry, and must spend much time directly helping the temple while learning one-handed hammer. This effectively restricts the rate of learning to no more than the equivalent of 200L worth of training per week of free training. The temple will teach initiates in the use of Great Axe and First Aid for half normal prices. In addition, initiates can learn the spell of Strength at half price, and the spell of Healing up to Healing 2 at half price. Healing 3 or more costs normal prices. Xenohealing costs double the normal price to cult initiates. Initiates can purchase one-use cult Rune spells with a sacrifice of Power if thought worthy by the hierarchy of the temple.

Champions of Pavis (Rune Lords)

There have been no Champions of Pavis since the death of Balastor, 400 years ago. This is because most attempting to gain the necessary levels of skill have died at the hands of trolls and other denizens of the Rubble. Only now, with the relatively safe environment of Pavis Outside the Walls to fall back on, has the temple had any real chance of creating another Champion. Due to the turmoil of life in Pavis, a Champion must be a fighter first. His political and social future will be more assured if he also knows the skill of masonry.

The priests want proper Champions of Pavis, and are fairly desperate for such. They will accept anyone with mastery of two weapon skills and any other three skills which will work to the benefit of cult and city. A Champion of Pavis must be an initiate first, but a ready applicant who convinces the cult priesthood of his aptness could possibly become an initiate and Champion in a single ceremony. To pass the cult examination, the applicant must have a POW of 15 and must pass the same exam given to initiate candidates (i.e., the average of POW + CHA times 5 or less on D100. Each 200L donated to the cult adds 05% to chances for success.)

The Champion of Pavis is always required to remain within the Rubble or New Pavis except when called upon by the priests to perform missions for the glory of the city. The Champion of Pavis (or the senior one if there are actually two or more) is automatically Captain of the Pavis Survivors. This could well be a figurehead post unless the Champion is an expert rider and horse archer, but the Survivors will train their Captain in the appropriate skills. During the Lunar occupation, the Pavis Survivors were outlawed. A motley collection known as the Pavis Royal Guard was substituted, and it now serves the occupation forces. If a Champion of Pavis were to appear, the Lunar army would feel obliged to offer him some sort of sinecure in the command of the Royal Guard. The Champion of Pavis also has an elaborate manor house set aside for his residence. Unfortunately, the traditional house is in the Rubble and is said to be a temple of Zorak Zoran at present. The Champion can reside at the temple of Pavis, in fairly luxurious rooms, until he can take possession of the proper house once again.

The Priesthood of Pavis

The priesthood maintained itself throughout long devastation. Now they are expanding as best they can. Each Daughter of Pavis specialises in a particular aspect of the cult, though all of them possess all the cult Rune spells. Since much time is spent meditating, attending official functions, presiding at city ceremonies, and so forth, all Dexterity-oriented skills are limited to DEX x 5 or less as a percentage. They can train in knowledge arts, and they may advance as high as they wish in Mapmaking. Since there are no masters of this art within the temple, they must buy training from the sages of Lhankor Mhy.

An applicant for priesthood must be an initiate (though, when the temple hierarchy is short, the statement about initiate Rune lords applies here, too). He must have a POW of 18 and the ability to read and write Old Pavic or Old Wyrmish (which are very similar) at 50% or more. For form's sake, the examiners will examine fully proofs of and reports on an applicant, but actually it would take a roll of 96-00 on the acceptance roll or clear evidence of treachery for the candidate to be rejected, if the hierarchy was incomplete. When the roster of priests is up to par (as it is at this moment), full priests are not accepted. Instead, characters wishing to join the priesthood must become associate priests. The requirements for this are the same as becoming a normal priest, but the necessary test is the same as that for a Champion or initiate.

Like the Champions, the priests of Pavis must stay within the city except for special missions, always directing their regard toward the city's welfare. The cult has no special ecumenical restrictions. Within New Pavis, the priests of Pavis are prestigious; the city council hears them automatically. Pavis is not a major god, and can only gain l-point spells (but, of course, can use stackable l-point spells).

Virtually all the special Rune spells for this cult come from associated cults. Only one Rune spell is directly associated with Pavis:

City Harmony **1 point**
15 minutes, range self, reusable, stackable
This spell affects anyone within three meters of the caster. It counteracts Demoralise and Fanaticism and acts to keep anyone from getting too excited. Each Rune point added to the spell's sacrifice adds three meters to the radius of effect. This spell works only in the Rubble or in New Pavis. To work, the caster must make a single POW vs POW roll against all the potential targets. All those overcome are affected. Countermagic and Shield will protect against this spell if they are strong enough. The priest can stack points of normal Power with this spell to help it to go though such defensive spells.

Subservient Cults

Many widely-spread cults were local victims of the once powerful Pavis city cult. Pavis has some elemental spells from them as a matter of treaty obligation. The cult members do not necessarily worship any of these deities, but the cult has the spirits permanently attached.

Summon Elemental Spells

All of the following spells are 1-point spells and their characteristics are as in the rules. Each spell has call on a single elemental allotted by treaty. If one priest of Pavis calls upon a particular elemental during a week, another priest cannot call on the same elemental later in that week. Should a particular elemental be destroyed by losing its POW (as in spirit combat), no spirit will replace him until the next cult High Holy Day.

The temple hierarchy is so arranged that no more than two priests have use of any single elemental summoning spell (not counting the Son of Pavis). All these spells are non-stackable.

Orlanth Rex - Small Sylph
The summoning priest may use this air elemental as he wishes. The sylph was attached to the Pavis cult at the time of the founding of New Pavis.

Zola Fel - Small Undine
The water elemental serves the priests of Pavis. Zola Fel is the god of the River of Cradles. He befriended Pavis because the city brought river trade to him.

Eiritha - Small Gnome
This small earth elemental can be used to dig foundations and hold up walls. It was given to Pavis upon the occasion of the healing of Waha.

Oakfed - Small Salamander
After much struggle, the nomad Oakfed cult provided a small salamander to serve Pavis.

Kyger Litor - Small Shade
During the long battles with the hordes of the troll goddess. this shade was wrested away.

Associated Cults

Aldrya

Pavis originally came to the region with knowledge of the Heal Body spell. With Aldrya's permission, he gained knowledge of Sunripen as well.

Sunripen **1 point**
12 hours, local temple lands, reusable once per year, non-stackable
This spell must be cast on Aldrya's holy day of Waterday, Fertility week, Sea season during a day-long fertility rite.
The magic allows the newly-planted grain to draw upon the sun's powers to help it to grow without mold or rust, and enable the plant to resist despoiling insects and rodents. The grain ripens to a special rich golden colour which tastes better as well.

Heal Body **2 points**
instantaneous, touch, reusable, non-stackable
This spell cures the total damage taken by a body, regardless of hit location. It will heal a maimed limb if the limb is present at the time of the spell's casting, but will not regrow a severed limb.

Flintnail

Pavis' great friend contributes this spell.

Support **1 point**
24 hours, range 160m, reusable, stackable
This telekinetic spell will hold up any wall section with a volume of 54 cubic meters or less so that work can be done on it. While the spell lasts a full day when used on an upright wall, the spell will not hold a wall section at an angle for more than 15 minutes.

Miscellaneous Notes

Rune priests of Pavis wear the costume of the Empire of the Wyrm's Friends on official occasions, though the city was never an official part of that empire.

Yelorna the Starbringer

Mythos And History

Yelorna is the daughter of Yelm the sun god and of Ernalda, whom Yelm and Orlanth fought over. She took mostly after her father. During the remains of the Golden Age following her birth, Yelorna's comrades were her brothers Splendid Yamsur and Yelmalio Although she was courted by several gods, she refused all, and remained free from all ties. As the Gods War began, Yelorna could not stand by. When the Light went out with Yelm's death, Yelorna remained on the surface as one of the sparks to endure after the sun's glory had gone down. She fought by Yelmalio's side and witnessed Yamsur's death. When Zorak Zoran wounded her brother, she set out on twin missions to prepare for the light's return and to avenge her kin.

She began a battle with the children of dread Xentha, the night sky. To aid in this struggle, she brought Pole Star and some of his children to the world through the upper sky, with the blessing of Dayzatar. For bringing these gods into the battle, she obtained the sobriquet of "Starbringer." At one point, Chalana Arroy healed her of several wounds suffered while Yelorna sought the Meteor Bow. This bow eventually became her main arm. She used it to hurl fiery missiles at Argan Argar in an epic struggle, but was badly beaten and almost extinguished by that son of Night. She escaped, but was weakened.

When chaos finally overwhelmed the universe, Yelorna battled that greatest evil. To save the world and herself, she entered into the Great Compromise, and admitted the dark's right to exist. Thus, she joined with Yelmalio and the stars of heaven as they greeted the return of Yelm at the Dawning.

A "Light in the Darkness", the Yelorna cult has never been large, but had some friends among the sun-worshipers of the Dara Happan empire; foes of the First Council. They brought her worship to Prax, where it became popular among the amazons of the Unicorn tribe. In the Second Age, the cult members joined those of Yelmalio and the elves in great wars against dwarf armies. Her cult was smashed and scattered during the victories of Arkat against the Broken Council, and the Dark Empire that followed Arkat extinguished the Yelornan cult everywhere west of the Rockwoods.

Her cult opposed the Jrusteli at times, and suffered in the Dragonkill War. Since that time, the cult has been even smaller and more scattered. In the Dragon Pass and Prax areas, it has survived among the Unicorn Women. As the time of the Hero Wars draws near, sun women from many parts of Glorantha have joined Yelornan warbands. A temple is now established in the Pavis Rubble, supplemented by some Yelornan Unicorn Women.

Yelorna is part of the Yelm group of cults. After death, they are brought by Yelm to the halls of Eternal Light, where they find their final contentment. Cultists believe that final contentment must be accomplished through lifetimes of striving, and even devoted worshipers may have to return several times to accomplish permanent blessedness. Yelorna is loathe to act against death, but tolerate resurrection. However, they are not as free with it as are other Yelmic cults.

Ideally, the dead of this cult are carried in a silent torch light procession to an open field on the first starlit night after death, arriving at the site just before midnight. The body is placed on a bier and the priestess performs a short service. At exactly midnight, the bier is lit by a firearrow and the body is burned with as smokeless a fire as possible. The mourners sit in a circle around the bier, watching it and the stars in silence. Just before dawn, the procession returns from the ceremony, again carrying lit torches, then proceeding to the temple. It is customary for the cultists to gather together on the following day, feasting and telling religious stories, but this is not required. In practice, since many members of this cult die in battle, not all members receive the full burial service. When a large number of cultists are dead, the bodies are burned where they lay. On the first convenient night, an effigy representing all those that had died is carried to an appropriate field and burned with full cult ceremony.

The cult Runes are Sky and Death.

Nature of the Cult

This cult is for female warriors, providing them with a place in a predominantly male field. It is really the only war god tolerated under the Yelm hierarchy in which the majority of members are female. This cult is small everywhere; only among the Unicorn Women does it have any influence. In normal Yelm-type societies it is often the subject of jokes, although it is tolerated in those areas needing and permitting female warriors. Generally, males that do not know better consider it worthless, and most will not hire Yelornans as mercenaries, though units of Yelornan troops are part of the regular army in parts of Dara Happa This general distaste is especially true in areas of storm worship, as in Dragon Pass.

The members of this cult return this disdain and are secretive about themselves. They defend themselves at all times, and become vocal, even violent, about infringement of their rights, real or perceived. Although aloof, they will gladly fight or duel any who question their abilities as warriors. They often loudly propound women's rights, though individuals of the cult may have scorn for women in particular who seem to be voluntarily subservient.

This cult is hostile to all Darkness cults, but usually maintains a truce with all but Zorak Zoran and Argan Argar, with whom it has had intense clashes since the Dark times. The cult also feuds mildly with the Lunar cult, which cultists claim stole the metal silver from them. The Yelornans say silver is the "gold of the night" and is the color of their light. The Lunars laugh at this, but this rivalry is partly responsible for a decline of the cult in its homeland: Lunar-dominated Dara Happa, and for the secretive nature of the cult in Prax and Dragon Pass (where it survives around the Sun Dome temples).

Yelornans do not care for storm or air gods, especially Storm Bull, rival warrior of Prax. They tolerate Orlanth because they must, and because Orlanth restored Yelm to heaven. They are friendly with Chalana Arroy, and individual cultists also often like Humakt, with whom they share many ideals.

Because of old friendship and aid, the cult is on fairly good terms with elves, and is almost as popular with female Elven warriors as is the cult of Yelmalio The cult also has close ties with Yelmalio, Pole Star, and a few other sky cults, but not necessarily others.

Organization

Since the cult is so scattered and small, there is almost no contact between temples. Any meeting is cause for joyful celebration, with the senior priestess presiding. Yelornan cultists move easily from one temple to another (if one can be found) - Yelornans are usually welcome at all Yelmalio temples, and thus, indirectly in those of Aldrya, whose temples often have shrines to Yelmalio.

A high priestess heads each temple or group of Yelorna worshipers. Under this priestess, the organization varies but usually (as in Pavis) she has three deputies. Her deputies are preferably Rune level, but in initiates are often substituted when no Runemasters are available. One of the three deputies commands the Shield Maidens and is temple Chief of Staff. The second commands the Unicorn Riders and co-ordinates temple logistics. The third commands adventurers and wanderers among the cult, and is responsible for other external affairs. The most senior Star priestess is always the high priestess, and makes appointments and can change other positions within the temple.

This cult has no major center of power, although it has holy places where Yelorna performed deeds in the God-time. Of these, the most famous are the Daytime Woods on the borders of Dagori Inkarth, where Yelorna confronted Zorak Zoran. But there are no altars to her there. Many of the sites holy to Yelmalio are also holy to Yelorna, including the Hill of Gold.

Holy days are held on the Firedays of Death week each season, with the high holy day occurring on the holy day of Dark season - the day Yelorna began her battling.

Lay Membership

Lay membership is unrestricted to females of the human and Aldryami races. Females from any race untainted by chaos or Darkness, except for dwarfs and dragonewts, may join by passing a test. Males must pass this same test. This test is abstracted as rolling (STR + CHA) x 2 or less on D100. Males must subtract 10 from CHA for this test. Few males attempt to join the cult.

Lay members are expected to attend services every holy day and sacrifice a point of power. They should tithe 10% of their current funds every holy day. Occasional failure to perform these acts is tolerated, and even forgiven if there was cause, but persistent failure can bring expulsion from the cult.

Lay members must swear to uphold the cult ideals, aid other members of the same temple whenever possible, never to shirk a fair fight for a good cause, never to befriend Darkness or chaos, and never to reveal cult secrets. Failure to keep these vows results in expulsion. All lay members must have permission from their high priestess to marry. Beards and moustaches are forbidden for male cultists. Lay members are always supported in any fight by other available temple members. By tithing 10% of her total earnings (as opposed to ready cash), a lay member can receive room and board from the temple when available (usually by staying with another member). Healing of wounds suffered during the course of duty is provided.

The cult teaches the following skills to lay members: any Spear, any Bow (except crossbow), Thrown Dagger, Dagger, Javelin, Small Shield,

Kick, Shortsword, Dart, Thrown Rock, Sling, Ride, Oratory, Track, Spot Trap, Evaluate Treasure, Climb, Camouflage, and Swim.

The cult prohibits members from learning any more of these skills: any Hammer or Axe, any Mace, Maul, Sickle, Scimitar, or Pick Pockets.

Yelornan cult members can purchase Ignite, Multi-missile, and Speedart. Dullblade is twice normal price, and Bludgeon, Darkwall, and Extinguish are prohibited.

Initiate Membership

Lay members that have served with distinction for at least a year may be invited to become initiates. They must pass a test abstracted as the average of POW + CHA times 5 or less on D100. Those that are not female humans or female Aldryami subtract 10 from their Charisma for this test.

Initiates must sacrifice 2 points of Power on holy days, and tithe 10% of all their income to the temple. They must come to the aid of their temple or any of its members if called, and must follow lay member restrictions without fail. An initiate may not marry, and must break any marriage vows taken before initiation.

An initiate can usually count on room and board from other members of the temple. The temple will usually try to rescue an initiate held for ransom, endeavoring to raise ransom money only if rescue seems hopeless.

Initiates can learn the following skills at half price: one-handed Spear, any Bow (except crossbow), Thrown Dagger, Javelin, Small Shield, Ride, Oratory, and Track. They may learn the following spells at half price as well: Ignite, Multimissile, Speedart, Detect Gold, Detect Silver, and Light. All lay member restrictions remain. Initiates may sacrifice Power for single uses of Rune spells, obtaining any of the Yelorna special cult magic. They may not obtain associate cult spells. Additionally, initiates may join special cult organizations if they meet the requirements. Those who do so obtain all the benefits and restrictions above in addition to those of the special organization. Initiates who do not join are termed "Wanderer," are treated as adventurers, have their own leader within the temple, and have no special stigma, as well as no special glory.

Unicorn Riders

The Unicorn Riders are the cavalry of the temple. To become a Unicorn Rider, an initiate must have a 90% skill in Unicorn Riding, be a virgin pledged to celibacy, and must obtain her own unicorn. Obtaining a unicorn usually involves a quest: the high priestess may give her counsel and her friends may aid her, but in the end the candidate must attract the unicorn alone. Unicorn Riders will teach the skill of Ride Unicorn (at 50/250/500/ EXP to cultists) to other initiates that otherwise meet the minimum requirements for Unicorn Riders. Unicorn Riders must spend two seasons, always including Dark season, with their temple, as well as Sacred Time. At any other time, a leave of absence must be obtained from the Commander of the riders, and the high priestess. In exceptional cases, leaves are given for longer periods.

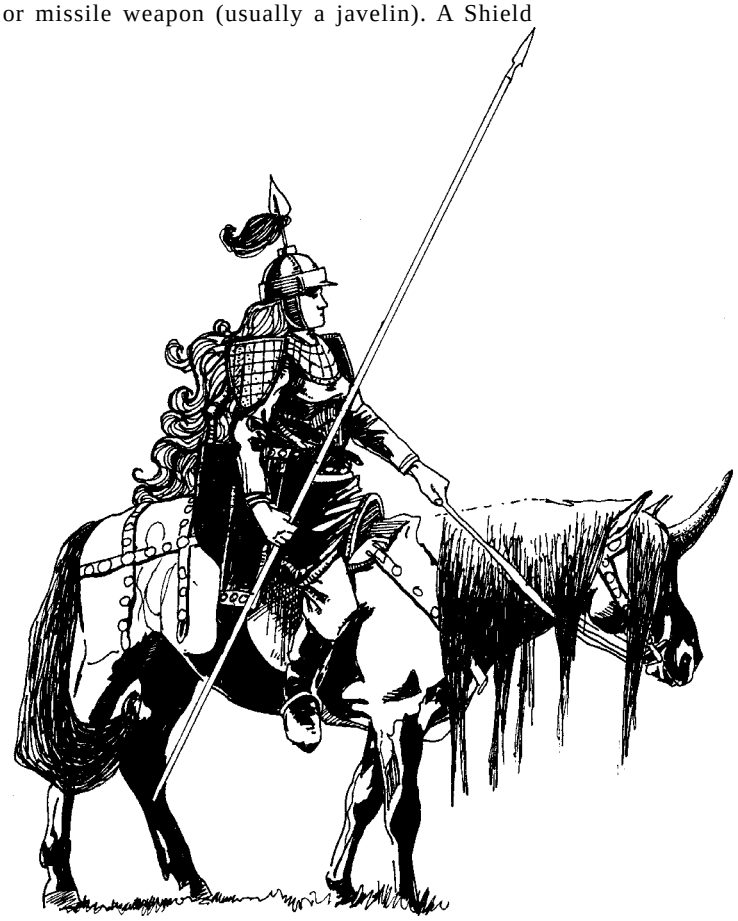
A Unicorn Rider is equipped by the temple with weapons and armor appropriate to her stature and the needs of the temple: usually a lance, a missile weapon, and possibly a shield or Shortsword. She may learn the following skills up to 40% for free, and at half price thereafter:

Lance, one-handed Spear, Shortsword, Dart, Sling, Camouflage, and Evaluate Treasure. She may also learn Kuschile Archery. Unicorn Riders may purchase the spells of Firearrow, Lightwall and Shimmer at half price.

Shield Maidens

Shield Maidens are the personal bodyguards of the high priestess. To become a Shield Maiden, an initiate must be at least 90% in one-handed Spear, pass a test abstracted as the sum of her STR, CON, POW, and DEX or less on a D100 roll, and swear to die rather than to let harm come to the high priestess. It is considered a great shame to allow that to happen; in the past some Shield Maidens have been expelled or have committed suicide as the result such an event.

Shield Maidens are equipped by the temple with the heaviest possible armor (within reason), an appropriate spear, and possibly a Shortsword or missile weapon (usually a javelin). A Shield



Maiden may learn the following skills up to 40% for free, and at half price beyond that: one-handed Spear, two-handed Spear, Shortsword, Sling, Javelin, Dart, Large Shield, Spot Traps, and Climb. Shield Maidens may also learn the following battle magic spells at half normal cost: Bladesharp, Glamour, and Lantern (as per Yelmalio).

Shield Maidens never leave their high priestess unless commanded to do so. On special occasions leave may be granted by their commander and by the high priestess. Shield Maidens need not remain absolutely celibate, but may not marry. Shield Maidens are usually chosen for positions of authority within the temple, and make up the leaders of the cult.

Star Ladies (Rune Lady)

Star Ladies are fighting warriors specializing in missile weapons and the sky-weapon, the spear. They are often called battle maidens or "gray death" by those who fear them. They must tithe 90% of income to the temple.

A candidate for Star Lady must have been a loyal initiate for three years. They must have 90% in any Spear attack, any missile weapon, and one other weapon (which may be another missile weapon or spear). They may choose their other two skills from the following: any cult weapon, Ride Unicorn, Track, Camouflage, Hide in Cover, Move Quietly, Climb. The candidate must also know three of the four following battle magic spells: Ignite, Light, Lightwall, and Healing. She must be either human or Aldryami, and must have a POW of 15+. She must convince the examiners by a test abstracted as rolling the average of (CHA + STR + DEX) times 5 or less on D100. Male applicants must subtract 10 from charisma.

A Star Lady of Yelorna may marry if she wishes, unless she is a Unicorn Rider or Shield Maiden, but may only marry an Earth or Sky priest, and may only marry once in her lifetime. She may keep her husband if she is already married, and if he is at least an initiate in an Earth or Sky cult. If he has not become a priest in his cult by the time of 2 years after the Star Lady's ascension to her status, they are divorced, and she may not marry again.

Star Ladies always carry a spear in public, always wear gray, pale yellow, and/or silver, and must own a bejeweled bow. This last requirement is sometimes met by a small bow-shaped piece of jewelry, and only the most literal Star Ladies carry about a functional bow studded with gems. Star Ladies must aid and protect all Chalana Arroy healers, Earth cultists, and women in peril. They may not show mercy to Darkness creatures, but may never torture humans or elves. They must spend as much time under the night stars as they do under sunlight, and follow all the restrictions of initiates.

Star Ladies receive the customary benefits of Rune lords, including iron armor if it is available; usually she must go seeking for it. Those who are not single, may be divorced and ritually purified, regaining the status of virgin, and obtain a unicorn as would a Unicorn Rider. She receives the greatest respect from her cult, and will be welcomed by friendly cultists everywhere.

Star Maidens (Rune Priestesshood)

The great majority of Yelorna's priestesses (called Star Maidens) are female. Except for the high priestess, Star Ladies are considered more important than Star Maidens: priestesses are encouraged to become Star Ladies as well, being then known as Star Priestesses.

Only human and Aldryami men and women may become Star Maidens. Candidates must have a POW of 18+, the ability to read and write at 80%, know a cult battle magic spell, and have one weapon skill above 90%. Each candidate must pass a test, abstracted as a roll equal to or less than POW x4 on D100. Males must roll POW x2 or less. This test may be attempted once per season.

Star Maidens must remain celibate after attaining their status. Non-virgin Star Maidens may not undergo the ritual purification of Star Ladies to obtain Unicorns until they become a Star Lady themselves. Star Maidens may never cut their hair, must always wear clean clothes, and said clothes may be only of gray, silver, or pale yellow colors. They can have jewelry only of gold, silver, or copper.

All DEX-based skills, except for cult weapons, Ride Unicorn, Camouflage, Hide in Cover, Move Quietly, and Climb drop to a maximum of DEX x5 or less.

Yelorna priestesses have access to all 1-point spells except for Warding, as well as Dismiss Elemental II, Multi-spell II, and Vision. They may summon small salamanders for their elementals.

They also receive the following special Rune spells:

Shooting Star **1-point**
until fired, touch, reusable, stackable
This spell must be cast upon an arrow. When that arrow is fired, it leaves a glowing trail behind it, and acts as a combination Firearrow and Multimissile 1. Each additional spell stacked onto the first adds 2 more missiles. All missiles must be targeted against the same opponent.

Silver Track **1-point**
8 hours, self, reusable, non-stackable
This gives the ability to track magically. The tracker's movement while tracking this way is 12 on clear nights, 8 if at least one star is visible, and 0 if no stars are visible. The trail glows with a silvery glitter to the tracker. It allows the tracker to double his Track skill. It must be cast upon a specific trail, and only that trail will shine.

Star Wards **1-point**
indefinite, special, reusable, stackable to 4 points
This spell resembles Warding. Instead of rods, it uses six pieces of smooth silver. Damage done to incoming enemies is 1D3 per point of spell, and each point also acts as 1 point of Shimmer against incoming missile fire.

Subservient Cults

Spirit of Reprisal: Fire Furies

Those breaking cult vows are pursued by fiery winged creatures. They appear at moments of great stress to the victim, and fire small darts (with an 80% chance to hit) at the character. These darts each do 1D6 points of damage and drain a point of temporary power.

The number of fire furies appearing and how long they pursue their victim depends upon the offense of the victim.

The Labrys

Every temple has a large, non-functional, bejeweled, silver labrys - a ceremonial double axe. Contained in this axe is the spirit of the temple, which has a Power of 21+. It acts as a guardian spirit for the temple. The spirit's Power varies, but is greater for larger temples.

Loss of the labrys is the greatest shame possible. All members must seek its recovery or die trying, and this must be done at the expense of everything else. Destruction of the labrys and its spirit causes the dissolution of the temple, and cause any survivors to be pursued by Fire Furies until they have avenged the loss.

Associated Cults

Yelmalio

From her half-brother, whom she supported in many great battles, Yelorna has learned a spell and a skill. In return, Yelorna cultists are generally bound to obey the orders of Yelmalio Light Priests, and Yelmalio's cult can command the Yelorna cult in dire emergency.

Catseye **1-point**
12 hours, 160m, reusable, non-stackable
Affects the recipient's eyes so that she can see by any available light. This is darksense. If there is complete absence of light, she will be unable to see. However, the light from a single dim spark or star allows her to see for the range of the spell. Eyes under this spell reflect light like those of a cat.

Kuschile Archery
This ancient cult marks the hero who knew Riding and established the special art of shooting the bow from animal back. Archers who have studied this skill must carry yellow-fletched arrows. Successfully using this skill allows the character her normal archery chance from horseback, regardless of riding ability. This skill costs half as much as riding. Those who learn this skill must also join the cult of Yelmalio as a lay member.

Aldrya

Yelorna has always been friendly to elves, and has always been foes of their foes, so her distant relative teaches Yelorna cultists her special battle magic spell of Food Song for 500L.

Miscellaneous Notes

Food Policy

It is customary in the cult to use Food Song before eating any plant food, as a sign of respect to Aldryami representatives and friends. The Unicorn Women tribe of Prax, which contains many Yelornans, hunts their own meat; many are noted hunters. Because of the need to spend time under the stars, many Star Ladies prefer to do their hunting by night.

Special Customs

Unlike Yelmalio, Yelorna accepts all types of money, except for bolgs. The cult mints its own silver coinage, called "stars" and persists in calling even Lunars "stars". This cult can refine (and Runemasters can handle) gold and silver, as well as iron (for non-Aldryami members). Silver or gold armor is very popular when iron is unavailable or unusable. Many rich Star Ladies have a ceremonial set of silver or golden armor.

Yelornans are very jealous of their right to wear silver, and some of them object to Lunars wearing silver as a symbol of their religion and element. Yelornans always wear something made of silver.

Yelornans that have become members of the cult of Aldrya as well, and have reached the status of initiate or higher can, once they have met other requirements for Wood Lord, learn the spell of Extinguish.

Familiars

Allied spirits are sometimes housed in weapons or armor, but the preferred location is in a bird familiar, usually a nighthawk, though sometimes a vrok is obtained from Yelmalio cultists.

The Cult Axes, and the Labrys

The labrys is a remnant of Yelorna's earth connection; when she first gained the power of Death, it was from the Sacred Axe of the Elves. This gives the cult an unusual relationship with axes. As first weapon, it takes the form of the labrys, but it is not a Sky weapon, so its use is not generally encouraged among the cult. Generally, the cult claims that the axe is too sacred a weapon for most cultists.

The Cult in Pavis

In 1610, the temple of Yelorna in Pavis had about 100 members: a high priestess, a Star Maiden commanding the Shield Maidens, two Star Ladies (commanding respectively the Unicorn Riders and the Wanderers), about six Shield Maidens, 15 Unicorn Riders (mostly from the Unicorn tribe), 25 Wanderers, and 50 lay members.

Zola Fel

Mythos And History

Zola Fel is one of the descendants of the Ocean of Terror. He was born during the invasion of the world by the waters during the Godtime and went ahead eagerly to scout the (then) forests of Prax ahead of the invasion of the Waters. He had penetrated deep into the Rockwood mountains before the coming of chaos.

When chaos destroyed the Spike, many sea gods leapt into the tear in the world to try to plug it. Most were destroyed. Homeward Ocean began to succeed, and to aid him, all the waters of the world flowed to him to lend power. Zola Fel received the call on a cliff top in the Rockwoods. He leapt from the cliff to the valley and flowed back to the sea, setting up his present course.

Two meetings during the Greater Darkness affected Zola Fel. He was first of the sea's children to meet the great giants of the Rockwoods. He was the first party to an agreement that led the giants to send some of their warriors to the sea to aid the fight. The second meeting was with a god who had found a way to travel over the waters. This god, Diros the Boater, was on his Voyage of Pacting, making agreements with the waters of the world to let his boats sail on them. He and Zola Fel came to a mutually advantageous deal.

The cult of Zola Fel has been quiet since the coming of Time, as befits such a small cult. There have been little dealings with the land dwellers, partly due to the inconvenience and partly due to an antipathy for Waha. The most important disturbance was the Giants' Revenge and the Bunging of Feroda performed to stop the plundering of giant cradles on their way to the sea. When Pavis came he defeated the old foe, Waha, but he also drove out the friendly giants. This ambiguous relationship has continued through the ages of the world.

The cult promises its dead that they will flow to the Heart of the Sea to be purified before returning to the world again. This will continue until the spirit is pure enough to remain at the Heart. There is no guarantee that the spirit will be reborn in the River of Cradles. Funeral rites are performed by committing the body to Zola Fel to make the trip to the sea. The trip begins with chants asking the river to cleanse the soul of its grosser impurities as the body drifts downstream.

The Runes of Zola Fel are Water and Movement.

Nature of the Cult

The cult exists to help the river to flow strongly and cleanly, keeping the Void filled with water. The cultists also serve as the main source of river transport, and many wrest a livelihood from the waters with Zola Fel's blessings. Fishermen and boatmen alike need this cult.

Zola Fel is not interested in the doings of most land dwellers. His priests, when they come on land, are friendly advisers to the boatmen and potential advisers (friendly or not, depending upon the advice - Zola Fel is a subtle cult, and not averse to treachery) to Pavis. Elsewhere, the priests are just curiosities.

Zola Fel is friendly to Diros and the few water spirits of Prax, and he is also allied with most of the other rivers of the world as well as his parent sea, the Ocean of Terror. Like most water deities Zola Fel disdains the quenchable fire and sky gods. He also dislikes the storm gods, for they can bring freezing cold and blocking ice. Zola Fel has special hate for Waha, for in the Great Dark, Waha degraded and polluted his sister, forcing her to wash away the remains of the Devil.

Organisation

Once there were three major temples to the river: at the mouth of the river, at the Leaping Place (where Zola Fel jumped to begin his return to the sea), and in Old Pavis (abandoned since the city fell). With the building of New Pavis, a new temple has been established on a boat in the river. The most important temple, with the high priest, is at the river's mouth. The Old Pavis temple was the least important, and the only one with any great part of it out of the water. The New Pavis temple is even smaller. The temple at the Leaping Place is still kept up.

Each temple is presided over by a priest, all of whom are responsible to the high priest at the mouth. There are two major temples, half a dozen minor temples, including one at Pavis, and several shrines. Each temple has jurisdiction of one or more shrines, each of which are in turn presided over by an associate priest. There may be other priests to assist at an important shrine. If not, excess duties are handled by those initiates with ambitions to the priesthood.

There are two main holy places along the river; the most holy is the mouth, where it returns to its parental sea. The other is the Leaping Place. Holy

days occur on Waterday of Movement week. The High Holy Day occurs on the Holy Day of Sea season, when Zola Fel is supposed to have answered the call of the sea gods. This is a time for pilgrimage from the Leaping Place to the Mouth, renewing the pledges of power and support to the mother waters. These pilgrimages can be spectacular, with many decorated floats and rafts, and leaping fish churning the waters. Towns along the way greet the participants with food, floral offerings, and sacred waters from sibling rivers.

Lay Membership

Zola Fel accepts most races into its cult except for creatures of chaos. The membership fee is 1L, or the equivalent in goods or services, and membership lasts until the next seasonal holy day.

Lay members are permitted to ride in the craft of cult initiates and of Rune masters. This is the main usefulness of lay membership for most land-dwellers. It is common custom for an individual wishing to travel by water to join the cult by paying what amounts to a 1L tax to the local priest, and then the individual can travel by boat for a full season without making other payments, except for those demanded by the boatmaster. The cult teaches the skills of Swim and Riverspeech at normal prices to lay members, as well as Detect Enemies, Detect Life, Healing, Mobility, and Xenohealing, all at normal full price.

Initiate Membership

To become an initiate a being must be able to swim at 95%, or have the power as a natural ability (such as an intelligent fish would do), speak Riverspeech at least to 40%, be a lay member of one year standing, and pass a test. This test is the typical one of (POW + CHA)/2 times 5 or less on D100. All land-dwellers except for amphibians such as ducks and newtlings must subtract 10 from their Charisma for purposes of this test.

Initiates must sacrifice all but one point of Power each Holy Day, pledge to keep the river pure and clean, and to respect the laws of the priests. They may purchase the special skills and spells of the cult and may sacrifice for one-use cult Rune magic. They may obtain normal initiate Divine Intervention, but this intervention is limited to those calling for it while upon the river itself.

Initiates can buy Camouflage, Swim Quietly, and Limnology, and also can purchase Taste Analysis at half price. In addition to one-use cult Rune magic and the possibility for Divine Intervention, initiates may buy Mobility and Extinguish at half price. Prohibited are Firearrow, Fireblade, and Ignite.

Swim Quietly
This stealth skill starts at 05%. With it a character makes little or no disturbance while stalking prey or escaping foes. The swimmer moves at half normal swim rate. Using this skill, tell-tale currents do not warn wary fish. 200/600/1200/EXP.

Limnology
This knowledge skill starts at 00%. With it, a character knows the physical effects and properties of any river, especially the effects on it of external changes. 500/1000/2000/4000.

River Lords (Rune Lords)

The River Lords of Zola Fel are the official contact which the cult keeps with land-dwellers. They deliver requests and demands of the river, deal with injuries to it, and maintain the river's importance in the plans and considerations of the land-dwellers. The River Lords also serve as go-betweens for wholly aquatic members of the cult and others.

A River Lord candidate must have been a cult initiate for at least five years, and have mastery of the following skills: Swim Quietly; one or more of Taste Analysis, Oratory, or Bargain; Riverspeech; a local land language; and an attack skill, which must either be a natural attack, or a weapon form usable underwater, such as trident or net. They must also pass the usual Rune lord exam as per the standard rules.

A River Lord may not stay out of the river Zola Fel for more than two consecutive nights. He must investigate all reliable reports of attacks on temples or river pollution. He must answer the summons of any priest, and he is responsible for the safeguarding of the river and of river trade. He must attempt to keep non-cult water traffic off the river, and only accept cult travel ("cult travel" includes those who have become temporary lay members solely for the purpose of river traffic).

River Lords get the usual benefits of a Rune lord. They may also receive hardened sea metal (enchanted aluminium) armour, which is as hard as bronze, but lighter weighing only half as much. It is possible to swim in cult-fashioned sea metal armour. River Lords also gain the ability to survive in air (or water) for up to a quarter of an hour without requiring a breath of their native element.

River Priests (Rune Priests)

As the River Lord is the communicator and enforcer of riparian wants and needs, so the River Priest determines and interprets these needs. He is responsible for detecting pollution, obstruction, and unauthorised use of the sacred waters. He also speaks to and for the god in spiritual matter.

A candidate for River Priest must have been an initiate for 3 years, have a POW of 18, and must convince the examiners of the cult by passing the usual Rune priest exam. Both Taste Analysis at 75%+ and Limnology at 50%+ will add 10% to the necessary die roll for acceptance.

A River Priest may never stay two consecutive nights out of the river (as opposed to River Lords, who may stay two nights, but not three). A River Priest must make regular inspections of the section of the river for which his temple or shrine is responsible, and must make a pilgrimage to both the river mouth and the Leaping Place each year.

In addition to the usual benefits for Rune priests, the River Priests receive first choice of food and quarters in a temple. They may learn the battle magic spell of Rivereyes for free.

Rivereyes **1 point**
10 melee rounds range self, reusable, non-stackable
This spell allows the user to see through water as if looking through air and vice versa. It accurately eliminates all reflections and refraction's. However, if the water is murky, or the air is foggy or smoky, it will not render the medium transparent.

A River priest may use all l-point Rune spells, plus Extension II. He may summon all three sizes of Undines and use Dismiss Elemental I, II, and III.

Cult Special Rune Spells

Purify Water **1 point**
Permanent, 160m, reusable, stackable
This spell causes all particulate matter in a 3x9x9 meter volume of water to settle. It will not work on living tissue nor on material dissolved into the water. This spell can also create cult holy water by casting it upon a small volume (1 litre or less) of specially distilled river water, cleansed of all contamination.

Breathe Air **2 points**
15 minutes, range 160m, reusable, non-stackable
This spell allows the recipient to survive in air as if it were the natural breathing element. If three spells are cast upon an individual and combined with a successful Divine Intervention, the effect becomes permanent.

Breathe Water **2 points**
15 minutes, range 160m, reusable, non-stackable
Similar to Breathe Air, this spell allows air-breathing creatures to survive in water. When either spell is cast upon the wrong type of individual (e.g., Breathe Air on a human), it will cause the affected creature to hyperventilate for the spell's duration. Treat this exactly as a Demoralise spell.

Waterwalk **2 points**
15 minutes, range 160m, non-reusable, non-stackable
This spell allows the recipient to move upon the surface of the water as if it were solid ground (or vice versa, if cast on a fish).

Fireshield **2 points**
15 minutes, range 160m, non-reusable, non-stackable
This spell reduces the damage of all fire-related attacks upon the recipient by one-half (drop fractions), after armour and protective magic is taken into account. For example, if a character with 3 points of armour and 4 points of Protection and this spell were struck by a Fireblade doing 12 points of damage, the character would have 5 points of damage penetrate to him through his defences. These 5 points would be cut in half to 2 points of damage, and this would be the actual damage received.

Subservient Cults

Glubaw Drowner

This, the cult spirit of reprisal, will attack any Rune level apostate the first time the apostate is within 10m of Zola Fel after his apostasy. She manifests herself and attacks as a large Undine with 72 hit points, a STR of 42, and a movement class of 12. She has a POW of 24 and an INT of 10. She will attack the character until her manifestation is destroyed or the culprit is dead. She only appears once.

The Cleansed One

This character was originally a broo who, sickened by his foul condition, quested mightily to remove the taint of chaos from his being. He was able to find the true purification in the deep waters, and used Zola Fel as his route. He is now a symbol of whatever chaos-destroying powers the river possesses.

Associated Cults

Diros the Boatman

Zola Fel was befriended by Diros, one of the earliest gods of ships, and his cult became associated with Zola Fel. The aquatic worshipers feel the association is superfluous, but the air-breathers and merchants in the cult find the Boatman invaluable. Members of the Zola Fel cult can gain training in the following skills.

Boat Handling
Those with this skill have a chance to operate all watercraft, making the most efficient use of boat and crew. The skill is usable only by the commander of the craft, and is rolled for only when the Gamemaster demands. Concerned with the strategies and tactics of fresh salt water manoeuvre, Boat Handling takes precedence over either Boating or Sailing; it is a true command-level Skill. But for effective use of this skill, all those under the boat handler's command must have Sailing or Boating (as applicable) skills of 50% or more.

Base chance 00%; knowledge skill; 400/800/1600/EXP.

Boating
With Boating, a character has skill in handling oared or poled small boats such as rafts, canoes, and rowboats. If a small boat is controlled by more than one person, then each must have a Boating roll made for him, unless there is a commander who may make his Boat handling instead. If one of several fails the roll, the boat will be proportionately less efficient in action.

Base chance 10%; manipulation skill; 200/400/800/EXP.

Sailing
This skill determines success or failure in moving a sail-powered boat or ship of any size. On large ships needing many crewmen, each must be benefited by a successful Sailing roll, unless the commander's Boat handling skill can be rolled instead.

Base chance 05%; manipulation skill; 300/600/1200/EXP.

Example For The Three Skills:

Halfast, Dominus, and Margali are sailing on a pleasant Fireday afternoon between adventures. Their little craft is named the Myra Foolishly, Halfast belittles Storm Bull. Within minutes a gale is brewing, and a chill northern wind whips about the frail sailboat.

Halfast is experienced in Sailing, and his player easily makes his Sailing roll the boat does what is best for the situation. For the moment everyone is safe, but the Gamemasters reports that two more successful Sailing rolls will be needed to reach shore. The clouds are black, and ice forms on Halfast's well-trimmed moustache as he handles lines and tiller. Then Halfast's player misses the Saving roll with a 98 a fumble. The Gamemaster rules that the mast has snapped, and that the Myra is awash.

Fortunately, there are oars stowed aboard. Since the Myra no longer has a mast, it is no longer a sailing craft. All three characters grab oars and frantically try to make their Boating roll. Dominus, who is smart but weak, is barely 50%, and his player fails continually. Each failure means that the crafter limps toward shore erratically, washing out to sea as often.

At last Margali reveals that she was reared by islanders many years before, and has a good Boat handling skill Ignoring the protests of macho Halfast, she orders Dominus to dump mast and sail, then counts time with a rowing chant. Her player easily makes the successful Boat handling rolls. The storm lessens. At last the Myra limps to shore, ruined but afloat.

Rune priests of Zola Fel have access to a Rune spell from Diros. In fact, since it involves the use of Zola Fel water, a priest of Diros must join Zola Fel's cult (or the proper cult for the particular body of water) in order to use this spell on the River of Cradles.

Buoyancy **1 point**
15 minutes, range 160m, stackable
One point of this spell allows 15 SIZ points to be pushed up by the water, so only the lowest part of the object touches the water's surface. Each 3 points of ENC count as a single point of SIZ for purposes of this spell. If the SIZ of the object is larger than SIZ 15, the spell will still push it up, but more of it will remain underwater. A SIZ 20 object will be one-third underwater, a SIZ 25 will be two thirds submerged, and a SIZ 30 object will just barely break the surface of the water, but will not sink any deeper, at least. Objects larger than SIZ 30 will be only marginally affected by the spell the most that would happen is that the object would sink slightly more slowly. If the spell is stacked, these SIZs are doubled for 2 points of the spell, tripled for 3 points, etc.

Stacking two points of this spell will keep any riverboat and the goods inside afloat even if the boat has been seriously holed.

Other River Cults

Zola Fel's spells and skills are, in general, quite similar to those of other river cults. Initiates of Zola Fel would find it easy to switch cults if they were to move to another river basin.

Pavis

When Pavis arrived after the giants had left, Zola Fel traded friendship and support for trade and influence. The cult now heavily depends on river trade for much of its income and the cult fishermen sell most of their catch at the city of Pavis, so Zola Fel's cult is linked solidly to Pavis.

Miscellaneous Notes

The tributaries of the River of Cradles are mostly mountain streams without cults. The spirits of these streams are generally subservient to Zola Fel, and he watches over them. There are sometimes small shrines to both Zola Fel and his tributary at the points where the tributary enters Zola Fel. These tributaries are considered part of the river under Runemaster restrictions.

A Zola Fel temple may be located in shallow or deep water, at the bank or in a pool. The temples are always located in still water, for convenience. When land-dwellers are likely to join in a worship ceremony, a boat or section of the shore will be set aside for the land-dwellers. In every worship service, there comes a point when even land-dwellers must enter the water (at least up to the waist).

Zola Fel is a rather unusual cult. Most of the members seen by others are human, but the majority of the members are actually water-dwellers. Over the general river length, about 25% of the members are land-dwellers, mainly human fishermen, boatmen, and a few traders; 20% are amphibious races mainly consisting of newtlings, with a few ducks; and 55% are full water-dwellers, composed of a few imported triolini, some of the river elves from the Puzzle Canal, and the intelligent fish of the river.

The river's intelligent fish do not come from a single species. Rather, every species of fish in the river has a small proportion (less than one in a thousand) of intelligent members. Almost all of these special intelligent fish become initiates of Zola Fel. These special fish also have their POW up to 3D6, from the usual fishy maximum of 2 or 3.

They do not oppose the controlled harvesting of others of their species, as long as no intelligent fish are slain; some, in fact, help fishermen in their endeavours in return for various objects unattainable underwater.

Sun Dragon Cult

Myth and History

Before Time

The Sun Dragon was one of the many powerful entities which existed in the Gods Age. Draconic mythology is difficult to understand, but in a general way the Sun Dragon was the source from which the dragons claim the original sun came.

The Sun Dragon Cult understands that the gods and dragons had some sort of struggle, after which the gods ruled the Sun and its power. The Sun Dragon retired to its draconic realm.

Since Time

The Sun Dragon was one of the entities raised and worshipped during the EWF Period. It was a popular cult once the hill peoples realized that it included within itself powers which made it immune to many of the most powerful solar magics of the lowland Dara Happans. Many worshippers chose its path to dragonhood, and so in the EWF period lived many draconic people and humanoid dragons ascending their scale of transcendence in the shape of brilliant gold Wyrms and dragons. Many fought joyfully against the empire. The Sun Dragon - or its highest living representative - is the entity which actually sat upon the throne of Dara Happa from 878 to 910 ST until slain by Karvanyar, the Poor Woman's Son. Parts of it still adorn the old throne which Karvanyar had made. It was replaced by the Golden Wyrm as the leader of the cult.

The cult was mostly wiped out by the Dragonewt Rebellion, the Golden Horde, and the Dragonkill.

Life after Death

Members of the cult in good standing are dissolved upon death to become part of the sun, then returned to the world to continue their progress towards purification. After many purifications, worshippers surpass the sun and become part of the Sun Dragon.

Runic Association

Dragon, Sun, and Mysticism are the runes.

Nature of the Cult

The cult has only one worshipper left outside of Kralorela. That is Windwhistler the Wyrm. It has no real political power in Pavis, and enforces no particular likes or dislikes except to distinctly favor dragon kind over any others, in case of a dispute.

Organization

Lay Membership, Initiate Membership, Rune Lord Membership and the Rune Priesthood have no part in the organization now, with only one worshipper left. Previous organization is uncertain.

Spells

Windwhistler has several useful spells from the cult. They are:

Magical Arms **1 point**

For one use of the spell, an arm forms. It is attached to the wyrm's body, fully capable as normal arm. Windwhistler commonly uses two castings, and gets two arms. [This is actually more like a "Form Old Limbs" spell, and he could use it to make legs if he wanted. If Windwhistler had been a merman it would make him a fish's tail and human arms.]

Radiate **3 points**

This allows the caster's body to radiate intense heat capable of burning anything which is touching it with 6d6 damage, though the heat reduces at a distance form the body. Windwhistler often cast this on himself as an anti-missile shield, causing arrows to burst into fire and turn to ash before touching him.

Subservient Cults

None

Associated Cults

None

Miscellaneous Notes

None

Episodes for the Gamemaster

Introduction

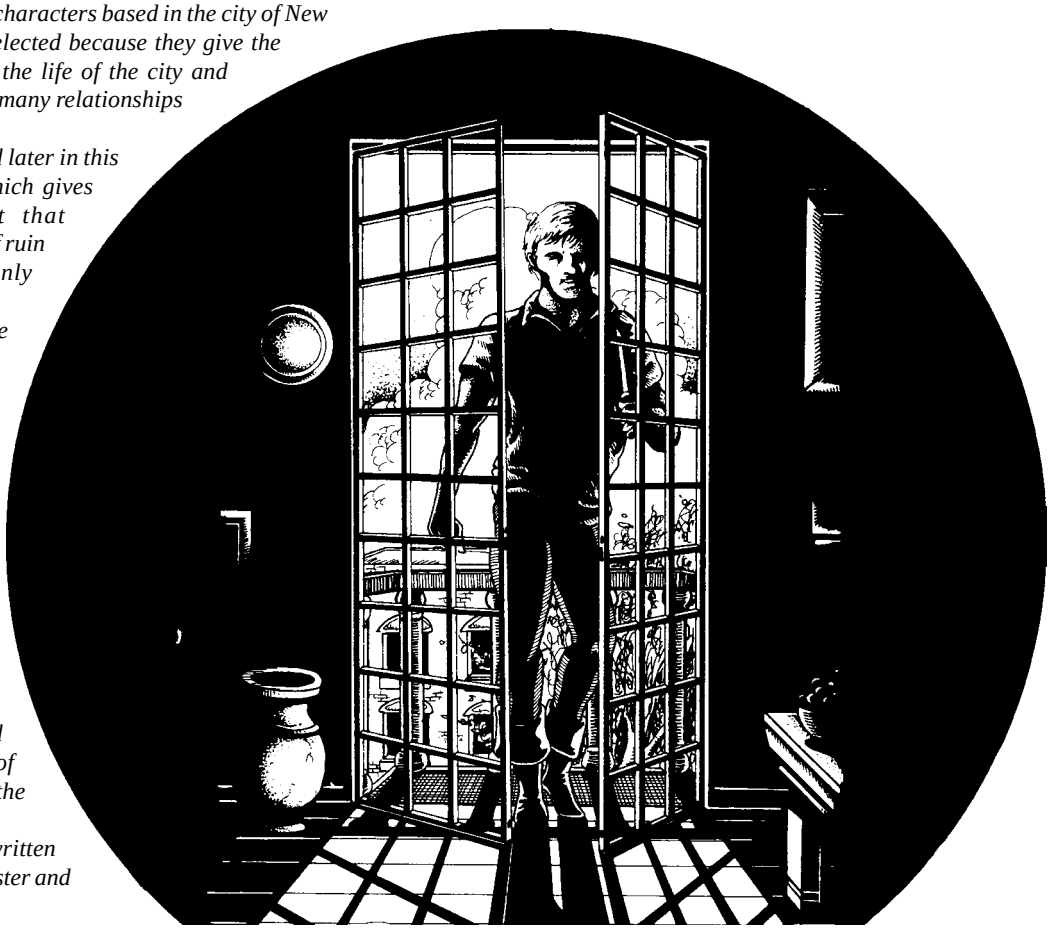
An episodic campaign is not much use without episodes. The following adventures are for the use of player-characters based in the city of New Pavis. These three episodes were selected because they give the players the feel of participation in the life of the city and because they reveal much about the many relationships found there.

Further adventures are collected later in this book in the Big Rubble section, which gives much more information about that enigmatic twenty-five square miles of ruin and danger. The Big Rubble is only briefly touched upon in this section.

In the following scenarios, the adventurers first will be introduced to a city under the crimson heel of the Lunar Empire. They are then introduced to the laws and ways of this frontier town through interaction with the citizens and refugees living within the great stone walls.

The final scenario in this section, The Cradle, is truly an adventure of epic proportions. Gamemasters should familiarize themselves with its various facets, all of which have been summarized on a Gamemaster's aid in the center of the book, before introducing it to the players.

Above all, these scenarios are written to be enjoyable for both the Gamemaster and the player.



Researching Information

The numerous avenues open to players pursuing knowledge in Pavis vary widely in expense and reliability.

The first way, slightest in cost (and in reliability), is through gossip and rumors collected in the taverns and markets. Depending on the Charisma and Oratory of the party members, and upon their persistence and free-handedness with coin, they should be able to obtain an amalgam of truth, rumor, and hogwash.

The second avenue open to adventurers is a search of the records of appropriate cults and guilds. Each cult retains diaries, receipts, letters, and ledgers with varying degrees of completeness and accuracy. In general, the longer a cult has been established in an area, the more extensive its records. In Pavis, Pavis and Lhankor Mhy cult documents would be the most complete; Seven Mothers and guild records would be mostly recent. The degree of official antipathy (or of special friendship) for a person or group may indicate better than usual archives about it. For example, Orlanthi temples keep generally poor records, but their interest in chaos may make them good sources for that topic; similarly, Yelmalio temples likely maintain pertinent troll information.

Other factors must be considered in determining the success of a party's success using temple resources. A long time member of a cult is likely to receive more dedicated attention than a casual inquirer might get. And the amount of money the players offer as an inducement must be considered. Further, if the players have among them someone skilled in interpreting the records (for example, a Lhankor Mhy cultist or someone with a fair skill in General Knowledge) a direct examination of the records may yield detailed results. Finally, it is possible for the players to hire a skilled scholar to help them evaluate the information they find.

The Gamemaster must consider all these factors in deciding how much information the players are entitled to through their research.

Frequently, Lhankor Mhy sages will offer to research a topic for a party at the standard temple rates available to laymen: 20L per hour of research time. Of course, the staff cheerfully exaggerates the actual time spent in research to enhance the fee, and finding all the information pertinent to a scenario might cost a party 2000L or more. At various times during the research in the general library, certain staff sages may suggest or offer private research services at rates reduced from the temple's standard fee. The cut-rate prices might vary by 700-1000L, depending on oratory, Charisma, and Bargain abilities. These cut-rate fees will usually yield the same information as the official fees would.

Additional information gained by using temple staff as researchers comes from private collections and material inaccessible to lay members.

The standard fee for using the general library of the Lhankor Mhy temple is 1000L, and allows the paying individual free access to the temple's library for the rest of his life as a permanent lay member (unless the cult expels him). This fairly stiff fee is gladly paid by those who need the cult's services. Those too poor to pay, but sincere in their love of knowledge, are generally forced to join the cult as apprentices.

This surcharge discourages most seeking training in mundane skills such as combat or adventuring, but many other temples offer such training and Lhankor Mhy is content not to compete with these cults; on the other hand, Lhankor Mhy virtually monopolizes many skills such as Evaluate Treasure, Make Maps, and General Knowledge, and the cult is content to concentrate on these skills.

It is also content to charge healthy fees for the researching of specific topics, taking advantage of its well-trained staff. What is less well-known (and officially discouraged by the Pavis temple hierarchy), is that individual sages will often accept fees to do specific research at considerable savings, since all official fees are split 30-70, with the temple getting the larger portion.

If the party happens to employ a cut-rate sage for research, they may be able to get favorable rates from this individual in the future.

Scenario Hooks

Listed here are several ideas to use in an adventure. These hints can serve as starting points for creative game masters. Use them at the beginning of a session, when everyone in Gimpy's is talking. The hints can be passed as rumors, lies, red herrings, or distinct opportunities for the player-characters to engage in activity. You can present them as alternatives to the actual planned adventure.

If you desire, you can make the barroom talk unattractive by reducing awards or increasing danger. If the player-characters decide to follow up on one of these, the Gamemaster can finish it as a whole scenario, lead the characters on a wild goose chase, or in some way simply end the encounter quickly.

Each scenario hook begins with a single idea of vague nature, followed by a comment in parentheses. Then a series of people and events augment the idea as needed for the campaign, scenario, or encounter are given.

Belligerence At The Tavern

(Someone is looking for trouble.)

Backhus the Wolf is drunk and trying to get into a duel.

A Lunar centurion and his bullies are insulting everyone they think they recognize.

A sable rider has cut the marks of suicidal death upon his forehead, swears he never will leave Gimpy's alive, and swears he will take ten good men with him.

Mistaken Identity

(Could be the player-characters or their associates who are mistaken.)

A Lhankor Mhy teacher accuses someone of being a Black Fang cultist.

A merchant accuses someone of being the thief who robbed his store.

A Lunar sergeant recognizes a deserter from his unit.

A Sartar exile recognizes an enemy from an old family feud.

A nomad declares a person as his escaped slave.

Checking Out Suspects

(Something has happened and guards are searching the taverns for information and suspects.)

People from the Ingilli association are asking about musicians and a green pearl necklace which belonged to the head Ingilli's daughter.

Jorjar is looking for the people who hired trollkin to rob Landholder Raus of some money.

Eiskolli family members are asking all about for the whereabouts of a young man in the Garhound family who is reputed to love one of the Suntown council's daughters and vice versa.

Someone with a Pelorian accent wants to question people who had their private boats attacked on the river.

An angry rhino chieftain is hunting the adventurers who bushwhacked and killed his brother.

Hiring Thugs

(No weapons, just some back-alley scuffling.)

A Garhound employee is asking for people who have grudges against the Zebra tribe, reputedly for hassling their meat-buyers.

Someone with newly-minted lunars is hiring people to rough up the bison mercenaries of Kost the Tracker.

A Sartarite stranger wants to pay someone to attack a private guardsman one night while the guardsman is on duty, supposedly to revenge a slight to the stranger's wife.

A landlord's representative wants to hire help in evicting a building full of squatters who aren't paying rent.

Mob Scenes

(Raging in the streets.)

For no stated reason, the Governor has ordered all city gates closed for seven days, except for the postern gates (which are for soldiers only), and the merchants have organized a demonstration.

A street fight between rival kid gangs has escalated into a major riot.

A Lunar patrol is accused of acting with murderous intent, and a mob has pursued them to the tavern.

Rumor says that someone important was murdered, and the crowd has panicked while waiting for news.

On-The-Spot Mysteries

(Maybe only mysterious to a player-character party.)

A person drinking from a mug of beer abruptly falls over dead.

A tableful of women adventurers begin to sing an unfamiliar song, and one by one the rest of the tables of people join in, even though they do not know this song.

A pickpocket steals items from almost everyone, and then plants them on a character, who is accused of the crimes.

Dealing With Squatters

(Characters are hired to kick out illegal occupants.)

They are escaped slaves who deserve no mercy, but are charmingly nice to the characters.

They are vile, bitter Lunar soldiers discharged from the army for their wounds.

They are decent folk with nowhere to go.

They are diseased and cannot be moved.

The characters suspect they are disguised thieves in their hideout.

Searching For An Apartment

(Getting settled in town.)

The landlord won't speak to people of the characters' type.

The player characters go to the wrong door and find a wild party of people from out of the city.

The characters recognize some trick wording in the rental agreement, either before or after they sign the lease.

They are offered a special deal if they will do something for the superintendent.

The landlord will rent to some of the player characters, but singles out one as a bad influence and says he won't have that individual in his building.

Day Guard Jobs In The City

(Festival day, and guards are hired for the extra workload; as the day wears on, the various crimes get nastier.)

The player characters find a storeroom door wrenched open, and inside are a bunch of sassy children.

A bison has somehow gotten into a shop and must be pushed, coaxed, or otherwise removed.

Pranksters in the crowd cast Demoralize, Disrupt, and Harmonize at random citizens.

Pickpockets are spied working over the crowd.

Morokanth are seen mugging drunks.

Murder on the street by an invisible assassin!

A crowd pelts a shop with garbage and makes ugly threats about skinning the landlord.

City Patrolmen

Trollkin Watch 1 to 3

POW 9 DEX 13
HP 11 Move 6 Defense 05%

01-04	R LEG	4/4
05-08	L LEG	4/4
09-11	ABDOM	6/4
12	CHEST	6/5
13-15	R ARM	4/3
16-18	L ARM	4/3
19-20	HEAD	5/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Light Club	7	45%	1D8	45%	20
Sling	2/9	55%	1D8	-	-

SPELLS: Binding, Countermagic 3, Healing 2, Speedart
SKILLS: Darksense/Scan 60%, Darksense/Scrutinize 40%, Listen 50%
NOTES: Each carries a whistle to blow for summoning help.

Pavis Royal Guard 1 to 3

POW 12 DEX 13 Move 8 HP 13 Defense 15%

01-04	R LEG	4/5
05-08	L LEG	4/5
09-11	ABDOM	5/5
12	CHEST	5/6
13-15	R ARM	4/4
16-18	L ARM	4/4
19-20	HEAD	5/5

SPELLS: Disrupt, Healing 2, Mobility, Multimissile 1, Protection 2, Speedart
SKILLS: Listen 55%, Ride 85%, Spot Hidden 40%, Spot Traps 40%
NOTES: Each guardsman owns a personal trained zebra suitable as a mount.

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Scimitar	6	50%	1D8+1	35%	20
Med Shield	-	-	-	45%	12
Composite Bow	2/9	80%	1D8+1	30%	10

Silver Shields Peltasts 1 to 3, Sans Spells

POW 12 DEX 13
Move 8 HP 12 Defense 10%

01-04	R LEG	0/4
05-08	L LEG	0/4
09-11	ABDOM	1/4
12	CHEST	1/5
13-15	R ARM	0/3
16-18	L ARM	0/3
19-20	HEAD	1/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Scimitar	6	40%	1D8+1	40%	20
Med Shield	-	-	-	55%	12

SPELLS: Disrupt, Healing 2, Mobility, Multimissile 1, Shimmer 2, Speedart
SKILLS: Climb 60%, Hide in Cover 60%, Jump 60%, Move Quietly 60%, Spot Hidden 30%, Spot Traps 30%, Track 60%

Marble Phalanx Hoplites 1 to 3, Sans Spells

POW 12 DEX 12
Move 8 HP 13 Defense 05%

01-04	R LEG	1/5
05-08	L LEG	1/5
09-11	ABDOM	2/5
12	CHEST	2/6
13-15	R ARM	1/4
16-18	L ARM	1/4
19-20	HEAD	1/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Scimitar	7	45%	1D8+1	40%	20
Lg Shield	-	-	-	60%	16

SPELLS: Bladesharp 2, Countermagic 1, Demoralize, Healing 3, Mindspeech 1
SKILLS: Camouflage 35%, Hide in Cover 35%, Spot Hidden 55%, Spot Traps 55%, Track 35%

Sir Holburn's Axe Brothers 1 to 3, Sans Spells

POW 12 DEX 11
Move 8 HP 13 Defense 05%

01-04	R LEG	2/5
05-08	L LEG	2/5
09-11	ABDOM	2/5
12	CHEST	2/6
13-15	R ARM	2/4
16-18	L ARM	2/4
19-20	HEAD	1/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Broadsword	7	40%	1D8+1	40%	20
Thrown Axe	3	40%	1D6	-	15

SPELLS: Bladesharp 2, Countermagic 3, Demoralize, Fanaticism, Healing 2, Strength (2)
SKILLS: Camouflage 30%, Hide in Cover 30%, Spot Hidden 55%, Spot Traps 55%, Track 30%

Welcome to the City

The Road to Pavis

GM Summary:

The party approaches Pavis along the Lunar military road and encounters beggars and indigents outside the city. The party may gain valuable information about Pavis and environs by questioning these persons.

Setting:

As the party approaches Pavis along the Lunar military road, by the River of Cradles, they will see the great walls of Old Pavis sprawling to the left and right of the river. On the right, beneath the great walls, is seen a lesser walled city, nestled against the great wall. The town is built partially on a hill, and above the walls around New Pavis rise the tall walls and lofty homes of Rich Hill.

As the party approaches the city they see, across the river on the left, another, unwalled, settlement; less imposing, with low, ramshackle buildings and a halo of hovels and desperate shacks. That is the poor luck part of town, known locally as Badside, or Thief Town. The road winds east along the southern bank of the River of Cradles, and terminates at a towered gate guarding the walled town of New Pavis.

As the party draws closer, they notice indigents and cripples along the side of the road. Here, in crude shelters protecting them from the sun, lie failed adventurers, the maimed and the blind, the disheartened and dispirited. Mountless nomads passively watch the travelers enter the city. Beggars cry for charity, promising the blessings of sundry gods of war and mercy.

The party may pause to drop a few clacks into the hat of a withered adventurer and inquire of him the conditions and rumors of the city, or to commiserate with a fellow barbarian down on his luck. Small boys and crafty older brothers swarm around the party, offering to act as guides to the city or to carry the party's gear, extolling the virtues of this merchant's wares or that tavern's fare. After the quiet of the plains, the constant chatter and cries are deafening and bewildering.

"A few coins for a man with no luck! Pray you'll never lose a leg, and beg for your bed! "

"You've got your hands and legs - share with those who've lost 'em!"

"Bless you, boys. May the Light shine on you."

"How's the Rubble, ya say? Well, it's richer for the arm I left in it for sure. It's a hard place, and no mistake."

"Try Gimpy's Inn in New Pavis. There's plenty of talk there for a smart fellow, and Gimpy's an honest egg."

"Hey, hero! Need a place to stay? Clean and safe? C'mon! I'll fix ya up! "

"Ah, brother, your mount walks well with you. What is the news from the Bison Council? Do the rains swell the grasses yet? Here it is dry, and I never smell the rain."

"Maps to the city! Good guides! Don't get cheated! Say, you look new to Pavis. Need a place to stay? Need new gear? Food? A good drink?"

The GM might use these brief encounters as atmosphere, a source of rumors, or as guides to direct the party through his narrative.

As atmosphere, these characters suggest the harsh toll extracted by the Rubble, perhaps foreshadowing dangers to be faced by the adventurers. Even if the players never will have to play one of the wretched cripples lining the highway, they may be able to imagine themselves maimed and forced to learn to live on charity and by begging.

As a source of rumors, this bunch can be as productive as any tavern. The crippled adventurers keep a vicarious link with their former livelihood by hungrily listening to all the gossip, and they are often experienced and can well judge the things they hear. Many have first-hand experience in the Rubble which they may try to parlay into some coin.

A young guide can either lead the party away from or into danger, depending upon the game master's wishes. One gamin might prevent the party from being fleeced by a dishonest pawnbroker; another might lead the party to squander their guilders in a cheap dive where they will go upstairs with little sisters, coming down rolled and broke.

The Lunar Guard at the Northern Gate

GM Summary:

The party encounters the Lunar administrators of Pavis and learns of the rules of the city.

Setting:

Before the party lies the gate to New Pavis, now guarded by Pavis' most recent rulers—the Lunar empire. The Lunars charge a small entry toll as an informal tax to help defray the expenses of the New Pavis garrison. The Lunars are shrewd empire-builders, and they try to make every public service pay for itself.

When a party approaches any gate of New Pavis, they will encounter a pair of well-armed and armored veteran guards who casually and routinely study the passersby. Just inside the gates the party can see a squad of guards relaxing in a permanent shelter, whiling away duty time gambling and telling crude jokes, all the time alert to any sign of trouble.

One guard will confidently await the party, assuming they are sensible enough not to try to enter the city by avoiding him. If the party does simply try to walk past, the sentinel will signal the other guards, and politely but firmly intercept the party. He will ask them to wait for a moment while he summons the Lunar registration official, who will emerge from the shelter, blinking in the bright sunlight, and cordially greet the party members. His name is Rudent Pheric; used to civilized Pelorian culture, he is a proper gentleman and townsman, but experienced in dealing with locals.

Pheric: "Gentlemen, is it 'welcome to the city' for you? You don't look familiar, so please excuse my formality. You must register your name and nationality with us, and agree to observe several rules of conduct within the walls of the city.

"Thereafter, I'd be happy to answer any questions you have about the city and how to get about in it. Now, if you will accompany me to my station, we can take care of these little details and get you quickly on your way. If you will please follow me?" He gestures toward the shelter.

Inside the shelter, a clerk will record names and nationalities, destinations, and purposes. Then the official will discuss the rules of conduct in the city.

There are specific prohibitions against:

1) wearing metal armor (aside from helmets) inside the walls.
2) bearing polearms or missile weapons unless they are rendered harmless by being sheathed and laced shut or unstrung.
3) Rune magics may not be used except in appropriate recognized temple ceremonies or duties, or when used by licensed merchants.
4) battle magics are prohibited except when cast in the privacy of your own home, or for battle magics which affect yourself only.

Pheric will be polite, and will emphasize the determination of the Lunar administration to keep New Pavis a clean, safe, and civilized place for its citizens. The Lunars have successfully brought civilization to the provinces, and most citizens would admit that the loss of the primitive atmosphere of the frontier outpost is more than compensated for by the growth of trade and the increased safety and comfort of life in New Pavis.

Pheric: "Now, gentlemen, I cannot stress too strongly our intolerance for violence and outlawry in this city. The Lunar guard is quite capable of handling any disturbance and citizens are quick to summon the guard to prevent any dangerous or illegal behavior. The citizens of New Pavis are proud of the peace and security of their home, and are always quick to protect it. This is not just another violent frontier town, and it is wise to remember this."

(Rising from his desk) "Now, I hope you will enjoy your stay in New Pavis, and if you have any questions or problems, may I suggest you speak to any guard, who will be able to direct you to someone that can help you. Our administrative staff is located in the city headquarters [D-1], which is near the south end of Marble Street. And, if you experience spiritual turmoil, may I also suggest that you will find the staff of the temple of the Seven Mothers eager to help you with any matters that our administrative staff cannot handle.

Do you mind if I inquire as to your specific business in the city?"

If the party will discuss their business in the city, Pheric will happily suggest how to get what they want. He will emphasize proper and official channels in achieving objectives and will recommend the Seven Mothers temple whenever possible as the center of culture and society in New Pavis. He will warn against Badside as being unsavory and dangerous, and will specifically mention the prohibition against unregistered adventuring in the Rubble.

If the party is uncooperative or seems a risk to the peace, Pheric will remain superficially polite and helpful, but after the interview, he will assign a man to tail the party and to report on their activities. The party should receive an appropriate perception roll to spot this agent if they are suspicious about being followed.

Alternative Actions:

The party may bypass the Lunar authorities and go directly to Badside, or they may try to sneak into New Pavis without registering with the Lunars. In this case, if constables or a Lunar patrol stops the party and brings them to a superior officer, the lack of registration will be discovered quickly.

Non-Player Characters:

1) The Lunar official, Rudent Pheric, superficially pleasant and welcoming, but essentially a bureaucrat who does not want to deal with anything unusual.
2) A Lunar patrol; a corporal and several men-at-arms whose duty it is to keep the peace.
3) A "plainclothesman" agent of the Lunar administration, a local familiar and comfortable with all levels of society in New Pavis. He doubles as a minor clerical official at the registration station.

Food, Lodging & Opportunity

GM Summary:

The characters seek food and shelter in New Pavis, and investigate rumors and opportunities for adventure. In the process, the party becomes familiar with the streets and environs of New Pavis.

Setting:

Once the travelers register with the Lunars, they will want food and shelter. For the absolutely destitute and the resolutely frugal, there is the Lunar Teelo Norri temple (R-95), where anyone may partake of the Poor Fund and once a day receive potato bread, onions, and red berries (or whatever else is cheap and available) to eat. They may also sleep in the charity poor house (R-94). Indigents hostile to the Lunars would prefer to beg for food and sleep in the alleys of Badside before accepting Imperial charity. This option is also open to adventurers: many a traveler wraps himself in his cloak and beds down in a deserted section of Badside.

Sleeping on the street is not allowed within the walls of New Pavis, and constables will chase offenders across the bridge and out of town after curfew. Adventurers should be cautious: sleeping alone in the open is obviously asking for trouble and, since patrols are infrequent, mishaps may result in serious consequences. Of course, people may also attempt to bed down outside the walls in the surrounding countryside (much safer), or within the Big Rubble, but they should be prepared to protect themselves.

Food may be purchased in any of the open markets in New Pavis or Badside. The food is cheaper in Badside; of better quality in New Pavis. Visitors may eat their food raw or purchase cooked food in market stalls, or they may gather in the camps across the river from Pavis to prepare a simple meal. Since Pavis is an area frequented by visitors of all stations and cultures, often an observer will find friends sitting along the river at sundown, cooking and gossiping, sharing news of the highways and of opportunities for employment and adventure.

For more affluent adventurers, meals and lodging may be purchased at numerous taverns and inns in New Pavis. Such establishments (at least in the better parts of town) tend to attract a higher class of adventurers, as well as more successful traders, businessmen, and townspeople.

Good to indifferent meals may be purchased along with strong drink, an attraction popular in most cultures. Poor folk tend to drink at home or in the modest Farmer's Quarter taverns; those taverns tend to be rough places, dangerous for strangers since the locals may resent foreigners who stumble through or mock local ways. Most poor locals both envy and have contempt for the adventurer, envying his freedom and recognizing his parasitism on established society.

Local toughs can prove themselves by baiting and humiliating foreign adventurers, ridiculing the reputation of adventurers as tough customers, worthy of fear and respect. There are a few taverns in New Pavis which cater to the foreign traveler; these are often more expensive, but are fairly safe. Certain taverns, such as Gimpy's and Geo's Inn, are run by former adventurers; a hearty welcome, respect, and a hungry ear for tales of the wide world are likely to be found here. Such establishments often serve as informal hiring halls for soldiers-of-fortune, and are common meeting places for related transactions.

Also available are higher-class inns, frequented by well to do travelers and officials of the empire. Such establishments are expensive, and a traveler is likely to receive a cool reception unless he is of recognizable wealth or station. Not infrequently, thieves impersonating the wealthy and powerful visit such inns to prey on the careless and foolish. Such activity continues despite all efforts to prevent it.

In the riverbank camps and in the taverns frequented by travelers, rumors and opportunities for adventuring may be found. When the travelers arrive in New Pavis they will discover that the Rubble is currently off-limits to adventuring by Lunar order, because of increased troll activity. They will also privately discover that the ban is generally ignored.

Each situation will be alive with rumors and prospects; many individuals with schemes and proposals will approach the adventurers, who will overhear much idle gossip whetting their appetite for riches. However, most of the chatter heard is either useless or misleading; if the information was worth anything, it would be available only for a price. Most schemes are hare-brained, with bad information and less planning.

Sometimes a chance meeting provides a useful opportunity for the characters; typically, though, such encounters snare the foolhardy and the inexperienced, and the game master may thereby provide new players with opportunities to learn to hard way that all rumors and offers of adventure do not lead to fortune.

Beyond the specific offers and rumors of the individuals to be found in taverns and around

town, a player-character should be told to look for opportunity notices posted on public boards at several taverns, where interested employers may solicit hirelings and specialists for all sorts of tasks. A character should seek employment at various temples, where cultish worshipers may find employment peculiar to their codes and beliefs. The various guard and escort services in town also frequently hire adventurer-types.

The Lunar occupation is known to hire private individuals and groups for specific sanctioned government work, including caravan protection and special missions into the Rubble. The Lunars prefer to hire locals and free-lancers for many projects, mainly to supplement their force of more loyal, and thus more valuable, soldiers, and to free soldiers for other work.

Additional Illustrative Dialog:

1) An evening at Geo's Inn.
2) Around the cooking fire at the river camp.
3) A nasty tavern in Riverside where the foreigners are ill-received.

Possible Scenarios:

1) Street sleepers are attacked in Badside.
2) Dumb schemes for the Rubble.
3) Pickpockets and thieves among the freeloaders at the Teelo Norri poorhouse.

Non-Player-Characters:

1) Freeloaders from Teelo Norri's temple: vagrants thieves, lowlifes of all varieties, as well as true unfortunates.
2) Tavern schemer: eager to try out a hare-brained scheme likely to cost him and any collaborators their lives.
3) A group of local louts on the prowl, looking for someone to bait or abuse. Clods delighting in the primitive and vulgar humorous jape - practical jokers of the twenty stitches variety.
4) Geo's Inn barkeep: knows most of the adventurers of any repute in Pavis. May help the party members avoid hooking up with a real idiot, and may offer advice or assistance, depending on the charm of the party members.

The Temple of Your Choice

GM Summary:

In an unfamiliar town, a stranger may find comfort and assistance from the local temple of his cult. The player-characters seek out their own temples and learn if these temples can be of assistance to them.

Setting:

Many serious and devoted cultists will attend their appropriate temple as soon as they arrive in New Pavis, and any proper worshiper would visit his temple sometime soon after entering the city. Many of the major cults have a temple in New Pavis, and often smaller associate cults maintain a place of worship in sponsor temples, or rent rooms for worship on holy days. Some cults maintain informal public worship along the streets or in private residences, and certain prohibited and ill-reputed cults maintain secret places of worship. Temples are important social and cultural centers in New Pavis, and much of a citizen's free time may be spent in temple-related activities. The temples are also important sources of information and assistance to cultists, in addition to the typical functions of training and education undertaken by most cults. Moreover, most of the organized recreation of the town comes in the guise of religious celebrations. Cultists gather informally for conversation and fellowship at their temples as well.

A traveler visiting a strange town will find his cult affiliations very useful. They will provide him with an instant position in the society, from which he may meet other citizens as an equal. He will often find useful information and assistance from the laymen and initiates - often a hospitable fellow cultist will take a traveler into his home. The official hospitality of the temple is also a great boon to the adventurer far from home. From his own cult and from associated cults an adventurer may obtain at a reduced rate or for free the services of members with particular skills and magics. Further, certain profitable missions may be available only to cultists at the temples.

Given these valuable benefits, a wise adventurer immediately checks in with his temple. He should observe the proper ceremonies and make himself known to the appropriate priests and initiates, inquiring about lodgings or prudent behavior in this place. Local priests get much of their news from traveling cultists, and may be in a position to share useful information. The adventurer should make sure he has made a positive impression; if he gets in trouble, his cult may be a powerful friend in adversity. His temple may also be willing to keep certain objects in safekeeping, like valuable jewelry and magical objects; it is dangerous to carry such items in a city alive with thieves and ruffians. Temple lodgings (for those temples which offer such spots) are usually the best bargain for the money, and may present opportunities for making useful acquaintances.

Certain cults are currently in disfavor in Pavis. The worship of Orlanth, for instance, must be discreetly observed in other Lightbringer cult temples, or in the common Air temple. Cults such as the Cacodemon religion must be extremely secretive about their activities, but these cults continue to exist. With Lunar toleration, the unsettled atmosphere of the Rubble, and the unsavory atmosphere of much of Pavis, there is plenty of opportunity for underground cults to meet and worship.

Most cults sanction missions into the Rubble to rebuild and restore ancient temples, search for

missing relics, scourge ritual cult enemies, and to obtain loot. Such missions may be less financially rewarding for adventurers than independent work, but are usually well-informed and organized, and may yield important intangible benefits, such as the praise and gratitude of the cult. Adventurers are also often paid in training and magic, and sometimes in more generous tokens of special cult valuable or magical items. For the single adventurer or the beginner, such expeditions are safer risks than private operations, and usually insure against treachery from within the party. Building goodwill in one's cult is always a useful thing to do.

Additional Illustrative Dialog:

A visit to a typical temple by an adventurer just into town.

Useful Background Detail:

Temple layout - bunks, offices, worship areas, training and education, recreation, staff quarters, schedule of daily activities, administrative setup, and samples of tasks a temple might perform as service to its gods.

Non-Player-Characters:

Sample temple staff members, for example, from Flesh Man and Humakt temples.

Fracas in New Pavis

The game master may encourage digressive encounters and adventures by delaying this section of the scenario, or he may ambush the players the first time they appear in New Pavis, depending on the time available and how disposed the player-characters are to enjoy their freedom of choice.

GM Summary:

The party is ambushed by a street gang which will try to goad the player-characters into striking the first blow. The gang will attempt to mug and rob individuals or the whole party, then try to escape before the watch shows up. The thugs will make every attempt to force the party to act in ways that will prejudice the case against the adventurers if everyone is arrested. The party, ignorant of local law, and accustomed to combat in the wilderness where there is no law, is likely to play into the ambushers' hands.

Setting:

The referee should place this encounter in one of the market areas of New Pavis, like the Founder's Market, the Meat Market, or in City Court. Since the street gang encountered has Rich Hill as its territory, the encounter should not be too far from Rich Hill, nor too deep in any rival gang's territory.

The streets of New Pavis often bustle with people seeking a quick meal, purchasing fresh vegetables and meats, and meeting for business and friendship. As the characters manoeuvre through narrow streets and open market areas, bewildering noise and activity assails them. Children scream and dash as their mothers gossip among themselves and haggle with merchants. Slaves bear great burdens through the streets, and wagons with various goods slowly make their way through the crowds.

The Action:

The players sense an ambush in the folk around them; they perceive among the typical citizens a few young men who parallel the party, studying the party and their intent. If the party members can make a Spot Hidden, they notice that the youths are similarly dressed in heavy leather work and, while none are carrying weapons too imposing, rapiers, daggers, and heavy staves are certainly useful to have in a fight. Some of the youths seem to have items concealed in their tunics, but the characters have difficulty observing them closely, as the youths carefully weave in and out of the crowd.

The party is being stalked by the Fine Fellows, a gang of street toughs from privileged backgrounds. These young hooligans affect the language and dress of the lower classes as a symbol of their contempt for their wealthy parents. As street gangs go, this group is not particularly rough, but there are a few truly vicious members who get a special thrill out of violence and mayhem.

The leaders, Ragger and Lankin, are loud and clever fellows, admired greatly by the rest of the gang, but they are not really nasty - just young and macho. Wolf and Moe also are decent young men with too much energy; if one of them managed to seriously hurt you in a melee, he would be the first to jump in and try to Heal you. On the other hand, Scar and Mollick are truly dangerous; they go out of their way to hurt, and they seem to enjoy it. Scar is much older than the rest; he has spent time in jail and on Lunar work gangs, and he is destined for a life of crime. Mollick is a ruthless young man without a sense of decency or of morality, and he is proud of what he imagines to be his insights into the way of the world.

The Fine Fellows, though contemptuous of the money and influence behind them, will not hesitate to use their social position and influence to get out of a jam. Since they come from some of the richer families of New Pavis, and the adventurers are nameless soldiers-of-fortune, the party may find itself at a distinct disadvantage in dealing with local justice.

The Encounter:

A pair of small but wiry young men step in front of the party. The two men, Lankin and Ragger, plant themselves firmly in the path of the largest party member and address one another loudly. (If the game master has any skill with accents, it might be effective to emphasize that these ruffians are locals with some education and considerable poise and confidence, though they speak in the vulgar language of the street.):

Ragger: "Eh, what a hulkin' brute ... ! "

Lankin: " ... and a monster weapon he's sportin'. Surely he's a danger to us all!"

(As the party tries to ignore the men and pass by, the men remain resolutely in front of the party member.)

Ragger: "Eh, what, 'e's a rude bugger to boot."

Lankin: "Rather a poor learnin' in culture, I 'spect, from being brought up far from us good civilized folk."

Ragger: "Eh, now, it might have simply been little enough to learn the culture with, if yuh catch m' meanin'." (Gesturing to the head of the large party member.)

Lankin: "And little enough to prove 'e's a man, I s'pect. " (Gesturing to the abdomen of the party member.)

If these tactics do not provoke an attack from the party, the ruffians will search for other sensitive subjects by observing the party member carefully.

Ragger: "Ooh, friend, I b'lieve 'e's a Humakt! "

Lankin: "Whaddya know? Poor fellow! It must be hard learnin' to eat after the Yanafal Tarnils - "

Ragger: "And what a pity the lickin' they're takin'. Poor things are going to have to start acceptin' broos just to staff the temples ... "

If this doesn't snap the party, the men will try subtle physical harassment:

Ragger: " ... and look at this poor fellow's cloak." (Grabs a hanging fold and displays it to Lankin, clucking sympathetically.) "Must be down on his luck, I guess."

Lankin: (Reaching down and between the party member's legs and grabbing the inseam of his trousers) "And look at how worn his britches are."

If such tactics fail, the ruffians will resort to more direct approaches. A rock will seem to appear out of the crowd, aimed at the party member. If he does not respond, two more rocks appear from another quarter. If the party remains passive and unresponsive at this point, the hooligans will content themselves in having a verbal field day at the party's expense, gathering a large and appreciative crowd that roars at Ragger and Lankin's crude and folksy humor.

If any party member ventures alone outside of the sight and protection of the rest of the group, the gang members hidden in the crowd will descend on him and attempt to mug and rob him. They will try to avoid killing him: penalties for homicide are serious, but if they can eliminate the sole incriminating witness quietly and effectively, they have no qualms about killing.

The ruffians will adapt their tactics to the perceived toughness of the party. If the player-characters seem particularly deadly, they will throw defensive spells (Protection, Countermagic, etc.) before they begin to bait the party. Whenever possible, the thugs will toss rocks or daggers while mingling with the crowd in order to make pursuit or identification difficult. If Ragger and Lankin are attacked, the other gang members will pelt the party with rocks or join the melee, depending on how badly the two seem to be faring. The young toughs are fairly loyal to one another and their leaders, but they know it is common sense to desert when things go badly or when the watch shows up.

When the melee breaks out, the crowd will scatter for cover while a few public-minded citizens will shout for the city watch. The ruffians will use the city to advantage whenever possible, tossing rocks from cover, and disappearing around a handy corner when it is time to escape. The watch will arrive sooner or later, at the game master's wish or at a randomly determined time, but in no case in more than twenty melee rounds after the cry has gone up, and more likely within ten.

When the watch arrives, the kids will start to protest that the party attacked them, loudly pronouncing their right to High Justice, as members of noble families. The party will, of course, try to tell its side of the story, but the constables or troops will politely and firmly take all combatants into custody, telling them to save their stories for the judge.

Healers will arrive with a few minutes after the guard, or citizens might step out of the crowd to help, with the watch's permission. Maimed and gravely-injured characters and ruffians will be healed by Chalana Arroy or Deezola cultists and the fees for this aid will later be added to court

and administrative fees. Any citizen will also be reimbursed at a standard rate for any spell thrown to aid the watch. For example, if a Pavis priest is present and throws a City Harmony on the combatants, he will be reimbursed by the Lunar government, who will in turn extract the cost from the parties involved in the fracas.

The Fine Fellows and their tactics

Ragger, hoodlum

STR 12	CON 13	SIZ 8	
INT 14	POW 10	DEX 17	CHA 6
Move 8	HP 12	Defense 15%	

01-04	R LEG	3/4
05-08	L LEG	34
09-11	ABDOM	3/4
12	CHEST	3/5
13-15	R ARM	3/3
16-18	L ARM	3/3
19-20	HEAD	3/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Shortsword	7	40%	1D6+1	30%	20
Dagger	8	60%	1D4+2	65%	12

SPELLS: Befuddle, Healing 2, Silence
SKILLS: Hide in Cover 60%, Listen 45%, Move Quietly 40%, Spot Hidden 50%
TACTICS: Ragger will draw his dagger and fight until wounded, then Befuddle his opponent and maneuver to attack by surprise if possible. Otherwise, he will bug out.

Lankin, lout

STR 12	CON 14	SIZ 9	
INT 12	POW 11	DEX 9	CHA 8
Move 8	HP 14		

01-04	R LEG	2/5
05-08	L LEG	2/5
09-11	ABDOM	2/5
12	CHEST	2/6
13-15	R ARM	2/4
16-18	L ARM	2/4
19-20	HEAD	2/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Rapier	7	75%	1D6+1	65%	12
Dagger	8	85%	1D4+2	75%	12
Thrown Dagger	3	55%	1D4	-	-

SPELLS: Befuddle, Healing 2, Mobility, Protection 2
SKILLS: Hide in Cover 45%, Listen 30%, Move Quietly 30%, Spot Hidden 45%
TACTICS: Lankin will throw his Protection spell beforehand, if possible, then fight with rapier. He will cast Befuddle on his foe an then attack from surprise if possible.

Wolf, thug

STR 17	CON 17	SIZ 15	
INT 15	POW 15	DEX 15	CHA 13
Move 8	HP 18	Defense 10%	

01-04	R LEG	2/6
05-08	L LEG	2/6
09-11	ABDOM	2/6
12	CHEST	2/7
13-15	R ARM	2/5
16-18	L ARM	2/5
19-20	HEAD	2/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Thrown Rock	2	65%	1D4+1D2	-	-
Knife	7	60%	1D4+2+1D4	40%	12

SPELLS: Countermagic 3, Demoralize, Disrupt, Heal 2, Speedart
SKILLS: Hide in Cover 25%, Listen 45%, Move Quietly 25%, Spot Hidden 25%
TACTICS: Wolf will Demoralize his opponent, then cast Speedart on thrown rocks. He will continue with missiles until challenged, then melee with knife.

Scar, hardened criminal

STR 12	CON 10	SIZ 11	
INT 17	POW 14	DEX 15	CHA 11
Move 8	HP 10	Defense 15%	

01-04	R LEG	2/4
05-08	L LEG	2/4
09-11	ABDOM	2/4
12	CHEST	2/5
13-15	R ARM	2/3
16-18	L ARM	2/3
19-20	HEAD	2/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Rapier	5	75%	1D6+1	50%	12
LH Dagger	8	65%	1D4+2	50%	12

SPELLS: Befuddle, Demoralize, Healing 2, Shimmer 3
SKILLS: Hide in Cover 40%, Listen 35%, Move Quietly 35%, Spot Hidden 40%
TACTICS: Attacks with Demoralize, then casts Shimmer and melees. Carries rapier in right hand and dagger in left hand, and parries with either. Always finishes off opponent, even when they are clearly incapacitated. A killer.

Moe, misguided youth

STR 12	CON 11	SIZ 13	
INT 12	POW 11	DEX 14	CHA 10
Move 8	HP 12	Defense 05%	

01-04	R LEG	2/4
05-08	L LEG	2/4
09-11	ABDOM	2/4
12	CHEST	2/5
13-15	R ARM	2/3
16-18	L ARM	2/3
19-20	HEAD	2/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Thrown Rock	2	40%	1D4+1D2	-	-
Knife	8	35%	1D4+2+1D4	30%	12
Kick	8	50%	1D6+1D4	-	-

SPELLS: Healing 4, Ironhand 4, Shimmer 2
SKILLS: Hide in Cover 35%, Listen 45%, Move Quietly 25%, Spot Hidden 30%
TACTICS: Moe will throw one or more rocks, then cast Shimmer and Ironhand 4. He is a martial arts fan, and considers himself to be deadly with his feet (with some justice), but he tends to show off and take chances. No killer instinct, just likes action and loot.

Mollick, tough and vicious

STR 10	CON 10	SIZ 16	
INT 12	POW 12	DEX 9	CHA 6
Move 8	HP 11		

01-04	R LEG	2/4
05-08	L LEG	2/4
09-11	ABDOM	2/4
12	CHEST	2/5
13-15	R ARM	2/3
16-18	L ARM	2/3
19-20	HEAD	2/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Thrown Rock	3	65%	1D4+1D2	-	-
Knife	8	80%	1D4+2+1D4	50%	12

SPELLS: Fireblade (4), Healing 3, Multimissile 2
SKILLS: Hide in Cover 30%, Listen 35%, Move Quietly 30%, Spot Hidden 35%
TACTICS: Mollick will throw rocks with Multimissile cast on them, then cast Fireblade on his dagger and melee. A cold-blooded killer, he finishes opponents off.

New Pavis Jail

GM Summary:

After their arrest, the party is disarmed and led to the Lunar guardhouse near Badside and there locked up in a small stockade beside it. Apparently the city jail is just too crowded right now. In the stockade they meet a battered and disheveled adventurer. He is an Orlanthi facing execution for killing an off-duty Lunar soldier in a tavern fight. The adventurer tells the party how to handle their coming court trial and, in return for an oath to deliver a ring to an old friend, he divulges the location of a pitiful cache containing all his valuables.

Setting:

The New Pavis stockade is an unsavory pen within the Lunar fort. The cells here are all dirt-floored, smelling horribly of urine and excrement, and equipped only with crude sleeping mats. A type of slave collar is attached to the wall with long lengths of durable chain; each cell has chains and collars for about ten prisoners. Tiny openings near the roof provide all the light and ventilation for the cell, and the rooms are in a perpetual darkness. They are either slightly too cool or much too hot. Guards regularly patrol the halls outside the cells, periodically serving crude foodstuffs and water to the prisoners and thereby inviting great clouds of flies with them.

The Action:

The Orlanthi, Cassis Strath, is slumped indifferently in a corner of the cell. He will cheerfully greet the party as they are brought in.

Strath: "Welcome, strangers. Come share my humble hospitality." (He holds out a chunk of potato bread.) "And what have they got you for?"

He will listen politely and sympathetically to the party's story. He will then explain to them how the local law handles brawling. He will explain that, while the Lunars acknowledge concepts like self-defense and provocation, they disapprove of street-fighting, and are harsh on any who use "unnecessary violence" or "brutality" in defending themselves. He will warn the party to lie about nothing in front of the court, because the Lhankor Mhy priest can catch liars with his spells. He will advise the group to admit that their unfamiliarity with city law may have caused the group to react imprudently to the baiting of the ruffians, but he will also advise them that the court will not be terribly sympathetic. The court regards the traffic of adventurers in New Pavis as a necessary evil, but it does not feel compelled to tolerate their easy violence or crude manners. He will suggest that the party take whatever sentence they get with good Face, and warns against emotional protests and angry retorts. Thereafter, he will share his story with the party.

Strath: (Shifting an obviously bruised shoulder uncomfortably, wincing briefly, then grinning confidently) "Well, I guess you'd say I committed a homicide. Kilt a Lunar swine in a bar fight. Broke his neck." (Demonstrates enthusiastically with a twist of his hands, and winces as he strains the shoulder.) "He and a group of off-duty guards were showing their lack of good sense by discussing Orlanth in uncomplimentary terms. Oh, I knew these guys from other times, and they're always trying to start something. Well, I happened to pick the one fellow up by the head, and it just wasn't as tough as he thought, I guess" (Pauses thoughtfully) "I didn't exactly mean to kill the bastard. Just worked out that way.

"Well, the other sons of bitches did a rather thorough job on me ... " (gestures at his bruised face) " ... and drug me here to face the music."

(The party asks what will happen to him.)

Strath: (Blinks in surprise) "Why, execution, don't you think? Gonna put me up on a cross. Can't have folks killin' Lunar troops." (Nodding his head absently) "Yup, I guess it's going to be a short tale, lads. I hope the winds of Orlanth blow my soul far from here afterwards."

(Strath will subside quietly for about half an hour, then he will approach the party.)

Strath: "Look, fellows, I've got something I don't think ought to go to wind with me. If you'll promise to deliver a message for me when you're out of this hole, I've got a nice bit of treasure you might want to hunt..."

(If the party agrees)

"Take this ring to Dikkop at the Chalana Arroy temple, and ask her to give it to Ojin Calker. She'll know what I'm talking about." (He gives a party member a worn gray metal with unfamiliar runes inscribed on the inside.) "Now, then, do you know anything about Badside?"

Strath will describe a sleazy hovel-cum-tavern where he has been staying for several seasons. There is a litter of rubble and timber in the rear of the establishment where the owner years ago had piled scavenged materials intended to form a crude shelter for pack animals. This ambitious project was never undertaken, but the debris provided Strath with a handy hiding place for his valuables. Strath's worldly possessions are buried in a leather pouch beneath a heavy piece of timber that has two knotholes right next to each other.

Strath: "In the pouch you'll find five gems ... no idea what they're worth (1D20 lunars each), never had time to get them priced. Also you'll find ten wheels and …" (he pauses, momentarily overcome with emotion) " ... and you'll find a large gold ring. Belonged to my dad. I was always afraid I'd lose it, it was so big on my finger. I just never got around to it."

After Strath finishes speaking, he'll sink into a self-indulgent silence, as the impending execution begins to strike him as a reality. The party won't be able to get much else out of him, and he will in fact begin to get angry if they don't leave him alone to his private thoughts.

It is possible that the party will attempt to escape, even encumbered by the slave bracelets. Even supposing that the party can remove the bracelets and overcome the guards, the grounds outside are patrolled by dogs whose keen sense of smell will immediately alert them to the presence of escaped prisoners in the compound, and the garrison will turn out and easily recapture the adventurers. If, from experience, the game masters knows his players to be the type that will try to escape regardless of the odds, he should prepare a detailed listing of the fort's personnel and a plan of its layout.

It is possible that the player-characters will be moved to try to save Strath from his execution. In fact, there is little the party can do to save him unless they can help him escape immediately. In the morning, when the guards come to take the party to the trial, they will take Strath off in another direction, and he will be slain. The formality of a trial is unnecessary, and the Lunar court is unwilling to risk a scene provocative of anti-Lunar sentiment.

The gray ring, incidentally, is worth only about 30L, but if delivered to Dikkop, an initiate at the Chalana Arroy temple, she will tearfully implore the party to tell her of Strath's last hours and will promise to remember the honor and compassion of the party's members if ever they are in need of a favor. Ojin Calker is an Orlanthi fiercely dedicated to removing the blight of Lunar occupation, and who will regard the ring as a symbol of the duty of vengeance due a martyred friend.

The Lunar Court

GM Summary:

The PCs are brought before a court which adjudges them to be guilty of brawling and reckless endangerment, with mitigating circumstances. The PCs are sentenced to serve the Lunar occupation as slave soldiers for a fortnight, while the Fine Fellows receive hard labor sentences of equal length. Part of the proceeds from the Fine Fellows' sentence will be advanced to the player-characters to enable them to properly outfit themselves for their service for the empire.

Setting:

The courtroom is in the Hall of Justice in the City Meeting Hall in the center of New Pavis. The hall is empty except for the judges, their staff, and the defendants. The judges sit on a raised bench; small high windows behind them provide some of the light in the room, and a few dim oil lamps supplement it. The court staff sits at a few tables below the bench, while the prisoners and their guards stand on an empty piece of floor surrounded by wooden rails about five meters from the bench. The prisoners wear their chains and slave bracelets, waiting for the trial to begin.

The judges consist of a Lunar civil administrator, a Daughter of Pavis (in this case, a male priest of the Pavis cult), and a Lhankor Mhy priest. Their personality is detailed below. A Sword of Humakt and a representative of the Mayor sit with the clerks and scribes of the court staff.

Details of the Court & Legal Issues

Depending upon the PCs' conduct in the fracas, there may be a number of charges. They are most likely to be charged with assault, or assault with the mitigating circumstance of provocation. They may have badly injured or killed one of their opposites, which might demand the charge of reckless endangerment or manslaughter. The adventurers might use self-defense as their defense, though it will not absolve them of reckless endangerment or manslaughter. Their antagonists will have been similarly charged, but since they are wealthy and well-connected, they have managed to manipulate the charges to make the party seem the villains.

There are no prosecutors or defenders. Character references and legal depositions are

made in writing before the trial; after studying these notes and listening to the testimony of witnesses and defendants, the court is confident of arriving at a fair judgement. Defendants are permitted to have character witnesses and legal counsel in attendance, and these people may be permitted to speak at the judges' sufferance. In practice, the major difference between a modern court and the court of Pavis is in the great discretionary power of the judges and the relatively restricted ability of the interested parties to insist upon formally and explicitly stated rights.

The judges attitude is best stated in the following epigram (often quoted by the Daughter of Pavis) "I am uninterested in the law; tell me about justice." The party should be relatively ignorant of the workings of justice in town, but if they are familiar with Pavis court practices, permit them to solicit personal references from their cult priests and noted citizens, or to hire legal counsel from Pavis or Lhankor Mhy cultists to prepare their defense.

As per normal routine, the party and their antagonists will be led into the courtroom, along with any character witnesses and/or legal counsel, and they will be directed to their places. The judges will call for a reading of the charges and counter charges, after which they will ask those charged if there are further accusations or comments to be made. Then, the judges will interrogate the parties on the details of the incident and will listen to what each side has to say. Here the judges attempt to determine the facts and circumstances of the case. They also solicit interpretations of the incidents and statements about the character and intention of those involved in the event.

After this, each party is permitted to make a final statement. Each individual is entitled to speak, but the judges encourage each group to have a spokesman and to limit comments to a few minutes each. The judges will cut off any statement that abuses the privilege.

The referee will usually be speaking in the persona of the Lhankor Mhy who, in his capacity as seeker of knowledge and truth, will lead the questioning in search of a true account of the event. He may also administer Truespeak or Mimdread spells as deemed necessary. The cost of said spells will be added to other court costs and assessed as part of the sentencing. Once the facts of the encounter are made clear, the court will reach their verdict. The Lunar administrator will take the leading part, outlining the importance of keeping the city cleansed, safe, and peaceful, and warning off unrestrained adventurers who can wreak havoc in the streets. The Pavis priest may try to balance the Lunar's preoccupation with law and order by focusing on the right of the defendants to due process and a fair trial. The Lunar administrator will steer the judges toward their verdict. The other judges will follow his direction; they are, in fact, oftentimes a rubber stamp for the needs of the Lunar governor in pertinent cases.

Spells deemed necessary for the prosecution of the case may be ordered by any judge, and the cost of those spells will be added onto court costs assigned to the defendants. Such spells are costly, as they require some time of quiet worship and ritual to recover the spells. The Rune spells cost 525L per casting. Each priest is allowed to waive his right to recompense if he so chooses, as the Humakti often does; but the greedy Lhankor Mhy priest always insists on full payment. If the parties involved cannot pay immediately, they are indentured to the appropriate cults until such time as their forced servitude has paid for their fines.

The sentences handed out are pragmatic. They will never disserve Lunar interests. There is no incarceration, except for brief periods of time when awaiting trial, execution, or when locked up temporarily for minor crimes, such as breaking curfew or drunkenness. Most offenders are fined, sentenced to work (either in the down river salt mines or for some local project), exiled, sold as slaves, or executed. Criminals either turn a profit or fertilize the pastures.

The Judges

Fleeter Nemm is the Pavis court priest. Though resistant to the Lunar unity of the court, Nemm recognizes his limited power and prefers to work behind the scenes through deals and subterfuge rather than through open confrontation with the Lunars. He resents the favoritism shown by the Lunar administration and court system to their own kind, and he really resents the manner in which they profit from the sentences they impose. He feels that the Lunar judge often levies a harsh sentence just to provide the government with revenue or slave labor. If the player characters are in real trouble, Fleeter Nemm may pull some deals behind the scene to soften the blows of justice. In court, Nemm will speak just enough to maintain the pretense of participation, and will appear to be in complete agreement with the rest of the court. He always wears the formal robes of the courtrooms of the Empire of the Wyrm's Friends on public occasions, perhaps as a subtle needle to the Lunar officials.

Gavial Latish, the Lhankor Mhy priest, is a conceited, arrogant bore whose definable virtue is his formal and unrelenting dedication to The Truth. He is given to detailed logical expositions and minute examinations of testimony and evidence, and is scrupulously fair and impartial in his treatment of the individuals involved. Nonetheless, he has no moral flexibility and he is uninterested in the effects of The Truth. Once he has determined The Truth to his satisfaction, he passes the moral and practical issues to others; the "experts" on such matters - politicians and police.

Zibet Merne, the Lunar administrator, is a nice guy eager for New Pavis to grow into a bastion of trade and civilization in an ignorant and crude wilderness, and he will do anything to speed this process along - ensuring the peace and tranquillity

of his town. He views the indigent and disenfranchised as anchors holding back his dreams; they find no sympathy from him. He is keen to eliminate the raffish and arrogant adventurers who make New Pavis their port of call, emphasizing the frontier nature of his city, and he ignores the fact that much of Pavis' income stems from these selfsame adventurers. Merne envisions his ideal Pavis-to-be as a small model of Blessed Torang, where the Red Goddess was born, and he anticipates the day when the town will become the center of power and trade for a thriving Prax. Merne fancies himself a wit, and specializes in irony and sarcasm. He is fairly clever, but the prisoners will be unlikely to appreciate his humor.

The Action:

Here is some sample dialog to illustrate the court's workings.

Latish: "Now, young man, you say these other prisoners (gesturing to the ruffians) struck the first blow. How do you know this?"

PC: "Well, me friend here got hit upside the head with a rock, so we defended ourself."

Latish: "Hmm. Did you see who threw the rock?"

PC: (Pauses. He didn't actually see the rock leave the thug's hand, but he saw its arc, and he is sure who threw it. He considers how to answer so that he will tell the strict truth - protecting himself in case a Truespeak spell is used later on - and yet not admit that he didn't actually see the rock flew through the air.) "Yes, I was watching him as the stone flew through the air."

Latish: "Now, which fellow was it? Point him out to the court."

PC: "There, that fellow with the short hair and pug nose."

Latish: "Now, be careful. Did you see that man throw the rock that hit your friend?"

PC: "I'm certain it was that fellow that threw it."

Latish: "But, did you *see* him throw the rock?"

PC: "I'm not sure, but you put him under a Truespeak, you'll find out the fact fast enough ... "

Latish: "Easy there now, young man. Let's not be so generous with others' spiritual power. If we see justice is in need of Lhankor Mhy's power, we'll spend it soon enough."

-later in the trial-

Nemm: "It's clear that our 'street entertainers'" (gesturing to the Fine Fellows) "taunted these weary travelers. No wonder they lost their temper and risked the lives of innocent citizens with a hail of missiles and flashing blades. No doubt the torment was unendurable; yet somehow the dead ones seem a more serious insult to the peace and our town. Only good fortune prevented a child or bystander from joining the spirit(s) ripped untimely from the flesh." (Turning to the PCs.) "Can any of you defend such careless slaughter?"

PC One: "Sir, I'm a good shot. I hit what I aim at when I use a bow. And I'd never take shots at anyone unless I thought my life was in danger. One of those rocks could have caved my head in. It was him or me, and how was I to know when the guards were going to show up? I couldn't stand there like a stump and let rocks split open my skull!"

PC Two: "Look, sir, we weren't trying to bother anyone. We were just trying to stay alive. We were in a tight spot and maybe outnumbered. We couldn't afford the luxury of making sure none of our blows were mortal ones." (Pause.) "I've killed before. Many a soldier has. But I've never killed needlessly, and I've tried not to cause more suffering than I had to."

Merne: "This isn't a war zone, and you're not supposed to be killing anyone here, fellow. This is a good, honest town, and its citizens deserve more than a stray arrow caught in the throat."

After the judges have examined the defendants and any witnesses that may be called, the defendants and other interested parties are called upon to give summary statements and a final plea. Then the defendants are sent downstairs to the detention room where they wait for the judges to reach a verdict and decide upon a sentence. When they are ready, guards will bring the party back to the courtroom. Fleeter Nemm will have claimed the privilege of delivering verdict and sentence; any judge may do so.

The game master should sentence the player-characters to at least a two-week service in the city under the direction of the Seven Mothers temple as a warning against involvement in street-fighting. This part of the sentence is a necessary transition to the next episode, wherein the adventurers will be sent on a mission to Trolltown as part of their judgement.

Additionally, the referee should assess fines and/or extra servitude commensurate with the party's crimes. If the party was quick to fight, brutal in dispatching the young louts, inclined to deadly melee rather than grappling or incapacitating spells, careless of innocent bystanders, or uncooperative with the watch and other authorities, then throw the book at them. In game terms, strip them of wealth and use the sentence as an excuse to send them on dangerous missions into the Rubble without pay. Temper vindictive justice according to your experience with your players; do not take their characters out of circulation if they are at all reasonable. In any case, the sentence for the antagonists deserves to be harsher, since they conspired to begin the criminal fracas. Since the Fine Fellows have access to professional pleaders, influential friends, and character witnesses of both sides, the game master may decide whether or not justice will prevail in New Pavis, in this case at least.

If the PCs are relatively blameless, the court will assess the court costs against the gang members (500L before spell costs). Commendable acts by party members (such as Healing an

antagonist, risking one's life to avoid fatal combat, or cooperation with authorities) should be praised. Particularly clever or well-intentioned acts may impel the judges to fine the Fine Fellows, and reassess part of the fine as recompense for damages done to the PCs.

As an example of a sentence rendered upon the party (this assumes that no one was killed, and that one of the PCs was seriously injured, and could have died without Healing spells):

Nemm: (To the thugs) "You provoked the melee that we are convened to discuss, and did it in order to rob and perform mayhem upon these ignorant foreigners." (To the two members of the Fine Fellows that were most blatantly ruthless - probably the leaders or Scar or Mollick). "We have little use for you. You are hereby banished from the city of New Pavis for a period of two full years, to make your way as best you can." ("Banishment" means that they will not be allowed within the city gates of New Pavis. They can still try to survive in Badside or the Rubble.

If banishment is broken, the official punishment is to be sold as slaves.) (To the rest of the thugs.) "You are fools to follow these 'men'" (with contempt and distaste). "Perhaps you can learn. You are each sentenced to six months labor in the halite refinery" (i.e., the salt mines down river) and are each fined 100L. (To the single Fine Fellow that was least aggressive and seemed most diffident about the assault -probably Wolf.) "You did not participate in the assault, but abetted it. You are not sentenced to the halite mines, but are fined 100L and must take 20 lashes at the whipping post without. God help all of you if I ever see you in this court again."

"And you "(to the PCs)" Your explanation is self-defense and ignorance. I am inclined to credit your plea of self-defense, but I cannot accept your ignorance. Your choice of defense ought to have been defensive magic, aimed to distract or frighten your attackers, but your instincts were to kill, so you went for your killing weapons. You cannot live by your instincts in this city. I will not invite dangerous animals into Pavis. You must learn that we do not tolerate killing even in self-defense if a less brutal method is available. You should risk your own lives if it means possibly saving the life of bystanders, even to save the life of your assailants. This is a new and civilized world here, not some nomad camp. Therefore, I sentence you to fourteen days payless duty as mercenaries and laborers for the Seven Mothers temple here in New Pavis, and I pity them their bargain. Because I believe you were basically wronged by these attackers, I assign the court costs to them alone; or rather, I suspect, to their fathers. (Pause.) "Are there any questions about your sentences?"

After the party is sentenced, the Sword of Humakt will produce a great ritual Sword of Justice splendidly worked in fiery gems and iridescent material. Each person sentenced is made to swear upon the sword to fulfill the conditions of his sentence. The sword is a magical matrix which employs a character's Power to fuel an Oath Rune spell. The sword will drain all but one point of Power (regained normally) from the oathmaker, and a variable amount from the oath administrator. Usually, the Sword of Humakt will add only one temporary point of Power per oath maker, but a heinous criminal may receive a more powerfully supported Oath spell.

A Visit to Trolltown

GM Summary:

The characters are sentenced to serve as unpaid mercenaries for the Seven Mothers temple, and are sent on a mission to recover a magical healing ring lost by a Deezola priestess to a pack of raiding trolls. In this way the party can partially discharge its debt to society and get a desirable opportunity to adventure in the Rubble, gaining experience, if not loot. Lest the party think of escape, they should remember their oath and the fact that they are only indentured for a short time.

Setting:

The party will walk around the walls until it reaches the Hippogriff Gate and the Elf Garden. Here the party will be challenged by the elf guard, but the Lunars have obtained safe passage for this party, and the encounter will be brief and amicable. Thereafter, the party must find some way to cross the Troll Bridge despite the vigilance of the troll guards there.

Once across the bridge, the party continues east along the main highway until that road turns Northwest, at which point they turn Southeast until they discover a partially-rebuilt walled villa covered with a distinctive red ivy: the camp of the raiders they seek.

This section of the troll Rubble is in ruins: it was a mixed residential and market section of Old Pavis. The area is now a buffer zone between the elf and troll territories, inhabited by antisocial and rebellious troll raiders, hermits, trollkin, and outcasts.

The streets have become winding paths among great stone jumbles, and frequently the ruins are overgrown by shrubbery and vines; it is a wild and uninviting area, but there is plenty of cover for covert travel.

The ruined villa is no more than a wall two meters high surrounding several ruined buildings, two of which have been rebuilt enough to provide separate quarters for the dark trolls and their tribe of trollkin.

The Action:

At the game master's discretion, the party may get as far as the Garden unchallenged. There, the party will suddenly find itself surrounded by Aldryami bowmen and armed runners. Here the party should quickly produce its token from their temporary masters and receive safe conduct. The

elves may answer a few questions about the Garden and Rubble, if the party is respectful and courteous or are established elf friends.

Then, the party will have to devise a plan to cross the River of Cradles without engaging the powerful troll guards at the bridge. The party could be able to swim or boat secretly across the river, or they may attempt to sneak across the bridge while the sun is bright, or zip by the trolls before they can react. Or, of course, they could try to bribe the trolls (with their own money - the temple will not have provided any), especially if there are troll friends with the party.

Once across the river, the party must quietly and carefully make its way to the troll raiders' hideout. If they are moderately careful, they should not encounter other trolls or any dangerous creatures. Once they reach the villa, they will have to devise a plan of attack which will permit them to recover the ring without risking a pitched battle in Trolltown. A prudent party will reconnoiter the villa, determining its layout and the number and quality of defenders. Then a plan should be developed which will permit the characters to escape undiscovered, or at least, far ahead of pursuit, and before a general alarm is sounded.

Since the party must hurry, they may have difficulty making their way out of the troll Rubble, and, if an alarm has been raised, they may expect to encounter other trolls on the way out. Once across the river, they are safe, for the elves will cover their retreat.

The ring the party seeks is a wooden puzzle ring made sacred to Deezola. It was lost by a Deezola cultist who was slain by a troll during a Lunar punitive raid into the Rubble. It is valuable, for if placed around the limb stump of a Deezola initiate or priest, it will grant the spell-like Regrow Limb ability.

The troll guard at the southern bridge is an imposing collection of dark trolls and trollkin. Tailor the numbers to fit the party. They should be grim enough so that the party will be encouraged to sneak past them rather than fight.

The raider troll household at the villa is headed by Oundoud, Zutuch's wife. Zutuch is a former troll mercenary of considerable experience. His decision to adopt the low-status lifestyle of a privateer was prompted by his desire to shelter his idiot brother, Kutro, from the harsh contempt of society. There is stress in the household. Oundoud is increasingly intolerant of Kutro, who is a major nuisance and unable to handle most complicated tasks. Oundoud would like to return to the warmth of clan life, but Zutuch swears that his brother will not have to endure the cruel taunts again.

Zutuch regularly takes his trollkin out hunting and raiding. Kutro comes along and is in the way. They are not a notably successful group, but get by. Zutuch keeps his booty stashed in a pile of refuse near the fireplace in what was once a kitchen.

During the day, the trolls sleep, lounging around and eating, while two trollkin maintain a desultory watch from a shelter on the ruined villa roof.

The troll family occupying the villa has a privateer's arrangement with the locally dominant troll tribe. They pay annual tribute and a seasonal tithe for the privilege of staying in the villa and hunting and raiding rights. Privateers provide a large trained and seasoned reserve for the regular militia and mercenary units of the Rubble trolls; and additionally they provide income by raiding the other races of the Rubble without representing an official declaration of war on non-trolls. These raiders can operate independently without provoking all-out retaliatory campaigns.

The troll leaders surely delight in the frustration of Lunar officers who would love to pursue raiders back into Trolltown, but are forbidden to do so by their superiors and politicians.

At night, Zutuch, Kutro, and the warrior trollkin usually (75% of the time) raid and hunt. Oundoud remains with the two worker trollkin and performs what passes for housework among trolls.

The six warrior trollkin are led by Bora, a value trollkin. He has the ambition and ability to be free, but not the self-confidence. The two worker trollkin are unintelligent, poorly-trained, and irritating to Oundoud. The sound of Oundoud growling and chastising wretched trollkin who have bungled another simple task is frequently heard emanating from the villa.

When the characters attack the house, Zutuch's tactics are typically troll: send in the trollkin. The trollkin will begin with a barrage of sling stones, continuing with missile fire until told to charge or attacked in melee. Zutuch will move to a vantage point where he can see the enemy.

If the trollkin have located the foe, he will try to flank the intruders, coming on the enemy's left if possible. Kutro will be left in the house to defend Oundoud, a thoughtful gesture which she certainly appreciates. (Her stated opinion is that she'll end up protecting Kutro from any intruders.) The worker trollkin will squeal in terror and bury themselves in refuse if they spot foes.

If the party finds Oundoud alone at home while Zutuch is out, Oundoud will use the worker trollkin as decoys, grab as much of the booty as she can carry, and try to escape. Her chances of escape are good in the dark; she'll run directly to a troll guard outpost and get help.

Finding the ring may be difficult, unless the party has a Detect Magic spell, but once the ring is located, it should be fairly easy to maneuver the trolls away from its hiding place so that someone can grab it and escape.

Once the party has successfully obtained the ring, it should be returned to the Seven Mothers temple; it is worthless to the characters and not returning it would risk breaking their oath.

Troll Treasure:

Items that the trolls have hidden in their shelter:

1) A bronze ring with a Countermagic matrix. The user may place as much Power as he desires into the ring, getting in return a Countermagic equal to the Power expended. So, if he put 12 points of Power into the ring, he would get a Countermagic 12! However, each time the ring is used, the character loses a point of permanent Power.

2) A worn brass disk approximately three inches in diameter bearing the impression of a six-legged creature with a single central maw. With a combination of a successful Spot Hidden and Read Old Wyrmish roll, the following inscription can be read on the surface: "Oh Mother Mouth, give me thine aid." If this phrase is spoken while the disk is held, a krarshtkid is summoned for 10 melee rounds and must act under the directions of the holder of the disk. After ten rounds, it departs, and will not respond for a full 24 hours. Each use of the disk costs the holder 3 points of battle magic POW. Aside from their utility as dangerous beasts, their ability to consume and work stone makes them useful servants in an emergency. Once the krarshtkid has been slain, the disk is no longer useful.

3) A broken wooden arrow. If Repaired, the arrow will have +20% to hit when used in any living woods. The arrow will continue to function in this manner as often as used, until it is broken again.

4) An intact arrow with a glass arrowhead. It will not penetrate a target, but stops just in front of the target, hangs motionlessly, and gives off a soft green glow illuminating a 15 meter radius. Each use causes the illuminated radius to decrease by 1m until it reaches 0, when it will thereafter act like an ordinary arrow. It is not rechargeable.

5) A broken jewel-quality cloak clasp worth 50L.

6) A dented brazen horn worth 10L.

7) Two silver candelabra worth a total of 100L.

8) Two unusual chimes made of an unfamiliar metal which renders unusually mellow and pleasing ringing tones. Worth 150L.

9) Two biscuits of solid gold worth 400L each.

10) Three small hollow glass spheres in a sturdy pouch. Each holds a healing potion, which will heal 1D6 points of damage in the desired location. Break the sphere over the wound. Each sphere is usable only once.

11) Six scroll tubes with notes from a scholar who observed the Dragonewt's Dream and attendant occurrences in Pavis at the time - certainly valuable to scholars. The Lhankor Mhy and Irrippi Ontor temples might be tempted into competitive bidding for it.

