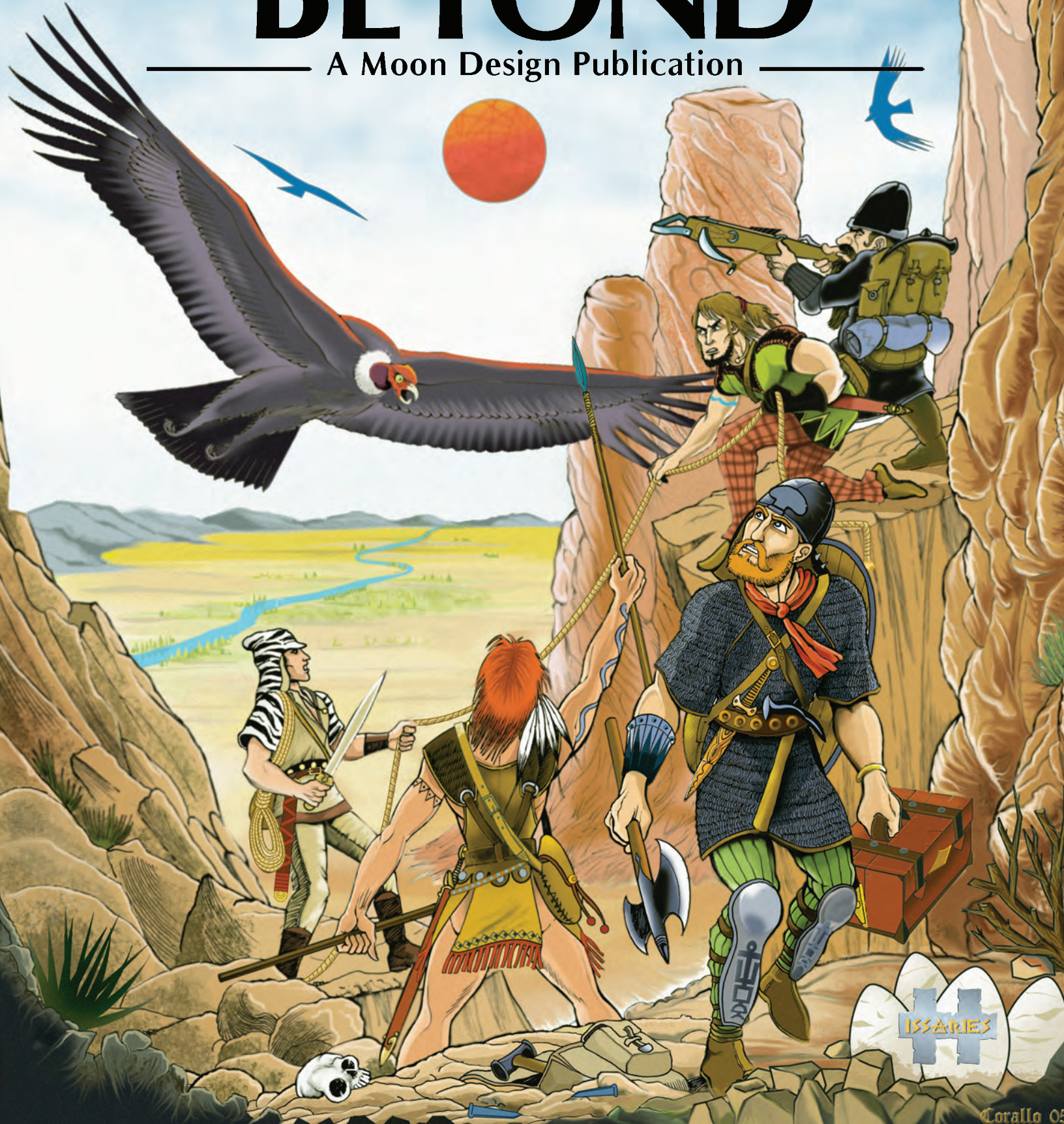


— Gloranthan Classics —

BORDERLANDS & BEYOND

— A Moon Design Publication —



ISSUES

Table of Contents

Introductions	3	Centaurs	171
Overview of Play	6	Cliff Toads	174
History of the Region	7	Deinonychus	175
The Setting & Prominent Features	14	Dream Dragon	176
The Duke and His Household	19	Eternal Battle	176
Employment	23	Hyenas	179
Mercenary Contract	25	High Llama Riders	179
What You Learned in Pavis	26	Impala Riders	182
Peoples of the Campaign	29	Morokanth Slavers	184
Agimori	30	Morokanth Tribe	187
Broos	37	Newtlings	189
Ducks	40	Rhino Riders	189
Morokanth	41	Sable Riders	192
Newtlings	45	Sartar Bandits	195
Tusk Riders	46	Tigers	196
A Brief Bestiary	47	Trachodons	196
Other Descriptions & Rules	57	Traskars	197
Establishing a Spirit Shrine	58	Triceratops	198
Cult of the River Horse	59	Vultures and Condors	198
Frog Woman Spirit Cult	60	Whirlvishes	199
Using Nets	61	Skullbush	200
Pre-rolled Characters	63	Plunder	201
Magical Secret Societies	66	More Plunder	229
Scenarios	67	Gems & Jewelry	233
1. Scouting the Land	67	Special Items	234
2. Outlaw Hunt	73	Runemasters	235
3. Jezra's Rescue	81	Creating a Runemaster	236
4. Revenge of Muriah	93	How to Create a Retinue	241
5. 5-Eyes Temple	105	How to Play a RuneMaster	244
6. Condor Crags	135	Group Melee Tactics	248
7. To Giantland!	145	Daka Fal	254
Encounters	157	Storm Bull	257
Encounter Table	158	Waha	261
Ankylosaurs	159	Eiritha	263
Agimori	161	Humakt	266
Bison Riders	164	Seven Mothers	269
Broos	168	Pavis	272
		Yelmalio	275
		Issaries	278
		Chalana Arroy	281
		Lankhor Mhy	284
		Orlanth	287
		Kyger Litor	290
		Zorak Zoran	293
		Aldrya	296
		Appendices & Index	299

RuneQuest[®]
Borderlands

A RuneQuest[®] Campaign in Seven Scenarios



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

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

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

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

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

The Great Night

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

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

The Dawning

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

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

The arrival of monks from Dragon Pass brought a new prosperity to the land and people. For the length of their rule, the Empire of the Wyrms' Friends instilled a temporary veneer of civilization over the whole area. This they did



The River of Cradles

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

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

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

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



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

Red Moon in Prax

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

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

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

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

The Third Age and the Lunar Empire

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

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

Lunar Settlements

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

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

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

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

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

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

Civilizing the Valley

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

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

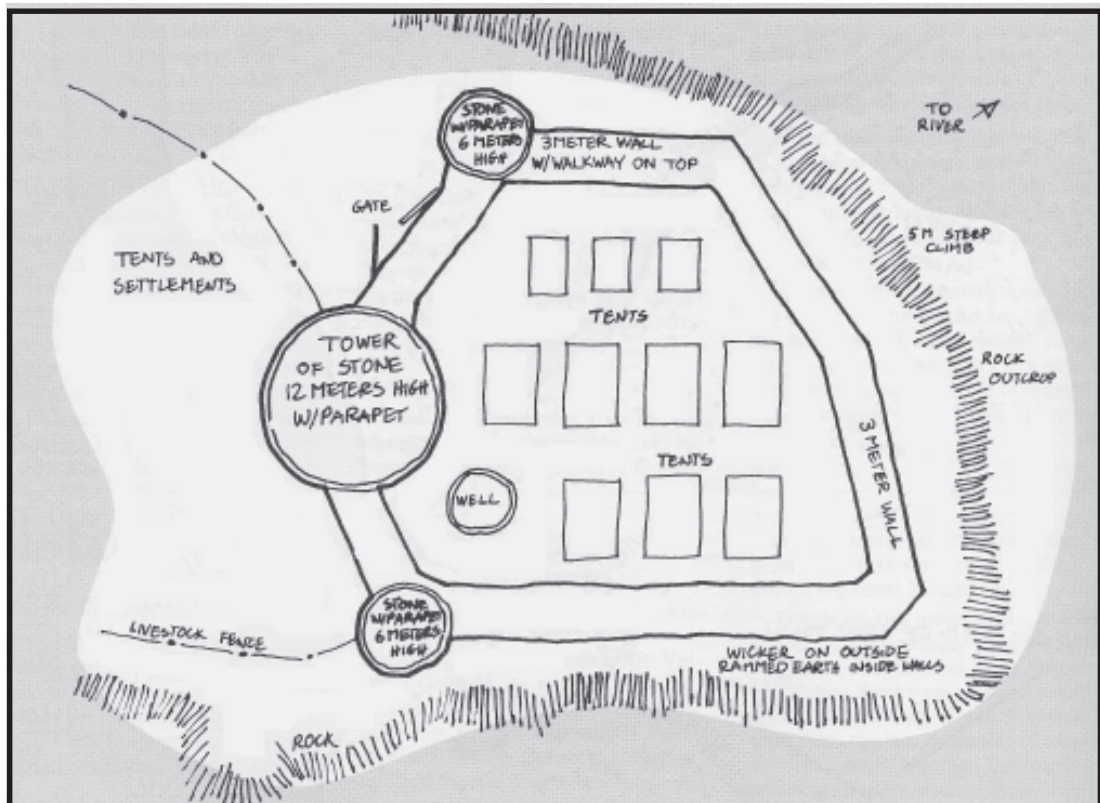
Page 13 Prax Map Scale

1 cm equals 20 km

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

Fort Raus

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



Vulture’s Country

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

Weis

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

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

Weis Cut

The northern break in the Prax Cliffs. This was cut by the Vilinar River, a year-round stream which is fed by underground springs draining Prax and by runoff from Dark season rains which cascade

from the cliffs in tiny waterfalls. Some people say that it is possible to reach the Paps by following the Vilinar underground and underwater. No one has tried. The actual cut is an ancient landslide, long-stable and dependable.

Yiskoz Mountain

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

Using Horn Gate

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

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

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

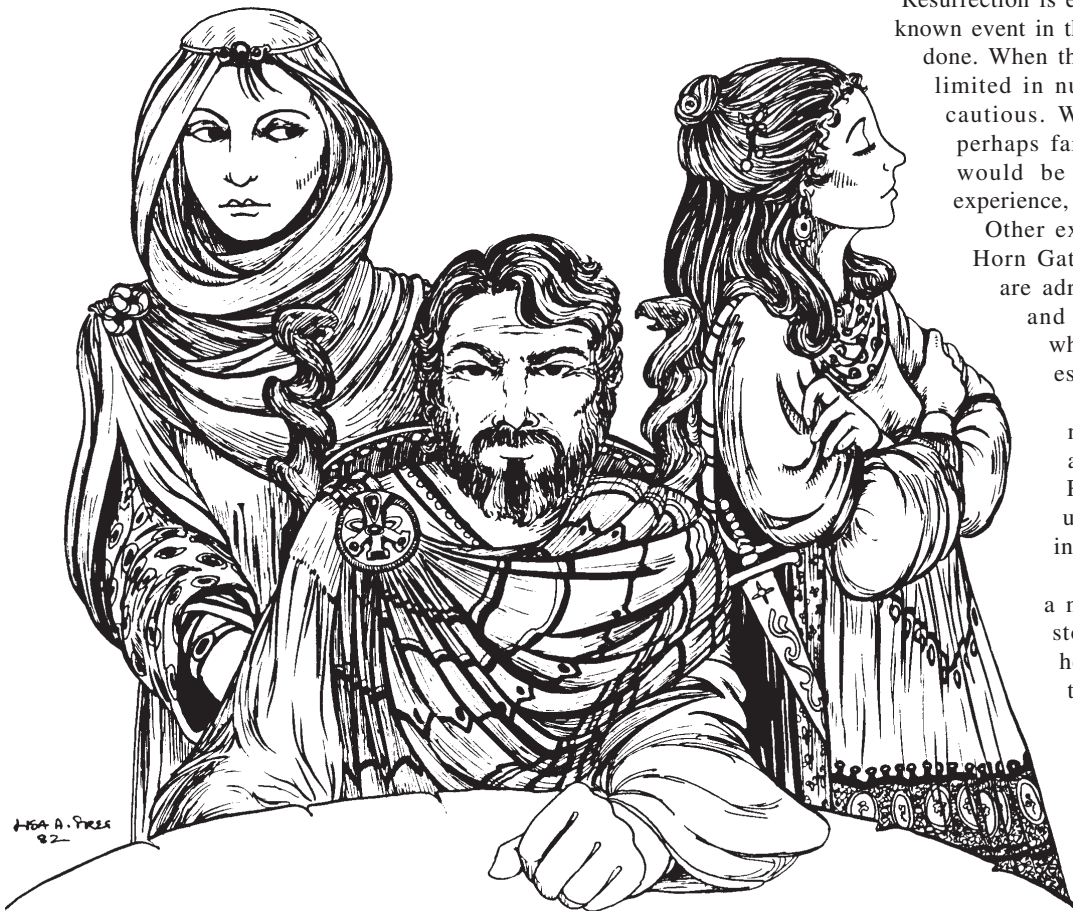
Resurrection is even more critical. It is a well-known event in the world, but it is never easily done. When the chances for resurrection are limited in number, then players get very cautious. When resurrection is distant, perhaps far enough away that the body would be dead long enough to lose experience,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

Other exotic items could be found at Horn Gate. Chalana Arroy priestesses are adroit alchemists and herbalists, and other people, needed for whatever reason the players may establish, can be found there.

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

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

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



Varna Raus Jezra

The Duke and His Household

Duke Raus of Rone

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

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

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

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

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

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

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

Varna, Wife of Raus

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

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

Her household screens any contact with foreigners from her.

Jezra, Daughter of Raus and Varna

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

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

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

Daine, Chief of Mercenaries

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

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

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

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

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

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

Daryli Godspeaker, the Priest

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

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

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

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

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

Raus of Rone

STR 13 CON 17 SIZ 14 INT 16 POW 19
DEX 14 CHA 17 Move 8 HP 19 Defense 25%

D20	Location	AP/HP
01-04	Right Leg	10/7
05-08	Left Leg	10/7
09-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	SR	Attk%	Damage	Parr%	Pts
1H bst. swd.	5	95%	1D10+1+1D4	75%	30
2H bst. swd.	5	90%	1D10+1+1D4	85%	30
Med. shield	-	-	-	95%	12
Hvy. crossbow	2	85%	2D6+2	40%	10
Lance	2	95%	1D10+1+1D6	55%	15

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

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

Spirit], Befuddle, Coordination, Glue, Speedart, Spirit Binding, Repair.

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

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

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

Daine, Chief of Mercenaries for Raus

STR 16 CON 15 SIZ 17 INT 12 POW 16
DEX 18 CHA 15 Move 8 HP 17 Defense 25%

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

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

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

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

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

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

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

Daryli Godspeaker

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

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

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

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

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

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

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

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

The Plaines of Prax

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

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

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

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

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

New Characters

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

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

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

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

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

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

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

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

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

Lunars and Lightbringers

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

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

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

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

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

Parts of the Bull

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

- Bull's Heart*** – The Devil's Hand
- Bull's Horns*** – Cacodemon
- Bull's Hide*** – Stomach
- Bull's Hooves*** – Dragonsnails
- Bull's Legs*** – Bullsitch
- Bull's Breath*** – Gas

Mercenary Contract of Raus, Duke of Rone

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

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

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

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

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

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

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

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

Protection for each warrior is guaranteed, with the understanding that the warriors obey instructions to the letter, and that they in no way

behave purposefully with neglect or intent to harm me or my reputation.

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

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

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

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

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

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

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

Signature, Oath, or Sign of the mercenary

Peoples of the Campaign



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

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

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

Physical Characteristics

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

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

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

The second advantage of the Agimori is also based on their relationship to the element of Fire: from birth to death they need surprisingly little

moisture to survive. Indeed, a tribesman needs no more than a liter of liquid water to survive (the Agimori digestive tract can extract several more liters from their food), and can live on less. The major part of the liquid water ration is consumed during religious ceremonies every Friday.

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

Example:

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

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

The Men and a half

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

Agimori Cold Effects Table

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

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

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

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

Religions

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

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

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

Politics and Relationships

With the Rest of Prax

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

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

Current Agimori History

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

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

Military Aspects

The Individual Warrior

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

Agimori Characteristics

Characteristics Average

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

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

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

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

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

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

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

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

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

Skills

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

Tactics

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

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

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

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

Peltasts

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

Agimori Pike

Hit Location Chart

For Use Against Charging Cavalry

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

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

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

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

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

Human Attitudes Towards the Morokanth

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

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

For the most part, Praxian humans see Morokanth as just one more rival for the resources

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

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

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

Alter Creature

1 Point

Permanent, 160m, Non-stackable, One-Use only

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

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

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

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

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

Herd-Beast to Man

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

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

Rune ladies and priestesses of Eiritha may, if they wish, use this method of allying a spirit.

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

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

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

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

Current Morokanth History

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

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

Bisons

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

Characteristics		Average	
STR	3D6+24	34-35	Move 12
CON	3D6	10-11	Hit points average 16-17
SIZ	3D6+24	34-35	Armor: 3 point skin.
POW	3D6	10-11	
DEX	2D6	7	

Weapon	SR	Attk	Damage
Butt*	8	50%	2D10+3D6
Trample*	8	50%	6D6 to downed foe

* A bison cannot butt and trample in the same melee round.



Broos

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

Characteristics		Average	
STR	2D6+6	13	Move 9
CON	1D6+12	15-16	Hit points average 16-17
SIZ	2D6+6	13	Treasure factor 12
INT	3D6	10-11	
POW	3D6	10-11	
DEX	3D6	10-11	
CHA	2D6	7	

Weapon	SR	Attk	Damage	Parry	Pts
Club	8	25%	1D8+1D4	25%	15
Spear*	5	25%	1D6+1+1D4	25%	15
Butt	9	35%	1D6+1D4		

* Usually a stick with a fire-hardened point.

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

Other Skills: Tracking 40%.

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

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

Centaur

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

Characteristics		Average	
STR	3D6+6	16-17	Move 12
CON	3D6	10-11	Hit points average 14-15
SIZ	4D6+12	26	Treasure factor 11
INT	3D6	10-11	
POW	3D6	10-11	
DEX	3D6+3	13-14	
CHA	3D6	10-11	

Weapon	SR	Attk	Damage	Parry	Pts
Bow	2	40%	1D6+1		
Lance	2	30%	1D10+1+2D6		
Broadsword	4	25%	1D8+1+2D6	20%	20
Hoof*	6	30%	1D8+2D6		
Medium shield			25%	12	

* Can kick with hoof at the same time as striking with a broadsword.

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

Spells: Healing 2; Mobility; Binding.

Other Skills: Play Lyre 75%; Tracking 50%.

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

Characteristics	Average	
STR	2D6+12	19 Move - 12
CON	2D6+6	13 HP Average -14
SIZ	2D6+8	15 Defense - 05%
POW	2D6	7 Armor - 3 point skin
DEX	1D6+12	15-16

Weapon	SR	Attk%	Damage
Foreclaw	6	70%	1D6 + grasps victim
Hind Slash	6	80%	2D6+1D6
Bite	6	35%	1D8 +1D6

Deinonychus Hit Location Table

D20	Location	Points
01-02	Tail	4
03-06	Right Hind Leg	5
07-10	Left Hind Leg	5
11-12	Abdomen	6
13-14	Chest	6
15-16	Right Foreclaw	4
17-18	Left Foreclaw	4
19-20	Head	5

Dream Dragons

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

Characteristics	Average	
STR	6-20D6	21-70 Move 7/12
CON	3D6	10-11 Hit points average 13-26
SIZ	6-20D6	21-70 Treasure factor 14-31
INT	4D6	14
POW	4D6	14
DEX	3D6	10-11
CHA	3D6	10-11

Weapon	SR	Attk	Damage	Parry	Pts
Claw	7	40-100%	1D6+2D6 to 1D6+8D6		
Breath	3	40-100%	see below*		

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

Armor: 4 to 10 point skin, determined randomly.

Ducks

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

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

Characteristics	Average	
STR	2D6+1	8 Move 5
CON	2D6+6	13 Hit points average 12
SIZ	1D6+2	54 Treasure factor 6
INI	3D6	10-11 Defense 10%
POW	3D6	10-11
DEX	2D6+6	13
CHA	2D6	7

Weapon	SR	Attk	Damage	Parry	Pts
Sling	2	30%	1D8		
Short sword	8	30%	1D6+1 -1D4	30%	20
Small shield				30%	8

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

Hadrosaurs

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

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

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

Hyenas

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

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

Hyena Hit Location Table

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



Hyena

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

Weapon	SR	Attk%	Damage
Bite	9	30%	1D8+1D4

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

Impalas

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

Characteristics	Average
STR	2D6+6
CON	3D6
SIZ	2D6+6
POW	3D6
DEX	2D6+6
	13
	13
	10-11
	13
	11-12
	Armor: None.
	Move 10
	Hit points average

Weapon	SR	Attk	Damage	Parry	Pts
Kick	8	25%	2D4		

Morokanth

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

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

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

Characteristics	Average
STR	3D6+6
CON	3D6
SIZ	3D6+6
INT	3D6
POW	3D6
DEX	2D6+3
CHA	3D6
	16-17
	10-11
	16-17
	10-11
	10-11
	10
	10-11
	Move 8
	Hit points average
	Treasure factor

Weapon	SR	Attk	Damage	Parry	Pts
Claw	9	25%	1D6+1D4		
Spear*	6	05%	1D6+1+1D4	05%	15

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

Armor: Leather on head and body (2 points) plus 4 point skin.

Spells: Healing 2; Ironhand; Countermagic; Mobility.

Other Skills: Tracking 75%; Hide in Cover 50%.

Big Cat Hit Location Table

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

Tiger

Characteristics	Average
STR 3D6+12	22-23
CON 3D6	10-11
SIZ 3D6+6	16-17
POW 3D6	10-11
DEX 2D6+12	19

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

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

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

Traskar Spirits

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

Characteristics	Average
STR 1-4D6	3-14
CON 3D6	10-11
SIZ 1-4D6	3-14
INT 2D6+2	9
POW 3D6	10-11
DEX 3D6	10-11

Weapon	SR	Att%	Damage
Tongue*	3	40%	1D6 + damage bonus
Swallow	3	90%	2 per D6 of SIZ

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

SPELLS: Heal 2; Protection 1D4.

SKILLS: Swim 80%

Triceratops

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

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

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

Triceratops Hit Location Table

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



Wraiths

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

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

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

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



Wraith

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

EXAMPLE

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

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

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

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

Tribal Shamans

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

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

Establishing a Spirit Shrine

Activation of a spirit shrine requires several components.

A Focus of Power

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

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



A Shaman

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

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

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

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

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

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

A Congregation

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

Frog Woman Spirit Cult

Frog Woman is a water spirit who survived the destruction during the Great Darkness by staying one leap ahead of her foes. Since the Dawn of Time she has been worshipped as a shrine cult for her ability to transport her followers great distances through the air, and the intelligent Traskar spirits, her children, who can be summoned as controlled physical spirits. She is a particular favorite of newtling shamans.

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

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

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

River Traffic

Newtling Reed Boats

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

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

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

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



Frog Woman Rune Magic

Leap 2 points

One day, Range none, Stackable, Non-reusable

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

Summon Traskar 1 point

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

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

Using Nets

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

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

Common Attributes of Nets

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

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

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

Ripping Open a Net

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

Cutting Open a Net

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

Burning Open a Net

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

Combined Attacks

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

Pulling Off a Net

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

Net Use Example

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

Fighting With Nets

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

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

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

The Spirits of Water

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

Dew Maid

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

Frog Woman

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

River Horse

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

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

Attacking to Ensnare

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

D20	Location Affected
01-10	Legs caught, cannot move; arms, upper torso, and head are free.
11-12	Arms caught; legs and head are free.
13-15	Right arm and head caught.
16-18	Left arm and head caught.
19-20	Head caught, vision obscured, attack/parry halved.

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

Defending Against Nets

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

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

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

Air / Water Fighting

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

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

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

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

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

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

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

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

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

Spirit and Tribal Alliances

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

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

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

The Weaponmaster

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

STR 16 CON 17 SIZ 17 INT 13 POW 16
DEX 16 CHA 12 Move 8 HP 19 Defense 05%

D20	Location	AP/HP
01-04	Right Leg	6/7
05-08	Left Leg	6/7
09-11	Abdomen	7/7
12	Chest	8/8
13-15	Right Arm	6/6
16-18	Left Arm	6/6
19-20	Head	6/7

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

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

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

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

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

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



The Veteran

STR 14 CON 14 SIZ 12 INT 12 POW 17
DEX 18 CHA 14 Move 8 HP 15 Defense 20%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	5	65%	1D10+1+1D4	55%	20
Composite Bow	1	80%	1D8+1	40%	10
Lance	3	75%	1D10+1+bonus	50%	15
1H Spear	4	70%	1D8+1+1D4	70%	15
Shortsword	6	70%	1D6+1+1D4	60%	20
Large Shield	-	-	-	80%	16

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

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

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

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

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

The Barbarian

STR 17 CON 14 SIZ 15 INT 17 POW 13
DEX 15 CHA 15 Move 8 HP 15 Defense 25%

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

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

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

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

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

MAGIC ITEM: Headband containing Silence matrix.

The Remittance Man

STR 13 CON 16 SIZ 12 INT 15 POW 14
DEX 17 CHA 16 Move 8 HP 16 Defense 15%

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

Scenario

Scouting the Land

1



In this scenario the player-characters meet their new employer - Raus, Duke of Rone, and his liegeman and friend, Daine. It is the duke who gives the orders, but it is Daine who does most of the talking and who the characters will most often see. Think of Raus as captain and of Daine as senior non-com. The duke has several armed men already, but he needs a group of adventurers specifically to make safe the lands to which he and his family have been exiled. This scenario is a series of peaceful rides to familiarize everyone with the land and its inhabitants and their leaders. Stress that this adventure is not combative. Characters should gather information, ask lots of questions, and be ready to entertain you as much as they are being entertained. This is role-playing.

Player's Information

Give the players the large regional map - or a copy of the small one included in the player handouts - at the start of the run. Let them write on it, take notes, study it, etc. The map will be one of their primary references.

Common Knowledge

In the city of new Pavis, where the characters have been hired, they can get glimpses of the story of the duke's exile by querying Imperial Sable Riders or the Imperial garrison troops. Non-Lunars or those not allied with them will know nothing of the duke. Common knowledge of Weis is that it is a nowhere place with no future. The duke is said to be a good guy who has fallen and who will never rise again.

Referee Information

The first leg of the journey will be a ride across the Long Dry to Horn Gate. Everyone must be able to ride or otherwise keep up with the party. At Horn Gate, the duke will stay with his personal bodyguard to conduct business. He instructs Daine and the characters to survey his territory, meeting him at the northern bog, where he will describe the player-characters' first mission.

Daine's Briefing

Waterday, Truth week, Sea season

After laying the map before the PCs, Daine will say, "Our route takes us first to Horn Gate, over the Long Dry. Fortunately, it is in the last week of Sea season, and the trip should not be too much of a burden."



The Morokanth will see the party after the party sees the Morokanth. They will then simply stop, make the slaves and humans lie down in a wall as shields from missile fire, and take up defensive positions behind them. They will not attack, but their chieftain will be willing to talk to the humans. He is Kareel Keenclaw, from the Encounters section of this book.

This is essentially a test to see how the PCs will react to this species. The Morokanth will go on their way after speaking with the humans.

If the Morokanth hears that powerful humans are living along the Vilinar, he will show some displeasure, but not speak about it at all.

If pressed, Keenclaw will simply say that he is a warrior and that these chained beings are his cattle.

In fact, the humans are all herd men (see the Morokanth section in the Handbook) and the baboons and trollkin are being taken to Horn Gate to be sold as slaves, since they do not fall under the Covenant of Waha and cannot be affected by an Alter Creature spell and converted to herd men.



Weis Cut

Waterday, Disorder week, Fire season

This region is currently inhabited by a clan of Agimori tribesmen. They range widely to hunt, but their families have taken residence in some caves at the top of the cut.

The personalities and peoples are explained in other sections. The tribe is covered in the Referee's section. The personalities are in the Encounters section.

Chaku Ironspear will greet the characters and, once he hears who they are, will demand justice.

Two of his hunters have been caught by the Morokanth of Bilos Gap and are to be turned into herd men. He demands that the duke's justice save his hunters from the fate of ignoble beastdom.

He is an important chieftain, and the characters will have little choice but to accede to his demands to intervene. Chaku himself, with Galazi and 20 warriors, will follow the party to the Morokanth camp. The Agimori can keep pace easily with the characters' riding animals.

Bilos Gap

Windsday, Disorder week, Fire season

There are no incidents on the 2 day ride here. This area is currently occupied by Morokanth. Their species is described in the Handbook. Their leader is described in the Encounters book.

Previous actions should affect this meeting. If the slaver Morokanth was treated badly, that will reflect on the reception granted the player-characters. If he was treated well, it will have no effect.

The Morokanth want a toll for every person and animal which passes. The duke provided money for it. It is 5 L per person. Once paid, the Morokanth will demand more, but this should not be paid. The Morokanth may make threats, but these should be ignored.

The Agimori will demand the return of their captive warriors.

The Morokanth will bring out two tall Agimori and say, "We caught these two thieves attempting to hunt our herd men. Like any herd thief they must be punished. If we were human, we would simply kill them. Instead, our punishment for such as these, who come under the Covenant of Waha, is to be made herd men. Surely the injustice of the duke will not prohibit so just a retribution for their crime?"

If questioned, the Agimori will loudly proclaim their pride in hunting the herd men, and state that surely no true hunter would fail to hunt any animal. The Morokanth were fortunate that they were not being hunted by the Agimori.

The Agimori under Chaku show firm support for their own people against the Morokanth, whatever the situation.

The referee should be ready to emphasize that the Agimori are a small tribe, while the Morokanth

are a large one. Also, the duke has a distinct policy of not antagonizing non-humans.

Furthermore, the party is now in a Morokanth encampment of over two hundred Morokanth, with more coming in every hour. Obviously an important ritual is approaching, and the altering of the Agimori is probably one of the main events.

Aside from these hints, the party should be allowed to make their own decision. Whichever way they decide, the other party will be upset, and this can affect further scenarios.

They cannot take the prisoners away with them for the duke's own justice. Neither side wants them out of their sight, and while both are willing for the moment to abide by the duke's proxy decision, they have no great trust for this invader. The decision must be made on the spot.

Daine will not decide. He will offer the problem to the player-characters, as a test of their mettle. If asked afterwards, he will say that there was no right solution, that both sides are deceivers, and never should be trusted, and that neither care a whit for life nor honor.

The Easy Ford

Fireday, Disorder week, Fire season

Only animals are here, drinking, when the party approaches. The beasts will scatter.

This ford is in the middle of the southern bog area. In Fire season, the bog is just drying up. The trail is soggy, but free of quagmires, and there are easily seen game trails leading up to the ford.

The wilderness-experienced members of the party will see that the river is relatively wide and shallow. It could be forded almost anywhere, but the easy ford area has firmer ground and gentler banks than most other areas of the river. The course of the river from Fire season through Dark season flows through well-defined, meter-high, steep banks. The bog areas are flatter but, except in the case of the easy ford, full of treacherous mud pits, quicksand, and heavy underbrush, making travel difficult and dangerous.

In Storm through Sea season, the river overflows and sometimes rises far above its normal level. The bogs are impassable except by veteran bog walkers who know all the trails and dry spots, or by water-related species such as ducks and newtlings.

The Stone Tower

Fireday, Disorder week, Fire season

In the evening, as the party approaches the tower, they may or may not see the two patrolling tusk riders. Roll the tusk rider's Perception skills to see who sees whom first.

The tusk riders will approach the party at a trot. They will be holding shields but not weapons, and holding their right hands up in a peace greeting. Their approach should, in general, be the same as the Agimori and Morokanth approaches.

The tusk riders will approach the party closely, and when they are a safe distance away the tusk riders will pretend they are having trouble controlling their pigs, which will walk forward as the riders perform antics designed to amuse and distract the party. The tusk riders are actually casting defensive spells at this time.

When the pigs are among the party, they will both attack horses, trying to damage them as much as possible, then breaking past and free. Once the attack starts, the riders will draw weapons and the melee will begin. The tusk riders will parry the people while their mounts try to destroy the horses. The tusk riders have no qualms about trying to withdraw if they have to, or dying if they must. If fleeing, they will throw Binding on pursuing animals.

This activity directly contradicts what the referee told the players at the beginning of the game. There is no reason to feel bad about this. It is the job of the referee to mislead the players in plot matters at times. In other games you might look the players in the eye and tell them they are going to die that day. The players will feel good when they are not killed, and in this instance they shouldn't feel bad when they do have to fight. Most players will be itching for a fight anyway.

The Stone Tower Defenses

The tower will be locked and guarded. If the player-characters insist on exploring it despite the duke's orders, then let them and go right to the tower scenario, *Jezra's Rescue*, without the captive girl being involved.

The tower is easily defended. The tusk riders fight hard and smart, and they make sure that the roof is covered. The tusk riders will not sally from the tower under these conditions nor be drawn out under a ruse.

Condor Crag

Godsday, Disorder week, Fire season

When the adventurers ascend the eastern slopes, be sure to roll on the encounter table to see which type of barbarian is watching from the brush. Observers are almost always around, but never stay to talk. When spotted, they will always mount up and ride off to the east.

At the crags, the adventurers will see many reddish pinnacles soaring skyward. The tallest is some 300 meters above the ground. Far above, a few enormous birds circle and land on the crags - these are the famous king condors of Prax, birds the size of a horse with vast wings for sailing in the desert air.

Any character with Climb skill who makes his or her Climb roll determines that most if not all of the crags are climbable, even though they are reputedly unclimbable.

Tribal Khans

Khans were chosen after long years of rigorous training from individuals selected beforehand by the shamans, wise people, and gods. They were hard and hardy, and their very presence inspired their people to greater efforts. They filled an important religious function for the tribe, acting as the focus for their energies when praying to their tribal Founder. Khans can summon their tribal Founder at any holy place.

The Eastern Highlands

Freezeday / Waterday, Harmony week, Fire season

The adventurers will slowly pick their way along the barren, rock-strewn edge of the highlands. There are a few ponds and streams yet, and some brilliant wildflowers at their sides cheer the bleak landscape. But everyone realizes that the flowers and water will soon leave, for the desert is invincible.

They will follow the highlands until they come north of the Great Bog. They then will descend to the valley floor and follow the river north to the North Bog, where they will rendezvous with the duke. There may be an attack from a random encounter, depending on the time left in the session.

The North Bog

Clayday, Harmony week, Fire season

The player characters will come up on this bog from the east side of the river and see the duke's party, including a coffle of about thirty slaves, waiting for them on the west side.

When they rendezvous with the duke, he will point out two paths leading into the bog, which the player characters may have already seen. According to the duke's newtling mercenaries, the two paths should lead to the most probable lair of the outlaw ducks, led by the infamous bandit Pinfeather. This is to be the players' first real mission.

First, however, the duke has another duty for his mercenaries. His hired newtlings caught some others of their breed spying on the duke's camp last night. The duke wants them executed.

This is not a fight; it is an execution. The two newtlings are bound and blindfolded. The characters must cut off their heads and tails, in full view of the duke and his slaves and the river, where other newtlings may lurk. The duke hopes that the newtlings see this object lesson.

As the characters carry out the assignment, they hear a splashing sound from the river. One of the duke's newtlings suddenly jabbars something and pulls the duke's sleeve, pointing at the river. The characters will find out later that they saw a newtling riding a giant frog leap out into the water and swim downstream.

Weis

Windsday, Harmony week, Fire season

This is the opportunity to familiarize everyone with this squalid village. There is nothing of importance in the place except visitors such as the duke and the players.

The village has twenty ramshackle huts lashed together. There are about 80 people here, poor and sickly and weak. Their gardens are hand tended. They have no domestic beasts except housecats. It's a dump.

The native language is Old Pavic, in a crude guttural dialect. There are also many Praxian loanwords, and so the language is very foreign unless you are used to it.

One person is of interest, and he is a nimble young man who calls himself the mayor. Oddly enough, everyone seems to obey him as well, so the duke has acknowledged the position. The mayor's name is Tarnak, and he says he was born here, traveled a while, and then returned for the simple life.

Tarnak will ask the duke how his daughter is with untoward familiarity, which the duke will treat with aloof cordiality. Tarnak also hints about an invitation to visit the fort, but the duke puts him off. As they look around the village, the characters will notice that Tarnak and Daine are talking animatedly. They seem quite friendly.

The Fort

Fireday, Harmony week, Fire season

Finally, the duke leads his mercenaries to the new fort, which he has grandly dubbed Fort Rone.

At this time, a Flintnail Master Mason and a small group of journeymen and apprentices have been supervising the work of about 150 slaves, mostly human. The first floor of the main tower is complete and the duke's family has moved into it. The other two tower foundations have been laid and tied into the packed earth walls being built inside wicker frames. One row of river stones have been laid a-round the circumference of the walls, the first level of eight meters of wall which will guard the confluence of the Vilinar and Cradles rivers. The Flintnail masons are gathering the materials from both the river and a quarry dug into the nearby cliffs.

Barbarian mercenaries may look with wonder at mortar being made to cement the stones of the walls together.

Between the fort and the cliffs, the duke has laid the outline of the village that will be built by the immigrating farmers due in Sea season of the next year. He is proud of this exercise in city-planning and will show every detail to the characters, including the site of his villa.

For now, the characters live in tents. Eventually, barracks rooms will be built into the packed-earth walls, giving them further support, and they should be snug and warm when the storms come in Storm season.

Wrap Up

Afterwards everyone should review their feelings on the places and peoples encountered. The referee should provide provocative remarks and be ready to point out subtleties. The intent is to solidify the PCs reaction towards the different characters here.

Invasion from the Wastes

Whenever one tribe was dominant in Prax, one or more of the others usually would be forced into the Wastes, there to eke out what existence they could. Displaced tribes would eventually return to the Sacred Ground to renew their ties with the Paps. Such a migration ultimately spelled an end to the dominance of the ruling tribe, and so they often resisted such "invasions" fiercely.

Scenario

Outlaw Hunt

2



For the last year, seasonal shipping on the River of Cradles has been more uncertain than usual due to the existence of a persistent and annoying band of pirates who operate from what have become the duke's lands. The Lunar governor of Prax has requested that the duke clean up this menace. The duke turns to his newly-hired mercenaries to perform the task. The river pirates are a band of ducks, some with previous criminal experience, who are even more desperate than that apparently accursed race usually is. They have holed up in the north bog of the Domain, a few hours' ride from the fort. The duke would have preferred to wait until the bog was drier, but the angry Governor was very insistent...

Player Information

The Duke's Information

The duke does not rise as the mercenaries take their places before his table. He is aloof and distant. As yet, he knows none of these men well. He is abrupt and formal. Standing beside him is Daine. The duke speaks:

"I have been commissioned by Sor-Eel, Governor of Prax, to eradicate all menaces which infest this river valley. In particular, a band of renegade ducks has been making river trade hazardous, and they have stolen personal items of our Governor."

"I will lead you against these pirates, for their lair is known to me. We leave in two days. Get your affairs in order and be ready to leave as Yelm ascends the sky."

"Daine will give you pertinent details and answer any questions you may have."

Daine then leads the mercenaries out and fills in the characters.

Daine's Briefing

Daine motions the characters around the table and lays out a sketch map of the north bog.

He points to the trail on the map and states "There seems to be a trail running roughly north and south along here. It seems fairly dry, but who knows in that mess. Their lair is somewhere in the area of this knoll. There are some ruins along the trail. That may be where they are.

"The newtlings will boat you up to the southern edge of the bog. From there you will enter the bog from one or both ends of the trail, as the duke will decide, and proceed along cautiously, looking for sign of the pirates. Once you find them, engage them and slay them or drive them into the river, where the newtlings can get at them. Remember, you'll take care of the land side; it's the newtling's job to cover the river.

"Now, you may ask, how do we prove to his mightiness Sor-Eel that we have done his wishes? I'm glad you asked. One of these feather heads wears a distinctive jeweled eye-patch, and he seems to be the leader of the flock. If you bring back that eye patch, the duke will be happy, and so will the Governor. All right? Any questions?"

To probable questions, Daine will answer that:

1. The area was mapped by looking down on the bog from the eastern highlands.
2. The party is going by boat because the duke said so.
3. Horses and other animals would probably get stuck in the quicksand, anyway.
4. They can't go directly to the site of the probable lair because there's too much junk in the river. The newtlings will, of course, swim to the area.
5. Daine is not coming along; he will mind the fort while the duke is away.

6. No one has any idea of what the ruins were: perhaps they were built by the Empire of the Wyrms' Friends?
7. The ducks have never been known to attack anyone directly - they are thieves.
8. Bring melee weapons and go easy on the armor, because the ducks have been known to overturn boats.

Other Information

From other sources around the fort, the characters will learn that the ducks' usual modus operandi is to surprise small boats, chase off the 1-2 boatmen, and then loot the skiff or raft at their leisure. They masqueraded as a merchant party, but no one is fooled by that one now. The leader with the eye patch is a canny duck and very tricky.

If the characters ask the newtlings, they will say that they will come out of the water and help the adventurers, but they want the promise of much money from the characters before they will do so. This can either be prearranged or merely left as an emergency measure. If the player-characters do this, they will pay out of their own pockets; the duke will not pay mercenaries only to be sub-contractors. If informed of any such deal, the duke will disapprove it, for reasons of his own.

Referee Information

In this simple raid scenario, the player-characters must destroy the duck menace, which should give them some difficulty, but no trauma. Emphasize that this task will prove the worth of the characters to the duke, or at least of those who participate. Do not allow the party to overwhelm the competition by mere numbers.

There should be no more than eight player-characters, two each as passengers in the newtling reed boats, each boat with two newtlings as crew. If you do not have at least six, add newtlings or NPCs. A careless party might get destroyed or fail the mission, but if the party is careful and smart, there should be no casualties.

Note

The duck with the eye patch is not the leader. Pinfeather is too smart to make himself so obvious. Quackwad, the one-eyed duck, likes to play at being leader and loves the eye patch.

The Ducks and Their Loot

As the river traffic has increased, the ducks have become bolder and more hard-working, but they do not touch more than one craft in 50 that pass. They do not like to attack at the same time, or at the same place; they will not attack craft with large crews. They have never killed a river man. An attack usually consists of two ducks slipping aboard at night, cutting a few ropes, and quickly

according to the contract's interpretation of a Fair Share. In effect, the party will split 10% of the treasure collected from the ducks, mostly in money.

Pinfeather and the Ducks

Pinfeather is a duck thief of long standing. Pinfeather will try to avoid a fight. He was wounded once a long time ago when he was driven out of Apple Lane.

Pinfeather

STR 7 CON 11 SIZ 5 INT 12 POW 13
DEX 18 CHA 9 Move 5 HP 10 Defense 20%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	45%	1D6+1-1D4	50%	20
Thrown Knife	1	55%	1D4	-	12
Small Shield	-	-	-	45%	8

SPELLS: Bladesharp 2, Demoralize, Heal 2, Protection 3, Silence, Speedart.

SKILLS: Climb 50%, Evaluate Treasure 65%, Hide in Cover 45%, Hide Item 60%, Move Silent 50%, Pick Locks 60%, Set/ Disarm Traps 50%, Spot Hidden 70%, Spot Traps 60%, Swim 80%, Speak/Read Duck 90%, Speak/Read Lunar 60%, Speak Tradetalk 50%.

TREASURE: Carries 7 guilders, 2 wheels, and a small statue of Issaries worth 60L.

Dreamwing

STR 12 CON 15 SIZ 5 INT 11 POW 12
DEX 14 CHA 4 Move 5 HP 14 Defense 15%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	8	45%	1D6+1	35%	20
Sling	2	65%	1D8	-	-
Small Shield	-	-	-	45%	8

SPELLS: Healing 2, Silence.

SKILLS: Hide in Cover 50%, Move Quietly 50%, Spot Hidden 40%, Swim 90%, Tracking 35%, Speak Duck 80%, Speak Sartarite 50%.

TREASURE: Carries 4 guilders, 16 clacks, and 3 bolgs.

Quackwad

STR 11 CON 10 SIZ 4 INT 15 POW 12
DEX 18 CHA 11 Move 5 HP 8 Defense 20%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	50%	1D6+1	40%	20
Sling	1	65%	1D8	-	-
Small Shield	-	-	-	50%	8

SPELLS: Countermagic 2, Detect Gold, Healing 2, Mobility.

SKILLS: Climb 60%, Hide in Cover 50%, Move Quietly 40%, Spot Hidden 50%, Swim 80%, Track 30%, Speak Duck 80%, Tradetalk 40%, Speak Tarsh 60%.

TREASURE: 1 wheel and a jeweled eye patch worth 83L.

Kwackar

STR 7 CON 14 SIZ 6 INT 13 POW 8
DEX 12 CHA 11 Move 5 HP 13 Defense 10%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	9	50%	1D6+1	35%	20
Small Shield	-	-	-	40%	8

SPELLS: Bladesharp 2, Disruption, Healing 2.

SKILLS: Climb 40%, Evaluate Treasure 50%, Move Quietly 40%, Swim 80%, Speak/Read Duck 80%, Old Pavic 25%, Tradetalk 40%.

TREASURE: Copper ring with a Shimmer 2 matrix. Carries 15L.

Nar Rucker

STR 9 CON 14 SIZ 5 INT 9 POW 7
DEX 16 CHA 6 Move 5 HP 13 Defense 10%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	50%	1D6+1	35%	20
Sling	1	65%	1D8	-	-

SPELLS: Healing 2, Invisibility (3), Multi-missile 4.

SKILLS: Hide in Cover 55%, Listen 45%, Move Quietly 65%, Spot Hidden Item 70%, Swim 85%, Speak Duck 80%, Tradetalk 60%.

TREASURE: Carries 5 guilders and a small gem worth 60L.

Web Smile

STR 8 CON 13 SIZ 6 INT 12 POW 12
DEX 13 CHA 7 Move 5 HP 12 Defense 20%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Short Sword	8	30%	1D6+1	25%	20
Small Shield	-	-	-	40%	8

SPELLS: Bladesharp 2, Extinguish, Heal 1.

SKILLS: Hide Item 40%, Pick Pockets 40%, Swim 80%, Speak Duck 90%, Speak Praxian 35%.

TREASURE: Carries 12 guilders.



Kick Rump

POW 11	DEX 13	Defense 25%	HP 9
<i>D20</i>	<i>Location</i>	<i>AP/HP</i>	
01-04	Right Leg	2/3	
05-08	Left Leg	2/3	
09-11	Abdomen	2/3	
12	Chest	2/4	
13-15	Right Arm	2/2	
16-18	Left Arm	2/2	
19-20	Head	2/3	

Oddbert

POW 13	DEX 9	Defense 00%	HP 11
<i>D20</i>	<i>Location</i>	<i>AP/HP</i>	
01-04	Right Leg	2/4	
05-08	Left Leg	2/4	
09-11	Abdomen	2/4	
12	Chest	2/5	
13-15	Right Arm	2/3	
16-18	Left Arm	2/3	
19-20	Head	2/4	

Nurdle

POW 11	DEX 13	Defense 25%	HP 9
<i>D20</i>	<i>Location</i>	<i>AP/HP</i>	
01-04	Right Leg	2/3	
05-08	Left Leg	2/3	
09-11	Abdomen	2/3	
12	Chest	2/4	
13-15	Right Arm	2/2	
16-18	Left Arm	2/2	
19-20	Head	2/3	

Cowspooker

POW 10	DEX 14	Defense 10%	HP 9
<i>D20</i>	<i>Location</i>	<i>AP/HP</i>	
01-04	Right Leg	2/3	
05-08	Left Leg	2/3	
09-11	Abdomen	2/3	
12	Chest	2/4	
13-15	Right Arm	2/2	
16-18	Left Arm	2/2	
19-20	Head	2/3	

Bog Hopper

POW 13	DEX 9	Defense 00%	HP 11
<i>D20</i>	<i>Location</i>	<i>AP/HP</i>	
01-04	Right Leg	2/4	
05-08	Left Leg	2/4	
09-11	Abdomen	2/4	
12	Chest	2/5	
13-15	Right Arm	2/3	
16-18	Left Arm	2/3	
19-20	Head	2/4	

Forefinger

POW 10	DEX 14	Defense 10%	HP 9
<i>D20</i>	<i>Location</i>	<i>AP/HP</i>	
01-04	Right Leg	2/3	
05-08	Left Leg	2/3	
09-11	Abdomen	2/3	
12	Chest	2/4	
13-15	Right Arm	2/2	
16-18	Left Arm	2/2	
19-20	Head	2/3	

Earless

POW 13	DEX 9	Defense 00%	HP 11
<i>D20</i>	<i>Location</i>	<i>AP/HP</i>	
01-04	Right Leg	2/4	
05-08	Left Leg	2/4	
09-11	Abdomen	2/4	
12	Chest	2/5	
13-15	Right Arm	2/3	
16-18	Left Arm	2/3	
19-20	Head	2/4	

Irefull

POW 10	DEX 14	Defense 10%	HP 9
<i>D20</i>	<i>Location</i>	<i>AP/HP</i>	
01-04	Right Leg	2/3	
05-08	Left Leg	2/3	
09-11	Abdomen	2/3	
12	Chest	2/4	
13-15	Right Arm	2/2	
16-18	Left Arm	2/2	
19-20	Head	2/3	

Hole Grubber

POW 13	DEX 9	Defense 00%	HP 11
<i>D20</i>	<i>Location</i>	<i>AP/HP</i>	
01-04	Right Leg	2/4	
05-08	Left Leg	2/4	
09-11	Abdomen	2/4	
12	Chest	2/5	
13-15	Right Arm	2/3	
16-18	Left Arm	2/3	
19-20	Head	2/4	

Mudmouth

POW 10	DEX 14	Defense 10%	HP 9
<i>D20</i>	<i>Location</i>	<i>AP/HP</i>	
01-04	Right Leg	2/3	
05-08	Left Leg	2/3	
09-11	Abdomen	2/3	
12	Chest	2/4	
13-15	Right Arm	2/2	
16-18	Left Arm	2/2	
19-20	Head	2/3	

Lasher

POW 13	DEX 9	Defense 00%	HP 11
<i>D20</i>	<i>Location</i>	<i>AP/HP</i>	
01-04	Right Leg	2/4	
05-08	Left Leg	2/4	
09-11	Abdomen	2/4	
12	Chest	2/5	
13-15	Right Arm	2/3	
16-18	Left Arm	2/3	
19-20	Head	2/4	

Preener

POW 10	DEX 14	Defense 10%	HP 9
<i>D20</i>	<i>Location</i>	<i>AP/HP</i>	
01-04	Right Leg	2/3	
05-08	Left Leg	2/3	
09-11	Abdomen	2/3	
12	Chest	2/4	
13-15	Right Arm	2/2	
16-18	Left Arm	2/2	
19-20	Head	2/3	

Scenario

Jezra's Rescue

3



This is a rescue scenario, meant to test the fighting skills and the planning skills of the player-characters. This is also a test of how well the characters interpret the words and wishes of their superior, the duke. The referee should stress to the players that what is said by non-player-characters is not necessarily what is wanted by non-player-characters. Despite the duke's statements in the following speeches, a hundred dead tusk riders will not compensate for the loss of his only child. If the referee needs, he should have Daine say just that – by now, nobody should doubt Daine. The player-characters will have to make their own decisions and make up their own tactics for this one, but do not forget to send along Tarnak if he is needed.

Player Information

The characters are called into the duke’s audience chamber and asked to stand around his desk. The duke himself is standing and shows the signs of a sleepless night and an uncharacteristic lack of care in dress.

He speaks. “As you know, I had intended to send you to the Healer at Horn Gate for aid against the plagues that now afflict us. However” and here he takes a long breath, “I must change your mission.”

Then he looks to an adjoining room where his wife lies dying. Taking another deep breath, he continues. “My Jezra is missing. This is not one of her pranks. She has been kidnapped by the tusk riders living in Nosferal’s Tower.” Here he motions to a scrap of vellum and two ruby earrings on the table before him. “That is the old stone tower to the south of the holding,” he adds absently.

“They threaten vile deeds against Jezra, of course. I have not the ransom they request. I cannot trust them to live up to an agreement in any case. And I have sent them a messenger with this message, though I instructed him to ride slowly. There is time – the tusk riders give me five days to gather money and an answer – for one quick, decisive raid against them. They must not know of our plans any sooner than possible, so that they have no reason to prepare for assault.

“I want you to travel to the tower and destroy the tusk riders. My daughter’s life is secondary.” He stops, grits his teeth, and continues. “The important thing is to stop these bandits before they run wild throughout the holding.”

With that, he stamps out of the room, On the desk, the ruby earrings glint in the morning sun.

As the characters leave the duke’s chamber, they are met by his liegeman Daine. Daine takes them to his own rooms, where he provides them with a further briefing. Daine, too, looks to have stayed up all night, and the room has all the signs of being where he stayed. Maps and scrolls are everywhere and his iron armor is scattered about the room. He still wears his padding. Discerning characters will realize he probably had his armor half on when the duke stopped him from going out personally to rescue Jezra. He says, “You warriors have been near the tower, you know the country. Going direct from here, you have two possible routes. First, you can cross the river above the central bog and travel on the east side of the valley until you reach the tower. That’s the route the Duke’s courier took, and if you push your horses you’ll probably overtake him. I don’t recommend it, ‘cause that is still untamed area up there, and some nomad war band could hit you and keep you pinned for a couple of days, and then you’ll be too late.

“The other way is for the newtlings to haul you down by boat. You’ll have to leave your horses, but the trip will be faster, and you won’t have any interruptions.” He looks you over, then asks, “Anyone here climb good?”

If the answer is no one climbs better than 70%, he says, “We’ll get the ‘Mayor’ to help us. He’s sweet on the girl anyway, and climbs like a squirrel.”

He then asks for questions. (At this point the referee answers player questions.)

If anyone asks about the vampire in the tower, he will say that Nosferal hasn’t been seen for fifty years. Then again, maybe the tusk riders are actually Vivamort initiates, come to help their leader?

He will supply stakes, garlic, and three vials blessed by a Zola Fel priest twenty years ago when he was going into a similar situation. He’s kept them all these years, “just in case,”

If asked about the tusk rider’s previous history, Daine will say that they only arrived about five years ago and took over the tower. He suspects that they may be the same tusk riders who massacred a Tarsh village five years before, back when the duke was working for the Empire in Tarsh.

If anyone asks what they should really be after, Daine will tell them that if they return with tusk rider heads and the body of Lady Jezra, they can expect to be looking for a new job, though they’ll be paid for this one. If they return with Jezra, leaving the tusk riders still alive, they can always go back and clean them out later. If they fail at both, don’t bother coming back.

Tarnak “The Mayor”

STR 11 CON 15 SIZ 10 INT 14 POW 12 DEX 17 CHA 15
Move 8 HP 15 Defense 20%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	6	65%	1D6+1	65%	20
Dagger	7	90%	1D4+2	60%	12
Thrown. Dag	1	85%	1D4	–	–

SPELLS: Detect Magic, Glue 2, Heal 3, Shimmer 3, Silence, Speedart.

SKILLS: Climb 85%, Evaluate Treasure 50%, Hide in Cover 90%, Hide Item 65%, Jumping 60%, Listen 75%, Lock Picking 55%, Move Quietly 75%, Oratory 60%, Ride 55%, Set/Disarm Trap 75%.

LANGUAGES (Speak/Read/Write): New Pelorian 50/0, Praxian 35/0, Pavic 65/25, Weisian 90/0.

As the characters leave Daine's rooms, one of the duchess's ladies-in-waiting stops them and asks them to accompany her to her lady's bedside.

Once there, the duchess will sit herself up in bed, obviously striving to keep the debilitating Shakes at bay for these few minutes, and says, very carefully and precisely, "You warriors are the hope of this settlement. I'll die soon," she stops and takes a deep breath, her hands shaking, "and Jezra is the only one who can support his Grace through this difficult period. Please ... you must ... save my daughter." At this point she collapses again crying and shaking, and the lady-in-waiting guides you out of the room.

If indeed no adventurer can Climb better than 70%, the 'Mayor' will be sent for, and it will take three hours for him to appear at the fort. These are his statistics. One of the players should operate him as one of his own characters for this run.

Referee Information

As Daine said, there are two routes to the Tower.

The River Route

The river journey will be uneventful until the players reach the end of the central bog. Just as they are coming out of this morass, they will encounter giant frogs (Traskars). The frogs are big enough to swallow a man. Each frog will single out one target and, whether or not the tongue attack is successful, will bound away after one try.

As the boats pass 5-eyes, the characters will see that the newtlings are especially alert and nervous. If questioned, they will say that they were once ambushed by some enemy newtlings in the area, but fought them off with no casualties. Characters making their Spot Hidden rolls in the vicinity of the 5-eyes cave may discover some interesting features, so the referee should be familiar with the 5-eyes scenario and be ready with detail for the players.

The referee may also want the party to encounter a hunting party of newtlings from 5-eyes. These newtlings are enemies with the duke's newtlings.

The Overland Route

If the characters ride to the tower, they will first encounter the ducal courier. The courier is dead, and his head and hands have been cut from him. He is still carrying the duke's message. There are the signs of an arrow attack on him, and a skillful tracker (40% chance) can find the signs of ridden Impalas near the body.

Among the crags near the tower, the characters will run into another group of giant frogs (Traskars). These are even larger, large enough to eat a horse, and that is what they will aim for. Characters making successful dismount rolls can escape the fate of their horses. These frogs are naturally camouflaged against discovery, and their tactics are identical to those of the river frogs.

The Tusk Rider Patrol

Whichever way the characters approach the tower, they will meet the tusk rider patrol. If they have killed the original patrol during the land tour, this will be another pair of tusk riders who have recently arrived. They can be rolled up straight from the rulebook. One has previous heavy cavalry mercenary experience, the other has barbarian-type previous experience. Their tactics will depend on how the rescuers are approaching the patrol.

If the party is afoot or mostly afoot, the two riders go into their two-pass attack tactic, after putting on protective spells.

On the first pass, Creatuck, the mercenary veteran, will attempt a Demoralize on one person while trying to lance another victim. Swinging around and galloping back through on the return sweep, he will then try to pick up the first person he hit with the Demoralize while throwing Demoralize at a second victim. Should he successfully grapple the victim, he will take up the victim and head back to the tower.

Meanwhile, Readune, the rookie, will fire a Binding at one target and use his lance on another on the first pass, and then repeat this procedure on the second pass, aiming his lance for the Binding victim.

While their riders are attacking, the tuskers will gore anything which gets in their way, aiming especially for any horses in the party. After the two passes, the tusk riders will hightail it for the tower, whether or not any of their attacks were successful.

If the party is mounted, the tusk riders will see that these are some of the same characters who were fooled last time by the country boy approach, and will not try it again. Instead, they will try the same attack as above if the party numbers four or less characters, and otherwise head for the tower to warn their partners. They will not think the party bears Jezra's message and stop to negotiate with them, for they told the duke to not send more than one messenger with the ransom.

If the party ends up closer to the tower than the tusk riders, the patrol will keep away from the party and attempt to attack when the party is diverted by some happening around the tower.

The Tower Defense

Once warned, the tusk riders will hole up in their impregnable tower, shouting insults to the party and reminding them that there are only a couple of days until they take the girl apart. They might bring the girl to one of the windows and show her off. She will roundly curse the tusk riders for holding her, and the party for taking their time rescuing her.

The tusk riders have no fear of invasion from the roof, and will have no one guarding that access, for reasons which will become clear below.

The Tower

The tower is located in a desolate area. It appears as though even the large boulders normal to the area have been rolled away to leave the immediate area clear for defensive fire. It is twelve meters tall with three stories, including the roof.

The ground floor is windowless and admittance can be gained only through a set of massive formidable doors which are approximately four meters across. The outside of these doors bears the scars of many attempts to force entry, all unsuccessful.

The entire outside of the tower gleams in the sun as though it were just polished; the smoothness of its surface seems to defy any hope of scaling it. However, running up the entire height of the building is a chimney which obviously was added at a later date. It is rough-hewn and appears to be climbable, with some risk.

Another possible entrance to the tower is one of the windows which are found eight meters up the building. They appear to be large enough for a man to shinny through, though they would not admit someone in plate armor if the person was larger than SIZ 9.

Approaching closer to the tower reveals that the outer sheen of the walls is probably the residue of some illusion spell cast ages ago. Erosion of the stone and occasional earthquakes have created enough bumps and cracks in the walls to allow a good climber to scale the seemingly sheer wall. The character would have to make a Climb roll at -20% at the top of every story (three times). Conversely, the very promising chimney is



actually a death-trap for a climber. The stones are so loose that the Climb roll would have to be made at -50% to be successful.

If any member of the party makes a successful Spot Hidden roll directed at the rooftop, they will see what seem to be two heads of statues; no matter how long they are watched, the heads will remain immobile. They cannot be seen at night.

If the Mayor is along to do the climbing, he will immediately see that the chimney is a problem and go up the wall of the tower. Once at the top, he will not climb up onto the roof. Instead, he will fasten a grapple he carried along to the roof wall and descend on the rope. If asked, he will say "I'll hold the horses, I'm not getting paid to fight."

If for any reason he is attacked while holding the horses, with no member of the party around to guard him, he will release the horses and gallop away, successfully making it back to the duke to report the party slain and all hope lost, whether that is truth or not.

If the party came by boat, he will hang around the outside of the tower and run back to the newtlings with the same story if threatened in any way.

In either case, the referee must determine whether the duke and/or the newtlings believe him.

The Tower Interior

The tower is foul. Tusk riders are not known for their housekeeping skills. The structure is in general disrepair, and it is cluttered with dirt, with discarded items from past and present owners, and with some objects that are best left alone and unmentioned.

During the day, the roof is well lit, as is the middle story where the windows are located. The ground floor, however, has light only when the entrance doors are open and the dungeon beneath the tower is always pitch black unless torches are lit.

In addition to the physical appearance of the tower, there is also the stench of the tuskers gently wafting up through the place, as the beasts are stabled on the ground floor. The tusk riders love this delicate aroma.

The Central Stairway

The stairs of the central stairway are open to the sky and are either clean, if it is the rainy season, or covered with dust and debris, if it isn't. Centuries of rain have made the top stairs smooth and rounded.

The center of the stairwell is a hollow masonry cylinder. Each stair is very slightly slanted toward the cylinder and has a hole leading into the cylinder. Rainwater from the stairs flows into the cylinder and drops to the cistern on the stable floor. The stairs descend past ground level to end six meters below ground in a tunnel that leads to Room 8, the torture room/dungeon.

Other Tusk Riders

Amiliog

Torture is Amiliog's life and he will only remain with Fanltiog as long as the supply of fresh victims is constant. It doesn't matter to Amiliog who leads or who follows; he holds himself aloof from what he considers to be petty intra-gang squabbling. Amiliog isn't treasure-oriented and would pursue his line of work for free if need be. He does own, however, 25 Lunars and a massive belt buckle worth 150 Lunars.

Amiliog

STR 15 CON 12 SIZ 10 INT 7 POW 9
DEX 9 CHA 4 Move 8 HP 12 Defense 0%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	5	60%	1D10+1+2D6	40%	20
Broadsword	7	65%	1D8+1 +1D4	45%	20
Mdm Shield	-	-	-	50%	12

NOTE: Armor values in parentheses apply if Amiliog has time to put on the armor hanging on a rack in the torture room.

SPELLS: Bladesharp 3, Glue, Healing 2, Protection 1
SKILLS: Camouflage 45%, Ride 90%, Spot Traps 55%, Track 50%.

Amiliog's Tusker

STR 22 CON 13 SIZ 28 POW 14
DEX 6 Move 10 HP 17

D20	Location	AP/HP
01-02	Right Hind Leg	4/5
03-04	Left Hind Leg	4/5
05-07	Hind Quarters	4/7
08-10	Fore Quarters	4/7
11-13	Right Front Leg	4/5
14-16	L Fore Leg	4/5
17-20	Head	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Gore	8	50%	3D6	-	-
Trample	8	75%	4D6 to downed foes only	-	-

Readune

This group's young, hot-tempered, trigger-happy punk kid is Readune. He needs a firm hand and guidance which is why Fanltiog has teamed him with Creatuck. Readune has 17 Lunars to his name.

Readune

STR 15 CON 13 SIZ 10 INT 16 POW 9
DEX 8 CHA 2 Move 8 HP 13

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	6	55%	1D10+1+2D6	25%	20
Broadsword	7	45%	1D8+1+1D4	45%	20
Mdm. Shield	-	-	-	50%	12

SPELLS: Binding, Healing 2, Protection 2
SKILLS: Camouflage 40%, Ride 80%, Spot Traps 50%, Track 50%.

Readune's Tusker

STR 23 CON 17 DEX 4 SIZ 27 POW 8
Move 10 HP 21

D20	Location	AP/HP
01-02	Right Hind Leg	4/6
03-04	Left Hind Leg	4/6
05-07	Hind Quarters	4/8
08-10	Fore Quarters	4/8
11-13	Right Front Leg	4/6
14-16	L Fore Leg	4/6
17-20	Head	4/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Gore	8	50%	3D6	-	-
Trample	8	75%	4D6 to downed foes only	-	-

Creatuck

Creatuck is the oldest of the tusk riders and the best-liked by his comrades. Most of the tusk riders – Readune and Sheatiog in particular – would prefer Creatuck to be the group's leader, but this old campaigner is in awe of Fanltiog's magic and will provoke no confrontation. Creatuck has accumulated a treasure totaling 81 Lunars.

Creatuck

STR 14 CON 14 SIZ 12 INT 13 POW 15
DEX 12 CHA 6 Move 8 HP 14 Defense 25%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	5	80%	1D10+1+2D6	60%	20
2H Spear	5	75%	1D10+1+1D4	60%	12
Broadsword	6	75%	1D8+1+1D4	45%	20
Mdm Shield	-	-	-	80%	12
Grapple	8	80%	Special	-	-

SPELLS: Countermagic 3, Demoralize, Disruption, Healing 6
SKILLS: Camouflage 50%, Hide in Cover 55%, Move Quietly 60%, Ride 110%, Spot Traps 75%, Tracking 80%.

Creatuck's Tusker

STR 24 CON 15 SIZ 26 POW 12
DEX 6 Move 10 HP 19

D20	Location	AP/HP
01-02	Right Hind Leg	4/8
03-04	Left Hind Leg	4/6
05-07	Hind Quarters	4/8
08-10	Fore Quarters	4/8
11-13	Right Front Leg	4/6
14-16	L Fore Leg	4/6
17-20	Head	4/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Gore	8	50%	3D6	-	-
Trample	8	75%	4D6 to downed foe only	-	-

Sheatiog

Another of the younger tusk riders, Sheatiog considers himself a follower of Creatuck, not Fanltiog. In combat, Sheatiog favors the use of his Dullblade and Glue whenever possible. He carries 12 Lunars on him in a side pouch.

