

# **BIG RUBBLE**

## Common **Knowledge** for the players



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# Where in the World?



APPROXIMATE SCALE:  
One Inch equals 400 miles



Winter ice pack

**Big Rubble**

HOMEWARD OCEAN

WHITE SEA

PENT

GEMERTLEA

FRONELA

PELORIA

RALIOS

AROLANIT

NELLIOMI SEA

VADELI ISLANDS

CHAOS WASTES

KETHAELA PRAX

SESHNELA

KRALORELA

FETHLON

TESHNON

# Common Knowledge

The Big Rubble is the name given to the area within the great walls of Old Pavis. They are made of immense slabs of rock, driven upright into the earth, with breaks for the river and three main gates. Ruined guardhouses sit at every gate, and parapets are atop the walls in many places.

The area within the walls covers around 25 square kilometers of ground. The land within the ruins can be divided loosely into four categories: Open, Ruin, Road, and Bridge.

## Open Land

Open land is held in common. Some areas close to human habitation are farmed or ranched. Most open areas are wild, with small game and occasional larger beasts.

## Ruins

The ruins of the Rubble are found in various stages of decrepitude, from nearly intact buildings with roofs and all walls to foundations only. There are many "buildings" in the Rubble that now consist mainly of underground cellars.

## Roads

Several permanent roads cross the Rubble. They are surfaced with fitted slabs, and are usually 5m wide, sloped from the center for effective drainage. They have resisted encroachment by plants everywhere except perhaps the Garden. In some spots, the road has been damaged through other sources. Barricades and blockades often litter the roadways. Compared to the land about them, they are open, clear, and the fastest travel routes through the Rubble.

## Bridges

These bridges sparkle in the sunlight, even when they are dry. They arch high over the river, but have gently sloped approaches, suitable for riding animals. The bridges are wide enough for four horsemen to ride abreast. The side rails are hip height.

## Rubble Areas

The Rubble is divided into five areas, each with its own particular characteristics. These five areas are Manside, Huntland, Troll Stronglands, Big Grazing, and the Garden.

## Big Grazing

This is mostly open land, comprising in full about a sixth of the area within the walls. It lies south of the river, between Manside and the Garden.

It is a neutral area, forming a buffer between the humans and the elves, but trolls are also often found there.

Big Grazing is considered to include Ogre Island, which is known to have a high population of ogres. A small ogre fort is rumored to be located on the highest part of the island.

A large hill, called Yelmadio Hill, is also located in the Big Grazing, rather too closely to the Garden for most adventurer's tastes. The Sun Dome Templars sometimes travel there, but are secretive about what they do. They haven't set up a temple there, for some unknown reason. There are some fairly intact ruins atop this hill.

The Devil's Playground is right smack in the middle of the Big Grazing. This area has no buildings or ruins, but is full of biting insects and twisted underbrush. The stories about this area conflict. Some adventurers claim that chaos monsters dwell underground there in force, and come out each night to revel and destroy. Others claim that any chaos there has long since evaporated, leaving only the plants and bugs. There are certainly no chaos monsters there in the daytime. Adventurers that have gone there at night sometimes get ambushed by human bandits from nearby areas.

The Dragonewt Temple is located in this area as well, and its residents patrol the area. They are wise to keep away from, as they are vicious, and care nothing for human life.

The sages claim that the Big Grazing was one of the centers of the old Robcradle city. The few ruins here do seem to have more than their share of ancient powerful artifacts.

## The Garden

The Garden fills the southwest corner of the Rubble. It is a burgeoning surplus of plant growth that sprawls over the city walls in every direction, stopped only by the river and Big Grazing. The elves stick to themselves and are only rarely met outside their Garden. However, they kill anyone they find in the Garden, except for those bearing special passes from

either the Yelmadio temple or the Lunar governor.

The Garden has all sorts of healing plants and valuable herbs, and adventurers persist in invading it for these items. One of the three old gates of the Rubble, Hippogriff Gate, is located here. Its ancient magics are said to keep elves away, so it is still good as a safe way into the Garden.

## Huntland

This includes all the area north of the river and east of Temple Hill, except for Zebra Fort. Despite its size, Huntland holds only a few kernels of civilized settlements.

Humans and trolls both hunt here. The Griffin Gate entrance to the Rubble opens onto the Huntlands. There are plenty of ruins near to the Gate, and some maintain a reputation as the most dangerous underground places in the Rubble.

The Blind King's Hill is a grass-covered prominence speckled with ruins. The entire hill was once a single enormous palace. A great castle, nearly intact, sits on one side.

The North Quarry, a large open-pit hole filled with water is in the north corner of the Huntlands. The Flintnail Temple, which is inhabited by civic dwarfs, is here. Many bandit families lurk in the ruins spotting the area.

The Puzzle Canal, a bizarre spot about which little is known, is also in Huntlands. The most successful expeditions to this region go by boat, through the entrance to the river.

The Salt Mines are at the south part of the Huntlands, near troll territory. A renegade clan of humans share the mines with a group of trolls. Neither band is trustworthy, but if salt could be taken from the mines without their permission, there would be plenty of folk willing to trade for it.

## Manside

Here men have always lived. The temple of Pavis is located here, and it is the safest part of the city for humans.

There are several major portions of this area. Downtown is a place of ruins with few humans. Real City is the most intact part of the city, and inhabited by many humans and a few dwarfs. The city's ruler is called Gomoranx the Wise. It is the nearest

# Yelorna the Starbringer

## MYTHOS AND HISTORY

Yelorna is the daughter of Yelm the sungod and of Ernalda, whom Yelm and Orlanth fought over. She took mostly after her father. During the remains of the Golden Age following her birth, Yelorna's comrades were her brothers Splendid Yamsur and Yelmatio. Although she was courted by several gods, she refused all, and remained free from all ties. As the Gods War began, Yelorna could not stand by. When the Light went out with Yelm's death, Yelorna remained on the surface as one of the sparks to endure after the sun's glory had gone down. She fought by Yelmatio's side and witnessed Yamsur's death. When Zorak Zoran wounded her brother, she set out on twin missions to prepare for the light's return and to avenge her kin.

She began a battle with the children of dread Xentha, the night sky. To aid in this struggle, she brought Pole Star and some of his children to the world through the upper sky, with the blessing of Dayzatar. For bringing these gods into the battle, she obtained the sobriquet of "Starbringer." At one point, Chalana Arroy healed her of several wounds suffered while Yelorna sought the Meteor Bow. This bow eventually became her main arm. She used it to hurl fiery missiles at Argan Argar in an epic struggle, but was badly beaten and almost extinguished by that son of Night. She escaped, but was weakened.

When chaos finally overwhelmed the universe, Yelorna battled that greatest evil. To save the world and herself, she entered into the Great Compromise, and admitted the dark's right to exist. Thus, she joined with Yelmatio and the stars of heaven as they greeted the return of Yelm at the Dawning.

A "Light in the Darkness", the Yelorna cult has never been large, but had some friends among the sun-worshippers of the Dara Happan empire; foes of the First Council. They brought her worship to Prax, where it became popular among the amazons of the Unicorn tribe. In the Second Age, the cult members joined those of Yelmatio and the elves in great wars against dwarf armies. Her cult was smashed and scattered during the victories of Arkat against the Broken Council, and the Dark Empire that followed Arkat extinguished the Yelornan cult everywhere west of the Rockwoods.

Her cult opposed the Jrusteli at times, and suffered in the Dragonkill War. Since that time, the cult has been even smaller and more scattered. In the Dragon Pass and Prax areas, it has survived among the Unicorn Women. As the time of the Hero Wars draws near, sun women from many parts of Glorantha have joined Yelornan warbands. A temple is now established in the Pavis Rubble, supplemented by some Yelornan Unicorn Women.

Yelorna is part of the Yelm group of cults. After death, they are brought by Yelm to the halls of Eternal Light, where they find their final contentment. Cultists believe that final contentment must be accomplished through lifetimes of striving, and even devoted worshippers may have to return several times to accomplish permanent blessedness. Yelorna is loathe to act against death, but tolerate resurrection. However, they are not as free with it as are other Yelmic cults.

Ideally, the dead of this cult are carried in a silent torchlight procession to an open field on the first starlit

night after death, arriving at the site just before midnight. The body is placed on a bier and the priestess performs a short service. At exactly midnight, the bier is lit by a firearrow and the body is burned with as smokeless a fire as possible. The mourners sit in a circle around the bier, watching it and the stars in silence. Just before dawn, the procession returns from the ceremony, again carrying lit torches, then proceeding to the temple. It is customary for the cultists to gather together on the following day, feasting and telling religious stories, but this is not required. In practice, since many members of this cult die in battle, not all members receive the full burial service. When a large number of cultists are dead, the bodies are burned where they lay. On the first convenient night, an effigy representing all those that had died is carried to an appropriate field and burned with full cult ceremony.

The cult is connected with the Runes of Sky and Death.

## NATURE OF THE CULT

This cult is for female warriors, providing them with a place in a predominantly male field. It is really the only war god tolerated under the Yelm hierarchy in which the majority of members are female. This cult is small everywhere; only among the Unicorn Women does it have any influence. In normal Yelm-type societies it is often the subject of jokes, although it is tolerated in those areas needing and permitting female warriors. Generally, males that do not know better consider it worthless, and most will not hire Yelornans as mercenaries, though units of Yelornan troops are part of the regular army in parts of Dara Happa. This general distaste is especially true in areas of storm worship, as in Dragon Pass.

The members of this cult return this disdain and are secretive about themselves. They defend themselves at all times, and become vocal, even violent, about infringement of their rights, real or perceived. Although aloof, they will gladly fight or duel any who question their abilities as warriors. They often loudly propound women's rights, though individuals of the cult may have scorn for women in particular who seem to be voluntarily subservient.

This cult is hostile to all Darkness cults, but usually maintains a truce with all but Zorak Zoran and Argan Argar, with whom it has had intense clashes since the Dark times. The cult also feuds mildly with the Lunar cult, which cultists claim stole the metal silver from them. The Yelornans say silver is the "gold of the night" and is the color of their light. The Lunars laugh at this, but this rivalry is partly responsible for a decline of the cult in its homeland: Lunar-dominated Dara Happa, and for the secretive nature of the cult in Prax and Dragon Pass (where it survives around the Sun Dome temples).

Yelornans do not care for storm or air gods, especially Storm Bull, rival warrior of Prax. They tolerate Orlanth because they must, and because Orlanth restored Yelm to heaven. They are friendly with Chalana Arroy, and individual cultists also often like Humakt, with whom they share many ideals.

Because of old friendship and aid, the cult is on fairly good terms with elves, and is almost as popular with female

## Cult of Yelorna

elven warriors as is the cult of Yelmalio. The cult also has close ties with Yelmalio, Pole Star, and a few other sky cults, but not necessarily others.

### ORGANIZATION

Since the cult is so scattered and small, there is almost no contact between temples. Any meeting is cause for joyful celebration, with the senior priestess presiding. Yelornan cultists move easily from one temple to another (if one can be found). Yelornans are usually welcome at all Yelmalio temples, and thus, indirectly in those of Aldrya, whose temples often have shrines to Yelmalio.

A high priestess heads each temple or group of Yelorna worshipers. Under this priestess, the organization varies but usually (as in Pavis) she has three deputies. Her deputies are preferably Rune level, but in initiates are often substituted when no Runemasters are available. One of the three deputies commands the Shield Maidens and is temple Chief of Staff. The second commands the Unicorn Riders and coordinates temple logistics. The third commands adventurers and wanderers among the cult, and is responsible for other external affairs. The most senior Star priestess is always the high priestess, and makes appointments and can change other positions within the temple.

This cult has no major center of power, although it has holy places where Yelorna performed deeds in the God-time. Of these, the most famous are the Daytime Woods on the borders of Dagori Inkarth, where Yelorna confronted Zorak Zoran. But there are no altars to her there. Many of the sites holy to Yelmalio are also holy to Yelorna, including the Hill of Gold.

Holy days are held on the Firedays of Death week each season, with the high holy day occurring on the holy day of Dark season — the day Yelorna began her battling.

### LAY MEMBERSHIP

Lay membership is unrestricted to females of the human and Aldryami races. Females from any race untainted by chaos or Darkness, except for dwarfs and dragonewts, may join by passing a test. Males must pass this same test. This test is abstracted as rolling (STR+CHA) x 2 or less on D100. Males must subtract 10 from CHA for this test. Few males attempt to join the cult.

Lay members are expected to attend services every holy day and sacrifice a point of power. They should tithe 10% of their current funds every holy day. Occasional failure to perform these acts is tolerated, and even forgiven if there was cause, but persistent failure can bring expulsion from the cult.

Lay members must swear to uphold the cult ideals, aid other members of the same temple whenever possible, never to shirk a fair fight for a good cause, never to befriend Darkness or chaos, and never to reveal cult secrets. Failure to keep these vows results in expulsion. All lay members must have permission from their high priestess to marry. Beards and mustaches are forbidden for male cultists. Lay members are always supported in any fight by other available temple members. By tithing 10% of her total earnings (as opposed to ready cash), a lay member can receive room and board from the temple when available (usually by staying with another member). Healing of wounds suffered during the course of duty is provided.

The cult teaches the following skills to lay members: any Spear, any Bow (except crossbow), Thrown Dagger, Dagger, Javelin, Small Shield, Kick, Shortsword, Dart, Thrown Rock, Sling, Ride, Oratory, Track, Spot Trap, Evaluate Treasure, Climb, Camouflage, and Swim.

The cult prohibits members from learning any more of these skills: any Hammer or Axe, any Mace, Maul, Sickle, Scimitar, or Pick Pockets.

Yelornan cult members can purchase Ignite, Multimissile, and Speedart. Dullblade is twice normal price, and Bludgeon, Darkwall, and Extinguish are prohibited.

### INITIATE MEMBERSHIP

Lay members that have served with distinction for at least a year may be invited to become initiates. They must pass a test abstracted as the average of POW+CHA times 5 or less on D100. Those that are not female humans or female Aldryami subtract 10 from their Charisma for this test.

Initiates must sacrifice 2 points of Power on holy days, and tithe 10% of all their income to the temple. They must come to the aid of their temple or any of its members if called, and must follow lay member restrictions without fail. An initiate may not marry, and must break any marriage vows taken before initiation.

An initiate can usually count on room and board from other members of the temple. The temple will usually try to rescue an initiate held for ransom, endeavoring to raise ransom money only if rescue seems hopeless.