Guards Of The Troll Bridge

Abu, Dark Troll, initiate Kyger Litor

STR 16	CON 12	SIZ 15	
INT 10	POW 14	DEX 13	CHA 9
Move 8	HP 13	Defense 05%	

01-04	R LEG	5/5
05-08	L LEG	5/5
09-11	ABDOM	4/5
12	CHEST	4/6
13-15	R ARM	5/4
16-18	L ARM	5/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Heavy Mace	6	65%	1D8+2+1D4	40%	20
Large Shield	-	-	-	50%	16
Sling	2	55%	1D8	-	-

SPELLS: Bludgeon 2, Demoralize, Healing 2, Multimissile 2, Protection 2
SKILLS: Darksense/Scan 50%, Hide in Cover 70%, Listen 60 Move Quietly 70%

Drok The Catch, Dark Troll, initiate Kyger Litor

STR 18	CON 10	SIZ 16	
INT 13	POW 10	DEX 12	CHA 9
Move 8	HP 11	Defense 10%	

01-04	R LEG	6/4
05-08	L LEG	6/4
09-11	ABDOM	8/4
12	CHEST	8/5
13-15	R ARM	5/3
16-18	L ARM	5/3
19-20	HEAD	5/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Heavy Club	7	65%	1D10+1D6	40%	20
Med Shield	-	-	-	50%	12
Javelin	3	85%	1D10	-	-

SPELLS: Bludgeon 3, Darkwall (2), Disrupt, Healing 3, Speedart
SKILLS: Darksense/Scan 40%, Hide in Cover 60%, Listen 50%, Move Quietly 60%

Harvu, Dark Troll, initiate Kyger Litor and Zorak Zoran

STR 19	CON 14	SIZ 21	
INT 12	POW 13	DEX 9	CHA 13
Move 8	HP 17		

01-04	R LEG	6/6
05-08	L LEG	6/6
09-11	ABDOM	8/6
12	CHEST	9/7
13-15	R ARM	6/5
16-18	L ARM	6/5
19-20	HEAD	7/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Heavy Mace	7	75%	1D10+1D6	60%	20
Maul	5	70%	2D8+1D6	65%	15
Staff Sling	3	50%	1D10	35%	10

SPELLS: Bludgeon 4, Countermagic 3, Demoralize, Fanaticism, Healing 2
SKILLS: Darksense/Scan 50%, Hide in Cover 30%, Listen 60%, Move Quietly 25%

Twag, Dark Troll, initiate Kyger Litor

STR 17	CON 11	SIZ 17	
INT 13	POW 15	DEX 11	CHA 11
Move 8	HP 13		

01-04	R LEG	5/5
05-08	L LEG	5/5
09-11	ABDOM	7/5
12	CHEST	7/6

13-15	R ARM	5/4
16-18	L ARM	5/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Heavy Club	7	60%	1D10+1D6	30%	20
Heavy Shield	-	-	-	50%	16
Sling	3	40%	1D8	-	-

SPELLS: Disrupt, Healing 2, Protection 2
SKILLS: Darksense/Scan 55%, Hide in Cover 40%, Listen 55%, Move Quietly 20%

Glob, Dark Troll, initiate Kyger Litor and Zorak Zoran

STR 21	CON 16	SIZ 19	
INT 15	POW 14	DEX 8	CHA 10
Move 8	HP 18		

01-04	R LEG	8/6
05-08	L LEG	8/6
09-11	ABDOM	8/6
12	CHEST	8/7
13-15	R ARM	8/5
16-18	L ARM	8/5
19-20	HEAD	7/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
RH Heavy Mace	8	60%	1D10+1D6	30%	20
LH Lg Axe	8	30%	1D8+2+1D6	40%	15
Staff Sling	4	40%	1D10	25%	10

SPELLS: Bludgeon 2, Demoralize, Fanaticism, Healing 2, Protection 4, Repair (2)
SKILLS: Darksense/Scan 55%, Hide in Cover 25%, Listen 50%, Move Quietly 15%

Zutuch's Raider Trolls

Zutuch, Male Dark Troll, initiate Kyger Litor

STR 18	CON 12	SIZ 17	
INT 13	POW 12	DEX 11	CHA 11
Move 8	HP 14		

01-04	R LEG	6/5
05-08	L LEG	6/5
09-11	ABDOM	8/5
12	CHEST	8/7
13-15	R ARM	6/4
16-18	L ARM	6/4
19-20	HEAD	7/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Mace	7	65%	1D10+1D6	50%	20
Maul	5	50%	2D8+1D6	45%	15
Sling	3	30%	1D8	-	-

SPELLS: Bludgeon 2, Darkwall, Disrupt, Fanaticism, Healing
SKILLS: Camouflage 40%, Climb 40%, Jump 50%, Listen 50 Set Trap 40%
LANGUAGES: Darktongue 65/15%, Tradetalk 15%
MAGIC ITEMS: 2-point POW storage crystal

Oderer, Ensli, Iverd, Gothant, Orshad, trollkin warriors

STR 10	CON 11	SIZ 10	
INT 10	POW 7	DEX 13	CHA 7
Move 6	HP 11	Defense 05%	

01-04	R LEG	3/4
05-08	L LEG	3/4
09-11	ABDOM	3/4
12	CHEST	3/5
13-15	R ARM	3/3
16-18	L ARM	3/3
19-20	HEAD	4/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Short Spear	6	30%	1D6+1	30%	15
Small Shield	-	-	-	30%	8
Sling	2	30%	1D8	-	-

SPELLS: Healing 2. Speedart

Oundoud, Female Dark Troll, initiate Kyger Litor

STR 17	CON 11	SIZ 17	
INT 12	POW 12	DEX 10	CHA 10
Move 8	HP 13		

01-04	R LEG	2/5
05-08	L LEG	2/5
09-11	ABDOM	2/5
12	CHEST	1/6
13-15	R ARM	1/4
16-18	L ARM	1/4
19-20	HEAD	2/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	5	35%	2D8+1D6	40%	15

SPELLS: Healing 4, Mobility

Kutro, Idiot Male Dark Troll, lay member Kyger Litor

STR 17	CON 11	SIZ 17	
INT 5	POW 12	DEX 10	CHA 6
Move 8	HP 13		

01-04	R LEG	4/5
05-08	L LEG	4/5
09-11	ABDOM	5/5
12	CHEST	5/6
13-15	R ARM	4/4
16-18	L ARM	4/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Mace	7	30%	1D10+1D6	25%	20
Maul	5	20%	2D8+1D6	20%	15

SPELLS: Bludgeon 2, Disrupt, Healing 2
SKILLS: Camouflage 10%, Climb 30%, Jump 40%, Listen 40 Set Trap 15%
LANGUAGES: Darktongue 25%, Tradetalk 05%
MAGIC ITEM: 4 point healing potion

Bora, superior trollkin, lay member Kyger Litor

STR 11	CON 12	SIZ 10	
INT 12	POW 8	DEX 14	CHA 8
Move 6	HP 12	Defense 05%	

01-04	R LEG	5/4
05-08	L LEG	5/4
09-11	ABDOM	5/4
12	CHEST	5/5
13-15	R ARM	573
16-18	L ARM	5/3
19-20	HEAD	5/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Light Mace	7	30%	1 D8	30%	20
1H Short Spear	6	45%	1D6+1	25%	15
Small Shield	-	-	-	45%	8
Sling	2	35%	1D8	-	-

SPELLS: Disrupt, Healing 2, Speedart

Mouk and Glod, trollkin workers

STR 10	CON 9	SIZ 9	
INT 9	POW 6	DEX 13	CHA 7
Move 6	HP 9	Defense 05%	

01-04	R LEG	1/3
05-08	L LEG	1/3
09-11	ABDOM	1/3
12	CHEST	1/4
13-15	R ARM	1/2
16-18	L ARM	1/2
19-20	HEAD	1/3

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Light Club	7	30%	1D8	30%	15
Thrown Rock	2	30%	1D4	-	-

SPELLS: Healing 1

Burglary at Raus' House

There aren't too many major burglaries (as opposed to relatively minor thefts and break-ins) in Pavis. There are a few good reasons for this. Pavis is a relatively small town, and the few permanent treasure-troves are pretty well guarded. While the thieves of Pavis are a competent bunch, the local citizenry have practice in fending them off. For those with really substantial fortunes, the best steps for protection are well-known. The Pavis thieves and robbers spend most of their time hijacking loot freshly taken from the Rubble.

The Almost Empty House

Sometimes security slips up. For instance, on the Clayday of a certain week and season one year the residual servants at Duke Raus' Pavis townhouse were invited to join their fellow butlers and servants from other closed-down townhouses for a major bash at the Sable Horn inn. Old Mellowy, the eldest footman, was left to watch things at Raus House, but he was heard to state his intention of indulging in a bit of feasting of his own, and everyone knew that he'd be in a drunken stupor by an hour after sunset.

Duke Raus of Rone pioneered some moderately successful plantations down river from Pavis, beating back the worst of the barbarians and generally taming the desert. Raus maintains a fancy residence in the city, as suits his station, but usually lives in his fort to the south, where his considerable fortune and collection of magic items is guarded by a small army of retainers. Raus' fortune in Pavis consists of enough money to pay small bills and cover emergencies, some gems for which he hasn't been bid enough yet, a wardrobe, and some things he needs more in Pavis than down river. When the Duke is away, he reduces his townhouse staff to the minimal number of servants needed to keep each other honest (four or five). Tonight for a few hours the number on duty has been reduced to zero, and an ambitious cat burglar can make a good night's piece of change.

The objective of the scenario is for one or two players to run thief characters in a raid on Duke Raus' petty cash box. This is not an adventure for an army: one cat burglar is all that is needed, and an optional street lookout. The idea is to evade the police, not fight them. Even under the Lunar restrictions, the night watch is plenty strong and tough.

The raid begins with the character's hearing about Raus House and its temporary lack of guards. This can be done either by a successful Streetwise roll (see the Lanbril cult in the players' guide) or by overhearing the conversation of one of the Duke's servants. The thief will then need to decide if he is enough of a cat burglar to do the job, or if he wants to bring a friend in on the job; this has to be worked out by the player himself, perhaps in conjunction with the Gamemaster.

The mechanics of the raid are simple. No plan of Raus House has been provided, because the main action is initially on the outside of the house as the thief climbs up the street wall, then in the study where the treasure chest lies, and then back down the front wall and into the street. The player-character thief can easily discover that the only possible entry into Raus House is through a front second-story window, because the roof is solid, and the sides and rear abut directly onto other buildings (with no doors through). Furthermore, the ground floor of the townhouse is as solidly secured against unauthorized entry as four centuries of Pavis security system development allows. A battering ram could get through the downstairs front, but little else. The second story windows are the likeliest weak spots.

Climbing the House

To enter Raus House, the cat burglar will have to climb up the front of the building and force open a window. An alternate, costlier plan would be to rent a room in the Silk 'N' Plume inn next door, climb to the Silk 'N' Plume's roof, go over onto Raus House' roof, then let oneself down to the window. This would cost the character the price of a night in the Silk 'N' Plume and possible recognition or discovery by others at the inn. For the average scruffy burglar, it is wiser just to climb up the front. Scaling Raus House is made complex by the existence of the Pavis night watch, a force of trolls and trollkin who can get along perfectly well in the dark. The ascent into Raus House will take some time, and if a watch trollkin comes along, the burglar must try to Hide in Cover against the side of the building. If the watch trollkin makes a Darksense/Scan roll, he can sense a hidden character, but if the character fails his Hide in Cover, then he is automatically spotted.

Climbing up the front of Raus House takes three successful Climb rolls, one per 3 melee rounds. If the climber fails a roll, he is stuck on the side of the building and must try another roll after one more melee round. A fumbled roll means that the character falls. Fumbling the first climb causes 1D6 points of damage to a random hit location, fumbling the second causes 2D6, and fumbling the third causes 3D6, as the burglar gets progressively higher up the wall. Forcing the window takes a successful Lock Pick roll. When either Hiding in Cover or Lock Picking when hanging on the side of the building, the burglar will need to make a successful skill roll as well as a successful roll of DEX x5 or less on D100. Hiding in Cover will take a melee round, and Picking the window's lock will take 5 melee rounds.

Making all these rolls may take time, and while time passes, so do people on the street. There is a good chance that various foot traffic may happen by, as summarized: The high number of passers-by is explained by the fact that the Silk 'N' Plume is next door to Raus House, and Erigio's is right around the corner. The trollkin come by so frequently because Jorjar the Quick's residence Jorjar is the Constable of Pavis) is on the other side of Raus House!

If the player-character was farsighted enough to hire a lookout, the lookout can tell the nature of a coming encounter one round before it arrives on the scene. Each encounter type will last five rounds, and then move on. Since a new encounter is rolled for every three melee rounds, it is possible for two encounters to overlap. If he wishes, the lookout wishes, he may try some private enterprise, and roll some drunks. If there is more than a single drunkard, this will be difficult, as at least one of them will be able to stagger off to Jorjar's house or the Silk 'N' Plume, and shout for aid. But, if there is but one drunk, he can be subdued easily. He will carry 1D100L (this is the rich quarter of town, remember) and will be knocked out with a successful fist attack. Rolling drunks makes it impossible to do any looking-out - if a watch trollkin comes onto the scene, he will blow his whistle for help and try to arrest the assaulting party. This may, of course, have interesting consequences for the cat burglar. Rolling a drunk and searching him for loot effectively takes 1D6 melee rounds, plus whatever time it took to land a fist blow.

If the watch trollkin happens by, the climber will have a single chance to hide from him, and he will have a single chance to use his Darksense/ Scan skill. If the burglar falls, or otherwise makes noise, then see if a nearby watch trollkin heard the noise - if he makes his Listen roll, on the next encounter period a watch trollkin automatically shows up.

Foot Traffic Encounters

Roll 1D10 every 3 melee rounds

1D10	*Result*
1-5	no traffic
6-8	1D4 drunks
9-10	Trollkin night watch

When the watch trollkin shows up, the lookout will have to explain his presence on Parade Street at an inauspicious hour. The lookout must do this by using Acting, Oratory, Fast Talk, or another, similar skill. The lookout's player should be required to come up with a plausible story to back up his skill roll - if the story isn't too likely, then penalties should be added to the die roll. If the trollkin isn't satisfied with the explanation, he will blow his whistle or attempt a Befuddle to bring in the suspect. If the lookout is currently rolling a drunk, the watch trollkin will blow his whistle, try a Befuddle attack, and then move in with weapon. If the lookout isn't busy committing a crime, he can signal to the cat burglar when the watch trollkin appears. This must be done by a bird-call, pop-gun, bullroarer, a light signal, or whatever the player-characters devise. In any case, try an appropriate perception skill for the watch trollkin to see if he spots the signal.

The lookout might move away. If he walks off to the Lunar troop barracks, for example, where there is always someone in the street, he will miss whatever is happening in front of Duke Raus' house for at least one encounter turn. The game master should remember that hiding in mere shadows is worthless against a Darksensing trollkin, and there is precious little cover on Parade Way. This is an opportunity for role-playing in a scenario otherwise oriented toward game-mechanics.

When the watch trollkin blows his whistle, a heavy patrol will come around the corner in 2D6 melee rounds. It will consist of 1D4+3 typical watch trollkin and a single dark troll sergeant from the central watch station. They will approach in a single group and, as tactics, will cast Befuddle followed by possible attack. They will round up everybody in sight and take them back to the guard post for questioning. Even the sounds of battle in the streets will not move the Lunar guards at the nearby gate, who have other duties, though if the players have organized a particularly strong fighting party, the dark troll sergeant may sound his alert horn and bring a Lunar squad on the double from the barracks (barely 50 meters away).

A burglar, or his lookout, should not think of fighting the watch. The best plan is to run as fast and as evasively as possible. If the thief is inside the house when his lookout is pursued, his best plan is probably to climb up to the roof (one climb roll needed). He can stay on the roofs until he has to get down, and might avoid all detection while up there.

The trolls, of course, know about this trick, and, if they are alerted to the presence of a burglar within the building or upon its roof, may roust out the entire night watch to guard the streets around the block.

Climbing When Encumbered

Climbing the face of the building is at best difficult; it is made more so by the wearing of heavy or restrictive clothing, especially armor. For the purposes of this scenario, each ENC point or fraction thereof of armor worn will subtract 05% from chances for success.

The Wand of the Seven Phases of the Moon

DESCRIPTION: A wand 25cm long and 1cm in diameter made of a single huge ruby gemstone engraved down its length in a spiral band with a series of pictoglyphs of the seven phases of the Red Moon. These glyphs are repeated seven times through the length of the wand, and the spiral bends around the rod seven ties, so that the glyphs for each phase are aligned all down the wand's length.

CULTS: Associated; all Lunar. Enemy; all Lunar foes.

KNOWLEDGE: Famous to Lunars. It is one of a kind. Knowledge of the wand's use is limited to Lunar priests and a few scholars of magic; Duke Raus has it as part of his heritage.

Because the Duke is not a Lunar cultist, he has no personal use for the rod; he holds it in trust for such time as a Rone heir can trade it to the empire in return for a suitable return gift.

HISTORY: The item was found in the fabulous Machine Ruins, but its origin is unknown. Possibly, it was mistakenly manufactured by the pragmatic sorcerer smiths of the city, but proved of little use to them. Perhaps it was taken there by some forgotten moon worshipper in the early days of the empire. The rod has been little studied, so the truth is unknown.

POWERS: The wand must be attuned by a Moon priest. He must attune each of the 49 moon symbols individually and in order. Each symbol has a resistance equal to a POW of 18, and must be attuned on the named phase of the moon, so the process will take at least 49 weeks. Failure to attune, as usual, means the caster loses points of permanent POW. When the rod has been attuned, it will act as a Glowspot for the wielder: every day will be treated as if it were the full moon when judging Rune spell availability and effectiveness. In addition, when the owner wishes, he can sacrifice a point of permanent POW and cause the wand to emit a pulse of holy red plasma which will do 6D6 points of damage to any intended target, hitting automatically. Armor will absorb this damage, and the caster can choose the hit location by the blast, as long as it is visible to him.

VALUE: This item is so specialized and unique that it is priceless. Reputable magic merchants usually have heard of it, and won't buy it. Anyone stealing it may hope at best to ransom it back to the Duke, who is notoriously intolerant of thieves.

Duke Raus' Treasure Chest

The treasure chest is large and heavy. It is 1m wide and half a meter tall and deep. a rectangular prism with a deep top hinged a tenth of a meter from the top. The exterior of the chest is lead sheeting riveted to an interior frame. The chest will detect positively for silver, gold, gems, magic, and traps. The first step in getting into the chest is to lift up the lid. The hinges of the lid are concealed inside the chest, so the lock must be picked. This is a fairly ingenious lock: subtract 10% from chances for success in Lock Pick rolls. If the thief is successful, the chest opens and the contents are his. If he fumbles, the lock far surpasses him and he cannot try to open it until his Lock Picking skill has increased. A simple failure allows him to try again, but with 20% more subtracted from his chances for success, and this keeps accumulating until he reaches 00% chances for success.

Example: A thief with a 50% Lock Pick skill has a 40% chance for success because this is a tough lock. The thief rolls 77 and fails. He may try again, but his chances are reduced to 20%. If he fails a second time, his chances are reduced to 00%, and he cannot try any more.

If the lock is too much for the thief, brute force is possible. The metal chest has an armor rating of 8, and it will take 20 points of damage to knock a hole in the chest big enough to admit a hand. The chest may automatically be hit and take damage each round that the thief swings any weapon at it, but he should make a to-hit roll anyway. If he misses the to-hit roll, then there is a 30% chance that he will have sprung the chest's trap (normally only operative when the chest's secret compartment is violated). A poison gas POT 20 fills the room. This is visible, and the character must roll POW x5 to keep from being surprised and taking a deep breath. If not surprised, then he can try to hold his breath, grab the treasure, and flee. The gas will attack though skin, but at a POT of only 10, which hopefully will not kill him.

If the city watch happens by while the chest is being pounded open, he will definitely investigate. He won't leave without satisfying himself about the situation.

Once the chest is opened, the contents are available for the taking. There are two big moneybags, each holding 1,000L, and a smaller money bag with 50 wheels within. There is a small gem pouch with some uncut diamonds. If the character makes his Evaluate Treasure roll after getting the diamonds back to his lair, he will discover that they are worth 1,000L total. If he fails his Evaluate Treasure roll, he will get but 500L for them.

Hidden Spots

A Spot Hidden when the chest is opened will reveal cracks leading to the proverbial secret compartment in the chest's back. A Detect Traps spell will reveal the fact that the back is trapped, and a Spot Traps will reveal little holes in the compartment lid. A successful Trap Disarm roll will both open the compartment and disarm the trap. If the roll was a failure, the trap will be set off.

The trap consists of poison gas (this could also have been set off by pounding the chest open - if it was, then it will not act again here) of POT 20, which will billow forth and fill the room. If the thief is not surprised (roll POW x5 or less to check this), he can hold his breath, which will cause the gas' potency to be reduced to 10 on him, and grab the treasure and run. If the compartment is opened, the Rone treasure of treasures will be revealed: the wand of the Seven Lunar Phases.

Chooga, Dark Troll Nightwatch Sergeant, initiate Kyger Litor and lay member Pavis

STR 18	CON 12	SIZ 17	
INT 13	POW 13	DEX 11	CHA 11
Move 8	HP 14		

01-04	R LEG	5/5
05-08	L LEG	5/5
09-11	ABDOM	6/5
12	CHEST	6/6
13-15	R ARM	5/4
16-18	L ARM	5/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	5	70%	2D8+1D6	60%	15
Club	7	50%	1D10+1D6	50%	20
Sling	3	40%	1D8	-	-

SPELLS: Befuddle, Darkwall (2), Healing 4, Mobility, Silence
SKILLS: Darksense/Scan 60%, Darksense/Scrutinize 50%, Listen 55%
LANGUAGES: Darktongue 75/15%, Lunar 30%, Old Pavic 65%, Tradetalk 40%
NOTES: Carries whistle and alarm horn.

The Trollkin Nightwatch One to Nine

STR 9	CON 10	SIZ 8	
INT 10	POW 9	DEX 15	CHA 8
Move 6	HP 9	Defense 10%	

01-04	R LEG	5/3
05-08	L LEG	5/3
09-11	ABDOM	5/3
12	CHEST	5/4
13-15	R ARM	5/2
16-18	L ARM	5/2
19-20	HEAD	5/3

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Light Club	7	50%	1D8	50%	20
Thrown Rock	2	75%	1D4	-	-

SPELLS: Befuddle, Disrupt, Healing 2
SKILLS: Darksense/Scan 50%, Listen 75%, Track 50%
LANGUAGES: Darktongue 50%, Old Pavic 40%, Tradetalk 25%
NOTES: Carries loud whistle for summoning help. Night watch trollkin generally are immune to bribery, as life as a Pavis watch trollkin is pretty near the pinnacle of success for any common trollkin, and they feel that they are near-nobility.

The Drunk

Remember Mellowy, the servant left behind because someone had to watch the house? The guy who decided to have a little party of his own? Well, he could interfere in the scenario's action as well! If the scenario has had enough happening, the Gamemaster can let Mellowy snore on in his easy chair, to come to a rude awakening long after the damage is done. However, if the Parade Way has been empty for hours, the climb up the wall easy as Telekinesis, and the treasure chest fall apart under the thief's nose, then perhaps Mellowy can be used to increase the pace of an already lively scenario as well as to liven up a dead one. In any case, the Gamemaster may think that it is a good time to bring on good old Mellowy, who may have thought he heard something, or may have just gotten up for a little old walk to the latrine.

Mellowy will blunder into the treasure room just when the treasure is spread out on the floor ready to be packed into a knapsack. As can be seen by his statistics, he is stone drunk. He will be as annoying and impertinent as the Gamemaster can make him, and will cause trouble, though he won't be exactly sure what is going on. "Are you the new cleaning man?" Mellowy may ask loud questions; he may sing; cast a Light spell (where it will shine out the window, of course) either to aid the players, or give Mellowy a better view; or engage in other similarly annoying projects. These kind acts may have no effect on the detection of the burglar, but will certainly give the player a good scare!

Getting Rid of Mellowy

Getting rid of this pest is tricky. Except for the wand, the treasure chest is a minute part of the Duke's fortune, and he would prosecute the thief with the normal vigor. If, however, one of his servants were murdered by an intruder, his wrath would be unbounded. Tact and diplomacy are called for. The player needs to think up good lines for his thief, to encourage Mellowy to go away. A successful Oratory roll should accompany these lines. Finally, a gentle cosh on the head could settle the problem, once Mellowy has obligingly turned to leave – this doesn't even require an attack roll.

Mellowy, drunken servant

STR 10	CON 10	SIZ 11
INT 2 (10)	POW 12	DEX 3 (11) CHA 10
Move 4 (8)	HP 10	Defense -30%

01-04	R LEG	1/4
05-08	L LEG	1/4
09-11	ABDOM	1/4
12	CHEST	1/5
13-15	R ARM	1/3
16-18	L ARM	1/3
19-20	HEAD	0/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Wine bottle	11	20%	1D4	20%	4

SPELLS: Befuddle, Healing 2, Light
SKILLS: Listen 25% (50%)
LANGUAGES: Old Pavic 70/50%, Lunar 40/50%, Thieves Argot 10%
NOTES: Many of Mellowy's characteristics are lowered due to his extreme drunkenness.

The Cradle

Introduction

The Cradle is a four-part adventure concerned with the appearance of a giant baby cradle, floating down the Zola Fel as of old. This has not occurred in over seven centuries and has taken everyone quite by surprise.

Characters will be asked to help defend the cradle and the many magical treasures it contains from voracious Lunar plundering. Although the player characters could plunder as well, doing so is not easy, and by following the lead of the scenario they will get the most out of the material presented.

The cradle is defended by the cult of Zola Fel, and hence most of the Ingilli family and their resources. The river has an ancient friendship with the giants and this defense is prompted by that alliance. The Ingilli family, normally neutral, would not think of betraying their god by disobeying him, but the high-ranking family members cannot actively be part of the defense force without ensuring severe Lunar reprisals upon the family. They risk much as it is; but their family tends naturally towards subtlety, and they hope to conceal much of their hand in the defense.

The cradle is also defended by Orlanthi. They wish to deny these treasures to the Lunar empire, and to gain for themselves an unstated "great payment" from the giants or from the Zola Fel temple. A love for adventure should motivate the player characters, as well as a desire to participate in this great historical event.

The trolls of the Rubble are also helping. They are old friends with the giants, and they sympathize with the endangered giant child. A party of trolls will board in the first scenario, but will not be seen again until later.

This scenario is dangerous. It could kill 80% or more of the player characters. It is a good place for Rune lords and Rune priests to fight, and they will need all their stored POW. Yet do not leave out the weaker members even though they are seemingly over their heads, for there are rich rewards for lesser beings.

Parts of this scenario rely on Gamemaster descriptions of action and things. Illustrations and handouts will aid you.

Pacing is important, and advice is given throughout. Be sure to familiarize yourself with the entire scenario beforehand (not just part one), and give careful thought how to turn the circumstances into a challenge appropriate for the particular characters you will guide.

Moon and Weather

This scenario begins on Fire day of Harmony week in Sea season, the equivalent of Earth's early spring, with bad weather getting better. Rivers are high but not yet flooding from melting winter snows.

The red moon on this day is Empty Half. In the night it will become Full, at the start of the third part of this adventure. The fourth scenario, at Corflu, is on the Full Half. See *Cults of Prax* for the effects of the Red Moon on Lunar Rune magic.

Orlanthi can predict the weather. On the first day of the adventure the weather will be cool, with clouding toward evening, but not increasing during the night. On this day, the Orlanthi wise men will predict a small storm tomorrow, probably clearing the next night.

The night after the first action, the Orlanthi wise men will suddenly perceive an abrupt change in the weather, and understand that a large storm is brewing. This is elaborated upon in the scenario. This change, which is wrought by non-player character Orlanthi working at Pairing Stone, will affect the weather for that night only. By morning the storm will have blown itself out. Thus the second day actually will be a day of no storms instead of one small storm. The third day is also clear.

Gamemaster Information

Be sure to read all of the Gamemaster and player handouts and to keep copies for your own reference.

This adventure has four parts. Characters have opportunity to move in and out of the adventure between parts, thereby allowing new characters to replace dead ones, or survivors can continue. Throughout the whole scenario non-player characters get on and off the cradle, and new player characters can be assumed to be with them.

The first part consists of the player characters defending the cradle from the Lunar army. They will fail and be forced to abandon ship or to hide aboard the cradle. The plot and actions are set forth; there is lots of hard fighting, set to a fairly rigid story line.

The second part is less structured. During it, player characters board the cradle or come out of hiding aboard the craft to try to stop the Lunar priests from plundering the boat, as well as to prepare the cradle to renew its journey. The characters may explore the boat and encounter the denizens and parties therein at the Gamemaster's whim. The encounters must in sum fulfill certain functions, but the exact order of events is not important.

The third part is not combat-oriented. Compared to the first two parts, part three is leisurely, and the fighting is secondary to the tour. Characters will float down river, and much of the adventure is based on the Gamemaster's ability to describe the passing scene. Characters can rest, role-play, and prepare for the final battle.

The last part is another full-scale battle. At Corflu the Lunars will make another major effort, and this time the player characters are less-prepared. Several previously established non-player characters will make a showing, especially Garrath Sharpsword, who appears at the last moment and saves the day.

Combat Statistics & Helpful Information

These stats are used during the assaults upon the cradle in the first part, and for combat during the second part of this scenario.

There are two sets of stats given in this book. The first set is given in the *Statistics* section. These are typical soldiers at rest, to be used as non-player characters during city scenarios.

The second set of stats occur throughout the text of this scenario. These are the same soldiers described in the *Statistics* section, now outfitted for war and with combat spells already cast on them. The armor, hit points, and weapon abilities are pre-figured and shown in the stats.

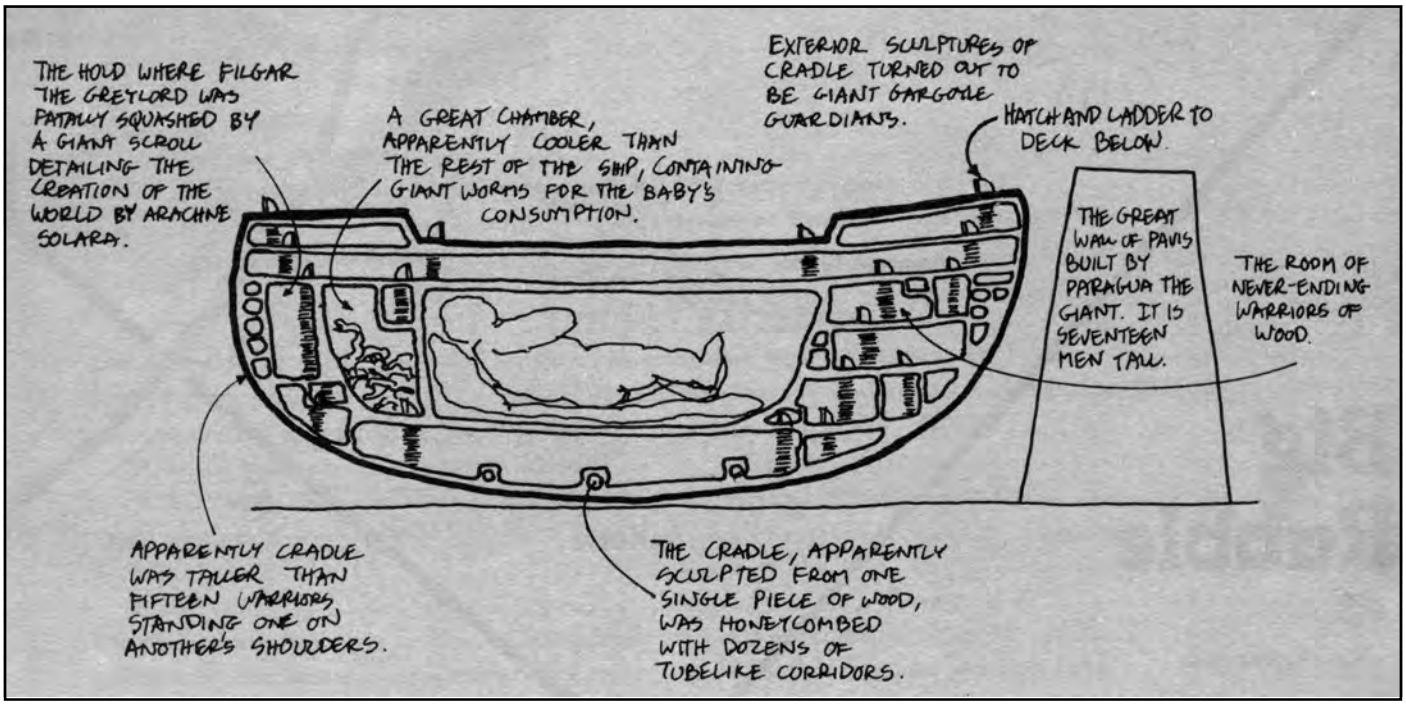
Following combat statistics are sets of hit-point distributions for individuals. Mark these up as the battle progresses. Obviously. it would be unwieldy to present statistics for all of the individuals present in the battles to come. Feel free to reuse these stats as needed. Each scenario battle states the number of soldiers present. Gamemasters should introduce enough opponents to challenge the characters' skills and determination to the utmost. Permission is given to photocopy these stats for personal use only.

Finally, some pages in this section are specifically written for the players or the Gamemaster. The *Report on a Cradle* is intended to be used by both the players and the GM. Other information, such as the Rubble sketch map, is only for player reference. The Gamemaster section lists all of the options and forces that he will have at his disposal during the scenario. This is provided so GMs will not be over-burdened by trying to remember all of the facets of this epic adventure. Use this order of battle to keep track of the status of the various units and to mark off events that already have occurred.

Army Organization

The Lunar troops are organized into platoons, each of which is composed of three detachments. Each detachment has six regular soldiers within it, and one NCO. Also attached to the platoon is the commanding officer, the guardian, and two aides for the commander. The guardian is under the command of the officer. His job is to cast spells for the squads under his command. He is taught much magic, mainly defensive in nature. The guardian is always provided with extra POW.

The mercenary regiments working for the Lunars are not nearly so well organized.



Player Information

The following information is all that can be gathered before the defenders must depart. All of these pieces come from the Lhankor Mhy temple. Garrath Sharpsword will hand out the player information when it is mentioned in the scenario.

The player information has three parts:

l. An excerpt from a centuries-old cradle report written by an unknown author.

2. An escape diagram (by someone other than the report author). This plan also sketches out relative sizes. It is undated and unsigned.

3. A sketch map of the Rubble showing only those points mentioned in this scenario.

Characters who plan to go through the Rubble to rendezvous with the cradle must fill out a Master Expedition Form, and must carry their adventurer's licenses.

Report on a Cradle

This report was written c. 682 S.T. Author is unknown; probably a Kralori citizen. Original language: Old Pavic.

The craft was 200m long, carved in exquisite detail. Carnor says he can carve as well, but not as big. Its forward and after decks were covered over, and I did not enter them like the others. The center was open to the sky, like an immense hold, and within it lay the infant.

From head to heels, the baby was 10m long. It was a boy, as have been all of the infants captured on this river. Carnor says there are no female giants of this type, and that they are made like the Jolanti, only of flesh and blood, instead of stone. He calls them the Elder Giants and says they are a dying breed, without women. So they make these boats and send their constructs away, into the womb of the world, to grow and learn to be great giants.

The child put up quite a struggle on his own. He seemed docile at first, but I think he was angered when his friends were broken and his giant nanny-goat nursemaid was killed. Anyone whom he slapped was killed, or nearly so and though the pathetic creature wailed when the spears struck him, he did not cease struggling until dead.

At the moment the baby uttered his last shuddering breath, cries of alarm and consternation rose all about, both within and upon and outside of the craft where the plundering had begun. The clamor grew and turned to anger, for all of the silver aboard the vessel had turned to dust and common rock, as illusions do when they dissolve.

Carnor says the Elder Giants have an empathy with the natural world which all other mortal races lack today, except for the dragons. This baby's power was obviously over silver. I wondered if the other things which were killed might have made similar treasures disappear with their short lives, but Carnor said he did not think so.

I had hoped for only one thing, one of the carved wooden statues which have been found aboard all of the cradles. I chose one, and had it all Glued, tied, and labeled, ready to take away when it came my turn at the crane. But the superstitious warriors, Pharshtor take their wits, chopped them all up without even asking. I am sure I could control it, but never got the chance. This was a horrible loss. I could have collected five thousand silver pieces for it, even unlearned and in a killing mood. If I mastered it, I would have been set for life. Carnor agrees with me, and says that the statues now visible in Robcradle are proof that they don't always attack.

I wanted compensation, but so many people claimed it for the loss of their silver that I have little real chance to collect. The prefect's justice doesn't reach down to my class. and now I have no finances to gain his attention.

1. The Red Moon Assault

Summary

Well before the Zola Fel river reaches Pavis, human and troll adventurers will board a giant floating cradle. Beside it, various allied river creatures muster in the icy river. No giant's cradle has been seen in centuries, and the Lunars are eager to plunder its magics and secrets. The allies valiantly defend the craft against these powerful despoilers, but the Lunars strip the cradle of its magical defenses and halt it. Massive attacks force the defenders to flee; they hide within the lightless passages of the craft's interior or return to New Pavis to regroup.

The Hiring

Gimpy's is hopping tonight! The regulars are here, with their usual pitches, wheedles, and whines to help sell maps, gain allies, or discover marks. But something is more exciting; there is a low buzz of eager anticipation as well. And there are some newcomers here, with clanking coins, big promises, and a look of eager necessity beneath their professional demeanor.

Thorkan Thumper is here, offering hard cash for hard work, no funeral benefits, guaranteed anonymity, and generous bonuses for special efforts. Must get along with trolls, and no horses allowed or needed.

In another corner is a poor fisherman with a bag of coin and a vague story and big promises of rewards. That usually means great danger, too. He asks that volunteers be friendly to the river people, and he has already intimated that hating the Lunar empire will be to the volunteer's benefit.

And over there is an outlaw named Jarang Bladesong, who is said to be from Adari. He is spouting forth about Orlanthi honor, Lunar crimes, immense danger, and mountains of gold and silver. He seems to be in a hurry and sends away people he does not know, or who wear Lunar emblems.

All three offer to hire now, tentatively, and will then take their volunteers to another spot to reveal the actual employer, mission, and other details.

The Employers

Thorkan Thumper will take the volunteers to his school. There he will, unsurprisingly, reveal his employer to be a dark troll. It is Javis Gan, a troll warrior of some repute in the Rubble.

The fisherman will take the characters through alleys to a hovel where they will meet with Scharman Ingilli, an important man in Riverside.

Jarang Bladesong will take the characters to the house of Garrath Sharpsword, famous instructor who lives in Oldtown. He is known to worship Orlanth Adventurous, and has spent time among both the nomads of Prax and the wolf pirates of the Rozgali Ocean.

It is possible that characters will be hired by different employers, but it does not matter, since all are being hired for the same mission and will rejoin shortly. However, any trolls who join will be separated from humans and will perform different duties. Their tasks are outlined, but not detailed, in this scenario. A competent referee should be able to piece together a suitable scenario for player character trolls from this information.

Sir Holburn's Axe Brothers One to Nine, with spells cast

Sir Holburn's Axe Brothers

POW 4	DEX 11	HP 13	Move 8

01-04	R LEG	7/5
05-08	L LEG	7/5
09-11	ABDOM	7/5
12	CHEST	7/6
13-15	R ARM	7/4
16-18	L ARM	7/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Poleaxe	6	100%	3D6+1D4+2	-	12
Broadsword	7	60%	1D8+1+1D4	-	20
Thrown Axe	3	60%	1D6+1D2	-	15

SPELLS: Bladesharp 2, Countermagic 3, Demoralize, Fanaticism, Healing 2, Strength 2

SKILLS: Camouflage 30%, Hide in Cover 30%, Spot Hidden 55%, Spot Traps 55%, Track 30%

NOTES: Each Axe Brother has cast Fanaticism, Countermagic 3, and Strength upon himself, as well as Bladesharp 2 upon his axe.

Before hiring or revealing any secrets, all the employers will search among the volunteers for traitors and Lunar sympathizers. They will use Storm Bull Sense Chaos, Humakt Sense Assassin, magical spells, and reputation to clear the ranks. All have good sources by which to judge player characters; any who are obviously unsuitable will have been rejected at Gimpy's. If unsuitable for less obvious reasons, they will be eliminated from the adventure here.

Characters protesting this discrimination will have a chance to join the Lunar side, who shortly also will be hiring mercenaries. The Lunar side of this adventure is ignored but, as with the trolls, it can be pieced together easily.

Distribute the player handouts mentioned in the introduction. While doing so, and as the players browse the material, use an accent and tone of voice appropriate to the speaker and convey the following information. (Namely, use a deep, gruff voice and crude ways for the troll, an elegant, refined, and educated, maybe even British, accent for the Ingilli representative, and an honest, forthright, clear voice for Garrath Sharpsword.)

"Much to our surprise, a giant cradle has been sighted floating down river towards us. None have appeared for over seven centuries. Everyone thought none would appear ever again.

"It is certain that Sor-Eel will try to seize and loot it, as the ancient peoples did, for the treasure on board. Such a spectacular act would surely promote the general from his station here on the frontier. He certainly has the resources to accomplish this deed.

"We feel that the Lunars must be stopped. They must not get these treasures. Thus I, and some others, have volunteered to aid the defense of the cradle.

"It is clear from the old writings that the cradles were defended, but that clever and powerful humans acting in coordination could overcome them. A priest of Zola Fel claims to have a spell which can alert the cradle's defenses and allow friends to board. We propose to board, in secret if possible, and to help the cradle.

"This is a dangerous action, but I urge all who do not fear death to come. The empire will use everything it commands to get this boat, for they may never have another opportunity like this. They will show no mercy. We may well fail, and all be killed. But adventure calls to me, and justice, and hatred of the empire; moreover, those who fight may be discussed and sung of for a thousand years - if you crave glory, this is your chance!

"Payment will come from the gods first, and who can tell if friendship with the giant races will not be helpful to us later? We, the powerful, must protect the weak, this child abandoned to a cruel fate by his parents, and by our deeds in this we may do our duty and find satisfaction in ourselves.

"Also, all reports say this cradle is filled with gold and silver. The river priest promises that the survivors will receive great quantities of the stuff afterwards. The river and its creatures will aid us, and so will the Storm if my message reaches Pairing Stone in time. I expect there to be plenty of Lunar corpses to loot.

"You can also conceal your identity with these masks. They may be hot to wear, but they'll conceal your features. It is up to you to hide or to disguise your armor and accoutrements if you have need."

[These masks are scarves of black cloth, which are to be tightly tied over the lower face, leaving only the eyes exposed - all the defenders of the cradle will be wearing these masks.]

"We do not know how long this will take. We are sure you will be able to leave the cradle at Corflu, at the latest.

"This is your last chance to depart. Whosoever does not come must remain here under guard until dawn, when you can go. Enjoy the ale meantime, and when the Lunar hawker comes asking for volunteers we will be glad if you keep your mouth closed, but remember who it is that you would fight if you join them."

Jarang or Thorkan or Scharman, depending on the group, will instruct the adventurers to fill out adventurer's forms as if they were going to explore the ruins of the chaos temple on Ogre island. The ostensible itinerary will take the party through the Wall Gate, the Zebra Pens, and on an overland march to Ogre island. Needless to say, the actual route after passing the Zebra Pens will take them instead to Wyvern gate and off to meet the cradle.

Travel & Boarding

Travel is by boat or by foot, as per the referee's discretion. The journey upriver is 35km, taking much of the night.

The referee may wish to separate the player characters as a scouting group, giving them a chance at using stealth skills. During the night they will discover trollkin nearby, apparently stalking the party. If the trollkin are reported, Garrath will instruct the scouts to leave them alone since the trolls are allies.

If the referee thinks it appropriate, then the player characters may skirmish with a band of Impala riders who are pacing the cradle down river. If the characters are weak, the impalas may be driven off as part of a mass action, wherein the player characters take a few missile shots, or the action may be off-stage and only reported to the characters. Whichever case, make it clear that secrecy of movement is obviously gone.

As the sun rises on a clear day, the characters will see how big the operation is. They will see dozens of men like themselves waiting to board. Someone trying to count will find 45-55 others besides themselves. Several dozen reed boats, all full of mercenaries and fishermen, rock in the river or are drawn up on shore. A band of trolls and trollkin (but no great trolls) wait impatiently beneath nearby cottonwoods, squinting in the growing dawn, their eyes guarded by floppy or broad-brimmed hats.

The river priests will wade into the water with their initiates about them. Turbulence shows where aquatic members attend. The High Priest chants and intones, casting various sacrifices into the water. During this time, the characters can study the shining cradle, wallowing to a halt as the ceremony progresses. Read or paraphrase the description of the cradle provided below.

After the ceremony is finished, the boat will cease to glow. Some of the river people will swim out and clamber aboard with ropes. These will be dropped over the side, and the characters will be rowed out and will clamber aboard. Many reed boats will be left behind as the cradle again begins to move down river.

After the last party member is aboard, the Zola Fel priests will perform a short chant and the craft again will begin to glow dimly, visible even in the growing daylight.

The trolls will go to one of two visible hatches and disappear below. They will not be seen on deck again; any humans hired by them will be left on deck, in Garrath's command.

During this time the characters will have an opportunity to explore the outside of the boat/cradle.

The Cradle

Outside

The craft is greater than most houses; it is as large as the ships which dock in Corflu from the sea. From far away it looks like a toy wooden boat carved from a single piece of wood with alternating wide and narrow rings visible in the rich grain. Its bulwark seems knobbed, with projections on the bow and stern.

The upper deck is visible only if viewed from above, and most of that is covered by a colored tarpaulin strung along a long pole down the centerline. The tarpaulin is lashed to the tops of the bulwarks, creating a tent-shape covering two-thirds of the upper deck.

Closer, the actual size of the cradle is more apparent. It glows all about with a soft white light not dispelled by the day. Turbulent water in an area extending about 5m from the hull in all directions apparently drives the boat downstream.

When viewed closely from the shore at the time when it passes the Zola Fel high priest, most can see many wooden faces, each with some organ more prominent than the others, carved along the sides of the cradle. Not all the faces are humanoid, though most appear to be some combination of human (or giant?) and animal. The knobs along the bulwarks clearly are carvings of the same types of faces. They have few details, but are not crudely cut. Some, to no apparent pattern, have pieces of rock or shining metal imbedded to replace eyes, mouth, or other features.

Runes, visible and clear to see, are also carved in the side, raised in some places and incised in others.

The stem and stern posts are visible as dragon heads, with long necks and glowing eyes.

Close inspection of the wood, perhaps done as player characters climb aboard, shows that the cellular structure of the wood is visible, as if magnified by a Lhankor Mhy glass. Experts in such things (such as elves) can tell that the hull is made of sapwood, while the bulwarks and above are of heartwood. By studying the grain it is seen that the head and stern dragon heads once lay horizontally to the water, and were bent to their present shape. The cradle was hollowed from a single enormous tree: the interior and decks were added later from other woods.

The Cradle's Deck

A single deck covers the whole of the top of the cradle. As noted in the diagram, the deck is 3m below the tops of the bulwarks. The midsection of the cradle is shielded by a huge cover battened to either bulwark, but bow and stern are open to the sky. A ridge pole runs the length of the center of the cover, raising it slightly above the height of the bulwarks so that rain can run off. The ridge pole in turn is supported by cross poles at either end of the cover; these poles rest upon vertical center poles and are secured to the bulwarks. All the poles are of great strength and do not sag in the slightest from the great weight they bear.

A 3m square hatch, usually closed, is at a side of the exposed fore- and afterdecks.

The tarpaulin cover is 15cm thick, woven of very thick plant fibers; the fibers are stiff and strong, and the cover would bear a hundred men without tearing or ripping. By standing on the cover, an adventurer can survey the passing land in every direction, but will be unable to see close at hand objects to the bow and stern, or such objects close at hand on either side, unless he or she moves close to that side of the ship. Prismatic bands of color a meter or so wide decorate the cover.

Beneath the cover the central portion of the deck is a transparent, hard, smooth surface with no visible seams. Characters from highly civilized lands may think this is glass, but it is not. It is possible to see downward through it, to the hold described below.

Moving about atop the clear surface are eighteen large wooden statues. Their movement is erratic and apparently random. These carvings range from very crude to simple in style and execution. If they run into something, they will stop and not move for several moments afterwards: they will then proceed, but always in another direction, and in a very tentative manner.

Looking into the Cradle

Gazing down through the transparent portion of the deck should frighten acrophobic characters. The next visible deck is 10m below, though a mound of straw at the bottom closes the apparent distance. The glass-like substance making up this portion of the deck is very clear, and at right angles is not visible to unsuspecting characters.

A track way, some 3m beneath the top deck, encircles the inner sides of the cradle. Player characters watching for several minutes will see a thin gold hoop 2m high flash past, rolling upright on edge and giving off a faint, clear ringing sound. The hoop moves toward the bow on the starboard side, and towards the stern on the port side.

Directly beneath the transparent deck lies the giant baby on his bed of straw, and an immense pig. The baby is, at this moment, asleep. The child is naked and female, though appearing in every way other than size to be just like a human child. It is about SIZ 65 and 10m long.

The pig, too, is asleep, beyond a low wall which cuts off the stern third of the hold. It is about 7m long, of SIZ 50, and is clearly an adult sow. At the moment it snores thunderously.

Player Character Duties

Garrath Sharpsword, overall commander, is played by the Gamemaster. Garrath will arrange the defenses, gladly listen to advice, and happily let people use their specialities. He tries not to misuse forces.

Arrange the characters into appropriate bands as dictated by the number of player characters and customs of the play. Along the bulwark, Garrath will divide everyone into parties of defenders, both fishermen and mercenaries, each party reporting to an officer. Each officer will command a healer. If the player characters do not have an officer of their own, Garrath will assign Jarang Bladesong to command them.

The Defense

Garrath divides the forces into six battle groups of five or six men each. The player characters will form one or, at most, two of these groups. The remaining people (non-player characters) will form a ready reserve divided up into battle groups as described. As part of their preparations, the priests set up three areas of Warding 3, and Garrath will assign battle groups to each area. If the player characters include a priest with Warding l or 2, they will be asked to add their Wardings to one of the prepared spots. If a player character has Warding 3 or higher, he will be asked to set up an additional area of refuge.

Garrath will retain a reserve force half of master fighters and half of priests, including all the priests and Rune lords. Garrath will divide the reserves into three groups: magic using priests; fighting priests and Rune lords; and Rune lords and other fighters. These reserves will be rushed to a scene of crisis, or will cast magic from afar at Garrath's command.

Garrath will wish for lookouts to watch over the side and report what is going on. They can be player characters or non-player characters who describe what they see. To view over the top of

the bulwark requires only a knee up, and it is easy to conceal everything but one's head from sight behind one of the statues.

The men at the bulwarks are responsible for killing everything that comes over the side at them, and to stand atop the bulwark when ordered to do so to cut grapples, push away ladders, and so on. Missile fire is left to the individual commanders of the front-line fighters.

Garrath orders everyone to remain low until ordered up, or until attackers come over the side. The cradle will defend itself first, and the humans are to assist and back it up. Its magical defenses will glow; the characters should not leave that glow. They also will be warned not to drop their masks or they risk identification and later Lunar reprisals.

Once the attackers have breached a section of the cradle, Garrath will send a battle group to defend it. Depending on the abilities of the player characters, the Gamemaster should either hold them as a reserve or as a mop-up crew (if the Longspear Slayers and Axe Brothers are too tough for them), or put them in the front rank, and bring in non-player characters as reinforcements when the going gets tough. Gamemasters should not waste time rolling the encounters between non-player characters. Either pass off such engagements by saying things like "Garrath takes three rounds to kill this one because he's tough," or give vent to your story-telling imagination and describe the battle in saga-like terms. But don't waste everyone's time rolling dice.

The Battle

The Impala riders, who were never too far off, will return to the bank of the river to pace the cradle downstream. Shortly afterwards Sable riders, mostly Lunar Antelope Lancers, will arrive in great numbers with mounts sweating. A careful attempt to count them will total 300 in all. When the officers confer with the Impala riders, they appear angry. Someone with Farsee can easily recognize the general's displeasure. The general is Sitzmag Redmoon, commander of the Antelope Lancers regiment.

Shortly afterwards mercenaries arrive, a motley crew much like those inside the craft, but with different religious beliefs, morals, or ideals. They will join the parade of sables and impalas pacing the cradle downriver.

By late morning the cradle approaches Bullford, about 25km above Pavis. The river usually shallows and widens here, but it still quite deep this early in the year. A cluster of small buildings stand several hundred meters from the river. None of the inhabitants are visible, though a few goats and emaciated herd beasts wander about.

A character using Farsee can see a body of foot troops ahead, at a distance on the right bank. He will see the signal mirrors blink back and forth between mounted and foot men, and see the birds (housing familiar spirits) whirring between them. As the cradle drifts into the shallower water and slows, infantry will advance into the water, drawn up in battle ranks. Priests will remain on the bank, protected by guards.

From a distance the priests' familiars can be seen directing magical spells against the cradle. Whenever a spell is absorbed, reflected, or otherwise interacts with the craft's magic counters, a glowing spot appears and a crackling noise is heard. The increasing size of the Glowspots and the louder crackles indicate that the priests are trying successively more powerful spells to penetrate the cradle's defenses. This noise, occasionally punctuated by a hiss and pop, will continue and rise in crescendo as the fight ensues.

Garrath's priests will tell the player characters not to waste Power, for their outward going spells will have no better effect than the incoming spells. However, the characters will see Garrath's priests laying out Warding spells on chosen areas of the deck, and any player characters with Warding will be asked to either lay out their own areas, or to stack their own Wardings with those of the priests. Garrath will warn everyone not to use up their Power too soon, and will discourage anyone from putting on Shield or other spells unless they have many uses of Extension III.

Player characters who wish to fly their aerial familiars against the enemy birds should be told that there are many more enemy familiars out there than they could combat. In effect, the Lunars have air superiority. Additionally, any birds flying up from the boat would be shot at by at least 50-60 Impala and Sable archers, almost certainly killing it.

The motley gang of Lunar-bought mercenaries are standing dead ahead in a visible depression in the water. Preceding the cradle is a patch of frothing water. Before they are reached by this turbulence, the front ranks of the attacking mercenaries cast spells (Dismiss elemental of various sizes) at the turbulent water. The cradle lurches to starboard. A wave, coming from under the cradle, rocks it violently in an attempt to set it upright, but is Dismissed in the same way. But this time, several attacking undines break into the ranks of the standing soldiers and, as upright columns of water, smash through the men until chopped to droplets.

As the undines are destroyed, the enemy moves forward and directly assaults the boat. The first men to touch the boat have their hands burned off, and fall under the shallow water, screaming. Weapons, ladders, and other implements which touch the boat are also burnt and scorched to uselessness. All this time the Lunar spells continue to bombard the cradle.

A small explosion occurs, accompanied by a wail of pain. The carved head next to the player character observation post suddenly darkens from heat, swirling into a single wisp of flame as it

crumbles into dust. A ladder top touches the bulwark there; it is Glued into place. But most of the defenses still hold.

A piercing sound, deafening to the assaulting troops, knocks many of them into the magically shallow water. They clutch their ears and cry in pain. The noise seems muffled inside the magical glow of the cradle, where the defenders sit waiting their turn. A beam of red light shines from a bronze eye on a cradle face and probes through the enemy ranks, burning men and turning the water to steam. Climbing men place their hands and feet upon carved faces only to have them bitten off. A Rune on the side of the cradle smokes suddenly, collects ice, then sprays needle-like stalactites at the attackers amid a cloud of steam.

The shrill noise subsides. The ladder is still stuck to the side of the ship. The mercenaries have not broken, but suddenly now are thrashing in deep water instead of their magical depression. Corpses float, blood reddens the river, and men struggle free of their armor. The cradle wallows onward.

Ahead are more men, also drawn up for battle. They, too, are mercenaries, but this time they are uniformed. If the player characters have seen the uniforms of the Longspear Slayers and Sir Holburn's Axe Brothers, mercenaries from Pavis, they will recognize these men. Priests are among them, and men with powerful magic. Instead of ladders, the nimble among them carry common thieves' grapples. Most are armored, unafraid of drowning, for they stand upon a sheet of newly-made ice which spans the whole swollen stream.

The cradle smashes into the ice, shattering it and sending chunks of ice bobbing before it as it gradually surges through. Many of the mercenaries were knocked down or even swept under the ice to drown by the impact, but the rest scramble to their feet and lurch towards the craft as it passes. Already great portions of the boat's magical shield are aglow from the incoming offensive magic.

Perceptive player characters will see that there are still about 200 members of the Longspear Slayers and Axe Brothers in the assault force, four times as many attackers as defenders. An additional 50 soldiers encircle and guard the priests on the right bank, who seem to be regimental priests, with no Lunar priests among them.

The air before the player characters now glows with a pale red tint, then with a bright, furiously red cloud, which stabs at the characters with crimson spears. It grows, spreading horizontally in a pink frothy mass which lean against the cradle's glow. At last, as the player characters watch, a single spear of red light touches the places where the burned-off head used to be, then the light balloons rapidly into a ragged sphere which explodes.

Player characters near this must make a CON x1 roll or they fall helpless for as many melee rounds as the number of rolls required to succeed. This result is from the noise and shock. The flash of light will blind the characters for four melee rounds. There is no heat or damage from this effect.

When the characters' eyesight returns, the first of the Longspear Slayers will be topping the bulwark. This is the start of the combat.

Player Character Combat

The player characters may take up any defensive position or tactic which they desire, and each is responsible for about 2m of the bulwark, roughly the area which each could cover with a sword. The enemy scaling ladders are distributed about one per 2m as well, but some are closer together, and the Gamemaster should feel free to double team any player character who can handle it.

An attacker climbing over the bulwark has no Defense and is 20% easier to hit. He also has no parry, because he is using his hands for climbing. Characters may want to use a knockback attack instead of a weapons attack. If the maneuver succeeds, and if the character also makes a successful roll of his STR versus the enemy's STR on the resistance table, the enemy will go over the side of the cradle and fall to the river below, possibly to drown, and certainly out of the fight. If the resistance roll is unsuccessful, the attacker still clings to the side of the cradle, but is in the same helpless position the next melee round.

Attackers pushed over the side will not hit anyone on the ladders beneath them. These hardened veterans will look out for their partners by pushing away from the cradle if they fall. The player characters are unlikely to be able to see what happens to the attackers once they are over the bulwark, anyway.

One enemy soldier will come up the scaling ladders every two melee rounds, if there is room. Player characters should realize and should be instructed about these rates. If an opponent can be kept in place on the ladder, he will prevent further boarding from that ladder. An opponent already on board must be knocked away at the rate of one per two rounds if another is not to join him.

It takes one full melee round of undivided attention to dislodge a scaling ladder, as well as a Dispel Magic 3 to undo the Glue spell. This must be done, obviously, after one foe has been disposed of and before the next climbs up.

Statistics for this scenario contain a number of identical members of the regiments used throughout this assault. Feel free to individualize them if you wish, but the idea is to wear down the player characters, not the Gamemaster!

These mercenaries will attempt to clamber aboard with weapons sheathed or buckled on, and then will require 5 Strike Ranks to arm themselves. The members of both units will always arm themselves with their long weapons first, then go to sword when that is broken.

The Lunar troops ashore will not attempt missile fire during this assault, so the player

characters are relatively safe from arrows and slings at this stage. However, they may still be targets of magic and of familiars flying above.

There will be successive waves of assaulting mercenaries. These fellows are disciplined professionals who are anticipating a tremendous reward for success. They will show no mercy. Basically, each wave of attackers will continue until the defenders can dislodge all the ladders in their section of the defenses. There should be at least three waves, and possibly as many as five. There will be a five minute wait between each wave (possibly causing Rune magic to expire, and certainly ending any non-Extended battle magic). After the first wave, each wave will begin with new ladders placed every 2m or nearer, and Glue 3 spells placed on the ladders (backed up by POWs of 15 or more). One melee round after the ladder is placed (giving the defenders time to dispel the Glue, but not to dislodge the ladder), the first attacker will be at the top. If the Glue has been dispelled in the meantime (discovered by a Detect Magic spell cast at all the nearby ladders), a new Glue 3 will be cast on that ladder. Only two Glue spells will be cast on any given ladder, and a second will only be cast if the first is Dispelled by the third melee round.

If the player characters are completely overwhelmed, Garrath may bolster their ranks with one of his reserve forces. If there are player characters in that reserve, they should, of course, lead the rescue.

Even if the player characters fail miserably, their sector will be saved by the reserves, either player character or non-player character. Eventually the fighting will subside as the attackers are thrown back for the last time, the last ladders detached, and the cradle finally clear of the ice which served as the assault platform. Tracked by the riding regiments, the cradle will continue downriver toward Pavis.

The Second Assault

The passage downriver from Bullford to the next encounter will take about six hours, allowing the characters to rest, heal, and recover some POW. As they travel, they will notice an annoying number of birds watching from overhead (outside of missile and Rune magic range), but may gain some satisfaction from the fact that their military escort of sables will depart. However, about an hour after that, a band of Zebra riders will be spotted ahead on the right back, and the riders will begin to pace the cradle downriver.

During the afternoon the sky will cloud over a little. Orlanthi and Storm Bulls can tell it will be stormier tomorrow but not today. The temperature is cool but not uncomfortable.

The player characters will be able to see the gathered forces ahead of them. The cradle is approaching Saltford, the shallowest part of this section of the river. They can see the walls of the Rubble ahead.

There are almost 2000 troops gathered on both sides of the river, about half on each side. Ranks of foot soldiers are lined up on the banks. Behind them are packed bodies of archers. Behind them yet, set up atop hastily-raised platforms, are altars ringed by red-robed initiates. Haughtily robed priests lead them. Over the altars hover crimson balls of light, translucent in the afternoon sun. Soldiers in silver chainmail carrying glowing bows surround the altars.

The effects of massed priests in prepared surroundings far surpass the effects of normal magic discussed in the rules. There is no need to explain the names of spells and so forth; just tell the players what the effects are.

Two red beams of light leap from the hovering spheres to the bow of the boat, about halfway up from the waterline. If a character could see closely, he would see that the beams literally are chains of lights, with translucent links. However, player characters will be attacked by 1D3 arrows fired with a 75% success chance every time they show their heads. (These arrows will always hit the head, and are from short bows.) Each arrow has a Speedart on it, and also has been Countermagicked to allow it to penetrate the glowing curtain of the cradle.

When the chain first strikes the boat, the craft will lurch and rock, requiring all aboard to make a DEX x3 roll to remain standing. There is no penalty for falling, except wounded pride. The chain will contract and grow stouter in each link as it shrinks in length as the cradle approaches the nearest point to the altars.

When the bow of the boat is between both altars and the red beam of light is stretched taut and straight, the cradle will lurch abruptly, then continue forward at a much slower speed. The chain will not longer bend, but will penetrate the body of the cradle, doing no harm to the wood, passengers, or cargo, and not being harmed itself. As the chain passes through the craft, it strips the cradle of its magical defenses.

Characters standing on the deck will be able to see the glow disappear from the forward part of the cradle. When the invisible barrier passes them, it will feel tingly for a moment but otherwise not harm them. Any character who has not taken refuge in a Warding area will have all magical spells currently in effect upon his person or weapons (this will not affect magical items, such as a matrix) cancelled.

If characters happen to be looking through the glass deck, they will see that the rolling gold disk becomes more and more unstable each time it rolls through the growing area where the glowing has disappeared. When the chain has passed halfway through the boat, then the disk will wobble, make a single round more, and fall over. At that moment the entire glow will cease. Garrath will order everyone into the Warding areas.

One minute after the magical chain passes through the stern of the cradle, the boat passes through a meter-wide zone of Warding 5. The warning cry of the boat's Warding barriers will sound, and characters protected by the Warding 3 spells will take 2D3 points of damage to a random location unless they have at least a Shield 2 or Countermagic 3 up.

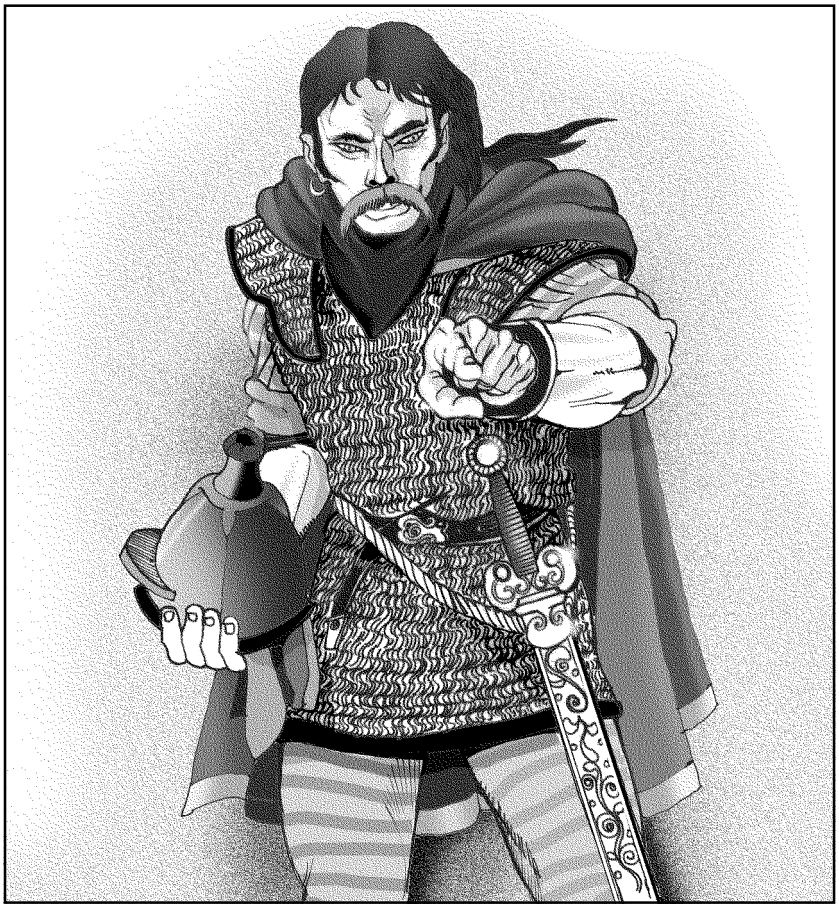
As the Warding 5 hits the center of the cradle, a zone of Warding 4 will pass over the bow, and the characters protected by the Warding areas on the deck will be hit with a 1D3 Disruption to a random body location, unless they have a Countermagic or Shield spell up. The Warding 5 spell will have knocked down any Countermagic of 5 points or less already. When the Warding 4 passes over the center of the cradle, a Warding 3 will pass over the bow. Characters inside the Warding defenses will feel nothing, though they will hear the shrill of the barrier.

During this time the cradle will be under a constant missile barrage. The archers will arc their arrows to hit the deck, but some will remain ready to pick off anyone foolish enough to show himself. At this stage, the player characters can only shelter in their Wardings, or fire their own missiles back blindly. Someone could stick a mirror over the bulwark to fire. Anyone firing by this method will only hit if they can roll a critical hit; in which case the hit is treated as a normal hit (01 is an impale). Any character showing his head over the bulwark will be hit by 1D6 shots (75% chance of hitting each). If an arrow hits, it will hit the head. These arrows each have a Speedart on them, so they do +3 damage. In addition, they are fired from composite bows.

Characters who remain hidden from direct fire, under shields or the covering cloth will be hit only if they miss their Luck roll (POW x5). Players need only roll this once; their characters take the damage, if any, immediately. If the Luck roll is fumbled, the striking arrow impales.

Suddenly, the cradle will grind to a smashing halt, causing everyone aboard to fall forward. Unknown to the player characters, the attack has kept them from seeing the pile of wagons, boats, stakes, and driftwood piled into Salt ford to block passage of the cradle. The debris is anchored by chains held by large gnomes. The cradle is stuck. By this time, the undines accompanying the cradle have taken enough Disruptions and Dismissals that they cannot raise the cradle over the obstacles, as they have over previous ones.

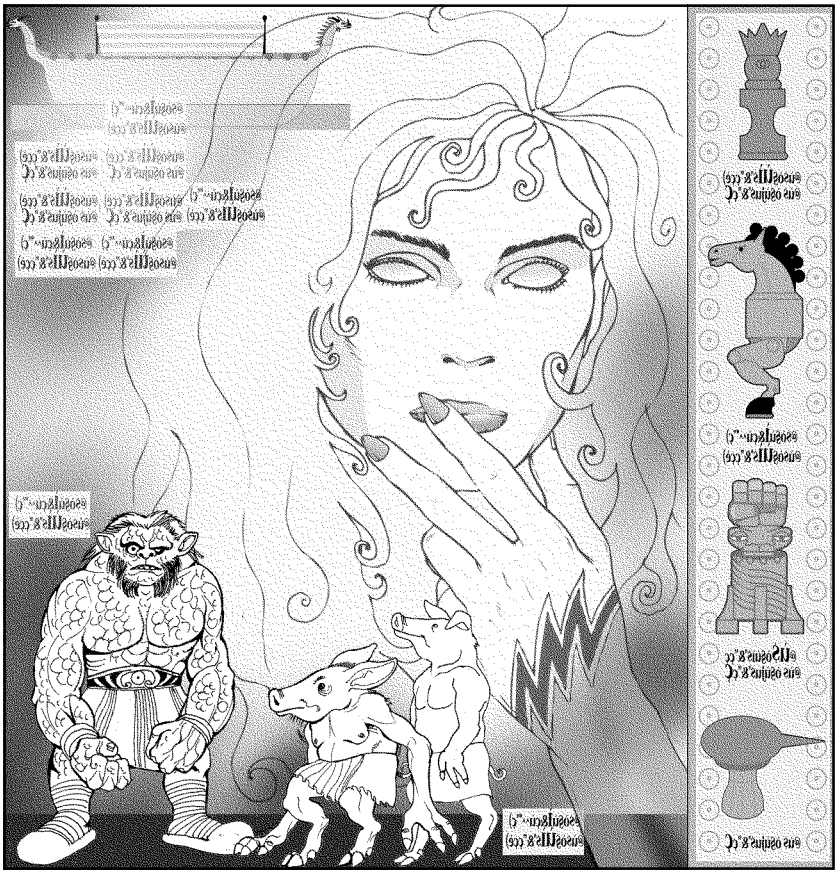
The characters will hear a very loud shouted command. The arrow fire will cease, but a second later there will be six explosions followed by screaming roars. Looking up, to where loud hissing sounds are coming from, they will see six streams of fire arching above, three starting from each bank.



"Dwarf assault ladders!" shouts Garrath. Player characters who have witnessed Lunar army assaults on cities may have seen these devices; flexible cable ladders which dwarfs sell for excessive prices to kings. These particular ladders may have been brought to assault Pavis, but never used, or perhaps they were purchased by the Lunars from the Pavis dwarfs. Coiled upon a reel, the ladder's lead end attaches to a replaceable black-powder rocket. The Lunars know just enough about the rocket to operate it properly. When fired, it carries the front end of the cable ladder high into the air beyond the target. When it lands, a skilled priest or technician Glues the cable into place. Once stabilized, the cable supplies excellent footing. Attached to the cable is a flexible ladder which can be run upon or climbed upon, depending on the angle.

"Chop them up!" The ends of the ladders are stout metal. They have Shield 4 and Glue 8 on them, and have 55 hit points which must be destroyed to detach the grappling hooks. Characters climbing the bulwark to get at the cables themselves will find they have 40 hit points each.

"Lookouts, report! " Designated characters (player characters or not) will now look over the side and see hoplites of the Marble Phalanx running in single file up the dwarf assault ladders to the attack. As the observers watch, they will see every hoplite's spear simultaneously burst into flame. When they reach the top, the infantry will use spear and shield from the first rank, and the man behind will use 2H spear. Both have Fireblade. They will try to force their way forward to make room for others.



Between the rafts swim many dragonewts, using their abilities to break up the attacks of the newtlings and intelligent fish who are trying to overturn the peltasts' craft. Dragonewts are not the swimmers their Newtling cousins are, but they are large, fierce, and disciplined, all of which the river folk are not.

The player characters may enjoy some success at first, but the sheer numbers crowding in eventually will defeat them. There will be at least one dwarf assault ladder in the player character's defended area, as well as two or three peltast ladders. In addition, dragonewts will be swarming up over the side, simply climbing up the wood as a lizard climbs a wall. The assault ladder will permit two hoplites to fight side by side, with two hoplites behind them in the second rank striking with two-handed spears. There will be at least one assaulting foe (whether peltast, dragonewt, or Hoplite) per 2m of front, and possibly more. Each player character will have foes. The hoplites will be able to fight normally, standing on their assault ladders. The peltasts and dragonewts will have to clamber up, using the same rules as did the hired mercenaries earlier in the scenario. Once the peltasts reach the top, they will attempt to throw javelins as much as possible, but will engage in melee as necessary. They will try to have one or two peltasts and/or dragonewts hold off attackers while a peltast throws javelins from behind. The dragonewts will simply attack, slaughtering the player characters until dead. Who knows what the Lunar empire promised the dragonewts as a reward for their services? All the dragonewts will do the same things at the same time; i.e., if one decides to cast a Disrupt spell, all will cast it simultaneously, and all the nearby dragonewts will cast the spell at a single target player character (probably the one that has proved the most stubborn). They will always act in conjunction, inhumanly so, as if they shared the same mind, though this is not the case.

This attack will continue until the player characters are defeated. Garrath Sharpsword will send the reserves where they are needed.

If the characters are very successful, especially if they are Rune levels, they will become the targets of the Lunar Rune levels. The commander, Sor-Eel, watches from shore. This is the opportunity of a lifetime and he is squandering much military might to capture the cradle, including some of his best troops. He will send in a body of his Commander's Guard to finish off the defenders if necessary. They are heavily magicked by support priests, and some can qualify for Rune lord status.

Final attackers for the Lunars would be the leaders themselves. These include Derenx the Handsome, plus the regimental commanders. They will also be accompanied by their own bodyguards, similar to the Commander's Guard.

Longspear Slayers 1 to 12, with spells cast

POW 7 DEX 15
HP 12 Move 7 Defense 10%

01-03	R LEG	4/4
04-06	L LEG	4/4
07-09	ABDOM	23/4
10-17	CHEST	23/5
18	R ARM	4/3
19	L ARM	20/3
20	HEAD	6/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2H Spear	4	70%	1D10+3	-	5
Shortsword	7	30%	1D6+1	30%	20
Lg Shield	-	-	-	45%	16

SPELLS: Bladesharp 2, Coordination (2), Healing 2, Light, Repair (2)
SKILLS: Camouflage 30%, Hide in Cover 30%, Spot Hidden 45%, Spot Traps 45%, Track 25%
NOTES: They generally fight with two-handed spear and large shield technique (note special hit locations). They cannot parry with their shield while using the special hit location table. The excess armor over certain body areas is a function of the shield, which covers those sites. All the Longspear Slayers will have cast Bladesharp on their spears and Coordination on themselves. They are encumbered to the extent of losing 05% of their defense and -1 from their movement.

Silver Shields Peltasts 1 to 12, with spells cast

POW 12 DEX 16
HP 12 Move 16 Defense 30%

01-04	R LEG	2/4
05-08	L LEG	2/4
09-11	ABDOM	4/4
12	CHEST	4/5
13-15	R ARM	2/3
16-18	L ARM	2/3
19-20	HEAD	5/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Javelin	1	75%	1D10+3	-	10
1H Spear	5	40%	1D6+1	25%	10
Scimitar	5	40%	1D8+1	35%	20
Med Shield	-	-	-	55%	12

SKILLS: Climb 65%, Hide in Cover 65%, Jump 65%, Move Quietly 65%, Spot Hidden 30%, Spot Traps 30%, Track 60%
SPELLS: Disrupt, Healing 2, Mobility, Multimissile 1, Shimmer 2, Speedart
NOTES: Javelin doubles as 1H Spear. Peltast has Speedart cast upon his javelin, and Coordination, Mobility, and Shimmer 4 cast upon himself. All spell casting has been done by a second party.

Marble Phalanx Hoplites 1 to 12, with spells cast

POW 12 DEX 12
HP 19 Move 6

01-04	R LEG	11/5
05-08	L LEG	11/7
09-11	ABDOM	11/7
12	CHEST	12/8
13-15	R ARM	11/6
16-18	L ARM	11/6
19-20	HEAD	10/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Spear	6	65%	3D6	45%	15
2H Spear	5	45%	3D6	45%	15
Scimitar	7	45%	1D8+1	40%	20
Lg Shield	-	-	-	60%	16

SPELLS: Bladesharp 2, Countermagic 1, Demoralize, Healing 3, Mindspeech 1
SKILLS: Camouflage 35%, Hide in Cover 35%, Spot Hidden 55%, Spot Traps 55%, Track 35%
NOTES: 2-Handed spear is used from the second rank; 1-Handed spear and shield is in the front rank. All hoplites have Fireblade cast on their spears, and Protection 4 and Vigor cast on themselves by a second person. They are all encumbered to the extent of losing all Defense and -2 from movement.

Commander's Guards 1 to 12, with spells cast

POW 15 DEX 16
Move 8 HP 15 Defense 35%

01-04	R LEG	11/5
05-08	L LEG	11/5
09-11	ABDOM	11/5
12	CHEST	12/6
13-15	R ARM	11/4
16-18	L ARM	11/4
19-20	HEAD	11/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Scimitar	5	100%	3D6+1D6	90%	20
Lg Shield	7	50%	1D8+1D6	100%	16

SPELLS: Bladesharp 4, Demoralize, Disrupt, Healing 4, Repair 2, Shimmer 4
NOTES: All the Commander's Guard has Fireblade cast on their scimitars, and Shimmer 4 and Shield 2 cast upon themselves. The Fireblade has been Extended so it will last for the length of the combat. All these spells have been cast by another spellcaster.

Beaked Dragonewts 1 to 12, with spells cast

POW 9 DEX 14
Move 7 HP 21 Defense 10%

01-04	R LEG	7/7
05-08	L LEG	7/7
09-11	ABDOM	7/7
12	CHEST	7/8
13-15	R ARM	7/6
16-18	L ARM	7/6
19-20	HEAD	7/7

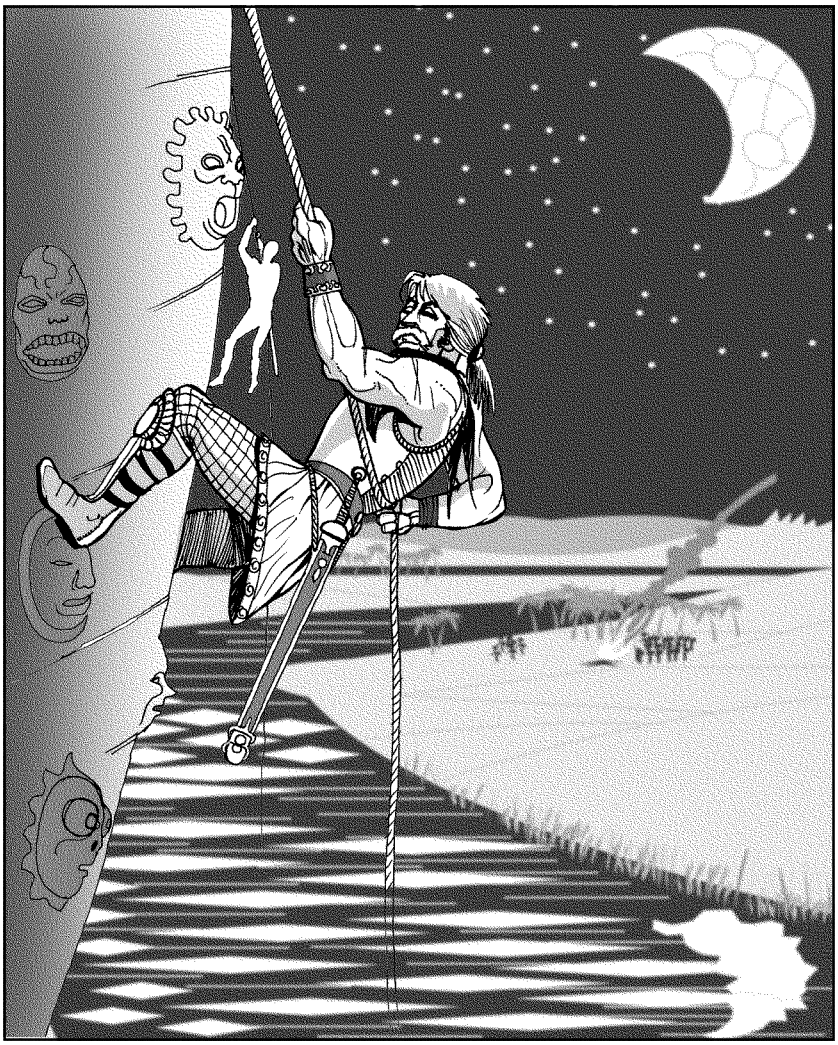
Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Korff	5	85%	1D10+4+D6	50%	30
Gami	6	45%	3D3+1D6	70%	20
Longbow	2/9	70%	1D10+1	35%	10
Utuma	7	50%	1D6+1D6	40%	15

SPELLS: Bladesharp 3, Disrupt, Healing 2, Mobility, Protection 4, Repair (2), Speedart
NOTES: The dragonewt will normally strike with the korff and parry with the Gami (a three-pronged weapon-catcher). If he rolls a special parry (in this case, 14% or less) he has disarmed his opponent. If he rolls a critical parry (03% or less) he has broken his opponent's weapon. All dragonewts have cast Bladesharp 3 upon their korrfs, and Protection 4 upon themselves. They will always act in unison. If one casts a Disrupt, all will. If one is not engaged in melee, he will fire his longbow at whatever foe another dragonewt is currently engaged with. The arrow will be Speedarted.

Escape

It is unlikely that most of the defenders will survive this onslaught, nor perhaps even survive most of it. That is, of course, the point of the assault. There is little point in leaving player characters among the faceless dead and the Gamemaster may offer them chances to escape when it is appropriate for them. When the Lunar attack is rapidly suggesting complete disaster for the cradle and defenders, Garrath will give orders to hide or to escape. This means abandon ship, flee, and every man for himself. A trained party will not abandon each other but work together, even if only to die together. Player characters may not be trained, of course.

Escape from the defeated cradle may be gamed by several means. Jumping overboard is most obvious. No more than one arrow (doing 1D8+4 points of damage with a 75% chance to hit; it is Speedarted) will be shot at a jumper. Remember that the water is full of friendly help, and that many of the non-player characters are Ingilli fishermen, friends to the river. They will certainly take that route, go under, and not rise. They can come up later, out of sight.



Teleportation, guided or visual, is another route of escape, especially good if the user is surrounded on deck and cannot jump. Guided Teleport is not suggested because most Orlanthi temples from whence the spells could have been gained are too far away to enable the character to partake in the rest of this scenario. If the spells were gotten from the Pavis temple of Air, the player characters will die when they Teleport into the solid mass of sand the Lunars have shoveled into the temple. They might have received the spell via one of the secret priests in the Rubble (enabling the character to teleport into a Rubble temple safely) but unless the character is known to have done this beforehand, it should not be allowed. Normal teleportation is much easier and safer in this particular case, but the teleporting character is advised to land well away from the mass of Lunar soldiers and priests on both shores. People using Telekinesis for flight open themselves up to attacks from familiars and Lunar Telekinesis-users, but it might succeed. One danger in using Telekinesis is that a priest might expend a Dispel Magic upon the Telekinesis spell at an inopportune time.

Another possible route is down the hatch, into the cradle. This is suggested and urged. Remind the characters that they have a safe map of the interior and send them down. Let them, or some non-player character allies, defend the hatch for a while. The player characters can go to the bilge and wait until the next scenario. If the Lunars follow them down, trolls will appear to cover their escape to the bilges, where the trolls have a hideout.

Surviving characters should be allowed to escape unless they are very stupid or simply surrender. The Lunar troops will accept a surrender (though the dragonewts cannot), in which case the player characters are placed in prison and are out of the scenario.

After clearing the decks of defenders, the Lunar troops will attach physical chains to the craft, and drag it off the obstacle to the right bank where it will be run aground, parallel to the shore, a kilometer north of Old Pavis. Crowds of people will come to view the spectacle. Player characters, perhaps still dripping from emerging from underwater, may hide among them. The crowds will remain through the afternoon and into the evening and night.

The Lunar troops will attempt to dig a moat and use the fill to make a low wall around the boat to keep out crowds. They will set up guards, patrols, and light the area with torches.

If any characters care to take note of the Lunar magicians, point out that they look tired. Many are being carried back to their temple. The exercise was obviously a great strain on them, and not something which can be done often or with ease.

The city is naturally abuzz with talk of the cradle, the fight, and the future. If there were characters who ignored the first scenario, they will hear all about it tonight.

2. Retaking the Cradle

Summary

The forces hiding aboard the cradle and new fighters sneaking aboard during a great storm will explore the cradle, meet the denizens within the cradle, and study some of the magical tools in the craft. Lunar parties may push into the interior of the cradle, resulting in sharp fighting. The PCs, possibly with help, should be able to expel most or all of the Lunars before the Zola Fel river rises and sends the craft on its course once again.

Special Note

This section of the scenario is more free-form than the rest. If the player characters are adventurers intent on preserving the cradle from Lunar despoiling, the scenario ends with a rousing fight with the Lunars. If they happen to be pro-Lunar, most of the cradle will be hostile to them, and the combat will be ongoing.

Most adventurers, it is assumed, will be anti-Lunar. If this is so, urge the players to use their imagination by using the magic items against the Lunars. dropping the magic marbles on enemy soldiers scaling a ladder, drowning them in the hog slops, or using the carving knife to spice up the action.

The Gamemaster has a free hand for the most part in posting or simply bringing on stage the cradle denizens. Most appropriate use of the denizens with particular player characters requires previous thought. Below decks is somewhat unconventionally arranged; be sure to understand the position of ladders and passageways. But exploration, entertaining magic tools, role-playing with friendly denizens, and sharp combat at the close provide plenty of variety and should make for a memorable session.

Cast of NPCs

There are five types of characters that could be met within the cradle: liberators, Lunars, thieves, trolls, and denizens.

Liberators

These groups of people, like the player characters, are intent upon aiding the giant child. They are included to give the Gamemaster enough dramatic authority to create a sense of importance to the scenario, and to provide individuals to be rescued by or to bring to the rescue of the player characters.

Lunars

These combat teams combine peltasts and hoplites to protect a priest. They will arrest or kill anyone met in the cradle, and scout its layout in preparation for plundering.

If they encounter the masked Player characters, they will demand surrender, then charge. They will fall back towards others of their type, and they will also pursue fleeing player characters. This type of situation could lead to a merry romp and chase.

The Lunar password is ***"The Red Moon sees all,"*** and the proper return is ***"May She see our present glory."*** Stealthy player characters might overhear this as they lie concealed, and use the information later. In the emergency, the Lunars are using these signs and countersigns in all of their operations around the cradle: a character hearing a guard challenge as the character sneaks up to the cradle will hear the same challenges inside.

The Lunars are not fools. If they get the right passwords from some ragtag adventurers, they still will challenge and attack. They know that none of their mercenaries are supposed to be inside the cradle, for the looting and surveying is the prerogative of the regular Lunar troops. They fought for this treasure load and won, and the Red Emperor may reward them well for the magic items they ship to him.

Trolls

A band of trolls boarded the cradle with the first defenders. The battling took place in daytime, and no sensible troll exposes himself in those hours; they depended upon the humans topside to do the job. However, player characters who took refuge below decks will probably have run into them as

they helped keep the initial Lunars out. Now they have come forth to clear the craft of its invaders. They know and recognize the Lunars, and will fight them throughout. But they might misidentify the adventurers as enemies, or vice-versa.

In general, the trolls should be portrayed as reluctant but helpful allies. They will never be too friendly to humans, except for their translator. The trolls will aid the player characters in escaping pursuit. They are likely to lead the party to the bilges where they have a hideout. They might also ambush a party of Lunars who are chasing the humans, or require the player characters' aid. Precise direction is left to the individual Gamemaster.

Priest of Gorakiki-Louse, Dark Troll Female

STR 14 CON 15 SIZ 15
INT 15 POW 18 DEX 12 CHA 12
Move 8 HP 17 Defense 15%

01-04	R LEG	8/6
05-08	L LEG	8/6
09-11	ABDOM	7/6
12	CHEST	7/7
13-15	R ARM	8/5
16-18	L ARM	8/5
19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Spear	5	60%	1D8+1+1D4	60%	15
Small Club	7	60%	1D8+1D4	60%	20
Small Shield	-	-	-	60%	8

SPELLS: Disrupt, Detect Life, Harmonize (2), Healing 3, Mobility, Xenohealing 6
RUNE MAGIC: Discorporation, Divine Intervention 4, Extension II, Mind Link 3, Reflection 1, Safe, Spell Teaching, Speak With Insects x3
SKILLS: Breed Lice 85%, Darksense/Scan 70%, Darksense/Scrutinize 80%, Hide in Cover 55%, Insect Care 90%, Move Quietly 60%
LANGUAGES: Darktongue 75/80%, Tradetalk 60%
NOTES: This priest is merely an associate priest of the cult, with no allied spirit and only a normal POW gain roll. She will not speak to humans if she can avoid it.

Dark Troll Warriors 1 to 9, with spells cast

POW 9 DEX 11 HP 16 Move 8

01-04	R LEG	7/6
05-08	L LEG	7/6
09-11	ABDOM	8/6
12	CHEST	8/7
13-15	R ARM	7/5
16-18	L ARM	7/5
19-20	HEAD	8/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	5	70%	2D8+1D6+2	55%	15
Heavy Mace	7	50%	1D10+1D6	40%	20
Sling	3	50%	1D8	-	-
Med Shield	-	-	-	50%	12

SPELLS: Bludgeon 2, Darkwall (2), Demoralize, Healing 3, Protection 2
SKILLS: Darksense/Scan 60%, Darksense/Scrutinize 50%, Hide in Cover 50%, Listen 65%, Move Quietly 75%
LANGUAGES: Darktongue 65%, Old Pavic 25%
NOTES: Each troll has cast Bludgeon 2 upon his maul and Protection 2 upon himself.

Trollkin Warriors 1 to 15, with spells cast

POW 6 DEX 17 Move 6
HP 11 Defense 15%

01-04	R LEG	4/4
05-08	L LEG	4/4
09-11	ABDOM	4/4
12	CHEST	4/5
13-15	R ARM	4/3
16-18	L ARM	4/3
19-20	HEAD	5/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Spear	5	65%	1D6+2	40%	15
Light Mace	6	45%	1D8	45%	20
Small Shield	-	-	-	50%	8
Clina	1	70%	1D8+3		

SPELLS: Bladesharp 1, Healing 2, Speedart
SKILLS: Darksense/Scan 60%, Hide in Cover 50%, Move Silently 50%
NOTES: Each trollkin has cast his Bladesharp upon his spear. He will always cast his Speedart when using his sling.

Thieves

As mentioned, thieves may take this opportunity to slip aboard. They would certainly try to stay away from everyone, but they might have trouble and try to trick the party into helping them. Their skills can prove useful, and the Gamemaster is left to his own creativity to determine exactly how they will be used, if at all.

A rather interesting scenario could be developed in which thief player characters try to board the cradle to steal some of its magic for themselves.

Seeker, Male Master Thief of Lanbril

STR 17 CON 17 SIZ 8
INT 16 POW 16 DEX 21 CHA 16
Move 8 HP 16 Defense 40%

01-04	R LEG	3/6
05-08	L LEG	3/6
09-11	ABDOM	3/6
12	CHEST	3/7
13-15	R ARM	2/5
16-18	L ARM	2/5
19-20	HEAD	4/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bast. Sword	4	75%	1D10+1+D4	75%	20
Iron Shortswrd	5	95%	1D6+1+D4	95%	30
Dagger	6	90%	1D4+2+D4	85%	12
Dart	1/6/11	75%	1D6+1D2	-	6
Thr Dagger	1/6/11	120%	1D4+1D2	-	12

SPELLS: Befuddle, Demoralize, Detect Magic, Detect Traps (2), Face of Lanbril (2), Ignite, Extinguish (2), Multimissile 4, Spirit Screen 2; (known by allied spirit) Countermagic 2, Dispel Magic 2, Farsee, Healing 6, Speedart; (known by bound spirit) Forget (3), Shimmer 4
RUNE MAGIC: (one-use) Extension I x 2, Multispell l; (multi-use known by allied spirit) : Concealment, Shield 2, Vision
SKILLS: Camouflage 50%, Climb 90%, Evaluate Treasure 85%, Feign Death 40%, Foil Restraints 75%, Hide in Cover 65%, Hide Item 120%, Jump 90%, Know Locks 120%, Listen 85%, Make Maps 75%, Move Quietly 85%, Oratory 60%, Pick Locks 120%, Pick Pockets 75%, Shadowing 85%, Spot Hidden 90%, Spot Traps 90%, Streetwise 80%, Track 70%, Trap Set/Disarm 110%, Make Sleep Powder
LANGUAGES: Old Pavic 80%, Thieves' Argot 90%, Tradetalk 80%
MAGIC ITEMS: 3 doses Scent Block powder; 1 dose Black Smoke potion; 2 doses Sleep powder; 1 folding ladder with matrices for Glue 1, Silence, and Countermagic 1; 3-pt POW-storing crystal currently holding bound spirit; 10-pt POW-storing crystal; 8-pt POW-storing crystal.

SPIRITS: allied spirit in rat; INT 12, POW 18 bound spirit in 3-point crystal; INT 14, POW 13
NOTES: Total available POW, counting magical crystals, is 16 from self, 31 from his two spirits, and 18 from his two crystals for a total of 65 points.

Thedbrill, male Lanbril lay member, Orlanth initiate

STR 16	CON 16	SIZ 9	
INT 13	POW 14	DEX 13	CHA 11
Move 8	HP 16	Defense 25%	

05-08	L LEG	5/6
01-04	R LEG	5/6
09-11	ABDOM	5/6
12	CHEST	5/7
13-15	R ARM	4/5
16-18	L ARM	4/5
19-20	HEAD	4/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bast. Sword	6	90%	1D10+1+D4	75%	20
Dagger	8	65%	1D4+2+D4	65%	12
Comp. Bow	2/9	75%	1D8+1	30%	10
Fist	8	60%	1D3+1D4	-	-

SPELLS: Befuddle, Countermagic 2, Demoralize, Disruption, Extinguish (2), Forget (3), Glue 2, Silence; (known by bound spirit) Bladesharp 4, Healing 6
SKILLS: Camouflage 30%, Climb 75%, Evaluate Treasure 50%, Hide in Cover 55%, Hide Item 25%, Jump 50%, Know Locks 40%, Listen 60%, Map Making 30%, Move Silently 75%, Oratory 50%, Pick Locks 25%, Ride 50%, Spot Hidden 65%, Spot Traps 45%, Swim 30%, Track 60%, Trap Set/Disarm 40%
LANGUAGES: Sartarite 65%, Thieves' Argot 50%, Old Pavic 25%, Stormspeech 40%, Tradetalk 50%
MAGIC ITEMS: 2 Healing POT 6 potions; 1 potion Blade Venom POT 8; 3 scorpion poison antidote POT 10; 10-point POW-storing crystal; 11-point POW-storing crystal currently holding spirit
SPIRIT: bound spirit in crystal; INT 12, POW 9

Poacher, female Lanbril initiate

STR 15	CON 13	SIZ 8	
INT 14	POW 12	DEX 13	CHA 9
Move 8	HP 12	Defense 20%	

01-04	R LEG	3/4
05-08	L LEG	3/4
09-11	ABDOM	3/4
12	CHEST	3/5
13-15	R ARM	2/3
16-18	L ARM	2/3
19-20	HEAD	4/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Shortsword	7	40%	1D6+1	40%	20
Dagger	8	50%	1D4+2	35%	12
Fist	8	60%	1D3	-	-
Grapple	8	55%	Special	55%	-
Comp. Bow	2/9	80%	1D8+1	25%	10

SPELLS: Befuddle, Extinguish (2), Face of Lanbril (2), Forget (3), Healing 4, Ignite, Silence; (known by bound spirit) Speedart
SKILLS: Camouflage 40%, Climb 60%, Evaluate Treasure 75%, Fast Talk 70%, Hide in Cover 60%, Hide Item 75%, Jump 85%, Know Locks 60%, Listen 65%, Make Maps 40%, Move Silently 85%, Oratory 40%, Pick Locks 60%, Pick Pockets 40%, Ride 30%, Shadowing 50%, Spot Hidden 75%, Spot Traps 90%, Streetwise 80%, Swim 55%, Trap Set/Disarm 65%
LANGUAGES: Sartarite 80/40%, Tradetalk 50/50%, Thieves' Argot 80%
MAGIC ITEMS: 3 packets of scent-stop powder, 1 black smoke bomb, 1 dose Blade Venom antidote POT 12, 2 special fire arrows, 2 special whistling arrows, 1 special dust-bomb arrow
BOUND SPIRIT: in rat INT 12, POW 15

Pouncer, male duck Lanbril initiate

STR 8	CON 15	SIZ 7	
INT 17	POW 15	DEX 14	CHA 7
Move 5	HP 14	Defense 25%	

01-04	R LEG	3/5
05-08	L LEG	3/5
09-11	ABDOM	3/5
12	CHEST	3/6
13-15	R ARM	2/4
16-18	L ARM	2/4
19-20	HEAD	2/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Shortsword	7	65%	1D6+1	70%	20
Dagger	8	50%	1D4+2	45%	12
Sling	2/9	60%	1D8	-	-
Fist	8	50%	1D3	-	-

SPELLS: Detect Life, Detect Silver, Disrupt, Forget (3), Healing 6, Multimissile 4
SKILLS: Camouflage 50%, Climb 75%, Evaluate Treasure 50%, Fast Talk 65%, Hide in Cover 85%, Hide Item 60%, Jump 65%, Know Locks 50%, Listen 85%, Make Maps 50%, Move Silently 90%, Oratory 25%, Pick Locks 35%, Pick Pockets 30%, Shadowing 75%, Spot Hidden 80%, Spot Traps 40%, Streetwise 80%, Swim 100%, Track 40%, Trap Set/Disarm 30%
LANGUAGES: Sartarite 90/60%, Tradetalk 70/40%, Thieves' Argot 90%
MAGIC ITEMS: 1 green flare, 1 white flare, 1 packet dust of sneezing and choking.

The Denizens

These creatures live aboard the cradle. They form an interesting and unique community based on the elder ages (which were forgotten before the first man). The creatures are mostly benevolent, peaceful, and friendly to anyone who finds them. The disruption of the boat's magic has alarmed and confused them all; they have forgotten their duties and are searching about for an explanation.

Perhaps the PCs could have the opportunity to befriend them and learn the secrets of the craft, if for no other reason than to find the best place for ambushing the enemy.

The order of presentation here is suggested as the order in which the player characters meet them. This order reveals increasingly useful information to the characters, in a gradual fashion. GMs are free to create their own order, of course.

"Are you Pinchining?" is the way the denizens open all conversations with those who speak or use Mindspeech. They cannot tell who or what Pinchining is and will be confused that the player characters do not know.

A fast-thinking con man might respond with, "I am Pinchining." But the denizen will immediately ask for instructions to deal with the current emergency, and the real Pinchining's answers to this request would never be thought of by any adventurer, involving rituals that even a Divination would not reveal. Any other answer, such as "Take me to the largest concentration of gold on the cradle," will be met with bewilderment. The denizens will be confused and flee the presence of characters claiming to be Pinchining, refusing to have any dealings with such characters for the rest of the scenario.

The Statues

The wooden statues atop the boat are capable of defending the child, but only if the Nemolayope (the nymph) is harmed or killed. Then each becomes a wooden warrior.

Statistics are given. If they are activated by the nymph but she is not in sight, they go berserk and will try to harm everyone but other denizens.

They all look different, and could be ranked from crudest to best by anyone desiring to do so. There are eighteen. They were created by the Carving Knife, one of the Tools of the cradle.

The statues can teleport down through the transparent deck to aid the baby at the infant's mental command. However, this will occur only if they are already fighting, for the child cannot activate them.

Bracketer Pawns One to Eight

POW 10 DEX 16 Move 10 Defense 10%

01-05	BASE	4/25
06-17	SHAFT	4/20
18-20	CROWN	4/25

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Knockback	12	90%	Knockback only		

NOTES: These pawn-like statuettes will try to rush into and knock down anyone they "perceive" as a threat. Their combined SIZ and STR is 36. When a bracketer successfully hits a foe, this is compared to the combined STR and DEX of the target and a roll is made on the resistance table. If this knockback roll succeeds, the target is knocked back 1D3 meters. If 20% or less of the roll needed on the table is rolled, the target is knocked down. If 5% or less of the needed roll is made, the target lets go of any weapons he holds. If the knockback roll is a failure, the bracketer will be knocked back 1D3 meters himself. If the roll is a fumble, it is knocked down. Bracketers that have fallen down cannot right themselves without help. A bracketer has a SIZ of 20. If the target is pinned against a wall of the boat or against some other solid object (such as another statue) when the bracketer rams him, he will take 3D6 points of damage to his chest and abdomen. Bracketers will try to catch a foe between two of them, then ram simultaneously into him. This does two separate 3D6 attacks to the target's chest and abdomen. A lone bracketer will work with another statue if possible, knocking its target about and down, making him an easier prey to the other statue. A bracketer is composed of a broad base smoothly narrowing to a tall smooth pedestal which supports two knobbed rims or flanges, one about a meter off the deck and the other about a third of a meter above that. The structure is topped off with a crudely worked crown or head. There are eight bracketers on the cradle. They are the smallest of the statues. A single bracketer is about 2 1/2 meters high and a half meter thick.

The Piglings

Twelve normal and one runt pigling are the cradle's basic workforce. They tend the Horn of Slops, keep the baby and sow clean, amuse the child, and act upon the whims and requirements of the Nemolayope.

These creatures stand lm tall, are humanoid, but have porcine facial features, tails, and thick bristles over most of their bodies. They are barely intelligent, incapable of speech, and very easily frightened. Their noises are pig noises, but even they are capable of noising the sound, "Pinchining?" when they see the player characters.

They form a small mob sneaking and panicking about the whole cradle, running and slamming doors behind them with a clatter of hooves and fearful squeals. They know their way about and are unlikely to be easily cornered. If approached quietly and offered food, they will become friendly.

Piglings cannot respond to questions, but if left alone they will return to their normal lair after eating, to store any leftover food, allowing the player characters to follow them if they so wish, possibly giving them an opportunity to evade nasty Lunar ambushers. Piglings can be found anywhere below decks.

Piglings One to Eleven

The piglings have no effective attacks (unless they accidentally stampede over someone), and know no magical spells.

POW 10 DEX 14 HP 7 Defense 05%

01-04	R LEG	1/3
05-08	L LEG	1/3
09-11	ABDOM	1/3
12	CHEST	1/4
13-15	R ARM	1/2
16-18	L ARM	1/2
19-20	HEAD	1/3

Runt of the Litter

POW 9 DEX 17 HP 4 Defense 15%

01-04	R LEG	1/2
05-08	L LEG	1/2
09-11	ABDOM	1/2
12	CHEST	1/3
13-15	R ARM	1/1
16-18	L ARM	1/1
19-20	HEAD	1/2

Nemolayope the Nymph

The Nemolayope (pronounced with all long vowels) is a nymph of life who coordinates the other denizens of the cradle. She organizes the basic ecology and arranges the life forces to keep the child healthy while it reaches its destination.

She is tall, narrow-waisted, and classically feminine. Her dress is a made of a wispy down which ripples from neck to ankles in a slow and stately procession. Her long hair floats about her head in a cloud oblivious to the winds and airs of this world. Her eyes have no pupils. Her cheekbones are high and sharp, her nose small. Her mouth is also small and her voice melodic. Her skin, hair, and raiment are white, silver, and pale gray-blue respectively. She is fragile, sensual, needful, and emotionally evocative and expressive, making her feelings plain and her needs felt by others about her.

She seeks help to find Pinchining. The player characters should make apparent to her their reason for being there. If she senses that the baby is in danger, then she will become alarmed and urge everyone to go to the main nursery with her to protect the child. She will be distraught and move rapidly, forcing the patty to run to keep up with her.

Nemolayope can explain most of the things in the boat to the characters. She is familiar with the tools, toys, and workings of the life-systems. But such explanations probably will come later, if anyone survives the adventure.

Nemolayope the Nymph

STR 10	CON 25	SIZ 15	
INT 17	POW 30	DEX 21	CHA 28
Move 10	HP 30	Defense 45%	

01-04	R LEG	0/10
05-08	L LEG	0/10
09-11	ABDOM	0/10
12	CHEST	0/11
13-15	R ARM	0/9
16-18	L ARM	0/9
19-20	HEAD	0/10

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
no effective attacks					

SPELLS: Befuddle, Detect Life, Extinguish (2), Harmonize 2, Ignite, Healing 10. The Nemolayope's Harmonize and Healing spells both will act effectively on targets of any shape or species.
SKILLS: Courtesan Sex 150%, First Aid 100%, Midwifery 100%, Treat Disease 100%.

Blorn the Statue

Blorn is the heavy worker of the cradle. His job is, by brute strength, to cover and uncover the upper deck with the giant cloth. He also carries out tools and toys for the baby, opening and closing the doors and chests. He scares off the giant rats which inhabit the bilge and come forth to feed. He would fight and kill them, but rarely catches one.

Blorn, like everyone else working on the cradle, takes his orders from the mysterious Pinchining, and will ask for it or him. However, he also recognizes the Nemolayope as his boss, and will help the characters to find her.

Blorn is of low intelligence, slightly superior to that of most animals. He can speak simply, think clearly, and is not dull or stupid, merely limited. He is in fact of higher INT than during his last lifetime, when he was mistaken for a half-troll in old Sartar.

Blorn looks like a SIZ 8 humanoid; his features are scant and somewhat crude. His skin resembles a mosaic of river pebbles. He is golden-brown, and sparkles in direct sunlight.

Blorn the Statue

STR 34	CON 52	SIZ 8
INT 4	POW 15	DEX 8
Move 6	HP 51	

01-02	R LEG	6/13
03-04	L LEG	6/13
05-08	ABDOM	6/17
09-10	CHEST	6/21
11-14	R ARM	6/17
15-18	L ARM	6/17
19-20	HEAD	6/17

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Punch	10	50%	1D3+2D6	45%	arm

SPELLS: None
SKILLS: Adjust Tarpaulin 100%, Carry and Fetch 100%, Move Quietly 100%

The Sow

The giant sow which occupies a third of the hold is the basic food source for the infant, who can simply pick up the sow and suckle from it as if a bottle. The piglings are the spawn of the sow; bearing them brought the sow to milk.

The sow has a low intelligence and is only interested in piggish things: food, sex, and her own genealogy. However, she is a wild creature and knows fear and fighting, and she will fight to defend her surrogate child. She will only attack if the baby is actually hurt. The sow will fight to the death if cornered.

The Sow

STR 50	CON 30	SIZ 50
INT 2	POW 18	DEX 10
Move 9	HP 41	

01-02	RH LEG	10/11
03-04	LH LEG	10/11
05-07	HIND Q	10/17
08-10	FORE Q	10/17
11-13	RF LEG	10/11
14-16	LF LEG	10/11
17-20	HEAD	10/14

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite	7	70%	2D6+5D6	-	-
Trample*	7	75%	10D6	-	-

* only vs. opponents smaller than SIZ 20 or prone opponents. The sow can bite one foe and stomp another in the same round.

The Baby

The infant is about 10m long and weighs 14-15 tons. She appears to be human in every way, except by size. She is comparable in development to a nine-month-old human baby, capable of sitting up, grasping, looking clearly about, and making basic communications.

She is a happy child, innocent of her fate and little aware of the beings who may crowd about in this scenario. She is a victim, perhaps.

Preparations

The great giant cradle is now beached on the shore of the Zola Fel. Defenses are being built to keep out the awed crowds. Lunar guards and patrols keep their eyes and ears alert, and the presence of powerful Warding spells is rumored.

Throughout the city of New Pavis the Lunars are renting all the carts they can and commandeering the rest. The people are alive with activity, as if it was a holiday.

Player characters who were not in the previous scenario will learn about it this night. If they are thieves, they will grab the chance to sneak aboard during the confusion, and pluck a piece of the treasure for themselves. It will be easier now, when there are no great defenses, than later under Lunar protection.

Player characters who are more honest will be called by rebel friends or adventurer bosses. They will be offered a great sum of money, exact amount unspecified, if they will board the cradle and help out the leaders. The leaders, clearly, are the Ingilli faction and the Orlanthi rebels.

Any other Orlanthi characters will have a chance to make a Predict Weather roll. They will be suddenly aware that there is a great storm brewing, surely to carry darkness and cover to the bold, and also rain to help float the cradle again. The Ingilli representative says the priests both above and below the waters are aiding the river to flood. But it is important that tonight the Empire's soldiers be driven off the cradle or killed.

If the characters need more convincing, then let Garrath Sharpsword appear and make Oratory rolls. He will be more specific in promises and guarantee at least 2000 Guilders (equivalent to Lunars) apiece, plus usual plunder.

Garrath cannot stay nor lead, for his services are required elsewhere. If a player character wishes to insult Garrath's courage or honor by insinuating cowardice, Garrath will promise to remember that slur after he finishes tasks beyond the understanding of the foolish. He and his bodyguard will depart.

The reason for the characters to board is less important than getting them to do so. If nothing else, the players might wish to play the trolls who are hidden within the cradle or even a party of Lunar soldiers.

Beginning

Characters for this will either be hiding inside, where they went at the end of Section One, or on the outside.

Characters hiding inside will be able to begin with no problem. Characters on the outside will have to sneak past the guards and walls being built. This can be accomplished with the aid of the River cult and the Thieves' cult. This can be done easily or with difficulty, according to the Gamemaster's wishes. Once inside, the newcomers can link up with hiding characters, or they may go on by themselves.

The best time for people to sneak aboard is while the Lunars are preparing and holding their religious services to protect the soldiers who will enter the dangerous craft. This requires several hours, and since they feel they now have little to fear, the Lunars are not in a great rush to lose more men against a cradle which may still contain potent components and hidden rebels and trolls. They want to finish a ring of defensive works around the cradle before risking themselves again. However, they have still sent in a few parties of warriors, to keep the cradle's defenses from renewing or re-coordinating, and to locate and perhaps eliminate any non-magical foes.

Wandering

At first, the characters should wander about at random, exploring the innards. During this time they should meet the first group of Lunar soldiers and fight them. Then they can continue, flee, or pursue as needed.

It is important to meet the trolls at some stage. If the characters are rabidly anti-troll they can fight them, but the trolls are tough and will accept peace gladly. They are here to kill Lunars and aid giants, not to settle old grudges.

At some point the characters will traverse the bilge and encounter the giant lice and rats. It is not important that the adventurers be harmed by them (though they may well be attacked), but the characters might learn thereby that there is a troll who can control the lice; another band of rebels is trying to smuggle her on board.

At some point, the characters will meet the denizens. First they will meet the piglings, who are hungry and snuffling around for food. If fed, they will return to their own lair to eat. Once there, the player characters can meet Blorn, who will lead them to the Nemolayope. The nymph can then bring the characters to the cradle room for the final fight.

It is not important that all the rooms be visited. Exploration of the cradle can happen in the next section as well, and some items might be saved for then. The Gamemaster controls the timing by deciding when to introduce the piglings or other denizens.

The Big Fight

Nemolayope is in mind-contact with the child and can sense when it is in danger. She will abruptly sense this while talking to the player characters and lead them at a rush to the main hold.

There they will see that the wooden men originally from topside (the bracketers, lancers, etc.) are engaged in a losing combat against a band of Lunar soldiers. The characters will have an opportunity to arm themselves and to attack with surprise.

The Lunar party will be strong; the Gamemaster may want to adjust its strength according to that of the player characters. The Lunars should include a significant percentage of Rune masters. If the player characters are losing badly, Nemolayope will try to get the sow to join in the struggle, by having one of the player characters break down the thin dividing wall, and perhaps Blorn will help as well.

During this fight, the child has become frightened, and is likely lashing out at anything threatening her in her corner. It is possible to push the Lunars toward the child and have her crush them from behind (she does 7D6 when she hits, and she will hit 80% of the time). However, the Lunars may also choose to attack the child for this. The Gamemaster may create dramatic tension by having the baby be attacked as well, making it clear that she can survive only so many rounds. If the player characters fail, then the Lunars will stop attacking the baby when the adventurers are dead, still allowing all the scenarios to be used when new player characters come aboard.

If the Lunars get into the sow's space during the fight, the Horn of Slops, described later, might figure into the fight. Player characters might arrange to cascade the slops onto Lunars, or

Lunars might catch the adventurers. Piglings might get excited and catch both in the middle of the battle with the slops.

Closing

During the adventure within the cradle, the Gamemaster should occasionally tell the adventurers that they feel abrupt and irregular jolts in the craft, as if it were rocking. When they enter the main hold with the child, they can also hear the weather outside: it is a crashing storm, with frequent lightning flashes visible through the transparent deck; there is both crackling and rolling thunder. The cradle also rocks more regularly and violently; this could be a plot device to aid the characters by a sudden lurch throwing down their attackers.

The motions are, of course, due in small part to the storm which the Orlanthi have raised, but mainly due to the efforts of Zola Fel, aided by the rain, to raise its waters and float the cradle off the bank and downriver again.

The efforts succeed, of course. The characters will feel the boat lurch once more, then begin to wallow and move slowly. The boat will then begin to float downriver. The adventurers may be fighting, or have other foes to slay or capture, or otherwise clean up loose ends, but this is the end of this scenario.

Lunar troops still alive when the boat begins to move will attempt to disengage and run for the top deck, hoping to get away. Some may actually attempt to do the same thing that refugee defenders did and run for the bilges to hide out. The trolls are waiting for just such a maneuver. Bloodthirsty characters may want to hunt down Lunars in the dark with the trolls.

Giant Rats One to Nine

POW 8 DEX 14
Move 8 HP 14

01-02	RH LEG	3/4
03-04	LH LEG	3/4
05-07	HIND Q	3/6
08-10	FORE Q	3/6
11-13	RF LEG	3/4
14-16	LF LEG	3/4
17-20	HEAD	3/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite	6	65%	4D4*	-	-
Paws	6	75%	2D6**	-	-

* If the bite penetrates armor, roll current CON x5 or less on D100 or contract Creeping Chills. The CON roll must be made after subtracting any damage from CON, including this bite's damage. There is no time to Heal the bite's damage before making the CON roll.

**Plus match target's SIZ vs. rat's STR of 22 or fall down. After knocking down a target, the rat will always bite (with +20% added to attack chances). The rats may well just attack via bite without striking with the paws at all.

SKILLS: Climb 85%, Hide in Cover 75%, Move Silently 50%, Scent 60%

NOTES: These rats are nearly as big as ponies. They can smell out food and poison. In combat, they can either rear up on their hind legs and strike down with their paws or they can bite. They usually strike with paw first.

Giant Lice (Cooties) One to Six

POW 5 DEX 9 Move 5 HP 15

01	RH LEG	2/5
02	LH LEG	2/5
03	RC LEG	2/5
04	LC LEG	2/5
05-08	ABDOM	2/6
09-12	THORAX	2/6
13-14	RF LEG	2/5
15-16	LF LEG	2/5
17-20	HEAD	2/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Grapple	9	50%	None	-	-
Bite	1	80%	1D10+4	-	-

SKILLS: Climb 90%, Sense Warm Blooded Creature 90%

NOTES: this horrible pale insect attacks by trying to grasp its intended prey with large, hooked claws. Once it has successfully grappled its target, it will extrude its sharp proboscis and stab the target with it, then drink the victim's body fluids. The initial bite attack does damage only. On the second and all subsequent rounds that the louse remains attached, it will drawn 1D6 points of STR from the victim, until it has drained at least 15 points of STR, whereupon it will be gorged and will drop away.

Unless the victim is SIZ 30 or more, he cannot dislodge the creature by his own efforts. A helper can try to pull off the louse. To do so, the helper must overcome the louse's STR of 18; success dislodges the creature, causing no further damage to the victim, Lost STR is regained at the rate of 1 point per day. 1 single louse may well attack groups of smaller prey, such as humans. Loss of a claw will not functionally incapacitate a louse; additionally, damage exceeding the basic hit points of a louse leg do not count against the louse's hit point total: for instance, if a louse with a 5-point leg takes 7 points of damage in that leg, only 5 points are counted against the louse's basic hit points.

Leapers One to Four

POW 13 DEX 19
Move 12 Defense 25%

01-04	R LEG	5/18
05-08	L LEG	5/18
09-13	SHAFT	5/30
14-20	HEAD	5/30

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Jump	12	60%	4D6	-	-

SKILLS: Jump 200%

NOTES: Leapers can only move by jumping, unlike the other pieces, which all glide smoothly along the flooring. They attack by leaping into the air and trying to land directly atop their foe. A successful leap will drop the mass of the leaper onto its enemy, doing 4D6 points of damage to the enemy. Unless the target is prone, hit location is determined by rolling 1D6: 1-3 = head, 4 = right arm, 5 = left arm, 6 = chest/back). The jump is not hard to dodge, and any characters that are upright, able to move, and not taken completely by surprise can try to dodge the leaper by rolling DEX x5 or less on D100. A success indicates that the leaper missed. Leapers cannot attack enemies that are closer to them than 3 meters, and they must somehow lengthen the range. When they are pinned into a corner by close foes, they will try to escape by leaping over their enemies and landing in a distant locale. A leaper working in conjunction with bracketers can be dangerous, because an opponent that has been knocked down cannot dodge the leaper's fall. Leapers have a crudely-worked horse-like head which is completely disproportionate to the rest of their bodies. They have rather large hooved hind "legs" as well, but their arms are just carved into the surface of the statue and are useless. There are four leapers aboard the cradle. They are approximately SIZ 24 each.

Lancers One to Four

POW 16 DEX 19
Move 9

KNOB	09-20	6/35
BASE	01-08	6/30

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Lance	1	150%	2D6 + impale	-	20

NOTES: Lancers are armed with a long sharp snout which they can use to impale and stab their opponents. Each round, a lancer gets a single attack against a nearby foe, and it will try to stab with its spike. This spike is capable of impaling. If the statue does impale a foe, it will begin to try to wipe the foe off of its spike, to free it for more attacks. Each unsuccessful attempt by the statue to remove an impaled foe will do 1D6 more points of damage to that foe in the afflicted location (armor, of course, does no good since it was punctured). The statue has a 30% chance to impale normally, though this is reduced by target defense. It only has a 20% chance of successfully removing an impaled foe from its spear (since it has no hands to aid it). Lancers are SIZ 24 or so, and are squat thick toadstool-like statues, with one end prolonged into a slender long spike projecting horizontally. The spike can be damaged and even broken in combat. If broken, the lancer can still attack, using the stub, but it will only do 1D6 damage. A Repair spell will fix a lancer that has lost its lance. They cannot parry. There are four lancers.

Grapplers One and Two

POW 19 DEX 10
Move 9

01-03	BASE	8/40
04-05	FACE	8/40
06-10	PALM	8/35
11-12	THUMB	8/25
13-14	INDEX	8/20
15-16	MIDDLE	8/25
17-18	RING	8/20
19-20	PINKY	8/15

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Grasp	12	100%	None	-	-
Smash	4/8	Auto	Varies	-	-

NOTES: Grapplers consist of a flattened base which blends into a very squat half-human face. This face is topped with a colossal thick gnarled hand. The hand alone is at least twice as big as the rest of the statue put together. These are the largest statues. In combat, the hand will try to grab and hold its chosen foe. If it succeeds, on the next round the hand will begin to rapidly gyrate, smashing the foe in turn upon the floor to one side, then to the other, like some sort of grim metronome. Each round, beginning on the round after he has been grasped, the victim will take damage equal to 1D6 per 8 points of SIZ he possesses (round fractions up). This is taken twice a round, as the character smashes against the floor on each side of the hand. If some unfortunate is to one side of the hand, it is likely that he will be struck by the flailing body of the hand's "toy." As an example, a Lunar soldier of SIZ 14 would take 2D6 points of damage twice a round, once on SR 4 and once on SR 8. Armor does not help against this damage, though Shield or Protection spells might. All damage taken is general body damage and not to specific hit locations. The hand will not stop banging its hapless victim on the floor until it is destroyed or till the victim is smashed and the remains slip between the fingers of the hand. Anyone gripped by the hand may escape if he can successfully overcome the hand's STR of 40. There are only two grapplers. Each has a SIZ of approximately 30. The hands can be disabled by chopping off fingers. The hand can effectively continue action as long as it has at least three fingers, or at least one finger and the thumb, in action.

The Cradle Interior

The interior of the cradle is divided into five decks, labelled A (at the top) through E (at the bottom). Within each deck numbered rooms (B4, for instance) may serve as passageways, storage chambers, or living quarters. These descriptions match the diagram designations. Remember that the cradle is pitch-black within, except in daylight beneath the transparent portion of Deck A.

There are giant tools, toys, and magical items aboard the cradle which are intended to instruct the baby during her millennia-long growth to maturity. Some are of obvious value and purpose: others are less obvious.

In describing these items the Gamemaster should first relay a description of it without specifying what it is. Let the adventurers speculate. Some things are obvious and they will recognize them immediately. Others may take more time to identify, while some are beyond the player characters' understanding, and no final explanation of what the giant could do with them is possible. Do not feel that the player characters must understand everything.

Stacked about as raw nuggets, as ingots, as finished coins of mostly unknown origin, and as items of jewelry and, treasure is much gold and silver. The amount is profuse. There is about a ton of lead ingots as well (apparently for trolls).

A Deck: Weather Deck

This is the deck with the transparent section and the thick fiber cover. It is exactly as described in the first section of this scenario.

B Deck

Chambers B2, B3, B9, and B8 on this deck have vertical doors. These are hinged at the bottom, with handles on the outside to allow them to be pulled open by the baby when she is old enough. They can be pushed open at the top by overcoming their inherent strength of 75.