Sheatiog

STR 12 CON 15 SIZ 12 INT 9 POW 13
DEX 9 CHA 5 Move 8 HP 15

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	5	60%	1D10+1+2D6	40%	20
Broadsword	7	55%	1D8+1+1D4	45%	20
Mdm Shield	-	-	-	60%	12

SPELLS: Bladesharp 2, Countermagic 1, Detect Enemies, Dullblade 1, Glue, Healing 3.
SKILLS: Camouflage 45%, Hide in Cover 25%, Move Quietly 25%, Ride 90%, Spot Traps 50%, Track 50%.

Sheatiog's Tusker

STR 22 CON 16 SIZ 32 POW 8 DEX 5
Move 10 HP 21

D20	Location	AP/HP
01-02	Right Hind Leg	4/6
03-04	Left Hind Leg	4/6
05-07	Hind Quarters	4/8
08-10	Fore Quarters	4/8
11-13	Right Front Leg	4/6
14-16	L Fore Leg	4/6
17-20	Head	4/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Gore	8	50%	3D6		
Trample	8	75%	4D6 to downed foes only		

Shiogan

The baby brother of Fanltiog, Shiogan is devoutly loyal to his elder sibling and brooks no criticism of his brother. Shiogan uses his Dullblade first and then commences to fight. Shiogan's loot totals 29 Lunars and a necklace worth 70 Lunars.

Shiogan

STR 13 CON 16 SIZ 10 INT 8 POW 9
DEX 8 CHA 5 Move 8 HP 16

D20	Location	AP/HP
01-04	Right Leg	6/6
05-08	Left Leg	4/6
09-11	Abdomen	5/6
12	Chest	5/7
13-15	Right Arm	4/5
14-16	Left Arm	4/5
19-20	Head	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	6	60%	1D10+1+3D6	30%	20
2H Spear	6	50%	1D10+1+1D4	50%	12
Broadsword	7	45%	1D8+1+1D4	25%	20
Mdm Shield	-	-	-	50%	12

SPELLS: Dullblade 2, Healing 2, Protection 1
SKILLS: Camouflage 40%, Ride 95%, Spot Traps 50%, Track 55%.

Shiogan's Tusker

STR 25 CON 14 SIZ 31 POW 13 DEX 4
Move 10 HP 19

D20	Location	AP/HP
01-02	Right Hind Leg	4/6
03-04	Left Hind Leg	4/6
05-07	Hind Quarters	4/8
08-10	Fore Quarters	4/8
11-13	Right Front Leg	4/6
14-16	L Fore Leg	4/6
17-20	Head	4/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Gore	8	50%	4D6		
Trample	8	75%	4D6 to downed foes only		



Room 1: The Roof

Initial D100 Roll

Day: No die roll, both gargoyles are present.
Night: 01-50 Furchard and Bloody Eye
 51-70 Furchard alone
 71-90 Bloody Eye alone
 91-00 No one here

Overview

Having at great cost finally achieved a fragile peace with the roof-dwelling gargoyles, the tusk riders avoid the roof of the tower. The gargoyles spar with one another to while away the time. Thus, the tusk riders have become conditioned to the sounds of combat on the rooftop; noise overhead will not alarm them.

At night, one or both gargoyles may be out hunting. If any gargoyles are present, they will be sitting over the gates, looking like statues.

Situated behind one of the gargoyles is a loose brick. A successful Spot Hidden is required to find it; it takes one person 15 minutes to locate this brick.

Treasure

A small hollow exists behind the loose brick. Secreted in this niche is a single necklace valued at 900 Lunars, and the rusted hilt of a dagger.

Furchard, a gargoyle

STR 21 CON 11 SIZ 18 INT 3 POW 11
 DEX 10 Move 5/9 HP 13 Defense 00%

D20	Location	AP/HP
01-03	Right Leg	6/5
04-06	Left Leg	6/5
07-09	Abdomen	6/5
10	Chest	6/6
11-12	Right Wing	6/4
13-14	Left Wing	6/4
15-16	Right Arm	6/4
17-18	Left Arm	6/4
19-20	Head	6/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Javelin	3	45%	1D10+1D3	20%	10
Claws	8	85%	2D6	-	-

SPELLS: Shimmer 2, Speedart.

Bloody Eye, a gargoyle

STR 24 CON 9 SIZ 20 INT 4 POW 10
 DEX 12 Move 5/9 HP 11 Defense 00%

D20	Location	AP/HP
01-03	Right Leg	6/4
04-06	Left Leg	6/4
07-09	Abdomen	6/4
10	Chest	6/5
11-12	Right Wing	6/3
13-14	Left Wing	6/3
15-16	Right Arm	6/3
17-18	Left Arm	6/3
19-20	Head	6/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Javelin	3	75%	1D10+1D6	25%	10
Claws	8	60%	3D6	-	-

SPELLS: Demoralize, Healing 2, Multimissile 1.

Room 2: Tusk Rider Room

The door to this room is always locked during the day. It is always empty during the day and at night, Creatuck and Readune bunk in this room.

Overview

Two filthy beds are shoved up against the outer wall with a chest at the foot of each bed. Miscellaneous trash is strewn everywhere. The only items which seem worth further investigation here are the chests. One chest is locked, the other is unlocked. Both are filled with dirty, smelly old clothes. Care should be taken when tampering with the locked chest, as there is a dart hidden inside and it is wired so that when the chest lid is opened, the dart is fired. It hits 45% of the time, doing 1D8 points of damage to a random hit location.

Treasure

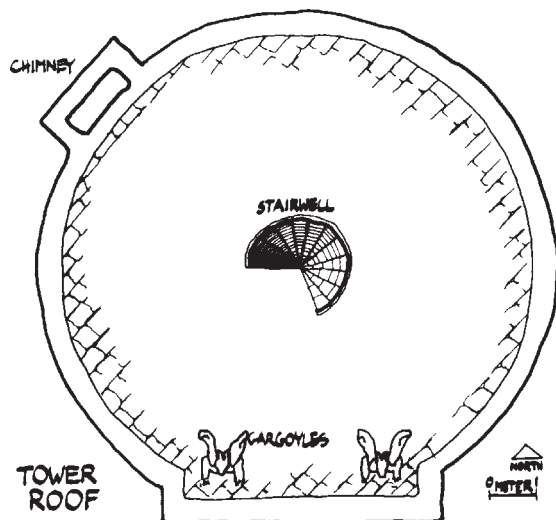
In the locked chest is an ornately decorated small shell worth 200 Lunars, several uncut agates of no monetary value, and an ancient Justeli scroll-plan for a lifting machine, worth 150 Lunars at any knowledge temple.

Room 3: Altar Room

The door is kept locked except during services.

Overview

Dominated by a massive altar to the Bloody Tusk, this room is surprisingly well-kept. Three candles, in ornate holders, burn continuously on the altar and five stools squat in a semi-circle in front of the altar. Murals adorned the walls at one time, but have faded to the point that it is impossible to distinguish the subject matter.



Spot Hidden

In the Center of the altar there is a loose brick which, if pried up, reveals a scroll. A successful Spot Hidden roll must be made in order to locate this brick and it will take one person 20 minutes to search for it.

Trap

Tampering with the loose brick in the altar results in a large block falling from the ceiling doing 3D6 points of damage to each of two hit locations. To avoid being crushed, the character must roll his DEX x2 or less on 1D100.

Whoever reaches into the niche is in for a surprise as there is a special herbal poison on the sharp edge inside the niche. This poison has a potency of 15 and, three rounds after contact, the character will begin to feel its effects, taking 1 point of constitutional damage on each of the next 15 rounds (and eventually reaching a total of 15 points of damage). Should the character make a successful resistance roll using CON vs. a poison POT of 15, the damage is only 1 point for each of the next 7 rounds. An antidote to this type of poison can be found in the desk drawer in room 5.

Treasure

Each candlestick holder is worth 50 Lunars while the scroll describes how to increase a character's Lance attack by 5%, if the character has less than 50% ability with the Lance. The referee may determine the amount of time this process takes.

Room 4: Tusk Rider Room

The door to this room is always locked.

Initial D100 roll

Day: 01-50 Shiogan here
51-00 No one here

Night: Sheatiog and Shiogan here

Overview

This room is almost identical in appearance to Room 2. The party will find, once again, two beds shoved against the outer wall, each with a chest at its foot. This assumes, of course, that something can be found in amongst the piles of rubbish.

Exploration of the premises reveals that this is the living quarters of Sheatiog and Shiogan. Sheatiog and Shiogan distrust each other and both chests are securely locked.

Trap

The lock on the second chest (Sheatiog's) is booby-trapped with a wire that, if the trap is not detected and disarmed, the unfortunate individual opening the chest will be greeted by a weighted shortsword swinging out at him. This sword has a 55% chance of hitting and does 1D6+1 points of damage.

Treasure

Tucked away in the bottom of the first locked chest is a medallion worth 50 Lunars. The second chest contains a gem valued at 20 Lunars and a pouch containing 35 Lunars.

**Room 5:
Tusk Rider Leader's Room**

If Fanltiog is present, the door, which leads to the hallway, is unlocked. Prudently, he locks the door when he is not there.

Initial D100 roll

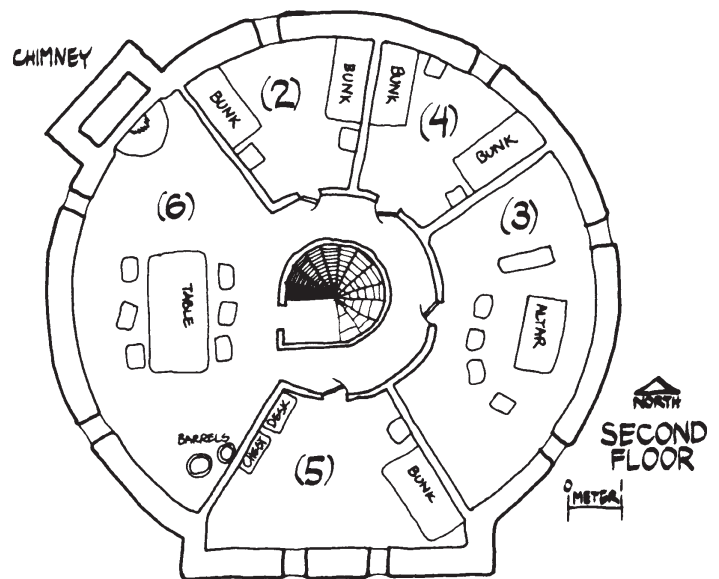
Day or Night: 01-50 Fanltiog here
51-00 Room empty

Overview

The door swings into the room. A nondescript desk and chair are pushed against the inner wall. As befits his status as the head of the tusk riders, Fanltiog's quarters are somewhat larger than either of the previous tusk rider's chambers and are also slightly better kept.

Treasure

Fanltiog has hidden two potions in his top desk drawer – three doses of Blade Venom 10 and three doses of the antidote to the poison in the altar niche in room 3. Their written descriptions are in Darktongue. The ornate chest holds worn clothing, but the chest itself is worth 372 Lunars. The second chest holds clothes, a pouch containing 32 clacks, and a small inlaid tube worth 5 Lunars.



Room 6: Main Hall

The door to the stairway is always unlocked.

Initial D100 roll

Day or Night: 01-25 Sheatiog & Fanltiog here
 26-50 Sheatiog alone present
 51-00 Sheatiog & Shiogian here

Overview

A table has been drawn close to the large stone fireplace and six chairs are scattered around it. The room and hallway are filthy. An unusual odor comes from the barrel of rotting meat; the keg is filled with drinkable wine. There is a lance leaning against the fireplace.

Treasure

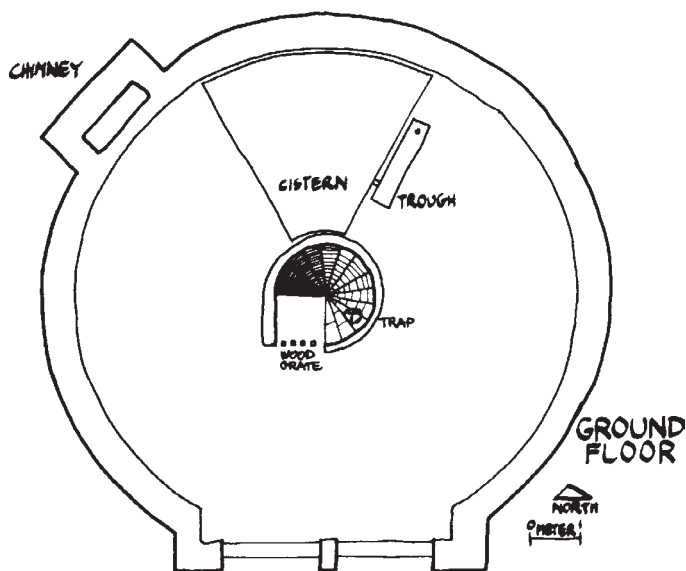
The barrel (minus the meat) is worth 100 Lunars, the wine is worth 20 Lunars, and the well-made lance is worth 30 Lunars.

Room 7: Giant Tusker Pen

Initial D100 roll:

Day or Night:
 01-15 Fanltiog present along with the Tuskers
 16-80 Only tuskers present
 81-00 Shiogian caring for the tuskers

Here are feed troughs, straw, hay, and the lovely smells and refuse associated with quartered animals. Unless Creatuck and Readune are in for the night, there are only four animals stabled here. There is no fire in the fireplace but smoke drifts up the chimney from the dungeon below. A cistern and an animal water trough also are present.



Traps

Halfway down the stairway to Room 8 are four steps which will give way when weight in excess of 10 kilos is placed on any of them. A character has a chance of DEX x2% of grabbing a handhold before he falls through the stairway trap. If he misses his chance, he falls straight down for 30 meters into a 12-meters-deep pool.

If a successful Jump is made, a falling character sustains 1D6 damage to a player-specified hit location. Missing the Jump chance causes 2D6 damage to two random hit locations. Armor will absorb damage from the fall. Once in the water, any armor will weigh down the character.

To determine whether or not the character took a breath before hitting the water, roll POW x5% or less as a chance. If successful, the referee must determine whether or not the character can get out of the pool, and how quickly.

If the POW x5 roll is missed, drowning may begin. During the second to fifth rounds after being submerged, a character must roll his CON x5 or less on D100 or take 1D8 damage each round as he inhales water. In the sixth round he must roll CON x4, in the seventh round CON x3, and in the eighth round CON x2. In the ninth to sixteenth rounds, a successful roll must be made against CON x1. After that, 1D8 chest damage can be avoided only by rolling 01-05 on D100.

Treasure

Hidden in Tusker manure is a pouch with 248 Lunars in small gems.

Room 8: Torture Chamber

Initial D100 roll

Day or Night:
 01-90 Amiliog only
 91-00 Both Amiliog and Fanltiog

There are torture instruments and bloodstains scattered about. The blazing fire in the fireplace cheerily heats pokers to a sizzle. Amiliog, the torturer, is engrossed with a corpse on the altar to the Bloody Tusk. Several older bodies are stacked in a corner. The Lady Jezra is manacled next to the fireplace.

She is in good shape, judging by the taunts she is hurling at an oblivious Amiliog. Foul-mouthed and self-centered, she is also tough, and may help the adventurers if they have to fight their way out.

There is a bedroll against the western wall where Amiliog sleeps. He dislikes getting away from his work. His armor rack is next to the bedroll.

Spot Hidden

The stairs beneath the altar are discovered only by a successful Spot Hidden roll; search time for one person is thirty minutes.

Room 9: Stone Burial Cavern

Initial die rolls: None

A large, rough-hewn natural cavern which is 48x24 meters in size. Since this is a burial ground, it is a place which is shunned, as the build-up of dust, dirt, and debris silently attests. In the center of the cavern is a pool (6x6x12 meters). Six tombstones grace six open graves; six skeletons lie about.

The six skeletons are animated. Each will disintegrate if a weapon pierces its armor and causes any damage – therefore ignore CON and hit points for them. When their tomb is violated, they immediately will rise and advance upon the transgressor. No skeleton will enter the water, though nothing will happen to one if it is thrown into the pool.

Skeleton 1

STR 9 SIZ 7 3 point armor
POW 1 DEX 15 Move 8 Defense 05%
Any hit through the armor destroys a skeleton

Weapon	SR	Attk%	Damage	Parr%	Pts
Hatchet	8	76%	1D6+1	75%	15
Mdm Shield	-	-	-	75%	12

Skeleton 2

STR 9 SIZ 15 2 point armor
POW 1 DEX 12 Move 8

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	60%	1D6+1	60%	20
Mdm Shield	-	-	-	60%	12

Skeleton 3

STR 12 SIZ 10 2 point armor
POW 1 DEX 13 Move 8 Defense 05%

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	6	65%	1D8+1	65%	20
Mdm Shield	-	-	-	65%	12

Skeleton 4

STR 12 SIZ 11 3 point armor
POW 1 DEX 11 Move 8

Weapon	SR	Attk%	Damage	Parr%	Pts
Hatchet	9	55%	1D6+1	55%	15
Lrg Shield	-	-	-	55%	16

Skeleton 5

STR 12 SIZ 12 2 point armor
POW 1 DEX 10 Move 8

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	7	50%	1D8+1	50%	20
Mdm. Shield	-	-	-	50%	16

Skeleton 6

STR 9 SIZ 11 3 point armor
POW 1 DEX 17 Move 8 Defense 10%

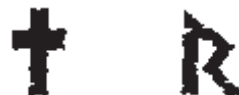
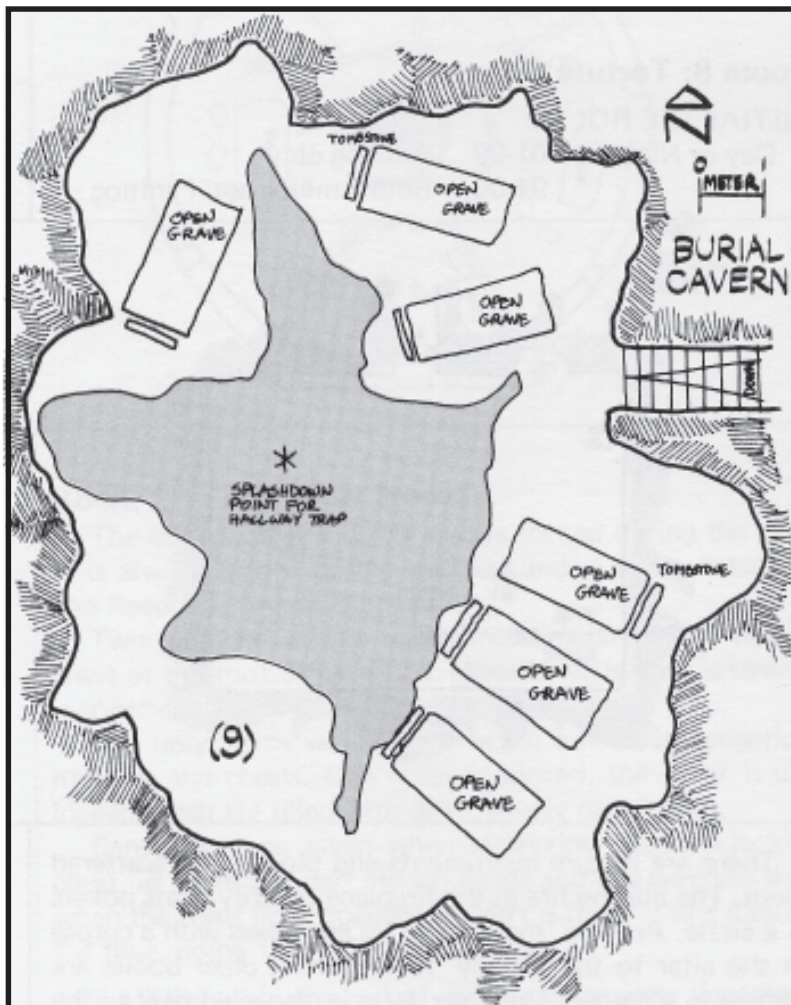
Weapon	SR	Attk%	Damage	Parr%	Pts
Hatchet	7	85%	1D6+1	85%	15
Mdm. Shield	-	-	-	85%	12

Spot Hidden

One of the tombstones differs slightly in construction from the others and will separate along a hairline fissure near the base. A successful Spot Hidden roll is needed to discover this and it takes thirty minutes to conduct the search.

Treasure

Inside the tombstone with the hairline fissure are 80 clacks and 155 Lunars. In one grave is an iron spear point. On one of the skeletons is an old, tarnished, copper alloy ring embossed with Elven designs and valued at 287 Lunars.



Scenario

Revenge of Muriah

4



Disease is rampant in the hamlet of Weis and throughout the valley of the River of Cradles south of the Vilinar. Even the duke's camp has been hit, despite careful measures. The duke's wife is dead, and so are half the citizens of Weiss, as are several of the duke's servants and slaves. Perhaps because of their constant activity, none of the duke's mercenaries have been infected – but it is surely only a matter of time until many are. Broos have been along the upper Vilinar. Since this stream provides both the water for Weis and for the duke's fort, the presence of broos is both a deadly threat and a promise that if the broos are eliminated, so will be the source of the plagues ravaging the region.

She sent a lesser Disease Master, two Initiates, and nine lay member broos to thoroughly pollute the water that all Weis must drink. This they do by spells and potions, by bathing and defecating in the water, and by binding a spirit of disease to a bottle of disease potion and hiding it near the hamlet. Her agents were careless in not foreseeing that they might rouse the wrath of the duke, if in fact they did bother to reconnoiter out to the River of Cradles.

Scenario Level

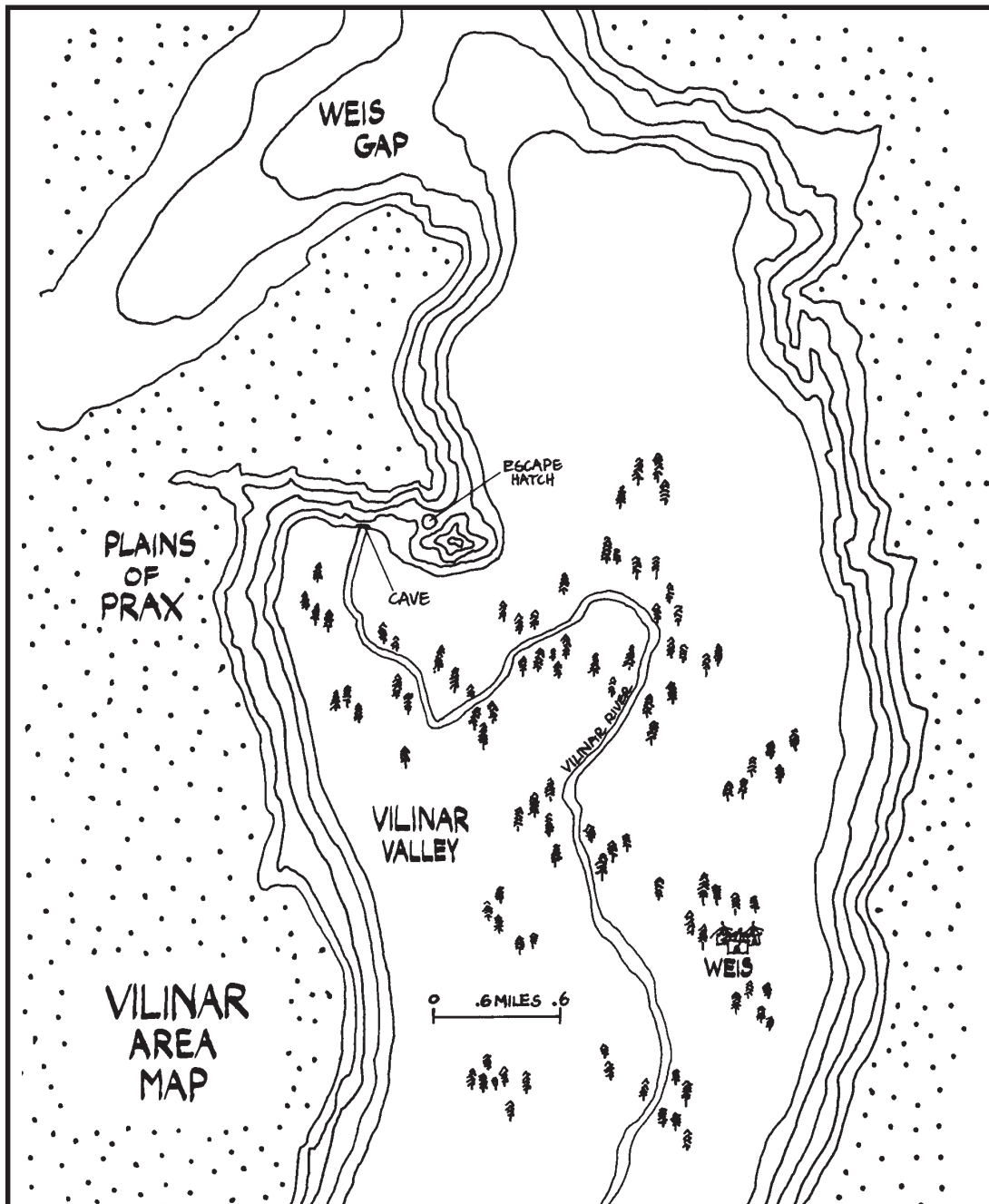
This adventure is designed for a small, experienced party with one Rune level member.

Spells Used

Many of the broo spells in this adventure come from the book *The Cult Compendium*. Referees may replace any unfamiliar spells with those more familiar, as desired.

Level of Observation

The broos have killed the one person who came near the caves since they arrived, and may feel that their presence is still a secret. They may be careless or scrupulous in guarding the caves, as desired and as the general proficiency of the search party should indicate.



The Headwaters of the Vilinar

Broos will be found only at the headwaters of the river. A referee may toss in an occasional broo footprint to keep the characters headed toward the caves, but no broo should be found outside the caves.

As the scenario map shows, the Vilinar river flows directly out of the side of the cliff. It is too rocky and shallow for the first 200 meters for boats to go directly to the cliff face, so the newtlings will halt at that point, and the party must decide which side of the river on which to advance to the cave entrance. If he wants a quicker game, the referee should help out with more footprints or other broo sign on the south side of the river, so that the characters more quickly find the foot passage leading into the mountain.

Framed on either side by groves of pines, the mouth of the headwaters cave is easily seen from the place at which the newtlings must beach their boats. To the right of the cave mouth the canyon wall juts out, then falls back along a notch from a free-standing pinnacle. The cliffs tower for hundreds of meters overhead. Like a silver tongue, the river flows from the cave in a smooth shallow sheet over now-smoothed rock falls. The land to either side of the river is flat up to the cliffs, with occasional boulders, and little grass except a fringe right at the water – an indication to the sharp-eyed that the underground flow of the Vilinar rarely varies.

To the right of the cave mouth the canyon wall curves out, then bends away in another direction. At the tip of the bend, it falls back from a pinnacle which is free-standing for most of its height (nearly that of the main canyon wall). In the crotch of the “V” between the canyon wall and the pinnacle is the ‘escape hatch’ of the broos, some 70 meters above the canyon floor. Though vertical to this height, the wall thereafter falls back enough that careful individual climbers stand some chance of reaching the plateau above. It will take many hours, however, and even a fool party could reach the top by the Weis Gap (or Cut) long before unaided climbers could scale the 300 meter walls.

At the mouth, the headwaters cave is 21 meters wide and 12 meters high. Six of the horizontal meters are filled by the Vilinar’s rushing waters. Both the river and its two sources are (after a short shelf) more than 3 meters deep. If it is necessary, find a particular depth by rolling 1D4+2 in meters. All waters in this scenario are rapid and deep, but are swimmable with some skill. It is up to the referee as to just what that skill level is. The rivers are swimmable in both directions. All cave roofs are at least 4 meters high.

Any person missing a Swim roll demanded by the referee will be swept downstream – such crossings are dangerous! An alternative method of crossing these waters is usually provided, though such methods also will have inherent risks.

The two sources of the Vilinar are of different temperatures: when facing the cave mouth from the outside, the left-hand, southern source is quite warm (180 C), while the right-hand, northern source is nearly freezing cold (30 C). There is always condensation where the two flows meet, and referees may postulate fog or vapors in part of the room if they wish. The bridge at Point 2 always will be slick with condensation from the warm water.

Point 1: The Entry Room

Initial D100 roll

- 01-30 Revor and Broo Two
- 31-50 Revor and Broos Two and Three
- 51-100 Revor and Broos One, Two and Three

Overview

It will be hard for the party to orient itself once entering the cave. The darkness, the roar of the water, and the drifting fog combine to defeat the normal senses and may make communication difficult. It will be impossible to whisper and be heard anywhere near the water. As the party penetrates further into the large room surrounding Point 1, the darkness will become complete, broken only by a dim glow of light up the warm branch of the river.

At the fork of the “Y” forming the Vilinar, there is a beach roughly 6 x 12 meters; it can be reached only by swimming. As shown, six boulders large enough to hide behind are strewn across the major portion of this part of the cave.

Spot Hidden

A successful Spot Hidden roll directed up the warm branch of the river reveals the bridge near Point 2; a successful Spot Hidden directed at the isolated beach in the fork of the “Y” will locate the hilt of a buried weapon, but nothing more about the weapon can be determined without grasping the hilt and pulling the weapon out of the sand.

Trap

At the point marked “X” in the tunnel leading from Point 1 to Point 2, there is a camouflaged pit placed squarely in the middle of the tunnel.

This trap is avoidable for the party if any member can make his or her Spot Trap roll. Failure by successive party members results in a 50% chance that the individual falls into the pit, landing on needle-sharp stakes 3 meters below.

A victim takes 1D6+1+1D8 damage to 1D4 random hit locations. There is a 20% chance with each hit that it impales. Further, each stake is coated with Brain Fever potion, and to avoid this dread disease the victim must roll his CON x5 or less on D100.

Treasure

On the beach is the hilt of a scimitar long ago fashioned by a master craftsman; because of its superior workmanship it has an automatic +1 damage add. A Fireblade matrix is on the pommel. In New Pelorian, it bears the inscription “True Sword of the Fire.”

Of the broos near Point 1, only Revor has any treasure. He carries 2 wheels, 18L, and 12 clacks, and wears a gaudy ruby ring worth 315 Lunars.

**Point 2:
The Stone Bridge**

Initial D100 roll if no alarm has been raised:

- 01-50 Broo Six lurks between Point 3 and the bridge, on watch.
- 51-00 Asha, and Broos 4-6 are all gathered around Point 3, and no watch is being kept.

Overview

As with the tunnel, the bridge is also manmade. It looks weak and as though it could break at any moment, and player-characters may be suspicious of it, but it is fundamentally sound, and will

support any reasonable weight or activity. The bridge is 1 meter wide and 6 meters long in all.

Because it is over the warm branch, slimy fine moss grows everywhere on the bridge and the first meter of stone to either side of the bridge along the tunnel. The surface is very slick, and there are no railings at the sides of this natural rock slab.

From here the glow of the fire at Point 3 will be bright, and any shadows or movement from Point 3 can be seen from the other side of the bridge.

Spot Hidden

A successful Spot Hidden to specifically detect a guard is necessary to notice Broo Six if she is on watch across the bridge.

Trap

The bridge can act as a trap. Its moss and moisture make very slippery footing. To cross it standing upright, the character must roll his DEX x3 or less on D100. If crawling, he must roll his DEX x5 or less on D100. Failure to make the appropriate roll will send the character cart wheeling into the suspiciously warm torrent below. To determine the results of the fall, consult the Drowning rules in the standard rules appendices.

Comment

Characters crossing the bridge may come under missile fire from guard broos. The effects of such bombardment are left to the referee, except that characters crossing the bridge must do so in single file.

**Point 3:
The Broo Guard Station**

Initial D100 roll

- 01-20: Asha and Broo Four
- 21-50: Asha and Broos Four and Five
- 51-00: Asha and Broos Four, Five, and Six

If some or all of these broos have been activated already, they will not be in this room.

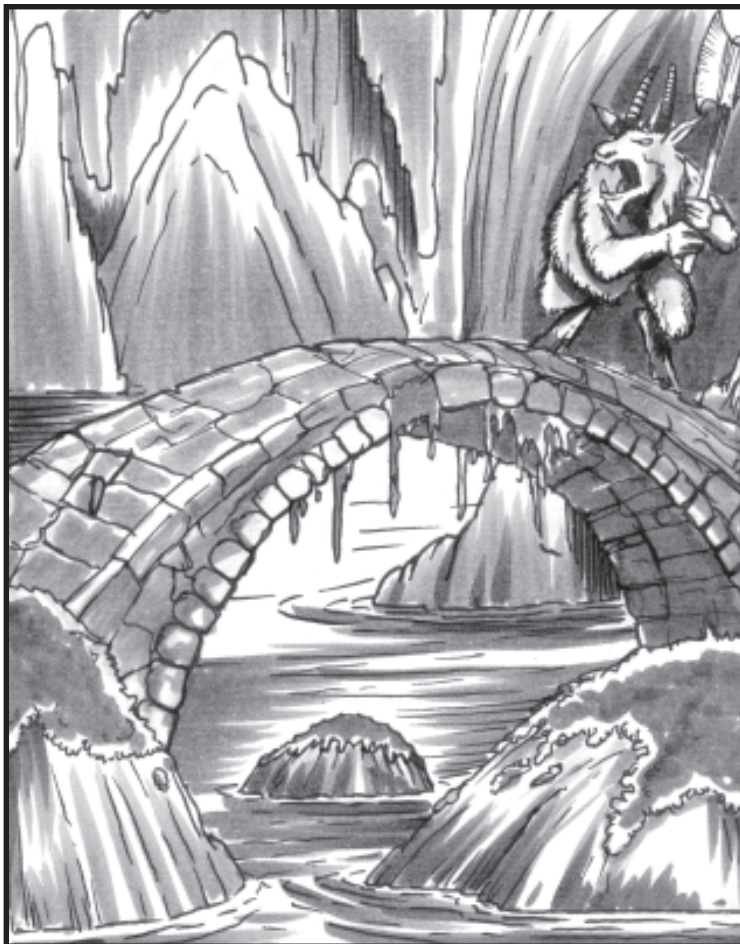
Overview

There are scattered boulders near this Point, rising out of a dry sandy floor. Such a floor is handy for walking on silently, and provides a medium with which to put out a fire almost instantly. The fire is exactly at Point 3.

Four bedrolls are close to the fire. Near the one furthest from the entrance to this room is a small chest, securely padlocked.

Spot Hidden

A timber about 12 meters long is buried in the sand along the wall of the room nearest to the



Point 6:

The Inner Sanctum

Initial die roll: none.

Overview

The corridor leading back to the room surrounding Point 6 is narrow, and will be slick if wet.

The room resembles those of Point 3 and Point 5, except that the floor is rock slab, rather than sand.

A stockpile of supplies – food, firewood, extra bedrolls and so on – piled high in the southwest corner shows that the broos are prepared for a siege. The bedrolls being used are closer to the fire, which is exactly at Point 6. There is a small, jeweled chest with one bedroll.

Spot Hidden

Within Qad's armor is a key to the chest. A successful Spot Hidden roll is needed if this key is to be located, and it will take 25 minutes.

Traps

Poised on a crude but powerful spring, a scimitar waits within the chest. Both a successful Spot Traps and a successful Disarm Trap roll are needed to avoid becoming a victim of the trap. Failing either roll, the blade will hit 75% of the time, doing double damage (2D8+2) due to the strength of the spring. Roll for hit location.

Treasure

The chest is worth 1500 Lunars on the open market. Qad carries 2 wheels, 7 Lunars, and 12 clacks in a pouch. Qad also wears a heavy gold medallion studded with rubies with a value of 3,250 Lunars. He carries three gem Stones worth 110, 215, and 613 Lunars respectively. Each of the other three broos in the room carry 6 Lunars, 12 Clacks.

In the chest are manuscripts in Old Wyrnish. These papers are worth 5500L to the right buyer.

Optional Tactic

On an hourly basis, a broo from each room signals to rearward defenders that all is well. Any break in the procedure will indicate to Qad that something is amiss. Once alerted, Qad will station his best missile people by Point 2 or Point 4, as indicated.

Point 7: The Escape Hatch

Initial die roll: none

Overview

A rock chimney leads upward at a sharp angle from Point 7, and debouches outside – 70 meters up the face of the cliff, from where good climbers would spend several hours getting to the top of the plateau.

The chimney is about 1 meter square, with many hand-holds. If pursuing, the pursuer can see and engage only the last broo in such an arrangement. There is a tiny ledge where the chimney opens out, but it is large enough for only three broos to stand upon. or for one to lie upon.

A Different Player Strategy

The player-characters may decide at some time to dam up the river and drown the broos rather than to fight and kill them directly. It will be possible for them to dam up the Vilinar at the cave mouth in a reasonable amount of time (1D3 days). The broos will attempt a surprise attack once, but if that fails they will climb the cliff face, re-enter the valley through the Weis Gap, slay everyone in Weis (or believe that they have done so), and then report to Muriah that their mission has succeeded.

The Broo Defenders

Revor is a young broo making steady, unspectacular progress as an Initiate of Mallia. He is not the sort on whom a superior would call if initiative or imagination was needed. He and his companions have orders to inflict casualties on any interlopers in the cave, and to alert the rest of the broos. They will fall back along the tunnel connecting Points 1 and 2 as soon as one of them is hurt or killed, but they will not panic, and may attempt to ambush the player-character party before the party reaches the bridge.

If Revor hears or sees the adventurers, he immediately will send back Broo Two (who has Mobility) to warn the rest of the broos.

Revor is boorish and arrogant. He does not get along with Asha, the other Initiate, or with Qad, the Rune priest.

If they can do it safely. they will leave Revor to the tender mercies of the adventurers.

Asha is one of the most competent of the younger broos. To her dismay, she is the same age as Revor, and often finds herself saddled with him on missions, where the friction between them is continuous and serious. She resents his arrogance and wealth, and (secure as second-in-command and as Qad's lover) has begun to scheme the death of annoying Revor.

If Revor sends his messenger to her, the messenger will continue on to Qad, at Point 6, while Asha prepares to defend the bridge. Depending on the information given her, she may move her group forward to aid Revor (and possibly kill him at an opportune moment). If she defends the bridge, she will fight until three adventurers are across the bridge, and then will retreat across the cool branch of the Vilinar, and defend Point 4.

Broo Three male lay member of Mallia

STR 21 CON 15 SIZ 16 INT 11 POW 14
DEX 15 CHA 7 Move 9 HP 16 Defense 05%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
1H spear	4	65%	1D8+1+1D6	50%	15
Short sword	7	55%	1D6+1+1D6	45%	20
Comp. bow	3	50%	1D8+1	-	-
Head butt	7	60%	2D6	-	-
Med. Shield	-	-	-	60%	12

SPELLS: none.

SKILLS: Camouflage 20%, Climb 55%, Hide in Cover 35%, Jump 60%, Listen 40%, Move Quietly 40%, Spot Hidden Item 35%, Spot Trap 40%, Swim 70%, Tracking 30%.

CHAOTIC FEATURE: additional 6 points STR (already included in the statistics).

DISEASE: carries the Shakes.

Broo Four male lay member of Mallia

STR 15 CON 13 SIZ 15 INT 14 POW 14
DEX 07 CHA 5 Move 9 HP 14

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

Weapon	SR	Attk%	Damage	Parr%	Pts
1-H spear	6	55%	1D8+1+1D4	50%	15
Comp. bow	5	45%	1D8+1	-	-
Head butt	9	55%	1D6+1D4	-	-
Thrown Dagger	5	50%	1D4	-	-

SPELLS: Bladesharp 2, Countermagic, Healing 2, Sneeze.

SKILLS: Camouflage 20%, Climb 50%, Hide in Cover 45%, Jump 60%, Listen 45%, Move Quietly 40%, Spot Hidden Item 40%, Spot Trap 30%, Swim 70%.

CHAOTIC FEATURE: has double-jointed left leg.

DISEASE: carries Creeping Chills.

Broo Five male lay member of Mallia

STR 13 CON 14 SIZ 13 INT 9 POW 6
DEX 13 CHA 5 Move 9 HP 15 Defense 10%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	8	45%	1D6+1+1D4	40%	20
Bow	3	50%	1D6+1	-	-
Head butt	8	50%	1D6+1D4	-	-
Med. shield	-	-	-	45%	12

SPELLS: none.

SKILLS: Camouflage 15%, Climb 40%, Hide in Cover 20%, Jump 35%, Listen 40%, Move Quietly 25%, Spot Hidden Item 30%, Spot Traps 20%, Swim 70%, Tracking 15%.

CHAOTIC FEATURE: red, green, and purple hair grows on his head in parallel stripes.

DISEASE: carries Blotches.

Broo Six female lay member of Mallia

STR 15 CON 15 SIZ 13 INT 11 POW 13
DEX 4 CHA 7 Move 9 HP 16

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

Weapon	SR	Attk%	Damage	Parr%	Pts
2-H spear	9	30%	1D8+1+1D4	30%	15
Shortsword	11	30%	1D6+1+1D4	30%	20
Head butt	11	35%	1D6+1D4	-	-

SPELLS: none.

Other Creatures of Chaos

The Chaos Herd

During the Great Night the Herds of Chaos invaded Prax, devouring everything alive. They were eventually destroyed, but remnants were sometimes found. They were diseased and evil, and destroyed herds just by their presence. They also devoured the life of the land in their passage, destroying its ability to support the herds, and thus the tribes.

Cwim

Cwim was a hungry and powerful monster living in Prax. It is called the child of Thed and the Devil, although this can be said about every Chaotic monster known. When severely threatened Cwim adopted a strange mode of defensive movement, rolling like a wheel on its three bodies rather than walking on its six legs. This allowed it to move much faster than most people expected.

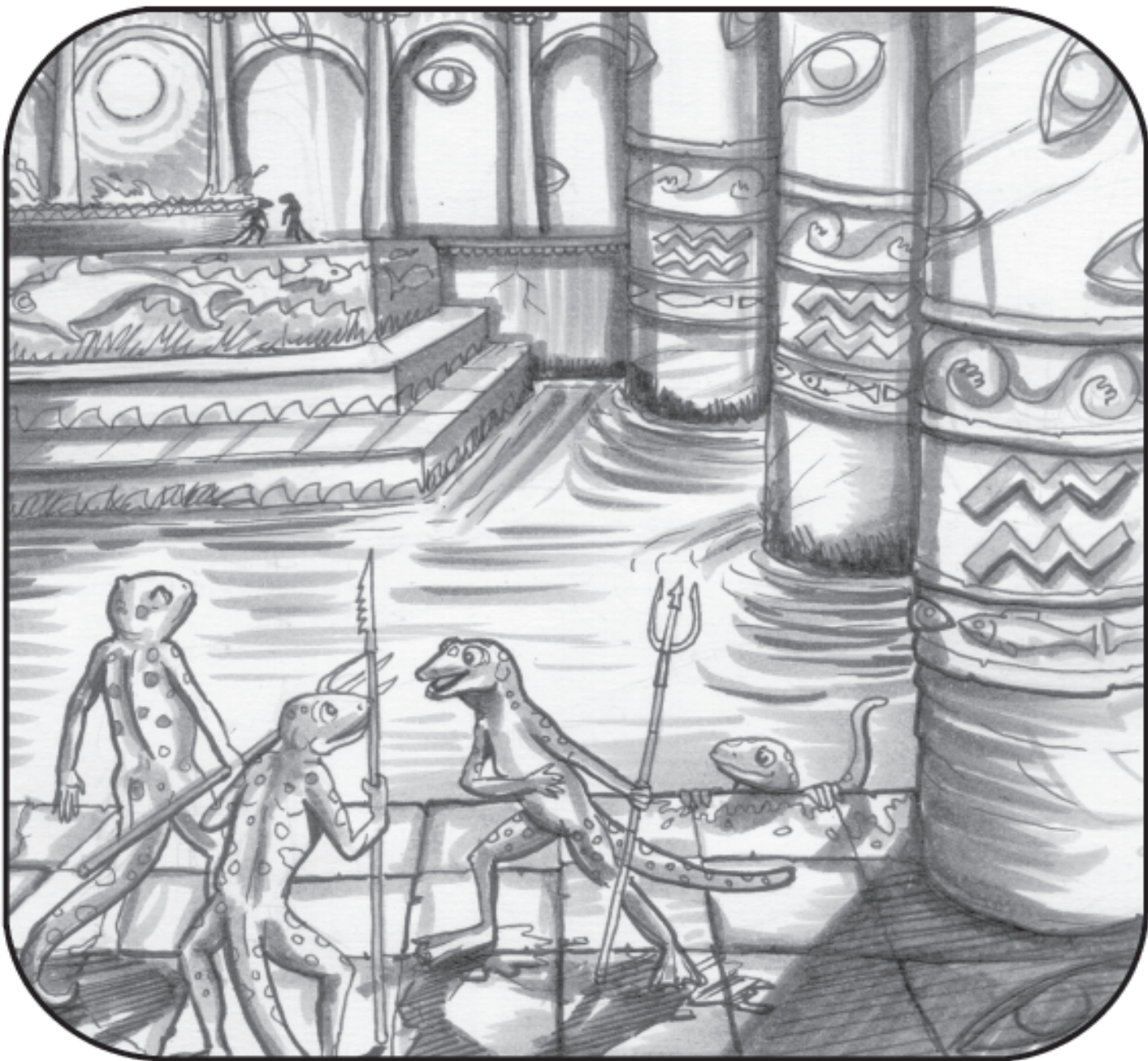
Scorpion-Men

The scorpion-Men were a vile hybrid of man and scorpion, formed in the Great Night when the oils of chaos let slip and allowed such monstrous races to be born. They often came out of the desert seeking captives, for they did not reproduce in the normal way: instead of bearing children they devoured living captives, who were reborn as new scorpion-men. They could do this immediately after a battle, and so were difficult to kill unless wiped out completely.

Scenario

5-Eyes Temple

5



This adventure is the largest of the seven. Be prepared for a run of several evenings or a weekend. There will be several natural stopping points. The characters should scout the temple and its strength. If they solve the mystery of Daine, so much the better. But they should strive to eliminate the 5-Eyes newtlings as rivals to the duke's power. The actual assault on the temple may prove to be multi-stage, with the adventurers going for reinforcements, renewing the assault, etc. Allow the newtlings to recruit more newtlings, to collapse tunnels, to build barricades, and to find allies such as Rattail Poisonknife, one of the trachodons, or some Morokanth or other nomads who want to bring down the duke a peg or two.

TEMPLE

UNDERWATER
~~TEMP~~
PASSAGE

BEACH

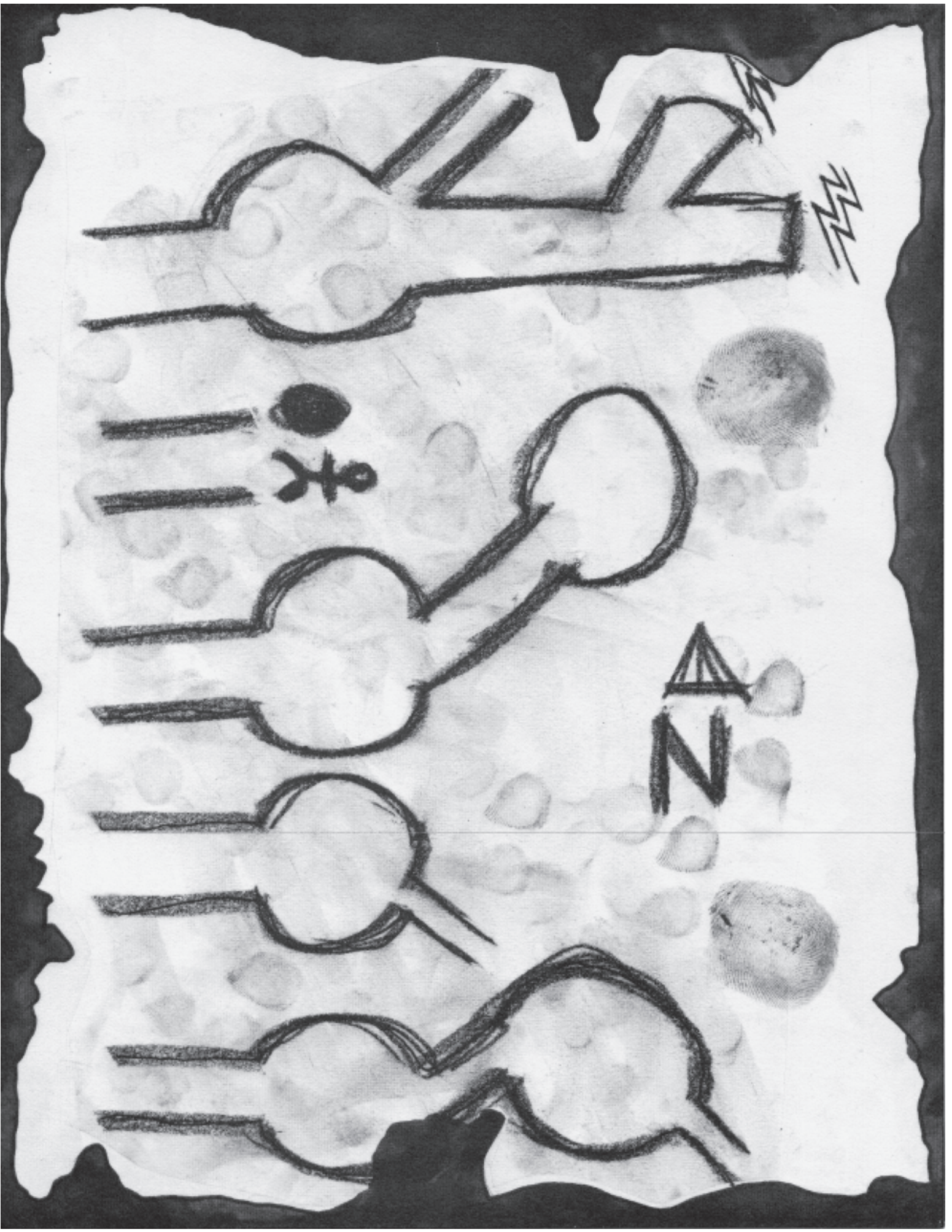
ROOM
W/POOL

MAP
TO

TEMPLE

DEAD
END





The second cave is independent. It is an ancient shrine. The newtlings have wisely left it alone after discovering its purpose the hard way. They hope that invaders will barge into the place and be destroyed by the guardian spirits.

The fifth, or southernmost, cave actually is connected to the temple by a long, low tunnel leading to a well in one of the temple rooms. The newtlings are unaware of this, but have little to fear, thanks to the dream dragon guarding the front opening to the cave. Krang knows of his neighbors and is friendly towards them, but he feels little obligation to aid them, and could peacefully sleep while the entire tribe of newtlings were slaughtered. Similarly, the newtlings will not come to Krang's aid unless they feel they can profit thereby.

Dragon Schedule

Sedentary Krang spends most days at home, dozing. Occasionally he stirs, launches himself from the cave mouth, and soars over the valley, hunting. Scarlet King, the largest condor on Condor Crags, is a real friend. It is conceivable that one might aid the other, if circumstances warranted it.

The Scouting Party Encounters on the Way

By now, the river is fairly quiet, and the scouting party should have little trouble getting to 5-eyes. However, use the River Encounter table in the Encounters book when the characters are in the middle of the Great Bog, and as they come out of the bog.

The referee should keep a battle from happening unless the characters run into a newtling hunting party from the temple (see *Off-duty Newtlings* table). In that case, the newtlings will attempt to pick off the 'traitor' newtlings on the boats and to harass the party. They will not close for combat and will keep to the river water to discourage human pursuit. The hunting party should outnumber the four newtlings who are poling the boats.

The Trip

The objective is to find Daine, make sure he is safe, and get a report from him. It is possible that a sufficiently strong force of player characters could work their way through the temple complex from left to right, but that is not the purpose. At the end of the scenario, the player characters should have run into the dragon, found Daine, and realized that there is a complete newtling temple in the caves, one hostile to the duke's plans for the region.

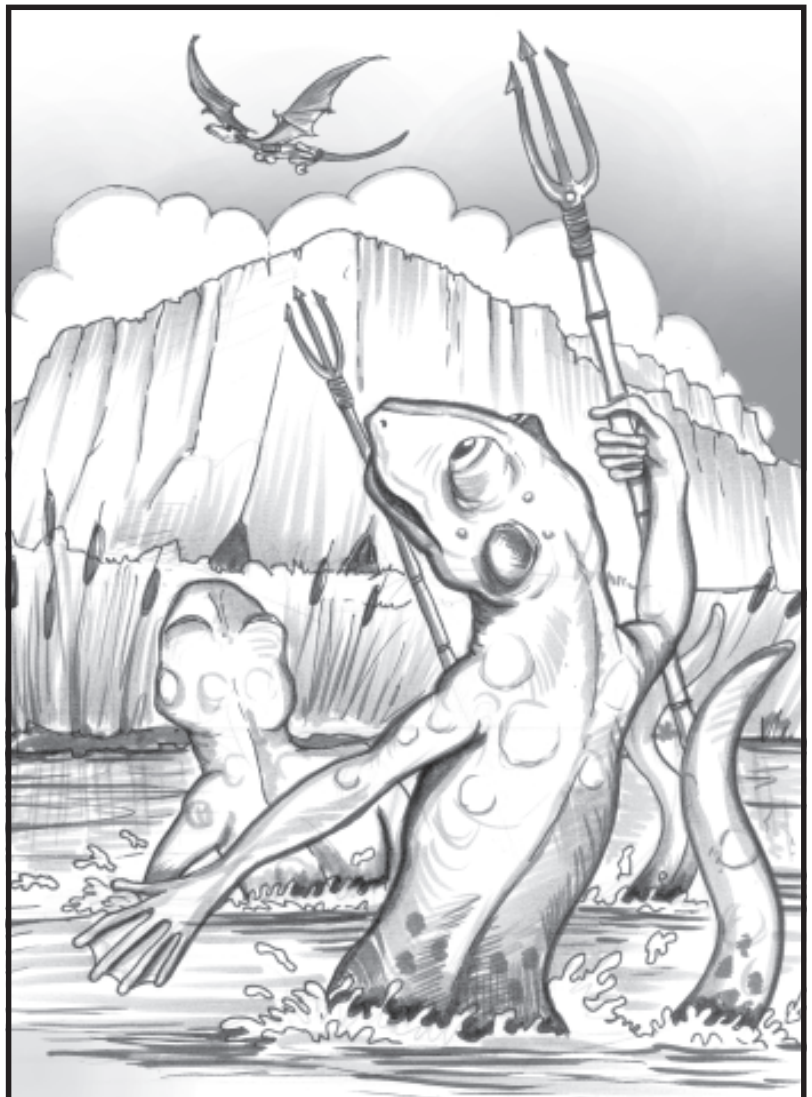
The referee should direct the players towards that end.

After the Scouting Trip

The player characters leaving the cave complex will find that the boats and newtlings they left at the river are gone. Perhaps they will find the signs of a fight, and even a newtling body or two. The 5-eyes sign will be painted on a nearby rock or tree, with two words in Tradetalk saying, "Stay Away." Quicktail's people found the boat newtlings and slaughtered them.

If the party seems to be about to assault the caves (and hasn't already slaughtered everyone there) they will find a large group of newtlings (easily twice the number of characters) advancing on them. There will be at least three Traskars with the newtlings, and one of the newtlings will be shouting for the characters to get out and stay out.

Again, the idea is to chase the characters away, not engage in a main battle with them at this point. The characters will have to march home. Roll encounters as usual.



Temple Trashing Encounters on the Way

When the duke's assault force moves out, the party's route will be along the eastern highlands. The referee should check for encounters on that chart at least four times during the trip, which will take two full days. As the character party should be fairly large, they are unlikely to have serious opposition, unless they run into a major nomad raiding party.

When they reach the low plateau atop the 5-eyes temple area, they will encounter a group of crested dragonewts, complete with more demi-birds than they need. These are the dragonewt priest's escorts, there to watch the birds until the priest is ready to go. They will not fight unless pressed and, unaware of the political complexities of the region, they will give information to the characters if asked for it and perhaps bribed. They have not been in the temple, but will speak long about the many brave newtlings and eater-frogs (the Traskars) and horse-spirits of the temple. They should exaggerate the temple size by at least twice.



If the dragonewts realize that the party is going to attack the place, and therefore harm their master, they will skirmish-attack the party and try to discourage them. They might even enter the caves after the party, if the party ignores their attempts at distraction. Crested dragonewts are timorous, with little liking for close-in melee, but they have an obligation to protect their master. They may simply try to persuade the party to let their master alone.

These are Zji Xog's crested dragonewt scouts. Their tactics and philosophy are to avoid problems.

Srii Jak

STR 10 CON 15 SIZ 9 INT 16 POW 9
DEX 18 CHA 11 Move 7 HP 15 Defense 20%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Self Bow	1	50%	1D6+1	30%	6
Shortsword	6	40%	1D6+1	30%	20
Small Shield	-	-	-	35%	8

SPELLS: Disruption, Extinguish, Healing 3, Mobility, Shimmer 4, Speedart

SKILLS: Find North 80%, Hide in Cover 50%, Move Quietly 50%.

Luurr Kaszwa

STR 7 CON 14 SIZ 9 INT 13 POW 7
DEX 15 CHA 8 Move 7 HP 14 Defense 15%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Self Bow	2	50%	1D6+1	35%	6
Shortsword	7	45%	1D6+1	40%	20
Small Shield	-	-	-	40%	8

SPELLS: Detect Life, Detect Magic, Disruption, Farsee, Healing 3, Mobility, Multimissile 2, Shimmer 2, Speedart

SKILLS: Camouflage 50%, Hide in Cover 40%, Move Quietly 40%

Gloc Patnok

STR 7 CON 12 SIZ 7 INT 13 POW 7
DEX 17 CHA 10 Move 7 HP 11 Defense 20%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Self Bow	1	50%	1D6+1	30%	6
Shortsword	6	35%	1D6+1	35%	20
Small Shield	-	-	-	40%	8

SPELLS: Disruption, Healing 3, Mobility, Multimissile 2, Protection Shimmer 2, Speedart
SKILLS: Camouflage 50%, Hide in Cover 50%, Listen 40%, Move Quietly 40%.

Rji Kaae

STR 9 CON 13 SIZ 5 INT 14 POW 9
 DEX 15 CHA 11 Move 7 HP 12 Defense 15%

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

Weapon	SR	Att%	Damage	Parr%	Pts
Self Bow	2	50%	1D6+1	25%	6
Shortsword	8	30%	1D6+1	30%	20
Small Shield	-	-	-	35%	8

SPELLS: Disruption, Healing 3, Mobility, Protection 3, Shimmer 4, Speedart
SKILLS: Camouflage 40%, First Aid 25%, Hide in Cover 40%, Move Quietly 50%.

Referee Notes

This is a major expedition. The duke wants these newtlings cleaned out. The characters' job is to take the information they already have and use it wisely to destroy the newtlings. The newtlings are tough, and are defending their temple and home. This is not intended to be a quick in-and-out battle. Be prepared to extend the fighting, or a series of raids, over many hours.

If possible, the players should bring up all the characters they have in the campaign, perhaps leaving a corporal's guard to man the fort. Let the duke decide. As a last resort, the duke himself and/or his priest might join the battle.

After the Adventure

It is likely that the adventure will not explore all of the parts of the 5-eyes complex. For instance, the troll tomb may not get explored, the fish demon temple may get passed by, the players may ignore the dragon, etc. The referee can use these as independent short games, simply as part of the cleanup process, perhaps only playing with one or two characters and no more than four characters.

The Newtlings

Quicktail and his newtlings are bachelors temporarily exiled from the rest of their race, which lives primarily in the Holy Country and lands west. They survive the Long Drys by storing water in their tails.

Quicktail and his two bodyguards, Whitetail and Brighttail, were guards on a convoy of flatboats moving downriver to Corflu. An old merchant told them a story about the 5-eyes caves and they came back to explore the limestone caverns. When they found the old temple they

decided to clean it out and to begin worship there. Though newtlings worship various water deities, most worship the River Horses, and Quicktail hoped one day to be shaman of this group.

After settling in one of the abandoned rooms, the three summoned the rest of their band. Fifteen came. Seven of the original fifteen were killed clearing out the caves. Quicktail called upon a small band of ten led by Croaker, an old friend and Frog Woman shaman. Guard posts were set and fish were caught and put into the springs. Quicktail sacrificed all his POW but one point on a Waterday of Harmony week in Sea season and the light began to shine above the basin and water filled it. The water spirits had returned!

Now there are 24 guard newtlings under Quicktail and Croaker. There are also four newtlings from other bands who wandered in (the unattached newtlings). Quicktail commands his two bodyguards and fourteen other newtlings. Croaker commands ten newtlings plus bodyguard. Croaker concedes command to the inspired Quicktail. The unattached newtlings take orders from just about everyone else. Everyone gets along fairly well. The only major problem at present is the Manticore. One of the skilled newtlings, often Croaker, watches over it.

Found Items List

1. The lower jaw of a tusk rider.
2. A finely-crafted silver coin of unknown origin, worth 5L.
3. A crude stone hatchet.
4. A hand-carved stone.
5. A book on fossils, written in Sartarite.
6. A small fragment of a dragon's tooth on a silver chain.
7. An arbalest bolt thrust two inches into the wall.
8. A POW 5 storage crystal that is also a convex lens.
9. A non-magical clay amulet from the impala tribe.
10. A small fish hook.
11. Dried blood on the floor (it is troll blood).
12. A small corked and wax-sealed ceramic bottle full of dirt.
13. An invitation, written in Old Pavic and etched in brass, to a wedding.
14. A partly-illegible score to an Aldryami victory song.
15. A half-meter of corroded bronze chain, worth 3L.
16. A perfumed lace handkerchief.
17. Three sewing bones.
18. A lump of coal.
19. A bronze belt buckle with a Truth Rune on it, worth 50L.
20. A ruby set in a gold ring worth 1000L.

1. Leader Placement

Either leader can be summoned in 1D20 melee rounds.

To place Quicktail:

D100 Location

01-05	Interrogating prisoners, room 23
06-25	At ritual in temple, room 21
26-40	Inspecting random guard post, roll 1D8: 1 – room 1, 2 – room 12, 3 – room 15, 4 – room 18, 5 – room 19, 6 – room 20, 7 – room 22, 8 – room 12
41-50	Conference with Croaker, room 25
51-60	Conference with dragonewts, room 24
61-80	Temple duties, room 21
81-00	Sleeping, room 25

To place Croaker, if not with Quicktail:

D100 Location

01-30	Room 15
31-35	Room 12
36-40	Room 19
41-50	Conference with some of his newtlings, room 19
51-70	Temple duties, room 21
71-00	Asleep in room 19

Whitetail and Brighttail are very close twin brothers. If either one is killed the other will go berserk (as the Zorak Zoran spell of Berserker) until he or the killers are dead.

Quicktail is a shaman of the River Horse cult. He'll have apprentices arriving as soon as he establishes his temple.

Croaker has become a shaman of the Frog Woman cult. He does not seek apprentices, but has been befriending and encouraging the giant frogs (Taskars) of the river.

2. and 3. Shift Table

1D6	On Duty	Watch Commander
1-2	A	Whitetail
3-4	B	Brighttail
5-6	C	Croaker

1D10 Hours left in Shift

1-2	5 (Previous watch may still be at post)
3-4	4
5-6	3
7-8	2
9-10	1 (new watch may be at post early)

Newtlings generally do not sleep more than five hours at any one time.

Placement of the Newtlings

The newtlings guard their new-found temple. The guard shifts are set so that the posts are always covered. Quicktail moves around. Croaker usually watches over the Manticore in room 14. The unattached newtlings take care of the day-to-day chores around the temple. By Quicktail's order, all the newtlings always are armed. The bodyguard not on guard duty stays with his leader.

Newtlings on guard normally will be alert, still fresh with enthusiasm for their new temple.

When the player-characters are about to approach the temple you will need to do the following:

1. Roll on the *Leader Placement table* to determine where Quicktail and Croaker are located.
2. Roll D6 on the *Shift table* to determine which of the three guard shift's is on duty.
3. Roll D10 on the *Shift table* to determine how many hours the guards are into their shift.
4. Roll D6 on the *Off-duty Newtling table* to see where the off-duty shift (not sleeping) is.

Newtling Guard Roster

Quicktail and Croaker have organized their followers and the unattached newtlings into rotating guards. In order to give every newtling a variety of guard times, the three shifts rotate every five hours. When determining who is on duty, first roll 1D6 and then 1D10 on the *Shift table*.

Croaker often lets Blue Eye act as watch commander. Croaker additionally may act as overall watch commander at odd moments during each of the three shifts.

Newtling Locations

Normal Day of the Week (not Waterday)

1 shift is on duty.

1 shift is sleeping.

1 shift's members are elsewhere (roll 1D6 on the *Off-duty Newtling table*)

On Waterday

One shift is on duty. The other two shifts are either all sleeping or participating in temple rites. There is a 50% chance that rites will be going on, as Quicktail holds them three times in a 24 hour period for 4 hours each time.

During the rite, Quicktail and Croaker will be in the temple with whichever bodyguards are not on duty as watch commander, Optash and the dragonewts will participate in the rites as lay members.

Newtling Sleeping Areas

The newtling sleeping areas are scattered throughout the temple area. The disposition of the newtlings reflects the differing philosophies of their commanders. Croaker has concentrated all

Newtlings on Shift

Shift A			Shift B			Shift C		
Room	Newtling	Leader	Room	Newtling	Leader	Room	Newtling	Leader
1	Squeech	Croaker	1	Poker	Croaker	1	Maare	Croaker
	Bol	unattached		Clack	Croaker		Foi	unattached
12	Splasher	Quicktail	12	Duckfoot	Quicktail	12	Grubeater	Quicktail
	Redspot	Croaker		Abasir	Croaker		Seekar	Croaker
15	Toadrunner	Quicktail	15	Kermie	Quicktail	15	Neptune	Quicktail
	Fineous	Quicktail		Gol	unattached		Hol	unattached
18	Muckraker	Croaker	18	Player	Croaker	18	Rumple	Croaker
19	Scalesniffer	Quicktail	19	Gillbert	Quicktail	19	Crosseye	Quicktail
20	Longtongue	Quicktail	20	Bigwarts	Quicktail	20	Shorttongue	Quicktail
22	Whitetail	Quicktail	22	Brighttail	Quicktail	22	Flysnapper	Quicktail
						roving	Croaker	-
							Blue Eye	Croaker

of his people in one room. Quicktail's are dispersed throughout the complex, even though it would only take two rooms to hold them all. The unattached newtlings are all in one room for security reasons.

Newtlings generally do not sleep more than five hours at any one time.