Initiates can learn the following skills at half price: one-handed Spear, any Bow (except crossbow), Thrown Dagger, Javelin, Small Shield, Ride, Oratory, and Track. They may learn the following spells at half price as well: Ignite, Multimissile, Speedart, Detect Gold, Detect Silver, and Light. All lay member restrictions remain. Initiates may sacrifice Power for single uses of Rune spells, obtaining any of the Yelorna special cult magic. They may not obtain associate cult spells. Additionally, initiates may join special cult organizations if they meet the requirements. Those who do so obtain all the benefits and restrictions above in addition to those of the special organization. Initiates who do not join are termed "Wanderer," are treated as adventurers, have their own leader within the temple, and have no special stigma, as well as no special glory.

### Unicorn Riders

The Unicorn Riders are the cavalry of the temple. To become a Unicorn Rider, an initiate must have a 90% skill in Unicorn Riding, be a virgin pledged to celibacy, and must obtain her own unicorn. Obtaining a unicorn usually involves a quest: the high priestess may give her counsel and her friends may aid her, but in the end the candidate must attract the unicorn alone. Unicorn Riders will teach the skill of Ride Unicorn (at 50/250/500/EXP to cultists) to other initiates that otherwise meet the minimum requirements for Unicorn Riders. Unicorn Riders must spend two seasons, always including Dark season, with their temple, as well as Sacred Time. At any other time, a leave of absence must be obtained from the Commander of the riders, and the high priestess. In exceptional cases, leaves are given for longer periods.

A Unicorn Rider is equipped by the temple with weapons and armor appropriate to her stature and the needs of the temple: usually a lance, a missile weapon, and possibly a shield or shortsword. She may learn the following skills up to 40% for free, and at half price thereafter: Lance, one-handed Spear, Shortsword, Dart, Sling, Camouflage, and Evaluate Treasure. She may also learn Kushile Archery. Unicorn Riders may purchase the spells of Firearrow, Lightwall and Shimmer at half price.

## Shield Maidens

Shield Maidens are the personal bodyguards of the high priestess. To become a Shield Maiden, an initiate must be at least 90% in one-handed Spear, pass a test abstracted as the sum of her STR, CON, POW, and DEX or less on a D100 roll, and swear to die rather than to let harm come to the high priestess. It is considered a great shame to allow that to happen; in the past some Shield Maidens have been expelled or have committed suicide as the result such an event.

Shield Maidens are equipped by the temple with the heaviest possible armor (within reason), an appropriate spear, and possibly a shortsword or missile weapon (usually a javelin). A Shield Maiden may learn the following skills up to 40% for free, and at half price beyond that: one-handed Spear, two-handed Spear, Shortsword, Sling, Javelin, Dart, Large Shield, Spot Traps, and Climb. Shield Maidens may also learn the following battle magic spells at half normal cost: Bladesharp, Glamour, and Lantern (as per Yelmalo).

Shield Maidens never leave their high priestess unless commanded to do so. On special occasions leave may be granted by their commander and by the high priestess. Shield Maidens need not remain absolutely celibate, but may not marry. Shield Maidens are usually chosen for positions of authority within the temple, and make up the leaders of the cult.

## STAR LADIES (RUNE LADY MEMBERSHIP)

Star Ladies are fighting warriors specializing in missile weapons and the sky-weapon, the spear. They are often called battle maidens or "gray death" by those who fear them. They must tithe 90% of income to the temple.

A candidate for Star Lady must have been a loyal initiate for three years. They must have 90% in any Spear attack, any missile weapon, and one other weapon (which may be another missile weapon or spear). They may choose their other two skills from the following: any cult weapon, Ride Unicorn, Track, Camouflage, Hide in Cover, Move Quietly, Climb. The candidate must also know three of the four following battle magic spells: Ignite, Light, Lightwall, and Healing. She must be either human or Aldryami, and must have a POW of 15+. She must convince the examiners by a test abstracted as rolling the average of (CHA + STR + DEX) times 5 or less on D100. Male applicants must subtract 10 from charisma.

A Star Lady of Yelorna may marry if she wishes, unless she is a Unicorn Rider or Shield Maiden, but may only marry an Earth or Sky priest, and may only marry once in her lifetime. She may keep her husband if she is already married, and if he is at least an initiate in an Earth or Sky cult. If he has not become a priest in his cult by the time of 2 years after the Star Lady's ascension to her status, they are divorced, and she may not marry again. Star Ladies always carry a spear in public, always wear gray, pale yellow, and/or silver, and must own a bejeweled bow. This last requirement is sometimes met by a small bow-shaped piece of jewelry, and only the most literal Star Ladies carry about a functional bow studded with gems. Star Ladies must aid and protect all Chalana Arroy healers, Earth cultists, and women in peril. They may not show mercy to Darkness creatures, but may never torture humans or elves. They must spend as much time under the night stars as they do under sunlight, and follow all the restrictions of initiates.

Star Ladies receive the customary benefits of Rune lords, including iron armor if it is available; usually she must go seeking for it. Those who are not single, may be

divorced and ritually purified, regaining the status of virgin, and obtain a unicorn as would a Unicorn Rider. She receives the greatest respect from her cult, and will be welcomed by friendly cultists everywhere.

## STAR MAIDENS (RUNE PRIESTESSHOOD)

The great majority of Yelorna's priestesses (called Star Maidens) are female. Except for the high priestess, Star Ladies are considered more important than Star Maidens: priestesses are encouraged to become Star Ladies as well, being then known as Star Priestesses.

Only human and Aldryami men and women may become Star Maidens. Candidates must have a POW of 18+, the ability to read and write at 80%, know a cult battle magic spell, and have one weapon skill above 90%. Each candidate must pass a test, abstracted as a roll equal to or less than POWx4 on D100. Males must roll POWx2 or less. This test may be attempted once per season.

Star Maidens must remain celibate after attaining their status. Non-virgin Star Maidens may not undergo the ritual purification of Star Ladies to obtain Unicorns until they become a Star Lady themselves. Star Maidens may never cut their hair, must always wear clean clothes, and said clothes may be only of gray, silver, or pale yellow colors. They can have jewelry only of gold, silver, or copper.

All Dex-based skills, except for cult weapons, Ride Unicorn, Camouflage, Hide in Cover, Move Quietly, and Climb drop to a maximum of DEXx5 or less.

Yelorna priestesses have access to all 1-point spells except for Warding, as well as Dismiss Elemental II, Multi-spell II, and Vision. They may summon small salamanders for their elementals.

They also receive the following special Rune spells:

**SHOOTING STAR:** *1-point spell, Duration until fired, Range touch, reusable, stackable*

This spell must be cast upon an arrow. When that arrow is fired, it leaves a glowing trail behind it, and acts as a combination Firearrow and Multimissile 1. Each additional spell stacked onto the first adds 2 more missiles. All missiles must be targeted against the same opponent.

**SILVER TRACK:** *1-point spell, duration 8 hours, range self, reusable, non-stackable*

This gives the ability to track magically. The tracker's movement while tracking this way is 12 on clear nights, 8 if at least one star is visible, and 0 if no stars are visible. The trail glows with a silvery glitter to the tracker. It allows the tracker to double his Track skill. It must be cast upon a specific trail, and only that trail will shine.

**STAR WARDS:** *1-point spell, duration indefinite, Range special, reusable, stackable to 4 points*

This spell resembles Warding. Instead of rods, it uses six pieces of smooth silver. Damage done to incoming enemies is 1D3 per point of spell, and each point also acts as 1 point of Shimmer against incoming missile fire.

## SUBSERVIENT CULTS

### Spirit of Reprisal: Fire Furies

Those breaking cult vows are pursued by fiery winged creatures. They appear at moments of great stress to the victim, and fire small darts (with an 80% chance to hit) at the character. These darts each do 1D6 points of damage and drain a point of temporary power. The number of fire furies appearing and how long they pursue their victim depends upon the offense of the victim.

## Cult of Yelorna

### The Labrys

Every temple has a large, non-functional, bejeweled, silver labrys – a ceremonial double axe. Contained in this axe is the spirit of the temple, which has a Power of 21+. It acts as a guardian spirit for the temple. The spirit's Power varies, but is greater for larger temples. Loss of the labrys is the greatest shame possible. All members must seek its recovery or die trying, and this must be done at the expense of everything else. Destruction of the labrys and its spirit causes the dissolution of the temple, and cause any survivors to be pursued by Fire Furies until they have avenged the loss.

### ASSOCIATED CULTS

#### Yelmalio

From her half-brother, whom she supported in many great battles, Yelorna has learned a spell and a skill. In return, Yelorna cultists are generally bound to obey the orders of Yelmalio Light Priests, and Yelmalio's cult can command the Yelorna cult in dire emergency.

**CATSEYE:** *1-point spell, duration 12 hours, range 160m, reusable, non-stackable*

Affects the recipient's eyes so that she can see by any available light. This is darksense. If there is complete absence of light, she will be unable to see. However, the light from a single dim spark or star allows her to see for the range of the spell. Eyes under this spell reflect light like those of a cat.

**KUSCHILE ARCHERY:** This ancient cult marks the hero who knew Riding and established the special art of shooting the bow from animalback. Archers who have studied this skill must carry yellow-fletched arrows. Successfully using this skill allows the character her normal archery chance from horseback, regardless of riding ability. This skill costs half as much as riding. Those who learn this skill must also join the cult of Yelmalio as a lay member.

#### Aldrya

Yelorna has always been friendly to elves, and has always been foes of their foes, so her distant relative teaches Yelorna cultists her special battle magic spell of Food Song for 500L.

### MISCELLANEOUS NOTES

#### Food Policy

It is customary in the cult to use Food Song before eating any plant food, as a sign of respect to Aldryami representatives and friends. The Unicorn Women tribe of Prax, which contains many Yelornans, hunts their own meat; many are noted hunters. Because of the need to spend time under the stars, many Star Ladies prefer to do their hunting by night.

#### Special Customs

Unlike Yelmalio, Yelorna accepts all types of monies, except for bolgs. The cult mints its own silver coinage, called "stars" and persists in calling even Lunars "stars". This cult can refine (and Runemasters can handle) gold and silver, as well as iron (for non-Aldryami members). Silver or gold armor is very popular when iron is unavailable or unusable. Many rich Star Ladies have a ceremonial set of silver or golden armor.

Yelornans are very jealous of their right to wear silver, and some of them object to Lunars wearing silver as a symbol of their religion and element. Yelornans always wear something made of silver.

Yelornans that have become members of the cult of Aldrya as well, and have reached the status of initiate or higher can, once they have met other requirements for Wood Lord, learn the spell of Extinguish.

#### Familiars

Allied spirits are sometimes housed in weapons or armor, but the preferred location is in a bird familiar, usually a nighthawk, though sometimes a vrok is obtained from Yelmalio cultists.

#### The Cult Axes, and the Labrys

The labrys is a remnant of Yelorna's earth connection; when she first gained the power of Death, it was from the Sacred Axe of the Elves. This gives the cult an unusual relationship with axes. As first weapon, it takes the form of the labrys, but it is not a Sky weapon, so its use is not generally encouraged among the cult. Generally, the cult claims that the axe is too sacred a weapon for most cultists.

#### The Cult in Pavis

In 1610, the temple of Yelorna in Pavis had about 100 members: a high priestess, a Star Maiden commanding the Shield Maidens, two Star Ladies (commanding respectively the Unicorn Riders and the Wanderers), about six Shield Maidens, 15 Unicorn Riders (mostly from the Unicorn tribe), 25 Wanderers, and 50 lay members.



thing to a true town anywhere inside the Rubble. Oldtown is a bunch of ruins clustered along the river. Smalltown is a strange cluster of buildings, evidently built for dwarfs, though now inhabited by some humans and bandits. Real City, Downtown, Oldtown, and Smalltown are collectively called the Main Ruins.

The Twin Hills are a landmark here, and Mani's Fort is atop one of them. The Mani tribe is a major clan of Pavis, and are good people.

Zebra Fort is here, too, and part of it extends across the river. The Zebra Riders are basically bandits gone and charge grossly exorbitant tolls to use their bridge. However, they are many and strong, and should not be crossed. The Zebra Pens near the city of New Pavis hold much more civilized Zebra Riders.

### Troll Stronglands

The trolls own the largest section of the Rubble. They are divided into clans, of which four are greater than the rest and are called the Four Great Clans. The Rubble trolls have a long history of wars with humans, but can sometimes be befriended. Nobody has ever seen or heard of a mistress race troll in these parts.

The trolls control Temple Hill, a major adventuring site. Temple Hill has a lot of different ancient temples atop it, of which only the troll temples are operative. A troll fort covers part of the hill, and must be avoided, but the temples are worthwhile areas.

The famed Troll Bridge is at the edge of troll territory, right by the Garden. The trolls here are quite deadly, as many adventurers can attest (those that survived), but can be bought off sometimes. On rare occasions, elves are found here instead of trolls. Perhaps they take turns manning the bridge?

### Known Inhabitants, by Area

By listening to stories from old adventurers and questioning at appropriate times, even the most obtuse adventurers can learn what types of creatures can be expected to be encountered in different parts of the Rubble.

Manside holds mostly civilized humans, but parts of this section are a little wild, and dangerous bandits, or raiding broos can be met. Dwarfs live here, too, mostly visiting from Dwarfside in New Pavis, or from the Flintnail Fort.

The Troll Stronglands are full of troll of every sort. Bandits and adven-

turers sometimes raid here, and so do broos, but trolls speedily kick them out again. The trolls are disorganized, and some parts of their lands are carefully patrolled by armed dark trolls, while other parts seem to be left to their own devices, with only an occasional trollkin gang scavenging likely to be met by adventurers.

The Garden, naturally, has elves and their kin Aldryami. Trolls raid here often enough to be noted.

The Big Grazing, as a neutral ground, has had bandits, nomads, trolls, elves, ogres from Ogre Island, broos in force, dragonsnails — possibly from the Devil's Playground, a few baboons, gargoyles, and newtlings from the marsh by Ogre Island all met by different adventurers. Quite an array.

Huntland has bandits, nomads, trolls, dwarfs from the North Quarry, ogres, the everpresent broos, gorp, dragonsnails, a few jack o'bears, vampires, baboons, and gargoyles. It is a plenty dangerous spot.

Lunars patrol in all the areas except for the Troll Stronglands and the Garden. Townspeople live everywhere except the Troll Stronglands and the Garden. All but the most hardened adventurers or bandits frown on attacking or robbing peaceable humans. Bandits or nomads are a different story, of course, and are one of the prime enemies of the Rubble.