B1: Entryway

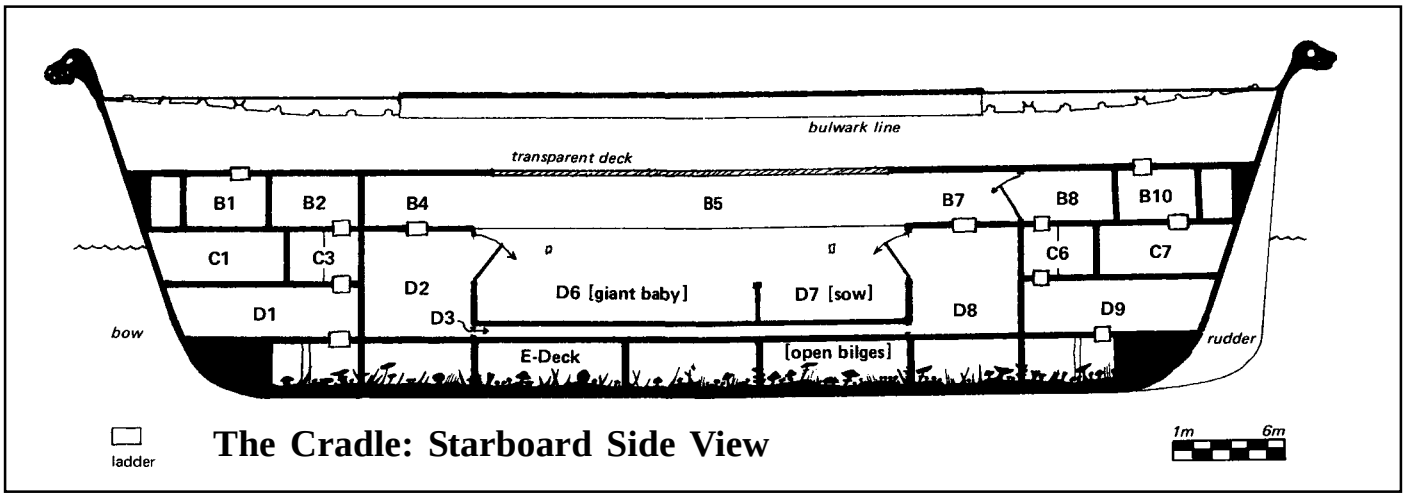
Can be entered by hatch and ladder from above, or through two identical doors.

B2: Storage Room

Has a downward hatch, one door, and a vertical door. Contains several piles of gold, plus eight barrels of Writing Ink, and 19 1m-diameter marbles of metal.

Writing Ink

There are eight barrels of Writing Ink, each containing 500 liters. When any amount of this ink is spilled upon a surface, it will form into signs, letters, or symbols which seem to convey information. The writing system changes from spill to spill, and all are unreadable, though those with Old Wyrmish skill may recognize some of



The Cradle: Starboard Side View

the patterns as traceries evident in mystical writing styles. This ink is not magically-replenished, and will evaporate if left open.

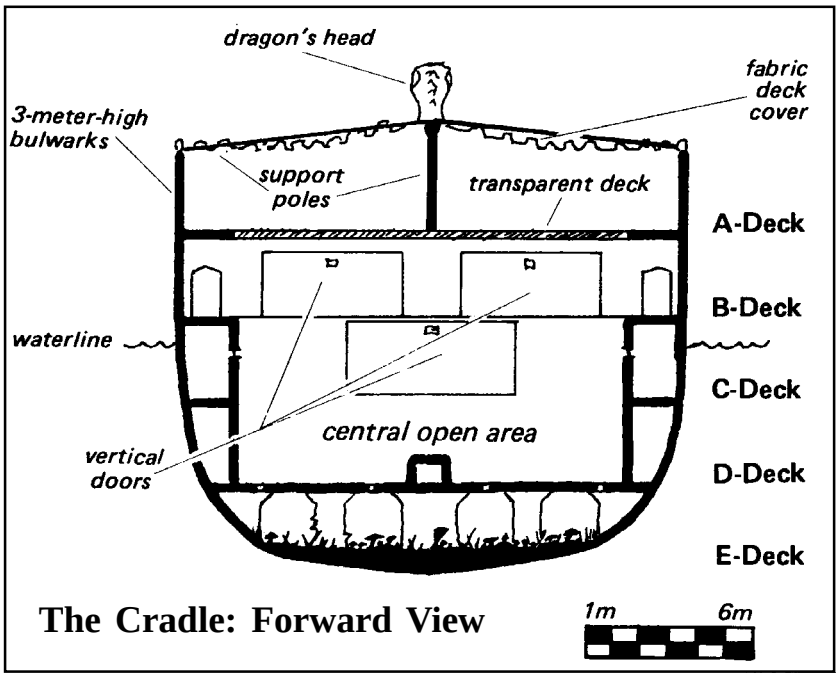
Marbles of Metal

These spheres are actually of various substances, about lm across each; and they number 19 in all, including one each of gold, silver, bronze, tin, lead, aluminum, adamant, granite, glass, sandstone, onyx, pearl, sulphur, salt, and five unknown substances. Most are several tons in weight; the gold one is ten tons.

Placed next to one's ear, a melodic sound, with a background grinding noise, can be heard. Scholars will say that these hold more lessons for the baby, teaching the secrets of the earth and of substance in a long-lost language.

B3: Storage Room

Has one door, plus a vertical door. Here are five piles of silver ingots, plus a giant feather fan, several bundled hides, and six 3m-diameter transparent spheres.



The Cradle: Forward View

Feather Fan

A huge pile of bright feathers, warm to the touch, arc bound to a beaded handle. Each bead is SIZ 1 (about 4kg) and made of a differently-colored glass. The handle is 2m long and holds 14 beads. The feathers are 4m long each, and of many different hues. The total SIZ of the fan is about SIZ 9 (60kg) or roughly 27 ENC.

Wrapped Bones

Several large animal skins, a few of which are unrecognizable, are tightly bound with vines to hold within clean white bones of animals. If investigated, all bones are in perfect shape except one, which has carvings on it (this carved bone is found in each skeleton). The whole skeleton is present.

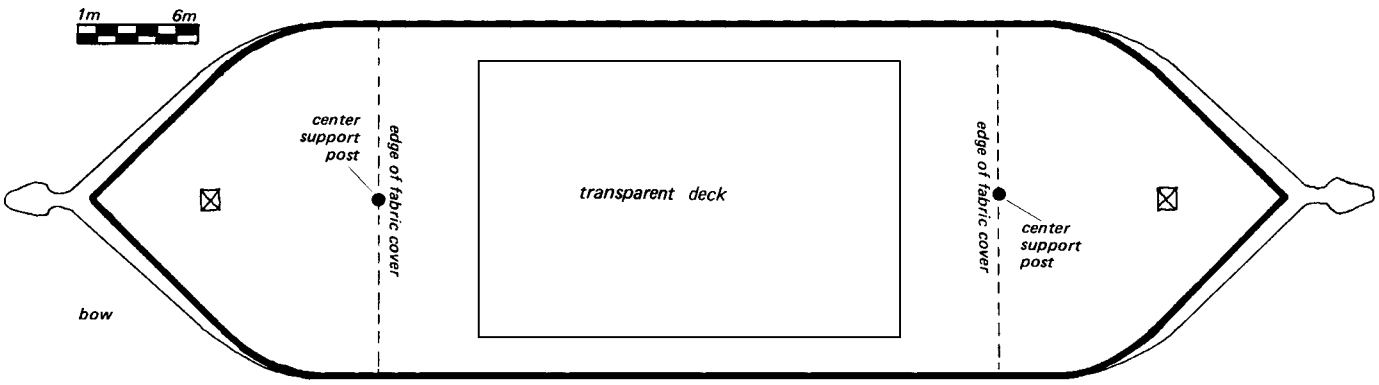
These are magical creatures awaiting rejuvenation by the child when she knows how. They can be brought to life by great magic, and then killed and eaten. Afterwards the same magic can again bring them to life by regrowing the flesh upon the bones. Broken bones will mar the process and age the animal slowly, making its flesh less and less palatable.

Scene Spheres

The 3m-high transparent spheres have various scenes of nature suspended in three-dimensional form in their center. There are six spheres, each showing a different part of the world during a significant season. One, for instance, shows Fronela in the winter, wherein white cloaked creatures and a naked human dance happily around a yew tree, while flakes of snow swirl all about the crowd. In another sphere, the autumn leaves of Ralios whirl about. Another shows drops of fire falling on the Pamaltela desert.

B4: Forward Mezzanine

Entered by either of two vertical doors, or by a hatch going downward. Covered by meter-high



The Cradle: A Deck

plants, mostly wild grasses, and also some saplings and large bushes, all of which are unfamiliar to the characters.

B5: Port and Starboard Walkways
Normally used by the spinning gold ring. From it one can look upward through the transparent deck and downward into the central baby area.

B7: After-Mezzanine
This is the work area for Blorn and the piglings. Two vertical doors open onto this area and disgorge the food and water sources of the craft.

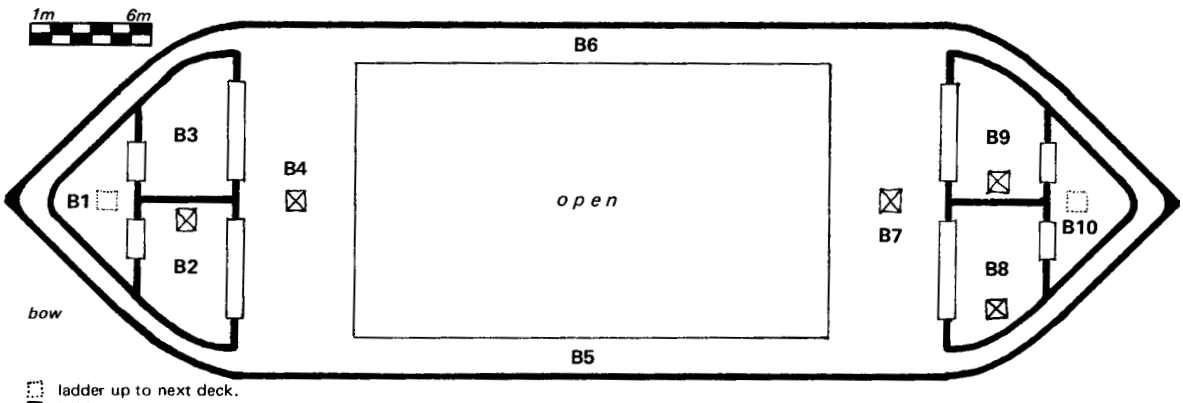
B8: Storage
A huge clay pot nearly fills the room, and a 10cm-wide hose, made of some natural (but unknown) vine-like material, is coiled nearby. If uncoiled, the hose is 50m long. The clay pot is half full of water. A single hatchway leads downward, revealing a room full of water below. Six buckets lie about nearby, apparently used to bring water from the hold to the clay pot.

B9: Storage Room
This room is almost filled by a single tremendous horn, not unlike that of a ram except for its gigantic size. Its wide end points upward. It is precariously balanced, and will spill if tampered with carelessly.

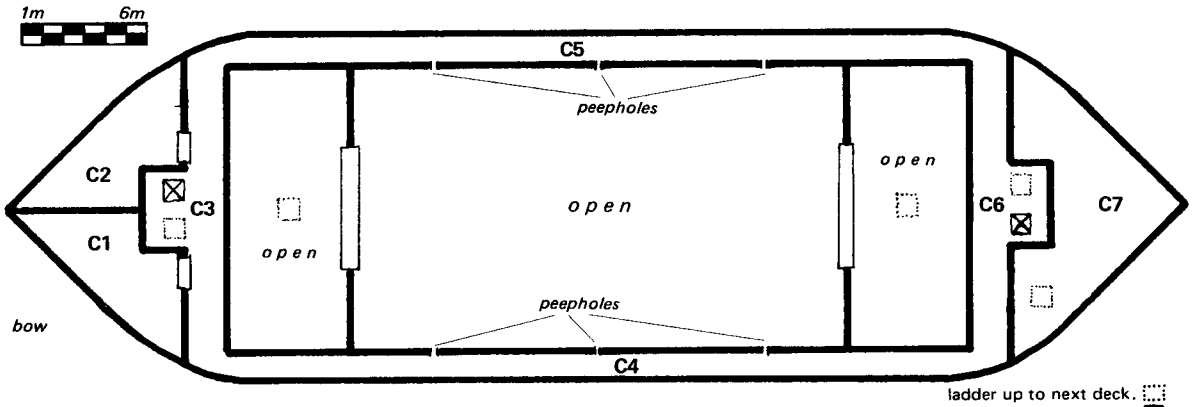
Horn of Slops
This massive curled instrument is 10m from side to side, and 5m wide at its mouth. It magically grows a tremendous quantity of liquid food which is fed to the sow and piglings. This is the source of food for the whole cradle, for the baby suckles from the sow, and the statues and nymph do not eat. The horn must be tilted by main strength to dump the slops into the sow's area, requiring STR 35 to do so.

The slops are thick and viscous, quite edible if unappetizing. If the horn is upended (by a battle in the sow's area, for instance) those next to the horn will be knocked off their feet by the slops if they don't make a roll on D100 of DEX x1 or less: if they are knocked off their feet and fail a POW x5 roll, they will start to drown in the slops. A common DEX x5 roll will let them stand up after the first melee round, so they are out of the slops and no longer drowning.

The slops will fill up one-third of the sow's area around the horn. Perceptive characters will notice that this area is actually slightly depressed to hold the outflow of slops. A player whose character is standing in that area must successfully make a



The Cradle: B Deck



The Cradle: C Deck

DEX x3 roll each melee round or that character will fall, unless he does nothing but maintain his footing in the mess. At the end of the melee round in which he falls, a character may stand, if his player succeeds with a DEX x5 chance, but any time the character fights or moves, his chance of staying on his feet is DEX x3. Drowning can only occur to a character the very first time the horn is upended and the slops come out. Once a character has gotten up, even if he falls down again, he will not be so caught by surprise that he inhales any slops.

B10: Entryway
Can be entered by hatch and ladder from above, or through two identical doors. Piles of silver are scattered about.

C Deck

C1: Storage Room
Bones and corpses litter the floor. The bones are all those of giant rats, as are some corpses. However, depending on the scenario, there also may be corpses of Lunar soldiers, a thief, or a troll or two. This room attacks everything which enters it with Sever Spirit, backed by a POW of 25. A malevolent spirit is bound to this room, powered by mysterious giant-magic.

C2: Storage Room
Empty, but for a large square red rug which lies open in the center of the floor. It appears to be an ordinary woollen rug.

The Warming Cloth
Anything wrapped in the warming cloth will be slowly heated to increasingly high temperature until the wrap is opened again or burned up. The warming cloth will catch fire at about 240 degrees Fahrenheit. The cloth measures 5m square. The cloth starts warming at room temperature and increases ten degrees each melee round until unwrapped or burning.

C3: Forward Walkway
A conjunction of two outer walkways, with ladders and trap doors going up and down, and two doors opening to storage rooms. There is a pile of stacked gold coins about lm square in this walkway.

C4 and C5: Port and Starboard Walkways
Enclosed throughout, but with three peep holes in each walkway to look into the central storage area where the baby lies.

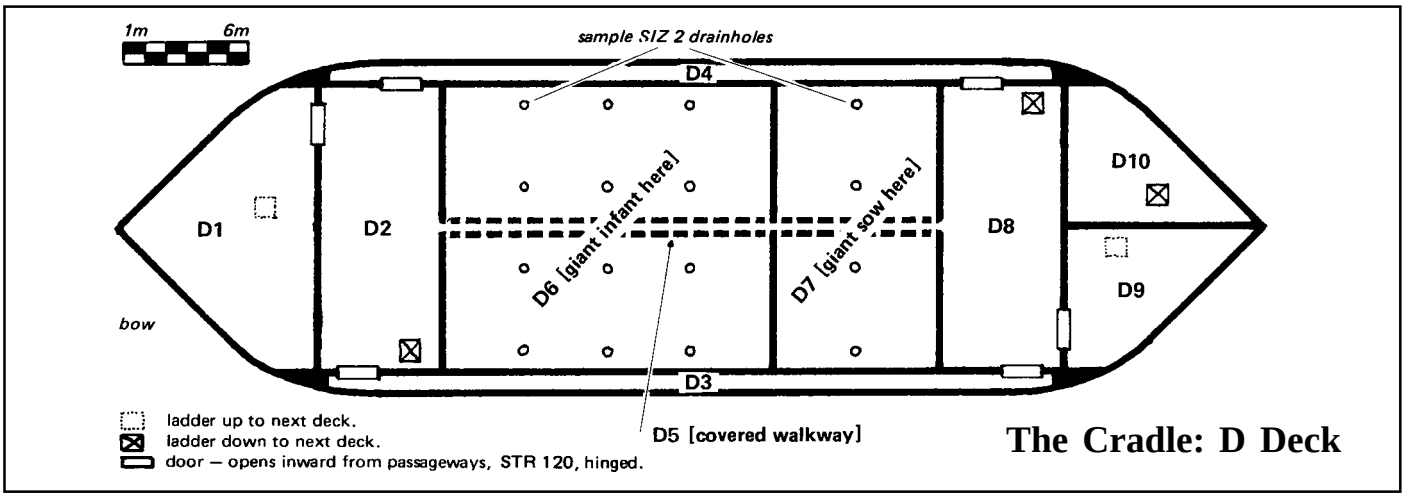
C6: After Walkway
Conjunction of two walkways; trapdoors and ladders lead up and down.

C7: Water Room
This room is accessible only through a trap door in the ceiling. It is full of magic water, which always will be replenished as long as the water is withdrawn with reverence and a special prayer.

D Deck

D1: Dancing and Music Room
This room appears empty until the threshold is crossed, then entrants find themselves in a misty, lemon-scented atmosphere ringing with the most delightful music any have ever heard. A flickering flame in the room's center may be the source, but the relationship is intangible. Five piglings, a giant rat, and a wounded trollkin blissfully dance, oblivious to newcomers. If the player characters remain in the room, they may be entranced by the music, which will affect each of them with differing force, depending on a mystic variable within each. Thus, each player rolls 4D6 to find the force of the attack on each of his exposed characters, who must then resist it with their individual INT. Failure to resist means they will join the dance, hypnotically cut off from normal life. The spell will be broken when the individuals are dragged out of the room, but each former dancer will feel deep regret for having lost the tune. The music never stops as long as the boat is floating.

D2: Major Storage Area
This room has several ways to enter and exit, including a vertical door on the upper half of the



wall facing the baby's chamber. The room holds giant-sized tools.

The Giant Whetstones
The three whetstones are large, flat slabs of stone, each about the size of a large wheel of cheese. There is a coarse grained one, and two smoother ones.

Shovel Head, Pick head, and Axe head
Of tremendous size, all are of bronze. The shovel head is 3m x 4m, the axe head is 2m x 4m, and pick head is lm x 5m in size.

The Growing Log
A length of wood currently 8m long; one half of it is obviously of old mature wood, with dark flaky bark, while the other is of newer growth; new buds on tiny branches push from this part of the bark. The log is tapered at both ends.

The log is used in conjunction with the knife below. It is a growing log, and grows new wood at the fresh new end so long as the other end is unharmed. The rate of growth is a meter per week.

The Carving Knife
This simply-made weapon looks like an overly-fat greatsword. It might be wielded as such by a human, but its thickness and awkwardness gives it both 40 hit points and a required DEX and STR of 17 each to handle the weapon at full skill.

This knife also can move of its own accord through the air. It moves at the direction of the child's mind, all the while instructing the baby about what it is doing, why, and what it will mean later. It has carved the chessmen statues which are on the boat, each piece being a lesson in wisdom for the giant as well as increasing mental dexterity.

D3 and D4: Port and Starboard Walkways
Enclosed tunnels with a door at each end.

D5: Central Walkway
This enclosed tunnel is not visible from the outside, since it is normally covered with the straw bedding strewn over the central chamber.

D6: Baby Chamber
Housed here is the giant infant girl. The floor is covered with straw the thickness of hawsers, much rumpled and occasionally soggy, but satisfactorily kept by the denizens. Notice the drainage holes in the bottom of the deck, normally hidden from view by the straw. The holes empty into the bilges.

D7: Sow Chamber
Here lies the immense female pig which serves as milk bottle for the baby. She is fed by slops dumped onto her hay, and by water which is emptied into a large clay trough at one end.

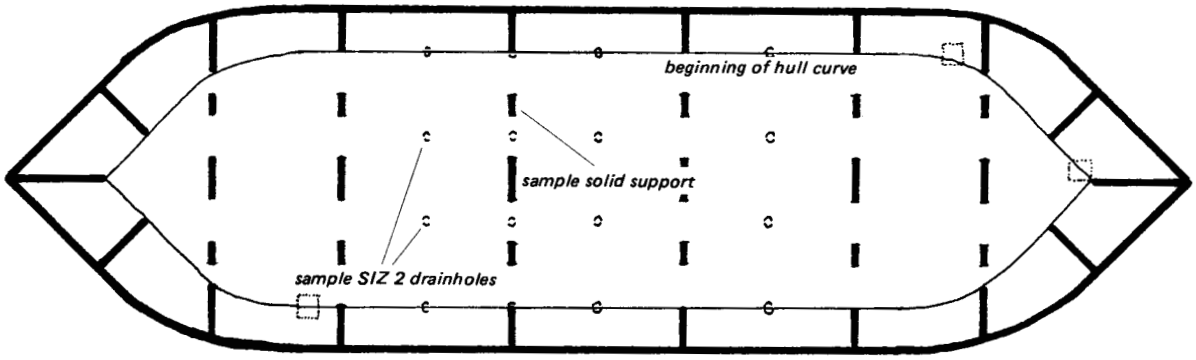
D8: Major Storage Area
Entrances include a vertical door. This room holds more giant tools, mostly for making fire. Included are piles of shavings scattered indiscriminately about. There are huge downy seedlings which would be excellent tinder.

Convex Lens
A huge 2m diameter glass lens, used to focus sunlight or magnify. Its focal length is 100m.

Inverse Lens
A huge glass lens 2m in diameter which cannot be seen through clearly. It slips out of focus continually, and if touched will seem to slip (or did it squirm?) out of touch. Magic analysis will show this to be a freezing lens, capable of focusing darkness on a spot at a focal length of 100m.

Flint Statue of Yelm
The statue is 4m long and translucent yellow in color. It is shaped like a dagger or saw, but half its length is of a crude hilt figure recognizable by symbols as the sun god; the blade is serrated on one side and edged on the other.

Obsidian Statue of Lodril
Shaped like the statue of Yelm but jet-black and recognizable as the volcano god. This obsidian is harder than usual, and these two statues struck together would make sparks.



The Cradle: E Deck

1m 6m

D9: Storage Room

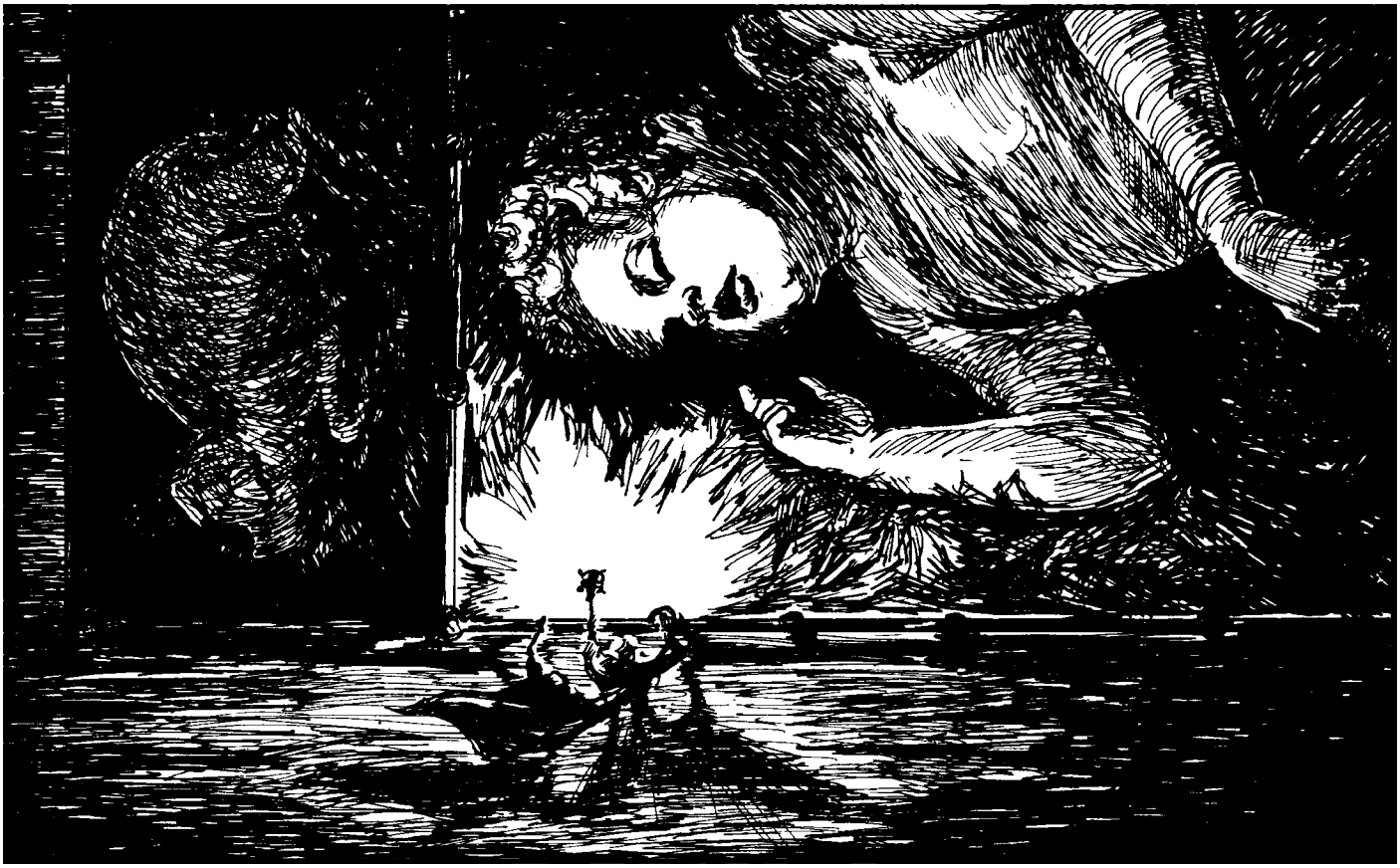
Ingots of precious metals are piled about this room. There are mounds of gold, silver, copper, lead, and quicksilver, all of which will turn into liquid if touched without permission. The threshold is guarded by a Warding 4 spell.

D10: Nymph's Room

This secret room is accessible only from below. This room is completely filled with dirt, but riddled with tunnels held open by roots binding the dirt together. The tunnels are warm and open, but otherwise featureless.

E Deck: Bilge

This single large room is the length of the cradle. Muck 1-2 meters deep serves as a superb growth medium for the huge fungi which sprout from floor to ceiling in places. The fungi often looks like bushes of fingers, piles of puffballs, or panels of webbed filaments. Here hide the giant rats, the parasitic tick-like lice, and whatever horrors the Gamemaster wishes to plant. The trolls like it here. Many supports hold up the decks above. These are of solid wood and convenient to hide behind.



3. The Voyage Downriver

Summary

Storm and swollen river lift the cradle from the riverbank and allow it to continue downriver. During the journey a series of incidents delay the cradle and challenge the player characters. The extensive non-combat time can be used to explore the rest of the cradle (perhaps in hunting down stowaway Lunar troops). The cradle will finally reach Corflu, where the final battle occurs.

New Player Characters

Recruiting new characters should be done in the same way that recruitment occurs in sections one and two. Garrath Sharpsword is again present, though he will not board the cradle. He will instruct the player characters, wish them luck, and send them off.

Characters from the previous section will already be on board the cradle. New characters can come aboard when reinforcements rush from the city and scramble on at the last moment.

The Trip

Begin by reminding the characters of the general situation: storm, lightning, night, violent winds, flooding river, and confused Lunar troops rushing in all directions. Waves lash the boat and rip the shore. Now near hurricane force winds send the Lunar guards to their knees; they feel small and exposed while facing the power of Orlanth. Their lanterns go tumbling; lesser beings and trollkin among them scatter shrieking.

A band of warriors from the city dashes out of hiding, through the Lunar defenses, and onto the cradle, and almost immediately the waters overwhelm the earthen embankments, within which the cradle waits, and the magical craft again sets off through the fire and gloom.

The Journey

The West Wall

A short time after beginning its journey, the cradle passes Pavis and approaches the walls of the Rubble. Spanning the river there is the Lunar bridge. The torches they bear show soldiers and priests lining the bridge; lightning reveals groups on the top of the walls, where they cluster about bulky devices indistinguishable in the darkness and rain. The wind occasionally brings their shouts to characters on deck.

The Lunar bridge will not slow the cradle. The Lunar propaganda stating that the bridge was high enough to let cradles pass is manifestly untrue. The cradle bow smashes right through the bridge, and the craft labors down river; though passing through seems to take forever.

Lunar soldiers too slow to run aside when the cradle bore down on the bridge are smashed into the river and crushed amidst the rock rubble. The gap between the remaining fragments of the bridge is about 30m wide, only somewhat wider than the cradle. Thus the cradle scrapes and bumps going through.

The turbulent waters and high winds make it difficult to stand on or in the rocky cradle, and makes missile fire impossible from within the cradle. Perhaps some of the remaining Lunar troops are directing arrows down upon the cradle, but in the turmoil and noise, none notice, and few, if any, of the arrows manage to strike their targets.

As the cradle goes through the gap, the characters see what is sitting atop the remnants of the bridge. On the starboard side is a tremendous rock, 4m tall, irregularly shaped, but blocky, being hoisted by cranes and (undoubtedly) magic from the bridge to swing over and crash down upon the boat as it squeezes by. The Lunars originally meant to tumble the rock onto the cradle as it passed under the bridge.

To port, a gigantic cauldron, capable of holding a thousand gallons of liquid, rocks upon a tilting frame. Flames rise from its contents.

Player characters will be ordered below decks by Jarang Bladesong and told to close the hatches behind them. They can watch from below if they are in a position to look up through the transparent part of the deck.

When the rock falls on the cradle, the whole craft will shudder and pitch wildly, vibrating from the great blow. Characters must make a DEX x1 roll to remain standing. The rock lands amidships, upon the transparent deck; it makes a single huge crack across the surface face. It does no other damage. Perhaps it lands just above the heads of the cowering player characters, who would not have known that the deck would hold.

The burning oil is dumped at about the same time. The oil splatters and sizzles and jumps like a hundred undines when it contacts the cold water. Huge droplets splash soldiers on the bridge, who run screaming. A sheet of flame washes the top deck of the cradle and destroys every being exposed there (including all disobedient player characters who refrained from going below decks; or perhaps Yelmalio initiates possessing the geas of "never seek shelter from Storm"!), especially to the chessmen, which are now all ruined. Burning oil floats in the river, cremating everything swimming on the surface, and destroying more allies of the cradle.

Some of the fiery liquid runs down through the fore and aft trap doors. More seeps, hissing like liquid fire, through the crack in the deck and into the main hold. Player characters should assist in putting out the fires, healing those hurt by it, and protecting the infant giant.

Lunar Priests 1 to 3, of Yanafal Tarnils and Seven Mothers, with Spells Cast

POW 18	Spirit POW 12	DEX 13
HP 13	Defense 20%	Move 7

01-04	R LEG	15/5
05-08	L LEG	15/5
09-11	ABDOM	15/5
12	CHEST	15/6
13-15	R ARM	15/4
16-18	L ARM	15/4
19-20	HEAD	15/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Scimitar	6	85%	1D8+5+1D4	65%	20
Sickle	7	65%	1D6+1+1D4	65%	15
Medium Shield	-	-	-	65%	12

SPELLS: Befuddle, Bladesharp 4, Demoralize, Dispel Magic 6, Disrupt, Healing 6, Glamour (2), Mobility, Protection 4, Repair (2)
RUNE MAGIC: Extension I, Mind Blast, Multispell II, Shield 2, Truesword
SKILLS: Hide in Cover 65%, Spot Hidden 80%, Spot Trap 50%
BOUND SPIRIT: INT 13, POW 16 in small familiar bat.
NOTES: These priests are associate priests, without allied spirits. They have cast their Shield 2 upon themselves, and have cast an Extension I upon their Bladesharp 4 spell (which is on their scimitars). They have also all cast their Truesword upon their scimitars - doubling the base damage done by the weapon up to a maximum of 9; to which the +4 due to the Bladesharp is then added. Remember that their Shield 2 spell gives them all the equivalent of 4 points of Countermagic.

Lunar Irregulars 1 to 15, Aboard The Cradle, with Spells Cast

POW 10	DEX 13	
Move 7	HP 12	Defense 10%

01-04	R LEG	7/4
05-08	L LEG	7/4
09-11	ABDOM	7/4
12	CHEST	7/5
13-15	R ARM	7/3
16-18	L ARM	7/3
16-18	HEAD	6/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Scimitar	6	90%	1D8+3+1D4	70%	20
Shortsword	7	60%	1D6+1+1D4	50%	20
Lg Shield	-	-	-	60%	16

SPELLS: Bladesharp 2, Countermagic 1, Disrupt, Demoralize, Healing 2, Mobility, Strength (2)
RUNE MAGIC: Each soldier has one use of the spell Mindblast
SKILLS: Hide in Cover 50%, Listen 50%, Spot Hidden 50%
NOTES: Each soldier has cast Bladesharp 2, Countermagic 1, and Strength upon himself. He will cast Mindblast only when severely pressed.

The wood of the cradle will not burn from even these flames, though the hay in the baby's hold can burn, and will begin to do so, so the flames there must be fought hard. The nymph organizes damage parties if the player-characters do not, and has them cast coordinated Extinguish spells, move combustibles, and smother new out-breaks. An endless source of water is available from room B8. The chamber will become smoky and uncomfortable, but not deadly unless characters do something foolish.

During the fire fighting, the cradle will continue to rock and scrape upon the bridge to either side. The flames overhead distort everything visible. Only discorporate spirits or allied or bound spirits in creatures capable of withstanding the destruction might convey the scene. Their visibility is poor because of the raging rainstorm, too. In general all is in chaos. In Zebratown a contingent of the Sable Lancers and many footmen prepare to march southward along the river to make another attack.

The oil will burn itself out shortly after the cradle clears the bridge. The decks will be safe now, and the craft is relatively stable. It is, of course, cold and rainy.

The Zebra Bridge

The cradle will sail on under the Zebra bridge in the Rubble. This is a huge structure made by dwarfs who knew the giants, and the cradle will fit comfortably underneath the span. The river is no longer as high, for Zola Fel has reduced the swell of water under the cradle.

Upon the bridge are many Zebra tribe people from the fort nearby, plus a band of Lunar soldiers. Since the wind has lowered, they will try missile

fire at people visible upon the cradle deck. The distance from deck to bridge is about 8 meters.

A select band of elite outlaws from Zebra Fort might choose this chance to leap heroically upon the cradle from the bridge. They will lower ropes on the south side of the bridge and drop from there, hoping to surprise the defenders. Use the statistics provided.

The cradle will continue to Central bridge in the Rubble. It passes easily under this one, and the next one, with room to spare. Lightning shows many heads visible on Central bridge, but faces are unrecognizable in the darkness. They do nothing to hinder or threaten the cradle, watching in the rain as the cradle passes underneath, then crossing to the east side and watching it float away.

Ogre Island and Beyond

The cradle will approach Ogre island, in danger of running aground in the shallow water. It will head to portside where the river deepens, but to the passengers' horror it will bear to shore slightly and groan to a stop.

The characters are ordered topside to defend against boarders. Once there, they can look over the side. By the lightning bolts, they see a mass of bodies below. A successful Spot Hidden reveals at least a hundred great trolls! They are accompanied by a troop of dark trolls as well; perhaps assistants or officers. Much of the might of the Troll Stronglands is here tonight.

To the north can be heard distant shouts; the Lunar army is having trouble moving through the Rubble in the dark. Tripwires, pits, and skirmishing trollkin are the main causes.

Give the characters a chance to decide whether or not to attack the trolls. If they are attacked, then the trolls will stop, mill about, and shout angrily. Unary Belevi, the trolls' translator on board, will rush forward with human friends and tell the characters to stop. If the player-characters are such troll-haters that they will not stop, then the cradle-board warriors will engage them in combat, to allow the trolls on the island to work in peace. For non-player-character combat stats, use typical mercenaries, such as were used earlier to assault the cradle.

Left alone, the trolls employ huge poles and shafts of wood, metal, and stone, to push the cradle back into the current. The Gamemaster should describe the army of the hundred great trolls, assisted by several hundred dark trolls and as many trollkin leaning and heaving in unison, chanting a sonorous work song. The cradle will not move at first, but the trolls will heave again, the mighty muscles of the gigantic great trolls audibly cracking; the river will again swell; and with a tug, the cradle again finds the current and moves downstream.

The Troll bridge is crowded shoulder to shoulder with trolls and trollkin gathered to see the miracle drift by. The port bank of the river teems with observing trolls and trollkin, while to starboard many Aldryami sit in the trees, which are naked of leaves this season. The great walls on the southern end of the Rubble are also occupied by creatures, again with elves to starboard and trolls to port. As the cradle wallows by, the trollkin squeal and cheer, and the trolls grunt or growl with approval, but the elves stand silent - inscrutably following the course of the craft.

Once past the wall the cradle floats onward, unhampered for the rest of the night. The storm abates near dawn, and the sun rises to a clearing morn.

An inspection shows the deck of the cradle to be darkened by the heat of the oil, but the carvings undamaged (except for those already destroyed by the original Lunar assault). The huge rock sits on the deck, causing the cradle to list slightly. The great cloth which had covered the top like a tent was completely burned away and its ashes scattered by the wind.

This is the day of the Full Moon, a fact which should worry the characters.

Downriver

As day wears on, the characters note increasingly large crowds along the river. The peasants wave and cheer when the cradle passes, shouting blessings. They have little love or sympathy for the Lunars. Many are, in fact, of old Sartarite stock and most pay homage to the Garhound clan.

More volunteers come aboard throughout the morning, offering a chance for characters to get on, wounded to depart, and the cowardly to retreat. Food, liquor, and new weapons are brought aboard.

During this time, the characters can finish exploring the cradle's interior.

Sun County

The crowds lining the shore lessen and disappear. The cradle is entering Sun County, and the Yelmalio theocracy is a staunch ally of the Lunar command. Danger is anticipated. Characters may wish to create defenses and to make plans, and should be urged to do so.

The village of Harpoon is famous for one thing, a giant spear-throwing machine perched on a bluff overlooking the river, placed to impale monsters swimming upriver, or to disable pirate ships venturing here. The machine was designed by men and wrought by dwarfs. It has three harpoons to fire.

The harpoon caster cannot be transported, but can aim and turn on its axis to track a target horizontally. Each arrow is 25m long, tipped with a razor-sharp obsidian point inscribed with Runes and symbols. Nearby coil great lengths of bronze chain, which Farsee and a Spot Hidden show to be attached to the harpoons.

Beyond the harpoon-caster can be seen three long teams of yoked oxen, each linked to a coil of the bronze chain. Each team may number 200 oxen.

Zebra Militia Raiders 1 to 12

POW 8 DEX 13 HP 13 Defense 15% Move 8

01-04	R LEG	7/5
05-08	L LEG	7/5
09-11	ABDOM	8/5
12	CHEST	8/6
13-15	R ARM	7/4
16-18	L ARM	7/4
19-20	HEAD	8/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bastard Sword	6	85%	1D10+3+1D4	50%	20
Composite Bow	2/9	85%	1D8+4	30%	10
Med Shield	-	-	-	75%	12

SPELLS: Bladesharp 2, Disruption, Healing 4, Mobility, Protection 3, Speedart, Spirit Screen 1

NOTES: These characters will cast Speedart on any arrow fired, and have already cast Bladesharp 2 on their swords and Protection 3 on themselves.

Light Assault Troops 1 to 12, climbing chain, with spells cast

POW 6 DEX 17 HP 12 Defense 30% Move 8

01-04	R LEG	6/4
05-08	L LEG	6/4
09-11	ABDOM	5/4
12	CHEST	5/5
13-15	R ARM	5/3
16-18	L ARM	5/3
19-20	HEAD	8/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Spear	5	75%	1D8+3	65%	15
Javelin	1	90%	1D10+3	35%	10
Shortsword	6	45%	1D6+1	45%	20
Med Shield	-	-	-	65%	12

SPELLS: Bladesharp 2, Coordination (2), Disrupt, Healing 3, Shimmer 2, Speedart

SKILLS: Balance 80%, Swim 60%

NOTES: After any failed parry or failed attack, a trooper standing on a chain must make a Balance roll or fall into the water. They are not heavily armored to keep from lowering their Balance skill. All troops have cast a Bladesharp 2 upon their spear and a Coordination and Shimmer 2 upon themselves. In addition, all assault troops in the first few ranks have a Shield 1 cast upon their bodies. They have cast their own spells except for the Shield 1. Do not forget the Shield's Countermagic effect. A priest will cast Speedart upon their javelins at need.

Sun Dome Pikemen, climbing assault ladders and in boats, with spells cast

POW 6 DEX 14
HP 13 Defense 20% Move 6

01-03	R LEG	7/5
04-06	L LEG	7/5
07-09	ABDOM	23/5
10-17	CHEST	23/6
18	R ARM	7/4
19	L ARM	23/4
20	HEAD	7/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Pike	4	85%	2D6+4	-	15
Shortsword	7	50%	1D6+1	50%	20
Lg Shield	-	-	-	50%	16

SPELLS: Bladesharp 3, Coordination (2), Countermagic 3. Disrupt, Healing 3, Light

SKILLS: Climb 60%

NOTES: Each pike man will fight using the special skill of pike with large shield. Note the special hit location table below. The excessive armor over certain hit locations is a function of the shield's presence there. Each warrior has cast Bladesharp 3 on his pike, and Countermagic 3 and Coordination upon himself. In addition, all the warriors in the front ranks have had a priest cast Sunbright upon them. Trolls will not happy about fighting such soldiers, and summoned shades and the like also will be less effective. The Templars cannot parry while being played with the special hit location tables below.

Ranks of soldiers, shining and golden in ritual uniforms await commands. Crowds of civilians cluster in the distance, anxious to watch this marvelous battle. Crowds of trained and familiar-holding vrok hawks wheel overhead, sure danger to any other flying creature. Familiars of the characters on board the cradle must land or be torn to shreds.

The first great arrow will be shot when the cradle is at long bow shot from the first body of troops. These troops are archers who will sweep the deck of the cradle with volleys of Multi-missiled arrow fire. Characters on deck must roll POW x 1 or less to escape injury. Characters hit receive 1D8+1 points of damage if they rolled 90 or less on their attempted POW roll; they receive 9+1D8+1 (an impale result) if they rolled 91-93 on their roll; and they receive 9 points of damage ignoring all armor and protective spells (a critical hit) if they rolled 94-00. It is easier to receive a critical hit than an impale because most of the arrows striking are actually Multimissile constructs. There will be one volley like this for each of the three harpoons fired.

It requires 3 minutes to load, aim, and shoot each harpoon, and the craft will be passing within range for all of the harpoons.

The Sun Domers will lodge the harpoons into the cradle, then pull taut the connecting chain with the oxen. They intend to haul the cradle to shore and attempt to board. Lightly-armed men will try to go hand-over-hand or walk upon the chains, while more heavily-armed troops try to go up the sides from boats.

Actually, they cannot drag this cradle ashore - it is much too heavy; they can do no more than to ground the craft. Since the cradle's draft is so deep, soldiers will not be able to wade out to the cradle when it goes aground. The player-characters should perceive this threat and act upon it.

When the great harpoons strike the cradle, the craft will lurch, then lean slightly toward that side as the oxen begin to haul. The Sun-Dome boats set off from shore, and courageous souls with Balance skills will rush up the chain. Missile fire by the PCs is encouraged, but several score archers are raking the cradle, so there may be casualties.

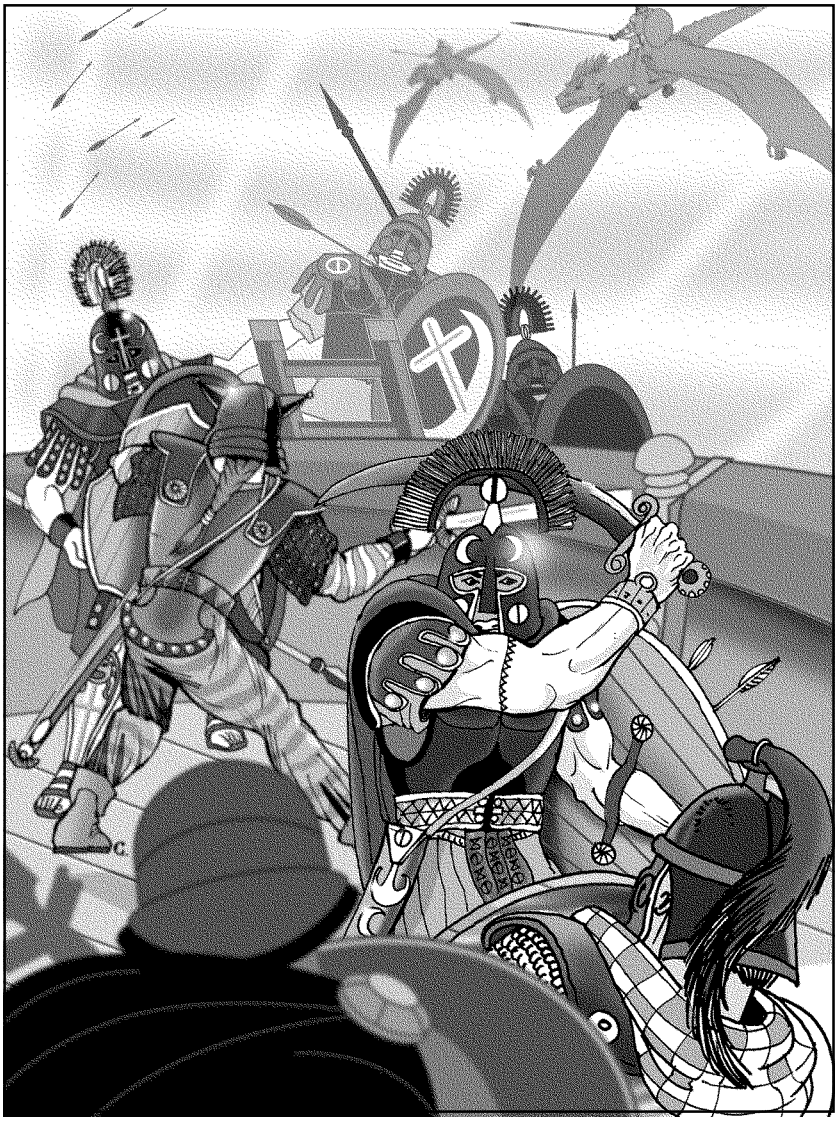
To free the cradle, it is necessary to break off the embedded great arrows. A non-player-character will ask for volunteers. The plan is to lower three men on ropes to a harpoon, to which they can attach themselves. Then one character will chop off the arrow while the other two cover him and themselves with large shields and cast Dispel Magics to protect against spells cast by the circling vrok hawks.

Each arrow will take 50 points of damage before being severed, and each is guarded by a Protection 4 spell. Only slashing weapons will damage the arrow-shaft - no maces or spears are effective.

It requires ten melee rounds to drag the cradle to shallow water, and five more rounds for the hoplites and pikemen to row out. After that, the player-characters will be attacked by 15-20 pikes per round. Troops will mount scaling ladders to go up the side, in a fashion similar to the Lunar attacks.

The three harpoons must be chopped off. The multiple opportunities will allow several player-characters to perform the task if desired, or the job may be done by non-player-characters while the player-characters combat the boarders.

The assault troops crossing on the chains will not put much gusto into their attacks. As the harpoons are chopped off, they will lose heart completely and fall back. In fact, when a harpoon is chopped through, the chain (and any troops still on it) will fall into the river. The troops in boats will also lose heart when all the harpoons are chopped through, unless there are many of them aboard. Newtlings friendly to the cradle will overturn several boats.



Once free of the harpoons, the cradle is safe and afloat once again. Some troops, and many birds, will follow down-river, but will depart after five or six kilometers.

The South River

As noon comes and goes, new crowds of peasants line the river. Many cheer; some watch silently. Numerous small boats, filled with peasants and river folk begin to accompany the cradle. The parade has now taken on a festive air, with flowers being scattered over the waters, horns and musical instruments playing, singing people and ducks, and dancing on the riverbank and on the cradle.

As the afternoon grows, increasing numbers of Zola Fel fishermen come aboard. Many are humans in reed craft, while others are ducks and newtlings. These latter have been present, usually underwater or undercover, but now they emerge when it is peaceful and placid. The river priests report no great gatherings on the banks ahead.

More reinforcements may board. The cradle will progress all afternoon and be south of Helmbold by nightfall. A celebration will begin, with food, drink, flowers, and healing for the player-characters. The party goes on through the night, though many beings drop to sleep. (But not the trolls - many of whom have just awakened.)

During the night the cradle will sail past the towns of Chomoro and Raus Fort. Late at night, when it passes Five Eyes temple, most of the Zola Fel people will debark, and all of the fleet of small boats will turn back. As night ends, the cradle is just south of the South Marsh.

As dawn breaks, a gathering of creatures is seen far ahead. Farsee reveals them to be broos, including some distinctly not humanoid in shape. They are in two gangs, one on each bank, and they are stretching a great stout rope across the river and hauling on each end.

Striking the rope, the cradle is not slowed. The shock of the impact jerks most of the broos off their feet, scattering them into cursing piles of confused monsters hopping about and wringing rope-burned hands. A few tenacious broos on each side of the river are towed along, still clinging to the great rope, their heels or knees or bellies furrowing the sand and leaving clouds of dust.

Rather quickly the rope slips beneath the cradle and is left behind, floating in the river. The broos stand and sit impotently in the muck and mud of the shore while the cradle floats on serenely. Their final shouts and curses are carried away by the breeze.

Since there is no real threat to this encounter, the game-master should take every opportunity to make this incident humorous; a series of Rube Goldberg broo devices (all of which are unworkable) would not be out of line here.

4. The Last Battle

Summary

Only one battle separates the player-characters from a successful mission and great reward, but the Lunar opposition will be even stiffer than they have so far encountered. The player-characters must be pushed almost to collapse in order to earn their great reward. Many may be slain. The Gamemaster will find all his powers of description and coordination challenged in the air/surface fighting at Corflu.

Battle at Corflu

For the morning there is no event of note. The marsh which chokes the river delta looms ahead, with a smell of salt air and foul rot on the breeze. All the non-combatants will depart now, if they have not already.

Overhead, the anticipated familiars of the Lunar forces at Corflu are visible. Unanticipated is a Wyvern seen among them, and this causes worried talk aboard the cradle.

As the current slows in the delta, so does the cradle. The river folk tell everyone excitedly that the cradle knows the delta like a pilot, for it is passing down the deepest channel. Unfortunately, that channel leads past Corflu, where the Lunar garrison resides.

There is plenty of time for preparation. At some point, Corflu will draw up ahead on the starboard side. First will be seen its cisterns, high above the vegetation, and then will be seen the head of the Watchdog which towers over the stockade walls. When the island heaves into view, troops can be seen outside the walls, drawn up in silent ranks.

The Watchdog of Corflu is not a dog, but is named from its function. It was made from parts of a broken statue which the Lunars found and put together. Though far from complete, it came to life and has served the empire ever since by being the major defense of Corflu against monsters and small raiders from the sea.

As illustrated, the creature measures 48m to its chin, and the top of its head is another 24m above that. The head is 18m wide, and its shoulders/hips are 36m wide. Its arms are 8m in diameter. Its mouth is 12m across, and can open to a 12m diameter circle. Its one vast eye is dull and ominous.

When the player-characters can see the Watchdog, they also will hear a loud voice from the fort. It calls first in Pavic, then Sartarite, then Lunar, then Darktongue, then Praxian, then Tradetalk. It repeats the same message in each tongue.

"Surrender. Give up now and receive a just arrest and sentence. Prisoners will be spared if they surrender now. We have strength enough to easily take the cradle."

A half-dozen Wyverns can be seen circling high overhead. Their riders are garbed in bright red cloaks and crimson streamers trail from their helms.

A few of the non-player-characters will surrender (none of the trolls or Orlanthi will, though), but the majority will remain, even if the player-characters do surrender. Then the Watchdog will slowly waddle on its hands into the water and patiently await collision with the cradle. The Watchdog places itself to take the ramming squarely on its nose.

When the cradle strikes the Watchdog, Corflu's defender will lurch backward, then lean into the bow and bite the carved bowsprit. Though it will be dragged a little way, it will succeed in stopping the cradle's movement.

The voice from the fort sounds again. *"This is your last chance. Throw down your arms and lie face down on the deck and we will spare your life. Surrender now or die!"*

Balancing upon its right hand, the Watchdog extends its left arm to the bank of Corflu island. Soldiers immediately charge up the arm and assemble on the shoulders and head. Assembly proceeds until there are ten groups of six men, two deep, all with flaming Fireblades on their spears, who will attempt to push onto the deck of the cradle.

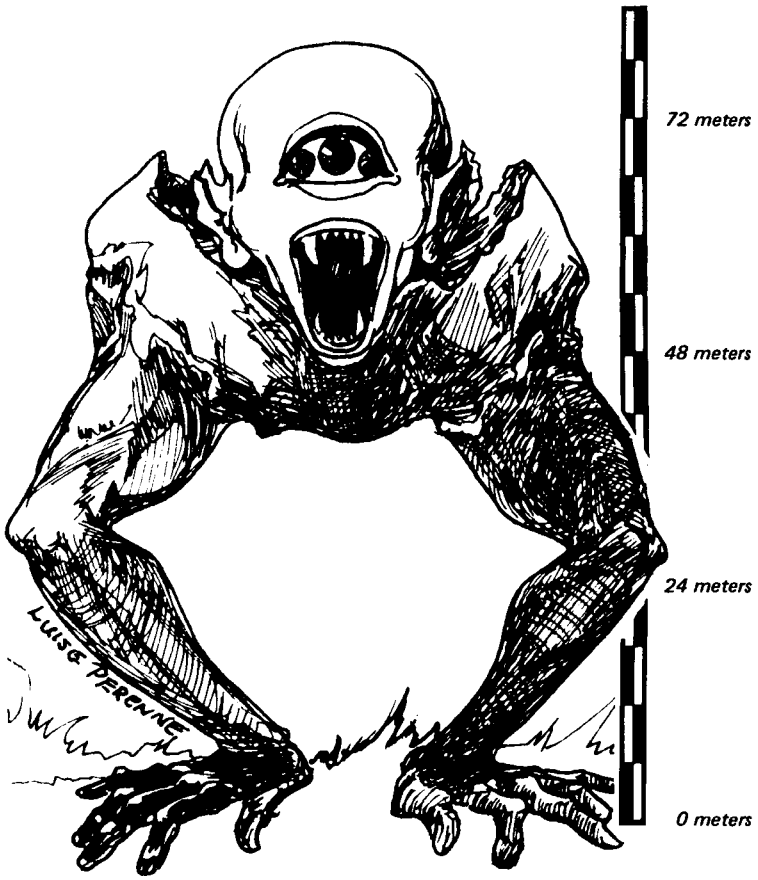
The Lunars will assault in at least three waves. The first assault wave will involve only the soldiers

charging from the Watchdog's head and shoulders. They will fight for only eleven combat rounds once the first defender is engaged. The attackers may or may not succeed in gaining access to the cradle, but are trying to make the player-characters use up their POW.

The second assault will be the same length, and will also involve a charge of ten groups of six men each from the Watchdog, but after the characters are engaged at the bow, the stern will be assaulted by three large snakes - water constrictors which are bound as Lunar familiars. They will slither up the stern and begin encoiling characters; they can simultaneously hold and squeeze up to five characters. This second assault will last until all the water constrictors are driven off or slain.

The third assault will begin the same way as the first two, with 60 new troops coming from the Watchdog. Also during the third assault will come Wyvern-riding soldiery. These include Rune priests, but most are simply excellent warriors. The Wyverns can also fight; they will land upon the deck to do so.

These continual attacks should tax the player-characters severely, but they need not be in all the fighting. There will be several-score defenders, of whom the player-characters are only a fraction. The player-characters can rest at times, as part of the reserve, and watch the carnage. Study the party and maneuver for dramatic tension. Make the player-characters desperate as the fight ensues; make it clear that none of them may survive.



Reinforcements can come at an opportune time by having the trolls suddenly charge out, into the daylight, to drive off a Lunar assault. The trolls will be aided by a horde of giant lice which the Gorakiki priest (who came aboard secretly at Ogre island) has led from the bilge. However, the trolls will only come to the rescue once, complaining that they have no obligation to fight in the daylight, and that the humans aren't doing their job. The giant lice will fight until they are all destroyed, when the trolls will retreat back below decks, to await the success or failure of the Lunar assault.

At an appropriate time - ideally, when the player-characters are almost broken, perhaps several dead, and others incapacitated, with Lunars pouring across the decks - allow surviving player-characters to make a Spot Hidden roll. Success will cause them to realize that more attackers are flying in on sylphs from the north. But a Farsee will show the newcomers to be Garrath Sharpsword and his companions!

The Lunars will hesitate and look upwards as the Wyvern riders take off to fight them in the air. The cradle's defenders are glad for the lull in the fight. If the Wyverns weren't currently in the fighting, then they will still intercept in the air. Keep track of the Wyverns, and make sure there are some available. The Lunars will pull Wyverns back if necessary, to make sure that the player-characters don't kill them all.

Garrath will struggle with the Wyvern riders, and will be seen to fall when his sylph is killed. But he Teleports to the deck of the cradle, carrying a large golden disk in both arms. Several of his companions, including Jarang Bladesong, will then join him. The sylphs will be left behind to battle the baffled Wyverns.

"Hold them off!" cries Garrath, and dashes towards the nearest hatchway. Now the Lunars renew their assault with frantic vigor. Garrath's companions will help defend if necessary, but no characters should be resting if they can still fight.

As the players fight and die on the deck, a humming noise slowly increases, then they see a glowing light radiating from the wood of the cradle. At some point soon after, the teeth in the Watchdog's mouth will begin to smoke and stone blisters will appear on its face. The carved dragon head on the bow of the cradle begins biting the Watchdog's ears, breaking pieces off and smashing at the eye. Along the railings, the charred heads remaining will begin making noises; some shoot out beams of magical energy, others make terrifying sounds. Strange clouds and vapors rise.

Other effects can be transferred from Section One, where the cradle defended itself, for it has once again come to its own life. If more proof were needed, the great boulder still resting on the transparent deck suddenly glows and rises, then hurtles at the eye of the Watchdog, striking it squarely.

With a dull roar, the Watchdog will let go and fall backward into the water and sink from sight

for a moment, but later be seen dragging itself ashore onto Corflu island. The last Lunar troops will leap overboard or surrender. A Wyvern flier will try to penetrate the cradle glow; he and his mount land upon the deck as a single charred lump.

The remaining defenders cheer when Garrath comes topside. The cradle will slowly waddle downriver past the island, coming to a halt briefly where the river meets the sea.

Lunar Hoplites 1 to 6, at Corflu, with spells cast

POW 11 DEX 16
HP 13 Move 8

01-04	R LEG	7/5
05-08	L LEG	7/5
09-11	ABDOM	7/5
12	CHEST	7/6
13-15	R ARM	7/4
16-18	L ARM	7/4
19-20	HEAD	7/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Spear	4	75%	3D6+1D6	60%	15
Scimitar	5	65%	1D8+1+1D6	60%	20
Lg Shield	-	-	-	65%	16

SPELLS: Countermagic 3, Demoralize, Disrupt, Healing 2, Mobility, Protection 4, Speedart

NOTES: Each Hoplite has had Coordination and Strength cast upon him by a third party. He has also had Fireblade cast on his spear by another. Each Hoplite has also cast Countermagic 3 on himself using his own Power. The hoplites are likely to use Demoralize on aggressive foes, and a tactic they might resort to is mass Disrupts on a given target. They will cast Mobility when the time comes to retreat. These hoplites are officially members of the Marble Phalanx, but are an elite group with non-standard spells and training.

Wyvern-Riding Priests 1 to 3, with spells cast

POW 18 DEX 13 Ally's POW 13
Move 7 HP 15

01-04	R LEG	11/5
05-08	L LEG	11/5
09-11	ABDOM	11/5
12	CHEST	12/6
13-15	R ARM	11/4
16-18	L ARM	11/4
19-20	HEAD	10/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Scimitar	***6***	***85%***	***1D8+5+1D4***	***65%***	***20***
Sickle	***7***	***65%***	***1D6+1+1D4***	***65%***	***15***
Med Shield	***-***	***-***	***-***	***65%***	***12***

SPELLS: Bladesharp 4, Countermagic 6, Demoralize, Disrupt, Firearrow (2), Healing 6, Mobility, Parry 4, Vigor (4)

RUNE MAGIC: Discorporate, Mind Blast x2, Shield 3, Summon Medium Lune

SKILLS: Ride Wyvern 65%

ALLIED SPIRIT: Allied spirit in amulet; INT 14, POW 17

BOUND SPIRIT: in bird; INT 9, POW 15

NOTES: Each priest has cast Bladesharp 4 on his scimitar, Countermagic 6 on himself, and Protection 4 and Vigor on his mount. This has drained his bound spirit of Power (leaving it with but 1 point) and lowered his allied spirit a bit. In addition, each priest has cast a Shield 1 on his Wyvern and a Shield 2 on himself. Each priest carries a pouch holding sufficient Moon Rock to summon a Lune on desire. They will cast Mind Blast at appropriate foes, and will generally stack some normal Power behind their Mind Blast to ensure the spell's getting through defense. Since each priest has a Countermagic 6 and a Shield 2 on, they are fairly invulnerable to spells. All their battle magic spells have been Extended by a third priest, who is not in the battle proper.

Wyverns of Priests 1 to 3, with spells cast

POW 8 DEX 13
HP 26 Move 6/10

01-03	R LEG	12/9
04-06	L LEG	12/9
07-08	ABDOM	12/9
09-11	CHEST	12/10
12	TAIL	12/9
13-14	R WING	12/8
15-16	L WING	12/8
17-20	HEAD	12/9

Weapon	*SR*	*Attk%*	*Damage*
Bite	6	75%	1D8+3D6+4
Sting	6	95%	1D6+3D6+4

SPELLS: Healing 2, Ironhand 4

SKILL: Fly 80%

NOTES: Each Wyvern has cast Ironhand 4 on himself, and has had Protection 4 and Vigor cast upon it by the priest. They have each also had Shield 1 cast upon them by their priest, giving them not only more armor, but 2 points of Countermagic. These spells (except the Shield) are all Extended by a third priest, who is not in the battle proper. A successful sting injects poison POT 14.

Wyvern-Riding Warriors 1 to 6, with spells cast

POW 15 DEX 14
HP 16 Defense 05% Move 7

01-04	R LEG	7/6
05-08	L LEG	7/6
09-11	ABDOM	7/6
12	CHEST	7/7
13-15	R ARM	7/5
16-18	L ARM	7/5
19-20	HEAD	7/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Lance	4	100%	D10+5+3D6	40%	20
Scimitar	6	85%	1D8+1+D4	70%	20
Med Shield	-	-	-	80%	12

SPELLS: Bladesharp 4, Countermagic 4, Demoralize, Disrupt, Firearrow (2), Healing 4, Mobility, Protection 4

SKILLS: Ride Wyvern 90%

BOUND SPIRIT: In concealed bat; INT 8, POW 12

NOTES: Each rider has cast a Countermagic 4 upon himself, a Bladesharp 4 upon his lance, and a Protection 4 upon his Wyvern. The power for these spells has come from his bound spirit, as much as is possible. This has drained the spirit down to 1 point of POW, and it cannot be used for more spells, The rider will cast Firearrow whenever he fires an arrow.

Wyverns 1 to 6, with spells cast

POW 8 DEX 13 HP 19 Move 6/10

01-03	R LEG	10/7
04-06	L LEG	10/7
07-08	ABDOM	10/7
09-11	CHEST	10/8
12	TAIL	10/7
13-14	R WING	10/6
15-16	L WING	10/6
17-20	HEAD	10/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite	6	70%	1D8+3D6+4	-	-
Sting	6	90%	1D6+3D6+4	-	-

SPELLS: Healing 2, Ironhand 4

SKILLS: Fly 80%

NOTES: Each Wyvern has cast Ironhand 4 upon itself, and its rider has cast Protection 4 upon it. Each Wyvern can sting and bite in the same round. If the sting penetrates armor, then the animal will inject poison POT 14 into the victim.

Giant Water Serpents 1 to 3, with spells cast

POW 12 DEX 17 HP 30

01-06	TAIL	16/10
07-14	BODY	16/11
15-20	HEAD	16/10

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite	5	110%	3D6+4	-	-
Constriction	12	115%	6D6+4	-	-

SPELLS: Demoralize, Dispel Magic 8, Healing 6, Ironhand 4, Protection 4

SKILLS: Move Quietly 80%, Swim 100%

NOTES: In combat, the giant snake will bite. If the bite connects, then it will immediately attempt a constriction attack (on SR 12 of the same melee round in which the bite hit). If the constriction attack fails, it will hang on with its mouth and keep trying a constriction attack on the same target until it succeeds. Once a constriction attack has grabbed a target, it will loosen its mouth, and try to bite a new target, whom it will also try to constrict. The snake can keep this up until it has 5 human-sized victims in its coils. Each round, all victims in the snake's coils take 6D6 damage to their chest. All armor counts each round. Those grasped in the snaky coils cannot fight or wiggle free unless they overcome the snake's STR of 75. The snakes are intelligent (since they are each the allied spirit of a priest) and have already cast Protection 4 and Ironhand 4 on themselves. They will cast Dispel Magic 8 at appropriate targets, including other snakes that seem to have been overcome by some spell or other.

Pinchining's Reward

Garrath explains to the few remaining defenders that he has returned with Pinchining, commander and defender of the cradle, and points to the large circle of gold which spins and sings merrily on its walkway around the cradle's interior. All the denizens are watching and smiling as it goes about; even the piglings are dancing. The baby is laughing and making baby noises. Once Pinchining was returned to the craft , the magics of the craft could take over once again.

If asked what Pinchining is, Garrath will confess ignorance. "I am told it is a creature from ages gone past; his kind are no more. It came to life in the underworld because an ignorant creature worshipped what everyone thought was dead. When reborn, Pinchining brought its worshiper on its ancient pathways and went to the land of giants. Once there the giants could fashion another child and send it downriver. Such a wonder may never happen again."

As the cradle moves towards the ocean, a number of reed craft glide from the marshes to see it off.

"From here," says Garrath, "we will enter the Homeward Ocean and from there sail Magasta's Pool to the Underworld, where the child can grow. I, and some others, have chosen to stay here and guard the cradle's final voyage. The rest of you must depart.

"Pinchining says he is sorry for the death and sorrow which was made here. He states that you who have lost so many companions may not feel that the exchange of so many lives for one baby is fair or equitable, and he wishes to make amends. He says that he is a humble thing with only limited powers, but he would like to give a token of appreciation.

"Pinchining would like to invite each who has defended this cradle and survived the vile Lunar onslaught to take an armload of gold for his or her sacrifice. It lies all about: take as much as you can. But touch nothing but the gold! Any other thing taken from the cradle will bring a curse worse than death upon you." If there are troll player-characters, they may take their reward in magical lead.

Each PC receives 150 wheels of gold per STR point he possesses. This will over-encumber most characters (since they wear armor and weapons as well), but they don't have far to walk. They can board the reed boats, manned by fishers, ducks, and newtlings; now bobbing beside the cradle, and debark the cradle before it traverses the salty seas.

"Throw away your masks!" calls Garrath. PCs who choose to stay on the craft with Garrath are out of the campaign and cannot be played. The GM should take those characters sheets into his own care for possible use; Garrath may return someday.

Postscript

The characters may be assumed to reach home safely, or they might have to work their way upriver, depending on the Gamemaster's desires. Lugging a couple of hundred pounds of gold up the River of Cradles could make an interesting adventure.

The masks worked to conceal the identity of the player-characters, of course, and the characters are small fry anyway in the Lunar scheme of things. The bustle and trouble of battle did much of the disguising, and the masks concealed character faces well enough to do the rest. Still, it may be wise for PCs to spend their new gold discreetly if they continue to stay in Lunar Prax.

The reed boat folk will offer to take the player-characters almost anyplace for some gold. They will be happy to mention Casino Town, a gambling city in the Holy Country 400 kilometers away. A fair voyage, but a good chance to put that gleaming metal to immediate work.

Whatever occurs, this much gold will furbish well any PC's standard of living. Characters can buy any training they can learn, and can hire specialists to do things for them if they don't want to learn. Survivors of the cradle voyage well-deserve to retire from active life, either in Pavis or in their homelands.

On the other hand, they might gamble away all the reward, or pay off debts, or donate the gold to a temple and be broke again tomorrow.

Order of Events Form for Use by the Gamemaster (page 1)

This Order of Events form was constructed as an aid to Gamemasters, since the epic events depicted in the Cradle scenario cover fully 40 pages of this book. Each event described below is listed in its approximate chronological position. Depending on the flow of your campaign, you may alter the order of events slightly. Use this form as a cue card during your narration and as a note pad in the midst of play. Check off each set of events as they occur. The bracketed number indicates the descriptive page reference unless stats are specifically indicated. Feel free to reuse statistics as they are needed.

1. THE RED MOON ASSAULT

The scenario begins on Fire Day of Harmony week in Sea Season [130]
The characters are approached in Gimpy's [132]
- Thorkan Thumper
- fisherman (for Scharman Ingilli)
- Jarang Bladesong

Characters are searched for traitors, Lunar sympathizers, chaos [133]
- Optional: Lunar sympathetic characters may join the Lunar side [133]

Discuss player inofrmation, speak introduction, Garrath hands masks out [133]
Fill out Master Expedition Form [133]
- Destination: Ogre Island by way of Wall Gate, Zebraside, overland

Travel upriver all night [133]
- Spot stalking trollkin
- Optional impala skirmish [stats not provided]

Witness ceremony and explore the outside of cradle [134]
- Illustration of cradle side [134]
- Illustration of baby and sow [155]
- Cradle diagrams [151-155]

Garrath Sharpsword arranges the defenses and gives orders [135]
- Battle group 1
- Battle group 2
- Battle group 3
- Battle group 4
- Battle group 5
- Battle group 6
- Reserve
- Lookouts

Cast Warding areas, board cradle, trolls go below [134]
Cradle reaches Bullford, Lunar troops massed [136]
Preliminary magics are cast [136]
First assault and cradle defense [136]
Ice barrier, assault, light explosion (CON x1 roll) [137]
Combat vs. scaling ladders (3-5 waves) [137]
- Longspear Slayers [stats 141]
- Axe Brothers [stats 141]

Rain of arrows, translucent chain of Countermagic, Wardings [139]
Gnome and debris barrier, dwarf assault ladders [140]
Combined attack [140]
- Marble Phalanx with Fireblade [stats 141]
- Silver Shields [stats 141]
- Dragonewts vs. newtlings and fish [stats 141]
- Commanders Guard to finish [stats 141] and leaders

Escape, cradle is run aground [142]

Order of Events Form for Use by the Gamemaster (page 2)

2. RETAKING THE CRADLE (night)

Lunars board to clear defenders and to prepare for looting [142]
- Onboard Lunar irregulars with priest [stats 56]

Defenders taking refuge below and trolls skirmish with Lunars [42]
- Trolls [stats 144]

Optional adventure - thieves board [stats 143-144]
Explore cradle, interact with denizens [148-155]
- Bracketers [stats 146]
- Piglings [stats 146]
- Nemolayope [stats 146-147]
- Sow [stats 147]
- Blorn [stats 147]
- Leapers [stats 149]
- Lancers [stats 150]
- Grapplers [150]

Nemolayope and denizens fight with Lunars [148-149]

3. THE VOYAGE DOWN RIVER (the same night)

Recruit new characters, describe situation, cradle begins moving again [156]
Approach Pavis, smash through bridge, arrow fire begins [156]
Go below! Rock drops (DEX x1), Burning oil cauldron dumped (fires) [157]
Sail under Zebra Bridge, missile fire, optional attack [157]
- Zebra militia riders [stats 158]

Pass under Central Bridge and approach Ogre Island [158]
Cradle stops, one hundred great trolls plus dark trolls approach [158]
Trolls free cradle, pass under Troll Bridge, safe for rest of night [158]
Dawn of the Full Moon day, inspect cradle, load reinforcements and supplies, explore interior [158]
Later in day approach Harpoon (Sun County), massed soldiers, three harpoons [159]
Volley of missile fire, launch harpoon, cable and 200 oxen, 1 harpoon/3 min [159]
- Harpoon 1 (50 HP + Protection 4)
- Harpoon 2 (50 HP + Protection 4)
- Harpoon 3 (50 HP + Protection 4)

Chain crossing and boat attack [159]
- Sun Dome pike men [stats 158]

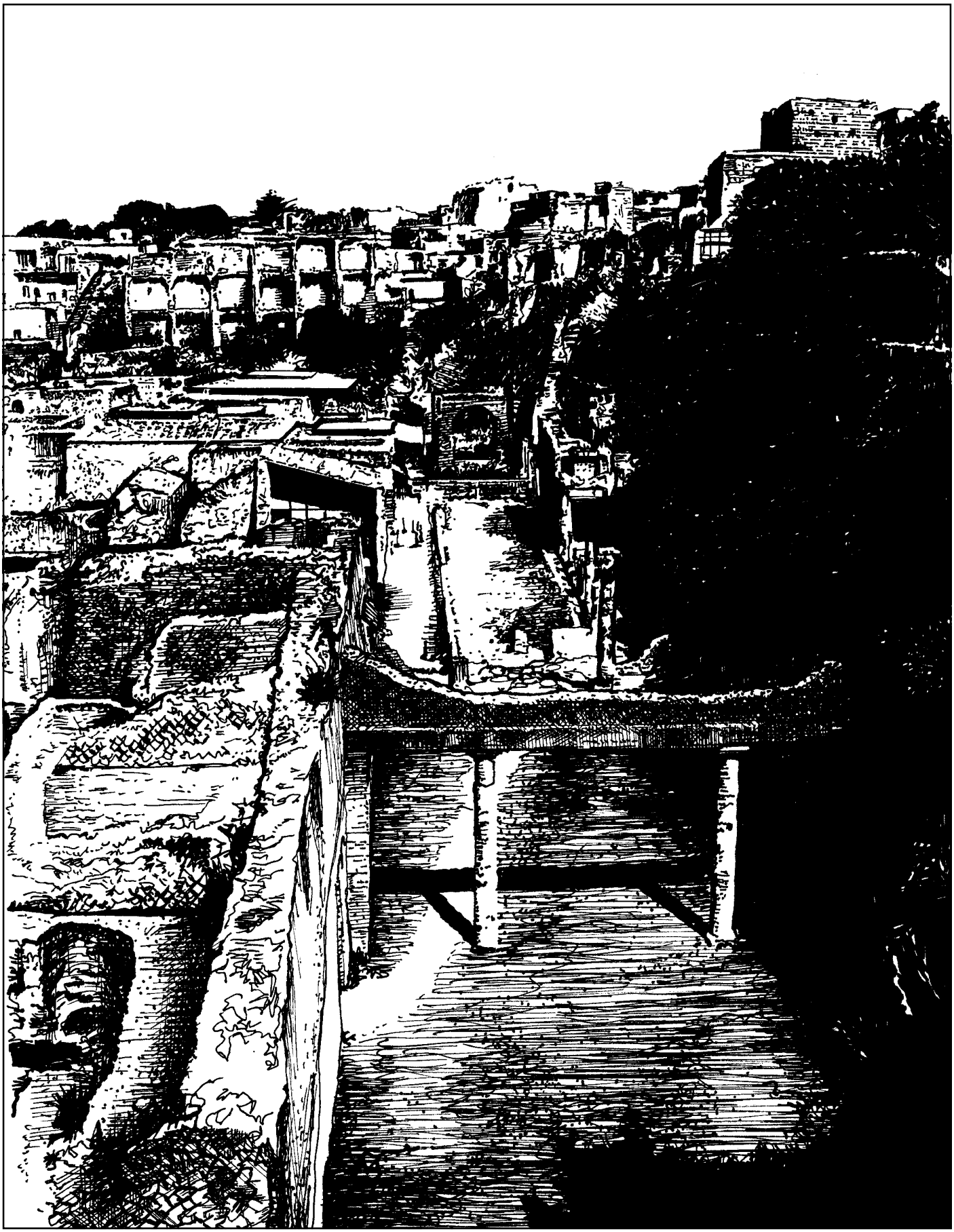
Cradle free again, afternoon, festival atmosphere and reinforcements can board [160]
Night, cradle sails past Chomoro and Raus Fort, dawn south of South Marsh,
Goldbergian broo attack [160]

4. THE LAST BATTLE (day)

Description of the scene, Corflu, call for surrender (some do), Wyverns overhead [161]
Watchdog stops cradle, volleys of arrow fire, soldiers pour aboard (3 waves of 10 6-man groups) [161]
- First wave, eleven rounds [hoplites stats 163]
- Second wave, plus snakes [snake stats 163]
- Third wave, plus Wyvern riders and priests [Wyvern rider stats 163, priest stats 163]

Trolls reinforce defenders [162]
- Trolls [stats 144]
- Lice [stats 149]

Hopefully, when defenders are almost broken, more attackers seen riding sylphs [162]
Garrath! He attacks remaining Wyvern riders, cradle defeats Watchdog, Lunars surrender [162-163]
Throw away masks, Pinchining's return, reward [164]
Wrap-up [164]



Using the Rubble Forms

On several pages of this book you will find printed three forms - the *Master Expedition Form*, the *Freelance Adventurer License*, and the *Freelance Adventurer Registration Form.* These forms are used at several points throughout the *Big Rubble* and *Pavis* adventures.

In an attempt to pacify the boisterous and sometimes destructive adventurers who frequent the frontier town of New Pavis and the vast, betreasured ruin of the Rubble, the Lunar bureaucracy established a system of adventurer registration which they enforce to the utmost.

Master Expedition Form

The Master Expedition Form must be completed in triplicate whenever a party of adventurers enters the Rubble. One copy remains at the issuing gate, a copy is sent to the main city offices, and one copy must be carried by the party leader.

Freelance Adventurer License

The Freelance Adventurer License must be obtained as soon as possible whenever entering the city of Pavis or the ruin of the Big Rubble. These licenses may be obtained at any city or Rubble gate that is still in operation. The Adventurer License must be carried on the holder's person at all times (see *Penalties*, below).

Freelance Adventurer

Registration Form

In order to qualify for an Adventure License, the Freelance Adventurer Registration Form must be filled out. This form will be kept by the gate office in their files, and it must be renewed each Sacred Time or the license will be revoked.

Exclusions And Privileges

Certain types of adventurers will not be issued licenses. Known felons will either be arrested or expelled from the city. Broos, Thanatari, Maliants, known associates of Black Fang, Zorak Zorani, or humans who go to extremes in their worship of chaos can not be licensed. Because there are so many, Orlanthi are currently allowed to be licensed. However, once the Cradle scenario (see page 123 for complete details) is completed, no new adventurer licenses will be issued until the new Governor of Prax arrives. This could provide interesting possibilities for treasure-hungry adventurers and innovative Gamemasters.

Carrying an adventurer license entitles the bearer to certain privileges (in addition to freedom from the penalties for not carrying it listed below).

Adventurers may walk the streets of New Pavis without harassment from the Lunar guard as long as all of the laws of the Empire are obeyed.

Licensed adventurers will be allowed into the Rubble through established gates for the purpose of exploration, and they will be allowed to retain all goods and valuables found therein (less a 10% exit fee).

Adventurer insurance can also be obtained by licensees for an additional fee of 10% (50L minimum) of the appraised value of all the adventurer's goods. The gate guards will see that all of the insured adventurers valuables are either given to his or her declared heir (if the heir lives within the city of New Pavis), or to hold those valuables until a specified heir comes to claim them.

Licensed adventurers can ask for and possibly receive aid from the gate guards if a clear danger to the safety of the citizens of New Pavis arises. Of course, if the danger is the result of the adventurers' provocative actions, then reasonable costs may be assessed against the provocateurs.

Finally, through the licensing system, adventurers may establish legal ownership of valuables. This provides a degree of security for the legal owners of magical weapons, armor, or artifacts.

A further note about the adventurer license - wise adventurers will be sure to register themselves at all of the gate offices of the city and the Rubble. This saves them considerable time when passing through the gates. The gate guards will detain all adventurers until their messenger finds the registration form. If this form is at another gate, the wait could be quite lengthy: all gates have notoriously poor overnight accommodations. Registering at all of the Rubble gates ensures a refuge from the terrors of the Rubble.

Penalties

Penalties for not filling out or carrying these forms are severe. An unlicensed adventurer is an illegal adventurer. Captured illegal adventurers will be stripped of all weapons, armor, and valuables, and be expelled from the city. Illegal expeditions will be banned for life within the Rubble, for no gate guard will allow them to leave.

Common Knowledge

The Big Rubble is the name given to the area within the great walls of Old Pavis. They are made of immense slabs of rock, driven upright into the earth, with breaks for the river and three main gates. Ruined guardhouses sit at every gate, and parapets are atop the walls in many places.

The area within the walls covers around 25 square kilometers of ground. The land within the ruins can be divided loosely into four categories: Open, Ruin, Road, and Bridge.

Open Land

Open land is held in common. Some areas close to human habitation are farmed or ranched. Most open areas are wild, with small game and occasional larger beasts.

Ruins

The ruins of the Rubble are found in various stages of decrepitude, from nearly intact buildings with roofs and all walls to foundations only. There are many "buildings" in the Rubble that now consist mainly of under-ground cellars.

Roads

Several permanent roads cross the Rubble. They are surfaced with fitted slabs, and are usually 5m wide, sloped from the center for effective drainage. They have resisted encroachment by plants everywhere except perhaps the Garden. In some spots, the road has been damaged through other sources. Barricades and blockades often litter the roadways. Compared to the land about them, they are open, clear, and the fastest travel routes through the Rubble.

Bridges

These bridges sparkle in the sunlight, even when they are dry. They arch high over the river, but have gently sloped approaches, suitable for riding animals. The bridges are wide enough for four horsemen to ride abreast. The side rails are hip height.

Rubble Areas

The Rubble is divided into five areas, each with its own particular characteristics. These five areas are Manside, Huntland, Troll Stronglands, Big Grazing, and the Garden.

Big Grazing

This is mostly open land, comprising in full about a sixth of the area within the walls. It lies south of the river, between Manside and the Garden.

It is a neutral area, forming a buffer between the humans and the elves, but trolls are also often found there.

Big Grazing is considered to include Ogre Island, which is known to have a high population of ogres. A small ogre fort is rumored to be located on the highest part of the island.

A large hill, called Yelmalio Hill, is also located in the Big Grazing, rather too closely to the Garden for most adventurer's tastes. The Sun Dome Templars sometimes travel there, but are secretive about what they do. They haven't set up a temple there, for some unknown reason. There are some fairly intact ruins atop this hill.

The Devil's Playground is right smack in the middle of the Big Grazing. This area has no buildings or ruins, but is full of biting insects and twisted underbrush. The stories about this area conflict. Some adventurers claim that chaos monsters dwell underground there in force, and come out each night to revel and destroy. Others claim that any chaos there has long since

evaporated, leaving only the plants and bugs. There are certainly no chaos monsters there in the daytime. Adventurers that have gone there at night sometimes get ambushed by human bandits from nearby areas.

The Dragonewt Temple is located in this area as well, and its residents patrol the area. They are wise to keep away from, as they are vicious, and care nothing for human life.

The sages claim that the Big Grazing was one of the centers of the old Robcradle city. The few ruins here do seem to have more than their share of ancient powerful artifacts.

The Garden

The Garden fills the Southwest corner of the Rubble. It is a burgeoning surplus of plant growth that sprawls over the city walls in every direction, stopped only by the river and Big Grazing. The elves stick to themselves and are only rarely met outside their Garden. However, they kill anyone they find in the Garden, except for those bearing special passes from either the Yelmalio temple or the Lunar governor.

The Garden has all sorts of healing plants and valuable herbs, and adventurers persist in invading it for these items. One of the three old gates of the Rubble, Hippogriff Gate, is located here. Its ancient magics are said to keep elves away, so it is still good as a safe way into the Garden.

Huntland

This includes all the area north of the river and east of Temple Hill, except for Zebra Fort. Despite its size, Huntland holds only a few kernels of civilized settlements.

Humans and trolls both hunt here. The Griffin Gate entrance to the Rubble opens onto the Huntlands. There are plenty of rains near to the Gate, and some maintain a reputation as the most dangerous underground places in the Rubble.

The Blind King's Hill is a grass covered prominence speckled with ruins. The entire hill was once a single enormous palace. A great castle, nearly intact, sits on one side.

The North Quarry, a large open-pit hole filled with water is in the north corner of the Huntlands. The Flintnail Temple, which is inhabited by civic dwarfs, is here. Many bandit families lurk in the ruins spotting the area.

The Puzzle Canal, a bizarre spot about which little is known, is also in Huntlands. The most successful expeditions to this region go by boat, through the entrance to the river.

The Salt Mines are at the south part of the Huntlands, near troll territory. A renegade clan of humans share the mines with a group of trolls. Neither band is very trustworthy, but if salt could be taken from the mines without either of their permission, there would be plenty of folk willing to trade for it.

Manside

Here men have always lived. The temple of Pavis is located here, and it is the safest part of the city for humans.

There are several major portions of this area Downtown is a place of ruins with few humans. Real City is the most intact part of the city, and inhabited by many humans and a few dwarfs. The city's ruler is called Gomoranx the Wise. It is the nearest thing to a true town anywhere inside the Rubble. Oldtown is a bunch of ruins clustered along the river. Small-town is a strange cluster of buildings, evidently built for dwarfs, though now inhabited by some humans and bandits. Real City, Downtown, Oldtown, and Smalltown are collectively called the Main Ruins.

The Twin Hills are a landmark here, and Mani's Fort is atop one of them. The Mani tribe is a major clan of Pavis, and are good people.

Zebra Fort is here, too, and part of it extends across the river. The Zebra Riders are basically bandits gone and charge grossly exorbitant tolls to use their bridge. However, they are many and strong, and should not be crossed. The Zebra Pens near the city of New Pavis hold much more civilized Zebra Riders.

Troll Stronglands

The trolls own the largest section of the Rubble. They are divided into clans, of which four are greater than the rest and are called the Four Great Clans. The Rubble trolls have a long history of wars with humans, but can sometimes be befriended. Nobody has ever seen or heard of a mistress race troll in these parts.

The trolls control Temple Hill, a major adventuring site. Temple Hill has a lot of different ancient temples atop it, of which only the troll temples are operative. A troll fort covers part of the hill, and must be avoided, but the temples are worthwhile areas.

The famed Troll Bridge is at the edge of troll territory, right by the Garden. The trolls here are quite deadly, as many adventurers can attest (those that survived), but can be bought off sometimes. On rare occasions, elves are found here instead of trolls. Perhaps they take turns manning the bridge?

Known Inhabitants, by Area

By listening to stories from old adventurers and questioning at appropriate times, even the most obtuse adventurers can learn what types of creatures can be expected to be encountered in different parts of the Rubble.

Manside holds mostly civilized humans, but parts of this section are a little wild, and dangerous bandits, or raiding Broos can be met. Dwarfs live here, too, mostly visiting from Dwarfside in New Pavis, or from the Flintnail Fort.

The Troll Stronglands are full of troll of every sort. Bandits and adventurers sometimes raid here, and so do Broos, but trolls speedily kick them out again. The trolls are disorganized, and some parts of their lands are carefully patrolled by armed dark trolls, while other parts seem to be left to their own devices, with only an occasional trollkin gang scavenging likely to be met by adventurers.

The Garden, naturally, has elves and their kin Aldryami. Trolls raid here often enough to be noted.

The Big Grazing, as a neutral ground, has had bandits, nomads, trolls, elves, ogres from Ogre Island, Broos in force, dragonsnails - possibly from the Devil's Playground, a few baboons, gargoyles, and newtlings from the marsh by Ogre Island all met by different adventurers. Quite an array.

Huntland has bandits, nomads, trolls, dwarfs from the North Quarry, ogres, the ever present Broos, gorp, dragonsnails, a few jack O'Bears, vampires, baboons, and gargoyles. It is a plenty dangerous spot.

Lunars patrol in all the areas except for the Troll Stronglands and the Garden. Townspeople live everywhere except the Troll Stronglands and the Garden. All but the most hardened adventurers or bandits frown on attacking or robbing peaceable humans. Bandits or nomads are a different story, of course, and are one of the prime enemies of the Rubble.

The nastiest Broos are found in the Huntlands. A notorious elf bandit roams the Big Grazing, but nobody has ever seen him. There is supposed to be an intelligent walktapus somewhere in the Rubble. Mermaids have been seen in the Puzzle Canal. Duck and centaur vampires have both been reported operating out of the Blind King's Hill. Plants capable of moving by themselves and strangling intruders are known to live in the Garden. There are unicorns in the Rubble, but all are owned by the tiny Yelorna cult of man-hating amazons. A Jack O'Bear Rune priest is supposed to live in the Huntlands. All the preceding rumors may be believed or not, as one desires - most adventurers have heard them.

Why People Go To the Rubble

Some specific treasures known to have either been found in the Rubble, or believed to stay there follow.

A mighty artifact in or near the Devil's Playground gave great power to chaos monsters there during the Closing. It is still sought by trolls and humans both.

The Pavis Old Mint is intact as an example of an item taken from a giant's cradle. It makes perfect coins, and various ruffians and bandit gangs frequently take it over to make themselves some hard cash.

The Puzzle Canal is widely believed to have been made to house some wonderful item or group of items taken by the God-Learners. There are many speculations as to why this item or group of items needed to be guarded by water.

A Holy Place to Cacodemon on Ogre Island holds loot taken from the thousands of victims eaten by the ogres living there over the centuries.

The trolls have gathered many potent magical items and taken much treasure over the years they have been raiding the rest of the city. Almost every tiny troll clan has at least one magic item from centuries past. The strongest clans (the Four Great Clans) have many such items.

The elves have their magic plants, and other plants usable as spices, decoration, and even one plant that grows gems and jewelry on its stalks! There must also be some artifact that keeps the Garden green all the way up to the top of Green Hill.

In Manside is a magic museum, which contains several magic art-works at times. Some adventurers know its location and visit it regularly. The North Quarry contains the remnants of the giant statue that conquered the city for Pavis. His organs became gems of rare quality.

The Eyestones are located in the Pavis temple, and loyal Pavic cultists have seen them. The Heartstone, Kidney-stones, and Liverstones are held by different gangs and forces, but many organ stones wait discovery. Some of these organs may still be within the North Quarry.

How to Get There

There are nine known ways of entering the Rubble: from New Pavis, from the Northwest along the river, from the Southeast along the river, through Wyvern Gate, through Hippogriff Gate, over the Garden wall, through the Troll Break, through Griffin Gate, or over a wall.

New Pavis has one public gate, one government gate, and at least one known tunnel under the walls. Everyone believes that the dwarfs have a secret tunnel to their Flintnail Temple. Entry via these routes are watched by Lunar guards and clerks. These guards and clerks are often recalcitrant and harass adventurers until bribed heavily.

The river provides the easiest entry into the Rubble. Regular river traffic sails up and down the river in all seasons. Fishermen provide one-way transport to passengers going into the Rubble, and can sometimes be hailed from the shore to carry people out as well. Lunar authorities patrol by boat to receive all due exit fees and forms.

Wyvern Gate is a smashed ruin. Guards from the private escort services hang around here, eager to sell their services. Lunar patrols are frequent here, and protect the inhabitants from adventurers and bandits.

Hippogriff Gate is so clogged by vegetation that it is impassable to mounts. Within the old gatehouse lurk elves, who can send out special spirits against their foes.

It is as easy to climb over the Garden wall as it is to brave Hippogriff Gate. The vines, creepers, and tree trunks against the wall sometimes reach a depth of several meters.

The Troll Break is the largest single entry into the Rubble. It is patrolled sporadically and irregularly by the trolls. Trading takes place at the break for, by troll decree, only there maymerchants find the neutrality necessary for their trade. The Adventurers' Free Guard is available for those who wish to go through the break in relative safety.

Griffin Gate still has its guardhouse intact. It is less often patrolled by either the Lunars or the private escort services. However, getting to Griffin Gate involves passing through unfriendly Vulture's Country.

The walls all over the Rubble could theoretically be climbed, but only the desperate or expert climbers ever make the attempt.

Guide *for the* Gamesmaster

Introduction

The Big Rubble is the name given to the area within the great Walls built by the giant, Paragua, many centuries ago. The walls average 25m in height. They were made by cutting immense slabs of rock from a distant quarry in the Rockwood Mountains. These slabs were driven upright into the earth, leaving breaks for the river entry gates and for the entry of the Praxian allies of the giants. After the hero Pavis captured the city, his dwarfs smoothed the rough walls, built guardhouses at the gates and river, and some years later added the parapets atop the walls.

Barbarians from Prax and the Wastes of Genert invaded the city and broke down parts of the walls. First was Thog (875); second was Jaldon Tooth-maker (940).

The area within the walls covers about 25 square kilometers of ground. This is larger than any known contemporary settlements of humanoids in all of Genertela. Larger expanses reputed to have been settlements exist as now, but sometimes cannot be told apart from natural geographic features.

The land within the walls is divided into Open, Ruin, Road, and Bridge.

Open Land

Open land is held in common. In ancient times the peoples kept herds of beasts here as food, and also farmed large expanses with plow and prayer. Some areas are still farmed or ranched, especially those close to human habitation. Most of the open lands are wild now, suitable for hunting small game and occasional larger beasts. There are few large predators except for intelligent ones such as humans, trolls, or Broos.

Ruins

Ruins come in five states of decrepitude, differentiated by letter.

TYPE A - These buildings have complete walls, are mostly roofed (though the roof may be a recent addition by current tenants), and are often multi-storied with all stories intact. They are fully inhabitable and often show signs of recent repair. Type A ruins almost invariably are inhabited.

TYPE B - These buildings have many complete walls, some roofs, and fairly intact ceilings and floors. If they were originally multi-story, they probably have but one intact story left. Though habitable, they are often inhabited by beings too weak to seize Type A buildings.

TYPE C - The most common type of ruin in the Rubble, having broken walls, partial roofs and floors, and will be generally uninhabitable for humans. With work, such ruins might be upgraded to Type B. Burnt-out Type A and B ruins mostly become Type Cs.

TYPE D - Little more than foundations still show that buildings were once here. The area around Gryphon Gate is often Type D. Type D ruins may mask perfectly habitable cellars.

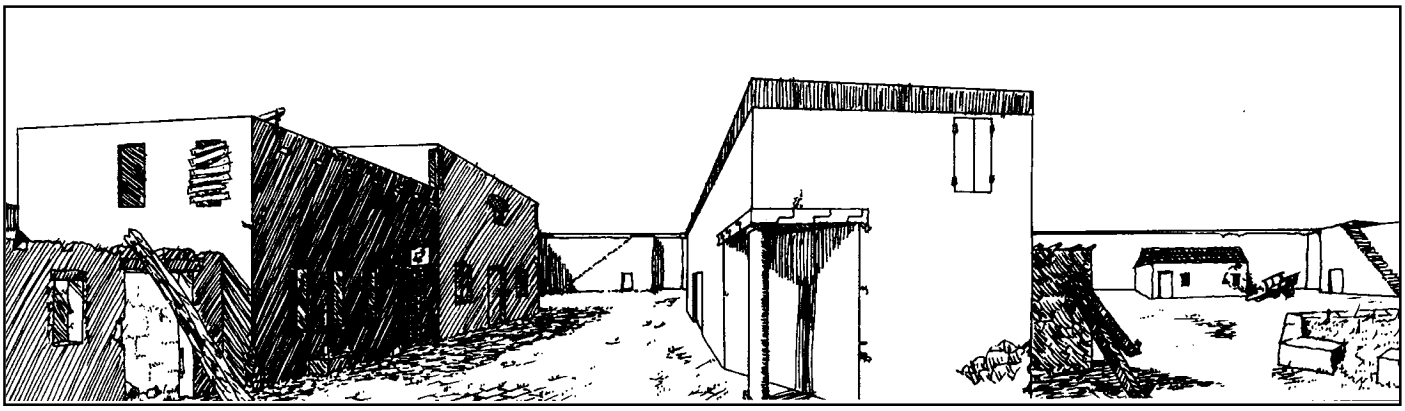
TYPE E - These ruins are of interest only to Lhankor Mhy sages and their ilk. You have to dig to find them. Digging at a Type C or D site often uncovers Type E ruins, especially in the Robcradle area.

Roads

Several ancient, permanent roads cross the Rubble. These were dwarf-made and have survived the centuries well. They have good foundations; fitted slabs surface them. The roads are usually 5m wide, sloped from the center for effective drainage. They have resisted encroachment by plants everywhere except in the Garden, and even there the trackways are still visible. In some spots the road has been purpose-fully destroyed, and often it is littered with broken stone, barricades, or the detritus of ambush. Compared to the land about them, they are open, clear, and are the fastest travel routes through the Rubble.

Bridges

These bridges were built of the same magical stone the giants used for the city walls. The bridges sparkle in the sunlight, even when the river is low and the bridges are dry. They arch high over the



TYPE A RUINS - *The buildings have complete walls and are mostly roofed, though the roof may be a recent addition by the current residents. The buildings are often multi-storied with all stories intact. They are fully inhabitable and often show signs of recent repair. Type A ruins are invariably inhabited.*

river, but have gently sloping approaches for riding animals. The bridges are just barely wide enough for two carts to pass one another, touching hub-to-hub. Four horsemen can ride abreast with comparative ease. The side rails rise to the hip height of a full-grown man.

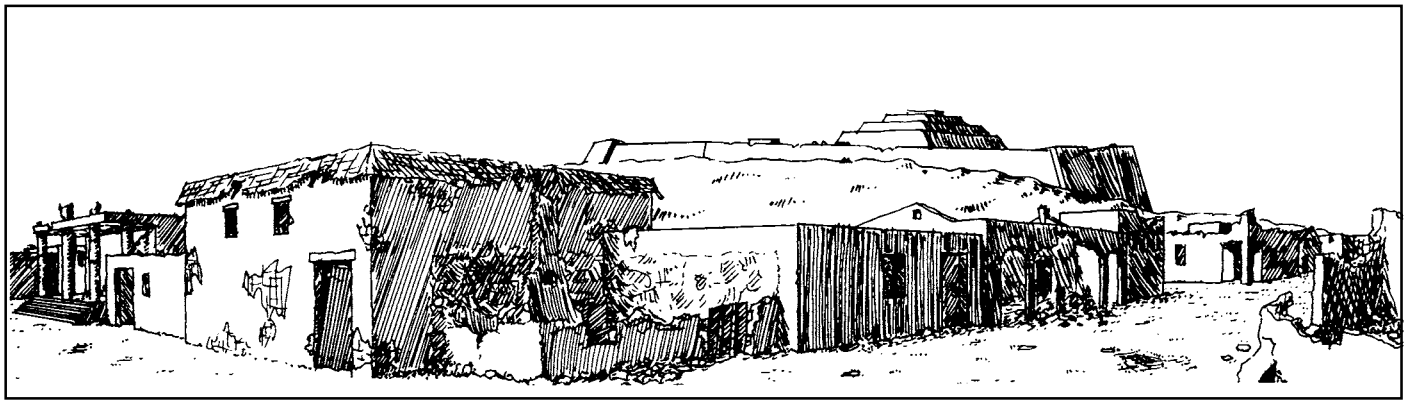
Attempts have been made to destroy each of the bridges over the years, but the Jolanti built well. Through fire and magic the bridges have stood unmarked, and probably will exist as long as one stone stands upon another in the Rubble of Pavis.

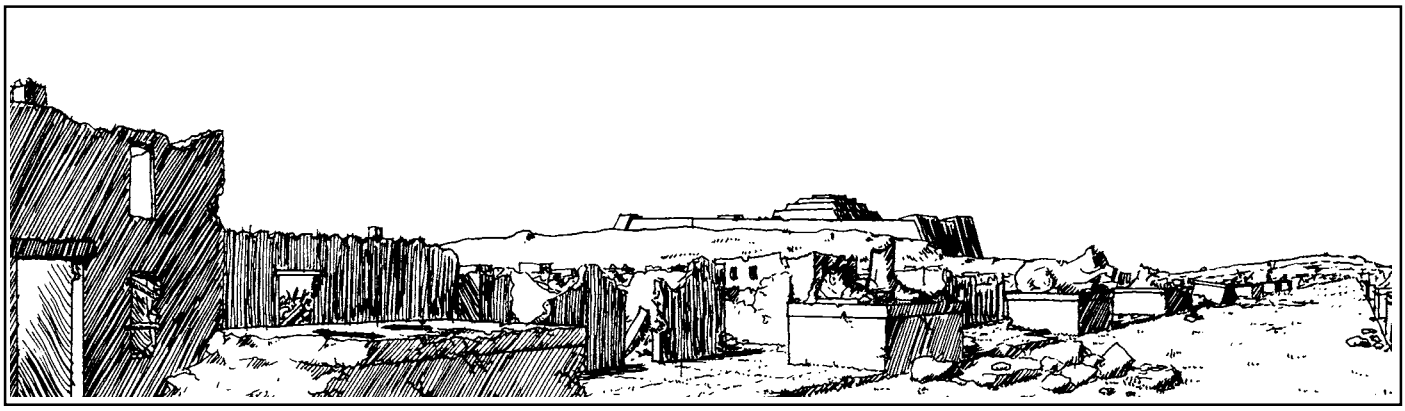
Rubble Population

Within the Rubble reside about 6000 intelligent beings. They often hunt outside the walls, and usually trade both with the nomads and with the people of the man-city of New Pavis. But most of their living is made within the great walls, where they raise or hunt food. Mystified Lhankor Mhy scholars have commented upon the large number of residents which the area supports. The priests of Pavis always reply that their god has great power for life within his lands, and that the richness of the life within the Rubble proves it.

Species	*Census*
1,500	humans
2,500	trolls and trollkin
1,000	Aldryami
200	dwarfs
150	dragonewts
500	Broos & similar chaos
250	other (newtlings, baboons, ogres, unicorns, etc.)
6,100	**Total**

TYPE B RUINS - *These building have many complete walls, some roofs, and fairly intact ceilings and floors. If they were originally multi-storied, they usually have no more than one story intact.*





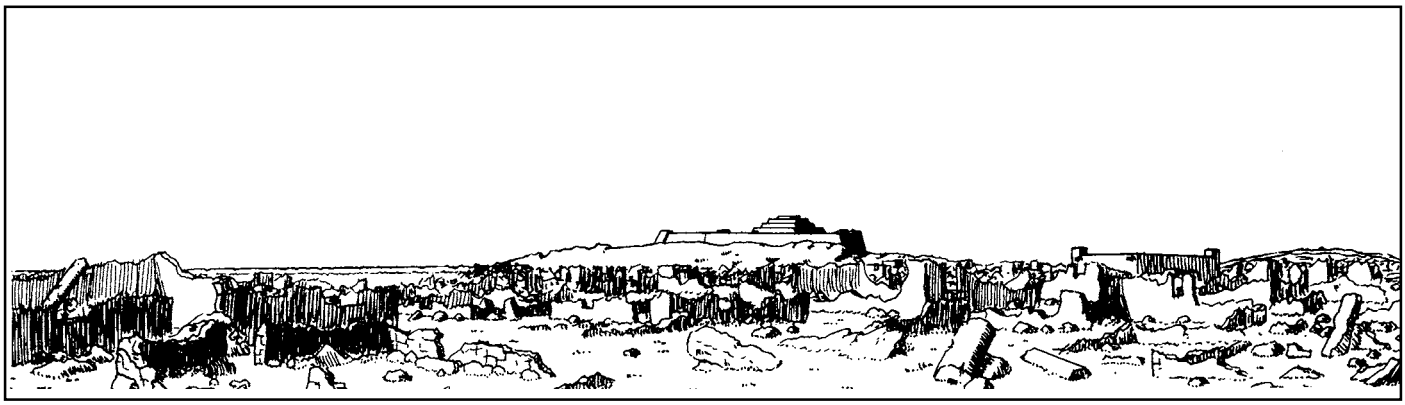
TYPE C RUINS - *These are, by far, the most common type of ruin. Type C buildings are characterized by having broken walls, partial roofs and floors, and will be generally uninhabitable by humans With work, Type C ruins might be upgraded to Type B buildings. Burnt-out Type A or B buildings generally become Type C ruins.*

Rubble Areas & Points of Interest

The Rubble is divided into five areas, each of which has particular characteristics. These are detailed on the Encounter Charts and in the write-ups which follow. The five areas are Man-side, Huntland, Troll Stronglands, Big Grazing, and the Garden. The following list locates each point in its Rubble area.

Angle Fort	[Big Grazing]
Balastor's Barracks	[Huntland]
Blind King's Castle	[Huntland]
Blind King's Hill	[Huntland]
Central Bridge	[Huntland]
Central Garden	[The Garden]
Creeper Road	[The Garden]
Devil's Playground	[Big Grazing]
Downtown	[Manside]
Dragonewt Temple	[Big Grazing]
Flintnail Temple	[Huntland]
Furner Fields	[Huntland]
Grasslands	[Big Grazing]
Great Basher	[Big Grazing]
Green Hill	[The Garden]
Griffin Gate	[Huntland]
Hippogriff Gate	[The Garden]
Kakstan's Art Museum	[Manside]
Keelmarsh	[Big Grazing]
Main (cliff) Quarry	[Huntland]
Main Ruins	[Manside]
Mani's Fort	[Manside]
North Quarry	[Huntland]
Ogre Island	[Big Grazing]
Old Flintnail Fort	[Huntland]
Oldtown	[Manside]
Old Walls	[Manside]
Opili's Fort	[Troll Lands]
Pavis Old Mint	[Manside]
Pavis Temple	[Manside]
People's Gate	[Manside]
Puzzle Canal	[Huntland]
Real City	[Manside]
Riverside	[Troll Lands]
Robcradle Walls	[Big Grazing]
Salt (halite) Mines	[Huntland]
Small Quarry	[Manside]
Smalltown	[Manside]
Temple Hill	[Troll Lands]
Troll Break	[Troll Lands]
Troll Bridge	[Troll Lands, The Garden]
Troll Town	[Troll Lands]
Twin Hills	[Manside]
Wyvern Gate	[Manside]
Yelmalio Hill	[Big Grazing]
Yelorna Temple	[Manside]
Zebra Bridge	[Manside]
Zebra Fort	[Manside]
Zebra Pens & Fields	[Manside]
Zebra Ruins	[Manside]

TYPE D RUINS - *Little more than the original foundations of the buildings remain to attest to their existence. Most of the buildings around the Griffin Gate area are Type D. These ruins may mask the existence of perfectly habitable cellars.*



Rubble Areas

Big Grazing

This is mostly open land, comprising in full about one-sixth of the area within the walls. It lies south of the river, between the regions of Manside and the Garden. This is a neutral area, mostly devoid of inhabitants, forming a buffer between the humans and the elves, but also used as hunting grounds by trolls who find no difficulty in crossing the river.

Points of interest: Angle Fort, Devil's Playground, Dragonewt Temple, Grasslands, Great Basher, Keelmarsh, Ogre Island, Robcradle Walls, Yelmalio Hill.

The Garden

Aldryami settlers from Shadows Dance started the Garden in the days of Pavis' greatness. It was initially a collection of exotic plants and Elven tree houses on Green Hill. When the nomads broke the walls and invaded, the Aldryami reacted by accelerating their growing program. At first, the nomads sacked the north side of the river and left the elves and their kin alone. By the time they turned their attention to the people of the trees, the entire south and east corner of the city was overgrown, and greenery extended for almost a kilometer in some directions. It was too late - the elves had built an almost impregnable stronghold.

For a while, the Garden extended across the river and covered the entire east and south walls, but the troll invasion ended that. The Men of Darkness descended on the north bank Aldryami manifestation and destroyed it. The screams of the dryads could be heard for years, even after they were long dead.

Since then, the river has separated the two age-long foes. The trolls inhabit the north side of the river and control the access bridge, but only rarely foray into the Garden itself. The elves rarely leave their trees, but occasionally make punitive expeditions into troll territory.

Since all that separates the elves from the trolls is an oft times shallow and sluggish river crossed by a bridge under troll command, one may wonder how the elves have survived for four hundred years. They are known to be inferior in numbers to their brutish enemies. There are approximately a thousand Aldryami in the Garden, of which just over 200 are actually elves. The rest consist of a few non-combatant dryads, unreliable pixies, and a swarm of enthusiastic but diminutive runners. These two hundred elves are opposed by over two thousand trolls and trollkin. Rohir Oaklimb, High Wood Lord of Aldrya and commander of the elf defense puts it very simply: "If the trolls invade us, we will fire ten arrows each."

An amusing answer, but not one with any validity. By the time the elves had fired their arrows, they would be nose to snout with the oncoming trolls, even assuming they managed to hit every time (not inconceivable) and managed to penetrate troll armor every time (a somewhat more ambitious hope) *and* succeeded in putting every troll hit out of action (a pointless dream).

Part of the elf secret defense is the divisiveness of the trolls. The trolls living along the river, including the Loricek clan, are usually anxious to rid themselves of the Aldryami presence, but the Kaggroka clan of Temple Hill considers this a mask for the Loricek political ambitions. The Xaragang and Javis clans are more concerned with raising insects, trading, and plotting to conquer Ogre Island.

The other half of the elf defense consists of their "secret army"; the plants specially grown to defend the Garden and the water system, which is based on a spring on the top of Green Hill, keeping the Garden fresh, lush, and dripping; discouraging any approaching flame.

The plants of the Garden have so overgrown the city that only Type D and E ruins are found here, with a smattering of Type C. Currently, the elves occupy Green Hill and all the overgrown area. The place is utterly wild, even with the civilizing influence of New Pavis so near. Some scholars have managed to soothe Elven paranoia enough to allow them to study the blooms of the Garden. The Lunar empire has arranged for authorized expeditions to gather healing herbs there which cannot be found elsewhere and to allow passage for patrols which may have to enter troll territory. However, in the main, the Garden is off-limits to any but elves and their fellow Aldryami.

The elves in Pavis are conventionally organized. Their Shanasse tree is the focal point of a Council of Elders composed of High King Elf, Elder Sister High Priestess, Gardener High Priestess, the Chosen One, Light Son Friend (an Elven chief priest of Yelmalio), and Half-Elf Friend (a chief priest of Aldrya and initiate of Pavis). Any actions taken by the elves is voted upon by this ruling council. Light Son Friend and Half-Elf Friend have no vote, but their opinion is valued. There has not been a Chosen One present on the council since the time of Pavishimself (who sat there for a time), but the seat is kept vacant. All the members of the council are kept anonymous and referred to only by title. No outsider knows when one or another of the Council of Elders has died or been replaced, for the tides remain constant, and no elf will reveal their nature.

There are claimed to be exactly 20 Runemaster elves and dryads living in the Garden. The Pavis elves form a complete community, and are not subservient to any other group of elves in the world, but have ties to the elves of the Redwood Forest to the north. Not uncommonly, elves travel from the redwoods to Pavis and are adopted by the Garden.

In times of battle, the Yelmalio worshipping elves lead the mobile defense, and are likeliest to actually leave the Garden in a counterattack.

The runners and elves worshipping solely Aldrya remain in the Garden as militia, usually. When the elves raid outside, even the regular militia will take part.

There are many different types of runners in the Garden (such as poison ivy runners), fostered by the peculiar environment there. These runners rarely leave the Garden. The Shanasse tree of the Garden is but a small plant, with leaves of all the different types of herbs in the Garden. From season to season, the exact leaves will change, and so will the blooms, but there is always a flower blooming somewhere on this plant. No being except for initiate elves of Aldrya have beheld this plant.

Garden Guardians

The following are seven known elf guardian plants. All grow in large quantities about the Garden and help to explain the Elven impregnability.

Princess Plant

This is a bush with very large white leaves and white flowers. It is known to the fire resistant. It is occasionally used by artisans, cooks, and smiths to protect against burns, usually by thatching the plant's broad leaves into heat resistant mats. It is possible to construct entire garments out of the leaves, but the plant is slow growing and rare, and elves reserve all such garments for themselves.

The plant's leaves act as armor vs. heat and fire with an absorption rating equal to the plant's potency when the leaves are fresh. Like armor, it is not damaged by a single attack, and will continue to absorb and reduce fire damage round after round without limit. However, is not resistant to normal damage, and any damage done to it by weapons will tear a gap in the garment, eliminating protection from that area. The garment can be worn under armor, but will be torn by any weapon that penetrates armor. After the plant has been dead and dried out (a process taking about a week) the plant's effectiveness is reduced to half normal.

Princess Plant blooms during Dark Season and grows year round. It naturally grows in cool climates and mountains, but the garden elves baby the species. The Princess Plant bush is normally SIZ 1D3+1, and can take 1D3+1 points of damage before the stock is severed. It has a potency of 3D4.

Clingvine

This is a tough fibrous vine covered with an obviously sticky secretion. When the vine is gripped or bumped against firmly by a creature, that creature will become stuck to the vine. He must resist with his STR vs. the Potency of the vine's secretion or remain stuck. He may try again and again until he breaks free.

This plant is sometimes planted and grown in fence-like configurations to protect areas. The plants are not strong enough to do more than slow down dark trolls, but trollkin can be gummed up for several rounds while elves fire arrows at them or reinforcements are brought to bear. The glue can be soaked off and used for construction, but dries within a day or two, and is no longer efficacious as a weapon.

This plant is normally found in jungles far to the east, and was imported from Fethlon centuries ago. It has a SIZ of 2D6+3 for the whole vine, and will take 3D6 points of damage in any one area before severed. The plant's Potency is 2D6+2 and will change each season.

Darkfoil

By day, this small flower appears as a green herb with large yellow fuzzy flowers. It dates back to the lesser darkness.

This plant glows brightly when creatures of chaos are nearby; within a number of meters equal to the plant's Potency (4D6). The plant retains this ability after it is picked, but the Potency will decline at the rate of two points per hour, until it drops to nothing, at which point the light will go out. The light produced depends upon the plant's current Potency, and ranges from a barely noticeable glow to nearly as bright as a torch. Aldryami use this plant as a warning alert for detecting chaos creatures nearby. Intelligent chaos monsters sometimes pick these plants and carry them to light their way in the dark.

Darkfoil grows in open forests. It is nondescript and hard to identify except when blooming. The plan is rare, and must be carefully cultivated by Aldryami gardeners. The blossom is the only part of the plant that glows, but various strains of the plant bloom year round. This plant is an annual. This plant is small in size and has but a single flower. The Potency of the plant is 4D6. It rarely gets over a foot in height.

Oaken Warrior

This plant is a large tree - obviously related to oak - which can uproot itself and engage in ambulatory activities. In its normal state, the tree is quiescent, only rarely rousing itself, but when aroused by a dryad or a wood spirit, it can be fairly dangerous. If the tree is damaged or burnt, it will also activate.

The oaken warrior has a POW of 3D6 and 2D4 branches which it can use to crush its foes. Each tree has a chance to hit equal to 90% minus (branches times 10). Thus, a tree with five branches has a 40% chance to hit with each branch. Both SIZ and STR of the tree will be 3D6+30 at maturity. When a branch hits a target, it will clinch up and slowly crush the victim. Each round, the area struck will take damage equal to half the tree's damage bonus. Armor will protect only until its absorption rating is overcome, when it will splinter.

The oaken warrior has a DEX of 4 and SR of 6. It is hit points equal to 2D6+12 on each branch, and twice its SIZ across the trunk. Opponents can choose which area they wish to strike at. The trees general toughness and thick bark counts as 5 points of armor. If the trunk is cut through, the tree will die.

Oaken Warriors are found only in Aldryami forests. Elves know the secrets of waking them from their normal hibernation, but can evidently only do this once every season or so. The trees to not normally activate for a period of time longer than a few days. The trees take over 30 years to grow to maturity, and have no special powers until then, so they are usually grown in a special Interior grove while they are saplings, and then moved to a perimeter area when they mature. They are slow moving, and have a speed of 3.

Screamers

This is a climbing vine, which can be trained to grow in specific directions as desired. It has pointed triangular leaves and during flowering time (Sea Season) it has green and yellow striped flowers.

If this plant is touched or disturbed, it will emit a "shriek" audible to an elf that has been attuned to the plant. The secret of attuning these plants is known only to the Aldryami, and only one elf can be attuned to a single plant, though many plants can be keyed to one elf. The vine is often cultivated as a natural burglar alarm.

The vine can reach great lengths, growing to SIZ 2D6+12. It is tough, and has 1D6+2 hit points in any one area.

Tanglebriar

This is a rambling, thorny, vine-like ground cover, which grows in thickets. The plant will grow into a dense patch in a season or two, and become fairly impassable.

Each one meter cube of Tanglebriar has 8D6 hit points to be chopped through before passage may be obtained. This must be done using an effective edged weapon. Spears and maces are useless. It is possible to simply thrust one's way through the thicket using brute strength, but then that the breaker must overcome the thicket's STR of 8D6 on the resistance table. Success will leave a path through the briar. Trying to simply force one's way through the briar will cause 1D6 damage to the character making the attempt, whether or not successful. This damage is done to all hit locations equally. There is a 05% chance that one of the character's hit locations was struck with the equivalent of a critical hit, and that his armor will not count over that location.

The plant can be burned out, emitting dense clouds of smoke. The garden Elves plant these plants into patterned hedgerows, channelling enemy attacks and forcing foes to stay in certain spots, where they will be more visible. The plants need water, and are kept near a water source if possible. They are native to Aldryami forests.

Other Plants

Unfortunately for the elves, while some plants aid in their defence, others grow there which make the trolls, humans, and others covet the Garden. An avaricious quest for one of these plants could have been the cause of the death of Tan-Bard Smoke, one of the Seventeen Foes of Waha.

Athoforia

This is a pleasantly scented flowering bush. The flowers are pink and a blue, and the leaves fuzzy and dark green. The plant blooms during Sea Season. This plant grows only in Aldryami forests. The plants will only produce seeds under the influence of a certain Aldryami ritual, which is unknown to outsiders. They will sell clippings or fertile seeds to friends.

The plants flowers are quite spectacular, and the perfume will last for years in dried plants. They are sometimes used for sachet packets and the like. The bushes reach a SIZ of 1D3+1 and have 1D2 hit points.

Calfonilla

This is a herb with small pink flowers and pale and dark green variegated leaves. The green berries form in early Fire Season. The berries of this plant are soaked in cool water (Aldryami dislike fire) to brew a mild tea, esteemed by elves. The berries can be dried, crushed, and used as a spice as well. The plants tea and spice is pleasant enough for humans as well, and a large healthy plant can bring as much as a wheel in cash. Extremely high quality inns and eating establishments consider it important to have this spice as a seasoning. The plant is a bull with a SIZ of 1D3+2 and 1D2+1 hit points before it is severed.

Jewelflor

This small flower has 1D3 Bright, gem-like flowers. There is a rather touching Aldryami legend concerning the plant. The leaves are thin and dark green. This plant's flowers are actually crystalline and glasslike at maturity. These glass flowers are rare, beautiful, and, therefore, valuable. The plants are extremely difficult to grow, and take some time to flower. There are also subject to several types of diseases and parasites, all of which can prevent flowering. A single perfect flower can be worth four or more Lunars and the Pavis, and more and in areas distant from Aldryami, where they are unique and more valuable. The plant is quite small and can be picked or trodden easily. It is only rarely met with in the wild, and is not too common even among elves.

Rainbowvine

This is a lovely red and pink vine with large crimson blossoms. This plant is valued both for its rather blatant beauty and for the fact that it can be refined

into a long lasting pigment for paint, dies, and ceramics. The dying produces a bright, almost glowing pink. The vines have a size or of 1D3+1 but only a single hit point before being severed. The plants are delicate and easily damaged. They normally grow only in remote forests and jungles.

Dreamweed

This is a smallish herb with large grey flowers and tuberous roots. When the roots are eaten, they will give the eater visions and dreams. The user will fall into a sleep twenty or thirty minutes after eating the prepared root. Roll 2D6 on the following chart to see what the vision received is:

2 *vision of the future; true and useful*
3 *vision of the present; true and useful*
4 *vision of the past; true and useful*
5 *random vision; true, but not useful*
6-7 *allegorical and symbolic vision; true, but useful only if deciphered.*
8-9 *incoherent and incomprehensible vision; not meaningful*
10 *nightmare; lose one point of POW*
11 *temporary insanity lasting (25 – INT) hours*
12 *insanity; INT reduced by 1 point, insanity lasts until madness is cured either by Cure Disease skill or Cure Brain Fever spell, INT loss is permanent, though.*

The Dreamer will remain in his coma for a number of hours equal to the plant's Potency. During the dream's duration, the dreamer must remain undisturbed or the vision will be interrupted and forgotten.