Sleeping Room Inhabitants

Room 19	Croaker and all of his people
Room 20	Five of Quicktail's command
Room 22	Eight of Quicktail's command, including his bodyguards
Room 26	Three of Quicktail's command
Room 27	The four unattached newtlings

Tactics

The newtlings will go on alert when they become aware of a party trying to enter any of the caves. Everyone will be awakened and armed. Reinforcements and scouts will be sent to the threatened area. Quicktail and Croaker will try to determine the attack strength. Should the newtlings have the edge or if it is roughly even, Quicktail and Croaker will go directly to the temple and do three things. First they will set the

wards. Then they will summon their fetches and as many Traskar spirits as Croaker can. Last, they will try to lure the adventurers deep within the caves where an all out attack can be launched. Croaker is in command of the material troops and Quicktail leads the magical and spiritual contingent. Should the newtlings begin to lose, they will fall back behind closed doors. They will try to get to the river by alternate routes. Quicktail may try to enlist the guest's aid or to use prisoners as hostages. He will never force the healer to do anything. The newtlings will regroup a short way downriver to plan a counter-assault.

Quicktail

STR 9 CON 15 SIZ 4 INT 15 POW 21
DEX 18 CHA 15 Move 6/12HP 15 Defense 35%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Trident	5	90%	1D6+1	60%	15
Net	3	75%	1D4	80%	15
Dart	1	60%	1D6	40%	6
Small Shield	-	-	-	65%	8

SPELLS: Bladesharp 2, Countermagic 2, Extinguish (2), Healing 4, Mobility, Shimmer 4; (fetch) Demoralize, Dispel Magic 4, Disrupt, Farsee, Light, Protection 4

SKILLS: First Aid 45%, Hide in Cover 45% (75% in water), Oratory 70%, Spot Hidden 55%, Swim 90%.

LANGUAGES: Dragonewt 65%/00%, Esrolian 65%/00%, Praxian 40%/00%, Tradetalk 50%/00%.

MAGIC ITEMS: Simple copper ring with combination powered crystal - 3 point Healing focusing and 3 point spell resisting.

FETCH: Laar Blue (River Horse spirit) INT 16 POW 20

4. Off-duty Newtlings

D6 Location

- 1 On the river hunting.
- 2 Performing housekeeping chores in their sleeping area(s).
- 3-4 Performing housekeeping chores in the temple.
- 5-6 Visiting the guards on shift at their duty station.

Croaker

STR 10 CON 13 SIZ 8 INT 12 POW 18
DEX 16 CHA 14 Move 6/12HP 13 Defense 15%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Trident	5	60%	1D6+1	50%	12
Net	5	80%	1D4	80%	15
Dart	1	70%	1D6	25%	6
Small Shield	-	-	-	80%	8

SPELLS: Dispel Magic 2, Extinguish (2), Healing 6, Shimmer 2; (fetch) Demoralize, Detect Life, Dispel Magic 2, Disruption, Mobility, Protection 4

SKILLS: Hide in Cover 50% (80% along river), Listen 65%, Move Quietly 75%, Spot Hidden 65%, Swim 90%.

LANGUAGES: Esrolian 60/00%, Praxian 50/00%, Trade 50/00%.

MAGIC ITEMS: Wristband with Protection 4 matrix
FETCH: Longleg INT 16 POW 19

Brighttail, Quicktail's bodyguard

STR 13 CON 15 SIZ 10 INT 10 POW 12
DEX 15 CHA 10 Move 6/12HP 15 Defense 15%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Trident	5	75%	1D6+1	50%	15
Net, large	4	55%	1D4	65%	20
Dart	2	60%	1D6	20%	6
Small Shield	-	-	-	70%	8

SPELLS: Bladesharp 2, Detect Enemies, Detect Life, Disrupt, Healing 2, Protection 2

SKILLS: Hide in Cover 50% (80% in river), Listen 50%, Move Quietly 55%, Spot Hidden 50%, Swim 85%.

LANGUAGES: Dragonewt 40%, Esrolian 50%, Praxian 35%, Tradetalk 40%.

Whitetail, Quicktail's other bodyguard

STR 12 CON 17 SIZ 10 INT 9 POW 12
DEX 13 CHA 9 Move 6/12HP 17 Defense 10%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Trident	5	60%	1D6+1	55%	15
Net	5	85%	1D4	55%	15
Dart	2	70%	1D6	20%	6
Small Shield	-	-	-	60%	8

SPELLS: Bladesharp 2, Detect Enemies, Detect Life, Disruption, Healing 2, Protection 2

SKILLS: Hide in Cover 55% (85% in river), Listen 40%, Move Quietly 40%, Spot Hidden 60%, Swim 85%.

LANGUAGES: Dragonewt 35%, Esrolian 45%, Praxian 30%, Tradetalk 35%.

Blue Eye, Croaker's bodyguard

STR 13 CON 14 SIZ 7 INT 9 POW 12
DEX 17 CHA 8 Move 6/12HP 13 Defense 20%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Trident	4	75%	1D6+1	70%	15
Net, large	3	50%	1D4	65%	20
Dart	1	75%	1D6	25%	6
Small Shield	-	-	-	80%	8

SPELLS: Bladesharp 2, Detect Enemies, Detect Life, Disruption, Healing 2, Protection 2

SKILLS: Hide in Cover 65% (95% in river), Listen 55%, Move Quietly 65%, Spot Hidden 60%, Swim 85%.

LANGUAGES: Dragonewt 35%, Esrolian 45%, Praxian 30%, Tradetalk 40%.



Temple Newtlings

<i>Weapon</i>	<i>SR</i>	<i>Att%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
Trident	5	60%	1D6+1	60%	15
Net	5	45%	1D4	-	20
Dart	2	55%	1D6	20%	6
Small Shield	-	-	-	55%	8

SPELLS: Bladesharp 1, Heal 2, Shimmer 2, Speedart
SKILLS: Hide in Cover 40% (70% in river), Listen 40%, Move Quietly 50%, Spot Hidden 45%, Swim 80%.

Abasir

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

Clack

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

Fineous

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

Gillbert

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

Big Warts

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

Crosseye

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

Flysnapper

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

Gol

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

Bol

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

Duck Foot

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

Fol

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

Grubearer

POW 13 DEX 13 HP 11

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

Kermie

POW 16 DEX 17 HP 9 Defense 25%

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

Muckraker

POW 9 DEX 12 HP 10 Defense 10%

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

Player

POW 9 DEX 13 HP 12 Defense 10%

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

Rumple

POW 10 DEX 15 HP 8 Defense 10%

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

Short Tongue

POW 13 DEX 13 HP 11 Defense 10%

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

Toadrunner

POW 15 DEX 14 HP 16 Defense 15%

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

Hol

POW 8 DEX 13 HP 10 Defense 05%

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

Maare

POW 10 DEX 15 HP 14 Defense 05%

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

Poker

POW 12 DEX 14 HP 11 Defense 10%

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

Scalesniffer

POW 11 DEX 12 HP 12

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

Splasher

POW 11 DEX 13 HP 15 Defense 05%

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

Longtongue

POW 12 DEX 14 HP 11 Defense 10%

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

Neptune

POW 12 DEX 16 HP 9 Defense 15%

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

Redspot

POW 7 DEX 15 HP 10 Defense 10%

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

See Kar

POW 10 DEX 13 HP 11 Defense 05%

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

Squeech

POW 12 DEX 15 HP 9 Defense 15%

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

Extra One

POW 12 DEX 13 HP 10 Defense 05%

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

Extra Two

POW 12 DEX 14 HP 11 Defense 10%

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

Extra Three

POW 10 DEX 13 HP 10 Defense 10%

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

Extra Four

POW 10 DEX 14 HP 12 Defense 15%

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



Extra Five

POW 10 DEX 15 HP 11 Defense 10%

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

Extra Six

POW 8 DEX 15 HP 12 Defense 15%

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

Extra Seven

POW 8 DEX 13 HP 11 Defense 10%

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

Extra Eight

POW 14 DEX 16 HP 10 Defense 05%

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

Room 1. Guard Post

Initial D100 Roll:

- 01-34 2 of Croaker's command
- 35-100 1 of Croaker's command and 1 unattached newtling

Overview

A small Water Rune is inscribed one meter up in the center of the north wall. It takes 15 minutes to search the entire chamber. There is a 3% chance of a found item.

Traps

A trip cord goes across the tunnel which runs from room 1 to room 3. All the newtlings are aware of it. It takes a Spot Hidden roll to see it. If the adventurers charge down the tunnel, roll 1D6 for each character. On a one or two that player has tripped. After that the cord is down, but each succeeding adventurer has a DEX x5% chance of not falling over each previously tripped man.

Room 2. Stupidity Trap

Overview

The tunnel from Room 1 slopes down to an extremely sturdy metal-bound door. When pushed, the door will swing slowly inward. Scattered about the room are eight dead humanoids in various states of decay. All are apparently human. Six of the bodies have tattered pieces of armor on, none of it useful. There are fragments of several weapons scattered around: the adventurers will find pieces of swords, spears, and tridents. Scrawled on the wall directly across from the room is "Enter quick and bar the way". It is written in Tradetalk. If the door is ever released, it will close quickly. If it should close completely, the adventurers will find that the door will not open from room 2. It is a one-way door.

Buried in the dirt floor, directly beneath the writing, is a small yellow stone. By temporarily sacrificing 5 points of battle magic POW to this stone, the bearer will cause the door to swing slowly open, then slowly closed. The only way to find this out is from a newtling. Human-sized beings will be able to get in or out for about three minutes. The stone opens only this door. It will take 30 minutes to search the cavern. There is a 4% chance of a found item.

Comments

If the party is foolish enough to all enter the cavern, they are trapped. The stone is buried several inches deep and can only be found by magic or digging up the floor. The newtlings placed the stone and know its purpose. They regularly check this place with a Detect Life. After allowing hunger to take its toll, the newtlings will take the survivors captive. They will then either ransom them or sell them.

Room 3. Gathering Room

Overview

If the floor is examined closely, there is a smoothed section running down the passage from room 1, continuing through the other tunnel into room 4 and ending underwater. The passage to room 6 is blocked and will require 5 man hours to clear. There is a secret door in the south wall that opens to a short, cut-rock corridor ending in a temple outer door. There is an 05% chance of a found item in this chamber.

Spot Hidden

The south wall will take ten minutes to search and will reveal the secret door on a Spot Hidden roll. Total search time for this room is 20 minutes.

Comments

If some ducks survived the Outlaw Ducks scenario, they have taken refuge with the newtlings and act as a ready reserve for them. In this case, they cleared the passage to room 6 and now live there. Like the newtlings, they know nothing of rooms 7 and 8.

Room 4. The Pool

Overview

The cavern floor (as entered from room 3) slopes downward toward a spring-fed pool. The dry area of the floor is about two meters across and six meters wide. The slope increases considerably (to 60 degrees) soon after the cavern floor enters the water. The water is five meters deep.

Several flat rocks and some small flint tools are on the floor. On the east wall hangs a small fishing net. The pool contains numerous live fish, all common edible species from the River of Cradles.

It will take ten minutes to search the dry area. There is a 10% chance of a found item.

Comments

There are three flint knives that may be used as daggers with two exceptions to dagger rules. They do only 1D4 points of damage and will break after absorbing only 8 points of damage.

Room 5.

Underwater Alcove

Overview

A carved-out niche in the north wall of the underwater area holds the newtling treasure hoard. The niche is covered with a fine mesh net, extremely hard to see. The niche is accessible only from the underwater cavern in room 4. It will take 25 minutes with good light to search the underwater area. There is a 40% chance of having a waterproof found item in with the hoard.

Spot Hidden

It will take a successful Spot Hidden roll to find the cleft and another to spot the fine mesh net.

Temple Outer Doors

These doors are brass-bound and made of extremely hard wood. They will not burn. Not even Ignite spells will get them going. There is a four cm clearance under each door. This is to let water flow freely when the river rises. They will only be unbarred when the proper knock signals are given. These change every few days. They are also locked to the outside. Quicktail has the only two keys. One is kept in his personal quarters and the other is always on his belt.

There are temple doors at the outside entrances of rooms 18, 19, and 20.

Traps

The treasure is guarded by a special warding spell that will deliver three Disruptions (POW 18) to any non-newtling who puts any part of their body into the niche. The net is there to keep the fish out and to hide the cleft.

Treasure

16 Wheels, a gold bracelet worth 650 Lunars. and a silver ring with a Shimmer 2 matrix.

Room 6. Spring Room

Overview

There is a four-square meter dry area in the SW corner where the corridor enters, the rest of the room is covered with water.

The room contains a forgotten spring. The pool glows with natural phosphorescence from the rocks and microscopic creatures in the water. Near the water's edge is evidence of past activity. There are fish bones, pieces of netting, and fragments of flint tools. The floor slopes at 20° into the water. The slope quickly increases to 60° about two meters into the water. The floor extends underwater further than the east wall. On the south wall, underwater, one meter above the floor, are glowing runes which read "Sacrifice your power to the Water Lords here." It is in Watertongue. There is a door in the southeast corner underwater. It is made of very hard wood and doesn't seem to be affected by the long immersion.

It will take 15 minutes to search the dry area. There is a 7% chance for a found item. It will require thirty minutes to search the underwater area, with a 4% chance for a waterproof found item.

Denizens

None, unless some of Pinfeather's ducks escaped. If so, they have joined forces with the newtlings and are headquartered in this cave. They do not share guard duty. They do form a ready reserve for the Temple defense.

Room 7. Altar Alcove

Overview

In the water-filled chamber there is a statue of a fish demon, 1 meter tall, standing in the southeast corner.

The floor has a thin layer of silt over the light blue tiles. Under the silt is a line of red tiles running from the north wall to the south about halfway across the room. There are water and disorder runes carved in the east door.



Spot Hidden

A ring (described below) is buried in the silt in the SW corner. It will take a Spot Hidden roll to

see, if the silt remains undisturbed. Once the silt is stirred up, it will be all but impossible to find except by a Detect Gems spell. It will take 90 minutes to search the room carefully enough not to disturb the silt if there is enough light. There is a 10% chance for a waterproof found item.

Traps

Crossing the red tile line releases the guardian ghost.

Denizens

The ghost, a weak Disorder Rune spirit. LOMAR INT 11 POW 14 DEX 20

Treasure

The ring is alloyed copper with a semi-precious stone. Its value is 50L.

Comments

This is the room described in the map found in room 25.

Room 8. Adytum

Overview

A one-meter-deep water-filled alcove carved into the wall behind the door. The walls are covered with small writing. There is a large black stone on a white tile floor.

The stone is 20 kilograms of irregularly-shaped black obsidian that radiates both chaos and magic. The writing is in Seatongue, mostly illegible. The readable parts refer to various evil deeds done by the fish demons during the golden age of Prax. The stories are parts of common local legends used to scare small children.

Under the large black stone a tile has been removed and a hole cut in the floor. There is a 1-liter sealed ceramic jug. Anyone moving the stone will discover the jug.

It will take 15 minutes to search the entire alcove, with a 4% chance for a found item.

Treasure

The bottle contains a holy liquid of the fish demon cultists. After imbibing the entire contents and reducing one's personal POW to one, a fish demon spirit (INT 18, POW 24) will possess the drinker's body and go on a murder spree. He must murder an intelligent being within 24 hours or go insane. The insanity will take the form of acute hydrophobia (not rabies – fear of water).

Drinking this potion is a great honor amongst chaos water cultists. The demon will lay dormant for an indefinite period of time until the POW requirement is met. If the person resists possession the demonic spirit will destroy the drinker's spirit first, then inhabit the soulless husk that remains.

Room 9. Dark Man Crypt

Initial D100 Roll:

01-50	1D3 random spirits (POW 3D6+6, INT 3D6) attack party as they stand outside the crypt.
51-00	nothing

Overview

A blocked two-meter corridor. The walls show signs of having once been covered with fresco. The rubble will take twenty man-hours to clear. This much activity has a 90% chance of being noticed by the newtlings. Once cleared, the entire tunnel has a length of six meters. The walls are covered with crudely painted frescoes of trolls killing men, trolls killing elves, trolls killing dwarves, trolls killing broos, trolls killing Morokanth, trolls killing trollkin, trolls destroying undead, and even trolls killing other trolls. The passage ends in a brass-bound wooden door. There is a solid black circle painted in the center of the door, and one gash in the wood. There is no apparent handle. The door actually swings inward but is barred on the other side. In front of the door is a withered newtling corpse. It has been dead about three years. There is no apparent cause of death.

Spot Hidden

Behind a painted figure of a troll slaying a trollkin, a small gem is set in the plaster. It will take 10 minutes to search the chamber and there is a 03% chance of a found item on the body of the newtling.

Traps

If the door is damaged in any way the guardian spirit will attack.

Denizens

The guardian spirit; INT 14 POW 15 DEX 20

Treasure

The gem on the wall is a Spirit Chain. Apparent worth is 10L. See the referee's handbook. Spirit Chain is a plunder item listed there.

Comments

Opening the door will involve overcoming a STR of 30 on the resistance table. Up to three characters may combine their STR to attack the door, but due to the angle of the door and the footing, if more than one character tries the door, divide the total STR of all attackers by 2. Thus, if three characters with STRs of 15, 14, and 13 attempted the door, their combined STR equals 42, which divided by 2 means that they have a STR of 21 to compare against the STR of the door. The referee should allow the characters to think up mechanical methods of increasing their STR attack (such as battering rams, digging around the door's edges, etc.).

Room 10. Worship Area

Overview

The floor is tiled. There is a large circular black door in the back. The floor is tiled in three colors. The dominant color is black. Brown and red are mottled into the black to form two semi-circular areas around two small black altars on either side of the door in the back wall. The door in the back wall is circular and made of very hard black wood. Two black candles burn on the floor about halfway between either altar and the center of the door. Above the door four runes are carved. Man, Death, and Harmony are directly above the door; above them is Darkness. Two more black candles burn about one meter inside the semi-circles on either side of the cavern. There is a simple Troll litany written on the wall with charcoal. It is written in Darktongue, Old Pavic, and Old Mantongue.

The other door, to room 11, is locked.

Spot Hidden

Concealed in the eastern altar is a scroll. Buried under the western altar is a second scroll. It will take 20 minutes to search the room and there is a 12% chance for a found item.

Traps

There are two watchdog ghosts. One is bound to each of the semi-circular tiled areas. As soon as a character is within the area, the spirits will attack and they will pursue until the character leaves the entire cave tomb area. The black candles are the wards for a Warding 2. Crossing the boundary with a stick or spear to knock down the candles counts as entering the ghosts' domain.

Denizens

There are two guard spirits:

INT 12 POW 16 and INT 12 POW 14

Treasure

The first scroll is in Darktongue. It is a description of a newtling, including taste, anatomy, and cooking instructions. The newtlings will not be amused if they find this scroll on someone's person. The second scroll is a letter of introduction for a long-dead Zorak Zoran worshipper to a Kyger Litor priestess in Adari.

Room 11. Inner Shrine

Overview

There is a black circle in the center of the floor surrounded by four glowing skulls. A large green gem glows on the back wall.

The skulls are made of stone and are open on top. In each burns a black candle. A line of tiles runs around the skulls in a circle and also in a line from skull to skull. The edges of the circles around the skulls just reach the walls. In the center of the back wall is a large green gem of high apparent value. On either side of the gem is a troll prayer on one side in Darktongue and the other side in an unknown (dead) troll dialect. There are two scrolls under the gem (in the wall). There is a large lump in the center of the black sand circle.

Traps

The first person to enter the room will be attacked by the door guard, which will materialize instantly before him and always get first strike (fear shock plus claw). Two guardian spirits in the rearward two skulls will attack if their skulls are touched. The candles are wards for a Warding 3. The first person to touch the green gem will be hit with a POW 20 Sever Spirit. This is a one-shot thing.

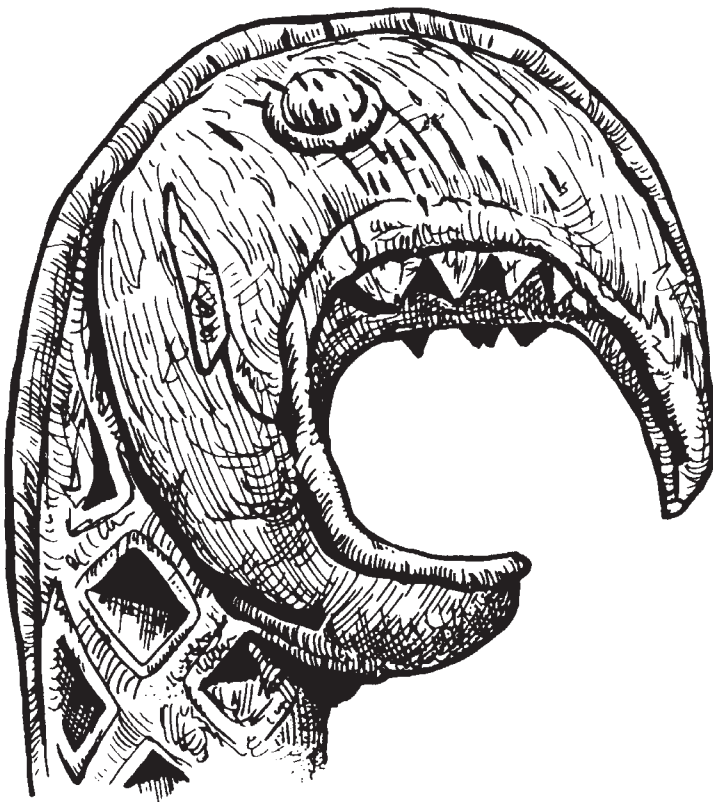
Denizens

The door guardian, a medium Shade, and 2 ghosts (INT 10 POW 13 and INT 12 POW 12).

Medium Shade

SIZ 54 cubic meters (3m x 6m x 3m)
STR 17 POW 20 HP 22

Weapon	SR	Attk%	Damage
Claw	6	40%	2D6



Treasure

One of the scrolls behind the gem is a rough map keyed in Darktongue to a troll tower in Shadow's Dance, marking the tower as an abandoned Xiola Umbar temple. The other scroll describes the ritual procedure for making the ever-burning candles. Some ingredients are newtling fat, broo horn, Aldryami ears (preferably dryad), Mostali beard, and trollkin blood for coloring. The ritual procedures are described in detail. The candles, once lit, burn forever and give off only light, no heat. They can be blown out normally and relit with the same effect.

The lump in the center of the circle is a lead matrix for Extinguish set with a 6 point POW storage crystal.

The green gem is worth 6774 Lunars.

Room 12. Central Guard Post

Inhabitants

One of Croaker's guards and one of Quicktail's.

Overview

There are two piles of ten flint darts each, one in the northwest corner and one in the northeast.

It will take fifteen minutes to search the room and there is a 5% chance of a found item.

Traps

There is a trip wire across the tunnel leading to the river, just as the tunnel enters the cavern. There is a second trip wire in the tunnel leading to room 13, about 2 meters into the passage. The newtlings know of both traps. See room 1 for details on trip traps.

Comments

The newtlings on guard can see any creature entering from the river. The light from behind easily outlines targets and also makes the interior that much harder to see. They will throw the darts into the intruders and then engage in hand-to-hand combat.

Room 13. Storeroom

Overview

The room stinks of fish. There are six large wooden crates (50 cm x 60 cm x 80 cm) along the north wall. They contain dried fish, some of the newtlings' famine supply. There is a secret door in the west part of the room that opens into a two-meter-long cut corridor that ends in a temple outer door (see *Temple Outer Doors* on page 118).

Spot Hidden

It will take 20 minutes to search the entire room. There is a 20% chance for a found item. The secret door and any found items will take a Spot Hidden to find.

Treasure

Each crate of fish is worth 10L.

Room 14.

Abandoned Guard Post

Overview

There are bodies of three dead newtlings in the northeast corner. They have leather armor, tridents, and flint daggers. Ten flint darts are piled along the south wall. There is a tunnel barely a half-meter wide which leads to room 15.

Spot Hidden

It will take 20 minutes to completely search the room and bodies. One of the dead newtlings has 10 Lunars in a small pouch. There is a cloth pouch hidden at the base of the north wall. There is a 15% chance for a found item.

Denizens

Manticore

STR 29	CON 13	SIZ 31	INT 9	POW 11
DEX 11	CHA 5	Move 9	HP 18	Defense 0%

D20	Location	AP/HP
01-02	Right Hind Leg	4/6
03-04	Left Hind Leg	4/6
05-06	Hind Quarters	4/7
07-08	Tail	4/6
09-10	Fore Quarters	4/7
11-12	Right Wing	4/5
13-14	Left Wing	4/5
15-16	Right Front Leg	4/6
17-18	Left Front Leg	4/6
19-20	Head	4/6

Weapon	SR	Attk%	Damage
Claw	7	45%	4D6
Sting	7	45%	4D6 (injects POT 13 poison)

SPELLS: Protection 1

TREASURE: None.

Comments

The Manticore came in here and killed the three guards on duty. It then attempted pursuit, but was stopped by the narrow passage. It's waiting, thinking that the newtlings are trapped in room 15.

Room 15. Watch Post

Overview

A spare trident, a net, and five flint darts lay near the north wall.

Spot Hidden

There is a secret door in the east wall that opens into a carved-out passage which ends in a temple outer door. (see *Temple Outer Doors* on page 118). Just inside the passage are two doses of potency 12 Manticore antidote in liquid form. It takes fifteen minutes to search the room and there is a 15% chance of a found item.

Denizens (roll D100)

01-34 2 of Quicktail's Command.
 35-00 1 of Quicktail's command and 1 unattached newtling.

Treasure

The poison antidotes are worth 100L each.

Comments

The newtlings usually put their better fighters here. If intruders fight the Manticore, they'll move to attack as soon as the Manticore or the intruders fall. Either way their enemies will be weakened by the melee, and they'll have enough time to spread an alarm.

Room 16. The Foyer

Initial D100 Roll:

01-40 1D3 stake snakes
 41-00 nothing

Overview

Various bits of bone and scraps of flesh are scattered around. The body of a half-eaten human male is in the southeast corner. All that remains is the lower torso and the legs. Written with charcoal on the south wall (in Old Pavic) is "Sacrifice a point of power to the shades of this cave or be forever accursed."

There is a two-meter tunnel sloping downward from the east wall to room 7.

It will take fifteen minutes to search the entire chamber. There is a 5% chance for a found item.

First Stake Snake

STR 2 CON 13 SIZ 3 POW 7 DEX 11
 Move 4 HP 11 Defense 05%

D20	Location	AP/HP
01-06	Tail	0/4
7-14	Body	0/5
15-20	Head	1/4

Weapon	SR	Attk%	Damage
Spring	3	30%	1D6+1, range 3m

Second Stake Snake

STR 4 CON 14 SIZ 3 POW 9 DEX 12
 Move 4 HP 12 Defense 05%

D20	Location	AP/HP
01-06	Tail	0/4
07-14	Body	0/5
15-20	Head	1/4

Weapon	SR	Attk%	Damage
Spring	3	30%	1D6+1, range 3m

Third Stake Snake

STR 3 CON 13 SIZ 2 POW 10 DEX 10
 Move 4 HP 11 Defense 05%

D20	Location	AP/HP
01-06	Tail	0/4
07-14	Body	0/5
15-20	Head	1/4

Weapon	SR	Attk%	Damage
Spring	3	30%	1D6+1, range 3m

Room 17. Krang's Lair

Overview

A roughly rectangular four by five limestone cavern. There is a large pile of coins in the back of the cave. Krang will usually be found sitting on top of the coins.

Spot Hidden

A secret panel behind a rock in the back of the cave opens into tunnel 28.

Denizens

Krang (small Dream Dragon)

STR 31 CON 18 SIZ 22 INT 17 POW 18
 DEX 13 CHA 17 Move 7/12HP 22 Defense 15%

D20	Location	AP/HP
01-02	Right Hind Leg	8/8
03-04	Left Hind Leg	8/8
05-06	Hind Quarters	8/9
07-08	Tail	8/7
09-10	Fore Quarters	8/9
11-12	Right Wing	8/7
13-14	Left Wing	8/7
15-16	Right Front Leg	16/8
17-18	L Fore Leg	16/8
19-20	Head	18/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite	7	65%	2D10	-	-
Right Claw	6	85%	3D6	60%	-
Left Claw	6	70%	3D6	80%	-
Tail	12	80%	2D6*	-	-
Flame	2	70%	18 pts flame	-	-

*Always a knockback in addition to damage.

SPELLS: Countermagic 4, Healing 6, Ignite, Protection 2, Spirit Shield 4.

LANGUAGES: Auld Wyrnish 90%, Firespeech 90%, Pavic 90%, Sartarite 65%, Tradetalk 60%.

TREASURE: Krang's hoard; 2974 clacks, 681 Lunars, 34 Wheels, and five gems (worth respectively 14L, 45L, 82L, 670L, and 1540L).

Comments

About 10% of the time, usually at night, Krang will not be present. He will be hunting and/or visiting with the Scarlet King. He is erratic about his hunting habits and could be gone for 5 minutes or a day. Since he is fond of his treasure, the time is usually closer to an hour than a day.

As dream dragons go, Krang is young, but he is smart and battle-wise. In exchange for letting a Lhankor Mhy sage live with him for a year a century or so back, he learned a few defensive spells and languages. He now contentedly hunts herd beasts, visits with his high-flying condor friend, and gathers money from adventurers foolish enough to enter his cave.

When the party enters, Krang will pretend to be dozing. However, he will immediately open his eyes, flick on an appropriate defensive spell, and say, "Think quickly. You have two choices. Dump all your money and leave or leave me your best ... (-looking woman, singer, storyteller, fattest,

Room 18. Storage Area

Overview

The floor is covered with reeds. There is a large fishing net drying on the east wall. Several small sacks of dried fish lay against the north wall. A small chest (4 liters) sits in the northeast corner.

On the north wall in the west corner is a temple outer door (see note to room 3). A door in the east corner of the south wall opens into room 21; normally it is barred on the room 21 side.

It will take 20 minutes to search the room. There is a 20% chance for a found item.

Traps

If the chest is opened without pressing a small catch hidden in the back (Spot Hidden roll needed to find) a puff of poison gas is released (POT 15) which will affect every person in that quarter of the room. The poison will dissipate in five minutes.

Denizens

One of Croaker's command on guard duty. If threatened from room 3, he will alert the guard and sleepers in room 19.

Treasure

In the chest are personal possessions of Croaker and his guards. In a purple cloth pouch is a small white spherical stone set on a chain of silver. Its apparent value is 50L. It is actually an amulet made by an obscure Daka Fal sub-cult that will become warm to the touch when the wearer is within 30 meters of a ghost. There is a set of three yellow arrow feathers in a small wooden box. When fletched to an iron-tipped arrow of a Kuschile horse archer, the arrow will always fly as if it had Speedart cast upon it. If the target is of Rune level in any darkness cult, the arrow will strike as if the archer had 200% ability with a bow, except 96-00 is still a miss.

Also, there is a ring worth 40 Lunars, an uncut gemstone worth 80 Lunars, and two Wheels. If the chest is searched carefully, it can be seen that there is a false compartment in the bottom containing a small bunch of herbs useful in healing Soul Waste (worth 150 Lunars to a healer but valueless to anyone else).

Room 19. Sleeping Area

Overview

There are reeds all over the floor with 12 woven reed mats regularly spaced around the room. Some fish scraps lie about. Net bags hang from pegs on the wall.

A temple outer door (see note for room 3) in the west wall opens into a passage leading to room 13. A door in the center of the east wall opens into room 21. It is normally barred on the room 21 side.

It will take 30 minutes to completely search this room and there is a 40% chance for a found item.

Spot Hidden

There is a small gem worth 40 Lunars hidden in the southeast corner under some reeds.

Denizens

One of Quicktail's command. This is also the dormitory for Croaker's people, including Croaker.

Room 20. Guard Station

Overview

This is a six by eight meter rectangular room. Five reed mats lie along the north wall. Two spare tridents, a net, a small shield, and ten flint darts are piled along the east wall. There are some fish scraps on the floor.

There is a temple outer door (see note to room 3) along the west wall in the south end, opening to a corridor to room 15. A door in the east end of the north wall opens into room 21 and is normally barred on the room 21 side.

Denizens

One of Quicktail's command on guard. Five of Quicktail's newtlings, including the guard, sleep here.

Comments

The guards on duty are waiting for the signal from the newtlings watching the Manticore. On the signal, the newtlings on duty will wake the sleeping ones up and move to attack. It will be the duty of one newtling to spread the word through the rest of the temple.

Room 21. The Temple

Overview

This is a water temple. There is an altar in the center of the room. Glowing eyes are spaced around the walls and floor. Some eyes, more brilliant, seem to watch over the temple constantly. The large, white stone altar is in the center of the east wall. It is roughly six by six meters in size. There are three steps up which go all the way around with an aluminum basin on top. Above the basin, which is filled with ever-turbulent water, glows a sphere of soft white light. There are three corresponding steps running around the outer part of the room effectively creating a moat around the altar. There is a half-meter of water in this moat. Several species of small fish and river plants float in the pool. There are three sets of wands made of aluminum set into the floor as shown on the map. Each step is a one meter drop.

There are three doors in the west wall. They all open inward and normally are barred. They lead to rooms 18, 19, and 20.

It will take 50 minutes to search the entire room. There is a 12% chance for a found item.

Spot Hidden

A secret door behind the altar leads to room 22.

Traps

If a person not associated with a water cult touches the basin or the water in the basin with part of his body, a beam of white light will shoot out from the glowing ball and do 2D4 points of damage to whatever part of the body touched the water. This damage is done directly, armor does not help, though Protection or Shield does. There are three sets of four wards (each marked as a, b, or c). The first set (a) are the Temple Wards. They act as a Warding 1, and only members of the cult may pass (all the newtlings are members, prisoners and slaves don't count, and guests are conferred temporary initiate status). The next two sets (band c) are on only during ceremonies or whenever Quicktail applies the five minute ritual. The outer set of wards (b) will only let full initiates or Rune levels of the cult cross. The inner set of wards (c) will let only the hierarchy of the temple pass. Both b and c are Warding 3.

Denizens

See the prefatory section for inhabitants.

Treasure

The aluminum basin and ward props would be worth much to any water cult, but they cannot be removed normally.

Comments

This is the old altar to Zola Fel and as long as water worshippers protect the temple, he will protect the basin. The water in the basin is a minor Headwaters where the Primal Ocean touches this plane. If the water is drunk directly from the altar by a water cult being, that being will have 1D6 hit points healed and 1D4 POW points returned. It will affect any single creature only once per day.

Room 22. Guard Post

Initial D100 Roll:

01-67 One Quicktail bodyguard on duty.
68-00 One of Quicktail's other newtlings on duty.

The bodyguards and six of Quicktail's command sleep here.

Overview

Eight reed mats are placed around the room. Four spare tridents, three nets, a small shield, and fifteen flint darts are stacked against the east wall. Two sets of cuirboilli limb armor are with the weapons. There is a small (40 cm x 60 cm x 30 cm) chest also against the east wall. The keys to the cells hang on a peg on the north wall about a meter away from the door.

There is a door in the south wall's east end leading to room 24. There is a heavily-bound door leading to room 23 in the center of the north wall. It is locked and barred on this side.

Spot Hidden

There is a secret door in the center of the west wall leading to room 21. It will take 20 minutes to completely search the room. There is a 12% chance of a found item.

The 5-Eyes Temple Rite of the River Horse

This is a brief description of a River Horse rite at this temple as performed by a full shaman of the cult.

The 5-eyes which are present along the east and west walls all appear to be open and alive, watching people move past, on the days of the ritual. The worshippers know that during the ceremony there is a Warding spell drawn across the room from eye to eye to segregate the worshippers. The rear-most eyes produce a Warding 1, and visitors to the temple who are not even lay members must stay behind it or trip the alarm. The second eye will generate a Warding 2 between lay members and initiates, and the third eye, between the initiates and Rune levels, produces a Warding 3. Only Quicktail and Croaker know the true size and boundaries of the Warding spells.

Anyone crossing the lines defined by the fourth eye is attacked by a small Undine, and crossing the fifth eye's lines results in an attack by a medium Undine. There are two elementals of each type, one per eye. These will not activate against Rune levels of Water cults.

During the ceremony the water in the basin appears to flood over the edges and fill the chamber. A couple of fish may swim out and begin to swim about in the air of the temple. Then the River Horse will appear, coming out of the fountain. It will land itself and be approached by the shaman who offers special foods, etc. to it, and words of brotherhood and praise. At this point the shaman repeats a certain prayer, and then each of the worshippers gives his point of POW to the river horse he sees.

On some occasions the River Horse will cross the eye-lines and go among the initiates. If the River Horse appears to nuzzle one with pleasure, it is a good sign for that person.

The River Horse occasionally sends one of its own type to this place permanently, and in those cases the River Horse is escorted out of the complex to the river, where it goes to live. It may be called sometimes by those initiates to whom it showed favor. These River Horses are also generally friendly to the temple, perhaps even domesticated.

Traps

There is a poison needle (coated with POT 14 systemic poison) that shoots out of the chest's lock when anything, like a key or pick, is inserted. The lock is very small and a character must take off any hand protection to work the lock. The newtlings are aware of the trap and cover the spot where the needle shoots out with a coin before they open it. The trap can be reset while the chest is open.

Treasure

The chest contains 92 Lunars and two gems, worth respectively 140 and 290 Lunars. There is also a partial map of a ruined barracks in old Pavis.

Comments

The door leading to the prison area is locked and barred on the room 22 side. There are two keys to the door. One is carried by Quicktail, the other by the Chalana Arroy healer.

Room 23. Prison

Initial D100 Roll:

- 01-30 Healer in another prisoner's cell.
- 31-35 Healer in storeroom 26.
- 36-00 Healer in personal cell.

Overview

A five by eight meter rectangular limestone walled room. Both long sides of the room are subdivided into three cells a little over two meters wide by two meters deep. Each is barred with bronze bars and they have locked doors. The cells are separated by the walls, so the prisoners are completely isolated.

In cell 'A' is Almeed, the high llama warrior. In cell 'B' is Har Lansang, the Sun Dome templar. Cell 'C' holds Harzak, the Pavis Survivor's warrior. Cell 'D' has an ancient human skeleton clothed in rags and scraps of leather. Optash, the healer, lives in cell 'E'. All the cells are locked except for the healer's cell. Quicktail has the keys. The healer has some food (bread, fish, vegetables) and simple cooking utensils.

There is a door in the center of the south wall. It is locked and opens outward to room 22. It is normally barred on the other side.

Spot Hidden

Buried in cell D is a small gem that changes colors as someone holds it. It takes 40 minutes to search all of the cells. There is a 5% chance for a found item.

The Prisoners

The prisoners have nothing. Their weapons and armor are stored in room 26.

Almeed (high llama tribesman)

STR 9 CON 12 SIZ 15 INT 13 POW 12
DEX 9 CHA 14 Move 8 HP 13 Defense 05%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	6	25%	1D8+1	25%	20
Javelin	3	40%	1D10	20%	10
Mounted Lance	4	55%	1D10+1	45%	15

SPELLS: Countermagic 2, Demoralize, Disruption

SKILLS: Peaceful Cut 45%, Ride High Llama 75%, Spot Hidden 55%, Tracking 55%.

LANGUAGES: Praxian 80%, Tradetalk 25%.

NOTES: Almeed is an initiate of Waha. He hates the city of Pavis and seeks to destroy anything to do with the city. Almeed heard strange rumors about huge treasures in 5-eyes. He tried to get a group together in Corflu to explore but everyone thought he was crazy (rumors are still around about the crazy tribesman). He entered the caves alone and killed a couple of guards. They jumped him and captured him. The healer has healed all his wounds.



Har Lansang

STR 9 CON 16 SIZ 14 INT 12 POW 15
DEX 16 CHA 9 Move 8 HP 17 Defense 05%

D20	Location	AP/HP
01-04	Right Leg	3/6
05-08	Left Leg	3/6
09-11	Abdomen	4/6
12	Chest	4/7
13-15	Right Arm	1/5
16-18	Left Arm	1/5
19-20	Head	0/6

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Short Spear	4	40%	1D8+1	40%	15
Self Bow	1	55%	1D6+1	25%	6
1H Short Spear	5	25%	1D6+1	25%	15

SPELLS: Bladesharp 3, Detect Gold, Heal 3, Light, Protection 2.
SKILLS: Map Making 30%, Riding 60%, Spot Hidden 50%, Spot Traps 40%.

LANGUAGES: Firespeech 50/00%, Sartarite 85/85%.

TREASURE: Imbedded under the skin on Har's right arm is a small pendant of a golden bird. This is an amulet from Yelmadio's associate cult of Vrimak which makes the bearer's presence known to any Vrok hawk within a kilometer. Apparent value is 100L.

NOTES: Har Lansang is an initiate of Yelmadio and was gifted with the permanent ability to Farsee (as per the spell). He is learning the Kuschile archery skill but hasn't earned his yellow feather yet. His geases are to never wear leather body armor (his current body armor is mostly ring mail), never love any but earth cultists, and never use any but cult weapons. Har has sacrificed for one point of Shield. Har was traveling from Pavis to Corflu down the River of Cradles. A freak storm blew in from Vulture's Country and he took shelter in one of the cave entrances. The newtlings took him captive. He was carrying dispatches to the local shrine in Corflu but they were lost in the storm.

Harzak

STR 14 CON 10 SIZ 14 INT 9 POW 7
DEX 14 CHA 12 Move 8 HP 11 Defense 05%

D20	Location	AP/HP
01-04	Right Leg	4/4
05-08	Left Leg	4/4
09-11	Abdomen	7/4
12	Chest	7/5
13-15	Right Arm	4/3
16-18	Left Arm	4/3
19-20	Head	0/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	50%	1D6+1+1D4	45%	20
Mounted Lance	4	35%	1D10+1	35%	15
Composite Bow	2	40%	1D8+1	25%	10

SPELLS: Detect Spirit, Heal 2, Multimissile 2, Speedart
SKILLS: Evaluate Treasure 40%, Lock Pick 30%, Ride (Zebra) 60%, Spot Hidden 30%.

LANGUAGES: Old Pavis 75/75%.

NOTES: An initiate of the Pavis cult, Harzak is one of the mercenary Pavis Survivors who are destined to roam the plains, living by their strict military codes. Harzak hates all Storm Bull worshippers and classes them in the same category as he places trolls and broo. Harzak was traveling on the border of Vulture's Country when he was surprised by a newtling patrol. He killed one and was killed in return. His own Divine Intervention brought him back. He is now here and Quicktail hopes to ransom him.

Optash

STR 10 CON 14 SIZ 15 INT 17 POW 19
DEX 13 CHA 13 Move 9 HP 16 Defense 15%

D20	Location	AP/HP
01-04	Right Leg	4/6
05-08	Left Leg	4/6
09-11	Abdomen	2/6
12	Chest	2/7
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	0/6

Optash has No Weapons Skills

SPELLS: Healing 6, Preserve Herbs, Shimmer 4, Sleep 2, Spirit Shield 1, Xenohealing 3

SKILLS: Find Healing Plants 50%, First Aid 90%, Ride 40%, Spot Hidden 40%, Treat Disease 50%, Treat Poison 60%

LANGUAGES: Sartarite 60/00%, Tarsh 80/80%, Tradetalk 65%

NOTES: Optash is very friendly and helpful to the newtlings. He is an exile from Lunar Tarsh who seeks a quieter road. After this errand, Optash believes the temple will let him enter the priesthood. Quicktail met Optash outside of Corflu and persuaded him to see the old temple. Optash decided he was needed and wants to stay. Optash has two magic powders on his person that he saves for emergencies. One, mixed with wine, works as a Healing 6 spell. The other is a special potion that is normally given to very badly wounded individuals. Mixed with water and given to any humanoid, it will put that person into a deep healing trance. When in the trance healing spells need only half POW (a Healing 6 is still needed to reknit a limb but it would only take 3 points of POW from the caster). Chalana Arroy healers get a 20% bonus on all healing skill rolls on patients under this trance. However, the imbiber can take no action for the duration of the trance (ten minutes) and will passively sleep even if cut to pieces.

Treasure

The gem is a flawed crystal. It is flawed by the Mobility Rune. It must be attuned, and has a Power of 8 for attunement purposes. Each day at dawn the actual ability of the crystal changes. Roll 1D20+2 on the magic crystal table in the rules to determine the precise ability of the crystal each day – it will have the ability rolled with 8 points of Power. The attuned user always knows what power the crystal has.

Comments

Optash takes care of the prisoners with the food that Quicktail provides. Optash can go anywhere he wants and is not being held there against his will. He is friendly with all the newtlings and the guards often sit with Optash and exchange stories.

Notes on Prisoners

Quicktail will probably ransom the three warriors to help pay for his temple, but before he releases them he wants to strengthen his position in 5-eyes. He'll release them as soon as the ransom is paid and another company of newtlings arrives. He would like the healer to stay but will never force him to.

Scenario

Condor Crags

6



Everyone who knows the River of Cradles knows the Condor Crags. These amazing red sandstone pinnacles rise abruptly from the eastern highlands, unmistakable landmarks on the river route from Pavis to Corflu. Scores of the jagged crags, in all sizes and shapes, crowd together like the towers of some mystical city. No one has ever climbed the highest and most dangerous pinnacle, Jebba's Spire, soaring 300 meters above its base. The product of erosion (and, some say, magic), these pinnacles are a superb haven for every sort of bird. Notably, atop the highest crags nest the king condors of Prax, birds so large they could be the mounts of kings if tamed. The duke wants some of their eggs.

Players' Information

With the coming of first Darkness season and then the Storm season, everyone took shelter, especially from the ravages of the Storm Bull and the Wild Hunter, and the domain has been peaceful. The new chief of mercenaries has gained the confidence of duke and adventurers alike. When the duke calls them all before him, the chief of mercenaries takes the opportunity to remind the player-characters that their one-year contract is about to expire, and that they should decide if they will stay another year.

The chief also says that a new adventure will be offered, but one about which the duke is very secretive.

When they are assembled, the duke greets them informally and says, "Your year is nearly done. You have served me well. If you wish to take your final pay now and leave, you shall be mentioned honorably to my ancestors, but if you stay a while longer, I have two more missions for you, ones important to me for which I will pay well.



"I am sponsoring a trading caravan to the north, I must have certain items which you must collect for me. Those who perform the collection must be dexterous and careful, and at least one must have good climbing skills. There is some danger involved," The duke will then ask if any do not wish this task. If any so state, he will wish them the grace of their fathers' fathers, asking them to stay yet awhile at the fort. He has another mission they might like better, which will soon begin.

When only characters willing to participate in this adventure remain, he will say, "I need you to gather eggs of the king condor from Condor Crag. Our hunters can tell you which crags hold their nests." The duke indicates the pinnacles on his map, which Jezra has now beautifully colored for him. "You must bring the eggs back to me unharmed, and you should not discuss your purpose with outsiders. The ultimate use of these curiosities is of high importance to my house."

"In going to the crags, stay well clear of the Great Bog. Treacherous and unnatural things thrive there. Go north of the bog, and ascend the gentler highlands. It may take you two days to get to the crags, for the ground is wet and slick, and the temporary rivers are high. Do not dally, however, for those eggs must go north soon. Be back by the fifth day from today, on send word of your fortune. I do advise that you do not ascend the pinnacles on Windsday," he jokes.

Everyone agrees that to chase the young of birds of the air up pinnacles hundreds of meters high on a day devoted to gods of the air and wind would be foolish.

"I do not want the condors killed. There are few in existence, and I know of no other place where they live. I wish to protect their existence, for they may be creatures unique to my domain. Again then, do not steal all of the condor eggs. I want three at a minimum, for there is no way to tell a male from a female egg, and I want a nesting pair, but do not take more than four eggs.

"To aid your journey I have but one item to aid you, and it must be returned." The duke crosses the room and fumbles through an old, well-worn trunk sitting by the door. "This is a length of rope which I once gained from Bagra the Witch in a contest of stick throwing. The rope has the ability of supporting any number of people without breaking and may only be cut by weapons made of Rune metals. But do not cut this rope. It will also temporarily increase a person's skill at climbing. (Each point of power temporarily sacrificed to the rope will increase that person's skill in climbing by 05%.) Each person must sacrifice for himself, and the climbing increase will last for two minutes. Knots tied with this rope will not untie until requested to do so. Take great care of it, for it has been useful to me a number of times." The rope is 11 meters long.

“So ask your questions now. I’ll answer them as best I can, though the fort hunters may be of more use to you. Choose your equipment well, take plenty of rope, and may your grandfathers watch over you.”

The duke has supplied a specially-made padded box with four interior divisions to hold the eggs which the adventurers find. The box will be the responsibility of the chosen leader of the party.

Other Information

The fort hunters know little more of the habits of the king condor than does the duke, though they will say that the condors definitely nest atop the highest of the pinnacles, called Jebba’s Spire. They will tell rumors of small children and lightly-built adventurers carried off by the birds, and others tell of treasure lost at the top of the crags after the birds disposed of the owners. All will say that no one has ever climbed to the top and returned. They will say none of this very believably.

The hunters know more about the topography of the area. The hunting is bad, the ground is rocky and uneven. Anyone who would enter the area should fear beast riders from Vulture’s Country. Other hostile animals and races have plenty of hiding places among the rocks and rough ground.

The Condor Crags themselves are a grouping of spires and pinnacles formed when unnatural rains washed away loose sandstone except for areas protected by rocks and boulders. The sandstone is easy enough to find handholds in, but is also crumbly.

The king condors and ever-present vultures nest on the rocks which make up the tops of these pinnacles and which have protected the pinnacles from erosion. The vultures do not build formal nests, but lay their eggs in hollows in the rocks. The king condors gather branches, rocks, and bones to fashion huge nests. The eggs of the king condor are rough-textured and ivory-colored. The eggs are gently conical, and this allows the egg to roll in a circle rather than off the edge of their lofty nests. Such an egg is large, but can be grasped by one hand of a man.

If any of the characters successfully makes his or her Oratory roll when questioning the hunters, then they will hear one further rumor. Among all the king condors there is one that is well-known and easily identified, called Scarlet King. He appears as a huge ruby-red bird with rust-covered talons. He is rarely seen but appears to live atop Jebba’s Spire, the highest of the pinnacles. The hunter who tells this tale to the adventurers will also mention rumors of Scarlet King’s phenomenal intelligence (for a bird), and his apparent position of leadership among the king condors.

The hunters suggest that the characters take along smallish newtling nets in order to defend themselves from the birds once they have gained the top of the pinnacle. The nets will be of no use during the climb.

Referee’s Information

The primary danger in this adventure will be the climb up Jebba’s Spire. The duke will be sure to include at least one experienced climber in the group, of at least 50% skill. The duke will discourage inexperienced adventurers from participating; he greatly desires the eggs and would not want to risk them or the characters’ lives.

The party may travel the entire distance to the crags by horse provided that they travel north far enough to avoid the steepest cliffs near the Great Bog. The ground of the eastern highlands is rough, but passable to horses. The going will be slow. The party must picket any animals at the base of the pinnacles.

If there are animals picketed near the talus of the pinnacle the adventurers climb, any random encounter rolls indicating the presence of vultures or king condors will mean that they are circling low over the horses, making the animals nervous and causing them to whinny loudly. If there are no picketed animals, then such encounter rolls mean that the birds are circling above the climbing party members, waiting for one to fall.

Any humanoids encountered on the eastern highlands will be travelers, except for broos who may be temporarily infesting the area. Ignore normal random encounters once the pinnacles are being climbed. Nothing but the birds and animals listed in the special pinnacle encounter section will be met.



The Journey

About the Great Bog

Initial Die Rolls

Check for a random encounter every 12 hours with a 40% chance of one occurring. If the party is traveling through the bog, any encounter roll above 95% means that the lead member of the party has fallen into quicksand unless he successfully makes his DEX x3% roll. Horses must be led through the bog.

Overview

Greenery is appearing now in the Great Bog. Only a few weeks before, the bog was flooded with silent, sullen waters up to waist deep or more. Though the waters have subsided, there are many standing pools and the mud is deep. Slime covers old trees, and there is a foul, heavy stench to the place.

The flood was not high enough to seriously harm the brush and trees which often impede movement and visibility. Quicksand is always a problem in the Great Bog.

Expanded Climbing Rules

The methods described for climbing in the standard rules are inadequate when applied to mountains or cliffs. They should be used when a single character is trying to climb alone a short vertical distance, such as a house or city wall. In those cases, make one climbing roll for each 10 meters scaled. If the climbing roll is missed, then the character has slipped and may fall unless he makes a DEX x3% roll to catch himself.

When climbing a mountain or cliff, only the skill of the lead climber is of paramount importance. Climbing skills are needed only for the most difficult portions of the journey. Mountain climbing is a function of strength, dexterity, and knowledge, and no other rolls need be made.

Mountain climbing is also a matter of hours and days, sometimes weeks. If in a role-playing game, the referee required the characters to attempt their climbing rolls every melee round, the time needed to scale even a small mountain would take weeks of real time. Instead, the real time needed to climb a mountain should be relatively short. Key the mountain climbing to the experience of the lead climber, presumably the character with the most climbing experience. The referee should evaluate the cliff or mountain to be climbed, dividing the journey into a small number of rolls (maybe one climbing roll per day unless the mountain being climbed is particularly dangerous). When a climbing roll is needed only the lead climber need make it. The other players should also roll the percentile dice, but the results of their rolls are only significant if they fumble their climbing roll.

If the lead climber makes his climb roll, and none of the other climbers fumble theirs, then the day's climbing was accomplished without serious injury.

If the lead climber makes his climbing roll, but one or more climbers behind have fumbled theirs, then the fumlbers have slipped and threatened to pull the rest

of the climbers down along with them. Add the SIZ and ENC of the slipping climber and match the total against the combined STR of the climbers on either side of him (or them, if two or more have slipped). If the STR of the stable climbers overcomes the weight of the slipping climbers then everyone is safe and the slipping climber will fall no further than the length of the slack in the rope. This slack may vary depending on circumstances, but may be judged at about 3 meters average when climbing slightly difficult stretches. If there is a particularly rough passage, then one climber will climb that portion alone, then stand at the top and belay the other climbers up.

If the lead climber misses his climbing roll, he will fall unless he makes a roll of DEX x3%. If he fumbles his roll he falls without the chance for a DEX roll. The rest of the party has the same chance of stopping him as with any other fallen member.

If a member of the party falls, and the roll of STR vs. his SIZ and STR is unsuccessful, either the party member above or below the fallen member will lose his grip and fall. If there are party members above and below, roll randomly to determine which one lets go unless only one is an experienced climber. In this case, the other climber will be the one to go. The party members next in line may then once again attempt to hold the others and keep from being peeled off the cliff face. These rolls continue in the same way until either the fall has been stopped or the entire party is falling. If the entire party falls, each will have a fall of 1D10x3 meters before they hit part of the pinnacle they might cling to. First assess the damage, then, if the character is still capable of action, his player may attempt a DEX x3% roll to hold on to the pinnacle and keep from falling further. He may then attempt to hold the rest of the party.

As they near the top the characters should attempt another Spot Hidden roll. If made, they will see a dark stone wall on the southern side of the spire top jutting 3 meters into the sky. The northern side of the top doesn't have this dark wall.

If the condors are circling the characters and the characters appear to be nearing the top of the pinnacle (thereby threatening the birds' eggs), then the condors will begin to attack the characters. They will try to knock the characters off the pinnacle face, to fall to their deaths, rather than trying to pick them up to peck at them or to claw them.

If the party manages to make it to the nest, then the condors will attempt to grab them, carry them a short distance away and drop them. When the eggs are threatened, the condors will attack persistently.

If Scarlet King attacks the party, he will first cast Protection 3 on himself, then cast Fanaticism on himself and one other condor. If the party members are not immediately visible but he knows that they are there, he will use his Detect Enemies spell to find them. In any case, Scarlet King occasionally uses his Detect spell at random to detect the egg-stealing cliff toads.

Attack of the Condors

Scarlet King and the other condors will attack any party members climbing up the side of the pinnacle by trying to knock them off. This is accomplished by having them first making a successful Claw attack roll and then comparing their STR vs. the STR and SIZ of the party member being attacked. If the condor's attack succeeds, then the party member has fallen off of the pinnacle. If he is roped to other climbers, then they may save him (see the special climbing rules in this scenario). The condors will attack the topmost party members first, trying to knock them off and force them to knock off other members.

The King Condors

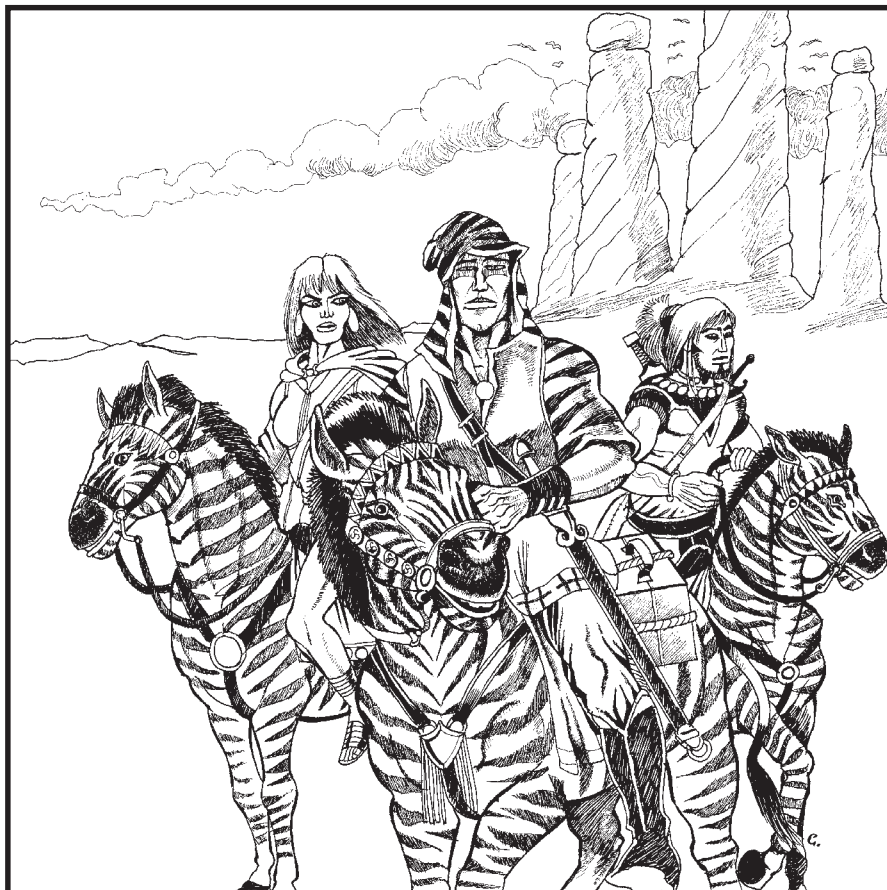
Scarlet King

STR 31 CON 14 SIZ 34 INT 6 POW 18
DEX 20 CHA 14 Move 4/12HP 21 Defense 40%

D20	Location	AP/HP
01-02	Right Claw	3/6
03-04	Left Claw	3/6
05-08	Body	3/8
09-12	Right Wing	3/7
13-16	Left Wing	3/7
17-20	Head	3/7

Weapon	SR	Attk%	Damage
Bite	4	75%	1D8+3D6
Claw	4	85%	1D10

SPELLS: Detect Enemies, Fanaticism 2, Protection 3



Condor 9

STR 30 CON 14 SIZ 30 INT 2 POW 9
DEX 22 Move 4/12 HP 19

D20	Location	AP/HP
01-02	Right Claw	3/6
03-04	Left Claw	3/6
05-08	Body	3/8
09-12	Right Wing	3/7
13-16	Left Wing	3/7
17-20	Head	3/7

Weapon	SR	Att%	Damage
Bite	4	60%	1D8+3D6
Clew	4	70%	1D10

SPECIAL FEATURES: The chance to hit a condor in flight is cut in half. The confor's defense still counts for full effect.

To the Top and the Nest

Initial D100 Roll

- 01-50 1D6 cliff toads trying to get some of the condor eggs
- 51-85 1D4 king condors attack party
- 86-00 Scarlet King and 1D4 condors attack the party

Overview

The last four meters to the top of the pinnacle are made of very hard rock. Around the edge of the top of the spire was once a wall of stone 3 meters high and 2 meters thick. Many of the stones making the wall along the north side have fallen down the side of the spire. More of the wall is intact along the west and east sides, and it exists unchanged along the southern side.

Inside the wall the characters can make out a circular area 12 meters in diameter, filled with branches, stones, and occasional bones. This matting stands slightly higher than the north portion of the wall. One female condor has remained in this huge nest to defend and care for any eggs. She will attack the first character over the wall, trying to topple him from the edge, and will continue to attack until she is no longer threatened or until she is no longer able to fight.

Spot Hidden

Once the last condor is immobilized or killed, the party will be able to search the nest at their leisure. The condors built their nests against the southern, higher, wall, to protect them from the fierce winds of winter. There are six nests currently in use and the characters must successfully make Spot Hidden rolls to find each one. Each nest will contain 1D3-1 conical, ivory eggs. It will take several minutes to find each nest.

While searching for the eggs, if any of the characters succeed in rolling a special Spot Hidden (20% of the amount needed to make the roll) then they have found something other than a condor egg. The referee should roll on the Found Items chart below to determine just what the character found.

Traps

Every five minutes spent looking for the condor eggs or in climbing down the pinnacle will give a cumulative 5% chance of additional condors flying to the top of Jebba's Spire to attack the egg robbers. The characters will be able to clearly hear the screams and cries of the condors as they approach. If these condors are indicated, 1D8 will appear. If Scarlet King has not yet fought with the party and lost, or if he was driven away, he will appear leading this last group. If these are defeated, or if no condors appear in an hour and a half after the taking of the eggs, then the party will not be bothered by condors for the duration of the trip.

The Feathered Rivals

Raven, Sun Hawk, and Thunder Bird were the Three Feathered Rivals, also called the Sacred Birds of Prax. In this role, Sun Hawk always overcame Raven, who overcame Thunder Bird, who in turn overcame Sun Hawk. Condor was sometimes called the Fourth Rival, and he was always overcome by any of the other Three.

Spirit of the Air - Thunder Bird

Thunder Bird was one of the Three feathered Rivals. He was always victorious over Sun Hawk, whom he wrapped and smothered with his great clouds of feathers. In turn he was always tricked by his little brother raven, who was much cleverer than he.

Spirit of Darkness - Raven

Raven was one of the Three Feathered Rivals. In this role, clever Raven always overcame Thunder Bird with his tricks, but the clear sight of Sun Hawk always saw through his illusions. He also had a special ability to steal: he could pick a man or god's pocket and, more often than not, escape.

Spirit of Fire - Sun Hawk

Sun Hawk was the servant of the Sun before the Great Night, and was also one of the Three Feathered Rivals. His keen eye and clarity overcame any trickery, and so he was always victorious over Raven, though the clouds of Thunder Bird could block his clear light.

Found Items List

The following are all items which may be found in the condor nest atop Jebba's Spire. If more than one item is found, ignore rerolls of the same item and roll again.

Three of the items described below (the hand of rings, the closed helm, and the small box) will be indicated by a Detect Magic spell.

The Journey Home

The referee should treat the climb down the pinnacle and the trip home the same as the journey to and up the crags. When the adventurers reach the fort they will be met by the duke and Daryli, who are anxious to examine the eggs. Jezra will want to see the eggs as well, and may flirt with the leader of the party.

Found Items List

D100 Found Item

01-15 A trapezoidal stone 38 cm across at the bottom, 25 cm high, and 20 cm deep. The stone will be found set into the top southern wall. In the top of this stone has been drilled a 6 cm wide hole 11 cm deep. The hole is irregular, having been greatly worn about the top. On the inside face of this stone are some markings written in a language that none of the characters can understand (Jrusteli). If they make a copy of the markings or if they dislodge the stone (set with a STR of 50) and take it to a well-established knowledge temple and have the markings translated, it will be found to read "View of Chamber Gully and Vulture's Country".

16-40 A bronze plate cuirass for a SIZ 11 person.

41-47 A severed decaying hand bearing three rings. The person picking up the hand must make a DEX x5% roll or 1D3 rings will fall off, and he must spend an additional 15 minutes searching for each ring. Ring 1 is worth 4 L; ring 2 is worth 26 L and will detect magically. It is also a 4 Pt POW storage crystal. Ring 3 is worth 134 L.

48-60 An 8" circular container made of bronze with a fitted lid. Persons opening the lid are sprayed with spores from a thick mold growing on whatever was in the container. Any persons within a meter of the container when opened must attempt CON x4% rolls. Failure results in those characters developing a case of Joint Rot (see Mallia, in *The Cult Compendium*).

61-70 A tin closed helm for a SIZ 12 person.

71-87 A leather quiver with four warped arrows fletched in black and yellow.

88-00 A small gold, wood, and leather box. The box is held shut with a permanent Glue spell of 30 STR (a Glue 3). Except for extreme weathering, the box is in good shape. When the box is opened, a guardian spirit bound to the box (the binding runes are inside the lid) of POW 22 will first cast a Detect Magic spell using the 6 points of POW stored in the box and then attack the highest POW character not using any magic. If that character moves beyond 3 meters from the box, it will again cast Detect Magic and attack the next highest power character.

The box itself is magical and may be attuned once the guardian is destroyed. The attuning strength is 14. The box will work as a POW 6 storage crystal and the Glue 1 spell will work automatically. The attuned person may open the box easily; everyone else must overcome the STR of the Glue.

Inside the box are three things: a small rotting leather pouch with 14 strangely minted wheels worth 3 times their value if sold to a coin collector; a pretty bracelet made of turquoise, non-magical, and worth 346 Lunars; and a scroll. Anyone handling the scroll must make a DEX x3% roll or it will begin to disintegrate. On the scroll, written in Jrusteli, is a log of sightings of giant's cradles floating down the river. The scroll is dated from 926 S.T. and is worth 3475 Lunars from any knowledge establishment.

Daryli will take the eggs to the shrine of Queen Deezola to insure they are fertile and to determine the balance of the sexes. If there are two eggs, one will be male and one will be female. If there are three eggs, one will be male and two will be female. If there are four eggs, two will be of each sex.

By the side of the duke stands a sour-looking stranger, a fat man dressed in traveling furs. About his waist, suspended on his left side from a belt of braided animal hair, are three leather pouches. His brown hair is long and tied back in the Praxian manner.

In the interior of the fort stable hands can be seen unpacking a half-dozen mules and horses. In another area perhaps 20 men, women, and children are cooking or lolling at open fires. They are the first settlers from the Empire, and they are tired after their trek. They and their picketed livestock fill the interior of the little fort to overflowing.

A Token of Appreciation

In gratitude for the dangerous work, the duke will give each man of the party 30 Lunars, and the leader of the party and the lead climber will each get an extra 10 Lunars – or 20 if the two are the same. More than that, however, the duke subtly

communicates to them that they are now more than loyal employees, and that as friends of the house of Rone there may come a time of need when the support of him, his ancestors, or his descendants will be worth much. The adventurers will leave the room with the feeling that they have done something very worthwhile and which they long will remember.