The nastiest broos are found in the Huntlands. A notorious elf bandit roams the Big Grazing, but nobody has ever seen him. There is supposed to be an intelligent walktapus somewhere in the Rubble. Mermaids have been seen in the Puzzle Canal. Duck and centaur vampires have both been reported operating out of the Blind King's Hill. Plants capable of moving by themselves and strangling intruders are known to live in the Garden. There are unicorns in the Rubble, but all are owned by the tiny Yelorna cult of man-hating amazons. A jack o'bear Rune priest is supposed to live in the Huntlands. All the preceding rumors may be believed or not, as one desires — most adventurers have heard them.

### Why People Go To the Rubble

Some specific treasures known to have either been found in the Rubble, or believed to stay there follow.

A mighty artifact in or near the Devil's Playground gave great power to chaos monsters there during the Closing. It is still sought by trolls and humans both.

The Pavis Old Mint is intact as an example of an item taken from a giant's cradle. It makes perfect coins, and various ruffians and bandit gangs frequently take it over to make themselves some hard cash.

The Puzzle Canal is widely believed to have been made to house some wonderful item or group of items taken by the God-Learners. There are many speculations as to why this item or group of items needed to be guarded by water.

A Holy Place to Cacodemon on Ogre Island holds loot taken from the thousands of victims eaten by the ogres living there over the centuries.

The trolls have gathered many potent magical items and taken much treasure over the years they have been raiding the rest of the city. Almost every tiny troll clan has at least one magic item from centuries past. The strongest clans (the Four Great Clans) have many such items.

The elves have their magic plants, and other plants usable as spices, decoration, and even one plant that grows gems and jewelry on its stalks! There must also be some artifact that keeps the Garden green all the way up to the top of Green Hill.

In Manside is a magic museum, which contains several magic artworks at times. Some adventurers know its location and visit it regularly. The North Quarry contains the remnants of the giant statue that conquered the city for Pavis. His organs became gems of rare quality. The Eyestones are located in the Pavis temple, and loyal Pavic cultists have seen them. The Heartstone, Kidneystones, and Liverstones are held by different gangs and forces, but many organ stones wait discovery. Some of these organs may still be within the North Quarry.

### How to Get There

There are nine known ways of entering the Rubble: from New Pavis, from the northwest along the river, from the southeast along the river, through Wyvern Gate, through Hippogriff Gate, over the Garden wall, through the Troll Break, through Griffin Gate, or over a wall.

New Pavis has one public gate, one government gate, and at least one known tunnel under the walls. Everyone believes that the dwarfs have a secret tunnel to their Flintnail Temple. Entry via these routes are watched by Lunar guards and clerks. These guards and clerks are often recalcitrant and harass adventurers until bribed heavily.



The river provides the easiest entry into the Rubble. Regular river traffic sails up and down the river in all seasons. Fishermen provide one-way transport to passengers going into the Rubble, and can sometimes be hailed from the shore to carry people out as well. Lunar authorities patrol by boat to receive all due exit fees and forms.

Wyvern Gate is a smashed ruin. Guards from the private escort services hang around here, eager to sell their services. Lunar patrols are frequent here, and protect the inhabitants from adventurers and bandits.

Hippogriff Gate is so clogged by vegetation that it is impassable to mounts. Within the old gatehouse lurk elves, who can send out special spirits against their foes.

It is as easy to climb over the Garden wall as it is to brave Hippogriff Gate. The vines, creepers, and tree trunks against the wall sometimes reach a depth of several meters.

The Troll Break is the largest single entry into the Rubble. It is patrolled sporadically and irregularly by the trolls. Trading takes place at the break for, by troll decree, only there may

merchants find the neutrality necessary for their trade. The Adventurers' Free Guard is available for those who wish to go through the break in relative safety.

Griffin Gate still has its guardhouse intact. It is less often patrolled by either the Lunars or the private escort services. However, getting to Griffin Gate involves passing through unfriendly Vulture's Country.

The walls all over the Rubble could theoretically be climbed, but only the desperate or expert climbers ever make the attempt.

# Using the Rubble Forms

On several pages of this book you will find printed three forms: the *Master Expedition Form*, the *Freelance Adventurer License*, and the *Freelance Adventurer Registration Form*. These forms are used at several points throughout the *Big Rubble* and *Pavis* adventures.

In an attempt to pacify the boisterous and sometimes destructive adventurers who frequent the frontier town of New Pavis and the vast, betreaured ruin of the Rubble, the Lunar bureaucracy established a system of adventurer registration which they enforce to the utmost.

## MASTER EXPEDITION FORM

The Master Expedition Form must be completed in triplicate whenever a party of adventurers enters the Rubble. One copy remains at the issuing gate, a copy is sent to the main city offices, and one copy must be carried by the party leader.

## FREELANCE ADVENTURER LICENSE

The Freelance Adventurer License must be obtained as soon as possible whenever entering the city of Pavis or the ruin of the Big Rubble. These licenses may be obtained at any city or Rubble gate that is still in operation. The Adventurer License must be carried on the holder's person at all times (see *Penalties*, below).

## FREELANCE ADVENTURER REGISTRATION FORM

In order to qualify for an Adventure License, the Freelance Adventurer Registration Form must be filled out. This form will be kept by the gate office in their files, and it must be renewed each Sacred Time or the license will be revoked.

## EXCLUSIONS AND PRIVILEGES

Certain types of adventurers will not be issued licenses. Known felons will either be arrested or expelled from the city. Broos, Thanatari, Maliant, known associates of Black Fang, Zorak Zorani, or humans who go to extremes in their worship of chaos can not be licensed. Because there are so many, Orlanthi are currently allowed to be licensed. However, once the Cradle scenario (presented in the *Pavis* campaign) is completed, no new adventurer licenses will be issued until the new Governor of Prax arrives. This could provide interesting possibilities for treasure-hungry adventurers and innovative gamemasters.

Carrying an adventurer license entitles the bearer to certain privileges (in addition to freedom from the penalties for not carrying it listed below).

Adventurers may walk the streets of New Pavis without harassment from the Lunar guard as long as all of the laws of the Empire are obeyed.

Licensed adventurers will be allowed into the Rubble through established gates for the purpose of exploration, and they will be allowed to retain all goods and valuables found therein (less a 10% exit fee).

Adventurer insurance can also be obtained by licensees for an additional fee of 10% (50L minimum) of the appraised value of all the adventurer's goods. The gate guards will see that all of the insured adventurers' valuables are either given to his or her declared heir (if the heir lives within the city of New Pavis), or to hold those valuables until a specified heir comes to claim them.

Licensed adventurers can ask for and possibly receive aid from the gate guards if a clear danger to the safety of the citizens of New Pavis arises. Of course, if the danger is the result of the adventurers' provocative actions, then reasonable costs may be assessed against the provocators.

Finally, through the licensing system, adventurers may establish legal ownership of valuables. This provides a degree of security for the legal owners of magical weapons, armor, or artifacts.

A further note about the adventurer license — wise adventurers will be sure to register themselves at all of the gate offices of the city and the Rubble. This saves them considerable time when passing through the gates. The gate guards will detain all adventurers until their messenger finds the registration form. If this form is at another gate, the wait could be quite lengthy: all gates have notoriously poor overnight accommodations. Registering at all of the Rubble gates ensures a refuge from the terrors of the Rubble.

## PENALTIES

Penalties for not filling out or carrying these forms are severe. An unlicensed adventurer is an illegal adventurer. Captured illegal adventurers will be stripped of all weapons, armor, and valuables, and be expelled from the city. Illegal expeditions will be banned for life within the Rubble, for no gate guard will allow them to leave.



# FRIENDS OF PRAX



## MILITARY DISTRICT 47

Freelance Adventurer License

**GOOD FOR THE CITY OF PAVIS AND THE RUBBLE**

The bearer, . . . . ., is an adventurer registered and licensed with the Governor's Office at New Pavis, located on the River of Cradles in the land known as Prax. This license entitles the bearer to the following privileges: to legally enter and adventure within the Rubble of Old Pavis; to exit said Rubble through any approved gate, and to carry from the Rubble all goods and valuables fairly obtained there after paying their 10% Exit Fee; to be eligible to buy Adventurers' Insurance from any gate office; to request and receive assistance from the gate guard in times of need for a reasonable fee; and he can register his armor, weapons, magic, and other valuables with the Lunar authorities to establish legal ownership to assure their return in the event that they are lost.



—by the authority of Sor-Eel  
Governor of Prax

.....  
Authorizing Official

.....  
Date

### MILITARY DISTRICT 47 – THE CITY OF NEW PAVIS

Freelance Adventurer Registration Form

This form testifies that the person hereon described has registered in good faith with the Friends of Prax Military District as an:  Adventurer,  Mercenary,  Bodyguard,  Houseguard. He or she is entitled to bear arms in the pursuance of his or her duties.

Name of Registrant . . . . . Race . . . . . Sex . . . . .

Cult or Guild Affiliations: . . . . .

Name and address of Employer/Lord: . . . . .

Description of Registrant: Color Hair . . . . . Color Eyes . . . . . Height . . . . . Weight . . . . .

Date of birth . . . . . Province of birth . . . . .

Tribal affiliation . . . . . Are you a Lunar Citizen?  Yes,  No.

Heir . . . . . Are you a Lunar Initiate?  Yes,  No.

Registered armor, weapons, magic, or other valuables (please include a witnessed description of each registered item): . . . . .



—By the authority of Sor-Eel  
Governor of Prax

.....  
Registrant

.....  
Registering Official

.....  
Witness

.....  
Date

.....  
Witness



- ALL PRAISE THE CONQUERING MOON -

For official use only

- Approved
- Rejected
- Dangerous
- High Risk
- Special Attention
- Other

Form Number ..... Reception Office ..... Clerk .....

Date ..... Date of Entry ..... Date of Return.....

Please complete in triplicate

I. PARTY INFORMATION

Name

Affiliation

Expedition Leader: .....

Party Members: .....

.....

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.....

.....

.....

Magical items taken into Rubble: .....

Total currency taken into Rubble: .....

Special items taken into Rubble: .....

II. OBJECTIVE INFORMATION:

Intended geographical objective: .....

Probable races and temples to be encountered: .....

Specific objective of expedition (if any): .....

Please contact in case of emergency: .....

III. RESULT OF EXPEDITION (to be completed after return):

Declared worth of all moneys and other valuables obtained: .....

Declared magical or special items: .....

Actual time of return: .....

Map maker and skill (map attached): .....

IV. PERSONNEL INFORMATION

Names of all party members killed or maimed (use attached sheet if necessary): .....

.....

Declared value of money lost: .....

Magical and/or special items lost: .....

Items, areas, and beings of special interest encountered (give full details, use additional sheet if necessary): .....

I hereby swear, on fear of reprisal from (your god) ..... and through respect for the Red Goddess, that all of the above information is accurate and true. Any violations of this oath are punishable by imprisonment or death, pursuant to the Lunar Military Code: Section 5, Article 35.

Expedition Leader ..... Lunar Governor .....  
 Witness ..... Witness .....