Each hour that the vision lasts will provide the dreamer with one major important fact or allegory. After the dreamer awakens, he is exhausted; both CON and STR are reduced by the root's Potency, to a minimum of 1. The lost characteristics recover at the rate of one point per two hours of rest. For each extra root eaten past the first, add +5 to the total Potency and add +2 to the dream result die roll. If the root is eaten again within the week, +1 is added to the dream result die roll.

This plant normally grows in the Sacred Ground in Prax. The Garden Aldryami have imported it. It has a SIZ of 2D3+1 and 1D3 hit points. The root's Potency is 3D6.

Points of interest: Central Garden, Creeper Road, Green Hill, Hippogriff Gate, Troll Bridge.

Huntland

Huntland includes all of the area north of the river and east of Temple Hill, except for Zebra Fort and its surrounding ruins. This includes about a sixth or a little more of the area within the walls. Despite its size, Huntland holds only a few kernels of civilized settlements. It was first named by trolls. Humans translated the name and use it now, too; many of them even hunt there. So do trolls, but they take a wider variety of game than the humans.

Points of interest: Balastor's Barracks, Blind King's Castle, Blind King's Hill, Central Bridge, Flintnail Temple, Furner Fields, Griffin Gate, Main (or Cliff) Quarry, North Quarry, Old Flintnail Fort, Puzzle Canal, Salt (halite) Mines.

Manside

Here men were able to maintain themselves even after the trolls sealed off the city from the outside. The presence of the temple of Pavis was one of the major reasons for this survival. The spirit was always strong within his own holy ground, and protected people who worshipped him. Since that time, other human strongholds grew, and people believed it is safest among the ruins of this part of the city for them. This area has close ties with the humans who dominate nearby New Pavis. The proximity of the newer city strengthened the original position of the humans in the area. Manside includes a little over one-sixth of the area within the walls.

Points of interest: Downtown, Kakstan's Art Museum, Main Ruins, Mani's Fort, Oldtown, Old Walls, Pavis Old Mint, Pavis Temple, Real City, Small Quarry, Smalltown, Twin Hills, Wyvern Gate, Yelorna Temple, Zebra Bridge, Zebra Fort, Zebra Pens & Fields, Zebra Ruins.

Troll Stronglands

Trolls came into Pavis in force in year 1237, led by Gerak Kag, a troll hero who engaged in combat with Balastor, last king of Pavis, and killed him. A whole army moved into the city then, sealed shut the mighty gates with magic and stone, and began the conquest of the interior of the walls.

The failure of the trolls to wipe out all the other inhabitants within the walls may be due to inability to unify as a single force since the apotheosis of Gerak Kag, and their need to allow appropriate game animals to remain within their domain as future food.

The factionalization of the trolls is well-attested. Gerak Kag, a male, had little official influence over his sisters and nieces who led the common folk. However, his military presence was enough to completely dominate the Karrg's Sons (war leaders) and force a unification of their military force.

Gerak Kag was a relentless Heroquester, and about the year 1250 attained immortality and was apotheosized as a troll hero. He removed himself from the mundane plane and his followers began to worship him as a demigod.

This achievement was a disaster for troll unity. The troll warlords began a terrible competition which set troll against troll for years, and which probably gave harassed humans, dwarfs, and Aldryami much needed respite.

The trolls in the Rubble are organized into clans. Each clan is ruled by its own council of elders, usually headed by a priestess of Kyger Litor. Each clan is independent of the others, though stronger clans dominate those nearby, and the strongest clans can occasionally unify the rest. At least in theory, all the troll queens and elders in the Rubble of old Pavis swear allegiance to the Eldest Kin in the depths of Dagori Inkarth.

Four of the clans are so much stronger than the rest that they are titled the Four Great Clans. These four clans have different personalities and natures.

The historic Kaggroka clan is mightiest of all, numbering 800 - nearly a third of all the Rubble trolls. The great Gerak Kag himself belonged to this clan, and all trolls belonging to it can trace ancestry to Gerak Kag's sister/wife, Orcanic Kaggroka. This clan is based on Temple Hill, in Opili's Fort. Kaggroka is the only troll clan with such a secure refuge as the fort, and it has undoubtedly contributed to their success.

Not all members live in the fort itself, and branches of the family live both on the hill, and off it to the east. Opili's Fort is a well-known stronghold, and troll markets and religious ceremonies are frequently held there. The current queen of Kaggroka, Ebony Gerralyn (called Gorgeous Gerralyn by impious humans), is reputedly the most powerful Kyger Litor priestess in the Rubble, and is certainly the most respected.

The Loricek clan numbers around 300 trolls and trollkin. They are noted for a preponderance of Zorak Zorani worship amongst clan members, though many remain pure Kyger Litor. Their queen herself, Ziolan Onge, belongs to both the Kyger Litor and Zorak Zoran cults. This clan is mainly located in the ruins at the southern part of the Troll Stronglands and in Riverside. Warriors from this clan and nearby subservient clans are responsible for guarding the Troll Bridge and the underground passages leading into troll country from the south and west. In return for their frequent leadership in battles, they always demand the lion's share of any loot obtained. The main source of the clan's strength comes from the goods their powerful warriors wrest from other inhabitants of the Rubble. They are a robber clan. They tyrannize all the nearby small clans and force them to send troops to support the Loricek war parties. The Loricek clan owns 30 great trolls; more than any other clan. This clan is also frequently called the Darkdemon clan. It fields a military unit called the Darkdemon regiment, which consists entirely of dark troll worshipers of Zorak Zoran.

The Javis clan, headed by the Twin Queens (sisters) Rebecep and Robon, is the smallest of the Four Great Clans, with only 200 members. It is based just east of the halite (salt) mines. They control the troll stockade located there, and the clan sprawls across the western tip of Riverside. This clan is almost entirely outside troll country. A fairly large fort called Whitefort houses the clan not too far from the mines. This clan gets its power from its semi-monopoly over salt and from its ownership of White-fort. They trade salt with other trolls for goods, trollkin, and food. A historic Javis goal has been to conquer Ogre Island and settle clan members there, but this has never come to pass, despite several abortive attempts.

The Xaragang clan dwells around and near the Troll Break. It is ruled by the priestess-queen Kukudoom Tall One, who is the wealthiest troll in the Rubble. There are some 300 trolls in this clan. This clan governs all trade at the Break, and skims off a Tariff on all transactions taking place there. The exact amount extorted varies with the power of the trolls or merchants being dunned.

The clan runs a Thunderbreath restaurant in the heart of the troll lands, and several of its council of elders serve Argan Argar. It is likeliest of all the clans to have members visit New Pavis.

There are approximately 900 trolls that do not belong to any of the Four Great Clans. These are members of approximately 20 small clans scattered throughout the troll lands and elsewhere. The largest of these clans numbers around 100, and the smallest only a dozen or less. In addition, there are a few score outlaw trolls belonging to no clan.

Points of interest: Opili's Fort, Riverside, Temple Hill, Troll Break, Troll Bridge, Troll Town

Points of Interest

Angle Fort
These are the ruins atop Yelmalio Hill. They still sport tall, good quality walls, though they are broken in several places. There are several tower ruins still of Type A quality. Most of the interior buildings are Type B. These ruins have no permanent inhabitants; the elves discourage a permanent settlement so close to their Garden.

Balastor's Barracks
At this landmark Balastor, last human king of Pavis, died. It has maintained a reputation over the centuries as perhaps the most dangerous underground area in the Rubble.

Big Grazing
[See Rubble Areas Section]

Blind King's Castle
This is the most prominent of the ruins dotting the Blind King's Hill. It is made of red stone, darker than red bricks, and although it is about three stories high, the debris around it indicates that it was once much higher. It consists of a combination of Type A and Type B ruins. The Blind King's Castle holds a large complex of ruins and underground passageways.

Blind King's Hill
This prominence is mainly grass covered, but many Type B, C, and D ruins reveal the sites of former villas overlooking the pastures below. There are several trails leading to the hill from Griffin Gate and the Puzzle Canal, but there are no set trails up the hill. The slope is gradual and easily climbed, and one season's trail is often washed away into an arroyo, forcing the climber to find another path.

It is said that the entire hill was once an immense palace belonging to the Blind King (the Blind King's Castle itself would have been no more than the entrance hall), but that is all that has come down in legendry. Whatever the Blind King ruled over, it was not Pavis. No king of Pavis was ever known to be blind. This assumes, of course, that the "blindness" was physical.

Central Bridge
This bridge has traditionally been a bone of contention between all the factions of Paris. When the trolls are expanding, they claim toll from travelers or bar passage to all but their friends. Usually, various bandit gangs exact tolls until driven away by indignant adventurers or tougher bandit gangs. The Lunar occupation has done nothing to curtail such flamboyant free enterprise. Generally speaking, people attempting to cross the Central Bridge expect to be robbed and killed for their pains, unless they are heavily armed or very lucky.

Central Garden
The middle of the Aldryami Garden may be impossible to find unless you are an elf. Only the initiated elves know the signs to seek, and the meanings and implications of what they sense. It is clear that their center of worship, the Shanasse tree, is not a huge redwood, as was common in the north and in prehistoric Prax, but the true form of their sacred tree is unknown to outsiders. The elf leaders entertain visitors wherever is most convenient and safe for them. They often simply do not show themselves, but communicate through Mindspeech alone, or through cute familiars.

Creeper Road
This pathway tunnels through the vegetation overlying the ancient Pavic road. The stone road prevents deep roots, but the road has been roofed by vines and creepers.

This is the normal route which visitors are allowed to use when they pass through the Garden. Visitors all report that their every pace was watched by runners overhead, and that the creepers at their feet and hanging about their heads moved with disturbing potential.

Devil's Playground
A region of distorted brush and trees, long believed to be haunted by chaos somehow. Ruins are all of Type D or E.

During the troll occupation, this area, which had been a simple market during the days of prosperity (850-940 S.T.), became a hotbed of chaos creatures. Temples to Malia, Thed, Bagog, and Cacodemon sprouted up here. When humans wanted chaos mercenaries to fight trolls, they came here. Some did not come out.

Sages think that the reason this became a central rallying area was the discovery of some

great artifact buried in a pasture. This is quite possible, considering the area's establishment near the Robcradle Wall.

The Playground has been a continual target of troll raids and, since the establishment of New Pavis, human raids as well. All profess to be attacking chaos. Most really are searching for the artifact that gives the chaos creatures in the area their power and continually draws them back. No one has found it, but no one has penetrated deep into the caverns beneath the ruins. Perhaps the strange marvel waits still for a brave and lucky adventurer, and then again, perhaps it disappeared ages ago. No one can know unless they go and look.

The Devil's Playground bears the evil reputation of possessing a series of tunnels beneath it. These tunnels are so deadly that every single individual to have penetrated into them has either disappeared forever or returned stark raving mad.

Downtown

This is mostly Type B and D ruins. The Type B ruins are remnants of the former richer residents, and the latter are from the poorer along the river edge. Kakstan's Art Museum is a local landmark. Some humans live here.

Dragonewt Temple

A temple founded in the Rubble after the Dragonewts' Dream in 1551. It was built on the ruins of another Dragonewt temple inhabited during the time of the Empire of the Wyrm's Friends. The new temple houses a Dragonewt community who hunt all along the south side of the river, usually taking non-sentient life. They are ruled by at least one full priest. This temple does not, as yet, have the capability of creating Dragonewt eggs. Thus, when one of the resident dragonewts is slain, he must be reincarnated back in Dragon Pass and make the long trek back to Pavis before he can once again join his temple.

Flintnail Temple

This beautiful and wondrous structure is the latest refuge of the resident dwarf mason cult. It is splendidly wrought and superbly defended. Even some concerted troll assaults failed to seriously threaten the residents who had, reportedly, deep hidden tunnels to other places in the ruins from whence they drew reinforcements and supplies.

About 100 beings, mostly dwarfs, live here permanently. They have no apparent means of support, for they never farm, herd, nor hunt. Instead, they are masonic mercenaries. They hire themselves out to build fortifications, houses, or anything else out of stone. Being firmly conservative dwarfs, they never sell their services to trolls (the one time they did so, the dwarfs gleefully betrayed their employers and wiped out the whole troll clan).

This temple is the apparent center of the dwarf community, but it is really only one of the surface outlets for the underground burg. Dwarfs are common here, and the leaders are mostly dwarfs.

The leaders of the Flintnail Temple are, naturally, the religious leaders as well. They are: Ginkizzie, High Priest of Flintnail; Karzad, Chief Mason; Prokinizzie, First Site Foreman; and Aladikis, Second Site Foreman.

Visitors are always welcome at the temple, but never past the outer two rooms of the complex. Visitors usually are confined to the single outer courtroom. Food and lodging are available with quality equal to that of a three-star inn in Pavis. A room costs 10L a day, and up to three people may stay in it at once. Foods served varies from day to day, but meals cost from 1 to 3 Lunars. Cradle Wine is available as well, costing 8 clacks a glass. Even animals will be tended fully for 2L daily.

Furner Fields

An open area, mostly grasslands thick with vegetation. As far as can be told, no building ever has sullied the ground here. Animals such as the Prax hare are here in force, as well as a few wild goats and impalas.

The Garden

[See Rubble Areas Section]

Grasslands

Most of this area is open land, lush with grass which feeds the animals here. Several times there have been herds of impalas released here, but they have always been hunted to extinction. However, it is easy to find many types of small game.

Great Basher

This is located at the north tip of Ogre Island. It is a perfect triangle of granite which rises ten meters from the marshy ground. This hard spot was used by the inhabitants of Robcradle to smash and capture the giant cradles.

Green Hill

This name grew upon the hill as the Garden covered it. It is visible beyond the city from great distances, and its permanent green vibrancy is superstitiously revered by the nomadic Praxians, used to harsher conditions.

Griffin Gate

This is one of the ancient entryways left by the giants and finished by the dwarfs. Though the huge doors are now gone, the gatehouse is relatively intact. The ruins within the gate are called the Griffin ruins, and include the famous site, Balastor's Barracks. They are mostly Type C ruins.

Hippogriff Gate

This potential entry into the walls is nearly blocked by tangled plant growth. It is constantly surveyed by the elves. It is discussed in detail in the section titled Getting Into the Rubble, found later in this section.

Huntlands
[See Rubble Areas Section]

Kakstan's Art Museum
This Type B landmark is notable because it has occasionally spawned some piece of magical artistry as if by itself. Most visitors claim it is empty, but sometimes they report something fabulous. One time, the entire building seemed to be stocked with rare pieces, some of which were successfully looted and now hang or stand in the New Pavis Temple. The museum is a regular stop for many adventurers traversing the ruins.

Keelmarsh
A year-round swampy area between Ogre Island and the southern shore. During floods, most of Keelmarsh's surface vegetation is submerged or washed away. When the river subsides again, it is quickly overgrown. The area, located between the grim landmarks of Ogre Island and the Devil's Playground, is naturally rumored to be the continual haunt of chaos monsters. Many river dwelling amphibians also spend their leisure time amid its safe shelter.

Main Quarry
This consists of body and leg stones from the Faceless Statue. Some veins of organ stone are rumored to still exist. Most of the area is of tumbled boulders, bare rock, or forgotten quarries. Occasionally a Type C or D ruin can be found here. Clumps of vegetation of every size dot it, gradually fading into the Furner Fields.

Main Ruins
This includes the largest single section of ruined buildings within the walls. Thousands of buildings once rose here, covering 200 hectares. Within the Main Ruins are several sections which have identifications of their own. These include Downtown, Real City, Oldtown, Smalltown, and the Pavis Mint, each of which is described in its own section.

Mani's Fort
Mani is an ancient hero of Mani's clan, which rules this fort; he is periodically reborn among them. His reign is always heroic and much benefits his people. They revere him and his customs above all else, for Mani has preserved them through all times. The residents number about 300, and are ruled by Pallinu Vibi, high priest of Mani. The structures here are Type A. The residents live by herding, farming, and hunting.

Manside
[See Rubble Areas Section]

North Quarry
The North Quarry was an open-pit quarry which, since ancient times, has been filled with water. It was filled to facilitate the movement of the great arm and body stones to the river, which were then floated up or downstream where needed. The long-filled remains of an ancient ditch show the canal route.

The ruins which lay all around the North Quarry are Type D. They actually are quarried stone which was never moved from the site, rather than broken buildings.

The ground is generally rough and precipitous, with irregularly-shaped outcrops of rock strewn about. The Flintnail residents, whose temple nestles among the wild stone, claim that the rock here is still growing, and that there is more stone now than there ever has been before. Such growth process, if it actually occurs, is so slow as to be indiscernable, despite the credulous reports of a half-dozen silly Lhankor Mhy priests.

The terrain makes the area perfect for bandits and goatherds, who hide in caves every night. There are also many scattered piles of foundation rock made by families over the ages, abandoned by everyone except miserable trollkin. Generally speaking, the residents here know no authority but the ancient spirit of Pavis and, sometimes, Flintnail. There are gangs and families, but no chieftains or leaders.

One notable landmark through these rocky areas are the signs painted onto rocks which direct people to the Flintnail Temple. They mark a clear and simple path through, among, and over the stones. Many eyes watch this trail, and not all of them from the temple. Everyone has heard stories of the bushwhackers who frequent this route.

Ogre Island
A permanent dry spot surrounded by weeds on the south bank of the river. It is connected to dry land by a smaller version of the great bridges, which, unlike its big brothers, is broken in places and perilous to cross.

Originally, this was called Cradle-snatch Island, but the name changed during the troll occupation, when ogres seemed to appear here magically. Cacodemon was called here several times. After the Opening, the incidence of ogres dropped, but some can still be found in the area.

An ogre temple next to the highest part of the island is a Type C ruin, but it is rumored to still be in use by the Cacodemon sect. If this is so, they either take away their religious paraphernalia after each worship (or are devilishly clever in hiding it). Numerous raids by human and troll alike have found nothing at the site.

The island is heavily overgrown with shrubs and small trees. To the north is the river, to the south Keel-marsh. The tip of the island is formed by the Great Basher. The bridge, which will allow passage for two men or one horse at a time, is the only easy access.

Old Flintnail Fort
One of the former refuges of the native cult of Pavis, the dates of its building and occupation are

unknown. Oddly, it is reported that there are no tunnels leading away from its basements.

As is usual with dwarf work, the stone is polished and shaped, and still quite beautiful despite the ravages of the years and of hungry trollkin.

Most of the walls are still intact, making it a Type B ruin, and it is often occupied by some human or troll gang for a while. There are no known permanent residents.

Oldtown

This region is mostly B and D ruins. The better ruins are generally clustered along the river. It is so called because the architectural style is reminiscent of ancient Esrolian designs. Probably it was once occupied by Jrusteli immigrants.

Old Walls

These are the standing remains of an ancient structure whose origin is unknown to people thereabouts. They stand about 1-2 meters in height, and are at least 3m broad.

Opili's Fort

A Type A fort of ancient design, currently occupied by the mighty Kaggroka troll clan. They have dwelt there since the apotheosis of Gerak Kag himself, their ancestor.

Pavis Old Mint

This structure was built with two purposes. It was based around a giant child's gift, looted by the Jrusteli. This "toy" allows the user to make coins to their own design from hard metal placed into one end. Unfortunately for many would-be looters, the device takes up 40 meters on a side and weighs hundreds of tons. No one knows how the Jrusteli got it to its present position, and no one has discovered how to move it since. The Mint is a Type B ruin.

To protect the device, the residents of Pavis built a small fort around it, and that has stayed remarkably intact over the centuries. The Mint has there-fore become a strong point for every bandit gang in the Rubble, changing hands frequently with the fortunes of war. One can always tell who is in charge of the Mint by watching to see which ruffians are spending newly-minted coins in the taverns of New Pavis.

The money maker will take any kind of metal and turn it into coins according to the patterns set on the machinery. Until recently, a set of patterns for ancient Pavis coins was hidden on the premises, but an adventurer party found them shortly after the Lunar occupation and turned them over to the Lhankor Mhy sages for their researches. The party was amply rewarded.

Pavis Temple

The Pavis Temple is the original temple, and its cracked but intact crystalline walls still shelter services, in defiance of the worst that nomad or troll could do. Within this temple is a small Flintnail shrine.

This cyclopean structure has given spiritual backbone to the surrounding colony of humans ever since it was founded. The human culture of Pavis has always been centered on this temple. It is enormous in size and seems to be carved out of a single piece of translucent, pinkish-white stone. The only mar on the structure is a single crack running the height of the front.

Pavis himself is no longer believed to dwell permanently in this temple, and the temple leadership lives in New Pavis. Still, this old temple has the patina of centuries to shed honor and respect upon its main priest, Bendrath. This temple is still the site of sacred city rites, carried out anew each holy day. Though Pavis lives here no longer, he is said to be here every holy day.

Puzzle Canal

Labrygon, a demi-god priest from the Empire of the Wyrm's Friends, created the Puzzle Canal. Building it took hundreds of laborers, but it seems to serve no purpose. Observers of Labrygon's actions suggested that the canal might be an elaborate Nysalor riddle, but this suggestion was not appreciated and was much discouraged.

All anyone knows is that the entrance is easily found and that the initial entryway has plenty of room for a ten-person boat to enter. Many have entered, some have returned. Returnees are usually close-mouthed about what they found. Some are suddenly wealthy, others as broke as ever, plus the debt of hiring the boat. The reported ruins are all of Type C or D.

The canal is known to be remarkably vegetation-free, though its banks burgeon with plants of all kinds. Trolls usually avoid the place. No troll has ever emerged alive after entering the canal from the land side, though a few adventurer trolls have survived the river trip.

Real City

This area of Old Pavis was never totally ruined by the invading barbarians. It was originally made by dwarfs, so it withstood the barbarians' primitive assaults better than most of the rest of the city. It also surrounds the hilltop about the Pavis Temple. From early times, a wall has protected this hilltop, and its residents have hunted, gathered, and plundered for a living.

The city currently houses about 500 people, all humans, but some of the buildings are set aside for dwarfs who occasionally pop in from their subterranean tunnels to stay there a while before moving on.

The current ruler of the city is named Gomoranx the Wise. He is brother to the Daughter of Pavis in the old temple here. The priest's name is Bendrath.

There is no animosity between this humble center and the newer, larger city and temple of Pavis. The rulers of this hamlet have important

holdings within the newer settlement, and their ancient status gives them cult benefits. They are, for instance, fed first at all temples on holy days.

This surviving part of the city is still beautiful, and its fame helps confirm the legends of Pavis' ancient splendor. The residents meanly live in these grand habitations, aping the greatness of their past. They provide good material, however, for the poor grandeur of the ancient cult and supply hardy soldiers for local defense.

The real city has mostly A, B, and C ruins in no particular plan. The nomads pulled down several tall buildings during one of their periods of dominance, and the main thoroughfare is still blocked by this. No one originally organized a clearing party, and it is now considered part of the defenses.

Until the coming of Dorasar, the inhabitants of the Real City mainly lived underground, but they have since resettled the remaining intact buildings.

Riverside

This area is mostly Type C and D ruins. It is inhabited by many small gangs of trolls, and dominated by the potent Loricek clan.

Robcradle Walls

This line in the earth marks the foundations of the walls of Robcradle, which was razed by the giants in the Second Age. Only the remnants of the northern walls still stand. The power of its Jrusteli makers, however, was enough to keep the impression of the line of the wall present all around the original site's boundaries, even though in most places stone and foundation were stripped away. Anyone passing over this line can know he is in ancient Robcradle. Ruins along the line vary from Type C ruins of the Pavis era to Type E ruins of the time of Rob-cradle.

Aside from this, the Robcradle area is mainly known for the occasional artifact or scrap of artifact still found there. These items came out of the cradles from which Robcradle got its name. Most seekers come away with nothing, but occasional miraculous treasures keep the treasure hunters coming back for more.

Many of the groups within the Rubble have acquired these leftovers and base their strength on them.

Salt (halite) Mines

The Salt Mines are a valuable resource, and used to be a source of bloody contention. Since the coming of Dorasar, founder of New Pavis, the humans and trolls have entered an uneasy silence over the place. Humans may mine the halite (halite is the mineral form of salt) during the daytime, and trolls at night. Both shifts are limited to six hours, centered upon noon and mid-night. The evening and morning hours are neutral; anyone found taking salt at that time is considered a criminal by both parties, and may be killed with impunity.

Two stockades are near the mine sites. Both are crude stone enclosures and house the miserable workers who man the mines. The humans are condemned criminals; the troll workers are trollkin. They are driven into their squalid, miserable cells each night or day, where guards keep an eye on them and also watch over the mine areas for poachers or invaders.

The keepers of both forts, Foul Eddy for the humans and Robon the Leery for the troll Javis clan, are astonishingly similar in their outlooks and behavior, and neither one has ever been known to send out troops to help a party in need, nor to open their gates to someone in trouble.

Both trolls and humans make their wealth by trading salt to nomads and their own kind (human or troll).

Small Quarry

Armstones and bodystones lay in jumbled piles throughout the area. There are sites for small caves, hidden pickets, and so on. Some goats graze here. Most of the quarried areas seem to be covered with new gravel and boulders. There are a few Type C and D ruins.

Smalltown

Mostly Type C and D ruins. This is an ancient nickname; a discerning eye will see that this section was made of miniature houses for pygmies and other smaller folk. However, many buildings here are of normal size, too, such as the famous Pavis Mint.

Temple Hill

Long ago this area housed foreigners and their gods who visited Pavis. Now mostly Type B, C, and D ruins, with several Type B areas of note.

This area was set aside for temples to all the foreign gods worshipped with-in the walls of Pavis. Here can be found mostly ruined temples of Yelm, Orlanth, Kyger Litor, Argan Argar, Waha, Eiritha, Daka Fal, Ernalda, and many other gods worshipped by residents of the city at its prime.

The trolls control the hill and have refurbished the troll temples there. They patrol the hill regularly to keep anyone from utilizing non-troll temples. The clan centered here is the potent Kaggroka clan, which also runs Opili's Fort.

Troll Break

The Troll Break is the largest entrance to the Rubble and it opens into troll territory. The trolls patrol it. Frequently, there aren't enough trolls to do an effective job, for other patrols must be made and food must be found as well.

The Xaragang clan is the main power near the Troll Break, and many patrols in the area belong to that clan. The Xaragang clan gains much wealth from their control of the Break.

Every week, merchants and nomads cluster outside the break to sell food and goods to the

trolls. This is known as the Troll Market, and is a major source of income for some merchants.

Troll Bridge

This lies solidly between the dark quarter of the trolls and the elf Garden. When the elves feel contentious, they attempt to wrest control of it from the trolls. The vast majority of the time, the trolls are in firm control. It is rarely used except as a pathway for elf and troll war parties.

The aggressive and ravenous Loricek clan of trolls takes prime responsibility for guarding this bridge, though lesser clans are sometimes found here instead. The Loricek trolls will take no toll from passers, but will waylay anyone crossing; eating or ransoming their prisoners. The weaker clans that sometimes guard this bridge will occasionally take bribes to permit strong groups of humans across. On the rare occasions that elves guard the bridge, they will never permit anyone across (except Elven war parties), but they do not always wantonly attack passers-by.

Troll Strong Lands

[See Rubble Areas Section]

Troll Town

These were once rich residential areas. When the trolls came through the break, the depleted survivors of Pavis could put up little resistance, and this area has, ever since, been troll-dominated. It is subject to occasional raids by men, elves, or dwarfs, but a common Pavic saying is that "the Black Men eat as many robbers as they do trollkin" - meaning that many, many would-be raiders become no more than meat for the trolls.

Most of the trolls and their few allies live in sloppily repaired buildings from the time of Pavis' prosperity. Interspersed among these dwellings are mud huts and open spaces where once were townhouses and grazing areas. There is supposed to be an insect grazing area somewhere in this region, but no human will admit to having seen it.

The ruins here range from Type A to Type D. Trolls live in all types, but trollkin gangs rarely occupy ruins of higher quality than C. There are many troll clans and gangs in Troll Town, and no major clan is centered here, though all four exert influence.

Twin Hills

This landmark is exactly as its name implies. The hills rise about 100m each, and are steep on the sides indicated by cliffs on the map. The bare rock there is brick red.

Mani's Fort is an occupied human settlement atop one of the Twin Hills.

Wyvern Gate

The once-proud guardhouse for this entry was smashed by the invading Dragonewt phantoms in 1539. The ruins which crowd about the inner side of the gate are mostly Types C and D. Miserable human families often find refuge here, stretching tarpaulins and hides across the tops of the rubble, giving themselves protection from the elements. They hope for protection against bandits from the Lunar guards who occasionally hang around harassing adventurers (who are usually the bandits in question).

Yelmalio Hill

This hill is named for its former inhabitants. It still sports tall, good-quality walls, though they are broken in several places. The top of the hill is covered with the *fairly* intact ruins known as Angle Fort. Yelmalio cultists, including the Yelornans, talk of resettling the hill, If the elves were to let anyone settle there, it would be their sun-worshipping friends. Elf patrols hunt the area at times, ambushing adventurers and trolls. All attempts to set up sun temples on the hill have been foiled to date by night troll invasions. The trolls evidently disapprove of allowing the elves to have Sun Dome Templars so close to their Garden. Thus, between the elves and the trolls, the hill has been kept free of permanent residents.

Yelorna Temple

Almost diagonally across the settled human area from the main fort is the Yelorna Temple. This was originally a villa belonging to one of the great old families of Pavis, and it survived the ravages of nomad and troll surprisingly well. Now, Morganeth Star-maiden has taken her ancient

family holding and converted it to the ways of her religion, the worship of Yelorna, daughter of Yelm and patroness of amazons and unicorn riders.

The Yelornans in the temple are equally distrusted and appreciated. They are man-despising women in a male-dominated area, but they are also doughty fighters who definitely aid the defense of Zebra Fort. The citizens leave them alone, honoring them only in official ceremonies; the militia trains with them on occasion. Temple doings are their business, and the Yelornans handle their own problems. Of course, when a young maiden turns up missing (not too common in a village of 500), they are suspected of abducting her, but no one has acted on these suspicions as yet.

Zebra Bridge

Whoever controls Zebra Fort controls Zebra Bridge. This is currently King Hargran the Dirty. He charges a toll for everyone and everything which crosses his bridge. The toll is higher than it was before him.

The debt to cross is often one lunar per leg in the party. Thus it is 2L per man and 4L per beast If a party seems weak and exploitable, the guards may try to impose a tax of 1L per toe instead.

Zebra Fort

Though located on the northern side of the river, this structure and the surrounding vicinity of Zebra Ruins are counted as part of Manside. This fort cuts off the Zebra Bridge, and is surrounded by many ruins of Types C and D. The fort is occupied by people who claim descent from Baragrat the Bold. He was, they say, an ancient king of the Arrowsmith dynasty. Whatever their origin really is, their fort is as old as the most ancient settlements of the Pavis growth period. It might even be located above the remains of Joraz's private palace, once named Zebra Palace.

The population of the fort is about 300 souls, including an unusually large number of hired mercenaries. Hargran the Dirty currently rules this band of cut-throats, who also collect tolls on the bridge. The Lunar empire claims to tax this toll, and some Lunar officers have been seen there by adventurers.

Zebraside

This area, close to the wall, is owned and run by the powerful native Zebra peoples, strongholded in the nearby fort of their name. The area is covered with pens to hold their domesticated stock, barns and granaries, and farmed fields to raise crops to feed people.

Zebra Ruins

These ruins are on the northern side of the river, surrounding Zebra Fort. Peculiarly, these broken structures alternate in bands of dark and light color from block to block, like stripes. Within this area is the Yelorna Temple. The ruins range from Type B to D.

Getting *into the* Rubble

The 25m walls effectively block the entry of normal intruders. The walls were cleverly finished by the dwarfs and are very hard to climb even after centuries of neglect. Thus the open ways into the Rubble are of major importance.

It is possible to use magic to get over the walls. Many Orlanth spells allow a person to get on or over the wall. Gerak Kag used his special Jumping magic to get atop.

Flying over is possible as well, should your character have wings or some other creature, whether griffin or sylph, to carry them.

Climbing the Walls

To successfully climb over the walls of the Rubble, conditions must be met.

(1) The character must have at least an 80% skill in Climb to attempt the climb up. Less skill will not give the character the knowledge of where to hold on, etc.

(2) It will require at least ten minutes to climb over the wall, if undisturbed. The height requires five successful Climb rolls to reach the top. The featureless wall provides no place for a climber to tie himself, so a failed Climb always means a fall.

(3) If a grapple is somehow lodged atop the wall, which is quite possible due to the debris there, use the normal rules.

Methods of Entry

There are eight known ways to enter the Rubble: from New Pavis, from the Northwest along the river, from the Southeast along the river, Wyvern Gate, Hippogriff Gate, over the Garden wall, through the Troll Break, or Griffin Gate.

New Pavis has one public gate, one government gate, and at least one known tunnel under the walls. Every-one believes the dwarfs have another secret tunnel to their Flintnail Temple. Entry via these routes are watched by Lunar guards and clerks. These petty bureaucrats thrive on bribes gained by threatening ignorant and impatient adventurers with more paperwork. Entry from New Pavis into the Rubble leads into the section called Manside.

Riverways provide the easiest and most used entry into the Rubble. Regular river traffic sails up and down the river during all seasons. Fishermen provide one-way transport to passengers going into the Rubble, and they can sometimes be hailed from the shore to carry people out as well. Lunar authorities also patrol by boat to receive all due entry fees. Entering the Rubble via the River of Cradles allow characters to debark directly into any of the interior regions.

Wyvern Gate was smashed some-time in unrecorded history. Its once proud gatehouse is scattered as pebbles about the gateway. One time in its history this gate was sealed with rock, lead, and troll magic, but now even the salvageable remains of that are gone. Guards from one of the private escort services hang about here as well, eager to sell their services. Wyvern Gate opens onto Manside. It is also fairly near to the Big Grazing.

Hippogriff Gate is so clogged with vegetation that it is impassable by mounts of all types. Thick briars, sometimes poisoned, twist up from the ground. Tangled vines, which seem to move by themselves, hang down from the gatehouse. Within that old defensive structure lurk spying elves, who are reported to be able to send special spirits from there out against foes.

It is just as easy for people to climb over the walls which are densely hung with vines, creepers, and exotic plants. As the map indicates, the Garden covers both sides of the wall, and it does so in thicknesses of several meters in places. These hanging gardens house whole families of runners, as well as birds and other wild animals which are natural sentries for the elves. Entry into the Rubble through the Hippogriff Gate or over the walls via the vines leads directly into the Garden.

The Troll Break is the largest single entry into the Rubble. It is patrolled sporadically and irregularly by the trolls. Trading takes place at the break, for by troll decree, only there may merchants find the neutrality necessary for their trade.

Whenever adventurers wish to gain entry into the Rubble via this break, they can hire the Adventurers' Free Guard.

Gryphon Gate still has its guardhouse intact. It opens into the Huntlands sector of Pavis. It is less often patrolled by either the Lunars or the private guard services.

Encounters

BIG RUBBLE ENCOUNTERS

Encounter	*Manside*	*Huntland*	*Big Grazing*	*Troll Stronglands*	*Garden*
Townsfolk	01-45	01-06	01-03	-	-
Bandits	46-50	07-12	04-08	01-02	01
Lunar Patrol	51-59	13-15	09-11	-	-
Zebra Riders	60-73	16-19	12-13	03	-
Unicorn Riders	74	-	14	-	-
Nomads	75-76	20-23	15-17	04	-
Morocanth	-	24	18	-	-
Great Trolls	-	25	19	05-09	-
Dark Trolls	77	26-30	20-24	10-49	02-05
Trollkin	78	31-34	25-26	50-89	-
Cave Trolls	-	35-37	27	90	-
Elves	-	-	28-31	91	06-22
Drayad	-	-	-	-	23-24
Pixies	-	-	-	-	25-32
Runners	-	-	32	-	33-87
Dwarfs	79-83	38-45	-	-	-
Ogres	84	46-48	33-36	-	-
Broos	85-86	49-57	37-47	92-93	88
Gorp	87	58-61	48	-	-
Dragonsnails	-	62-66	49-50	-	-
Jack O'Bears	-	67-68	-	-	-
Vampire	88	69-70	-	-	-
Baboons	-	71-72	51-52	-	-
Dragonewts	-	-	53-64	-	-
Gargoyles	-	73-76	65-66	94	-
Newtlings	89	-	67-70	-	-
Small Game	90-98	77-96	71-95	95-99	89-98
Special Encounter	99-00	97-00	96-00	00	99-00

How to Use This Chart

This encounter chart provides a vehicle for determining random encounters through the different parts of the Rubble. It is not necessary to rely on this chart to provide encounters. Referees should use whichever groups amuse or otherwise appeal to them, or pick those which work nicely into a prearranged plot.

The five main subdivisions of the Rubble are each listed separately on the chart. Some areas within these subdivisions, such as the Puzzle Canal, may have a different encounter chart. Use common sense at all times. When the party is hard by the Pavis Temple in Real City, there should be little or no chance for a gorp's appearance or for a raiding Broo party.

There is a 10% chance of an encounter occurring for every full turn (5 minutes) spent wandering freely through the Rubble. If an encounter occurs, then roll on the chart above to determine exactly what it might be. Cross-index the 1D100 result with the area to do this.

Explanation of Encounters

The encounters are briefly explained below. They are given in the order they appear in the table above, rather than alphabetical order.

Townsfolk – residents of the Rubble. These people live day-to-day within the great walls, and may be farmers, fishermen, or shopkeepers. They are likely to belong to the city militia.

Bandits – these bandits are human, though some members in a group may be trollkin or other non-humans.

Lunar Patrol – they will accost any adventurers they meet, and check their papers.

Zebra Riders – the native tribe of Pavis. These folk were once common robbers.

Unicorn Riders – Yelorna cultists with their unicorns.

Nomads – a group of raiders from the outside. They may be from any tribe, but are usually Sable or High Llama at this time period. They are out for loot and glory.

Morokanth – they may be slavers or looking for herd stock. Or, they may be merely looking for common plunder.

Great Trolls – a group of great trolls usually has about as many dark trolls as great trolls, and about as many trollkin as great and dark trolls combined. Always armed for war when outside their lair.

Dark Trolls – these may be hunters, raiders, or just a family settlement (in the Troll Stronglands). A band of dark trolls includes about twice as many trollkin as dark trolls.

Trollkin – this is an all-trollkin gang.

Cave Trolls – they may rarely have trollkin, but usually live alone or in small family groups.

Elves – elves below initiate status are not encountered outside the safety of the Garden.

Dryad – an Aldryami priestess. She will usually have guards.

Pixies – these may carry warning to the elves or harass invaders.

Runners – will pace intruders, and may attack. They may be led by an elf.

Dwarfs – always well armored and armed when encountered above ground.

Ogres – ogres in the Rubble may or may not pretend to be humans. They will always be hungry for sentient flesh.

Broos – this category includes some other types of chaos monsters found in the Rubble, as well as ordinary Broos.

Gorp – generally in a moist corner or within a building or sewer.

Dragonsnail – always hungry.

Jack O'Bears – magically potent predators.

Vampire – usually Vivamort cult Runemasters, but not always.

Baboons – either a few bachelors or a small band out for food or loot.

Dragonewts – when encountered outside their temple, they will often be hunting for (usually non-sentient) food.

Gargoyles – semi-intelligent carnivores, that are sometimes dominated by other intelligent beings.

Newtlings – generally only in swamps and along the river.

Small Game – includes rabbits, rodents, impalas, lizards, birds and all other wildlife that is hunted by the various inhabitants of the Rubble. A large and potentially dangerous game animal might be encountered, such as a cliff toad or rock lizard. Most wildlife within the Rubble is quite wary, through long experience.

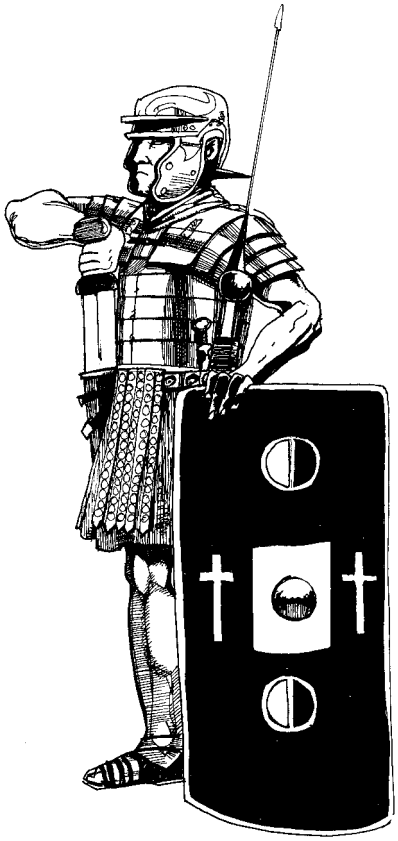
Special – this may be one of the special encounters in the scenario book or it may be a special case chosen by the referee. Other groups of adventurers (when not considered to be merely bandits) may fall into this category.

A Lunar Patrol

Rhogam Redfriend is the commander of this patrol. He is a junior officer in the Marble Phalanx, and is assigned patrol duty in the Big Rubble one week out of each season. In a fight, he will hang back directing his troops and casting spells, but if the fight grows simple, or too serious, he will charge in with spear and shield.

Sylvilagos is a peasant from Aggar who has served in the Lunar army for 13 years and is now a tough, embattled professional of the type upon whose shoulders the empire is built. He is the patrol's NCO, and is stolid and efficient. One of his duties is to keep an eye on Rhogam and to lead the patrol when Rhogam seems to be screwing up.

The patrol will accost anyone they meet outside the Real City and check for ID. If the group they encounter are known Orlanthi, or otherwise unpalatable to the Lunar empire, the patrol will harass them and push them around. If they are attacked, they will form a shield wall as swiftly as possible and charge forward with spears leveled. They will fight in pairs. In each pair, both soldiers will attack the same target, though they will parry whoever is attacking them. Once their target is incapacitated, even if not killed, they will move on to another. If outnumbered, they will form a circle, so that none of them can be attacked from the rear. If they are assailed by missile fire, they will reply with attack spells and charge.



Rhogam Red Friend, Seven Mothers Initiate

STR 16	CON 14	SIZ 15	
INT 16	POW 16	DEX 17	CHA 14
Move 8	HP 15	Defense 20%	

01-04	R LEG	615
05-08	L LEG	6/5
09-11	ABDOM	7/5
12	CHEST	8/6
13-15	R ARM	6/4
16-18	L ARM	6/4
19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Spear	4	75%	1D6+1+1D4	55%	15
Scimitar	4	40%	1D8+1+1D4	25%	20
Med Shield	6	25%	1D6+1D4	50%	12

SPELLS: Bladesharp 2, Demoralize, Disrupt, Healing 6, Xenohealing 2
SKILLS: Climb 70%, Hide in Cover 75%, Jump 50%, Listen 70%, Move Quietly 35% (10%), Ride 100%, Spot Hidden 60%, Spot Traps 60%, Swim 85%
LANGUAGES: Lunar 95/45%, Tradetalk 70/30%, Old Pavic 60/30%
TREASURE CARRIED: 10 wheels, 50 Lunars, embossed and bejeweled helmet and gorget worth 50L each, ring worth 35L, jeweled and engraved scimitar worth 65L.

Sylvilagos, Yanafal Tarnils Initiate

STR 16	CON 13	SIZ 10	
INT 14	POW 16	DEX 13	CHA 11
Move 8	HP 13	Defense 25%	

01-04	R LEG	6/5
05-08	L LEG	6/5
09-11	ABDOM	6/5
12	CHEST	6/6
13-15	R ARM	6/4
16-18	L ARM	6/4
19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Spear	5	85%	1D8+1+1D4	60%	15
Scimitar	6	70%	1D8+1+1D4	60%	20
LgShieid	8	20%	1D8+1D4	65%	16

SPELLS: Countermagic 1, Demoralize, Disrupt, Healing 6, Protection 4, Spirit Binding
SKILLS: Climb 75%, First Aid 50%, Hide in Cover 75%, Jump 75%, Listen 90%, Move Quietly 30% (00%), Spot Hidden 55%, Spot Traps 60%, Swim 60%
LANGUAGES: Lunar 85/75%, Old Pavic 10%, Trade 70/15%
TREASURE: 20L in pouch, gaudy silver-mounted dagger in pack is worth 800L.
BOUND SPIRIT: in magic piece of Moonrock; INT 9 POW 20

Lunar Patrollers, Hoplites One To Six

POW 12	DEX 11
HP 12	Defense 05%

01-04	R LEG	6/4
05-08	L LEG	6/4
09-11	ABDOM	6/4
12	CHEST	6/5
13-15	R ARM	6/3
16-18	L ARM	6/3
19-20	HEAD	6/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
LH Spear	6	60%	1D8+1	50%	15
Scimitar	7	50%	1D8+1	40%	20
Lrg Shield	-	-	-	60%	12

SPELLS: Countermagic 1, Demoralize, Disrupt, Healing 3, Protection 3
SKILLS: Camouflage 50%, Jump 50%, Listen 60%, Spot Hidden 60%, Spot Traps 50%
TREASURE: 1D20 Lunars each

Chaos Leaders & 5 Gangs

The Leaders

The following characters are a group of three especially powerful broos and another chaotic monster. These creatures are rarely found together. Instead, they lead one of the bands of broos and monstrosities which are described beginning on page 21. When one of these gangs are met, such as the mutations or the bison broos, one of these powerful leaders will be in charge. This can be determined by using the table provided in the description of the particular gang. Not all gangs will be lead by one of these leaders at all times. If this is the case, then the gang member labelled "leader" will be the one in charge.

All of the leaders here are more or less subservient to Highhowler, who is described in the griffin gate scenario. When Highhowler is absent, they do as they please. When he is present they generally obey him.

Fineman, Initiate Thed, Malia, Krarsht, and Gbaji Illuminate

Fineman has been Illuminated for many years. He understands that order and chaos are merely meaningless labels that those who shout, "Down with Chaos!" or "Destroy the world!" are solely exercising their ignorance. He has found purpose in life in trying to expand and nurture his parent race of Broos. He has done this by moving through the Rubble, trying to capture members of the Storm Bull, Orlanth, and Zorak Zoran cults, as well as any trolls he can. These he takes alive, for "indoctrination." Once they are captured, he carries them deep into the Rubble and riddles them until he is convinced that they will soon be Illumined. Then, he releases them and changes his base of operations (to keep safe from reprisals). If he captures members of wishy-washy cults such as Aldrya, Yelmalio, Lunar cults, or non-Orlanthi Lightbringers, he slays them, gives them to his followers to toy with, or otherwise disposes of them. His eventual goal is to infect the anti-chaos cults with Illumined personnel, and then watch them crumble. Fineman feels he is performing worth-while social engineering.

Fineman will lead the Slop and Slime, the Leapers, the Losers, the Mutations, and also gangs of ordinary Broos.

STR 16	CON 25	SIZ 10	
INT 17	POW 17	DEX 19	CHA 14
Move 9	HP 26	Defense 35%	

01-04	R LEG	6/9
05-08	L LEG	6/9
09-11	ABDOM	8/9
12	CHEST	8/10
13-15	R ARM	6/8
16-18	L ARM	6/8
19-20	HEAD	8/9

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Poleaxe	3	90%	3D6+1 D4	90%	12
Comp Bow	1/6/11	100%	1D8+1	45%	10
Large Axe	5	75%	1D8+2+1D4	60%	15
Small Shield	-	-	-	70%	8
Head Butt	6	95%	1D6+1D4	-	-

SPELLS: Befuddle, Bladesharp 4, Disrupt, Firearrow (2), Healing 4, Shimmer 4. Spirit Binding; (known by bound spirit) Countermagic 9, Detect Life

RUNE MAGIC (all one-use): Reverse Chaos, Tongue (a Krarsht spell) x2, Cause Wasting Disease 4

SKILLS: Climb 50%, Hide in Cover 80%, Jump 40%, Listen 45%, Move Silently 75%, Oratory 50%, Sense Order 50%, Spot Hidden 60%, Spot Traps 85%, Track 60%, Trap Set/ Disarm 90%, Brew POW Restoring Potion POT 4

LANGUAGES: Broo 90%, Praxian 85%, Pelorian 75%, Stormspeech 60%, Darktongue 60%, Beastspeech 50%, Old Pavic 35%

CHAOTIC FEATURES: +8 CON, +1D6 (3) POW, Regenerates 3 points per melee round in location of choice, and knows the following Nysalor Riddles: Speak Stormspeech, Speak Darktongue, Climb, Jump, Listen, Spot Hidden, Spot Traps, Track, Trap Set/Disarm, Hide in Cover, Move Silently, Oratory, Poleaxe attack, Composite Bow attack, Large Axe attack, and Poleaxe parry.

BOUND SPIRIT: in ruin swallow: INT 13, POW 15

TREASURE CARRIED: 4 doses POW-restoring potion POT 4; 5 gems worth 450, 90, 32 and 18 Lunars respectively.

Grilph, Broo Initiate of Malia

Grilph is an advanced initiate of Malia. His main goal is to make the Rubble safer for Broomanity by spreading pockets of disease in accessible places. As disease spreads, all races but the broo are forced back. Grilph's current project is an attempt to cut down on the number of healers in the rubble. He will befoul a well, an intact building, or some other useful place, and then keep watch intermittently over the next few days, waiting for a healer to come and purify the area. When the healer arrives, Grilph immediately attacks, trying to slay him or her. This project is still new, but Grilph has already succeeded in slaying 2 healers, along with many of their guards. So far, the human population has not realized that the broo attacks on healers are not random.

Grilph generally commands the Leapers, the Bison Broos, the Losers, or an ordinary broo gang.

STR 12	CON 17	SIZ 15	
INT 14	POW 16	DEX 16	CHA 11
Move 9	HP 18	Defense 20%	

01-05	R LEG	7/6
06-07	L LEG	4/3
08-10	ABDOM	7/6
11-12	CHEST	7/7
13-15	R ARM	7/5
16-18	L ARM	7/5
19-20	HEAD	9/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Rapier	4	85%	1D6+1+1D4	65%	12
Javelin	1	70%	1D10+1D2	40%	10
Head Butt	6	90%	1D6+1D4		
Med Shield	6	35%	1D6+1D4	80%	12

SPELLS: Befuddle, Bladesharp 2, Fanaticism, Healing 5, Protection 2, Speedart, Sneeze (2)

SKILLS: Camouflage 90%, Hide in Cover 75%, Identify Disease 50%, Prepare Disease Potion 95%, Spread Disease 60%, Trap Set/Disarm 65%

LANGUAGES: Broo 70%, Praxian 70%, Old Pavic 50%. New Pelorian 50%, Spiritspeech 35%

CHAOTIC FEATURES: Carries Slow Withers, Shakes, Joint

Rot, and Sneezing. Anyone wounded by Grilph must resist vs. all his diseases or catch one. Also, when Grilph leads a gang, all the gang's weapons are infected with one of Grilph's diseases - the precise disease varying from weapon to weapon. Grilph's left leg is severely withered.

TREASURE CARRIED: 190 Lunars, 2 Wheels.

Noyeep, Priest Of Thed

Noyeep is a minor priest of Thed. He tends to concentrate his efforts down near the troll sections of the Rubble. Noyeep is attempting to slowly clean out the trolls from the Rubble. He believes that troll interference is the sole reason that the chaotic residents have not long since taken over Pavis. Of course, he will slay or torture all humans he meets as well. For the last year, he has been capturing trollkin and runners and raping them then releasing them. The frightened sub-humans usually run and hide in some deep niche of their respective territories. A few seasons later, they give birth to monstrous broo off-spring, usually killing the parent, and spawning a newly-born chaotic horror right in the middle of a troll or elf area. These new monsters are almost always slain, but a few survive each time: gradually, hopes Noyeep, the area will be uninhabitable for trolls and elves.

Noyeep is known to lead the Leapers, the Mutations, the Bison Broos, and ordinary Broos.

STR 29	CON 18	SIZ 13	
INT 13	POW 18	DEX 14	CHA 13
Move 12	HP 20	Defense 20%	

01-04	R LEG	6/7
05-08	L LEG	6/7
09-11	ABDOM	7/7
12	CHEST	8/9
13-15	R ARM	7/6
16-18	L ARM	5/6
19-20	HEAD	5/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pt'*
Spiked Flail	3	70%	2D6+2+2D6*	65%	15
Shortsword	6	50%	1D6+1+2D6*	45%	20
Sling	2	70%	1D8	-	-
Head Butt	7	70%	1D6+2D6	-	-

* Plus Blade Venom POT 7

SPELLS: Binding, Detect Enemies, Detect Life, Detect Spirit, Disrupt, Healing 6, Strength (2) increases STR to 43, adding +15% to all attacks and parries; (known by ally) Countermagic 4, Dispel Magic 6

RUNE MAGIC: Multispell II, Shield 2, Spirit Block 1, Chaos Spawn, Fumble

SKILLS: Camouflage 70%, Hide Item 70%, Listen 90%, Track 50%, Trap Set/Disarm 70%, Brew Blade Venom POT 7

LANGUAGES: Broo 65%, Praxian 55%, Darktongue 40%, Aldryami 30%

CHAOTIC FEATURES: +14 STR; Movement class 12; explodes upon dying, doing 5D6 damage to all within 4 meters - armor will protect.

ALLIED SPIRIT: floats free: INT 11, POW 16. This spirit carries the chaos feature of adding +30% Defense.

TREASURE CARRIED: 200 clacks, 240 Lunars, necklace worth 60 Lunars, 8 doses Blade Venom POT 7

NOTES: When Noyeep leads a gang, all suitable weapons of the gang members are smeared with his Blade Venom. He will have his familiar spirit possess the most powerful fighter on his side, to give that fighter the +30% Defense, especially on those occasions when he himself is that fighter.

Ravening, Ex-Human Initiate Of Thed

Ravening is not a broo at all, but has become an initiate of Thed, and is thus accepted by Broos. He was originally a human from Tarsh, but fell by worshipping various chaos horrors, such as the Crimson Bat, and was seduced. Now he barely looks human. In Ravening's heart, brain, and soul is a burning desire to destroy all normal humans, and he devotes all his cunning to this task. He is a sort of berserk, and leads his gangs into combat solely to kill, capture, and maim humans.

Ravening is found leading the Bison Broos, the Mutations, ordinary Broos. and the Slop and Slime.

STR 11	CON 13	SIZ 19	
INT 8	POW 14	DEX 15	CHA 5
Move 8	HP 13		

01-04	R LEG	12/5
05-08	L LEG	12/5
09-11	ABDOM	13/5
12	CHEST	13/6
13-15	R ARM	11/4
16-18	L ARM	11/4
19-20	HEAD	12/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Fire Breath	2	75%	3D10	-	-
2H Spear	3	90%	1D10+1+1D4	90%	15
Lrg Crossbow	2	85%	2D6+2	40%	10

SPELLS: Countermagic 3, Fanaticism, Healing 4 RUNE MAGIC: Crack 1, Fumble 2

SKILLS: Camouflage 75%, Hide in Cover 50%, Listen 75%, Move Silently 50%, Spot Hidden 90%, Spot Traps 60%, Track 100%

LANGUAGES: Broo 50%, Tarsh 60%, Pelorian 40%, Old Pavic 25%, Praxian 40%

CHAOTIC FEATURES: +6 SIZ; +8 point skin; breathes 3D10 fire 4 times daily - damage is done to total hit points of target, whose thickest armor counts vs. the damage. Ravening can both breathe fire and attack in the same round. The fire breath has a range of 3 meters. Ravening 's skin looks like it has been severely burned and blackened, with scabs and crusts all over it. His head looks like a scorched skull with raw staring eyes. Occasionally, bits of flame are visible through the mouth and nose-holes. He could be mistaken for one of the Slop and Slime gang.

TREASURE CARRIED: 270 Lunars.

The Mutations

One of the groups of Broos raiding Pavis-Inside-the-Walls consists of successful mutants. These chaotic monsters have formed the Mutation gang, and feel that they are the wave of the future. They fight together well, and are the elite of the broo brigands of Paris.

Like most broo gangs, these beings will often set am-bushes, but if there is no time for such a set-up, they will hide behind rubble and bricks, waiting for their chance to charge up closely and engage their foes in melee, where the Mutations are strongest. They are too arrogant to have a true leader, but when in combat, they will generally follow Einak's lead, if no other more important leader is present.

Roll 1D6 to determine leader:

1D6	*Result*
1-2	Fineman
3	Noyeep
4	Ravening
5-6	None

Gripsex, Initiate of Thed and Malia

STR 14	CON 10	SIZ 17	
INT 12	POW 12	DEX 11	CHA 4
Move 9	HP l2		

01-04	R LEG	4/4
05-08	L LEG	4/4
09-11	ABDOM	6/4
12	CHEST	6/5
13-15	R ARM	4/3
16-18	L ARM	4/3
19-20	HEAD	3/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2H Spear	4	75%	1D1O+1+1D4	60%	15
Head Butt	8	65%	1D6+1D4	-	-

SPELLS: Countermagic 3, Demoralize, Disrupt, Lightwall (4)
SKILLS: Hide in Cover 50%, Move Silently 60%, Track 40%
LANGUAGES: Broo 60%
CHAOTIC FEATURES: Regenerates 6 HP per location per round, making Gripsex hard to kill. He will not fall down from damage taken unless a limb is severed. Severed limbs will, however, regenerate at the normal rate. Gripsex will even regenerate from fire or acid damage, but if he is kept at less than 0 total hit points for 2 consecutive rounds, then he will die, and not regenerate. Otherwise, he will regrow and join in the fight again.
TREASURE CARRIED: 25 Lunars, 3 wheels, 3 gems worth 54L, 24L, and 100L respectively

Einak, Gang 'Leader', Initiate of Thed, Bagog, and Malia

STR 13	CON 17	SIZ 13	
INT 12	POW 15	DEX 13	CHA 9
Move 8	HP 18	Defense 10%	

01-02	RH LEG	11/4
03-04	RF LEG	11/3
05-06	LH LEG	11/4
07-08	LF LEG	11/4
09-10	TAIL	11/6
11-12	THORAX	14/8
13-14	CHEST	14/7
15-16	R ARM	14/5
17-18	L ARM	14/5
19-20	HEAD	16/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	5	45%	2D8+1D4	55%	15
Head Butt	8	55%	1D6+1D4		
Sting	8	60%	1D6+1D4*		

* plus injects poison POT 17

SPELLS: Countermagic 1, Disrupt, Healing 2, Ironhand 4
RUNE MAGIC: one-use only; Crack 2
SKILLS: Hide in Cover 70%, Trap Set/Disarm 50%
LANGUAGES: Broo 60%, Praxian 30%
CHAOTIC FEATURES: Einak is a four-legged scorpion broo, with stinger; copper plates grow from his skin, forming +8 point armor. Carries Creeping Chills disease.
TREASURE CARRIED: 24 Lunars, 2 wheels, gem worth 3L. Einak's copper plating would be worth 240 Lunars, if it were cleansed of all disease.

Rabnai, Initiate Thed and Malia

STR 18	CON 20	SIZ 15	
INT 9	POW 13	DEX 16	CHA 8
Move 9	HP 21	Defense 05%	

01-03	R LEG	6/7
04-06	L LEG	6/7
07-09	ABDOM	6/7
10	CHEST	8/8
11-13	R ARM	5/6
14-16	L ARM	5/6
17-20	HEAD	12/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Great Axe	4	70%	2D6+2+1D6	80%	15
Head Butt	6	90%	2D10+1D6	-	-

SPELLS: Countermagic 1, Demoralize, Dullblade 1, Healing 2
SKILLS: Hide in Cover 80%, Move Silently 60%
LANGUAGES: Broo 45%
CHAOTIC FEATURES: Carries Slow Withers. Rabnai has an enormously developed head, with razor-sharp horns of solid brass. Much of his skeleton is also brass, giving him extra CON, and his hair is actually thin wires, giving him +1 point skin (+9 pt on head). All of this is excreted metal from his system - Rabnai can actually eat bronze weapons!
TREASURE CARRIED: 220 clacks, 2 Lunars. If Rabnai were placed into a refining furnace, all the flesh burnt off and all the brass melted down, the total metal would be worth around 160 Lunars.

Thobute, Initiate of Thed and Malia

STR 17	CON 18	SIZ 12	
INT 13	POW 12	DEX 9	CHA 6
Move 9	HP 18	Defense 10%	

01-04	R LEG	7/6
05-08	L LEG	7/6
09-11	ABDOM	6/6
12	CHEST	6/7
13-15	R ARM	7/5
16-18	L ARM	7/5
19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
GreatAxe	7	50%	2D6+2+1D4	65%	15
Urine Spray	3	85%	Acid*	-	-

* This acts as POT 18 acid. Thobute can divide this attack among as many foes as desired, so he could attack two foes each with POT 9 acid, or three with POT 6 acid each, etc. He retains his full 85% chance to hit vs. any foe attacked, even in multiple attacks - only the acid POT is reduced. He must roll separately for each target.

SPELLS: Countermagic 3, Healing 3, Mobility
SKILLS: Hide in Cover 80%, Track 60%
LANGUAGES: Broo 65%
CHAOTIC FEATURES: Carries Creeping Chills. Acid Urine, with 20m range. Thobute may attack in this manner up to 18 times daily.
TREASURE CARRIED: 15 clacks, 32 Lunars, 2 wheels, gem worth 574 Lunars. Bladder contains up to 18 doses of Acid POT 18, but anyone trying to obtain it would be exposed to several doses of Creeping Chills.

Gagnik, Mutation Gang "Mascot"

STR 12	CON 16	SIZ 16	
INT 5	POW 17	DEX 12	CHA 7
Move 9	HP 18		

01-04	R LEG	6/6
05-08	L LEG	6/6
09-11	ABDOM	7/6
12	CHEST	7/7
13-15	R ARM	7/5
16-18	L ARM	7/5
19-20	HEAD	8/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
R Lg Shield	8	25%	1D8+1D4	50%	16
L Lg Shield	8	40%	1D8+1D4	70%	16

SPELLS: Disrupt, Healing 4
RUNE MAGIC: (all one-use) Crack 4, Fumble 6, Multispell III, Spirit Block 3
SKILLS: Trap Set/Disarm 60%
LANGUAGES: Broo 25%
CHAOTIC FEATURES: +3D6 POW, giving 'species' maximum of 42. Gagnik has a 95% chance of increasing his POW via a POW gain roll if he casts a spell successfully.
TREASURE CARRIED: 4 Lunars, 1 wheel
MAGIC ITEMS: 10-point POW storing crystal and 5-point POW storing crystal which currently contains bound spirit
BOUND SPIRIT: in 5-point crystal - INT 4 POW 20
NOTES: Gagnik is forced to sacrifice any extra POW he gets to gain one-use Rune spells from a convenient priest. Gagnik's first action in any combat is to cast Disrupts or Fumble spells until he qualifies for a POW gain roll. Then, he will cast spells as commanded by any other Mutation gang member. He will cast the Multispell Ill to stack Disrupts to injure appropriate foes, and he will cast Cracks to take out those with powerful weapons or thick armor (by destroying weapons, arm-plates, shields, etc.). The Spirit Block is for his own use, if he is attacked by a spirit. Gagnik will not attack physically, only magically, unless the enemies are extremely weak, or his crystal and spirit run Out of Power.

The Losers

In any spawning of chaos beings, there are always defective mutants. The Loser gang of chaotic beings is made up of such beings. They have banded together in an attempt to survive. Already chaotic, their bodies' malformities have only warped their minds further. They delight in capturing live foes and slowly torturing them. Sometimes they do not even slay their hapless victims, but release them after weeks or months of pain, leaving them out on the street, limbless and blind.

The Losers have no love for their existence and, of all the gangs of the rubble, they are most likely to throw their lives away. However, they will only do this if there is the certainty of killing some of their enemies at the same time.

Usually they will insert themselves into a promising looking ruin and then wait for a band of adventurers to explore the place. When the adventurers enter the building, the Losers attack, trying to kill or to incapacitate the first few intruders before the rest can help their friends.

Roll 1D6 to determine the leader.

1D6	*Result*
1	Fineman
2	Grilph
3-6	None

The Worm, Gang Leader, Lay Member Thed

STR 6	CON 11	SIZ 5	
INT 12	POW 12	DEX 11	CHA 3
Move 0	HP 10		

01-09	ABDOM	1/4
10-16	CHEST	1/5
17-20	HEAD	3/4

No Effective Attacks

SPELLS: Befuddle, Demoralize, Healing 4, Mobility
SKILLS: Evaluate Treasure 60%
LANGUAGES: Broo 60%, Praxian 60%, Old Pavic 25%
CHAOTIC FEATURES: Reflects 1-point spells back at caster
TREASURE CARRIED: None
NOTES: The Worm is just a human torso, without arms or legs. He acts as magical support, and stays propped up at the back of any fight, throwing his spells to help the gang. He is usually carried by Ringpin or Wretch, when necessary, and will cast his Mobility spell on his carrier to aid in an escape.

Host, Loser Gang Member

STR 17	CON 18	SIZ 8	
INT 11	POW 8	DEX 19	CHA 6
Move 7	HP 17	Defense 10%	

01-06	R ARM	2/6
07-12	L ARM	2/6
13-20	HEAD	5/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Short Sword	5	40%	1D6+1+1D4	40%	20
Thrown Rock	1	60%	1D4+1D2		

SPELLS: None
SKILLS: Climb 75%
LANGUAGES: Broo 30%, Praxian 55%
CHAOTIC FEATURES: Host is no more than two arms with a large malformed head dangling between them. Host carries his short sword in his teeth when moving. Host

cannot attack and move in the same round, as he must stand on one arm to fight.
TREASURE CARRIED: 12 clacks, 1 Lunar

Wretch, Loser Gang Member, Initiate of Malia

STR 7	CON 8	SIZ 12	
INT 9	POW 19	DEX 13	CHA 8
Move 9	HP 9	Defense l5%	

01-04	R LEG	3/3
05-08	L LEG	3/3
09-11	ABDOM	4/3
12	CHEST	4/4
13-15	R ARM	3/2
16-18	L ARM	3/2
19-20	HEAD	4/3

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	7	55%	1D8	60%	20
Small Shield	-	-	-	50%	8

SPELLS: Countermagic 3, Disrupt, Healing 2
SKILLS: Hide in Cover 60%,
LANGUAGES: Darktongue 30%, Praxian 45%
CHAOTIC FEATURES: Agonizing screams when moving, all attack spells have 95% chance for success vs. Wretch. Usually Wretch casts his Countermagic as soon as possible to help give him some defense against attack spells. Carries Soul Waste disease.
TREASURE CARRIED: None

Bloat, Loser Gang Member

STR 15	CON 3	SIZ 21	
INT 4	POW 8	DEX 8	CHA 6
Move 5	HP 6		

01-02	R LEG	1/2
03-04	L LEG	1/2
05-16	BODY	1/6
17	R ARM	1/1
18	L ARM	1/1
19-20	HEAD	1/2

Weapon	*SR*	*Attk%*	*Damage*
Dropped Rock	4	40%	1 D6 per 3 meters dropped

SPELLS: Healing 1
SKILLS: Fly 50% (actually floats)
LANGUAGES: Broo 15%, Praxian 20%
CHAOTIC FEATURES: Highly inflammable. Inflated with hydrogen. If Bloat takes more than 5 points of damage in a single blow to his Body (as opposed to limbs or head), he will "pop", and everyone within 3 meters will take 2D6 points of damage. If Bloat takes any body damage from fire, then he will explode into flame, doing 3D6 points of damage to everyone within 3 meters for each of two rounds, after which the fire will die out.
TREASURE CARRIED: 32 clacks

Manus, Loser Gang Member, Lay Member Ikadz the Torturer God

STR 10	CON 17	SIZ 7	
INT 9	POW 8	DEX 9	CHA 6
Move 4	HP 16		

01	R LEG	3/1
02	L LEG	3/1
03	ABDOM	3/2
04-05	CHEST	3/3
06	R ARM	3/1
07-18	L ARM	6/14
19-20	HEAD	3/2

Weapon	*SR*	*Attk%*	*Damage*
Left Claw	9	55%	2D6 + constricts *
Grapple	9	60%	Special

* on subsequent rounds, the claw clings and does an additional 2D6 points of damage to the target area each round.

SPELLS: Countermagic 2, Healing 2, Mobility
SKILLS: Climb 50%, Lockpick 50%
LANGUAGES: Praxian 45%
CHAOTIC FEATURES: Body is but a withered appendage to the huge left arm.
TREASURE CARRIED: 3 bolgs, 14 clacks, 1 lunar

Ubskin, Loser Gang Member

STR 14	CON 10	SIZ 7	
INT 8/8/8	POW 13	DEX 2	CHA 3
Move 8	HP 9		

01-04	R LEG	3/3
05-08	L LEG	3/3
09-11	ABDOM	3/3
12	CHEST	3/4
13-15	R HEAD	2/3
16-18	L HEAD	2/3
19-20	C HEAD	2/3

Weapon	*SR*	*Attk%*	*Damage*
R Head Bite	11	30%	1D3*
L Head Bite	11	30%	1D3*
C Head Butt	11	40%	1D4

* When one of these heads gets hold of a body part that has a piece of armor on it, the head will cling, and the target must resist STR vs. Ubskin's STR to wrench his limb away before Ubskin can pull off the armor. If there is no armor on the area struck, then the bite will cause normal damage.

SPELLS: Disrupt, Healing 1
SKILLS: Listen 50%, Spot Hidden 80%
LANGUAGES: Broo 40%, Spiritspeech 40%
CHAOTIC FEATURES: Cannot be surprised. Ubskin possesses heads instead of arms. Only one head is affected by any spell such as Demoralize or Befuddle. All three heads can cast spells simultaneously (such as 3 Disrupts vs. a single target). In combat, all three heads attack at once. The two side heads bite and wrench off armor pieces while the top head butts.
TREASURE CARRIED: None

Ringpin, Loser Gang Member, Initiate of Ikadz the Torturer God

STR 14	CON 16	SIZ 11	
INT 14	POW 16	DEX 16	CHA 5
Move 6	HP 16	Defense 20%	

01	LEG 1	2/1
02	LEG 2	2/1
03	LEG 3	2/1
04	LEG 4	2/1
05	LEG 5	2/1
06	LEG 6	2/1
07	LEG 7	2/1
08	LEG 8	2/1
09-11	ABDOM	6/6
12	CHEST	6/7
13	RL ARM	2/1
14	RC ARM	2/1
15	RU ARM	211
16	LL ARM	2/1
17	LC ARM	2/1
18	LU ARM	2/1
19-20	HEAD	4/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Javelin *	1	45%	1D10+1D2	-	10
Dagger *	1	45%	1D4+2+1D4	-	12

* May throw up to three javelins in one round, or attack with up to six daggers in one round.

SPELLS: Healing 2, Speedart
SKILLS: Climb 50%, Hide in Cover 45%
LANGUAGES: Praxian 70%
CHAOTIC FEATURES: Multiple emaciated arms and legs
TREASURE CARRIED: 4 clacks, 2 Lunars

Slop and Slime

The Slop and Slime pack are chaotic creatures who have been warped even more hideously than usual by the forces of entropy. All of them give an impression as of being partially melted or run together. Most ooze some sort of vile liquid.

Only Syrph and Pipunc are recognizable as having once been Broos. The origin of the rest is conjectural. Tachi, the leader, often has difficulty controlling the gang. They do not fear death any more than do the Losers, but they are primarily concerned with the destruction of the non-chaotic, rather than revenge, as are the Losers. If they can capture a living non-chaotic intelligent being, they will carry him or her off to their hidden slimy lair, where they will, each in turn, meld with their captive, until he becomes one of them a terribly distorted mass of degenerate protoplasm. This grisly process also changes the personality of their victim, so that he will join them happily on their forays, having forgotten his former life.

Their usual combat tactics are to wait in some cool and moist place underground, perhaps sending up a scout or two once in a while. When a party of potential prey passes, the monsters will ooze and slide out of their lair swiftly, assaulting the unlucky adventurers. If a party is unfortunate enough to actually enter the dismal hole wherein the monsters lurk, not only will they be forced to battle with the chaotic cripples, but they will encounter the slime coating the entire hole. After an hour or so, Pipunc and the rest will have coated the interior with a thick layer of all their slimes. Anyone entering will be hit by Syrph's acid dripping from the ceiling and the floor, stuck to the glue of Mosca, infected by Pipunc's diseases, and so forth. The gang changes their hidey-hole every few weeks, so abandoned and horribly stained rooms can be found here and there in the sections of Pavis haunted by this gang. After a season or so, the infected rooms lose their taint.

All the members of the Slop and Slime, through long association, are immune to each others secretions. Pipunc carries all the group's treasure.

Roll 1D6 to determine their leader.

1D6	*Result*
1-2	Fineman
3-4	Ravening
5-6	None

Tachi, Gang Leader, Priest of Primal Chaos

STR 13	CON 16	SIZ 21	
INT 9	POW 18	DEX 8	CHA 6
Move 6	HP 20		

01-08	BASE	2/10
09-13	BODY	2/8
14-15	R TENT	2/6
16-17	L TENT	2/6
18-20	HEAD	3/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2H Spear	5	60%	1D10+1+1D6	75%	15
Spit	4	80%	Mucus*	-	-

* The mucus spit will always hit the target's head, partially blinding him, and forcing him to subtract 25% from all chances to hit and parry until he can spend 1D3 rounds unengaged to clean off his face.

SPELLS: Bladesharp 1, Detect Life, Disruption, Healing 6; (known by allied spirit) Befuddle, Binding, Protection 4
SKILLS: Climb 75%, Move Silently 95%
LANGUAGES: Old Pavic 45%
CHAOTIC FEATURES: Tachi is a half-slug being. His forebody and tentacles rise from the afterpart of a gigantic slug. He takes only half damage from weapons capable of impaling, and regenerates 1 hit point of damage per area per round.
ALLIED SPIRIT: in giant (SIZ 2) fly, INT 8 POW 16

Quarp, Slop and Slime Gang Member

STR 8	CON 13	SIZ 4	
INT 11	POW 16	DEX 14	CHA 1
Move 8	HP 12	Defense 20%	

01	R LEG	6/4
02	L LEG	6/4
03-04	ABDOM	7/4
05-06	CHEST	7/5
07-11	R ARM	4/6
12-16	L ARM	4/6
17-20	HEAD	5/6

Weapon	*SR*	*Attk%*	*Damage*
Bite *	9	55%	1D8 + poison POT 20
R Claw *	9	80%	1D10 +poison POT l0
L Claw *	9	70%	1D10 + poison POT 10

* can use all three attacks at once.

SPELLS: Demoralize, Healing 2, Ironhand 4, Protection 4
SKILLS: Hide in Cover 55%, Move Quietly 60%, Trap Set/ Disarm 85%
LANGUAGES: Old Pavic 55%
CHAOTIC FEATURES: Quarp has extremely long and bony arms and neck, terminating in poison claws and fangs.

Mosca, Slop and Slime Gang Member

STR 10	CON 20	SIZ 13	
INT 12	POW l0	DEX 11	CHA 4
Move 9	HP 21		

01-05	R LEG	5/7
06-08	L LEG	5/6
09-12	ABDOM	5/8
13	CHEST	5/8
13-16	R ARM	5/7
17-18	L ARM	5/6
19-20	HEAD	8/7

Weapon	*SR*	*Attk%*	*Damage*
Bite	9	75%	1D10*

*Plus drains 1D6 STR per round of attachment, just as does a vampire.

SPELLS: Disrupt, Healing 3. Ironhand 4, Protection 4
SKILLS: Climb 100%, Hide in Cover 65%, Swim 60%
LANGUAGES: Old Pavic 60%, Darktongue 35%
CHAOTIC FEATURES: Mosca looks like a man carved out of candle wax and then melted severely. Its head is that of a giant fly. All Mosca's skin, except for its head, secretes a STR 20 glue. Any weapon striking Mosca anywhere but the head, whether or not it penetrates armor, will become stuck, and jerked out of the wielder's hand, unless he can make a roll of STR vs. STR against the glue's STR of 20. If Mosca attempts to pull something off its own glue, it always succeeds.

Pkop, Slop and Slime Mascot

STR 20	CON 20	SIZ 20	
INT 3	POW 15	DEX 19	CHA 2
Move 7	HP 22		
01-04	R LEG	4/8	

05-08	L LEG	4/8
09-11	ABDOM	4/9
12-14	CHEST	4/9
15	TENT 1	3/7
16	TENT 2	3,7
17	TENT 3	3/7
18	TENT 4	3/7
19	TENT 5	3/7
20	TENT 6	3/7

Weapon	*SR*	*Attk%*	*Damage*
Tentacle	5	50%	1D6*

*Once a tentacle hits, it remains attached, and does an additional 1D6 points of damage on subsequent rounds, as it worms its way into its victim's vitals. Armor only protects until its absorption rating is overcome.

SKILLS: Climb 50%, Spot Hidden 85%, Hide in Cover 60%

LANGUAGES: Understand Old Pavic 15%

CHAOTIC FEATURES: Pkop looks like a walking sea-anemone. It also has the feature of reflecting 2-point spells.

Pipunc, Slop and Slime Treasurer, Broo Initiate of Malia

STR 17	CON 18	SIZ 15	
INT 10	POW 18	DEX l2	CHA 3
Move 9	HP 19		

01-04	R LEG	6/7
05-09	L LEG	7/7
10	ABDOM	5/6
11	CHEST	5/8
13-16	R ARM	6/7
17-18	L ARM	4,5
19-20	HEAD	3/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2H Spear	4	60%	1D1O+1+1D4	50%	15
Head Butt	8	75%	1D6+1D4	-	-

SPELLS: Demoralize, Healing 2, Coordination (2) - which reduces his SR 1 point, raises all his chances to hit and parry by 05%, and gives him a 05% Defense

SKILLS: Hide in Cover 45%, Move Quietly 60%, Trap Set/ Disarm 75%

LANGUAGES: Broo 50%, Praxian 50%, Old Pavic 40%

CHAOTIC FEATURES: Disease. Pipunc oozes liquid that carries four different diseases. Anyone wounded by Pipunc will automatically contract one dose of a random disease per wound. Anyone engaging Pipunc in melee must roll CON x5 or less afterwards or contract a random disease. Anyone touching Pipunc's body will automatically contract one of the diseases as well. Finally, weapons that have wounded Pipunc will carry one of his infections, and anyone using such a weapon will be exposed to its disease each six hours it is on his person. Anyone wounded by the weapon is also exposed to its disease. Roll 1D4 to determine a random disease:

1 = Joint Rot; 2 = Convulsions; 3 = Slow Withers; 4 = Creeping Crudd.

TREASURE CARRIED: 21 bolgs, 104 clacks, 89 Lunars, 4 wheels end three gems: worth 100, 75, and 23 Lunars respectively.

NOTE: Pipunc looks like a broo carved out of mud.

Syrph, Slop and Slime Broo Member

STR 18	CON 18	SIZ 12	
INT 7	POW 12	DEX 16	CHA 5
Move 8	HP 18		

01-03	R LEG	4/5
04-09	L LEG	3/8
10-11	ABDOM	7/5
12-14	CHEST	5/10
13	R ARM	6/3
14-17	L ARM	4/7
18-20	HEAD	3/7

Weapon	*SR*	*Attk%*	*Damage*
RH Touch	7	55%	Acid POT 9*
LH Touch	7	60%	Acid POT 9*

*This damage will also be done to any parrying weapons, including shields.

SPELLS: Demoralize, Healing 6

SKILLS: Hide 45%, Move Silently 65%

LANGUAGES: Broo 35%, Old Pavic 35%

CHAOTIC FEATURES: Oozes and drips acid POT 9, as well as possessing acid blood. Any weapon striking Syrph takes dam-age equal to twice the damage rolled. For example, if a sword hits Syrph and rolls 9 points of damage, it takes 18 points of damage to itself. Syrph, however, will only take whatever damage penetrates his "armor" (which is actually a thickened, boggy, acidic hide). Weapons with Fireblade only take half the damage that they would normally accept.

The Bison Broos

This small gang of Broos has been created by interbreeding with the great bison of the plains. They regard themselves as superior to the usual chaos riffraff, and do not associate with them. They have taken in One-horn, the rhino broo, as worthy of their companionship.

From a distance they could be mistaken for a band of minotaurs; close up, their chaotic nature is evident - they have twisted lumps in their skin, rachitic bony structure, and open sores in their hides. One-horn is especially horrible he looks like a bloated bipedal rhino, with serum oozing from between his plates of armor.

They open their attacks with a volley of thrown stones. They will throw stones while they charge until they are close enough to engage in melee, where their size and strength should give them the advantage. Whether Grilph, Noyeep, or Ravening lead them, they prefer to have the leader hang back and give them magical support while they engage in close combat.

Roll 1D6 to determine who leads them.

1D6	*Result*
1-2	Grilph
3-4	Noyeep
5-6	Ravening

Eaten, Bison Broo Leader, Initiate of Malia

STR 27	CON 16	SIZ 24	
INT 14	POW 16	DEX 9	CHA 8
Move 8	HP 19		

01-04	R LEG	6/7
05-08	L LEG	6/7
09-11	ABDOM	7/7
12	CHEST	7/8
13-15	R ARM	5/6
16-19	L ARM	5/6
19-20	HEAD	5/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
RH Club	6	75%	1D10+2D6	40%	20
LH Club	6[12]	55%	1D1O+2D6	45%	20
Thrown Rock	3	65%	1 D4+2D3	-	-

SPELLS: Disrupt, Healing 2, Protection 2, Speedart
SKILLS: Track 85%, Trap Set/Disarm 40%
LANGUAGES: Broo 70%
CHAOTIC FEATURES: Carries Bleeding Disease; "polled" – has only horn stubs instead of full horns.
TREASURE CARRIED: 25 Lunars, 2 wheels, gem worth 54 Lunars

Gudge, Bison Broo Gang Member, Initiate of Thed and Malia

STR 28	CON 17	SIZ 24	
INT 12	POW 12	DEX 8	CHA 11
Move 8	HP 20		

01-04	R LEG	3/7
05-08	L LEG	3/7
09-11	ABDOM	3/7
12	CHEST	3/6
13-15	R ARM	3/6
16-18	L ARM	6/7
19-20	HEAD	5/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
RH Club*	7	50%	1D1O+2D6	40%	25
LH Claw*	8	50%	1D6+2D6	35%	arm
Head Butt*	8	50%	2D6+2D6	-	-
Thrown Rock	4	50%	1 D4+2D3	-	-

* May use all three attacks in the same round.

SPELLS: Healing 2, Sneeze (2)
SKILLS: Track 50%
LANGUAGES: Broo 60%
CHAOTIC FEATURES: Carries Sniffles disease. Possesses long, strong claws on left hand.
TREASURE CARRIED: 250 clacks.

Bosbos, Bison Broo Gang Member, Initiate of Thed and Malia

STR 20	CON 18	SIZ 22	
INT 6	POW 12	DEX 13	CHA 5
Move 8	HP 21		

01-04	R LEG	5/7
05-08	L LEG	5/7
09-11	ABDOM	8/7
12	CHEST	8/8
13-15	R ARM	5/6
16-18	L ARM	5/6
19-20	HEAD	5/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Huge Club *	3	55%	2D8+2D6	60%	25
Head Butt*	6	80%	2D6+2D6	-	-
Thrown Rock	2	50%	1D4+2D3	-	-

* May use both attacks in the same round.

SPELLS: Healing 2, Protection 4
SKILLS: Climb 40%, Jump 65%
LANGUAGES: Broo 40%
CHAOTIC FEATURES: Carries Wasting Disease, completely hairless
TREASURE CARRIED: 35 bolgs, 2 clacks, 1 wheel

One-Horn, Bison Broo Gang Member, Rhino Broo Initiate of Thed

STR 33	CON 26	SIZ 33	
INT 8	POW 8	DEX 6	CHA 3
Move 8	HP 32		

01-04	R LEG	8/11
05-08	L LEG	8/11
09-11	ABDOM	10/11
12	CHEST	10/12
13-15	R ARM	8/10
16-18	L ARM	8/10
19-20	HEAD	7/11

Weapon	SR	Attk%	Damage	Parr%	Pts
Gigantic Club *	6	60%	3D8+3D6	45%	30
Head Ram *	8	95%	1D10+3D6	-	-
Thrown Rock	4	45%	1D4+3D3	-	-

* May use both attacks in the same round.

SPELLS: Demoralize, Healing 3, Mobility
SKILLS: Keep Quiet 70%, Track by Smell 80%
LANGUAGES: Broo 40%
CHAOTIC FEATURES: +8 CON
TREASURE CARRIED: 14 Lunars, gem worth 23 Lunars

The Leaper Gang

The Leaper Gang consists of a number of Broos, all possessing extraordinary leaping ability. They have round bodies, rabbit- or kangaroo-like hind legs, and small arms. Evidently they are descended from various jumping plains animals.

Their usual mode of attacking is to have Pitr and Jax scout the opposition. These two small monsters resemble jackrabbits from a distance, and easily could go unnoticed by the party that they trail. The other monsters set up an ambush along the projected path of their victims. The Broos will always lurk completely out of sight, crouching behind tall grass, walls, piles or rubble, or similar objects. Only Jax or Pitr watch from a distance. When the party has entered the ambush zone, Jax and Pitr give the signal to attack and the entire gang leaps over the barriers onto their surprised victims. Since the Leaper gang suddenly jumps in from where there were no signs of foes before, their victims are always taken by surprise: crossbows will be uncocked, bows unstrung, and weapons sheathed. This should give the Leapers a definite advantage in melee, at least during the first round, as they will be able to attack normally and their opponents will be handicapped.

Jax and Pitr will try to stay out of melee range. Jax will cast Disrupt spells at the smallest opponent and Pitr will throw darts at whomever is available. Jax and Dog will try to Befuddle the most dangerous-looking foe. Jax has trained the Leaper gang to refrain from attacking individuals that have been Befuddled. Immediately after Befuddling an opponent, Jax or Dog shout out which target they have Befuddled and the gang will avoid attacking that character. If the assault goes poorly, either Jax or Epus will shout out a retreat signal, and all the Leapers will jump away. Because of their fantastic jumping speed, their opponents must roll DEX x4 or less on D100 in order to get a final blow against a Leaper gang member on the round the gang member disengages from combat. The Leapers can use both Defense and parry on rounds in which they are disengaging, although they cannot attack. The Leaper gang is probably the most disciplined group of chaotic creatures in the region.

Roll 1D6 to see who is leading them.

1D6	*Result*
1-2	Fineman
3	Grilph
4	Noyeep
5-6	None

Epus, Gang Leader, Initiate of Thed and Malia

STR 18	CON 14	SIZ 15	
INT 12	POW 13	DEX 16	CHA 5
Move 11	HP l5	Defense 10%	

01-05	R LEG	8/6
06-10	L LEG	8/6
11-13	BODY	12/6
14-15	R ARM	8/4
16-17	L ARM	8/4
18-20	HEAD	9/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Great Axe	4	60%	2D6+2+1 D6	60%	15
Head Butt	6	90%	1D6+1D6	-	-

SPELLS: Disrupt, Healing 2, Mobility, Protection 2
SKILLS: Hide in Cover 40%, Jump 100%, Spot Hidden 80%
LANGUAGES: Broo 60%, Darktongue 40%
CHAOTIC FEATURES: Can leap up to 6 meters; +6 point skin; carries Soul Waste disease
TREASURE CARRIED: 44 bolgs, 12 clacks, gem worth 12 Lunars

Jax, Leaper Gang Leader, Initiate of Thed

STR 7	CON 13	SIZ 6	
INT 13	POW 16	DEX 19	CHA 4
Move 11	HP l2	Defense 20%	

01-05	R LEG	2/5
06-10	L LEG	2/5
11-13	BODY	5/5
14-15	R ARM	3/3
16-17	L ARM	3/3
18-20	HEAD	3/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2H Spear	4	65%	1D8+1	70%	15
Head Butt	7	45%	1D6	-	-

SPELLS: Befuddle, Healing 2, Shimmer 3, Spirit Screen 2, Spirit Binding
SKILLS: Climb 40%, Hide in Cover 70%, Jump 100%, Spot Hidden 60%
LANGUAGES: Broo 65%, Aldryami 25%, Old Pavic 25%
CHAOTIC FEATURES: Can leap up to 10 meters
BOUND SPIRIT: body louse hidden in Jax's fur; INT 12, POW 19
TREASURE CARRIED: 10 bolgs, 25 clacks, 3 Lunars

Pitr, Leaper Gang Scout

STR 4	CON 14	SIZ 2	
INT 8	POW 10	DEX 24	CHA 7
Move 9	HP 8	Defense 20%	

01-20	BODY	3/12

Weapon	*SR*	*Attk%*	*Damage*
Thrown Dart	1/6/11	45%	1D6
Bite	7	30%	1D4*

* plus poison POT 10

SPELLS: Healing 2, Mobility
SKILLS: Hide in Cover 40%, Jump 120%, Move Silently 60%
LANGUAGES: Broo 40%, Praxian 40%, Old Pavic 40%, Dark-tongue 40%
CHAOTIC FEATURES: Can leap up to 20 meters; has poison bite
TREASURE CARRIED: 7 clacks, 2 Lunars

Ochre, Leaper Gang Member, Initiate of Thed

STR 13	CON 16	SIZ 9	
INT 7	POW 14	DEX 17	CHA 3
Move 11	HP 16	Defense 10%	

01-06	R LEG	6/7
07-12	L LEG	6/7
13-15	BODY	517
16-18	R ARM	5/5
19-20	HEAD	4/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Spit	1	80%	Special*	-	-
Large Shield	7	25%	1D8	75%	16

* Spit is combination acid and poison - it hits a single hit location, then acts as POT 20 acid vs. armor: whatever acid gets through the armor is matched against the victim's hit points as per poison. For example, if a character with 8 pt armor over all locations Is hit, 12 points of acid get through and a potency 12 poison is matched vs. his CON. The acid does destroy armor it comes into contact with, but not flesh - the only actual damage done to the target is via poison.

SPELLS: Healing 2
SKILLS: Hide in Cover 60%, Jump 100%
LANGUAGES: Broo 35%
CHAOTIC FEATURES: Can leap up to 10 meters; deadly spit; has but a single arm
TREASURE CARRIED: 4 clacks

Schvine, Leaper Gang Member, Initiate of Malia

STR 9	CON 17	SIZ 5	
INT 11	POW 8	DEX 20	CHA 8
Move 11	HP 16	Defense 20%	

01-05	R LEG	2/7
06-10	L LEG	2/7
11-13	BODY	3/7
14-15	R ARM	1/5
16-17	L ARM	1/5
18-20	HEAD	3/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2HSpear	3	50%	1D10+1	50%	15

SPELLS: Countermagic 3, Disruption, Healing 3
SKILLS: Climb 70%, Hide in Cover 60%, Jump 100%
LANGUAGES: Broo 55%
CHAOTIC FEATURES: Lacks horns; can leap up to 10 meters; carries Creeping Chills disease
TREASURE CARRIED: 45 bolgs, 4 clacks, 17 Lunars

Jax, Leaper Gang Scout, Lay Member Thed

STR 3	CON 10	SIZ 1	
INT 9	POW 12	DEX 25	CHA 2
Move 9	HP 12	Defense 40%	
01-20	BODY	2/8	

Weapon	*SR*	*Attk%*	*Damage*
Head Butt	7	60%	1 D6 + can impale

SPELLS: Countermagic 3, Disruption, Healing 4, Mobility
SKILLS: Hide in Cover 80%, Jump 110%, Move Silently 50%
LANGUAGES: Broo 45%, Old Pavic 45%
CHAOTIC FEATURES: Can leap up to 15 meters
TREASURE CARRIED: 4 Lunars, 2 wheels

Dog , Leaper Gang Member, Initiate of Thed

STR 12	CON 18	SIZ 7	
INT 11	POW 13	DEX 18	CHA 3
Move 11	HP 17	Defense 35%	

01-05	R LEG	2/7
06-10	L LEG	2/7
11-13	BODY	6/7
14-15	R ARM	3/5
16-17	L ARM	3/5
18-20	HEAD	4/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2Hspear	3	50%	1D10+1	35%	15
Head Butt	7	60%	1D6	-	-

SPELLS: Befuddle, Healing 2
SKILLS: Climb 50%, Hide in Cover 70%, Jump 100%
LANGUAGES: Broo 55%, Praxian 15%
CHAOTIC FEATURES: Can leap up to 10 meters; +20% Defense
TREASURE CARRIED: 11 clacks, 3 Lunars

The Adventurers' Free Guard

The Free Guard is made up of loungers, drifters, and those that want to go on a lark. It can be contacted at Gimpy's, Geo's, the beleaguered Buffalo, and other such hangouts. All that is required to enroll is persistence and a purse of clacks to pay for drinks.

When a party or parties wishes to enter the Rubble without alerting the Lunar authorities, the Free Guard attacks the trolls at some point along the Break. The trolls rush to meet the threat, and leave holes where isolated parties can sneak in and out. If the trolls do not counterattack the Free Guard, then the mercenaries rampage freely through the whole of the Stronglands until they tire, get bored, or get scared. After a party returns from the Rubble after such a favor, they are obliged by honor to show up for the Free Guard muster for the next four weeks.

Over the years, this procedure has become a traditional game. No one takes it completely seriously, and usually neither side takes very heavy losses. Certain rules have evolved. For instance, the Free Guard always lights signal fires the night before they will attack. This lets the adventurers know that they will have the opportunity to sneak through the Troll Stronglands into the Rubble the next day. The fire alerts the trolls too, but no one cares. The Free Guard only attacks during the daytime, both for their own advantage and also so they won't disturb the merchants who visit during the darkness hours.

Broos & Disease

The race of Broos is despised and feared throughout Glorantha, most often for their ability to carry and spread disease without themselves being effected. While many rightly fear them, few know how not to catch the dread diseases propagated by Broos.

The Nature of the Diseases

Most Broo disease is by nature infectious, not contagious. That is, another person will not catch a disease from a Broo by simply sharing the same space with the Broo, unless a spirit of disease is present in the area. However, touching the Broo or handling a Broo's possessions can bring on disease.

Generally these situations come up during and after combat with Broos. A Broo usually will urinate and defecate on his weapons and armor before battle, a method of weapon marking should they become lost in the battle and be picked up by another Broo. Of course, this practice is also used to infect their weapons, rendering them deadly to those wounded by them.

Contact with such goods as well as the bodies of the Broos, or being injured by a Broo's weapons can infect an individual with any disease the Broo may be carrying. The probability of catching a disease is as shown in the rules.

Merely fighting with a Broo will not usually produce infection, but touching the Broo, his equipment, or equipment of the adventurer which has in turn contacted Broos or Broo infected items, may cause infection. Of course, anyone wounded by a Broo or his items will have to make a CON roll. In some cases, the adventurer may be required to make a CON roll for each wound received from a Broo.

Guarding Against Infection

The people of Glorantha realize that handling Broo equipment can be hazardous to their health. Yet, some Broos have, one way or another, picked up some fabulous items of loot that no self respecting adventurer would never leave on the cooling corpse of a Broo. What to do?

It is difficult to cleanse items polluted by Broos. Usually, porous materials such as cloth and wood cannot be cleaned, and must be burned. Metal objects or jewelry can be cleaned, but it is an involved process. Each item must be cleaned separately. The character doing the cleansing must take a full week for each item, though he does not need to be watching the item all the time. The item must be heated, buried, or go through various other processes. At the end of the week, the character attempts to make his Treat Disease skill roll. If he succeeds, then the object he was working on is cleansed. If he failed, then the object he was working on is not only not cleansed, but he is exposed to the disease. If the character wishes to cleanse more than one item during that week (as well as the one he failed his roll on) will remain infected.

In the case of multiple small items, such as coins, each item must still be individually decontaminated for full safety. This makes it obvious why most Broo owned objects are simply abandoned when found.

An appropriate Cure Disease Rune spell will decontaminate a single item, but it still must be sent through the full week long decontamination process, it will be automatically cleansed, and no Treat Disease roll need be made.

Sometimes objects are specially infected with a spirit of disease or similar plague, in which case the above process will not disinfect it. More powerful methods must be used.

Example:
Hanthen Chaoskiller has slain a band of Broos and recovered their weapons. The Broos were armed with five bronze greatswords, which Hanthen wishes to cleanse of their corruption and corrosion. He has a Treat Disease skill of 80%. He pays a Chalana Arroy healer to cast Cure All Disease on one of the swords, and then proceeds to put all five weapons through the lengthy cleansing process. At the week's end, the sword which had the spell cast on it is cured automatically, and Hanthen must make his Treat Disease roll for the rest. He makes it for the first, but fails on the second, rolling an 87. This means that he has automatically failed on all the subsequent ones as well. Thus, since he only cured the first two (one by means of the spell), he is exposed to the Broo's diseases three times in a row. Good luck, Hanthen!

Objects being cleansed must be kept in the same locale, or nearby. A travelling nomad will need to settle down for the necessary time involved.

Special Encounters

1. Koncherry the Elf Bandit

Koncherry is an elf bandit that has operated in Pavis for many years. He always identifies himself through his workers, but is rarely seen and has never been captured or accurately identified.

Koncherry always remains out of sight, using both his Hide in Cover skill and his Chameleon spell. An associate priest of Aldrya, he has a number of spells at his command. His air cover is provided by his familiar, a SIZ 2 great owl.

He is a collector, not a killer. His methods are intended to dupe, defy, and dumbfound the victims rather than cause mortal damage. He always attacks at night; when surprise is lost he withdraws his attack, until next time. Koncherry's underlings steal magic crystals, herbs and herbal potions, and items made of copper. Nothing else, unless it is of value specifically to the Aldryami, is taken. There is never mention of recompense. Koncherry only attacks predominantly human parties. His attacks include 1D6 spell-using runners and about 3D6 whipstick-armed runners, as well as his own spells in support. Each runner has 1D3 whipbush seeds, so there could be quite a quantity of whipbushes as well.

THE ATTACK PLAN: Koncherry always attacks at night, during a strong wind. He and anyone else who may be smelled remain downwind, but the tumbleweed runners all go upwind. They scout the victims until they have encamped. When only a few guards are awake, the tumbleweed runners will climb into their bushes and set them to tumbling across the grass toward the campsite. The guards must make a critical roll on their Spot Hidden to see the hidden runners within the plants. As the bushes roll across and around the camp, the runners will leap out and cast their whipbush seeds about the camp. This will take a round of action. Those runners designated as spell users cast Befuddle at the guards, while the others lay out with their whipsticks to try and entangle their weapon arms.

By this time, one of Koncherry's gnomes will show itself by seizing the legs of the guards, grabbing weapons laying on the ground, or holding down sleeping people. The whipbush seeds will begin to grow at a rate of one meter per melee round, and add one arm per round, until they reach a total of three arms per plant. Each runner will throw his seeds.

During the second round of growth, each plant may make one Entangle attack. At the third round it may make two, and at the end of the third round make three. A whip that is chopped off will not be replaced. Once a member of the party is caught and helpless, the runners will quickly search him for appropriate objects to thieve away. Use their Spot Hidden skill for well-concealed items. If everyone is captured, the runners will be leisurely, and may try to Spot Hidden objects more than once on each character.

AFTERWARD: Complaints through channels will lead nowhere. The elves of the Garden claim they know of no such elf and deny he even exists. Perhaps he is some kind of ghost from the human past? The only way to investigate the matter is to enter the Garden.

Koncherry, Bandit & Associate Priest of Aldrya

STR 10 CON 13 SIZ 9
INT 15 POW 19 DEX 16 CHA 13
Move 9 HP 14 Defense 20%

01-04	R LEG	3/5
05-08	L LEG	3/5
09-11	ABDOM	5/5
12	CHEST	5/6
13-15	R ARM	2/4
16-18	L ARM	2/4
19-20	HEAD	3/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Elf Bow	1/7	80%	1D8+1	35%	10
Shortsword	6	60%	1D6+1	50%	20
Small Shield	-	-	-	50%	8

SPELLS: Befuddle, Demoralize, Detect Life, Farsee, Healing 4, Multimissile 4, Shimmer 2, Speedart; (known by bound spirit) Detect Magic, Detect Traps (2), Food Song
RUNE MAGIC: Chameleon x 3, Heal Body x 2, Silence, Summon Small Gnome x 2, Summon Medium Gnome
SKILLS: Camouflage 50%, Find Healing Plants 55%, Hide in Cover 85%, Hide Item 55%, Listen 65%, Move Quietly 95%, Spot Hidden 85%, Track 65%
LANGUAGES: Aldryami 85%, Pavic 50%, Tradetalk 45%
MAGIC ITEMS: 5 packets of Tangleseeds, 4 point Spell Resisting crystal, small club holding matrix for Dullblade 4, 12-point POW-storage crystal
BOUND SPIRIT: INT 10, POW 14 spirit bound in great owl, SIZ 2. Non-combatant Tumbleweed Runner, Spell-User

Saji, Stalen, Frondi, Listip, Leafip, Rowlf

POW 11 DEX 14 HP 13 Defense 10%
Move 5 on foot, 9 rolling in bushes

01-04	R LEG	0/5
05-08	L LEG	0/5
09-11	ABDOM	0/5
12	CHEST	0/6
13-15	R ARM	0/4
16-18	L ARM	0/4
19-20	HEAD	0/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Whipstick	7	60%	1D6*	60%	10

* plus entangles hit location struck.

SPELLS: Befuddle, Food Song, Healing 2, Silence
SKILLS: Camouflage 85%, Hide in Cover 55%, Listen 60%, Move Quietly 76%, Spot Hidden 55%
LANGUAGES: Aldryami 65%
MAGIC ITEMS: 1D3 whipbush seeds

Whipbushes

POW 10 DEX 15 HP 16
Move 0

01-05	TRUNK	4/9		
06-10	R WHIP	2/5		
11-15	C WHIP	2/5		
16-20	L WHIP	2/5	Weapon	SR
Attk%	Damage			
Whip *	4	75%	Entangle only	

* may attack up to three times when fully grown

Tumbleweed Runner
Barki, Flome, Luktup, Barko, Zailem, Rosi, Stemma, Porus, Or Fleur

POW 9 DEX 16 HP 14 Defense 10%
Move 5 on foot, 9 rolling in bushes

01-04	R LEG	1/5
05-08	L LEG	1/5
09-11	ABDOM	1/5
12	CHEST	1/6
13-15	R ARM	1/4
16-18	L ARM	1/4
19-20	HEAD	1/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Whipstick	6	80%	1D6*	80%	10

* plus entangles hit location struck

SPELLS: Food Song, Healing 2, Shimmer 2
SKILLS: Camouflage 85%, Hide in Cover 55%, Listen 60%, Move Quietly 75%, Spot Hidden 55%
LANGUAGES: Aldryami 55% **MAGIC ITEMS:** 1D3 whipbush seeds

2. Badbones

Darkclaw is a tigerson who prowls about in tiger form to ambush adventurers. He leads a battle group of skeletons from a nearby Zorak Zoran temple.

The normal skeletons will open the fight with a frontal attack upon the adventurers. The tiger skeletons will then sneak up and attack from the rear. When they are engaged, the fossil gorilla and broken Wyvern skeleton will rise up and attack. Darkclaw himself will avoid attacking until the results of the skeletal struggle are apparently in his favor. He will avoid anyone armed with Rune metal weapons, which should be visible by this time. Once he is engaged, he will show no mercy.

If he is beaten, he will try to retreat, saving the fossil gorilla and his giant grasshopper skeleton. The latter is always kept hidden, and its hollow body carries the weretiger's treasure.

Tiger Skeletons

STR 15 SIZ 15 POW 1 DEX 16
Move 10 Defense 05%

01-02	RH LEG	1/1
03-04	LH LEG	1/1
05-07	HIND Q	1/1
08-10	FORE Q	1/1
11-13	RF LEG	1/1
14-16	LF LEG	1/1
17-20	HEAD	1/1

Weapon	*SR*	*Attk%*	*Damage*
Claw *	6	80%	1DB+1D4
Bite *	6	80%	1D10+1D4
Rip *	6	80%	2D8+2D4

* will claw twice and bite each round. If both claws hit, it will hang on and bite and rip the next round and each round thereafter until its foe dies.

Darkclaw, Tiger Son Initiate Of Zorak Zoran Tiger Form (Human form has STR 14 and INT 14)

STR 35 CON 14 SIZ 14
INT 7 POW 16 DEX 15 CHA l0
Move l0(8) HP 15 Defense 15%

01-02	RH LEG	1/4
03-04	LH LEG	1/4
05-07	HIND Q	4/7
08-10	FORE Q	6/7
11-13	RF LEG	5/4
14-16	LF LEG	5/4
17-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*
Bite*	8	75%	1D6+2D6
Claw*	8	75%	1D10+2D6
Rip*	8	95%	2D6+4D6

*Darkclaw can use both claws and the bite each round. If both claws hit, he will hang on and rip the next round instead of clawing. He will continue to rip each round after that, as well as bite.

SPELLS: Demoralize, Healing 2, Protection 4; (human form) also remembers Darkwall (2), Detect Enemies, Detect Life, Ironhand 2, Silence
RUNE MAGIC: Seal Wound (one-use)
SKILLS: Climb 80%, Hide in Cover 75%, Jump 65%, Move Quietly 90%, Oratory 45%, Spot Hidden 65%, Spot Trap 55%, Track by Smell 65%, Trap Set/Disarm 60%
LANGUAGES: Darktongue 65%, Beastspeech 85%, Pavic 80%
MAGIC ITEMS: 8-point POW-storage crystal, neck band serving as matrix for Countermagic 4

Giant Locust Skeleton

STR 25 SIZ 25 POW 1 DEX 13 Move 8/11

01-03	RH LEG	5/1
04-06	LH LEG	5/1
07-08	ABDOM	5/1
09-10	R WING	5/1
11-12	L WING	5/1
13-14	THORAX	5/1
15	RC LEG	5/1
16	LC LEG	5/1
17	RF LEG	5/1
18	LF LEG	5/1
19-20	HEAD	5/1

Weapon	*SR*	*Attk%*	*Damage*
Kick	6	65%	1D8+2D6

SKILLS: Jump 100%
TREASURE: Carried inside the hollow skeleton - three safe conduct passes allowing access across the Troll Bridge (assuming that trolls are in control); one passage must be given up every time the party goes over the bridge. 52 bolgs, 25 clacks, 13 Lunars, and a gem Darkclaw thinks is worth 75L (he was misinformed - if taken by adventurers, re-roll, it could be anything from a pretty rock to a magic crystal).
NOTE: Will not fight unless legs are broken or cornered where it cannot jump. Its thorax has been hollowed out and the group's treasure is contained therein. The locust's job is to jump out of any fight and keep going back to the home temple. It cannot fly, despite the presence of wings.

Skeletons One To Nine

POW 1 DEX 13 Defense 05% Move 8

01-04	R LEG	3/1
05-08	L LEG	3/1
09-11	ABDOM	3/1
12	CHEST	4/1
13-15	R ARM	3/1
16-18	L ARM	3/1
19-20	HEAD	4/1

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	6	65%	1D10	65%	20
Med Shield	-	-	-	65%	12

Fossilized Gorilla

STR 32 SIZ 32 POW 1 DEX 15
Move 9

01-04	R LEG	3/6
05-08	L LEG	3/6
09-11	ABDOM	5/6
12	CHEST	5/6
13-15	R ARM	3/6
16-18	L ARM	3/6
19-20	HEAD	4/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Big Club	3	75%	5D6	75%	30
Paw *	6	75%	3D6	-	-
Bite *	6	75%	1D10	-	-

* If the club is broken or lost, the gorilla will attack with a paw and bite each round.

Broken Wyvern Skeleton

STR 26 SIZ 31 POW 1 DEX 13
Move 4

01-03	R LEG	9/0
04-08	ABDOM	9/0
09-13	CHEST	9/0
14	TAIL	9/0
15-16	L WING	9/0
17-20	HEAD	9/0

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite	6	65%	1D8+3D6	-	-
Sting	6	65%	3D6	-	-

NOTE: This being a skeleton, it has no natural venom. However, it carries a pot of Blade Venom POT 12 that it will stick its tail into just before battle.

3. Dulkan's Droppers

Dulkan is an unusually intelligent gargoyle who has organized a band of his ugly kin to aid him in robbing adventurers. They gain the benefit of working and dying for him; he gets their combat power to make him rich and fat.

The tactics are simple. A number of gargoyles will attack with large rocks by flying in from different angles at varying heights. (This is a level bombing attack.) Then Dulkan himself will dive out of the sun and dive-bomb, with great accuracy and a very big rock, upon the apparent leader of the party.

Dulkan has no lair. He trades his goods at one of the human or troll forts for fine foods which he and his gang take into the Rubble to eat. He has equipped himself with many of the luxuries provided by society, such as spells and special training.

Dulkan will dive-bomb a party, singling out a single target. He will continue to drop rocks on that target until successful, then wait for the party to abandon the body before swooping down to feed and rob. He has been doing this for years and is well-known and well-cursed by veteran Rubble adventurers. His jolly band will help him by providing bombing cover before his diving run. After Dulkan hits, he will try to evade away and get another rock.. Dulkan rarely completely loots bodies, just eating what his group wants. Trollkin scavengers follow Dulkan and loot the bodies Dulkan leaves behind.

Dulkan The Dive-Bomber (Gargoyle)

STR 20 CON 16 SIZ 16
INT 7 POW 13 DEX 15
Move 6/12 HP 17
Defense l0%

01-03	R LEG	6/6
04-06	L LEG	6/6
07-09	ABDOM	6/6
10	CHEST	6/7
11-12	R WING	6/5
13-14	L WING	6/5
15-16	R ARM	6/5
17-18	L ARM	6/5
19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*
Dropped Rock *	2	90%	1 D6 per 3m dropped
Claw	7	75%	2D6

* usually drops from a range of 30 meters (doing 10D6 damage). Accuracy drops off at a rate of 10% per 10 meters, so his chance to hit is 60% at 30 meters. He carries 10 rocks.

SPELLS: Healing 4, Protection 3
SKILLS: Spot Hidden 75%

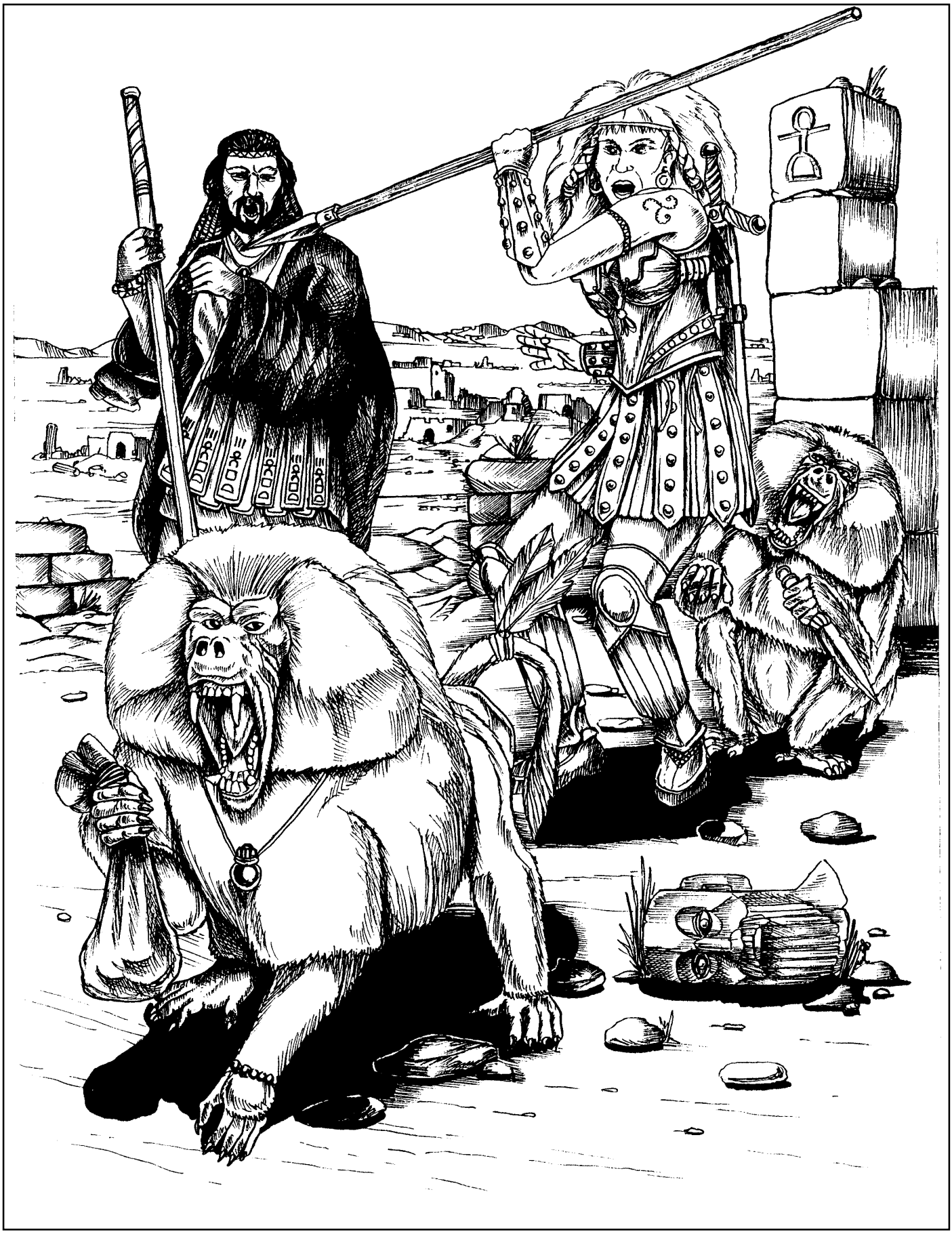
High-Level Gargoyle
Rocky, Veinwing, Stoneheart, Lithos, Henge, Obsid

POW 11 DEX 13 HP 12
Move 6/l2

01-03	R LEG	6/4
04-06	L LEG	6/4
07-09	ABDOM	6/4
10	CHEST	6/5
11-12	R WING	6/3
13-14	L WING	6/3
15-16	R ARM	6/3
17-18	L ARM	6/3
19-20	HEAD	6/4

Weapon	*SR*	*Attk%*	*Damage*
Dropped Rock	2	70%	1D6 per 3 meters drop
Claw	8	45%	2D6

SPELLS: Healing 1
SKILLS: Spot Hidden 40%



Episodes *for the* Gamemaster

Griffin Gate

Referee Notes

This scenario is actually composed of a number of smaller scenarios all set in the area of the Rubble known as Griffin Gate. The major item of interest in the region is Balastor's Barracks, wherein is hidden the fabled axe of Balastor, one of the Seventeen Foes of Waha. However, there are other areas to explore and residents to distract the enterprising player-characters.

If the referee wants to get his players involved with the factions of the city, searching for the axe for any of a half-dozen possible employers, or for themselves, he may certainly do so. Otherwise, the referee can simply indicate the gate as one possible entrance into the Rubble to the players and introduce them slowly and subtly to the dangers and treasures contained within.

None of the monsters or other obstacles the player-characters will encounter are by themselves overwhelming, but a careful Gamemaster with a good battle plan for each collection of monsters can make hash of most player-character parties. The axe has not been found in four hundred years for good reason: it should not be easy for the player-characters to waltz in and grab what has never been found before them.

Introduction

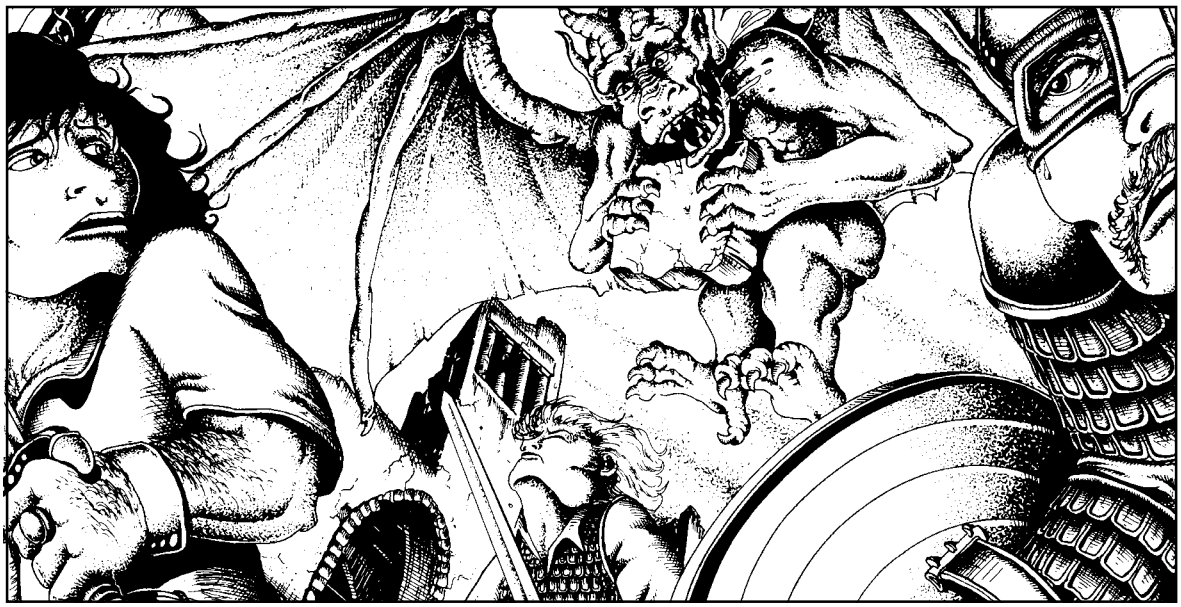
Things are hopping in New Pavis again. Gimpy's is astir with rumors and speculation. Balastor's Axe has become a major item of discussion.

Almost four hundred years before, during the troll invasion of Gerak Kag, the Heroquester, Balastor - Son and Champion of Pavis (equivalent of Rune lord and high priest in other cults) led the attempt to fend off the troll armies. Balastor was the last king of Pavis. The trolls had jumped over the walls while he defended Jaldon's Breach, and forced the valiant but steadily diminishing defenders into a pocket of resistance around Griffin Gate. At the approaches to the gate, Balastor Brightaxe fought for three days and nights, but fierce troll warriors and the magics of the dark priestesses both within and without the walls drove him back, though trolls, trollkin, and spirits died in struggling droves.

Balastor fought to delay the trolls while the last remnants of the old Pure Horse tribe, the Zebra Riders, escaped into the plains of Prax. Then he and his Earthaxe regiment withdrew into the largely underground Griffin Gate barracks for a last stand. Surrounded and overrun, Balastor at last fell, surrounded by stacks of dead. His few remaining followers bore him deeper into their underground home. As he died, he called on his patron Pavis for Divine Intervention, for he wanted to continue the fight in any way he could. Pavis responded, and Balastor's allied spirit fled his steel axe, and Balastor's spirit replaced it there.

Balastor's last companions carefully hid the axe and the body of their chief. They then died to a man when the trolls poured down the staircases. The resting places of the axe and body are unknown.

Thus began one of the great mysteries of Pavis. The priests of Pavis never were able to find Balastor's Axe. Even Divination from Pavis himself has elicited no useful answers, save that Balastor's spirit has not passed on to the underworld - presumably it has either been destroyed, or still resides in the axe. In any case, Pavis himself has somehow been cut off from the axe for 400 years.



The Current Situation

The legend of Balastor's Axe is well-known in New Pavis. The Lunar empire, wishing to wed their goddess to Pavis himself, has expressed an interest in the axe. They may have dispatched an expedition, but if so, the expedition has not returned. Servants in the governor's palace say that there have been many heated arguments between the Pavis mayor and the Lunar governor as to the priorities in finding and the eventual disposal of the axe.

Other rumors state that Wolfhead, the outlaw lover of redoubtable Griselda, knows exactly where the axe is, but cannot retrieve it now since the Great Chart Caper has everyone hunting his head. The known outlaw Hagarrt the Blade is also rumored to be looking for it, and the new priest of Pavis, Bendrath, is even thought to have been to the barracks itself, though unsuccessfully.

There are a large number of trolls in the area. Other creatures, including Wyrms and giants, have been seen. Obtaining the axe might not be easy, but adventurers recovering it may write their own ticket.

Possible Employers

Fleeter Nemm, the main Daughter of Pavis, who reports directly to the Son of Pavis Benderri, is looking for a few good adventurers to trek over to the gate, find the axe, and bring it back to the temple. There is no need for subterfuge in procurement or transport, but he will use a complex series of blinds and agents to recruit the player-characters, so the Lunars will not know the Pavis temple is sponsoring an attempt before it has succeeded.