What Happened If They Didn't Get the Eggs?

The relevance of the concluding scenario is compromised if the adventurers manage to botch the climb, so the referee should encourage their success as much as possible, as consistent with his or her own integrity. Inevitably, however, some groups just cannot get the job done. In this case the referee should indicate that the duke also sent out three of his best hunters, who took advantage of the diversion which the adventurers created and scaled a lower crag at the other end of the pinnacles. They succeeded, and so the caravan north will proceed as scheduled. The player-characters do get 15 Lunars each in that case, and are not allowed to bask in the duke's appreciation and gratitude. The money will be given to them by the chief of mercenaries.

Interview with the Duke

The new chief of mercenaries for the duke will relay the following information.

The stranger with the duke is Beetis Sharpdealer. This man eyes the adventurers like well-used and not-too-valuable merchandise. The chief of mercenaries will then go on to quote a portion of the conversation.

"Well, Raus," Beetis said, "were those to be my allies and companions through Vulture's Country? I had no idea of the sorry state of your army. Do your children do the work of men? Have you no warriors here? I'll be stolen blind!"

The duke replied, "Beetis, those men have served me well. I will be trusting them with my most prized heirloom. Did I not know your sour disposition better, I would take insult." The duke's tone was firm, but said with a hint of a smile.

Beetis suddenly laughed, "Well, although I think little of their appearances, I'll only have to put up with them as far as the Valley of Avalanches!"

"You'll be there in no time," the duke replied, also laughing.

Then the duke turned to the chief of mercenaries, who had been biting his lip to avoid saying something undiplomatically. "Your face tells me of your anger. Forgive my old friend Beetis, his journey has been long. Now is not the time for explanations. He shall talk more fully tomorrow. In the meantime, I shall try to improve his manners." The duke picked up a pitcher of wine, "With some of this," he added.



Scenario

To Giantland !

7



*Duke Raus has learned that an ancient, magical sword created by his ancestors is held by Gonn Orta at the giant's legendary castle, and he wants to trade for it the condor eggs collected in the last scenario. The duke knows that Yalaring Monsterslayer of Trilus, a king of Balazar, wants the eggs to compete with another Balazaring king who presently rides giant birds. The party going to Gonn Orta's will not be able to carry enough food, so hunting skills will be essential. The group will likely meet Praxian nomads and other denizens of Vulture's Country. To continue the adventures of the player-characters participating in these scenarios, we present ideas for integration into **Griffin Mountain** at the end.*

information. More selfishly, it also may bring him much profit if he can establish and hold the route. It is his intention to follow the route on to Trilus and thereby supplant or be able to compete with Joh Mith. To this end he hopes to entice away as many of the player-characters as possible, to continue over the mountains with him. He is not, however, interested in stealing the Rone Sword from Raus, and will actively protect it as he can. The important thing is to get to Gonn Orta's; he will sacrifice without compunction some of the party members if it seems necessary.

**Beetis Sharpdealer the Trader,
Rune priest of Etyries**

STR 14 CON 16 SIZ 12 INT 13 POW 18
DEX 11 CHA 10 Move 8 HP 17 Defense 20%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Staff	5	55%	1D8+1D4	80%	15
Comp bow	3	55%	1D8+1	15%	10
Shortsword	8	55%	1D6+1+1D4	45%	20
Med. shield	-	-	-	40%	12

SPELLS: Glue 2, Mind Speech 2, Mobility, Screen 3.

RUNE SPELLS: 3 Lock 1, Spell Trade 1.

SKILLS: Acting 55%, Bargaining 90%, Evaluate Trade 85%, Evaluate Treasure 55%, Oratory 50%, Spot Hidden 60%.

LANGUAGES (Speak/Read): Praxian 65/0, New Pelorian 65/30, Trade 90/60.

Narin Kinscold

Narin is a Balazaring tribesman who found employment with the duke, sent to him by contacts of the duke's in Pavis. The Balazaring left his home to investigate the fabulous tales told by his elders of the lands beyond the mountains, but all he found when he crossed them was forbidding desert, inhospitable barbarians, new and vicious monsters, and the hot breath of Vulture's Country.

Once finding civilization he learned citadel guard skills, an appreciation of money and leisure, and a mercenary's attitude to life. He wants as much gold as he can gather.

He knows that the duke will pay well for his guiding the party to Gonn Orta, but he also is impressed by the value the duke places on the eggs and by glimpses of the magic items that members of the party carry. At several times during the journey, Narin will mention the value of their goods to a group member. Depending on the reaction of the player he will then entice the player to quietly help him steal one or two of the magical items, or he will quickly drop the subject. All through the adventure he will emphasize the items and note their value.

If none of the characters has sided with Narin, then he will try to blackmail the whole party for more money. Once the group has passed the oasis and are well up the Valley of Avalanches, he will balk at leading them further. He will say that there are five possible routes through the mountains, each with at least one branching, and that only he knows the proper way to go. He will demand a tenth of the money value of the goods then carried by the party as additional payment. If paid, then he will lead the party correctly (and run off when a good opportunity presents itself so that the other members do not kill him once they gain the castle). If the party does not pay, then he will seem to give in, but will try to steal one of the magical items himself (he does not want the eggs – they are of no use to him) and leave the party immediately.

Itinerary of the Expedition

The Fort to Helmbold's Crossing

46.5 km (28 miles) = one long day's ride

**Helmbold's Crossing; fording the river:
upriver to the Sun Dome temple**

72 km (45 miles) = three days.

*At the temple meet liverymen from Pavis with
fodder and more animals*

**Sun Dome temple to junction of Scrittha river with
the River of Cradles**

42.5 km (27 miles) = one long day's ride

Up the Scrittha to Far End

75 km (47 miles) = two days of travel at fast rate

Reprovisioning; Far End to Hidden Green

333 km (206 miles) = 14 days of difficult travel,
with foraging

Hidden Green to Toothsome gap

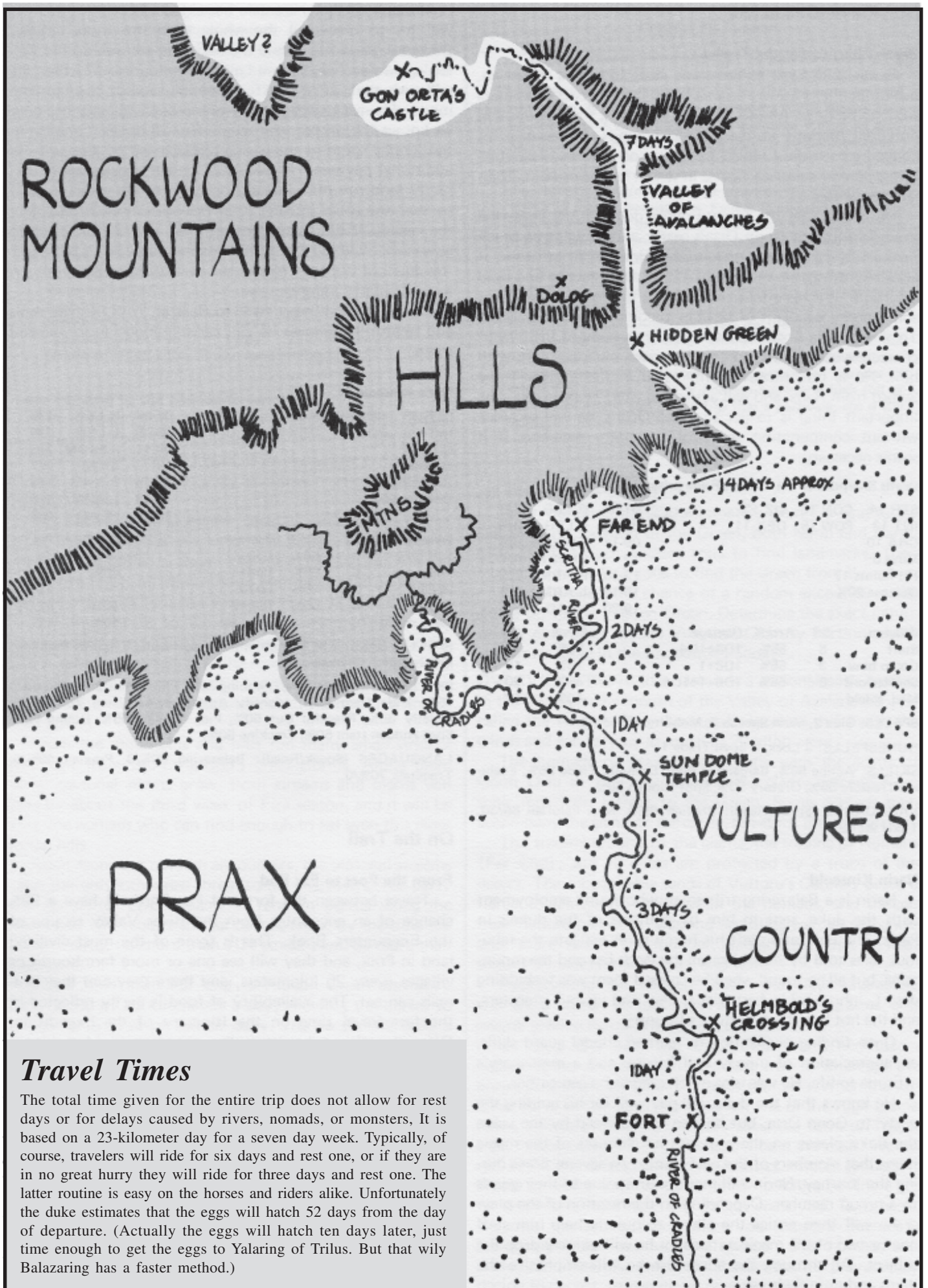
163 km (101 miles) = seven days rough travel.

Toothsome gap to Gonn Orta's

50 km (31 miles) = three days of rough travel

TOTAL DAYS OF TRAVEL = 31

not including rests or other delays



Travel Times

The total time given for the entire trip does not allow for rest days or for delays caused by rivers, nomads, or monsters. It is based on a 23-kilometer day for a seven day week. Typically, of course, travelers will ride for six days and rest one, or if they are in no great hurry they will ride for three days and rest one. The latter routine is easy on the horses and riders alike. Unfortunately the duke estimates that the eggs will hatch 52 days from the day of departure. (Actually the eggs will hatch ten days later, just time enough to get the eggs to Yalaring of Trilus. But that wily Balazaring has a faster method.)

Always he will head back to Balazar. With his new skills and wealth he believes he will carve a good life for himself there.

Narin Kinscold

STR 13	CON 16	SIZ 10	INT 11	POW 14
DEX 15	CHA 12	Move 8	HP 16	Defense 25%

D20	Location	AP/HP
01-04	Right Leg	1/6
05-08	Left Leg	1/6
09-11	Abdomen	3/6
12	Chest	2/7
13-15	Right Arm	1/5
16-18	Left Arm	1/5
19-20	Head	0/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Self bow	2	60%	1D6+1	-	6
1-H spear	6	65%	1D6+1	40%	15
Javelin	2	40%	1D10	-	15
Dagger	8	55%	1D4+2	30%	12
Med. shield	-	-	-	50%	12

SPELLS: Detect Life, Disruption, Farsee, Healing 3, Ignite, Mobility, Protection 2, Silence.

SKILLS: Butchering 40%, Climbing 35%, Find Water 25%, First Aid 45%, Hide Item 60%, Identify Animal 45%, Listen 75%, Move Quietly 60%, Peaceful Cut 50%, Pick Pockets 55%, Riding 75%, Spot Hidden Item 50%, Tracking 60%.

LANGUAGES (Speak/Read): Balazaring 60%/0, Praxian 40%/0, Tradetalk 70%/0.

On the Trail

From the Fort to Far End

Travel between the fort and Far End will have a 20% chance of an encounter from the River Valley section of the Encounters Book, This is some of the most civilized land in Prax, and they will see one or more farmhouses or villages every 25 kilometers, and there they and their animals can eat. The availability of food is partly reflected in the fast travel time on the Itinerary of the Expedition. Offer the player-characters the opportunity of making a quick trip to Far End in the hope of buying food there. If they hurry, they will shorten the early journey by 2-3 days.

At Far End

Far End is a semi-permanent tent village of some 200 nomads. It is one of the few places where nomads regularly gather to trade with farmers. It exists under an uneasy informal treaty of peace by the various nomad nations of Prax, similar to but weaker than the area of neutrality by which the infrequent oases of Prax survive. The village has existed for three years, carefully fostered by the Lunar overlord of the area. Merchants are beginning to travel to Far End with increasing frequency. A small caravan of oxen and wagons can be seen among the tents.

The caravan belongs to a merchant named Stubbins Twonail, He will bargain nose-to-nose with the bargainer chosen by the player-characters. The bargainer should make a D100 roll and compare the result below to determine how much food and grain is available per one person/two horses of the party. The food and fodder will cost the party 50+2D10 Lunars.

Far End Food Availability Chart

Bargainer's	days of food/fodder
D100	available per
Roll	one person/two horses
POW x1	5 days
POW x2	4 days
POW x3	3 days
POW x4	2 days
POW x5	1 day
POW x5+	no food available

From Far End to the Hidden Green

This portion of the trip will take about 14 days, unless the Hidden Green is difficult to find. There is a 15% chance of an encounter each 12 hours. If an encounter is indicated, roll on the Vulture's Country encounter chart in the Encounters section of this book.

The party travels along the desolate edge of this barren land, where little but tanglevine sage and varieties of cactus and other succulents grow. The main animal life is small burrowing



creatures whose holes and mounds provide endless opportunities to break a horse's leg or throw a rider.

The line of hills to the left guides the party, for they must parallel the hills until Narin sees the proper landmark which tells him to turn into the mountains. Far beyond the hills the player-characters can see the awesome snow-clad crags of the Rockwood Mountains in the morning and in the evening.

From the mountains and hills run many small streams still high from Storm season's great storms. Along them many seasonal plants grow. Both streams and plants will fade by about the third week of Fire season, and it will be only the nomads who can find enough to eat even this close to the hills.

Aside from the random encounters, the seasonal streams form the only other real threat to the characters. The party will encounter 2D8 streams at random points along the route that will require special care to cross. By the time the party returns, no more than 1D4 streams will be more than knee-deep.

Travel time from Far End to Hidden Green assumes a party speed of 23 kilometers a day, allowing the horses to forage for 5 kilos of fodder daily. The horses will need 5 more kilos of grain from the carried fodder each day. If the characters do not hunt for food along the way, they have enough for themselves and for the horses to last 11 days. Therefore they will have no food for the last three days of travel. Alternatively, the players can hunt more and add days to their travel time.

If the referee wishes to abstract the procedure of hunting, the hunters will succeed 60% of the time. For each day they dedicate to hunting and succeed, they will bag 1D3 days food. The foraging horses will be able to go a full day without grain and not weaken if they are given a day's rest after each such day.

At the Hidden Green

After traveling the 330 kilometers from Far End to the approximate location of the Green, both Narin and Daryli may attempt Spot Hidden rolls to find landmarks. They must then make luck rolls to find the Green from there.

There is one 40% chance of a random encounter while riding up to the Hidden Green. Determine the exact nature of the encounter on the Vulture's Country portion of the encounter table in the Encounters section.

Overview

The Hidden Green is a seasonal oasis nestled in the hills near the mouth of the Valley of Avalanches. It is called the Hidden Green because its location shifts with the winds and can vary by as much as 20 kilometers.

The nomads of Prax usually trade with the giants of Gonn Orta in Fire season when the giants descend from their mountain retreat to the Green. Some nomads then accompany the giants to the castle, to return the next spring. Some nomads then accompany the giants to the castle, to return the nest spring.

The trading ground of the giants, the trading of Humans (Far End), and all oases are protected by a truce of the desert. The inhospitable sands of Vulture's Country breed a fierce toughness of character in the nomads, and though their nations persist in raids and devastating war, all recognize and revere water. The founder, Waha, taught that no man should be denied shade, food, and water.

Approaching the Hidden Green, the player-characters will see a cluster of low trees, acres of bright grasses, and several grazing llamas, two bison, and one rhino.

Crossing the Streams

It is up to each player-character to lead his horses safely across swollen streams. This requires one Riding roll per horse led, plus one Swimming roll by the character for each trip across the stream. If the Swimming roll is missed, then the character is swept downstream and takes 1D8 water damage. Any horse led by a character that is swept downstream must also make a Swimming roll of 25% or take 1D8 damage. If a successful Swimming roll is made on the second try, then the character and/or horse has reached the opposite bank 1D10+20 meters downstream. Failure the second time means that the character or horse takes an additional 1D8 damage and is swept another 1D10+20 meters further away. The procedure continues until the individual is drowned or is saved.

Of the supplies carried by a horse swept downstream 1D100% will be lost. If the merchant for the party makes his luck roll (POW x5%), then the most valuable thing on the horse was not lost. Otherwise it was the first thing to go.

If the egg-bearer is swept downstream, the eggs will not suffer even if he drowns, if the body can be recovered and the eggs transferred to a new keeper within ten minutes. If this is not possible, there is only an egg-bearer luck roll or less chance at the end of the trip that a particular egg is still fertile.

As they approach, two Bison Riders and two Llama Riders round a nearby hill at a fast trot to intercept the player-characters before they reach the oasis. When the nomads come within shouting distance, one of the High Llama riders will yell in a crude, heavily-accented form of Tradetalk, "Hold position! Approach no closer the oasis! We do not like horse riders, we do not want our water spoiled, It would be unfit even for our animals to bathe in! There are far too many here now. We do not want you. Turn back. Re-enter the wastes from where you came, or become a resting place for our hundred spears!" The nomads will rein-in, and intently watch the characters. The players may decide to depart, to negotiate, or to charge.

If the party departs, they will be watched until they are out of sight. The same procedure will occur if they return.

If the party charges to attack, these four nomads will counter-charge, melee, and cry for additional aid from the oasis (use the statistics for the High Llama and Bison Riders given in the Encounters book). After 3D6 melee rounds, 15 more riders will come pouring out from the oasis to aid or to avenge their brethren. These will be a motley mix of nomad types, including one High Llama and one Rhinoceros priest, and one Bison Rune lord. If the characters defeat these nomads, they will be able to enter the oasis without further trouble.

If, instead of fleeing or fighting, the party sends forward someone to negotiate, they will find the nomads willing to talk, and the players will hear innumerable stories about the skill and prowess of these nomads, and adamant refusals to allow the players to water their horses or to collect fruit and grasses for themselves and their animals. If the negotiating character succeeds with Oratory, he learns that five ritual contests may win the party what they desire.

The Rules of the Games

One of the nomads, Allani the Swift, will explain the contests to the characters. "To win the right to water and feed at this oasis, you must prove that you are as quick, as smart, and as skillful as we are."

He continues, "For each contest you must choose one party member to compete against our chosen champion. Each of our champions will represent a different tribe in each contest. If you can win three of these contests, then the defeated tribe with the fewest numbers will leave the oasis and you will be allowed to remain with us and to trade if you like." The duke's party will choose only one contest, and will be chased away with weapons and insults if they refuse to participate in any of them. In the weapons wielding contests the characters will be allowed to use weapons with which they feel most comfortable and competent.

All of the nomads of the oasis, including several women and children who were not evident to the characters before, form on the top of a low rise between the characters and the Green. Allani says, "We will compete in five contests, one for each of the four nomadic tribes at the oasis now, and one to be chosen by you. If you wish, you may choose whether your contest will come first, second, third, fourth, or last." He will wait for the characters to choose where they would like their contest to be ranked. "These contests are to test both your worthiness to water and to feed at this oasis. We will test your knowledge against ours, your skill against ours, the courage behind your weapons against ours, and the strength of your riding beasts against ours.

"Five judges will determine the winner of each contest. You foreigners have the right to choose one of the judges. Make sure that he is a man of honesty and integrity. The sands of the desert will scour the skin from the bones of a liar."



After the players have chosen their judge and the position of their contest, Allani will motion to the mass of nomads and wave down one from each tribe. “These are to be our choices for judges. Shemsee, an Eiritha woman of great gentleness and fairness of mind hails from the Llama nation. Kartulain Bouncer, famous impala master and father of nearly half a nation, is another. Greyskinned Grik, without rhinoceros, also will judge. The bison-person Toyda completes our choices.

About Judges and Judging

Each of the judges will try to be fair, but three have marked biases. Shemsee the Eiritha priestess will judge for the characters if the Praxians seem to be using trickery against them, for she knows that her people have certain advantages and may try to use them unfairly in what are supposed to be even contests. Kartulain, the oldest nomad that the players have ever seen, will halt any contest in which one or the other contestant looks to be killed, and will always vote for the other side if one person dies. Grik always will vote for the nomads unless the foreigners obviously have won.

To aid the referee in determining the votes of the judges in the contests, the **Votes For Players** chart is provided just below. Use this chart to determine how the nomad judges vote, given general contest results. The player-characters’ judge should be assigned to one of the players (who will not be participating) or his vote could be rotated between nonparticipating players.

To use the chart, the referee must decide which contest result listed along the left-hand side most closely corresponds to the actual outcome. Then, reading across the chart to the right, refer to the 1-6 range assigned to each nomad judge for that result. If the referee rolls 1 D6 within the range given, then that judge had voted for the player-character as the winner of the contest. If not, then that judge voted for the nomads.

Voting Order

After each contest the nomads will require the judge chosen by the characters to declare his choice of winner first. Then each of the other judges will vote in the order shown on the *Votes for Players* table.

Explanations to Players

The referee should fully explain the position of their characters to the players. They can see that the nomads obviously are going to enjoy these contests, and they can hear some of the closer ones trying to bet on the contests, but hear very few nomads betting in favor of the characters. The nomads will offer their animals and weapons to the players, but riding the Praxian animals will halve the player characters’ riding skills, and they must use any unfamiliar weapons at base percentages.

The referee should advise caution and ingenuity in the contests, and that if they choose to use their own animals and weapons then these should be used in the characters’ own styles. Characters above all should not be intimidated into using animals and weapons improperly or in an unaccustomed manner.

The Contests

After the characters have chosen their judge, contest, and position of contest, Allani will indicate that the contests now must begin. The nomad contests will be played in the following order. Insert the player-characters’ choice in its proper position.

The First Contest: Beast Against Beast

Contest one compares the relative strength of the riding beasts. The nomad Mangrule, warrior of the Bison Riders, challenges the champion of the foreigners to a head-butting contest until one animal or the other falls and is unable to rise. Mangrule has 85% Riding and his bison (head hit points of 9, armored with 3 hit points) has a Head Butt of 60%. With each clash, the riders must make their Riding roll and the animals must make their Head Butt roll. Apply any damage and butt again.

Votes for Players

Result	Shemsee	Kartulain*	Grik	Tovda
Player-characters obviously win, even if cheating	1-6	1-5	1-3	1-4
Disputed winner	1-4	1-2	1	1-2
Obvious tie	1-4	1-3	1	1-2
Characters lose	1-2	0	0	0

* Unless one contestant dies; in that case Kartulain will vote for the side suffering the death.
 “0” indicates that the judge will not vote for the playercharacters in that situation.

EXAMPLE: *Shemsee the Eiritha priestess is very concerned with honesty and honor. As a result she is likely to vote for the characters since the nomads will take every opportunity to cheat. If both the nomads and the player-characters achieve a result which is disputed by both sides as to who is the winner, then she will vote for the players on a roll of 14 on 1D6. Grik, obviously anti-horse, will vote for the characters only in a disputed contest on a roll of 1.*

Since everyone knows this is an unfair contest, no one will think it unfair if the horse Kicks or Tramples instead, and everyone will think the characters are fools if they play according to the ‘rules.’

**The Second Contest:
The Obstacle Course**

The second contest tests the mastery of man over his beast. the nomads’ champion will be Kemmin Birdspringer, master of the impala. The contest is a ride on an animal through a short series of obstacles. This can be broken into five parts. (1) They must ride along the crest of that ridge and pluck off one of the feathers being fixed to the lone tree. (2) Then they must scramble down the hillside, (3) spring across the creek, (4) jump across the bushes with the blanket over them, and (5) duck beneath the High Llama beside Allani.

Kemmin has STR 14, DEX 15, Riding 80%, and his impala is 65% Jumping.

To catch the feather requires a DEX x 5 roll for the animal rider.

To scramble down the side of the hill will require a DEX x 5 roll from the animal.

Both the jump across the creek and the leap over the bush requires the animal to make its Jumping roll.

The duck under the High Llama may be tricky. It is SIZ 40, with space under its belly for a SIZ 14 creature to easily pass. For both rider and impala to pass beneath will require Kemmin to slip to the side of the animal with one leg hooked over its back. This requires a roll of one-half Riding or less, plus a STR x 3 roll to stay mounted.

For the player-character’s mount to fit under the High Llama requires that the SIZ of his mount fail when rolled against the SIZ 14 space beneath the llama. The character may try a small horse, or he may borrow an impala, but only half the Riding skill will apply when riding this new animal. When the

character tries to scoot under the llama, he may therefore use only one-fourth his Riding percentage.

**The Third Contest:
The Joust**

This contest judges the mastery of weapons. The nomad champion is Hargrakk Stonebender, fierce rhino rider and master of the lance. He is also a master of boasts and slurs, and these he happily throws at the player-characters before the contest begins. The first champion to be thrown from his animal is the loser.

The joust requires a lance and shield. If the characters do not forbid the use of animal attacks, the rhino will attempt to butt the horse, as well as his rider attempting his lance attack. When the two contestants meet, they first must make their lance attacks. Hargrakk has Lance 95%, Shield 80%, Riding 70%; rhino Head Butt is 65%.

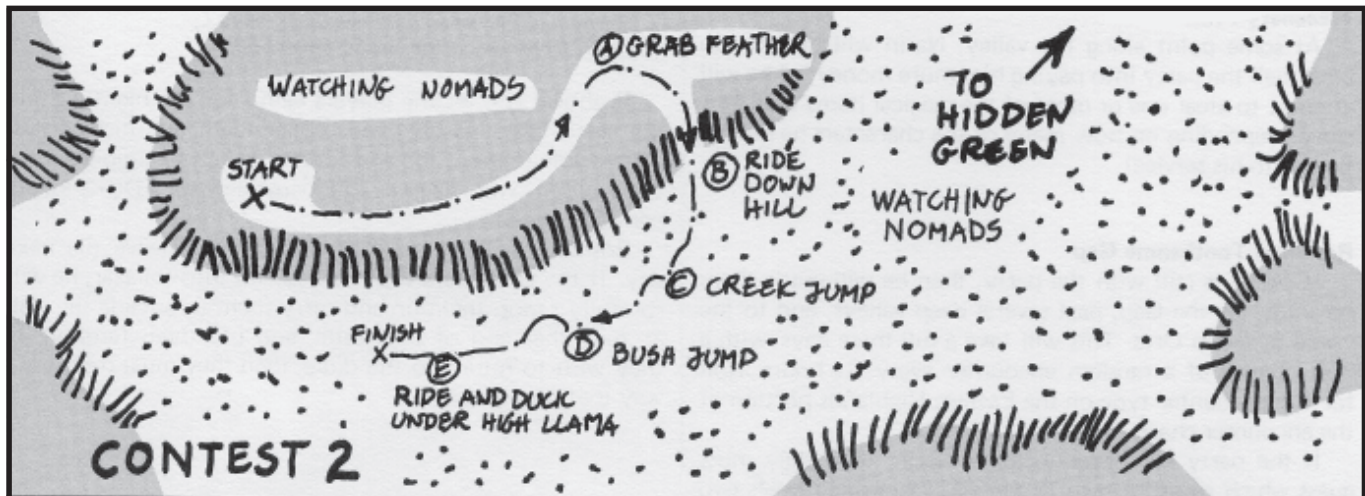
**The Fourth Contest:
Conformance with the Covenant**

For the last nomad contest, Allani will be the champion. He has Riding 90%, Lasso 75%, and Peaceful Cut 85%.

Two young impalas will be brought in, and the two champions must lasso an animal, kill it properly with the Peaceful Cut, and then skin it and butcher it so that no part is wasted.

A lasso is a length of rope with a loop at one end used to catch and hold animals. It can be thrown standing or riding, and must be constantly practiced to master it. Base chance with a lasso is 05%. A successful skill roll means that the animal sought was captured, usually around the neck or leg, with the rope. A lasso has a range of 0-6 meters. If riding an animal, the roper also must make a Riding roll.

If the contestants miss their lasso throws, the startled young impalas may nervously excrete, slickening the ropes and thereby halving the contestants’ lasso percentages.



Gonn Orta's Castle

The party will be travelling a long, winding canyon when they come to a high stone wall blocking off further travel. A huge giant sits behind the wall, outlined against the sky. He never moves. As the party approaches, they will see several trollkin scurrying about behind the huge, broken gate. As they come closer, one of the trollkin will approach, carrying a huge bronze shield. Peering from around the shield, which he can hardly carry, he will call out, asking the characters' names and business. He says that he is Paneye, chief of trollkin and emissary for the giants of the castle. As he speaks, another giant appears above the top of the wall and strides to the gate.

He says, "I am Boshbisil, merchant of Issaries and trader for Gonn Orta. I know the sword of which you speak. It has acted very hostilely whenever I attempt to evaluate it. It has lain at the bottom of my jar for many months. If you truly have the eggs of the king condor, plus other items, then we may be able to bargain." His Bargaining is 90%.

Boshbisil will go to retrieve the sword. He will instruct the players to gather the items that they wish to trade and to ready their bargainer. Hours of hard bargaining follows. Boshbisil wants all of the condor eggs and all of the magic items for the Rone sword. The bargainer can attempt to bargain him down to the eggs plus two magic items. If the bargaining succeeds, they may sell the remaining items to the giants for their full value. If they are not successful, then they must give the magical items and the eggs to Boshbisil before he relinquishes the Rone sword. When the trade is made, a courier is summoned, given the eggs, and promptly disappears — on his way via Guided Teleport to Yalaring.

Along with any booty items which the characters may have gathered, Daryli has the following items:

1. A Befuddle ring, set in silver with an emerald, worth 3000 L.
2. A Bludgeon 3 nail, of iron, to be set into wood, worth 4250 L.
3. A Detect Gems wand of carved ivory, worth 1800 L.
4. Mobility sandals, rather worn, worth 1700 L.
5. Strength gloves, of unknown hide, 1500 L.
6. Power 6 storage crystal, agate, worth 6500 L.

Boshbisil will let the players camp for the night outside the castle gate. Nothing will bother them that night. They will be able to buy food and fodder and other supplies from the trollkin, who have a 75% bargainer, for 1D6+2 Lunars per day's food.

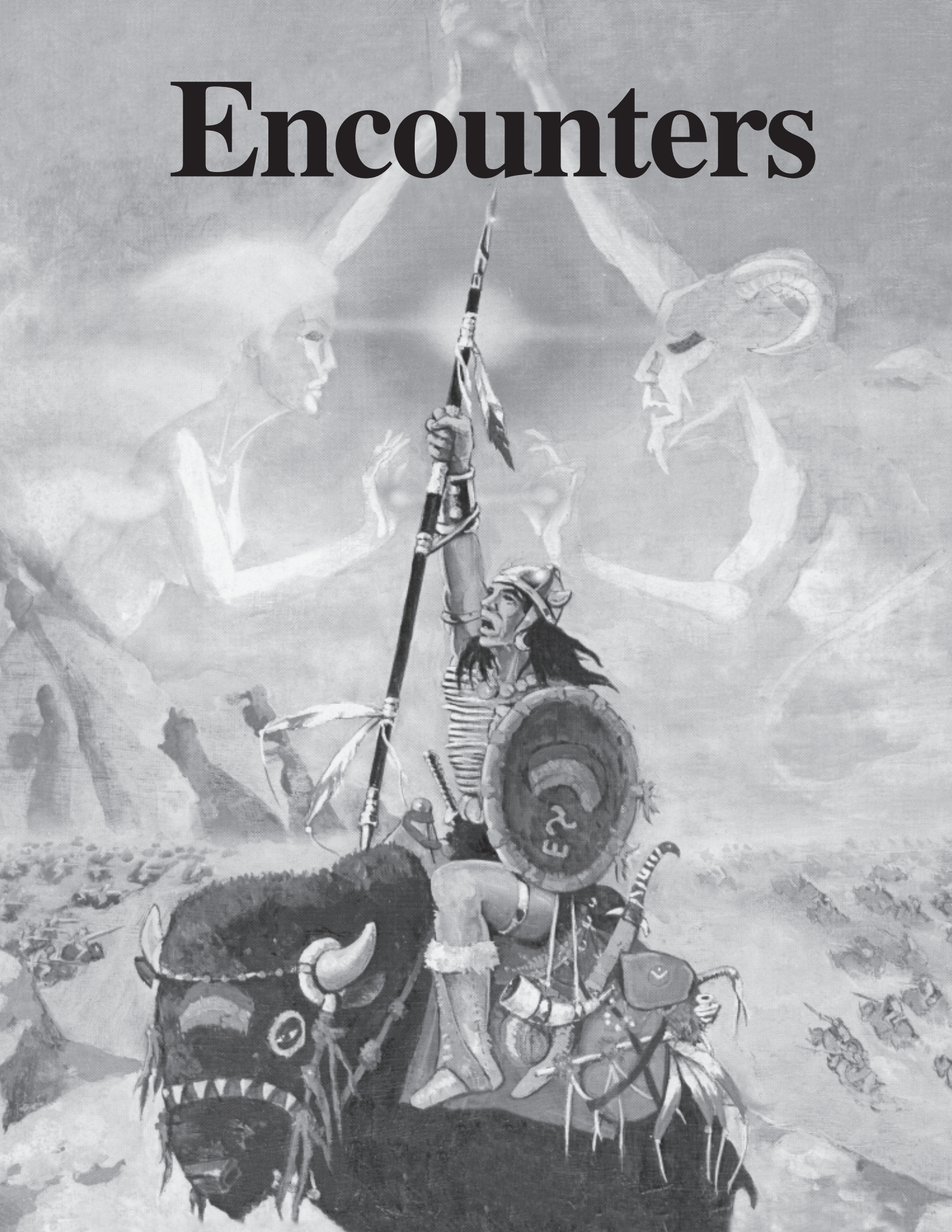
Boshbisil will tell them that they must leave the next day. If the characters wish to descend into Balazar, he will carefully scoop them up and carry them to outside the wall at the other end of the castle, and bid them farewell. If they wish to return to the duke, then they must return the way that they came.

Tying Borderlands into the Griffin Mountain Campaign

This is actually very easy to do. This can be simply done by getting a hold of the *Griffin Mountain* campaign book and then reading up on the full details of the Giant's Castle. This is found in the *Points of Interest* section of that book. In particular, the referee will need to only find a guide to take the party through the Giant Mountains into Balazar. Caravans visiting Gonn Orta's Castle are often hiring veteran guards...



Encounters



Guide To The Encounters

The statistics which follow will let the referee adjust the number of creatures in an encounter to the party of player-characters and the needs of the scenario. There are two types of encounters: sentient parties and animals. Sentient parties consist of intelligent beings such as the various

nomad types, the newtlings, broos, or trachodons. Encounters which may include large numbers of creatures are given a two-page spread, as shown in the illustration at the right.

Three leaders are usually given, each with a unique personality. Usually the most important or highest ranking leader is presented just below the shaded description on the left-hand page.

Borderlands Encounter Table

Roll D100 for encounter

<u>Encounter</u>	<u>Page</u>	<u>Prax</u>	<u>Valley</u>	<u>Bog</u>	<u>River</u>	<u>High lands</u>	<u>East Vulture Country</u>
Ankylosaur	3	—	01-05	01-08	01-08	01-03	—
Agimori	4	01-04	06-07	09-10	09-10	04-08	01-06
Bison Riders	6	05-08	08-09	11	11-12	09-20	07-23
Broos	8	09-10	10-14	12-15	13-15	21-22	24
Centaurs	10	11-12	15-23	16-18	16-20	23-25	—
Cliff Toads	12	13	24-25	—	—	26-35	—
Deinonychus	13	14-17	26-33	19-23	21-26	36-42	25-27
Dream Dragon	14	18	34-35	24	27-28	43-45	28
Hyenas	15	19-29	36-43	25-28	29-33	46-53	29-35
High Llama Riders	16	30-50	44-48	29	34-42	54-62	36-48
Impala Riders	18	51-53	49	30	43-48	63-75	49-65
Morokanth Slavers	20	54-58	50-55	31-34	49-58	76-80	66-68
Morokanth Tribe	22	59-65	56-60	35-38	59-63	81-85	69-74
Newtlings	24	—	61-66	39-55	64-75	86	—
Rhino Riders	24	66	67	56	76-78	87-88	75-81
Sable Riders	26	67-78	68-72	57-58	79-85	89-90	82-83
Sartar Bandits	28	79	73	59-70	86-88	91	—
Tiger	29	—	74-75	71-80	89-91	—	—
Trachodon	29	80-83	76-80	81-82	92-94	92-93	84
Traskar	30	—	81-90	83-90	95-97	—	—
Triceratops	30	84-90	91-96	91-93	98	94-95	85-88
Vultures or Condors	31	91-95	97-99	94-99	99	96-98	89-94
Whirlvish	32	96-00	00	00	00	99-00	95-00

Subordinate leaders are presented on the right-hand page at the top. If the leader has an animal that he or she rides or an allied spirit bound into an animal, this is separated from the body of the leader’s description.

Then, general weapons, spells, and skills statistics for all of the followers are given in another shaded area on the left. Several followers fill out the left page. The followers are virtually identical, though differentiated by different names or numbers. The right-hand page contains another shaded band just below the subordinate leaders. This band will sometimes contain information on attacks for mounts if the encounter includes animals.

Referees who want to individualize these cannon-fodder followers may add spells, change strike-ranks, and otherwise manipulate the data. The format of the followers was established to make it as easy as possible to run a large meleé.

The animals are sometimes shown as a page of followers and, sometimes when the total number of beasts is small, are limited to half a page.

Referees should always tailor the encounters to the needs of the scenario. If the characters are on their way home victorious but bloodied, and the game has already lasted until midnight, it is not the time to suddenly hit them with a dozen Sable Riders, even if the dice say that they should appear. These random encounters are incidental to the scenarios.

Of course, an imaginative referee can create a whole new scenario using just the random encounters and the dice. Suppose that the characters are sent to bring back a Healer to fight the plague? Where will they go? Through the Agimori at Weis Cut (whom they probably alienated while scouting the land)? All the way down to Bilos Gap to go through the Morokanth? What if a horde of screaming Impala Riders and Bison Riders decide to raid the fort or the town of Weis? The High Llama riders could persuade the duke to help them in a raid against the broos, since the characters have already done so well in the fourth scenario. What if the broos have teamed up with the Sable Riders?

There are many new stories to be found in this book. Have fun with them!

Wandering Monsters

This region is not regularly crossed by hordes of voracious creatures, but it does have a natural ecology which occasionally reveals something dangerous to the player-characters. Use this chart to see if anything interesting confronts, or is close to, the characters. Many other insignificant things would occur, but are ignored here.

Every twelve game hours roll D100. A roll of 01-20 indicates an encounter.

Ankylosaurs

A wide-spread herd of these ancient behemoths is scattered through the river valley. Because of their near-invulnerability and the scarcity of dense vegetation, the creatures range widely and individually. One rarely will find more than two in any one area. The creatures have confidence in their ability to take damage, and will not move aside for anyone. They can be frightened by fire, however, as long as the fire is of obviously threatening size. A torch will not bother them at all.

The meat of one ankylosaur can feed a small tribe for a week. Therefore, there is a 15% chance that any ankylosaur encountered will have hunters from a Praxian tribe following it. A referee should refer to one of the tribal descriptions in this book if the possibility occurs.

Ankylosaur One

Move 6 POW 10 HP 28 DEX 8

D20	Location	AP/HP
01-03	Tail	20/10
04-05	Right Hind Leg	16/10
06-07	Left Hind Leg	16/10
08-11	Hind Quarters	20/12
12-15	Fore Quarters	20/12
16	R Front Leg	16/10
17	L Front Leg	16/10
18-20	Head	20/10

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

Ankylosaur Two

Move 6 POW 15 HP 29 DEX 10

D20	Location	AP/HP
01-03	Tail	20/10
04-05	Right Hind Leg	16/10
06-07	Left Hind Leg	16/10
08-11	Hind Quarters	20/12
12-15	Fore Quarters	20/12
16	R Front Leg	16/10
17	L Front Leg	16/10
18-20	Head	20/10

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

Ankylosaur Three

Move 6 POW 12 HP 26 DEX 10

D20	Location	AP/HP
01-03	Tail	20/9
04-05	Right Hind Leg	16/9
06-07	Left Hind Leg	16/9
08-11	Hind Quarters	20/11
12-15	Fore Quarters	20/11
16	R Front Leg	16/9
17	L Front Leg	16/9
18-20	Head	20/10

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

The Sun Dome Templars

The Sun Dome Templars were Sun cultists granted land in Prax by Pavis when he built his city. They wielded 15-20 foot long pikes and wore leather armor. Their discipline was legendary, and they were particularly strong at defensive battle. They viewed the local nomads as sub-human barbarians, but their Count would entertain emissaries from the tribes, and sometimes grant aid if offered the right pay. Just as often, however, the emissary's head would adorn the pike of one of his followers to discourage other nomads from trespassing on his lands.

Hyena

Hyena was an odd creature. It is said that when Genert learned of his upcoming death he created Hyena to devour his body, so that it would not fall into the maws of Chaos. This strange and somewhat disgusting fate was held responsible for the creature's odd behavior. Hyena was famous for sitting about and telling lewd and disgusting jokes all day, hypnotizing his audience with his power, entertaining them at the expense of all else.

Ankylosaur Four

Move 6 POW 9 HP 31 DEX 11

D20	Location	AP/HP
01-03	Tail	20/11
04-05	Right Hind Leg	16/11
06-07	Left Hind Leg	16/11
08-11	Hind Quarters	20/13
12-15	Fore Quarters	20/13
16	R Front Leg	16/11
17	L Front Leg	16/11
18-20	Head	20/11

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

Ankylosaur Five

Move 6 POW 13 HP 28 DEX 7

D20	Location	AP/HP
01-03	Tail	20/10
04-05	Right Hind Leg	16/10
06-07	Left Hind Leg	16/10
08-11	Hind Quarters	20/12
12-15	Fore Quarters	20/12
16	R Front Leg	16/10
17	L Front Leg	16/10
18-20	Head	20/10

Ankylosaur Six

Move 6 POW 13 HP 28 DEX 12

D20	Location	AP/HP
01-03	Tail	20/10
04-05	Right Hind Leg	16/10
06-07	Left Hind Leg	16/10
08-11	Hind Quarters	20/12
12-15	Fore Quarters	20/12
16	R Front Leg	16/10
17	L Front Leg	16/10
18-20	Head	20/10

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

Ankylosaur Seven

Move 6 POW 12 HP 28 DEX 13

D20	Location	AP/HP
01-03	Tail	20/10
04-05	Right Hind Leg	16/10
06-07	Left Hind Leg	16/10
08-11	Hind Quarters	20/12
12-15	Fore Quarters	20/12
16	R Front Leg	16/10
17	L Front Leg	16/10
18-20	Head	20/10

Ankylosaur Eight

Move 6 POW 9 HP 29 DEX 12

D20	Location	AP/HP
01-03	Tail	20/10
04-05	Right Hind Leg	16/10
06-07	Left Hind Leg	16/10
08-11	Hind Quarters	20/12
12-15	Fore Quarters	20/12
16	R Front Leg	16/10
17	L Front Leg	16/10
18-20	Head	20/10

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

Ankylosaur Nine

Move 6 POW 12 HP 25 DEX 10

D20	Location	AP/HP
01-03	Tail	20/9
04-05	Right Hind Leg	16/9
06-07	Left Hind Leg	16/9
08-11	Hind Quarters	20/11
12-15	Fore Quarters	20/11
16	R Front Leg	16/9
17	L Front Leg	16/9
18-20	Head	20/10

Ankylosaur Ten

Move 6 POW 12 HP 30 DEX 9

D20	Location	AP/HP
01-03	Tail	20/10
04-05	Right Hind Leg	16/10
06-07	Left Hind Leg	16/10
08-11	Hind Quarters	20/12
12-15	Fore Quarters	20/12
16	R Front Leg	16/10
17	L Front Leg	16/10
18-20	Head	20/10

Ankylosaur Eleven

Move 6 POW 14 HP 32 DEX 11

D20	Location	AP/HP
01-03	Tail	20/11
04-05	Right Hind Leg	16/11
06-07	Left Hind Leg	16/11
08-11	Hind Quarters	20/13
12-15	Fore Quarters	20/13
16	R Front Leg	16/11
17	L Front Leg	16/11
18-20	Head	20/11

Ankylosaur Twelve

Move 6 POW 10 HP 29 DEX 12

D20	Location	AP/HP
01-03	Tail	20/10
04-05	Right Hind Leg	16/10
06-07	Left Hind Leg	16/10
08-11	Hind Quarters	20/12
12-15	Fore Quarters	20/12
16	R Front Leg	16/10
17	L Front Leg	16/10
18-20	Head	20/10

Ankylosaur Thirteen

Move 6 POW 12 HP 30 DEX 9

D20	Location	AP/HP
01-03	Tail	20/10
04-05	Right Hind Leg	16/10
06-07	Left Hind Leg	16/10
08-11	Hind Quarters	20/12
12-15	Fore Quarters	20/12
16	R Front Leg	16/10
17	L Front Leg	16/10
18-20	Head	20/10

Ankylosaur Fourteen

Move 6 POW 14 HP 32 DEX 11

D20	Location	AP/HP
01-03	Tail	20/11
04-05	Right Hind Leg	16/11
06-07	Left Hind Leg	16/11
08-11	Hind Quarters	20/13
12-15	Fore Quarters	20/13
16	R Front Leg	16/11
17	L Front Leg	16/11
18-20	Head	20/11

Agimori

The Agimori, or Men-and-a-half, are mostly found in the area of Weis Cut, where Chaku Ironspear has established a more-or-less permanent camp in the caves there. They are aware of their broo neighbors, but have no fear of them.

The Agimori are hunters, not herders, and can be found throughout the river valley, as well as in Prax or Vulture's Country. Any particular band will have 2D4 hunters, and will probably be led by either Galazi or Ankubi. There is only a 10% chance that Chaku himself will be hunting; his main obligation is to the tribe, and he has nothing to prove.

Chaku is formidable on his own ground and will not want to leave it. He has no time for adventuring, for his tribe's affairs keep his hands more than full. He is suspicious of strangers, and may use Divination to check their motives. His pike is a prized family heirloom.

Galazi ranks as a leader of 50 during wartime, and wants to enhance her reputation. She has done more than her share of adventuring, which is how she got her armor and shortsword, both unusual for men-and-a-half. Galazi will join an expedition if the chance of fame and fortune is good, but she is no fool. She is not easily duped and will look out for herself and for any personal followers first.

Ankubi is a loner who gained a reputation among the men-and-a-half and among the Storm Bull cult in Prax by tracking and destroying a small raiding party of broos who had kidnapped some children for sacrifice in Sog's Ruins. He brought the captives back alive. He will join almost any expedition against chaos, but socializes only with members of his own or associated cults. He hates Lunars. He is a bar-wrecker when drunk.

If they encounter the party before the Scouting the Land judgment between the Agimori and Morokanth, the Agimori will be polite and aloof. If the party is encountered after the judgment, the attitude of the Agimori will depend on the judgment. If it was favorable, they will be all amiability. If against them, the Agimori will probably not attack, but will refuse any contact and perhaps hurl insults at the party.

DUKE'S POLICY – Do not antagonize the Agimori, as they control access to Horn Gate.

Galazi Foe-Hound (female initiate of Lodril, initiate of Found Child)

STR 23 CON 16 SIZ 19 INT 16 POW 14
DEX 16 CHA 15 Move 10 HP 18 Defense 25%

D20	Location	AP/HP
01-04	Right Leg	8/6
05-08	Left Leg	8/6
09-11	Abdomen	6/6
12	Chest	7/7
13-15	Right Arm	8/5
16-18	Left Arm	8/5
19-20	Head	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Pike	2	80%	2D6+1+2D6	75%	15
Braced Pike	1	60%	2D6+1+*	-	15
2H Spear	2	85%	1D10+1+1D6	80%	15
1H Spear	3	70%	1D8+1+1D6	50%	15
Shortsword	5	65%	1D6+1+1D6	45%	20
Javelin	1	75%	1D10+2D3	35%	10
Composite Bow	1	50%	1D8+1	40%	10
Large Shield	-	-	-	80%	16

* plus damage bonus of whatever is the oncoming target.

SPELLS: Detect Magic, Disrupt, Healing 4, Mobility, Protection 2, Repair (2), Speedart.

SKILLS: Bargaining 40%, Camouflage 85%, Climbing 55%, Evaluate Treasure 30%, First Aid 45%, Hide in Cover 85%, Hide Item 40%, Identify Animal 70%, Jumping 70%, Listen 70%, Map Making 70%, Move Quietly 80%, Oratory 56%, Peaceful Cut 40%, Spot Hidden Spot Trap 70%, Tracking 85%, Trap Set/Disarm 75%.

LANGUAGES: Firespeech 60%, Pavic 25%, Praxian 80%, Tradetalk 50%

MAGIC ITEMS: An 11-pt POW storing crystal and a Fireblade matrix in a bronze shortsword.

TREASURE: 150 L carried, ransom is 1500 Lunars

SPECIAL FEATURES: 2-pt skin, half damage from all heat attacks.

Chaku Ironspear (male Rune priest of Lodril, initiate of Found Child)

STR 18 CON 17 SIZ 19
INT 14 POW 18 DEX 16 CHA 16
Move 10 HP 20 Defense 20%

D20	Location	AP/HP
01-04	Right Leg	5/7
05-08	Left Leg	5/7
09-11	Abdomen	6/7
12	Chest	7/8
13-15	Right Arm	5/6
16-18	Left Arm	5/6
19-20	Head	6/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Pike	2	80%	2D6+1+1D6	80%	22
Braced Pike	1	60%	1D6+1+*	-	22
2H Spear	2	80%	1D10+1+1D6	80%	15
1H Spear	3	80%	1D8+1+1D6	75%	15
Shortsword	5	65%	1D6+1+1D6	50%	20
Javelin	1	80%	1D10+1D3	40%	10
Large Shield	-	-	-	80%	16

* plus damage bonus of whatever is the oncoming target.

ALLIED SPIRIT: Fire's Breath (in iron pike) INT 11, POW 19
SPELLS: Dispel Magic 4, Healing 6, Protection 4; (known by Fire's Breath) Disruption, Farsee, Light, Mobility, Multimissile 2, Repair Spirit Screen 2

RUNE SPELLS: Divination 6, Extension I, Multispell II, Shield 4, Spell Teaching, Spirit Block 1

SKILLS: Bargaining 50%, Camouflage 75%, Climbing 65%, Evaluate Treasure 50%, First Aid 45%, Hide in Cover 95%, Identify Animals 90%, Jumping 80%, Listen 75%, Map Making 75%, Move Quietly 90%, Oratory 85%, Peaceful Cut 75%, Spot Hidden 90%, Spot Trap 80%, Tracking 90%, Weapon Making 80%.

LANGUAGES: Firespeech 86/85%, Pavic 45%, Praxian 90%, Tradetalk 65%.

MAGIC ITEMS: Iron pike with Bladesharp 4 matrix and 13 Pt POW storage crystal embedded in it. POW 4 Power enhancing crystal in amulet around neck.

SPECIAL FEATURES: 2-point skin; half damage from all heat attacks.

TREASURE: 7 wheels and 25 Lunars; ransom is 2500 Lunars.

Monkey King

The Monkey King had once ruled a vast Empire, of which the Baboon Troop was the last remnant. He was jealous of the supremacy of humans over his children and friends, and would gladly emerge from his exile for the opportunity to strangle them with his immense strength. His spiritual might was much less, however, and he was easily driven off by other spirits.

Agimori Warriors (1-15)

Weapon	SR	Attk%	Damage	Parr%	Pts
Pike	4	40%	2D6+1+1D6	35%	15
Braced Pike	1	35%	2D6+1*	-	15
2H Spear	4	50%	ID10+1+1D6	45%	15
1H Spear	5	40%	ID8+1+1D6	30%	15
Javelin	3	35%	ID10+103	15%	10
Large Shield	-	-	-	40%	16

* plus damage bonus of whatever is the oncoming target.

SPELLS: Bladesharp 2, Disrupt, Healing 2, Mobility, Speedart.

SKILLS: Bargaining 10%, Camouflage 40%, Climbing 30%, Evaluate Treasure 15%, Hide in Cover 50%, Identify Animals 40%, Jumping 55%, Listen 40%, Map Making 20%, Move Quietly 40%, Peaceful Cut 20%, Spot Hidden 45%, Spot Trap 40%, Tracking 50%, Trap Set/Disarm 35%.

LANGUAGES: Speak Firespeech 20%, Speak Old Pavic 15%, Speak Praxian 55%, Speak Tradetalk 20%.

TREASURE: 1D100 Lunars worth of trade goods.

SPECIAL FEATURES: 2 point skin, half damage from all heat attacks.

Agimori One

POW 12 DEX 11 Defense 0% HP 18

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

Agimori Two

POW 12 DEX 11 Defense 0% HP 18

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

Agimori Three

POW 12 DEX 11 Defense 00% HP 18

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

Agimori Four

POW 12 DEX 11 Defense 00% HP 18

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

Agimori Five

POW 12 DEX 11 Defense 00% HP 18

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

Agimori Six

POW 12 DEX 11 Defense 00% HP 18

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

Agimori Seven

POW 12 DEX 11 Defense 00% HP 18

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

Brother Dog

Sometimes claimed to be the first of Man's friends, Brother Dog came to Foundchild in the Darkness and said he would rather be a friend than food. Since then he has been noted for his loyalty and, especially, for his effectiveness against beast kind.

Foundchild

Foundchild was discovered during the Great Night when a dying woman stumbled over his infant form and, taking him to her breast, found the urge to live greater than that to die. Her strength and determination formed the Heart of the people that fought to survive. He grew quickly, and soon proved an able leader. He took up weapons once used to kill only men and showed the survivors how to use them for peace and life, teaching them an extraordinary new art which he called hunting. He had an amazing ability too, to call any animal towards him, or to send it away.

Bison Riders

The Five Great Tribes

There were five "legitimate" tribes of Prax, all descendants of the original peoples who migrated from the Spike with their mighty leader, the Storm Bull. Each tribe was made up of several Clans or similar kin-based social structures (which were the basic fighting units), several Herds (which were the basic means of life for the people), its Khan, and its Shaman.

The Bison Riders are outcasts in Prax. The Lunar Empire is not actively hunting them, but the Lunar allies, the Sable Riders, are using their privileged status to try to exterminate their long-time enemies.

As usual, the bison riders have retreated across the River of Cradles into Vulture's Country, involuntarily toughening themselves. Naturally, the Bison Riders make continual forays over the river to scout out their enemies and gain glory for their young warriors.

Talkil One-Eye is a bison Kahn who was an initiate during the disastrous battle of Moonbroth. He lost his eye there to a Sable Rider arrow and has no love for the tribe. He will do anything he can to harm Sable Riders.

Durinda Coweye is an initiate of the Eiritha cult and Talkil's wife. She longs for the familiar plains from which she has been exiled. She willingly follows her husband's lead in trying to find a way to return.

Arling Stronglance is a standard bison rider, true to his Kahn and disdainful of missile users. He loves strong drink; his favorite is fermented bison milk, a Bison Rider specialty.

This band will not pick a fight unless the potential targets are a small band of Sable Riders. Talkil will have 2D4+1 warriors in his entourage, and his main objective is information. For his purpose, the presence of armed and mounted warriors is enough, and he will avoid contact unless the other party is smaller than his. Despite the size and power of his animals, the armament of the Bison Riders is not as good as that of a well-trained mercenary band, and Talkil is well aware of this. He is very capable of determining whether there is iron present among the party, and just how competent the opposition seems.

DUKE'S POLICY – The duke has no wish to antagonize the Bison Riders, and might even want to recruit them, but has made no statement one way or another.

Talkil One-Eye – Bison Kahn

STR 16 CON 16 SIZ 11 INT 14
 POW 16 DEX 13 CHA 16
 Move 8 (12 bison) HP 16 Defense 15%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	4	115%	1D10+1+4D6	65%	20
Iron Bstrd Swd	6	85%	1D10+1+1D4	70%	30
Javelins (3)	2	80%	1D10+1D2	25%	10
Dagger	8	65%	1D4+2+1D4	55%	12
Medium Shield	8	35%	1D6+1D4	120%	12

SPELLS: Binding, Demoralize, Farsee, Mobility, Protection 4, Silence, Speedart, Vigor (4); (known by Sable Shredder) Bladesharp 4, Dispel Magic 4, Healing 6, Multimissile 3

RUNE SPELLS: Summon Small Gnome, Warding I (one-use only)

SKILLS: Bargaining 35%, Camouflage 70%, Evaluate Treasure 65%, First Aid 70%, Hide in Cover 85%, Hide Item 55%, Identify Praxian Animals 90%, Jumping 85%, Listen 85%, Map Making 85%, Move Quietly 90%, Oratory 100%, Peaceful Cut 100%, Ride Bison 135%, Spot Hidden 85%, Spot Trap 75%, Tracking 105%, Trap Set/Disarm 75%.

LANGUAGES: Praxian 80/35%, Tradetalk 60%.

MAGIC ITEMS: Iron bastard sword; a Waha Rope (see Plunder), which Talkil knows the code word to; 3 Pt Spirit Supporting crystal in a medicine bag-type charm around neck.

TREASURE: Carries 20 Lunars, ransom is 1000 Lunars.

ALLIED SPIRIT: Sable Shredder (in bison)

STR 40 CON 15 SIZ 37 INT 17 POW 15
 DEX 9 CHA 9 Move 12 HP 22

D20	Location	AP/HP
01-02	Right Hind Leg	7/7
03-04	Left Hind Leg	7/7
05-07	Hind Quarters	7/9
08-10	Fore Q	7/9
11-13	Right Front Leg	7/7
14-16	Left Front Leg	7/7
17-20	Head	7/8



Bison Riders (1-9)

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	5	50%	1D10+1+3D6	30%	20
Broadsword	7	30%	1D8+1+1D4	20%	20
Javelins (3)	3	35%	1D10-1D2	15%	10
Medium Shield	-	-	-	40%	12

SPELLS: Binding, Bladesharp 1, Mobility, Protection 1.
SKILLS: Bargaining 10%, Camouflage 25%, Evaluate Treasure 20%, First Aid 30%, Hide in Cover 40%, Identify (Praxian) Animals 45%, Jumping 35%, Listen 55%, Map Making 40%, Move Quietly 40%, Oratory 20%, Peaceful Cut 40%, Ride Bison 75%, Spot Hidden 30%, Spot Trap 35%, Track 40%.
LANGUAGES: Praxian 55%.
TREASURE: 1D20 Lunars.

Bison Rider Bisons:

Weapon	SR	Attk%	Damage	Parr%	Pts
Butt	8	50%	2D10+3D6		
Trample	8	50%	6D8 to downed foe		



Bison Rider One

POW 11 DEX 10 HP 13 Lance 20 Broadsword 20

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

Bison Rider One's Bison

POW 11 DEX 7 HP 17 Move 12

D20	Location	AP/HP
01-02	Right Hind Leg	3/5
03-04	Left Hind Leg	3/5
05-07	Hind Quarters	3/7
08-10	Fore Quarters	3/7
11-13	Right Front Leg	3/5
14-16	Left Front Leg	3/5
17-20	Head	3/6

Bison Rider Two

POW 11 DEX 10 HP 13 Lance 20 Broadsword 20

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

Bison Rider Two's Bison

POW 11 DEX 7 HP 17 Move 12

D20	Location	AP/HP
01-02	Right Hind Leg	3/5
03-04	Left Hind Leg	3/5
05-07	Hind Quarters	3/7
08-10	Fore Q	3/7
11-13	Right Front Leg	3/5
14-16	Left Front Leg	3/5
17-20	Head	3/6

Bison Rider Three

POW 11 DEX 10 HP 13 Lance 20 Broadsword 20

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

Bison Rider Three's Bison

POW 11 DEX 7 HP 17 Move 12

D20	Location	AP/HP
01-02	Right Hind Leg	3/5
03-04	Left Hind Leg	3/5
05-07	Hind Quarters	3/7
08-10	Fore Q	3/7
11-13	Right Front Leg	3/5
14-16	Left Front Leg	3/5
17-20	Head	3/6

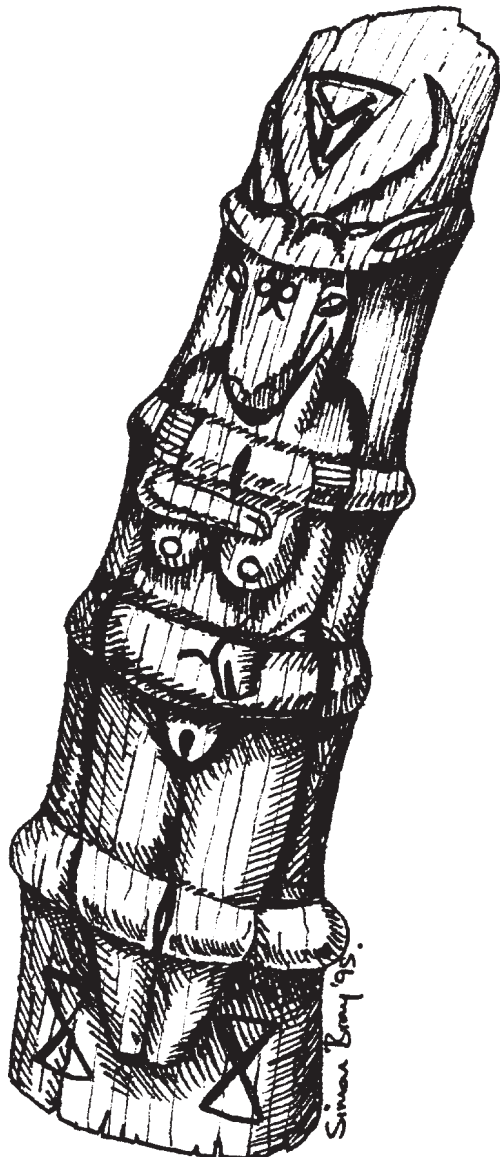
Weapon	SR	Attk%	Damage	Parr%	Pts
Butt	8	50%	2D10+3D6		
Trample	8	50%	6D8 to downed foe		

Broos

Broos randomly encountered may or may not be part of the contingent from the Weis Cut. There are several tribes of broos in the area, all quite independent. Roll 2D6 for the number of broos in a band.

Broos are hated everywhere in Prax, but they also are sufficiently feared that most Praxians will treat with them if necessary. Most of the time, broos will either attack or flee, depending on their evaluation of their own abilities in comparison with the obvious competence of the party to be attacked. They are masters of the stealthy approach after dark, which they have perfected through centuries of fighting mounted nomads.

The Broo Priest may be a priest of Thed or Mallia in the River of Cradles. The description shows a number of abilities and spells, which should be taken from the appropriate cult's special spells.



D100	River Broo Cults
01-60	Mallia
61-00	Thed

The Broo Warleader is the main fighter and trainer for the others. He has gained decent armor over the years and the other members of the band are waiting until they can get as good as he so that they can take it from him. He is cruel, bloodthirsty, and cunning enough to avoid fights with armored adventurers if he can do so.

The Broo Focus of Chaos has been touched more than most by chaos. His powers make him both an object of awe and derision by his fellows. He has ambitions for the priesthood and is something of a berserker, ready to take on any group that doesn't completely overwhelm the band he is with.

The band of broos will avoid a direct confrontation with the adventurer's party unless they have overwhelming numbers or a good ambush position. If a fight goes against them, they will scatter to the winds.

DUKE'S POLICY – Warn broos away, and if they don't go, drive them out with all force necessary.

Broo Warleader

STR 17	CON 25	SIZ 13	INT 13	POW 15
DEX 16	CHA 11	Move 9	HP 26	Defense 20%

D20	Location	AP/HP
01-04	Right Leg	7/9
05-08	Left Leg	7/9
09-11	Abdomen	7/9
12	Chest	7/10
13-15	Right Arm	7/8
16-18	Left Arm	7/8
19-20	Head	10/9

Weapon	SR	Attk%	Damage	Parr%	Pts
Head Butt	7	100%	1D6+1D4	-	-
Greatsword	4	95%	2D8+1D4	90%	15
Bastard Sword	5	90%	1D10+1+1D4	90%	20
Composite Bow	1	90%	1D8+1	40%	10
Dagger	7	75%	1D4+2+1D4	75%	12
Thrown Dagger*	1	85%	1D4+1D2	-	-
Large Shield	7	26%	1D8+1D4	90%	16

*same weapon

SPELLS: Bladesharp 4, Demoralize, Protection 4, Vigor (4)

SKILLS: Bargaining 35%, Camouflage 80%, Climb 75%, Evaluate Treasure 70%, First Aid 50%, Hide in Cover 95%, Identify (Praxian) Animals 65%, Jump 80%, Listen 95%, Move Quietly 95%, Oratory 60%, Spot Hidden 90%, Spot Traps 85%, Track 80%, Trap Set/Disarm 85%.

LANGUAGES: Praxian 65%.

MAGIC ITEMS: 15 Pt POW storage crystal, 3 Pt Spell Strengthening crystal, one Waha Rope (does not know code word).

TREASURE: 3 clacks: ransom is 1250 Lunars.

CHAOTIC FEATURE: +4D6 CON (9 – already included in stats). Poison Touch (14 Pt potency) must get through armor to operate. Generally only operates when the Warleader's head butt attack penetrates armor. Note that the Warleader's Vigor spell will raise his HP to 39 when cast (giving him 13 HP in his head).

Broo Priest

(Roll for cult on previous chart)

STR 15 CON 17 SIZ 13 INT 14 POW 18
DEX 18 CHA 9 Move 9 HP 19 Defense 25%

D20	Location	AP/HP
01-04	Right Leg	4/7
05-08	Left Leg	4/7
09-11	Abdomen	6/7
12	Chest	6/8
13-15	Right Arm	4/6
16-18	Left Arm	4/6
19-20	Head	6/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Head Butt	7	90%	1D6+1D4	-	-
Iron 2H Spear	3	90%	1D6+1+1D4	75%	23
Shortsword RH	6	90%	1D6+1+1D4	75%	20
Dagger LH*	7	85%	1D4+2+1D4	75%	12
Thrown Dagger*	1	65%	1D4+1D2	-	12
Composite Bow	1	80%	1D8+1	40%	10

* same weapon.

SPELLS: Bladesharp 4, Demoralize, Detection Blank 3, Healing 6; (known by the Malcathan) Dispel Magic 6, Multimissile 4

RUNE SPELLS: 1D4+3 pts of Rune Power spells.