# New Pavis

*showing the Rubble beyond*

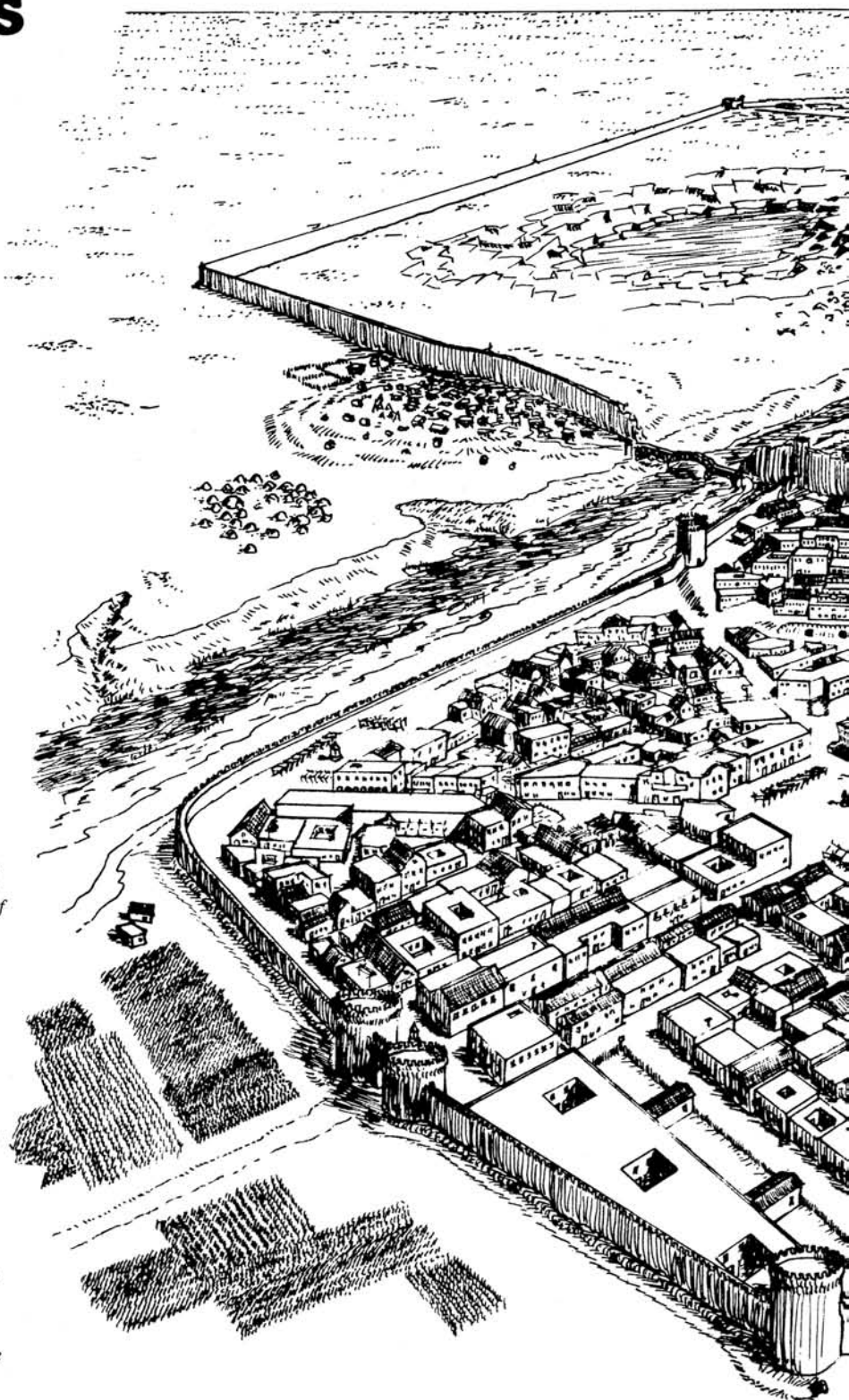
## A PAVIS PANORAMA

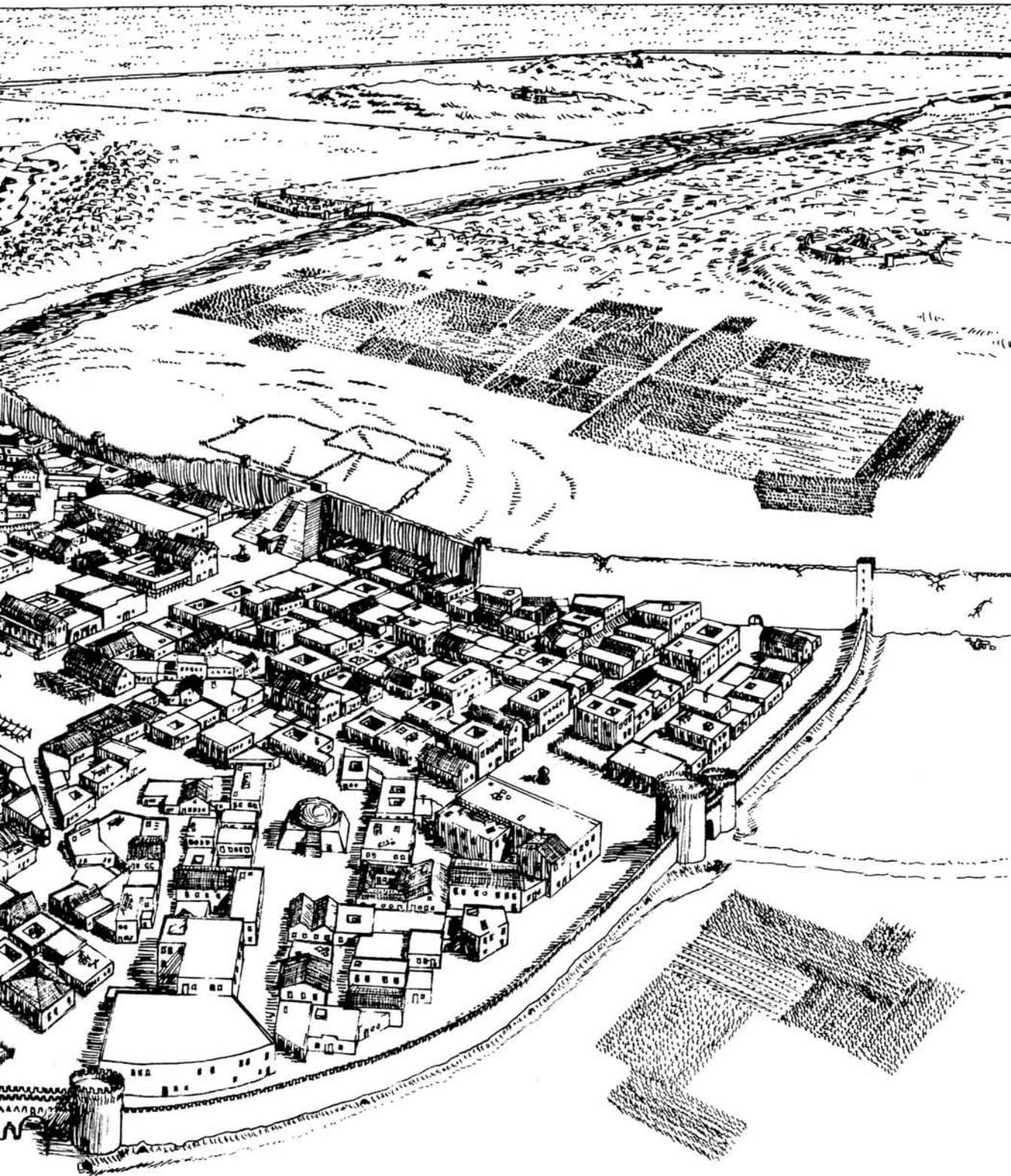
*Pavis is a city of contrasts. It is small, yet garrisoned by more soldiers per citizen than any other Lunar frontier town. A major troll population lives just down the Zola Fel river, yet Pavis relationships with the dark men are as good as you will find anywhere.*

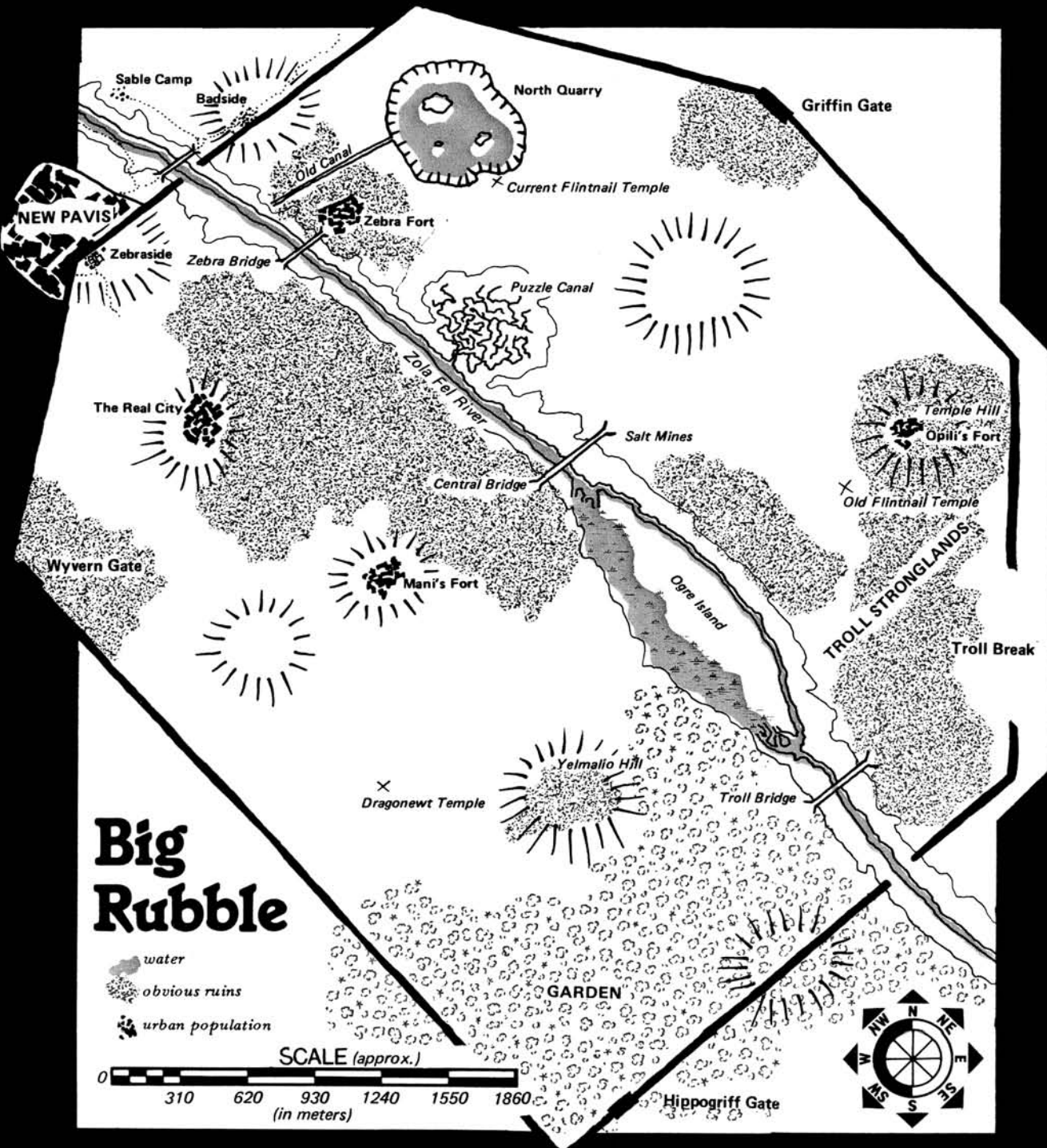
*The ruins of the Big Rubble are immense, cyclopean – still showing vestiges of the magnificent work of Pavis, the master-builder, while much of New Pavis consists of adobe and wattle shacks.*

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

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







# **BIG RUBBLE**

## **Guide** for the gamemaster



**A CHAOSIUM INC. Publication**







# BIG RUBBLE

## Guide for the gamemaster

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

By

GREG STAFFORD and STEVE PERRIN

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Garden Guardians – MARK LUKENS

Additional Troll Material – GORDON MONSON

Editing, Art Direction – LYNN WILLIS

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Additional Editing, Typesetting – SANDY PETERSEN

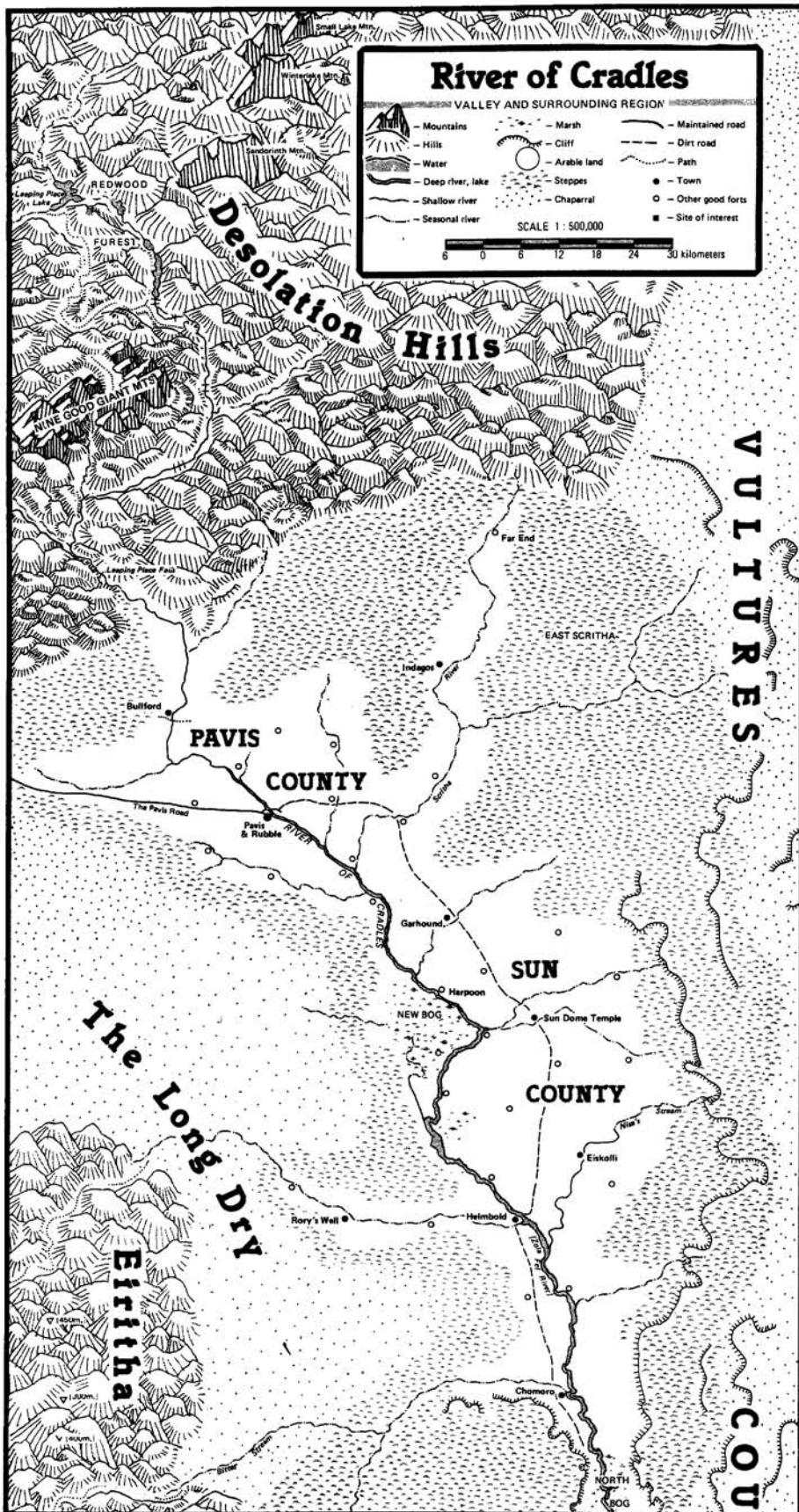
Illustrations – MIKE BLUM

Proofreading – SHERMAN KAHN

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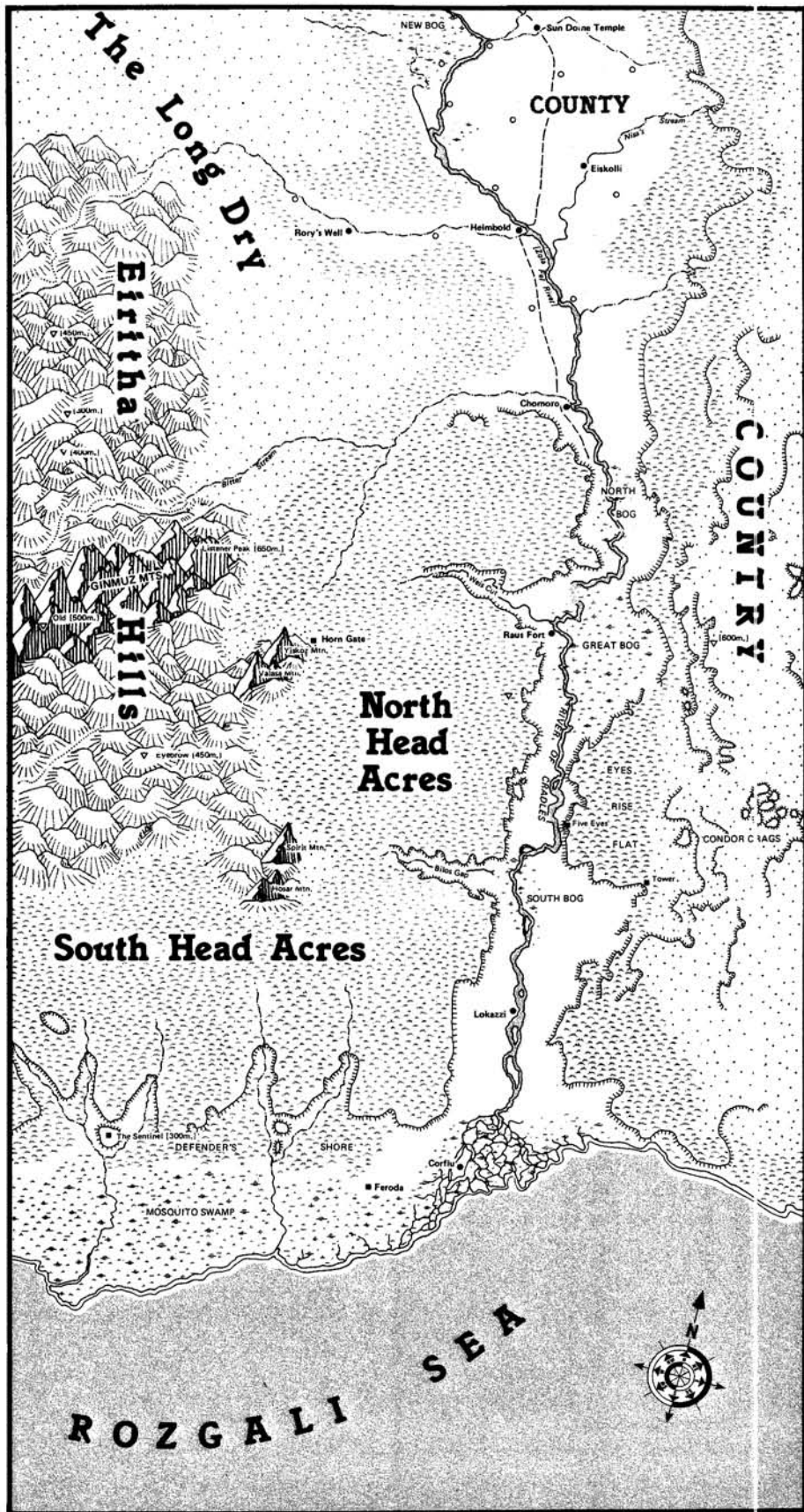