Gimgim the Grim wants the axe because the priestess Tala Errio told him that its significance came to her in a dream. The dream showed the axe, wielded by a mysterious shrouded individual, chopping down the Lunar governor's palace. The Lunars do not wish to have it known that they may want to keep the axe from Pavis, so Pharnastes Rugbagian has been asked to sponsor an expedition, purely on his own initiative, as a commercial venture.

It is said that the thief known as Rat has an interest in the axe, but he might be working for the Lunars, or for Fleeter Nemm.

There is also a rumor that the Rubble Trekkers of Flintnail are outfitting an expedition. Why they do this now, after the axe has remained in the barracks so many years, is a mystery. They may have considered it safe until the Lunars got interested.

Many other interested groups are possible, including ostensible allies such as the Lunars and Yelmalio's Light Sons, who might have different purposes.

Griffin Gate

The area outside the Big Walls of Old Pavis is relatively peaceful these days, and safer to travel through than the Rubble. Thus, parties going to look for Balastor's Axe probably will leave New Pavis by the Wall bridge, which crosses the river into Badside.

Lunar guards at the Main gate and the bridge will make sure that the party has filled out the proper forms, and make sure the party gets on its way.

Once in Badside, the law evaporates, but the derelicts and losers of Badside are unlikely to harass a well-armed or mounted party of adventurers. By hugging the wall and watching the people around you every step of the way, there should be no problem reaching Meat Street.

Meat Street is called that because the nomads follow it to bring meat animals to New Pavis and

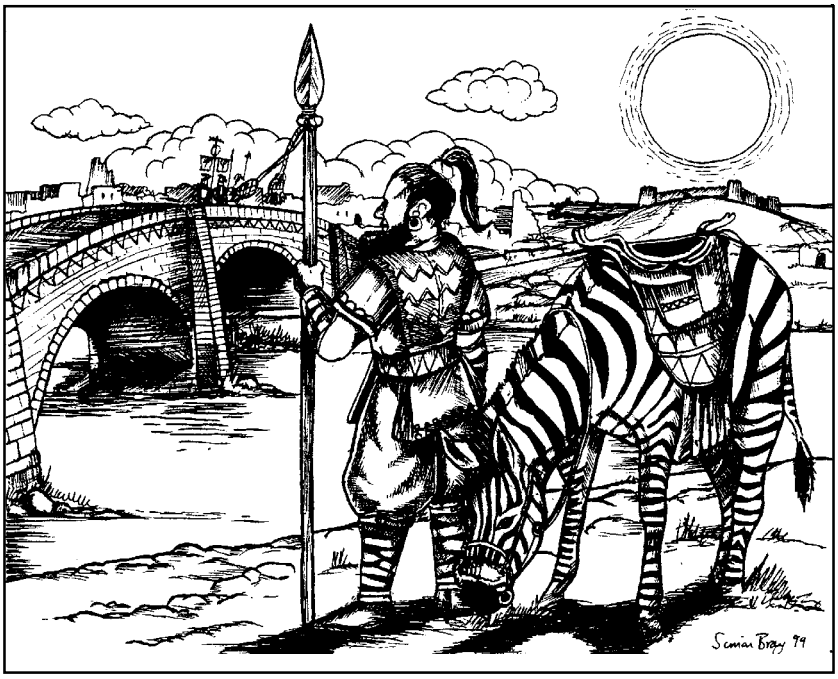
the butchers' pens near Badside. It is also the path that merchants travel in their expeditions to bring food to the trolls around the troll breaks. Meat Street follows an old siege trail about 50m away from the wall and meanders along until it reaches Griffin Gate.

In times past, anyone taking this route stood in constant danger of being attacked by nomads or trolls. Since the Lunar occupation and the regularization of the merchant travel, this has been reduced to a merely 10% chance of an encounter. Most of these nomad and troll gangs are so large that a party can see them coming long before they were seen and can ride hell-for-leather back to Badside and New Pavis.

If the party wishes to travel within the Rubble, they can enter the Rubble through the city gate in the Farmers' Quarter. They will be mostly on their own from this though they can probably hire an escort from the Pavis Royal Guard, if the adventurers think them trustworthy.

At Zebra bridge they must either pay a toll to get across (which might be anything the guards feel like charging) or continue to Central bridge. There is a 50% chance that some bandit group currently holds the bridge, and demands bribes to let the party across. If a party appears small, the bandits will try to ambush the party to kill and rob its members. The party's reaction to such harassment is optional, but the bandits will have the bridge well-barricaded, and will be ready to fight unless they are too few. If the party outnumbers the bandits by more than three adventurers, the bandits will bluff, but will let the party go through if sufficiently pressed.

From the north side of Central bridge, the party need only negotiate the open ground around the Blind King's Hill (a notorious bandit hideout) and then go to the ruins around Griffin Gate.



The Gate Houses At Griffin Gate

The western gatehouse is a ruin. The roof is mostly hole; numerous small flying and climbing creatures have made it their home over the centuries. For a while, trolls used it as a lookout tower and base from which to taunt nomads who would attempt (and fall) to pass the troll-set magical wardings. After the Dragonewt incursion, the trolls found healthier places to taunt from, and left the tower to the birds and insects.

The eastern gate house is in good shape. Stepping back from the wall in either direction and looking carefully, characters can see that the sloping roof has been clumsily but thoroughly patched, almost as if some colossal bird were building a nest.

In fact, this snug aerie is the home of Windwhistler, a Wyrm. Windwhistler is a special creature, for he is one of the few priests of the Sun Dragon spirit, who heads an obscure subcult of Yelm the sun god whose members are primarily flying creatures. He has been using this gatehouse as a base from which to scout the top of the Blind King's Hill. There are Sun pantheon ruins there, including an old Sun Dragon shrine, and Windwhistler is here to see if anything of interest remains. He cannot stay on the hill, for there are no safe places for him to sleep. In the gatehouse he has access to open air and has protection from night visitors.

If a party approaches the gate at night, there is a 90% chance he will be home. In the day, there is only a 50% chance of him being in residence, but he makes many visits each day because he prefers to rest and regain POW in safety in his aerie, so he could show up any time after the party has passed through the gate.

If Windwhistler sees a party, he will hover over them and then attempt to trade information for information they might have on any Sun Dragon artifacts, the current Lunar attitude toward sun-worshipers, potential troll troubles, etc. He also will trade his information for money, as he makes periodic trips by New Pavis (the player-characters might have seen him by the nomad camp, where he purchases fresh sable meat) for occasional supplies when the hunting is not good around the Rubble.

If the party attacks him, Windwhistler will either fly for the safety of his gatehouse, or hover over the party and attack with spells, fang strikes, and tail blows. He will go for archers first and abandon anyone he cripples, except that first he will swallow any limb he has bitten, so the limb cannot be healed.

Windwhistler has built up a respectable pile of money by selling information, but since he lacks manipulatory appendages, anytime a coin falls out of a purse he cannot scoop it up. These items are brushed into a comer by his wings and tail. A large amount of money lays in one corner of the gate house, because Windwhistler cannot pick it up. In fact, he wants a trustworthy type to pick it up for

him and bag it. Anyone volunteering gets to keep one-tenth of the proceeds.

Windwhistler knows that a giant and some trolls live in the barracks, but not exactly where. He also knows something about Highhowler and his various chaos gangs. He even found a vampire's victim not too far off down the road to the river. He thinks the vampire may reside in the ruins around the Main Quarry.

Windwhistler,
Wyrm Associate Priest of Sun Dragon

STR 34	CON 15	SIZ 30
INT 10	POW 18	DEX 17 CHA 9
Move 7/10	HP 21	

01-04	TAIL	10/8
05-08	ABDOM	10/8
09-12	CHEST	10/9
13-14	R WING	10/7
15-16	L WING	10/7
17-20	HEAD	10/8

Weapon	*SR*	*Attk%*	*Damage*
Bite *	5	85%	1D10+3D6
Tail Lash *	5[10]	75%	3D6

* Windwhistler must add SRs together when using both attacks in a single round.

SPELLS: Befuddle. Binding, Countermagic 3, Demoralize, Detect Enemies, Detect Life, Disrupt, Mobility
RUNE MAGIC: Dismiss Small Elemental x 2, Dismiss Medium Elemental x 3 Magical Arms x 4, Multispell I, Radiate x 3, Shield 3, Spirit Block 2, Summon Small Salamander
SKILLS: Fly 95%, Glide Quietly 80%, Hide 65%, Listen 90%, Spot Hidden 70%, Spot Trap 55%, Track 55%
LANGUAGES: Auld Wyrmish 75%, Firespeech 80%, Pavic 50%, Tradetalk 50%
TREASURE: Kept in corner of gatehouse - 7 bronze broadswords, one iron spear with Yelmalio markings, 354 Lunars, 16 wheels, 723 clacks, and four gems worth 128, 194, 528, and 900 Lunars. He also has a bracelet worth 75L, a necklace worth 145L, and a brooch worth 1116L stored in the gate house. Finally, he has a 2-point Healing crystal, but he thinks it is only a worthless pretty stone.

The Mound

In the center of the market plaza is a burial mound built up of the stones of the mall and the dirt underneath. It is surrounded by a ditch excavated to build the mound. All around the mound are paving stones. Close examination will show that each has many scrape marks and old dried blood stains.

On the south wall of the mound, a causeway has been built though the ditch and a hole dug into the mound. A careful look with a torch will show that the hole penetrates into the center of the mound, and there are bones, an overturned bier, and scattered appurtenances of a looted nomad grave mound.

Adventurers venturing within the mound will be attacked by a ghost. This is not the ghost of the departed nomad chief, but that of a great troll, left behind by the mound robbers to discourage nomads from setting things aright. The spirit will attack anyone who steps within the mound, but must stop once the mound is exited.

History

This is the mound of Shulkan Storm Kahn, a Storm Bull lord who led his followers into the Rubble twenty years ago. After successfully looting many troll homes, Shulkan ironically fell at the hands of a value trollkin assassin. In memory of his great victories, his followers erected the cairn and placed him within, leaving a mound of troll skulls around his slain body on the stone slabs. The trolls have long since removed the original skulls, but raiding nomads make it a point to plant a new supply around the cairn whenever they pass. There is a 20% chance that one or more skulls now occupy the mound area.

Hidden Treasure

The scattered bones are not those of Shulkan, but of a faithful bodyguard, who killed himself in remorse. Shulkan was buried in a hidden space in the west side of the mound. With him are buried his iron sword and horned helmet, plus gold and silver ornaments worth 400L. No nomad knows of this (even from his own High Llama tribe), because tribesmen who participated in the creation of the mound swore by Mother Eiritha's dugs not to reveal Shulkan's true location. All the tribe knows Shulkan is buried there, but assumes that his grave was looted long since. All the more reason, therefore, to kill more trolls to avenge the insult.

Shulkan's ornaments were well-known to the tribe. There is a 50% chance that any high llama tribesman of Shulkan's clan (which is the most common high llama clan met in Pavis) will recognize the distinctive silver-inlaid Morokanth-tooth necklace or the lacquered bison-horn wristlet, and will be much interested in any adventurer wearing same.

Bison-Biter, Great Troll Ghost

INT 10 POW 16

SPELLS: Spirit Screen 4
NOTE: Bison-biter will first ask the identity of any intruder by saying in a disembodied voice, "Who disturbs the rest of Shulkan Storm Kahn?" If the intruder says he is a member of Shulkan's tribe, the ghost will howl with laughter and scream, "Then die under the fangs of Bison-biter, beloved of Zorak Zoran!" This response, or something like it, will greet anyone except another Zorak Zoran initiate, who may prowl through the mound at will, with nothing to bother him but the questions of a ghost hungry for information on old friends. Bison-biter will activate his Spirit Screen only if outmatched.

A Ruined Tenement

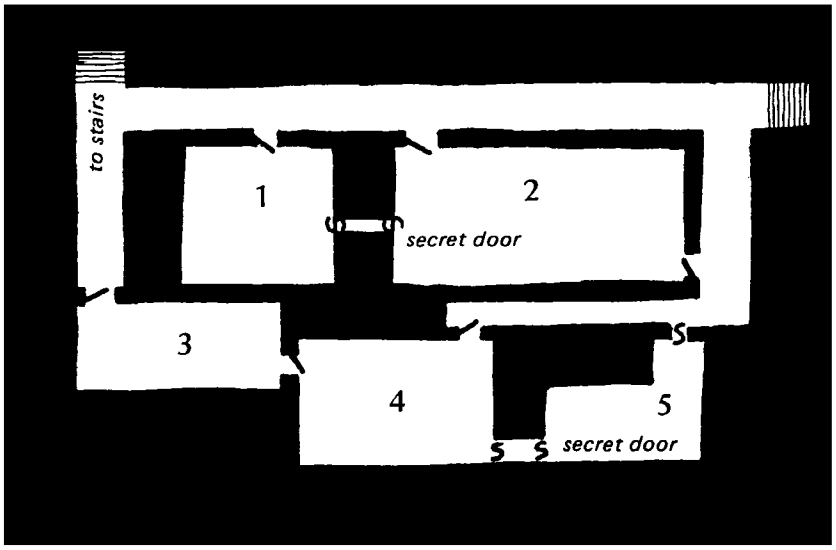
For a few years Goobag the troll, exiled from his tribe for petty theft and harboring a pesky gargoyle, has lived in the ruins of a tenement near Balastor's Barracks. Goobag and his gargoyle friend kidnapped three trollkin and fled, and now make a living of sorts preying on adventurer parties, mostly by sneaking into camps at night.

This former basement has two entrances, but both have been blocked by rubble by years.

Goobag and his band climb up an old flue that Goobag found; they never venture into the hallways. They explored the halls when they moved in, and found the gorp and the zombies. They have no intention of disturbing either.

Unknown to Goobag, a Jack O'Bear recently burrowed through the rubble blocking the eastern stairway and picked the only empty room as a lair. The walls are thick enough that neither group has discovered the other. The zombies do not smell alive enough to pique the taste buds of a Jack O'Bear.

A party investigating this part of the mall will find a formerly blocked entrance to an underground area which is now open just enough to climb into. Will they go? Only time will tell…



Room 1 - Four Zombies

The zombies are in a far corner of the room, standing over two leather bags. They will not move to attack the party, even if attacked by magic, but will guard the bags and attack anyone getting within a meter of them. They stand so close together that there is no way to get to the bags without going through them. As with most zombies, normal missiles are nearly useless (the small wounds left by arrows and the like do not seriously harm a zombie) any missile weapon penetrating armor on a zombie will do a maximum of 1 point of damage unless it impales, in which case it does normal damage. Speedart still adds +3 to damage.

Dark Troll Zombie Primus

STR 27	CON 19	SIZ 18	POW 1
DEX 5	Move 6	HP 21	

01-04	R LEG	1/7
05-08	L LEG	1/7
09-11	ABDOM	3/7
12	CHEST	3/8
13-15	R ARM	1/6
16-18	L ARM	1/6
19-20	HEAD	5/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2H Large Club	6	25%	2D6+2D6	15%	20
Fist	9	25%	1D3+2D6	-	-

TREASURE: The bags guarded by the zombies contain 142 clacks, 20 Lunars, 7 wheels, and 5,000 bolgs (lead coins useless except to trolls).

Dark Troll Zombie Secundus

STR 21	CON 21	SIZ 19
POW 1	DEX 8	
Move 6	HP 23	

01-04	R LEG	3/8
05-08	L LEG	3/8
09-11	ABDOM	1/8
12	CHEST	1/9
13-15	R ARM	4/7
16-18	L ARM	4/7
19-20	HEAD	1/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2H Large Club	6	40%	2D6+1D6	20%	20
Fist	9	40%	1D3+1D6	-	-

Dark Troll Zombie Tertius

STR 21	CON 13	SIZ 23	POW 1
DEX 8	Move 6	HP 16	

01-04	R LEG	3/6
05-08	L LEG	3/6
09-11	ABDOM	6/6
12	CHEST	6/7
13-15	R ARM	1/5
16-18	L ARM	1/5
19-20	HEAD	4/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2H Large Club	5	40%	2D6+2D6	20%	20
Fist	8	40%	1D3+2D6	-	-

NOTE: This zombie wears a very shiny chainmail hauberk. In fact, it is forged from coin-quality silver, and would be worth 300L by weight alone (it weighs 3 ENC, more than regular bronze chain). A player-character may be able to get more due to its workmanship.

Dark Troll Zombie Quartus

STR 21	CON 13	SIZ 13
POW 1	DEX 7	
Move 6	HP 14	

01-04	R LEG	7/5
05-08	L LEG	7/5
09-11	ABDOM	3/5
12	CHEST	3/6
13-15	R ARM	1/4
16-18	L ARM	1/4
19-20	HEAD	1/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2H Large Club	6	35%	2D6+2D6	20%	20
Fist	10	35%	1D3+2D6	-	-

Room 2 Jack O'Bear's Lair

This room contains piles of bones and torn bloodied clothing and a sleeping jack O' bear. When the adventurers enter the room, they will waken the jack o' bear - it will not be able to attack in the first round of melee. In the second round, treat it as surprised. If the adventurers attacked anyone else in the building first, or if they made an extraordinary amount of noise, the jack O' bear will have been already awakened. This jack O' bear can keep up to 9 individuals harmonized at once. If the adventurers defeat the monster, they may find a bag holding 55 clacks among the clothing and human and trollkin fragments. Loose amid the junk are 9L and a gem worth 100 L.

Jack O'Bear

STR 15	CON 14	SIZ 19	
INT 8	POW 18	DEX 10	CHA 6
Move 10	HP l7		

01-04	R LEG	3/6
05-08	L LEG	3/6
09-11	ABDOM	3/6
12	CHEST	3/7
13-15	R ARM	3/5
16-18	L ARM	3/5
19-20	HEAD	3/6

Weapon	*SR*	*Attk%*	*Damage*
Claw *	8	45%	1D6+1D6

*can attack with both claws at the same strike rank each round, as well as use its harmonize.

NOTE: Can harmonize up to 9 adventurers at once. Once harmonized, the victim will just stand frozen until the Jack O'Bear is killed or gets to them.

Room 3 - Gorp Room

This room is bare except for the gorp. It will immediately pour towards the largest individual near to it. Any hit on or from the gorp takes 8 points acid damage. Armor protects only till dissolved. Gorp cannot be destroyed by normal physical damage, and fire, Disruption, or Rune magic must be employed to slay one. If any of the adventurers can stomach searching through the burned gorp, they may find one corroded lunar and a shiny-cleaned gem worth 90L. If the gorp was slain by Disruption, those rooting through it will take acid damage to their hands.

Gorp

CON 11	SIZ 19	POW 8
Move 1	HP 13	

01-20	GORP	13

Rooms 4 & 5 - Goobag & Company

Room 4 is the trollkin chamber, and they have their beds and eating quarters here, as well as their and Goobag's latrine. Goobag, along with the rest of his crew, will be here when the adventurers arrive. The packs and bedrolls of the trollkin contain a total of 98 clacks, 19 Lunars, and, over in the gargoyle's area, 2 gems (worth 4L and 98L) and an old earring worth 12L. Both entrances to Room 5 are secret. A Spot Hidden while searching the appropriate wall is necessary to spot these doors. Behind the entrances is Room 5, Goobag's private chamber. There is a small chest next to his mattress, holding 20L and 6W. In a secret compartment in the bottom is a gold circlet worth 30L, with inscriptions around the inner edge. There is a scroll of vellum parchment sitting next to the chest. It is a history of the Malia cult, written in Dark-tongue.

Fleabeg, Trollkin Cannon Fodder

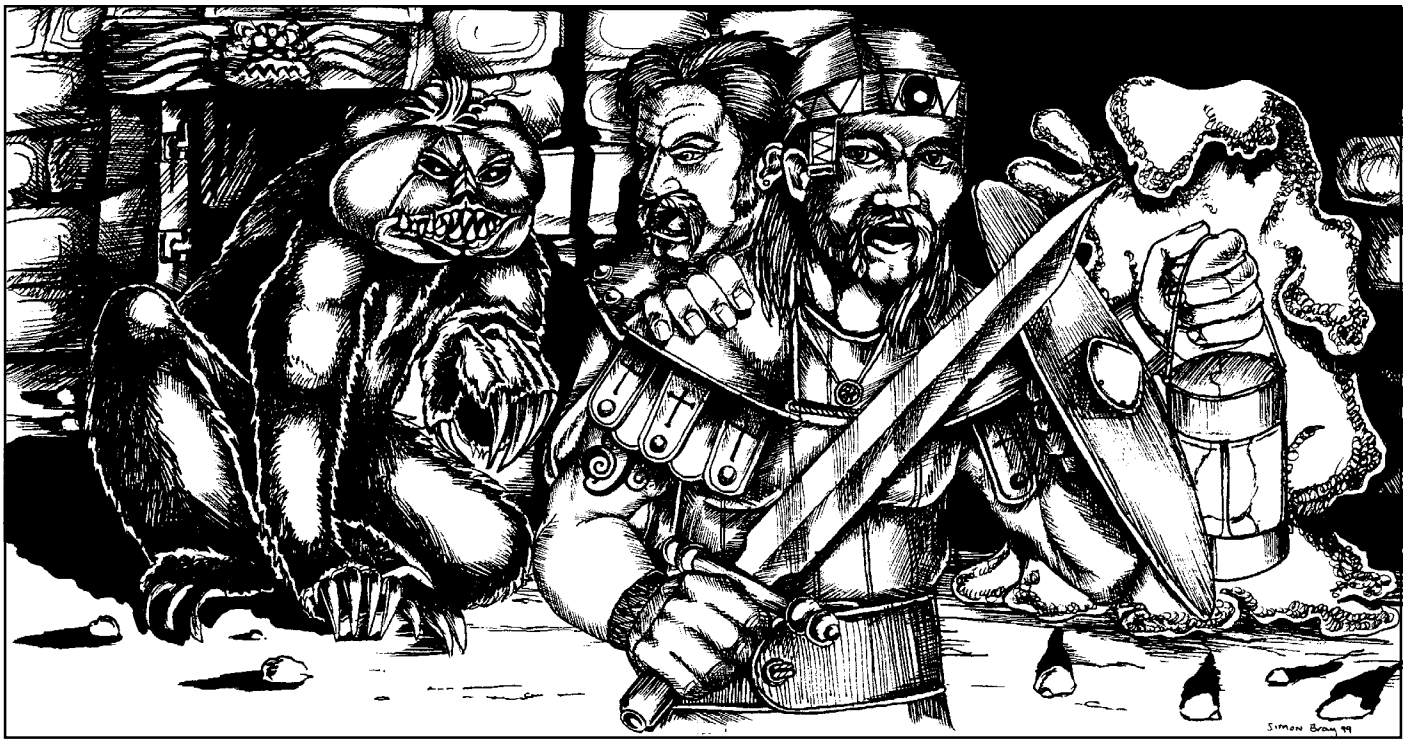
STR 1l	CON 12	SIZ 8	
INT 11	POW 10	DEX 9	CHA 2
Move 6	HP 11		

01-04	R LEG	3/4
05-08	L LEG	3/4
09-11	ABDOM	3/4
12	CHEST	3/4
13-15	R ARM	3/3
16-18	L ARM	3/3
19-20	HEAD	3/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Broadsword	7	35%	1D8+1 *	35%	20
Dagger	9	30%	1D4+2 *	25%	12
Med Shield	-	-	-	35%	12

* Plus POT 12 Blade Venom if he has had time to put it on.

SPELL: Disruption
SKILLS: Hide in Cover 50%, Move Quietly 40%, Scan 50%



Goobag, Dark Troll Initiate of Kyger Litor

STR 24 CON 14 SIZ 15
INT 12 POW 14 DEX 15 CHA 14
Move 8 HP l5 Defense 05%

01-04	R LEG	6/5
05-08	L LEG	6/5
09-11	ABDOM	6/5
12	CHEST	6/6
13-15	R ARM	6/4
16-18	L ARM	6/4
19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bastard Sword	5	55%	1D10+1+1D6 *	45%	20
Dagger	7	45%	1D4+2+1D6 *	35%	12

* plus Blade Venom POT 12 if Goobag has had time to apply it.

SPELLS: Bladesharp 2, Countermagic 3, Darkwall (2), Fanaticism, Healing 4
SKILLS: Evaluate Treasure 45%, Move Quietly 75%, Spot Hidden 70%
MAGIC ITEMS: Silver ring worth 10L, which holds a stone which is a 14-point POW-storing crystal Wand in case at his belt which holds a Detect Silver matrix. Eight doses of Blade Venom POT 8.
NOTES: If allowed a round unengaged, Goobag will cast Counter-magic 3 on himself. He will try to stay out of the fighting, to throw spells in support of the trollkin and Rocky. He will cast Fanaticism on Rocky and Bladesharp 2 on the trollkin weapons. He will use the crystal's POW first, of course. He will only join melee if forced, or if there is an advantageous position. It takes him 5 melee rounds to place Blade Venom on his sword, and he will try to do this if at all possible. He may barricade the room's door, parley, etc. to gain time to do this. If the adventurers had attacked some other room first, Goobag will have heard the noise and put on the Blade Venom, end forced the trollkin to do likewise.

Scumbeg, Trollkin Cannon Fodder

STR 9 CON 12 SIZ 9
INT 7 POW 6 DEX 18 CHA 4
Move 6 HP l2 Defense 05%

01-04	R LEG	3/4
05-08	L LEG	3/4
09-11	ABDOM	3/4
12	CHEST	3/5
13-15	R ARM	3/3
16-18	L ARM	3/3
19-20	HEAD	3/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Broadsword	5	35%	1D8+1*	35%	20
Dagger	7	30%	1D4+2*	35%	12
Med Shield	-	-	-	35%	12

* Plus POT 12 Blade Venom if he has had time to apply it.

SPELLS: Silence
SKILLS: Hide in Cover 90%, Move Quietly 75%, Scan 30%
NOTE: See notes on Goobag on Blade Venom.

Doombeg, Trollkin Cannon Fodder

STR 10 CON 12 SIZ 9
INT 13 POW 10 DEX 14 CHA 10
Move 6 HP 12 Defense 10%

01-04	R LEG	3/4
05-08	L LEG	3/4
09-11	ABDOM	3/4
12	CHEST	3/5
13-15	R ARM	3/3
16-18	L ARM	3/3
19-20	HEAD	3/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Broadsword	6	35%	1D8+1 *	35%	20
Dagger	8	30%	1D4+2*	30%	12
Med Shield	-	-	-	35%	12

* Plus POT 12 Blade Venom If he has had time to put it on.

SPELL: Disruption
SKILLS: Hide in Cover 65%, Move Quietly 70%, Scan 50%
NOTE: See under Goobag for Blade Venom.

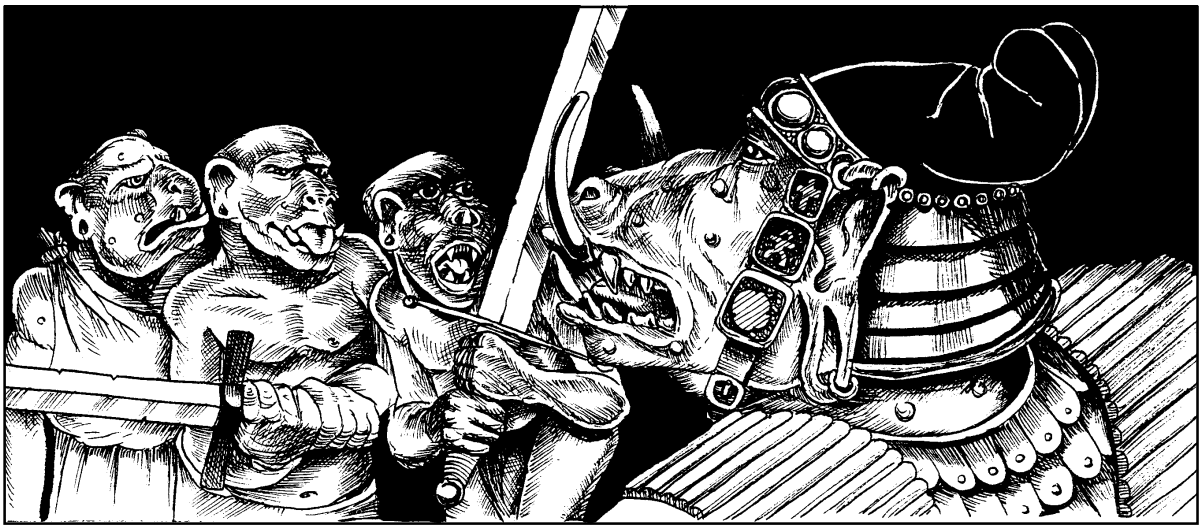
Rocky, Gargoyle

STR 29 CON 17 SIZ 21
INT 3 POW 11 DEX 16 CHA 2
Move 5/9
HP 20

01-03	R LEG	6/7
04-06	L LEG	6/7
07-09	ABDOM	6/7
10	CHEST	6/8
11-12	R WING	6/6
13-14	L WING	6/6
15-16	R ARM	6/6
17-18	L ARM	6/6
19-20	HEAD	6/7

Weapon	*SR*	*Attk%*	*Damage*
Right Claw	6	60%	1D6+2D6
Left Claw	12	60%	1D6+2D6

NOTE: Rocky will just jump into the melee and trust to his 6 point skin. He has been trained to have Fanaticism cast upon him and not to turn on his own party when his opponents are down.



Highhowler & His Chaos Band

The overgrown park to the west of Griffin Gate is the home of Highhowler, a broo shaman, and his gang of bandits. Highhowler has been assembling his merry crew for over two years, and has built them up into a fairly potent troop. They prey upon adventurer parties and trolls, but have not yet made enough of a nuisance of themselves to be hunted or eradicated by more organized elements in the Rubble.

There is only a 20% chance that the entire band of creatures will be present when an adventurer party arrives on the scene. The rest of the time, a small scout party consisting of one of the scorpion men or the ogre, with two Broos, will watch the gate area while the rest of the party roams elsewhere in the Rubble, looking for victims, food, and treasure.

If the party entering the gate is small enough, the watching bandits may try to attack them, but the bandits will not attack at odds worse than one-to-one. If the party is bigger than that, the chaos bandit scouts will hide and await the return of the others; there is an accumulating 10% chance per hour that the rest of the mob will return before the characters leave the barracks area. If so, the scouts will tell the rest about the characters, and Highhowler will attack the party unless they are obviously too tough for even the full group.

The opening attack will come from Highhowler's two controlled spirits. Then the Broos will make a missile assault and advance behind the scorpion men and the ogre (who is mentally defective). Most of the creatures have little or no magic. They leave this sort of thing up to Highhowler, which is the way he likes it.

Grubgulper, Initiate of Thed

STR 18	CON 18	SIZ 16	
INT 8	POW 13	DEX 10	CHA 7
Move 9	HP 19		

01-04	R LEG	2/7
05-08	L LEG	2/7
09-11	ABDOM	2/7
12	CHEST	2/8
13-15	R ARM	2/6
16-18	L ARM	2/6
19-20	HEAD	3/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	7	45%	1D10+1D6	45%	20
2H Spear	5	45%	1D6+1+1D6	35%	15
Head Butt	8	50%	1D6+1D6	-	-

SPELLS: Bludgeon 4, Detect Life, Disrupt, Protection 2
SKILLS: Camouflage 80%
CHAOTIC FEATURES: Regenerates 1 hit point in each hit location per melee round.

The Gate Parks

This park is one of three gate parks (along with Wyvern and Hippogriff gate parks) planted and nurtured by Pavis Aldryami allies at the founding of Pavis. Powerful Aldryami fertility spells keep these parks lush and growing in the midst of grassy and stony wastes. Untended, the park plants have grown together so tightly that movement, where possible, is frequently as little as a rate of one or two meters per melee round.

The Broo Camp

In the overgrown park, Highhowler and his motley crew have cleared a small living area shaped like a broken neck lace of stones. Extremely dense tangles of brush constrict the entrances to each of the five sections. Section 1 is closest to the edge of the park, and is the easiest to approach. Section 5, Highhowler's quarters, is actually just a few meters away from section 1, and from there Highhowler can hear anything going on in section 1. He also has a secret path through the trees and brush which enters section 1 to escape if the inhabitants of section 1 are overwhelmed and the attackers then push on to section 2.

Section 1

This is the guard post, and the camp guards generally hide here while watching the gate and the roads to see any approaching potential victims. A small wall of brush and rocks stands between the entrance to this room and the entrance to section 2, which the gang will defend from if pressed.

Just to one side of the wall is a large crude cage containing a dragonsnail. If hard-pressed, the gang will release the snail upon their attackers. Usually the snail is used for cleanup and garbage disposal.

Gutslicer, Initiate of Malia

STR 13	CON 17	SIZ 15	
INT 9	POW 11	DEX 12	CHA 4
Move 9	HP 18		

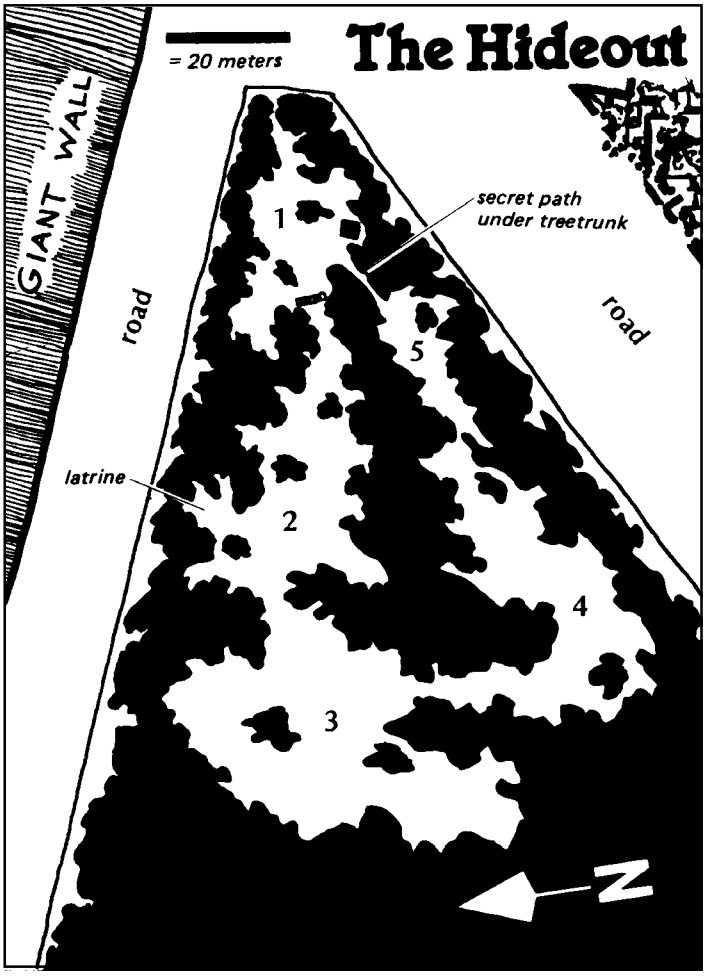
01-04	R LEG	0/6
05-08	L LEG	0/6
09-11	ABDOM	5/6
12	CHEST	5/7
13-15	R ARM	6/5
16-18	L ARM	6/5
19-20	HEAD	3/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	7	45%	1D10+1D4	50%	20
2H Spear	5	60%	1D8+1+1D4	35%	15
Small Shield	-	-	-	50%	9

SPELLS: Fireblade (4), Healing 2, Sneeze (2)
SKILLS: Hide in Cover 60%, Move Silently 60%
CHAOTIC FEATURES: Hornless - has head of sheep. Carries Soul Waste and Sniffles

Section 2

The gang gathers here, and most sleep here. Three small shields and one right arm plate suitable for a SIZ 10 human lay about. A north corner is their latrine area. Anyone getting within a meter of there should make a CON roll against disease. Roll randomly on either of the *Cults of Terror* disease tables to see which disease is acquired: all are present. If someone is so hardy as to enter the latrine or so unlucky as to be thrown into it, he will be exposed to 2D3 diseases.



Section 3

Scorpion men sleeping area. There is nothing of interest here, unless one enjoys cast-off scorpion man skin moulting and rancid dung.

Section 4

This is Highhowler's altar to Malia. He is an initiate of the cult, but naturally has higher status than that as a full shaman. In the south of the section, next to the passage leading to Highhowler's personal camping area, is a large stone slab with bronze manacles on it. The slab is heavily bloodstained. Behind the slab is a rough wooden statue of a horned demon.

The slab also has a large golden chalice. Melted down, it would bring around 10 wheels, but a knowledgeable appraisal will show that it is the chalice stolen from the Pavis Sun Dome temple four years ago. The temple has offered a reward of 25 wheels for its return.

Dragonsnail, Pet of Highhowler

STR 23	CON 14	SIZ 26	POW 14
DEX 4	Move 3	HP 16	Defense 20%

01-08	SHELL	8/7
09-14	BODY	4/6
15-17	R HEAD	4/6
18-20	L HEAD	4/6

Weapon	*SR*	*Atk%*	*Damage*
R Head Bite	9	45%	1D6+2D6
L Head Bite	9	45%	1D6+2D6

CHAOTIC FEATURES: Appearance very confusing - when one looks at this dragonsnail, what he sees is where the dragonsnail was 1 second previously instead of where it is at the moment. This gives the creature a 20% Defense.

Bonegummer, Broo Initiate of Thed and Malia

STR 18	CON 17	SIZ 18	
INT 10	POW 13	DEX 9	CHA 5
Move 9	HP l9		

01-04	R LEG	4/7
05-08	L LEG	4/7
09-11	ABDOM	3/7
12	CHEST	5/6
13-15	R ARM	4/6
16-18	L ARM	4/6
19-20	HEAD	3/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Battle Axe	7	50%	1D8+2+1D6	50%	15
Large Shield	-	-	-	45%	16
Head Butt	8	55%	1D6+1DB	-	-

SPELLS: Binding, Healing 2, Protection 4
SKILLS: Camouflage 50%, Trap Set/Disarm 35%
CHAOTIC FEATURES: Breathes 3D10 fire damage thrice daily. This fire has a range of 5m Bonegummer's stomach glows dull red. Carries Thunder Lung.

Goatgrunter, Broo Initiate of Thed and Malia

STR 13	CON 14	SIZ 13	
INT 8	POW 14	DEX 15	CHA 7
Move 9	HP 15		

01-03	R LEG	3/5
04-06	L LEG	3/5
07-09	ABDOM	5/5
10	CHEST	5/6
11-13	R ARM	3/4
14-16	L ARM	3/4
17-18	R HEAD	3/5
19-20	L HEAD	3/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	7	55%	1D10+1D4	60%	20
2H Spear	5	50%	1D6+1+1D4	55%	15
R Head Butt	8	55%	1D6+1D4	-	-
L Head Butt	8	45%	1D6+1D4	-	-

SPELLS: Demoralize, Healing 2, Ironhand 2, Shimmer 2
SKILLS: Camouflage 50%, Spot Hidden 90%
CHAOTIC FEATURES: Possesses two heads - can butt twice per round, or cast a spell and use one head butt in the same round. He carries Brain Fever.

Section 5

This small clearing almost closes the circle of the "necklace" of clearings. Here Highhowler sleeps, and here he is usually found when in camp. In the southern corner of the clearing is a large bronze-bound chest. In the chest are 138 clacks, 32 Lunars, and 4 wheels. There is also a single diamond worth 138L. There are also three jugs of liquid: one contains three doses of Mobility; one contains three doses of a POT 3 Healing potion; and the third contains two doses of Wasting Disease. This last potion is concentrated; it will start in the acute form and, if the character fails his CON roll, will move directly on to the terminal form. Any small taste or smell will expose the character to the disease, though a successful Taste Analysis will

allow the character to roll CON x6 or less to avoid moving on to the terminal form of disease, though he will still catch the acute form. The entire complex of clearings is cunningly camouflaged by tied-down trees and brush to block discovery by high-flying familiars or predators like Windwhistler.

Plaguepusher, Initiate of Malia

STR 16	CON 16	SIZ 15	
INT 8	POW 12	DEX 13	CHA 3
Move 9	HP l7		

01-04	R LEG	2/6
05-08	L LEG	2/6
09-11	ABDOM	2/6
12	CHEST	2/7
13-15	R ARM	5/5
16-18	L ARM	5/5
19-20	HEAD	3/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2HSpear	5	45%	1D8+1+1D4	30%	15
Club	6	50%	1D10+1D4	35%	20
Head Butt	7	55%	1D6+1D4	-	-

SPELLS: Demoralize, Fireblade (4), Healing 2
SKILLS: Climb 50%, Jump 50%, Track 50%
CHAOTIC FEATURES: Appears completely human (though a bit ugly) except for horns on head; carries Shakes.

Dirteater, Initiate of Thed

STR 16	CON 16	SIZ 18	
INT 9	POW 14	DEX 11	CHA 5
Move 9	HP 18		

01-04	R LEG	4/6
05-08	L LEG	4/6
09-11	ABDOM	8/6
12	CHEST	8/7
13-15	R ARM	4/5
16-18	L ARM	4/5
19-20	HEAD	12/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	7	70%	1D10+1D6	55%	20
Lg Shield	-	-	-	60%	16
Head Butt	8	65%	1D6+1D6	-	-

SPELLS: Bludgeon 2, Disrupt, Healing 2, Protection 2
SKILLS: Camouflage 50%, Track 70%
CHAOTIC FEATURES: Heavy scales on head, light scales on body.

Highhowler and the Gang

Highhowler and his gang are bandits, pure and simple. They prey only on those they consider weaker, and quickly retreat if they find out they were wrong. They are quick to notice the telltale look of iron armor or weapons, and High-howler can, like any good shaman, detect the presence of controlled spirits or fetches of other shamans in the vicinity. Highhowler's control over his group depends on their perception of his invincibility.

Therefore, the gang's usual tactics are hit-and-run, and they may ignore a half-dozen parties going into Balastor's Barracks before finally deciding that one party is small and weak enough to attack. They will prefer, in any case, to hit a party exiting the barracks, on the reasonable expectation that they will be depleted in POW and hit points, and may carry treasure. They probably are right.

Highhowler is not the leader of just this band of chaos creatures. He has been centralizing his authority over many other such bands throughout the Rubble, and if this group is destroyed he will escape if possible and move on to where one of the other bands operates. The next band may be similar to this one, or completely different.

Ear Notch, Initiate of Malia

STR 16	CON 14	SIZ 13	
INT 10	POW 13	DEX 13	CHA 5
Move 9	HP 15	Defense 10%	

01-03	R LEG	4/5
04-06	L LEG	4/5
07-09	ABDOM	6/5
10	CHEST	6/6
11-14	R ARM	0/5
15-18	L ARM	0/5
19-20	HEAD	3/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Great Hammer	5	50%	2D6+2+1D4	35%	15
Head Butt	8	60%	1D10+1D4*	-	-

* This Broo's head butt is capable of impaling.

SPELLS: Bludgeon 2, Demoralize, Heeling 2, Protection 2
SKILLS: Camouflage 40%, Track 75%
CHAOTIC FEATURES: Has one long sharp horn on head; carries Creeping Chills.

Twisthorn, Initiate of Thed

STR 14	CON 15	SIZ 14	
INT 14	POW 8	DEX 10	CHA 6
Move 9	HP 16	Defense 10%	

01-04	R LEG	4/6
05-08	L LEG	4/6
09-11	ABDOM	4/6
12	CHEST	4/7
13-14	RL ARM	0/5
15-16	RU ARM	0/5
17-18	L ARM	0/5
19-20	HEAD	3/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	6	45%	2D8+1D4	40%	15
Med Shield	-	-	-	50%	12
Head Butt	9	50%	1D6+1D4	-	-

SPELLS: Bludgeon 4, Disrupt, Healing 2
RUNE MAGIC: Crack x 2 (one-use)
SKILLS: Hide in Cover 45%, Move Silently 45%, Track 50%
CHAOTIC FEATURES: Two right arms, enabling Twisthorn to use a maul in his right arms and still use a shield to parry with on his left arm.

Highhowler, Shaman of the Broos

STR 16	CON 18	SIZ 22	
INT 16	POW 21	DEX 17	CHA 12
Move 9	HP 23	Defense 30%	

01-04	R LEG	3/8
05-08	L LEG	3/8
09-11	ABDOM	5/8
12	CHEST	5/9
13-15	R ARM	3/7
16-18	L ARM	3/7
19-20	HEAD	3/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Morningstar	3	75%	1D10+1+1D6	85%	12
Shortsword	4	60%	1D6+1+1D6	70%	20
Head Butt	5	85%	1D6+1D6	-	-
Small Shield	-	-	-	85%	8

SPELLS: Detect Spirit, Dispel Magic 1, Disrupt, Harmonize (2), Healing 6, Protection 4, Spirit Binding; (known by fetch) Bludgeon 4, Demoralize, Detection Blank 4, Fanaticism 4, Silence
SKILLS: Camouflage 85%, Hide in Cover 85%, Move Silently 85%
CHAOTIC FEATURES: +2D6 SIZ (already figured in)
SPECIAL FEATURES: Highhowler has 8 points of POW stored on the spirit plane, a fetch, and two controlled spirits, one of which is a spirit of disease. Also, Highhowler has the other abilities of shamans, such as being able to heal his body up to an hour after death.
SPIRITS: Fetch INT 16, POW 20; controlled spirit INT 14, POW 15; controlled spirit of disease, INT 8, POW 18 carrying Bleeding Disease

Czing, Scorpion Man Initiate of Bagog, Lay Member of Malia

STR 20	CON 9	SIZ 19	
INT 6	POW 6	DEX 13	CHA 12
Move 8	HP 11		

01	RH LEG	3/2
02	RC LEG	3/2
03-04	RF LEG	3/2
05	LH LEG	3/2
06	LC LEG	3/2
07-08	LF LEG	3/2
09-10	TAIL	3/4
11-12	THORAX	3/5
13-14	CHEST	3/5
15-16	R ARM	3/3
17-18	L ARM	3/3
19-20	HEAD	3/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2HSpear	3	40%	1D10+1+1D6	40%	15
Fist	7	45%	1D3+1D6	-	-
Sting	7	50%	2D6+poison POT 9		

SKILLS: Climb 50%, Hide in Cover 30%
CHAOTIC FEATURES: Can befuddle one opponent per round in addition to other actions; match Czing's POW vs. the POW of the opponent with the lowest POW facing his group each round.

Kzag, Scorpion Man Initiate of Bagog, Lay Member of Malia

STR 19	CON 10	SIZ 19	
INT 8	POW 7	DEX 15	CHA 10
Move 8	HP 12		

01	RH LEG	15/2
02	RC LEG	15/2
03-04	RF LEG	15/2
05	LH LEG	15/2
06	LC LEG	15/2
07-08	LF LEG	15/2
09-10	TAIL	15/4
11-12	THORAX	15/5
13-14	CHEST	15/5
15-16	R ARM	15/3
17-18	L ARM	15/3
19-20	HEAD	15/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	4	45%	2D8+1D6	45%	15
Fist	7	45%	1D3+1D6	-	-
Sting	7	50%	1D6+1D6+poison POT 10		

SKILLS: Camouflage 50%, Climb 60%, Track 50%
CHAOTIC FEATURES: +12-point skin

Kong, Scorpion Man Initiate of Bagog, Lay Member of Malia

STR 22	CON 10	SIZ 19	
INT 8	POW?	DEX 14	CHA 10
Move 8	HP 12	Defense 30%	

01	RH LEG	3/2
02	RC LEG	3/2
03-04	RF LEG	3/2
05	LH LEG	3/2
06	LC LEG	3/2
07-08	LF LEG	3/2
09-10	TAIL	3/4
11-12	THORAX	5/5
13-14	CHEST	5/5
15-16	R ARM	3/3
17-18	L ARM	3/3
19-20	HEAD	7/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	6	50%	1D10+2D6	45%	20
Fist	7	45%	1D3+2D6	-	-
Sting	7	50%	3D6+poison POT 10		
Med Shield	-	-	-	50%	12

SKILLS: Climb 60%, Move Quietly 40%, Track 40%
CHAOTIC FEATURES: sinuous confusing body - 30% Defense

Forkang, Ogre Initiate Thed, Lay Member of Cacodemon and Malia

STR 20	CON 13	SIZ 11	
INT 5	POW 11	DEX 7	CHA 5
Move 8	HP 13		

01-04	R LEG	5/5
05-08	L LEG	5/5
09-11	ABDOM	5/5
12	CHEST	5/6
13-15	R ARM	5/4
16-18	L ARM	5/4
19-20	HEAD	4/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	7	45%	2D8+1D4	45%	15
Fist	10	45%	1D3+1D4	-	-

SKILLS: Track 25%
CHAOTIC FEATURES: Mentally defective
NOTE: Forkang, though somewhat retarded, appears fairly normal, and Highhowler tries to keep him cleaned up. Sometimes, when an ambush is planned, Forkang is sent ahead to the victims, where he masquerades as a poor lone human trying to get out of the Rubble. While the party is distracted by him, and trying to decide whether he is for real or not, the Broos and scorpion men will attack. Forkang may even pretend to be helping the humans, though he will 'fumble' and hit other humans rather than his real friends. Another trick is to have Forkang, after joining the victims, to suddenly look up and pretend to sight trolls sneaking up on the party. When the victims look where Forkang is peering, the Broos and scorpion men attack from the opposite direction.

Balastor's Barracks

Ground Level

At the height of Pavis' glory, Balastor's barracks (then called the Griffin barracks) was a two-story building with lodging for two regiments, a stable, practice hails, and other accommodations.

After Jaldon broke the wall, nomads began wandering freely through the city. The defenders of the gate went underground with help from the Flintnail cult, and by the time of the final troll invasion, all that was left of the building was a fire-blackened shell. The important functions of the barracks had gone underground.

Adventurers arriving at the barracks site will see the bare remains of the original foundations. Some wall portions rise as much as a meter aboveground, but not many.

The ground is flat and fire-pitted, with scraggly brush growing through the cracks. There are many signs of nomad fire pits. The only traces of the barracks are three entryways to three staircases leading 20m down into the barracks below.

A fourth possible entrance to the barracks exists. Almost in the center of the barracks area is a massive hole, 8m wide at its widest, dropping straight down. It is dark at the bottom, but a torch will reveal the gleam of moist stone in a regular pattern. The player-character approaching the hole closely enough to see down with a torch will feel the ground crumble beneath him, and must make a roll of DEX x3 or less on D100. If the roll is a success, he will jump back in time. If not, he will fall. There is no handhold to grab, but the slope of the hole is such that the 20m drop only does 2D6 damage to a random hit location. Armor will not count vs. this damage. If the character makes a Jump roll while falling, he may choose which hit location takes the damage.

The Staircases

Three staircases lead down to the barracks. Ruins at the tops testify to the fortifications once guarding these holes, works long since destroyed by nomad and troll incursions.

North Staircase

This staircase starts in the northern part of the barracks area and proceeds southward in a straight line. From the top, a torch will reveal a large pile of rubble at the bottom of the steps. A careful comparison of the pit and the stair-case shows that the bottom of the pit is probably at the same area as the bottom of the staircase. Climbing over the rubble at the bottom of the stairs is possible, but would take a full melee round of doing nothing but clambering.

Central Staircase

This staircase proceeds east for a few meters, then turns to the south. Examination shows that the cave-in also has affected this staircase, since the Northeast corner of the turn in the staircase has been chewed away by the fall. It is still possible to negotiate this turn, but a DEX x5 roll will be necessary or the negotiating character will fall down the sagging side of the steps into the pit, taking 2D6 damage to a hit location - armor will not help.

West Staircase

The west staircase descends eastward in a straight line; a torch will show that it seems to end in a clear passage-way.

Hidden Spots

While there is nothing hidden in the ground level area, a Track roll will reveal a number of gigantic humanoid footprints in the earth, mostly around the cave-in. Many hoof-prints, mostly of impalas and zebras, can be seen around the central staircase; and a special roll on the Track attempt (20% or less of needed roll) will discover blood trails coming from the staircase.

The Barracks

When the barracks were dug, their floor was 20m below the ground level of the gate. Since then, another meter or so of dirt and debris has built up upon it, except around the stairways, which have been kept trodden open through continual use of various denizens over the years. No light exists except what comes down the stairways or through the cave-in hole, or what is brought down by explorers.

Every meter's exploration of this warren must be made in total darkness, barely relieved by the feeble flicker of torch or lantern or occasional Light spell. Trolls, of course, don't need light. Neither do dwarfs. Both might inhabit this place, and neither is necessarily friendly.

While many areas have not been explored since the troll invasion, other areas have a definite lived-in look. Many of the residents over the years were transients, with the usual transient's respect for cleanliness and order. The place is a mess. The walls are broken as well, so the debris is often as much rock and dirt as garbage. An occasional body, mostly dried out and mummified, adds to the clutter. The Gamemaster should make this clear to the players. They are not traversing antiseptic white areas such as those marking the corridors on the map. These are dark, dank, muddy, and garbage-filled tubes, where a troll might pop out from behind a turn in the corridor or a shadowed place on the wall at any second.

PCs coming into this place should be nervous. It is up to the referee to make sure they are.

Room 1 - Three Skeletons

An old guardroom, fairly open and empty of furniture, holding only some overturned racks for weapons and armor. Against the west wall stand three human skeletons, which will attack anything entering the room. They all will attack the first person to enter the room, and will attack until he is dead. They will then attack the second person to enter, and so on, until all who have entered (or all the skeletons) have been destroyed. They will leave the room to follow and slay their chosen target, but will go back to their room as quickly as possible thereafter.

Skeleton One

STR 11 SIZ 9 POW 1 DEX 16
Move 8 Defense 05%

01-04	R LEG	2/0
05-08	L LEG	2/0
09-11	ABDOM	2/0
12	CHEST	2/0
13-15	R ARM	2/0
16-18	L ARM	2/0
19-20	HEAD	2/0

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Broadsword	5	80%	1D8+1	80%	20
Med Shield	-	-	-	80%	12

Skeleton Two

STR 11 SIZ 15 POW 1 DEX 11
Move 8

01-04	R LEG	3/0
05-08	L LEG	3/0
09-11	ABDOM	3/0
12	CHEST	3/0
13-15	R ARM	3/0
16-18	L ARM	3/0
19-20	HEAD	3/0

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Shortsword	7	55%	1D6+1+1D4	55%	20
Lg Shield	-	-	-	55%	16

Skeleton Three

STR 11 SIZ 15 POW 1 DEX 12
Move 8

01-04	R LEG	3/0
05-08	L LEG	3/0
09-11	ABDOM	3/0
12	CHEST	3/0
13-15	R ARM	3/0
16-18	L ARM	3/0
19-20	HEAD	3/0

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Broadsword	6	60%	1D8+1+1D4	60%	20
Small Shield	-	-	-	60%	8

Skeletons are fragile. Any blow penetrating their armor destroys that part of their body. On the other hand, they are basically immune to many missiles - a hit from a missile capable of impaling (such as crossbow quarrels, arrows, javelins, and sling stones) only destroys the skeleton's hit location if the missile does, in fact, impale or critically hit.

Aside from the weapons and armor that the skeletons carry, the room is empty of worth. No one has ever bothered these obvious guardians since there is no obvious treasure to be found here.

Room 2 - A Long-Unused Latrine

On the south wall are broken and splintered toilet stalls and seats. Corroded tubs and cisterns for washing stand along the east wall. There is nothing of worth in the room. Any outflows are long since filled and destroyed.

Room 3 - An Old Guardroom

At one time someone or something used this room, since there are scattered pieces of refuse about, a pile of moldy sleeping skins in the Northeast corner, and a fire pit in the Southwest corner. In the fire pit are long-cold ashes, charred bone fragments, and a very good gemstone worth 828 Lunars. The gemstone can be found only by a careful search of the pit with a successful Spot Hidden roll.

Room 4 - Three Snakes

This is an old forge and armor repair shop. A number of tools are scattered about and some larger pieces of equipment are still in place. Old ventilation tunnels lead through the west wall up to the surface. Nothing humanoid larger than SIZ 3 could squeeze through them to the surface.

Weapon Snake

STR 6 CON 15 SIZ 4
POW 12 DEX 6 Move 4 HP 13

01-06	TAIL	0/5
07-14	BODY	0/6
15-20	HEAD	0/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Sword	9	50%	1D6+1	40%	12

Fang Snake

STR 6 CON 10 SIZ 3
POW 9 DEX 12 Move 4 HP 8 Defense 05%

01-06	TAIL	0/3
07-14	BODY	0/4
15-20	HEAD	0/3

Weapon	*SR*	*Attk%*	*Damage*
Bite	10	45%	1D4 + BladeVenom POT 6

Stake Snake

STR 1	CON 15	SIZ 2		
POW 9	DEX 11	Move 4	HP 13	Defense 05%

01-06	TAIL	0/5
07-14	BODY	0/6
15-20	HEAD	0/5

Weapon	*SR*	*Attk%*	*Damage*
Spring	3	40%	1D6+1

These snakes cannot be surprised. They detect any intruder by the vibrations on the floor. They will not actively seek combat, and hide amidst the litter on the floor, where they are invisible. However, if the party searches the room, they will be attacked by the snakes.

The only item of value in the room is a hammer that is a matrix for the spell of Repair. It lies on the floor among the litter.

Room 5 - Writing Room

A room littered with more trash and dirt, along with remains of desks and tables. A thorough search of the room will turn up a scroll containing the songs and ballads of the army of Greater Pavis. The Lhankor Mhy library in Paris will pay 200 Lunars for this scroll.

Room 6 - Burnt-Out Room

A large room full of ashes and charred pieces of wood. Nothing in the room is of value.

Room 7 - Three Ghosts

An ancient storeroom, the walls of which are piled with bags of long-rotted grain. Broken bottles cover the floor, along with overturned kegs and remnants of smashed chests. Within the room hover three ghosts. Invisible, they will not warn anyone before attacking.

The ghosts are bound to the room and cannot leave it. Characters can retreat from combat with them.

Should the characters attempt to break through into Room 8, they will find the door bolted against them. The door requires three good slams with an improvised battering ram to break it down. A large bench in Room 7 would work just fine for the ram.

GHOST ONE: INT 11, POW 15
GHOST TWO: INT 13, POW 13
GHOST THREE: INT 12, POW 17

Room 8- Six Zombies

An old barracks room, fitted out in once-comfortable style. The north and south walls each have three niches cut into them for beds. Rotten hangings cover the niches and a successful Spot Hidden will allow a character to notice that each niche holds a human body. The bodies are zombies.

The zombies all will move to attack if any of them are attacked in any way, including magically. They will pursue attackers into Room 7, but not beyond that. Zombie Baisakh is wearing an archaic plate bronze breastplate which covers both chest and abdomen. Although it is corroded and filthy, it is still intact. It could be worth some money.

Zombie Chait

STR 16	CON 17	SIZ 9	
POW 1	DEX 5	Move 6	HP 17

01-04	R LEG	4/6
05-08	L LEG	4/6
09-11	ABDOM	5/6
12	CHEST	5/7
13-15	R ARM	6/5
16-18	L ARM	6/5
19-20	HEAD	4/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	7	25%	2p8+1D4	15%	15
Fist	10	25%	1D3+1D4	-	-

Zombie Baisakh

STR 11	CON 18	SIZ 8	
POW 1	DEX 12	Move 6	HP 17

01-04	R LEG	5/6
05-08	L LEG	5/6
09-11	ABDOM	8/6
12	CHEST	8/7
13-15	R ARM	5/5
16-18	L ARM	5/5
19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	6	60%	2D8	30%	15
Fist	9	60%	1D3	-	-

Zombie Jeth

STR 17	CON 15	SIZ 10	
POW 1	DEX 8	Move 6	HP 15

01-04	R LEG	4/5
05-08	L LEG	4/5
09-11	ABDOM	5/5
12	CHEST	5/6
13-15	R ARM	2/4
16-18	L ARM	2/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	7	40%	2D8+1D4	20%	15
Fist	10	40%	1D3+1D6	-	-

Zombie Asarh

STR 18	CON 12	SIZ 9	
POW 1	DEX 7	Move 6	HP 12

01-04	R LEG	4/4
05-08	L LEG	4/4
09-11	ABDOM	6/4
12	CHEST	6/5
13-15	R ARM	4/3
16-18	L ARM	4/3
19-20	HEAD	3/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	7	35%	2D8+1D4	20%	15
Fist	10	35%	1D3+1D4	-	-

Zombie Sawan

STR 18	CON 14	SIZ 14	
POW 1	DEX 8	Move 6	HP 15

01-04	R LEG	4/5
05-08	L LEG	4/5
09-11	ABDOM	6/5
12	CHEST	6/6
13-15	R ARM	4/4
16-18	L ARM	4/4
19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	7	40%	2D8+1D4	20%	15
Fist	10	40%	1D3+1D4	-	-

Zombie Phagun

STR 15	CON 20	SIZ 10	
POW 1	DEX 7	Move 6	HP 20

01-04	R LEG	5/7
05-08	L LEG	5/7
09-11	ABDOM	5/7
12	CHEST	5/8
13-15	R ARM	3/6
16-18	L ARM	3/6
19-20	HEAD	4/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	7	35%	2D8+1D4	20%	15
Fist	10	35%	1D3+1D4	-	-

Room 9 - Workroom

This room, but not the alcove leading to it, is protected by a 2-point Warding spell. The spell will do 2D3 points of damage to a random hit location (armor does not absorb) on anyone crossing its boundaries. It also acts as a 2-point Countermagic against any magic thrown into the area. The spell also sets up a loud keening noise fit to wake the dead (see inhabitants of Room 10).

Benches and worktables with various equipment upon them line the walls of the room. The equipment is obviously long-neglected. In the Southeast corner, a wide worktable is supported by a large metal cage, which holds a basilisk. The basilisk huddles in the far corner, making it impossible for anything but a long spear or missile shot to reach it. Because of the bars of the cage, subtract 25% from all missile shots aimed at it.

The cage is in shadows because of the worktable on top. A Spot Hidden roll must be made to notice the cage at all, and a second consecutive Spot Hidden must be made to spot the basilisk within. The basilisk has no such problem.

Hanging from one of the benches is a familiar in the form of a bat. It can only be seen by a character specifying that he is looking under a specific bench in the north wall while his player makes a Spot Hidden roll.

As the party enters the room, the bat will have just thrown Detection Blank on itself and the basilisk. It will alert its master in the next room via its Mindlink with him, and will proceed to use magic against the party while the basilisk uses its deadly stare to kill the party members. The basilisk's stare is invisible, and it may be able to kill several party members before they realize what is happening or see the creature in the cage. For that matter, basilisks are uncommon - the party may not realize that the creature in the cage is a basilisk at all.

After several characters enter the room, Redsong (the bat familiar) will cast an Ignite on a bag of oil in the alcove leading into the room. The oil will burst and burn for 5 melee rounds. It will splatter over everyone in the alcove and anyone else within 2m of the alcove. All those hit by the splashing oil will take 1D6 points of damage to their heads, arms, and chests each melee round. Armor will only help against this damage for the first melee round, but Protection or Shield will be of worth. The bursting of the oil should distract the party enough for the bat to get to the underside of another bench (naturally, the party will have seen the Ignite spell as it came from under the bench and struck the oil sack).

If the party has not fled or been destroyed within three melee rounds, Blodanga and Jordak from Room 10 will join into the fray.

Redsong, bat familiar of Jordak the Fang

STR 1	CON 15	SIZ 3
INT 15	POW 15	DEX 25
Move 1/12	HP l3	Defense 40%

01-02	R CLAW	0/4
03-04	L CLAW	0/4
05-08	BODY	0/6
09-12	R WING	0/5
13-16	L WING	0/5
17-20	HEAD	0/5

Weapon	*SR*	*Attk%*	*Damage*
Claw	7	35%	1D3

SPELLS: Countermagic 2, Detect Life, Detection Blank 1, Dispel Magic 2, Dullblade 4, Healing 4, Ignite; (known by Jordak the Fang) Befuddle, Disruption, Extinguish (2), Invisibility (3), Ironhand 4, Protection 4, Spirit Binding

Basilisk

STR 11	CON 7	SIZ 5
POW 13	DEX 10	
Move 4	HP 6	

01-02	RH LEG	2/2
03-04	LH LEG	2/2
05-07	HIND Q	2/3
08-10	FORE Q	2/3
11-12	R WING	2/1
13-14	L WING	2/1
15-16	RF LEG	212
17-18	LF LEG	2/2
19-20	HEAD	2/2

Weapon	*SR*	*Attk%*	*Damage*
Glance	1	100%	POW vs. POW or death
Claw	10	25%	1D3

Room 10 - Vampires

A chill, bare, room, empty except for two heavy bronze coffins against the north and south walls. The west wall holds bookshelves piled with moldy and rotting scrolls. A few more intact scrolls contain esoteric essays on the truth of various gods' viewpoints on the world. These 7 scrolls would have a value of 780 Lunars if sold to the local Irrippi Ontor temple, or 500 Lunars plus gratitude if sold to the New Paris Lhankor Mhy library.

The coffins are the resting places for the room's inhabitants. Jordak the Fang's is the northern coffin; Blodanga Bloodsucker's is the southern one. Both vampires are human; Jordak is male and Blodanga is female. Both are Rune level members of the Vivamort cult, and have iron armor and weapons.

There is a faint possibility that a party could surprise them in their coffins, but this is not likely considering the set-up in Room 9.

If pressed hard, the vampires will turn to smoke and retreat through cracks in the room's ceiling to the surface. If the party does not leave the barracks immediately, or leaves during the night, the vampires will follow and hound them to get their treasure, or at least their equipment, back.

There is a hidden compartment in the rear of the room, behind the scroll shelves, constructed with a skill of 115%. Subtract 15% from the Spot Hidden roll necessary to discover it. Within the compartment is a spring-loaded mechanism that hurls a dagger with great force for 2D6 points of damage. The blade is coated with POT 20 Blade Venom, and will hit anyone standing 'directly in front of the compartment in their chest. The compartment contains the wealth of Jordak and Blodanga. There are 32 wheels, 1496 Lunars, and 428 clacks within. There are also a diamond worth 1000 Lunars; an thumb-sized emerald worth 10,000 Lunars; and a silver and opal bracelet worth 948 Lunars. The diamond is actually a 5-point powered sensitivity crystal, and will glow to a Detect Magic.

Jordak the Fang,
Vampire Priest of Vivamort and Gbaji Illuminate

STR 20	CON 15	SIZ 13	
INT 16	POW 19	DEX 13	CHA 12
Move 10	HP 17	Defense 25%	

01-04	R LEG	9/12
05-08	L LEG	9/12
09-11	ABDOM	11/12
12	CHEST	11/14
13-15	R ARM	9/10
16-18	L ARM	9/10
19-20	HEAD	7/12

Weapon	*SR*	*Attk%*	*Damage*
Touch	8	65%	1D4 + 1D6 *
Bite	8	65%	1D6 **

* Plus, whether or not it penetrates armor, match POW vs. POW to drain 1D4 points of POW from victim and add it to the vampire.

** If the bite penetrates armor, the vampire will hang on and drain 1D6 points of STR from the victim per round until one of them is dead.

SPELLS: Befuddle, Disruption, Extinguish (2), Invisibility (3). Iron-hand 4, Protection 4, Spirit Binding; (known by allied spirit Redsong) Counter-magic 2, Detect Life, Detection Blank 1, Dispel Magic 2, Dull-blade 4, Healing 4, Ignite

RUNE MAGIC: Absorption 3, Create Ghost, Create Zombie, Summon Small Shade, Warding; (one use only) Sever Spirit

SKILLS: Hide in Shadows 100%, Move Silently 65%, Spot Hidden 80%

MAGIC ITEMS: 8 point POW-storing crystal, spirit trapping crystal (can hold spirits only, no raw POW) containing bound spirit

SPIRITS: allied spirit in bat (Redsong) INT 15, POW 15 bound spirit in spirit-trapping crystal, INT 9, POW 15

SPECIAL POWERS: Each round, Jordak can attempt to Harmonize a single enemy, in lieu of casting spells. The target must roll his POW x5 or less on 1D100 to avoid Jordak's glance. If the target falls his roll, then he must resist with his POW vs. Jordak's POW or be paralyzed until Jordak sees fit to release him (usually long after the target has been killed). Also, Jordak can turn into a cloud of vapor, and regenerate damage in that form.

NOTE: Jordak will cast Absorption 2, Ironhand 4, and Protection 4 on himself and Absorption 1 upon Blodanga Bloodsucker. He will usually be able to do this before he engages in combat, since he will have been warned by Redsong in Room 9.

Blodanga Bloodsucker,
Vampire Lord of Vivamort

STR 22	CON 11	SIZ 9	
INT 15	POW 15	DEX 14	CHA 16
Move 10	HP 11	Defense 25%	

01-04	R LEG	10/8
05-08	L LEG	10/8
09-11	ABDOM	11/8
12	CHEST	11/10
13-15	R ARM	9/6
16-18	L ARM	9/6
19-20	HEAD	10/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bastard Sword	6	110%	1D10+1+1D4	95%	30
Dagger	8	95%	1D4+2+1D4	80%	18
Med Shield	-	-	-	110%	18
Touch	8	120%	1D4+1D4 *	-	-
Bite	8	110%	1D4 **	-	-

* Plus, whether or not it penetrates armor, match POW vs. POW to drain 1D4 points of POW from victim and add it to the vampire.

** If the bite penetrates armor, the vampire will hang on and drain 1D6 points of STR from the victim per round until one of them is dead.

SPELLS: Bladesharp 4, Demoralize, Detect Life, Ironhand 4, Protection 4, Silence; (known by Bloodrose) Detect Traps (2), Dispel Magic 4, Fireblade (4), Healing 3
SKILLS: Hide in Cover 100%, Move Quietly 100%, Spot Hidden 95%, Spot Traps 95%, Track 75%
MAGIC ITEMS: flawed 8-point POW-storage crystal - the first time used, it permanently takes 8 points of POW from the user. If the user has less than 8 points of POW, he will be bound into the crystal. Owns iron bastard sword, dagger, and medium shield.
SPIRIT: allied spirit in sword (Bloodrose) INT 15 POW 17
SPECIAL POWERS: As per Jordak (q.v.).
NOTE: If the opposing party seems to be of high magical power, Blodanga will cast Bladesharp 4 on her sword and fight normally. If they do not, she will cast Ironhand 4 and melee with her fangs and touch. She will try to avoid killing Rune priests, to save them for later draining by the vampire pair.

Room 11 - Below the Cave-in

This is not so much a room as an area of smashed walls, strewn boulders, and piles of rubble. The weather of years has brought large quantities of brush and dirt down to this area from the hole in the roof above. Some plants are even growing in the dirt. This is Cragclimber's entrance to the barracks. There is a 20% chance that he is not presently home, but the odds are that he will be inside Room 12 to the Northwest.

This space is relatively clear, as is the area to the immediate north (Cragclimber's route to his sleeping area). Everywhere else, the area is crammed with rubbish, dirt, and stone. The hall leading to Rooms 13-19 is thoroughly blocked, and would take at least a day of digging to be cleared. There are signs that someone tried to dig there recently, but they were obviously interrupted.

Room 12 - Giant's Hall

This was originally a set of many smaller rooms. Cragclimber the giant found the cave-in leading to this area many years ago, when he was just a small giant, SIZ 20 or so. Over the years, he has smashed down walls and generally made the room cozy for one of his advancing SIZ.

While he is much too tall to stand in the room anymore, even though the room has high ceilings of almost 4 meters, he can get along quite well on his knees, and has dealt with enemies before in these close quarters. He is as blind as any human or elf looking into this dark hole, but he is used to the darkness, and makes a habit of striking at torches and other light sources first.

The actual room which Cragclimber resides in is filthy. It reeks of sweat, spilled beer, and rotting meat. Bones and old refuse lay on the floor. In the Northwest corner are the carcasses of three oxen, several days overripe. In the center is a pile of mildewy skins on which Cragclimber sleeps. He will awaken to any large noise in Room 11. Cragclimber is not currently hungry, and will not attack the party (unless they attack him) if they will bribe him with 100 Lunars or one of the humans to eat later. Continued bargaining or questioning will annoy him, and he will then attack.

In battle, Cragclimber strikes with his club, and then hits with a fist. He will pursue a party that breaks and runs. He knows no spells. On a heavy leather pouch hung from his belt is his treasure of 156 clacks, 178 Lunars, 9 wheels, and 9 gemstones. These last, upon evaluation, are merely worthless pretty stones. He does have some armor hammered out to protect his body.

Cragclimber The Giant

STR 44	CON 16	SIZ 43	
INT 14	POW 11	DEX 1l	CHA 13
Move 12	HP 24		

01-04	R LEG	12/9
05-08	L LEG	12/8
09-11	ABDOM	8/8
12	CHEST	6/9
13-15	R ARM	12/7
16-18	L ARM	12/7
19-20	HEAD	6/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Tree trunk	3	70%	3D6 + 4D6	50%	40
Fist	7	60%	1D3 + 4D6	-	-

SKILLS: Smell Human Flesh 90%

Cragclimber is friendly with the trolls in Rooms 26-35. He gives them money he has extorted from adventurers, and they give him beer brewed by Darkar. If he is hard-pressed, he will bellow for help, and the trolls might come if they are feeling charitable. Likewise, Cragclimber might try to help the trolls, if he feels friendly, or in need of more beer.

Cragclimber keeps telling himself to save the beer he gets for a time of drought, but once it is in his hands, he drinks it right up, and then has to wait until he can sucker some more adventurers to get some more beer.

Cragclimber is more likely to help the trolls than they are to help him, and a lot will depend on whether he has seen the adventurers first and accepted their money. He does not value bribes over keeping his beer supply going.

Rooms 13-19

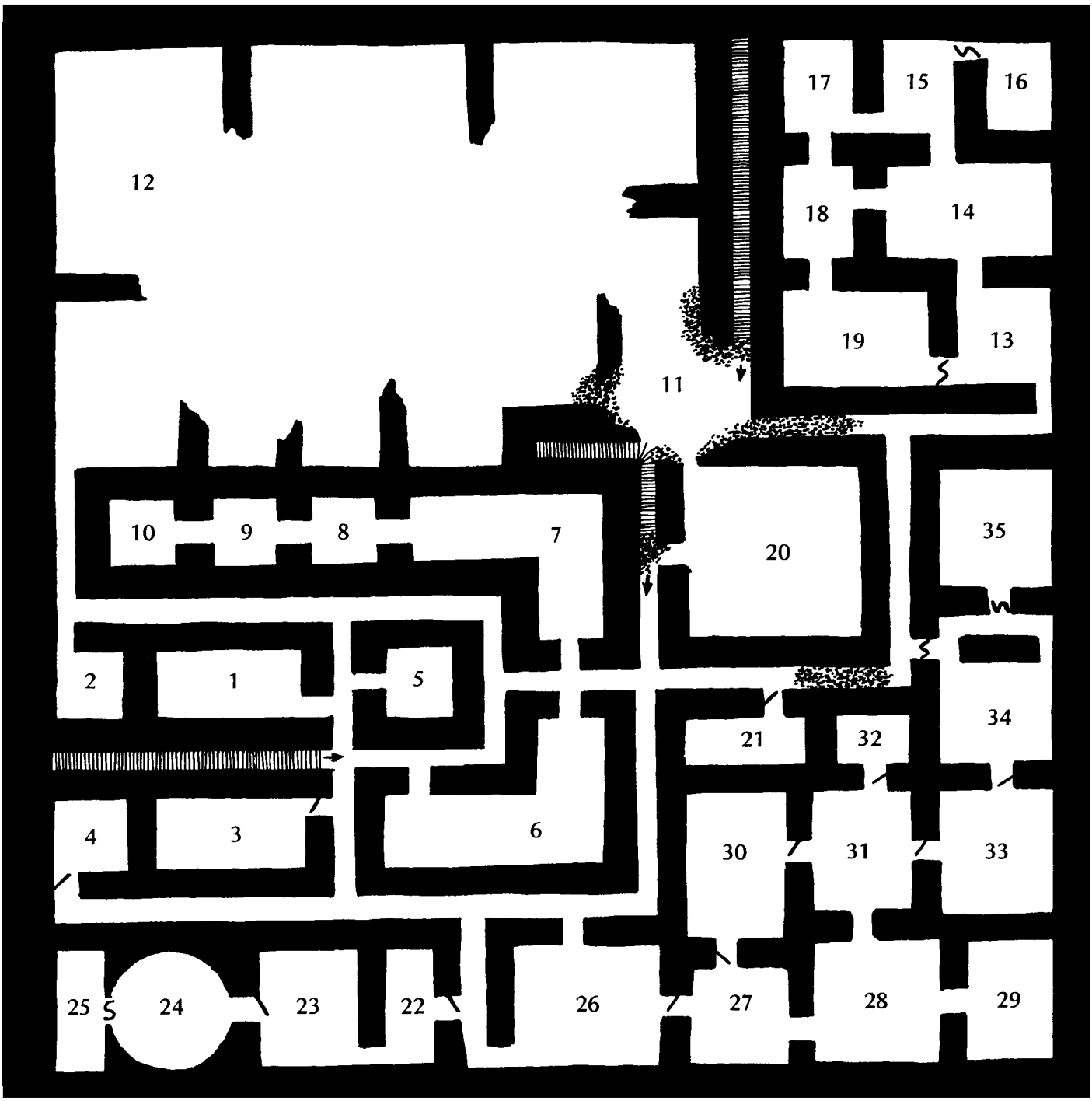
These rooms were once the private quarters of Balastor. For a while after the troll victory, the leader of the trolls kept his own offices here. Then other creatures moved in for a while during the internecine warfare between trolls and humans. Now the rooms are empty of living inhabitants.

Room 13

There is much rubble on the floor, and among the rabble are the skeletons of three beings. Green fragments of bronze armor and scraps of decayed leather can be seen among the bones, but any weapons or intact armor were evidently looted by the victors or later passers-by. All of the skeletons are headless. A Detect Undead spell will show nothing now.

However, anyone handling the bodies (i.e., searching the room) must make CON rolls vs. disease. Body number one carries Sniffles, body two carries Thunder Lung, and body three carries Slow Withers (see *Cults of Terror* for descriptions

Balastors Barracks Plan



of these diseases, under the Malia cult description). These bodies are those of Broos. Their victorious comrades took their heads away with them to make the bodies look human to foolish wanderers who found them.

Room 14 - Lounge & Meeting Area

Now this room is bare. It has signs of old campfires and other temporary habitations. There is nothing in the room worth looking more closely at.

Room 15 - Former Anteroom & Office

There are remnants of broken furniture and tatters of hangings on the wall. The hangings are too soiled and tattered to decipher and are valueless except as bedding for a small dog or pixie.

Room 16 - The Last Stronghold

This room is blocked by rubble. Anyone clearing away the rubble will find a locked door and the fetid smell of a long unopened room. This room is the last resting place of Balastor.

Balastor's lich is sitting upright in a throne-like chair. He is in iron armor of an archaic style, but it is still good, if taken out and re-enchanted. All the leather straps will have to be replaced, however. The rush of air as the room is opened will disturb the bones of Balastor, and the body will crumble as the characters watch.

Behind the throne chair are the remains of a cot and a wall-hanging depicting the battle of the Faceless Statue with the giants, showing in exquisite detail the mighty figure of Pavis himself riding on the shoulders of the statue and directing its attack. The temple of Pavis will give 1000L for this wall hanging. The Lunar occupiers will give 2000L for the hanging, as it contains many mystical and symbolic images giving details and hints about the actual nature of Pavis and his personality. This could help them greatly in their task of merging Pavis into the Lunar pantheon. A priest of Pavis or of the Lunar religions would recognize this fact immediately.

Room 17 - Balastor's Old Trophy Room

This has been completely looted. There is nothing of value within.

Room 18 - Hendrus' Room

On the west wall of this room is a niche, obviously a former sleeping platform. Tatters of cloth and remnants of armor are in the niche and strewn about the floor. Anyone entering the room will be hailed by Hendrus, the valet ghost.

Hendrus was Balastor's personal manservant. He died with his master, and was laid in state in this room, which the trolls then ravaged in their victory. Hendrus will not attack unless challenged or unless he discovers that the entrants are Storm Bull or Kyger Litor adherents. As Hendrus actually died before his master, has no idea of the current location of the Axe and is rather tired of answering questions about it.

Hendrus knows very little of what else is in the complex. He is pathetically eager to learn anything he can about the current state of Pavis' fortunes. If Balastor's body has been found, he will follow the armor to Pavis Outside-The-Walls, and to the Pavis temple to take up residence there as a protective spirit.

HENDRUS: INT 10, POW 17

Room 19 - Former Weapons and Practice Room

The racks on the walls are empty; a few weapons lie broken on the floor. There are two partial skeletons on the ground, scattered amongst other debris. Neither moves or talks, they are just bones. There is nothing of value obvious on the floor, but the floor is still the fine sand of a weapons practice room. Anyone digging will find that the sand goes down an average of 15cm or so.

A thorough sifting of the sands will disclose 1D20 Lunars, 1D100 clacks, and give a 40% chance that the sifters will find a bronze throwing dagger. This dagger has been so well-made that it will improve the thrower's chance to hit by +10%.

Room 20 - Old Barracks Mess Hall

There are a few remnants of the original benches and tables, mostly made of stone, strewn about the place, but the most prominent attention-grabber in the room is the evidence of major battle within the room, perhaps two weeks old. There is a large pile of troll and trollkin corpses in the center of the floor, blackened as if someone had tried to burn them, but the fire would not burn hot enough. Examination will show that most died from spears and arrows of nomad make. Some of the bodies have had their arms, legs, or internal organs removed.

There is nothing to show what happened except the pile of bodies. There is nothing of value on the corpses, or anywhere in the room. A special Track roll (20% or less of the usual needed roll) will show that several blood trails lead up the steps outside the door to the room. Outside there is still some evidence of blood and the tracks of many animals, mostly zebra and impala.

Room 21 - An Old Latrine

The west side of the barracks was used for this purpose. It has been broken, charred, and destroyed, and any foul odors fled long ago. All outflows are permanently blocked.

Room 22- Anteroom to Humakti Temple

This anteroom was used for ritual purification before participating in Humakt's ceremonies. It has hooks on the north wall from which to hang clothing and large, broken, tubs for ritual bathing and cleansing of worshipers.

There are four ghosts within the room. These are Zorak Zoran ghosts set by the trolls to keep Humakti away from the temple. They will warn

anyone not of Zorak Zoran to go away. If ignored or defied, they will attack.

GHOST ONE: INT 16, POW 22
GHOST TWO: INT 9, POW 20
GHOST THREE: INT 11, POW 12
GHOST FOUR: INT 16, POW 17

Ghost three will attempt to possess the character he attacks and, in return, he can be bound. The others simply attack to kill and will pursue into Room 23, but no further. They cannot pursue those who escape back into the corridor.

Trollkin Zombie Une

STR 18	CON 22	SIZ 12	
POW 1	DEX 11	Move 4	HP 22

01-04	R LEG	6/8
05-08	L LEG	6/8
09-11	ABDOM	8/8
12	CHEST	8/9
13-15	R ARM	6/7
16-18	L ARM	6/7
19-20	HEAD	7/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Long Spear	5	55%	1D10+1+1D4	30%	15
Mace	8	55%	1D10+1D4	30%	20

Trollkin Zombie Do

STR 17	CON 19	SIZ 12	
POW 1	DEX 9	Move 4	HP 19

01-04	R LEG	6/7
05-08	L LEG	6/7
09-11	ABDOM	8/7
12	CHEST	8/8
13-15	R ARM	6/6
16-18	L ARM	6/6
19-20	HEAD	7/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Long Spear	5	45%	1D10+1+1D4	25%	15
Mace	8	45%	1D10+1D4	25%	20

Trollkin Zombie Twa

STR 23	CON 23	SIZ 12	
POW 1	DEX 8	Move 4	HP 23

01-04	R LEG	6/8
05-08	L LEG	6/8
09-11	ABDOM	8/8
12	CHEST	8/9
13-15	R ARM	6/7
16-18	L ARM	6/7
19-20	HEAD	7/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Long Spear	6	40%	1D10+1+1D6	20%	15
Mace	9	40%	1D10+1D6	20%	20

Trollkin Zombie Cat

STR 21	CON 22	SIZ 12	
POW 1	DEX 12	Move 4	HP 23

01-04	R LEG	6/8
05-08	L LEG	6/8
09-11	ABDOM	8/8
12	CHEST	8/9
13-15	R ARM	6/7
16-18	L ARM	6/7
19-20	HEAD	7/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Long Spear	5	60%	1D10+1+1D6	30%	15
Mace	8	60%	1D10+1D6	30%	20

Trollkin Zombie Sank

STR 21	CON 23	SIZ 12	
POW 1	DEX 8	Move 4	HP 23

01-04	R LEG	6/8
05-08	L LEG	6/8
09-11	ABDOM	8/8
12	CHEST	8/9
13-15	R ARM	6/7
16-18	L ARM	6/7
19-20	HEAD	7/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Long Spear	6	40%	1D10+1+1D6	20%	15
Mace	9	40%	1D10+1D6	20%	20

Trollkin Zombie Secs

STR 21	CON 23	SIZ 12	
POW 1	DEX 8	Move 4	HP 23

01-04	R LEG	6/8
06-08	L LEG	6/8
09-11	ABDOM	8/8
12	CHEST	8/9
13-15	R ARM	6/7
16-18	L ARM	6/7
19-20	HEAD	7/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Long Spear	6	40%	1D10+1+1D6	20%	15
Mace	9	40%	1D10+1D6	20%	20

Room 23 - Lay Member Worship Room

This is a gathering place for all members of the regiment who were at least lay members of Humakt. It holds regular lines of old benches across the width of the hall. The benches are old and dust-covered; most are broken. They are made of rotten wood with stone supports. Nothing seems to have entered this room in a long time (not surprising considering the ghosts outside). Along the north and south walls under the murals showing Humakt slaying Grandfather Mortal, brandishing Death, and slaying any number of lesser deities, including a thinly-disguised Zorak Zoran stand three figures each in armor with long spears. They are short, squat, and motionless.

The figures are zombie trollkin. They will not attack unless attacked or someone attempts to enter Room 24. They will only attempt to slay those members of a party that have fulfilled those criteria. They can tell who has hit them with a spell, which counts as an attack. Like the ghosts, these zombie trollkin were set there by Zorak Zoran conquerors of the barracks.

Room 24 - Temple Spirit

This room is the Inner Temple, where especially sacred ceremonies were held. Black velvet, now musty and dirt-caked, hangs on the walls. The floor is paved with obsidian, polished smooth and inlaid with a figure of a golden sword running east to west the whole width of the room.

Within the room dwells the powerful spirit Ironarm, a guardian spirit sealed to the temple by the god Humakt himself. If no one among the party is at least an initiate of Humakt, it will attempt to warn the party away. If the party persists in

entering the Holy Room (Room 25), Ironarm will attack the first one and attempt to possess him. If he is successful, he will use the possessed character's body to attack the other members of the possessed one's party. using the possessed victim's weapons. Ironarm can use weapons with a 90% ability with any type of sword, a 75% ability with axe or spear, and a 50% ability with mace or flail. His shield parry is 90% with any sort of shield. He will cast his spells at need.

If the possessed character is killed, Ironarm will possess another member, until he is destroyed in spirit combat (unlikely) or until the party is slain or fled. If he manages to drive off the invaders, he will release the body under his control after walking that body out of his room and shutting the door.

IRONARM: INT 12, POW 30

SPELLS: Demoralize, Bladesharp 4, Protection 4
RUNE MAGIC: Absorption 2, Reflection 2, Sever Spirit, Shield 1, Spirit Block 1, Truesword
NOTE: Uses its Spirit Block only when an opposing character uses one against it. Uses all types of swords at 90% to hit and parry, all types of axes and spears at 75%, and all maces and flails at 75%. Can parry at 90% with any sort of shield. Ironarm can only use weapons, of course, when it is possessing some character.

If there are Humakti among the party, Ironarm will inquire their business. If asked, he will state that Balastor's axe is not in the temple (but, of course, he does not know where it is at all). He will not volunteer information, but if a player-character Humakti offers to relocate him to New Pavis, he will accept gladly and tell the party all about the temple treasures in Room 25. However, unless a Sword or Sword priest of Humakt is present, Ironarm will still attack if the party attempts to enter Room 25 without offering to move the temple in full honor, immediately. He will do this in formal challenge, treating the fight like a Humakti duel, but will fight to the death, and even use his Sever Spirit against non-Humakti. If a fight over whether to loot the temple breaks out between Humakti and non-Humakti, he will use his Rune magic on the side of the faithful.

Room 25 - Holy Room

Only priests were allowed here when the temple was in use. Along the west wall stand the dusty remains of an altar to Humakt-who-bore-the-first-sword. Behind the altar exists a hidden door. Temple treasures rest inside the compartment this door hides, including some Humakti religious ornaments worth 2500L on the open market. If returned to the temple of Humakt in Pavis, however, the Humakti there will give the returnee free training in all cult skills to a total of 4000L worth of training. The items below are the ultimate treasures of the temple, and are not included in the "religious ornaments" category:

A Golden Sword - This is the sacred sword of the temple, worth 100 wheels in gold if melted down. The temple of Humakt in New Pavis will give 10,000 Lunars worth of free training or 5,000 Lunars in cash to anyone returning it to them. If kept, it will in and of itself serve as a holy place for attracting spirits for anyone. If a character keeps the sword, it should be kept in secret, for the cult of Humakt will doubtless take vengeance on anyone owning one of their sacred swords.

An Iron Sword - This is of dwarvish make, and was a trophy of the regiment gained in a victory over a dwarf army. It is now untempered, but was well-made. Examination will show that it is a battle magic matrix for the spells of Bladesharp 4 and Fireblade. If retempered, it would be a valuable weapon for a Rune lord.

A Leaden Club - Another war trophy, of troll make. This is a relic of the troll leader Orzanak, and is important to the Kyger Litor priestesses of the Rubble. The main Kyger Litor temple in Pavis is willing to pay up to 5,000 Lunars for its return to them. Of course, they cannot come up with that sort of money immediately, and would much prefer to take it from a non-troll's dead body. The club serves as a matrix for Bludgeon 4 and Coordination.

Rooms 26-35

The following rooms are inhabited by trolls. A list of the dark troll, great troll, cave troll, and trollkin dwellers comes after the room descriptions. Scatter these denizens through the area as you desire. Trollkin normally do sentry duty, as they are much the lowest on the social scale. We recommend that the Gamemaster take a minute to place each troll somewhere in this series of rooms before the player-characters reach this section.

Room 26 - Troll Guardroom

The trolls have scattered some wooden benches around and built low wooden barricades across the mouth of each alcove leading out into the hallway.

Room 27 - The Armory/Storage Room

On the north walls are racked various crude weapons, mainly clubs and spears with fire-hardened tips. There also are two bronze shortswords, somewhat damaged from combat. Against the south wall lay sacks of various foodstuffs, as well as other supplies.

Room 28 - Mess Hall & Dining Area

It is comparatively clean, but tables and benches are strewn haphazardly.

Room 29 - The Kitchen

Sacks of food and supplies also are stored here. Slaughtering occurs in the north half of the room, and the south half given over the brewing - there are several kegs of beer there and equipment for making much more. The beer is cheap, but tastes fairly good,. The troll habit of extending their beer with blood does not, however, appeal to humans.

Room 30 - Trollkin Barracks Room

Crudely built bunks piled with sleeping skins line the west wall. There is clutter around the bunks, but the rest of the room is clean.

Room 31 - General Common Room

Many tables, chairs, benches, and other items fill the room.

Room 32 - Latrine

This is used as in the old days, but the trolls have cleaned out the pits and are re-using them. The troll treasure is hidden in the pits, well-covered. Three heavy bronze chests contain the troll wealth. Finding one of these chests in no way guarantees that one will find the others. At least a half an hour must be spent grubbing about as well as a successful Spot Hidden attempt made in the hideous muck for each chest found. Each full half hour spent searching exposes the searcher to at least one random disease taken from standard disease chart in the rules. The trolls don't worship Malia - but anyone wading about in a cesspool should expect unhealthy results. When the trolls need to retrieve one of their chests, they send a trollkin down as quickly as possible, getting him out before he has spent too many minutes down there. They can do this only because they already know where the chests are located.

Chest One - 138 Lunars, 4 wheels

Chest Two - 13 wheels, three matched emeralds each worth 300 Lunars, and one jug containing three doses of Power-Blasting. (This arcane formula, known to very few alchemists, will poison the imbiber by attacking his POW with a potency of 3D6. If successful, the poison will temporarily reduce the victim's POW by its potency. If it fails, it will do nothing. The POW lost is regained normally, as if used in battle magic, but if it destroyed all the character's POW, he is permanently dead.)

Chest Three - 36 Lunars, 8 wheels, a opal and ruby bracelet worth 1835 Lunars, and three scrolls. The first scroll is a secret technique scroll written in Old Wyrmish. Reading it carefully advances the character +15% in use of Rapier, both parry and attack. It requires a season of practice, and will not bring Rapier skill past 75%. The second scroll is a general map of all areas of the barracks except for Rooms 8-10 and 23-25. The third scroll is a letter of credit for 15,000 Lunars drawn on the temple of Kyger Litor in Old Pavis. It is signed and sealed with a round black circle pierced with a golden sword. (Note to Gamemaster: this scroll is a trap. Presenting it to the temple gives notice that you have killed and robbed trolls.)

Room 33 - Barracks Room for Great and Cave Trolls

The furnishings here are rough and crude, made of massive wood. Weapons hang on the walls.

Room 34 - Dark Troll Sleeping Room

This is for Crokar and her fellows. The furniture is better made and more valuable than that elsewhere; in fact, it might even be worth some money, but no more than 100 L for the lot. The walls are painted with crude drawings of troll fetishes, Kyger Litor, and Argan Argar, and there are other traditional troll embellishments: skulls, blood smearings, and similar objects.

Behind the alcove wall in the north is a secret door to the main storage room. This must be approached from the west. Anyone entering the area from the east will trip a pit trap, dropping him 6m onto sharpened stakes. Anyone falling into the pit will hit 1D4 stakes. Each stake will do 1D10+2D6 points of damage, and each has a 20% chance of impaling, as well.

In the east wall of the room is a secret door leading out of the complex and south towards the troll lands. It runs for about 200m before emerging on the north slopes of Temple Hill. Only the dark trolls and Roksun, the value, know about the tunnel. If the situation looks extremely tight, they will use it, saving those of their people they can.

The tunnel is pitch black and about 1m high and wide. Trolls do not mind running hunched over, but human adventurers will have problems. Crokar is smart enough to reserve enough Power to throw Extinguish at any pursuers.

Room 35 - Storage Room

This is for valuable loot which will not do well in the latrine. This includes perishable foods and several kegs of good beer and ale. A major item is 3000L worth of baled cloth which can be sold in New Pavis.

The Trolls

Crokar Littlespawn is the leader of the troll group in the barracks. She and her followers are there out of shame. She has never bred anything but trollkin, so she took her sister, the brewer and her lover, the father of trollkin, out of the normal troll society to the south and founded the barracks as a home for herself and her brood.

She has no idea of any historical significance of the place or what may be here. It is just a convenient place to set up shop. She and her group know of Goobag's band living nearby, but pay little attention to them.

Her lover Sharkad is a true male of Kyger Litor, robust, strong, and subservient to his mistress. He does her bidding always. He lords it over the trollkin and despises the cave trolls, though he tolerates them when ordered by Crokar. He is in awe of the two great trolls, and will defer to them, if they choose to order him around. So far, they haven't.

Crokar Littlespawn,
Dark Troll Kyger Litor Initiate

STR 16	CON 14	SIZ 19	
INT 13	POW 13	DEX 14	CHA 15
Move 8	HP 16	Defense 05%	

01-04	R LEG	6/6
05-08	L LEG	6/6
09-11	ABDOM	7/6
12	CHEST	7/7
13-15	R ARM	6/5
16-18	L ARM	6/5
19-20	HEAD	7/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Great Warhammer	4	60%	2D6+2+1D6	45%	15
Heavy Mace	6	50%	1D10+1D6	30%	20

SPELLS: Befuddle, Bludgeon 2, Darkwall (2), Disrupt, Healing 4
SKILLS: Camouflage 65%, Darksense/Scan 65%, Darksense/Scrutinize 45%, Evaluate Treasure 60%, Jump 55%, Listen 70%, Move Quietly 50% (25%)
LANGUAGES: Darktongue 80%, Pavic 25%, Tradetalk 35%
MAGIC ITEMS: 1-point Power enhancing crystal, 11-point POW-storing crystal, plate breastplate is matrix for Protection 4

Darkar Goodbrew is Crokar's sister. Early in her life, she discovered her true vocation, the making of beer. She has devoted herself to this task, and willingly followed her sister into exile, as long as Crokar promised her the opportunity to brew. Despite her low INT, this female troll is an excellent brewer, considering troll tastes in general and what she has to work with. Crokar sometimes sends some of her minions with kegs of beer back to the troll lands to trade for more brewing material, goods, and weapons.

Gnashir and Gorjus the great trolls happened upon Crokar's band while wandering through the Rubble looking for employment. They were glad to hire on just for Darkar's beer and other provisions, and are here for the experience. In a few seasons or years, they may well leave for other pastures, but right now they enjoy getting all the beer they can drink.

The cave trolls Sherban and Sugrunt were living in the barracks when Crokar found them. Crokar felt so alienated from her people that she felt she could sink no lower, so she kept the cave trolls with her group as slaves. Their status is roughly equivalent to that of the trollkin, and the other trolls will send them into melee first to hold off adventurers while the rest of the trolls arm and ready themselves.

The cave trolls are too unintelligent to resent their lot, and are much better-fed than ever before. In addition, they get the sludge left behind after the beer-making process is finished - a repast far superior to any-thing they have tasted before.

The trollkin are three of Crokar's litters, as can be seen by the similar last syllables in their names. One of them, Roksun, is uncommonly bright for a trollkin. Crokar is positive that he is really a stunted dark troll (even though he was born in a litter with Jaksun) and dreams of justifying herself with her guilt and former clan through Divine Intervention with some Xiola Umbar priestess; showing Roksun to be what she thinks he really is - a dark troll. She has not tried to carry this through for fear of rejection, which is the likeliest reaction. Roksun is given the best of anything the trollkin are given, and has a decent set of armor and even some better spell knowledge.

Jaksun, Trollkin Lay Member Kyger Litor

STR 8	CON 10	SIZ 8	
INT 6	POW 4	DEX 14	CHA 4
Move 6	HP 8		

01-04	R LEG	3/3
05-08	L LEG	3/3
09-11	ABDOM	4/3
12	CHEST	4/4
13-15	R ARM	312
16-18	L ARM	3/2
19-20	HEAD	3/3

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Sling	2/9	35%	1D8	-	-
Small Mace	7	35%	1D8	30%	20
Small Shield	-	-	-	30%	8

SPELLS: None
SKILLS: Hide in Cover 65%, Listen 55%, Move Quietly 55%
LANGUAGES: Darktongue 35%

Dejon, Trollkin Lay Member Kyger Litor

STR 10	CON 11	SIZ 11	
INT 10	POW 9	DEX 14	CHA 8
Move 6	HP 11	Defense 10%	

01-04	R LEG	5/4
05-08	L LEG	5/4
09-11	ABDOM	6/4
12	CHEST	6/5
13-15	R ARM	5/3
16-18	L ARM	5/3
19-20	HEAD	6/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Sling	2/9	40%	1D8	-	-
Small Mace	7	35%	1D8	30%	20
Small Shield	-	-	-	30%	8

SPELLS: Bludgeon 1, Disrupt, Extinguish (2)
SKILLS: Darksense/Scan 45%, Hide in Cover 55%, Listen 65%, Move Quietly 70%
LANGUAGES: Darktongue 65%, Pavic 10%

Vokon, Trollkin Lay Member Kyger Litor

STR 9	CON 10	SIZ 11	
INT 8	POW 11	DEX 12	CHA 6
Move 6	HP 10		

01-04	R LEG	5/4
05-08	L LEG	5/4
09-11	ABDOM	6/4
12	CHEST	6/5
13-15	R ARM	5/3
16-18	L ARM	5/3
19-20	HEAD	5/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Spear	7	30%	1D6+1	25%	15
Small Mace	8	30%	1D8	25%	20
Small Shield	-	-	-	25%	8

SPELLS: Disruption, Extinguish (2), Healing 2
SKILLS: Darksense/Scan 35%, Hide in Cover 45%, Move Quietly 60%
LANGUAGES: Darktongue 40%

Jagon, Trollkin Lay Member Kyger Litor

STR 13	CON 9	SIZ 10	
INT 8	POW 10	DEX 16	CHA 9
Move 6	HP 9		

01-04	R LEG	5/3
05-08	L LEG	5/3
09-11	ABDOM	6/3
12	CHEST	6/4
13-15	R ARM	5/2
16-18	L ARM	5/2
19-20	HEAD	6/3

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Sling	1/7	40%	1D8	-	-
Small Mace	6	35%	1D8	35%	20
Small Shield	-	-	-	40%	8

SPELLS: Bludgeon 2, Disruption, Extinguish (2), Healing 1
SKILLS: Darksense/Scan 35%, Hide in Cover 55%, Listen 60%, Move Quietly 75%
LANGUAGE: Darktongue 40%

Solpik, Trollkin Lay Member Kyger Litor

STR 9 CON 13 SIZ 12
INT 5 POW 8 DEX 16 CHA 9
Move 6 HP l3

01-04	R LEG	4/5
05-08	L LEG	4/5
09-11	ABDOM	6/5
12	CHEST	6/6
13-15	R ARM	4/4
16-18	L ARM	4/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Sling	1/7	35%	1D8	-	-
1H Spear	5	35%	1D6+1	25%	15
Small Shield	-	-	-	35%	8

SPELL: Healing 2
SKILLS: Darksense/Scan 40%, Hide in Cover 35%, Listen 50%, Move Quietly 55%
LANGUAGE: Darktongue 25%

Cholpik, Trollkin Lay Member Kyger Litor

STR 12 CON 9 SIZ 8
INT 8 POW 5 DEX 15 CHA 7
Move 6 HP 8

01-04	R LEG	3/3
05-08	L LEG	3/3
09-11	ABDOM	5/3
12	CHEST	5/4
13-15	R ARM	3/2
16-18	L ARM	3/2
19-20	HEAD	5/3

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Sling	2/9	35%	1D8	-	-
1H Spear	5	35%	1D8+1	30%	15
Small Shield	-	-	-	35%	8

SPELLS: Disruption, Extinguish (2)
SKILLS: Darksense/Scan 35%, Hide in Cover 50%, Listen 35%, Move Quietly 45%
LANGUAGE: Darktongue 40%

Sitpik, Trollkin Lay Member Kyger Litor

STR 11 CON 17 SIZ 11
INT 10 POW 11 DEX 13 CHA 7
Move 6 HP 17 Defense 10%

01-04	R LEG	5/6
05-08	L LEG	5/6
09-11	ABDOM	7/6
12	CHEST	7/7
13-15	R ARM	5/5
16-18	L ARM	5/5
19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Sling	2/9	45%	1D8	-	-
1H Spear	5	45%	1D8+1	40%	15
Med Shield	-	-	-	45%	12

SPELLS: Bludgeon 1, Disrupt, Healing 2, Shimmer 1, Speedart
SKILLS: Darksense/Scan 50%, Hide in Cover 65%, Listen 65%, Move Quietly 60% (45%)
LANGUAGES: Darktongue 50%, Pavic 15%, Tradetalk 20%

Darkar Goodbrew, lay member Kyger Litor

STR 20 CON 10 SIZ 15
INT 8 POW 7 DEX 13 CHA 6
Move 8 HP 11

01-04	R LEG	4/4
05-08	L LEG	4/4
09-11	ABDOM	6/4
12	CHEST	6/5
13-15	R ARM	4/3
16-18	L ARM	4/3
19-20	HEAD	5/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Heavy Mace	6	35%	1D10+1D6	35%	20
Large Shield	- -	-	45%	16	

SPELLS: Bludgeon 3, Countermagic 1, Detect Silver, Healing 3
SKILLS: Brew 85%, Climb 40%, Darksense/Scan 40%, Jump 65%, Listen 60%, Move Quietly 35%
LANGUAGES: Darktongue 55%, Tradetalk 10%

Sharkad Bigbluster, Dark Troll Kyger Litor initiate

STR 15 CON 16 SIZ 18
NT 11 POW 11 DEX 12 CHA 12
Move 8 HP 18

01-04	R LEG	6/6
05-08	L LEG	6/6
09-11	ABDOM	7/6
12	CHEST	7/7
13-15	R ARM	6/5
16-18	L ARM	6/5
19-20	HEAD	7/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Morningstar	6	45%	1D10+1+1D6	35%	12
Small Club	7	30%	1D8+1D6	25%	20
Large Shield	-	-	-	40%	16

SPELLS: Bludgeon 2, Countermagic 2, Demoralize, Disruption, Healing 3, Shimmer 2
SKILLS: Camouflage 45%, Climb 45%, Darksense/Scan 45%, Darksense/Scrutinize 60%, Hide in Cover 45%, Jump 55%, Listen 60%
LANGUAGES: Darktongue 65%, Tradetalk 25%

Gnashir the Great Troll, Kyger Litor Initiate

STR 25 CON 17 SIZ 22
INT 9 POW 15 DEX 8 CHA 3
Move 7 HP 20

01-04	R LEG	6/7
05-08	L LEG	6/7
09-11	ABDOM	7/7
12	CHEST	7/8
13-15	R ARM	6/6
16-18	L ARM	6/6
19-20	HEAD	8/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Greatsword	5	45%	2D8+2D6	40%	15
Heavy Mace	7	45%	1D10+2D6	40%	20

SPELLS: Bladesharp 1, Demoralize, Disrupt, Healing 3, Protection 2
SKILLS: Darksense/Scan 50%
LANGUAGE: Darktongue 65%

Roksun, Value Trollkin, Lay Member Kyger Litor

STR 15	CON 10	SIZ 7	
INT 15	POW 7	DEX 17	CHA 10
Move 6	HP 9	Defense 15%	

01-04	R LEG	6/3
05-08	L LEG	6/3
09-11	ABDOM	8/3
12	CHEST	8/4
13-15	R ARM	6/2
16-18	L ARM	6/2
19-20	HEAD	7/3

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Sling	1/7	50%	1D8	-	-
Large Mace	6	45%	1D10	40%	20
Small Shield	-	-	-	45%	8

SPELLS: Bludgeon 3, Extinguish (2), Healing 2, Speedart
SKILLS: Darksense/Scan 45%, Hide in Cover 75%, Listen 70%, Move Quietly 60% (45%)
LANGUAGES: Darktongue 80%, Pavic 15%, Tradetalk 50%
MAGIC ITEM: 4-point POW-storing crystal

Gorjus the Great Troll, Kyger Litor initiate

STR 28	CON 18	SIZ 28	
INT 14	POW 12	DEX 10	CHA 10
Move 7	HP 22		

01-04	R LEG	7/8
05-08	L LEG	7/8
09-11	ABDOM	8/8
12	CHEST	8/9
13-15	R ARM	7/7
16-18	L ARM	7/7
19-20	HEAD	8/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Greatsword	4	50%	2D8+2D6	50%	15
Heavy Mace	6	50%	1D10+2D6	50%	20

SPELLS: Bludgeon 4, Demoralize, Disrupt, Extinguish (2). Healing 6
SKILLS: Darksense/Scan 60%
LANGUAGES: Darktongue 65%, Tradetalk 15%
SPECIAL ITEM: Blade venom POT 8

Sherban the Cave Troll

STR 25	CON 14	SIZ 22	
INT 10	POW 6	DEX 12	CHA 1
Move 7	HP 17		

01-04	R LEG	3/6
05-08	L LEG	3/6
09-11	ABDOM	5/6
12	CHEST	5/7
13-15	R ARM	3/5
16-18	L ARM	3/5
19-20	HEAD	3/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	5	40%	2D8+2D6	20%	20
Claw	7	50%	1D6+2D6	-	-

LANGUAGES: Darktongue 50%
SPECIAL FEATURE: Regenerates 1 point of damage per hit location per melee round.

Sugrunt the Cave Troll

STR 18	CON 13	SIZ 27	
INT 7	POW 9	DEX 7	CHA 6
Move 7	HP 17		

01-04	R LEG	3/6
05-08	L LEG	3/6
09-11	ABDOM	3/6
12	CHEST	3/7
13-15	R ARM	3/5
16-18	L ARM	3/5
19-20	HEAD	3/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	6	35%	2D8+2D6	20%	20
Claw	8	45%	1D6+2D6	-	-

LANGUAGES: Darktongue 35%
SPECIAL FEATURE: Regenerates 1 point of damage per hit location per melee round.

Balastor's Axe

Within this enchanted iron axe is the spirit of Balastor, last champion of Pavis. Because his spirit still inhabits the axe, it is still enchanted, and acts in all ways as a normal Rune level iron object.

BALASTOR'S SPIRIT: INT 16, POW 20
SPELLS: (all contained in foci carved on the blade) Bladesharp 4, Coordination (2), Demoralize, Fireblade (4), Repair (2), Shimmer 3
RUNE MAGIC: Divination 7, Mindlink 4, Reflection 2, Shield 2, Spirit Block 2, Summon Small Gnome

A Champion or Daughter of Pavis who picks up the axe may immediately attempt to ally the spirit of Balastor. If unsuccessful, or if the character already has an ally, the axe will be quiet and simply demand to be taken to the temple, where another may ally it.

If an initiate of Pavis attempts to pick up the axe, he may also attempt to ally it. If successful, the initiate must break off all connection with other cults (except for Flintnail) and virtually becomes the "allied spirit" of Balastor, except that he has the body and Balastor is still in the axe. Even though he has effectively allied a spirit, the initiate is still not a priest or lord until he fulfills the other requirements.

If a member of another cult makes hand-to-hand contact with it, there is immediately spirit combat. Balastor will try to seize the body of the victim, so as to live again. If unsuccessful after one minute (five melee rounds), the spirit of Balastor will break off and retreat to the axe, demanding to be taken to the temple of Pavis. If successful, he will possess the unfortunate character, substituting his own INT and POW for those of the victim. He will use Spirit Block as seems fit, to give him a better chance for possession.

Whether embodied or allied, Balastor will always work for the revival and glory of the Rubble as a viable city. He will hate trolls and animal nomads, especially Storm Bulls. Otherwise, he will be reasonable in a monomaniacal way. He will try to take over the cult of Pavis as it now exists.

If picked up with a rope or cloak or other such stratagem, the consciousness in the axe will be unable to affect the person picking it up and will go quietly.

Location

The axe was hidden before the body was (see room 16). It might be with the body, or it might be in any other room in the complex. This is up to the Gamemaster. The Gamemaster could randomly place the axe by rolling 1D100 until a roll of 01-36 was made. A roll of 36 indicates that the axe is concealed in a corridor. The axe was hidden by a Lanbril thief with a 120% Camouflage skill. There is a 20% reduction in anyone's Spot Hidden attempt to find the axe.

Balastor's Testament

Balastor will repeat the following testament to anyone allied with him, or to the priests of Pavis, once there.

"We stood on the steps of the barracks, three brave men and I, holding off the troll hordes. All our dependents had escaped. All that remained was to sell our lives dearly. The trolls came at us in waves, but the narrow corridor reaching into the earth limited them, and they could only come at us four at a time.

Finally a troll champion, five paces tall and swinging a temple column as a maul advanced toward us, filling the corridor. Shrieking my battle cry, I rushed at him and my trusty battle axe sheared him off at the knee. But, even as he fell, his mighty club slaughtered two of my boon companions.

In no time at all I was surrounded. Back to the wall, I slaughtered them as they came, but there were too many. When I killed one, two took his place. Black troll magics flew from behind their swarming warriors to impinge upon my armor and magic. In truth, I feared the thrust of trollkin spears more than the maces of their leaders. I was right to do so.

One spear entered my thigh over the kneecap and stayed there. Its owner held on to it, and I could not move. Before my trusty axe could halve the spear shaft and free me a mace smashed down and numbed my arm. There was nothing more I could do and I fell beneath the blows of my foes. I appealed to Pavis to put my essence into my axe, so that I might rise again to smite the dark foe when some son of Pavis could free me.

My time in the Courts of Silence was brief, for Pavis himself stood behind me and argued my case before the judges of the dead. I re-entered my axe and realized that I was in the hands of a human, hunted by trolls. Before I could make myself known to him, and inspire him to slaughter the hated invaders, he used an arcane Rune magic and I was in darkness, unable to perceive the outside world or commune with my god. There I stayed until you found me once again. Now, let us go forth and drive the trolls from fair Pavis."

Wolfhead's Lair

Before introducing this adventure, the referee must decide where Wolfhead's lair is located. Though this adventure takes place somewhere in the Rubble, the exact location of the lair is not provided. It certainly should not be located in the Garden or in the Troll Stronglands.

All of the grounds and rooms described in the adventure are consecutively numbered. Thus, Area 3 will be followed by Room 4, and so on.

Introduction

Wolfhead is one of the better-known members of the Pavis criminal element, though he has achieved particular prominence through his association with Griselda, of whom more later. Basically a loner, Wolfhead prefers not to toil for a large organization but to lead a small group of followers; he and his gang are loosely associated with a large criminal ring via an alchemist initiate of Lanbril, Snakefang; they have freedom of action with the corresponding draw-back of no guaranteed protection. Wolfhead maintains a secret base in the more accessible part of the Rubble, and moves this base from time to time; the current hideout was not intended for an indefinite stay, but such a stay is now what his group faces, for they are in bad trouble.

The trouble derives from the Great Chart Caper. Rumor says the caper was a fake from beginning to end, designed to swindle half of the cults in Pavis. Wolfhead, Griselda, and some of Wolfhead's closest followers had to hastily decamp to escape vengeful cult members, as well as bounty hunters - the cult high priests put a price on their heads (100 wheels for Wolfhead or Griselda alive; 50 if dead; 10 wheels each for any proven associates alive; 5 if dead). The gang managed to get away safely (perhaps they were tipped off), though they were unable to collect their cache, and they have apparently vanished; rumors abound in Pavis as to their whereabouts. The leaders of the swindled cults (including Orlanth Adventurous, Storm Bull, Yelmalio, Humakt, Pavis, and four different internal factions of Lhankor Mhy, as well as two private expeditions) would pay well simply for good information on their location, up to 10 wheels, though they will certainly offer much less initially; it will be up to those possessing the information to bargain.

The Great Chart Caper involved Treasure Trove Hurbi and Sor-Eel, the Lunar governor. Hurbi sold charts to representatives of the Pavis, Orlanth Adventurous, Storm Bull, Yelmalio, Humakt, four factions of the Lhankor Mhy cult, and two private expeditions for 100 wheels apiece; of the resultant 1100 wheels, 200 were Hurbi's fee and 200 Sor-Eel's pay-off, leaving the rest for Griselda, Wolfhead, and his gang (the original idea was Griselda's, but it required the involvement of the gang, as well as their withdrawal from other activities. Griselda has kept 350 wheels, and given 350 to Wolfhead's gang, of which Wolfhead himself has kept half.)

The gang have made their hideout as habitable as possible, and do their best to conceal their presence, but the astute can detect it. Food and water are brought in now and then; occasionally one of the less well-known members goes into Pavis for news, in the hope that the gang may have been cleared of suspicion or that the heat has gone out of the investigation, or to arrange for supplies (for which Wolfhead pays well enough to ensure that his suppliers do not blab, as well as buying through ignorant third parties). Criminal circles are wary of informing on Wolfhead and Griselda, believing that sooner or later they'll be back, and that in any case snitching is a bad precedent to set.

The Hideout

This is an abandoned house enclosed within a walled yard, in all about 18m x 12m, the best-preserved of a number in the area. It is built throughout of mud-brick on a rubble foundation, originally coated with thick mud-plaster that has now largely flaked off. The roof is flat, of packed clay on reeds over rafters whose ends project slightly over the walls to form narrow eaves; the roof sags slightly in the middle, but is fairly well preserved. The outer walls, about a meter thick, are in ruinous condition, except for two short good sections on the south and east; originally the outer walls were some 2m high, but have now crumbled to half that, and the area round them is littered with fallen brick. The remnant does not look stable, except in the areas mentioned. On the south a section about 1.5m long is preserved to its full height; it contains two narrow ventilation windows, 40 x 15cm each, one above the other. Another such window is preserved further along to the east The roof of the inner building still exists above the two ventilation windows extending over the outer wall, but has collapsed further along.

The outer wall is broken in only two places: a gap on the west side leads to Area 1 and faces the building's main door; a door on the east leads into Area 2. Climbing the outer wall would present little difficulty, except for its crumbling condition which halves any character's Climbing ability. One Climb roll is needed to scale it successfully; there is a 75% chance that, once scaled, the wall will crumble under any character at the top. The character may attempt a Jump roll to land safely; otherwise, the climber will take 1D6 damage to a random hit location (armor does not count) unless there has been a stated intention to scale the wall at its lowest preserved point; then the fall does no harm. The noise of a fall will alert anyone in the house.

The door on the east is the entrance commonly used by the gang and any visitors; a successful Track roll will reveal signs of recent human activity around it. It is an ancient but still sound piece of wood, 2m high, 1m broad, and 5cm thick, which opens inward; the frame on which it hangs, however, is in poor condition. The door is bolted from the inside, except when a visitor is expected or the gang is using it. Even when bolted, it can be pushed open by a successful roll of STR vs. a resistance of 40. Only two persons can push effectively. A successful roll will tear the bolt from the frame. Breaking the door down by hacking or smashing will have the same effect once 40 points of damage are dealt to it. Blows on the door automatically hit, unless 96-00 is rolled on 1D100, in which case normal Fumble rules apply. On a successful Spot Hidden or Masonry roll, a character will notice that the mud-brick around the frame has recently been repaired.

Hacking a sizeable passage through the wall would take 15 melee rounds in most areas, but a full turn (25 melee rounds) for a half-meter to either side of the door, where the wall has in fact been buttressed by more brick to a height of 1m. This is the quietest method of getting in, apart from the west entrance; it has a 10% chance of initially attracting attention, increasing by 5% per melee round.

The western entrance is simply a gap, with a few bricks lying in it; a successful roll of Track at minus 20% will detect signs of human activity. Stretching across the gap, 15cm above the ground and coated with mud as camouflage is a tripwire; a successful Spot Trap roll will detect it. If not seen, the wire will trip anyone moving against it. The resulting fall will have a 50% chance of causing mud-brick to collapse on the victim, doing 1D4 points of damage to each of two random locations. If spotted, the tripwire can simply be pulled out, not even counting as a Disarm Trap. The noise of falling mud-brick has a 75% chance of alerting those in the house.

AREA 1

This stretches along the front of the house to the northern wall. A Track roll will reveal that humans have moved along it to the north. Apart from a scatter of weeds, bricks, and small rubbish, the space is featureless. The house can be seen to be in a fair repair, though somewhat dilapidated. Its walls are 60cm thick and 2.5m high.

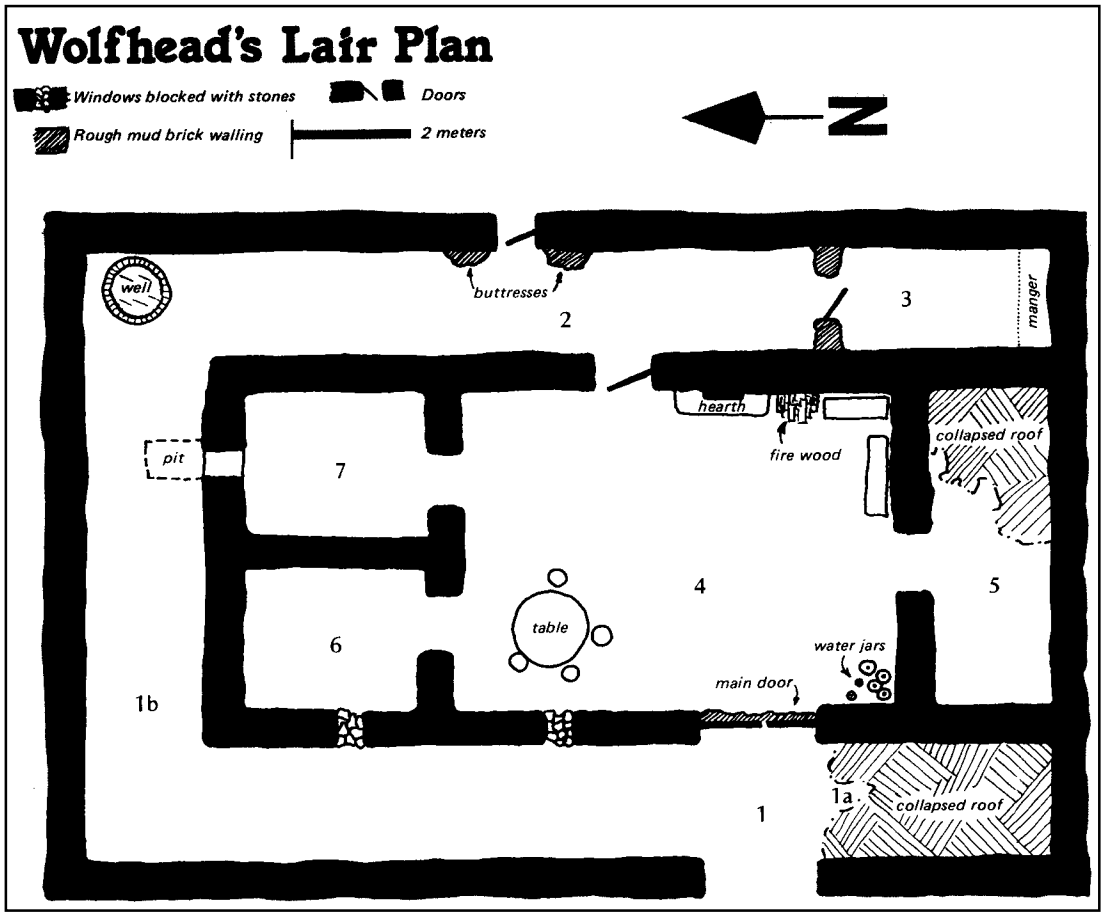
Immediately to the right of the entrance is **ALCOVE 1A**, once roofed with reed thatch which has now fallen in. If the thatch is removed, the alcove can be seen to be 4m deep; it contains broken clay water-jugs.