SKILLS: Camouflage 80%, Climbing 70%, Evaluate Treasure 75%, First Aid 45%, Hide in Cover 85%, Identify (Praxian) Animals 55%, Jumping 80%, Listen 75%, Move Quietly 90%, Oratory 55%, Spot Hidden 80%, Spot Trap 85%, Tracking 65%, Trap Set/Disarm 80%.

LANGUAGES: Praxian 70%.

MAGIC ITEMS: Iron-shod 2H spear with a 15 Pt POW storing crystal embedded in the hilt; 10 applications of Rhino Fat.

TREASURE: Carries 7 clacks and 3 Lunars; ransom is 1000 L.

DISEASE: Creeping Chills

CHAOTIC FEATURE: Appears extremely dangerous

If Mallia Cultist (additional):

SKILLS: Identify Disease 100%, Prepare Disease Potion 100%, Spread Disease 105%, Treat Disease 65%.

SPECIAL FEATURES: Add a second disease; The Shakes.

ALLIED SPIRIT: The Malcathan – INT 11, POW 21 carries the disease of Soul Waste.

OTHER SPIRITS: Lacer (controlled spirit); INT 13, POW 11 carries The Shakes.

If Thed Cultist (additional):

SPECIAL FEATURES: Additional chaos feature – Befuddle one opponent per turn in addition to other attacks.

ALLIED SPIRIT: The Malcathan (disembodied); INT 11, POW 17; possesses chaotic feature – never surprised.

Broo Seven

POW 12 DEX 12 HP 17 Maul 15 Shortsword 20

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

DISEASE: Fever

CHAOTIC FEATURE: undetectable by use of magic



Broo Eight

POW 12 DEX 12 HP 17 Maul 15 Shortsword 20

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

DISEASE: Creeping Chills

CHAOTIC FEATURE: none

Broo Nine

POW 12 DEX 12 HP 17 Maul 15 Shortsword 20

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

DISEASE: Brittle skin.

CHAOTIC FEATURE: none

Broo Ten

POW 12 DEX 12 HP 17 Maul 15 Shortsword 20

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

DISEASE: Creeping Chills

CHAOTIC FEATURE: +17 STR, giving him 2D6 damage bonus and +20% to both attacks and parries

Broo Eleven

POW 12 DEX 12 HP 17 Maul 15 Shortsword 20

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

DISEASE: none

CHAOTIC FEATURE: can leap up to 10m

Broo Twelve

POW 12 DEX 12 HP 17 Maul 15 Shortsword 20

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

DISEASE: Brain Fever.

CHAOTIC FEATURE: +30% Defense.

Centaurs

This is a band of young centaurs out to prove themselves and see something of the world. They hired on as caravan guards for a trip from Sartar to Pavis, and are now wandering the valley.

Despite their previous occupation, they have little love for the Lunar Empire and, in their typical disorderly centaur way, will take opportunity to express this dissatisfaction. Initially, they will be verbal about it, but if their sentiments get them into trouble with the duke, they might resort to sniping or outright attacks, particularly if one of their number has been hurt.

Nomads do not know what to make of centaurs, and distrust them. The band is already suspected of a number of depredations which they did not commit (and of a few which they did commit).

There is only one group of centaurs in the valley. If they are killed or driven away, there will be no more centaur encounters.

It is up to the referee to determine how many centaurs should be encountered by the adventurers. All the centaurs are lay members of the cult of Hykim, god of beasts.

Baast Tavashirt is a young centaur with mercenary experience who is very confident of his abilities. He is particularly proud of his prowess with the bow and his favorite tactic is skirmishing and picking off his enemies from a distance. He loves to taunt authority figures, and considers the nomads of Prax to be uncivilized barbarians with no redeeming virtues.

Dass Naver is, if anything, more reckless than his leader. He and Baast have a long-term rivalry going which they attempt to cover up by challenging each other to feats of daring, all in the spirit of good fun. Dass has not had Baast's experience and is not his equal as a soldier, but is a much better harpist and balladeer. He often puts this to use making up satires on the people they meet and on Baast himself.

Hoon Dight is a soldier through and through. He likes to fight and he likes to drink. When he has had a lot to drink, he really likes to fight.

DUKE'S POLICY – Get these rowdies out of my valley.

Baast Tavashirt

STR 22	CON 15	SIZ 32	INT 14	POW 15
DEX 19	CHA 14	Move 12	HP 20	Defense 0%

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	3/8
07-09	Fore Quarters	3/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	5/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	1	75%	1D8+1	45%	10
Lance	1	65%	1D10+1+2D6	40%	20
Medium Shield	-	-	-	60%	12

SPELLS: Farsee, Healing 3, Mobility, Speedart.
SKILLS: Play Lute 80%, Tracking 60%.
TREASURE: Decorated Quiver worth 70 Lunars.

Dass Naver

STR 20	CON 13	SIZ 26	INT 13	POW 14
DEX 17	CHA 11	Move 12	HP 17	Defense 0%

D20	Location	AP/HP
01-02	Right Hind Leg	2/5
03-04	Left Hind Leg	2/5
05-06	Hind Quarters	3/7
07-09	Fore Quarters	3/7
10-11	Right Front Leg	2/5
12-13	Left Front Leg	2/5
14	Chest	3/7
15-16	Right Arm	4/5
17-18	Left Arm	4/5
19-20	Head	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	1	65%	1D8+1	40%	10
Lance	1	60%	1D10+1+2D6	40%	20
Medium Shield	-	-	-	55%	12

SPELLS: Binding, Healing 3, Mobility, Speedart
SKILLS: Acting 75%, Play Lute 90%, Spot Hidden 50%, Track 50%.
TREASURE: Silver ring worth 40 Lunars and 3 doses of a Healing 3 potion.

Hoon Dight

STR 21	CON 14	SIZ 28	INT 12	POW 12
DEX 18	CHA 10	Move 12	HP 18	Defense 0%

D20	Location	AP/HP
01-02	Right Hind Leg	2/5
03-04	Left Hind Leg	2/5
05-06	Hind Quarters	2/7
07-09	Fore Quarters	3/7
10-11	Right Front Leg	2/5
12-13	Left Front Leg	2/5
14	Chest	2/7
15-16	Right Arm	4/5
17-18	Left Arm	4/5
19-20	Head	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	1	60%	1D8+1	40%	10
Lance	1	55%	1D10+1+2D6	40%	20
Medium Shield	-	-	-	55%	12

SPELLS: Detect Life, Healing 2, Mobility, Multimissile 2
SKILLS: Identify Plants 40%, Juggle 40%, Track 60%.
TREASURE: 10 Lunars, 5 clacks.

Other Centaurs

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	2	60%	1D8+1	30%	10
Lance	2	50%	1D10+1+2D6	35%	20
Medium Shield	-	-	-	50%	12

SPELLS: Healing 4, Mobility, Speedart
SKILLS: Jumping 50%, Play Lyre 60%, Swimming 30%, Tracking 50%.
TREASURE: 1020 Lunars



Bolo Lizard Folk

This wry and wiry race rides across the Plains atop sleek and lean reptiles. They use special weapons called bolos, which were most effective against large foes (such as High Llamas). If they had the chance, they would close with a weak enemy and fight with their bucklers and swords. The animal ran with its head and tail stretched horizontally, leaving plenty of room for riders to use their unique weapons. According to one noted Sage, this clan was more properly known as the Bird-Lizard Folk. At some point in history an ignorant scholar confused the name of the animals with that of the favored weapon of the tribe, and the name has stuck ever since.

Harc

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Amika

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

The Ostrich Clan

This elusive people rode a great flightless bird. They claimed once to have ruled the skies of Prax, but said they were defeated in the Great Night by Air Demons, their mighty pinions torn from them. Their long legged beasts had great speed, and were vicious fighters. The riders were pygmies (though unrelated to the Impala people), and wielded their odd throwing sticks to deadly effect. The Clan had once been stronger, but many left Prax after the Dawn, never to return.

Kraetor

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Ercule

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Bauder

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Julius

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Nessus

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Lorica

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Baal

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Crankus

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Poseidon

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Antonier

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Kittilittir

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Rambunct

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Phrodei

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Octavius

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Ramboxas

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Sisero

POW 13 DEX 14 HP 19 Lance 20

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-06	Hind Quarters	2/8
07-09	Fore Quarters	2/8
10-11	Right Front Leg	2/6
12-13	Left Front Leg	2/6
14	Chest	3/8
15-16	Right Arm	4/6
17-18	Left Arm	4/6
19-20	Head	3/7

Ostrich Mother

This spirit was the mother of the steeds of the Ostrich Clan. Her pinions were torn out in the War of the Gods, and only the love of her mother the Earth kept her from dying when she fell. She favored her children, but in her weakness was forced to aid any who called upon her.

Independent Spirits

The independent spirits lived in Prax, but their origins were unknown, unimportant, or irregular. They belonged to no hierarchy by birth, position, or allegiance, but were able to wander among the other displaced gods as equals, thanks to their own inner strength.

Father of Independents

This pathetic wretch, slave to man and god alike, claimed to be the Founder of the Independent tribes, and would gladly tell his amusing lies to all who would listen. It is ridiculous to think that such a decrepit thing could birth the powerful beings who need neither god nor herds to live in the chaparral. Yet, according to the Father, he was a victim of the War of the Gods, crippled to become ferryman to the gods. He escaped but, returning to Prax, was captured and put to a similar task in the Dead Place, where he served with admirable ability. The Dead Place does not affect him.

Cliff Toads

Cliff toads can be found in Prax among the cliffs along the River of Cradles. They have been rigorously hunted by the nomads, and are not very common. Generally, 1D4 cliff toads will be encountered.

In the river valley itself, and in the Eastern Highlands, their cover is better and the food supply less active, and they are more common.

Cliff toads never try to eat something which is bigger than they are, and prefer items less than one-half their size. Their standard tactic is to stand on the side of a cliff or large rock formation and make a one-lick attack on a passing target. If unsuccessful, they will leap away to escape retribution.

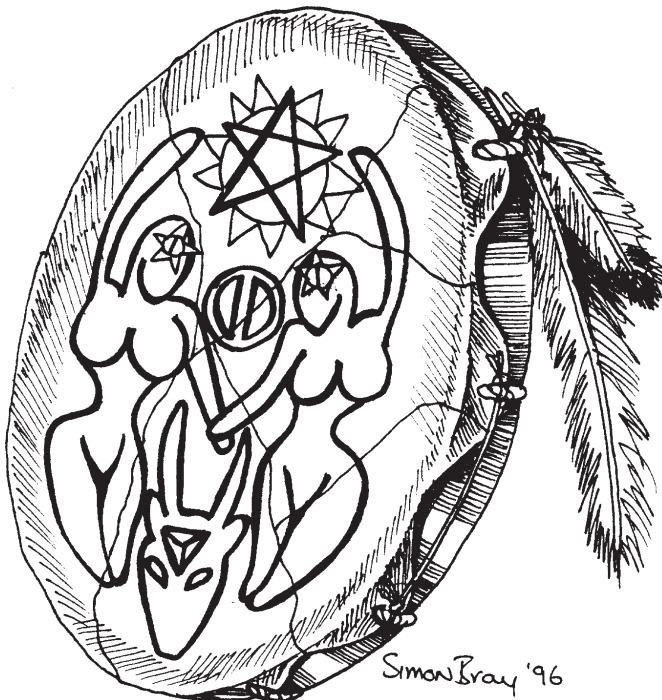
If the cliff toad's attack succeeds, it will try to swallow its victim. If it fails to swallow its prey on the first attempt, then the victim suffers 1D6 pts of damage from constriction and is not released. This damage occurs to the area initially struck by the toad's tongue, and is not absorbed by armor. In the next round, the toad will again try to swallow its prey with the same 80% chance for success, and will continue in this manner until it succeeds. Once inside the mouth of the toad, a digestive acid with a POT of 24 goes to work on the victim. The only escape open to the victim is to kill the cliff toad very quickly.

Cliff toads are very similar to Traskars, or river frogs. However, a cliff toad is not intelligent, and has nothing but similarity in form in common with the Frog Woman cult.

DUKE'S POLICY – Get rid of the monsters before the farmers arrive with domesticated animals.

The Unicorn Maidens

These women were blessed with amazing abilities by the Sun Daughter. Though virtually unarmored, their telepathic link with the beasts and combined agility defended them as if they were. Their unicorn steeds did not fear to charge against any other creature, and the women were armed with bows, swords, and spears.



Cliff Toad One

SIZ 42 POW 10 DEX 13 HP 17 Move 8 Leap 24

D20	Location	AP/HP
01-02	Right Hind Leg	8/6
03-04	Left Hind Leg	8/6
05-07	Hind Quarters	8/7
08-10	Fore Quarters	8/7
11-13	Right Front Leg	8/5
14-16	Left Front Leg	8/5
17-20	Head	8/6

Weapon	SR	Attk%	Damage
Tongue	4	45%	3D6/turn (range 36 meters)
Swallow*	6	80%	24 pts acid damage

* Only one swallow per cliff toad per day is allowed.

SKILLS: Hide in Cover 70%, Jump 80%, Listen 40%, Spot Hidden 40%.

Cliff Toad Two

SIZ 42 POW 10 DEX 13 HP 17 Move 8 Leap 24

D20	Location	AP/HP
01-02	Right Hind Leg	8/6
03-04	Left Hind Leg	8/6
05-07	Hind Quarters	8/7
08-10	Fore Quarters	8/7
11-13	Right Front Leg	8/5
14-16	Left Front Leg	8/5
17-20	Head	8/6

Weapon	SR	Attk%	Damage
Tongue	4	45%	3D6/turn (range 36 meters)
Swallow*	6	80%	24 pts acid damage

* Only one swallow per cliff toad per day is allowed.

SKILLS: Hide in Cover 70%, Jump 80%, Listen 40%, Spot Hidden 40%.

Cliff Toad Three

SIZ 42 POW 10 DEX 13 HP 17 Move 8 Leap 24

D20	Location	AP/HP
01-02	Right Hind Leg	8/6
03-04	Left Hind Leg	8/6
05-07	Hind Quarters	8/7
08-10	Fore Quarters	8/7
11-13	Right Front Leg	8/5
14-16	Left Front Leg	8/5
17-20	Head	8/6

Weapon	SR	Attk%	Damage
Tongue	4	45%	3D6/turn (range 36 meters)
Swallow*	6	80%	24 pts acid damage

* Only one swallow per cliff toad per day is allowed.

SKILLS: Hide in Cover 70%, Jump 80%, Listen 40%, Spot Hidden 40%.

Cliff Toad Four

SIZ 42 POW 10 DEX 13 HP 17 Move 8 Leap 24

D20	Location	AP/HP
01-02	Right Hind Leg	8/6
03-04	Left Hind Leg	8/6
05-07	Hind Quarters	8/7
08-10	Fore Quarters	8/7
11-13	Right Front Leg	8/5
14-16	Left Front Leg	8/5
17-20	Head	8/6

Weapon	SR	Attk%	Damage
Tongue	4	45%	3D6/turn (range 36 meters)
Swallow*	6	80%	24 pts acid damage

* Only one swallow per cliff toad per day is allowed.

SKILLS: Hide in Cover 70%, Jump 80%, Listen 40%, Spot Hidden 40%.

Scorpion Man Skeleton

POW 1 DEX 14

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	4	70%	2D8+1D6	70%	15
Sting	7	70%	2D6 (no poison)	-	-

D20	Location	AP/HP
01	Right Hind Leg	3/1
02	R Center Leg	3/1
03-04	R Front Leg	3/1
05	Left Hind Leg	3/1
06	L Center Leg	3/1
07-08	L Front Leg	3/1
09-10	Tail	3/1
11-12	Thorax	3/1
13-14	Chest	3/1
15-16	Right Arm	3/1
17-18	Left Arm	3/1
19-20	Head	3/1

Wind Child Skeleton

POW 1 DEX 17

Weapon	SR	Attk%	Damage	Parr%	Pts
Rapier	5	85%	1D6+1	85%	12
Small Shield	5	-	-	85%	8

D20	Location	AP/HP
01-03	Right Leg	0/1
04-06	Left Leg	0/1
07-09	Abdomen	0/1
10	Chest	0/1
11-12	Right Wing	0/1
13-14	Left Wing	0/1
16-16	Right Arm	0/1
17-18	Left Arm	0/1
19-20	Head	0/1

Dragon Skeleton

POW 1 DEX 13

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite	6	65%	5D6	-	-
Claw	6	65%	5D6	-	-

D20	Location	AP/HP
01-02	Right Hind Leg	6/4
03-04	Left Hind Leg	6/4
05-06	Hind Quarters	6/4
07-08	Tail	6/4
09-10	Fore Quarters	6/4
11-12	Right Wing	6/4
13-14	Left Wing	6/4
15-16	Right Front Leg	6/4
17-18	Left Front Leg	6/4
19-20	Head	6/4

Minotaur Skeleton

POW 1 DEX 12

Weapon	SR	Attk%	Damage	Parr%	Pts
Pole Axe	3	60%	5D6	60%	12

D20	Location	AP/HP
01-04	Right Leg	5/2
05-08	Left Leg	5/2
09-11	Abdomen	5/2
12	Chest	5/2
13-15	Right Arm	5/2
16-18	Left Arm	5/2
19-20	Head	8/2

Dragonsnail Skeleton

POW 1 DEX 10

Weapon	SR	Attk%	Damage	Parr%	Pts
R Head Bite	7	50%	3D6	-	-
L Head Bite	7	50%	3D6	-	-

D20	Location	AP/HP
01-08	Shell	8/2
09-14	Body	4/2
15-17	R Head	4/2
18-20	L Head	4/2

Avatar of Chaos Chieftain of Ragnaglar

STR 57 CON 32 SIZ 53 INT 14 POW 50
DEX 23 CHA 2 Move 10 HP 47 Defense 35%

D20	Location	AP/HP
01-04	Right Leg	15/16
05-08	Left Leg	15/16
09-11	Abdomen	15/16
12	Chest	15/17
13-15	Right Arm	20/15
16-18	Left Arm	20/15
19-20	Head	15/16

CHAOTIC FEATURES: Reflects up to 6 pt spells; 12 POT acid spit three times per day; 15 Pt skin, with 20 Pt arms; regenerates 1D3 HP in all locations every melee round; capable of leaping 30 meters

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	6	150%	7D6	90%	arm
Kick	6	120%	8D6	-	-
Bite	6	90%	2D10+6D6+POT 6 acid	-	-
Acid Spit	1	90%	Acid 12 POT, range 23 meters	-	-

SPELLS: Befuddle, Binding, Darkwall (2), Demoralize, Fanaticism 4, Harmonize (2), Mobility

SKILLS: Listen 90%, Sense Life 70%, Sense Power 90%, Spot Hidden 110%.

The Avatar of Chaos

He is a son or lieutenant of Ragnaglar who guards the Battle from being plundered by mortals, keeping the souls of his victims as his personal slaves. He appears as a huge malformed brood, constantly howls to demoralize his foes, and is accompanied by many chaotic and undead horrors.



**Vian Hornsaddle,
Storm Kahn of Storm Bull**

STR 15 CON 16 SIZ 14
INT 12 POW 17 DEX 13 CHA 16
Move 8 (12 on llama) HP 18 Defense 20%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Bstd swd.*	6	105%	1D10+1+1D6	90%	22
Dagger	8	75%	1D4+2+1D6	65%	12
Javelins (3)	2	100%	1D10+1D3	35%	10
Lance	3	105%	1D10-1+4D6	75%	20
Medium Shield	8	50%	1D6+1D6	100%	12

*Magical Sword of Sharpness – see below under magic items.

ALLIED SPIRIT: Truefriend (in Bastard sword); INT 17, POW 17

SPELLS: Binding, Demoralize, Healing 5, Mobility, Protection 4; (Truefriend) Befuddle, Bladesharp 4, Disruption, Countermagic 4, Dispel Magic 2, Silence, Vigor (4)

SKILLS: Bargaining 30%, Camouflage 70%, Climbing 70%, Evaluate Treasure 55%, First Aid 65%, Hide in Cover 80%, Identify (Praxian) Animals 90%, Jumping 80%, Listen 85%, Map Making 75%, Move Quietly 90%, Oratory 70%, Peaceful Cut 75%, Ride High Llama 105%, Sense Chaos 95%, Spot Hidden 85%, Spot Trap 80%, Track 95%, Trap Set/Disarm 70%.

LANGUAGES: Praxian 70/20%, Tradetalk 55/00%.

MAGIC ITEMS: Sword of Sharpness (bronze bastard sword), has +05% attack and parry, does +1 damage, has +2 hit points; Flawed POW 4 crystal, when first attuned takes 4 POW pts permanently, but will increase user's strength when in melee as if a Strength spell were cast on him (another Strength spell or a Vigor spell may still be cast on him), and this effect lasts until the user is out of melee. This effect has already been included in Vian's skills.

TREASURE: Carries 7 clacks and 4 Lunars; ransom is 1200 L.

SPECIAL FEATURES: When fighting from high llama, roll enemy hit location as 1D10+10.

Ripteeth, High Llama mount

STR 36 CON 14 SIZ 37 POW 16
DEX 11 Move 12 HP 21

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-07	Hind Quarters	2/8
08-10	Fore Quarters	2/8
11-13	Right Front Leg	2/6
14-16	Left Front Leg	2/6
17-20	Head	2/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite	7	50%	2D8	-	-
Kick*	7	65%	3D6	-	-

*may attack one or two foes simultaneously.

**Maharo Bullarm,
Initiate of Storm Bull**

STR 17 CON 13 SIZ 11
INT 8 POW 15 DEX 13 CHA 10
Move 8 (12 on high llama) HP 13

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Bstd swd.	6	65%	1D10+1+1D4	60%	20
Dagger	8	75%	1D4+2+1D4	65%	12
Javelins (3)	2	65%	1D10+1D2	25%	10
Lance	4	70%	1D10+1+3D6	55%	20
Medium Shield	8	20%	1D6+1D4	70%	12

SPELLS: Binding, Bladesharp 3, Disruption, Healing 4 (2 pts actually in mind), Mobility

SKILLS: Camouflage 60% Climbing 45%, Evaluate Treasure 35%, First Aid 35%, Hide in Cover 55%, Hide Item 25%, Identify (Praxian) Animals 70%, Jump 45%, Listen 70%, Map Making 50%, Move Quietly 60%, Oratory 20%, Peaceful Cot 55%, Ride High Llama 95%, Spot Hidden 60%, Spot Traps 55%, Track 70%, Trap Set/Disarm 65%

MAGIC ITEMS: 2 uses of Rhino Fat (see plunder section)

TREASURE: 7 clacks and 6 Lunars; ransom is 200 Lunars.

Greyhair, High Llama mount of Maharo Bollarm

STR 35 CON 12 SIZ 37 POW 14 DEX 9
Move 12 HP 19

D20	Location	AP/HP
01-02	Right Hind Leg	2/6
03-04	Left Hind Leg	2/6
05-07	Hind Quarters	2/8
08-10	Fore Quarters	2/8
11-13	Right Front Leg	2/6
14-16	Left Front Leg	2/6
17-20	Head	2/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite	7	50%	2D8	-	-
Kick	7	50%	2D6	-	-

SPECIAL: Rider rolls 1D10+10 for hit location vs. foes due to the height of this animal

Sabera Spiritrider, Shaman

STR 13 CON 11 SIZ 10
INT 14 POW 21 DEX 11 CHA 15
Move 8 (12 on llama) HP 13 Defense 20%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Battle Axe	8	50%	1D8+2	45%	20
Dagger	9	55%	1D4+2	55%	12
Thrown Axe (2)	3	55%	1D6	35%	15
Medium Shield	9	20%	1D6	50%	12

FETCH AND BOUND SPIRIT: Fetch Farstrider, INT 11, POW 21; Controlled spirit – Krinder, INT 12, POW 16

SPELLS: Demoralize, Disrupt, Healing 6, Xenohealing 6; (known by Farstrider) Binding, Countermagic 1, Dispel Magic 4, Mobility, Protection 4

Impala Riders

The Impala people are small and pygmy-like. Together with the Bison Riders they opposed the Lunar invasion of Prax, and together with the Bison Riders they were driven into the reaches of Vulture's Country.

In the two years since the defeat, the Impala people have raided back and forth across the river, attempting to make their presence felt by the Lunar-loving Sable Riders. As such, the Impala Riders are hunted actively by the Sable Riders and are rarely found in the river valley itself, as the territory there robs them of their major weapon, mobility.

The party described below is on an information-gathering and raiding mission against the Sable Riders. They actually have no wish to attack Lunar soldiers or even mercenaries, but they will if they are given the chance to slaughter a smaller number of foes. At any given time, the band will number 2D4+1 Impala Riders, as well as the leaders below. Their basic tactics are shoot and run.

N'krun Longarrow is a Waha priest who has achieved mastery with the bow as well. He is a cautious leader and will not task his followers needlessly. He will, however, challenge anyone he finds using a crossbow to a contest, and be most upset if he loses.

Lalira Horndaughter is an Eiritha woman priestess who is following her mate N'krun. She is an embodiment of all that is good in the Eiritha cult, but will have no mercy to anyone who harms one of her people

K'ruta Swiftbuck is a Waha initiate and Foundchild initiate who is an excellent hunter. He is part of this band because the relatively quiet life of a herdsman is not for him. He wants to raid for animals and slay enemies. He is quick to take offense at any slurs at himself or his people. Even for an Impala Rider he is very short.

DUKE'S POLICY – Do not antagonize the native peoples.

N'krun Longarrow, Rune priest of Waha

STR 13 CON 16 SIZ 6
INT 16 POW 18 DEX 16 CHA 15
Move 8 (10 on impala)HP 16 Defense 20%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	1	90%	1D8+1	35%	10
Dagger	8	70%	1D4+2	70%	12
Darts (5)	1	75%	1D6	30%	6
Shortsword	7	65%	1D6+1	60%	20
Small Shield	8	20%	1D4	60%	8

SPELLS: Binding, Demoralize, Farsee, Firearrow (2), Mobility, Multimissile 4, Protection 4, Silence, Speedart; (known by Edgehoof) Dispel Magic 2, Healing 6, Xenohealing 6

RUNE SPELLS: Shield 2, Summon Small Gnome, Summon Spirit of Law, Warding 1

SKILLS: Bargaining 45%, Camouflage 55%, Evaluate Treasure 50%, First Aid 55%, Hide in Cover 70%, Hide Item 40%, Jump 65%, Listen 70%, Map Making 65%, Move Quietly 85%, Oratory 70%, Peaceful Cut 85%, Ride Impala 95%, Spot Hidden 70%, Spot Trap 75%, Track 80%, Trap Set/Disarm 55%.

LANGUAGES: Praxian 85/35%, Tradetalk 75%.

MAGIC ITEMS: A dagger which is a Yelmalio cult relic. It is gilded and possesses the matrices for Lightwall, Lantern 2, and Bladesharp 2 on it; also possesses 10 Pt POW storage crystal.

TREASURE: Carries 6 clacks and 28 Lunars; dagger is worth 3500 Lunars (5000 to Yelmalio cult); ransom is 1000 Lunars.

ALLIED SPIRIT:

Edgehoof (impala)

STR 17 CON 17 SIZ 13 INT 14 POW 17
DEX 15 CHA 10 Move 10 HP 19 Defense 15%

D20	Location	AP/HP
01-02	Right Hind Leg	0/6
03-04	Left Hind Leg	0/6
05-07	Hind Quarters	0/8
08-10	Fore Quarters	0/8
11-13	Right Front Leg	0/6
14-16	Left Front Leg	0/6
17-20	Head	0/7

Weapon	SR	Attk%	Damage
Kick	8	70%	2D4

Impala Rider

POW 12 DEX 13
HP 10 Defense 05% Spear 15

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Darts	2	35%	1D6	20%	6
Self Bow	2	45%	1D6+1	25%	6
1H Short Spear	6	30%	1D6+1	20%	15

SPELLS: Binding, Disruption, Mobility, Speedart.

SKILLS: Bargaining 10%, Camouflage 25%, Evaluate Treasure 20%, First Aid 25%, Hide in Cover 40%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 40%, Oratory 20%, Peaceful Cut 40%, Ride Impala 75%, Spot Hidden 30%, Spot Trap 30%, Track 40%.

LANGUAGES: Speak Praxian 65%.

TREASURE: 1D6 Lunars, ransom is 25 Lunars.

Impala Rider Impala

POW 11 DEX 13 HP 12 Defense 05%

D20	Location	AP/HP
01-02	Right Hind Leg	0/3
03-04	Left Hind Leg	0/3
05-07	Hind Quarters	0/5
08-10	Fore Quarters	0/5
11-13	Right Front Leg	0/3
14-16	Left Front Leg	0/3
17-20	Head	0/4

Weapon	SR	Attk%	Damage
Kick	8	55%	2D4

Morokanth Slavers

Keenclaw is the leader of a band of Morokanth slavers who raid the humans of Prax, not just their herds. He is primarily looking for humans with hand manipulation skills to do the work that Morokanth cannot, such as armor-making and writing. Other captives will be ransomed or sold.

Copperclaw is Keenclaw's wife and a would-be herd sister of Eiritha. She goes with the band looking for physically superior humans (possessing STR, CON, SIZ, or DEX of 16 or more) to change into herd-men for the improvement of the breeding of the herds. She cannot do this herself but takes the slave back to the tribal Rune priests who use Alter Creature.

Stronghand is a herd-man Copperclaw has trained to follow her about quietly and attack on command. Whitetooth is Keenclaw's chief assistant. He is most interested in the wealth brought in by the sale and ransom of captives.

Manhunter is a typical experienced member of the slaver band.

Plainsfriend is Keenclaw's allied spirit. He was originally a herd-man but was raised to human intelligence by use of the Alter Creature spell. Smallclaw is the result of a mating between a captive human and a herd-man. Keenclaw's mother noticed his intelligence early and raised him as a member of the Morokanth tribe. He has no other home and looks on Keenclaw as an elder brother, with all the love and rivalry that implies.

Since few humans will sell slaves to the Morokanth, Keenclaw gets his by direct capture.

A typical slaving operation starts with Plainsfriend and Smallclaw presenting themselves to a small group of humans (such as a caravan or party of adventurers). They pose as soldiers of fortune looking for work. They travel with the group for a few days, learning its strengths and weaknesses. Keenclaw keeps track of them and

gets reports through his Mindlink with Plainsfriend. If the group is too strong, the slaver band will not attack, though they may try to separate and capture a particular individual.

If the slaver band does attack it will be on a night when people are sleeping and unarmored. This attack will be coordinated by Keenclaw using his Mindlink and a network of Mindspeech spells. The Morokanth will wait until Plainsfriend, Smallclaw, or both are on watch. The members of the slaver band cast Silence on themselves. Those who have Invisibility use it. Those who do not, cast a round of Befuddle. Then the general attack begins. Keenclaw will use his POW of 20 and his Multispell II to Befuddle the three most dangerous targets. Whitetooth will use his heavy crossbow to intimidate if possible or kill if necessary. Copperclaw seldom attacks directly. She remains on the sidelines, supporting the band with spells and Healing. The rest use weapons or spells at will.

When a human is Befuddled, surrenders, or is functionally incapacitated, he is bound with rope or leather thongs.

When the group has been subdued, Copperclaw brings up her pack bison carrying her bronze shackles and chains. Once all members of the slaver band are healed, Copperclaw will also heal the captives as power becomes available.

Remember, Morokanth can use two or four legs, and so can Harmonize riding beasts as well as humans.

Varaema Copperclaw, Initiate of Eiritha

STR 19 CON 15 SIZ 17 INT 14 POW 16
DEX 13 CHA 12 Move 8 HP 17 Defense 05%

D20	Location	AP/HP
01-04	Right Leg	8/6
05-08	Left Leg	8/6
09-11	Abdomen	9/6
12	Chest	9/7
13-15	Right Arm	8/5
16-18	Left Arm	8/5
19-20	Head	8/6

Weapon	SR	Atk%	Damage	Parr%	Pts
Claw	7	65%	1D6+1D6	50%	-
Battle Axe	6	60%	1D8+2+1D6	50%	15
Thrown Axe	2	60%	1D6+1D3	50%	15

SPELLS: Dispel Magic 4, Harmonize (2), Heal 4, Xenohealing 3; (known by bound spirit in bison) Befuddle, Countermagic 2, Invisibility (3), Light, Silence, Vigor (4)

RUNE SPELLS: Concealment (one-use only)

SKILLS: Beast Training 100%, Find Beast Food 80%, Find Water 70%, First Aid 85%, Hide in Cover 90%, Listen 55%, Move Quietly 75%, Spot Hidden 65%, Spot Trap 65%, Track 65%, Treat Disease 75%.

LANGUAGES: Praxian 80%, Tradetalk 60%, Understand Animal Speech 80%.

MAGIC ITEMS: Healing Focusing crystal 4

TREASURE: 90 Lunars carried; ransom is 1500 Lunars.

Bind Captive Manipulation 15%

Bind Captive is a slaver skill used to bind someone quickly (in 1 melee round) with a rope or thong so that he cannot escape. If the slaver makes a special roll (rolls 20% or less of his skill%) the captive cannot escape unless unbound by outside assistance. If the slaver succeeds normally, the captive can only escape by rolling his Dexterity as a percentage after two full turns of obvious struggle. If the slaver does not succeed, the captive need only roll Dexterity times 5 at the end of a full turn of non-obvious struggle to escape. If the slaver fumbles, the captive is not bound at all. This skill only works against subdued, incapacitated, or otherwise inactive captives. Learning cost is 200/400/800/1600 L.

Dalron Smallclaw, Human/Herdman slaver

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

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Battle Axe	6	50%	1D8+2+1D4	45%	15
Thrown Axe (3)	1	30%	1D6+1D2	25%	15
Fist	7	35%	1D3+1D4	-	-
Medium Shield	-	-	-	30%	12

SPELLS: Befuddle, Countermagic 2, Glamour (2), Heal 2, Invisibility (3), Ironhand 1, Mindspeech 1, Silence.
SKILLS: Bind Captive 40%, Disguise 30%, Hide in Cover 55%, Jump 45%, Listen 30%, Move Quietly 55%, Oratory 55%, Spot Hidden 35%.
LANGUAGES: Praxian 60%, Tradetalk 50%, Understand Animal Speech 45%.

Shurath Whitetooth, Assistant Slaver, Daka Fal initiate

STR 19 CON 12 SIZ 15 INT 13 POW 17
DEX 13 CHA 12 Move 8 HP 14 Defense 15%

D20	Location	AP/HP
01-04	Right Leg	8/5
05-08	Left Leg	8/5
09-11	Abdomen	10/5
12	Chest	10/6
13-15	Right Arm	8/4
16-18	Left Arm	8/4
19-20	Head	9/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	7	75%	1D6+1D6	50%	-
Heavy Crossbow	2	85%	2D6+2	35%	10
2H Spear	3	55%	1D10+1+1D6	55%	15
Shortsword	6	60%	1D6+1+1D6	50%	20

SPELLS: Harmonize (2), Heal 3, Invisibility (3), Multimissile 2, Silence, Speedart; (known by bound spirit in cat)
 Befuddle, Bladesharp 2, Countermagic 2, Dullblade 2, Firearrow (2), Ironhand 2, Mindspeech 1, Mobility, Xenohealing 2
SKILLS: Beast Training 70%, Bind Captive 65%, Hide in Cover 75%, Listen 60%, Move Quietly 75%, Spot Hidden 70%, Spot Trap 60%, Track 80%, Trap Set/Disarm 90%.
LANGUAGES: Lunar 25%, Praxian 85%, Tradetalk 85%, Understand Animal Speech 65%.
MAGIC ITEMS: Power enhancing crystal 6, amulet containing Dispel Magic 4 matrix, 9 doses of blade venom 5

Bound Spirit: (in cat)

STR 3 CON 8 SIZ 2 INT 15 POW 15
DEX 22 Move 9 HP 6 Defense 25%

D20	Location	AP/HP
01-20	Body	0/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite	7	40%	1D3	-	-

Kazaan Manhunter, Experienced slaver

STR 17 CON 14 SIZ 18 INT 11 POW 13
DEX 11 CHA 12 Move 8 HP 16

D20	Location	AP/HP
01-04	Right Leg	6/6
05-08	Left Leg	6/6
09-11	Abdomen	10/6
12	Chest	10/6
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	8/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	8	60%	1D6+1D6	30%	-
Heavy Mace	7	55%	1D10+1D6	50%	20
2H Spear	4	45%	1D10+1+1D6	40%	15

SPELLS: Befuddle, Heal 2, Invisibility (3), Mindspeech 1, Mobility, Silence
RUNE SPELLS: Summon Ancestor (one-use)
SKILLS: Beast Training 55%, Bind Captive 45%, Hide in Cover 55%, Listen 40%, Move Quietly 45%, Spot Hidden 60%, Spot Trap 60%, Track 75%, Trap Set/Disarm 50%.
LANGUAGES: Praxian 60%, Tradetalk 30%, Understand Beast Speech 40%.
TREASURE: 20 Lunars; ransom is 100 Lunars.



Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	8	50%	1D6+1D6	45%	-
Heavy Mace	7	40%	1D10+1D6	40%	20
2H Spear	4	45%	1D10+1+1D6	45%	15

SPELLS: Demoralize, Dispel Magic 1, Heal 2, Ironhand 2, Protection 2

SKILLS: Beast Training 25%, Climb 50%, Hide in Cover 50%, Jump 30%, Listen 50%, Move Quietly 66%, Spot Hidden 45%, Spot Trap 30%, Track 65%.

LANGUAGES: Praxian 60%, Understand Beast Speech 25%.

Morokanth Two

POW 12 DEX 10 HP 13 Mace 20 Spear 15

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	8	50%	1D6+1D6	45%	-
Heavy Mace	7	40%	1D10+1D6	40%	20
2H Spear	4	45%	1D10+1+1D6	45%	15

SPELLS: Demoralize, Dispel Magic 1, Heal 2, Ironhand 2, Protection 2

SKILLS: Beast Training 25%, Climb 50%, Hide in Cover 50%, Jump 30%, Listen 50%, Move Quietly 66%, Spot Hidden 45%, Spot Trap 30%, Track 65%.

LANGUAGES: Praxian 60%, Understand Beast Speech 25%.

Morokanth Three

POW 12 DEX 10 HP 13 Mace 20 Spear 15

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

Spirit Alliances

Spirits normally reside upon the magical plane, manifesting themselves on the physical plane to answer the prayers or demands of their worshippers. Due to the utter disorganization of any Praxian pantheon, there was no reliability in getting any of these spirits individually while using normal means, and people ran the risk of encountering wrathful daemons as well.

The great range of spirits that could be allied include: the Other Tribes, Other Herds, Magic Societies, Elemental Demons, Elemental Spirits, Creatures of Chaos, Treasures, Bad Omens, and other Parts of the Bull.

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	8	50%	1D6+1D6	45%	-
Heavy Mace	7	40%	1D10+1D6	40%	20
2H Spear	4	45%	1D10+1+1D6	45%	15

SPELLS: Demoralize, Dispel Magic 1, Heal 2, Ironhand 2, Protection 2

SKILLS: Beast Training 25%, Climb 50%, Hide in Cover 50%, Jump 30%, Listen 50%, Move Quietly 66%, Spot Hidden 45%, Spot Trap 30%, Track 65%.

LANGUAGES: Praxian 60%, Understand Beast Speech 25%.

Flarat Spirit talker, Rune priest of Grandfather Morokanth

STR 19 CON 18 SIZ 18 INT 16 POW 21
DEX 14 CHA 12 Move 8 HP 22 Defense 20

D20	Location	AP/HP
01-04	Right Leg	4/8
05-08	Left Leg	4/8
09-11	Abdomen	6/8
12	Chest	6/9
13-15	Right Arm	4/7
16-18	Left Arm	4/7
19-20	Head	5/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	7	70%	1D6+1D6	60%	-
2H Spear	4	70%	1D10+1+1D6	70%	15

FETCH: Manlover; INT 10, POW 16

SPELLS: Countermagic 2, Demoralize, Dispel Magic 3, Heal 6, Spirit Binding, Spirit Shield 2; (known by Manlover) Befuddle, Bladesharp 2, Coordination (2), Demoralize, Harmonize (2), Strength (2)

RUNE MAGIC: Discorporation, Extension II x 2, Resurrection, Spirit Block 2, Summon Ancestor, Summon Specific Ancestor, Warding 2

SKILLS: Climb 55%, Find Cattle Food 50%, Find Water 45%, Hide in Cover 60%, Jump 65%, Listen 75%, Move Quietly 70%, Spot Hidden 45%, Track 55%.

LANGUAGES: Praxian 90%, Spiritspeech 95%, Tradetalk 40%, Understand Animal Speech 35%.

TREASURE: Carries 10 Lunars; ransom is 600 Lunars.

Vishiswaw Windclaw, Storm Bull Initiate

STR 24 CON 20 SIZ 23 INT 12 POW 15
DEX 16 CHA 13 Move 8 HP 23

D20	Location	AP/HP
01-04	Right Leg	8/8
05-08	Left Leg	8/8
09-11	Abdomen	9/8
12	Chest	9/9
13-15	Right Arm	8/7
16-18	Left Arm	8/7
19-20	Head	9/8

Weapon	SR	Attk%	Damage	Parr%	Pts
RH Bronze Claw	5	90%	1D6+2+2D6	85%	7
LH Bronze Claw	10	80%	1D6+2+2D6	60%	7
Maul	2	80%	2D8+2D6	80%	15

SPELLS: Bladesharp 4, Bludgeon 2, Coordination (2), Demoralize, Heal 3

RUNE SPELLS: Defend Against Chaos (one-use)

SKILLS: Camouflage 45%, Climb 75%, Hide in Cover 75%, Jump 70%, Listen 55%, Move Quietly 80%, Oratory 60%, Spot Hidden 65%, Spot Trap 50%, Track 85%, Trap Set/Disarm 45%.

LANGUAGES: Praxian 80%, Stormspeech 35%, Tradetalk 55%.

MAGIC ITEMS: 8 Pt POW storage crystal; harness containing Protection 3 matrix.

TREASURE: Carries 22 Lunars; ransom is 1000 Lunars.

Grettir Lancehorn, initiate of Storm Bull

STR 17 CON 16 SIZ 18
INT 11 POW 15 DEX 10 CHA 14
Move 8 (8 on rhino) HP 18

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Bstd swd.	6	85%	1D10+1+1D6	80%	20
Heavy Mace	7	80%	1D10+1D6	60%	20
Javelins (4)	3	75%	1D10+1D3	20%	10
Lance	4	90%	1D10+1+4D6	60%	20
Large Shield	-	-	-	90%	16

SPELLS: Binding, Bladesharp 4, Disruption, Mobility, Protection 4

SKILLS: Bargaining 30%, Camouflage 45%, Evaluate Treasure 55%, First Aid 55%, Hide in Cover 55%, Hide Item 30%, Identify (Praxian) Animals 90%, Jump 65%, Listen 115%, Map Making 60%, Move Quietly 50%, Oratory 95%, Peaceful Cut 65%, Ride Rhino 95%, Sense Chaos 85%, Spot Hidden 75%, Spot Trap 60%, Track 80%, Trap Set/Disarm 65%.

LANGUAGES: Praxian 55%.

MAGIC ITEMS: Storm Bull's Ear (attached)

TREASURE: Carries 3 Lunars, ransom is 300 Lunars

The Rhinoceros Riders

This clan's warriors were especially noted for the ferocity of their charge in combat: they moved relatively slowly, but their strength more than made up for it. In addition to their earth-shaking beasts, the men were armed with long lances and two-handed axes, and wore treated Rhino hide as stiff as iron for their armor.



Stomp, Grettir Lancehorn's mount

STR 37 CON 16 SIZ 40 POW 15 DEX 9
Move 8 HP 23

D20	Location	AP/HP
01-02	Right Hind Leg	5/7
03-04	Left Hind Leg	5/7
05-07	Hind Quarters	5/9
08-10	Fore Quarters	5/9
11-13	Right Front Leg	5/7
14-16	Left Front Leg	5/7
17-20	Head	5/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite*	7	65%	1D10	-	-
Butt*	7	75%	1D10+4D6	-	-
Trample*	7	75%	8D6 to downed foes	-	-

* one attack per melee round

Mosha Thunderhoof, Wind priest of Orlanth Adventurous

STR 16 CON 14 SIZ 10
INT 15 POW 18 DEX 16 CHA 15
Move 8 (8 on rhino) HP 15 Defense 20%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
BastardSword	6	80%	1D10+1+1D4	60%	20
1H Heavy Mace	7	70%	1D10+1D4	65%	20
Javelins (3)	1	80%	1D10+1D2	30%	10
Lance	3	80%	1D10+1+4D6	55%	20

ALLIED SPIRIT: Gale (in sword); INT 8, POW 23

SPELLS: Befuddle, Binding, Bladesharp 4, Countermagic 1, Demoralize, Disruption, Mobility, Protection 4, Silence (known by Gale) Dispel Magic 2, Healing 6

RUNE MAGIC: Guided Teleportation, Shield 3, Telekinesis.

SKILLS: Bargaining 35%, Camouflage 45%, Evaluate Treasure 45%, First Aid 75%, Hide in Cover 45%, Hide Item 40%, Identify (Praxian) Animals 90%, Jump 70%, Listen 80%, Map Making 70%, Move Quietly 45%, Oratory 75%, Peaceful Cut 80%, Ride Rhino 100%, Spot Hidden 70%, Spot Trap 65%, Track 75%, Trap Set/Disarm 65%.

LANGUAGES: Praxian 85/35%, Stormspeech 85%, Tradetalk 50%.

MAGIC ITEMS: Lightning Band around forearm (see plunder); 10 Pt POW Storing crystal.

TREASURE: Carries 10 Lunars; ransom is 800 Lunars.

Rumblehoof, Mosha Thunderhoof's mount

STR 41 CON 16 SIZ 38 POW 11 DEX 10
Move 8 HP 23

D20	Location	AP/HP
01-02	Right Hind Leg	5/7
03-04	Left Hind Leg	5/7
05-07	Hind Quarters	5/9
08-10	Fore Quarters	5/9
11-13	Right Front Leg	5/7
14-16	Left Front Leg	5/7
17-20	Head	5/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite*	7	65%	1D10	-	-
Butt*	7	75%	1D10+4D6	-	-
Trample*	7	75%	8D6 to downed foe	-	-

*uses one attack per melee round

Weapon	SR	Attk%	Damage
Bite*	7	45%	2D4
Butt*	7	45%	1012+2D6
Kick*	7	45%	3D6

* uses one per melee round

Sable Riders					
Weapon	SR	Attk%	Damage	Po.,%	Pts
Lance	5	45%	1D10+1+2D6	30%	20
Scimitar	7	25%	1D8+1	15%	20
Self Bow	3	25%	1D6+1	20%	6
Medium Shield	-	-	-	25%	12

SPELLS: Binding, Bladesharp 2, Heat 2, Mobility
SKILLS: Camouflage 25%, Evaluate Treasure 20%, First Aid 25%, Hide in Cover 35%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 35%, Oratory 20%, Peaceful Cut 40%, Ride Sable 70%, Spot Hidden 25%, Spot Trap 35%, Track 40%.
LANGUAGES: Lunar 20%, Praxian 55%.
TREASURE: carries 2D6 clacks and 1D4 Lunars; ransom is 60 Lunars.

Delenda Axe Sister, Eiritha Initiate

STR 13	CON 11	SIZ 10
INT 15	POW 13	DEX 11
CHA 13		
Move 8 (12 on sable)	HP 11	Defense 05%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Battle Axe	8	45%	1D8+2	40%	15
Dagger	9	60%	1D4+2	55%	12
Thrown Axe (3)	3	50%	1D6	20%	15
Medium Shield	-	-	-	50%	12

SPELLS: Binding, Heal 3, Ignite, Mobility, Xenohealing 2
SKILLS: Camouflage 40%, Evaluate Treasure 35%, First Aid 45%, Hide in Cover 55%, Hide Item 50%, Identify (Praxian) Animals 65%, Jump 35%, Listen 50%, Map Making 55%, Move Quietly 50%, Oratory 20%, Peaceful Cut 55%, Pickpocket 35%, Ride Sable 75%, Sense Cattle Food 30%, Sense Water 30%, Spot Hidden 45%, Spot Trap 40%, Track 50%, Trap Set/Disarm 45%.

MAGIC ITEM: 12 Pt POW storage crystal
TREASURE: 12 clacks and 8 Lunars; ransom is 500 L (she is the chieftain's daughter)

Ghost, Delenda Axe Sister's sable

STR 27	CON 14	SIZ 21	POW 14	DEX 17
Move 12	HP 17			

D20	Location	AP/HP
01-02	Right Hind Leg	1/5
03-04	Left Hind Leg	1/5
05-07	Hind Quarters	1/7
08-10	Fore Quarters	1/7
11-13	Right Front Leg	1/5
14-16	Left Front Leg	1/5
17-20	Head	1/6

Weapon	SR	Attk%	Damage
Bite*	6	35%	204
Butt*	6	55%	1D12+2D6
Kick*	6	50%	3D6

* uses one per melee round

Sable Rider One

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

Weapon	SR	Attk%	Damage	Po.,%	Pts
Lance	5	45%	1D10+1+2D6	30%	20
Scimitar	7	25%	1D8+1	15%	20
Self Bow	3	25%	1D6+1	20%	6
Medium Shield	-	-	-	25%	12

SPELLS: Binding, Bladesharp 2, Heat 2, Mobility
SKILLS: Camouflage 25%, Evaluate Treasure 20%, First Aid 25%, Hide in Cover 35%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 35%, Oratory 20%, Peaceful Cut 40%, Ride Sable 70%, Spot Hidden 25%, Spot Trap 35%, Track 40%.
LANGUAGES: Lunar 20%, Praxian 55%.
TREASURE: carries 2D6 clacks and 1D4 Lunars; ransom is 60 Lunars.

Sable Rider One's Sable

POW 11	DEX 13	HP 14	Move 12
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D20	Location	AP/HP
01-02	Right Hind Leg	1/4
03-04	Left Hind Leg	1/4
05-07	Hind Quarters	1/6
08-10	Fore Quarters	1/6
11-13	Right Front Leg	1/4
14-16	Left Front Leg	1/4
17-20	Head	1/5

Weapon	SR	Attk%	Damage
Bite*	7	25%	204
Butt*	7	35%	1D12+2D6
Kick*	7	35%	3D6

* uses one per melee round.

Sable Rider Two

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

Weapon	SR	Attk%	Damage	Po.,%	Pts
Lance	5	45%	1D10+1+2D6	30%	20
Scimitar	7	25%	1D8+1	15%	20
Self Bow	3	25%	1D6+1	20%	6
Medium Shield	-	-	-	25%	12

SPELLS: Binding, Bladesharp 2, Heat 2, Mobility
SKILLS: Camouflage 25%, Evaluate Treasure 20%, First Aid 25%, Hide in Cover 35%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 35%, Oratory 20%, Peaceful Cut 40%, Ride Sable 70%, Spot Hidden 25%, Spot Trap 35%, Track 40%.
LANGUAGES: Lunar 20%, Praxian 55%.
TREASURE: carries 2D6 clacks and 1D4 Lunars; ransom is 60 Lunars.

The Sable People

The Sable People rode giant antelope with curving horns. Because of the crescent shape of these horns, they were sometimes called Lunar Deer. Each tribe had men of different troop types mixed within the same clans. Some were lightly-armed skirmishers, while others were prepared for close combat. When the Lunar Empire invaded Prax, the Sables sided with them. They later turned against them, showing once again the temporary nature of the agreement on the Plains of Prax.

Samuar Moonrider, Seven Mothers initiate

STR 13 CON 11 SIZ 6
INT 14 POW 15 DEX 17 CHA 11
Move 8 (12 on sable) HP 10 Defense 25%

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	1	60%	1D8+1	35%	10
Dagger	8	65%	1D4+2	55%	12
Lance	4	50%	1D10+1+2D6	30%	20
Scimitar	6	60%	1D8+1	60%	20
Medium Shield	-	-	-	65%	12

SPELLS: Binding, Bladesharp 3, Disruption, Mobility, Protection 3, Speedart.

SKILLS: Bargaining 20%, Camouflage 40%, Evaluate Treasure 45%, First Aid 50%, Hide in Cover 45%, Hide Item 25%, Identify (Praxian) Animals 50%, Jump 50%, Listen 60%, Map Making 50%, Move Quietly 50%, Oratory 25%, Peaceful Cut 40%, Ride Sable 85%, Spot Hidden 45%, Spot Trap 50%, Track 60%, Trap Set/Disarm 45%.

TREASURE: 6 clacks and 3 Lunars; ransom 125 L

Eclipse, Samuar Moonrider's mount

STR 25 CON 14 SIZ 26 POW 9 DEX 13
Move 12 HP 18

D20	Location	AP/HP
01-02	Right Hind Leg	1/5
03-04	Left Hind Leg	1/5
05-07	Hind Quarters	1/7
08-10	Fore Quarters	1/7
11-13	Right Front Leg	1/5
14-16	Left Front Leg	1/5
17-20	Head	1/6

Weapon	SR	Attk%	Damage
Bite*	6	35%	2D4
Butt*	6	50%	1D12+2D6
Kick*	6	50%	3D6

* uses one per melee round

Sable Rider Two's Sable

POW 11 DEX 13 HP 14 Move 12

D20	Location	AP/HP
01-02	Right Hind Leg	1/4
03-04	Left Hind Leg	1/4
05-07	Hind Quarters	1/6
08-10	Fore Quarters	1/6
11-13	Right Front Leg	1/4
14-16	Left Front Leg	1/4
17-20	Head	1/5

Weapon	SR	Attk%	Damage
Bite*	7	25%	204
Butt*	7	35%	1D12+2D6
Kick*	7	35%	3D6

* uses one per melee round.

Sable Rider Three

POW 12 DEX 12 HP 11 Lance 20 Scimitar 20

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

Weapon	SR	Attk%	Damage	Po.,%	Pts
Lance	5	45%	1D10+1+2D6	30%	20
Scimitar	7	25%	1D8+1	15%	20
Self Bow	3	25%	1D6+1	20%	6
Medium Shield	-	-	-	25%	12

SPELLS: Binding, Bladesharp 2, Heat 2, Mobility

SKILLS: Camouflage 25%, Evaluate Treasure 20%, First Aid 25%, Hide in Cover 35%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 35%, Oratory 20%, Peaceful Cut 40%, Ride Sable 70%, Spot Hidden 25%, Spot Trap 35%, Track 40%.

LANGUAGES: Lunar 20%, Praxian 55%.

TREASURE: carries 2D6 clacks and 1D4 Lunars; ransom is 60 Lunars.

Sable Rider Three's Sable

POW 11 DEX 13 HP 14 Move 12

D20	Location	AP/HP
01-02	Right Hind Leg	1/4
03-04	Left Hind Leg	1/4
05-07	Hind Quarters	1/6
08-10	Fore Quarters	1/6
11-13	Right Front Leg	1/4
14-16	Left Front Leg	1/4
17-20	Head	1/5

Weapon	SR	Attk%	Damage
Bite*	7	25%	204
Butt*	7	35%	1D12+2D6
Kick*	7	35%	3D6

* uses one per melee round.

Sable Rider Four

POW 12 DEX 12 HP 11 Lance 20 Scimitar 20

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

Sable Rider Four's Sable

POW 11 DEX 13 HP 14 Move 12

D20	Location	AP/HP
01-02	Right Hind Leg	1/4
03-04	Left Hind Leg	1/4
05-07	Hind Quarters	1/6
08-10	Fore Quarters	1/6
11-13	Right Front Leg	1/4
14-16	Left Front Leg	1/4
17-20	Head	1/5



Tigers

The tigers are strangers to this area and rather frustrated. There are only two of them and they hunt separately. If both are killed, there will be no more tigers. Tigers are not dumb enough to attack a man, unless wounded and desperate and the man is alone.

Because of their presence, there is a rumor that the cult of the Tiger is establishing a temple.

A tiger will attempt to move in as closely as possible and then pounce on his intended prey. He gets a bite and two claw attacks. If both claws hit, he will hang on and rip during the following round.

DUKE'S POLICY – Treat as any other carnivore. Leave them alone unless they attack the herd animals.

Tiger One

STR 20 CON 10 SIZ 18 POW 12 DEX 16
Move 10 HP 12 Defense 0%

D20	Location	AP/HP
01-02	Right Hind Leg	2/4
03-04	Left Hind Leg	2/4
05-07	Hind Quarters	2/5
08-10	Fore Quarters	2/5
11-13	Right Front Leg	2/4
14-16	Left Front Leg	2/4
17-20	Head	2/4

Weapon	SR	Attk%	Damage
Bite	6	45%	1D10+1D6
Claw	6	70%	1D8+1D6
Rip	6	80%	2D8+2D6

SKILLS: Hide in Cover 80%, Move Silently 75%, Track 50%.

Tiger Two

STR 20 CON 10 SIZ 23 POW 13 DEX 21
Move 10 HP 13 Defense 05%

D20	Location	AP/HP
01-02	Right Hind Leg	2/5
03-04	Left Hind Leg	2/5
05-07	Hind Quarters	2/6
08-10	Fore Quarters	2/6
11-13	Right Front Leg	2/5
14-16	Left Front Leg	2/5
17-20	Head	2/5

Weapon	SR	Attk%	Damage
Bite	4	45%	1D10+2D6
Claw	4	70%	1D8+2D6
Rip	4	80%	2D8+4D6

SKILLS: Hide in Cover 80%, Move Silently 75%, Track 50%.

Trachodons

Trachodons go where they will, and these have wandered down to the River of Cradles. They are looking for food, not for trouble. As vegetarians, they have little interest in the carnivorous interests of the other residents of the valley, and are slow to anger.

Given half a chance, they will talk to adventurers and pass along information. They are unlikely to join in any expeditions, for they have to spend most of their waking time feeding their faces.

As an associate Rune priest of a water cult, Ruupar is sympathetic to Quicktail and might help him out in a time of trouble. Referees who feel that an invading group of player-characters will overwhelm the newtlings might add the trachodons to the newtlings for extra muscle.

DUKE'S POLICY – Leave them alone.

Ruupar, Rune Priest of Zola Fel.

STR 37 CON 20 SIZ 42 INT 14 POW 29
DEX 11 Move 10 HP 32

D20	Location	AP/HP
01-02	Tail	8/8
03-05	Right Leg	8/11
06-08	Left Leg	8/11
09-11	Abdomen	8/13
12	Chest	8/13
13-14	Right Paw	8/8
15-16	Left Paw	8/9
17-20	Head	8/11

Weapon	SR	Attk%	Damage
Bite*	7	55%	1D6+2D6
Kick*	7	60%	1D6+4D6
Tail Lash*	7**	45%	4D6

*may use all attacks simultaneously.

** may only be used vs. foes to the rear.

SPELLS: Befuddle, Coordination (2), Detect Life, Detect Traps, Farsee, Heal 2, Lightwall (4)

RUNE SPELLS: Divination 1, Shield 1, Spirit Block 1, Summon Small Undine (INT 4, STR 10, POW 15, HP 21); Dismiss Small Elemental (one-use)

SKILLS: Bargaining 35%, Find Plants 80%, Identify Plants 60%, Listen 70%, Oratory 40%, Spot Hidden 50%.

LANGUAGES: Old Wyrnish 80%, Waterspeech 60%, Beastspeech 50%, Tradetalk 50%.

MAGIC ITEMS: 7-point Power storage crystal (in stomach), braided tanglevine Protection 4 matrix (tied about neck by Quicktail).

TREASURE: POW storage crystal is worth 450L.

Mardok

STR 38 CON 22 SIZ 44 INT 13 POW 35
DEX 10 Move 10 HP 35

D20	Location	AP/HP
01-02	Tail	8/9
03-05	Right Leg	8/12
06-08	Left Leg	8/12
09-11	Abdomen	8/14
12	Chest	8/14
13-14	Right Paw	8/9
15-16	Left Paw	8/9
17-20	Head	8/12

Weapon	SR	Attk%	Damage
Bite*	7	60%	1D6+2D6
Kick*	7	80%	1D6+4D6
Tail Lash*	7**	80%	4D6

* may use all three attacks simultaneously.

** may only be used vs. foes to the rear.

SPELLS: Countermagic 2, Demoralize, Detect Spirit, Farsee, Heal 2, Lightwall (4), Mindspeech 2

SKILLS: Bargaining 10%, Find Plants 80%, Identify Plants 40%, Listen 85%, Oratory 20%, Spot Hidden 60%.

LANGUAGES: Old Wyrnish 50%, Waterspeech 40%, Beastspeech 60%, Tradetalk 40%.

TREASURE: nose ring worth 24L.

Triceratops

There is a small herd of triceratops in the river valley. Due to the scarcity of appropriate grazing vegetation the herd has scattered widely. Individual triceratops will be found alone, though easily located by the wide trail they make through any sort of vegetation.

While unintelligent, they are crafty fighters, and will never let themselves be surrounded. If circled, they will charge one part of the circle, force their way through with trample attacks, then spin to take on the hunters again. Because of their strong head armor, they do not believe in running from a foe. A cornered triceratops, with its back to a wall or a river, is the most dangerous of all, for it can ignore its relatively unprotected rear and concentrate on slaughtering its attackers with its ram attack.

Up to 1D4 Triceratops are encountered.

DUKE'S POLICY – Decrease the population of the monsters before the farmers arrive and the triceratops destroy the crops.

Triceratops One

POW 11 DEX 7 HP 45 Move 10

D20	Location	AP/HP
01-02	Tail	14/12
03-04	Right Hind Leg	14/15
05-06	Left Hind Leg	14/15
07-08	Hind Quarters	14/18
09-10	Fore Quarters	14/18
11-12	Right Front Leg	14/15
13-14	Left Front Leg	14/15
15-20	Head	28/18

Weapon	SR	Attk%	Damage
Ram	8	60%	2D10+7D8*
Trample	8	80%	14D6

* Roll 1D10+10 to determine hit location when attacked unless triceratops unaware of opponent or opponent is SIZ 30+.

SKILLS: Listen 50%.

Triceratops Four

POW 11 DEX 7 HP 45 Move 10

D20	Location	AP/HP
01-02	Tail	14/12
03-04	Right Hind Leg	14/15
05-06	Left Hind Leg	14/15
07-08	Hind Quarters	14/18
09-10	Fore Quarters	14/18
11-12	Right Front Leg	14/15
13-14	Left Front Leg	14/15
15-20	Head	28/18

Weapon	SR	Attk%	Damage
Ram	8	60%	2D10+7D8*
Trample	8	80%	14D6

* Roll 1D10+10 to determine hit location when attacked unless triceratops unaware of opponent or opponent is SIZ 30+.

SKILLS: Listen 50%.

Vultures and Condors

For the most part, these creatures will be seen in the distance, quietly circling on the air currents. The only time they will be found on the ground is when there is a dead animal on which to feed. If a wounded character is desperately crawling across the river valley, these creatures will come closer.

The vultures are standard-sized vultures, but the king condors are immense creatures, as big as the legendary giant hawks of Dykene. The large birds, which have only a 10% chance of appearing, might attack a still-living character, or carry off a child. The king condors will always carry off any body they are feeding on, if at all possible. The birds are thought to have carried off several bodies of adventurers including their various magical items, but no one in living memory has climbed Condor Crag to see if there is any treasure there.

King Condors prefer to not attack unless attacked first by bows, etc. If thus provoked, they will swing into action.

A condor in flight is difficult to hit, and the chance to hit one is halved before subtracting the condor's defense bonus from an attacker's chances to hit. Condors can swoop down and carry away a being of SIZ 12 or less. A condor's favorite tactic is to swoop down, grab his victim, soar up, and then drop his victim 15 meters for 5D6 points of damage.

DUKE'S POLICY – Observe the birds carefully and report their habits and numbers.

Vulture One

POW 7 DEX 13 HP 9 Move 5/10 Defense 05%

D20	Location	AP/HP
01-02	Right Claw	0/2
03-04	Left Claw	0/2
05-08	Body	0/4
09-12	Right Wing	0/3
13-16	Left Wing	0/3
17-20	Head	0/3

Weapon	SR	Attk%	Damage
Bite	8(7)	30%	1D6 (condors do 1D8+2D6)
(Condor Claw)	7	60%	1D10

SPECIAL FEATURES: The chance to hit a vulture in flight is cut in half. The vulture's defense still counts for full effect.

Vulture Two

POW 7 DEX 13 HP 9 Move 5/10 Defense 05%

D20	Location	AP/HP
01-02	Right Claw	0/2
03-04	Left Claw	0/2
05-08	Body	0/4
09-12	Right Wing	0/3
13-16	Left Wing	0/3
17-20	Head	0/3

Weapon	SR	Attk%	Damage
Bite	8(7)	30%	1D6 (condors do 1D8+2D6)
(Condor Claw)	7	60%	1D10

SPECIAL FEATURES: The chance to hit a vulture in flight is cut in half. The vulture's defense still counts for full effect.

Vulture Three

POW 7 DEX 13 HP 9 Move 5/10 Defense 05%

D20	Location	AP/HP
01-02	Right Claw	0/2
03-04	Left Claw	0/2
05-08	Body	0/4
09-12	Right Wing	0/3
13-16	Left Wing	0/3
17-20	Head	0/3

Weapon	SR	Attk%	Damage
Bite	8(7)	30%	1D6 (condors do 1D8+2D6)
(Condor Claw)	7	60%	1D10

SPECIAL FEATURES: The chance to hit a vulture in flight is cut in half. The vulture's defense still counts for full effect.

Condor One

STR 29 CON 14 SIZ 32 INT 4 POW 13
DEX 23 Move 4/12 HP 19

D20	Location	AP/HP
01-02	Right Claw	3/6
03-04	Left Claw	3/6
05-08	Body	3/8
09-12	Right Wing	3/7
13-16	Left Wing	3/7
17-20	Head	3/7

Weapon	SR	Attk%	Damage
Bite	4	80%	1D8+3D6
Claw	4	75%	1D10

SPECIAL FEATURES: The chance to hit a condor in flight is cut in half. The condor's defense still counts for full effect.

Condor Two

STR 31 CON 16 SIZ 30 INT 5 POW 15
DEX 20 Move 4/12 HP 21

D20	Location	AP/HP
01-02	Right Claw	3/6
03-04	Left Claw	3/6
05-08	Body	3/8
09-12	Right Wing	3/7
13-16	Left Wing	3/7
17-20	Head	3/7

Weapon	SR	Attk%	Damage
Bite	5	75%	1D8+3D6
Claw	5	75%	1D10

SPECIAL FEATURES: The chance to hit a condor in flight is cut in half. The condor's defense still counts for full effect.