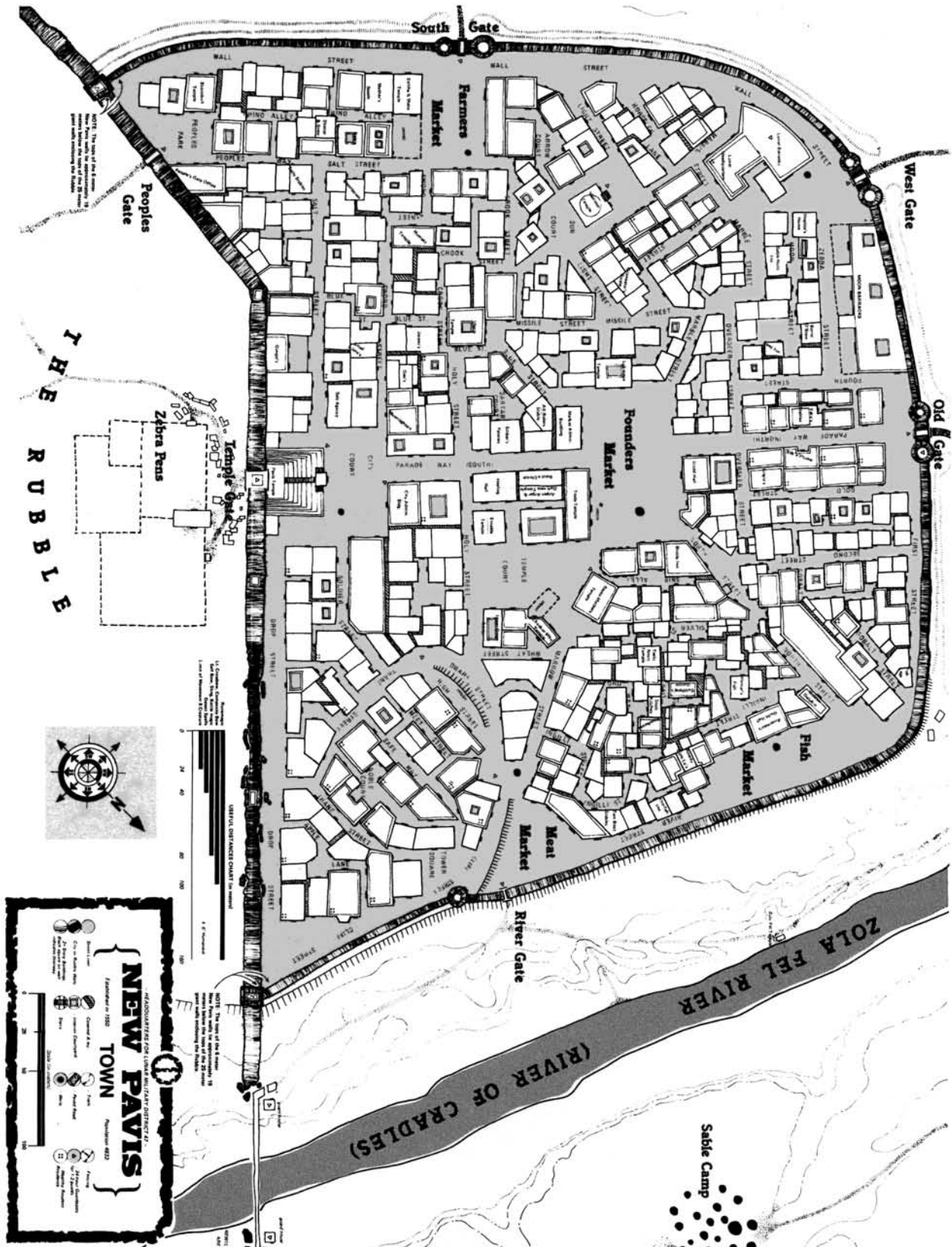
**The River of Cradles**

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

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

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





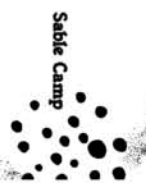
THE RUBBLE



**NEW PAVIS TOWN**

ADDITIONAL NOTES FOR FINAL INSTALLATION CONTRACT #1

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- Foundation #2 3500
- Foundation #3 3500
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ZOLA FEL RIVER  
(RIVER OF CRADLES)

Sable Camp

River Gate

Zebra Pens

Temple of the Gods

Peoples Gate

South Gate

West Gate

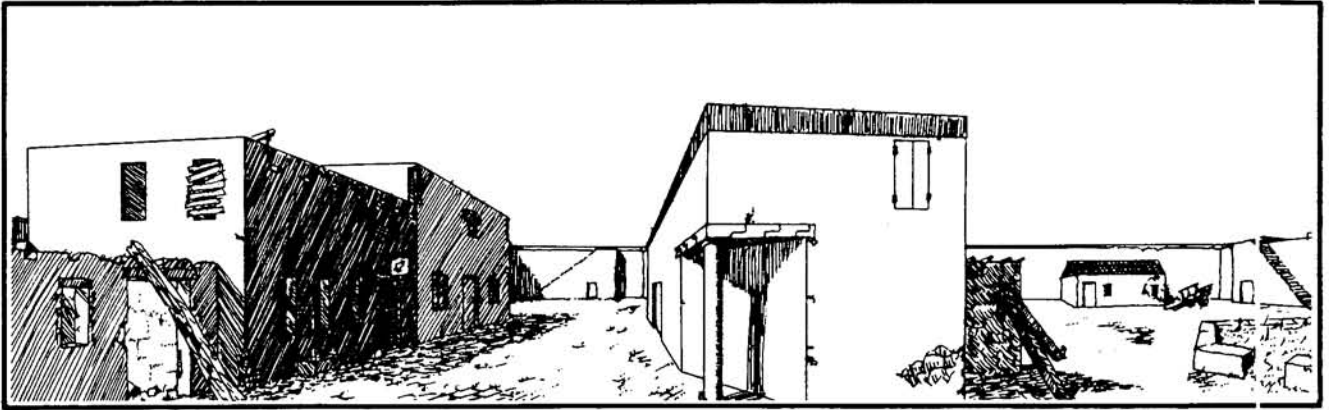
Old Gate

Farmers Market

Founders Market

Meat Market

Fish Market



**TYPE A RUINS** – The buildings have complete walls and are mostly roofed, though the roof may be a recent addition by the current residents. The buildings are often multi-storied with all stories intact. They are fully inhabitable and often show signs of recent repair. Type A ruins are invariably inhabited.

# Introduction

The Big Rubble is the name given to the area within the great walls built by the giant, Paragua, many centuries ago. The walls average 25m in height. They were made by cutting immense slabs of rock from a distant quarry in the Rockwood Mountains. These slabs were driven upright into the earth, leaving breaks for the river entry gates and for the entry of the Praxian allies of the giants. After the hero Pavis captured the city, his dwarfs smoothed the rough walls, built guardhouses at

the gates and river, and some years later added the parapets atop the walls.

Barbarians from Prax and the Wastes of Genert invaded the city and broke down parts of the walls. First was Thog (875); second was Jaldon Toothmaker (940).

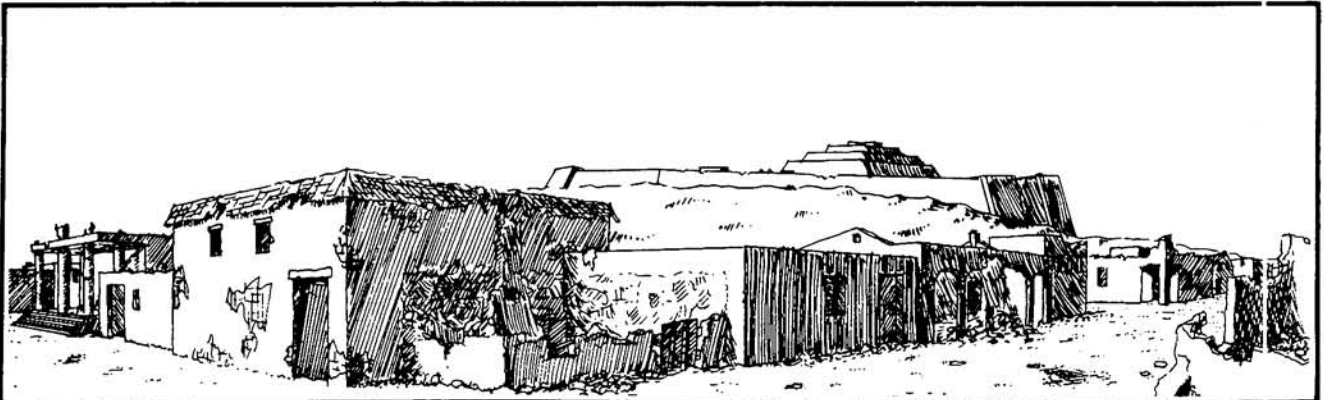
The area within the walls covers about 25 square kilometers of ground. This is larger than any known contemporary settlements of humanoids in all of Genertela. Larger expanses reputed

to have been settlements exist as now, but sometimes cannot be told apart from natural geographic features.

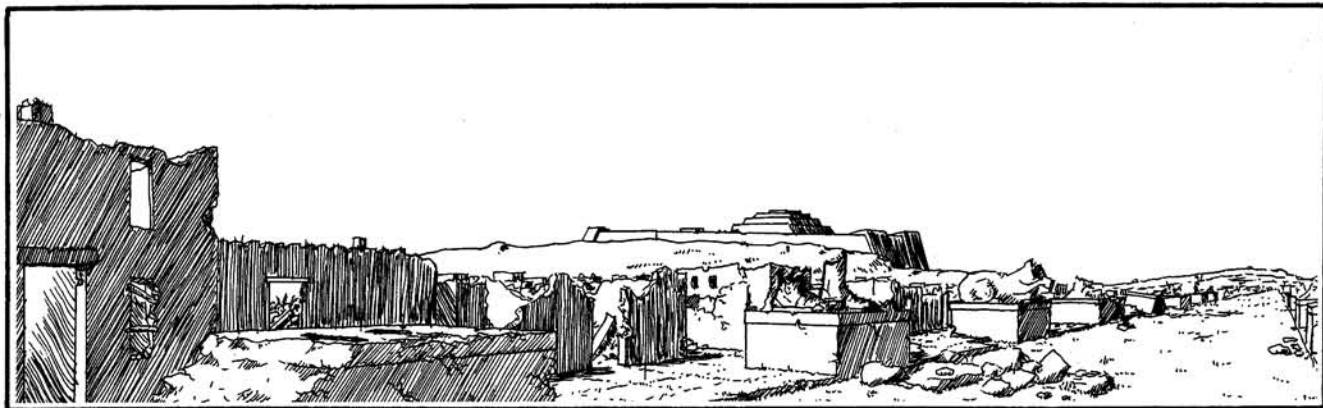
The land within the walls is divided into Open, Ruin, Road, and Bridge.

## Open Land

Open land is held in common. In ancient times the peoples kept herds of beasts here as food, and also farmed large expanses with plow and prayer. Some areas are still farmed or ranched, especially those close to human habita-



**TYPE B RUINS** – These buildings have many complete walls, some roofs, and fairly intact ceilings and floors. If they were originally multi-storied, they usually have no more than one story intact.



**TYPE C RUINS** – These are, by far, the most common type of ruin. Type C buildings are characterized by having broken walls, partial roofs and floors, and will be generally uninhabitable by humans. With work, Type C ruins might be upgraded to Type B buildings. Burnt-out Type A or B buildings generally become Type C ruins.

tion. Most of the open lands are wild now, suitable for hunting small game and occasional larger beasts. There are few large predators except for intelligent ones such as humans, trolls, or broos.

**Ruins**

Ruins come in five states of decrepitude, differentiated by letter.

**TYPE A** – These buildings have complete walls, are mostly roofed (though the roof may be a recent addition by current tenants), and are often multi-storied with all stories intact. They are fully inhabitable and often show signs of recent repair. Type A ruins almost invariably are inhabited.

**TYPE B** – These buildings have many complete walls, some roofs, and fairly intact ceilings and floors. If they were originally multi-story, they probably have but one intact story left. Though habitable, they are often inhabited by beings too weak to seize Type A buildings.

**TYPE C** – The most common type

of ruin in the Rubble, having broken walls, partial roofs and floors, and will be generally uninhabitable for humans. With work, such ruins might be upgraded to Type B. Burnt-out Type A and B ruins mostly become Type Cs.

**TYPE D** – Little more than foundations still show that buildings were once here. The area around Gryphon Gate is often Type D. Type D ruins may mask perfectly habitable cellars.

**TYPE E** – These ruins are of interest only to Lhankor Mhy sages and their ilk. You have to dig to find them. Digging at a Type C or D site often uncovers Type E ruins, especially in the Robcradle area.