THE MAIN DOORS facing the entrance are the main door of the house, a double wooden door 2m wide. Its two parts lean back and are just slightly ajar; mud-brick, to a height of 1/2m can be seen through the gap. This heap in fact lines the doors on the inside and makes it impossible to push them inward; there are traces of handles on the outside, by which the doors were in fact pulled outwards - the players must spot this. But any attempt to pull the doors out or to push them in will spring a trap: a large quantity of slightly protruding mud-brick above the doors will fall, doing 2D6 points of damage to the head of anyone opening the door. If more than one person are trying to open the door, then pick the person struck by the bricks randomly. A Spot Trap will reveal the presence of the trap. These doors can be pushed outwards safely from within the house; if desperate to escape, gang members may well try this, but they will have to wait for the mud-bricks to fall then jump or clamber over the low wall blocking the doorway on the inside.

THE WEST WINDOWS are two in number. Each is a half-meter square, its base 1.25m above the ground. They have both been filled by closely-packed stones (through which nothing is visible). One window is 2m north of the doors, the other 3m north. The stones may be removed quietly; a roll of DEX x5 must be made for each of five melee rounds necessary to remove the stones. Each character assisting can reduce the number of needed rounds by one, but all must make their DEX roll. After two melee rounds of removal, a trap is sprung. A cord threaded through the stones and weighted down by the outermost rocks suspends a heavy stone in the eaves above the window, and this will fall, striking the main character opening the windown and doing 2D6 to a random hit location; roll 1D10+10 to determine the location. A Spot Trap will sight the stone or the cord and thus detect at least part of the trap. Stealthy removal of the stones will not alert anyone in the house until the trap is sprung.

AREA 1B

If the party goes along the house to the north and round the corner, they will enter a new area, which stretches to the east wall, and is in most respects similar to 1. Some 4.5m along the north wall of the house is another window like those in the west wall, but this one is not blocked. Extended for the windows whole width and for .75m out from the wall is a concealed pit, 1.5m deep and containing a sharpened stake. This pit is detectable by a Spot Traps. Any character falling into the pit will be hit by the stake in one random location unless he makes a roll of POW or less on D100. If a roll of 81-00 is obtained, the stake will impale. It does 1D10+1 points of damage and is coated with a herbal systemic poison POT 12 which Wolfhead



periodically renews. If the pit's location is known, it is possible to climb up to the window avoiding it (requiring a successful Climb roll) but this will alert the guard, as will failure to Move Quietly or speaking above a whisper at any point within 3m of the window.

THE WELL at the end of AREA 1B, in the Northeast corner of the enclosure, is an old well 1m in diameter and 7m deep, with a crumbling lip of brick originally 1/2m high. The well is now dry, except in the rainy season when a few centimeters of muddy water collect at the bottom. The gang uses it as a dump for domestic rubbish, including the contents of chamber pots; a foul smell is detectable within 1m of it, and a roll of INT x5 or less on D100 will indicate the well's current purpose.

AREA 2

This runs along the back of the house for about 10m to AREA 3, the old stable. It resembles AREA 1, except that the weeds are thicker here. A Track roll will indicate previous movement across the area between the outer door and the back door of the house. A certain aroma in the air will indicate to anyone making an INT x5 or less roll on D100 that the area is in frequent use as a latrine; in fact, the male members of the gang do so frequently in the daytime, but cover up the result with earth, using a spade kept nearby. Further along the east wall of the house is a door, 2m high by 1m wide, similar to that in the outer wall, but this frame is sound and it cannot be pushed in if bolted, which it is at all times, unless the gang is currently using it or unless a visitor is expected. It must be broken down, requiring a total of 60 hit points damage before it can be opened. Its frame and hinges are in visibly much better condition than those of the outer door. This is a weak spot, for no trap protects it, but the gang normally uses it to leave and enter by, and will make use of it either to ambush attackers, or to escape.

AREA 3

This is the old stable. It was once separated from AREA 2 by low brick walls (which are largely crumbled) and by a double door of planks, of which one-side has fallen and the other of which dangles at an angle from its surviving hinge. The roof of brushwood has fallen in. There is nothing inside but mouldy straw and a fairly new looking spade.

ROOM 4

This is the main room of the house, entered by the doors from AREA 1 and AREA 2. To the south of the door from AREA 2 is the hearth, a 15cm high rectangle, 1.5m by .5m of blackened brick, above which there is a small smoke hole in the roof. The roof sags a little in the center of the room but is otherwise intact, as are the walls. A scattering of plaster survives on them. The interior partition walls separating Rooms 5, 6, and 7 are thinner than the other walls - only 40cm thick.

In the center of the room is a battered wooden table 1½m in diameter and four wooden stools. In the Southwest corner are two large water-jugs and by them two basins, a long-handled wooden dipper, some ragged and dirty towels, and (a great luxury) some pieces of soap. Griselda washes herself regularly; the rest of the gang do so only when her comments become impossible to ignore. When she bathes, she makes them retire outside, apart from the guard in ROOM 7, whom she threatens until he looks the other way (anyone peeking may have to deal with Wolfhead as well as Griselda). Sometimes she will goad the gang into washing their clothes, but this uses too much water and too much exposure along the river to be done very often, and she is not one to insist on impossible standards.

In the Southeast corner is the kitchen area; firewood, food-jars, a broom, kitchen utensils, and cutlery are heaped on the floor and on a rickety shelf, and there is a fifth stool here. The younger members of the gang, when not on duty, assist Griselda in preparing food; Wolfhead begs off this chore.

Food is fairly basic, since only at night is it safe to build a fire from the smokey available wood: oatmeal porridge and the like, bread, cheese, fruit, and raw vegetables make up the bulk of the diet, and hence of what is stored. The only other objects on the floor are those weapons and such the gang keeps by. The floor itself is fairly clean, but has occasional food-scraps, pebbles, pieces of adobe, and plaster on it (the floor is of trampled mud).

The room is lit by open oil lamps on the table, on the kitchen shelf, and sometimes elsewhere, and by what light comes in through the smoke hole, chinks in the roof, the nearly shut door on the west, and the eastern door (which is often open during the day). At night a torch in an old bracket near the hearth is lit.

If not outside, normally the gang will be sitting at the table, preparing food, eating, talking, rolling dice, or watching flies. When night has fallen a fire may be lit on the hearth, but not if the night is very clear, allowing smoke to be seen by the sharp-eyed.

ROOM 5

This room has a partially-crumbled back wall, and the roof has fallen in over the eastern portion. Concentrated in the west are storage-jugs containing food, oil, alcoholic drink, and sometimes water if a good supply has been hauled in. These jugs sit on the floor; on some shelving are some spare utensils and three pots; one containing 3 doses of Blade Venom POT 19, a second holding 10 doses of Blade Venom POT 12, and the last holding 20 doses of herbal systemic poison POT 12. There is also a torch holder with an unburnt torch set into it - the torch holder is an Ignite matrix and will glow to a Detect Magic spell. These pots and the torch-holder are on shelving near the entrance, for easy access, and will be

grabbed up by Wolfhead or others if the gang is forced to flee, unless it is absolutely impossible to reach this area. It will take 15 melee rounds to search this room thoroughly.

ROOM 6

This is the bedroom of Wolfhead and Griselda. They sleep on piles of skins and coarse woollen blankets laid out along the north-south axis of the floor, with Wolfhead nearer the northern of the two west windows. If the player characters approach the house at night and any audible noise is made within 1m of the window, either by failing to Move Quietly or by speaking above a whisper, then there is a 50% chance that Wolfhead will be awakened; also, failure to remove the stones blocking the window quietly will awaken him 50% of the time. During the day, there is a 10% chance for either Wolfhead or Griselda to be napping in here; just after the midday meal, the chance rises to 60% each.

On the floor in the Southeast corner is a chamber pot. In the Northwest and Northeast corners and along the west and east walls are stacked, respectively, the spare clothes of Wolfhead and Griselda as well as any weapons or armor they are not using during the day.

Concealed in pits below the bedding, and only detectable by a successful Spot Hidden roll made after the bedding is removed, are two leather bags containing the personal hoards of Wolfhead and Griselda, respectively of 158 wheels and 140 wheels (both have already spent much of their ill-gotten gains). Also in Wolfhead's bag is a set of lock picks.

ROOM 7

This is the same size as ROOM 6, and is the bedroom of Simbal, Kroked, and Fylchar. Their bedding is laid out across the room, east-west; whichever of them is on night duty takes the position nearest the window, so they continually shift around. There is a chamber pot in the Northwest corner. Along the east wall are stacked their spare clothing, weapons, and armor, as with Wolfhead and Griselda, and they sleep with their best weapons and money-pouches close to hand. During the day, whoever is on guard inhabits this room, and stations himself by the window; others may be in here as well, reclining or napping, especially after the noonday meal.

After the noonday meal, roll 1D100. A roll of 01-60 indicates that there is one additional robber here; a roll of 61-80 indicates that all three of the room 5 inhabitants are here; a roll of 81-85 indicates that all three are there, and that either Wolfhead or Griselda is here on guard or chatting; a roll of 86-00 indicates that only the guard is sitting here all alone. At times other than the two to four hours just after the noonday meal, there is but a 10% chance of someone being in this room besides just the guard. The referee must decide who it is randomly.

The Gang's Behavior and Reactions

Having been settled into their hideout for some time now, the gangsters feel more secure, but they have not relaxed vigilance. During the day, one is always on guard, in full armor with all weapons to hand, by the window in ROOM 7 unless they are outside practicing weapons or exercising, as Wolfhead makes sure they do frequently (there is a 50% chance if the weather is good). The gangsters normally use AREA 1B for this purpose; they will not leave the enclosure, but may shoot or hurl missiles down AREA 1 towards AREA 1A. If the gangsters are out practicing, then the guard perches somewhat precariously on the roof, out of armor (the fallen-in rafters in Room 5 provide an easy way up), lying flat, but trying to keep watch in all directions; at any sign of persons moving near the hideout, human or otherwise, the guard whistles piercingly, and, pausing only to clear up the most obvious signs of their activity outside, everyone runs in (taking 3 melee rounds or so) and the guard then slides down into ROOM 5. Anyone not fully armed and armored will then don armor, the eastern door is bolted, and general preparations are made for a possible assault.

The referee should roll 1D100 when the house is approached. On a roll of 01-10, either Simbal, Fylchar, or Kroked is absent in Pavis, on some business; on a roll of 11-30 a sixth person is present, visiting for some purpose. This person will be an experienced thief/adventurer type, probably leading a donkey loaded with provisions.

If the gang is inside, they will don armor at any suspicious sounds, or upon the warning of the guard in ROOM 7, whose duty it is to fight off any attempt to enter through the window while the rest are arming up. The same rule applies at night. During the day (dawn to dusk) each gang member does guard duty for a fifth of the day; at night, each of the three occupants of Room 7 guards for a third of the night. If a night attack is detected by the guard, he makes no attempt to be quiet, but calls a warning loud enough to waken Wolfhead and Griselda; during the day, the guard rouses the camp as quietly as possible, and they move as quietly as possible, in hopes of keeping those outside unaware of the numbers of those within. If the gang is lucky, perhaps those outside will think the hideout abandoned and not worth searching, or that the springing of the first traps will frighten off or damage the intruders enough to cause them to retreat.

In any case, Wolfhead will take charge, and the others will obey his orders unquestioningly until things start to look really bad. Wolfhead will avoid a fight to the finish if possible; he will not carry the fight to the attackers, but will react defensively, with missile weapons first, hoping all the time to frighten the attackers off. If the attack is pressed, but the attackers seem weak, Wolfhead will order a full-scale counterattack and try to wipe them out (if there is time, Blade Venom may be applied to missiles or melee weapons). If the party seems too

strong to defeat quickly, he will open negotiations, hoping to buy them off; he may offer cash, a valuable item such as the Blade Venom or a matrix, or a combination. He will avoid offering a POW storage crystal hut if the party is greedy, may well offer them the gang's secret hoard, left behind in Pavis, rather than anything in the hideout. In fairness to both sides, only use Bargaining rolls for the progress of the negotiations when some measure of agreement has been reached. Wolfhead will require and give serious oaths to seal the bargain, and, may even keep his side of it (unusually, for him). If the party realizes who he and his associates are, he will try to swear them to secrecy but has no faith in the party and will move the hideout if he deals successfully with them.

If the attackers refuse to negotiate, Wolfhead will continue to fight until it looks that the gang is likely to lose. Then he will give the order to run for it, by whichever door from Room 4 seems best; they will go for the nearer exit from the enclosure unless this is blocked by the enemy, and will in any case try to rush it if only one or two adventurers guard it. The gang will try to carry as much loot with them as they can, and may leave behind shields or weapons so as to be able to carry more (Wolfhead cannot carry both bow and spear in any case, and will abandon the latter). He and Griselda will try to recover their private hoards, and will have taken that precaution before the fighting begins seriously, if the attack looks like it will be a strong one. The gang could escape by clearing part of the fallen roof in Room 5 and clambering over the wall, or by clearing one of the blocked windows in the west wall, releasing the trap, then climbing out. In either case, it will take some time -about three melee rounds to clear a window, and eight melee rounds for one person (or five rounds for two) to clear Room 5). In escaping, the gangsters may well use the dose of Thunder Lung Dust each carries; Wolfhead will save his smoke bomb for the last emergency.

The gang will stick together in flight as long as all can keep running, but if one falls other loyalties may surface (see below). If any manage to get away, they will certainly try to recover the secret hoard and leave Pavis altogether; there is also a chance that they might do this if they have managed to buy a party off, since they would need to change hideouts anyway. All members of the gang know the location of the secret hideout, which holds 650 wheels.

The gang feels cordial, and any antagonisms are latent. But the tensions involved in their enforced concealment and the lack of anything much to do (they have not even been trying operations in the Rubble) is making them edgy.

Griselda is beginning to urge Wolfhead to cut their losses and leave Pavis, trying to recover their hoard first; but he is unwilling to do so, since (unlike her) he knows little of the outside world, and he suspects his followers will not be willing to leave either. They have not heard this idea of hers yet, but would be unwilling to contemplate it unless their hideout is violated and they are forced out by the adventurers, in which case they would accept it.

Whether or not they could recover the secret cache, they will try to buy or steal riding beasts and find the Neckrunner Sable clan. This clan contains friends of both Wolfhead and Simbal, and Griselda in particular has made quite a hit, as their Queen is quite well-disposed to her. The referee can decide if the Neckrunners would shelter them, where the secret hoard is, whether they can recover it, and so forth, all as a separate scenario.

The Gang Members: Descriptions & Attitudes

Wolfhead

The undisputed leader of the gang, and at 30, several years older than the others. He is fairly tall and heavily-built, with tanned skin, prematurely gray close-cropped hair and moustache, and small brown eyes under heavy eyebrows. His sharp features and thin lips contribute to an aura of ferocity enhanced further by an old wound which causes the left side of his mouth to pull back from the teeth in a perpetual snarl. This, with his gray hair, has given him his nickname; nobody knows his true name. His voice is harsh and medium in pitch.

Despite exaggerated impressions of him based on his appearance, he is fundamentally cautious, though more inclined to adventurous banditry than the careful lock picking in which he was trained. The advent of Griselda has changed the operations of his gang - the Great Chart Caper was her idea and proved much more profitable than any previously. He now feels wholehearted admiration and considerable affection for her, trusting her as far as he does anybody, and he would make all reasonable efforts to help her in an escape; but he would not sacrifice his life for her, and he would abandon the others if it seemed necessary with a shrug, "That's the way it goes in this business."

Wolfhead

STR 14	CON 11	SIZ 13	
INT 12	POW 15	DEX 13	CHA 10
Move 8	HP 12	Defense 10%	

01-04	R LEG	6/4
05-08	L LEG	6/4
09-11	ABDOM	5/4
12	CHEST	5/5
13-15	R ARM	6/3
16-18	L ARM	6/3
19-20	HEAD	5/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Spear	6	90%	1D6+1+1D4	90%	15
Comp. Bow	2/9	95%	1D8+1	45%	10
Sling	2/9	80%	1D8	-	-
Dagger	8	30%	1D4+2+1D4	30%	12
Medium Shield	-	-	-	80%	12

SPELLS: Darkwall (2), Detect Spirit, Healing 5, Mindspeech 1, Multimissile 1, Spirit Shield 2; (suppressed) Spirit Binding

SKILLS: Bargain 50%, Evaluate Treasure 20%, Fast Talk 20%, Feign Death 15%, Foil Restraints 10%, Hide in Cover 50%, Hide Item 45%, Know Locks 60%, Listen 45%, Lock Picking 65%, Move Quietly 50%, Ride 65%, Shadow 25%, Spot Hidden 60%, Spot Trap 55%, Streetwise 65%, Track 60%, Trap Set/Disarm 15%, Voice Mimicry 05%

LANGUAGES: Pavic 60%, Praxian 15%, Tradetalk 15%, Thieves Argot 60%

TREASURE: carries 1 wheel, 4 Lunars, 7 clacks, a gem worth 48L, and a dose of Thunder Lung Dust and a smoke bomb. More money is cached (see scenario)

MAGIC ITEMS: 14-point POW-storage crystal on ring on left hand; ring with Protection 1 matrix on right hand; other magic items in hideout (see scenario)

Griselda

Small and lightly-built but well-endowed, Griselda would be considered extremely beautiful it were not for her occasional ability to chill the blood with a savage expression. Her skin is pale, her shoulder-length hair orange-red, her face somewhat narrow, with a high forehead, full lips, and large blue eyes; her voice is soft and medium-pitched. She is by far the most intelligent member of the gang, and at age 24 has had considerable experience in Dragon Pass and its environs.

She rather likes Pavis' atmosphere, and joined up with Wolfhead for this reason. She feels affection for him, but her actions are always governed by self-interest and survival, and she would desert him much more readily than he would her. She is the most impatient with their forced confinement, and this gives an edge to her occasional nagging about the gang's cleanliness about which she would like to be fastidious. This, and the fact that she has so quickly become the effective second-in-command causes Simbal and, to a lesser degree, Fylchar, to resent her, which may surface at moments of crisis. If she did not survive an attack, and Wolfhead did, he would avenge her, and require other survivors to help; but if they both went down, any survivors would not make such an attempt.

Griselda belongs to a Pavic family who moved to Alone (in Sartar) some time ago. She is a remote cousin of Wolfhead's. Invited to join the local Thieves' Guild, she served her 5-year apprenticeship doing extremely well, but did not commit herself wholly, and remains a lay member of Lanbril's cult. This is symptomatic of her detachedness; she has few loyalties, though easily able to inspire affection and respect in others when she wants. After finishing her apprenticeship, she knocked about for a few years (during which she made the acquaintance of Pikat Yaraboom, who took to her); she bought further training and magic, and found it politic to become a lay member of Orlanth Adventurous.

Learning of her brother's death in the Rubble, she came to Pavis almost broke but without debts, and involved Wolfhead in the plot to settle accounts with Lucky Eddi, a con man. Lucky Eddi would lead people into the Rubble and then sell them to trolls. In the process of destroying Eddi, she somehow managed to slay a Death Lord of Zorak Zoran (at least, that's what everyone says). The trolls of the Rubble are fairly friendly to her, possibly as a result of that exploit or her friendship to Pikat Yaraboom.

Griselda knows many battle magic spells and is extremely creative in their use. She is quick with a spell, and always keeps them in mind. She has slain several men and women in town who had good reputations as fighters and spell slingers. She has contacts with a Sable clan and Sor-Eel, and most of the important female Rune levels in town respect her tough independence, even if their cults officially dislike her due to the Great Chart Caper.

Attacking Griselda could get one on the hate list of one of her various friends. Still, she has just as many enemies as friends, so success could be lucrative.

Griselda

STR 12	CON 16	SIZ 7	
INT 18	POW 18	DEX 19	CHA 15
Move 8	HP 16	Defense 25%	
01-04	R LEG	5/6	
05-08	L LEG	5/6	
09-11	ABDOM	5/6	
12	CHEST	5/7	
13-15	R ARM	5/5	
16-18	L ARM	5/5	
19-20	HEAD	5/6	

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Shortsword	5	100%	1D6+1	90%	20
2HSpear	3	75%	1D8+1	65%	15
Dagger	6	75%	1D4+2	65%	12
Thrown Dagger	1	40%	1D4	-	-
Dart (carries 2)	1	95%	1D6	30%	8
Knife (hidden)	6	60%	1D6	40%	10
Small Shield	-	-	-	60%	8

NOTE: Griselda cannot, and will not, carry all of this. She only wears armor and carries her spear and shield only on expeditions, but always carries her shortsword and usually her darts.

SPELLS: Befuddle, Bladesharp 3, Countermagic 3, Detect Enemies, Healing 4, Mobility, Shimmer 4, Silence

SKILLS: Bargain 40%, Camouflage 30%, Climb 65%, Evaluate Treasure 40%, Fast Talk 45%, Feign Death 35%, Foil Restraints 40%, Hide in Cover 55%, Hide Item 40%, Jump 40%, Listen 55%, Lock Picking 35%, Map Making 35%, Move Quietly 50%, Oratory 35%, Pick Pockets 45%, Ride 35%, Shadow 70%, Spot Hidden 50%, Spot Traps 45%, Streetwise (Alone) 70% - (Pavis) 40%, Swim 40%, Track 25%, Trap Set/Disarm 50%, Voice Mimicry 20%

LANGUAGES: Darktongue 60%, Lunar 35%, Old Pavic 75/20%, Praxian 10%, Sartarite 90/70%, Tarsh 15%, Tradetalk 55%, Thieves' Argot 90%

TREASURE: carries 9 wheels, 17 Lunars, owns (but rarely wears gold armlet set with red Spinel worth 800 Lunars (a present from Sor-Eel), carries one dose of Thunder Lung Dust, cache described in scenario.

MAGIC ITEMS: 13-point POW storage crystal on neck chain; ring with Speedart matrix on right ring finger; gem (worth 127L) that is Disruption matrix in band on right middle finger.

Griselda's Gang

All the gang members are lay members of the Lanbril thief cult, Simbal having joined recently on Wolfhead's recommendation; he has severed any other cult connections, but still feels a vague loyalty to Pavis, as indeed do the others, apart from Griselda. All have worshipped Orlanth Adventurous as lay members on occasion.

In her Dragon Pass days, Griselda became a lay member of Geo's cult, and is in good standing with it, since she has made contributions even since coming to Pavis. She worshipped Orlanth fairly regularly once, but feels no particular loyalty to him.

Kroked

An experienced crook (he is 26 years old). Kroked looks like what he is, more of a heavy than a skilled operator. Tall and rather thin, he has a narrow face, small eyes, and a suspicious expression; his skin is tanned, his hair medium-length and brown, with a

beard. His voice is hoarse and medium-pitched. He is extremely loyal both to Wolfhead and Griselda, and would stay by them to the end, even sacrificing himself to help their escape, unless even their escape looked hopeless. He does not resent Griselda's slight bossiness.

Kroked

STR 12	CON 13	SIZ 16	
INT 12	POW 14	DEX 17	CHA 14
Move 8	HP 14	Defense 10%	

01-04	R LEG	5/5
05-08	L LEG	5/5
09-11	ABDOM	5/5
12	CHEST	4/6
13-15	R ARM	4/4
16-18	L ARM	4/4
19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	3	70%	2D8+1D4	60%	15
Thrown Axe	1	70%	1D6+1D2	30%	15
Dagger	6	35%	1D4+2+1D4	35%	12
Shortsword	5	45%	1D6+1+1D4	35%	20

SPELLS: Detect Traps (2), Healing 2, Protection 3, Shimmer 3, Silence, Speedart

SKILLS: Bargain 70%, Camouflage 20%, Evaluate Treasure 60%, Fast Talk 45%, Feign Death 25%, Foil Restraints 25%, Hide in Cover 20%, Hide Item 55%, Listen 60%, Lock Picking 15%, Move Quietly 60%, Pick Pockets 30%, Ride 15%, Shadow 50%, Spot Hidden 35%, Spot Trap 45%, Streetwise 55%, Trap Set/Disarm 45%, Voice Mimicry 10%

LANGUAGES: Pavic 60%, Tradetalk 35%, Praxian 5%, Thieves Argot 60%

TREASURE: 5 wheels, 1 lunar, 8 clacks, 1 dose of Thunder Lung Dust

Fylchar

Also experienced (he is 24 years old), Fylchar is even taller than Kroked, but is not a good melee fighter, though a master knife fighter. Nor does he look particularly like a crook, apart from his rather narrow blue eyes; he is rather baby-faced, with pink skin, short blond hair, and smooth cheeks. He has a soft voice.

After Griselda, he is the smartest gangster here, and this is one reason why he feels a little resentment towards her. He always looks out for his own interests, and would not hesitate to desert the others or divulge the whereabouts of the gang's hoard to save his life. The others would not do this unless all were captured and it seemed possible to use it for ransom.

Fylchar

STR 13	CON 13	SIZ 18	
INT 15	POW 10	DEX 11	CHA 16
Move 8	HP 15		

01-04	R LEG	5/5
05-08	L LEG	5/5
09-11	ABDOM	5/5
12	CHEST	5/6
13-15	R ARM	5/4
16-18	L ARM	5/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Dagger	8	90%	1D4+2+1D4	85%	12
Cudgel	7	30%	1D8+1D4	25%	20
Sling	3	60%	1D8	-	-
Large Shield	-	-	-	40%	16

SPELLS: Detect Detection, Detect Traps (2), Disrupt, Healing 3, Silence, Shimmer 3, Speedart

SKILLS: Bargain 15%, Climb 55%, Evaluate Treasure 15%, Fast Talk 20%, Feign Death 15%, Foil Restraints 05%, Hide in Cover 15%, Listen 55%, Move Silently 55%, Ride 15%, Shadow 05%, Spot Hidden 50%, Spot Trap 45%, Streetwise 50%, Trap Set/Disarm 55%, Voice Mimicry 05%

LANGUAGES: Pavic 75%, Tradetalk 45%, Praxian 05%, Thieves' Argot 75%

TREASURE: carries 36 wheels, 5 Lunars, 2 clacks, and a dose of Thunder Lung Dust

Simbal

Simbal is the youngest of the gang, at 22, and has a nomad parentage and a Pavis city upbringing and background with the attitudes that go with it. He was originally a Zebra tribesman, but has many contacts among the Sables. He is not tall, but is heavily-built and very strong; his skin is fair, his hair brown and long, his eyes blue and wide-set, his face notable for a sweeping moustache and large jaw, but his expression is mild. His voice is light and low-pitched.

He became attached to Wolfhead almost by accident, helping him against a troll bent on revenge, and grew to be almost a friend with him; thus, he resents Griselda's standing with Wolfhead, as well as feeling much of the standard male prejudice towards her, but has managed to conceal these feelings so far. In a crisis, his reaction is unpredictable; his old loyalty to Wolfhead might resurface, or he might decide to look out just for himself. If Wolfhead went down, he would feel no compunction about quickly deserting the rest of the gang.

Simbal

STR 17	CON 12	SIZ 9	
INT 11	POW 14	DEX 10	CHA 10
Move 8	HP 12		

01-04	R LEG	6/4
05-08	L LEG	6/4
09-11	ABDOM	5/4
12	CHEST	5/5
13-15	R ARM	6/3
16-18	L ARM	6/3
19-20	HEAD	6/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2HSpear	5	75%	D10+1+D4	65%	15
1H Spear	6	35%	D8+1+D4	30%	15
Longsword	7	45%	D10+1+D4	40%	20
Comp. Bow	3/11	30%	D8+1	25%	10
Dagger	9	35%	2D4+2	30%	12
Small Shield	-	-	-	25%	8

SPELLS: Befuddle, Bladesharp 1, Binding, Dispel Magic 1, Firearrow (2), Healing 3

SKILLS: Bargain 50%, Fast Talk 75%, Feign Death 15%, Foil Restraints 05%, Hide in Cover 50%, Listen 30%, Move Silently 55%, Oratory 50%, Ride 70%, Shadow 10%, Spot Hidden 55%, Spot Trap 75%, Streetwise 05%, Track 50%, Voice Mimicry 05%

LANGUAGES: Praxian 55%, Tradetalk 50%, Pavic 10%, Thieves' Argot 05%

TREASURE: 18 wheels, 11 Lunars, 8 clacks, a dose of Thunder Lung Dust

Raid on Yelorna

Background

True information on the Yelorna religion is hard to get even in Pavis. Besides cult members, only Light Sons (Yelmalio worshipers), some Aldryami, members of the Unicorn tribe, and a few that have had contact with Yelornan mercenaries (rare in Pavis) will have any real knowledge. The statements of others, especially Storm and Darkness worshipers, reflect a crude bias. Adventurers should hear mostly: "They are a bunch of arrogant, bitchy females," intermixed with sneering remarks concerning Yelornan lack of social contact with males. Little is said of their fighting abilities, which are good.

Only cult members and those friendly to the cult have been in the Yelorna temple, though people who knew Morganeth's (the high priestess) father may have been in the building before it became the temple. Everything dealing with the unicorn horn will be unknown to outsiders.

These two scenarios involve enemies of the Yelorna religion hiring the PCs to raid the temple, making use of a dark cloudy night and the absence of many of the temple's usual residents - only the rationale and the motivating non-player character differ.

The Unicorn Rider commander is in the depths of Prax with her unit, serving as soldiers; the Shield Maiden commander is elsewhere in the Rubble with a party of cultists on a mission for the high priestess; the Wanderer commander position is vacant. Only 12 cult members and six unicorns are in the temple. A few other cult members are in New Pavis.

Scenario One

Morganeth, the high priestess, is preparing a Heroquest in search of the labrys of the original Yelorna temple. She learned that a manuscript, useful in outlining her quest, was once brought to the Rubble, and that two Yelorna initiates (Cathea and Shalana), then in Sartar, may have some information about it. What Morganeth did not know, until Cathea and Shalana's arrival in response to her summons, is that they are part of a group which fled Pavis after an encounter with someone known to them only as Rat, a man influential with local thieves. Getting the necessary information from Cathea, Morganeth sent a party under her Shield Maiden commander to search for the manuscript on Yelmalio Hill, while the two young initiates remain hidden in the guarded temple.

The manuscript gives the following story: in the early days of the city, a few years after Pavis retired into his temple, a unicorn rider Heroquester named Dyrdrith White-mane walked the sky roads in the search for the First Labrys. She failed, but wrote down her encounters, successes, and failures, and left them in trust with the ancient Yelm temple on Yelmalio Hill. The manuscript has not been seen since Jaldon breached the walls.

Rat, the Orlanthi Rune priest Frekor Firmfarer, learned that two of the party that cheated him a number of seasons ago are holed up in the Yelorna temple. He wants a group (the player-characters) to go into the temple to capture one or both of them, preferably (but not necessarily) alive, before

they can be given a strong escort out of town. Rat wants the capture done quickly and quietly; he wants no direct confrontation with the entire Yelorna temple; he wants as little incidental looting of the temple as possible; most of all, he wants no connection between the deed and himself.

Rat will first try to hire Storm worshipers and thieves; he will also hire the friends of people already hired. He will appear out of the shadows, to one or two members of the player-character party, in a private place, and make his offers. Rat will pay up to 2,000 Lunars each for Cathea or Shalana alive, but only 500 Lunars for them dead (he wants the corpse, or proof of death, in that case); he will start by offering 500 Lunars for them alive, and nothing for them dead, and bargain with the characters from that point. He also has some items he may throw in, as well as doing healing and agreeing to replace some lost equipment. If he does manage to capture either Yelornan target alive, he will hold them alive for ransom and bait for the others he wishes retribution from. He will try to get enough out of the friends of Cathea and Shalana to more than pay for the expenses he went to get them. He will offer to pay the characters who captured them 15 Lunars per day to guard the Yelornan prisoners.

Rat (Frekor Firmfarer)

Rat is Pavic, probably of Sartarite descent. He grew up in Badside with the name "Rat." The authorities' reaction to some of his deeds made it wise for him to leave town as a very young man. He wandered as an adventurer after that, mostly in Sartar and Prax's borders, taking the name Frekor Firmfarer. Most of his activities during this time were legal, and he joined Orlanth's cult. On becoming a Wind Priest, he went back to Pavis.

He had kept contact with several Pavis thieves during occasional visits to town and now he resumed relations with his old friends, now well-known members of Lanbril. Rat soon established the best information network in town; there is little in Pavis and the Rubble that he does not know about. He shares information from this network with the Orlanthi high priest, Faltikus. Incidental profits he scrupulously shares with the Orlanth cult.

Rat learned a party had found and were looting a long-unexplored area in the Rubble. A lot of groups in Pavis would kill to get the discovering party's information and treasure, so he offered his resources for a price to protect them while they were outside and were ready to sell their loot. It was a transaction typical for Rat since his return. But the discoverers cheated him and carried off a Yelmalio artifact with them, a blow to his professional pride and a smear upon his honor that demanded revenge regardless of the financial cost.

Rat uses his 100% Disguise skill to seem nondescript; people have spent days with him and were unable to tell anything about him personally. As Rat, he does not wear armor; he carries his dagger and has his crystals hidden on him. If attacked, he will use his magic in some form to escape.

His cat familiar will be nearby; whenever possible, he will meet with people in a room with an open window, so that the cat, moving along the edge outside, can watch. He has been known to use easily removable dyes on his plain black and white cat. A few people, such as close friends among the thieves and Faltikus know that Rat and the Wind Priest Frekor Firmfarer are one and the same.

When discussing price with the party, Rat will use his Rhino Fat and his map of the Rubble (a fairly good one) with which to bargain, to save him cash. The Styx water will play no part in this; it is Rat's most prized possession, and only his high priest knows Rat has it. If Rat needs money for anything, he has the connections to get it. Rat will deal with the party as they deal with him; if they act fairly and honorably, so will he; if they act otherwise, he will cause them to regret it.

Rat (Frekor Firmfarer), Wind Priest of Orlanth

STR 14	CON 14	SIZ 12	
INT 15	POW 18	DEX 21	CHA 14
Move 8	HP 15	Defense 35%	

01-04	R LEG	6/5
05-08	L LEG	6/5
09-11	ABDOM	5/5
12	CHEST	5/6
13-15	R ARM	7/4
16-18	L ARM	8/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bastard Sword	4	90%	1D10+1+D4	70%	20
1H Short Spear	4	70%	1D6+1+D4	50%	15
2H Short Spear	3	50%	1D8+1+D4	45%	15
Dagger	6	75%	1D4+2+D4	65%	12
Med Shield	6	30%	1D6+D4	70%	12

SPELLS: Befuddle, Bladesharp 4, Darkwall, Disruption, Healing 6, Spirit Binding; (known by Karen) Demoralize, Detect Magic, Protection 4,; (known by Puss) Detect Life, Dispel Magic 4, Light; (known by Roll) Coordination (2), Repair (2)

RUNE MAGIC: Divination 2, Divine Intervention, Guided Teleportation, Shield 2, Spell Teaching, Wind Words

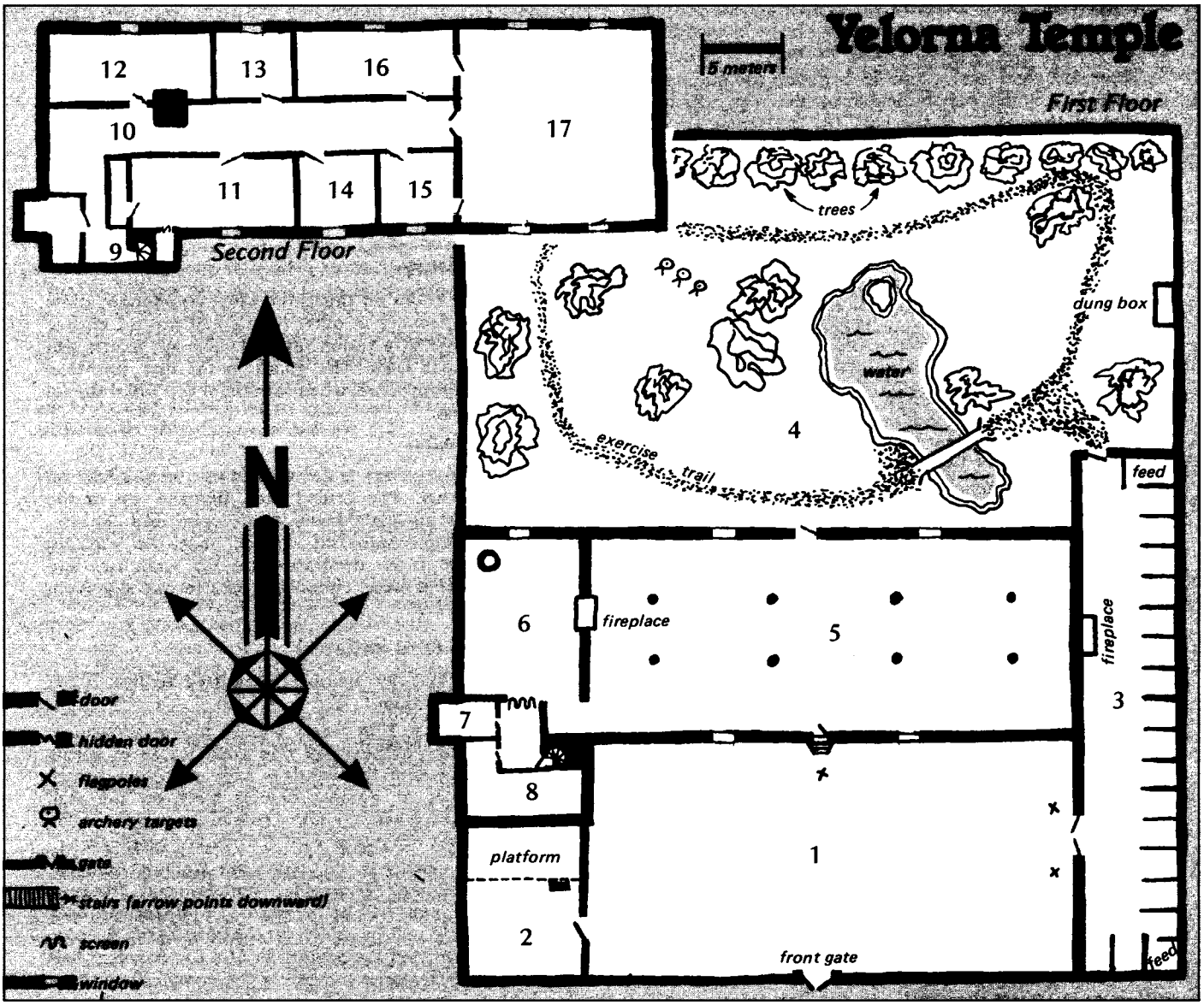
SKILLS: Camouflage 60%, Climb 65%, Disguise 100%, Evaluate Treasure 65%, Hide in Cover 75%, Hide Item 80%, Jump 80%, Listen 65%, Lock Picking 55%, Map Making 70%, Move Quietly 75%, Oratory 75%, Pick Pockets 60%, Ride 50%, Spot Hidden 90%, Spot Trap 85%, Swim 60%, Taste Analysis 50%, Trap Set/Disarm 80%, Treat Poison 80%

LANGUAGES: Pavic 90/80%, Tradetalk 85/80%, Sartarite 90/80%, Stormspeech 95/80%. Praxian 50%, New Pelorian 45/20%

TREASURE: 11 ,000L for ransom purposes, etc.

MAGIC ITEMS: 9-point POW-storage crystal (containing spirit "Puss", magic dragon's tooth (containing spirit "Roll"), 3-point twice-POW-yielding crystal, 3/4 full flask of Styx water, POT 6 healing potion, POT 3 systemic poison antidote, POT 10 Manticore venom antidote, Creeping Chills disease cure potion, POT 6 Blade Venom antidote, 1 dose Rhino Fat, good map of the Rubble

SPIRITS: Karen (allied spirit in cat); INT 7, POW 14, HP 3, Defense 40%. non-combatant;
Puss (bound in crystal) INT 12, POW 15;
Roll (bound in dragon tooth) INT 12, POW 11



Scenario Two

An important city faction has been stung by various members of Yelorna's cult. It is immaterial who this faction is. The Yelorna members are continually brawling with Storm Bulls, trolls, and even good Lunar worshipers, disrupting markets, and occasionally ambushing expeditions to the Rubble. Many Lunar coins are being melted down and recast without Lunar symbology on them - no doubt also Yelornan activity. The Yelornans are a hefty thorn in the sides of the Lunar garrison and the Pavis City Council. Neither the Lunar garrison nor the Pavis cult are willing to blatantly shut down the Yelornan temple, possibly inciting the Yelmalio cultists of the region.

In this scenario, the PCs are hired indirectly by Lunar or Pavic agents to take advantage of the light defenses that night at the Yelorna temple, and to vandalize it as part of a long-range plan to close the temple. When the characters are hired, no mention of the Lunar empire or the officialdom of Pavis will be made; the party will be offered 500L each, with bonuses of up to a total of 500L more possible to the party, depending on their success. They will also be paid 500L for the coin mold used in recasting the Lunar coins.

Nothing will be said about the healing horn in the temple, Room 17. Should the party steal it, they will be told they have gone too far, but the Lunars will quickly send the horn to the Heartlands and get rid of the adventurer party (and be secretly pleased). Should the party destroy the horn, the Lunars will be upset, but the party will be well-rewarded if they go far, far away and keep their mouths shut. Whatever happens, Lunar and Pavic officialdom will disavow any knowledge.

Alternatively, the player-characters could be part of a simple raid by trolls or Storm Bulls just out to wreck the Sun-Women's temple while it is weak. If the party is part of such an attack, their reward will come solely from the fight and any

loot gathered - the healing horn may be taken in such a case, and the Lunars will be able to gleefully watch as the Yelorna temple loses itself in frantic attempts to recover the horn and/or kill the vandals.

Gimgim the Grim

Gimgim always goes about masked, so no one knows his true face. However, his full moon mask is well-known in certain sections of Pavis, He is supposed to report to Sor Eel, but actually is allied with Jotaran, who is more amenable to Gimgim's clandestine and ruthless operations.

Sor-Eel wishes to keep the Yelornan unicorn riders happy, as he considers them a potential supplement for a loyal native military force. They are far more disciplined than either of his nominal allies, the Sable Riders or those ragtag bandits and adventurers named the Pavis Royal Guard.

Jotaran, on the other hand, distrusts all such foreign auxiliaries; they are nothing but arrow fodder to pave the way for the true soldiers, the hoplites of the Lunar infantry. He considers the Yelornan temple, its coinage attenuations, and their aggressive manners an affront to the Empire, and his discontent with Sor-Eel's tolerance has opened the way for Gimgim's plots.

Gimgim wants the Yelornans destroyed as a force in the Rubble. Eventually he wants to take over the Yelornan temple with some docile Yelmalions from the Empire's Dara Happan temples and then have a proper watch post on the Zebra Fort.

Gimgim will use his aides, a small corps of information gatherers and enforcers known as the Moon Masks, to approach one or two members of the party most likely to have Lunar leanings and impress upon them the need to find the money mold and remove it from the temple. The Moon Masks are unofficially connected with the Lunar empire, but the Lunars will deny any connection if the adventurers are captured. The Moon Masks are generally thought to be thugs hired from the Red Bastards street gang; the gang occasionally plays along with this by wearing moon masks.

Even if the adventurers are hired by Pavis city officials rather than the Lunar empire, it is likely that the Moon Masks under Gimgim will do the actual contacting. The Pavis city officials may well be acting to destroy the Yelorna temple unknowingly under Gimgim's subtle promptings.

The Temple

Outside

The temple of Yelorna at Pavis is surrounded by a 3m-high dry stone wall. The condition of the wall is questionable. No new stones have been added since the days of Morganeth's father (40 years ago), although some fallen stones have been replaced. The temple building itself is 10 meters high (two 5m stories) with a chimney rising from the center. It is of stone and adobe construction with the lower story being granite; in addition the garderobe tower and chimney are also stone in the upper story: part of one wing of the building is only a single story high. Parts of the smithy and stable are also visible from the outside.

The only entrance to the temple complex is through the gate, which consists of two 3m high by 2m wide wooden doors, each hung on a 5m high by 1m square stone post. The doors are of heavy wood, and locked shut at night by a bronze bar (resistance 40). One other opening to the outside occurs at the base of the garderobe tower, on the smith's side. This opening forms the mouth of a carved stone dark troll face and is the outlet for the garderobes. A shallow ditch leads from it to that of the street the temple is on. It is obvious what it is by the smell. Only SIZ 1 could fit in the hole; part of the shaft is plugged with waste materials which would take a SIZ 1 being an hour to adequately clear.

Area Descriptions

[1] Paved Courtyard

This 36m x 18m open courtyard is paved with flagstones. Walls rise on all sides. A guard protects the door to the temple hall; there is a 15% chance that the guard is changing, with two guards present. One or two Yelornans will be on guard here. Roll 1D10 for each guard to determine who is present:

1D6	*Guard*
1-2	Walyne with unicorn
3-4	Balomia
5-6	Ambermast
7-8	Hildian with unicorn
9-10	Treungille

The guard will challenge interlopers and investigate unusual noises, though she will not leave her post in pursuit. She will always raise the alarm if she believes there are intruders. Having given the alarm, she will confront the invaders or will retreat into the hall, depending on how powerful the party appears. If she knows Light or Lantern, she probably will cast it, especially if the situation is unclear. If fighting breaks out elsewhere, she will still stay at her post, prepared for anyone coming her way, unless ordered to do otherwise. This guard holds the key to the hall, and can lock the doors from either side.

The "X" by the door to the hall marks the flag of the temple on a 3m pole: it has a blue field scattered with silver six-pointed stars and charged with a golden tree growing from behind a town wall. In two opposite corners are crosses and in the other two are circles. The other two "X"s marked on the map represent unoccupied holes for the flags of the unicorn riders and their commanders; they can be seen with a successful Spot Hidden. They are dangerous holes, for not only the poles but their metal ground lugs have been removed. Characters in that area who do not know they are present may trip in them, twisting their ankles and halving their speed for the next

day or so. A successful Luck (POW x5) roll will avoid this result.

In the stone wall of the hall are two small slit windows with glass panes 4-5m up; on the wooden wall of the hall are five half-meter-square windows with shutters, 7-8m above the courtyard surface.

A rope hangs by the door to the hall and connects to a bell by the window of the Star Maiden's room on the second floor. The bell is loud enough to be heard throughout the temple and serves as an alarm.

A 3m-square wooden door leads to the smithy; it is locked (with a resistance of 20). Atop two small steps, a heavy bronze-bound door leads to the worship hall; it is unlocked unless the guard in the courtyard retreated through it, in which case it will be locked (resistance 30). A pair of 3m high by 2m wide wooden doors open to the stables and are unlocked. Two large doors of the main gate lead out of the temple grounds.

Fighting or similar noise in the courtyard will be heard by the unicorns in the stables, and will be investigated by them. Terram in the smithy will hear if he makes a POW x1 roll; those sleeping in the Armory are allowed a Listen roll at half normal percentage to see if they hear, and if they do, they will wake up on a roll of POW x3 or less. Reactions to alarm and fighting are found as follows: Terram ([2] Smithy), Unicorns ([3] Stables), Initiates ([11] Armory), Shield Maidens ([12] Shield Maidens), and High Priestess and Guard ([16] High Priestess).

[2] Smithy

The smithy is an 5m x 10m sandstone building abutting the stone wall on two sides and the temple building on a third. Five meters high facing the courtyard, it slopes to a 3m height in the back.

Just inside the door (resistance 10) is the anvil; behind it, by the back wall, are the forge and bellows. Along one side wall rest three barrels and tools of various types. Here unicorns and riding animals are shod. On the temple side is a straw-covered raised platform 1m above the floor; a few steps lead to it. Many metallic objects glisten beneath the platform. The small fire burning in the forge provides a little light and heat. A successful Listen roll detects breathing coming from the platform and a successful Spot Hidden will note a body there. If the referee rolls the smith's POW x3 or less, he will waken when someone enters the smithy.

The smith, Terram, is asleep in the straw on the platform. If he did not wake when they entered, he has a POW x3 chance to do so in any full turn if any of the characters present fail their Move Quietly, including the turn they enter. He will always wake if there is a loud noise or if he is attacked. He will not fight, but will noisily alert the others - he is loud enough to be heard across the courtyard in the stables by the unicorns. See Terram's personality description (after the temple entries) for more details. If the party tries to just butcher him while he is asleep, they will succeed in mortally wounding him, but he will be able to emit a single despairing wail as he dies, alerting those within ear range.

Two of the barrels contain water and the third holds Terram's own special temper (it smells bad). The metal under the platform is bronze, all totalled together, it would be worth 235L. The tools are all good smithing tools. The long low unlocked chest on the platform contains Terram 's few clothes, personal items, and a secret, trapped compartment, requiring a Spot Hidden to see.

A ten minute search under the platform will discover a composite bow inlaid in silver and 3 smokey quartz gems (value 81L each - total value of bow with gems is 600L) if the searcher makes his Spot Hidden. In addition, if he makes a second, consecutive Spot Hidden at -20% from normal chances, he will find 200 clacks in a bag. If the platform itself is searched, taking five minutes, a successful Spot Hidden will reveal a silver arrow head, capable of doing normal damage to lycanthropes, and having a doubled chance for impaling against all targets.

The chest's secret compartment must be made safe with the normal Spot Trap and Disarm Trap skills. It may automatically be opened with the key hidden in Terram's night shirt, requiring a Spot Hidden to find while searching him. The trap causes two potions to smash together in a loud explosion, doing 1D4 points of fire damage to all in a 3m radius (and igniting the clothing of the compartment's opener in 1D3 hit locations) and waking up the entire temple.

In the secret compartment is the coin mold the Lunars want, as well as 890 Lunars that have not yet been recast without the offending terminology.

[3] Stables

This sandstone building is 38m x 8m and it slopes from 5m high on the courtyard side to 3m in height along the back, like the smithy opposite it.

There are 17 "stalls" along the outer walls, and two piles of feed (fresh herbs and flowers) in the corners. The floors are covered thickly with straw, except in the stalls, in which the floor is covered with thick furs. A good fire in the fireplace warms and lights the room, although areas away from it are dim. The exact number of unicorns in the stable depends on whether any are in the yard or courtyard.

Six unicorns are staying at the temple, but one or two may be in the courtyard on guard (see [1] Paved Courtyard) and others may be in the yard (see [4] Yard) rather than being in the stable. All these unicorns are intelligent, and will fight to defend the temple, especially their stables, against intruders. They will not, however, fling themselves against an obviously stronger party. The unicorns can enter and exit at will through any of the stable doors. If the alarm is sounded, they will go to the courtyard; they always will investigate fighting or suspicious sounds. Unicorns always try to get

to their riders' sides in battle so the rider can mount. When possible, they will heal each other andtheir riders. If a unicorn knows who killed his rider, he will attack the death-dealer whenever possible. There are also two war-horses in the stables, but they will do nothing unless attacked.

The exact stalls occupied by the unicorns depend on the weather; the cooler it is, the closer they will be to the fire. The feed is piled so that the unicorns can help themselves; the straw is changed daily.

Wooden doors open into the paved courtyard; a similar set opens into the yard, and a small 2m-high, 1m wide door opens into the hall. All the doors of the stable are unlocked.

It will take an hour to search the stables, uncovering 126 clacks and 50 Lunars scattered about. It takes an additional half hour to search each feed pile; such a search has a 20% chance of finding another 1D100 clacks.

[4] Yard

The yard is a 52m x 28m grassy open plot. Trees and brush grow along the wall furthers from the main building and a few other trees stand along the side opposite the stables.

There may be unicorns in the yard exercising, eating, digesting, or meditating. Roll 1D100 on the following table to see how many are present:

1D100	*result*
01-55	None
56-85	One
86-94	Two
95-00	1D4

If any are present, roll 1D6 on this table to determine which ones; if a unicorn is on guard in the paved courtyard, match the unicorn and rider.

1. Gertha (Morgeneth's)
2. Ballen (Auda's)
3. Barowa (Adelsa's)
4. Unwen (Ernyne's)
5. Fridla (Walyne's)
6. Milia (Hildian's)

Unicorns found in the yard will behave just like the Unicorns found in the stables.

A large dirt track circles most of the yard; and archery butts line the inside portion of the track, with targets set up away from the main building. The trees on that side are open underneath, but along the back wall the brush is thick and piled with dead brush. All movement along the back wall is at 14 normal, and there is no chance to Move Silently unless the character's ability is above 100%, in which case his chance is equal to his ability minus 100%; all characters moving at the back wall must roll percentile dice for Move Quietly anyway, though, if the result would be a failed Move Quietly, they have made so much

Healing Horn

DESCRIPTION: a long unicorn horn forming the basis of either a long silver and gold wand or a leaden wand.
CULTS: Associated – Yelorna and Argan Argar.
KNOWLEDGE: Cult secret, unique
HISTORY: When Argan Argar defeated Yelorna, he also defeated her unicorn ally and broke his horn. A sliver of it was set into a leaden wand and given as a trophy to a Shadow Warrior of his. The Yelornan heroine Estel captured the wand about the Dawning and the cult hallowed it, replacing the lead with silver and gold. Since that time, the item has changed hands between the cults several times.
POWERS: When set into silver and gold and hallowed at a Yelornan High Holy Day ceremony, the item can be attuned to a priestess of Yelorna or one of her associate cults. In this case, the possessor can use it to perform unlimited Healing spells simply by touch. Each spell can cure the single hit location touched by the wand, and each curing costs the wand's owner a point of Power (temporary). The wand's owner must be holding the wand when this is performed and all healing is voluntary on the part of the owner. When set into lead and hallowed at an Argan Argar High Holy day ceremony, the horn can be attuned to a priest of Argan Argar or one of his associate cults. The powers of the wand remain the same.
VALUE: The setting itself is worth 2000 Lunars if silver and gold or 500 if in tempered cult lead. The wand itself is worth up to 25,000 Lunars for its healing properties from those who can use it.
RUMORS: Little is known of this item outside those cults directly concerned with it. Someone unassociated with either cult who hears of it might think he could use its healing powers himself. An unscrupulous character might play on the gullibility of another who did not know what it is, and tell them that the horn, like an Eiritha beast's tail, must be buried for its spirit to be freed – someplace where the informed character can come back and dig it up later. A few, especially among the Yelornan faithful believe that the horn has the hidden power of being able to resurrect the dead. This power, if the horn indeed holds it, is still hidden – no one knows how to awaken such a property.

Yelmalio Helm

DESCRIPTION: A solid gold full helm engraved with Yelmalio holy symbols; worth 9 points of armor and 2 ENC.
CULTS: Associated – Yelmalio
Friendly – Other sun cults
Hostile – Darkness cults and enemies of Yelmalio
KNOWLEDGE: Automatic, famous, few
HISTORY: Only a few of these exist. Evidently they were worn by Golden Age warriors of Yelmalio.
PROCEDURE: These Helms are not made anymore, but heroquesting trips to the Golden Age could obtain one.
POWERS: The helm fits any being from SIZ 8-18 that puts it on and, if attuned like other Rune-metal armor will act as 9 points of armor with 2 ENC. It also serves as a Lightwall matrix, but it takes no concentration or time to cast the spell – at any time desired, even in the midst of combat, and without missing a stride, the user may expend 4 points of Power and have the Lightwall effect appear. The Lightwall will last for 10 rounds, and may be extended with the appropriate Rune spells. It is even possible to cast the Lightwall spell at the same time other spells are being cast.
VALUE: 2000L melted down, 8000L worth in training or spell teaching at any Sun cult.
RUMORS: The belief among the uninformed that one of these helmets represents the actual helm of Yelmalio has led to the superstitions that they make the head invulnerable, add power, or permit casting of a Rune spell (usually Sunspear) possible – all the owner has to do is put more power into it of sacrifice more power to it.

noise that the unicorns in the stable are alerted and will investigate.

On the temple building can be seen, in the lower stone facing, a shuttered 1m square window 2-3m off the ground and two narrow glass slit windows 4-5m up; and on the wooden facing of the second slope five shuttered half-meter square windows 7-8m above the ground.

There are two exits; the pair of 3m high x 2m wide wooden doors to the stables and the heavy bronze-bound door to the hall. The hall door is locked (resistance 30), and the other is not. The key to the hall door to the yard is the one held by the guard in [1] the paved courtyard, which also unlocks the matching hall door opposite.

If the brush along the far back wall is searched carefully, players of searching characters may roll their characters' Spot Hidden every 15 minutes spent searching. Success yields one random item from the following found items table. Characters may continue to search for 15 minute periods until the first 15 minute period in which no searcher finds anything, either because of Failed Spot Hidden's or rolling a "Nothing" result below. Roll 1D6.

Found Items, Back Wall (roll 1D10):

1	nothing
2	1D10 clacks
3	1 good arrow
4	empty water bag
5	fresh unicorn dung
6	broken spear
7	1 D6 broken arrows
8	1D4 Lunars
9	broken composite bow
10	character is hit by falling rock for 1 D4 damage

[5] Hall

This is a 35m x 14m communal hall. Four pairs of carved wooden pillars support a 5m high beamed ceiling. Rushes cover the floor and embers in the fireplace glow faintly. A number of tables run between the pillars for the length of the hall.

The guard from the courtyard, if she retreated through the door from the courtyard, will be by the door to the stable if she is mounted - otherwise she will have gone upstairs. If the guard reaches the door to the stables or if the unicorns know there are intruders in the hall, they will enter through the door from the stables. The unicorns will not go elsewhere in the temple building, normally.

There are eight tables and 15 benches; the one nearest the fireplace is set perpendicular to the rest, which run parallel to the length of the hall. On the tables are eight wooden mugs, 15 wooden plates, and nine blank scraps of paper (if the items are hocked in New Pavis, they could be sold for 20-30 clacks); all these are on the tables nearest the fireplace. The walls are devoid of decoration but have four small slit windows of leaded glass 4-5m up.

There are four exits, one on each wall: two nearly identical heavy bronze-bound doors leading outside are locked (resistance 30); the 2m high by 1m wide door leading to the stables is unlocked, and a 1m wide opening to the kitchen.

[6] Kitchen

This 6m by 14m room serves as a kitchen. Cabinets and counters, for preparing food, line the outside wall. Opposite is a fireplace (with faintly glowing embers) with an oven to either side. There is a 1m high well lip in the corner. A huge smelly, partially-butchered sable hangs from the ceiling opposite the opening.

The sable is draining into a large blood pan; a number of herbs and spices hang from the ceiling at the opposite end of the room. A large pot of water hangs by a hook in the fireplace, and there is a large wooden bucket by the well. The water surface in the well is 3m below the lip. A 1m shuttered square window 2-3m up is on one side and a wood/cloth screen on the other; on the kitchen side, the screen is painted with the night sky and lots of stars; on the other side with a party of unicorn riders galloping across the plains.

A five minute search of the cupboards and counters will reveal the temple's silver and gold eating ware (the silverware is 5 ENC and worth 350 Lunars; the gold ware is 3 ENC and worth 9 wheels), 10 ENC worth of common foodstuffs (worth 30 Lunars), and the common eating and cooking items (ENC 20, value 300 Lunars).

[7] Garderobes

The garderobes are the same on both floors.

These 2m x 3m rooms are the toilets. A wooden bench with a hole covers the shaft. On the first floor an angled stone section runs from the ceiling above the bench and joins the wall almost all the way back behind the bench. A convenient holder attached to the wall has a large candle to allow reading while sitting on the bench. There is one unlocked 1m wide x 2m high wooden door on each garderobe. If an alarm has not yet been given, there is a 05% chance that an initiate will be sitting here for each room.

[8] Storage

This is the only part of the main temple building not to have a second story above it. The room is 5m x 6m filled with barrels, crates and boxes.

Most of the containers hold wine, water, dried meat, and other foodstuffs (one contains raw vegetables, food for Aldryami). Many containers, especially near the back, are empty. Also to be found are hides, cloth, and candles and a bathing tub. Total value of all these items would be 160 Lunars. There are torch holders on either side of the door, halfway up. The single door is unlockable.

[9] Stairs

This 1m wide stone spiral stairway turns clockwise from the bottom up. Because of the large stone post in the center, any characters on the upper step can fight from two steps, while those below can only

fight from one (though this situation is reversed for left-handed creatures). Weapons that are 1 1/4m to 2 1/2m long can be used only to attack someone on a step two paces off, while weapons longer than that are useless. Slings and arrows are also useless, but thrown weapons such as axes or javelins can be cast by someone on the upper side, past a person in front toward a target two steps down.

The Second Story

Fighting in any room on this floor will, every round, allow the characters sleeping in other rooms half normal chance to take advantage of a Listen roll and wake up; wakers will react 1D3 rounds later. The guard in the high priestess' room gets full listen value; when successful she will wake up the high priestess.

[10] Passageway

This winding passageway is 2m wide in one section and 4m wide in the other. The ceiling here, like the rest of the second story is 5m high. Many doors open into the passage; all are simple unlocked wooden doors 1m wide by 2m high. There is no decoration on the walls nor any sources of light. A stone chimney passes to one side from the fireplaces below.

[11] Armory (and initiates)

Those initiates and lay members permitted to live in the temple live in this room.

This is a 6m x 10m room with a half-meter square shuttered window halfway up one wall. Racks of spears on the wall opposite the window have a counter before them. A number of homely objects hang on the wall opposite the door. There are seven cots in the middle of the room and an unlit chandelier with ten candles overhead.

Occupants - living in this room are Walyne, Balomia, Ambermast, Hildian, Treungille, Cathea, and Shalana. One or two of them will be on guard if undisturbed; only five or six people will be asleep on the cots. Every sleeping character is permitted the advantage of a Listen roll at half normal chances if someone enters the room. They get a second Listen attempt at full value if entering player-characters fall to move silently, and another every time the entering characters try to do something besides move and fall a Move Silently roll. Once the Listen succeeds, the referee can attempt a POW x5 for sleeping Yelornans every melee round subsequently to wake up; they may do something in the round they awaken. None of the Yelornans sleep in their armor, but they all have their best melee weapons beside them. The Yelorna cultists either will attack or cast spells if undisturbed.

All the people asleep will awaken if the alarm from the front door is given. Cathea, Shalana, and one other will stay in the room and shoot missiles at intruders in the paved courtyard; determine who stays behind randomly. The rest of the initiates will defend the stairs. If there are no targets in the paved courtyard, those remaining behind will put on their armor in turn. Those leaving may put some or possibly all of their armor on, at the referee's discretion, depending on how long they think they have to reach the stairs.

A tapestry of a pretty partially-armored woman with a spear against the night sky takes up most of the wall between the door and the window.

In the weapons racks are 1D10 long spears, 1D10 short spears, and 2D10 javelins. On the wall opposite the door are two different pictures of the same pretty, partially-armored woman on a unicorn, with a bow; also hanging on the wall are typical adventurers packs belonging to the Yelornans staying in the room. In Cathea's pack is the Yelmalio helm. Other possessions of theirs - armor, weapons, and the like are scattered on and around the counter. There is a simple unlocked 1m wide by 2m high door in the same wall as the outer door, which leads to a 2m by 4m auxiliary room; in this room are 1D6 daggers, 1D6 shortswords, 1D6 slings, 1D4 medium shields, 1D3 large shields, 1D8 composite bows, 1D8 self bows, 1D10 throwing daggers, 2D10 quivers of arrows, and 1D3-1 sets each of cuirboilli greaves, heavy leather trews, heavy leather hauberks, linen hauberks, cuirboilli vambraces, leather vambraces, and 2D6 helms of various types; all armor is of varying sizes (determine the SIZ fitted by rolling 3D6 - 1 for each piece).

A successful Spot Hidden will reveal a door behind the tapestry. This is a heavy bronze-bound door with two locked locks each of which release, on the inner side, one of two heavy bronze bars (resistance 60); the high priestess has the keys. The door leads to a small 2m square room with a locked chest (resistance 25) again the high priestess has the key. Opening the chest without using the key will cause two incompatible potions within the chest to mix with several resultant effects:

- A loud explosion will wake up everyone in the temple and all the buildings in Zebra Fort.
- Anyone in the room will take 1D6 points of damage, without any armor counting, from concussion.
- The chest will fall apart.
- A scroll within is destroyed.
- A flask breaks, and spills its contents on the coins in the chest. The spilled fluid is noticeable only upon a successful Spot Hidden at half normal chance. Anyone picking up the coins will be injured by the potion (Blade Venom) if their player fails a POW x3 roll.

In the chest is: a secret technique scroll in Sartarite (adding + 15% to one-handed sword attack to the reader - the scroll cannot increase skill past 50%); a potion flask holding Blade Venom POT 8; 450 clacks, 800 Lunars, and 580 wheels; and six half-carat faceted blue/violet sapphires, valued at 125L each.

(12] Shield Maidens

This room is barracks for the high priestess' Shield Maiden bodyguards. It is 6m x 10m. Three beds

with a trunk at the foot of each are ranked on each of the long sides of the room. There is a half-meter square shuttered window halfway up the wall opposite the door. An unlit chandelier with ten candles hangs overhead and an unlit brazier is beneath the window.

Living in this room are Auda, Adelsa, Ernyne, and Hareun, in order of seniority. One of them is on guard in the high priestess' room (choose one randomly; the rest, if undisturbed, will be asleep in this room). If someone enters, each person asleep in the room generates one Listen roll at half normal chance. If the characters entering fail to Move Silently, the shield maidens get a second series of Listens at full chance, and another such series each time the player-characters do something besides moving and the players fail their Move Quietly rolls. Sleeping characters can wake up upon a successful POW x5 roll every melee round after their Listen percentage has been rolled; they may do something in the round they wake.

No shield maiden sleeps in armor, but all will have their best melee weapons at hand. They will attack and cast spells if disturbed, but their primary objectives will be to reach the high priestess and to warn the temple.

If the alarm is already given, everyone will awake. The one with the best missile weapon skill (Adelsa or Ernye) will watch from the window for targets for her bow and slowly put on her armor. The most senior of the remaining two will command the stair defenses, and the fourth one will report to the high priestess.

The two middle beds and their trunks are now unoccupied and empty. The trunks and area around the other beds contain the personal possessions, normal adventurer's pack, and effects of the four shield maidens. On the same wall as the door is a painting of a pretty, nude, woman on a unicorn with a bow.

The door into the passage is a simple, unlocked 1m wide by 2m high wooden door.

[13-15] Rune level rooms

These three rooms are almost identical 6m square rooms, with half-meter square shuttered windows halfway up the walls opposite the doors from the passage. There is one chandelier with six unlit candles in each room. They also all have a bed, trunk, desk, small round table, four chairs, and an unlit brazier. These rooms are unoccupied.

There is no Wanderer commander, the Unicorn Rider commander is away with her troops, and the priestess in charge of the shield maidens is in the Rubble. Only in Room 15 there will be the personal possessions, clothing and the like, that the priestess did not take into the Rubble. She took all her magic items, weapons, and armor with her.

All these rooms have simple unlocked 1m wide by 2m high wooden doors leading into the passage and room 15 has a similar door opening to the temple room.

[16] High Priestess

This is the private room of the high priestess, 6m x 10m, with a half-meter square shuttered window halfway up the wall opposite the door. The room contains a large canopy bed, trunk, large desk covered with papers, a wardrobe, a round table, six chairs, and a lit brazier glowing dully. There is a chandelier with 10 unlit candles overhead.

There is a shield maiden is on guard in the middle of the room (determine who it is randomly from among those listed in [12], the shield maidens' room). If someone unfamiliar comes in, she will (1) alert the high priestess, (2) cast a spell if appropriate, and (3) move to attack the intruder. If there is any noise in the room, Morganeth will start to wake up and can react in the first round the referee successfully makes her POW x4 roll.

Her reaction will probably be to say "who ... what the ... How dare you!" and cast Sever Spirit against whomever seems the most dangerous, especially if her guard is in combat with the intruders.

Throughout any combat, Morganeth will overkill, draining her Rune spells, Power, and sources of Power without concern, to smash all who dare to invade her temple. She will probably exhaust herself early doing this. She will try to supply magic support while the other temple members melee, but she will take part in melee herself if necessary to defeat the intruders; because the horn is vulnerable, she will fight to the death on the second floor.

If she dies, she will immediately try a Divine Intervention on the part of both herself and her spirit to resurrect herself (whichever succeeds will lose the Power - if both succeed, then Yelorna will take the Power only from the spirit).

If an alarm is given, the guard will make sure that Morganeth is awakened, then investigate what is happening and report back to her. Morganeth will watch out the window and door while donning armor and collecting her weapons (she has neither available while in bed). When she knows what is going on, she will lead her shield maidens against what appears to be the main threat; this probably will mean defending the stairs, but could be shooting missiles out of the windows or pursuing the intruders.

Morganeth's personal possessions include her magic items, keys to all the locks in the temple, and her adventurers kit. The wardrobe contains her priestess robes. The papers on the desk deal mostly with temple administration, supplies, and the like, but also include details of Morganeth's upcoming Heroquest to Skygate, and her search for the first labrys, written in Aldryami.

To notice this scroll, the searching character must either make a successful Spot Hidden roll at half normal ability or search through the papers for 1D6+5 minutes. He must also successfully read Aldryami.

There are two simple unlocked wooden doors 1m wide and 2m high here.

[17] Temple Room

In this room, the cult rites take place. The room is 16m by 18m: there are four half-meter square shuttered windows set opposite each other on the long axis, two to a side. A large cloth-covered table (altar) rests on the far side of the room opposite the doors, with a large lit candle at each end. There are six stands of various sizes, three on each side of the room, with the largest closest to the doors and the smallest in the middle. A large chair is before the table. there are no other sources of light besides the candles.

The objects on the stands are small candlesticks with unlit candles; there are ten copper ones on each large stand (value 2 clacks each), 5 silver candlesticks on the medium stands (valued at 4L each), and a gold candlestick on the small stands (worth 1 wheel each). All candle sticks are .5 ENC. The chair is a heavy carved one (value 40L, 6 ENC). The altar holds a stone statue of a pretty, partially-armored woman (worth 10L, and .5 ENC) and a golden incense burner with chimes attached (worth 20L, .5 ENC). The large candlesticks at the ends of the altar are carved and decorated (worth 3L each, 1 ENC each). The wall behind the altar holds two objects. One is a large silver double-headed axe - due to the colossal size of the axe-blade, it is clearly ceremonial. The other object is the horn of healing. The labrys is bejeweled with 30 seven-carat faceted purple amethysts worth 126L each. The total value of the axe as jewelry would be 6,200 Lunars. The healing horn is described on Page 246.

Four simple unlocked wooden doors lead from the temple.

Normally, the labrys would contain a temple spirit in a "real" Yelornan temple. In this particular temple, the spirit has not yet been obtained - Morganeth hopes to be able to succeed at her quest to obtain the First Labrys and thus gain an extremely powerful spirit to reside in her temple's labrys rather than taking the usual only moderately strong temple spirit.

The Yelornans

Treungille, Cathea, and Shalana all have horses, and they and the other unicorn-mounted Yelornans usually have extra equipment and weapons with their mounts.

Morganeth Rune Star, High Priestess and Star Maiden

High priestess and Star Maiden of Yelorna, her father was of an old noble family of Pavis now living in Swenstown.

Morganeth drifted away and joined a mercenary company. She became an active member of the cult of Yelorna and gained a desire to re-establish the cult in Pavis. She soon be-came a Star Maiden and returned to Pavis to begin her great project. Her heart-broken father had died. All that remained of the family fortune was the large old original family home in the Zebra Fort area of the Rubble. which Morganeth promptly turned into a temple. There followed a long period in which she persuaded some Yelornans of the unicorn tribe to join her following, and she became the first high priestess of the new temple in Pavis.

Morganeth would have liked to have settled down once the temple was established, helping and teaching the younger girls, but she feels (with many others) that she lives in a critical time. Her status as high priestess will be fully realized once she manages to gain her labrys spirit via heroquesting. If she manages to get the spirit of the First Labrys she may well become the most famous Yelornan since the First Age. Even now she prepares to go to the sky. Although she is kindly to a surprising degree, considering her great force of will and background, she will kill without mercy any who dare to invade her temple and ancestral home. Because of her geases, Morganeth seldom goes outside into town; this keeps the authorities happy.

STR 17	CON 17	SIZ 16	
INT 15	POW 18	DEX 17	CHA 16
Move 8	HP 19	Defense 35%	

01-04	R LEG	5/7
05-08	L LEG	5/7
09-11	ABDOM	10/7
12	CHEST	10/8
13-15	R ARM	7/6
16-18	L ARM	7/6
19-20	HEAD	6/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Long Spear	3	125%	1D8+1+D6	95%	23
2H Long Spear	2	105%	1D10+1+D6	100%	23
Composite Bow	1/7	115%	1D8+1	55%	10
Javelin (2)	1	105%	1D10+1D3	55%	10
Large Shield	6	35%	1D8+1D6	95%	24

SPELLS: Bladesharp 3, Demoralize, Healing 6, Multimissile 4, Spirit Binding; (known by High Wing) Befuddle, Detect Gold, Dispel Magic 8, Firearrow (2), Light, Repair (2); (known by Starsilver) Countermagic 4, Detect Magic; (known by Silverdaw) Detect Silver, Detect Undead, Glamour, Parry 4; (known by Starry) Detect Life, Detect Spirit, Harmonize (2), Lantern 3, Speedart; (known byFirestar) Disruption, Ignite, Lightwall (4), Xenohealing 6; (contained in Spell Storing Crystal) Shimmer 3

RUNE MAGIC: Catseye, Discorporation, Dismiss Elemental, Divination 5, Divine Intervention 3, Extension I, Mind Link, Reflection, Shield 4, Silver Track, Spell Teaching, Shooting Star, Star Wards 3, Summon Small Salamander; (taken from Spell Trading - all one-use only) Arrow Trance x2, Cloudclear, Sever Spirit x2

SKILLS: Camouflage 90%, Climb 100%, Evaluate Treasure 85%, First Aid 60%, Hide in Cover 115%, Jump 70%, Listen 80%, Move Quietly 95%, Oratory 90%, Ride 95%, Spot Hidden 65%, Spot Trap 90%, Swim 80%, Track 120%, Trap Set/Disarm 65%, Treat Poison 75%

LANGUAGES: Pavic 90/80%, Tradetalk 90/40%, Praxian 70%, Sartarite 55/30%, Aldryami 60/35%

TREASURE: 740 wheels, 460 Lunars, 1,285 clacks, silver bracelet worth 125L, garnet worth 143L set into composite bow, iron chain hauberk, iron large shield, iron -bound long spear

MAGIC ITEMS: 3-point spell storage crystal, 11-point POW storage crystal containing spirit, 10-point POW storage crystal containing spirit, 5-point POW storage crystal containing spirit, 3-point POW storage crystal containing spirit, scroll adding +05% to Hide in Cover written in Draconic (will only work if current Hide in Cover skill is 70% or less), 2 x POT 6 healing potions, POT 18 systemic poison antidote.

SPIRITS: Allied spirit High Wing in vrok hawk; INT 15, POW 19 / Starsilver in 11-pt crystal; INT 14, POW 13 / Silverdaw in 10-pt crystal; INT 13, POW 14 / Starry in 5-pt crystal INT 9, POW 11 / Firestar in 3-pt crystal; INT 9, POW 12

NOTES: gained three geases from heroquesting: challenge all Zorak Zoran and Lunar worshipers on sight, never wear metal armor on legs, and remain celibate.

Oertha, Morgeneth's Unicorn

STR 32	CON 14	SIZ 28
INT 9	POW 15	DEX 11
Move 12	HP l8	

01-02	RH LEG	1/5
03-04	LH LEG	1/5
05-07	HIND Q	2/7

08-10	FORE Q	2/7
11-13	RF LEG	1/5
14-16	LF LEG	1/5
17-20	HEAD	2/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Horn*	7	90%	1D10+3D6	90%	30
Kick*	7	40%	1D8+3D6	-	-
Rear & Plunge*	7	50%	2D10+3D6	-	-
Trample*	7	75%	6D6	-	-

*may only use one attack per round - greatly prefers Horn.

SPELLS: Ironhand 4, Mobility, Protection 4
SKILLS: Hide in Cover 60%, Move Quietly 75%
NOTE: Can heal with horn.

Auda, Shield Maiden

The senior Shield Maiden and second in command of that group. Not only is she acting-commander while her superior is in the Rubble, but she has been serving as leader of the Wanderer initiates while that post is vacant. Any visitors to the temple are held at the gate until interviewed by Auda, and it is her decision whether or not they may see Morganeth.

STR 13	CON 14	SIZ 14	
INT 17	POW 12	DEX 16	CHA 16
Move 8	HP 15	Defense 20%	

01-04	R LEG	6/5
05-08	L LEG	6/5
09-11	ABDOM	4/5
12	CHEST	4/6
13-15	R ARM	7/4
16-18	L ARM	7/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Shortsword	6	75%	1D6+1+1D4	55%	20
1H Long Spear	4	90%	1D8+1+1D4	70%	15
Mounted Lance	3	60%	1D10+1+3D6	40%	20
Med Shield	-	-	-	85%	12

SPELLS: Bladesharp 2, Demoralize, Detect Silver, Dispel Magic 2, Glamour (2), Harmonize (2), Healing 4, Ignite, Protection 1; (contained in spell storing crystal) Xenohealing 3
SKILLS: Hide in Cover 30%, Listen 50%, Move Quietly 40%, Oratory 75%, Ride 95%, Spot Hidden 30%, Spot Trap 60%
LANGUAGES: Praxian 95%, Tradetalk 60/30%
TREASURE: 465L, 235C, silver ring worth 18L
MAGIC ITEMS: 8-point POW storage crystal, 3-point spell storing crystal, POT 11 Blade Venom antidote

Ballen, Auda's Unicorn

STR 32	CON 11	SIZ 25	
INT 9	POW 17	DEX 12	
Move 12	HP	16	

01-02	RH LEG	1/5
03-04	LH LEG	1/5
05-07	HIND Q	2/7
08-10	FORE Q	2/7
11-13	RF LEG	1/5
14-16	LF LEG	1/5
17-20	HEAD	2/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Horn	7	70%	1D10+3D6	75%	30
Trample	7	70%	6D6	-	-

SPELLS: Demoralize. Ironhand 4, Mobility, Protection 4

Adelsa, Shield Maiden

This shield maiden is from the unicorn tribe. She likes to fight. Her friends sometimes have to hold her back but are glad to have her behind them if they get into a fight.

STR 11	CON 14	SIZ 11	
INT 10	POW 15	DEX 14	CHA 14
Move 8	HP 14	Defense 05%	

01-04	R LEG	6/5
05-08	L LEG	6/5
09-11	ABDOM	5/5
12	CHEST	5/6
13-15	R ARM	4/4
16-18	L ARM	4/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Self Bow	2/9	85%	1D6+1	35%	6
Shortsword	7	60%	1D6+1	50%	20
1H short spear	6	100%	1D6+1	90%	15
Lance	4	65%	D10+1+2D6	55%	20
Small Shield	-	-	-	75%	8

SPELLS: Bladesharp 2, Multimissile 2, Shimmer 4, Speedart. Spirit Binding; (known by Frightful) Detect Gold, Healing 6, Lantern 2
SKILLS: Climb 50%, Hide in Cover 45%, Listen 35%, Move Quietly 45%, Ride 90%, Spot Hidden 70%, Spot Trap 50%, Track 90%
LANGUAGES: Praxian 50%, Tradetalk 40/05%
TREASURE: 25 wheels, 200 Lunars, 10 clacks, armband of worked gold and silver with enamel inlay worth 503L as jewelry (also holds POW storage crystal)
MAGIC ITEMS: 1 point POW storage crystal set into precious armband, POT 15 Blade Venom antidote, POT 6 systemic poison antidote
SPIRIT: Frightful in small hawk; INT 14, POW 18

Barowa, Adelsa's Unicorn

STR 30	CON 13	SIZ 21
INT 6	POW 22	DEX 10
Move 12	HP 18	

01-02	RH LEG	1/5
03-04	LH LEG	1/5
05-07	HIND Q	2/7
08-10	FORE Q	2/7
11-13	RF LEG	1/5
14-16	LF LEG	1/5
17-20	HEAD	2/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Horn	8	75%	1D10+2D6	70%	30
Trample	B	70%	406	-	-

SPELLS: Demoralize, Mobility, Protection 4

Ambermast, Elf Wander Initiate of Yelorna & Aldrya

A new adventuress initiate, she is an elf from the Stinking Forest initiated into Aldrya as well. The plain greatsword her father took in single combat from a Zorak Zoran troll warrior is her great treasure; he and his daughter after him have used it to kill trolls whenever and wherever possible. Although loyal to the cult, she is not particularly loyal to this temple; she does not like Pavis (too many trolls and troll friends around) and she feels the cult here is not doing enough to get rid of them.

STR 14	CON 15	SIZ 8	
INT 17	POW 12	DEX 18	CHA 9
Move 9	HP 14	Defense 30%	

01-04	R LEG	5/5
05-08	L LEG	5/5
09-11	ABDOM	5/5
12	CHEST	5/6
13-15	R ARM	6/4
16-18	L ARM	6/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Elf Bow	1/7	80%	1D8+1	40%	10
Greatsword	4	75%	2D8	85%	15

SPELLS: Bladesharp 1, Countermagic 1, Demoralize, Detect Gold, Food Song, Healing 6, Multimissile 3, Protection 2, Speedart
SKILLS: Climb 60%, Hide in Cover 75%, Listen 60%, Move Quietly 75%, Spot Hidden 65%, Track 50%
LANGUAGES: Aldryami 95/49%, Tradetalk 60/30%
TREASURE: 10W, 90L, 230C

MAGIC: Elf Bow with POW storage of 13 points, wand holding Detect Silver matrix, scroll giving +15% in Lockpicking written in Earthtongue

Balomia Firewood, Wanderer initiate

An adventurous initiate from Pavis, recruited from a light cavalry company by Morganeth. Balomia is moody and fey in battle. She is unlikely to accept surrender nor to leave an enemy until he is dead, and she has cut down surrendering individuals with a shocking bloodthirstiness belied by her clean and pretty looks.

STR 17	CON 15	SIZ 15	
INT 16	POW 16	DEX 17	CHA 15
Move 8	HP	16	Defense 20%

01-04	R LEG	5/6
05-08	L LEG	5/6
09-11	ABDOM	6/6
12	CHEST	4/7
13-15	R ARM	4/5
16-18	L ARM	4/5
19-20	HEAD	4/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Composite Bow	1/7	50%	1D8+1	30%	10
Shortsword	5	70%	1D6+1+1D4	65%	20
Large Shield	-	-	-	45%	16

SPELLS: Bladesharp 1, Detect Silver, Healing 2, Light, Multimissile 3, Protection 1, Shimmer 1, Speedart, Xenohealing 2
RUNE MAGIC: Shooting Star (one-use only)
SKILLS: Hide in Cover 45%, Listen 40%, Move Quietly 20%, Ride 100%, Spot Hidden 60%, Spot Traps 55%
LANGUAGES: Pavic 85/35%, Tradetalk 55/15%
TREASURE: 10W, 400L, 80C, silver bracelet worth 65L

Cathea Silver Hair, Wanderer initiate

An adventuress from the party wanted by Rat. A native of Pavis, she joined the mercenaries and then Yelorna's cult with her best friend. She was one of the leaders of the group which first found the hidden Yelmalio shrine in the Rubble. Of all the members of the group, she tried to appear to get along with Rat when he "extorted" protection money from them until her friend was killed at the shrine. Then she, and the rest of the party fled with the best of the treasures. Cathea and party have been on the move since until she was summoned to appear before the high priestess in Pavis. She uses her axe in melee, though her cult frowns on it, and she prefers to throw javelins (with Speedart) and Demoralize. Whenever possible she starts combat by casting Coordination on herself. She is outspoken and likes to get her own way. Cathea still has the Yelmalio helm her party found in the Rubble in the Rat-sponsored expedition. She is saving it for when she makes Rune level. It is not enchanted as yet.

STR 15	CON 15	SIZ 8	
INT 14	POW 16	DEX 13	CHA 11
Move 8	HP 14	Defense 15%	

01-04	R LEG	7/5
05-08	L LEG	7/5
09-11	ABDOM	7/5
12	CHEST	7/6
13-15	R ARM	7/4
16-18	L ARM	7/4
19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Javelin	2	60%	1D10+1D2	25%	10
Battle Axe	7	70%	1D8+2+1D4	70%	15
Small Shield	-	-	-	40%	8

SPELLS: Bladesharp 1, Coordination (2), Demoralize, Detect Silver, Glue 1, Healing 5, Light, Silence, Speedart; (not currently in mind) Food Song, Repair (2)
RUNE MAGIC: Shooting Star x 2 (one-use only)
SKILLS: Hide in Cover 70%, Listen 30%, Move Quietly 35%, Ride 50%, Spot Hidden 60%
LANGUAGES: Pavic 70/25%, Tradetalk 50%
TREASURE: has saved up 7,550 Lunars
MAGIC ITEMS: 11-point POW storage crystal, POT 10 spider venom antidote, POT 10 Manticore venom antidote, the Yelmalio Helm (described on Pg246)

Ernyne, Shield Maiden

A shield maiden from the unicorn tribe, and the first chosen by Morganeth after she became high priestess. As much as Adelsa likes to fight, Ernyne does not. When diplomacy fails, she will fight well, however, say her friends. Ernyne is a distant cousin of the present chieftainess of the unicorn tribe.

STR 13	CON 13	SIZ 13	
INT 9	POW 9	DEX 14	CHA 10
Move 8	HP l4	Defense 05%	

01-04	R LEG	6/5
05-08	L LEG	6/5
09-11	ABDOM	5/5
12	CHEST	5/6
13-15	R ARM	4/4
16-18	L ARM	4/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Composite Bow	2/9	75%	1D8+1	30%	10
Shortsword	7	85%	1D6+1+1D4	75%	20
1H Long Spear	5	90%	1D8+1+1D4	80%	15

Lance	4	70%	1D10+1+1D4	60%	20
Med Shield	-	-	-	75%	12

SPELLS: Bladesharp 2, Healing 3, Shimmer 2, Speedart
RUNE MAGIC: Shooting Star x 4 (one-use only)
SKILLS: Hide in Cover 30%, Jump 50%, Listen 55%, Move Quietly 35%, Ride 75%, Spot Hidden 60%, Spot Traps 60%, Track 80%
LANGUAGES: Praxian 45%, Tradetalk 40%
TREASURE: 15 wheels, 220 Lunars, 225 clacks, silver ring with bloodstone worth 10L.
MAGIC ITEMS: POT 7 Blade Venom antidote, POT 20 systemic poison antidote.

Unwen, Ernyne's Unicorn

STR 31	CON 15	SIZ 27
INT 12	POW 21	DEX 13
Move 12	HP 21	

01-02	RH LEG	1/6
03-04	LH LEG	1/6
05-07	HIND Q	2/8
08-10	FORE Q	2/8
11-13	RF LEG	1/6
14-16	LF LEG	1/6
17-20	HEAD	217

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Horn	6	65%	1D10+3D6	70%	30
Trample	6	80%	6D6	-	-

SPELLS: Detect Enemies, Dispel Magic 2, Ironhand 4, Mobility, Protection 4

Harune Fairtop, Shield Maiden

The newest shield maiden is the daughter of an old Pavic friend of Morgeneth's family. After a short period in the mercenaries seeking adventure, she was recruited by Morganeth for the cult. Harune is the least dependable of the shield maidens.

STR 9	CON 7	SIZ 10	
INT 8	POW 13	DEX 15	CHA 17
Move 8	HP 7		

01-04	R LEG	2/3
05-08	L LEG	2/3
09-11	ABDOM	2/3
12	CHEST	5/4
13-15	R ARM	6/2
16-18	L ARM	6/2
19-20	HEAD	5/3

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H short spear	6	95%	1D6+1	90%	15
Small Shield		-	-	75%	8

SPELLS: Bladesharp 2, Demoralize, Healing 2, Ignite, Xenohealing 2
SKILLS: Climb 80%, Hide in Cover 30%, Jump 55%, Listen 40%, Move Quietly 50%, Ride 80%, Spot Hidden 30%, Spot Trap 60%, Track 50%, Trap Set/Disarm 60%
LANGUAGES: Pavic 45/15%, Tradetalk 30%
TREASURE: 120L, 25C, silver bracelet worth 93L
MAGIC ITEMS: Strength potion, POT 6 healing potion, POT 15 Blade Venom antidote

Hildian, Lay Member of Yelorna

A lay member newly arrived from the unicorn tribe, she is a squire to Morganeth. Hildian is competent when faced with familiar things, like fighting, but she is still unused to and uneasy with Pavis and the new cult surroundings. She will not show much initiative.

STR 15	CON 16	SIZ 12	
INT 11	POW 11	DEX 11	CHA 13
Move 8	HP l6	Defense 05%	

01-04	R LEG	5/6
05-08	L LEG	5/6
09-11	ABDOM	4/6
12	CHEST	5/7
13-15	R ARM	4/5
16-18	L ARM	4/5
19-20	HEAD	2/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Composite Bow	3	50%	1D8+1	20%	10
Shortsword	8	25%	1D6+1+1D4	25%	20
Lance	5	20%	1D10+1+3D6	20%	20

SPELLS: Multimissile 2, Shimmer 1
SKILLS: Hide in Cover 30%, Listen 25%, Ride 70%, Spot Hidden 50%, Track 55%
LANGUAGES: Praxian 55%, Trade 20%
TREASURE: 16L, 40C, silver bracelet worth 5L

Milia, Hildian's Unicorn

STR 32	CON 10	SIZ 23
INT 12	POW 21	DEX 16
Move 12	HP 15	Defense 05%

01-02	RH LEG	1/4
03-04	LH LEG	1/4
05-07	HIND Q	2/6
08-10	FORE Q	2/6
11-13	RF LEG	1/4
14-16	LF LEG	1/4
17-20	HEAD	2/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Horn	5	90%	1D10+2D6	100%	30
Trample	5	80%	4D6	-	-

SPELLS: Dispel Magic 2, Ironhand 3, Mobility, Protection 3

Shalana the Brown, Wanderer Initiate, Aldrya Lay Member

Another adventuress initiate from the party wanted by Rat. She met Cathea soon after that group arrived in Sartar and they became close friends; Shalana joined the party. Shalana joined respects Cathea's greater experience and tends to obey her orders and follow her example. She almost always has her bow in hand and will, whenever possible, use missiles, Demoralize, and Dispel Magic, rather than melee. Like Cathea, her first act is to cast Coordination.

STR 18	CON 14	SIZ 14	
INT 15	POW 15	DEX 14	CHA 11
Move 8	HP 15	Defense 10%	

01-04	R LEG	7/5
05-08	L LEG	7/5
09-11	ABDOM	7/5
12	CHEST	7/6
13-15	R ARM	7/4
16-18	L ARM	7/4
19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Javelin (2)	2	75%	1D10+1D2	30%	10
Thw Dagg (4)	2/9	40%	1D4+1D2	35%	12
Bastard Sword	6	60%	1D10+1+D4	50%	20
Small Shield	-	-	-	40%	8

SPELLS: Bladesharp 2, Coordination (2), Demoralize, Detect Magic, Detect Life, Dispel Magic 2, Healing 4, Speedart, Xenohealing 1; (not currently in mind) Detect Traps (2), Food Song, Light, Protection 1
RUNE MAGIC: Shooting Star x 3, Star Wards (both one use)
SKILLS: Hide in Cover 55%, Listen 30%, Move Quietly 30%, Ride 55%, Spot Hidden 35%, Track 65%
LANGUAGES: Sartarite 75/20%, Tradetalk 50/20%
TREASURE: has saved 6,560 Lunars
MAGIC: 3 x Demoralize potions, 2 x Speedart potions, POT 10 Manticore venom antidote

Treungille Arannia, Male Lay Member

A lay member and younger son of the chief of one of the more powerful Sartarite tribes. So far he has avoided committing himself to any cult, but is an old family friend of Morgeneth's

so can stay in the temple. He is a lay member. Treungille is honest, very good, and concerned to do the right thing. A pleasant young man, he will do his duty.

STR 15	CON 11	SIZ 15	
INT 9	POW 13	DEX 11	CHA 20
Move 8	HP l2		

01-04	R LEG	5/4
05-08	L LEG	5/4
09-11	ABDOM	7/4
12	CHEST	5/5
13-15	R ARM	4/3
16-18	L ARM	4/3
19-20	HEAD	5/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bastard Sword	6	55%	1D10+1+D4	50%	20
Composite Bow	3/11	25%	1D8+1	20%	10
Med Shield	-	-	-	30%	12

SPELLS: Demoralize, Healing 1, Multimissile 1, Speedart, Xenohealing 2
SKILLS: Hide in Cover 30%. Listen 25%, Ride 80%, Spot Hidden 30%, Track 55%
LANGUAGES: Sartarite 45/10%, Tradetalk 45%
TREASURE: 1W, 230L, 100C
MAGIC: POT 6 healing potion

Terram, Smith

The cult armorer, old Terram is a thin man with a scraggly beard and few teeth and does not look at all like an armorer. He is good, though, and had a prosperous business once, but it folded. Morganeth, who knew him when she was young and he was a promising apprentice, rescued him from the gutter to serve her temple. That he has done so well is a mark of her force of will.

Terram is always muttering about "those blasted female fighters, should be at home married" and the like, but he will not take kindly to others saying it. He will never fight, unless forced to defend himself, but if he sees a male getting beaten by a Yelornan he will chortle gleefully (spittle coming from his mouth) and say something like "Look at the hairy-chested he-man now, getting beaten up by a little girl." Terram is totally loyal to Morganeth and will do anything short of risking his own life to aid the cult.

STR 12	CON 12	SIZ 11	
INT 8	POW 10	DEX 10	CHA 7
Move 7 (lame)		HP 12	

01-04	R LEG	0/4
05-08	L LEG	0/4
09-11	ABDOM	1/4
12	CHEST	1/5
13-15	R ARM	0/3
16-18	L ARM	0/3
19-20	HEAD	0/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Hammer	8	50%	1D6+2	50%	20

SPELLS: Detect Silver, Extinguish (2), Glue 2, Ignite, Repair (2)
SKILLS: Armor Making 85%, Shield Making 90%, Weapon Making 90%, Listen 40%, Spot Hidden 05%

Walyne, Unicorn Rider

A Unicorn Rider, and the only one currently at the temple, having recently arrived carrying dispatches. She is well-trusted and close to the commander of the Unicorn Riders. who uses her for special missions. She might pause if faced with a situation calling for reckless bravery.

STR 9	CON 19	SIZ 12	
INT 14	POW 21	DEX 19	CHA 13
Move 8	HP 21	Defense 30%	

01-04	R LEG	5/7
05-08	L LEG	5/7
09-11	ABDOM	2/7
12	CHEST	3/8
13-15	R ARM	3/6
16-18	L ARM	3/6
19-20	HEAD	4/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Javelin	1	95%	1D10	40%	10
2H short spear	4	70%	1D8+1	65%	15
Shortsword	6	60%	1D6+1	55%	20

SPELLS: Demoralize. Disruption, Healing 2, Multimissile 2, Protection 1, Shimmer 4, Speedart, Xenohealing 2
SKILLS: Hide in Cover 30%, Jump 50%, Listen 60%, Move Quietly 45%, Ride 100%, Spot Hidden 65%
LANGUAGES: Praxian 85%, Tradetalk 65125%
TREASURE: 10W, 195L, 235C, axinte stone worth 1L, star quartz worth 22L
NOTE: sworn to celibacy

Fridla, Walyne's Unicorn

STR 34	CON 16	SIZ 26
INT 14	POW 22	DEX 13
Move 12	HP 22	Defense 15%

01-02	RH LEG	1/7
03-04	LH LEG	1/7
05-07	HIND Q	2/9
08-10	FORE Q	2/9
11-13	RF LEG	1/7
14-16	LF LEG	1/7
17-20	HEAD	2/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Horn	6	95%	1D10+3D6	95%	30
Trample	6	90%	6D6	-	

SPELLS: Countermagic 2, Dispel Magic 2, Ironhand 4, Light, Mobility, Protection 4

The Unicorns

Unicorns are naturally nocturnal, but those at the Yelornan temple have altered their habits to be more in keeping with those of their mistresses. Still, they often wander at night. The unicorns are not so much steeds of their riders as they are guests of the temple. There is an emotional bond between the rider and her unicorn, but this bond is much more important to the rider than to the virtually-immortal unicorn. When a unicorn dies, the rider is emotionally crushed for an extended time, but when a rider dies, the unicorn silently departs back to his former haunts. Unicorns are extremely magical creatures. Their horns have the healing power, as described in Rune Quest, and they can learn spells. Even their dung has healing properties. If a kilogram of fresh unicorn manure is eaten by another being, it will cure 1 hit point of damage. It will also cure a single Potency point of poison, and will add 1 to the CON of the eater for disease resistance over the next 24 hours (if the character is already infected). If a half kilogram is plastered over a hit location for a full day, it will heal a single point of damage in the hit location covered (if the location has been wounded by Blade Venom, the plaster will heal Blade Venom in preference to normal damage). After 24 hours, the dung dries up and loses all potency. When fresh, unicorn dung occurs in golf-ball sized pellets and is a gold-green in color. It smells of violets while still potent, and after drying up has a neutral smell. It tastes awful.

Unicorns privately laugh at humans because unicorn dung is good for them, but a unicorn is insulted if a rider uses dung from other than her own unicorn. The lowest-ranking initiate follows the unicorns around during the day (unicorns are not house-broken) scooping up and tagging droppings and placing it in the dung house. The previous day's accumulation is sold to farmers growing flowering plants, for which unicorn dung is especially good.

Unicorns are naturally solitary, forest-dwelling animals. Their life here in Prax is unnatural, and they show it to some degree, although their riders try to make their surroundings pleasant. These unicorns are a little shaggier and grayer than true forest-dwellers. They do not act in unison, but rather each makes their own decision about what is best. Unicorns are not herd animals. When several unicorns are in the yard, each is doing a separate act, and they do not normally interact.

Unicorns are able to fence with their horns. If a horn is damaged, the unicorn will normally heal it before breakage occurs. Unicorn horns can impale - if an impale occurs, the unicorn can automatically withdraw it from the wound, due to the horn's taper.

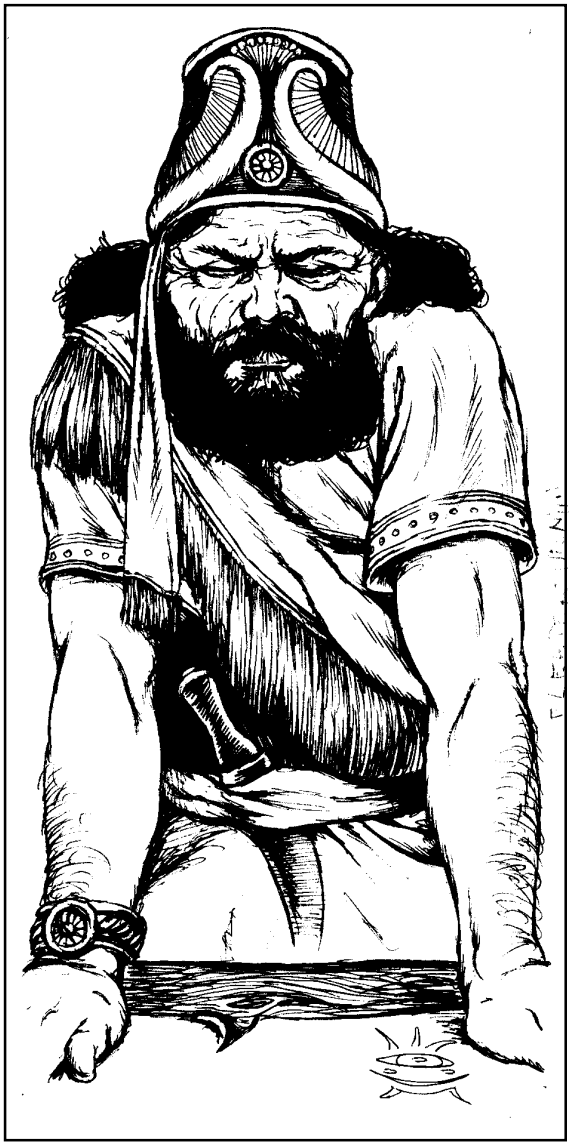
Further Possible Scenarios for Use with the Yelorna Temple and Personnel

The PCs could be hired to:

1. Attack the Yelornan party searching for the manuscript desired by Morganeth on Yelmalio Hill, because the first attack on the temple was a failure and the Yelornans now have Cathea and Shalana as guides.
2. Attack the Yelornan party in the Rubble to obtain their manuscript, in hopes of either selling it to the Yelornans or using it to trade for something valuable.
3. Search for the manuscript in hopes of finding it before the Yelornans.
4. Have the player-characters find the manuscript by accident before the Yelornans do, perhaps as part of a treasure found in the Puzzle Canal or Griffin Gate. Rat will hear of the discovery and know its value to Morganeth. He will pay up to 3000L for it, but his initial offer will be no more than 100L. The Yelornan's meanwhile, will be hunting for the party.
5. Hired by Rat to guard Cathea and Shalana, who have already been kidnapped by others.
6. The player-characters could be hired by the Yelornans to search for the manuscript because the Yelornans could not find it, or because the manuscript is deep in an area they cannot penetrate (such as the troll lands.)
7. Have the player-characters find the manuscript, and let the Yelornans offer them up to 6000L worth of training for it. They will not know it has been found until someone tells them, as they do not know of Rat's information network.
8. Try to get information to the Yelornans about someone else that now owns the manuscript.
9. Try to keep a spy from telling the Yelornans that the player-characters have found the manuscript.
10. Rescue a kidnapped Cathea and Shalana.
11. Track down the perpetrators of the attack on the Yelorna temple, and perhaps get to Gimgim or Rat himself.
12. Attack the Yelornan search party looking for the manuscript (unbeknownst to the player-characters) and perhaps end up with the manuscript as part of the loot.
13. Be part of a party ambushed by Yelornans in revenge for some precious slight or raid.
14. Try to hunt down Rat to keep him from hounding the Yelornans.
15. Try to hunt down Gimgim to stop his depredations on the Yelorna temple.

In any of the scenarios involving a search for the manuscript, the referee should place it in an out-of-the-way place, in a once built-up section of the Rubble. Yelmalio Hill is ideal. Any beings there should only have arrived in the last few seasons, or have been there for decades (like undead). In a Pavis campaign, the referee should keep in mind the continuing Lunar and Pavis city attempts to close the Yelorna temple, and the Yelornans' attempts to keep it open without betraying their principles.

The Devil's Playground



Gamemaster Summary

The party is summoned to the Pavis temple, where Fleeter Nemm, a Pavis priest, convinces the party to investigate the Devil's Playground, ostensibly to search for a rumored treasure, but also to keep eyes open for information that Nemm would be eager to buy.

1. The Pavis Cult Priest

Setting

The adventurers receive a message from an unnamed source, requesting a meeting at the Pavis temple. With the message come five shiny, newly-minted wheels. When the party arrives at the temple, they are ushered into the office of Fleeter Nemm, a Pavis cult priest active in the politics of New Pavis. Nemm cordially invites the party to be comfortable, and offers them refreshment. After a few pleasantries, he comes to the point.

He has been impressed by the party's activities. He believes the adventurers are the ones he wants to take care of a little matter. He pulls a map of the Rubble from his desk and points to the Devil's Playground. The Devil's Playground is a rather unpleasant place, surrounded by all kinds of legends and rumors. He is interested in a particular rumor concerning secret entrances to vast underground systems of tunnels and caves. He asks the party if they might be interested in undertaking a little research expedition into the Playground if there were a significant treasure involved. But, he assures the party that treasure is really secondary, since he is willing to pay handsomely for their labor, whether or not they find treasure. In his business, he says, currency is information, and he'll pay plenty for that commodity.

If the party hesitates or resists the offer, Nemm will employ friendly coercion, reminding the player-characters that it can be difficult for foreigners in Pavis, and that it is good to have a friend well-situated politically; conversely, he will suggest how uncomfortable it might be to have an enemy in high places. Nemm will be polite and urbane, but the threat is clear: if the party won't play ball with him, their life could become much harsher.

Once the party has tentatively agreed, Nemm will discuss terms. He is paying 200L as expenses to each party member. He will pay bonuses for successful discovery and exploration of any secret entrances to the underground areas, and bonuses for random information the party finds that interests him. The party will probably want specific guidelines about Nemm's particular interests, but Nemm insists that the party will know when they have found something of value to him, and will say no more.

At some point party members should wonder where they are going to get the information they need to find secret entrances to the underground Devil's Playground, presuming that there is an underground.

In Pavis? From the Grey Sages, of course, Nemm will reply, adding that Irrippi Ontor has a fairly good library, and several other temples keep adequate records, but Lhankor Mhy has the most detailed records concerning the Rubble, and these records are constantly updated and reviewed. Lhankor Mhy is also the most expensive, but they give good value for their fees.

He takes a package from his desk. Inside, the adventurers find 200 Lunars apiece, and a set of guild hall seals which may be used to establish a line of credit at almost any temple in Pavis. The guild seals are to be used to pay for research done before the expedition begins. Guild seals are being used instead of Fleeter Nemm's personal account, because the Pavis cult wishes to keep its anonymity in this action. The guild seals will be good for up to 1000L worth of temple research. If more is needed, it will be forthcoming if the adventurers can bring concrete evidence of successful research to Nemm. A report of the researches must be made before the party enters the Rubble and braves the Devil's Playground.

Nemm reminds them of the solemn and resolute offices of justice in Pavis, and of his extensive network of informants in the city. If the player-characters abscond, they must run hard and fast with an eye to their rear, for he will relentlessly pursue them throughout Prax if they betray him.

As the door to Nemm's office closes, one of the party members might well observe, "I personally will be satisfied if I live to see the day where I might be able to say of him, 'That man, at least, was not the cause of my death.' It would be nice, though, if there really was a treasure."

The Gossip

The Devil's Playground is a harmless, worthless, unpleasant, perilous tangle of strange shrubs and trees in the center of the Rubble. It is a popular target for young or inexperienced adventurers. It seems to be relatively safe during the day, if uncomfortable, since it is an almost impenetrable mass of weeds and undergrowth, alive with stinging insects and innumerable pests. Night however, is a different story. Parties entering the Playground have disappeared and never been heard of again. Trolls raid the area from time to time, but it is unknown what they seek or whether they succeed. There is a persistent mention of a connection of the Playground with chaos.

There is also a persistent rumor of treasure, varying from reports of ancient wealth to marvelous magics; on the other hand, personal accounts attest to a complete absence of treasure there, other than what is lifted from idiots who go there. Sometimes naive adventurers wander into the area and come back empty-handed and bare-backed screeching of terrible and mysterious ambushes. Thieves sometimes prey on those going to that area. In general, the more knowledgeable consider the area to be of little importance for a treasure hunter, and they suspect the fates of the night-time adventurers to be linked to ambush and experienced thugs. Nonetheless, there is an acknowledged air of mystery about the area, and an undercurrent of superstition about any perils lurking there. Sometimes the assurances of the Playground's safety have a frenetic quality, as if the informant were trying to reassure himself as much as the party.

Temple Records

In old Pavis' days of prosperity, the Devil's Playground had been a simple market. After the fall of Pavis various chaos cults were established there, including temples to Malia, Thed, Bagog, and Cacodemon, and minor temples to other chaos gods. Those humans who wanted chaos mercenaries could find them there. A few humans were desperate or bold enough to seek such sword-wielders, but fewer still successfully obtained them. Enough recruiters returned alive and sane to encourage such practices.

Most of the weed-covered ruins of the Playground surface are unremarkable, dating from the Closed City period, when most of the important constructions were done underground. Such underground constructions may have prompted the rumors of caverns beneath the area. In other neighborhoods, many of the underground areas were sealed or destroyed. It is speculated that the Devil's Playground escaped such destruction. It is also speculated that during the Dragonewt's Dream, the rebuilding of the Pavis Dragonewt temple nearby may have entailed potent magic which affected the area - but the chaos existed at the site long before the dragonewts arrived.

Recent and reliable daytime expeditions to the Playground unanimously conclude that there is currently nothing remarkable about the area, save for its peculiar plants and abundant biting insects. The plants are diseased mutations of well-known species; the insects' ferocity is unusual, and they, too, are distorted and deformed. The cause of such concentrated mutation is unknown. Such variation naturally could be attributed to the forces of chaos. Most normal birds and animals shun the area for no obvious reason. There is nothing overtly ominous in the area during the daylight hours,

though it is certainly possible that bandits could inhabit the locale during the night.

Two temples, Lhankor Mhy and Yelmalio, have information specific to this scenario. Lhankor Mhy has the general information and the staff to interpret it, but lacks names and records adequate to locate important individuals. The Sun Dome temple has specific and detailed records pertinent to the scenario, but the staff is insufficiently organized or educated to locate or interpret it. The party must use both sources to obtain the information they need to complete this scenario.

If a Yelmalio cultist is among the party, and if the party inquires at the Sun Dome temple, the head priest will recall an expedition into the Devil's Playground mounted by a Taleo Lumine, then an initiate of the cult. Lumine is said to have discovered a secret entrance to underground passages beneath the Playground and was given leave by his superiors to outfit a small party to investigate it. A single survivor was discovered the next day, begging for help to save the rest of the party, which was evidently lost and besieged beneath the surface. The survivor was almost incoherent, and could not find the hidden entrance to the underground when a group of Yelmalio warriors went with him to rescue the explorers. Thorough search of the area by the Light Sons (Yelmalio worshipers) revealed no evidence of the party. The survivor was struck with mysterious diseases, which supported his claim that he was attacked by Broos. The Chalana Arroy tended him for a long time, and then he simply disappeared. The priest cannot recall the name of the survivor, nor can he recall the date of the expedition and attempted rescue, and search as he might throughout the temple's records he cannot find the specific written accounts of the expedition or of the subsequent search for Lumine and his group. The Yelmalio priest recalls that they were presumed dead and that the incident was closed.

Lhankor Mhy temple records contain a specific reference to a Yelmalio led expedition into the playground that supposedly gained entrance to underground chambers but was, with the exception of a single survivor, wiped out by unknown attackers. If the party pays the Lhankor Mhy membership fee then it will take two or three weeks to find this out. If a member of the party is an experienced scholar, then it will take him or her only one week to discover this information.

If the temple staff is hired to do searching, information can be obtained from private libraries not available to laymen. This information includes the specific names of all the members of the Yelmalio party and the specific date of the Devil's Playground expedition. This information should probably not be obtainable from Lhankor Mhy until the party has gone to the Yelmalio priest and learned facts from him, such as the name of Taleo Lumine. Lhankor Mhy research will then reveal the fact that a Taleo Lumine had claimed to have discovered a secret entrance concealed by some kind of Warding, and that he had found a way to neutralize that Warding. With this information (precise dates and names of all the party), the party can go the Yelmalio temple and enable the staff to retrieve the specific temple reports on the events surrounding the ill-fated expedition, which specifically names one Oakly Gauntest as the survivor of the expedition. Gauntest is described as having lived in Badside all his life, and as having been suspected of having been a secret Nysalor illuminate in addition to having been an Orlanth cultist. The malady that crippled Gauntest is listed as joint rot. Using these hints, the party should be able to locate Gauntest, who now lives as a beggar in Badside. His name is familiar there, though all dismiss him as an old lunatic who raves endlessly about virtuous living in sight of the gods and of nameless horrors of chaos lurking in the eternal darkness.

2. The Crippled Adventurer

Referee's Summary

The party seeks out the crippled adventurer, Oakly Gauntest. He relates his adventure in the Devil's Playground, and directs the party to find Taleo Lumine, the leader of the earlier Devil's Playground venture, and to deliver to him a verse meant for Taleo's ears only. This verse is supposed to provide some important information for Lumine and also to encourage him to tell to the party the secret of access to the caverns beneath the Playground.

Setting

The party will inquire after Gauntest in the alleys and filth of Badside, and discover him living in a grim shack on the outskirts of town. The shack is a pathetic mixture of older stone ruins and discarded timber and rubbish. Inside the shack Gauntest lurks in the darkness, his twisted limbs curled and nested about him like branches too warped for firewood.

The Action

Gauntest is at least partially mad. Much of his chatter consists of relentless homilies about always repaying debts and always honoring an oath. His gesturing hands scuttle about like small alien creatures. He will rattle on vacantly until the party mentions Nysalor, riddles, or Taleo Lumine; when they do, he will suddenly become quiet and tranquil. Gauntest's experiences have left him insane, yet a portion of his personality survived intact his formerly secret identity as a Nysalor person. The abstract, detached philosophy of the Nysalor Illuminate enabled Gauntest to maintain precarious lucidity in a part of his divided personality, while the majority is no longer rational or normally functional. Given the right stimulus, Gauntest has short periods of extreme clarity, after which he lapses into his defective primary personality. His Nysalor personality is weak-willed and content not to emerge, and will retreat

for increasingly longer periods of time the more it is called forth. On the other hand, the powerful lunatic personality seems obsessed with communicating its message about the sanctity of oaths and honor, perhaps attempting to atone for leaving behind the rest of the party in the caverns beneath the Playground.

When the Nysalor portion of Gauntest is activated, in a shocking contrast to his former agitation, Gauntest will clearly and forcefully deliver one of the accompanying Nysalor riddles and tranquilly await a response from the party members. If the party is inclined to puzzle out riddles, let them; otherwise, roll against the percentage a given character has in the skill appropriate to the Nysalor riddle. If the roll is successful, the player-character will find himself mysteriously responding with the appropriate answer. The character has proceeded a step towards Illumination, as described in *Cults of Terror*.

Some Nysalor Riddles

"It is like getting a man out of a thousand-span deep well without a scrap of rope." (The answer is "death," which removes the man from the well surely enough.) **[Climbing skill]**

"What is in my pocket?" (The answer is simply to reach inside his pocket and look. Nothing is in his pocket; therefore an enlightened answer would be, "Nothing yet, or anymore." or "The same thing that is in your mind, master.") **[Spot Hidden skill]**

"How may one retrieve a stone from the depths of the sea without getting his sleeve wet?" ("Come back when the sea is gone" is the best answer, but also acceptable is "take off the shirt.") **[Swim skill]**

"Where does the fire go when I put it out." ("Into my hands and mind where I store it for tomorrow," or "it goes to rest in its bed, the wood.") **[Firemaking skill]**

Gauntest will ask each of his four riddles in turn until a character answers one of them successfully. Once this is done, Gauntest, seemingly another person altogether, coherently relates the story of his descent into the caverns beneath the Devil's Playground.

As a youthful Orlanthi, he joined a party organized by Taleo Lumine, then a Yelmalio initiate. Taleo declared that he had discovered an entrance to the caverns beneath Devil's Playground, all were openly skeptical, but Gauntest hired on since there was a likelihood of ample plunder to be had on this adventure into the Rubble. Sure enough, Lumine had learned the secret of the entrance, which was a complex ritual involving a set of four great wands elaborately carved with unfamiliar Runes. They entered the passage on a dark and moonless night. Gauntest has no idea how to find his way back to the spot. The moment they descended, they noticed their torches were dimming. Some suggested going back for lanterns, but Taleo foolishly was in a hurry to confront the forces defending the caverns. The band was upset by his lack of leadership, and the torches kept growing dimmer. When they started having to use Light and Lantern spells, they were terrified. Suddenly there was confusion and screaming, and all around them danced a horde of foul Broos and other creatures. Gauntest was at the back of the party, and he immediately ran. He is not proud of his actions, but he would not do it differently if he had it to do again.

Gauntest did not escape unscathed. As he fled, three monstrous Broos blocked his way. In a fierce and desperate melee he dispatched one, wounded another, and fought past the third, but each had clawed and bitten him. As he emerged into the clear air of the evening, he only thought to get to a temple as quickly as possible to bring help. But he passed out on the way back to New Pavis. When he woke, the sky was bright. He ran to the Yelmalio temple and told what had happened, and they immediately dispatched 20 armed rescuers and sent us back, but Gauntest could find no trace of the entrance. No others seemed to have escaped, and he long believed himself to be the sole survivor.

He did not escape joint rot, as the adventurers see by his withered arm. Perhaps, he suggests, "Orlanth has bidden me to reflect on the value of keeping my word and repaying my debts."

Just this last year, however, he has heard that, in the Sun Dome temple down the River of Cradles, there is a Yelmalio priest who was called Lumine. Gauntest does not know if this Lumine is the same one, but the adventurers' appearance convinces him that the knowledge is not coincidence.

A riddle has come to him which he believes is meant for Taleo's hearing. It arrived with the injunction that the riddle may be spoken directly to and only to Taleo Lumine. If the adventurers will go to Taleo, he must give them this riddle, but they must swear an oath to speak it to no other soul than Taleo Lumine.

Where lies the flesh of the Devil,
The foulest part of all,
That sees through the flesh of every evil,
And watches through the parting pall?

Once the party knows where to look for Taleo Lumine, and has received the riddle, they are ready to leave for that Sun Dome temple. However, it may occur to the party to encourage Oakly Gauntest to join the group, and to possibly get his joint rot cured, or to give him the chance to redeem himself for his misdeed. Gauntest would require some extremely powerful healing to twist his misshapen bones back into a semblance of humanity. If the party is wealthy, they may have

Gauntest cured (a process taking at least a year to completion) at a Chalana Arroy temple; if he comes with them, the party will have to contrive some way to travel with a cripple. Gauntest will be of little practical help, but much honor could be won by assisting him to set straight his accounts with his god. It also might be interesting to have a non-player-character Nysalor Illuminate along.

Gauntest's characteristics are given at the end of part 4.

3 The Sun Dome Temple & Taleo Lumine

Referee's Summary

The party journeys down the River of Cradles to the Sun Dome temple. Here they discover that Lumine is a retired priest living in sacred seclusion from the rest of the world.

The party must puzzle out how to deliver the riddle to Lumine without transgressing cult strictures, and then must convince him to assist them in finding the entrance to the caverns beneath the Devil's Playground.

Setting

The Sun Dome temple is a sprawling group of structures by a tributary stream to the River of Cradles. The guards, initiates, priests, and lords are very formal, almost hostile. They suspect and distrust the party; the visitors are plainly unwelcome, and they will cooperate only grudgingly, particularly if the party members are careless enough to permit cult differences to surface.

The Action

The party will be met at the gate by guards, who direct them to wait outside for a response. Thirty minutes later a guard will return accompanied by an initiate, Sporran Dow, who is a minor official. He is in charge of certain administrative functions at the temple and responsible for all contacts with the outside world. He is none too cordial; the party will have to use charm and reputation to earn the respect of this unlikable character. The dialogue below is an example:

PARTY MEMBER: We've come seeking Taleo Lumine.

DOW: Why do you seek him here?

PARTY MEMBER: We have heard a rumor that he might live here.

DOW: Well, the rumor is false. Now you can leave.

PARTY MEMBER: But are you sure there is no one here by that name?

DOW: What? Do you think me inane or deaf? Or a liar? I have said there is no Lumine here.

PARTY MEMBER: Excuse me, sir, this is a matter of great moment. We do not mean to suggest that you are at fault, but it is possible that names are changed, or that such a person lived here once, and that you might have information about where he has gone. I beg you, this matter deserves the attention of all who would strike at chaos.

DOW: Ah, brave chaos fighters, eh? And you wish to tell me that your motley band is likely to strike a mighty blow against the powerful forces of chaos if only I will help you in this matter? Pardon me if I am not impressed.