Vulture Four

POW 7 DEX 13 HP 9 Move 5/10 Defense 05%

D20	Location	AP/HP
01-02	Right Claw	0/2
03-04	Left Claw	0/2
05-08	Body	0/4
09-12	Right Wing	0/3
13-16	Left Wing	0/3
17-20	Head	0/3

Weapon	SR	Attk%	Damage
Bite	8(7)	30%	1D6 (condors do 1D8+2D6)
(Condor Claw)	7	60%	1D10

SPECIAL FEATURES: The chance to hit a vulture in flight is cut in half. The vulture's defense still counts for full effect.

Vulture Five

POW 7 DEX 13 HP 9 Move 5/10 Defense 05%

D20	Location	AP/HP
01-02	Right Claw	0/2
03-04	Left Claw	0/2
05-08	Body	0/4
09-12	Right Wing	0/3
13-16	Left Wing	0/3
17-20	Head	0/3

Weapon	SR	Attk%	Damage
Bite	8(7)	30%	1D6 (condors do 1D8+2D6)
(Condor Claw)	7	60%	1D10

SPECIAL FEATURES: The chance to hit a vulture in flight is cut in half. The vulture's defense still counts for full effect.

Whirlvishes

Whirlvishes come in groups of 1D6. If there are more whirlvishes than party members, the unengaged Whirlvishes will pass mindlessly on and not linger to await a chance for combat. Whirlvishes attack randomly – roll appropriate dice to determine which members of the party are attacked. Always allow some party members to be totally ignored while others are engaged, and unengaged Whirlvishes move along on their mad dance across the plains.

Whirlvishes are fairly common on the plains of Prax, and experienced barbarian characters will know how to handle or avoid them. A stranger to the plains should be taken by surprise when encountering them. It is up to the referee just how much information has been given to outlander mercenaries about the peculiarities of Prax and its denizens.

Whirlvish One

POW 13 HP 10 DEX 30 Move 12 Defense 25%

Weapon	SR	Attk%	Damage
Abrasion	12	100%	1D3 to all hit locations
Spirit Combat	1	Auto,	as per normal spirit combat armor protects until destroyed

SKILL: Sense Intelligent Life 60%.

Whirlvish Two

POW 13 HP 10 DEX 30 Move 12 Defense 25%

Weapon	SR	Attk%	Damage
Abrasion	12	100%	1D3 to all hit locations
Spirit Combat	1	Auto,	as per normal spirit combat armor protects until destroyed

SKILL: Sense Intelligent Life 60%.

Whirlvish Three

POW 13 HP 10 DEX 30 Move 12 Defense 25%

Weapon	SR	Attk%	Damage
Abrasion	12	100%	1D3 to all hit locations
Spirit Combat	1	Auto,	as per normal spirit combat armor protects until destroyed

SKILL: Sense Intelligent Life 60%.

Whirlvishes

Whirlvishes are the souls of people lost in the chaparral, enslaved by a dust devil and worshipped into an enraged frenzy until their souls are worn away into the grit of the sand. They are happy to fight for humans, for when "destroyed" the souls which make up the demon are free to retire to a proper heaven or hell. The blasting sands and stinging souls of the whirlvish are deadly to humans, and they in turn are vulnerable to both physical and magical attacks.

Skullbush

By Sandy Petersen

The skullbush is the source of oilseed, the only food crop unique to Prax and its environs. The skullbush is a low shrub with a thick trunk and branches. It is found growing in oases and river bottoms, as well as the Sacred Ground. It needs more water than most Praxian vegetation, and is never found in the open wastes. The skullbush's leaves are thick and fleshy; shiny green in color, and with a thin layer of wax coating the surface for protection against desiccation. The skullbush grows only slowly, and rarely reaches a height of more than 3 or 4 meters. Its wood is dense and finely grained, and sometimes used for small and valuable gewgaws — weapon hilts, small chests, and the like. The wood is resinous, and must be well-cured before it is suitable for carving; hence, the nomads only rarely carve it themselves, but depend on the stable cultures of the oases and the Sacred Ground for objects made of it. Skullbush wood burns well, even when fresh, and makes fine coals and hot fires, but few people are extravagant enough to use so costly a wood for mere heating or cooking.

After reaching a height of 1/2 to 2 meters tall — a process usually taking 3 to 5 years — the skullbush will begin to bear flowers. Every night throughout Sea season the plant will put out clusters of large, white, fleshy flowers at the ends of sturdy stalks. These flowers emit a strong, musty but fragrant odor. At the base of each flower is a gram or more of mustily flavored nectar, sometimes used for a flavoring in nomad kvass and beer. The clusters are nearly spherical, and only appear at night — when the sun goes down, the bush seems to slowly transform into a white, lumpy ball dotted with black, which explains the plant's name.

Skullbushes are pollinated by bats which fly out of their lurking places each night, seek out the skullbush, and land on their flower clusters. The bats that pollinate the skullbush are found solely in the moister areas of Prax and Genert's Wastes. Several attempts by the Holy Country and the Lunar Empire to cultivate the skullbush commercially in their respective countries have failed, due to the lack of this bat in those nations. This particular bat is called the skullbat by the nomads. The cult of Eiritha declares that it is taboo to slay a skullbat during Sea season, when they are most vulnerable, and some clans use this strange animal for their totem. Of the many types of bats over this region, the skullbat and one other (the deathbat) are the only bats with such a taboo.

At the end of Sea season, the flowers close and wither up. The skullbats seek new food, and the plant, which during Sea season may have been covered by a fluttering blanket of chirping and squeaking bats, now seems abandoned. But at the base of each flower, a swelling begins to form. By early Earth season, each flower remnant has given rise to three large oval seeds, clad in a thick green coat. The nomads harvest these seeds, peel them and feed the green resinous coat to their herd beasts. Each seed, known as oilseed, is about the size of a man's thumb joint. They are extremely oily, and this oil is rendered up by the nomads and oasis-dwellers for use in cooking, preserving objects, water-proofing, and similar projects. It is the only source of vegetable oil which the Prax inhabitants possess. The seeds themselves are edible when roasted in their own oil. The seeds are occasionally sold as a confection in the streets of Pavis, roasted and dusted with spiceroot, salt, or coated with sweet syrup. Bags of oilseed are also available for normal provender, or high-quality food for a riding beast. There are several groves of oilseed-producing skullbushes in and around Pavis.

Pavis Prices for Skullbush Derivative Products

Husk fodder: 5c./bushel (better than dried grass but not quite as nutritious as alfalfa)

Oilseed/date mush: 1c. per large serving (wholesome but bland. eaten warm or cold, with milk)

Dried seed snacks: 1c. per handful (perfect for traveling the plains)

Candied seeds: 5c. per handful (popular among city dwellers as gifts and treats)

Kvass flavoring: 8L for 1 cask worth (has a distinctive, musty aroma)

Uncured wood: 200L per cord (excellent, though expensive, firewood)

Cured wood: 500L per cord (carved hilts, statuettes, necklace beads)

Wood resin: 10L per liter (dries to a hard finish, used for wood, picture preserver, parchment and resin windows)

Seed flour: 1L 5 c. per liter (to make grits, flatbreads)

Seed oil: 1L per liter (high quality and clean tasting)

Seeds for planting: 4L per bushel.

Runequest BOOK OF TREASURE

PLUNDER



Becker
80

BY RUDY KRAFT



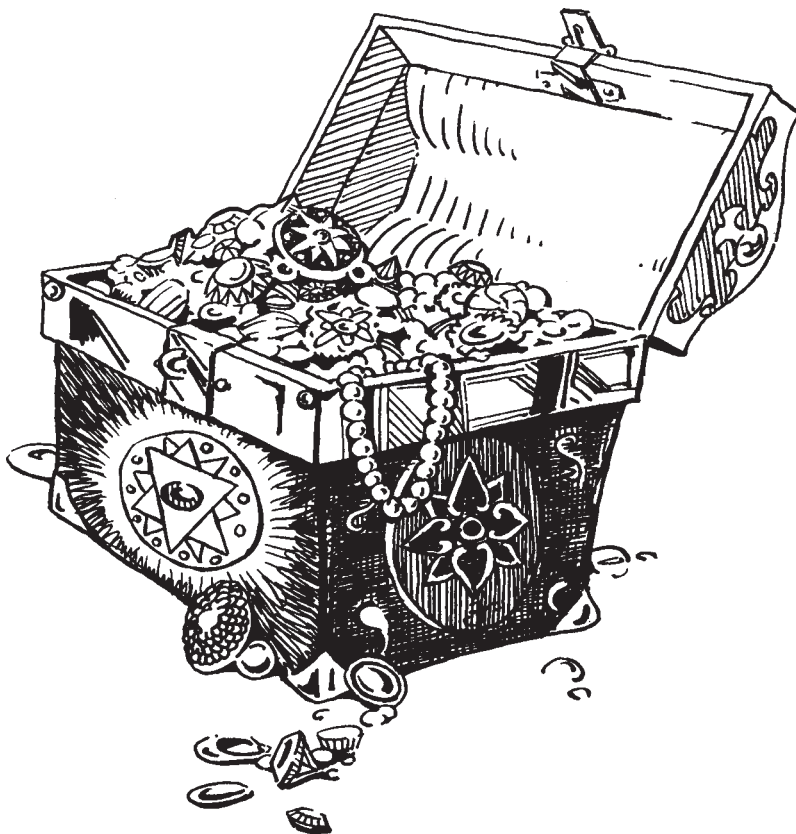
Introduction

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

Each of the ten treasure factor tables consists of 64 different randomly generated treasures. When a treasure of a given treasure factor is needed, the referee should turn to the appropriate pages and roll 1D8/1D8 to locate the correct treasure. (Example - if the referee wants a 36 treasure factor treasure, he or she would consult the 31-40 Treasure Factors Table and roll 1D8 twice. Rolling a 4 for the row and a 5 for the column would give a treasure hoard with 254 Clacks, 50 Lunars, 17 Wheels, and 2 gems and/or jewelry. If the treasure factor for a given hoard exceeds 100, one roll is taken on the 91-100 table for each 100 treasure factors. (Example - a treasure of 457 factors would result in four rolls on the 91-100 table and once on the 51-60 table).

Treasures

Treasures were items of great worth, for they had proven their power and strength by surviving the many disasters which had swept the Plains of Prax. Each item was unique, and conferred great magical powers on its possessor.



Once a treasure is generated off the treasure factor tables, it is also necessary to determine the value of any gems and jewelry as well as the type of special items. To facilitate this, separate tables are provided for each. The Gems/Jewelry Table is a list of 100 jewelry or gems which correspond exactly to the identical number in the RuneQuest rules.

The Special Items Table consists of 100 random special items. The referee has the option to roll D100 to randomly select each special item or just start using them from the top.

Treasures of Glorantha

This section of *Plunder* consists of detailed descriptions of magic items including some details on their history and probable location. It is recommended that the referee read through this entire section and carefully decide which items he or she wants to include in his or her campaign. (Note that some of the items can be included in the campaign without player characters actually coming into possession of them and this factor should be considered in making the decision.)

Each of the magical items is listed in the same general format. To facilitate understanding, this format is explained below:

Description

This section describes the item's physical appearance including any obvious magical effects (e.g. glowing). Occasionally, an item will be known by more than one name.

Cults

This section lists the relationship of the item (and its possessor) to various cults. The standard terms from *Cults of Prax* are used to give a quick and easily understandable description. In most cases, the reaction will be neutral so no attempt has been made to list every group which would react neutrally. In *Plunder*, these items will have the following meanings:

Associated

Members of these cults are the primary users and/or makers of this item. A member of an associated cult is quite likely to have heard of an item even if it is fairly obscure.

Enemy

Members of enemy cults will generally attack the user of an item on sight (unless the user is obviously far too powerful). Frequent hostile cults are those which were defeated, abused, or otherwise offended when the item was originally made.

Alchemist's Flasks

Description

A clear crystal flask, the crystal is quite sturdy and would not break easily. Thus, the item could be dropped without breaking, but it would break if deliberately smashed with a hammer.

Cults

Associated - Mostali; Lhankor Mhy.

Knowledge

Automatic; Cult Secret; Famous; Few.

History

Early in the dawn ages, there lived the greatest alchemist Glorantha has ever known. With the possible exception of Mostal himself, none before or since could rival his ability. His name is now forgotten but he is widely known as "The Alchemist."

At some point during his career, he manufactured a set of 100 crystal flasks to aid him in his alchemical work. In the years since his death, most of the flasks have been lost and a few are known to have been broken. Only six are currently known to be in the Dragon Pass area. Three are in the great temple of Lhankor Mhy in the Holy Country; two are in the possession of the Dwarf at Dwarf Run, and one is in the temple of Irrippi Ontor in the city of Furthest.

Powers

A single flask can hold up to one quart of any liquid or gas. Any such substance held in one of these flasks will never settle, decay, spoil, rot, or otherwise lose potency. These flasks can contain any substance without suffering damage (i.e. no acid will eat through it). The flasks come with a self-sealing mechanism so they could never be rendered useless by the loss of their stopper.

Value

15,000 Lunars each, Lhankor Mhy worshippers who find one of them are usually required to sell to their temple even if an outsider is offering to pay more.

Tada's Cloak

When the Lion Empire extended northward into Prax Tada defeated their founder Basmol, and enslaved his people. He skinned the Lion God, and took his cloak and mane as a prize. The Lion Skin served as his armor, but was not enough to stop the horns of Ragnaglar. It appeared as a ratty scrap of hide, but even iron weapons were useless against it.

Medicine Bundles

The Medicine Bundles were among the oldest relics of the Beast Riders, dating from the War of the Gods or the Great Night. There were ten of them, though others are rumored to have existed in the past. The known Medicine Bundles included the Dung Urn, Eiritha's Table, Waha's Cradle, Raven's Stepladder, the Protectress' Comb, the Shears of Abundance, the Spicegrass Kettle, Yamsur's Fire-starter, Seolinthur's Rudder, and the Horn of Apprehension.

Aldryami Arrows

Description

Very pretty wooden arrows.

Cults

Associated – Aldrya, Friendly - Earth cults.

Knowledge

Automatic; Common; Cult Secret.

History

During Godtime, Flamal, the father of seeds, presented his daughter Aldrya with a variety of seeds to help her and her children. One of these seeds grew into a special plant which, instead of flowers or fruit, bore arrows. These plants were tended carefully and now every forest has a plentiful supply available for their own use. There are two different types of Aldryami Arrows. The more common type is made completely of wood. The rarer type has copper tips.

Powers

Originally made for use with elf bows to do damage when shooting long range in woods, these come in many sizes and shapes, including leafy fletches. Elves practice drills with these, and dittys such as "the willow for small birds," "the birch for a fox," "a peach for a flying hawk," and so on, identify the best arrow for each task. Variations are often subtle, and it requires a successful Identify Plants roll to recognize an arrow.

Using these arrows at random is like using any arrows, but due to their non-metallic points only do 1D6 damage when used with other bows.

With elf bows, they will do normal damage even at long range as cited in *Cults of Prax* or the *Cult Compendium*.

Value

The wooden arrows are worth 200 L each.

Aldryami Copper Arrows

Description

Very pretty wooden arrows with a copper tip.

Cults

Associated – Aldrya, Friendly - Earth Cults; Yelmalio.

Knowledge

Automatic; Cult Secret.

History

See Aldryami Arrows.



Balls Of Tails

Description

Any number of severed Praxian animal tails tied together to form a ball.

Cults

Associated - Chaos; Pure Horse Worshipers.
Enemy - Eiritha; Storm Bull; Waha; and Prax nomads in general.

Knowledge

Famous; Owner Only.

History

The construction of this item is one way enemies of Prax (and its inhabitants) show their contempt for the entire nomad way of life. Anyone possessing one of these items is automatically an enemy of almost every resident in Prax and would be attacked on sight.

Procedure

A Ball of Tails is built by killing, one at a time, beasts of Eiritha and binding their spirits into their tails. As each new spirit is bound, its tail is tied to those of the earlier spirits. This process can go on without limit for as long as the beast killer can get away with it (the record is thought to be 18 separate tails), but each binding draws the attention of the Protectress of the appropriate tribe who will alert her priestesses and direct them to the offender.

Tada's Mask

This was Tada's battle mask when he was alive, used to frighten off foes too insignificant to kill. It did not work on Ragnaglar, who took it as a trophy when he killed Tada, then lost it in turn when he was slain by the Storm Bull.

Powers

The owner of a Ball of Tails is able to use the POW of the bound spirits to cast spells without these spirits counting against that character's CHA limit for bound spirits. If the item is found by another person, it is basically useless, although beings who know the Peaceful Cut skill are able to release the spirits, one per day, from this binding if the releaser makes a successful Peaceful Cut roll.

Value

150 L per tail to a Praxian nomad of the appropriate tribe. A nomad obtaining one of these balls would simply disassemble it using the Peaceful Cut skill, or else deliver it to one of his khans to disassemble for him. A non-nomad has no use for one of these balls unless he is the Original owner.

Nomads encountering non-nomads possessing one of these will try to kill him immediately, so a price for one of these items is difficult to estimate.

Barjora's Shield

Description

A large iron shield with a glowing Death Rune embossed on its surface.

Cults

Friendly - Humakt.

Knowledge

Automatic; Cult Secret;
Famous; One of a Kind.

History

During his adventures in Godtime, one of Humakt's loyal friends and followers was powerful godling by the name of Barjora. Barjora followed Humakt through most of his adventures until once during a dangerous battle with a thing of Chaos, Barjora was killed when he intervened his body to save Humakt. Humakt was so moved by this action that he took Barjora's shield (which was all that remained of him) and carried it with him (unused) for the rest of Godtime.

Since Humakt refused to use this shield, it is not available for use by his worshippers (even lay members). However, only his worshippers know how to use all of the shield's powers so the shield's possessor will usually be on good terms with the cult.

Procedure

To gain the use of the shield, a being must be a Rune Lord of a cult not an enemy of Humakt, and sacrifice (permanently) one point of POW.



Chameleon Tents

Description

A durable canvas tent of no particular color.

Cults

Associated - Aldrya.

Knowledge

Automatic; Famous; Few.

History

The origins of these tents have been forgotten. It is believed that the Aldryami assisted in their making but is certain that the tents were not built for Aldryami who prefer to sleep in the open air.

Procedure

No procedure for making more of these tents is currently known.

Powers

These tents function in all ways as normal tents. Their size varies from a small one person tent to a larger eight person tent. Once one of these tents is set up, it functions as if it were under the influence of a Chameleon Rune spell (see Aldrya cult in *Cults of Prax*) except that the spell has no fixed duration and will instead last as long as the tent is in use.

Value

50,000 L and up, depending on the size.



Chaos Slime

Description

Small greyish blobs of stuff rarely weigh more than a couple of ounces, it pulses as if it were alive but it does not otherwise move. It is a sluggish liquid which will flow down a slope.

Cults

Associated - Chaos Enemy - Kyger Litor; Lightbringers; other special Chaos haters. Hostile - Nearly everybody else.

Knowledge

Cult Secret.

History

When the Devil was slain, parts of him scattered throughout Glorantha. One of the less common and less known of these is Chaos Slime.

Procedure

The user of Chaos Slime is able to gain its benefits (or penalties) by eating it.

Powers

When eaten by any being, the slime grants an additional chaotic feature. The only way to prevent this fate is a successful Divine Intervention.

Value

Anyone attempting to sell slime in public will likely be lynched by an outraged populace. Chaotic creatures who know what the slime is and how to use it would pay a great deal, perhaps as much as 15,000 L.

Cock's Eggs

Description

An egg ranging in size from 3 to 10 centimeters. It could be of almost any dull color or shade.

Cults

Associated - Vivamort; other Death and Chaos cults. Hostile - Almost all other cults.

Knowledge

Cult Secret; Famous; Few.

History

Occasionally, when under the influence of the right form of Chaos and/or magic, perfectly normal cocks lay eggs.

Procedure

The procedure for causing cocks to lay eggs is a secret of certain cults and will be covered in more detail in later volumes.

Fabulous Quills of the Wyrms' Friends

Description

Also known as Translating Quills, they are writing quills of various colors.

Cults

Associated - Dragonewt; Issaries; Lhankor Mhy.

Knowledge

Automatic; Cult Secret; Famous; Few.

History

During the period of the Empire of the Wyrms' Friends, there was great cooperation between the Sages of Humanity and the master translators of the dragonewts. One of the results of this cooperation was the creation (through means now forgotten) of a set of Translating Quills.

Powers

In order to use one of these quills, it is necessary that the user be able to write his own language at least 60%. If that requirement is fulfilled, a person need merely pick up the quill and begin writing. The quill will automatically write in the language appropriate to that quill. There are several different types of quills known and they are summarized in the Translating Quills Table. For convenience, the value of each quill is also given.

The numbers given relate the number of each quills which can definitely be said to exist from historical records. It is entirely possible that

more may exist or that some of those known to exist have been destroyed. There may also exist quills which translate into other languages not covered here.

Value

See Translating Quills Table.

Fire Crystals

Description

Also known as Sky Crystal, it is a bright yellow crystal.

Cults

Associated - Dayzatar; Yelm; Yelmalio; few other Sky cults, Friendly - Lodril; other Fire/Sky cults.
Hostile - Chaos; Darkness cults except Xiola Umbar.

Knowledge

Automatic; Cult Secret; Few.

History

Both Yelm and Yelmalio were badly wounded during Godtime. Most of the blood which flowed from these wounds has been lost but some of it congealed into special crystals which retain some of the gods' special powers even after all this time.

Procedure

These crystals are attuned in the same fashion as any other powered crystal except that members of hostile cults (excluding Zorak Zoran) will always fail in their attunement roll.

Translating Quills Table

<i>Description</i>	<i>Number</i>	<i>Language</i>	<i>Value in Lunars</i>
Bright white	2	Godtongue	40,000
Brown with white specks	6	Stormtongue	15,000
Shiny green	2	Draconic	30,000
Dull grey	4	Pure Horse Tongue	35,000
Bright green	3	Aldryami	15,000
Black	4	Dark Tongue	10,000
Shiny silver	15	Old Pavic	20,000
Off white with gold specks	8	Tradetalk	35,000
Grey with black dapples	3	Mostali	25,000
Brown and fur like	4	Beastspeech	30,000
Yellow top, green center, dark bottom	3	Earth Tongue	20,000
Bright yellow	4	Fire Speech	15,000
Shimmering blue	3	Sea Tongue	20,000
Translucent	3	Spirit Speech	30,000

Gazhmen's Girdle

Description

A white leather belt with a shiny iron buckle.

Knowledge

Automatic; Famous.

History

This belt was made by an ancient hero named Gazhmen. Gazhmen's cult is long forgotten as is the path he followed to his Hero status. Gazhmen himself has been dead since the Dawn Ages. His belt, however, continues to exist and it turns up from time to time, worn by a mighty warrior. It was last known to be the property of Zackhom, a Hero from the east, who disappeared without a trace nearly 100 years ago.

Procedure

Put the belt on.

Powers

The belt will fit any humanoid between SIZ 6 and 19. It will increase the wearer's STR and CON to their species maximum or by 1D6, whichever is greater in each case.

Value
150,000 L.



Glass Butterflies

Description

A four centimeter across statue of a butterfly made entirely of colored glass. The color can vary.

Cults

Associated; Issaries

Knowledge

Famous; Few.

History

These butterflies were constructed by Issaries himself during the Dawn Ages. They resemble some of the butterflies which lived on the Spike before its destruction. Once built, Issaries used them as he needed them and so they entered into common circulation.

Procedure

No mortal can make these items. It is thought that Issaries still makes new ones whenever he feels the need.

Powers

These butterflies are a tireless form of magical messenger. The sender must donate eight magic points to a butterfly, which will then take any verbal message in any language of up to 30 seconds in length and deliver it to any person or place in the Gloranthan universe. They will never have any difficulty finding their target if that person or place was known to the sender.

The butterflies move at a rate of 12 but they fly day and night and never get tired. They can take only one point of damage before being destroyed but the damage must have been inflicted deliberately and the being responsible for the destruction of one of these butterflies automatically loses 1D6 from characteristic POW. Upon its destruction, a butterfly will automatically speak its message. When in flight, the glass butterflies are not invisible but they require a successful Animal Lore roll to recognize them as artificial rather than real living butterflies.

Upon delivering their message, glass butterflies deactivate. Thus, their receiver automatically recovers them for another use.

Value

Glass butterflies are worth 40,000 L as works of art and as much as twice that in an emergency as a messenger.

Golden Torches

Description

A torch-shaped solid lump of gold, one end is always burning with a bright, hot fire which needs no fuel.

Cults

Associated - Fire/Sky cults
Hostile - Darkness cults; Water cults.

Knowledge

Automatic; Few.

History

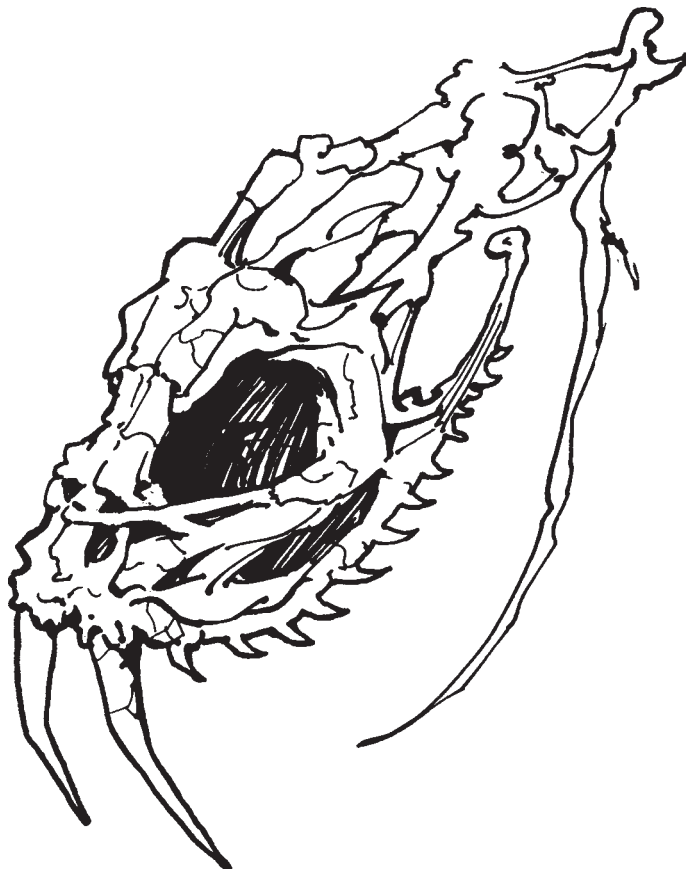
These torches were the gifts of the Sky gods during the Greater and Lesser Darkness. They were given to loyal followers to assist them in making their way in the world.

Powers

These torches will never go out, even in great darkness or underwater (although powerful water or darkness will dim them a bit).

Value

The gold is worth 1000 Wheels but it is impossible to melt it down. The item itself could be sold for as much as 80,000 L.



Green Snakes Skulls

Description

A five centimeter wide skull of a snake which glows with a dim light.

Cults

Enemy – Chaos
Friendly - Earth cults.



Knowledge

Few.

History

During the Godtime, many Earth cult temples had snake and serpent guardians protecting them. These creatures were powerful allies of the Earth gods and goddesses. When the Great Darkness came, these snakes fought valiantly to protect their masters and mistresses. Some succeeded in driving back Chaos while others failed and were destroyed, leaving no memory of their existence. A few succeeded in driving Chaos back but were killed in the process. It is these latter snakes whose skulls can be used to gain these benefits.

Procedure

Anyone possessing one of these skulls must perform certain rituals by an Earth Rune Priest to gain its benefits. The bearer must worship the Earth with the skull every Clayday - temporarily sacrificing one point of POW.

The bearer must not be tainted with Chaos or be a member of a cult hostile to the Earth. Finally, the skull must be carried close to the skin. Should any part of this procedure not be followed, the skull will fail to function (except as a very weak light source) for two full weeks and it will only begin to function again if the ritual is performed again during this time. Accidentally dropping the skull or putting it down for short periods of time will not cause an interruption of its functioning.

Powers

When the skull is displayed it will act as a Demoralize spell against all forms of Chaos who can see or feel its presence.

Upon command, it will glow with a very bright green light (acting as four light spells) for 15 minutes once per day. This magic light will be particularly unpleasant to creatures of Darkness, such as Trolls.

Value

It is worth 500 L as a curiosity. There are few people in the entire world who know of its true powers and they will usually manage to buy it for very little more than the 500 L.

Procedure

As stated above, this item could only be made through HeroQuest rituals.

Powers

No undead (except ghosts) can exist within 20 meters of this item. The undead will usually try to flee but if they are not able to, they will become dead. In addition, no dead body may be brought back to life within 30 meters of a lead cross. The item may be used by anyone as it operated continuously.

Value

45,000 L.

Lightning Bands

Description

Tin armband inscribed with Air and Disorder runes. Five 1000L diamonds are also emplaced on it.

Cults

Associated - Orlanth Thunderous, Friendly - Orlanth Adventurous; Orlanth Rex.

Knowledge

Cult Secret; Few.

History

Originally, there were 40 of these items and they were worn by the body guards of a powerful high

priest of Orlanth Thunderous. Eventually the high priest was killed and the armbands disappeared. A few have since reappeared in the hands of various Orlanthi.

Procedure

There is no known way to create more of these. Enchanting them for personal use requires the permanent sacrifice of one point of POW. This sacrifice allows the armband to be fastened around the arm. Once its power is used, the armband falls off and another point of POW must be spent to reattach it.

Powers

Anyone wearing one of these armbands may fire a bolt of 3D6 electricity out the end of their spear. This bolt hits 95% of the time (defense and parrying does not help) and it ignores all protection from metal (but not magical or leather) armor.

Value

The components are worth about 6000 L and, as the items are not famous, this is usually what they will be sold for. Someone in the Orlanth cult who is familiar with the item might be willing to pay a bit more but usually it will not be necessary.

Lunar Sweaters

Description

A comfortable and warm sweater made of red or black (or both) wool.

Cults

Associated - Lunar cults.

Knowledge

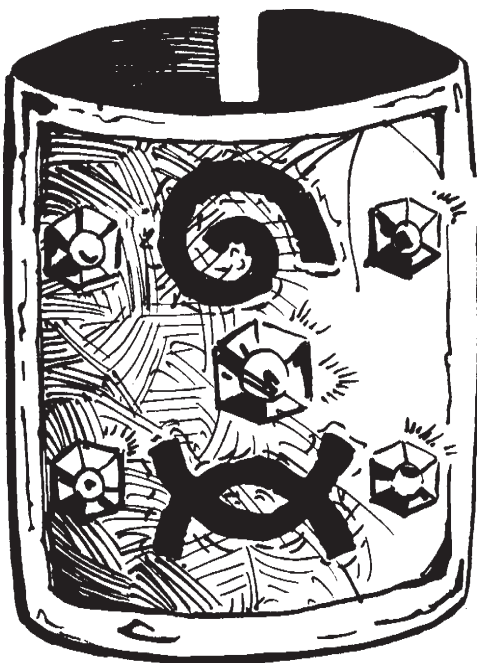
Cult Secret.

History

The techniques necessary for the making of these items is a secret known only to one craftsman in the world. This fellow lives and works in the heart of the Lunar Empire under the protection of the Red Emperor himself. His exact location is a closely guarded secret.

Powers

These sweaters will function for anyone who is a lay member of any Lunar cult. There are seven different types of these sweaters. One is entirely red and functions only on days of the full moon; another is entirely black and only functions on days of the full moon. The others vary proportionally to the other phases of the moon and only function on the corresponding days. The sweaters act as six point of armor covering the chest, abdomen, and arms. They can be worn in addition to any other armor.



Minamen's Shadow

Description

A dark, black cloak.

Cults

Associated - Any of the various thieves cults.

Knowledge

Automatic; Famous; One of a Kind.

History

During Godtime, the Hero Minamen journeyed from the surface into the underworld. While there he snatched a living piece of darkness and bound it into his cloak.

Powers

Anyone wearing this cloak has 95% added to his Camouflage and Hide in Cover ability. This bonus applies even when the character is making no attempt to use these abilities so it is difficult to see the cloak's wearer under any circumstances. However, the cloak does not provide invisibility so if the wearer is standing in the open in a well lit area with no place to hide, the cloak is useless.

Value

60,000 L.

Morokanth Thumbs

Description

Black fur covered thumb-shaped lumps of flesh.

Cults

Associated - Eiritha and Waha, Morokanth branch.

Knowledge

Automatic; Famous.

History

When the Morokanth won their contest which allowed them to retain their intelligence, it was soon realized that they were at a severe disadvantage due to their lack of thumbs.

While the humans were able to do all sorts of delicate manipulation, the Morokanth had to work hard just to hold onto a weapon. Eventually, Eiritha took pity on her children and provided the potential for certain Morokanth to gain the use of thumbs.

Procedure

Gaining the use of thumbs is possible in one of two ways. The normal procedure is to go on a minor but difficult HeroQuest. The other method involves finding a set of unused thumbs (normally only found near their dead owner) and attach them while permanently sacrificing one point of characteristic POW per thumb (two maximum).

Powers

These thumbs grant their owner the ability to perform all standard Manipulation skills at 10% base chance as well as the ability to progress normally in all Manipulation skills.

Value

Thumbs are worth 10,000 L to a Morokanth.

Nosma's Wig

Description

The wig made of long, pale white hair.

Cults

None.

Knowledge

Automatic; Famous; One of a Kind.

History

The wig was made by a powerful Dawn Age Hero, Nosmas. Once, while traveling through the Winter Wastes of Valind, he was attacked by a strong and powerful white haired monster. After a difficult battle, he defeated the monster. He was so impressed by the monster's strength that he decided to try to steal some of it by making a wig out of its hair.

Procedure

In order to use this item, it is necessary to shave the head of all hair before putting the wig on.

Powers

The wig will increase the wearer's STR to species maximum. In addition, the wearer is immune to damage from cold.

Value

100,000 L.

Pavis Pointers

Description

A white stone statue of a half elf with one arm pointing forward.

Cults

Associated - Pavis,
Hostile - Kyger Litor; Zorak Zoran.

Knowledge

Automatic; Few.

History

When the walls of the city of Pavis were first built, some of the stones used in those walls were carved by Pavis himself in his own image. He then enchanted these statues so that they would always point toward his city.

Eventually, Wantoo arrived in Pavis where he discovered the low regard in which horses are held in Prax. More importantly, he also discovered who was responsible for the attack on his party. Wantoo decided to gain revenge for the latter while at the same time striking a blow for the horse lovers of the world. He left Pavis and secretly contacted a family of griffins. With their help, he set about making Sky Bulls an endangered species.

They succeeded in killing over 150 of them (with Wantoo keeping a scrap of each hide) before angry members of the Storm Bull cult set an ambush and wiped out the griffin family. Wantoo once again barely escaped. This time he took his good fortune as a sign that he should leave Prax. When he returned home, he used the scraps of Sky Bull hide to make a saddle which he imbued with some of his own horse mastery.

Powers

Anyone riding a horse using this saddle has his or her horse riding ability multiplied by 1.5. Furthermore, they will never fall off a horse saddled with this while the horse remains alive. The saddle will also sprout wings and fly if the proper command word is given. The saddle will carry a horse and one rider at the speed of a Sky Bull for one day each season during Mobility Week. The proper command word is a secret known only to a very few but a successful Divine Intervention will reveal it.

Value
55,000 L.

Scala's Lance

Description
A long lance made out of carved white bone.

Cults
Friendly - Rhino Riders.

Knowledge
Automatic; One of a Kind.

History

Scala was a Rune Lord/Rune Priest of Waha from the Rhino Riders tribe. Once during a fight, he had the good fortune to critically impale a very large giant in the abdomen with his mounted lance, doing over 30 points in one blow. This killed the giant instantly. Scala was very happy about this but he feared that no one would believe that he could kill such a large giant single handedly. To prove his claim, he cut off one of the giant's legs and dragged it back to his tribe with the help of his rhino.

When he returned home, the elders of his tribe were so impressed that they took the bone of the giant's leg, carved it into a lance, and enchanted it with several matrices before returning it to Scala as a gift from his tribe. In the hundred plus years since this happened, the lance has been lost to the tribe and its current location is unknown.

Powers

As a normal lance except that it is 3.5 meters long and will take 40 points of damage. It also holds the following matrices: Repair, Bladesharp 4, and Detect Enemies.

Value
25,000 L but Rhino Riders will pay 35,000 L (if the money is available, or they will take it by force).

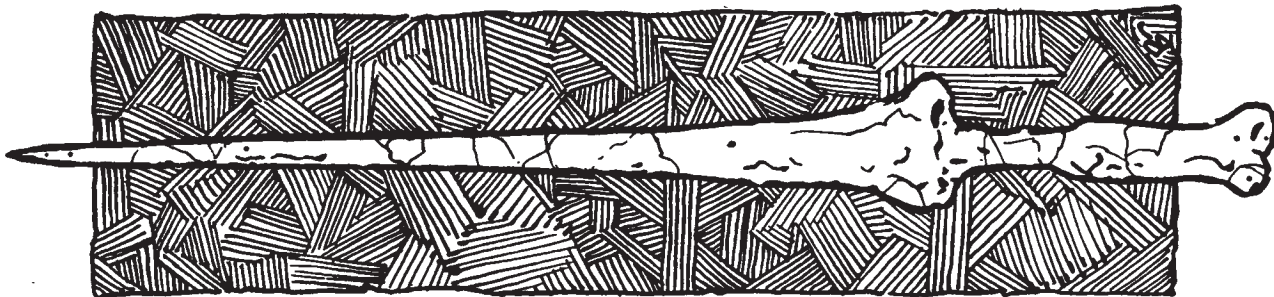
Scarlet Scimitars

Description
A glowing red scimitar.

Cults
Associated - Various Lunar cults
Hostile - Orlanth; other Lunar enemies.

Knowledge
Cult Secret; Owner Only.

History
The making of these weapons is a secret gift of the goddess to a particular sub-cult of her religion. The



members of that sub-cult, also called the Scarlet Scimitar, form an elite military unit of the Emperor's army. In addition to the members of this unit, many other Lunar citizens are awarded these scimitars as an acknowledgment of special service to the empire.

Procedure

The procedure for making these weapons is a closely guarded secret but it is rumored that they are made on the moon itself. When a scimitar is first presented to its owner to be, one point of POW must be permanently sacrificed to attune the weapon.

Powers

The scimitar takes 30 points of damage and functions in all ways as a Rune metal weapon except that it is useable without magical penalty by non-Rune Lords. Holders of the scimitar may cast a Truesword spell on it once per week (not on the day of the Dark Moon) and upon command, a scimitar will glow a very bright red, lighting up an area 50 meters in diameter. The scimitar is capable of holding an allied spirit.

Value

A Scarlet Scimitar is worthless (or nearly so) on the open market as it will only function for its original owner. They are occasionally highly valued as trophies by Orlanthe and other enemies of the Lunar empire.

Snake Staves

Description

An ordinary looking wooden staff of 1 to 2 meters in length.

Cults

Associated - Earth cults.

Knowledge

Common; Cult Secret.

History

A large number of these staves were made during Godtime and distributed to assorted priests, priestesses, and guardians of Earth temples. When the Great Darkness came, many owners of these staves were killed while their staves remained unharmed. Since that time, unowned staves have been found from time to time.

Powers

These staves are a form of battle magic matrix. They take four points of POW to activate at which point they turn from wood into the living flesh of a snake (roll on the Snake Table in the rules to determine type but each staff always

turns into the same type of snake). The snakes will remain as snakes for 15 minutes, during which they are under the verbal control of the supplier of their power. At the end of the 15 minutes (or if they ever travel more than 50 meters from their caster), the snakes straighten out and revert to staff form. If the snake is ever killed or the staff is ever broken, the item becomes completely non-functional.

Value

1500 L.

Soup Bones

Description

A normal looking bone from any animal which is suitable as a base for soup.

Cults

Associated - Issaries.

Knowledge

Automatic.

Procedure

Any priest of Issaries Golden Tongue is capable of creating one of these items. The procedure is simple. Make soup, take out the bone, and use one point of Divine Intervention and one point of Matrix Creation.

Powers

Once made, these items can be used by any cult. At a cost of one point of battle magic POW, one of these bones will always produce a thin but nourishing soup when boiled in water. The same bone can be reused any number of times as long as it remains intact.

Value

6000 L.

Spell Storage Scrolls

Description

Also known as Lhankor Mhy Scroll, it is made of sturdy parchment which is highly magical. Usually, it will have no writing on it.

Cults

Associated - Lhankor Mhy

Knowledge

Cult Secret; Famous; Few.

History

These scrolls were made during Godtime by Lhankor Mhy himself. He gave them to a few of his loyal followers to use during the Great Darkness.

Procedure

There is no procedure for making these items. Even Lhankor Mhy himself would have great difficulty creating them again.

Powers

Each of these scrolls is capable of holding one (and in a few cases, more than one) Rune magic spell. These spells must be inscribed onto the scroll by a Rune Priest who is, at least, an initiate of Lhankor Mhy and the spell so inscribed must be a spell known by that priest on a reusable basis (thus, one-use spells may never be written on one of these scrolls). Once a spell is written on a scroll, it can be used by any Lhankor Mhy initiate. It should be noted that putting a spell on these scrolls counts as a use of the spell. The priest must roll 01-95 on D100 and spend one day per point of the spell regaining the spell before it can be used again. Once a spell on a scroll is used (or fumbled) it is gone and cannot be used again. However, the scroll is blank and can be reinscribed with another spell.

Value

It is known with great certainty that Lhankor Mhy created 147 of these scrolls of which only 32 could hold more than one spell at a time (26 of these could hold two spells, three could hold three, two held four, and one held eleven - this last scroll is owned by a chief priest in the Great Temple of Lhankor Mhy in the capital city of the Holy Country).

The one spell scrolls are worth 15,000 L each and the value of the others increase by a like amount for each spell (although the eleven spell scroll is considered beyond price).

Stone Branches

Description

A piece of a statue of a tree made of white stone with a slight greenish tint.

Cults

Associated - Aldryami; Mostali.

Knowledge

Cult Secret; Few.

History

During Godtime, a mysterious stone tree was discovered. No one knew what it was or where it came from but both the Aldryami and the Mostali claimed the tree for their own. In the great battle which ensued, many elves and dwarves were killed and the stone tree was broken into pieces which were scattered and lost throughout the world.

Procedure

Use of a Stone Branch can only be gained by priests and priestesses of Aldrya and Mostali. In order to gain the use of a Stone Branch, it is necessary to attune it as if it were a powered crystal (although it is possible to be attuned to both a branch and a crystal). If the first attempt to attune a branch is a failure, that being may make no other attempts with that branch.

Powers

Each Stone Branch has a POW of 3D6+6. The POW of the branch can be drawn upon for use in battle magic spells (the POW replenishes itself in the way that a spirit does). In addition, the POW can be used to cast any Rune magic spells available to the cults of Aldrya and Mostali, but the POW used is forever lost. If the branch's POW is ever reduced to zero it will crumble to dust. Note that this branch is very unusual in that it grants Mostali the ability to use Aldryami spells and vice-versa. Neither side is too happy about this and both will fight hard to regain the branches when they discover the other has one.

Tada's Warriors

Tada was a mighty superhero, and he defended his land well. But he was not a god, and Ragnagnar slew him before falling to the iron horns of his brother the Storm Bull. His followers carried his body to its final resting place beneath the tumulus which bears his name to this day, and themselves went to sleep, waiting for the day their lord would call for them again. His armaments were scattered, and could be found in Prax, held for a time by one or another of the tribes before they lost it in the constant warring of the plains.

When Tada fought the hordes of chaos, the peoples called the Wanderers or Rangers arrived late for the battle, and so could not aid their lord, who was slain. They fought on as long as they could, then retired to Tada's High Tumulus, where they slept and dreamed of the glory when their lord would return. Their sleep was disturbed by the Grisly Portions (since they were part of Tada), and so they could sometimes be awakened to aid a tribe who possessed one of them, though they always returned to their eternal sleep before long.

Swords of Sharpness

Description

Appears as any other normal sword.

Knowledge

Common; Owner Only.

History

The procedure for enchanting a Sword of Sharpness was discovered by an unknown warrior of the Dawn Ages. It involves calling upon no gods and so it can be done by nearly anyone.

Procedure

To begin this ritual, a high quality sword is needed. It can be made out of any material usable by the owner (i.e., iron swords are acceptable for Rune Lords to use in this ritual). The sword is then taken into combat with a Fireblade spell on it (actually any great heat will do so long as the sword remains hot through the entire ritual). The sword is then used on an intelligent enemy while sacrificing permanently one point of POW. If the blow fails to hit the enemy, the point of POW is not used and the enchanter may try again. If the blow hits the enemy, the power is lost and the sword is enchanted if that blow kills the enemy. If the blow does not kill the enemy, the ritual must be begun again using another point of POW.

Powers

A Sword of Sharpness is +5% to hit and parry, +1 on damage, and +2 (+3 if iron) on its own hit points. The sword loses these powers upon the death of its owner and, in any case, these powers don't work for anyone else even while the owner lives.

Value

The value of the sword only, although its owner would probably pay up to 8000 L to get it back.

Thunderous Comb

Description

A 0.3 meter long comb made of brown tin.

Cults

Associated - Orlanth Thunderous.

Knowledge

Cult Secret; Famous; One of a Kind.

History

Of unknown origin, it was originally found in the Storm Hills during the Dawn Ages by a Wind Child priestess of Orlanth Thunderous. She used it to comb her hair and in doing so discovered its powers. Since that time, the item has been treated as a holy relic of Orlanth Thunderous and it has always been held by a Wind Child high priestess of the Storm Hills.

Procedure

The item's powers are activated by combing hair.

Powers

Combing the hair with this comb will start or intensify storms. If the sky is clear, clouds will begin to gather (taking ½ hour before the sky is completely cloudy). If clouds are already present, rain will begin to fall; and if the combing persists a ½ hour, there will be thunder and lightning. If the user of the comb is not a priestess of Orlanth Thunderous, within 3D6 minutes, a lightning bolt will strike the person and kill him instantly. When the comb is used during religious services, the worshippers will also be protected from lightning strikes.

Value

This item could not really be sold as it is already in the hands of its proper owners. However, if the item is ever stolen, a 50,000 L reward would be offered for its recovery.

Tin Compasses

Description

Also called Tin Needle, these are 3 centimeter tin needles usually suspended by a light string or thread.

History

When the Spike blew up during the Great Darkness, it left a void in the center of the world. In this void, the creation process repeated itself on a smaller scale. Darkness, Water, Earth, and Fire/Sky all appeared and, in turn, led to the next element. However, before the process could end with the creation of air, the waters of the sea rushed in to fill the void. Ever since that time, the element of air has been slightly repelled by the former void area (now the whirlpool in the center of the Homeward Ocean).

Procedure

The process for creating one of these needles is not well known but it is a fairly simple process. A sharp needle is made out of tin. The needle is firmly placed in a position where its point is pointing away from the center of Glorantha. Once per week, a point of battle magic POW is sacrificed to the needle and it is stroked twice. This is continued for a full year. At the end of this time, the object is enchanted and will function.

Powers

The sharp end of one of these needles, when allowed to move freely, will always point away from the center of the world.

Value

2000 L.

Waha Ropes

Description

A high quality brown rope.

Cults

Associated - Waha.

Knowledge

Cult Secret.

History

The first of these ropes was made during Godtime by a priest of Waha. Many more were made during the Dawn Ages but by the Second Age, the technique and powers necessary to make more had been forgotten. The ropes are now commonly believed to be unremarkable.

Powers

Anyone or anything tied with one of these ropes will be unable to release himself unless he knows the code word for that individual rope. In fact, no one except gods (Divine Intervention) can untie one of these ropes without the code word. The code words are usually in Old Pavic or Beast tongue and in any case, will never be from languages less than 1000 years old. A rope which is badly burnt by fire will cease to function but, for obvious reasons, this is not a good way to release someone from the rope.

Value

Unless the rope's code word is known, it will usually only sell for a little more than a normal rope. If the code word is known, it could sell for as much as 5000 L.

Wands of Life

Description

A one meter long stick which looks as if it had just been chopped off a tree (that is, there are still fresh green leaves on it). In fact, the wand is made of still living wood.

Cults

Friendly – Aldrya, Hostile - Humakt; Zorak Zoran; other Death Rune cults.

Knowledge

Cult Secret; Famous; Few.



History

It is said that the Wand of Life is a small branch cut from the Primal Tree. However, the branch was cut without the assistance or approval of Aldrya or her people.

During the Great Darkness, the elves managed to hunt down and kill the Hero who had created the wand and in doing so, they recaptured the wand. Normally, they would have destroyed the wand right then and there but by this time, the Primal Tree itself had been destroyed and this branch was one of the few remaining pieces. They could not bear to destroy it. Instead, they brought it home with them.

As Aldrya did not participate in the creation of the wand, no Aldryami could ever use the wand's magical powers and gain any benefits from it. Nevertheless, they kept the item and several times throughout history, they have loaned it to a non-Aldryami who had been of service to the cult. Usually the loan has been for the duration of being's life but shorter duration loans have also been made. So far, the wand has always been returned or recovered upon the death of its possessor.

Procedure

In order to gain this item, a being must:

1. Find out which Aldryami forest is in possession of it;
2. Go there;
3. Be a good friend and valuable ally to that forest;
4. Perform some great deed in their service; and
5. Be lucky enough to have them offer it to you as a reward.

Powers

The wand's powers only work while the item is held in its user's hand.

These powers are:

- 1) It can be used as a parrying weapon absorbing 25 points (although it does not break if it takes more than 25 points). The base chance to parry with the wand is 50%.
- 2) The wand cures all diseases merely by touching the sick being. However, it does not reverse the effects of disease.
- 3) The holder of the wand can cast one Recover Spirit spell a week except that unlike the normal spell, this one can only be used on non-Aldryami.
- 4) Sever Spirits cast at the wand's holder will reflect back upon the caster.

Value

The wand is not likely to be sold and doing so would offend every Aldryami in the world.

Divine Harps

Description

The harp is made of a shimmery, hard, wood-like substance of no fixed color. The strings are made of fine spun gold.

Cults

Associated - Harmony and Music Cults
 Friendly - Most other Cults
 Hostile - Disorder Cults

Knowledge

Few, Famous.

History

The exact origin of these four harps is not commonly known, having been lost since the Golden Age. One of the most common assumptions is that their existence is a necessary consequence of the existence of the original Divine Harp. In any case, the harps first appeared on the scene at the beginning of time in the hands of the four most accomplished harpists in history. Since that time, the harps have changed hands a number of times and some have disappeared for many, many years only to seemingly randomly reappear in the hands of a new master harpist. Currently the location of only one is known for certain. It is in the hands of Dureena, the “Mistress of Music”, who resides in the castle of the Pharaoh of the Holy Country, also known as Esrolia.



Powers

The harps can only be used by someone with a 90% or better skill in harp. If anyone with less skill attempts to use one of these harps he or she loses 1 point of permanent POW. To use a divine harp it must first be tuned. This tuning must be done every time the harp is taken out to be played and every hour while the harp is being played. Tuning requires a successful roll of the user’s harping ability and an expenditure of 5 points of temporary POW. Failure to make the skill roll carries no penalty, but another attempt to tune the harp will require another five minutes of effort. Once the harp is tuned, it can be played normally. However, anyone listening to its music will be unable to commit any hostile or violent actions. In fact, they will be unable to do anything but listen or dance to the music. Other than deafness, there is no defense against the “attack” of these harps.

Value

150,000 Lunars each, but master harpists will never sell them (this rule even applies to starving player characters, but that is at the referee’s discretion).

Footprint of a God

Description

A large footprint imbedded in stone. The footprint will usually be Humanoid, but it depends on the god.

Knowledge

Automatic, Few.

Cults

Associated - The cult of the god whose footprint it is
 Hostile - That same god’s enemies.

History

During Godtime, many of the gods walked the surface of the world and engaged in mighty struggles with other gods and the forces of chaos. Upon occasion, the gods walked in soft stone and mud and left behind their footprints. Obviously, most of these footprints were lost or destroyed as time passed, but a few of them were found by followers of the appropriate god and were protected by them.

Procedure

None (unless you can get a god to walk in mud during a time of great stress).

Powers

These footprints act as “holy places”. They attract large numbers of spirits which cluster around them. Unlike most holy places, however, they only attract spirits which are basically friendly towards the god whose footprint it is.

Value

These items are rarely sold because almost all of them are already in the hands of the proper cult. If a new one should be found, its cult would probably pay up to 50,000 Lunars if the footprint is portable and up to 5,000 Lunars for a map to its location if it is not.

Ghost Ward

Description

An ancient looking wooden stick carved in the shape of a spirit rune.

Cults

None.

Knowledge

Automatic, Few.

History

The history of these items is not commonly known. It is said by some that they are twigs off the first tree but that does not explain their powers. Another claim is that they were made by a powerful Troll Shaman of the Dawn Ages.

Procedure

None.

Powers

These sticks glow with a bright brownish green light if they are brought within 30 meters of a spirit bound as a ghost. The possessor of one of these sticks cannot be attacked by a ghost. Note that this stick has no effect on those spirits which are not bound as ghosts.

Value

35,000 Lunars, but someone about to go to a ghost infested region will pay more.

Horns of the Great Broo

Description

Very large goat horns.

Knowledge

Automatic, Famous.

Cults

Associated - Thed
 Friendly – Malia
 Hostile - Most Others.

History

One of the first children of Thed and Ragnaglar was a giant and powerful Broo by the name of Cash ith. He spent his entire life attacking and defeating the forces of Law. By the end of the

God Wars, he was the most powerful chaos being who had never been defeated. He was by no means the most powerful chaos being to survive the war, but he had never faced any opposition strong enough to threaten him seriously. Eventually, Cashith died. Some say he died of old age, while others claim that he was slain by his children. No one knows for sure.

Procedure

None.

Powers

Any Creature of Chaos who possesses one of the two horns of Cashith is totally immune to any of the various special anti-chaos spells and powers. For example, the creature will be able to use his or her chaotic feature even against a Kyger Litor Cultist who has cast a “Counter Chaos” spell. Furthermore, the possessor will not even be detected by a “Sense Chaos” ability or a “Detect Chaos” spell. Of course, the horn must be kept hidden or a knowledgeable person will know what is going on anyway.

Value

40,000 Lunars to an intelligent creature of Chaos.

Issaries Guide Coins

Description

A small silver coin with an Issaries Rune on each side.

Cults

Associated – Issaries.

Knowledge

Cult Secret.

History

The ability to make and use these coins was given by Issaries to his worshippers early in time.

Procedure

These coins can be made by any Issaries Rune Lord or Rune Priest. The procedure is fairly simple. A silver coin must have the necessary runes engraved and then one point of divine intervention is used thereby creating the finished item.

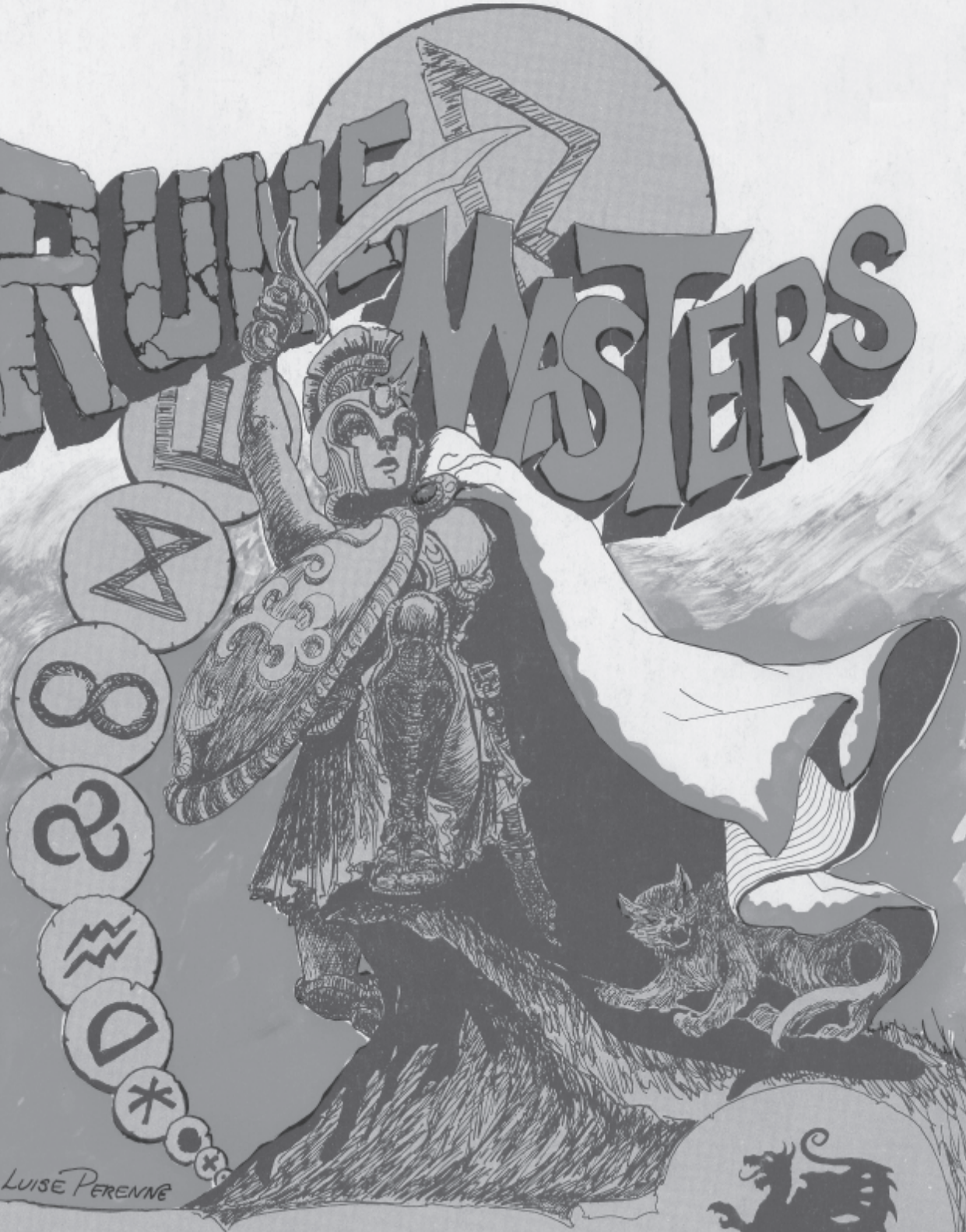
Powers

These coins glow with a dim light when the Issaries carrying them continues to travel on a path or road (even an unused and hard to find path). These coins are most useful when an Issaries is leading a party or caravan through unfamiliar wilderness.

Value

2500 Lunars.

RUNES MASTERS



LUISE PERENNE

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How to Use This Book

First read through the book, concentrating on the first two chapters. They tell how RuneMasters are created and how to play these characters effectively. When you need a RuneMaster of a particular cult, you will need only to turn to that cult and select one of the three RuneMasters present. If you want one at random, roll 1D20 and for result 01-15 count down to that cult in the Table of Contents. For 16-20, roll again and take two of the RuneMasters for that cult, ignoring further rolls of 16-20. Once you've selected a RuneMaster, copy his or her statistics onto a photocopy of the RuneMaster character sheet. Then read the section for that cult and for those characters specifically. You are ready to use them.

A Note from Azmadian Tales #11, published in Alarums and Excursions 67 in 1981.

When I wrote my supplement to Runequest, *Runemasters*, the Chaosium editors decided to compact the material into a \$5 size book instead of an \$8 size book. Therefore the Table of Contents, Index and the descriptions of the cults and characters were dropped. The time pressure was such that much of my material was only briefly edited, so some mistakes that should have been caught made it into print. What I really regret was the loss of the description of the characters, which gave a personality and background to them and made them real. For those nice enough to buy my book, I here present the lost descriptions of the 45 Rune Masters and their cults, for use with my book. I hope you find them of use. The Heroquest abilities in these descriptions are my own creations and not intended to be considered an official publication. Greg Stafford is writing Heroquest and will be the one to set the final list of Heroquest abilities. These are, however, possible abilities that he might choose.

Creating a RuneMaster

RuneMasters consist of Rune Lords, Rune Priests, and Rune Lord-Priests. They are leaders in their cults, and are very experienced and capable men and women with considerable expertise. With the rare exceptions of Heroes (and even rarer Superheroes) RuneMasters are the most powerful characters in the cults of Glorantha. To create such strong characters requires good knowledge of the cult involved and of *RuneQuest* itself. The character sheet in the back of this book is designed to assist in such a creation.

Fill in the Background Section

The first section in the upper left corner of the RuneMaster character sheet details the character's background. You should choose the name, race,

sex, and cult of the new character. Roll for or choose the character's social class. Your choice of race tells you what dice rolls are needed to discover the character's basic characteristics. The social class gives insight into the character's prior experience between 16-21 years of age. Assume that the character joined the cult at age 16, and that by age 21 (at the end of his prior experience) the character undoubtedly was an initiate of the cult. Make some prior experience choices logically: for instance, if the new character is a mounted barbarian, then should he choose to be a mercenary he will be in the cavalry.

Similarly, cult requirements will influence prior experience. The fledgling mercenary will want to join a mercenary band specializing in the same weapons required by his cult, so that he gets the best use of his prior experience in helping him on toward Rune Lord status. Clearly a townsman who joins the Yelmalio cult will want to join a mercenary band which specializes in spear—as does his cult. A Humakti will want to be in a band that teaches the use of the sword. In this way the trainings offered by the mercenaries and the cult will dovetail. It is rare, however, for non-humans to join the cavalry, though it is possible.

One must choose also the nationality of the character. If he is a barbarian, the choice of tribe will dictate his tribal weapons. In the case of Waha, these also will be his cult weapons. A Lunar citizen will tend toward Lunar weapons, and so on.

Nationality also influences the choice of cult. Lunar citizens will more often join Lunar cults. Sartar citizens will prefer the Orlanth cults. A barbarian in Prax has a high chance of joining Waha, if male, or Eiritha, if female.

Race can also dictate cult choice. Elves almost always join Aldrya, but also favor Yelmalio. Most trolls join one of the darkness cults.

Race, sex, and nationality often can combine to limit the choice of cult, and those factors plus social standing can channel the choice of prior experience.

The actual birth date of a character is for use in a campaign. In some cults it is important to know the birth date. A Rune Priest generally will have spent some years as an adventurer, to train in various skills before becoming a Rune Priest, and so will be at least in his middle twenties. A Rune Lord would need to adventure for some time to gain that status, usually at least five years, and so will be in his/her late thirties. A Rune Lord-Priest generally will be older still.

The RuneMasters in this book are generally in their prime, but one can have old Rune Priests and Rune Lords as well. This is often the case in Lhankor Mhy, where the characters must spend many years in study before rising in prominence as a scholar. Remember also that if you want the Rune Priests to have a good selection of cult Rune spells, you have to allow the time necessary to gain and sacrifice the necessary Power for those spells.

Editor's Note

When I first wrote my description of the RuneMasters book in the MiG several years ago I lamented the absence of any character background information. Later, I find out that the descriptions were something originally there, and only the desire to make the book smaller prevented them from inclusion. Thus, it is with great pleasure that, after a mere gap of approximately 25 years, I am able to bring all of the material back together as it was originally intended by the author.

one point of protection to the chest at the cost of an additional four points of encumbrance, this can only be worn by the strongest of characters. Even 10 points of encumbrance can be too much for some characters.

Rune Lords and Rune Lord-Priests who are not Aldryami or trolls have the advantage of iron armor, with its high protection and lowered encumbrance. While a new Rune Lord of some of the less wealthy cults may not start off with a set of iron armor, if he has survived for a few years he will have one, as that is usually his first objective. The same applies to iron weapons.

Complete the Weapons Column and Equipment Section

Now cult, nationality, social class, and prior experience come into play. You must determine from the prior experience table in the back of *RuneQuest* what weapons the character has learned to use during his prior experience, and from the cult write-up in *Cults of Prax* just for which weapons the cult has given training. If the character is a barbarian, the table in the appendices of *Cults of Prax* states what the weapons are for nomads of Prax, but otherwise use the table in the prior experience section at the back of *RuneQuest* under Barbarians.

As you determine each weapon, write its name at the top of each weapon block and then enter it in the equipment section, giving its location (right side, back) and its encumbrance. The total of the

equipment encumbrance and the armor encumbrance is placed below as the total encumbrance. The maximum encumbrance is the average of the STR and CON of the character. The total should not exceed this maximum. The rest of the equipment above this total should be placed upon the character's riding animal. Enter the character's movement base. If the total encumbrance does not exceed the maximum ENC, then the current movement is the same as the movement base.

There are eight weapons boxes and one shield box. Few characters have the encumbrance capacity to carry eight different weapons, so you can use these for the different modes of each weapon (left-handed and right-handed, and also two-handed). The left hand use is good to have written down in case the right arm is disabled and the character is forced to fight left-handed. Most RuneMasters train in left-handed attacks as well as right-handed ones, for just such a reason, though they may not train quite so high. A short spear can be used as a 2H spear, a RH spear, a LH spear, and a javelin—thus a single object of ENC 2 uses four boxes. One could have even LH javelin and RH javelin.

Now that the weapon boxes are allocated and now that the equipment section is filled, we are ready to determine the character's abilities with those weapons. First, add the character's base strike rank to the strike rank of the weapon to get the total strike rank for that weapon's attack, and enter this in the box. For missile weapons use only the DEX strike rank, instead of the base strike rank. Now fill in the damage for each weapon, adding in the damage bonus. Determine the damage for a crush, slash, or impale by that weapon and enter that. Enter the number of hit points for the weapon. If it is an iron weapon it has 50% more hit points than a bronze weapon.

All this having been done, we are ready to figure out how good the character is with those weapons. From the prior experience and cult requirements and the cult's offerings of reduced price training in certain weapons, determine what is the character's main weapon. A Rune Priest will be between 75%-90% with this weapon unless his DEX is below 15. A Rune Lord will be between 90% and 110% with it. A Rune Lord-Priest will be between 100% and 125% with it. Scale the rest down from there. The latter RuneMasters must have at least five masteries, of which two usually are in weapons. A Rune Lord-Priest will have a number of weapon masteries, and may be a master in all of his weapons. Notice the difference between the attack bonus and the parry bonus and keep this in mind in determining the parry chances. A 2H weapon will be used to parry more often than a 1H weapon used with a shield.

Jaldon's Games

When Jaldon Toothmaker unified the tribes of Prax in the Second Age, he instituted special war games. These war games forced the tribes to defend specific oases or altars, an alien objective for the normally nomadic tribes. He did this to train his warriors in the tactics of their enemies, who lived in more fertile and permanent territories in Dragon Pass. The lesser tribes usually remained aloof in these contests, then offered themselves as prizes to the victors, a tactic which acknowledged both the practicality and the pride of these peoples.