**Roads**

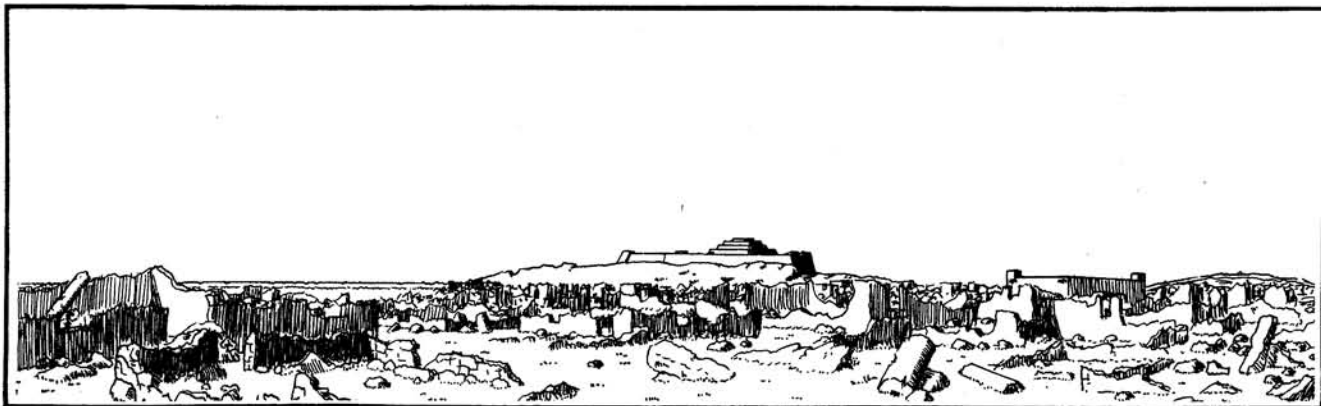
Several ancient, permanent roads cross the Rubble. These were dwarf-made and have survived the centuries well. They have good foundations; fitted slabs surface them. The roads are usually 5m wide, sloped from the center for effective drainage. They have resisted encroachment by plants every-

where except in the Garden, and even there the trackways are still visible. In some spots the road has been purposefully destroyed, and often it is littered with broken stone, barricades, or the detritus of ambush. Compared to the land about them, they are open, clear, and are the fastest travel routes through the Rubble.

**Bridges**

These bridges were built of the same magical stone the giants used for the city walls. The bridges sparkle in the sunlight, even when the river is low and the bridges are dry. They arch high over the river, but have gently sloping approaches for riding animals. The bridges are just barely wide enough for two carts to pass one another, touching hub-to-hub. Four horsemen can ride abreast with comparative ease. The side rails rise to the hip height of a full-grown man.

Attempts have been made to destroy each of the bridges over the years, but the Jolanti built well. Through fire



**TYPE D RUINS** – Little more than the original foundations of the buildings remain to attest to their existence. Most of the buildings around the Griffin Gate area are Type D. These ruins may mask the existence of perfectly habitable cellars.

and magic the bridges have stood unmarked, and probably will exist as long as one stone stands upon another in the Rubble of Pavis.

### RUBBLE POPULATION

Within the Rubble reside about 6000 intelligent beings. They often hunt outside the walls, and usually trade both with the nomads and with the people of the man-city of New Pavis. But most of their living is made within the great walls, where they raise or hunt food. Mystified Lhankor Mhy scholars have commented upon the large number of residents which the area supports. The priests of Pavis always reply that their god has great power for life within his lands, and that the richness of the life within the Rubble proves it.

#### Species Census

1,500	humans
2,500	trolls and trollkin
1,000	aldryami
200	dwarfs
150	dragonewts
500	broos & similar chaos
250	other (newtlings, baboons, ogres, unicorns, etc.)
6,100	Total

### Rubble Areas & Points of Interest

The Rubble is divided into five areas, each of which has particular characteristics. These are detailed on the Encounter Charts and in the writeups which follow. The five areas are Manside, Huntland, Troll Stronglands, Big Grazing, and the Garden.

The alphabetical list which follows locates each named point in its Rubble area.

Angle Fort	[Big Grazing]
Balastor's Barracks	[Huntland]
Blind King's Castle	[Huntland]
Blind King's Hill	[Huntland]
Central Bridge	[Huntland]
Central Garden	[The Garden]
Creeper Road	[The Garden]
Devil's Playground	[Big Grazing]
Downtown	[Manside]
Dragonewt Temple	[Big Grazing]
Flintnail Temple	[Huntland]
Furner Fields	[Huntland]
Grasslands	[Big Grazing]
Great Basher	[Big Grazing]
Green Hill	[The Garden]
Griffin Gate	[Huntland]
Hippogriff Gate	[The Garden]
Kakstan's Art Museum	[Manside]
Keelmarsh	[Big Grazing]
Main (cliff) Quarry	[Huntland]
Main Ruins	[Manside]
Mani's Fort	[Manside]
North Quarry	[Huntland]
Ogre Island	[Big Grazing]

Old Flintnail Fort	[Huntland]	Temple Hill	[Troll Lands]
Oldtown	[Manside]	Troll Break	[Troll Lands]
Old Walls	[Manside]	Troll Bridge	[Troll Land, The Garden]
Opili's Fort	[Troll Lands]	Troll Town	[Troll Lands]
Pavis Old Mint	[Manside]	Twin Hills	[Manside]
Pavis Temple	[Manside]	Wyvern Gate	[Huntland]
Puzzle Canal	[Huntland]	Yelmadio Hill	[Big Grazing]
Real City	[Manside]	Yelorna Temple	[Manside]
Riverside	[Troll Lands]	Zebra Bridge	[Manside]
Robcradle Walls	[Big Grazing]	Zebra Fort	[Manside]
Salt (halite) Mines	[Huntland]	Zebra Pens & Fields	[Manside]
Small Quarry	[Manside]	Zebra Ruins	[Manside]
Smalltown	[Manside]		

## Rubble Areas

### Big Grazing

This is mostly open land, comprising in full about one-sixth of the area within the walls. It lies south of the river, between the regions of Manside and the Garden.

This is a neutral area, mostly devoid of inhabitants, forming a buffer between the humans and the elves, but also used as hunting grounds by trolls who find no difficulty in crossing the river.

Places of interest include:

Angle Fort  
Devil's Playground  
Dragonewt Temple  
Grasslands  
Great Basher  
Keelmarsh  
Ogre Island  
Robcradle Walls  
Yelmadio Hill

### The Garden

Aldryami settlers from Shadows Dance started the Garden in the days of Pavis' greatness. It was initially a collection of exotic plants and elven treehouses on Green Hill. When the nomads broke the walls and invaded, the Aldryami reacted by accelerating their growing program. At first, the nomads sacked the north side of the river and left the elves and their kin alone. By the time they turned their attention to the people of the trees, the entire south and east corner of the city was overgrown, and greenery extended for almost a kilometer in some directions. It was too late — the elves had built an almost impregnable stronghold.

For a while, the Garden extended across the river and covered the entire east and south walls, but the troll invasion ended that. The Men of Darkness descended on the north bank Aldryami manifestation and destroyed it.

The screams of the dryads could be heard for years, even after they were long dead.

Since then, the river has separated the two age-long foes. The trolls inhabit the north side of the river and control the access bridge, but only rarely foray into the Garden itself. The elves rarely leave their trees, but occasionally make punitive expeditions into troll territory.

Since all that separates the elves from the trolls is an oftentimes shallow and sluggish river crossed by a bridge under troll command, one may wonder how the elves have survived for four hundred years. They are known to be inferior in numbers to their brutish enemies. There are approximately a thousand Aldryami in the Garden, of which just over 200 are actually elves. The rest consist of a few non-combatant dryads, unreliable pixies, and a swarm of enthusiastic but diminutive runners. These two hundred elves are opposed by over two thousand trolls and trollkin. Rohir Oaklimb, High Wood Lord of Aldrya and commander of the elf defense put it very simply: "If the trolls invade us, we will fire ten arrows each."

An amusing answer, but not one with any validity. By the time the elves had fired their arrows, they would be nose to snout with the oncoming trolls, even assuming they managed to hit every time (not inconceivable) and managed to penetrate troll armor every time (a somewhat more ambitious hope) and succeeded in putting every troll hit out of action (a pointless dream).

Part of the elf secret defense is the divisiveness of the trolls. The trolls living along the river, including the Loricek clan, are usually anxious to rid themselves of the Aldryami presence, but the Kaggroka clan of Temple Hill considers this a mask for the Loricek

political ambitions. The Xaragang and Javis clans are more concerned with raising insects, trading, and plotting to conquer Ogre Island.

The other half of the elf defense consists of their "secret army"; the plants specially grown to defend the Garden and the water system, which is based on a spring on the top of Green Hill, keeping the Garden fresh, lush, and dripping; discouraging any approaching flame.

The plants of the Garden have so overgrown the city that only Type D and E ruins are found here, with a smattering of Type C. Currently, the elves occupy Green Hill and all the overgrown area. The place is utterly wild, even with the civilizing influence of New Pavis so near. Some scholars have managed to soothe the elven paranoia enough to allow them to study the blooms of the Garden. The

Lunar empire has arranged for authorized expeditions to gather healing herbs there which cannot be found elsewhere and to allow passage for patrols which may have to enter troll territory. However, in the main, the Garden is off-limits to any but elves and their fellow Aldryami.

The elves in Pavis are conventionally organized. Their Shanasse tree is the focal point of a Council of Elders composed of High King Elf, Elder Sister High Priestess, Gardener High Priestess, the Chosen One, Light Son Friend (an elven chief priest of Yelmadio), and Half-Elf Friend (a chief priest of Aldrya and initiate of Pavis). Any actions taken by the elves is voted upon by this ruling council. Light Son Friend and Half-Elf Friend have no vote, but their opinion is valued. There has not been a Chosen One present on the council since the time of Pavis

himself (who sat there for a time), but the seat is kept vacant. All the members of the council are kept anonymous and referred to only by title. No outsider knows when one or another of the Council of Elders has died or been replaced, for the titles remain constant, and no elf will reveal their nature.

There are claimed to be exactly 20 Runemaster elves and dryads living in the Garden. The Pavis elves form a complete community, and are not subservient to any other group of elves in the world, but have ties to the elves of the Redwood Forest to the north. Not uncommonly, elves travel from the redwoods to Pavis and are adopted by the Garden.

In times of battle, the Yelmadio-worshiping elves lead the mobile defense, and are likeliest to actually leave the Garden in a counterattack.

## Garden Guardians

The following are seven known elf guardian plants. All grow in large quantities about the Garden and help to explain the elven impregnability.

### PRINCESS PLANT

This is a bush with very large white leaves and white flowers. It is known to be fire-resistant. It is occasionally used by artisans, cooks, and smiths to protect against burns, usually by thatching the plant's broad leaves into heat-resistant mats. It is possible to construct entire garments out of the leaves, but the plant is slow-growing and rare, and elves reserve all such garments for themselves.

The plant's leaves act as armor vs. heat and fire with an absorption rating equal to the plant's Potency when the leaves are fresh. Like armor, it is not damaged by a single attack, and will continue to absorb and reduce fire damage round after round without limit. However, it is *not* resistant to normal damage, and any damage done to it by weapons will tear a gap in the garment, eliminating protection from that area. The garment can be worn under armor, but will be torn by any weapon that penetrates armor. After the plant has been dead and dried out (a process taking about a week) the plant's effectiveness is reduced to half normal.

Princess Plant blooms during Dark season and grows year round. It naturally grows in cool climates and mountains, but the Garden elves baby the species.

The Princess Plant bush is normally SIZ 1D3+1, and can take 1D3+1 points of damage before the stalk is severed. It has a Potency of 3D4.

### THIEVESBANE

This is a bush with pink and gray flowers. It has shiny leaves often found curled up. The

leaves of this plant are supposedly sensitive to the aura of a person actively lying. If a person speaks a lie while touching the living plant, the leaves of the branch he holds will curl up within 1D3 minutes, and will remain curled for about a half hour before uncurling. The plant is not perfectly accurate, and does not always curl up. The plant must make a die roll equal to 10 times its POT or less on D100 to curl up at the appropriate time. The plant is also confused by extreme emotions, and these will usually cause it to curl whether or not the character was lying.

This plant is normally found on open plains, and grows in small glades within the Garden. The elves keep it for questioning prisoners and finding enemy secrets.

It is a bush with a SIZ of 1D4+1 and 1D3+1 hit points before destroyed. It has a Potency of 2D6. This plant does not live more than three years.

### CLINGVINE

This is a tough, fibrous vine covered with an obviously sticky secretion. When the vine is gripped or bumped against firmly by a creature, that creature will become stuck to the vine. He must resist with his STR vs. the Potency of the vine's secretion or remain stuck. He may try again and again until he breaks free.

This plant is sometimes planted and grown in fence-like configurations to protect areas. The plants are not strong enough to do more than slow down dark trolls, but trollkin can be gummed up for several rounds while elves fire arrows at them or reinforcements are brought to bear. The glue can be soaked off and used for construction, but dries within a day or two, and is no longer efficacious as a weapon.

This plant is normally found in jungles far to the east, and was imported from Fethlon centuries ago. It has a SIZ of 2D6+3 for the whole vine, and will take 3D6 points of

damage in any one area before severed. The plant's Potency is 2D6+2 and will change each season.

### DARKFOIL

By day, this small flower appears as a green herb with large yellow fuzzy flowers. It dates back to the Lesser Darkness.

This plant glows brightly when creatures of chaos are nearby; within a number of meters equal to the plant's Potency (4D6). The plant retains this ability after it is picked, but the Potency will decline at the rate of two points per hour, until it drops to nothing, at which point the light will go out. The light produced depends upon the plant's current Potency, and ranges from a barely noticeable glow to nearly as bright as a torch.

Aldryami use this plant as a warning alert for detecting chaos creatures nearby. Intelligent chaos monsters sometimes pick these plants and carry them to light their way in the dark.

Darkfoil grows in open forests. It is nondescript and hard to identify except when blooming. The plant is rare, and must be carefully cultivated by Aldryami gardeners. The blossom is the only part of the plant that glows, but various strains of the plant bloom year-round. This plant is an annual.

This plant is small in size and has but a single flower. The Potency of the plant is 4D6. It rarely gets over a foot in height.

### OAKEN WARRIOR

This plant is a large tree — obviously related to oak — which can uproot itself and engage in ambulatory activities. In its normal state, the tree is quiescent, only rarely rousing itself, but when aroused by a dryad or a wood spirit, it can be fairly dangerous. If the tree is damaged or burned, it will also activate.



The Oaken Warrior has a POW of 3D6 and 2D4 branches which it can use to crush its foes. Each tree has a chance to hit equal to 90% minus (branches times 10). Thus, a tree with 5 branches has a 40% chance to hit with each branch. Both SIZ and STR of the tree will be 3D6+30 at maturity. When a branch hits a target, it will clinch up and slowly crush the victim. Each round, the area struck will take damage equal to half the tree's damage bonus. Armor will protect only until its absorption rating is overcome, when it will splinter.