Dow indeed does not know of anyone named Lumine, nor will he recognize the story of the initiate who led a party into the Devil's Playground, but if the party can impress him with their worthiness and the seriousness of their request, he will consult older initiates or priests who would recognize the name and story. The party may best prove its worthiness by refusing to take back talk from Dow, and it may be necessary for a Humakti or other warrior to challenge a Yelmalio mercenary to a ritual combat (probably only to first blood) in order to prove the seriousness of the issue and the worthiness of the party members.

When Dow checks with the oldsters, he will discover that Lumine was the former name of a Light Son who changed his name for shame, yet later distinguished himself by long and dedicated service, and who now lives in a tower outside the northern wall of the temple. Dow will inform the party that it is impossible that they be permitted to speak with Lumine, because only Light Priests are allowed into the tower and only Light Priests can talk to the priests therein. The party should realize that they are bound by oath to reveal their message only to Taleo. There are a number of ways to resolve this dilemma - for example, Mindspeech could be used, or the priests might determine through Divination (paid for by the party, naturally) that an exception was necessary, or some use of Divine Intervention might solve the problem. If the party persists, they should be able to communicate their message to Taleo. Inside his tower, Taleo will then seek divine guidance, and Yelmalio will give a sign that Taleo must abandon his hermitage to bring the party to the entrance of the underground passages so that the job Taleo left undone may be essayed by the intrepid adventurers. Taleo will then emerge from his tower, an old man, still retaining the frame of a great adventurer, but with atrophied muscles and eyes sightless from long staring at the sun.

Taleo will tell the party the story of his first trip to the Devil's Playground. As a young initiate, he received direction from his Light Priest to seek out the chaos power in the Devil's Playground hinted at in old tales and verses, Lumine gathered a mixed group of Yelmalio warriors and adventurers in order to have a broad range in ability and flexibility in facing the unknown. Using a ritual of ward-breaking and detection mentioned in a Yelmalio cult text, Taleo found and opened the path to the underground. Blindly faithful to the orders of his Light Priest, he pushed his party too far underground in search of the source of

chaos, even as it became clear that the group might not have the necessary strength to escape.

When the party was ambushed, Taleo sought to rally and organize a retreat, but the Broos knew the caverns, while the intruding party was hampered by darkness and disoriented by the numerous passages. In time, Taleo found himself alone in the blackness.

Finally knocked unconscious and taken captive, he never saw a light in all his captivity, existing in a black sea of evil odors and horrible sounds. He ate what he was fed, though he has often wished to forget what it was he devoured. He was dragged from place to place and chained for days at a time. He heard distant mumbled chants never resolving into intelligible speech. He felt the scuttling of tiny wildlife all over his body, and felt wet foul things that made themselves most intimate with his body and bodily orifices. He gratefully went insane.

Sometime in his insanity he managed to escape. When he first recognized himself, and began to recall his identity, five years had passed, mostly without trace. He made his way to the Yelmalio temple in Sun County more by instinct than by intent. There he was recognized and nursed to comparative health. Shamed, he abandoned his old identity and took another name, Dark Anotia, building a new life of devotion and hermitage, culminating in his final monklike existence in a cell worshipping the Sun.

Taleo will assist the party now, forsaking his tower, because his god has directed him to do so, but he also feels a growing desire to return to the unfinished business of the Devil's Playground. If possible, he wishes to retrieve the bones and personal effects of the party members who died; he hopes at least to avenge their deaths. This is not only a holy mission, but a personal mission of revenge and atonement for Taleo Lumine.

Taleo Lumine's characteristics are given at the end of part 4.

4. The Devil's Playground

Referee's Summary

The party obtains entrance into the caverns beneath the Playground, the outer layers of which are discovered to have been created by krarshtkids. The party discovers a shrine of Krarsht and storerooms where cultists conceal black market goods and stolen treasures. The valuables are protected by undead, which suggests the presence of the cult of Vivamort, and trolls are encountered, suggesting a secret alliance of evil renegade trolls with the forces of chaos. The party attempts to destroy the Krarsht temple and to bear away the treasures concealed underground. They fight their way back to the surface past krarshtkids and Broos who seem to have cross-bred with the krarshtkids.

Setting

The Devil's Playground is filled with low ruins, overgrown by shrubs and small trees. The growth is vigorous and dense, but unusually twisted and diseased looking, with great boils and knobs along atypically thick and gnarled branches. The leaves are of many colors, and of all different sizes and shapes. The air is filled with insects all year round, attracted by the large white bulbous fruit of a low vine that rots in the heat, providing a feast for insects and a nauseating odor for visitors. There is little evidence of animal paths or traffic through the area, which is uncomfortably quiet except for the continual buzzing of the annoying bugs.

Action

Blind Taleo tells the party to seek for a great tree growing near the center of the playground. Of enormous girth, the tree is stunted and warned like all the other growth in the area. At the foot of the tree is what appears to have been a stone fish pool nestled among the roots. Here Taleo draws four short dark wooden wands from under his cloak and sets them in the four depressions at the four corners of the pool. Then he draws out a small carved crystal and begins chanting in Firespeech. The area within the wands grows dark, as though in shadow, until the space is pitch black.

Taleo directs the party to descend a set of steps they can feel through the darkness, even though they will discover that neither their torches nor magic light will illuminate the area. The party descends about 5m and discovers that the torches are working again, though they are attenuated and flicker dimly. They are in a tunnel, 3m round in cross section, leading off the Northwest and Southeast, steeply descending in either direction.

Taleo follows bearing the four wands, explaining that the portal will stay open for a full day, as far as he knows.

The party can choose either to go east or west along the tunnel.

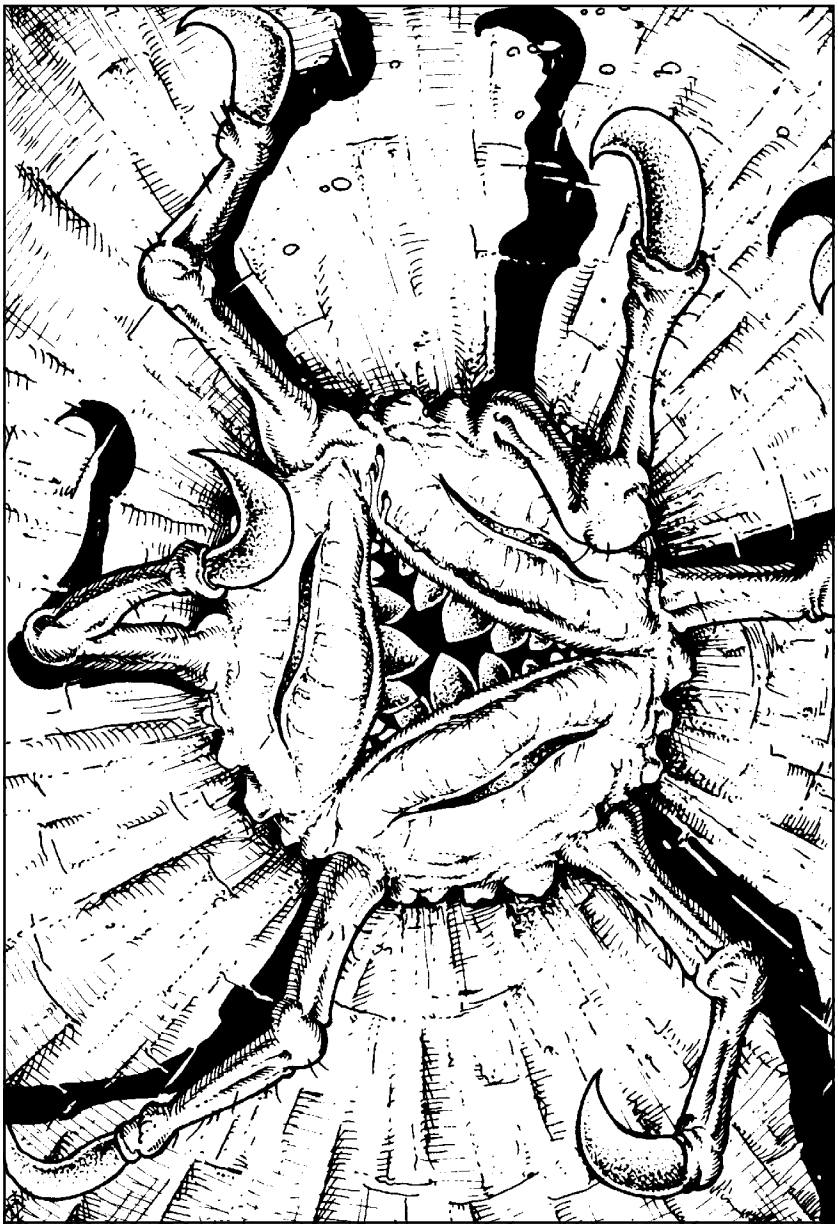
TO THE EAST: The tunnel descends steeply for about 500m, then ends in a solid wall. Above them the ceiling rises about 30m into the darkness, beyond the reach of the party's lights. In the wall in front of them the adventurers discover crude foot and handholds leading up into the darkness.

Above the party the tunnel continues. Here a group of dark trolls wait, guarding the underground approach to the Troll Stronglands against any incursion by forces of chaos. The trolls will attack without hesitation as soon as the party can be heard climbing the wall. Trolls will drop rocks on climbers and wait at the top to bash defenseless characters as they reach the upper level. The party could conceivably convince the trolls to discontinue the barrage if they can demonstrate that they are not chaos filth, but are actually troll friends. In any case, the trolls will not allow the party to leave in peace without getting some bribe. They will not allow access to the Troll Stronglands from this tunnel. The trolls are strong enough to make it hard to punch through them or to sneak around them, but if the party manages this, the Gamemaster should be

prepared to have the party emerge into a network of troll tunnels after about a kilometer of walking. This tunnel is used for chaos raids fairly frequently, and guard duty here is extremely dangerous - often assigned as punishment.

If the party questions the trolls about the tunnel and its denizens, they will mention revolting hybrid Broos and nasty large scuttling things like giant crabs, and they will also mention rumors of other nightmares, though they will acknowledge that they have not personally encountered such - perhaps other parties of troll watchmen that disappeared without trace encountered such beings?

TO THE WEST: Taleo originally took this route. It descends sharply for 50m then breaks into a bewildering maze of tunnels. Taleo will attempt to direct the party initially, but he will soon admit that the complex of tunnels is too much for him, and also seems to have radically changed from what he recalls.



If the party insists on exploring the maze of tunnels, the referee should improvise a small sequence of tunnels and chambers, occasionally dead-ending in some horrible doom such as a hive of krarshtkids, which will fight ferociously. The party will either have to prudently retreat, perish in the melee, or kill all the krarshtkids and find nothing of value. If, after such an experience, the party continues to randomly explore the maze, treat the group to more of the same. Eventually they will hit upon a more systematic approach or get lost and perish.

There are at least three systematic ways the party may proceed after Taleo loses his way. (1) They may attempt to proceed in a westerly direction as possible; (2) they may listen carefully, and hear the sound of a waterfall (this takes a successful Listen roll done at ¼ normal ability) to the west; (3) or they will notice evidence of bipedal traffic along one tunnel to the west, evidently made by humans and other unfamiliar creatures (this requires ¼ a Track roll).

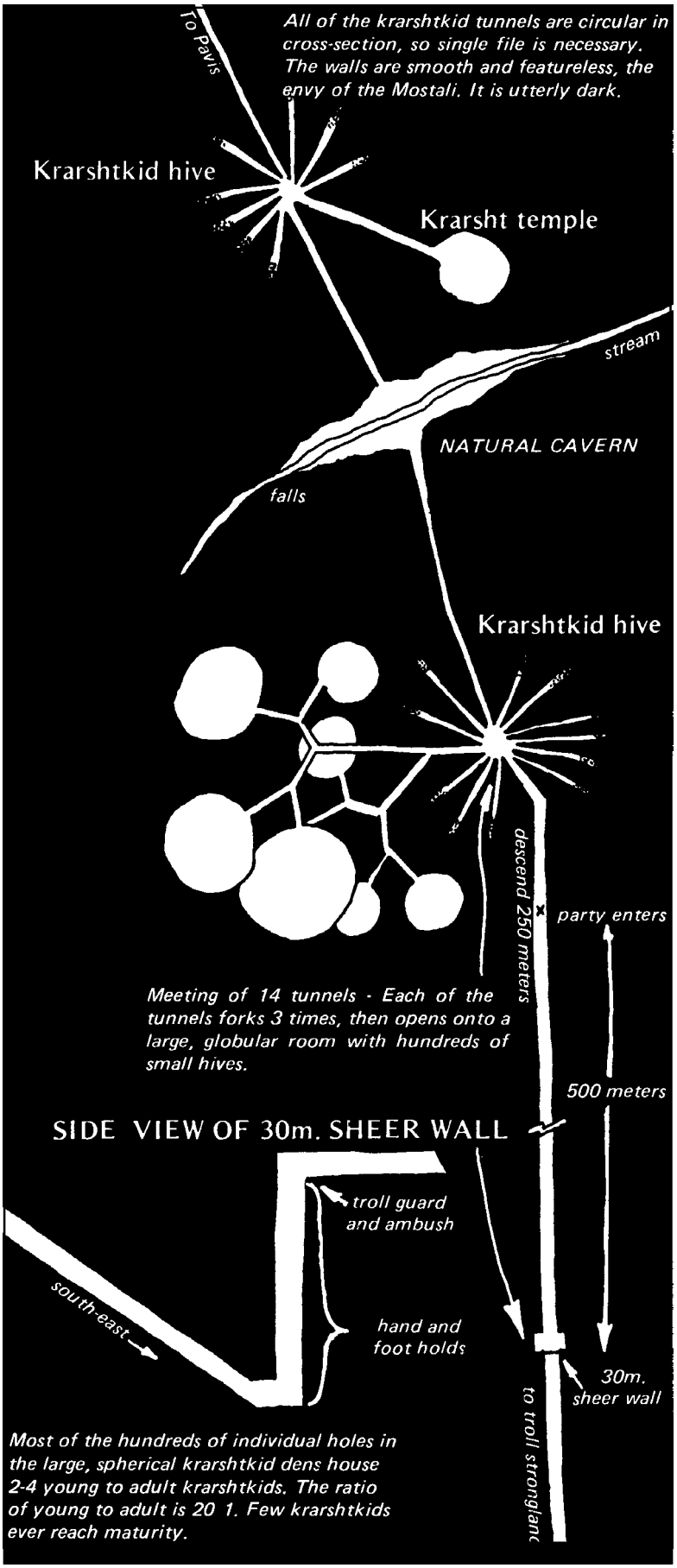
By direction, sound, or tracking, the party will filter through the maze area and rejoin a simple linear tunnel proceeding west. The party will come to a large natural cavern through which flows a sizable stream which plunges to a lower level through a deep shaft at one side of the room. Taleo will recognize this room as marking the area where the torches and light seemed to be less and less effective. A bridge stretches over the stream in the center of the cavern, and on the other side in what is increasing shadow is another exit from the cavern, a tunnel with smooth sides just like the one just traveled.

Once the party is past the large cavern, the tunnel breaks up again into a maze of tunnels. The torches and lights become steadily less useful. Taleo will know this area is where his party was ambushed.

If the party casts about randomly, they will encounter nests of krarshtkids as described before. If they attempt to track traffic in the tunnel, they will discover that the humanoid tracks continue into the darkness to the west, but that the more human tracks branch off down a side tunnel a short distance from the large cavern. Detect Gold, Silver, Magic, or Jewelry spells will all indicate treasure in this direction. Detect Undead will reveal the presence of a large number of undead, but the party should have had no suspicions of such a presence, and should feel no need to cast this spell.

As the party travels down this side passage, the lights cease to function at all. Taleo's Sunbright Rune spell will provide a murky half-light which will allow fighters to attack and parry at half normal percentage chances.

The source of this magical darkness is a Krarsht altar in a room ahead. This strange altar was granted to a great Krarsht priest who lost his sight after years of living in caverns. It occurred to him



that complete darkness would give him an advantage in any encounter, and the request pleased the Devouring Mother, who is fond of darkness, and who respects those who can manage without light.

The passage declines sharply, then halts where there is a coiled rope ladder at the top of a 5m drop. Here the tunnel sounds as if it opens out into a large space. It is impossible to see anything below.

At the foot of the ladder wait a platoon of zombies and skeletons. They are directed to attack any who do not utter the name of Krarsht. Those unable to see in the dark will fight with one-quarter of their attack rating and without a parry because of the darkness, unless Taleo has entered the room and is standing on the floor with his Sunbright Rune spell operative (in which case one may fight at half normal). The party will have little or no idea of the nature or numbers of their attackers, who will not attack until the first adventurer has reached the floor. When he is almost to the floor, he will feel his feet grabbed by numerous hands. A party of zombies and skeletons cluster at the foot of the rope ladder, awaiting any who intrude into this shrine of Krarsht without first invoking the name of Krarsht. The adventurer grabbed by the zombies must roll his DEX x 5 to prevent a fall, and must match his STR vs. that of the undead to pull loose and retreat. Because of the clumsy angle, the combined STR of the skeletons and zombies is only sixteen.

The party can dispose of the undead in several ways. In addition to good old melee, fire could be effectively used against the zombies, and throwing crushing rocks into the dark below will eventually take its toll on the skeletons. Other methods may surely be devised; the real difficulty will be operating in darkness. The only way to dispel this darkness is to destroy the power of the Krarsht altar, either by physically destroying it (in which case an occupying priest would be able to reform the darkness by replacing the altar), or by performing some appropriate ritual to neutralize the magical essence of the altar. If this darkness is eliminated, it should be possible to simply use hurled stones and spells to destroy the undead while standing at the top of the ladder. Unless the players are idiot enough to leave the ladder hanging down where the zombies can reach it, the clumsy undead will be unable to reach them. Once the party has handled the undead in one way or another, they can tell that most of the creatures were originally trolls and trollkin, implying that many of the sacrifices to Krarsht have been coming from the Stronglands.

The Krarsht Shrine And Smuggled Goods

Until every one of the undead is neutralized, there will be no chance for the party to safely and carefully search the room below. In the center of the room the party will be able to feel an altar

covered by a fabric. If the party removes the fabric and touches the stone beneath (do not forget the utter blackness of this room), they will discover the revolting sacrificial altar of Krarsht, caked and stained with the blood and fiber of the victims sacrificed to the chaotic god. The altar stone has a depression in the form of a relief of the open maw of Krarsht where the blood of the victim pools for the rituals of feeding.

In the rear of the room, the party will discover crates and sacks of valuable goods, jewelry, and coins, all only partially identifiable in the inky blackness. The party will have to make shift to bear away the most portable items as listed below:

1. Six identical boxes, each containing a set of slave bracelets (as described in *Cults of Prax*).

2. Four small crates containing preserved foods. These each weigh about ten pounds, but are surprisingly valuable, since the foodstuffs are luxury delicacies like caviar and salted Newtling tail, which command small fortunes from buyers who sell to the rich. However, only an Evaluate Treasure or much experience in trade and exchange will reveal the real value of this commodity; to a less discerning eye, the items look like simple preserved food.

3. A dwarf-made crossbow conferring a +10% to hit to a Mostali user. However, it cannot be fired by a non-dwarf or it will malfunction dramatically, destroying itself beyond hope of repair. An Evaluate Treasure will warn an examiner not to touch the item but to carry and sell it in its crate.

4. Several seals and official papers from the Lunar administration will be found. The proper authorities will be quite interested in these items, as their presence here proves that someone in the Lunar hierarchy is friendly in some way to Krarsht - smuggling valuable papers to them. The Lunars will use the evidence to try to catch the offending individual, a task that the party might find attractive. The actual thief was a certain Gimgim, who has joined the Krarsht cult - he will certainly use all the wiles at his command to prevent the party members from exposing his duplicity. He is basically loyal to the Lunar hierarchy anyway, and membership in Krarsht would not necessarily mean execution or imprisonment under the Lunar regime, but the government could not tolerate a government employee that stole secrets to trade to others. At the least, Gimgim would be sent back to the Empire.

5. Several of the crates contain mundane items such as clothing and house wares, and are marked by various traders, handlers, and merchants. These marks could be evidence of Krarsht membership or as an indication of the victim from whom the merchandise was originally stolen, and the information might be valuable.

6. One crate contains some brand new bronze weapons and pieces of armor; the precise types to be decided by the referee - these materials are perhaps more reliable a currency than coin.

Once the party has loaded up the valuables it wishes to take out, it will have to work its way in the dark back to the large cavern. There, they will see a strange group of creatures across the stream. There are five adult krarshtkids gathered around a pair of what appear to be four armed Broos with terribly distorted oval mouths in their chests, brimming with shark teeth. The actual head of these Broos is mouthless. The resemblance to the krarshtkids themselves is marked.

This strange group will stand only a second, studying the party. Then the Broos will bark a few quick orders in an unfamiliar language, and the creatures will withdraw down the tunnel which the party will have to use to escape. They will set an ambush at a four-way intersection, with two krarshtkids to the left, two to the right, and one krarshtkid with the two Broos down the tunnel ahead. The creatures will fight to the death in an attempt to keep the party from escaping alive. This group of opponents is a serious threat to a badly-depleted party or a weak one. Taleo may wish to use his Rune spells to help out. Once the party has dealt with the Broos and krarshtkids, they will return to the surface without further attack.

Further Expeditions

This first run into the Devil's Playground has been fairly short and mild. The upper layer, and doubtless parts of the deeper sections of this area are Krarsht tunnels, where the traffic of smuggling and crime pass. If the players want to return to the Devil's Playground to explore further, there are many deeper holes, and even large stone archways and lintels delineating some of the deeper passages. In the deepest sections lie spawning holes for chaotic monsters, and temples to all different chaotic deities - Thed, Malia, Bagog, Cacodemon, Vivamort, and perhaps Thanatar. The Devil's Playground has not thus far moved in force against the surface world - perhaps they await some momentous event. But in any case, any party, no matter how powerful and dedicated, can meet its match in this area - the horrors and monsters are able to overcome any invading group, and eventually, even a Rune level group could be overcome. Somewhere deep beneath the Devil's Playground lies a pool surrounded by ghostly trees thriving on darkness. From this still pool, the Eye of Wakboth (alluded to in the riddle sent by Gauntest to Taleo) continues its survey of the world, and musters the forces of chaos to resist the reign of order.

There is more than a single entrance to the underground caverns from the surface world. The player-characters now know of but one, which leads into a smugglers' nest, a tunnel to Troll town, and a huge nest of krarshtkids. Other openings could lead to different experiences, though all these tunnels eventually interconnect underground.

Taleo Lumine

As a brash and confident initiate, Taleo led a large party into the caves under the Devil's Playground. The mission was a disaster; all disappeared, and Taleo was discovered many months later, half mad, wandering near the Sun Dome temple.

Before this debacle, Taleo had great faith in the power of his spear and his god, and no respect for the powers of darkness and chaos. After he had recovered from his imprisonment of many weeks in complete darkness, Taleo never rebuilt this brash confidence. He became cautious and reflective, and accepted his responsibilities with unsurpassed dedication. He became a Yelmalio Light Priest after some time, then retired to yield himself to the peace and light of the tower.

Though now blind and in poor physical condition, he is still a fairly worthwhile opponent. His captivity in the caves freed an unconscious familiarity with the dark. His experience beneath the Devil's Playground may help the party to interpret strange phenomena and protect from unpleasant surprises. Taleo can also provide magic muscle when the going gets tough.

Taleo Lumine, blind Light Priest of Yelmalio

STR 10	CON 13	SIZ 13	
INT 15	POW 18	DEX 12	CHA 16
Move 8	HP 15		

01-04	R LEG	8/5
05-08	L LEG	8/5
09-11	ABDOM	7/5
12	CHEST	7/6
13-15	R ARM	7/4
16-18	L ARM	7/4
19-20	HEAD	7/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
2H Spear*	5	30%	1D10+1	30%	15
Dagger*	9	30%	1D4+2	30%	12

* Though blind, Taleo has kept this much ability in his weapons.

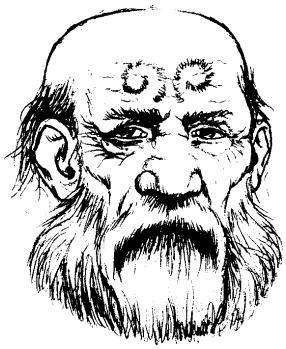
SPELLS: Detect Gold, Detect Life, Detect Magic, Detect Spirit, Healing 6, Lantern 1, Repair (2), Protection 2; (Taleo knows many more spells, but keeps none of them in mind)

RUNE MAGIC: Catseye x 2, Divination 5, Divine Intervention 3, Extension II, Shield 2, Spell Teaching, Sunbright x 2, Warding 1

SKILLS: Climb 50%, First Aid 25%, Jump 55%, Listen 85%, Move Quietly 55%, Swim 45%, Trap Set/Disarm 35%

LANGUAGES: Pavic 75%, Firespeech 90%, Praxian 45%, Trade 75%

NOTES: Taleo lacks the use of many of his former skills due to blindness. He gave up his allied spirit and some bound spirits when he retired, as well as all his magic items.



Oakly Gauntest

Gauntest will not be much help on an adventure, but if the player-characters insist on having him joining the party, his can be an interesting supporting role. He can no longer handle the spear and shield with which he once was expert, much less move quickly. With a Mobility spell, he can barely get out of his own way. However, he hasn't lost his battle magic, and he knows how to protect himself after years as a cripple in a rough area like Badside.

Gauntest is a lonely, insane old man, driven crazy by memories, pain, and poverty. He recalls only fragments of the past, and he frequently wanders off or dozes in the middle of a dialogue.

Gauntest is willing to patiently tease the ignorant along the path of enlightenment. When discoursing on theology, Gauntest becomes mentally alert. He would often invite violent reprisals for his cant except for his crippled condition.

Gauntest's joint rot has progressed so far that it affects many more parts of his body than merely his Strike Ranks in combat.

Oakly Gauntest,
Nysalor Illuminate, former Orlanth Initiate

STR 6	CON 8	SIZ 10	
INT 15	POW 14	DEX 6	CHA 7
Move 2	HP 8		

Defense: opponents add +20% to all attacks vs. Gauntest

01-04	R LEG	0/3
05-08	L LEG	0/3
09-11	ABDOM	1/3
12	CHEST	1/4
13-15	R ARM	0/2
16-18	L ARM	0/2
19-20	HEAD	0/3

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Spear	9*	10%	1D8+1	10%	15
Lg Shield	-	-	-	10%	16

* spear hits on SR 9 every second round.

SPELLS: Befuddle, Detect Traps (2), Dispel Magic 3, Light, Healing 4, Mobility, Protection 3

SKILLS: Evaluate Treasure 60%

LANGUAGES: Tradetalk 75% (has forgotten others)

TREASURE: Owns no more than 3-4 clacks.

Dark Troll Patrol Guarding The Way To Troll Lands

Dark Troll One to Six

POW 13 DEX 11 Move 8 HP 14

01-04	R LEG	5/5
05-08	L LEG	5/5
09-11	ABDOM	8/5
12	CHEST	8/6
13-15	R ARM	5/4
16-18	L ARM	5/4
19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Mace	7	60%	1D10+1D6	50%	20
Lg Shield	-	-	-	60%	16
Dropped Rock	3	50%	2D6+D6 per 3m dropped		

SPELLS: Bludgeon 2, Darkwall (2), Demoralize, Healing 3, Protection 2
SKILLS: Darksense/Scan 50%, Listen 65%
LANGUAGES: Darktongue 60%/i 5%, Tradetalk 25%
TREASURE: 20 bolgs, 3 clacks

Undead Platoon In Krarsht Temple

Dark Troll Zombies One to Three

POW 1 DEX 7 Move 6 HP 19

01-04	R LEG	6/7
05-06	L LEG	6/7
09-11	ABDOM	6/7
12	CHEST	6/8
13-15	R ARM	6/6
16-18	L ARM	6/6
19-20	HEAD	6/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Grapple	9	35%	Special	-	-
Fist	9	35%	1D3+1D6	-	-

NOTES: Zombies must be chopped into bits before they cease action. Also impaling-type weapons do minimum damage only to a zombie (impales count, so an impaling weapon does the minimum possible damage, counting the impale - an impaling shortsword does 9 points of damage).

Trollkin Skeletons One to Six

POW 1 DEX 13 HP 0 Defense 05%

01-04	R LEG	-
05-08	L LEG	-
09-11	ABDOM	-
12	CHEST	-
13-15	R ARM	-
16-18	L ARM	-
19-20	HEAD	-

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Grapple	8	65%	Special	-	-
Bite	8	65%	1D6	-	-

NOTES: Any location shatters when hit. The skeleton must be completely destroyed, or its parts will continue fighting, or at least bothering people. Skeletons are immune to arrow damage, unless the arrow impales, but all other missiles affect them. These skeletons wear no armor.

Krarshtkids One to Fifteen

POW 19 DEX 16
Move 3 Defense 15% HP 11

01-02	F LEG	3/4
03-04	RF LEG	3/4
05-06	RR LEG	3/4
07-08	H LEG	3/4
09-10	LR LEG	3/4
11-12	LF LEG	3/4
13-20	BODY	7/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite*	7	50%	2D6 + poison POT 10		
Tongue**	6	75%			
Spit***	1	80%			

* if successful, paralyzes victim for (20 minus victim's CON) in days.
** Matches POW vs. POW. If krarshtkid wins, the victim takes 4D3 pts of Disruption damage to hit location.
*** Hits with web of STR 15. A successful STR vs. STR roll will free victim. While entangled, no combat is possible, and the victim's maximum movement is 2.

Krarshtkid/Broo Hybrids One to Three

POW 14 DEX 14
HP 17 Defense 05%

01-03	R LEG	3/6
04-06	L LEG	3/6
07-10	BODY	7/8
11-12	RL ARM	3/5
13-14	RU ARM	3/5
15-16	LL ARM	3/5
17-18	LU ARM	3/5
19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	4	65%	2D8+1D4	55%	15
Head Butt	7	75%	1D6+1D4	-	-
Tongue	6	50%	As per krarshtkids, above		
Spear	4	50%	1D8+1+1D4	40%	15
Med Shield	-	-	-	55%	12

SKILLS: Hide in Cover 50%, Listen 50%, Move Quietly 75%, Spot Hidden 50%
SPELLS: Disruption, Healing 2, Protection 2
NOTES: These broo hybrids wear no armor. These particular specimens also do not carry disease. They can attack four times per round, using their head butt, maul, spear attack, and tongue attack each round. They lack the krarshtkid spit and bite. They can parry twice a turn, one with the shield, and once with either of their two weapons.

Krang's Table

Recruitment

The butcher Drelfon Barath desires an Eiritha table. He figures he could make well over 8000L profit a year from a good one, even if he had to heavily spice the meat. Consequently he has let it be known that he is willing to pay highly for one. He will make a firm offer of 7000L.

Drelfon recently has been informed of the general location of a table. The information seems accurate enough to commission a team of adventurers to get it.

Drelfon fancies himself a good judge of men. His strategy for selecting a team is, therefore, to go to an adventurer's hangout and scrutinize candidates owlishly and obviously. After some time he will choose, and approach the chosen party or individual. He will offer the party a great reward and take them to a private place.

Drelfon's Story

Drelfon will explain about the table. He will not minimize its value, and will say he had almost lost hope of ever finding one, when he was approached by a furtive young fellow with a scar from ear to chin, named Riveps. This lad claimed he knew of a table of Eiritha and demanded a mere 100L for the story. Drelfon agreed.

It seems that this scarred youth and some others were ambushed by trolls in the Rubble. Brave Riveps, who was trailing behind, hid and watched his fellows die. He noticed, though, that one of the party - a barbarian just in from the plains and clearly a worshiper of Waha - was treated with care. All others, even those who surrendered, were slain, but the barbarian was only Harmonized and trussed up. Both corpses and the captive were carried away.

Riveps saw the explanation. Those trolls may have had a table of Eiritha, and needed a Waha/Eiritha worshiper to activate it with the Peaceful Cut, which trolls rarely know. Trolls prefer to bash. Riveps had heard, two years back, of a small nomad band just in from Vulture's Country that was supposed to have owned such a table. They were attacked and pillaged by trolls when the clan explored the Rubble, and soon left again to the wastes.

Riveps drew a map of the route to the troll ambush. The adventurers' job is to go there, find the trolls, track them to their lair, remove the table, and bring it back. For this, Drelfon will pay 7000L, 500L in advance. If they fail, he wants the money back. (The adventurers should contain their laughter; Drelfon is only a butcher, after all.) They must swear to bring the table to him, bring the 500L to him, or to die in the attempt.

The characters must realize that it may not be easy to find the correct clan of trolls, given only this information. If they do not understand, the referee should tell the players and perhaps give them a brief background to trollish social organization in the Rubble. (For that, see the Krang's Area section.)

Drelfon knows little more than he has told. If the party wishes to find Riveps, Drelfon speculates that he comes from Badside or Riverside, and can probably be found drinking his earnings. Drelfon knows little of trolls or adventuring, but he doubts Riveps' story of an ambush. If Riveps is representative of the group, they could easily have been caught by a normal patrol - making it likely that they were near the clan headquarters. Riveps claimed that about ten trolls ambushed his party. This may be an exaggeration.

Drelfon Barath,
Male Initiate of Issaries (Harst subcult)

STR 14	CON 11	SIZ 13	
INT 13	POW 11	DEX 9	CHA 14
Move 8	HP 12	Defense 05%	

01-04	R LEG	1/4
05-08	L LEG	1/4
09-11	ABDOM	1/4
12	CHEST	1/5
13-15	R ARM	0/3
16-18	L ARM	0/3
19-20	HEAD	0/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Cleaver	9	70%	1D6+2+1D4	25%	15

SPELLS: Befuddle, Healing 2, Glue 1
SKILLS: Bargaining 70%, Peaceful Cut (Butchering) 90%
TREASURE: carries only 20 Lunars
LANGUAGES: Sartarite 20%, Pavic 65%, Tradetalk 50%, Praxian 30%

Drelfon Barath is an unspectacular man. He works hard in his family's shop, alongside his wife and children. He worries at night about making

ends meet, what with the Lunars driving up meat prices. He has never had the slightest desire to go adventuring.

These tables are his only quirk. He has endlessly calculated and recalculated the profits a table would net him, and figures that it would be enough money so that he could stop his 14-hour days and do many things about which he's always dreamed. Alas, Drelfon doesn't realize that he's never had any dreams. He knows nothing but butchery and is interested in nothing but butchery. Had he time to spare, he would be unable to think of ways to spend it.

Finding Riveps

The party may wish more input from Riveps. First, however, they have to find him. Searching in places other than Riverside will yield absolutely no information. How successful is the search in Riverside depends on who is asked. Riveps is an assumed name, and no one will know the informant by that name. They will, however, recognize his scar if described.

City watch and authorities have a 40% chance of recognizing Riveps' description. However, they know nothing of his whereabouts and don't consider giving to persons of dubious repute directions to other persons of dubious repute part of their normal job. If the questioners seem to be respectable people, the guards may acknowledge that they believe Riveps to dwell in Riverside. Bribes or drinks will be cheerfully accepted, and will get the questioner the desired information (if the guard knows of him) as well as a distorted rundown of Riveps' sordid character.

Riverside merchants will remember Riveps 40% of the time. They do not know where he lives. If asked about Riveps, a knowledgeable merchant will counter, "Why do you wish to know?" If the questioner seems to wish ill to Riveps, they will help. Otherwise, they will know nothing. A respectable appearance, large purchases, and successful Oratory rolls may sway an obstinate merchant.

The average man on the street or in a bar has a 30% chance of knowing who Riveps is. If he does, there's a 50% chance that he knows where he lives. The average man on the street in the slums of Riverside is highly suspicious and uneager to help, especially if the questioner is respectable. Drunkards can be useful. Forthright bribes sometimes work well, but the outsider often finds himself directed to the house of a Rune priest or an empty field. Explaining why the adventurers wish to find Riveps may help, depending on how the man feels about Riveps. About 70% will be hostile towards him, 20% neutral, and 10% friendly. Hostile informants will do nothing to help Riveps. Neutral and friendly informants might, but will still want a cut of the action.

The Riverside Dolphins youth gang knows everyone on their turf. They don't like Yexti and will direct people to him for a price, if they don't just ridicule or threaten any questioner.

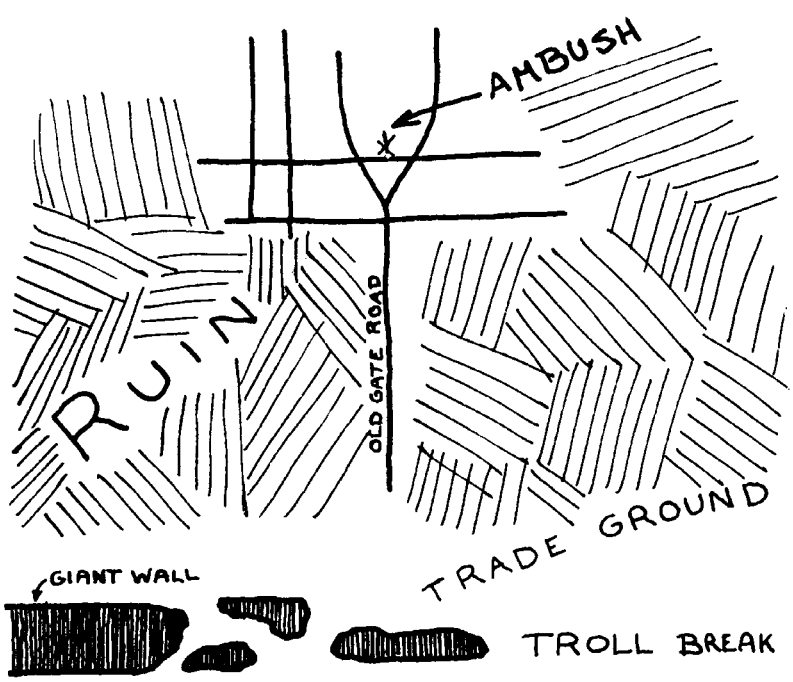
A typical day's work questioning by outsiders could yield the following results: no one seems to know Riveps. Finally, a shifty man in a bar gives directions for 20L. The directions lead to a private stable. Angered, the adventurers rush back to the bar. The shifty man denies ever seeing the adventurers, and everyone in the bar backs him up. A tense scene develops; people in the bar start to produce knives and the like. The adventurers retreat in a bad mood, and run into a bunch of punk kids. They end up in a fight. If the adventurers can win, they can pummel one of the kids into showing them the way to Riveps.

The Dolphins

When encountered, the gang is 10-15 members together patrolling the streets. Most of them are older children, armed with knives or sticks and having the equivalent of 1-point leather armor. A few are failed adventurers, retreating to scenes of former glory.

The more youthful members are usually belligerent, but surprisingly good-natured. The failed adventurers tend to be nasty; one (Andor) is leader of the gang. He demands fawning respect from gang members and innocent bystanders. The members don't like it much, but usually put up with it because leadership is something they're happy to let him do. He has not been leader long, and will probably not be leader for much longer, as his aggressive nature provokes and creates foes.

Riveps' Sketch Map



The Dolphins are often tickled when their leader gets whipped.

There is a surprisingly rigid code to most gang fights. The main rule is that when a character goes down, he throws his weapons away and gives up. No healing is allowed. This rule prevents the winner from having to pound the loser to the point where he can't heal and will possibly die. People can survive gang rumbles.

Sometimes, winners of a gang fight gain respect and temporary leadership. They can boss the losing gang while they can keep it together. Members of the gang will continuously slip away, though, and after a few hours only a hapless few weaklings remain, while the original gang reforms, as cocky and aggressive as ever.

The Dolphins have ten members. Seven are insignificant youths. Andor is the leader of the gang, a 37-year-old adventurer who has failed consistently at everything he's ever done. He would fail at leading a youth gang, were it not for the help of Ongh. Ongh has an inexplicable fanatical attachment to Andor and protects him fiercely. Andor's only rival is Enbat, who would quickly dispose of him if Ongh weren't around. The Dolphins are not an extremely warlike gang, and their current lack of good leadership demoralizes the younger members. In a fight, they will do no more than throw rocks, and if attacked will run away or surrender. Each has a 50% chance at throwing rocks, each doing 1D4 points of damage. Each of the seven youths in the gang will throw a rock each round. Whenever one of the three older gang members goes down under the adventurers, three of the youths will run away. Thus, when all three go down, all the youths will have fled.

When Andor is talking to strangers and it looks as if trouble will develop, the gang will encircle the victims. At Andor's signal, they will rush them.

Ongh, Male lay member of Orlanth & Zola Fel

STR 17	CON 16	SIZ 12	
INT 12	POW 13	DEX 10	CHA 11
Move 8	HP 16		

01-04	R LEG	4/6
05-08	L LEG	4/6
09-11	ABDOM	3/6
12	CHEST	3/7
13-15	R ARM	4/5
16-18	L ARM	4/5
19-20	HEAD	4/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Cudgel	8	70%	1D10+1D4	50%	20
Dagger	9	60%	1D4+2+1D4	40%	12

SPELLS: Befuddle, Bladesharp 2, Dispel Magic 2, Healing 3, Protection 2
SKILLS: Climb 50%, Evaluate Treasure 50%, Jump 60%, Listen 40%, Ride 50%, Swim 60%
LANGUAGES: Sartarite 60%, Pavic 50%, Tradetalk 20%, Lunar 30%

Enbat, Male lay member of Zola Fel

STR 16	CON 10	SIZ 11	
INT 9	POW 6	DEX 14	CHA 9
Move 8	HP 10	Defense 05%	

01-04	R LEG	2/4
05-08	L LEG	2/4
09-11	ABDOM	1/4
12	CHEST	1/5
13-15	R ARM	1/3
16-18	L ARM	1/3
19-20	HEAD	1/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Cudgel	7	40%	1D10+1D4	35%	20

SPELLS: Healing 1
SKILLS: Climb 30%, Jump 25%, Hide in Cover 25%, Move Quietly 25%, Swim 50%
LANGUAGES: Pavic 45%
TREASURE: 1 lunar, 3 clacks

Andor Vanth; lay member of Orlanth & Zola Fel

STR 12	CON 11	SIZ 10	
INT 9	POW 12	DEX 12	CHA 9
Move 8	HP 11		

01-04	R LEG	4/4
05-08	L LEG	4/4
09-11	ABDOM	4/4
12	CHEST	4/5
13-15	R ARM	4/3
16-18	L ARM	4/3
19-20	HEAD	4/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Cudgel	8	40%	1D8	30%	20
1H Spear	7	50%	1D6+1	30%	15
Large Shield*	-	-	-	50%	16

*Andor does not carry around his large shield - he makes one of the youths do so, and he takes it when a fight seems likely to start.

SPELLS: Bladesharp 2, Bludgeon 2, Disruption, Healing 2
SKILLS: Evaluate Treasure 30%, Hide in Cover 30%, Listen 30%, Oratory 15%, Spot Hidden 30%
LANGUAGES: Sartarite 45%, Old Pavic 45%
TREASURE: Carries 30L in pouch

Yarath Rantu (Riveps) Speaks

Yarath Rantu (alias Riveps) is a nasty young man. Every person has some trait which annoys or disgusts other people - flakes of saliva in the corner of the mouth, habitually picking the nose, standing too close in bars, or whatever. Yarath Rantu has the uncommon ability (shared with a few other young men with pinched faces) of being the archetype of what drives them crazy to the majority of the human race.

Yarath Rantu lives by dealing in petty contraband and personal fraud. He makes a poor living at it, for he is good at nothing. Of course, he has a high opinion of himself and is not hesitant to discuss his glorious future and the revenges he will take someday.

He lives in a thatch hut atop a one-story brick building in Riverside. The inhabitants of the house lounge on the front stoop. They direct surly hostile gazes at the party as it approaches. With reluctance, they will point around the corner when asked where Yarath is. Around the corner a ladder leads up.

The door to the hut is locked. Banging on it will produce no results for several moments. Yarath, a master at gauging human reactions, will open it just as the party was about to leave or barge in.

The hut is tiny with no windows. A dim light filters through the thatch and cracks in the walls. The place reeks with an unidentifiable sour-sweet smell. There is a straw bed, a small chest, and nothing else. Yarath will lie on the bed. The party must stand - Yarath will get panicky if anyone tries to sit on the chest (it is empty, but quite flimsy). Yarath wears only a loincloth. Some open chancres adorn his scrawny body.

Yarath is thoroughly unpleasant. He will sneer at the adventurers, knowing what they've come for. He will demand 1000 Lunars for his knowledge for without it, no one could ever track down those trolls. He can be bargained to 100 Lunars.

His information is this: the trolls who captured the Waha barbarian wore, without exception, a dull red sash over their left shoulder. If pressed for more information, Yarath will sneeringly explain that they need only follow the sashed trolls to their hideout, enter, and die.

If the adventurers kill Yarath, no one will care. Yarath will give false information to the adventurers if they threaten him into telling them his information.

Finding the Clan

If the party has not talked with Yarath (Riveps) and learned about the red sashes, they still must identify the right clan of trolls. One possible way of doing this is to join the merchants trading with the trolls, and learning which clan of trolls buys but a single herd beast every week or two weeks without fail.

The party will have to persuade some merchant to let them be his helpers. This will cost each character 20 Lunars For their money, they will get to load and unload wagons, set and take down tents, and do much lifting. Any character over thirty must make a CON x2 roll or take 2 points of damage to his back. There will be some long periods of quiet when they can watch.

By asking merchants, the adventurers can find that the number of trolls shopping for food is roughly proportionate to their clan's size. If the party does not bother to ask, it will take them an extra week or so to figure out this fact by mere observation.

The first few nights of observation (the market is held once per week) will yield little information. The observations will be confused by lack of familiarity. The fourth week or so the party will notice four or five groups which seem to buy either small amounts of food or live herd-beasts, or both. The next week's market will narrow the field to three, and another will narrow it to a single possibility. The characters will need to follow the clan members to find their home. The merchants will have no idea of where in the Rubble the different troll clans that buy from them dwell.

The party may also notice several bands from small clans buying larger amounts of food than seems warranted.

If the party sneaks up to the trading market and observes from the sly, they will be able to come to the same conclusions, but it will take them three times as long. The party will have to watch from cover, probably under poor conditions.

If the party decides early and follows the wrong trollish party, they will find their path taking them far from the route on the map. It is, of course, conceivable that more than one troll clan has a herd mother table.

If the game master needs to speed up the game, he can have the characters encounter Yarath (Riveps) on a street or in a tavern, or have them meet a drunken troll who'll talk about Krang's clan.

On the Way

The adventurers must enter through the troll break, the closest entry and one probably no more deadly than the rest. The break is patrolled, but if the characters arranged a diversion, or were stealthy enough (the break is nearly a kilometer long), they should encounter no trolls, only scattered cyclopean stone blocks. There is a 50% chance that they will encounter a troll patrol like the commando patrol described below in Scouting the Area. The statistics are at the end of this scenario.

Past the break is an open space somewhat more than 100 meters in width. No buildings are there. There is a 25% chance that some trolls will spot them there and hurl sling stones at them. These trolls will probably not pursue the adventurers, but they may raise an alarm.

After crossing the clear area, the party will get an eyeful of the Rubble ruins. If they blithely walk down the Old Gate Road, they will certainly encounter a troll patrol. Use the stats for Krang's normal patrol.

More likely, however, the party will skulk parallel to the road. If so, they will pass through the territories of three small troll clans. There is a 25% chance of being sighted in each territory. See Scouting the Area for how such sightings should be handled.

Krang's Area

Location: Krang's dominion is nine city blocks somewhere near the troll break. There are two smaller clans nearby, each controlling one city block. These two clans are separated by another city block, control of which they contest.

Population: Krang supports 90 trolls, about 40 of whom are dark trolls. The rest are trollkin. The two smaller clans number about 30 each, of whom 10 each are dark trolls.

Alliances: Krang is allied with a major troll clan, and her nine-block grant was fixed in antiquity (as far as she is concerned). She has no wish to extend it or see it shrink. The two smaller clans are allied to her by fear, for Krang could destroy both of them easily. In contesting ownership of the block between them, neither clan is willing to risk enough to end the conflict: there are occasional minor clashes since both sides include that block in their patrols. As part of Krang's local tyranny, the smaller clans pledge to supply food to Krang's clan. If they can't obtain food elsewhere, they must send Krang food trollkin.

Supplies: The three troll clans described here patrol the break and trade there. All occasionally send out hunting parties and raid humans or elves.

Activities: The smaller clans are divided into three groups. A shift is one-third of a day. During each shift, one group of four dark trolls is in the troll stronghold, one group of three dark trolls is patrolling the clan territory, and one group of three dark trolls may guard at the break. At any given time, one of the group of four at the stronghold is awake and watching from the roof. The trollkin of the clan have no fixed duties, but are assigned wherever the clan priestess thinks best. The trollkin are always working. Both small clans have their own priestess, but they are much less powerful than Krang.

Krang's clan is divided into three groups of 15. During each shift, one group is sleeping, one is on internal duty (guarding, carving, etc.), and another group is outside. The outside trolls patrol Krang's territory. This group may guard the troll break at some times.

Patrols and Guards: Each clan closely guards its area and usually has a patrol out. Patrols guard against adventurers, elves, and even occasional lone trolls trying to find a home or steal a meal. If part of the clan is hunting, the patrols will be short-handed. Patrols walk down streets. As they go, at least one troll briefly examines each building.

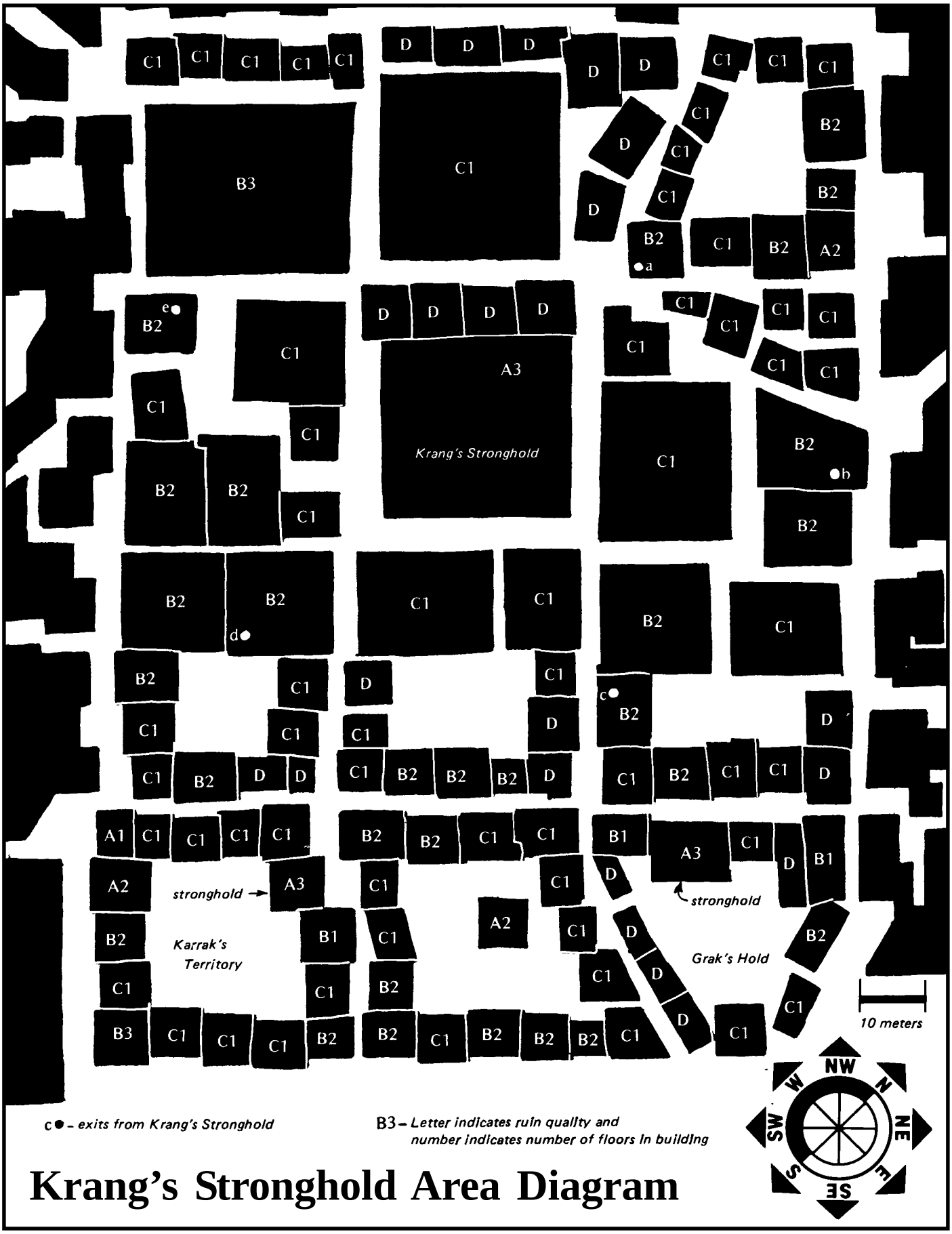
The patrols are aided by the stronghold roof guards, for each stronghold is chosen for a good view of the surrounding area. The smaller clans each have a single roof troll who continually watches, but Krang has four trolls on her roof, one in each corner. Each of the patrols always keeps one troll in sight of the roof guard. If the troll on the roof sights suspicious activity, he or she establishes Mindspeech with the visible troll and tells it the location of the movement.

The patrols rarely find intruders, so they are not completely alert, but they are routinely thorough.

Part of Krang's defenses is to confuse watchers by never having anyone directly leave the stronghold. Five nearby buildings can be reached by tunnels and are used as exits. A patrol leaves through a randomly-chosen exit, but often re-enters the one from which they left.

Scouting the Area

See the Krang's Stronghold area map. It is suggested that the Gamemaster draw a copy of the map on a large piece of paper, filling in new areas as the characters see more. The referee should be prepared to fill in additional blocks, which should be much like the pictured map.



Krang's Stronghold Area Diagram

The smaller clans patrol such a small region that there is a 95% chance of sighting a patrol in any 3-hour period. Covering more area, there is only a 50% chance of seeing a Krang patrol in an 8 hour shift. The disputed block is rarely patrolled - there is a 10% chance per shift to see trolls there. When any patrol is seen, a patrol from the rival clan is usually also seen. Neither patrol will search the area; they will be threatening each other.

The smaller clans have a regular and invariant patrol pattern. Observing this, the adventurers will be able to anticipate the patrols and avoid them. Since Krang's patrols start from a random building each shift, it will be much harder to avoid them.

Seeing a patrol does not necessarily mean the patrol will be met. The adventurers can usually hide within buildings, whereas the trolls will stride boldly down the street. The characters will generally have a chance to take cover.

Roof-guard trolls are armed with staff slings. Trolls on patrol carry maces and slings. Normal patrols are armored; commando patrols wear only leather. If the characters are being pursued (or are pursuing someone), use the DEX + ENC of each runner to rank them by speed. Slower runners inevitably will be caught by faster runners unless they can somehow hide or evade and sneak away.

The smaller clans will capture humans and ransom them. Krang's trolls will capture characters and take them to Krang. Powerful-appearing characters captured by any troll group will probably be killed.

The Two Smaller Clans

Krang's small allied clans are led by Grak and Karrak respectively. The strongholds for each are identical except as noted below.

Floor One

The large room is used for butchering. A trail of dried blood leads up the stairs. Other rooms are empty. There are no internal doors left. There are no windows or shutters on floors one and two. The doors to the outside are shut but not locked.

In Grak's stronghold, the last three steps on the stairway going up are rotten and will drop the person stepping on them down onto 1D3 stakes (a cluster of which are thoughtfully placed in the cellar below) for 1D10+1D6 points of damage per stake. This fate can be avoided by a successful DEX x 3 roll to grab the sides of the stairwell. These last three steps have blood spattered on them, like the rest of the stairs, but a Spot Traps will indicate that the blood is not as fresh as the rest of the blood on the stairs. The trolls always just jump over these last three steps.

Cellar

The cellar has brick walls and floors. Nothing is of note in Karrak's stronghold. In Grak's stronghold, a set of nine spikes is fixed to the floor below the stair going to floor two.

Floor Two

The trail of blood leads to the next staircase. There are no stairs here, however, just a hole in the ceiling.

In Grak's stronghold, two long, heavy planks cross the hole. On top of the planks is a heavy piece of furniture so that the planks cannot be shifted. A head can be stuck through to the floor above. A SIZ 8 or less person could squeeze through if wearing no armor. If the person fails a DEX x5 roll, he or she is stuck. Getting out will make noise enough to wake the trolls and will cause 1D3 damage to the chest and arms.

In Karrak's stronghold, the hole is covered with three heavy planks; not even a head can be stuck through.

In both cases, trying to move the planks aside requires a combined STR of 40 and automatically will wake the trolls.

Other rooms on this floor are empty. In Karrak's stronghold, one of the rooms has a rotten ceiling which can be broken through easily. Since the room is distant from where the trolls sleep, they will wake up only if they make a Listen roll.

Third Floor

There is a 95% chance that all three trolls on this floor will be sleeping. In the room with the trolls can be found a ladder, a small chest with 1D100 Lunars in it, and a clan heirloom. The Grak heirloom is a highly decorated mace worth around 500 Lunars to a collector or troll group.

The Karrak heirloom is a magical troll stick which contains a matrix for the uncommon spell of Detect Elf. This is a one-point spell, has a range of 40m, and works on elves, dryads, runners, and pixies. It also gives the SIZ of the Aldryami detected.

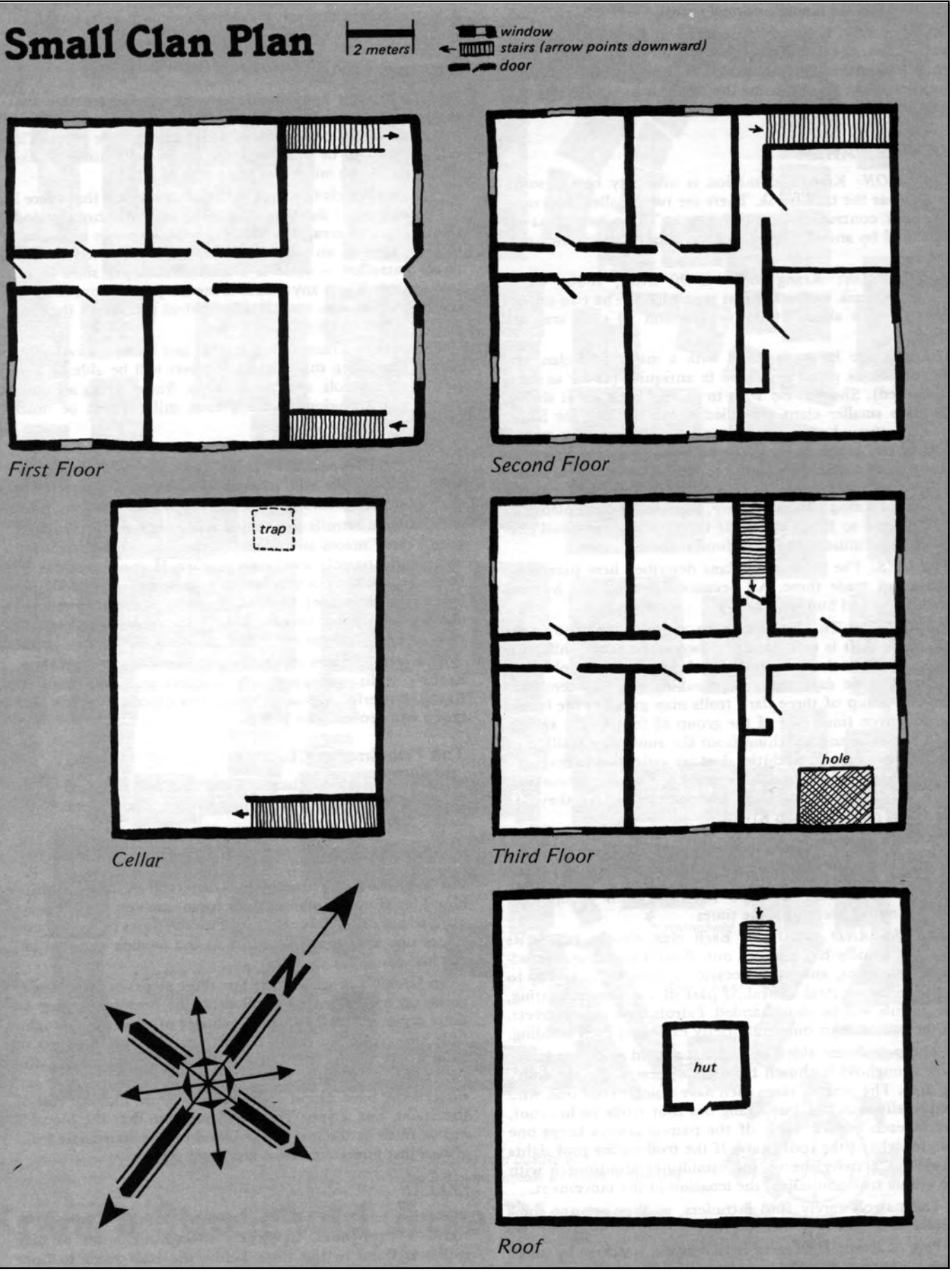
Krang's Stronghold

The largest undamaged building in the area, all of the doors and windows on the outside of Krang's stronghold have been filled - this is obvious to an observer.

The walls can be climbed without difficulty. The trolls on top will notice the intrusion, though, and will drop rocks - big rocks - on the climber.

Dropping a rock on someone is not hard. A troll as an 50% chance of hitting someone within one story of him. A story is roughly 3m high. For each story lower that the character is at, subtract 10% from the chances for success. The rocks will do damage equal to 2D6 plus 1D6 per full story dropped. Thus, someone climbing up the top story would only take 3D6 damage. Someone three stories down would take 5D6 damage. In the time it takes to climb one story, two rocks can be dropped by the trolls. Only a single troll can drop rocks on a single climber, but if there are more than one climber, the trolls can drop rocks on each separately, unless the climbers are foolish enough to climb in single file. In that case, only one troll

Small Clan Plan



can drop rocks on the whole column, but if the top climber is hit, he will fall down, hitting the second in line, and so forth. A dropped rock will hit a hit location determined by rolling 1D10+10.

If a character climbing a wall wants to apply his Defense to a particular rock, he must make a Climb roll or fall. If the Climb roll is made, the character managed to stay on the wall while dodging. It takes a successful Climb roll to move up one story.

This may not be the way to get in.

Entering Krang's Stronghold

Krang's Stronghold is entered through any one of five smaller buildings marked on the area map. Tunnels go from these buildings to Krang's cellar. Treat all of the entrances identically. Krang's trolls enter the entrance building and always go directly to the cellar. The ground is wet and smooth, but a Track roll will lead a character directly there.

The following is true for all the entrance buildings. The ceilings and roof of the buildings have collapsed. The tile floors are covered with rubbish: dust, dirt, rocks, and debris. About half of the internal walls are intact enough to block movement. There is a brick-walled cellar. On an appropriate wall of the cellar in all these buildings is a secret door (a Spot Hidden roll while diligently searching the appropriate wall will find it). The door is unlocked. The cellar door leads into a brick tunnel 3m wide, allowing the trolls to lead in animals.

The tunnels end in thick wooden doors. The doors are all barred on the far side. Behind the doors stands a troll. He will remove the bar only when he hears that week's password, delivered in a trollish voice. He says nothing, but a Listen roll at -30% from normal chance will detect his presence.

The doors are sturdy, and each requires a combined strength of 80 to knock down. If this cannot be done quickly and quietly, the trolls in the basement will retreat upstairs. A heavy stone cap will then be shoved over the stairwell, blocking entrance to any intruders. This stone cap-piece is always kept ready.

If the adventurers break through the wooden doors into the cellar, the will find themselves in an empty storeroom. (All supplies are kept upstairs.) Only troll dung and garbage is visible here. Soon, a squad of ten doughty trolls dispatched to slay them will arrive. Use the stats for Krang's patrol. The trolls will enter the basement from one of the wooden doors, and trap the adventuring party in the storeroom.

This may not be the way to get in. For the best method to effect entrance, see the next section, titled "Capture".

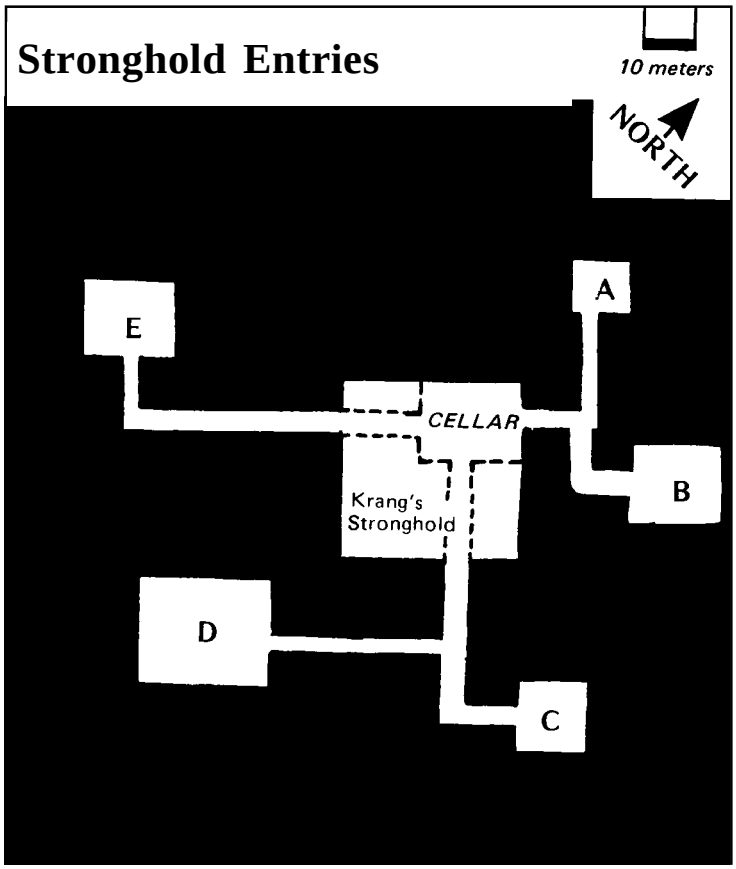
If the characters do manage to break in this way, 15 + 1D20 armed dark trolls will oppose them. Unarmed trollkin will screech and bolt from room to room, completely terrified. The trollkin will not fight, but they may rush in panic toward the characters as though they were attacking. The dark trolls may even herd bands of panicky trollkin towards the characters to distract them. Gamemasters should spend as many trollkin as necessary to create the proper effect in the cramped rooms and halls.

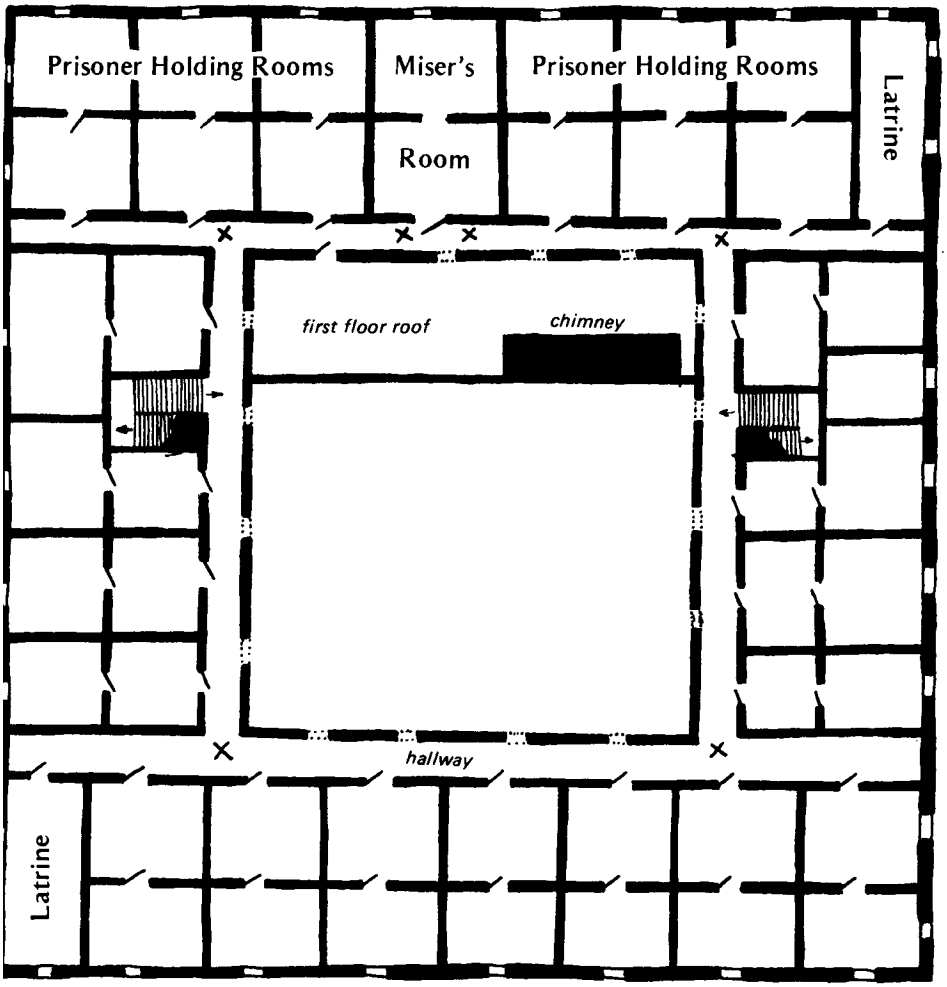
Capture

If a party is captured by Krang's trolls, Rune levels will be quickly taken to the temple of Kyger Litor. Once there, they cannot appeal for divine intervention from other gods than the Troll Mother, and can be killed at leisure. They will certainly be killed - a Rune level human is too dangerous to let live - but in a special way.

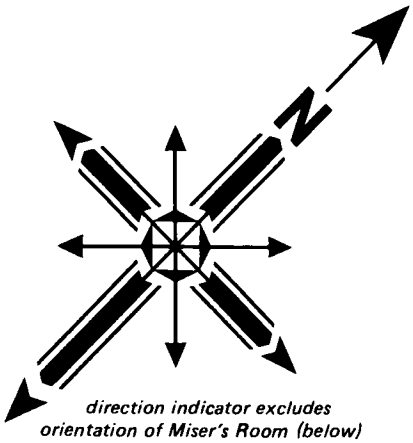
Any other members of the party will be chained and taken to meet Krang (the tenth to bear that name). Unless she can be charmed in some way, she will kill the captives. Should the captives swear convincingly never to enter Old Pavis again, and they have a large ransom, they may be released.

Such an oath will be taken at a Kyger Litor ceremony, and it would be most unwise to break them. (Breaking such an oath would bring a Grey Fury of the troll cult to attack the scoundrel once, when inconvenient. See *Cults of Prax* for details on Grey Furies.) Krang has shown compassion to young adventurers who so swear even if they have no ransom, though such a decision is rare. Krang is bloodthirsty when it comes to elves, beings with high Power, or anything making its home in the

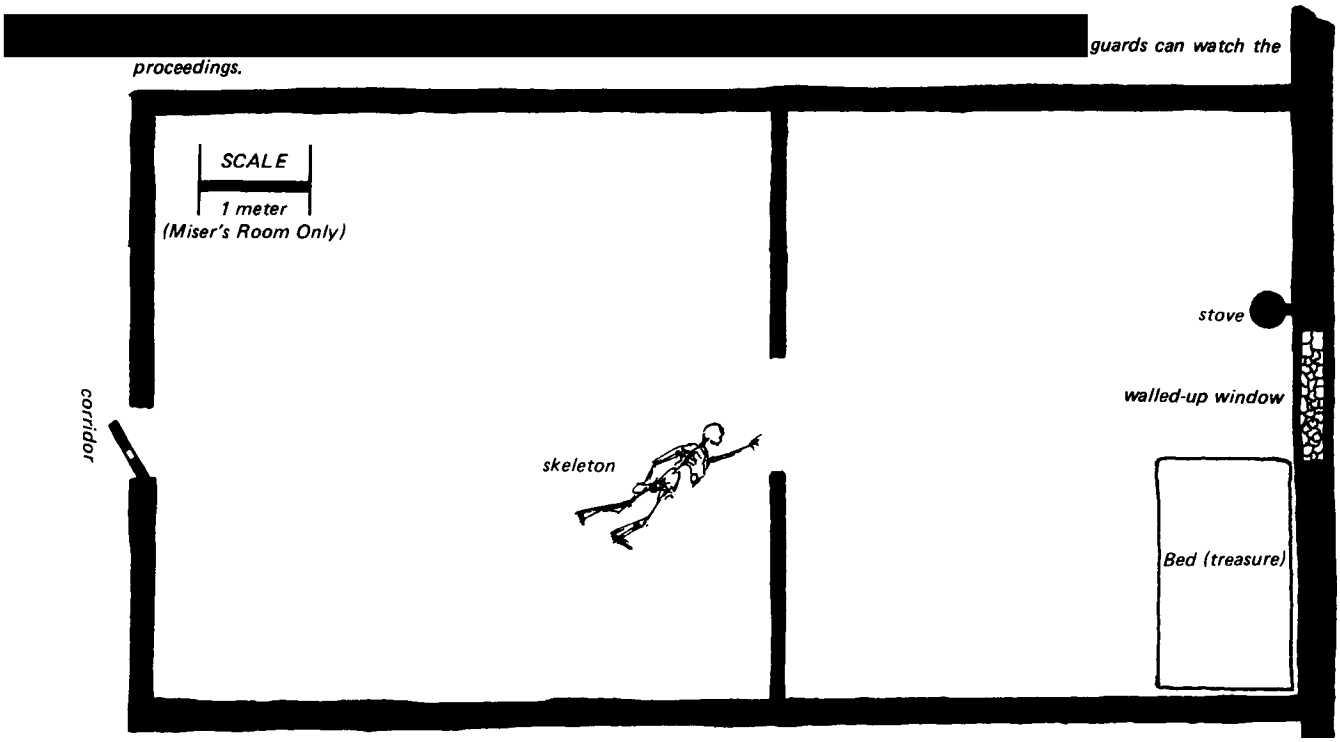




SECOND (and Third) FLOOR– Guards are stationed at the Xs. There are more guards when prisoners are being held. The third floor is the same as the second except for the Miser's and the Prisoner rooms. The rooms on the third floor are all one large room, rather than two small ones. Trolls or trollkin live in all of the unmarked rooms. The door to the roof of the first floor is locked. Open Windows are shuttered during all daylight hours.



direction indicator excludes orientation of Miser's Room (below)



Krang's Stronghold

5 meters

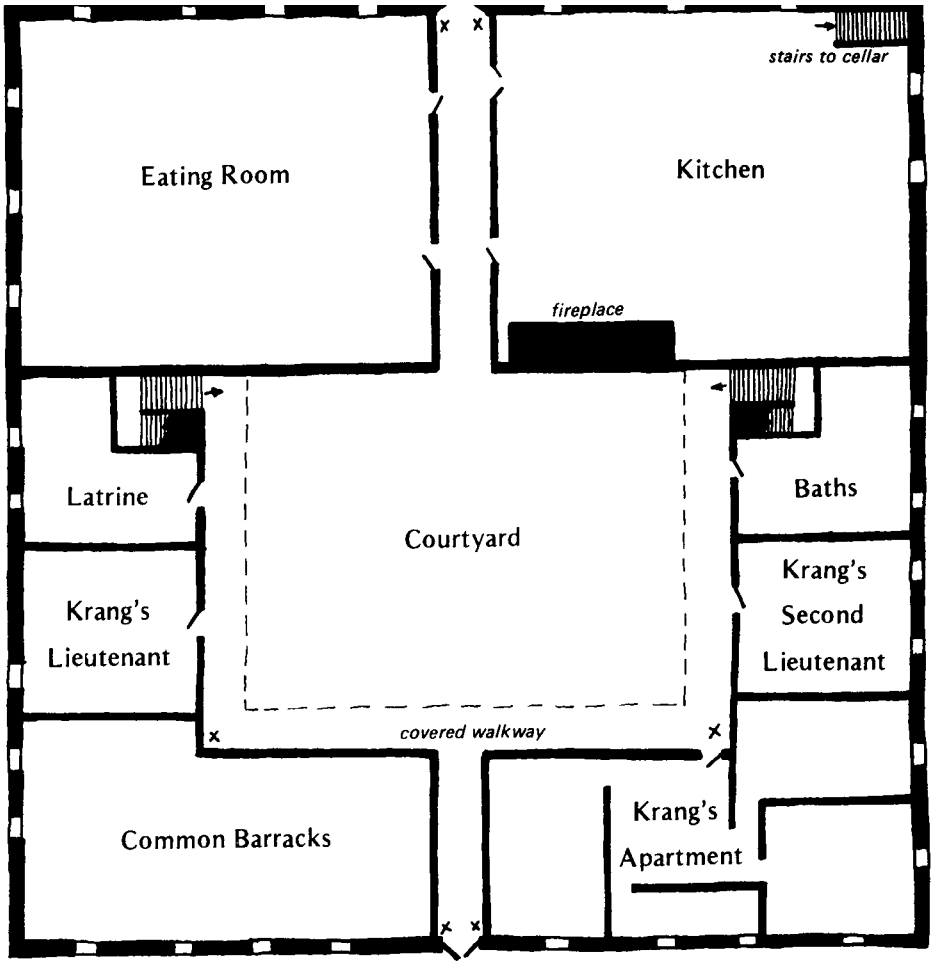
X Guard Stations

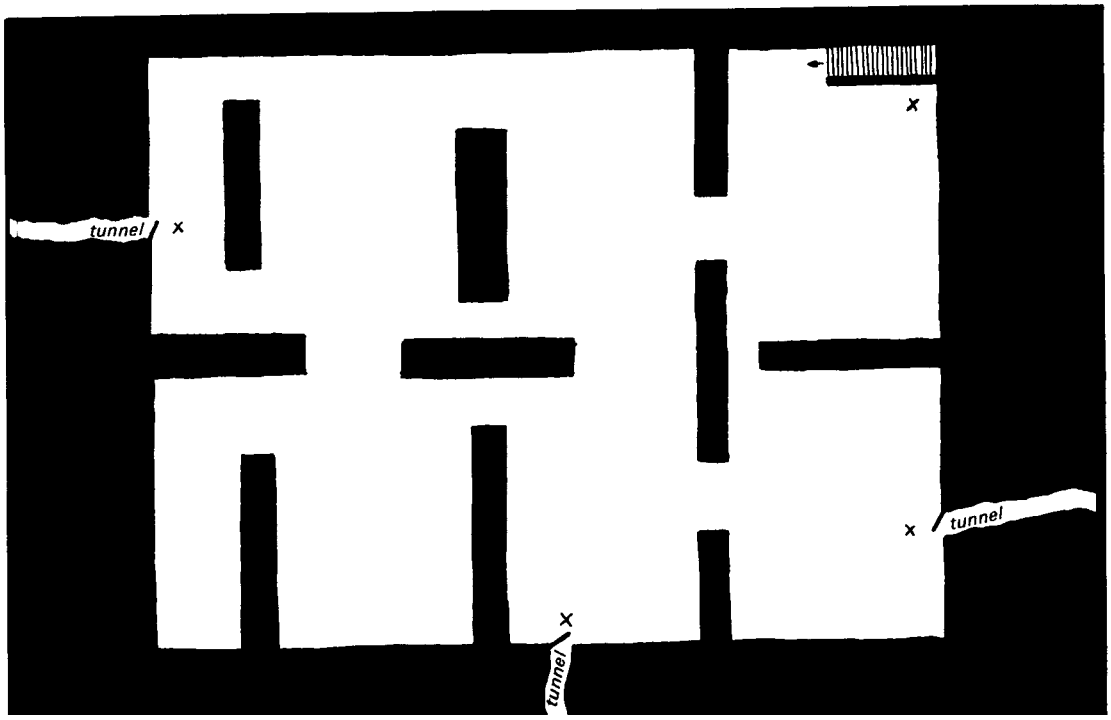
Open Window

Sealed Windows

Stairs (arrow points downward)

FIRST FLOOR— The courtyard is open to the sky, with a covered walkway that runs about it.





CELLAR— this is an empty storeroom. The tunnels lead to other buildings. The stairs lead to the first floor.

Rubble. Usually, Krang makes her decision for the party as a whole, but Krang sometimes decides to let some individuals die and others live.

Captives who must die are butchered and eaten. The butchery is performed in the courtyard, where animals are corralled.

This butchering occurs four meters from the prized table of Eiritha, which also rests in the courtyard. It is a Buffalo Eiritha table; fresh bison is available daily to Krang and her clan. The table is carved with six bison on the surface and so can be activated for a week. On the first day of the week, a real bison is slain, and for the rest of the week, magical bison appear. Captives with high Power are fed to the clan's pet ghost (described later).

The Ghost

A man was born forty years before Gerak Kag sacked Pavis. He grew up on Temple Hill, learning the ways that weak and timid men must follow in times of strife. When his parents were killed in a nomad raid, he fled from the hill into the long-sacked residential areas near it. He lived there quietly, surviving as a small merchant and a careful miser. As a merchant, he was unexceptional, but he excelled as a miser. He hoarded his money carefully and counted gloatingly by the light of a cheap tallow candle.

When he left his rooms, he scuttled directly to where he was headed, afraid to look to either side.Since he did not care for the outside world, he heard nothing of the changing times. His first hint of the troll invasion came when he heard the screams in the streets. He still had not understood the calamity when the door was kicked open, and the blood-soaked dark trolls entered, ravening and bellowing.

The first of the looters left the miser's rooms with all his carefully-hoarded treasure, less one single copper which was clutched in the now-dead hand of the miser. That single copper led to a strange death for many beings, for love of that piece of metal kept the miser's spirit bound to his rooms.

That original looter was from the band of Krang, dark troll warlord, and the miser's building and the miser's rooms now belonged to Krang. A few weeks after the invasion, Krang himself entered the miser's rooms to make sure that all that could be looted had been looted. Krang made a cursory inspection of the room, ignoring the withered remains in the bedchamber. There were riper and more toothsome morsels to feast upon than the scrawny bones of the dead miser. The miser's ghost apparently did not attack.

No one else entered the miser's rooms for years. His body rotted to bone. The copper piece dropped into a chink in the floor and wedged a few inches below the skeleton's hand. Krang died defending his territory against elf raiders. All Krang's children died the same way, as did several of his grandchildren.

One of Krang's granddaughters, also named Krang, decided a secure fortress was in order. She selected the miser's building for the central fort. Adjoining buildings were demolished to provide clear lines of fire and to remove possible cover for attackers. All outside windows were sealed up, allowing access only from underground tunnels. Various old rooms that hadn't been entered for years were cleaned up.

Then, the miser's ghost made himself known, by eating the soul of the trollkin that was hauling away his skeleton. A troll witnessed the deed and reported it to Krang. Intrigued by this ghost of hers, Krang decided to speak with it. Through fantastic luck and enormous persuasiveness, she learned the ghost's whole story, and she befriended it, as much as was possible. She decided that this human ghost would make a wonderful guard.

The ghost was agreeable. Krang swore to let the ghost consider as its own a set portion of any treasure put into the room; the ghost swore to allow Krang to remove her portion of the treasure whenever she wished.

To aid the ghost in its guarding, Krang (and her heirs) increased its Power by feeding it slaves and adventurers. The ghost began by destroying victims of rather low Power. As the ghost grew in power and hunger over the years, it was fed adventurers of more Power. Over the course of the years, the ghost grew to exceptional strength.

Feeding Time

Those captives whom Krang has decided will be fed to the ghost will be divided up among the rooms across from the ghost's apartment. Those rooms are bare. Before being thrown into the ghost's room, the captives are released from their chains. At six-hour intervals, a single captive is thrust into the ghost's front room. At that time, the chains are removed. All the trolls agree that chain removal is a good thing: Krang does it to keep her guards alert and in good condition, while the guards enjoy snatching struggling people. There is certainly little chance for any captive to escape; they would be quite outnumbered. There are at least two trolls on either side of a captive, in a hallway in which two humans cannot walk comfortably abreast.

The ghost's front room has two doorways. The doorway through which the captive is flung is of heavy lead and has a small window through which the guards can watch. The doorway in the opposite wall has no door. The front room contains various bones and rubble carelessly strewn about. A complete skeleton lies near the open doorway.

The bed chamber has an old bed which has collapsed from the weight of Krang's treasure of thousands of silver pieces, gems, and jewelry. This treasure is the result of hundreds of years of successful looting. The window in this room has been walled up. Below and beside the window is a small, old wood burning stove which used to vent through the window.

The ghost (POW 26, INT 8, DEX 20) will attack immediately, with no warning. The ghost will continue spirit combat until his victim ceases to exist. After combat is finished, the ghost will rest six hours to recover whatever Power he may have lost to the victim. He will then accept a new victim.

One of the guards at the doorway knows Dispel Magic 4, and he will cast it at the victim just after spirit combat is initiated, to dispel any Spirit Screen spells the victim may put up against the ghost. This will also dispel a Spirit Block 1 or 2 spell that the victim has. It will do no good against a Spirit Block 3 or more, but since the ghost has a POW of 22, a Spirit Block 3 or more would not allow either party to be harmed by the combat. If the victim is seen visibly casting magic after spirit combat has begun, the trolls will cast their Dispel Magic 4 immediately.

The ghost is uninterested in anything but combat. A victim may establish communication by using Mindspeech, but the ghost is unlikely to listen. The ghost knows Spiritspeech 40%, Old Pavic 40%, and Darktongue 40%.

If the intended victim can deduce the ghost's motivations and exploit its stupidity, there is a possibility that the ghost would let the victim live. A victim might promise the ghost the world in exchange for life. Since victims of the ghost often run into the back room in a futile attempt to escape once they realize they cannot beat the ghost, the troll guards will not be alarmed to see a victim dash into the back room and never return. The guards would just assume that the victim went into the back room and was slain there.

If an early intended sacrifice managed to convince the ghost to not harm the party, the victims could congregate in the back room. When the last victim was tossed in, the party could rush the guards, defeat them with their bare hands, and flee the fortress. Ah, it would be a glorious death!

Troll Statistics and Notes

Krang

Krang is a troll with a past, for her family came to Pavis with Gerak Kag. They carved out a small piece of Pavis for themselves and have held onto it ever since, through depredations of elves, humans, dragonewts, and other and stranger things. In all that time, they have maintained a tradition of pride, ruthlessness, and independence.

Krang wishes only to pass on her stronghold to the younger Krang in as good a condition as it was when she got it. Her fondest wish is that her great-great-grandchildren will hear the story of these times and think of their ancestor as neither innovative nor weak, but as one who was in every respect an exemplary Krang, like all before her.

Krang, Female Priestess of Kyger Litor

STR 19	CON 11	SIZ 18	
INT 15	POW 18	DEX 18	CHA 12
Move 8	HP 13	Defense 30%	

01-04	R LEG	7/5
05–08	L LEG	7/5
09-11	ABDOM	7/5
12	CHEST	8/6
13-15	R ARM	7/4
16-18	L ARM	7/4
19-20	HEAD	7/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	3	80%	2D8+1D6	65%	15
Mace	5	70%	1D10+1D6	50%	20
Sling	1/7	90%	1D8	-	-
Staff Sling	1	70%	1D10	50%	10
Lg Shield	-	-	-	65%	16

SPELLS: Bludgeon 2, Countermagic 1, Darkwall (2), Jump 3, Mindspeech 4, Protection 3; (known by Creeper) Demoralize, Dispel Magic 4, Healing 6, Spirit Shield 4
RUNE MAGIC: Absorption 1, Blinding 1, Discorporation 1, Extension II, Shield 2, Spell Teaching
SKILLS: Camouflage 65%, Darksense/Scan 80%, Hide in Cover 70%, Listen 70%, Move Silently 60%, Oratory 50%
LANGUAGES: Darktongue 90/90%, Aldryami 20%, Old Pavic 50/15%, Sartarite 50%, Lunar 50%, Tradetalk 25%
MAGIC ITEMS: 10-point POW storage crystal

Allied Spirit - Creeper, in giant beetle body:

STR 17	CON 22	SIZ 17
INT 15	POW 14	DEX 9
Move 6	HP 23	

01	RH LEG	6/6
02	RC LEG	6/6
03	LH LEG	6/6
04	LC LEG	6/6
05-08	ABDOM	6/9
09-12	THORAX	6/9
13-14	RF LEG	6/6
15-16	LF LEG	6/6
17-20	HEAD	6/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite	8	70%	1D10+1D6	-	-

Troll Types

This section includes all Krang's trolls that are seen at any one time. These same trolls may be used for the minor clans or anyone's patrols for this scenario. Simply use the number of trolls desired.

Krang's normal patrols consist of a single leader and nine followers. The nine followers are identical for purposes of the Gamemaster. When houses are searched, four trolls search houses on one side of the street, and four more search houses on the other side. One troll stays with the leader in the street, and they keep slings at ready. All these trolls have a - 20% chance to Move Silently due to their armor.

Most times, Krang's six commandos go out with the regular patrols - usually as leaders. When intruders have been sighted, or on special missions, the commandos go out together in an elite group. They skulk through the rubble, looking for the invaders and attempting to ambush them. Before an ambush, they will inform the troll atop the stronghold (via Mindspeech) of their location. That troll will, in turn, inform nearby patrols, who will run to arrive at the scene of the ambush after it starts. These troll commandos wear no armor which makes noise.

Krang keeps four trolls on the roof of the stronghold to watch for suspicious movement. If

any is seen, they will establish Mindspeech with a patrol leader and inform him. If they get a clear shot at an intruder, they will hurl leaden sling shot at them. They may also cast Befuddle at enemies when they can see their patrols get close enough to take advantage of such a spell.

Hit locations 01-09 are protected by the roof from ground fire. Any projectiles fired by the adventurers at roof trolls that hit locations 01-09 are treated as misses.

The smaller clans have only troll atop their strongholds, but he will act in the same manner.

Normal Dark Troll Patrol Leader

STR 18 CON 14 SIZ 18
INT 13 POW 15 DEX 11 CHA 16
Move 8 HP 16

01-04	R LEG	7/6
05-08	L LEG	7/6
09-11	ABDOM	7/6
12	CHEST	7/7
13-15	R ARM	7/5
16-18	L ARM	7/5
19-20	HEAD	7/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Mace	7	80%	1D10+1D6	80%	20
Staff Sling	3	65%	1Dl0	30%	10
Sling	3/11	70%	1D8	-	-
Lg Shield	-	-	-	60%	12

SPELLS: Befuddle, Bludgeon 2, Countermagic 2, Dispel Magic 2, Healing 2, Jumping 2, Multimissile 1, Mindspeech 1

SKILLS: Camouflage 70%, Climb 60%, Darksense/Scan 70%, Darksense/Scrutinize 60%, Hide in Cover 80%, Jump 55%, Move Silently 80%, Trap Set/Disarm 70%

LANGUAGES: Darktongue 65/30%, Old Pavic 20%, Sartarite 20%, Tradetalk 25%, Aldryami 20%

Dark Troll Commandos One to Six

POW 14 DEX 13 HP 18 Move 8

01-04	R LEG	5/6
05-08	L LEG	5/6
09-11	ABDOM	6/6
12	CHEST	6/7
13-15	R ARM	5/5
16-18	L ARM	5/5
19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	4	70%	2D8+2D6	70%	15
Mace	6	80%	1D10+2D6	50%	20
Sling	2/9	75%	1D8	-	-
Lgshield	7	45%	1D8+2D6	80%	16

SPELLS: Befuddle, Countermagic 2, Darkwall (2), Healing 2, Jumping 2, Mindspeech 1, Protection 2

SKILLS: Camouflage 70%, Climb 75%, Darksense/Scan 70%, Darksense/Scrutinize 70%, Hide in Cover 90%, Jumping 65%, Move Silently 80%, Track 70%, Trap Set/Disarm 70%

LANGUAGES: Darktongue 65/25%, Old Pavic 20%, Sartarite 20%, Trade-talk 25%, Aldryami 20%, Lunar 20%

Roof Dark Trolls One to Six

POW 10 DEX 10 HP 12
Move 8

01-04	R LEG	5/4
05-08	L LEG	5/4
09-11	ABDOM	6/4
12	CHEST	6/5
13-15	R ARM	5/3
16-18	L ARM	5/3
19-20	HEAD	6/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	5	70%	2D8+1D6	65%	15
Mace	7	50%	1D10+1D6	50%	20
Staff Sling	3	75%	1Dl0	30%	10

SPELLS: Befuddle, Countermagic, Dispel Magic 1, Healing 2, Jumping 2, Mindspeech 2, Speedart

SKILLS: Climb 60%, Darksense/Scan 70%, Darksense/Scrutinize 70%, Hide in Cover 60%, Jump 55%, Move Silently 60%

LANGUAGES: Darktongue 70%

Dark Troll Patrol Members One to Nine

POW 13 DEX 11 HP 13 Move 8

R LEG	01-04	7/5
L LEG	05-08	7/5
ABDOM	09-11	7/5
CHEST	12	7/6
R ARM	13-15	7/4
L ARM	16-18	7/4
HEAD	19-20	7/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Mace	7	60%	1D10+1D6	45%	20
Maul	5	50%	2D8+1D6	50%	15
Lgshield	-	-	-	60%	16

SPELLS: Bludgeon 2, Countermagic 1, Dispel Magic 2, Disrupt, Healing 2, Jumping 1, Speedart

SKILLS: Climb 60%, Darksense/Scan 40%, Hide in Cover 60%, Jump 45%, Move Quietly 50%, Trap Set/Disarm 50%

LANGUAGES: Darktongue 55%, Old Pavic 10%, Tradetalk 15%

Herd Mother Tables

DESCRIPTION: These tables stand a few inches off the ground on four legs. The wooden legs of such a table are always carved into the semblances of the four legs of a particular herd beast of Prax. The surface of the table is shaped like a slightly rounded square. The edges of the tables turn upward, so that the table is actually a shallow basin. These tables range from 2m to 3m in size and are always square. The portable tables fold in the middle and the tops are made of hardwood thinly plated with bronze.

CULTS: Associated – Waha and Eiritha

KNOWLEDGE: Though nearly everybody in Prax knows of them, there are few in existence.

HISTORY: During the early times of Waha's survival covenant, many tribes still starved, and even became extinct. Some of the hungry clans gained one of these tables from Eiritha. The gift often made the difference between existence and extinction. Since that time, Prax has become gentler and those of the covenant no longer need the tables, which are still esteemed gifts of the great goddess.

PROCEDURE: Each table is keyed to a single type of herd beast, such as high llama, bison, impala, or whatever. To use the table, the appropriate herd beast must be placed atop it and slain with the peaceful cut. At the same time, POW must be sacrificed to the table by an Eiritha cultist of the correct sub-cult. For example, an impala table would require the POW from Impala Earth women, and none other. The points of POW required equals the number of days the table has its effect. Thus, a table requires from seven to 56 points of POW, depending on the number of beasts embossed into the bronze on the top. After the sacrifice, the corpse can be removed and used.

POWERS: Each table operates for a fixed number of days, ranging from a week to a season (always in increments of seven days). At sunrise of each day, a corpse seemingly identical to the killed beast will appear on the table. For example, if a one-week table had a beast sacrificed on it, for the next six days, a dead beast would appear. Then another sacrifice would need to be made. This corpse will not taste as good as the sacrifice herd beast, but it will be nearly as nutritious. Its hide, also, is not the quality of that of a natural beast.

VALUE: Praxian nomads will never pay for a table, though they may steal one. The workmanship and materials of a table make it worth 100L. Most existing tables belong to butchers in and near Prax, and to tribes dwelling in Genert's Desert. Such tables would be sold for at least the profit a butcher could make from it in a year. A typical figure for a two-week Sable table is 5000L. The exact prices vary with the table's duration, and the type of animal which must be sacrificed. Rhino tables are nearly worthless, and herd elk (a type of animal now nearly extinct) table are good only as curios. Naturally, for more common beasts, larger animals command better prices. Bison tables are worth almost three times that of Impala tables. The vast majority of tables are one-week or two-week tables.

The Puzzle Canal

Player Information

Labrygon, a demi-god priest from the Empire of the Wyrm's Friends, created the Puzzle Canal. To build it took the time of hundreds of Pavis citizens for several months and seemed to serve no purpose. Observers of Labrygon's actions suggested that the canal might be a very elaborate Nysalor riddle, but this suggestion was not appreciated.

It is commonly known that the entrance is easily found, and that it is wide enough for a ten-person boat to enter. Many parties have entered the canal. Some have returned. They are usually close-mouthed about their discoveries. Some explorers are suddenly wealthy, others as broke as ever with the added debt of having hired a boat.

Some returnees have spoken of the Eternal Question. When asked about it, they smile smugly and refuse to answer.

The canal is known to be remarkably vegetation-free, though its banks burgeon with plants of all kinds. Trolls avoid the place. No troll has ever returned alive after entering the canal from the land side, though several adventurous trolls have survived the river trip.

Finding Out More

If the players are smart, they may think to have their characters go to the local Lhankor Mhy temple and see what there is on the subject. The temple has several interesting items of information, all available for a price.

The sage responsible for performing the most research on the ancient structures of Pavis will offer to sell the investigators information on any one of six subjects. For a mere 100L, he will enumerate the subjects, as their very names could be of value to the adventurers.

1) Tanian's Grotto: 1000L

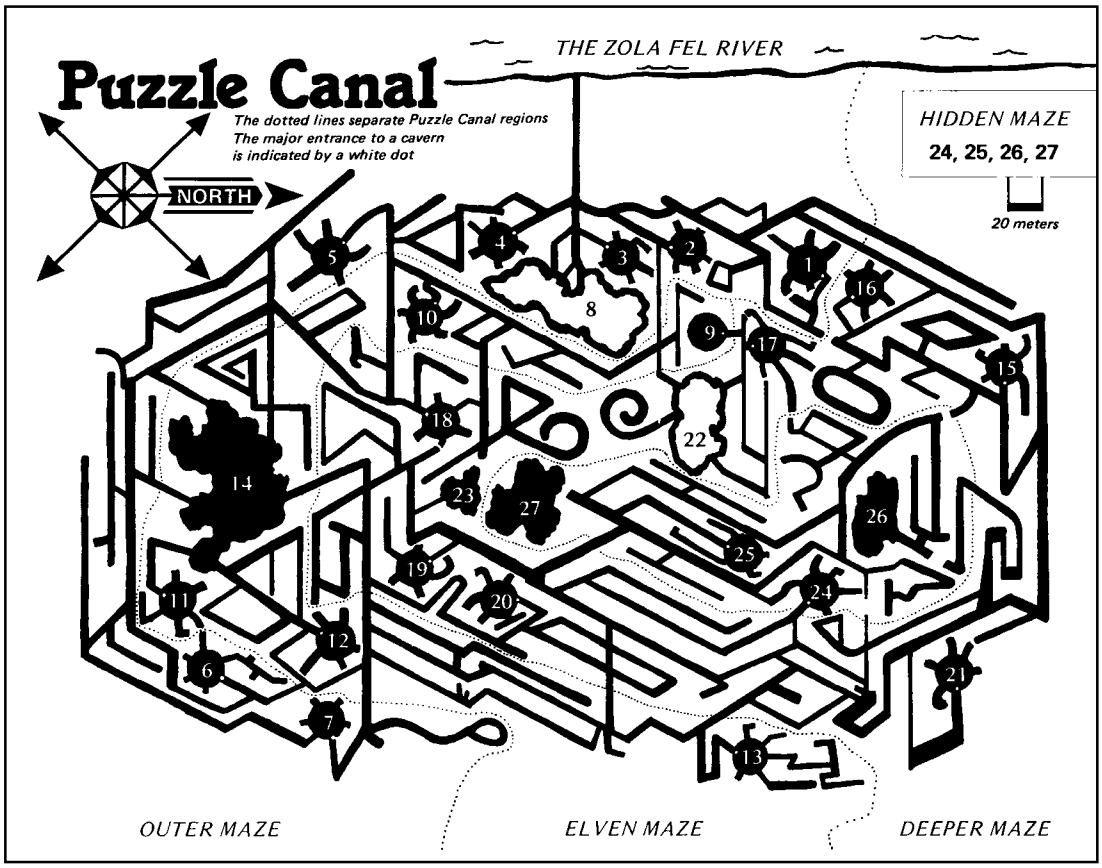
This room is in an underground grotto, roofed by solid rock. The water in this chamber is on fire. Even the rivulets of liquid draining from the walls of the grotto flicker and burn. Flames consume the water that runs into here, but more always pours through the entrance. There are supposed to be other canals leaving from this room to go to other regions, but it would be difficult to traverse Tanian's Grotto on boat.

For 500L more, the priest will tell the adventurers of a valuable secret connected with the room. Water burned wholly up with Tanian's magic fire leaves a residue - the valuable water ash. Four liters of water completely consumed by Tanian's fire will leave enough water ash to completely cover the back of one's thumbnail. A cubic meter of water completely consumed yields 25 cubic centimeters of the stuff. Water ash looks like bluish transparent gelatin. The Lhankor Mhy sages are glad to trade information or training for samples of the stuff, at the rate of 10L worth of training for a single cubic centimeter (a gram) of the water ash.

2) The Sea Elves: 600L

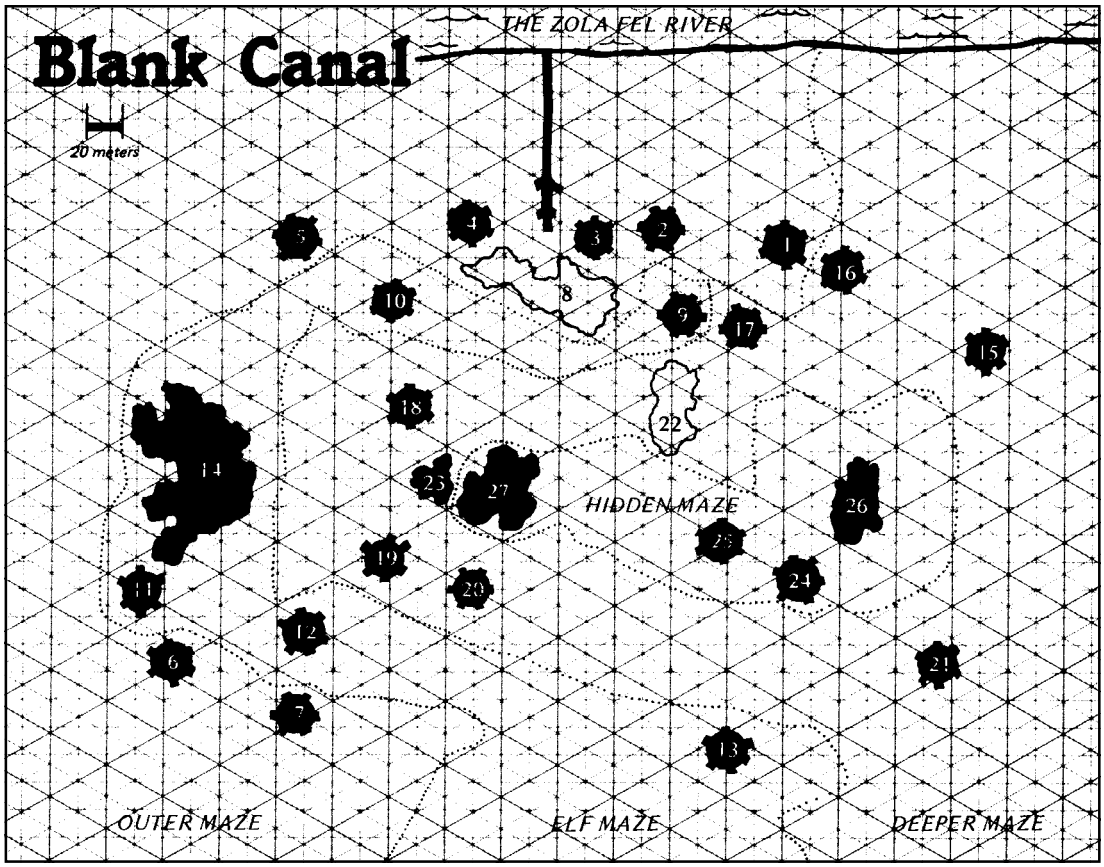
The sea elves live along the periphery of the canal. They always attack trolls and will usually attack humans. They are known to hide outlaws and rebels, as well as their elvish kin, for various fees. They live underwater and tend the plants of the outside canals. They breed some sort of great water beast to keep their plants down to a level which does not impede canal travel. It is not known how dangerous these beasts are in battle.

There is a route that may be taken to help avoid the sea elves' area, and for only 150L more, the sage will cheerfully explain it. Once the money is



How To Use The Blank Canal Map

Every Sacred Time the pattern of the canals change. The gamemaster will need to redo his map every time his players explore the maze in a different year. To make the gamemaster's job a little easier, only the portions which have been explored need to be changed. Don't bother changing those portions which the players have never visited. When the maze changes, the different caverns, grottos, islands and their relationship to one another do not alter: only the interconnecting canals change. For the gamemaster's convience, a triangular pattern has been superimposed on the blank canal map. Feel free to use these lines or to ignore them altogether.



handed over, he will explain that adventuring parties hugging the northern parts of the canal are usually able to penetrate into the deeper, more interesting, parts of the maze without meeting elvish opposition.

3) Hideouts: 400L
There are known to be at least six (and probably more) little areas within the canal that can serve as bases, hideouts, or living quarters for land-dwellers. Those potential hideouts within the elves' area come under their jurisdiction, and they will drive off intruders or extort money from them. In other sections of the maze, desperate bandits and robbers sometimes hide out, especially pirates who possess their own boats. Duck criminals commonly stay in these places. There are rewards out for several criminals currently believed to be staying in the canal maze. Sometimes horrid monsters utilize the hideouts for dens and lairs as well.

4) Inhabitants of the Canal: 750L
Beings known to have been sighted in the canal include sea elves, ducks, newtlings, walktapi, gorp, giant frogs, snakes, normal elves (evidently hiding from trolls or authorities), brollachans, human bandits (as per elves), and kraken weed. Kraken weed is a giant animate seaweed known to attack swimmers and ships; it is probably raised by the sea elves. A large water-bird has been sighted over the canal and probably nests there, but no examples have been caught for the temple. At least one deeply-exploring adventuring party claims to have encountered horrible river-horses, frog-like monsters, and obesely ugly mermaids.

5) The Artifact: 350L
An old and mysterious document dating from the time of Robcradle's power refers to an object either taken from a giant cradle or brought by the Jrusteli to Robcradle to facilitate their magical efforts. There is a brief and tantalizing reference, to wit: "... Lord Labrygon, who placed the Seaslaver deep within his labyrinth of water, guarding and hiding it with those it forced." The Lhankor Mhy sage will give it as his opinion that there is a powerful artifact somewhere within the Puzzle Canal, and that it is waiting to be found by any stout party.

6) The Magic Painting: 500L
On a wall in the canal somewhere past the elves' territory sits a painting easily visible from the water. It is over a rather large still pool, about a meter over the top of the water during Dark season. It is extremely magical, but it evidently cannot be removed from its current location. In any event, the sage does not want the characters to try to remove it, fearing that such an act might destroy the painting, but he knows that the temple would be willing to provide 1000L worth of spell teaching and training if the player-characters carefully memorized the painting appearance, take sketches, etc., and allow the Lhankor Mhy priests to interrogate them after leaving the canal.

If the players will pay the sage 1,000 Lunars more, he will explain the painting's magical properties. The painting shows a section of the west wall of Pavis looking east. It is evidently just about sunset, and the wall is clearly silhouetted against the sky. This painting shows the future, and constantly changes.

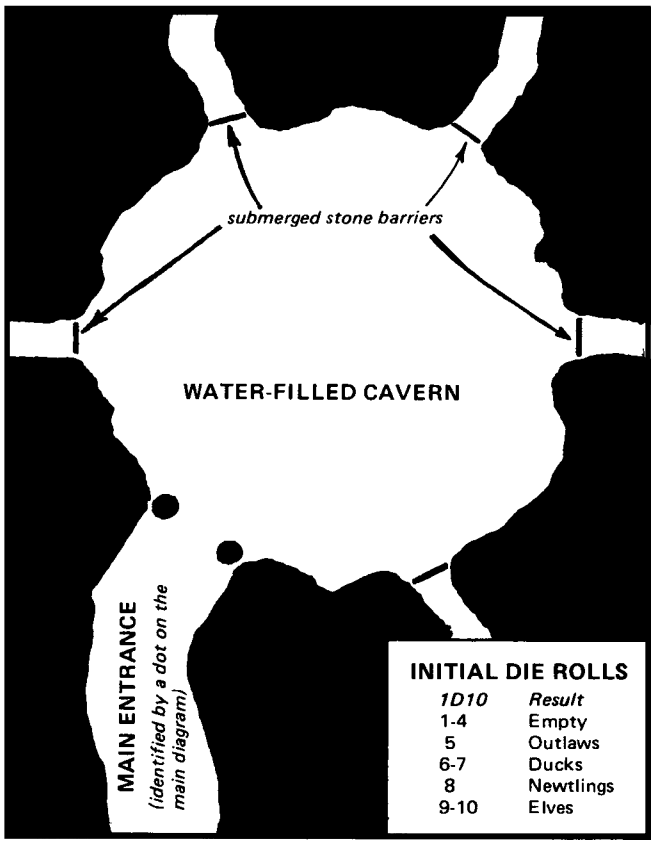
To give two specific examples, the priest will state that a party of adventurers entering the canals just before the battle of Moonbroth saw sable riders standing atop the wall in the painting - evidently symbolizing the Lunar victory.

A more ancient account just before the destruction of Old Pavis at the hands of the Storm Bull barbarians led by Jaldon states that the misty head of a bull was seen in the clouds above the city wall in the painting, and that a barbarian lance was shown driven into the soil just within the wall. Since this picture is so wonderful, naturally Lhankor Mhy's sages are curious as to what it is now showing. The painting has one more property that makes some folk fear it. For only 200L more, the sage will reveal the last property: the painting also is supposed to show the scene or cause of death of those seeing the picture. This scene or cause of death often is depicted in a shadow, or in an obscure corner, and may be presented in a highly symbolic manner as a footnote to the scene as a whole. The priest will give one example: when the mighty warrior Bear Torchdancer saw the painting in 1605 S.T., he noticed a large stone at the edges of the wall top, atop a broken sword. Bear Torchdancer was slain by a dwarf two seasons later.

How to Run the Puzzle Maze

The Puzzle Canal is not constant. Every Sacred Time, the pattern of the maze changes and warps. Hence, the referee will need a new game map for the explored portions of the maze every game-year. It is dangerous to enter the maze during Sacred Time, while it is rearranging itself, for there is an excellent chance that the intruders will actually sail off the mundane world and onto the Hero Plane.

During Sacred Time, all of the maze is vague and ghostly. The canal passages appear to lead aimlessly within the maze, and it is possible to make physically impossible movements within the canal, such as going from the entrance to the Hidden Maze without passing through the Inner Maze. None of the normal chambers or grottos can be found while sailing during Sacred Time - the canals simply seem to go on and on, never ending. Each half-hour spent within the maze during Sacred Time gives the hapless adventurers a chance of winding up on the Hero Plane, and thus out of the campaign. Each hour, the character with the highest POW in the party must try to roll his POW x5 or less on D100. If he succeeds, then the entire group, willy-nilly, is sucked off the world and onto the Hero Plane. If the party does leave



the mundane plane, this will not become obvious until they once again attempt to leave the maze. When they sail out of the exit, they will find themselves, not on the River of Cradles, but on a large, swiftly-flowing black river - the River Styx. Their return from the land of the dead is left up to the Gamemaster, but unless they are of heroic quality, the party members will probably stay dead.

Provided with this scenario is a map of the Puzzle Canal for the Gamemaster. It can be used for any one year he wishes. A blank map has also been enclosed for making up his own maps.

In order to enter the canal, the player-characters will either need to rent a boat, or be prepared to move by land. Several boat renters service the river. They will generally charge 8-10 Lunars to rent a reed raft for a day. Each additional day past the first costs an extra 4-6 Lunars. Larger boats are more costly. A 3-man boat costs 8-12 Lunars per day, a 6-man boat costs 13-17 Lunars, and a 10-man boat costs 18-22 Lunars per day. These prices are high, but boats rented to adventurers have a high loss rate. If one of the adventurers is an initiate of Zola Fel, the price of rental is cut in half, as the renter considers the chances of the boat's foundering to be reduced.

Entering the canal by land is done by moving cross-country through the Rubble and climbing the canal's outer wall, which is about 6m high. Moving through the canal over its banks is slow, due to the riotous plant life, and many of the grottoes and pools are inaccessible.

Most of the canal is open to the sun, though some areas are roofed over. The canal is about 10m wide in most places, but sometimes shrinks to as narrow as 3m or widens to as much as 15m. Usually, any size boat can be turned around in a channel, though it may take some time and effort pushing against the walls.

The canals are usually around 5m deep, with algal growths on the floor and sides. The edges of the canals are bounded by walls formed of shaped blocks of stone. These walls rise 1m from the water in Dark season, rise to 2m above the water level in Fire season, and drop to a mere half-meter or so in Sea season. Each stone block in the wall is a half-meter cube.

The land between the canals is covered with plants and brush. There are no trees in the canal area, except on the two 'islands' - those areas which the canals never enter. Some shrubs grow between the canals, but herbaceous plants, ivy, and weeds form the majority of the thickets. The plant growth is so profuse that it is difficult to walk through. Unless a character is an elf or other being well-suited to walking through tangles, his speed is halved. A path might have to be cut in some areas. Ivy and weeds trail over the sides of the stone walls bordering the canals proper, and are grazed upon by manatees.

Boating in the canal is slow, at best. The characters' speed by boat depends upon their craft and their skill at rowing. Rafts have a basic speed of 2 hexes per turn, small boats of 4 hexes, and large (10-man boats) a speed of 6. Each 25% skill in Rowing possessed by all those rowing the boat will increase speed by 1. For example, if the worst active rower in a small boat has a skill of 35%, it will move at a speed of 5 hexes per turn. It is impossible to sail within the canal.

Encounters

Each 15 minutes (3 turns or so) within the canal, an encounter should be rolled for, to see if any of the canal's denizens have met the adventurers. There is a 33% chance that an encounter occurs. If one occurs, roll on the appropriate following chart.

The Canal

Outer Caverns (1-7)

The outer maze holds seven caverns. Each one is 20m across and has one main entrance and five minor entrances. All these caverns are identical. The entrances are equally spaced around the perimeter of the cavern, and the entire chamber is roofed. The main entrance is large, and has a pair of carved pillars on each side. The roof of each cavern is about 3m above the surface of the water, varying slightly in different seasons, and the water is much deeper than the usual canal depth; reaching 15-30 meters or more in depth.

The five minor entrances are blocked by the presence of a low wall set just at the opening into the cavern. This wall's top is normally about half a meter or less under water. A boat could be

portaged over the wall, but it would not be easy, as the canal is deep, and the wall is only 20cm across or so, leaving little room to stand while moving the heavy craft.

The contents of the cavern depends upon the particular band of ruffians currently using it. If the room is in use, there will always be a rather large raft or boat in the room, and the inhabitants dwell on the raft, where they cook (if human or duck), sleep and rest when not out roaming.

OUTLAW includes humans hiding from the authorities, bandit gangs, and outlawed cultists. They may pay tariff to the river elves, at the referee's choice. There will be 1D10 outlaws in the cavern if this result is obtained, and their reaction to the party will depend upon many things. The referee may wish to roll on the following chart to determine cult affiliations for the outlaws:

Outlaw Cult Table

1D100	*Outlaw Cult*
01-40	Lanbril
41-55	Orlanth/Humakti Sartar rebels
56-60	Pavis Cult Bandits (Old City)
61-75	Storm Bull/Waha Praxian rebels - including bison, rhino, or impala riders
76-85	chaos cultists - Malia, Gbaji, Krarsht, etc.
86-00	Other or Gamemaster discretion

DUCKS include Sartar refugees. When ducks are encountered, there will be 2D3 of them in the cavern. Ducks such as these often have taken up new lives as petty thieves and the like, and a few have hidden out in the Puzzle Canal, where human legal retribution rarely comes. Ducks in the Puzzle Canal caverns occasionally get by without more than a small reed raft, and a party of ducks could be found in a cavern simply floating and swimming on top of the water, where they are at home. Ducks that lack a large boat or raft are always transients, usually without treasure.

NEWTLINGS living in the outer canal's caverns appear in groups of 2D4. They use these canals as a secure refuge from the more powerful races dwelling in the Rubble proper, such as dragonewts, trolls, and humans. They would not welcome a party of adventurers, fearing that the humans could oust them from their current home. Newtlings will always have several small reed-bundle boats rather than a single large raft or boat.

ELVES generally are hiding from Lunar authorities or trolls. They will have a raft or large boat just as do human outlaws. The sea elves allow their kindred to stay here for less money than humans must pay. Elves may have some treasure.

Long Island (8)

Near the entrance, a rather large island stretches across the canal, blocking several possible passages. The shores of the island look like the shores of any other canal section, and the only way to discover that it is actually an island is to land on it.

A large herd of goats lives on this island. Goats also roam elsewhere in the canal, but rarely in such numbers. On the island dwells a horrid monster as well - a catoblepas, spawned through grim sorcery. The catoblepas never goes near the canal edge, but remains in the island's interior, grazing calmly and occasionally munching goats for extra protein. A hole in the island serves as the catoblepas' den; treasure is stored there as well.

If intruders step onto the island, attempt a catoblepas Listen roll to detect the invaders. If it succeeds, the catoblepas will rapidly move to a clump of bushes near its den, where it will be invisible, its ropy hair looking like the vines common to the isle.

When the characters get close to its den, the catoblepas will begin to attempt slaying them with its death gaze. If the characters make a Spot Hidden roll, they will see the red eyes of the monster peering from the brush. The characters should be required to state specifically that they are attempting a Spot Hidden in order to make this attempt. If the characters flee the creature, the catoblepas will let them go, and even let them carry off their dead. If they attack, the catoblepas will start fighting.

The catoblepas will remain in the bush until the characters try to engage it in melee. If the characters try missile fire, it will simply stay where it is and death-gaze them. The chance to hit the monster while it hides nearly hidden in the bushes is halved. In addition, the brush acts as 6 extra points of armor. A critical hit will still ignore this extra armor, but an impale cannot.

The catoblepas is roughly ox- or bull-shaped, and the size of a small cow. Its greenish-blue body is covered with thick metallic scales, and its head is covered with long ropy green tentacles which writhe continuously. It has two bulging red eyes, in which no pupil nor iris are visible. The animal has a small cow-like tail and cloven hooves. The legs are thick and stumpy, rather like the limbs of a slim rhinoceros or short-legged cow. The head is normally carried low-slung. Its head is remarkably cow-like, though it is a little thicker than usual, and its enormous bulbous eyes give it away immediately. Additionally, it has extremely sharp dog-like teeth.

This catoblepas has a gaze attack which works in the same way as that of a basilisk. If the target's POW is overcome, he dies. The catoblepas may use other attacks in the same round that he uses the gaze.

The catoblepas' main melee weapon is its head tentacles. The creature can attack up to five times in a melee round with its "hair" against up to five different opponents. Each attack with the hair is a separate Grapple attack carried out with approximately ten tentacles. If the Grapple attack succeeds, it will immobilize a random hit location of the target's body unless the target forgoes any attacks for that round and successfully resists the catoblepas' STR with his own STR on the resistance table. If the catoblepas has grasped the character's legs or abdomen, the target will be pulled off his

feet. If it has grasped an arm, that arm is useless. If it has grasped his chest, both arms are pinned and useless. If it has grasped the target's head, then the tentacles will strangle him, and he must begin to make CON rolls as if drowning. Once he fails a CON roll, he will take 1D6 points of damage to his hit points, and this will continue each round until he dies from lack of air. Once the catoblepas has grappled a character, it will hold him, bite him, and trample him until the character has been killed, when it will immediately release him and try for another victim. The catoblepas will usually try for more than a single grapple attack on a single victim, both to ensure success of at least one attack, and to grasp the victim more securely if two or more attacks succeed.

The catoblepas has 50 tentacles. If the Tentacle hit location is struck, it is effectively meaningless unless the referee wishes to subject himself to the masochism of keeping track of all 50 tentacles by rolling 1D50 each time a tentacle is hit to see which one is severed. (To do this, roll 1D100; rolls of 01-50 are taken as is; rolls of 51-00 have 50 subtracted from them and the difference taken as the result.) Loss or severing of tentacles does not subtract from the catoblepas' overall hit points nor can it incapacitate the monster. However, every ten tentacles reduced to 0 hit points reduces the number of grapple attacks available to the catoblepas by 1.