The tribes were assigned these altars by Jaldon:

<i>Bison</i>	<i>Monkey Ruins</i>
<i>High Llama</i>	<i>Tourney Stone</i>
<i>Impala</i>	<i>Horn Gate</i>
<i>Morokanth</i>	<i>Sog's Ruins</i>
<i>Sable</i>	<i>Moonbroth</i>

is handy to have a flying familiar to act as aerial reconnaissance, and if it does not know any spells all you lose is the POW it had if it is shot down. Try to strike a balance. If you have a warhorse as a familiar, allowing you to communicate telepathically with a mount who has human intelligence, then it can be advantageous to know such spells as Ironhand and Xenohealing so they can be cast upon the horse by you.

Although the sheet has only 26 lines for battle magic spells, you can add more if you choose, since RuneMasters quickly pick up spells. Though they must turn over 90% of their income to the cult, they may use this money to buy cult training and spells. Thus most buy a lot of spells. A Rune Priest can sell a spell he knows one week, keep 10%, and then turn around and buy a spell from the cult with the other 90% the next week, thereby gaining a new spell every other week. This is good for the cult because then their Rune Priests know more spells. Rune Lords can train Adventurers for the listed fees and then turn around and buy spells with the 90% cult cut.

Establish the Character's Personality

The section in the center of the character sheet marked *notes* can be used for notes on the character's personality, or on cult restrictions, or about other abilities. Read carefully the sections in the cult write-up in *Cults of Prax* on the requirements and restrictions and privileges of the Rune Priests and Rune Lords for that cult, their titles, their obligations, and their goals. These will give you a feeling for the character. Now add some personality. Is the character friendly or unfriendly, gregarious or distant, impetuous or cautious, brave or cowardly? Remember that a RuneMaster is an important and powerful man or woman and that this will affect his or her actions and behavior.

Fill Out the RuneMaster's Retinue

A RuneMaster is rarely found wandering alone. There usually is a band of lay members end initiates following along to serve. The second sheet in this book can be put on the back of each RuneMaster sheet by using two-sided photocopying. This provides sections for each of the allied and bound spirits that are in familiars, so that one is ready to play them should they be attacked or should they be ordered to attack. There also are spaces for skills with other weapons besides those on the main sheet. Here you could list hand-to-hand attacks such as punch, kick, butt, bite, grapple, or claw. Assume for these that Rune Priests are at 25% plus attack bonuses, Rune Lords are at 50% plus attack bonuses, and that Rune Lord-Priests are at 70% plus attack bonuses. The *RuneQuest* Leader & Follower sheet at the back of

the *RuneQuest* rulebook can be used for a retinue of one initiate and three lay members, or multiples thereof, while the Squad Sheet could be used for a retinue of two initiates and twelve lay members. The stats for these secondary characters can be obtained from *FOES* or from *Militia & Mercenaries*. The final thing to do is to assign the RuneMaster and his or her retinue a reason for being there to be encountered in the first place. Are they on a mission? Are they there in reaction to some action by the Adventurers' party? Is this their land? The situation will help define their reaction to a party of Adventurers.

How to Create a Retinue

Whenever a RuneMaster is encountered, he or she usually will be accompanied by a retinue of at least one initiate. RuneMasters are too valuable to cults to let them go around alone—and what self-respecting Rune-user wants to do his own cooking and hauling when an initiate or lay member can do it instead? RuneMasters are also expected to train the initiates and lay members, and so it is the common practice for a RuneMaster to be accompanied by whoever he is teaching at the time. The problem then is to create such a retinue when you determine that a RuneMaster has been encountered. This chapter deals with the problem.

Determine the Composition of the Retinue

Discovering how many initiates and lay members make up the retinue can be done by fiat or by random roll. In the latter case, you could for example roll 1D6. A roll of 1 means a single initiate. A roll of 2 means 1 initiate and 1D3 lay members (the Leader & Followers sheet works well here). A roll of 3 means 1D4 initiates. A roll of 4 means 2 initiates and 2D3 lay members (the Squad Sheet or 2 Leaders & Followers sheets work well in this case). A roll of 5 means 2 initiates and 1D6+6 lay members (use the Squad Sheet). A roll of 6 means 1D4+4 initiates. The members of the retinue may also be members of a second cult or cults, and in fact some of the retinue may be of a different cult entirely, and are there either as hired bodyguards or to be trained. Again, this could be set by the referee or by a random D6 roll where 1 or 2 means a member of the retinue is of the RuneMaster's cult, a roll of 3 or 4 means a member is of the RuneMaster's cult and of another cult as well, and a roll of 5 or 6 means the member is of a different cult. In this latter case the different cult must not be hostile to the RuneMaster's cult, and will in general be a friendly cult. After the composition is determined the individual members must be created.

Creating Lay Members

Lay members of a cult range from 16-year-old adolescents who have yet to get any experience or training, through Adventurers just out of militia, apprentice, barbarian, or mercenary training (i.e., just finishing prior experience), to normal townsmen. By and large, an experienced weapons master will be an initiate, but it is possible for someone to join a cult late in life, after acquiring considerable experience. Normal townsmen will generally not go out as members of a retinue, and so the average lay member of a RuneMaster's retinue will be someone with prior experience who is 65%-75% with his best weapon. To determine the ability of a lay member with his best weapon, roll D100 and consult the table.

Roll D100	% ability
01-05	95%
06-10	90%
11-20	85%
21-30	80%
31-45	75%
46-60	70%
61-75	65%
76-65	60%
86-95	55%
96-00	50%

For a given number on a D100, the table gives the lay member percent to hit with his best weapon. For the secondary weapons use the same table but subtract 10% from the percent Ability result. To determine the parry chance with these weapons, lower the attack percent by the difference between the attack bonus and the parry bonus. If the character has a shield, then lower the parry percentage of any one-handed weapons by another ten percent to account for the fact that the shield is the primary parry item.

Generally a lay member will use those weapons which are taught at reduced prices by the cult, since training is easier (and cheaper) to come by that way. Each lay member should have a missile weapon, a primary melee weapon, and a back-up melee weapon. If the primary weapon is a one-handed weapon, then the lay members should also have shields. The lay member should then be put into as much armor as encumbrance will allow, since one of the first things you buy when you get out of the mercenaries with money is a good set of armor. The best mix is maximum leather padding plus plate plus plate greaves and vambraces, chain mail hauberk and full helm, for an encumbrance of 10 and 7 points of protection (8 on the legs).

Each lay member should know a number of spells. They should all know at least the following: Healing 2 (to prevent bleeding to death), Befuddle (the best all-round attack spell), Dispel Magic 1 (to dispel the Befuddles cast by the opposition), Countermagic 1 (to block incoming spells), Multimissile 1 or Speedart (for the missile weapon), Bladesharp 1 or Bludgeon 1 (for the weapons), Mobility and at least one Detect spell. This gives a minimum of nine points of battle magic. The better-trained members will know up to their INT value in battle magic. See the initiate section for a list of additional spells to give them.

Although it is time-consuming, you really should roll up the characteristics, and then compute the defense, bonuses, hit points, and hit points per hit location for each lay member. You will need the Power, hit points, defense and base strike rank no matter what, and the rest will probably come into play. To set up a group of tough lay members, roll the characteristics as 1D6+12. To set up a moderate group, roll 2D6+6. If you are in need of an instant set of lay members and do not have time to do all this, then I recommend taking them from the ten Average Adventurers on p. 68 of David Forthoffer's *FOES*. These may be used at once with the simple substitution of cult weapons for those listed.

If you want to do a complete job (and have some time) then the non-fighting skills should be filled in. The time is not wasted because these lay members can be used again later with different names. Once again, the lay member will concentrate on those skills taught by the cult at reduced rates, plus the survival skills of Listen, Spot Hidden, Spot Traps, Climbing, Jumping, Swimming and Hide in Cover. For these roll the same roll as for secondary weapons. Set the rest at basic ability plus bonuses. The better-trained lay members might have some other training. If you plan to have the lay members riding horses then you had better roll up the basics for the horses, too, since the player characters may cast spells or

Chaos Invasion

The forces of chaos in Prax are omnipresent but disorganized, and usually posed no serious threat to the tribes. Sometimes, however, a leader would arise who could tame the forces of chaos enough to make them obey his commands, resulting in unusually large or concentrated chaotic attacks. Whatever tribe was dominant would be forced to deal with them, although the chaos threat would often cause many tribes to unite against their common foe.

shoot arrows at the horses. Lastly, consider whether you wish to give any of the lay members some Blade Venom, Blade Venom antidote, healing potions, or systemic poison antidotes. You might even throw in a power storage crystal or bound spirit, if the power of the lay member is high enough (17+) to justify it.

Creating Initiates

Initiates generally have been in the cult at least one year and so have had at least some experience. Most have completed prior experience and many have been adventuring for several years. When you roll up the characteristics of initiates, allow for the raising of characteristics by training, such as bringing up the STR or CON to the limits, raising the DEX, and raising the CHA due to best weapon attack ability, magic items, and Oratory. Then compute the bonuses, defense, and hit points. Since initiates have been around a while, you might add 5%-10% to the defense to account for experience rolls. Like lay members, initiates will concentrate on the weapons which are taught at reduced rates by the cult, and on those which are required for the status of Rune Lord. Give them a good primary weapon, at least one secondary weapon, a missile weapon, and a shield. Then give them as much armor as their encumbrance will allow. You might want to sacrifice the shield in order to have better armor.

For the purposes of this book, the initiates are assumed to have been adventuring for some time. For the primary weapon (and the shield if the primary weapon is a one-handed weapon) roll on the table given in the lay member section, but divide the D100 roll by 2, yielding a range of 70%-95% for the primary weapon. For the rest roll on the table without modification. Again the parry percentage of each weapon should be reduced by the difference between the attack and parry bonuses, with a further reduction of 10% for one-handed weapons.

Initiates should know at least their INT in battle magic spells. If the Power of the initiate is 16 or higher, give them a bound spirit in a hawk or some other familiar, and then they can know still more spells. Good spells for initiates to know are Invisibility (to sneak up on foes or to escape from them), Protection 4, Multimissile 4, Bladesharp 4 or Bludgeon 4, Disruption, Darkwall, Fireblade, Firearrow, Dispel Magic 2, Healing 6, Countermagic 4, Spirit Shield, more Detect spells, Strength, Vigor, Light (if human or elf) or Extinguish (if dwarf or troll), Harmonize, Glue, and Mind Speech. If you give some spells to one initiate and others to another, then they can cast spells on each other and between them know more than either alone could. Each initiate should have a power storage crystal if he does not have a bound spirit, so he has stored POW on which to rely.

For getting initiates for quick use, I again recommend *FOES*, this time the ten Excellent Adventurers on p. 69. Replace the weapons with cult weapons and put them in play, perhaps granting these NPCs more spells and a power storage crystal.

If you plan to do a better job of completing the initiates, then you will have to determine the other skills. Just like the lay members, the initiates will concentrate on the survival skills, the skills offered at reduced cult rates, and on the skills required by the cult for the rank of Rune Lord or Rune Priest. For those skills, roll on the table in the initiate section, without modification. For tough initiates, roll for most or all of his weapons as though they were all primary weapons. For skills taught by the cult at normal prices, roll on the table and then subtract 10% from % Ability. For skills taught at restricted prices, roll on the table and subtract 25%. For skills forbidden by the cult, leave the skill at the basic chance plus bonus. It is generally faster to just run down the sheet and fill in the skills yourself, once you have a feeling for the range of percentages, but this system will give a good imitation of an initiate who has spent a number of years training. The choice is up to you. If you do use the adventurers from *FOES* for your initiates, I recommend that you roll for the non-combat skills, as they seem too low in the book.

Initiates normally have at least one dose of Blade Venom antidote of some potency level, and quite possibly a dose of Healing 6 potion and some Blade Venom. They may also have other magic items as well. Think of your own player-characters who are initiates. Initiates have a chance of having one-use Rune spells, and that is an easy way to toughen them up. Roll their POW as a percentage to see if they do, and if so then roll a Power Gain roll to see if they have 1, 2, or 3 points of Rune magic. Good candidates for one-shot Rune spells are Shield, Concealment, Reflection, Elementals, and cult specialty spells. Remember that if an initiate gets killed, he has a chance equal to his POW as a percentage of gaining Divine Intervention to be immediately resurrected.

Do not give the initiate any Rune spells that are normally one-use to Rune Priests or which are restricted to Rune Priests or High Priests.

The final thing to do for the retinue, if you wish to be thorough, is to give each of them a name, age, nationality, personality, and other individualizing data. This way if one is captured, you can play him well without ad-libbing constantly. It can be very handy to note for each member of the retinue how brave or cowardly he is, and how dedicated to the RuneMaster or to the cult.

How to Play a RuneMaster

General Comments

RuneMasters are powerful characters, with much skill and much magic. To play them effectively, you must have a good grasp of the *RuneQuest* rules. The major difference between high power and low power characters is that the former can bind spirits with relative safety. This gives them the ability to know more spell points than their own intelligence and to have stored POW available so as to not deplete their own Power. They can also pile on extra POW to attack spells and thereby penetrate Countermagic and Shield spells. A RuneMaster faced with a foe who has Shield 4 and Countermagic 6 up just pulls an extra POW 14 from one of his familiars to go with a Harmonize spell and blows down the Countermagic. In drawing Power from your bound spirits you must be careful not to drain too heavily from any one familiar, because it will be left too vulnerable to spells. Befuddle and Demoralize spells spread through mind links, so a very effective tactic is to cast Befuddle at a foe's bound spirit familiar. Few people think to put Countermagic on their bound spirit hawk or horse. If you roll well, you can Befuddle both the familiar and the foe who is mind linked with the familiar and not have to go through the foe's Countermagic. It will pay to draw Power evenly from your bound familiars, unless you have

left some a few kilometers away or have hidden them from sight. Then you can take all but one point of their POW with relative safety. Bound spirits in crystals count as hidden because the crystal is easy to hide on you.

Tough characters in good armor with bound spirits can afford to go into hostile areas with Countermagic up instead of Protection, relying on their good armor to protect against arrows. If faced with a melee so that Protection is desired, the character just casts Protection on himself along with enough extra points of POW to blow down his own Countermagic (remember that Protection and Countermagic are incompatible). If your referee doesn't like that, have your allied spirit cast the spell for you.

If you have an antidote for a poison which you expect to be used against you, it is best to drink it ahead of time, rather than relying on being able to disengage from a fight long enough to drink the antidote after you are hit. If you see your foes have scorpion men among them, then drink your Manticore venom antidote. If the foes are all human, you needn't worry about systemic poison but you might want to drink a Blade Venom antidote.

Speaking of Blade Venom, it is a very powerful aid to your attack in some cases, but it requires taking time before a fight to apply it to your weapons. If you'll be engaging a tough foe who has a very good parry, then it may not be worthwhile to use the blade venom, because after three parried blows it is worn off the weapon. Blade Venom on heavy crossbow bolts can be deadly, since they tend to penetrate. Cast Multimissile 4 on the bolt as well to create a potent attack, even though only the first bolt will bear the poison. If you have a POW enhancement crystal of at least POW 4, you can cast Multimissile 4 on two arrows at once. This means that with a composite bow and a strike rank of 1 (which takes a DEX 16+) with missiles and spells you can fire ten arrows a round by casting the two Multimissile 4 spells at SR 4, fire the first arrow at SR 5, and the second at SR 11. With these RuneMasters look to see what sort of attunable crystal they have, then plan to use it.

Always examine a RuneMaster's battle magic spells. Determine in your mind which spells are to be cast at the preparation stage before a fight, which are good offensive spells, and which should be kept in mind in case of need, such as Dispel Magic 2 to un-Befuddle your allies, or Fanaticism to undo the demoralization caused by ghouls. Know what all of the spells can and cannot do, so you can make good use of them. In *RuneQuest* it pays to be sneaky.

Referees are urged to consult the descriptions and obligations for RuneMaster ranks in each cult before play. This material will be found in Cults of Prax.

Blade Venom

This is a special type of poison, made for use on a weapon. It is expensive and time consuming to learn to make. Like acid, it is rated in potency levels of 1 to 20. Damage from blade venom acts only against the hit location affected as with weapon damage. If the attack with blade venom, as shown below, does not work, the poison will have ½ effect.

The poison takes effect during the bookkeeping phase in which the character is struck. To negate the effect of blade venom, an antidote must already have been taken.

Blade venom must be carefully applied. It takes 1 melee round to apply to an arrow point, 2 melee rounds for a spear point, and 5 melee rounds for a sword. At the above speeds, a character must make a roll of DEXx5 on D100 to have successfully coated the weapon. A roll of 96-00 indicates that the character cut himself and got blade venom in the cut. If he takes 3 times the above periods he can do it safely. One dose of blade venom will coat 5 arrows, 2 spear points, or 1 sword or axe blade.

Blade venom is a highly volatile liquid and will have lost its potency by the end of 3 full turns (15 minutes). In combat, blade venom will stay on the weapon for 3 strikes against armor, or for 1 penetration. If even 1 point of damage is done to the target through its armor, if any, the blade venom will go into the wound and no longer be on the weapon.

Rune Priests

The biggest advantages that Rune Priests have are their allied spirit and Rune spells. The support of their cult and the ready opportunity to learn spells is most important. As noted, Rune Priests are expected to sacrifice for the Rune spell of Spell Teaching early in their careers, and then to use this spell to teach battle magic spells to cult members. The money from this is given to the cult but can be considered payment to the cult to learn other cult spells, thereby increasing the number of spells the Rune Priest can teach. They therefore quickly learn a lot of battle magic spells. In those cults where the Rune Priests are not allowed time to train, this is the only way they can spend their money.

The support of the cult is very helpful, indeed. The cult will see to it that the Rune Priest has the best armor, weapons, warhorse, supplies, and will often provide poison antidotes for hazardous missions. Of course the Rune Priest has to remember to ask for such things. The cult will also usually provide a retinue of initiates and lay members to accompany the Rune Priest on cult business. The Rune Priest can always find hospitality and sanctuary in his cult's temples.

But the biggest advantage is the gain of an allied spirit. This makes the Rune Priest two characters in one, as the allied spirit is an independent entity that will always follow orders. If the allied spirit knows Dispel Magic 2, then it can dispel a Harmonize spell cast upon the Rune Priest before the enemy can walk up and slit his throat. If the Rune Priest is knocked out, the allied spirit can cast Invisibility upon that Priest, then proceed to Heal the Priest in safety. The allied spirit can cast offensive spells while the priest is busy fighting. The allied spirit can repair the priest's weapon when it takes damage. If a foe goes invisible, the allied spirit can cast Detect Magic with an extra two points of Power to make the invisible foe glow, so that the Rune Priest can run over and hit the glowing figure. The allied spirit and the priest can both cast offensive spells in the same strike rank so as to add the points for blasting through Countermagic. If the allied spirit is in a hawk, the hawk can fly overhead and have an overhead view of the fight, giving the priest the ability to see through the hawk's eyes and thereby literally be able to see behind him. This also gives the priest the ability to essentially be in two places at the same time.

Since most of the time a Rune Priest's allied spirit is bound into an animal familiar, the familiar itself is vulnerable to being killed or being the target of spells, so the Rune Priest should see to it that the familiar is protected. Invisibility, Countermagic, Protection, or Shimmer can be used. If the allied spirit is going to get into combat, this it is handy to cast Ironhand 4 on it. Strength, Mobility, Vigor, Fame, and Coordination are also

useful spells to cast upon a familiar. If the familiar or the Rune Priest has these spells in mind, then the allied spirit can cast these spells on itself, leaving the priest free for fighting.

An allied spirit can intervene between the priest and a hostile spirit intent upon spirit combat with the priest, before the spirit combat begins, thereby combating the spirit instead of the priest. This leaves the Rune Priest free to cast battle magic and Rune spells. Because of this it is a good idea for the allied spirit to have access to Spirit Shield. If a POW 18 allied spirit with Spirit Shield 4 up intervenes against a POW 21 ghost, the ghost loses 8 points of Power, dropping to POW 13, with little chance thereby of hurting the allied spirit. Meanwhile the priest is still able to keep his Protection spell up without worrying about spirit combat (Protection and Spirit Shield are incompatible spells).

If the Rune Priest is killed, not only does he have his usual initiate Divine Intervention call, with his current POW as a percentage chance of success, but the allied spirit has the same Divine Intervention call. Thus the allied spirit can try first before the spirit of the slain Rune Priest has to, and if the call works the Rune Priest is alive again without the loss of his own Power. A Rune Priest who uses an initiate Divine Intervention call and is granted it, but in doing so drops below power of 18, also ceases to be a Rune Priest until the POW is brought back to 18.

The second best advantage of being a Rune Priest is ability to sacrifice points of Power in return for points of Rune Magic. The first point goes towards Spell Teaching, and usually the next four go to Shield, but after that there is a wide variety of powerful Rune spells available to the Rune priest. And remember that it is possible for the allied spirit, if it has a Power of 18 or higher, to also have the status of Rune Priest, and to sacrifice for its own Rune spells. Each can use the other's Rune spells, but if the priest is engaged in spirit combat, the allied spirit is cut off from using the priest's spells, and so it can be very useful for the allied spirit to have its own Rune spells. The allied spirit recovers its Rune spells just like the priest does, and so the pair together recover Rune spells at two points a day in a temple.

The Rune spells differentiate Rune Priests of one cult from those of another. Each priest in this book has a good selection of cult specialty Rune spells. Be sure to read the descriptions of these spells in *Cults of Prax* before playing a Rune Priest, so you will know what the spell does and you can use it effectively. Shield is a great all-round protection spell, but if you expect to fight a ghost you want Spirit Block instead.

Multispell is a very powerful spell because for fifteen minutes the priest can cast more than one spell a round when it is cast upon him. A Rune

Lord-Priest casts Shield 4 upon himself and the allied spirit casts Multispell 3 upon the Lord-Priest. The second round the allied spirit casts Mind Link upon the bound spirit in the hawk and the Lord-Priest casts Protection 4 and Mobility upon himself, Bladesharp 4 upon his weapon, and Countermagic 6 upon the allied spirit. In round three, the Rune Lord-Priest and the allied spirit cast a total of five Befuddle spells at five of the enemy, each spell having an extra three points of POW behind it to blast through Countermagic 2, and the Rune Lord-Priest charges the remaining foes, giving orders to his retinue to charge with him. The retinue has meanwhile also been putting up protective spells for these three rounds and getting into formation to charge. The total elapsed time from the order to prepare to charge to the charge itself is about thirty seconds, and yet the whole force is ready. With luck, five of the foes will be Befuddled before the two sides meet for combat. Each of the retainers has had a chance to cast Protection 4, Bladesharp 4, and Mobility. Since the whole force is moving at twice normal speed, they may take some of their foes by surprise, by the quickness with which they close.

The Rune Lord-Priest should try to evaluate the enemy as quickly and as exactly as possible, and allocate his forces appropriately. First take out missile weapons while the band is closing. Then take out leaders and mounted foes. Finally, take out the infantry. If a foe goes down, go onto another and double-team him. Keep moving and keep trying to get multiple odds by attacking the flanks of the foes. If the foes are carefully formed-up, try to lure them out of formation by faked retreats followed by counter-attacks. I recommend to anyone desiring to be a good referee that they read some books on military strategy and history, with an eye to tactics usable in *RuneQuest* combat. A good scenario is one in which the players learn a new battle tactic by seeing it used against them by the enemy.

The most important things for referees to do when playing Rune-Masters is to keep calm and to be very organized, in order to easily deal with the complexity of the characters. Always try to plan ahead for the next round. Don't wait until the melee round starts to decide what to do that round. Have pre-existing plans which can be modified by circumstances. Remember that each melee round is only 12 seconds long, and that even a well-trained team will not change a battle plan completely every 12 seconds without suffering much disorganization.

In the statistics, Encumbrance will be found under EQUIPMENT. The first figure is the character's present encumbrance; the second figure is the maximum encumbrance the character can handle without losing movement. Most characters are loaded to such a maximum figure.

Group Melee Tactics

Once you've chosen one or more RuneMasters and have made their retinues, you're ready for an encounter. The referee has the disadvantage of playing a large number of characters at once, and will find it hard to keep track of all the individuals. But overall a group of Adventurers played by players tends to be a capable mob. If the referee plays a well-trained and well-disciplined unit, he can turn the tables on the player characters, and use their own independence to impede their ability to act as a unit. The referee should always play his group as a group, not as individuals.

Organization of the Group

The referee must first of all prepare the RuneMaster and retinue so that their forms are readable and show what each person in the retinue can do. This is the most important single thing a referee can do to prevent confusion in the game. Then the referee should complete a character roster for the retinue, just as the player-characters do, so that there is a single page listing them all for a quick over-view. The retinue should be divided into categories, such as good archers, good hand-to-hand fighters, well-armored vs. lightly-armored, lots of magic vs. little magic, etc. Organize the retinue into teams of three characters, with one archer and two hand-to-hand fighters each. The archer will shoot at distant targets while the other two engage enemies close at hand and keep them from the archer. The archer has a clearer field of vision and fewer momentary distractions, and therefore should lead the team, giving orders for the three-man team as a whole.

The archer leaders will talk to and take orders from the RuneMaster, so the Rune-user has only to deal with a third of the retinue directly. He will give the strategic orders—the archers will choose the tactics. The RuneMaster can be assumed to have properly organized and trained his retinue to respond to short battle commands. The retinue can perform complex activities quickly and precisely because they have practiced such maneuvers. Unless they are all in Mind Speech with each other there will be a little delay and uncertainty, but not nearly so much as the player characters will show.

Group Strategy

Each member of the retinue should have a standard routine in preparing for combat as quickly as possible. This can be achieved by filling out the first party worksheet for the first two melee rounds. On this worksheet each character and allied spirit is listed and the actions for that round and the strike ranks for those actions are listed. On each character sheet the preparatory spells can be noted with numbers corresponding to the order

of casting. The application of Blade Venom and the drinking of potions and antidotes can be noted. Thus the group starts out ready for combat, with the melee rounds noted for the preparatory spells, since the referee needs to know when, ten melee rounds later, these spells go down. In game terms, the RuneMaster gives the command to prepare for combat, and 24 seconds later the group is ready to fight. (If Blade Venom is to be used, it should be applied before the spells are cast.)

The RuneMaster must study the terrain, noting good places to defend, good places for ambush, escape routes, and so on. This means the referee should draw in the terrain for an escape route when setting up an ambush or other encounter. A defender will want high ground or a place where he cannot be outflanked, such as a narrow canyon, or a bridge. A good ambush site has concealment for his band, bad concealment for the ambushes, some terrain constriction to prevent the victims from maneuvering freely, and an escape route for the ambushers if the other side starts to win.

When a RuneMaster leads his group into battle against player-characters, it will be desirable to maximize the chance for confusion between the player-characters, perhaps by getting them to turn one way and then springing some hidden members from the other direction, or by inducing some of the player-characters to charge, thereby preventing their own archers from getting good shots and also spreading themselves out. Always try for odds of 2:1 or better on individual figures. Player-characters generally can only parry one attack, so if you can get two or more attacks a round on a character, you have a good chance of taking him out. If you can pin down a larger section of their forces with a smaller section of your own, you can provide the extra odds against the remaining foes. Keep your forces moving and mobile, so that the enemy is kept off-guard. Always assume that your retinue knows coded shouts and signals to allow them to coordinate attacks.

Keep calm, plan ahead, and stay alert. Use your party worksheets. Write down the actions, so that you'll remember them and adjust them to complement each other as the engagement develops. Keep the data sheets visible and in good arrangement so that you see what you need when you need it. Sometimes it works well to put all of the sheets into a loose-leaf three-ring binder. If you have lots of table space, you can spread them out in front of you.

Make use of your spells and POW in as effective and as economical a fashion as you can. Learn the tactics for spells, and look for opportunities to use them. Plan ahead several melee rounds. Make the player-characters react to your actions. Decide ahead of time if the encounter is to be a fair one, and if you decide it is not to be, then have no mercy. Try your best to slaughter the

whole party. This implies that you will be playing the retinue correctly and consequently instilling the proper degree of fear into the players. You don't want to overdo it, and have your NPCs perform the impossible, but it is proper in a role-playing game for players to fear for their characters.

Battle Commands

There are many tactics which a group can use in battle which involve maneuver and formation. The RuneMaster must give the command for such maneuver. The referee should have the RuneMaster call out the appropriate command so that the members of the group can hear the command and execute the proper maneuver. This may give the player-characters the chance to hear the commands also, and react accordingly, or the commands might be coded or in a rare language, such as Old Wyrnish. Even then somebody on the other side might speak the language and hear the commands. This gives the player-characters an incentive to learn other languages and allows them to make language comprehension rolls. If the RuneMaster is in Mind Speech with the leaders of the melee teams, then no verbal commands would be given. Here are a couple of dozen sample commands and the tactic they indicate:

1. **Circle Up** – all teams form a single big circle with the archers inside and the fighters outside. This is a good tactic if the group is being attacked from several directions and there is no cover. This formation cannot be flanked.
2. **Form a Line** - all teams form a double line, with the fighters as the first line and the archers behind them as a second line. This is good against an enemy coming in from a single direction. The danger is from the enemy flanking the group. If flanking is not possible, as in straddling a bridge, then this is a very good formation, as it allows the archers to fire at will without interference.
3. **Form a Column** - in order, the teams form a column, with two fighters in front, then an archer, then two fighters, then an archer, etc. This is a good marching order.
4. **Form a Wedge** - the best team moves to the center, the next two best place themselves to the left and right behind them, and the rest fill in the wedge shape. The RuneMaster might be at the point of the wedge, or just behind the point men. This is a good way to charge a group or line.
5. **Form a Crescent** - the group forms a line and then the center moves back to make a shape like a flattened letter U. This is good if the

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) 2H spear	1D10+1+1D6	120%	1	23	120%
(I) 1H spear RH	1D8+1+1D6	120%	2	23	100%
(I) 1H spear LH	1D8+1+1D6	100%	2	23	80%
(I) Javelin	1D10+1D3	120%	0	23	100%
Composite bow	1D8+1	120%	0	10	50%
(I) Bst sword RH	1D10+1+1D6	110%	3	30	100%
(I) Bst sword LH	1D10+1+1D6	90%	3	30	80%
(I) Dagger	1D4+1D6+2	100%	5	30	100%
(I) Large shield	1D8+1D6	100%	5	24	120%

SPIRITS (POW/INT): Allied Spirit (Hawk) 19/13; Bound Spirits—Owl 18/12, Crystal 1 16/06, Lizard 15/12, Crystal 2 14/12, Bat 13/09. Total POW (including Camron): 113.

SPELLS: (Camron) Befuddle, Detect Enemies, Detect Magic, Disruption, Harmonize 2, Healing 6, Invisibility, (Allied Spirit) Extinguish 2, Dispel Magic 2, Mobility, Multimissile 4, Repair 2, Spirit Shield 2, (Owl) Countermagic 6, Protection 4, Strength 2, (Crystal 1) Bladesharp 4, Fireblade 4, (Crystal 2) Lightwall 4, Xenohealing 6, (Bat) Darkwall 2, Detect Life, Firearrow 2, Glue, Mindspeech 2, Spirit Binding.

RUNE SPELLS: Discorporation, Divination 3, Extension 2, Extension 3, Free Ghost, Incarnate Ancestor 3, Mindlink 2, Spell Teaching, Spirit Block 2, Summon Ancestor, Summon Specific Ancestor, Summon Spirit Teacher (Traded Spells: Resurrection 3).

SKILLS: (Knowledge 10%) Evaluate Treasure 90%, General Knowledge 20%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find

Healing Plants 15%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; (Manipulation 30%) Map Making 80%, Climbing 100%, Hide Item 75%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 110%, Riding 80%, Disguise 50%, The Peaceful Cut 35%, Swimming 100%, Rowing 35%, Masonry 35%; (Stealth 05%) Camouflage 100%, Hide in Cover 100%, Move Quietly 90% (minus 20% for armor), Pick Pockets 75%; (Perception 10%) Listen 110%, Spot Hidden Item 110%, Spot Trap 120%, Taste Analysis 80%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 95%, Bargaining 30%.

LANGUAGES: Speak/Read-Write Spirit Speech 95%/0%, Old Pavic 90%/40%, Tradetalk 75%/25%, Sartarite 60%/30%, Lunar 50%/30%, Praxian 40%/0%, Darktongue 25%/0%.

MAGIC ITEMS: POW 15 Storage Crystal, POW 6 Storage Crystal (now holding Bound Spirit), POW 4 Spell Reinforcing Crystal, POW 3 Storage Crystal (now holding Bound Spirit), Battle Magic Spell Matrix for Vigor in ring.

POTIONS: 3 doses Healing 6 POT, 4 doses Blade Venom 20, 3 doses Blade Venom 20 antidote, 2 doses Manticore POT 20 antidote, 2 doses Wyvern POT 20 antidote.

FINANCES: carries 50W, 100L, 50C. and has 1500L in bank. Gear is worth 7900L. His ransom is 3000L.

EQUIPMENT: iron plate greaves, vambraces, and full helm, and iron chain mail hauberk. Leather treads beneath, as well as leather byrnie and hood. Listed weapons, backpack, zebra, saddlebags, and basic kit. (ENC 18/18)

GIFTS, GEASES, & CHAOTIC FEATURES: none.

Spirits

Magic in Prax was understandably crude. The culture managed to throw off the civilized way of life and thought many times. Thus, they did not use the sophisticated spells available to more cultured magicians. Instead, the people of the Plains depended upon the summoning of various spirits to aid them in warfare.

These spirits were of diverse origin. Some were once-great gods, lesser deities, or nature spirits, while others were mere ghosts. Many were daemons or depraved Chaos creatures that waited to bring horrible doom to some unsuspecting shaman or priest as they attempted to summon some other, more benevolent, spirit.

The Founders

The Founders were called the Fathers of the Tribes, and were counted among the ancient sons of the Storm Bull. Before the Great Night, they and many other brothers (now dead and forgotten) marched with their peoples from the silvery slopes of the Cosmic Spike to the rich lands of Tada's State. They led their folk against Ragnagnar and the Devil during the War of the Gods, and these few returned. Though already dead, they taught the rituals and prayers to summon them to the Khans, and then entered the realm of the gods.

The Protectresses

The Protectresses were the Mothers of the tribes. They were daughters of Eiritha (who was later the Storm Bull's wife), and all were counted among her handmaidens. No tale has been left of their receiving divinity, which indicates that they were born as goddesses.

Tribal Ancestors

The Ancestors consisted of the spirits of tribesmen who had died and been judged by Daka Fal. They appeared at times to aid their living kin, filling the plains with ghostly weapons which still drew blood.

Wildfires

Wildfires are the magical flames that devoured forests and were reputed to burn stone. Once loosed they were difficult to stop, and they ate all in their path with a hunger second only to that of their master, traveling fastest where their food was most plentiful.

The Storm Bull cult is associated with Waha, Eiritha, Chalana Arroy, and Zorak Zoran, and friendly to Orlanth. It is neutral to Daka Fal, Humakt, Yelmalio, Issaries, Lhankor Mhy, Kyger Litor and Aldrya cults, and hostile to Pavis and the Seven Mothers. The cult exists to destroy Chaos and its creatures. Members characteristically act without regard for tribal taboos or manners, even getting away with murder on occasion. They dislike anything which does not conform to their crude and simple cult demands. They exercise this dislike through contempt for others, even though they may also pursue the same contemptible way of life. Their usefulness against Chaos brings them immunity from normal retaliation for legal violation. Members tend to rove in bands seeking out Chaos to destroy.

RUNE SPELLS: Defend Against Chaos, Dismiss Elemental, Divination 2, Earth Power 3, Extension 3, Mind Link 2, Multi-spell, Shield 4, Spell Teaching, Summon Small Sylph, (One Use Spells –Divine Intervention 4).

SKILLS: (Knowledge 15%) –Evaluate Treasure, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 20%, Identify Plants 20%, Identify Animals, Identify Minerals 20%; (Manipulation 25%) Map Making 50%, Climbing 75%, Hide Item 50%, Jumping 75%, Lock Picking 55%, Trap Set/Disarm 75%, Riding 90%, The Peaceful Cut 90%, Swimming 80%, Rowing 30%, Masonry 30%; (Stealth 10%) Camouflage 75%, Hide in Cover 80%, Move Quietly 75% (minus 20% for armor), Pick Pockets 80%; (Perception 15%) Listen 80%, Spot Hidden Items 90%, Spot Trap 80%, Taste Analysis 25%, Tracking 75, Sense Chaos 35%, Sense Assassin 0%, Understand Beast Speech 80%; (Other) Oratory 50%, Bargaining 35%.

LANGUAGES: (Speak/Read-Write) Old Pavic 95%/20%, Praxian 70%/0%, Sartarite 65%/25%, Lunar 60%/25%, Tradetalk 50%/25%, Darktongue 50%/0%, Stormtongue 50%/0%, Draconic 25%/0%.

MAGIC ITEMS: POW 6 Storage Crystal (now holding Bound Spirit), POW 4 Healing Focus Crystal.

POTIONS: 2 doses Healing 6 potion, 2 doses Power Restoration 4, 3 doses Blade Venom 16, 2 doses Blade Venom POT 16 antidote, 2 doses Manticore POT 16 antidote, 2 doses Poison Gas POT 14 antidote, 1 dose Wyvern POT 14 antidote, 1 dose Spider POT 16 antidote.

FINANCES: carries 10W, 50L, and 30C, has 1000L banked, and gets 1600L yearly as income. His ransom is 2000L.

EQUIPMENT: iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews beneath as well as leather byrnie and hood. Weapons as listed (including 3 javelins). The Zebra carries saddlebags, and basic kit. (ENC 15/15)

GIFTS, GEASES, & CHAOTIC FEATURES: none.

Elarona

Rune Lord of Storm Bull

Human Female, Mounted barbarian of the Bison Tribe, Age 27.

Elarona is a member of the Bison Tribe and grew up on the Plains of Prax. A problem child, she has grown up to be fierce fighter and Rune Lady of Storm Bull, acquiring the title of Storm Kahn. As a Kahn she expects deference from others but gives

them none. Fair in appearance, she is lusty, energetic, reckless, fearless, and crafty. Anyone who can best her in battle will earn her respect. She has a passion for gems, truestones, liquor, and candy. She and her band roam the plains searching for Chaos. She greatly enjoys setting traps to bedevil strangers.

STR 17 CON 17 SIZ 17 INT 17 POW 15
DEX 19 CHA 15 Move 8 HP 19 Defense 25%
Bonuses: Attack 25% Parry 10% Experience 15%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Bst sword RH	1D8+2+1D6	100%	4	23	90%
(I) Bst sword LH	1D8+2+1D6	75%	4	23	75%
Composite bow	1D8+1	100%	0	10	35%
1H spear RH	1D8+1+1D6	100%	2	23	80%
1H spear LH	1D8+1 +1D6	80%	2	23	75%
Javelin	1D10+1D3	100%	0	23	80%
(I) 2H spear	1D10+1+1D6	80%	1	23	60%
(I) Dagger	1D4+2+1D6	75%	5	30	75%
(I) Large shield	1D8+1D6	60%	5	24	100%

SPIRITS (POW/INT): Allied Spirit (Axe) 18/11; Bound Spirits–Hawk 17/13, Lizard 15/08, Bison 13/09, Owl 13/05. Total POW (including Elarona): 91

SPELLS: (Elarona) –Befuddle, Bladesharp 2, Countermagic 4, Dispel Magic 4, Disruption, Light, Multimissile 2, Protection 2, (Allied Spirit) –Detect Life, Detect Magic, Healing 6, Mobility, Repair 2, (Hawk) –Detect Enemies, Extinguish 2, Fanaticism 2, Mindspeech 3, (Lizard) –Lightwall 4, Vigor 4, (Bison) –Firearrow 2, Fireblade 4, Harmonize 2, Spirit Binding, (Owl) –Glue, Invisibility 3, Silence.

SKILLS: (Knowledge 10%) Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 75%, Treat Poison 75%, Find Healing Plants 15%, Identify Plants 15%, Identify 20%, Identify Minerals 15%, (Manipulation 25%) Map Making 75%, Climbing 100%, Hide Item 70%, Jumping 95%, Lock Picking 75%, Trap Set/Disarm 80%, Riding 100%, Disguise 30%, The Peaceful Cut 100%, Swimming 30%, Masonry 30%; (Stealth 10%) Camouflage 90%, Hide in Cover 95%, Move Quietly 95% (minus 25% for armor), Pick Pockets 75%; (Perception 10%) Listen 90%, Spot Hidden Items 100%, Spot Trap 95%, Taste Analysis 30%, Tracking 95%, Sense Chaos 90%, Sense Assassin 0%, Understand Beast Speech 60%; (Other) Oratory 90%, Bargaining 30%.

LANGUAGES: (Speak/Read-Write) Praxian 90%/40%, Tradetalk 60%/25%, Sartarite 50%/25%, Lunar 50%/25%, Old Pavic 50%/25%, Darktongue 25%/0%, Draconic 20%/0%, Storm-tongue 15%/0%.

MAGIC ITEMS: POW 14 Storage Crystal, POW 4 Enhancing Crystal.

POTIONS: 3 doses Healing 8 salve, 4 doses Blade Venom 16, 3 doses Blade Venom POT 16 antidote, 3 doses Manticore POT 16 antidote, 2 doses Wyvern POT 14 antidote, 1 dose Spider POT 14 antidote, 1 dose Poison Gas POT 14 antidote, 1 dose Herbal POT 14 antidote.

FINANCES: carries 10W, 50L, and 30C; has 1500 in bank. Gear is worth 7350L. Her ransom is 3000L.

EQUIPMENT: iron plate full helm, cuirass and greaves, iron chain mail skirts. Leather trews beneath as well as leather byrnie and hood. All listed weapons (including 3 javelins), backpack, saddlebags on bison, basic kit. (ENC 17/17)

GIFTS, GEASES, & CHAOTIC FEATURES: none.

Spirit of Pavis - Wakboth's Eye

Somewhere beneath the Rubble lies a pool surrounded by ghostly trees which thrive on darkness. From this pool the Eye of Wakboth mustered the forces of Chaos to resist the reign of order. It was torn from the Devil's face in the battle with the Storm Bull, and slithered beneath the earth before the Dawning. It retained a fragment of the consciousness of the One Evil, and sought to control the forces of Chaos on the surface.

permanent Protection 4 spell on his sable, which is his Allied Spirit. He has married a priestess of Eiritha and taken two concubines. He has been on several Heroquests and gained the permanent use of the Vision rune spell. He has also become a Rune Priest as well and often leads a band of tribesmen on raids. He will not hunt birds, eat eggs, sew, eat golden food, build a house or ride any animal but a sable. He greatly likes music and song and respects bravery in others. His band is completely loyal to him, and he will not uselessly sacrifice them in battle.

STR 18 CON 18 SIZ 14 INT 13 POW 18
DEX 21 CHA 16 Move 8 HP 20 Defense 35%
Bonuses: Attack 30% Parry 25% Experience 03%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Bst sword RH	1D10+1+1D4	125%	4	30	110%
(I) Bst sword LH	1D10+1+1D4	90%	4	30	85%
(I) 1H spear RH	1D10+1+1D4	120%	2	23	110%
(I) 1H spear LH	1D10+1+1D4	90%	2	23	80%
Heavy crossbow	2D6+2	125%	0	10	50%
(I) Great sword	2D8+1D4	110%	3	23	100%
(I) Dagger RH	2D4+2	90%	6	30	90%
(I) Dagger LH	2D4+2	80%	6	30	85%
(I) Large shield	1D8+1D4	90%	6	24	120%

SPIRITS (POW/INT): Allied Spirit (sable) 20/14; Bound Spirits –Bat 17/12, Hawk 16/12, Owl 15/13, Crystal 10/10. Total POW (including Inofar): 96

SPELLS: (Inofar) –Befuddle, Bladesharp 2, Countermagic 4, Dispel Magic 4, Protection 2, (Allied Spirit) –Fireblade 4, Harmonize 2, Healing 3, Ironhand 2, Mobility, Repair 2, (Hawk) –Farsee, Invisibility 3, Lightwall 4, Mindspeech 2, Multimissile 2, (Owl) –Binding, Detect Enemies, Detect Gold, Detect Life, Detect Magic, Detect Spirit, Detect Undead, Disruption, Glue, Vigor 4.

RUNE SPELLS: Cremate Dead 2, Defend Against Chaos, Divination 4, Discorporation, Dismiss Elemental 3, Mind Link 2, Multispell 2, Speak to Beast 2, Spell Teaching, Spirit Block 2, Summon Spirit of Law 2 (Traded Spell: Divine Intervention 6).

SKILLS: (Knowledge 10%) Evaluate Treasure 100%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 15%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; (Manipulation 30%) Map Making 100%, Climbing 100%, Hide Item 100%, Jumping 100%, Lock Picking 75%, Trap Set/disarm 110%, Riding 120%, Disguise 35%, The Peaceful Cut 110%, Swimming 60%, Rowing 35%, Masonry 35%; (Stealth 10%) Camouflage 95%, Hide in Cover 100%, Move Quietly 110% (minus 25% for armor), Pick Pockets 15%; (Perception 10%) Listen 100%, Spot Hidden Items 100%, Spot Trap 110%, Taste Analysis 80%, Tracking 110%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 100%, Bargaining 30%.

LANGUAGES: (Speak/Read-Write) Praxian 90%/40%, Tradetalk 80%/25%, Lunar 75%/25%, Sartarite 75%/25%, Old Pavis 50%/25%, Darktongue 45%/0%, Draconic 25%/0%, Storm-tongue 20%/0%.

MAGIC ITEMS: POW 13 Storage Crystal, POW 12 Storage Crystal, POW 7 Storage Crystal (now holding Bound Spirit), POW 6 Enhancing and Healing Focus Crystal.

POTIONS: 4 doses Healing 6 potion, 4 doses Blade Venom 20, 3 doses Blade Venom POT 20 antidote, 3 doses Manticore POT 20 antidote, 3 doses Poison Gas POT 16 antidote.

FINANCES: carries 25W, 10L, 30C, and has 2000L in bank. His gear is worth 8850L; his ransom is 4000L.

EQUIPMENT: iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews underneath as well as leather byrnie and hood. All listed weapons are of bronze also. Back pack, saddle bags on sable, basic kit in bags. (ENC 18/18)

GIFTS, GEASES, & CHAOTIC FEATURES: none.

Great Spirits

Besides the normal haphazard method of gaining spirit allies, the nomads could take more positive action in attempting to acquire power, though only with certain spirits, called Great Spirits. The sacrifice required was high, but the shaman was assured of getting the spirit he wanted. The level of contact was higher than normal as well, for the shaman who forged such an alliance could use the spirit contact to power a Soul Wind.

Among the many spirits of Prax, five were known for their great power, general inaccessibility, and permanent cults. Called Great Spirits, each could be allied, though the cost was high. It was worth it, however, for each brought great power, and control over some of the daemons of the Spirit World.

Each of the Great Spirits was associated with a specific holy place. Normal spirit alliances could be attempted at these places, but they were mythically associated with the Great Spirits, and were the only locations where they could be directly summoned. The locations associated with the Great Spirits are Corflu for Zola Fel, Pairing Stones for Dark Eater, Monkey Ruins for Oakfed, Mallia's Stool for Mallia, and Moonbroth for Wild Hunter.

Wild Hunter

This Great Spirit of Air was powerful even among the gods of the Upper and Middle Airs, for he was the gross and physical bully who commanded the raging, sterile storms of Prax. Many of his worshippers believed their souls would go to him after death, to ride the winds and hunt savage Star Bears, or to wreak immortal vengeance against the hapless living.

Zola Fel

Zola Fel, the Great Spirit of Water, was the god of the River of Cradles. He was powerful and friendly, but was tied to his waters, and could not go far from them without being reduced to as mean an existence as the other water spirits of the Plains. When Pavis came he allied with the river, and both benefited from the arrangement, but the agreement was temporary, as alliances in Prax always are.

SKILLS: (Knowledge 15%) Evaluate Treasure 35, General Knowledge 15%, Find Cattle Food 90%, Find Water 90%, First Aid 90%, Treat Disease 75%, Treat Poison 75%, Find Healing Plants 90%, Identify Plants 90%, Identify Animals 50%, Identify Minerals 50%; (Manipulation 30%) Map Making 50%, Climbing 80%, Hide Item 80%, Jumping 80%, Lock Picking 85%, Trap Set/Disarm 80%, Riding 90%, Disguise 50%, The Peaceful Cut 35%, Swimming 80%, Rowing 35%, Masonry 35%; (Stealth 10%) Camouflage 70%, Hide in Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets 75%; (Perception 15%) Listen 75%, Spot Hidden Items 75%, Spot Trap 80%, Taste Analysis 60%, Tracking 75%, Sense Chaos, Sense Assassin, Understand Beast Speech 90%; (Other) Oratory 50%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Old Pavic 90%/80%, Trade-talk 75%/40%, Praxian 70%/30%, Lunar 60%/30%, Sartarite 60%/30%, Earthtongue 50%/25%, Darktongue 50%/25%, Draconic 35%/20%.

MAGIC ITEMS: POW 4 Healing Focus Crystal.

POTIONS: 3 doses Healing 6 salve, 3 doses Blade Venom POT 16 antidote, 3 doses Manticore POT 16 antidote, 3 doses Wyvern POT 16 antidote, 3 doses Poison Gas POT 16 antidote, 2 doses Spider POT 16 antidote, 2 doses Herbal POT 16 antidote, 2 doses Mineral POT 16 antidote.

FINANCES: carries 10W, 30L, SC; has 500L in bank. Her gear is worth 770L, and her ransom is 1000L.

EQUIPMENT: bronze plate full helm, vambraces and greaves, bronze chain mail hauberk. Leather treads underneath as well as leather byrnie and hood. All listed weapons (including 4 throwing axes). Saddle bags and basic kit on horse. ENC: 18 max/18 current.

GIFTS, GEASES, & CHAOTIC FEATURES: none.

Lomeena

Rune Lady-Priestess of Eiritha

Human Female, Mounted barbarian from the Rhino Tribe, age 30.

Lomeena is the daughter of the High Priestess of Eiritha in her Rhino Tribe. She grew up herding the massive beasts. She has a deep affection for animals and for music and despises those who kill animals without the proper rituals. She gained considerable skill in combat while defending her herd against raids from other tribes and rose to the rank of Rune Lady and then to Rune Priestess as well. She is next in line after her mother to become High Priestess and has her own band of female warriors who scout the countryside for raiding parties. She obeys the restrictions against weapons magic or using weapons other than daggers or axe-like weapons. A true beauty, she has a number of suitors for her hand. From time to time she travels about to bless the animals or grazing land. She has been on two Heroquests but has gained no special abilities.

STR 17 CON 16 SIZ 15 INT 15 POW 18
DEX 21 CHA 21 Move 8 HP 19 Defense 35%
Bonuses: Attack 30% Parry 25% Experience 09%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parry%
(I) Battleaxe RH	1D8+2+1D4	120%	4	23	100%
(I) Battleaxe LH	1D8+2+1D4	100%	4	23	90%
(I) Poleaxe	3D6+1D4	100%	2	18	100%
Thrown Axe	1D6+1D2	120%	0	-	-
(I) Hatchet RH	1D6+1+1D4	100%	5	23	90%
(I) Hatchet LH	1D6+1+1D4	80%	5	23	75%
(I) Dagger RH	2D4+2	80%	5	30	75%
(I) Dagger LH	2D4+2	75%	5	30	75%
(I) Large shield	1D8+1D4	75%	5	24	110%

SPIRITS (POWINT): Allied Spirit (Battleaxe) 19/16; Bound Spirits-Lizard 16/11, Rhino 15/14, Owl 15/13, Hawk 14/11, Cat 13/10. Total POW (including Lomeena): 110.

SPELLS: (Lomeena) -Befuddle, Binding, Demoralize, Dispel Magic 2, Dullblade 4, Light, Mobility, Protection 4, (Allied Spirit) -Healing 6, Repair 2, Spirit Shield 2, Strength 2, Vigor 4, (Rhino) -Countermagic 6, Extinguish 2, Glue, Ignite, Mind-speech 2, Silence, Spirit Binding, (Owl) -Detect Enemies, Detect Life, Detect Magic, (Hawk) -Farsee, Lightwall 4, Xenohealing 6.

RUNE SPELLS: Bless Animals, Concealment 2, Divination 3, Heal Body 3, Mind Link 2, Pathway, Shield 4, Speak to Beast 2, Spell Teaching, Spirit Block 2, Summon Medium Gnome, (One Use Spells -Divine Intervention 6, Seal Spirit).

SKILLS: (Knowledge 10%) Evaluate Treasure 90%, General Knowledge 15%, Find Cattle Food 110%, Find Water 120%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 75%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; (Manipulation 30%) Map Making 80%, Climbing 100%, Hide Item 80%, Jumping 100%, Lock Picking 90%, Trap Set/Disarm 95%, Riding 120%, Disguise 40%, The Peaceful Cut 35%, Swimming 95%, Rowing 35%, Masonry 35%; (Stealth 10%) Camouflage 95%, Hide in Cover 100%, Move Quietly 100% (minus 25% for armor), Pick Pockets 75%; (Perception 10%) Listen 110%, Spot Hidden Items 115%, Spot Trap 110%, Taste Analysis 80%, Tracking 105%, Sense Chaos 0%, Sense Assassin 0%, Understand Beast Speech 90%; (Others) Oratory 95%, Bargaining 80%.

LANGUAGES: (Speak/Read-Write) Praxian 90%/90%, Tradetalk 75%/50%, Sartarite 65%/30%, Old Pavic 60%/30%, Lunar 60%/30%, Darktongue 50%/30%, Aldryami 50%/25%, Draconic 25%/10%.

MAGIC ITEMS: POW 11 Storage Crystal, POW 7 Sensitivity Crystal, Lightwall Matrix in Wand.

POTIONS: 4 doses Healing 8 salve, 4 doses Blade Venom 16 antidote, 3 doses Manticore POT 16 antidote, 4 doses Wyvern POT 18 antidote, 3 doses Poison Gas POT 20 antidote, 3 doses Spider POT 18 antidote, 3 doses Acid POT 20.

FINANCES: carries SOW, 35L, 25C, and has 2500L in bank. Gear is worth 7700L, and her ransom is 5000L.

EQUIPMENT: iron plate full helm, vambraces, and greaves, iron plate cuirass and iron chain mail skirts. Leather treads underneath, and leather byrnie and hood. All listed weapons (including 2 hatchets and 4 throwing axes). Captured bison pack animal carries saddlebags and basic kit. ENC 17/17

GIFTS, GEASES, & CHAOTIC FEATURES: none.

Kassea

Rune Lady of Eiritha

Human Female, Poor noble from Pavis with light cavalry experience, age 26.

Kassea is also the daughter of a poor noble of New Pavis and a friend of Jessica, but is a fiercer person. Enraged by the slaying of a pet zebra by a would-be thief (whom she slew), Kassea joined a light cavalry band to learn to fight to protect her father's herd of zebras. Due to events then, she learned an open distrust for all men,

Humakt



Mondar

Rune Priest of Humakt

Human Male, Pavis Townsman with medium infantry experience, age 24.

Mondar is the son of a baker in New Pavis. Disdaining the tame livelihood of his father, he joined the Humakt cult and entered the ranks of a medium infantry band. His fierce nature and great strength gained him considerable notice, and he rose to the rank of Rune Priest, acquiring the title of Sword Priest and becoming a Centurion with 10 Initiates (known as sergeants) under his command. He chose as his gifts to raise his CON from 18 to 21 and then to train his STR to 21. He also began a Sense Assassin skill and raised his attack ability in bastard sword by 10%. He received the geases of mistrusting all elves, riding no animals, drinking no alcoholic beverages, never participating in an ambush, and double POW sacrifices on Humakt Holy days. As a weapons master and Priest, he trains others in Greatsword, Bastard Sword, Large Shield Parry, and teaches spells. He also leads his band out on missions for his temple. A fierce warrior, he admires bravery and combat skill but has little interest in non-combat arts and is a rather aloof character.

STR 21 CON 21 SIZ 16 INT 13 POW 18
DEX 21 CHA 18 Move 8 HP 23 Defense 35
Bonuses: Attack 35% Parry 30% Experience 03%

D20	Location	AP/HP
01-04	Right Leg	8/8
05-08	Left Leg	8/8
09-11	Abdomen	7/8
12	Chest	7/9
13-15	Right Arm	7/7
16-18	Left Arm	7/7
19-20	Head	7/8

Weapon	Damage	Attk%	SR	Pts	Parr%
Greatsword	2D8+1D6	90%	2	15	90%
Bstrd sword RH	1D10+1+1D6	90%	3	20	80%
Bstrd sword LH	1D10+1+1D6	75%	3	20	75%
Dagger RH	1D4+2+1D6	75%	5	20	75%
Dagger LH	1D4+2+1D6	75%	5	20	75%
Composite bow	1D8+1	85%	0	10	45%
1H spear	1D6+1	75%	3	15	75%
Javelin	1D10+1D3	80%	0	15	75%
Large shield	1D8+1D6	75%	5	16	90%

SPIRITS (POW/INT): Allied Spirit (Hawk) 19/13, Lizard 18/09, Bat 18/05, Zebra 16/13, Owl 16/09, Cat 10/11. Total POW (including Mondar): 115.

SPELLS: (Mondar) –Befuddle, Bladesharp 2, Healing 6, Multi-missile 2, Protection 2, (Allied Spirit) –Countermagic 3, Dispel Magic 4, Fireblade 4, Repair 2, (Lizard) –Binding, Demoralize, Disruption, Dullblade 2, Firearrow 2, Ignite, Mobility, (Owl) –Detect Enemies, Detect Life, Detect Magic, Glue, Lightwall 4, Silence, (Cat) –Harmonize 2, Invisibility 3, Vigor 4, Xenohealing 2.

Y

Ordomon

Rune Lord-Priest of Humakt

Human Male, Sartar peasant with heavy cavalry experience, age 30.

Ordomon is the third son of a peasant in the Kingdom of Sartar. Having no affection for tilling the soil, he left home to join the Humakt cult and a heavy cavalry band. He proved a fierce fighter and a leader of men. For a Humakt he is quite skilled at cautious leadership and a good tactician. He rose to the rank of Rune Lord and then to Rune Priest as well, and is now a Chief Priest of the temple in Boldhome. He chose to raise his CON from 18 to 21 and train his STR up to 21 and increase his attack with Greatsword by 10% and start a Sense Assassin skill. He is geased to mistrust all trolls, use no non-cult weapons, eat no vegetables, use no large shields, and double POW sacrifice on Humakt Holy days. He has been on a number of Heroquests and gained the special ability of the Unbreaking Sword – any sword he wields in combat cannot be damaged. He has the rank of Captain and Rune Sword Priest and leads his own band of sergeants as well as commanding 10 Centurions and their bands. He often takes his own band out on training missions, looking for a good fight. He is friendly and protective to the less fortunate but is reserved and demands respect.

STR 21 CON 21 SIZ 17 INT 18 POW 18
DEX 21 CHA 21 Move 8 HP 24 Defense 50%
Bonuses: Attack 40% Parry 25% Experience 18%

D20	Location	AP/HP
01-04	Right Leg	11/8
05-08	Left Leg	11/8
09-11	Abdomen	10/8
12	Chest	11/9
13-15	Right Arm	10/7
16-18	Left Arm	10/7
19-20	Head	10/8

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Greatsword	2D8+1D6	140%	2	23	120%
(I) Bstswrd RH	1D10+1+1D6	120%	3	30	100%
(I) Bstswrd LH	1D10+1+1D6	100%	3	30	100%
(I) Dagger RH	1D4+2+1D6	100%	5	30	100%
(I) Dagger LH	1D4+2+1D6	100%	5	30	100%
(I) Thrown dagger	1D4+1D3	120%	0	-	-
(I) Rapier RH	2D6+1	100%	3	18	100%
(I) Rapier LH	2D6+1	100%	3	18	100%
(I) Medium shield	2D6	75%	5	18	120%

SPIRITS (POW/INT): Allied Spirit (greatsword) 20/15; Bound Spirits—Armor 18/15, Shield 18/14, Lizard 15/10, Bat 13/13, Hawk 12/14. Total POW (including Ordomon): 114.

SPELLS: (Ordomon) –Befuddle, Bladesharp 2, Healing 6, Multimissile 2, Parry 2, Protection 2, Spirit Shield 2, (Allied Spirit) –Darkwall 2, Detect Life, Dispel Magic 4, Firearrow 4, Fireblade 4, (Lizard) –Dullblade 2, Ironhand 2, Mobility, Silence, Vigor 4, (Bat) –Detect Enemies, Disruption, Extinguish 2, Ignite, (Hawk) –Countermagic 4, Glue, Mindspeech 2, Xenohealing 6.

RUNE SPELLS: Concealment 2, Discorporation, Dismiss Elemental 3, Divination 2, Morale 2, Multispell 3, Oath 2, Sever Spirit 3, Shield 4, Spell Teaching, Truesword 2, Turn Undead, Vision 2.

SKILLS: (Knowledge 15%) Evaluate Treasure 100%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 20%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; (Manipulation 40%) Map Making 90%, Climbing 110%, Hide Item 90%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 95%, Riding 110%, Disguise 45%, The Peaceful Cut 45%, Swimming 100%, Rowing 60%, Masonry 45%, Armoring 75%, Weapon Making 75%; (Stealth 10%) Camouflage 100%, Hide in Cover 100%, Move Quietly 120% (minus 25% for armor) Pick Pockets 30%; (Perception 15%) Listen 110%, Spot Hidden Items 120%, Spot Trap 110%, Taste Analysis 90%, Tracking 100%, Sense Chaos 0%, Sense Assassin 90%; (Other) Oratory 100%, Bargaining 40%.

LANGUAGES: (Speak/Read-Write) Sartarite 95%/90%, Swordspeech 90%/90%, Tradetalk 75%/75%, Lunar 75%/75%, Praxian 75%/75%, Old Pavis 75%/75%, Darktongue 75%/75%, Stormtongue 30%/30%.

MAGIC ITEMS: POW 14 Storage Crystal, POW 4 Power Enhancing Crystal, Harmonize Matrix in Ring.

POTIONS: 4 doses Healing 9 salve, 3 doses Blade Venom 20, 4 doses Blade Venom POT 20 antidote, 3 doses Manticore POT 20 antidote, 3 doses Wyvern POT 20 antidote, 3 doses Poison Gas POT 20 antidote, 3 doses Spider POT 20 antidote.

FINANCES: carries 30W, 100L, and 50C. and has 3000L in bank. His gear is worth 10,500L; his ransom is 6000L.

EQUIPMENT: iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trows beneath as well as leather byrnie, and hood. All listed weapons. Horse, saddle bags, basic kit, back pack. ENC 21 max/ 17 current.

GIFTS, GEASES, & CHAOTIC FEATURES: Ordomon has geases to mistrust all trolls, to double POW sacrifice on holy days, to use no non-cult weapon, to eat no vegetables, and to never use a large shield.

Spirits of Pavis

Black Fang

Black Fang was the legendary bandit of the Big Rubble who raided everyone there, regardless of their race. After his death he was contacted by a shaman, and a cult of assassins was formed, the Black Fang Brotherhood. He delighted in death and anarchy, and gladly aided anyone who gave him the chance to practice his skills. Ultimately, however, he served only himself, and he would always betray his allies when he was in danger.

Sun Dragon

The Sun Dragon came to Prax with dragonewts in the Second Age when they founded their temple in the city. When the city was razed the dragon left or went to sleep, but it returned when the dragonewts came back during the Dragonewts Dream. It was an immense creature, brighter than thought, and was normally reluctant to enter into any human fray. But when great magics stirred the air it became excited, and properly humble humans could seek its aid.

SKILLS: (Knowledge 10%) Evaluate Treasure 50%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 30%, Identify Animals 30%, Identify Minerals 30%; (Manipulation 25%) Map Making 50%, Climbing 95%, Hide Item 35%, Jumping 75%, Lock Picking 60%, Trap Set/Disarm 65%, Riding 75%, Disguise 30%, The Peaceful Cut 30%, Swimming 75%, Rowing 30%, Masonry 30%; (Stealth 0%) Camouflage 80%, Hide in Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets 25%; (Perception 10%) Listen 75%, Spot Hidden Items 75%, Spot Trap 75%, Taste Analysis 30%, Tracking 80%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 75%, Bargaining 20%.

LANGUAGES: (Speak/Read-Write) Lunar 90%/90%, Tradetalk 75%/75%, Sartarite 75%/50%, Old Pavic 60%/40%, Darktongue 60%/40%, Praxian 60%/30%, Aldryami 30%/20%, Draconic 25%/20%.

MAGIC ITEMS: POW 3 Spell Strengthening Crystal.

POTIONS: 3 doses Healing 6 salve, 4 doses Blade Venom 16.4 doses Blade Venom POT 16 antidote, 2 doses Manticore POT 16 antidote, doses Poison Gas POT 14 antidote, 2 doses Wyvern POT 17 antidote, 2 doses Spider POT 16 antidote.

FINANCES: carries 10W, 30L, 10C, and has 500L banked. Her gear is worth 840L, and her ransom is 1000L.

EQUIPMENT: bronze plate full helm, vambraces and greaves, bronze chain mail hauberk. Leather treads beneath, and leather byrnie and hood. All listed weapons (including 4 javelins). Horse, saddlebags, basic kit. (ENC 18/18);

GIFTS, GEASES, & CHAOTIC FEATURES: Patreena's chaos gift is to be able to reflect spells up to POW 4 back at the caster.

Quarg

Rune Lord of the Seven Mothers

Ogre Male, Lunar mounted barbarian, age 25.

Quarg is an ogre masquerading as a human. He is the son of a former bandit who joined the Empire after it conquered the region. He grew up under his father's tutelage, then left to make his fame and fortune. He has risen to the rank of Rune Lord in the Seven Mother's cult, belonging to the Yara Aranis subcult. He is quiet and reserved but vain and apt to fly into vast rages if thwarted or insulted. He leads his band to discover and slay enemies of the Empire and thus keep the Lunar "peace". He has a weakness for drinking.

STR 21 CON 21 SIZ 15 INT 15 POW 17
DEX 21 CHA 18 Move 8 HP 23 Defense 35%
Bonuses: Attack 35% Parry 30% Experience 09%

D20	Location	AP/HP
01-04	Right Leg	11/8
05-08	Left Leg	11/8
09-11	Abdomen	10/8
12	Chest	10/9
13-15	Right Arm	10/7
16-18	Left Arm	10/7
19-20	Head	10/8

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Scimitar RH	1D8+1+1D6	100%	3	30	90%
(I) Scimitar LH	1D8+1+1D6	75%	3	30	75%
(I) 2H spear	1D10+1+1D6	100%	1	23	95%
(I) 1H spear RH	1D8+1+1D6	90%	2	23	80%
(I) 1H spear LH	1D8+1+1D6	75%	2	23	75%
(I) Javelin	1D10+1D3	90%	0	23	75%
Composite bow	1D8+1	90%	0	10	50%
(I) Dagger	1D4+2+1D6	75%	5	30	75%
(I) Large shield	1D8+1D6	75%	5	24	100%

SPIRITS (POW/INT): Allied Spirit (scimitar) 20/10; Bound Spirits-Hawk 16/11, Bat 15/12, Lizard 11/04, Cat 10/10. Total POW (including Quarg): 101.