The oaken warrior has a DEX of 4 and a SR of 6. It has hit points equal to 2D6+12 on each branch, and twice its SIZ across the trunk. Opponents can choose which area they wish to strike at. The trees' general toughness and thick bark counts as 5 points of armor. If the trunk is cut through, the tree will die.

Oaken warriors are only found in Aldryami forests. Elves know the secrets of waking them from their normal hibernation, but can evidently only do this once every season or so. The trees do not normally activate for a period of time longer than a few days. The trees take over thirty years to grow to maturity, and have no special powers until then, so they are usually grown in a special interior grove while they are saplings, and then moved to a perimeter area when they mature. They are slow-moving, and have a speed of 3.

#### SCREAMERS

This is a climbing vine, which can be trained to grow in specific directions as desired. It has pointed triangular leaves and during flowering time (Sea season) it has green and yellow striped flowers.

If this plant is touched or disturbed, it will emit a "shriek" audible to an elf that has been attuned to the plant. The secret of attuning these plants is known only to the Aldryami, and only one elf can be attuned to a single plant, though many plants can be keyed to one elf. The vine is often cultivated as a natural burglar alarm.

The vine can reach great lengths, going to SIZ 2D6+12. It is tough, and has 1D6+2 hit points in any one area.

#### TANGLEBRIAR

This is a rambling, thorny, vine-like ground cover, which grows in thickets. The plant will grow into a dense patch in a season or two, and become fairly impassible.

Each one meter cube of tanglebriar has 8D6 hit points to be chopped through before passage may be obtained. This must be done using an effective edged weapon. Spears and maces are useless. It is possible to simply thrust one's way through the thicket using brute strength, but then the breaker must overcome the thicket's STR of 8D6 on the resistance table. Success will leave a path through the briar. Trying to simply force one's way through the briar will cause 1D6 damage to the character making the attempt, whether or not success-

ful. This damage is done to all hit locations equally. There is a 05% chance that one of the character's hit locations was stuck with the equivalent of a "critical hit", and that his armor will not count over that location.

The plant can be burned out, emitting dense clouds of smoke. The Garden elves plant these plants into patterned hedgerows, channeling enemy attacks and forcing foes to stay in certain spots, where they will be more visible. The plants need water, and are kept near a water source if possible. They are native to Aldryami forests.

#### Other Plants

Unfortunately for the elves, while some plants aid in their defense, others grow there which make trolls, humans, and others covet the Garden. An avaricious quest for one of these plants could have been the cause of the death of Tan-Bard Smoke, one of the Seventeen Foes of Waha.

#### ATHOFORIA

This is a pleasantly-scented flowering bush. The flowers are pink and blue, and the leaves fuzzy and dark green. The plant blooms during Sea season.

This plant grows only in Aldryami forests. The plants will only produce seeds under the influence of a certain Aldryami ritual, which is unknown to outsiders. They will sell clippings or fertile seeds to friends.

The plant's flowers are quite spectacular, and the perfume will last for years in dried plants. They are sometimes used for sachet packets and the like.

The bushes reach a SIZ of 1D3+1 and have 1D2 hit points.

#### CALFONILLA

This is a herb with small pink flowers and pale- and dark-green variegated leaves. The green berries form in early Fire season.

The berries of this plant are soaked in cool water (Aldryami dislike fire) to brew a mild tea, esteemed by elves. The berries can be dried, crushed, and used as a spice as well. The plant's tea and spice is pleasant enough for humans as well, and a large healthy plant can bring as much as a wheel in cash. Extremely high-quality inns and eating establishments consider it important to have this spice as a seasoning.

The plant is a bush with a SIZ of 1D3+2 and 1D2+1 hit points before it is severed.

#### JEWELFLOR

This small flower has 1D3 bright, gem-like flowers. There is a rather touching Aldryami legend concerning the plant. The leaves are thin and dark green.

This plant's flowers are actually crystalline and glasslike at maturity. These glass flowers are rare, beautiful, and, therefore, valuable. The plants are extremely difficult to grow, and take some time to flower.

They are also subject to several types of diseases and parasites, all of which can prevent flowering. A single perfect flower can be worth 4 or more Lunars in Pavi, and more in areas distant from Aldryami, where they are unique and more valuable.

The plant is quite small and can be picked or trodden on easily. It is only rarely met with in the wild, and is not too common even among elves.

#### RAINBOWVINE

This is a lovely red and pink vine with large crimson blossoms.

This plant is valued both for its rather blatant beauty and for the fact that it can be refined into a long-lasting pigment for paint, dyes, and ceramics. The dye produces a bright, almost glowing pink.

The vines have a SIZ of 1D3+1 but only a single hit point before being severed. The plants are delicate and easily damaged. They normally grow only in remote forests and jungles.

#### DREAMWEED

This is a smallish herb with large grey flowers and tuberous roots. When the roots are eaten, they will give the eater visions and dreams. The user will fall into a sleep twenty or thirty minutes after eating the prepared root. Roll 2D6 on the following chart to see what vision is received:

- 2 — *vision of future; true and useful*
- 3 — *vision of present; true and useful*
- 4 — *vision of past; true and useful*
- 5 — *random vision; true, but not useful*
- 6-7 — *allegorical and symbolic vision; true, but useful only if deciphered.*
- 8-9 — *incoherent and incomprehensible vision; not meaningful*
- 10 — *nightmare; lose one point of POW permanently, vision may be true*
- 11 — *temporary insanity lasting for (25-INT) hours*
- 12 — *insanity; INT reduced by 1 point, insanity lasts until madness is cured either by Cure Disease skill or Cure Brain Fever spell. INT is lost permanently, though.*

The dreamer will remain in his coma for a number of hours equal to the plant's Potency. During the dream's duration, the dreamer must remain undisturbed or the vision will be interrupted and forgotten.

Each hour that the vision lasts will provide the dreamer with one major important fact or allegory. After the dreamer awakens, he is exhausted; both CON and STR are reduced by the root's Potency to a minimum of 1. The lost characteristic recovers at the rate of one point per two hours of rest. For each extra root eaten past the first, add +5 to the total Potency and add +2 to the dream result die roll. If the root is eaten again with the week, +1 is added to the dream result die roll.

This plant normally grows in the Sacred Ground in Prax. The Garden Aldryami have imported it. It has a SIZ of 2D3+1 and 1D3 hit points. The root's Potency is 3D6.

The runners and elves worshiping solely Aldrya remain in the Garden as militia, usually. When the elves raid outside, even the regular militia will take part.

There are many different types of runners in the Garden (such as poison ivy runners), fostered by the peculiar environment there. These runners rarely leave the Garden. The Shanasse tree of the Garden is but a small plant, with leaves of all the different types of herbs in the Garden. From season to season, the exact leaves will change, and so will the blooms, but there is always a flower blooming somewhere on this plant. No being except for initiate elves of Aldrya have beheld this plant.

The Garden includes the following places of interest:

- Central Garden
- Creeper Road
- Green Hill
- Hippogriff Gate
- Troll Bridge

## Huntland

Huntland includes all of the area north of the river and east of Temple Hill, except for Zebra Fort and its surrounding ruins. This includes about a sixth or a little more of the area within the walls. Despite its size, Huntland holds only a few kernels of civilized settlements.

It was first named by the trolls. Humans translated the name and use it now, too; many of them even hunt there. So do trolls, but they take a wider variety of game than do the humans.

Places of interest in Huntland include:

- Balastor's Barracks
- Blind King's Castle
- Blind King's Hill
- Central Bridge
- Flintnail Temple
- Furner Fields
- Griffin Gate
- Main (or Cliff) Quarry
- North Quarry
- Old Flintnail Fort
- Puzzle Canal
- Salt (halite) Mines

## Manside

Here men were able to maintain themselves even after the trolls sealed off the city from the outside. The presence of the temple of Pavis was one of the major reasons for this survival. The spirit was always strong within his own holy ground, and protected people who worshiped him. Since that time, other human strongholds grew,

and people believed it is safest among the ruins of this part of the city for them.

This area has close ties with the humans who dominate nearby New Pavis. The proximity of the newer city strengthened the original position of the humans in the area. Manside includes a little over one-sixth of the area within the walls. Its major features of interest follow:

- Downtown
- Kakstan's Art Museum
- Main Ruins
- Mani's Fort
- Oldtown
- Old Walls
- Pavis Old Mint
- Pavis Temple
- Real City
- Small Quarry
- Smalltown
- Twin Hills
- Wyvern Gate
- Yelorna Temple
- Zebra Bridge
- Zebra Fort
- Zebra Pens & Fields
- Zebra Ruins

## Troll Stronglands

Trolls came into Pavis in force in year 1237, led by Gerak Kag, a troll hero who engaged in combat with Balastor, last king of Pavis, and killed him. A whole army moved into the city then, sealed shut the mighty gates with magic and stone, and began the conquest of the interior of the walls.

The failure of the trolls to wipe out all the other inhabitants within the walls may be due to inability to unify as a single force since the apotheosis of Gerak Kag, and their need to allow appropriate game animals to remain within their domain as future food.

The factionalization of the trolls is well-attested. Gerak Kag, a male, had little official influence over his sisters and nieces who led the common folk. However, his military presence was enough to completely dominate the Karg's Sons (war leaders) and force a unification of their military force.

Gerak Kag was a relentless hero-quester, and about the year 1250 attained immortality and was apotheosized as a troll hero. He removed himself from the mundane plane and his followers began to worship him as a demigod.

This achievement was a disaster for troll unity. The troll warlords began a terrible competition which set troll against troll for years, and which probably gave harassed humans, dwarfs, and aldryami much needed respite.

The trolls in the Rubble are organized into clans. Each clan is ruled by its own council of elders, usually headed by a priestess of Kyger Litor. Each clan is independent of the others, though stronger clans dominate those nearby, and the strongest clans can occasionally unify the rest. At least in theory, all the troll queens and elders in the Pavis Rubble swear allegiance to the Eldest Kin in the depths of Dagori Inkarth.

Four of the clans are so much stronger than the rest that they are titled the Four Great Clans. These four clans have different personalities and natures.

The historic Kaggroka clan is mightiest of all, numbering 800 — nearly a third of all the Rubble trolls. The great Gerak Kag himself belonged to this clan, and all trolls belonging to it can trace ancestry to Gerak Kag's sister/wife, Orcanic Kaggroka. This clan is based on Temple Hill, in Opili's Fort. Kaggroka is the only troll clan with such a secure refuge as the fort, and it has undoubtedly contributed to their success. Not all members live in the fort itself, and branches of the family live both on the hill, and off it to the east. Opili's Fort is a well-known stronghold, and troll markets and religious ceremonies are frequently held there. The current queen of Kaggroka, Ebony Gerralyn (called Gorgeous Gerralyn by impious humans), is reputedly the most powerful Kyger Litor priestess in the Rubble, and is certainly the most respected.

The Loricke clan numbers around 300 trolls and trollkin. They are noted for a preponderance of Zorak Zoran worship amongst clan members, though many remain pure Kyger Litor. Their queen herself, Ziolan Onge, belongs to both the Kyger Litor and Zorak Zoran cults. This clan is mainly located in the ruins at the southern part of the Troll Stronglands and in Riverside. Warriors from this clan and nearby subservient clans are responsible for guarding the Troll Bridge and the underground passages leading into troll country from the south and west. In return for their frequent leadership in battles, they always demand the lion's share of any loot obtained. The main source of the clan's strength comes from the goods their powerful warriors wrest from other inhabitants of the Rubble. They are a robber clan. They tyrannize all the nearby small clans and force them to send troops to support the Loricke war parties. The Loricke clan owns 30 great trolls; more than any other clan. This clan is also frequently called the

Darkdemon clan. It fields a military unit called the Darkdemon regiment, which consists entirely of dark troll worshippers of Zorak Zoran.

The Javis clan, headed by the Twin Queens (sisters) Rebecp and Robon, is the smallest of the Four Great Clans, with only 200 members. It is based just east of the halite (salt) mines. They control the troll stockade located there, and the clan sprawls across the western tip of Riverside. This clan is almost entirely outside troll country. A fairly large fort called Whitefort houses the clan not too far from the mines. This clan gets its power from its semi-monopoly over salt and from its ownership of Whitefort. They trade salt with other trolls for goods, trollkin, and food. A historic Javis goal has been to conquer Ogre Island and settle clan members there, but this has never come to pass, despite several abortive attempts.

The Xaragang clan dwells around and near the Troll Break. It is ruled by the priestess-queen Kukudoom Tall One, who is the wealthiest troll in the Rubble. There are some 300 trolls in this clan. This clan governs all trade at

the Break, and skims off a Tariff on all transactions taking place there. The exact amount extorted varies with the power of the trolls or merchants being dunned. The clan runs a Thunderbreath restaurant in the heart of the troll lands, and several of its council of elders serve Argan Argar. It is likeliest of all the clans to have members visit New Pavis.

There are approximately 900 trolls that do not belong to any of the Four Great Clans. These are members of approximately 20 small clans scattered throughout the troll lands and elsewhere. The largest of these clans numbers around 100, and the smallest only a dozen or less. In addition, there are a few score outlaw trolls belonging to no clan.

The following places of interest appear within the Troll Stronglands:

Opili's Fort  
Riverside  
Temple Hill  
Troll Break  
Troll Bridge  
Troll Town

factions of Pavis. When the trolls are expanding, they claim toll from travelers or bar passage to all but their friends. Usually, various bandit gangs exact tolls until driven away by indignant adventurers or tougher bandit gangs. The Lunar occupation has done nothing to curtail such flamboyant free enterprise.

Generally speaking, people attempting to cross the Central Bridge expect to be robbed and killed for their pains, unless they are heavily armed or very lucky.

### Central Garden

The middle of the Aldryami Garden may be impossible to find unless you are an elf. Only the initiated elves know the signs to seek, and the meanings and implications of what they sense. It is clear that their center of worship, the Shanasse tree, is not a huge redwood, as was common in the north and in prehistoric Prax, but the true form of their sacred tree is unknown to outsiders.

The elf leaders entertain visitors wherever is most convenient and safe for them. They often simply do not show themselves, but communicate through Mindspeech alone, or through cute familiars.

### Creepers Road

This pathway tunnels through the vegetation overlying the ancient Pavic road. The stone road prevents deep roots, but the road has been roofed by vines and creepers.

This is the normal route which visitors are allowed to use when they pass through the Garden. Visitors all report that their every pace was watched by runners overhead, and that the creepers at their feet and hanging about their heads moved with disturbing potential.