Catoblepas

STR 22	CON 16	SIZ 21
POW 20	DEX 9	
Move 8	HP 20	

01-02	RH LEG	9/7
03-04	LH LEG	9/7
05-07	HIND Q	9/8
08-10	FORE Q	9/8
11-12	RF LEG	9/7
13-14	LF LEG	9/7
15-17	TENT.	4/4 each
18-20	HEAD	9/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Gaze *	1	100%	POW vs. POW or death		
Tentacles *	4	90%	5 grapples (as above)		
Bite *	8	60%	1D10+2D6		
Trample *	8	75%	4D6 vs. downed foe only		

* May use all attacks in a single round

SKILLS: Hide in Cover 90%, Listen 85%

If the characters succeed in defeating the catoblepas, and search its lair, they will find nothing of value save the animal's dung. This dung may be saleable to a Lhankor Mhy sage, and the animal's corpse itself may be worth something to such sages or even dwarf alchemists. The dung in the lair is worth 1L per ENC point, and there are well over 100 ENC points worth of dung there. The animals carcass is worth 700L, minus 50L for each hit location that is at 0 or less hit points at the time of the animal's death. Hacked-up corpses are worth less. If the party miraculously succeeds in capturing the catoblepas alive, they can sell it for 2100L to Lhankor Mhy's temple in Pavis.

The Elven Maze (caverns 9-13)

There are five caverns in the Elven maze, and all are identical in format to those in the outer maze. However, their inhabitants differ. When one of these caverns is entered, roll on the following chart:

D6	*Result*
1-3	Elves
4	Outlaws
5-6	Nothing

If ***ELVES*** are present, there will be 2D4 normal land elves hiding out or using the cavern as a base along with 1D6 river elf guards. The elves and their guards will not be friendly to intruders, but may let the intruders go without a fight if the intruders appear powerful and can convince them of their peaceful intentions. They will try to demand toll if they do not attack - 1L per person in the party.

OUTLAWS hiding here are always under the protection of the river elves, who charge a fee of 5L per day per person to stay in the caverns. Outlaw gangs here will consist of 1D10 individuals, and may consist of humans, ducks, baboons, or a combination. No river elf guards will be protecting outlaws, but they will doubtless have their own people on watch. They will be staying in a large raft or boat.

The River Elf Grotto (14)

In the southern part of the maze is a large underground grotto, about 120m x 35m x 4m high, where the river elves live and keep their treasure. The water here is generally at least 25m deep. The river elves pass their money on to elves from the Garden to purchase goods. The river elves will always try to drive off or slay any non-elves met here. There are about 65 river elves in this complex at any one time, as well as about 15 more on guard duty. This does not count their children, of whom there are perhaps 20 more (river elves are slow breeders, like their land cousins). A patch of kraken weed lurks at every entrance to the elves' grotto. If the players penetrate the grotto and steal the elves' treasure (this last could be difficult, as the treasure is at the grotto bottom - under 75m of water), they will share 2,100 Lunars, 4,000C, 1,200 bolgs, 40W, and 16 random gems. Magic items owned by the elves are not stored away uselessly, but are found on the persons of their warriors, and are noted with the specific warriors possessing them.

The elves keep about a dozen manatees in the grotto, too. These elves do not have a normal leader, as do land elves. Instead, they decide upon important matters with unanimous group vote. These elves are quite uniform in nature, and unanimity is quite common. Eight of the elves are older veteran fighters (about one in ten), and act as elders of the clan. There is also a single priestess of Murthdrya, a river elf goddess. Murthdrya is an associated cult and daughter of Aldrya. This priestess never leaves the grotto.

Priestess of Murthdrya

STR 7	CON 15	SIZ 2	
INT 15	POW 18	DEX 15	CHA 17
Move 0/9	HP 14	Defense 30%	

01-07	FLAG	4/5
08-10	ABDOM	0/5
11-12	CHEST	0/6
13-15	R ARM	0/4
16-18	L ARM	0/4
19-20	HEAD	2/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Lancet	6	75%	1D10-1D4	75%	12
Sea Dart	2/9	75%	1D6-1D2	-	-

SPELLS: Dispel Magic 3, Food Song, Healing 8, Speedart, Strength (2) removes lessened damage due to low SIZ and STR; (known by allied Spirit) Detect Fire, Detect Life, Protection 4
RUNE MAGIC: Divination 5, Divine Intervention 6, Extension I, Extension II x 2, Heal Body x 2, Multispell I x 2, Shield 4, Spell Teaching, Spirit Block 1, Summon Medium Undine x 3. Summon Large Undine
SKILLS: Evaluate Treasure 60%, Hide in Cover 75%, Swim 120%, Swim Quietly 75%
LANGUAGES: Aldryami 50%, River Aldryami 90%, Tradetalk 60%, Waterspeech 80%
MAGIC ITEMS: 12-point POW-storing crystal, 8-point POW-storing crystal, Murkhorn - a curled shell with a cork. When the cork is removed, black inky water begins to pour out of the Murkhorn, obscuring everything nearby. This inky wave will blanket one cubic meter of water per melee round, and is good for 24 melee rounds per day. Each hour of disuse regenerates enough ink to blanket 1 cubic meter. The ink will last for an hour in calm waters.
ALLIED SPIRIT: in small kraken weed; INT 6, POW 17

The Deeper Maze

The Caverns

There are seven caverns in this part of the maze, and three are currently occupied. The others may be occupied 60% of the time - roll randomly on the encounter chart for the Deeper Maze to determine the inhabitants. If the party manages to clear out one of these caverns, it may be reoccupied in the next few weeks by some other being.

Cavern 15

This cavern is occupied by a tremendous vough and her horrid spawn. When entered, the cavern looks quite calm and the water is still. The monster and her young will wait quietly under the water until the boat is well within the cavern. She will cast Reflection 1 and Protection 4 on herself before rising from the water. Then, the vough will rise and demand payment for the party's trespass, "Surface life, you trespass. As tariff, I demand mans blood." If the party promptly complies by giving her a human or enough blood from a human to do him 3D6 points of CON damage (blood from dwarfs, trolls, or elves will not do), she will accept it and withdraw beneath the water. If the party doesn't obey, she will withdraw anyway, and summon a large undine to swamp the boat. When the boat is overturned, her brollachans will pounce upon the party members, trying to kill and eat them. She will remain safely below during this entire action, content to have slain humans. If the party of humans and their friends is quite small, she will not bother to ask for payment in human blood, but will just attack.

Living in the cavern with the vough are six brollachans. At the bottom of the cavern, 20m under water, entangled in many, many bones, is the vough's hoard. She has two aluminum boxes (worth 75L each), one containing 65 wheels, and the other containing a scroll written in waterproof ink on the hide of a water-leaper. This scroll teaches Breath Control, a new skill with a base chance of 00%. When underwater or engulfed in poison gas, a character may try to use his Breath Control instead of making CON rolls to see if he is forced to take a breath or not. Once the character fails a Breath Control roll, he takes a breath of the poison or water, and begins taking damage normally. The scroll will teach all those who read it to use the skill at a base chance equal to their CON or less on D100 (rounded up to the nearest 05%). This skill may be increased only by experience until someone manages to reach 90% in it. It can be used by any air-breathing creature.

Bloodthirsty Vough

STR 27	CON 17	SIZ 15	
INT 16	POW 18	DEX 11	CHA 3
Move 8/12	HP 19	Defense 15%	

01-04	R LEG	8/7
05-08	L LEG	8/7
09-11	ABDOM	8/7
12	CHEST	8/8
13-15	R ARM	8/6
16-18	L ARM	8/6
19-20	HEAD	8/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Claw *	8	55%	1D8+2D6		

* uses both claws in the same melee round vs. one or two foes

SPELLS: Demoralize, Detect Life, Healing 6, Ironhand 4, Protection 4
RUNE MAGIC: Reflection 1, Summon Large Undine
SKILLS: Hide in Cover 55%, Swim 180%, Swim Quietly 90%
LANGUAGES: Tradetalk 80%, Waterspeech 80/80%

Caverns 16, 17, 18

These have no pre-set inhabitants. There is a 60% chance for each chamber that there will be a random creature dwelling here chosen from the encounter chart for the Deeper Maze.

Cavern 19

This cavern is inhabited by a truly dreadful beast, a sea-dragon. It is a serpentine (dream) dragon, of course, which dwells in the water. It is amphibious, and desires treasure. It can be bribed to leave a party alone if the party members pay a ransom of 500L per head. The dragon insists that each person not covered by the fee must be tossed overboard.

When the party first rows into the cavern, the water will begin to froth and bubble, and then the dragon will raise its head above the surface, hissing to the party in Auld Wyrmish. If no one can answer, it will simply attack, wasting no time with illiterate dolts. If some does speak that language, it will make its demands. If the party

hesitates about paying the ransom, it will again attack. The sea dragon has never met its match, and is not afraid to battle anyone.

At the bottom of the pool is its treasure - 750C, 10,000L, 200W, and three richly bejeweled Humakti swords. a bastard sword worth 650L, a shortsword worth 225L, and a greatsword. This greatsword is made of iron, and has 1240 Lunars worth of jewels encrusted onto its hilt, and is worth a total of 2740L. The dragon has two POW-storage crystals: one of 10 points, one of 9 points. It will clutch these in its hind fins during combat. When it is fighting, only the top half of the dragon is above water, so only that part can he hit by attackers in boats. Roll 1D10+10 to determine hit locations struck by such attackers.

Sea Dragon

STR 70	CON 14	SIZ 70	
INT 12	POW 20	DEX 16	CHA 6
Move 6/9	HP 30		

01-02	RH FIN	12/10
03-04	LH FIN	12/10
05-07	HIND Q	12/12
06-11	TAIL	12/8
12-13	FORE Q	12/12
14-15	RF FIN	12/10
16-17	LF FIN	12/10
18-20	HEAD	12/10

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite	5	105%	1D6+8D6		
Tail Lash	5	120%	4D6 *		
Breath	1	100%	Entangles only **		

* Plus target must resist with his STR vs. the dragon's STR or be pushed out of the boat and fall into the water, or simply knocked spinning if already underwater.

** The dragon spits strands of green ropy gum that wrap around whatever is hit and entangles it with a STR of 20. A successful STR vs. STR roll is needed for the target to free himself. If a victim is hit more than once, the victim must break through each strip separately. Anyone entangled by these strands may neither attack nor cast battle magic spells.

SPELLS: Countermagic 5, Demoralize, Healing 6
MAGIC ITEMS: 10-point POW-storing crystal and 9-point POW-storing crystal

Cavern 20

No long term inhabitants. A random creature from the Deeper Maze encounter chart will be present 60% of the time.

Cavern 21

This cavern holds a giant intelligent undine, which is visible as a waterspout in the cavern's center. Even from without the cavern, the noise of the water rushing up towards the grotto's roof and falling back is audible. If intruders enter, the undine will ignore them unless they cast spells or try to strike at the spout. In such a case, the spout will collapse back into the water and the undine will try to sink the boat.

The undine will try to swamp the boat simply by flowing into it and sitting in it. Each round that the undine sits in the boat, the craft will sink deeper under its weight. A typical boat will last for about 3 melee rounds before it is completely submerged and all the boat's crew are left treading water. The undine has 120 hit points, and can be automatically hit each round that it just sits in the boat. If the party can do 120 points of damage to the undine in the three melee rounds they have before being swamped, the undine will dispel and flow back underwater. Once the party members are underwater, the undine will proceed to grab them, three at a time, and smash them against the bottom of the cavern (10 meters underwater). In addition to drowning damage, each character will take 12D6 damage to a random hit location when this mighty elemental smashes him against the rocky floor. It is possible to match one's STR vs. the undine's STR to prevent being smashed. The elemental's STR is 51, but must be divided up among those it is attacking, which reduces it to 17 each against 3 victims. Those not resisting the elemental's STR can attack it. If the undine is reduced to 0 or fewer hit points, it will dispel and be incapable of remanifesting for several days. This elemental is too large for even a Dismiss Elemental III to operate on it (if you must know, it is the equivalent of a Summon Elemental VI).

At the bottom of the pool is some rather peculiar treasure. It consists of a doughnut-shaped piece of sea metal weighing 3 ENC points, and a stack of ceramic plaques (total 10 ENC) inscribed with an unintelligible language. Sages of Lhankor Mhy would be interested in these plaques, and would even be willing to give 20-30L for the batch, but that is all.

The Island (22)

There is an island in the Deeper Maze somewhat smaller than the island in the Outer Maze. This inner island is nameless and contains no ghastly monster, but there is a large goat herd here, composed of around three dozen goats. The vegetation on this island is quite short due to the goats' cropping.

A stone pillar soars into the sky from the center of this island. Its base is 4m across, tapering to 2m at the top, some 30m overhead. A large bronze ring is inserted through the top of this pillar like an ornament for a very large nose. The monument is a remnant from Robcradle; no one knows its purpose.

Tanian's Grotto (23)

The canal narrows near this room, and the walls on either side of the boat rise until they are well over 4m above the water surface. Directly ahead, the water disappears into a low-topped waterway. An aluminum grill bars entrance. The grill is small enough that only two people may try to lift it at once, matching their combined STR vs. the grill's SIZ of 30. If it is lifted, then the boat may be maneuvered underneath it and continue down the low passage, leaving the grill to crash down once again behind the party. The grill is impossible to remove from its moorings without special metalworking tools: it consists of some heavy stone and 20 ENC points of aluminum.

Once inside, the tunnel winds until a peculiar smell, rather sharp and metallic, reaches the nostrils of the party members. The sound of bubbling, boiling water will then become audible. After these warnings, the boat will pass around another bend, and those in the boat will be able to see the glow of harsh blue light from around the next turn. If they feel the water here, it will be quite warm, almost uncomfortable. If they go around the next turn, they will be in the amazing Tanian's Grotto.

This room has a high vaulted ceiling: pillars descend into the water. The walls flame with blue fire. The blue flames lick across the surface of the water, writhing and twisting as though alive. Rivulets of burning water drip from the roof, and flash across the pool's surface. If at least half the members of the party do not now make their Row skill, the boat will ease forward, enter the nearest patch of flame, and begin to burn. There is no easy way to put out this fire, of course - throwing water on it will do more harm than good. The boat will be lost, and the characters will need to swim out of the grotto back down the winding tunnel to somewhere they can climb onto the banks. This will take at least 8 Swim rolls.

All characters dumped into the extremely hot water here will take 1 point of damage to each hit location upon immersion. Until a character has managed to make his first Swim roll (and thus escape into the tunnel and out of Tanian's Grotto), he will continue to take 1 point of damage to each hit location (except his head, which he may keep above water) each round. He may continue to attempt Swim rolls until he finally makes one, when he ceases taking damage, or until he is parboiled and dies.

This flame will not damage metal, though it will heat it up, and it is possible that ingenious player-characters will think of ways to get some of this burning liquid into ceramic or pottery containers. If this water is obtained while burning, it will gradually burn down to a water ash, which looks like transparent blue jelly. A full liter of water, burned, will yield only a tiny ash - approximately a single cubic centimeter. This amount may well be hard to spot inside the container, since the water ash will be an evenly spread film, coating the entire inner surface of the container that held the burning water. Water ash is valuable, for it will not burn at all, under any circumstances.

If a character were to coat himself with water ash, he would be immune to fire damage for some time. Although water ash will not burn, it will heat up, and thus heat will be able to damage one wearing a layer of the stuff. One cubic centimeter (1 cc) of water ash will coat 1 SIZ point of material, giving it a single point of armor good vs. fire damage only. A thicker layer could be smeared on to give more protection. If a character is exposed to fire on two consecutive melee rounds, the ash will heat up, and it will lose potency, protecting only until its absorption vs. fire is overcome.

For example, a character wearing 10 points worth of water ash armor over his body steps into a bonfire which does 2D6 points of damage per melee round. The first round, the bonfire's damage is figured to be 4 points. The character takes no damage, but his 10 points of water ash heats up. It is now only worth 6 points of armor vs. fire. The next round, the fire damage is figured as 7 points. The character takes 1 point of damage, and on all subsequent consecutive rounds while in the fire, his water ash will do not good - it will have been completely heated through. If the character were to step out of the fire for at least a melee round and then step back in, the ash will have cooled down, and would again be worth 10 points.

Water ash will gradually deteriorate after being applied. For each hour that the ash is worn, it will lose 1 point of protection. If a character put on 10 points worth of water ash armor, after 6 hours, only 4 points of the water ash would remain on the character.

The Hidden Maze

The Hidden Maze is called this because usually there are only one or two entrances into it in any given year, making it quite hard to reach. There are two open caverns in the Hidden Maze, and two special rooms. The two normal caverns are of the same type met in other parts of the maze, with one main entrance, and five smaller ones. Both these caverns have occupants.

The Northern Cavern (24)

The northernmost cavern is occupied by a vough who has been trying to extend her power over the rest of the maze (and from there, who knows? The entire Rubble?). She has just begun her efforts, and her current forces consist of only six water-leapers, nine brollachans, and a river horse.

When the adventurers approach her cavern, the river horse will cast Protection 4 and will rear out of the water. In a ghastly whinnying parody of Waterspeech, it will say "Who nears the throne-room of her Majesty, Blue Annis?" If the investigators do not answer, attack, or do not understand Waterspeech, the river-horse will snort and re-submerge. If the investigators answer the horse, then it will tell them to put down their arms before entering. "You sail over holy ground." If the characters refuse to abandon their weapons, the river-horse will order them to leave. If they press on, it will submerge.

If the characters do abandon their arms (by dropping them into the water), then after they enter the cavern, Blue Annis (the vough) will rise from the water. She is a hag-like being with corpse like bluish-gray skin, bleached white-yellow hair, and long steely claws. Her teeth are all sharp, like those of a cat or weasel instead of a human. Her small eyes burn red and green in the dark cavern. She speaks Tradetalk and will invite the adventurers to swear themselves into her service.

She will not make any such offer to parties including obviously Lunar adventurers, but will simply assault such parties once they are inside. If the party has no Lunar initiates with them, she will promise that the members will, "take armor and arms from me: all you'll need or desire," and that she will give them money as well.

In return, they must vow to obey her commands, and to sign the contract which she now presents, engraved on aluminum. The contract states that the adventurers must bind themselves "body and soul" to Blue Annis, for as long as she sees fit. In return, she promises to refrain from ordering any party member to perform any act violently against his own cult vows. She promises to equip party members with armor and weapons "appropriate to your rankings" and to provide them with "a fair share of treasure taken for me, Lady Blue Annis, as well as a third of all treasure gained by yourselves personally."

Blue Annis, Rune priestess of the Bluegloom cult

STR 25	CON 25	SIZ 18	
INT 21	POW 18	DEX 19	CHA 14
Move 8/12	HP 28	Defense 35%	

01-04	R LEG	8/9
05-08	L LEG	8/9
09-11	ABDOM	8/9
12	CHEST	8/10
13-15	R ARM	8/8
16-18	L ARM	8/8
19-20	HEAD	8/9

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Claw *	5	95%	1D6+2D6	-	-
Whip *	1	95%	1D10**	95%	18

* Can attack with both claw and whip in a single round.

** If the whip gets a special to hit roll (01-19 on D100), then it will wrap around the part of the body hit or the weapon used to parry it. Annis will then match her STR vs. the STR of her target. If she overcomes his STR, then he is pulled into the water, and kept immobile. If she does not, the whip uncoils and releases him. She can snatch weapons out of her target's hands using this technique.

SPELLS: Countermagic 3, Dispel Magic 5, Harmonize (2), Healing 6, Protection 4, Spirit Binding; (known by allied spirit) Bludgeon 4, Detect Gems (2), Disrupt, Ironhand 4

RUNE MAGIC: Absorption 4, Drown x 4, Divination 5, Divine Intervention 7, Extension I x 2, Extension III, Mindlink 3, Multispell III, Shield 2, Spell Teaching, Spirit Block 2, Summon Small Undine x 2, Summon Medium Undine

SKILLS: Camouflage 90%, Evaluate Treasure 85%, Hide in Cover 90%, Move Quietly 85%, Oratory 85%, Spot Hidden 100%, Spot Traps 90%, Swim 150%, Swim Quietly 90%

LANGUAGES: Tradetalk 75%, Waterspeech 100/100%

MAGIC ITEMS: 10-point POW-storing crystal, 8-point POW-storing crystal (both currently occupied by bound spirits); 2-point POW-enhancing crystal which Annis uses for all variable spells of hers. Whip is made of braided strands of aluminum and can damage parrying weapons.

SPIRITS: Allied spirit in whip; INT 11, POW 24
Bound spirit in 10-point crystal; INT 7, POW 22
Bound spirit in 8-point crystal; INT 5, POW 16

NOTES: The Bluegloom cult is a death god of the sea. The Drown spell available from that cult does 1D8 points of damage directly to the chest of the target if he fails to resist POW vs. POW. It is stackable, in which case the amount of damage done is increased by 1D8 per spell stacked.

Blue Annis will not request Chalana Arroy or Xiola Umbar cultists to sign her pact, as she will certainly require her followers to perform grim and bloody deeds. However, she will usually not attempt to slay or kill such cultists. She has rank contempt for Yelmalio cultists, and does not care much one way or the other if one of them joins her side.

If the characters join her, it is up to the GM to devise scenarios in which she asks them to perform various deeds of bloodshed and treachery. Her goal is to eventually rule over all of Pavis, and she will try to get the player-characters to perform tasks which weaken the current rulers of Pavis, the Lunars. She is not opposed to the current cult of Pavis, but does not wish them to rule the city either. She will be relatively fair to the adventurers, but will seek vengeance upon any who leave her service or betray her. The first mission she may ask the adventurers to perform is the assassination of someone who has left her service. She will ask the player-characters to perform some deed for her approximately once per season they stay in Pavis. She is able to provide them with enough money to keep themselves in armor and weapons. If the player-characters join her, at least at first they will be her only subjects apart from her tiny "court" in the Hidden Maze. The player characters may, of course, find her more converts.

If the adventurers refuse her offer, or enter the cavern bearing arms, and fail to immediately toss them overboard when she commands, Blue Annis will try to slay them. She will stay underwater, safe from missiles. She is difficult to see there as well: anyone casting spells at her must make a successful Spot Hidden on the round he casts his spell. In combat, she will first cast Protection 4 on each of her water-leapers: they will explode from the water, jumping over the boat, trying to grab characters with their prehensile tails, and pull them over into the water. If a water-leaper catches a character with his tail, that character must successfully resist with his STR vs. the water-leaper's STR or be pulled into the water. If the character parries with a weapon, then the weapon is in danger of being pulled into the water instead of the character. This does not apply to shields - a successful shield parry eliminates any danger from that attack.

While sitting in a boat, the characters cannot wield any two-handed weapons (except for spears), and they have no Defense bonus. Characters that fall into the water are immediately attacked by brollachans, drowned, and devoured. Three of Blue Annis' brollachans will attack the underside of the boat, trying to gnaw holes through it. Typical riverboats have about 30 hit points in each area. The brollachans will automatically bite the boat each round, and will do its normal bite damage (2D6) each time until the boat's hit points reach zero in that region. At that time, the boat will begin to fill with water at the rate of 1D8 SIZ points per hole per round. Each

character devoting himself to bailing instead of fighting can bail out 1 SIZ point of water per round. If the characters row their boat out of the cavern, the brollachans will cease their attacks. If the characters remain, the brollachans will begin to gnaw at new parts of the boat.

After casting Protection over the water-leapers, Blue Annis will throw Harmonize at the player-characters. Once she manages to Harmonize one, she will move so as to force him to jump overboard. At that time, the horse and the remaining six brollachans will attack him and slay him, to free her from that Harmonize and enable her to cast another at a different target.

Blue Annis is meant to be a difficult foe to defeat. She is over a century old, and quite wise. She will want to either ally the characters or slay them as efficiently as possible. She should be a challenge even for Rune level parties.

River-Horse, initiate of Bluegloom cult

STR 31	CON 16	SIZ 31	
INT 12	POW 16	DEX 14	CHA 2
Move 12/12		HP 21	

01-02	RH LEG	2/8
03-04	LH LEG	2/6
05-07	HIND Q	2/6
06-10	FORE Q	2/8
11-13	RF LEG	2/6
14-16	LF LEG	2/6
17-20	HEAD	2/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite *	6	85%	1D10	-	-
Kick *	6	75%	1D8+3D6	-	-
Rear & Plunge*	6	50%	2D8+3D6	-	-
Trample*	6	75%	6D6 vs. downed foe **		

* The river horse can only use one of the marked attacks per round, except that it can always bite simultaneously.
** The trample attack is best usable on land, of course.

SPELLS: Binding, Demoralize, Healing 4, Mobility, Protection 4
RUNE MAGIC: Drown (one-use only)
SKILLS: Hide in Cover 50%, Smell Food 75%, Swim 120%, Tests Analysis 85%
LANGUAGES: Waterspeech 60%

SPECIAL ABILITIES: The waterhorse is able to make its skin as tough as Glue STR 16. Anyone hitting the creature must make a successful STR roll vs. the STR of the creature to pull his weapon back. The creature can cancel out this effect at will.

The Southern Cavern (25)

This cavern is inhabited by a notable outlaw, Tortor Gravyblood, who is staying here looking for cover. He lives here on a large log raft with a fire pot, and is alone. If the player-characters encounter him, he will be fearful and try to get them to leave him alone. If the player-characters look like Lunar sympathizers, he will claim to be hiding from Storm Bull nomads; if the player-characters look like Orlanthi, he will claim to be hiding from the Lunars; if they look like native Pavis adventurers, he will claim to be hiding from trolls, and so forth. If the characters take him back to civilization, they will find that there is a 1000L reward on his head if taken alive. This reward is so high because the Pavis constabulary knows that Tortor has a treasure hoard of 3000L hidden away somewhere in the Rubble, and members of it plan to take it for themselves. Tortor could be cajoled into leading the player-characters to his money if they agree to let him go, and let him keep at least 1000L (he will try for more) for himself, to allow him to comfortably flee Pavis and Prax.

Tortor is treacherous and wily. Probably, he will try to escape from the player-characters by slitting a throat and running off. If he can get into Badside, he has friends there who would conceal him for a time, after which he may go back to the Puzzle Canal, which has generally proven to be a safe hideout.

Tortor Gravyblood, Noted Outlaw

STR 12	CON 18	SIZ 15	
INT 17	POW 15	DEX 19	CHA 18
Move 8	HP l9	Defense	35%

01-04	R LEG	4/7
05-08	L LEG	4/7
09-11	ABDOM	6/7
12	CHEST	6/8
13-15	R ARM	4/6
16-18	L ARM	4/6
19-20	HEAD	5/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Broadsword	3	85%	1D8+1+D4	60%	20
Dagger	5	100%	1D4+2+D4	80%	12
Self Bow	1/6/11	75%	1D6+1	45%	6
Small Shield	5	60%	1D4+D4	95%	8

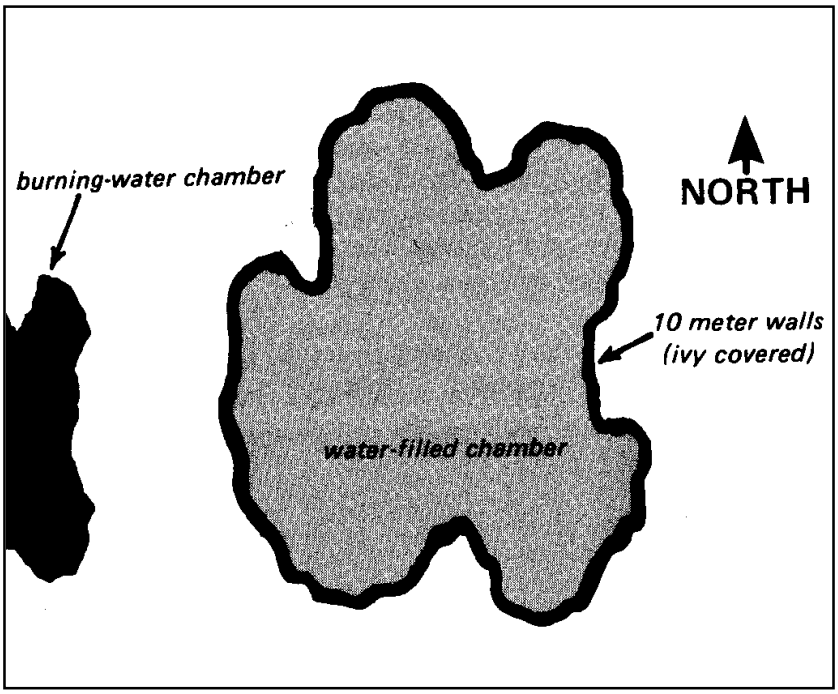
SPELLS: Befuddle, Binding, Bladesharp 4, Detect Enemies, Healing 5, Mobility, Shimmer 4
SKILLS: Camouflage 85%, Climb 60%, Evaluate Treasure 80%, Hide in Cover 75%, Know Locks 90%, Move Quietly 60%, Pick Locks 75%, Pick Pockets 85%, Spot Hidden 60%, Spot Traps 80%, Track 60%, Trap Set/Disarm 90%
LANGUAGES: Lunar 50%, Old Pavic 85%, Praxian 50%, Sartarite 85%, Tradetalk 85%
TREASURE: 3000L worth of treasure hidden in the Rubble.

The Painting Room (26)

The passages near this area go underground into a large twisting grotto. All the passages branch and wind, so that this area is more like a miniature maze than a cavern. If the player-characters persevere, and make at least three consecutive Mapping rolls, they eventually will find their way to the painting itself.

The painting is embedded into one wall, and is about five feet square. It shows from inside a section of the outer wall of Old Pavis by Griffin Gate. The wastes of Vulture's Country can be seen through the open gate. At the moment, a large red moon floats directly over the gate. A dragon-shaped cloud is floating towards the moon, as if to obscure it, but it is still some distance away. If this scenario is taking place before the Giant's Cradle scenario (see the Pavis section in this book) has been played in your campaign, a small wooden cradle (normal-sized) can be seen leaning against the wall near the gate.

In addition to the above symbols, which predict the near future of Pavis, the painting will also predict the death of the character viewing it. If more than one character is viewing the painting,



then the character with the highest POW will have his death predicted. If two characters tie for the highest POW, the Gamemaster may take his pick. Some symbol or sign should be visible to show this death. This should be fairly obscure, and slanted towards that party member's personality. For example, if the character is a Storm Bull, a figure of a gorp sitting quietly in a corner would probably be correct, since the gorp could represent all chaos, and it is likely that a Storm Bull will die fighting chaos. If you, as the Gamemaster, feel up to it, you might show something more obvious, such as a diseased beggar or limb, a scorpion, etc., but slant the death of the character toward the vision. This does not require a special effort to slay him or keep him alive. For example, if a character saw a scorpion in the picture, and if the character is later slain because he fumbled while fighting trolls, you can explain that the reason that he fumbled was because he stepped on a scorpion and that the squashed bug caused him to slip.

If the character is an Orlanthi, the Red Moon alone in the painting may be enough as a death clue. Even if he is not eventually slain fighting Lunars or their minions, his death will probably occur because he is an adventurer and he may not have been forced to such a life had it not been for the Lunar occupation of Sartar and Prax (one of which is likely to be his home country). Use your imagination, and don't be afraid to rationalize.

If the characters try to take the painting, they will soon find out that it is protected by a Warding 6 spell. Anyone touching it will take 6D3 points of damage. If they persist, each character who finally pulls it off the wall will take 6D3 points of damage three times before the painting separates from the wall. A combined total of at least 40 STR points is necessary for success. When the painting finally comes loose, it will scream, and blood will drip from its back. If it is replaced, then instantly it will seal itself back onto the wall. It is up to the referee to decide what to do with the painting once removed. Its magical qualities will cease, and it will just be a strange canvas with streaks of all different colors running through it. No picture is visible, just the streaks and swirls of color. The priests of Lhankor Mhy or other cults may possibly be able to figure out how to turn the magical properties back on, but this is up to the GM. If the painting is ever replaced, it once again becomes magical.

The Central Room (the Seaslaver, 27)

There is no entrance into this room. It is not underground, however, as are most of the rooms. High stone walls around it tower over 10m into the air. Ivy climbs part way up from outside, but ends 2 or 3 meters before the top is reached. Within this large chamber (60m across) is a trapped sea-demon named Nuckelavee. The floor of the cavern is composed of aluminum: this is actually the top surface of an artifact (the Seaslaver) which keeps Nuckelavee there and cares for him. It uses him as a sort of command mechanism, to keep the Puzzle Canal filled and potent. Without some sort of powerful sea being here, the canal would soon lose its magical properties. If Nuckelavee were to escape, however, the Seaslaver, which is partially intelligent, would soon draw another potent sea-monster to run it. During the weeks or seasons necessary before the Seaslaver caught another "victim," the canal would start to run down - it would not change during sacred time, and the magical rooms and painting would begin to fade out.

Nuckelavee is native to the sea. He takes damage from freshwater as if it were potency 1 acid, so he cannot leave his chamber. This central chamber, his personal room, is 6m deep with sea-water. The magical power of the Seaslaver buried below Nuckelavee emits a pulse every Waterday which draws various unintelligent animals, such as goats and fish, to him, so he does not starve. The artifact also acts as a 50-point POW-storage crystal for Nuckelavee, giving him plenty of POW at need. Thus, the Seaslaver cares for the demon but also keeps him prisoner to force him to help it perform its functions, and Nuckelavee hates this. He knows he cannot escape, and will try to slay anyone he can. Even before his imprisonment, he was a malignant demon, spreading disease to shore-dwelling farmers, killing cattle, and slaying intelligent beings. After years of imprisonment and servitude, his temper has not improved.

Nuckelavee usually sees a real fight no more often than once or twice a season or less, so he is not afraid of a battle - indeed, he is eager and willing for the conflict. He does not fear death - after over fifteen decades of imprisonment here, such a fate holds little terrors.

Nuckelavee will usually fight by throwing its Multispell III stacked with four disrupts at a single target until it has slain that foe. If the foes close to

melee range, it will cast Protection 3, Ironhand 4 (again using the Multispell III - and often casting two stacked Disrupts at the same time, since he can cast four spells at once with that Rune magic) and then fight. If any foe seems particularly dangerous, he will try to Befuddle him. Nuckelavee will cheerfully summon undines, etc. to fight for him. Remember that the artifact beneath his feet acts as a 50-point POW storage crystal usable by him, so he is not too fearful of running out of POW. It also enables him to sacrifice for Rune magic and to regain cast Rune magics.

Nuckelavee is extremely ugly. He somewhat resembles a large gangling man on the back of an ugly horse, but the body has no legs, and runs into the back of the "horse." This makes him a sort of two-headed centaur. His head is as large as a small barrel, and lolls from side to side. He has long grasping arms and flippers on his horsy legs. His horse nostrils blow out steam and vapors. Worst of all, he has no skin. Instead, his black veins, yellow tendons, and red muscles are all visible, pulsing on his body's surface. Naturally, he has no lips or eyelids. He is extremely magical. A permanent Shield 4 spell is on his body. This spell can be Dispelled, but it will return the round after it has been removed. Nuckelavee is a cannibal.

Nuckelavee, Sea Demon

STR 27 CON 17 SIZ 37
INT 16 POW 35 DEX 10 CHA 4
Move 12 HP 29

01-02	RH LEG	(8)/9
03-04	LH LEG	(8)/9
05-06	HIND Q	(8)/11
07	FORE Q	(8)/11
08-09	RF LEG	(8)/9
10-11	LF LEG	(8)/9
12-13	HORSE HEAD	(8)/10
14	CHEST	(8)/11
15-16	R ARM	(8)/9
17-18	L ARM	(8)/9
19-20	HUMAN HEAD	(8)/10

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Claws *	7	90%	1D6+3D6	-	-
Horse Bite *	7	90%	1D10	-	-
Kick *	7	90%	1D10+3D6	-	-
Rear and Plunge *	7	90%	2D10+3D6	-	-
Trample *	7	90%	6D6 vs. downed foe only		

* Nuckelavee may attack once with each claw each round. In addition, he may either bite & kick or rear & plunge in that same round. If he rears & plunges, he may not bite or kick. He may always trample in addition to any other attacks he makes.

SPELLS: Befuddle, Disrupt, Healing 6, Ironhand 4, Protection 4; (known by controlled spirit slave) Dispel Magic 10
RUNE MAGIC: Discorporation, Multispell III, Summon Small Undine, Summon Medium Undine
SKILLS: Listen 95%, Sense Rune Magic 95%, Smell 95%, Spot Hidden 95%, Swim 100%
MAGIC ITEMS: Only the Seaslaver
SPECIAL FEATURES: Permanent Shield 4 spell. Seaslaver acts as 50-point POW-storing crystal. Owns spirit slave that can cast spells and engage in spirit combat. He will generally have this spirit cast his Dispel Magic of appropriate quantity after sensing how much Rune magic is facing him. The Sense Rune Magic skill also allows Nuckelavee to tell how many points of Rune magic is in a particular spell.
SPIRIT: controlled ghost slave; INT 10, POW 30

Running The Maze:

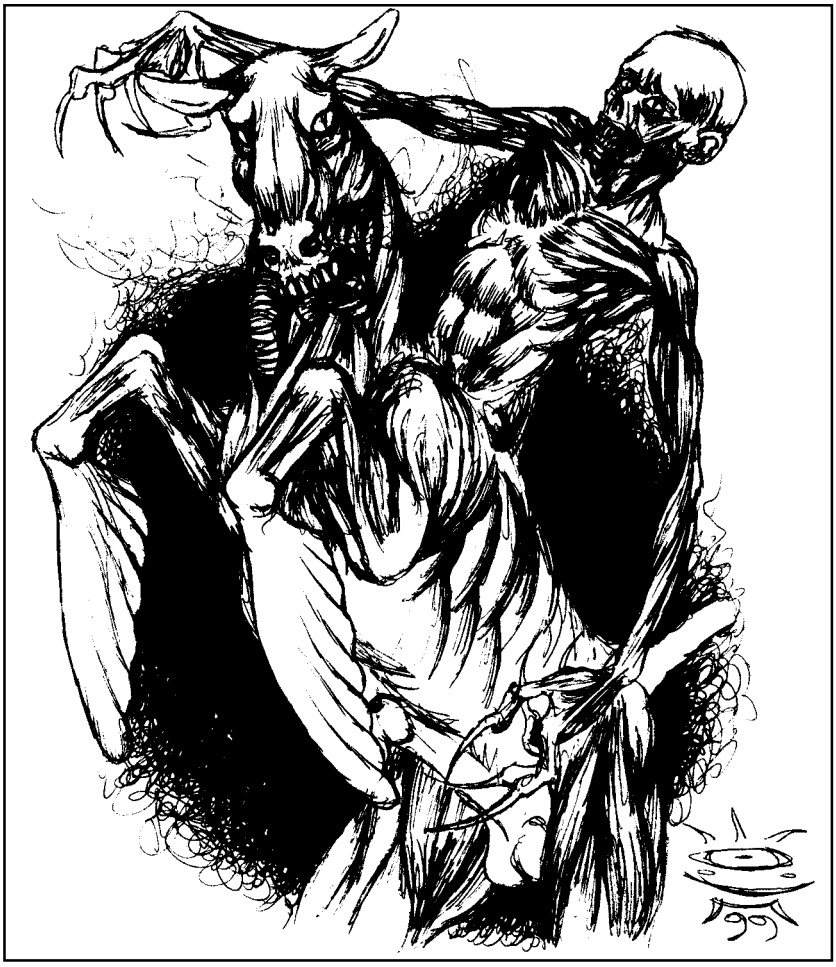
Last Thoughts

Since the maze changes every Sacred Time, a referee will need to redo his map of it every time his players explore it in a different year.

A map of the canal for the year 1620 is included. It may, of course, be used for a different year. Also, to make the referee's chore easier, only the portions of the maze already explored by the characters needs to be redone each year. When the maze changes, the different rooms, islands, and their relationship to one another does not change; only the interconnecting canals change.

The Eternal Question

Sure enough, Labrygon's Puzzle Canal ended up as a Nysalor Riddle, though whether or not this was originally intended is a moot question. If, all on the same trip, a party journeys through all four sections of the maze, passes by the outside of the high walls containing Nuckelavee and the Seaslaver (the party does not need to enter or confront Nuckelavee, just pass adjacent to the walls), and touches the north, south, and east walls of the canal's edges, upon leaving all characters on the journey will add 1% to their chances for Illumination next Sacred Time. This is unconscious and unavoidable. This trip can be repeated.



Puzzle Canal Encounter Chart

Outer Maze

1D100	*Encounter*
01-12	1D4 ducks
13-30	1D8 newtlings
31-35	2D3 adventurers/outlaws
36-45	1D8 river elves
46-49	kraken weed
50-55	gorp
56-80	1D8 manatees
81-00	goat herd

Elven Maze

1D100	*Encounter*
01-45	2D10 river elves
46-57	kraken weed
58-62	2D3 adventurers/outlaws
63-70	1D6 brollachans
71-90	1D8 manatees
91-00	goat herd

Deeper Maze

1D100	*Encounter*
01-06	2D6 river elves
07-11	2D3 adventurers/outlaws
12-36	1D6 brollachans
37-50	2D6 water lizards
51-53	walktapus
54-57	gorp
58-68	1D4 water leapers
69-75	3D6 bloodbirds
76-90	1D8 manatees
91-00	goat herd

Hidden Maze

1D100	*Encounter*
01-30	1D6 brollachans
31-38	vough + 1D6 brollachans
39-40	2D3 adventurers/outlaws
41-50	undine
51-62	2D6 water lizards
63-77	3D6 bloodbirds
78-85	1D4 water leapers
86-93	1D8 manatees
94-00	goat herd

Roll percentile dice for an encounter every 15 minutes of game time; there is a 10% chance for an encounter. If one occurs, roll 1D100 on the appropriate table for the actual encounter.

Encounters

Adventurers/Outlaws

These may consist of people doing the same thing that the players are doing - exploring the canal. Also, they might be outlaws hiding out here, rival cultists, or Pavic raiders. They will be in a craft of some kind 75% of the time and on the canal banks, with no boat, 25% of the time. Make a reaction roll - if they are hostile, they will attack or flee. If on shore, they will try to set up an ambush.

Horrath. initiate Pavis

STR 13	CON 15	SIZ 15	
INT 13	POW 14	DEX 16	CHA 19
Move 8	HP 16	Defense 15%	

01-04	R LEG	6/6
05-08	L LEG	6/6
09-11	ABDOM	7/6
12	CHEST	7/7
13-15	R ARM	10/5
16-18	L ARM	10/5
19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
RH Hvy Cestus	6	90%	1D3+2+D4	80%	10
LH Hvy Cestus	12	90%	1D3+2+D4	70%	10

SPELLS: Befuddle, Bludgeon 4, Healing 6, Protection 2, (suppressed and out of mind) Spirit Binding
SKILLS: Evaluate Treasure 70%, Hide in Cover 40%, Listen 75%, Oratory 90%, Spot Hidden 60%, Spot Traps 80%, Track 85%
LANGUAGES: Auld Wyrmish 45%, Old Pavic 90/50%, Trade 30%
TREASURE: ransom of 2300L in robber den; none on person
MAGIC ITEMS: 5-point POW-storing crystal, currently containing bound spirit.
SPIRIT: bound in crystal; INT 3, POW 12
NOTES: Horrath is the leader of the gang of Old City robbers described below. He is a very charismatic person, and doesn't hesitate to use his fists to enforce command. His robber band hero-worships him, and most have been his men since they reached adolescence. In combat, he casts Bludgeon 4 on his heavy cesti, Protection 2 on himself, and enters combat. He always tries to be in the front. He is a bully, and like many bullies, has a large amount of crude courage. It is beneath his pride to run away unless most of his followers have been already defeated.

Kandit, Lanbril Thief

STR 10	CON 10	SIZ 12	
INT 8	POW 11	DEX 14	CHA 10
Move 8	HP 10		

01-04	R LEG	4/4
05-08	L LEG	4/4
09-11	ABDOM	2/4
12	CHEST	2/5
13-15	R ARM	4/3
16-18	L ARM	4/3
19-20	HEAD	5/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Shortsword	7	55%	1D6+1	35%	20
Thrown Dagger	2/9	60%	1D4	-	-
Dagger	8	50%	1D4+2	40%	12

SPELLS: Befuddle, Coordination (2) - adds +5% to all attacks and parries, adds +5% to Defense, adds +5% to DEX-based skills, and subtracts 1 from SR, Forget (2), Healing 2, Mobility
SKILLS: Climb 70%, Hide in Cover 80%, Know Locks 80%, Move Quietly 50%, Pick Locks 60%, Pick Pockets 30%, Spot Traps 40%, Trap Set/Disarm 50%

LANGUAGES: Old Wyrmish 20%, Old Pavic 40%, Tradetalk 30%
TREASURE: 100 Lunars and 100 clacks in pouch
NOTES: Kandit is a stupid and vicious thief. He is not smart enough to survive on his own, so is the tool of Horrath and the rest. He is not of much use in a fight, and the others will try to keep him out of one. If he is forced to fight, he will cast Befuddle upon his enemy, then Coordination upon himself. Then he will fight if he must, or sneak off if he can.

Stens, Initiate of Pavis and Zola Fel, Secret Lip of Krarsht

STR 13 CON 16 SIZ 11
INT 14 POW 10 DEX 14 CHA 10
Move 8 HP 16 Defense 15%

01-04	R LEG	4/6
05-08	L LEG	4/6
09-11	ABDOM	7/6
12	CHEST	7/7
13-15	R ARM	7/5
16-18	L ARM	7/5
19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Large Net	5	75%	1D4	60%	20
Shortsword	7	50%	1D6+1	60%	20

SPELLS: Befuddle, Binding, Healing 3, Protection 3
SKILLS: Camouflage 40%, Climb 35%, Hide in Cover 70%, Jump 60%, Know Locks 50%, Listen 40%, Move Quietly 65%, Pick Locks 40%, Sense Order 15%, Spot Hidden 35%, Spot Trap 40%, Trap Set/Disarm 50%
LANGUAGES: Auld Wyrmish 35%, Old Pavic 70/50%, Trade 60%
TREASURE: 150L
NOTES: Stens' true identity as an initiate of Krarsht is unknown to his companions. His membership in the cult of Zola Fel explains his peculiar skill in Net attack and parry. He does not carry about obvious Krarsht devices, such as pratzim or the teeth of Krarsht, nor does he learn or cast obvious Krarsht spells. He conceals his Sense Order skill, and always avoids Storm Bull worshipers. His assignment has been to infiltrate the robber gangs of Pavis. If it proves possible, the cult of Krarsht may eventually move to unify and take over these gangs, but such an act would still be many years away.

Hendrek, initiate Pavis

STR 8 CON 12 SIZ 12
INT 15 POW 12 DEX 6 CHA 9
Move 8 HP 12

01-04	R LEG	4/4
05-08	L LEG	4/4
09-11	ABDOM	5/4
12	CHEST	5/5
13-15	R ARM	4/3
16-18	L ARM	4/3
19-20	HEAD	5/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Shortsword	9	40%	1D6+1	40%	20
Small Shield	-	-	-	40%	8

SPELLS: Bladesharp 1, Healing 2
SKILLS: Climb 30%, Jump 30%, Spot Hidden 40%, Spot Traps 25%
LANGUAGES: Auld Wyrmish 40%, Old Pavic 75%, Tradetalk 40%
TREASURE: 2 wheels, 60 Lunars, 100 clacks
NOTES: Hendrek is just a twerp who belongs to this particular robber gang. He is a great fan of Horrath.

Kagrunner, ex-initiate Waha

STR 11 CON 10 SIZ 11
INT 18 POW 9 DEX 3 CHA 12
Move 8 HP 10

01-04	R LEG	4/4
05-08	L LEG	4/4
09-11	ABDOM	5/4
12	CHEST	5/5
13-15	R ARM	4/3
16-18	L ARM	4/3
19-20	HEAD	4/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
War Flail	9	45%	1D6+2	35%	12
Shortsword	10	35%	1D6+1	25%	20
Med Shield	11	25%	1D6	40%	12

SPELLS: Binding, Countermagic 3, Detect Enemies, Disrupt, Healing 2, Protection 4
SKILLS: Oratory 60%, Ride Sable 70%, Spot Hidden 60%, Spot Traps 40%, Track 40%
LANGUAGES: Praxian 90%, Tradetalk 80%
TREASURE: 150L
NOTES: Kagrunner is a twisted soul that fled his tribe after committing the crime of rape. He has been visited by Borabo Nightmare, Waha's spirit of reprisal, and considers his ties to the nomads cut. He now wishes to steal enough money to raise his DEX and to exploit the city folk with his great intelligence. His companions know of his past, but do not care. He is a very manipulative person.

Somsadkei, initiate Waha

STR 14 CON 16 SIZ 13
INT 11 POW 17 DEX 9 CHA 8
Move 8 HP 18 Defense 05%

01-04	R LEG	7/6
05-08	L LEG	7/6
09-11	ABDOM	5/6
12	CHEST	5/7
13-15	R ARM	7/5
16-18	L ARM	7/5
19-20	HEAD	7/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Javelin (x2)	3	75%	1D10+1D2	15%	10
Battle Axe	8	65%	1D8+2+D4	50%	15
Small Shield	-	-	-	80%	8

SPELLS: Binding, Countermagic 1, Detect Spirit, Healing 1, Protection 3, Vigor (4); increases hit points to 23, adding 2 hit points per location
SKILLS: Oratory 50%, Ride Sable 90%, Spot Hidden 40%, Spat Trap 60%, Track 70%
LANGUAGES: Praxian 55%, Tradetalk 50%
TREASURE: wears necklace worth 180L. Has 10L in pouch.
NOTES: Somsadkei is a nomad that has left his clan for the glamor and joy of the big city. He has become the "heavy" for this gang, and does most of the hard fighting.

Bloodbirds

These gigantic shorebirds live along the coasts of the far reaches of the world. A nesting colony of the birds here is maintained by the canal's magic. These birds resemble larger than man-sized sandpipers and can fly. They may attack a party of adventurers by flying down and landing in their boat. If the party is on shore, they will simply land among them. If the party outnumbers the birds, they will not attack. If a bird is slain, then the rest will fly off immediately.

Bloodbirds are well over seven feet tall, and are correspondingly thin and attenuated. Instead of the small crustaceans and fish that their docile relative shorebirds eat, bloodbirds subsist on the fresh blood of vertebrates. Their origin is unknown - possibly the far west of Genertela.

Bloodbirds are a contrasting black and white in color, with a pearly white body and black wings and eyes. Their legs are greenish pink and are as long and thin as those of a stork. They have a long neck like a crane or avocet, and a thin black beak which curves slightly down at the tip.

When bloodbirds attack, they swoop down out of the air, land, then plunge their beaks into their chosen target. Bloodbirds have the rather nasty habit of always unanimously attacking a single target, no matter how many birds are in the flock, thus overwhelming their victim's defenses and killing him. If their initial attack is a complete failure, they will fly off and not return. If, however, one or more of them manages to implant their beak in the victim, the flock will not leave, and will continue attacking until either the victim is slain or until a member of the flock is slain. They are cowardly animals. Once they have gripped their victim, they will not let go even if attacked, but will kick and strike out with their wings. While they are drinking blood, their crops will visibly and violently pulse and contract. A blood-bird flock is always satisfied by a single victim. Bloodbirds from the canal normally feed on goats and manatees.

Creature Stats

Characteristics		*Average*
STR	3D6	10-11
CON	2D6+2	9
SIZ	3D6+6	16-17
POW	1D6+6	9-10
DEX	2D6+12	19

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Peck *	5	70%	D10**	70%	15
Kick *	5	35%	D6+D4	-	-
Wing Buffet *	5	35%	D4+D4	-	-

Bloodbirds One to Fifteen

POW 10 DEX 19
Move 8/8 HP 11 Defense 10%

01-02	R LEG	2/3
03-04	L LEG	2/3
05-08	BODY	3/5
09-12	R WING	3/4
13-16	L WING	3/4
17-20	HEAD	3/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Peck *	5	70%	D10**	70%	15
Kick *	5	35%	D6+D4	-	-
Wing Buffet *	5	35%	D4+D4	-	-

* Each round, a bloodbird may peck once, kick once, and hit with both wings for a total of four attacks against up to four opponents.

** The Peck is capable of imaling and parrying. If the beak penetrates armor, the bird will remain attached and drain 1D4 points of STR on each subsequent round. The bird cannot parry while attached in this way. The hit location struck is immobilized until the bird is detached or dies, unless the victim can overcome the bird's SIZ with his STR on the round he tries to use the hit location or to move. If the beak is broken, the bird will immediately flee. It will regrow a new beak in two to three weeks.

SKILLS: Fly 60%, Spot Hidden 75%, Swim 80%
ARMOR: 3 point feathers over body and 2-point skin on legs
NOTES: Bloodbirds always attack in flocks, and all birds in a given flock will attack the same target.

Brollachans

These horrid formless beings are the semi-intelligent spawn of the voughs of the Hidden Maze. They travel through the canal, often attacking those they meet. Brollachans can be encountered either sticking to the canal wall or floating along, but they also can dive and creep slowly along the canal bottom. They are stupid and vicious.

If wounded seriously, they will drop underwater and return to their mother, who may seek vengeance. Whimsically, they may simply try to frighten or annoy a party. They might even lead a party to the lair of one of the brollachans' enemies, such as the river elves, so that the player-characters can slay them. The brollachans are friendly to all voughs and foes of the river elves, who chase them off when they can. In attacking a boat, the brollachans will suddenly flow up and over the boat's sides.

"Brollachan" means "shapeless," and is a descriptive term. A brollachan consists of merely a shapeless lump of tissue, lacking limbs, fins, or other appurtenances. Their only features are two eyes and a wide, grinning mouth. They are capable of traveling over land by oozing and flopping rapidly over the ground.

Creature Stats

Characteristics		*Average*
STR	5D6	17-18
CON	3D6	10-11
SIZ	5D6	17-18
INT	1D6	3-4
POW	2D6+6	13
DEX	1D4+4	5-8
CHA	1D6	3-4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite *	5	20%	1D6+6		
Engulf *	5	50%	1D6+ suffocation **		

Brollachans One to Nine

POW 13 DEX 7
Move 7/7 HP 13

01-20	BODY	1/13

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite *	5	30%	1D6+6		
Engulf *	5	50%	1D6+ suffocation **		

* A brollachan may both bite and engulf simultaneously, vs. The same or different opponents.

** After a successful Engulf attack, the victim is enshrouded by the brollachan's blubbery form. Each round after being engulfed, he will take damage equal to the brollachan's damage bonus (usually 1D6) to his general hit points. The victim's thinnest armor can subtract from this damage each round. In addition, once engulfed, the character must take damage as if drowning. When initially attacked, the victim must attempt CON rolls to keep holding his breath. If the character fails the CON roll, then he goes directly to the drowning procedure.

SPELLS: Healing 2, Protection 1
SKILLS: Swim 50%
ARMOR: 1-point skin

Ducks

Outlaws hide in here to avoid harassment by the Lunar authorities, or use the canals as a haven from

criminal enemies. They are friendly to the river elves, and pay a tariff to them, but they are unlikely to help them in a fight. If they spotted a party of adventurers with obvious Elven treasure, they would not attack, but would report the party to the river elves next time they met. Ducks almost always have a raft instead of a boat, and are almost never met on the canal banks. They will dive off their raft if attacked, and try to cut holes in an opponent's boat or else they will sit floating on the water surface and use missile weapons.

Evelyn Longneck, Lanbril Thief

STR 10	CON 10	SIZ 3	
INT 17	POW 5	DEX 17	CHA 11
Move 5	HP 8	Defense 30%	

01-04	R LEG	4/3
05-08	L LEG	4/3
09-11	ABDOM	5/3
12	CHEST	5/4
13-15	R ARM	4/2
16-18	L ARM	4/2
19-20	HEAD	5/3

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Rapier	6	40%	1D6+1	45%	12
LH Dagger	8	45%	1D4+2	70%	12
RH Dagger	8	55%	1D4+2	50%	12
Self Bow	1/7	40%	1D6+1	30%	6

SPELLS: Befuddle, Detect Silver, Healing 3, Speedart
SKILLS: Climb 70%, Evaluate Treasure 60%, Hide in Cover 80%, Jump 55%, Know Locks 50%, Move Silently 75%, Pick Locks 40%, Pick Pockets 90%, Spot Hidden 40%, Spot Traps 70%, Swim 100%, Trap Set/Disarm 50%
LANGUAGES: Old Pavic 35%, Sartarite 85/20%, Tradetalk 50%
TREASURE: Has necklace in pouch with ten stones. Each stone is worth 10L individually; when combined with necklace total value is 120L.
NOTES: Evelyn (who is male) makes his living as a thief. He makes enormous efforts to stay out of fights, and if forced into one will try to parry and use Defense until he can escape, attacking only if forced to do so. He normally attacks with his rapier and parries with his left-hand dagger. He would gleefully rob a party, and may try to ingratiate himself and his comrades with an adventurer party to get a better chance to pick the pockets of the adventurers.

Geoffri Iron Eye, Initiate Orlanth Adventurous

STR 10	CON 13	SIZ 4	
INT 13	POW 8	DEX 13	CHA 8
Move 5	HP 11	Defense 25%	

01-04	R LEG	4/4
05-08	L LEG	4/4
09-11	ABDOM	6/4
12	CHEST	6/5
13-15	R ARM	4/3
16-18	L ARM	4/3
19-20	HEAD	4/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Shortsword	8	50%	1D6+1	25%	20
Sling	2/9	30%	1D8	-	-
Small Shield	-	-	-	45%	8

SPELLS: Bladesharp 2, Healing 2, Speedart
SKILLS: Camouflage 50%, Climb 40%, Hide in Cover 70%, Jump 40%, Move Quietly 50%, Oratory 25%, Spot Hidden 35%, Spot Traps 55%, Swim 90%, Track 40%, Trap Set/ Disarm 60%
LANGUAGES: Lunar 50%, Pavic 35%, Sartarite 65%/i 5%, Storm-speech 25%
TREASURE: 120L in pouch
NOTES: Geoffri is no leader and will dither if left on his own. He looks to Henery for orders. In combat, he will unimaginatively use his sling with Speedart until the enemy gets too near, then pull out his shortsword with a Bladesharp.

Alvin Ringeye, Initiate Storm Bull

STR 12	CON 17	SIZ 7	
INT 12	POW 13	DEX 11	CHA 8
Move 5	HP 16		

01-04	R LEG	5/6
05-08	L LEG	5/6
09-11	ABDOM	5/6
12	CHEST	5/7
13-15	R ARM	6/5
16-18	L ARM	6/5
19-20	HEAD	5/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Battle Axe	8	80%	1D8+2	80%	15
Broadsword	7	50%	1D8+1	40%	20
Dart(x4)	3/11	60%	1D6	20%	6

SPELLS: Bladesharp 4, Detect Traps (2), Disrupt, Healing 2, Protection 3
SKILLS: Climb 25%, Hide in Cover 50%, Sense Chaos 25%, Spot Hidden 50%, Spot Traps 50%, Swim 95%, Track 35%
LANGUAGES: Pavic 15%, Praxian 30%, Sartarite 60%, Storm-speech 70%, Tradetalk 45%
TREASURE: Silver wristlet worth 110L, 60L in cash
NOTES: Alvin is a very peculiar duck. He likes to fight, and fights fairly well. However, he does not care for fighting chaos if he can avoid it (though he will always dutifully report any chaos to his cult leaders). He does enjoy fighting humans and other large beings. Perhaps he has an inferiority complex due to his species. He comes from a formerly rich Sartarite duck family which has now been ruined, and this has spoiled his disposition. He is the heavy for any band of ducks that he is with, and will lead them into battle, though not at other times.

Henery Spintail, Initiate Orlanth Adventurous

STR 9	CON 16	SIZ 7	
INT 17	POW 11	DEX 16	CHA 7
Move 5	HP 15	Defense 20%	

01-04	R LEG	4/5
05-08	L LEG	4/5
09-11	ABDOM	6/5
12	CHEST	6/6
13-15	R ARM	4/4
16-18	L ARM	4/4
19-20	HEAD	4/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Broadsword	5	65%	1D8+1	35%	20
Thrown Axe	1/7	45%	1D6		-
Hatchet	7	35%	1D6+1	25%	15
Small Shield	-	-	-	55%	8

SPELLS: Bladesharp 2, Firearrow (2), Healing 2, Mobility
RUNE MAGIC: Telekinesis (one-use only)
SKILLS: Climb 55%, Evaluate Treasure 30%, Hide in Cover 75%, Jump 45%, Listen 45%, Move Quietly 75%, Spot Hidden 40%, Spot Traps 40%, Swim 85%, Trap Set/ Disarm 50%
LANGUAGES: Sartarite 85/35%, Stormspeech 25%, Tradetalk 50%
TREASURE: Carries 140L in large pouch. If threatened, he will drop the pouch to the bottom of the canal rather than allow any robbers to take it.
NOTES: In combat, Henery will throw his throwing axes (of which he carries three) one at a time, casting Firearrow on them if it seams appropriate. He considers Evelyn to be moderately despicable, but tolerates him as long as Evelyn shares his loot with the test. Henery will not countenance robbing or cheating fellow Orlanthi, but other cultists are fair game.

Goats

These animals roam all over the land of the canal, and serve as food for the predators there, such as water-leapers, voughs, and bloodbirds. They graze on the abundant vegetation here and move in herds of 1D20. They are the only major land life in the Puzzle Canal (except for the bloodbirds who only inhabit the Deeper and Hidden Mazes).

Gorp

Gorp creep along the sides and walls of the canal, eating and dissolving everything organic they touch. An area with a gorp will often exhibit acidic slime on the water surface, though the gorp itself will often be well below the surface. Only one gorp is usually encountered at a time, and they are universally hated by the canal's inhabitants. Far from being a convenient scavenger, the gorp poison the water and eat everything, destroying the canal's ecology. However many gorp are destroyed, they breed quickly, and more are always oozing in from the river, and cause more trouble.

Kraken Weed

These plants are grown by the elves. They are always planted right in the center of the canals, and attack any craft or swimming creature that passes over them. They never attack river elves, and any initiate of the river elf cult (only initiates are allowed outside of their grotto) can temporarily deactivate (for five minutes or so) a kraken weed at will, to permit the passage of friendly craft. In the deeper parts of the maze, the monsters uproot any kraken weeds they find. Manatees eat these weeds.

When a kraken weed is encountered, roll 1D10 and multiply the total by 10. This gives the STR of the weed. The weed will have 1 leaf-tentacle per 10 points of STR, and each leaf-tentacle will have hit points equal to the STR. In addition, each leaf-tentacle has a tough cuticle which acts as one point of armor per 10 points of STR.

The weed's chance to hit a swimming target is equal to its STR or less on D100. However, the chance to hit is doubled if the target fails a Swim roll on that round. Also, the weed need not make a roll to hit when attacking a boat - such relatively immobile objects can be easily grasped.

The weed can attack once per tentacle, and will spread its attacks as evenly as possible among the available targets. Of course, if the party is sailing over the weed in a single craft, then all the leaf-tentacles will hit that boat or raft. If the weed hits a target, it will slowly pull it underwater. This will take the weed 2D6 melee rounds for a normally-sized boat or a raft. Ten-man boats take 3D6 rounds to be pulled under, and 4-man boats or smaller take only 1D6 rounds. Individual swimmers take 1D6 rounds before being pulled to the bottom of the canal. Anyone in a boat that has been gripped may try to cut through all the leaves holding the craft before the boat has been pulled under. An individual swimmer that has been grasped will be totally enwrapped by the leaf, and can only escape by successfully matching his STR vs. the plant's STR. He may attempt this each round.

Once the weed has pulled its target to the bottom of the canal, it will constrict, doing damage equal to the weed's damage bonus each round until the target is totally destroyed and unrepairable (if a boat) - when the victim has taken damage equal to twice its hit points. Then, the leaf (or leaves) holding that target will release it and begin to seek for more prey.

A given kraken weed can reach 3 meters from its rooted spot per 10 points of STR. Even the smallest kraken weed are able to reach the surface of the canal, and are trained to grow that way. Kraken weeds normally sit rolled up at the bottom of the canals, and are invisible to surface craft, even with successful Spot Hidden rolls.

Summary of Kraken Weed

STR	*Attk%*	*#Attk*	*AP/HP*	*Dam. Bonus*
10	10%	1	1/10	holds only
20	20%	2	2/20	1D6
30	30%	3	3/30	3D6
40	40%	4	4/40	4D6
50	50%	5	5/50	5D6
60	60%	6	6/60	6D6
70	70%	7	7/70	8D6
80	80%	8	8/80	9D6
90	90%	9	9/90	10D6
100	100%	10	10/100	11D6

Manatee

The manatees were originally brought in by the river elves to keep certain parts of the canals clear of weeds. They have since spread throughout the canal and act as a sort of grazing cattle. They keep the vegetation from clogging the canal and are eaten by the voughs. Young manatees are sometimes eaten by water-lizards. These are unintelligent beasts with no magic powers, but few adventurers will have met one of them before, and they may be terrified or intrigued by the sight.

Manatees are large, lumpy mammals with ugly, somewhat walrus-like faces (lacking tusks). They have no hind legs, and their swollen bodies tail off into a spade-like tail. Their forelimbs are smooth flippers which can be bent in many different directions, and can be used for holding algae to munch. Manatees swim only slowly, but can still out-swim a human or typical boat. They are usually about SIZ 3D6+12 and move at a swimming speed of 7. Since they are absolutely inoffensive, it is meaningless to give any other statistics.

Newtlings

The newtlings use the canal much as do the ducks. The newtlings and the elves necessarily tolerate each others' existence. Newtling toughs occasionally ambush or even kill elves, and the reverse also occurs. Any newtlings will always be encountered in the canal itself, rather than on the shore, and they may or may not have a boat. Newtlings are somewhat incomprehensible to humans, and they may ignore humans as irrelevant.

Newtlings One to Six

POW 11	DEX 14	
Move 6	HP 9	Defense 15%

01-03	R LEG	3/3
04-06	L LEG	3/3
07-08	TAIL	2/2
09-10	ABDOM	4/3
11-12	CHEST	4/4
13-15	R ARM	3/2
16-18	L ARM	3/2
19-20	HEAD	4/3

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Trident	5	60%	1D6+1	50%	4
Sling	2/9	50%	1D8	-	-
Small Shield	-	-	-	55%	8

SPELLS: Binding, Bladesharp 2, Healing 2, Shimmer 4
SKILLS: Hide in Cover 70%, Spot Traps 60%, Track 70%, Swim 100%

River Elves

These river elves are a former clan of ocean elves, brought inland by Labrygon. They live in an extensive cavern, and they have taken over a substantial portion of the canal. They are foes of the voughs. In this feuding, the individual voughs far outclass the elves, but the elves are organized, and the voughs are not, so the elves survive. The elves set up watch posts, collect protection money from those trying to hide out in the maze, and kill all the trolls they see. Any troll seen is always killed, regardless of potential elf losses, for the elves fear if trolls successfully entered the Puzzle Canal, they could move in, ally with the voughs, and then wipe out the elves. If a troll is sighted with a party of non-trolls, the elves will fight until they manage to kill the troll, then melt away.

The first group of elves to meet a band of player-characters inside the Elven maze will either attack or demand toll. The exact result depends upon their reaction roll - a hostile reaction indicates that they will attack, and a neutral or friendly one indicates they will ask for toll. The toll is 1L per head, including familiars. If the reaction was favorable, they may also ask the party if they need a hiding place. Hiding places cost 5L per day per person. If the elves attack, they will try to capsize boats and harpoon oarsmen.

The elves may trade with friendly cultists - they are in need of water-resistant metals and cloth. The elves will always be friendly to other elves, and will give them haven or help . Elves need pay but 1 clack toll, and may stay in a hiding place for only 2L per day. The elves will never voluntarily allow a non-elf into their home caverns.

The river elves have constant problems with the voughs, but they do not try to kill their foes on sight. Instead, over the years, they have reached an uneasy coexistence. When a vough is sighted in Elven territory, the elves make a show of force, and the monster usually goes away. If they meet on the monster's home ground, it announces its presence and the elves will retreat. Only rarely (two or three times a season) does the underlying hatred erupt into actual conflict. The voughs are fertile, and their spawn, the brollachans often raid the elves. Their death at the spears of the elves is not uncommon.

There are three main species of water-dwelling elves in Glorantha. All these are classed as "blue" elves by ignorant humans. Only one variety of water-dwelling elf ever comes inland to live in fresh water. These are the same type of elves who have come to live in the Puzzle Canal - a related type to those once dwelling in the Elf Sea. These river elves are not fully humanoid. Their heads, shoulders, and arms are similar to those of land elves, but their torsos dwindle to filaments of green plant-like material which gradually tapers to a point. When swimming, the elves undulate this whip or flagellum and thus propel themselves through the water. This mode of locomotion leaves their hands free. The heads of river elves sport long algae-like filaments as well. All river elves look quite androgynous, and if they actually possess true males or females, it is unknown to mankind. Rather than Aldrya, most water elves worship Murthdrya, an oceanic equivalent.

River elves cannot move about on land, due to their peculiar merman-like body structure. They can only survive out of water for brief periods. Each five melee rounds spent by a river elf out of the water inflicts a point of damage to the elf through drying out. This damage is done to the elf's general hit points. Even sitting with just the head out of water will inflict this damage. River elves speaking to humans will dip their heads underwater briefly every thirty seconds or so (each 2-3 melee rounds), thus preventing the damage. A river elf can lift an arm out of the water for prolonged periods without causing any damage. River elves usually remain underwater while fighting, shooting their darts and stabbing with their lancets from there. Individuals firing missile weapons at underwater river elves from above the water cut their chances of hitting in half. If they engage in melee, the river elf may always disengage at will by sinking.

River elves make their way underwater, not by sight, but using a highly-developed system of detecting pressure changes and currents. They can use this system to navigate and fight, and can use it to make their way perfectly well in the dark. The system does not work out of water, and a river elf with his head out of water must rely on eyesight alone. The sight of a river elf is much worse than that of a human, but their hearing is approximately equal. In the often murky waters of the canal, their senses are by far the best of any creature except possibly the voughs.

Creature Stats

Characteristics		*Average*
STR	2D4+1	6
CON	3D6	10-11
SIZ	2D6	7
INT	2D6+6	13
POW	2D6+6	13
DEX	3D6+3	13-14
CHA	3D6	10-11

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Sea Dart*	2/9	35%	1D6	15%	4
Lancet **	5	35%	1D10	30%	12

* Sea darts are extremely thin and sharp flechettes of an unknown hard material - possibly an elf-bred algal growth. The elves can flick these underwater with a short range of 10m. Above water, the range is increased to 20m. Sea darts can impale, and are used as thrown weapons.

** Lancets are long, thin, and sharp spears made entirely of a thin bone or bamboo spline. They are used two-handed, have a basic SR of 1, and can be used by any character, regardless of STR, that has a DEX of 11 or more.

SPELLS: Disrupt, Food Song, Healing , Speedart, Xenohealing
SKILLS: Hide in Cover 40%, Swim 90%, Swim Silently 45%

ARMOR: The algal fibres of the river elf's whiptail are naturally tough, acting as 4-point armor. The other areas are unarmored, but the elves usually wear fish hide armor worth 2 points and a thick lizard-skin helm worth 3 points of armor.

River Elves Leaders One to Six

POW 16 DEX 16
Move 0/9 HP 13 Defense 25%

01-07	WHIP	4/5
08-10	ABDOM	6/5
11-12	CHEST	6/6
13-15	R ARM	4/4
16-18	L ARM	4/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Sea Dart*	1/7	70%	1D6	-	4
Lancet **	5	85%	1D10	80%	12

SPELLS: Bladesharp 3, Disrupt, Food Song, Healing 6, Speedart, Shimmer 3
SKILLS: Hide in Cover 70%, Listen 60%, Spot Hidden 70%, Swim 100%, Swim Silently 70%, Trap Set/Disarm 50%

River Elves One to Eighteen

POW 13 DEX 14
Move 0/9 HP 10 Defense 10%

01-07	WHIP	4/4
08-10	ABDOM	2/4
11-12	CHEST	2/5
13-15	R ARM	2/3
16-18	L ARM	2/3
19-20	HEAD	4/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Sea Dart*	2/9	40%	1D6	-	4
Lancet **	5	60%	1D10	30%	12

SPELLS: Disrupt, Food Song, Healing 9, Speedart, Xenohealing 1
SKILLS: Hide in Cover 40%, Swim 90%, Swim Silently 45%

Undines

These undines may be used both for those undines called forth by Rune spells in the canal and those dwelling in the canal naturally.

Small Undines One to Three

SIZE: 27 cubic meters (3x3x3)
STR 9 Move 6 HP 19

Medium Undines One to Three

SIZE: 54 cubic meters (3x6x3)
STR 19 Move 6 HP 38

Large Undines One to Three

SIZE: 81 cubic meters (3x9x3)
STR 29 Move 6 HP 57

Vough

These powerful and malignant water spirits are the leaders of the Deeper and Hidden Mazes. They breed with undines, river horses, and even occasionally captured humans, and then give birth to the brollachans which infest the canal. Voughs (pronounce FOO-ath) dislike most land-dwellers, but often refrain from attacking those that hurl them a sacrifice; usually a goat or pig, though a man will do as well. A vough cannot be pacified in this manner if the characters have slain one of its brollachans. Voughs detest the river elves. When a vough encounters a party of humans, it may rise from the keep and extort toll, or it may simply attack. If one attacks, it will command its brollachans to swarm up the sides of the boat. Voughs are careful around missile weapons, and will submerge if any are in evidence, casting magic from safety underwater against any powerful foes, and closing in to get the rest.

By nature, voughs are water-sprites or water-demons in womanly form. These beings are known throughout Glorantha, both in fresh water and salt. Some are friendly to man, or at least are relatively neutral, and these are sometimes called naiads. Some are definitely malignant or even cannibalistic, and one name for such beings is the vough. The Puzzle Canal has more than its share of such water spirits, and all those present are maleficent - voughs rather than graceful naiads. Either the Seaslaver artifact has drawn them hither, or it has somehow created them from the waters of the river and the maze; somehow brought them into being, giving them personality and POW. The voughs are mainly confined to the Puzzle Canal at present. Perhaps the strong Zola Fel cult has kept them from moving out into the river and causing trouble. There are records that indicate that during the period of the troll closing of Pavis, voughs were met all up and down the river.

The voughs of the Puzzle Canal look like old, blue-, green-, or black-faced hages, with metal claws and heavy, dripping wet robes. They can fight with any weapons, but many prefer to use their claws in conjunction with long barbed whips, magically braided from the skins of their prey. They are obscenely fecund, and periodically give birth to their grisly young - the brollachans infesting the Hidden and Deeper Maze. Brollachans do not seem to mature into adult voughs, or fuaths, as they are sometimes known.

If a vough is slain, after a year or so, the Seaslaver will either draw in or create another. There are no more than a half-dozen voughs in the canal at any one time. This is fortunate for the river elves.

Voughs are capable of merging with their native water and dissolving at any time. When so merged, they may attack as a large water elemental, either above or below water.

Voughs are tied to water. They lose a point of STR for every 20m they move away from their native water. The robes and whips of voughs are

semi-magical, and could be taken by their conquerors. A vough's whip requires a STR of at least 17 to use, and will gradually decay into rotting shreds of flesh without the vough's magical song employed over it each night. The vough's robes are worth 6 points of armor when wet and 3 points when dry. They have an ENC of 12 and cover the entire body. The robes are noticeably haggard and stained, and will draw attention if worn.

Vough Creature Stats

Characteristics		*Average*
STR	6D6	21
CON	2D6+12	19
SIZ	1D6+12	15-16
INT	4D6	14
POW	3D6+6	16-17
DEX	2D6+6	13
CHA	2D6	7

Move 8/12 swim HP Avg. 20 Defense 15%

01-04	R LEG	8/7
05-08	L LEG	8/7
09-11	ABDOM	8/7
12	CHEST	8/8
13-15	R ARM	8/6
16-18	L ARM	8/6
19-20	HEAD	8/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Whip*	3	90%	1D10**	40%	20
Claw *	7	80%	1D6+1D6	-	-

* A vough can hit with both the whip and a claw in each melee round, against either one or two foes. The claws are made of Runemetal (usually aluminum; extremelt powerful voughs may have claws formed of rust-proff iron). The whip can reach out 10 meters.

** If the whip gets a special hit (20% or less of the required total to hit), then it will coil around the hit location it strikes and the vough may try to pull the target off his feet. If it is parried on a special hit, the whip will wrap itself around the parrying weapon and the vough may try to yank it out of the victim's hands. In any case, a successful STR vs. STR roll must be made by the vough against the victim for the special to take effect. If the vough fails to overcome the target's STR, the whip uncoils. Whips are difficult to weild (even for the vough), and the chances of fumbling are doubled. Although a typical vough has a chance to hit equal to 90%, the chance of fumbling with the whip is 99-00.

SPELLS: Knows spells up to INT limit. Usually Demoralize, Disrupt, Healing, Ironhand, and Strength, at least.
RUNE MAGIC: Voughs with POWs over 18 are automatically able to sacrifice for Rune magic as associate priests of their chosen water deity. They only rarely possess allied spirits.
SKILLS: Hide in Cover 80%, Move Silently 95%, Spot Hidden 50%, Swim 80%
LANGUAGES: Waterspeech 70/70%
ARMOR: 2-point skin, plus soaking wet robes worth 6 more points for a total of 8 points of armor.

Ancient Emili, Vough

STR 25 CON 20 SIZ 15
INT 20 POW 18 DEX 15 CHA 6
Move 8/12 HP 22 Defense 30%

01-04	R LEG	8/8
05-08	L LEG	8/8
09-11	ABDOM	14/8
12	CHEST	14/9
13-15	R ARM	8/7
16-18	L ARM	8/7
19-20	HEAD	14/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
War Flail *	5	75%	1D6+2+D6	75%	12
Claw *	7	75%	1D6+D6	-	-

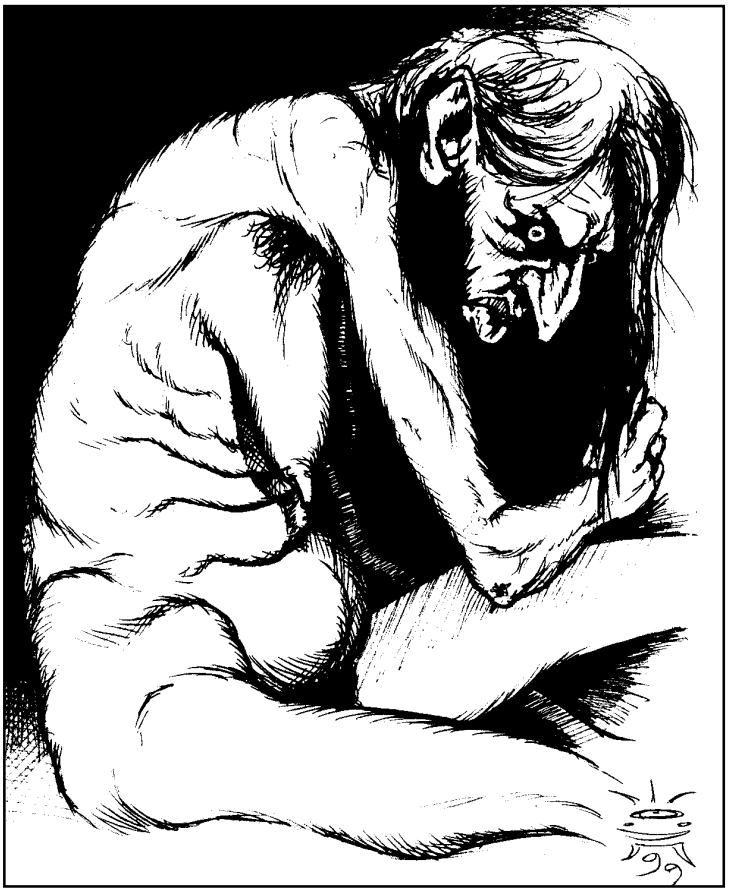
* Can use both claw and flail in a single round.

SPELLS: Bludgeon 4, Demoralize, Disrupt, Healing 4, Ironhand 4, Protection 2, Repair (2), Strength (2) - adds +15% to all attacks and parries and increases damage bonus to 2D6
RUNE MAGIC: Multispell II, Shield 2, Spirit Block 1, Summon Large Undine, Discorporate
SKILLS: Hide in Cover 75%, Listen 90%, Move Silently 75%, Spot Hidden 90%, Swim 150%
LANGUAGES: Tradetalk 25%, Waterspeech 100/90%
TREASURE: Flail is matrix for Rune spell of Crush 2. Wears plate breastplate and helmet of aluminum worth 6 points of armor each under robes.
NOTES: This vough will try to attack parties of adventurers smaller than 4 in number, and will appear to larger parties as a disembodied spirit (using her Discorporate). In that form, she will offer the party 10,000 Lunars to aid her in an attack upon the river elf home caverns. If the party accepts, she will return to her body and lead them to the elf main cavern, where she will watch from the rear, killing any elf coming too close to her. She will swim away just as the battle appears to be nearly over, and will not, of course, give the party any money.

Greenich, vough

STR 22 CON 22 SIZ 14
INT 21 POW 19 DEX 16 CHA 4
Move 8/12 HP 24 Defense 30%

01-04	R LEG	8/8
05-08	L LEG	8/8
09-11	ABDOM	8/8
12	CHEST	8/9
13-15	R ARM	8/7
16-18	L ARM	8/7
19-20	HEAD	8/8



Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	7	80%	1D6+1D6	-	-
Large Shield	7	50%	1D8+1D6	80%	16

SPELLS: Befuddle, Countermagic 5, Disrupt, Dispel Magic 4, Healing 6, Invisibility (3), Spirit Binding; (known by spirit) Ironhand 4, Mobility
RUNE MAGIC: Create Zombie x 3, Multispell Ill x 2, Seastrength x 2, Shield 4, Spirit Block 1, Summon Medium Undine
LANGUAGES: Waterspeech 105/100%
TREASURE: Underwater chest holds 20 wheels, 4000 Lunars, and 2000 clacks.
MAGIC ITEMS: 4-point POW-storing crystal currently containing bound spirit.

SPIRIT: bound in crystal; NT 9, POW 29
NOTES: This vough desires only to kill adventurers she meets Her goal is to form a zombie army and use it to ravage the land around, stealing loot and magic for her. So far, she has approximately 10 waterlogged zombies sitting quietly in a secret corner of hers. When she has over a hundred zombies, she will send them forth. Until then, she will waylay adventurers. Her Seastrength Rune spell doubles her STR (past species maximum) to 44, giving her +25% to all her attacks and parries and increasing her damage bonus to 3D6. She will cast Seastrength, Shield 4, Countermagic 5, and Ironhand 4 on herself before joining combat. If the party appears strong, she will summon an undine to swamp their craft or drown them, and she will cast a Multispell III. She will then cast 4 stacked Disrupts at a time, using the Multispell III, choosing the best-armored foe as her target. If her spirit's POW reaches 1, she will try to cast no more spells (except for necessary Healing and Dispel Magic), just meleeing as she must. If she is incapacitated, she will sink to the bottom of the canal and Heal herself, then return to the fray. She will only withdraw when her damage reaches the point that her remaining POW would not be enough to fully heal her.

Walktapus

The walktapi of the canal are rare. Everybody hates them, but they are so tough and difficult to kill (not to mention fast-breeding) that they remain in spite of their lack of friends. They always attack anyone they meet. Walktapi are capable of breathing underwater.

Walktapi have the chaotic ability to regenerate. Every portion of their body which is severed from the parent will grow into a new walktapus. Not even fire will permanently affect this, though it will slow down the growth rate by several days. Only disruption spells and exteremly powerful "exotic" Rune magic permanently harms them.

However, its regrowth ability is only one hit point per turn. One can be dismembered and the survivors can leave it behind. It will not bother them again unless they pass the same way after an hour later.

Walktapus One

STR 26	CON 18	SIZ 27
POW 15	DEX 13	
Move 7	HP 22	

01-02	R LEG	4/8
03-04	L LEG	4/8
08	ABDOM	4/8
09	CHEST	4/9
07-08	R ARM	4/7
09-10	L ARM	4/7
11	TENT 1	4/7
12	TENT 2	4/7
13	TENT 3	4/7
14	TENT 4	4/7
15	TENT 5	4/7
16	TENT 6	4/7
17	TENT 7	4/7
18	TENT 8	4/7
19-20	HEAD	4/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Tentacle *	6	60%	2D6		
Constrict **	1	Auto.	4D6		

* Can use four tentacles at once. If two have struck the same target, they will constrict every round.
** Armor will protect only until the absorption rating is overcome, then it is broken.

SPECIAL FEATURES: Emits a gas cloud 3m across with POT equal to 18. All those battling the walktapus must make CON rolls to hold their breath while so doing.

Walktapus Two

STR 22	CON 17	SIZ 27
POW 12	DEX 11	
Move 7	HP 21	

01-02	R LEG	4/7
03-04	L LEG	4/7
05	ABDOM	4/7
06	CHEST	4/8
07-08	R ARM	4/6
09-10	L ARM	4/6
11	TENT 1	4/6
12	TENT 2	4/6
13	TENT 3	4/6
14	TENT 4	4/6
15	TENT 5	4/6
16	TENT 6	4/6
17	TENT 7	4/6
18	TENT 8	4/6
19-20	HEAD	4/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Tentacle *	7	40%	2D6		
Constrict	1	Auto.	4D6 **		

* Can use four tentacles at once. If two have struck the same target, they will constrict every round.
** Armor will protect only until the absorption rating is overcome, then it is broken.

SPECIAL FEATURES: Emits a gas cloud 3m across with POT equal to 17. All those battling the walktapus must make CON rolls to hold their breath while so doing.
CHAOTIC FEATURES: This particular walktapus carries the disease of Creeping Chills.

Water-Leapers

These unintelligent water-demons are of low power. They attack by leaping from the water and trying to grab a single target, carrying that victim back underwater with them. A water-leaper will cease its attacks as soon as it has its prey. If a group of water leapers is encountered, each will go for a different target. Voughs often domesticate these creatures, but the river elves ignore them, as the water-leapers are strictly carnivorous and do not attack elves.

This race of freshwater animals is of unknown origin. The skull and skin of one specimen has been brought to the New Pavis Lhankor Mhy temple, and the sages therein conjecture that the beasts are possibly native to another continent; possibly Pamaltela. In any case, they thrive in the Puzzle Canal. The power of the Seaslaver draws in small fish and animals (such as otters) and the water-leapers normally feed on these. However,

they will not hesitate to attack human prey or goats.

Water Leapers look like enormous legless toads. They possess great bat-like wings, and sinuous, muscular tails. In a normal attack, a water-leaper will suddenly boom out of the water (achieving surprise), swoop up on a powerful wing beat, and try to both bite and grapple with the tail. It may be noted that water-leapers cannot move about on land - they must either swim or fly. However, a water-leaper laying on its belly on the shore could flap its wings and get airborne.

If a water-leaper manages to hit with bite or tail lash, it will cling onto its target and fall heavily back into the water. The victim must successfully match his STR vs. the water-leaper's SIZ on the resistance table or he will be pulled under. If the victim resist, then the water leaper will loose its bite, but will continue to cling with its tail, doing constriction damage. It will then attempt to bite again and again (as well as strike with the tail, if it did not hit in the initial attack). After the first, surprising round, friends can help the water-leaper's victim from falling into the water by clinging to him (forgoing their own attacks) and holding him up. If the water-leaper missed its initial attack, it will keep on attacking unless injured.

Any character trying to resist the water-leaper's pull towards the water may not try to fight or perform other actions on that round.

Creature Stats

Characteristic		*Average*
STR	3D6+6	16-17
CON	3D6	10-11
SIZ	3D6+12	22-23
POW	2D6+6	13
DEX	2D6	7

Move 6/9 flight
Hit point Avg. 13-14

01-04	TAIL	5/5
05-08	HIND Q	5/6
09-12	FORE Q	5/6
13-14	R WING	5/4
15-16	L WING	5/4
17-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite"	8	50%	1D10+1D6		
Tail *	8	75%	1D6+ constriction **		

* The animal will try to cling with both bite and tail lash, as described above.

** After hitting, the creature will constrict with the tail, and do 1D6 points of constriction damage to the opponent each round. Armor protects only until its absorption rate is overcome.

SKILLS: Fly 50%, Hide in Cover 80%, Swim 60%
ARMOR: 5-point hide

Water Leapers One to Three

POW 13 DEX 7
Move 6/9 HP 14

01-04	TAIL	5/5
05-08	HIND Q	5/6
09-12	FORE Q	5/6
13-14	R WING	5/4
15-16	L WING	5/4
17-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite *	8	50%	1D10+1D6	-	-
Tail *	8	75%	1D6 + constriction		

* A water-leaper may use both bite and the tail attack against a single foe in a round. After the tail hits a target, it will hang on and continue to do 1D6 points of constriction damage to the opponent each round. Armor will protect only until its absorption rating is overcome, then it is broken.

SKILLS: Fly 50%, Hide in Cover 80%, Swim 60%
ARMOR: 5-point hide

Water-Lizards

Water lizards are a sea reptile known in many of the northern shores of the Homeward Ocean. When Labrygon imported the river elves, he also brought in these odd animals. They are carnivorous, and sometimes attack boaters. When they do this, they usually swarm up and over the gunwales of a boat, biting and slashing at their victims.

Water lizards are not brave, and if one is slain, they will depart. If meat is thrown to them before they attack, they sometimes fall to fighting over the meat, allowing their original target to escape. They are long and sleek green-black creatures, with crests and long, flattened tails. They frequently are seen basking on shore.

When they spot a boat, if hungry, they will slide into the water and make for it just under the surface, where they are difficult to hit with missile fire. Basking water lizards often do not attack. If they are attacked, they will slip into the water and try to bite their assailant.

Creature Stats

Characteristics		*Average*
STR	3D6+6	16-17
CON	2D6+6	13
SIZ	3D6+12	22-23
POW	2D6	7
DEX	2D6+6	13

Move 7/10 HP 16

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite *	6	35%	1D8+1D6	-	-

* This bite is capable of slashing.

Water Lizards One to Six

POW 10 DEX 14
Move 7/10 HP 16

01-02	TAIL	3/5
03-04	RH LEG	3/5
05-06	LH LEG	3/5
07-08	HIND Q	3/7
09-11	FORE Q	3/7
12-14	RF LEG	3/6
15-17	LF LEG	3/6
18-20	HEAD	3/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite *	6	50%	1D8+1D6	-	-

* This bite is capable of slashing.

SKILLS: Hide in Cover 40%, Swim 85%
ARMOR: 3-point hide

Temple at Feroda

Dramatis Personae

A crier
Glurf, River Lord of Zola Fel
Walk-on adventurers
Merchants and Consumers of Pavis
Phinphobs Auxilius; Lunar Sgt.
Five Lunar Antelope Lancer troops
Ghost
Alpha male baboon
Three dominant male baboons
Six lesser male and female baboons
Broo Thief
Six other broos
Two ogres

Act I - The Hiring

Scene 1 - A Waterfront

ENTER: *A CRIER in a blue cape.*

CRIER: The priests of Zola Fel, most august and glorious god of the River of Cradles, seek folk desiring employment. Interested parties are to assemble at the cult's wharf at the third hour past noon on Waterday next. (*The CRIER knows no details beyond the content of the message.*)

EXIT: *CRIER*

Scene 2 - The Zola Fel wharf

A crowd of 20-30 adventurers stand around.

ENTER: *GLURF, a large fish with a blue collar. He will stay in the water.*

GLURF: Attention, attention. *ad lib introduction* We wish to hire folk to recover something left at the original temple of the cult near Corflu. (**EXIT** *3-5 people) Ad lib story of bunging of Corflu and of the giants' revenge from the history of Pavis.* (**EXIT** *3-5 more people*) The cult will provide transportation down river to a point nearest the old temple. You will then walk or ride to the old temple, (**EXIT** *4-10 more people*) recover the artifact, and return it to the temple at the mouth of the river. (**EXIT** *3-5 more*) There will be certain conditions placed on your conduct, as this is a holy quest. (**EXIT** *remaining adventurers, except for the PCs*) Ah, I see we have eliminated the button makers!

Ad lib PC Response: So you have - how much is it worth to you?

GLURF ad lib reply unless given later: We are willing to pay 3000L to the group that retrieves the artifact; 100L will be given in advance for expenses.

PC Response: We want more.

GLURF ad lib bargaining if any; the cult will go as high as 5000L: Now that the sordid details are out of the way, let us get to business. The old temple is located in the dead city of Feroda, west along the coast from Corflu. It can be located by the mooring post, where the temple boat was moored. The post was made of enchanted ironwood, so it should still stand. The post is at the Southeast corner of the building, which is a 30m x 20m rectangle that was originally underwater. It was 5m tall. The mooring post was 10m tall. The item we want should be in the corner nearest the post.

PC Response: Any other descriptions or conditions?

GLURF ad lib reply: This being a holy mission, killing is to be kept to a minimum, excluding things of chaos, of course. You cannot drink anything but water while on the quest. Once you find the artifact, it must be inundated with water and kept as wet as possible. I hope you will see fit to follow these conditions, because if you don't, you won't get paid. Are there any more questions?

PC Response: Further questions, if any.

GLURF ad lib reply from the following information:

1) The cult doesn't know exactly what form the artifact will take.

2) Going clear to the temple and digging up the artifact might well take longer than the cult's lords and priests can stay away from the river.

3) The cult's initiates are often unskilled in the things needed to succeed, like walking and digging (and fighting).

4) The trip out and back could take several days.

5) The cult knows nothing about any dangers, but you will be on the borders of the shore marshes, the edge of the plains of Prax.

6) Ad lib anything else.

Act II - Equipping The River Trip

Scene 1 - Pavis Markets

The PCs equip themselves with anything they think they might need on the trip.

Scene 2 - On a flatboat on the River of Cradles

The trip down river should be uneventful, unless the game-master has something he wishes to stage. The party will be dropped off on the western shore of the river delta and pointed towards Feroda.

Act III - The Trip Across The Plains

Scene 1 - Morning of the second day

Listen Roll; note approach; hailed by leader

ENTER: *LUNAR PATROL, six antelope lancers*

LUNAR SGT. ad lib Inquiry: The patrol is stationed at Corflu. They are tired and surly. Unless a good answer is given to their inquiries about activity, reason for being together, destination, etc., they will harass and molest the party for the fun of it. They will not attack unless attacked. Good answers include merchants going to trade with the tribes and little else. The patrol knows nothing about the temple.

Phinphobs Longhead, Antelope Lancer Sgt. Seven Mothers and Yanafal Tarnils initiate

STR 15	CON 13	SIZ 12	
INT 17	POW 15	DEX 10	CHA 13
Move 8	HP 13	Defense 15%	

01-04	R LEG	4/5
05-08	L LEG	4/5
09-11	ABDOM	6/5
12	CHEST	6/6
13-15	R ARM	4/4
16-18	L ARM	4/4
19-20	HEAD	4/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Comp. Bow	3/11	80%	1D8+1	25%	10
Lance	5	70%	1D10+1+2D6	10%	20
Scimitar	7	85%	1D8+1+1D4	75%	20
Med Shield	-	-	-	80%	12

SPELLS: Disruption, Healing 6, Mobility, Speedart, Xenohealing 4

SKILLS: Map Making 35%, Oratory 70%, Ride 85%, Track 75%

LANGUAGES: Lunar 90%, Tradetalk 55%

MAGIC: Sensitivity powered crystal 5 POW; 14-point POW-storing crystal

TREASURE: 20 Lunars carried

NOTE: Phinphobs is a sergeant in a company of Antelope Lancers stationed in Corflu. He is over the age of retirement and is waiting for the next caravan to the Empire so he can return home. He is unwilling to do anything likely to get himself killed before then. His men are typical soldiers, and are also willing to keep out of trouble. He will not bother merchants or religious travelers (except for members of obvious enemy cults to the Empire - such as Storm Bulls, blatant Orlanthi, etc.)

Scene 2 - In the area where the temple should have been

A search of 1D6 hours will locate the topmost 25cm of the mooring post behind a bush. It is located in a large gully about 50m across. There is no building anywhere in sight. If the players haven't figured it out yet, the game-master should hint that the temple was buried when the river mouth was silted up.

Once they have realized this, and if previous hints haven't prompted them to buy shovels, explain that they can probably buy shovels at Corflu, about a half day away. They may need to travel there and back before they can get on with the quest.

Act IV - At The Temple

Scene 1 - Near the mooring post

The temple is 10m under the surface. A person can move 1 cubic meter of this sandy soil per hour, including rest breaks. The temple is 10 meters down under the earth.

Scene 2 At the temple after digging several hours ***Spot Hidden Roll; See baboon scout; wait until rest of troop arrives***

ENTER *baboon troop consisting of alpha male, three dominant males, and six lesser males and females.* The troop uses this place as a rest area while shopping in Corflu. They are not hostile, just curious.

ALPHA MALE: What ho! Strangers, and humans as well. Don't shoot! We are just baboons on a travel. Who goes there?

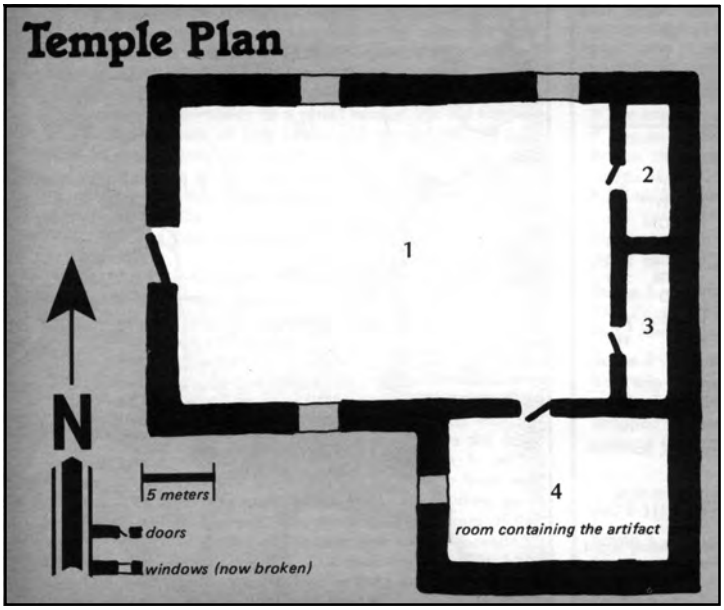
PC Response: It's us, adventuring for a reason.

ALPHA MALE: Where I come from, it would be appropriate for strangers to give a gift to someone if those strangers were in a favorite spot. We know our manners, and we know that you are digging in our favorite spot. Some people would find themselves virtuous if they gifted us.

(If party seems hostile to the idea) Of course, that is only a lowly baboon custom. No one would think to impose it on powerful humans like you. But where we come from there would be no shame in strangers asking if someone like us wanted some honest work.

(If party seems diffident) Of course, where we come from there are noble soldiers who do no work, and an ordinary baboon is usually quite glad to do work for such honorable people, if the pay is right. *Ad lib bargaining over price - the baboons seek metal weapons, but will settle for a decent meal. Only the subordinate baboons will dig.*

After as much of the temple has been cleared as the PLAYER-CHARACTERS wish, **EXIT** *baboon troop.*



Chorgsa, alpha male baboon, Daka Fal Rune lord

STR 23	CON 17	SIZ 18	
INT 12	POW 15	DEX 13	CHA 18
Move 10	HP 19		

01-04	R LEG	3/7
05-08	L LEG	3/7
09-11	ABDOM	7/7
12	CHEST	7/8
13-15	R ARM	2/6
16-18	L ARM	2/6
19-20	HEAD	4/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Spear	4	95%	1D8+1+2D6	85%	15
Sling	2/9	75%	1D8	-	-
Claw	7	90%	1D6+2D6	-	-
Bite	7	85%	1D8+2D6	-	-

SPELLS: Healing 4, Ironhand 4,. Protection 3, Speedart
SKILLS: Bargain 50%, Move Quietly 80%, Oratory 85%, Spot Hidden 90%, Spot Traps 65%, Track 85%
LANGUAGES: Baboon 95%, Trade Talk 40%, Spiritspeech 90%
TREASURE: carries 957L in large sacks
NOTES: He is the leader of a baboon troop. He is leading about a fourth of the troop to Corflu to buy things with the savings of the past year, which he is carrying.

Rossge, beta male baboon, Daka Fal priest

STR 12	CON 10	SIZ 9	
INT 18	POW 18	DEX 10	CHA 16
Move 10	HP 11	Defense 20%	

01-04	R LEG	2/4
05-08	L LEG	2/4
09-11	ABDOM	3/4
12	CHEST	3/5
13-15	R ARM	2/3
16-18	L ARM	2/3
19-20	HEAD	2/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Spear	7	45%	1D6+1	35%	15
Sling	2/9	50%	1D8	-	-
Claw	9	50%	1D6	-	-
Bite	9	40%	1D8	-	-

SPELLS: Demoralize, Farsee, Healing 6, Ironhand 2, Mobility, Repair (2), Protection 4, Speedart; (known by allied spirit) Detect Enemies, Dispel Magic 8
RUNE MAGIC: Divination 4, Resurrection (one-use only), Summon Ancestor x3, Summon Spirit Teacher
SKILLS: Move Quietly 35%, Spot Hidden 45%, Spot Traps 40%, Track 40%
LANGUAGES: Baboon 95%, Spiritspeech 90%
MAGIC ITEMS: Healing focusing crystal 4 POW, 10-point POW-storing crystal; shrunken head of grandfather which holds allied spirit.
SPIRITS: Grandfather (allied spirit in shrunken head) INT 17, POW 22, Spells: Binding, Disrupt, Spirit Screen 3, RUNE MAGIC: Free Ghost, Warding 2
BOUND SPIRIT: in lizard familiar (crawls around on priest's body) INT 6, POW 15
NOTES: Rossge is one of Chorgsa's sons. He is the only priest in the clan, and holds the clan's magical treasure. He is physically inferior, but his magical power raises him to the status of beta male. This is as far as he is likely to go, as most baboons would not follow him. He is happy to support and advise his father/uncle Chorgsa.

Gamma and Delta, Dominant Male Baboons, Daka Fal Initiates

POW 15	DEX 17	
Move 10	HP 15	Defense 20%

01-04	R LEG	3/5
05-08	L LEG	3/5
09-11	ABDOM	4/5
12	CHEST	4/6

13-15	R ARM	3/4
16-18	L ARM	3/4
19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite	6	65%	1D8+1D4	-	
Claw	6	75%	1D6+1D4	-	-
Sling	1/7	65%	1D8	-	-

SPELLS: Countermagic 3, Dispel Magic 1, Disrupt, Healing 2, Ironhand 2, Protection 4, Speedart
SKILLS: Hide in Cover 50%, Move Silently 80%, Spot Hidden 70%, Spot Traps 50%, Track 40%
LANGUAGES: Baboon 65%

Ordinary Baboons, Daka Fal Initiates One to Six

POW 14 DEX 13
Move 10 HP 11 Defense 10%

01-04	R LEG	1/4
05-08	L LEG	1/4
09-11	ABDOM	1/4
12	CHEST	1/5
13-15	R ARM	1/3
16-18	L ARM	1/3
19-20	HEAD	1/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite	8	40%	1D8+1D4	-	
Claw	8	50%	1D6+1D4	-	-
Sling	2/9	40%	1D8	-	-

SPELLS: Disrupt, Healing 2, Ironhand 2, Protection 2, Speedart
SKILLS: Hide in Cover 30%, Move Silently 30%, Spot Hidden 40%, Spot Traps 30%, Track 25%
LANGUAGES: Baboon 65%

Scene 3 - Entering the temple

The roof of the temple is flat and made out of gray-blue stone. The doors (if uncovered) are ironwood with aluminum fittings. It seems to be bolted from the inside. It will take one hour of work to make a man-sized hole in the stone; the wood of the door is impervious to damage. Picks are available in Corflu.

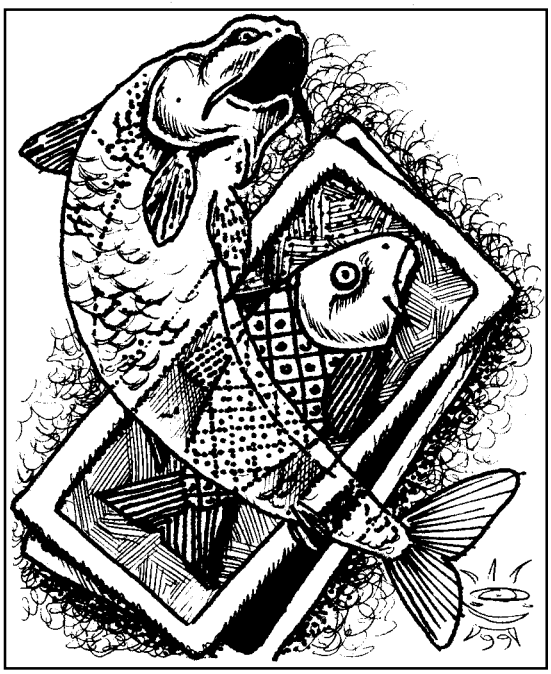
Scene 4 - Inside the temple

Once a hole is made in the roof or wall, the PCs can enter the temple. It is empty, with no lights or furniture. Earth movement has raised the temple above the water table, so there is no water on the floors. The only thing in the temple is the artifact, which is in a flat box under a flagstone in room 4. A Spot Hidden roll is necessary to spot the right flagstone. The map shows the entire temple, but the party will probably enter room 1 or 4. There are no inhabitants of the temple, and no longer anything of interest anywhere else.

Before the box is touched, the Gamemaster should (subtly) ask the toucher what he or she plans to do with the artifact. If the answer is to steal it or in some other way to fail to fulfill the deal made with GLURF, the GHOST attached to the box will attack the toucher in spirit combat. If the toucher plans to fulfill the quest, nothing hostile happens, but the GHOST still appears.

ENTER *GHOST*

GHOST: Long I have waited for this joyous moment. Rejoice, rejoice, oh bountiful waters. *ad lib, ad infinitum, to ad nauseum.*



The GHOST will give no information but will continue to make happy noises until returned to the river. The GHOST is using Mindspeech to the box's toucher only. If placed on an animal, the constant mental droning will cause the animal to have fits, scream, buck, etc. after a couple of hours.

If the box is opened, the artifact is seen to be a trapezoidal piece of leather covered on one side by small blue metal scales. The longer parallel side is about 50 cm long; the shorter side 30cm. The overall length is 1.25m. There are slits in the front and some fasteners along the sides. The box is rectangular 25cm x 70cm x 10cm (the armor is folded within, and blue in color.

This artifact is ceremonial armor for a fish. It gives 5 points of protection and covers the body and tail.

Glurga's Armor

DESCRIPTION: A regular trapezoidal leather sheet covered with small aluminum scales (attached on the side with the long parallel edge). There are fasteners along the non-parallel sides and slits in the body. There are also 4 crystals on the long parallel edge.

CULTS: Associated - Zola Fel

KNOWLEDGE: Automatic; one-of-a-kind

HISTORY: In the Dawn Age, Glurga was Grandmother Fish of Zola Fel. She commissioned Mostali smiths to make a special suit of armor. She was slain before she accepted delivery, and the suit was used by the cult near Feroda for 8 centuries. In the confusion created by the giant's revenge and the bunging of Feroda, the suit's location was lost.

POWERS: The armor fits a large (SIZ 16-20) fish. It gives 5 points of armor protection, has an ENC of 2, carries four 10-point POW-storing crystals, and has the matrices for Mobility, Detect Life, and Invisibility.

VALUE: For a non-fish, the armor has only the value of the POW-storing crystals, the matrices, and 2 kg of sea metal. It is worth 10,000L to the cult.

Act V - The Trip Home

Scene 1 - The first night's camp

Listen or Spot Hidden roll; a thief is sneaking into camp; he will try for the box and get attacked by the GHOST. The screams of the attacked or discovered thief will bring down his covering party.

ENTER *COVERING PARTY,* two ogres and six Broos. The party will attack and attempt to seize the artifact. As they do, each will be attacked in turn by the GHOST, unless it has been destroyed. Once three Broos or one ogre is down. If the PCs haven't lost at least 2 people, **EXIT** *COVERING PARTY,* running in the dark.

Shadow Cat/Broo Thief, initiate of Thed

STR 11 CON 13 SIZ 10
INT 14 POW 12 DEX 17 CHA 4
Move 9 HP 13 Defense 20%

01-04	R LEG	0/5
05-08	L LEG	0/5
09-11	ABDOM	0/5
12	CHEST	0/6
13-15	R ARM	0/4
16-18	L ARM	0/4
19-20	HEAD	0/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	6	45%	1D8	60%	20
Bite *	7	50%	1D6	-	-
Claw*	7	55%	1D4+2	-	-

* may bite once and claw twice per round, unless using club, in which case may bite once and claw once, and use club in each melee round.

SPELLS: Healing 2, Protection 3
SKILLS: Hide in Cover 75%, Move Quietly 85%, Pick Pockets 55%, Track 80%
LANGUAGES: Broo 70%
CHAOTIC FEATURES: Undetectable by the use of magic.
NOTE: This is a shadow cat/broo hybrid. It has black fur, a distorted cat-like head, and clawed hands. Its band uses it as a thief and scout, sending it into camps to steal what it can and to case the area. It is backed up by the rest in cast of trouble.

Ogres, Thed initiates, Cacodemon lay members One and Two

POW 14 DEX 11
Move 8 HP 14 Defense 10%

01-04	R LEG	7/5
05-08	L LEG	7/5
09-11	ABDOM	7/5
12	CHEST	7/6
13-15	R ARM	6/4
16-18	L ARM	6/4
19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Greatsword	6	50%	2D8+1D4	50%	15
Club	8	50%	1D10+1D4	40%	20

SPELLS: Bladesharp 2, Disrupt, Healing 4, Shimmer 2
SKILLS: Hide in Cover 75%, Move Silently 50%
LANGUAGES: Praxian 65%, Broo 50%

Broos, Thed Initiates One to Five

POW 12 DEX 11
Move 9 HP 17 Defense 05%

01-04	R LEG	3/6
05-08	L LEG	3/6
09-11	ABDOM	5/6
12	CHEST	5/7
13-15	R ARM	3/5
16-18	L ARM	3/5
19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	8	60%	1D10+1D4	40%	20
Head Butt	9	70%	1D6+1D4	-	-
Med Shield	-	-	-	55%	12

SPELLS: Binding, Healing 2, Mobility, Shimmer 2
SKILLS: Hide in Cover 40%, Track 50%, Trap Set/Disarm 40%
LANGUAGES: Broo 65%
CHAOS FEATURES: Broo #5 has +30% defense
DISEASE CARRIED: Broo #1 has Shakes, #3 has Creeping Chills, and #4 has Soul Waste

Big Broo #6, Thed Initiate

POW 12 DEX 11
Move 9 HP 22 Defense 05%

01-04	R LEG	3/8
05-08	L LEG	3/8
09-11	ABDOM	5/8
12	CHEST	5/9
13-15	R ARM	3/7
16-18	L ARM	3/7
19-20	HEAD	6/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	8	60%	1D10+1D6	40%	20
Head Butt	9	70%	1D6+1D6	-	-
Med Shield	-	-	-	55%	12

SPELLS: Binding, Healing 2, Mobility, Shimmer 2
SKILLS: Hide in Cover 40%, Track 50%, Trap Set/Disarm 40%
LANGUAGES: Broo 65%
CHAOS FEATURES: +2D6 SIZ
DISEASE CARRIED: Soul Waste

Scene 2 - The shore of the river

The River Lord GLURF will insist the party board a raft and go to the middle of the artifact. Once there, he will request the artifact. If he is given the artifact, he will have a Divination done to make sure the conditions were followed. If they were, he will bring up the money; if not, he will explain why he cannot pay (with tears in his eyes). If the PCs attack, cast spells, or refuse to give up the artifact, groups of fish working in concert will upset the raft and dump the party into the river (4m deep at this point). Anyone not obviously drowning will be attacked. If the party refuses to board the raft to begin with, GLURF will refuse to pay any money at all. Also, the ghost will attack the member nearest to the artifact and try to possess him, then cause that person to throw the artifact into the river.

Permission is granted to photocopy the forms on pages 309 and 310 for personal use in your campaign.

FRIENDS OF PRAX

MILITARY DISTRICT 47

Freelance Adventurer License

GOOD FOR THE CITY OF PAVIS AND THE RUBBLE

The bearer, ..., is an adventurer registered and licensed with the Govenor's Office at New Pavis, located on the River of Cradles in the land known as Prax. This license entitles the bearer to the following privileges: to legally enter and adventure within the Rubble of Old Pavis; to exit said Rubble through any approved gate, and to carry from the Rubble all goods and valuables fairly obtained there after paying their 10% Exit Fee; to be eligible to buy Adventurers' Insurance from any gate office; to request and receive assistance from the gate guard in times of need for a reasonable fee; and he can register his armor, weapons, magic, and other valuables with the Lunar authorities to establish legal ownership to assure their return in the event that they are lost.

- by the authority of Sor-Eel
Governor of Prax

.....
Authorizing Official

.....
Date

MILITARY DISTRICT 47 - THE CITY OF NEW PAVIS

Freelance Adventurer Registration Form

This form testifies that the person hereon described has registered in good faith with the Friends of Prax Military as an : Adventurer, Mercenary, Bodyguard, Houseguard. He or she is entitled to bear arms in the pursuance of his or her duties.

Name of Registrant:.....Race:.....Sex:.....
Cult or Guild Affiliations:.....
Name and Address of Employer/Lord:.....
.....
Description of Registrant:Color Hair.....Color Eyes.....Height.....Weight.....
Date of Birth.....Province of Birth.....
Tribal affiliation:.....Are you a Lunar Citizen? Yes, No.
Heir:.....Are you a Lunar Initiate? Yes, No.

Registered armor, weapons, magic, or other valuables (please include a witnessed description of each registered item):.....
.....

- By the authority of Sor-Eel,
Governor of Prax

.....
Registered Official

.....
Date

.....
Registrant

.....
Witness

.....
Witness

- ALL PRAISE THE CONQUERING MOON -

For official use only

Form Number ..... Reception Office ..... Clerk .....

Date ..... Date of Entry ..... Date of Return .....

Approved
Rejected
Dangerous
High Risk
Special Attention
Other

Please complete in triplicate

I. PARTY INFORMATION

	Name	Affiliation
Expedition Leader:	.....	.....
Party Members	.....	.....
	.....	.....
	.....	.....
	.....	.....
	.....	.....
	.....	.....
	.....	.....
	.....	.....
	.....	.....
	.....	.....
	.....	.....

Magical items taken into Rubble: .....
Total currency taken into Rubble: .....
Special items taken into Rubble: .....

II. OBJECTIVE INFORMATION:

Intended geographical objective:.....
Probable races and temples to be encountered:.....
Specific objectives of expedition (if any):.....
Please contact in case of emergency: .....

III RESULT OF EXPEDITION (to be completed after return):

Declared worth of all moneys and other valuables obtained:.....
Declared magical or special items:.....
Actual time of return:.....
Map maker and skill (map attached):.....

IV PERSONNEL INFORMATION

Names of all party members killed or maimed (use attached sheet if necessary):.....
.....
Declared value of money lost:.....
Magical and / or special items lost:.....
Items, areas, and beings of special interest encountered (give full details, use additional sheet if necessary):.....

I hereby swear, on fear of reprisal from (your god) ..... and through respect of the Red Goddess, that all of the above information is accurate and true. Any violations of this oath are punishable by imprisonment or death., pursuant to the Lunar Military Code: Section 5, Article 35.

Expedition Leader: ..... **Lunar Governor:** .....

Witness: ..... **Witness:** .....

THE RED GODESS LIVES

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Epilogue

PAVIS - The place seemed like a natural spot for dungeon-style adventuring when we first started play-testing the game. The first area of adventure was Pavis Palace, which was situated somewhere in the Rubble. We weren't too specific, especially since we didn't have a map of the Rubble - that got finalized when the Big Rubble was being prepared, several years later.

Greg filled in some details, such as the Lunar occupation of Pavis, which were not part of the *Nomad Gods* game we used as inspiration. We then took these facts to their logical extremes, such as filling in of the Orlanth temple in Pavis and the prohibition against creating any more priests of Orlanth. This got Steve Henderson's character in trouble when she used Orlanth Rune spells in an adventure that happened to include a character of mine (probably Ray Turney was GMing) who was a Lunar spy. Of course, no one knew that, or the reason he left town, somewhat richer, very soon thereafter. Steve's character also left town hurriedly, though it was pretty obvious why.

We came up with some paperwork for the Lunars to give to adventurers venturing into the Rubble. It never made it into any of the supplements, as I recall. Ray did the actual forms and then enjoyed himself by having his pixie character sign up as a "Giant" and then flee the paperwork office. Since she flew, getting into the Rubble was never a particular problem.

Warren James' Blind King's Palace was the scene of the most concerted roleplaying session we ever partook of. We invited several people to come by anytime during the weekend, and started Friday night. Warren, at the time, shared a house with Luise and I, and our basement game room was the scene of the longest game I've ever been in.

The final result was the whole three-story palace splitting in half and lying on the ground in two chunks as the adventurers picked themselves up and tried to find a way out (there was only one known entrance and no windows). There were several memorable battles against the masters of the palace, and at least one where an Orlanth Initiate of mine got everyone out of a losing fight and was reduced to about 3 POW. I don't think he ever really recovered from that.

Pavis and its environs were also the scenes of some memorable role-playing moments, including the two occasions where different party leaders shouted "Follow me, men!" and turned invisible. Or the time in the Earthsnake temple where the party realized that the room was filling up with snake venom and the one party member who had come prepared took one dose of antidote and held up his other three for the six other party members to bid on. I probably should point out that this was the same player who was one of the party leaders who shouted "follow me."

Pavis was also where an adventuring elf wandered into a hole where several Broo had died and was attacked by disease spirits. The player proceeded to blow five CON rolls in a row and the character died on the spot. Worse dice luck I've ever seen. And there was the character run by William Keyes who led a party in a tunnel going under the wall into the Rubble. He came out and was snatched up by a Cliff Toad, who bounded away with its prize, chewing happily. One of the shortest-lived characters I've seen in a RQ game. Some of us took some satisfaction in this because Bill had the ability to roll up incredible characters and keep them alive in incredible circumstances. The Jonathan Trollsbane he put into his Rune Masters supplement was one of them.

Once we actually mapped the Rubble for publication it seemed to shrink in size and was no longer the immense ruin that would take months to traverse. As things become known, they lose grandeur.

Steve Perrin

Welcome to
Pavis & Big Rubble,
available at last in one combined volume

Pavis: Threshold to Danger is brought alive through neighborhood maps ,indexed for services adventurers need - armorers, temples, and so on, plus all of the city's politico-religious groupings and prominent personalities.

The background information features chronologies, historical essays, maps, and the cults of: Flintnail, Lanbril, Black Fang, Pavis, Zola Fel, and the never before published Sun Dragon cult. Last is the legendary epic ***Cradle*** scenario, encompassing the glorious struggle of saving the first giant cradle to appear on the River Cradles in over 700 years.

Big Rubble: The Deadly City is the perfect hunting ground for adventurers. Exploration parties may venture forth into the Rubble to salvage or plunder the treasures and magics in its ruins, all under the watchful eye of the occupying Lunar Empire. The Big Rubble is a vast area enclosed by giant-built walls of solid stone. Once it was the site of Robcradle, an ancient Jrusteli city, it became the magnificent capital of the hero Pavis. Only thousands of acres of ruin and destruction now remain, full of robbers, outcasts, and inhuman monsters.

The nine scenarios include the insidious ***Devil's Playground,*** and the mysterious and deadly ***Puzzle Canal.***

Wildday/Fire Season/1621:
Two parties entered the Rubble today. Half of the Pavis party returned, screaming of Broos adrip with fungus and vile disease. No sign of the Orlanthi fighters, though we saw smoke curling from the Mint for most of the morning. We spotted gargoyles scouting overhead; otherwise it was peaceful. **- Report from the Commander of the People's Gate , Pavis.**

Pavis reportedly was once a great city; this might be true, for Pavis stands beside the Rubble - old ruins filled with loathsome trolls. The new town Dorasar founded is a cesspool of adventurers and profiteers; decent folk can hardly afford a meal or a room. Lunar taxmen are everywhere, while the Lunar patrols vanish at the first sign of trouble. I have twice been assaulted by mobs of young thieves. No rain has fallen in more than two seasons. Only oilseeds are possible exports. Terrible desert separates me from civilization; at least in the Wastes I will encounter the purity which engenders peace of mind. **- letter from a Kralori trader.**

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