SPELLS: (Quarg) -Befuddle, Detect Enemies, Detect Life, Disruption, Healing 6, Invisibility 3, Light, Mobility, (Allied Spirit) -Dispel Magic 2, Glue, Mindspeech, Vigor 4, (Hawk) -Bladesharp 4, Harmonize 2, Protection 4, Spirit Binding, (Bat)-Detect Magic, Dullblade 4, Fanaticism 2, Farsee, Firearrow 2, (Lizard) -Darkwall 2, Extinguish 2, (Cat) -Countermagic 6, Fireblade 4.

SKILLS: (Knowledge 10%) Evaluate Treasure 75%, General Knowledge 40%, Find Cattle Food 15%, Find Water 15%, First Aid 90%, Treat Disease 75%, Treat Poison 90%, Find Healing Plants 30%, Identify Plants 30%, Identify Animals 30%, Identify Minerals 30%; (Manipulation 35%) Map Making 95%, Climbing 95%, Hide Item 75%, Jumping 90%, Lock Picking 80%, Trap Set/Disarm 85%, Riding 100%, Disguise 90%, The Peaceful Cut 40%, Swimming 90%, Rowing 40%, Masonry 40%; (Stealth 10%) Camouflage 95%, Hide in Cover 80%, Move Quietly 100% (minus 20% for armor), Pick Pockets 25%; (Perception 10%) Listen 90%, Spot Hidden Items 95%, Spot Trap 90%, Taste Analysis 50%, Tracking 95%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 90%, Bargaining 50%.

LANGUAGES: (Speak/Read-Write) Lunar 90%/90%, Tradetalk 75%/75%, Old Pavic 70%/50%, Sartarite 65%/45%, Darktongue 60%/40%, Praxian 60%/30%, Draconic 30%/0%.

MAGIC ITEMS: POW 12 Storage Crystal, POW 4 Spirit Supporting Crystal, Multimissile 4 matrix in bow.

POTIONS: 4 doses Healing 9 salve, 4 doses Blade Venom POT 20, 3 doses Blade Venom POT 20 antidote, 2 doses Manticore 16 antidote, 2 doses Spider POT 16 antidote, 2 doses Wyvern POT 18 antidote, 2 doses Poison Gas POT 16 antidote.

FINANCES: carries 10W, 50L, 30C, and has banked 1500L. His gear is worth 8250L; his ransom is 3000L.

EQUIPMENT: iron armor, weapons (including 4 javelins), back pack, saddle bags, horse, basic kit. (ENC: 21/21). **GIFTS, GEASES, & CHAOTIC FEATURES:** Quarg can leap up to 10 meters.

Ran-Eel

Rune Lord-Priest of The Seven Mothers

Human Male, Poor Lunar noble with heavy cavalry experience, age 29.

Ran-Eel is the son of a poor noble from Torang in the sultanate of the First Blessed. He joined the cult of the Seven Mothers and entered a heavy cavalry company. He did well and rose to the status of Rune Lord. Then his father fell from favor with the Emperor for a time due to various politics, and Ran-Eel found it expedient to visit the frontier. In the plains of Prax and in Dragon Pass he improved his skills, achieving the status of Rune Priest in the subcult of the Red Goddess.

He has been on three major Heroquests and has acquired the ability to know the exact POW of any being or spirit he sees or detects. He is haughty and bigoted, considering all non-Lunars as undisciplined rabble and all non-nobles as beneath him. He frequently volunteers to lead a band of fighters to punish a local village that resists Lunar rule or to hunt bandits. He has a penchant for seducing (some say raping) peasant women. He is a fierce fighter and a good leader in battle.

The Spirits of Pavis

The city of Pavis was founded by a hero of the same name. It was made from the body of a giant, and from it he ruled until Jaldon Toothmaker cracked the adamant walls and trolls turned the city into the ruins now called the Big Rubble. Many spirits were trapped in the Rubble, and some were reawakened in the Third Age, either when the city of New Pavis was built, when the Lunar Empire arrived, or when Argrath besieged the city and drove the Lunars out of Prax.

Regardless of their nature, the Spirits of Pavis were eager for release from their prison, and so would grant alliances for the chance to experience again the freedom of the world, even if only for a short while. They were very jealous rivals, however, and no two would ever aid a tribe at the same time. Additionally, the Big Rubble was a vast and dangerous ruin (as it is now), home to trolls, elves, and other monsters, and many emissaries entered, never to return.

Flintnail

When Pavis came to Dragon Pass he befriended a dwarf named Hardeye Flintnail. Together they entered Prax, and it was Flintnail's skill which turned the Faceless Statue into the city of Old Pavis. He left his friend and the city, but could still be summoned by his descendants and followers whenever his skill with stone or building was needed. Flintnail and his followers possess special and unique construction powers.

Pavis

Pavis was born in Prax but fled to Dragon Pass to study the dragon magics of the Empire of the Wyrms' Friends. While there he gained a mastery of stone, which he used to animate the Faceless Statue of Shadows Dance. He defeated an army of nomads and giants in Prax and sent Waha limping back to the Paps. He built his great city from the body of the Statue, then he retired into his temple. When trolls destroyed the city he went to sleep, and did not awaken again until New Pavis was built by Sartarite refugees. He allied with them and their Storm King, and entered his temple in the New City, from whence he occasionally came to walk the plains he had conquered so long before.

he can lead the Guards in revolt against them. From time to time he takes a band of promising initiates outside the city to train them on the plains of Prax. He has been on two Heroquests back to the time Pavis lived. He is a calm and capable leader and a magnificent fighter.

STR 18 CON 18 SIZ 18 INT 18 POW 18
DEX 21 CHA 19 Move 8 HP 21 Defense 45%
Bonuses: Attack 35% Parry 20% Experience 18%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11 /7
09-11	Abdomen	10/7
12	Chest	10/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Great axe	3D6+2	120%	3	23	110%
(I) 1H wham. RH	2D6+2	110%	4	23	100%
(I) 1H wham. LH	2D6+2	90%	4	23	90%
(I) bst sword RH	1D10+1+1D6	100%	3	30	90%
(I) bst sword LH	1D10+1+1D6	90%	3	30	80%
Composite bow	1D8+1	120%	0	10	90%
(I) Greatsword	2D8+1D6	100%	2	23	100%
(I) Dagger	1D4+2+1D6	90%	5	30	90%
(I) Large shield	1D8+1D6	90%	5	24	120%

SPIRITS (POW/INT): Allied Spirit (great axe) 21/17; Bound Spirits -Lizard 17/11, Owl 16/11, Bat 15/10, Zebra 15/9, Falcon 13/13. Total POW (including Ulfaren): 115.

SPELLS: (Ulfaren) -Befuddle, Disruption, Healing 4, Invisibility 3, Mobility, Protection 4, Xenohealing 4, (Allied Spirit)-Dispel Magic 4, Extinguish 2, Lightwall 4, Mind Speech, Repair 2, Vigor 4, (Bat) -Detect Enemies, Detect Life, Detect Magic, Ignite, Spirit Binding, Spirit Shield 3, (Zebra) -Blade-sharp 4, Bludgeon 4, Farsee, (Falcon) -Countermagic 6, Firearrow 2, Ironhand 4, Silence.

RUNE SPELLS: City Harmony 4, Discorporation, Divination 3, Heal Body, Mind Link 2, Multispell 1, Shield 4, Spell Teaching, Summon Salamander 2, Summon Shade 3, Support, (One Use Spells -Divine Intervention 5).

SKILLS: (Knowledge 15%) -Evaluate Treasure 90%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 20%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; (Manipulation Skills 35%) Map Making 90%, Climbing 100%, Hide Item 90%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 110%, Riding 75%, Disguise 50%, The Peaceful Cut 40%, Swimming 100%, Rowing 40%, Masonry 100%; (Stealth 10%) Camouflage 100%, Hide in Cover 100%, Move Quietly 100% (minus 20% for armor), Pick Pockets 60%; (Perception 15%) Listen 100%, Spot Hidden Items 110%, Spot Trap 110%, Taste Analysis 90%, Tracking 110%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 90%, Bargaining 50%.

LANGUAGES: (Speak/Read-Write) Old Pavic 95%/95%, Draconic 90%/90%, Tradetalk 80%/75%, Sartarite 80%/75%, Lunar 75%/75%, Darktongue 75%/75%, Mostali 75%/70%, Praxian 75%/60%.

MAGIC ITEMS: POW 10 Storage Crystal, POW 4 Healing Focus Crystal, Fireblade matrix in great axe.

POTIONS: 4 doses Healing 9 salve, 4 doses Blade Venom 20, 4 doses Blade Venom POT 20 antidote, 3 doses Manticore POT 20 antidote, 3 doses Wyvern POT 20 antidote, 3 doses POT 20 antidote, 3 doses Poison Gas POT 20 antidote.

FINANCES: 30W, 50L, 30C carried, and 2500L in the bank. His gear is worth 8900L, and his ransom is 5000L.

EQUIPMENT: iron plate full helm, vambraces, and greaves; iron chain mail hauberk. Leather trews, byrnie, and hood. All listed weapons. Backpack, saddlebags on zebra, basic kit. (ENC 16/18)

GIFTS, GEASES, & CHAOTIC FEATURES: none.

First Aid 90%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 30%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%; (Manipulation 30%) Map Making 60%, Climbing 75%, Hide Item 65%, Jumping 80%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 90%, Disguise 35%, The Peaceful Cut 35%, Swimming 80%, Rowing 35%, Masonry 35%; (Stealth 5%) Camouflage 75%, Hide in Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets; (Perception 15%) Listen 75%, Spot Hidden Items 80%, Spot Trap 75%, Taste Analysis 50%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (Other) Oratory 50%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Old Pavic 95%/90%, Firespeech 90%/90%, Tradetalk 75%/75%, Sartarite 75%/50%, Lunar 75%/50%, Praxian 60%/30%, Darktongue 60%/30%, Draconic 40%/40%.

MAGIC ITEMS: POW 10 Storage Crystal, POW 5 Enhancing Crystal.

POTIONS: 4 doses Healing 6 salve, 4 doses Blade Venom 16, 3 doses Blade Venom POT 16 antidote, 2 doses Manticore POT 16 antidote, 2 doses Wyvern POT 14 antidote, 2 doses Spider POT 14 antidote, 2 doses Poison Gas POT 14 antidote, 2 doses Acid 16.

FINANCES: carries 10W, 30L, and 15C; has 1000L in the bank. Gear is worth 800L, and his ransom is 2000L.

EQUIPMENT: bronze full helm, greaves, and vambraces; chain mail bronze hauberk. Leather trews, byrnie, and hood. All weapons listed (including 4 javelins). Saddlebags on zebra, and basic kit in saddlebags. (ENC 19/19)

GIFTS, GEASES, & CHAOTIC FEATURES: Vandar may never use a whip or flail, can never eat meat on Friday, and can never eat meat during Fire Season.

Wulf

Rune Lord of Yelmalio

Human Male, Sartarite with mounted barbarian experience, age 26.

Wulf is the son of athane of the Telmori tribe in Sartar. Growing up as a barbarian, he joined the Yelmalio cult to learn to use a pike. He learned well and later reached the rank of Rune Lord, achieving the title of Light Son. He accepted the restrictions never to ride any animal but a horse nor marry anyone but a priestess of an Earth cult nor disguise himself as a woman nor eat fish, potatoes or raw eggs in any form. He will never sleep under a red blanket as red is forbidden. On Firedays he speaks only Firespeech. He wears gilded spurs, helmet and hauberk, and has a gold spear worth 1500L for ceremonial purposes. While he will never torture another being, he will show no mercy to trolls. He has a personal guard of three initiates who are loyal to him alone and attend him at all times. He has received the gifts of Catseye and Protection from all forms of fire (half normal damage) and the geas of celibacy in Fire season, never using padding and never using the medium shield. As his unpadded armor tends to chafe, he tends to be very short-tempered when wearing his armor. He often leads a band on missions for the temple or as caravan guards.

STR 17 CON 17 SIZ 13 INT 13 POW 17
DEX 20 CHA 16 Move 8 HP 19 Defense 30%
Bonuses: Attack 25% Parry 20% Experience 03%

D20	Location	AP/HP
01-04	Right Leg	9/7
05-08	Left Leg	9/7
09-11	Abdomen	8/7
12	Chest	8/8
13-15	Right Arm	9/6
16-18	Left Arm	9/6
19-20	Head	9/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Pike	1D12+1+1D4	100%	2	23	90%
(I) 2H spear/shield	1D10+1+1D4	100%	2	23	100%
(I) 1H spear RH	1D8+1+1D4	90%	3	23	85%
(I) 1H spear LH	1D8+1+1D4	75%	3	23	75%
(I) Javelin	1D10+1D2	100%	0	23	85%
(I) Battle axe	1D8+2+1D4	80%	5	23	75%
(I) Dagger	2D4+2	80%	6	30	75%
(Kuschile) C. bow	1D8+1	100%	0	10	40%
(I) Large shield	1D8+1D4	75%	6	24	100%

SPIRITS (POW/INT): Allied Spirit (spear) 23/13; Bound Spirits Lizard 17/11, Owl 17/07, Bat 15/11, Hawk 13/08. Total POW (including Wulf): 102.

SPELLS: (Wulf) - Befuddle, Detect Life, Disruption, Healing 6, Invisibility 3, Mobility, (Allied Spirit) -Coordination 2, Detect Enemies, Dispel Magic 2, Light, Repair 2, Vigor 4, (Lizard) Detect Gold, Mind Speech, Silence, Spirit Binding, Strength, (Owl) -Extinguish 2, Ignite, Lightwall 4, (Bat) -Countermagic 6, Glue, Multimissile 4, (Hawk) -Bladesharp 4, Protection 4.

RUNE SPELLS: Catseye.

SKILLS: (Knowledge 10%) Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find

The Spirits of Fire

These beings were mostly of small power, for they were always farthest from the world of men after Umath tore the Sky from the Earth and hurled it far away. Yet during the Great Night the Fire and Sky Spirits were foremost in attempting to rescue their kinsman, the Sun, and to aid the pitiful plight of lesser races.

Evening Star

Evening Star was the lover of the Sun God, and when he was slain she tried to follow him to the Underworld. She was refused, and instead waited at the edge of the world, fighting off the horrors of Night which spewed out at her. She later left this place in the Sky to help men, and at the Dawning was gifted with a house where her vigil had been held.

Morning Star

Morning Star was the triumphant bringer of the news of victory from Hell, where the Sun had fought against the Keepers of the Underworld and gained his freedom. This brought about the Dawning, which she heralds again each morning. She was the younger sister of Evening Star, and watched over men from her house in the Sky.

Pole Star

Pole Star was the first Star Captain to come to the world of men, and the first to return to his home in the sky. He was also the most powerful, and from his unmoving seat in the Sky watched over the safety of those who befriended him.

Zolinda

Rune Lady of Issaries

Human Female, Sartar townsman with heavy cavalry experience. Age 25.

Zolinda is the daughter of a shopkeeper in Jonstown in the Kingdom of Sartar. To escape her overly protective father she joined the Issaries cult and enlisted in a heavy cavalry unit. Discovering she excelled in combat, she followed the Goldentongue path and through adventuring rose to the rank of Rune Lady. She lives to enjoy and exercise the mundane side of her god, being much given to wandering and travel, fighting and adventure. She is often the leader of the guards for a caravan. From time to time she leads a band of cult members on journeys just to explore and travel. She is happy and carefree, ready for laughter and song, who delights in luxury and roughing it equally and enjoys a good fight. She has an eye for attractive men and makes interesting use of her Bargaining at times.

STR 18 CON 18 SIZ 16 INT 15 POW 16
DEX 19 CHA 16 Move 8 HP 19 Defense 25%
Bonuses: Attack 20% Parry 15% Experience 09%

D20	Location	AP/HP
01-04	Right Leg	11/7
05-08	Left Leg	11/7
09-11	Abdomen	10/7
12	Chest	10/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Staff	1D8+1D6	100%	1	23	100%
(I) Bstswd RH	1D10+1+1D6	90%	3	30	75%
(I) Bstswd LH	1D10+1+1D6	65%	3	30	60%
(I) 1H spear RH	1D8+1+1D6	90%	2	25	80%
(I) 1H spear LH	1D8+1+1D6	60%	2	25	55%
Composite bow	1D8+1	90%	0	10	35%
(I) 2H spear	1D10+1+1D6	95%	1	25	90%
(I) Javelin	1D10+1D3	90%	0	23	80%
(I) Lrg Shield LH	1D8+1D6	50%	5	24	100%

SPIRITS (POW/INT): Allied Spirit (staff) 19/16; Bound Spirits –Horse 15/12, Falcon 16/15, Bat 16/5, Crystal 15/11. Total POW (including Zolinda): 89.

SPELLS: (Zolinda) –Befuddle, Detect Life, Disruption, Healing 4, Invisibility, Mobility, Multimissile 4; (Allied Spirit) – Dispel Magic, Mind Speech 2, Protection 4, Repair, Spirit Shield 2, Vigor; (Horse) –Bladesharp 4, Bludgeon 4, Fireblade; (Falcon) –Coordination, Detect Gems, Detect Gold, Fire Arrow, Harmonize, Lightwall; (Crystal) –Countermagic 6, Extinguish, Glamour, Glue 2.

RUNE SPELLS: none.

SKILLS: (Knowledge 5%) Evaluate Treasure 90%, General Knowledge 10%, Find Cattle Food 10%, Find Water 10%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 70%, Identify Plants 80%, Identify Animals 80%, Identify Minerals 80%, Evaluate Trade Goods 90%; (Manipulation 20%) Map Making 90%, Climbing 100%, Hide Item 70%, Jumping 95%, Lock Picking 80%, Trap Set/Disarm 80%, Riding 100%, Disguise 25%, The Peaceful Cut 25%, Swimming 100%, Rowing 30%, Masonry 30%; (Stealth 10%) Camouflage 90%, Hide In Cover 90%, Move Quietly 100% (minus 20% for armor), Pick Pockets 25%; (Perception 5%) Listen 85%, Spot Hidden Items 90%, Spot Traps 95%, Taste Analysis 75%, Tracking 80%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 90%, Bargaining 90%.

LANGUAGES: (Speak/Read-Write) Sartarite 80%/90%, Trade-talk 90%/90%, Stormtongue 5094/50%, Lunar 50%/50%, Praxian 60%/50%, Old Pavic 60%/40%, Draconic 30%/20%, Darktongue 6094/40%.

MAGIC ITEMS: POW 6 Healing Focusing Crystal, POW 11 Power Storage Crystal, POW 7 Power Storage Crystal (Bound Spirit), Slave Collar and Bracelets.

POTIONS: 4 doses Healing 10 salve, 4 doses Blade Venom POT 20, 4 doses Blade Venom POT 20 antidote, 3 doses Manticore POT 16 antidote, 3 doses Wyvern POT 18 antidote, 3 doses Poison Gas POT 16 antidote.

FINANCES: carries 30W, 10L, 30C and has 1500L banked. Her gear is worth 7750L and she has a ransom of 3000L.

EQUIPMENT: a set of iron armor including full helm, plate vambraces and greaves, chainmail hauberk, and padding. All weapons listed are iron or iron bound, if so indicated. Zolinda also carries a leather backpack, basic kit and has saddle bags for her horse. ENC: 18 max/18 current.

GIFTS, GEASES, & CHAOTIC FEATURES: none.

Alliances

There were many tribes, factions, secret societies, and beings who did not ordinarily owe their allegiance to any of the Great Tribes. They often represented the deciding military or magical force in any conflict on the Plains. Therefore, all of the tribes sought allegiance with these independents, whether by gift or force.

Emissaries

None of the tribes maintained embassies with any independents. Instead, they sent emissaries to the minor, settled, peoples when they wished the independents' aid. The life of an emissary was often short, however, as staking out an emissary naked under the desert sun was the standard method of declining alliance.

The Border Knights are emissaried at Knight Fort. The Sun Dome Templars are emissaried at the Sun Dome Temple. The Spirits of Pavis are allied at Pavis. The Spirits of the Paps are allied at the Paps. The Spirits of the Eternal Battle can only be obtained by encountering and entering the Eternal Battle. Tada's Warriors are summoned from the top of Tada's High Tumulus.

Chalana Arroy is the goddess of healing, and is liked by almost everyone. There are no hostile cults, while only Daka Fal, Waha, Kyger Litor, and Zorak Zoran are neutral. The cults of Storm Bull, Issaries, Lhankor Mhy, Orlanth, and Aldrya are associated. Cult members must have a sincere wish to heal others, and take an oath never to harm a living creature and to aid all within the limits of their ability. All members become vegetarians. A cult member may defend herself, but harming others is only permitted if there is no other way of escaping. Undead do not count, but the members will not go out of their way to attack them, as combat of any sort is distasteful. Cultists may not train in combat skills or use offensive spells other than Sleep, Befuddle, Dullblade, or Binding.

SKILLS: (Knowledge 10%) Evaluate Treasure 50%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 90%, Treat Disease 75%, Treat Poison 85%, Find Healing Plants 80%, Identify Plants 60%, Identify Animals 60%, Identify Minerals 60%, (Alchemical Skills: Healing potion 6, Manticore POT 16 antidote, Poison Gas POT 14 antidote); (Manipulation 25%) Map Making 40%, Climbing 75%, Hide Item 35%, Jumping 75%, Lock Picking 30%, Trap Set/Disarm 30%, Riding 40%, Disguise 30%, The Peaceful Cut 30%, Swimming 75%, Rowing 30%, Masonry 30%; (Stealth 05%) Camouflage 50%, Hide in Cover 50%, Move Quietly 60% (minus 05% for armor), Pick Pockets 10%; (Perception 10%) Listen 65%, Spot Hidden Items 60%, Spot Trap 50%, Taste Analysis 40%, Tracking 25%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 45%, Bargaining 20%.

LANGUAGES: (Speak/Read-Write) Sartarite 90%/90%, Storm-tongue 50%/50%, Tradetalk 80%/60%, Lunar 75%/50%, Old Pavic 75%/50%, Draconic 35%/20%, Praxian 80%/60%, Dark-tongue 60%/40%.

MAGIC ITEMS: POW 6 Healing Focusing Crystal.

POTIONS: 10 doses Healing 6 salve, 10 doses Manticore POT 10 antidote, 10 doses Poison Gas POT 14 antidote, 3 doses Blade Venom 16 antidote, 2 doses Wyvern POT 14 antidote, 2 doses Spider POT 14 antidote, 2 doses Herbal POT 16 antidote, 2 doses Mineral POT 14 antidote, 3 doses Soul Waste Curing Seeds POT 75%.

FINANCES: carries 10W, 30L, 30C.; has banked 500 L Her gear is worth 300 L. and she has a ransom of 1000 L.

EQUIPMENT: linen hauberk, leather trews, cuirboilli vambraces and greaves, a leather byrnie under hauberk and an open helm with hood, weapons listed, back pack and saddle bags plus basic kit. ENC: 14 max/18 current.

GIFTS, GEASES & CHAOTIC FEATURES: none.

Doreena
Rune Lord- Rune
Priest of Chalana Arroy
Human Female, Pavis townsman
with light infantry experience, Age 35.

Doreena is the daughter of a Head of Household of the Eagle Clan of the Aranwyth tribe in Sartar but now resides in New Pavis. Desiring to see the world from a young age, she enlisted in a light infantry unit but discovered she did not like combat, though she was talented at it. At the end of the enlistment at the age of 21 she became an apprentice to an Alchemist and renounced violence to join the Chalana Arroy cult. When she finished her apprenticeship five years later, she had learned the skill of First Aid at 90% and became a Rune priest with the title of Healer. Later she learned the other healing skills and more antidotes and became a Rune Lady as well. She carries her shield on her back and her spear as a walking staff, with the spear point in a pouch at her belt, only to be used in emergencies. Her armor is carried on her zebra and is worn on dangerous missions. She has become a Chief Priest of the temple in new Pavis and has gone on a number of rescue missions. She is brave but cautious and dedicated to her cult. She travels often to aid others. She likes music and flowers and animals and listens attentively to stories.

STR 15 CON 15 SIZ 13 INT 17 POW 18
 DEX 21 CHA 21 Move 8 HP 17 Defense 40%
 Bonuses: Attack 30% Parry 20% Experience 15%

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

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) 2H spear	1D10+1+1D4	65%	2	23	55%
(I) 1 H spear RH	1D8+1+1D4	80%	3	23	60%
(I) Javelin RH	1D10+1D2	60%	0	23	60%
Thrown Rock RH	1D4+1D2	75%	0	-	-
Grapple		75%	6	-	-
Fist	1D3+1D4	75%	6	5	55%
Kick	1D6+1D4	80%	5	6	60%
(I) Dagger RH	2D4+2	75%	6	30	80%
(I) Med shield LH	1D6+1D4	50%	6	18	95%

SPIRITS (POW/INT): Allied Spirit (monkey) 18/14; Bound Spirits-Hawk 14/10, Zebra 17/13, Bat 11/11, Owl 17/12, Dog 14/13, Monkey 12/13. Total POW (including Doreena): 121.

SPELLS: (Doreena)-Befuddle, Healing 6, Invisibility, Protection 4, Sleep 3, (Allied Spirit)-Binding, Dispel Magic 4, Glue 1, Light, Mind Speech 1, Vigor, (Hawk)-Countermagic 6, Preserve Herbs, Spirit Binding, Spirit Shield 2, (Zebra)-Detect Enemies, Detect Life, Detect Magic, Detect Undead, Farsee, Lightwall, Mobility, Silence.

RUNE SPELLS: Comfort Song, Cure All Disease, Cure Soul Waste, Dismiss Elemental 3, Divine Intervention 6, Heal Constitution, Multispell 3, Refine Medicine, Regrow Limb, Resurrection, Shield 4, Speak to Beasts, Spell Teaching.

SKILLS: (Knowledge 15%) Evaluate Treasure 90%, General Knowledge 20%, Find Cattle Food 100%, Find Water 100%, First Aid 100%, Treat Disease 120%, Treat Poison 110%, Find Healing Plants 100%, Identify Plants 100%, Identify Minerals 100%, (Alchemical Skills: Healing potion 8, Wyvern POT 20 antidote, Spider POT 20 antidote, Manticore POT 20 antidote, Poison Gas POT 20 antidote); (Manipulation 30%) Map Making 75%, Climbing 95%, Hide Item 55%, Jumping 95%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 95%, Disguise 50%, The Peaceful Cut 50%, Swimming 95%, Rowing 50%, Masonry 90%; (Stealth 15%) Camouflage 90%, Hide in Cover 95%, Move Quietly 95% (minus 25% for armor), Pick Pockets 20%; (Perception 15%) Listen 90%, Spot Hidden Items 95%, Spot Traps 100%, Taste Analysis 75%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 95%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Old Pavic 90%/75%, Lunar 85%/75%, Sartarite 85%/75%, Praxian 75%/75%, Dark-tongue 75%/75%, Tradetalk 90%/6/80%, Tarshite 70%/60%.

MAGIC ITEMS: POW 6 Healing Focusing Crystal.

POTIONS: 6 doses Healing 6 ointment, 6 doses Blade Venom antidote, 6 doses Manticore POT 20 antidote, 6 doses Poison Gas POT 20 antidote, 6 doses Wyvern POT 20 antidote, 6 doses Spider POT 20 antidote, 6 doses Herbal POT 20 antidote, 6 doses Mineral POT 20 antidote.

FINANCES: carries 200L.; has banked 2500L.; Her gear is worth 6320L. and her ransom is 5000L.

EQUIPMENT: iron full helmet, iron plate cuirass with iron chain skirt, vambraces and matching greaves. Leather byrnie and trews with hood; iron shield, pair of daggers with all other listed weapons of bronze or wood. -She normally carries 3 javelins. Saddle bags, back pack and basic kit. ENC: 15/15.

GIFTS, GEASES, & CHAOTIC FEATURES: none.

12 antidote, 3 doses Wyvern POT 16 antidote, 3 doses Poison Gas POT 14 antidote, 3 doses Spider POT 13 antidote.
FINANCES: carries 10W, 30L, 15C. Has banked 1500L, has gear worth about 7250L and has a ransom of 3000L.
EQUIPMENT: iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather treads underneath as well as leather byrnie and hood. All listed weapons are iron or iron bound wood except for the composite bow which is of bone and wood. Felamora also carries a leather back pack, saddle bags for her horse, basic kit and 4 extra javelins. ENC: 16 max/16 current.
GIFTS, GEASES, & CHAOTIC FEATURES: none.

STR 16 CON 16 SIZ 16 INT 15 POW 18
 DEX 21 CHA 18 Move 8 HP 18 Defense 35%
 Bonuses: Attack 25% Parry 20% Experience 9%

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

Gelmon

Rune Lord -Rune Priest of Lhankor Mhy

Human Male, Sartar townsman

who apprenticed himself to a Free Sage. Age 45. Gelmon is the son of a carpenter in the city of Boldhome in Sartar. Not temperamentally suited to the woodshop, he joined the cult of Lhankor Mhy and became a Free Sage's apprentice. He also joined the city militia. Both study and research came naturally to him, and he continued to increase his skills and knowledge after his apprenticeship by adventuring to other lands and studying in various temples. He achieved the status of Rune Lord and then of Rune Priest as well. Not wishing to tie himself down to a temple library, he became a Wild Sage and roved the world for knowledge. He has been on some Heroquests searching for information and gained the ability to Locate Objects, letting him know the direction of any item he is searching for. Calm and capable yet basically friendly, he often leads other initiates on journeys to find scraps of knowledge or else persuades groups of adventurers to accompany him so they can more easily defeat any opposition while he finds what he is looking for. He repays them with free evaluations and analyses of the loot they obtain.

The cult gives training in all sage skills. Initiates (like graduate students today) spend half their time teaching lay members and outsiders; the other half researching. Cult members only marry other cult members. Each Temple has a vast amount of knowledge contained in its library and in the private collections of its priests, but as the library is always in a state of confusion, even the Sages don't know what is in there. Much of the research is locating buried scrolls in the archives.

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Bst swd RH	1D10+1+1D4	120%	3	30	100%
(I) Bst swd LH	1D10+1+1D4	100%	3	30	90%
(I) 2H spear	1D10+1+1D4	120%	1	23	120%
(I) 1H spear RH	1D8+1+1D4	100%	2	23	90%
(I) 1H spear LH	1D8+1+1D4	80%	2	23	80%
(I) Javelin RH	1D10+1D2	110%	0	23	90%
Composite bow	1D8+1	120%	0	10	50%
(I) Dagger RH	2D4+2	80%	5	30	80%
(I) Large Shield LH		75%	5	24	100%

SPIRITS (POW/INT): Allied Spirit (sword) 17/15, Horse 12/12, Falcon 15/10, Owl 16/10, Bat 17/11, Lizard 18/12. Total POW (including Gelmon): 128.

SPELLS: (Gelmon) -Befuddle, Disruption, Healing 6, Invisibility, Multimissile 2, Spirit Shield 2; (Allied Spirit) -Detect Magic, Dispel Magic 4, Fireblade, Repair, Vigor; (Horse) Bladesharp 2, Countermagic 4, Lightwall, Protection 2; (Falcon) -Farsee, Glue 2, Ironhand 2, Mind Speech 3, Strength; (Owl) -Fanaticism, Fire Arrow, Spirit Shield 4; (Bat) -Detect Enemies, Detect Life, Detect Undead.

RUNE SPELLS: Analyze Magic, Clairaudience, Create Neutral Ground, Dismiss Elemental 3, Knowledge, Mind Read, Multi-spell 3, Reconstruction, Shield 4, Spell Teaching, Translate, Truespeak, (One Use Spells -Divine Intervention 6).

SKILLS: (Knowledge 10%) Evaluate Treasure 110%, General Knowledge 80%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 100%, Identify Plants 100%, Identify Animals 100%, Identify Minerals 100%, (Alchemical Skills: Blade Venom POT 20, Blade Venom POT 20 antidote, Wyvern POT 20 antidote, Manticore POT 20 antidote, Spider POT 20 antidote, Poison Gas POT 20, Healing 10 salve); (Manipulation 25%) Map Making 100%, Climbing 100%, Hide Item 75%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 100%, Riding 80%, Disguise 75%, The Peaceful Cut 30%, Swimming 100%, Rowing 50%, Masonry 50%; (Stealth 10%) Camouflage 100%, Hide In Cover 100%, Move Quietly 100% (minus 20% for Armor), Pick Pockets 50%; (Perception 10%) Listen 100%, Spot Hidden Items 100%, Spot Trap 110%, Taste Analysis 100%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 100%, Bargaining 40%.

LANGUAGES: (Speak/Read-Write) Sartarite 90%/90%, Tradetalk 90%/90%, Lunar 90%/90%, Praxian 90%/90%, Dark-tongue 90%/90%, Aldryami 90%/90, Old Pavic 90%/90%, Draconic 90%/90%.

MAGIC ITEMS: POW 4 Power Enhancing Crystal, POW 15 Power Storing crystal. Scroll: Stealth +5% (in Lunar).

POTIONS: 6 doses Healing 10 salve, 6 doses Blade Venom POT 20, Blade Venom POT 20 antidote, 6 doses Manticore POT 20 antidote, 6 doses Wyvern POT 20 antidote, 6 doses Spider POT 20 antidote, 6 doses Poison Gas pot, 20 antidote.

FINANCES: carries 25W, 20L, 30C. Has banked 2500L, his gear is worth 8700L and he has a ransom of 5000L.

EQUIPMENT: heavily armored in plate iron helm, matching vambraces and greaves, and an iron, chain hauberk, with leathers under all. All listed weapons are either iron or iron bound except the composite bow which is wood and bone. Gelmon carries only one javelin, as well as a back pack, saddle bags and a basic kit. ENC: 16 max/16 current.

GIFTS, GEASES, & CHAOTIC FEATURES: none.

The Book of Dale

This book was named after the resident of an oasis who was illuminated by a Lunar visitation. He collected bits of magic and lore in hand-copied manuscripts which he gave to friends and followers, or to strangers. This volume was the most complete copy known, and its power was such that it had magical abilities all its own, including the ability to extend a mage's or spirit's range.

The cult of Orlanth is associated with the Lightbringer cults of Issaries, Chalana Arroy, and Lhankor Mhy, hostile toward Chaos and The Seven Mothers, neutral to Daka Fal and Zorak Zoran, and friendly to all other cults. Orlanth is the god of air and storm and known by the Lightbringers as King of the Gods. The cult has three sub-cults. Orlanth Adventurous is the most widespread, particularly in Prax, as it is for those who wander and adventure. Orlanth Thunderous is worshipped where people commune with violent norms of nature, as in the Storm Hills. Orlanth Rex is for chieftains, nobles, and poets.

RUNE SPELLS: Analyze Magic, Darkwalk, Discorporation, Divination 1, Guided Teleportation, Lock, Multispell 2, Shield 4, Spell Teaching, Summon Sylph 3, Teleportation, Wind.

SKILLS: (Knowledge 10%) Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 50%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%; (Manipulation 25%) Map Making 75%, Climbing 90%, Hide Item 50%, Jumping 80%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 80%, Disguise 30%, The Peaceful Cut 30%, Swimming 80%, Rowing 30%, Masonry 30%; (Stealth 0%) Camouflage 60%, Hide In Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets 05%; (Perception 10%) Listen 75%, Spot Hidden Items 80%, Spot Trap 75%, Taste Analysis 50%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 50%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Sartarite 90%/90%, Stormspeech 90%/90%, Tradetalk 75%/50%, Lunar 75%/40%, Darktongue 60%/40%, Praxian 60%/30%, Tarshite 50%/30%, Old Pavic 40%/20%.

MAGIC ITEMS: POW 4 Spell Reinforcing Crystal, POW 10 Power Storage Crystal.

POTIONS: 3 doses Healing 8 salve, 3 doses Blade Venom POT 14, 3 doses Blade Venom POT 14 antidote, 2 doses Manticore POT 14 antidote, 2 doses Wyvern POT 12 antidote, 2 doses Poison Gas POT 14 antidote, 2 doses Spider POT 14 antidote.

FINANCES: carries 10W, 30L, 30C. He's banked 1500L and has gear worth 1100L. Henrik's ransom is 3000L.

EQUIPMENT: bronze plate armor; full helm, vambraces and greaves with a chain hauberk and leather underneath. All listed weapons are of bronze or wood, and he has a leather back pack and saddle bags. ENC: 18 max/18 current.

GIFTS, GEASES, & CHAOTIC FEATURES: Must eat eggs once per week.

Ishomon

Rune Lord of Orlanth Adventurous Human Male, Sartar townsman with heavy cavalry experience. Age 27.

Ishomon is the son of a Swenstown blacksmith. Opting for adventure, he joined the Orlanth Adventurous cult and enlisted in a heavy cavalry unit. Finding joy in battle he stayed an adventurer, rising in skill and ability until attaining the rank of Rune Lord and the title of Wind Lord.

His task is to fulfill these to honor his god, and so he roams the world seeking danger and strife, either alone or with a band of followers, impetuously taking up quarrels and fearlessly defending his friends. He is not bound to any one temple but goes as he will, serving as he can and being served by priests and initiates in turn. When he sights a Yelmali priest or lord, he challenges him to a riddle contest at one wheel per riddle. On meeting an Earth priestess he offers to fight any force of Darkness she directs in return for the use of her Fertility spell at the next springtime Earth Rite. If he meets any priests or lords who are hungry or thirsty or in need of healing, he will help them; if they have been unfairly treated, he will investigate. If he meets a creature of Chaos or a Lunar cultist, he will challenge them to flee or to fight to the death. He expects to be treated with respect by

all and to be given food and shelter upon request. He is impetuous, jovial, fearless, rash, and lusty, and enjoys music and good food.

STR 17 CON 17 SIZ 14 INT 17 POW 15
DEX 21 CHA 18 Move 8 HP 18 Defense 35%
Bonuses: Attack 30% Parry 20% Experience 15%

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

Weapon	Damage	Attk%	SR	Pts	Parr%
(I) Greatsword	1D8+1D6	100%	3	23	100%
(I) Bstrd sword RH	1D10+1+1D6	100%	4	30	90%
(I) Bstrd sword LH	1D10+1+1D6	75%	4	30	75%
(I) Battle Axe RH	1D8+2+1D6	90%	5	23	80%
(I) Battle Axe LH	1D8+2+1D6	75%	5	23	75%
Composite bow	1D8+1	100%	0	10	40%
(I) Dagger RH	1D4+2+1D6	75%	6	30	75%
Arbalest	3D6+1	85%	0	10	45%
(I) Large Shield	1D8+1D6	75%	6	24	100%

SPIRITS (POW/INT): Allied Spirit (sword) 19/15; Bound Spirits –Horse 14/7, Bat 14/5, Lizard 14/9, Crystal 16/14, Crystal 16/7. Total POW (including Ishomon): 118.

SPELLS: (Ishomon)–Befuddle, Detect Magic, Dispel Magic 2, Disruption, Healing 6, Invisibility, Xenoealing 3; (Allied Spirit) –Bladesharp 4, Fireblade, Mobility, Repair, Vigor; (Horse) –Harmonize, Light, Protection 4; (Bat) –Multimissile 4, Spirit Binding; (Lizard) –Countermagic 6, Silence, Strength; (Crystal) –Detect Enemies, Fire Arrow, Glue 1, Iron Hand 4, Lightwall, Mind Speech 2.

SKILLS: (Knowledge 10%) Evaluate Treasure 90%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 90%, Treat Disease 75%, Treat Poison 90%, Find Healing Plants 50%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%; (Manipulation 30%) Map Making 90%, Climbing 95%, Hide Item 50%, Jumping 95%, Lock Picking 75%, Trap Set/Disarm 90%, Riding 90%, Disguise 35%, The Peaceful Cut 35%, Swimming 90%, Rowing 35%, Masonry 35%; (Stealth 20%) Camouflage 75%, Hide In Cover 95%, Move Quietly 100% (minus 20% for armor), Pick Pockets 25%; (Perception) Listen 90%, Spot Hidden Items 100%, Spot Trap 95%, Taste Analysis 50%, Tracking 80%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 90%, Bargaining 25%.

LANGUAGES: (Speak/Read-Write) Sartarite 90%/90%, Stormspeech 90%/90%, Tradetalk 75%/50%, Lunar 75%/40%, Praxian 70%/30%, Darktongue 65%/30%, Old Pavic 65%/25%, Draconic 30%/15%.

MAGIC ITEMS: POW 6 Healing Focusing Crystal, POW 10 Power Storage Crystal, POW 8 Power Storage Crystal (Bound Spirit), POW 9 Power Storage Crystal (Bound Spirit).

POTIONS: 4 doses Healing 8 salve, 4 doses Blade Venom POT 16, 4 doses Blade Venom POT 16 antidote, 3 doses Manticore POT 16 antidote, 3 doses Wyvern POT 16 antidote, 3 doses Poison Gas POT 14 antidote.

FINANCES: carries 30W, 30L, 10C. Has banked 2000L, has gear and equipment worth 8450L and has a ransom of 4000L.

EQUIPMENT: full iron armor including a full helm, vambraces, greaves and a chain mail hauberk. Full leather underneath. All listed weapons are iron or iron bound except the composite bow, which is wood and bone, and the arbalest, which is all wood. He also has a leather back pack, saddle bags and the basic kit. ENC: 17 max/17 current.

GIFTS, GEASES, & CHAOTIC FEATURES: must eat eggs once a week, must fight chaos, must aid earth cults, and must challenge Yelmaliions to a round of riddles.

EQUIPMENT: wears lead plate cuirass, full helm, vambraces and greaves. He has a lead chainmail skirt, and all weapons so indicated are also lead. Lormog also has a saddle bag and the basic kit. ENC: 28 max/28 current.

GIFTS, GEASES, & CHAOTIC FEATURES: has 2 point troll-skin.

Merlger Moran

Rune Lord Priest of Kyger Litor

Mistress Race Troll Female, Rich Dagori Inkarth noble, with heavy cavalry experience. Age 29.

Merlger Moran is a Mistress race Troll and the daughter of the High Priestess of the Temple in Dagori Inkarth. As a much revered member of the small master race, she was born to command. Joining the Kyger Litor cult, she was placed in command of a heavy cavalry unit which fought well against the Lunars and elves. She rose to Rune Priestess status rapidly and then to Rune Lady rank as well. She came to the Pavis Rubble to take command of the Dagori Inkarth trolls there, and is conspiring to take command of the whole Rubble, which her opposite number in the Pavis Temple is so far resisting. From time to time she leads a force of Dark Trolls and Great Trolls out to prey upon other races in the Rubble and the surrounding plains of Prax to keep her skills up and for the joy of the hunt. She expects complete obedience and reverence from all who meet her and takes insult at any who do not render it. She is egotistical, vain and selfish, but also a great fighter and a good leader in battle. She has a particular fondness for horse meat, particularly for warhorses taken from others.

STR 28 CON 21 SIZ 28 INT 14 POW 19
DEX 21 CHA 21 Move 9 HP 25 Defense 25%
Bonuses: Attack 40% Parry 25% Experience 06%

D20	Location	AP/HP
01-04	Right Leg	10/9
05-08	Left Leg	10/9
09-11	Abdomen	9/9
12	Chest	9/10
13-15	Right Arm	9/8
16-18	Left Arm	9/8
19-20	Head	9/9

Weapon	Damage	Attk%	SR	Pts	Parr%
(L) 2H spear	1D10+1+2D6	120%	0	20	100%
(L) 1H spr RH	1D8+1+2D6	110%	1	20	100%
(L) Javelin RH	1D10+2D6	110%	0	20	100%
(L) Maul	2D8+2D6	120%	1	20	110%
(L) Bstswd RH	1D10+1+2D6	110%	2	20	100%
(L) Bst swd LH	1D10+1+2D6	100%	2	20	90%
Composite Bow	1D8+1	100%	0	10	55%
Arbalest	3D6+1	100%	0	10	50%

SPIRITS (POW/INT): Allied Spirit (maul) 21/13; Bound Spirits –Horse 17/13, Falcon 14/13, Lizard 13/9, Bat 18/13, Owl 18/11. Total POW (including Merlger): 120.

SPELLS: (Merlger) –Befuddle, Binding, Demoralize, Dispel Magic 4, Disruption, Healing 6; (Allied Spirit) –Detect Magic, Extinguish, Glue 1, Mind Speech 1, Repair, Spirit Shield 2, Vigor; (Falcon) –Countermagic 4, Ironhand, Spirit Binding, Xenohealing 6; (Bat) –Bladesharp 2, Bludgeon 2, Darkwall, Detect Enemies, Multimissile 4, Protection 2; (Owl) –Jumping 2, Stone Biting 2, Tree Chopping Song.

RUNE SPELLS: Blinding 4, Concealment, Counter Chaos, Crush, Darksee, Dismiss Elemental 3, Divination 3, Divine Intervention 6, Healing Trance, Multispell 3, Shield 4, Spell Teaching, Summon Shade 3.

SKILLS: (Knowledge 10%) Evaluate Treasure 100%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 15%, Identify Plants 75%, Identify Animals 75%, Identify Minerals, 75%; (Manipulation) Map Making 100%, Climbing 110%, Hide Item 100%, Jumping 115%, Lock Picking 100%, Trap Set/Disarm 105%, Riding 100%, Disguise 75%, The Peaceful Cut 45%, Swimming 100%, Rowing 50%, Masonry 50%; (Stealth - 5%) Camouflage 100%, Hide In Cover 100%, Move Quietly 100% (minus 20% for armor), Pick Pockets 05%; (Perception) Listen 100%, Spot Hidden Items 100%, Spot Trap 100%, Taste Analysis 100%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%, Dark Sense 100%; (other) Oratory 100%, Bargaining 50%.

LANGUAGES: (Speak/Read-Write) Darktongue 90%/90%, Tradetalk 90%/90%, Lunar 80%/80%, Sartarite 80%/80%, Praxian 80%/80%, Old Pavic 75%/75%, Aldryami 50%/50%, Mostali 50%/50%.

MAGIC ITEMS: POW 6 Power Enhancing Crystal, POW 15 Power storage Crystal, Scroll –Skill Training in Maul +5% (in Darktongue).

POTIONS: 4 doses Healing 20 salve, 4 doses Blade Venom POT 20, 4 doses Blade Venom POT 20 antidote, 4 doses Manticore POT 20 antidote, 4 doses Wyvern POT 20 antidote, 4 doses Spider POT 20 antidote, 4 doses Poison Gas POT 20 antidote.

FINANCES: carries 30W, 50L, 30C, with 5000L banked and an income of 1000L per annum. Her gear is valued at 3050L, and she has a ransom of 10,000 L.

EQUIPMENT: While she appears in full lead armor (full helm, vambraces, greaves, chain hauberk and leather padding) her listed weapons are of lead and/or wood. She also has saddle bags and the basic kit. ENC: 25 max/25 current.

GIFTS, GEASES, & CHAOTIC FEATURES: Merlger has normal 2 point troll-skin, and is vulnerable to iron (does double damage).

The Spirits of Darkness

These creatures first came to the surface during the Great Night. Ancient historians considered the Great Night to be a major invasion with malicious intent, but it is now thought that this horde of darkness things was driven from hell when the bright Sun died and went there. Their presence on the surface world soon made them masters of it, despite the many Star Captains and other heroes who fought against them. Though their inhuman rule and habits are malignant to men, they are in no way considered Evil, for it was they who bore the brunt of the fighting against the encroachment of Chaos into the world.

Night Woman

When the hordes of Darkness invaded Prax, bringing the Great Night, they were led by Night Woman. She ruled Prax for an age, giving her protection to all who sought it. When the Sun returned, she agreed to share her kingdom, and so he ruled the day even as she ruled the night.

Zorak Zoran is a god of Death and Darkness. His cult is associated with Storm Bull, friendly to Kyger Litor and neutral to Daka Fal, Waha, and the Lightbringers. It is hostile to all other cults. The cult is fond of bloodshed, slaughter and torture. Devious strategies and dirty tricks are encouraged. Intimidation and pillage are applauded forms of behavior, and on their Holy Day they use all spells and expend themselves in great berserk furies which occasionally kill themselves as well as innocents. They do not ransom; only rescue or revenge. Should anyone be so foolish as to capture a cult member, the cult tries to rescue the captive at any cost and destroy the captors. Blood vengeance for cult members slain by outsiders is integral to the cult, with Divination used to locate the slayers.

SKILLS: (Knowledge 10%) Evaluate Treasure 50%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 60%, Treat Poison 75%, Find Healing Plants 15%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%, (Alchemical Skills – brew Blade Venom POT 20); (Manipulation 30%) Map Making 65%, Climbing 80%, Hide Item 50%, Jumping 80%, Lock Picking 70%, Trap Set/Disarm 75%, Riding 50%, Disguise 35%, The Peaceful Cut 35%, Swimming 75%, Rowing 50%, Masonry 50%; (Stealth -5%) Camouflage 75%, Hide In Cover 50%, Move Quietly 50% (minus 20% for armor), Pick Pockets 30%; (Perception 10%) Listen 75%, Spot Hidden Items 75%, Spot Traps 75%, Taste Analysis 35%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 75%, Bargaining 20%.

LANGUAGES: (Speak/Read-Write) Darktongue 90%/90%, Tradetalk 75%/75%, Lunar 70%/50%, Sartarite 70%/50%, Praxian 65%/30%, Old Pavis 70%/30%, Draconic 30%/30%, Aldryami 30%/30%.

MAGIC ITEMS: POW 4 Spirit Supporting Crystal, POW 13 Power Storage Crystal, Battle Axe –Bladesharp 4 Matrix.

POTIONS: 6 doses Blade Venom POT 20, 3 doses Blade Venom POT 16 antidote, 2 doses Manticore POT 16 antidote, 3 doses Wyvern POT 18 antidote, 1 dose Poison Gas POT 14 antidote, 2 doses Spider POT 16 antidote, 3 doses Healing 10 salve.

FINANCES: carries 20W, 30L, 15C. Has banked 500L and his gear is worth 900L. Norgash has no other ransom.

EQUIPMENT: Norgash possesses full armor; plate vambraces and greaves, a chainmail hauberk and full helm. He has good leather padding underneath. All armor is of bronze, as are those listed weapons which are not of wood. He also carries a leather back pack and basic kit, and his zebra has saddle bags. ENC: 22 max/22 current.

GIFTS, GEASES, & CHAOTIC FEATURES: Norgash has troll-skin worth 2 points.

Peluk Komaz

**Rune Lord Priest of Zorak Zoran
Mistress Race Male Troll,**

Rich Shadows Dance noble, Age 29.

Peluk Komaz is a Mistress Race Troll and the second son of a rich noble Death Lord of Dagori Inkarth in Shadows Dance. Following his father's violent path to glory and making use of the privileges of his race, he joined the cult of Zorak Zoran and was given command of a heavy cavalry unit. He proceeded to cut a bloody path through his enemies, rapidly rising to the status of Rune Lord and then also to Rune Priest, becoming a Death Lord Priest. He is now in the Rubble of Pavis in charge of the Troll Army

occupying the ruins there, under the command of Merlger Moran. He has been on several Heroquests and can surround himself in darkness with a radius of 10 meters at will even in full daylight. Light from light spells travels only 1 meter in this darkness. He has his own personal gang, which he often leads out on hunts when the army is not on campaign. He delights in torture and slaying of innocent victims, and glories in battle, rarely passing up a chance for combat.

STR 30 CON 20 SIZ 30 INT 18 POW 21
DEX 21 CHA 21 Move 9 HP 27 Defense 30%
Bonuses: Attack 55% Parry 25% Experience 18%

D20	Location	AP/HP
01-04	Right Leg	10/9
05-08	Left Leg	10/9
09-11	Abdomen	9/9
12	Chest	10/10
13-15	Right Arm	9/8
16-18	Left Arm	9/8
19-20	Head	9/9

Weapon	Damage	Attk%	SR	Pts	Parr%
(L) Greatsword	2D8+3D6	120%	1	15	100%
(L) Hy Mace RH	1D8+2+3D6	125%	3	25	100%
(L) Hy Mace LH	1D8+2+3D6	90%	3	25	75%
Sling	1D8	110%	0	-	-
Composite Bow	1D8+2	120%	0	10	60%
(L) Btl Axe RH	1D8+2+3D6	100%	3	20	75%
(L) Btl Axe LH	1D8+2+3D6	90%	3	20	75%
(L) Dagger RH	1D4+2+3D6	90%	4	20	75%
(L) Lg Shield LH	1D8+3D6	110%	4	16	110%

SPIRITS (POW/INT): Allied Spirit (mace) 19/17; Bound Spirits –Horse 17/7, Bat 19/11, Lizard 13/14, Owl 13/12, Falcon 16/10. Total POW (including Peluk): 120.

SPELLS: (Peluk) –Befuddle, Demoralize, Dispel Magic 4, Disruption, Extinguish, Healing 6, Invisibility; (Allied Spirit)–Bludgeon 4, Detect Enemies, Detect Life, Detect Magic, Fireblade, Repair, Vigor; (Horse) –Fanaticism, Fire Arrow, Glue 1, Spirit Binding; (Bat) –Bladesharp 2, Detect Life, Harmonize, Mobility, Multimissile 4, Protection 2; (Owl) Countermagic 4, Dullblade, Spirit Shield 4.

RUNE SPELLS: Berserker, Concealment, Create Zombie, Crush 4, Dismiss Elemental 3, Divination 3, Fear 4, Multi-spell 3, Seal Wound 4, Shield 4, Spell Teaching, Summon Shade 3, (One Use –Sever Spirit).

SKILLS: (Knowledge 20%) Evaluate Treasure 75%, General Knowledge 25%, Find Cattle Food 25%, Find Water 25%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 25%, Identify Animals 75%, Identify Minerals 75%, (Alchemical Skills –Blade Venom POT 20); (Manipulation 55%) Map Making 100%, Climbing 100%, Hide Item 90%, Jumping 110%, Lock Picking 90%, Trap Set/Disarm 100%, Riding 95%, Disguise 60%, The Peaceful Cut 60%, Swimming 100%, Rowing 60%, Masonry 60%; (Stealth -10%) Camouflage 100%, Hide In Cover 90%, Move Quietly 90% (minus 65% for armor), Pick Pockets 30%; (Perception) Listen 100%, Spot Hidden Items 100%, Spot Trap 100%, Taste Analysis 75%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 100%, Bargaining 50%.

LANGUAGES: (Speak/Read-Write) Darktongue 100%/100%, Tradetalk 90%/90%, Lunar 80%/75%, Sartarite 80%/75%, Praxian 75%/60%, Old Pavis 75%/60%, Draconic 50%/50%, Aldryami 50%/50%.

MAGIC ITEMS: POW 4 Power Enhancing Crystal, POW 10 Power Storage Crystal.

POTIONS: 4 doses Healing 20 salve, 6 doses Blade Venom POT 20, 4 doses Blade Venom POT 20 antidote, 3 doses Manticore

Spirits of Pavis - Gerak Kag

Gerak Kag was a troll who invaded Prax centuries after Pavis. He used his leaping ability to invade the city, and it was reduced to Rubble overnight. The trolls ruled the ruins with a fist of lead for centuries, and even after their grip was loosened they remained powerful.

Selek the Wise Rune Lord Priest of Aldrya (Gardener)

Elf Male, Old Pavis townself, Age 50.

Selek the Wise is a Brown Elf and the son of a carpenter in the Garden of Old Pavis. Joining the High King Elf cult and raising his Elf Bow, he also joined a heavy cavalry unit and learned to fight and ride and lead warriors. Defending his home from attack and leading forays against those who would cut down trees, he rose in skill to become a Rune Lord and win the title of Wood Lord. Endeavoring to improve himself, he went Heroquesting and returned with the power of immunity to wooden items. No object that contains any wood will hurt him, but rather glances off harmlessly. He will kill only in self-defense except when faced with Undead, which he will exterminate. After twenty years of service as a Wood Lord, he was accepted into the Gardener Council as a Gardener Rune Priest with the status of Chief Priest. He has retired from active travel, spending his time guiding the Aldryami society and his own clan, of which he is the clan chieftain. From time to time he travels between Aldryami groves with a band of elven protectors to visit other Gardeners. He has kept himself in shape and is still a formidable fighter and a good tactician and is not adverse to combat if there is no easy way out. He is aloof to strangers but friendly to members of associated cults.

Elves

These are the Aldryami most often seen by other races. They are still tied to their forest in ways incomprehensible to other races. It is possible that certain trees must live for the elves to live. It is also possible that they are the mobile guardians and gardeners for the mysterious forest deities. Except in cases where their homes have been utterly devastated, elves do not migrate from their forests, although individuals seem free to come and go at will.

Elves with the proper POW (18+) automatically become priests of the Aldryami Rune cult, a combination of Earth and Fertility/Life Runes, modified by the Plant Form Rune. Those wishing to join other Fertility and Plant Form cults can go about it as humans do; with no restrictions as to race. Those wishing to join any other cults must take the usual reduction of CHA by 10 for being of another race.

Elves and other Aldryami might search underground to kill trolls and dwarves, their racial enemies, but will never live there.

STR 16 CON 16 SIZ 10 INT 23 POW 18
DEX 18 CHA 18 Move 9 HP 17 Defense 50%
Bonuses: Attack 35% Parry 20% Experience 30%

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

Weapon	Damage	Attk%	SR	Pts	Parr%
Elf bow	1D8+1	120%	0	10	80%
(C) 2H spear	1D10+1+1D4	120%	2	15	110%
(C) 1H spear RH	1D8+1+1D4	110%	3	15	100%
(C) 1H spear LH	1D8+1+1D4	100%	3	15	100%
(C) Javelin	1D10+1D2	120%	0	15	100%
(C) Bst sword RH	1D10+1+1D4	110%	4	20	100%
(C) Bst sword LH	1D10+1+1D4	100%	4	20	100%
(C) Dagger RH	2D4+2	90%	6	20	90%
(C) Med Shield LH	1D6+1D4	90%	6	12	110%

SPIRITS (POW/INT): Allied Spirit (bow) 20/14; Bound Spirits -Zebra 18/9, Hawk 14/12, Owl 16/10, Bat 18/8, Cat 13/13. Total POW (including Selek): 117.

SPELLS: (Selek) -Befuddle, Demoralize, Detect Life, Dispel Magic 2, Disruption, Extinguish, Healing 6, Lightwall, Multi-missile 4, Silence; (Allied Spirit) -Fanaticism, Invisibility, Light, Mind Speech 1, Mobility, Repair, Speedart, Vigor; (Hawk) -Fireblade, Food Song, Harmonize, Preserve Herbs, Spirit Binding; (Owl) -Bladesharp 4, Protection 4, Fire Arrow.

RUNE SPELLS: Arrow Trance, Catseye, Chameleon, Create Warrior of Wood 2, Cure All Disease 4, Gnome to Gargoyle, Heal Body, Recover Spirit 6, Shield 4, Speak to Beasts, Spell Teaching, Summon Medium Gnome, (One Use Spells - Divine Intervention 6).

SKILLS: (Knowledge 20%) Evaluate Treasure 100%, General Knowledge 25%, Find Cattle Food 25%, Find Water 100% First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 100%, Identify Animals 100%, Identify Animals 90%, Identify Minerals 90%, Find Food 100%, Tell Direction 100%; (Manipulation 35%) Map Making 80%, Climbing 100%, Hide Item 50%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 110%, Riding 100%, Disguise 40%, The Peaceful Cut 40%, Swimming 100%, Rowing 40%, Masonry 40%; (Stealth 25%) Camouflage 100%, Hide In Cover 100%, Move Quietly 110% (minus 20% for armor), Pick Pockets 30%; (Perception 20%) Listen 110%, Spot Hidden Items 115%, Spot Trap 100%, Taste Analysis 100%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; (other) Oratory 90%, Bargaining 50%.

LANGUAGES: (Speak/Read-Write) Aldryami 100%/100%, Tradetalk 100%/100%, Old Pavic 90%/75%, Draconic 90%/75%, Sartarite 90%/75%, Lunar 90%/75%, Praxian 90%/75%, Darktongue 90%/75%.

MAGIC ITEMS: POW 4 Spell Strengthening Crystal, POW 10 Power Storage Crystal, Amulet -Lightwall Matrix, Scroll - Knowledge +5% (in Old Pavic).

POTIONS: 4 doses Healing 14 salve, 4 doses Blade Venom POT 20 antidote, 4 doses Spider POT 20 antidote, 4 doses Wyvern POT 20 antidote, 4 doses Scorpion POT 20 antidote, 4 doses Poison Gas POT 20 antidote, 4 doses Mineral POT 20 antidote, 2 leaves Wasting Disease cure 75%, 2 leaves Brain Fever cure 75%, 2 leaves Soul Waste cure 75%, 2 leaves Creeping Chills cure 75%, 2 leaves Shakes cure 75%.

FINANCES: carries 30W, 100L, 25C and has 5000L banked. His gear is worth about 2400L and he has a ransom of 1 0,000L.

EQUIPMENT: a full set of fine copper armor; full helm, plate vambraces and greaves, chainmail hauberk and leather padding. All of the listed weapons are of copper or copper-bound wood. Selek also carries a leather back pack, basic kit and has saddle bags for his zebra. He has three extra javelins, too. ENC: 15 max/15 current.

GIFTS, GEASES, & CHAOTIC FEATURES: Selek may never eat meat, must always slay undead and may kill only in defense.

River of Cradles 10, 16
 River Traffic 60
 Rji Kaae 111
 Rohir Oaklimb 297
 Ronance 265
 Rone Sword 147
 Rubble 28
 Ruupar 196

S

Sabera Spiritrider 180
 Sable People 193
 Sable Riders 192
 Sables 53
 Sacred Ground 28
 Samuar Moonrider 194
 Sartar 28
 Sartar Bandits 195
 Scala's Lance 222
 Scarlet King 140
 Scarlet Scimitars 222
 Scorpion-Men 102
 Scouting the Land 67
 Selek the Wise 298
 Sergeant-Newtling Stifftail 79
 Serpent Dancers 66
 Serpent Guardians 259
 Setting 14
 Seven Great Magics of Prax 232
 Seven Mothers 269
 Shade 94
 Shamans 57
 Sheatiog 87
 Shiogan 87
 Shurath Whitetooth 186
 Silver Deer 271
 Skullbush 200
 Snake Staves 223
 Soul Winds 15
 Soup Bones 223
 Special Items Table 234
 Special Notes on the Pike 35
 Spell Storage Scrolls 223
 Spirit and Tribal Alliances 62
 Spirit Cults 57
 Spirit Magic 253
 Spirit Mountain 16
 Spirit Shrine 58
 Spirits of Air 289
 Spirits of Darkness 292
 Spirits of Fire 276
 Spirits of Pavis 274
 Spirits of the Paps 265
 Spirits of Water 61
 Srii Jak 110
 Star Witches 66
 Stone Branches 224
 Stone Tower 16, 71
 Storm Bull 257

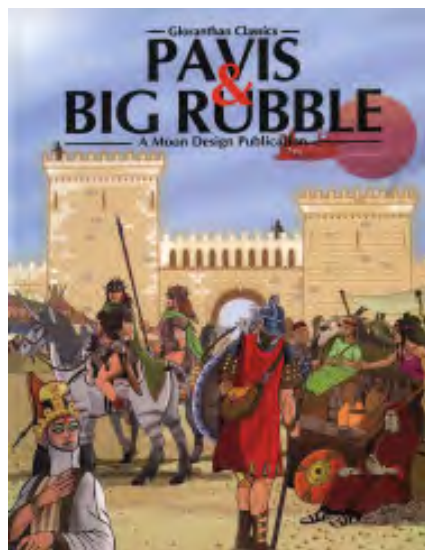
Storm Bull's Ear 225
 Styx Water 225
 Sulan's Scenic Paintings 232
 Summer Fertile Ground 28
 Summon River Horse 59
 Summon Traskar spell 60
 Sun Dome Templars 159
 Sun Dragon 268
 Sun Hawk 142
 Sunset Society 66
 Suranna 272
 Swords of Sharpness 226

T

Taboos 32
 Tada 9
 Tada's Cloak 204
 Tada's Cudgel 205
 Tada's Grisly Portions 203
 Tada's Mask 206
 Tada's Sandals 207
 Tada's Warriors 224
 Talkil One-Eye 164
 Tallin 273
 Tarnak "The Mayor" stats 82
 Temperature & Precipitation table 16
 Temple Newtlings 115
 Terms and Finances 21

The Eternal Battle 176
 The Saddle of Wantoo 221
 The Spirits of Pavis 274
 Thed 38
 Theft 23
 Third Age 10
 Three-Bean Circus 259
 Thunder Bird 142
 Thunderous Comb 226
 Tigers 52, 196
 Timeline 4
 Tin Compasses 226
 To Giantland 145
 Toothsome Gap 155
 Tora's Hammer 226
 Torture Chamber 90
 Trachodons 196
 Traskar Spirits 54
 Traskars 197
 Treasures of Glorantha 202
 Tribal Ancestors 256
 Tribal Khans 71
 Tribal Shamans 58
 Triceratops 54, 198
 Tusk Rider Patrol 83
 Tusk Riders 46, 55
 Tuskers 55
 Two Barbarians 63

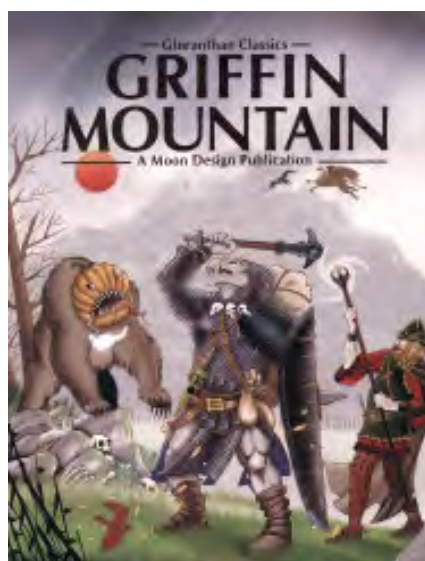




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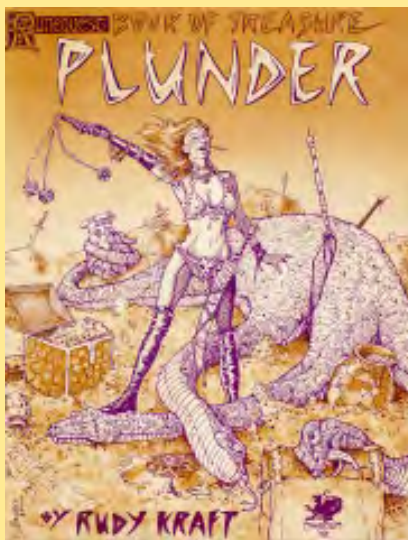


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