### Devil's Playground

A region of distorted brush and trees, long believed to be haunted by chaos somehow. Ruins are all of Type D or E.

During the troll occupation, this area, which had been a simple market induring the days of prosperity (850-940 S.T.), became a hotbed of chaos creatures. Temples to Malia, Thed, Bagog, and Cacodemon sprouted up here. When humans wanted chaos mercenaries to fight trolls, they came here. Some did not come out.

Sages think that the reason this became a central rallying area was the

## Points of Interest

### Angle Fort

These are the ruins atop Yelmadio Hill. They still sport tall, good quality walls, though they are broken in several places. There are several tower ruins still of Type A quality. Most of the interior buildings are Type B. These ruins have no permanent inhabitants; the elves discourage a permanent settlement so close to their Garden.

### Balastor's Barracks

At this landmark Balastor, last human king of Pavis, died. It has maintained a reputation over the centuries as perhaps the most dangerous underground area in the Rubble.

### BIG GRAZING

[See Rubble Areas Section]

### Blind King's Castle

This is the most prominent of the ruins dotting the Blind King's Hill. It is made of red stone, darker than red bricks, and although it is about three stories high, the debris around it indicates that it was once much higher. It consists of a combination of Type A and Type B ruins.

The Blind King's Castle holds a large complex of ruins and underground passageways.

### Blind King's Hill

This prominence is mainly grass-covered, but many Type B, C, and D ruins reveal the sites of former villas overlooking the pastures below.

There are several trails leading to the hill from Griffin Gate and the Puzzle Canal, but there are no set trails up the hill. The slope is gradual and easily climbed, and one season's trail is often washed away into an arroyo, forcing the climber to find another path.

It is said that the entire hill was once an immense palace belonging to the Blind King (the Blind King's Castle itself would have been no more than the entrance hall), but that is all that has come down in legendry. Whatever the Blind King ruled over, it was not Pavis. No king of Pavis was ever known to be blind. This assumes, of course, that the "blindness" was physical.

### Central Bridge

This bridge has traditionally been a bone of contention between all the

discovery of some great artifact buried in a pasture. This is quite possible, considering the area's establishment near the Robcradle Wall.

The Playground has been a continual target of troll raids and, since the establishment of New Pavis, human raids as well. All profess to be attacking chaos. Most really are searching for the artifact that gives the chaos creatures in the area their power and continually draws them back. No one has found it, but no one has penetrated deep into the caverns beneath the ruins. Perhaps the strange marvel waits still for a brave and lucky adventurer, and then again, perhaps it disappeared ages ago. No one can know unless they go and look.

The Devil's Playground bears the evil reputation of possessing a series of tunnels beneath it. These tunnels are so deadly that every single individual to have penetrated into them has either disappeared forever or returned stark raving mad.

#### Downtown

This is mostly Type B and D ruins. The Type B ruins are remnants of the former richer residents, and the latter are from the poorer along the river edge. Kakston's Art Museum is a local landmark. Some humans live here.

#### Dragonewt Temple

A temple founded in the Rubble after the Dragonewts' Dream in 1551. It was built on the ruins of another dragonewt temple inhabited during the time of the Empire of the Wyrms' Friends.

The new temple houses a dragonewt community who hunt all along the south side of the river, usually taking non-sentient life. They are ruled by at least one full priest. This temple does not, as yet, have the capability of creating dragonewt eggs. Thus, when one of the resident dragonewts is slain, he must be reincarnated back in Dragon Pass and make the long trek back to Pavis before he can once again join his temple.

#### Flintnail Temple

This beautiful and wondrous structure is the latest refuge of the resident dwarf/mason cult. It is splendidly wrought and superbly defended. Even some concerted troll assaults failed to seriously threaten the residents who had, reportedly, deep hidden tunnels to other places in the ruins from whence they drew reinforcements and supplies.

About 100 beings, mostly dwarfs, live here permanently. They have no apparent means of support, for they never farm, herd, nor hunt. Instead, they are masonic mercenaries. They hire themselves out to build fortifications, houses, or anything else out of stone. Being firmly conservative dwarfs, they never sell their services to trolls (the one time they did so, the dwarfs gleefully betrayed their employers and wiped out the whole troll clan).

This temple is the apparent center of the dwarf community, but it is really only one of the surface outlets for the underground burg. Dwarfs are common here, and the leaders are mostly dwarfs.

The leaders of the Flintnail Temple are, naturally, the religious leaders as well. They are: Ginkizzie, High Priest of Flintnail; Karzad, Chief Mason; Prokinizzie, First Site Foreman; and Aladikis, Second Site Foreman.

Visitors are always welcome at the temple, but never past the outer two rooms of the complex. Visitors usually are confined to the single outer courtroom. Food and lodging are available with quality equal to that of a three-star inn in Pavis. A room costs 10L a day, and up to three people may stay in it at once. Foods served varies from day to day, but meals cost from 1 to 3 lunars. Cradle Wine is available as well, costing 8 clacks a glass. Even animals will be tended fully for 2L daily.

#### Furner Fields

An open area, mostly grasslands thick with vegetation. As far as can be told, no building ever has sullied the ground here. Animals such as the Prax hare are here in force, as well as a few wild goats and impalas.

#### THE GARDEN

[See Rubble Areas Section]

#### Grasslands

Most of this area is open land, lush with grass which feeds the animals here. Several times there have been herds of impalas released here, but they have always been hunted to extinction. However, it is easy to find many types of small game.

#### Great Basher

This is located at the north tip of Ogre Island. It is a perfect triangle of granite which rises ten meters from the marshy ground. This hard spot was used by the inhabitants of Robcradle to smash and capture the giant cradles.

#### Green Hill

This name grew upon the hill as the Garden covered it. It is visible beyond the city from great distances, and its permanent green vibrancy is superstitiously revered by the nomadic Praxians, used to harsher conditions.

#### Griffin Gate

This is one of the ancient entryways left by the giants and finished by the dwarfs. Though the huge doors are now gone, the gatehouse is relatively intact.

The ruins within the gate are called the Griffin ruins, and include the famous site, Balastor's Barracks. They are mostly Type C ruins.

#### Hippogriff Gate

This potential entry into the walls is nearly blocked by tangled plant growth. It is constantly surveyed by the elves. It is discussed in detail in the section titled Getting Into the Rubble, found on page 16 of this book.

#### HUNTLANDS

[See Rubble Areas Section]

#### Kakstan's Art Museum

This Type B landmark is notable because it has occasionally spawned some piece of magical artistry as if by itself. Most visitors claim it is empty, but sometimes they report something fabulous. One time, the entire building seemed to be stocked with rare pieces, some of which were successfully looted and now hang or stand in the New Pavis Temple. The museum is a regular stop for many adventurers traversing the ruins.

#### Keelmarsh

A year-round swampy area between Ogre Island and the southern shore. During floods, most of Keelmarsh's surface vegetation is submerged or washed away. When the river subsides again, it is quickly overgrown.

The area, located between the grim landmarks of Ogre Island and the Devil's Playground, is naturally rumored to be the continual haunt of chaos monsters. Many river dwelling amphibians also spend their leisure time amid its safe shelter.

#### Main Quarry

This consists of body and leg stones from the Faceless Statue. Some veins of organ stone are rumored to still exist. Most of the area is of tumbled boulders, bare rock, or forgotten quarries. Occasionally a Type C or D

ruin can be found here. Clumps of vegetation of every size dot it, gradually fading into the Furner Fields.

### Main Ruins

This includes the largest single section of ruined buildings within the walls. Thousands of buildings once rose here, covering 200 hectares.

Within the Main Ruins are several sections which have identifications of their own. These include Downtown, Real City, Oldtown, Smalltown, and the Pavis Mint, each of which is described in its own section.

### Mani's Fort

Mani is an ancient hero of Mani's clan, which rules this fort; he is periodically reborn among them. His reign is always heroic and much benefits his people. They revere him and his customs above all else, for Mani has preserved them through all times.

The residents number about 300, and are ruled by Pallinu Vibi, high priest of Mani. The structures here are Type A. The residents live by herding, farming, and hunting.

### MANSIDE

[See Rubble Areas Section]

### North Quarry

The North Quarry was an open-pit quarry which, since ancient times, has been filled with water. It was filled to facilitate the movement of the great arm and body stones to the river, which were then floated up or downstream where needed. The long-filled remains of an ancient ditch show the canal route.

The ruins which lay all around the North Quarry are Type D. They actually are quarried stone which was never moved from the site, rather than broken buildings.

The ground is generally rough and precipitous, with irregularly-shaped outcrops of rock strewn about. The Flintnail residents, whose temple nestles among the wild stone, claim that the rock here is still growing, and that there is more stone now than there ever has been before. Such growth process, if it actually occurs, is so slow as to be indiscernable, despite the credulous reports of a half-dozen silly Lhankor Mhy priests.

The terrain makes the area perfect for bandits and goatherds, who hide in caves every night. There are also many scattered piles of foundation rock made by families over the ages, aban-

doned by everyone except miserable trollkin. Generally speaking, the residents here know no authority but the ancient spirit of Pavis and, sometimes, Flintnail. There are gangs and families, but no chieftains or leaders.

One notable landmark through these rocky areas are the signs painted onto rocks which direct people to the Flintnail Temple. They mark a clear and simple path through, among, and over the stones. Many eyes watch this trail, and not all of them are from the temple. Everyone has heard stories of the bushwhackers who frequent this route.

### Ogre Island

A permanent dry spot surrounded by weeds on the south bank of the river. It is connected to dry land by a smaller version of the great bridges, which, unlike its big brothers, is broken in places and perilous to cross.

Originally, this was called Cradle-snatch Island, but the name changed during the troll occupation, when ogres seemed to appear here almost magically. Cacodemon was called here several times. After the Opening, the incidence of ogres dropped, but some can still be found in the area.

An ogre temple next to the highest part of the island is a Type C ruin, but it is rumored to still be in use by the Cacodemon sect. If this is so, they either take away their religious paraphernalia after each worship (or are devilishly clever in hiding it). Numerous raids by human and troll alike have found nothing at the site.

The island is heavily overgrown with shrubs and small trees. To the north is the river, to the south Keel-marsh. The tip of the island is formed by the Great Basher. The bridge, which will allow passage for two men or one horse at a time, is the only easy access.

### Old Flintnail Fort

One of the former refuges of the native cult of Pavis, the dates of its building and occupation are unknown. Oddly, it is reported that there are no tunnels leading away from its basements.

As is usual with dwarf work, the stone is polished and shaped, and still quite beautiful despite the ravages of the years and of hungry trollkin.

Most of the walls are still intact, making it a Type B ruin, and it is often occupied by some human or troll gang for a while. There are no known permanent residents.

### Oldtown

This region is mostly B and D ruins. The better ruins are generally clustered along the river. It is so called because the architectural style is reminiscent of ancient Esrolian designs. Probably it was once occupied by Jrusteli immigrants.

### Old Walls

These are the standing remains of an ancient structure whose origin is unknown to people thereabouts. They stand about 1-2 meters in height, and are at least 3m broad.

### Opili's Fort

A Type A fort of ancient design, currently occupied by the mighty Kag-groka troll clan. They have dwelt there since the apotheosis of Gerak Kag himself, their ancestor.

### Pavis Old Mint

This structure was built with two purposes. It was based around a giant child's gift, looted by the Jrusteli. This "toy" allows the user to make coins to their own design from hard metal placed into one end. Unfortunately for many would-be looters, the device takes up 40 meters on a side and weighs hundreds of tons. No one knows how the Jrusteli got it to its present position, and no one has discovered how to move it since. The Mint is a Type B ruin.

To protect the device, the residents of Pavis built a small fort around it, and that has stayed remarkably intact over the centuries. The Mint has therefore become a stronghold for every bandit gang in the Rubble, changing hands frequently with the fortunes of war. One can always tell who is in charge of the Mint by watching to see which ruffians are spending newly-minted coins in the taverns of New Pavis.

The money maker will take any kind of metal and turn it into coins according to the patterns set on the machinery. Until recently, a set of patterns for ancient Pavis coins was hidden on the premises, but an adventurer party found them shortly after the Lunar occupation and turned them over to the Lhankor Mhy sages for their researches. The party was amply rewarded.

### Pavis Temple

The Pavis Temple is the original temple, and its cracked but intact

crystalline walls still shelter services, in defiance of the worst that nomad or troll could do. Within this temple is a small Flintnail shrine.

This cyclopean structure has given spiritual backbone to the surrounding colony of humans ever since it was founded. The human culture of Pavis has always been centered on this temple. It is enormous in size and seems to be carved out of a single piece of translucent, pinkish-white stone. The only mar on the structure is a single crack running the height of the front.

Pavis himself is no longer believed to dwell permanently in this temple, and the temple leadership lives in New Pavis. Still, this old temple has the patina of centuries to shed honor and respect upon its main priest, Bendrath. This temple is still the site of sacred city rites, carried out anew each holy day. Though Pavis lives here no longer, he is said to be here every holy day.

#### **Puzzle Canal**

Labrygon, a demi-god priest from the Empire of the Wyrms' Friends, created the Puzzle Canal. Building it took hundreds of laborers, but it seems to serve no purpose. Observers of Labrygon's actions suggested that the canal might be an elaborate Nysalor riddle, but this suggestion was not appreciated and was much discouraged.

All anyone knows is that the entrance is easily found and that the initial entryway has plenty of room for a ten-person boat to enter. Many have entered, some have returned. Returnees are usually close-mouthed about what they found. Some are suddenly wealthy, others as broke as ever, plus the debt of hiring the boat. The reported ruins are all of Type C or D.

The canal is known to be remarkably vegetation-free, though its banks burgeon with plants of all kinds. Trolls usually avoid the place. No troll has ever emerged alive after entering the canal from the land side, though a few adventurer trolls have survived the river trip.

#### **Real City**

This area of Old Pavis was never totally ruined by the invading barbarians. It was originally made by dwarfs, so it withstood the barbarians' primitive assaults better than most of the rest of the city. It also surrounds the hilltop about the Pavis Temple. From early times, a wall has protected this hilltop, and its residents have hunted, gathered, and plundered for a living.

The city currently houses about 500 people, all humans, but some of the buildings are set aside for dwarfs who occasionally pop in from their subterranean tunnels to stay there a while before moving on.

The current ruler of the city is named Gomoranx the Wise. He is brother to the Daughter of Pavis in the old temple here. The priest's name is Bendrath.

There is no animosity between this humble center and the newer, larger city and temple of Pavis. The rulers of this hamlet have important holdings within the newer settlement, and their ancient status gives them cult benefits. They are, for instance, fed first at all temples on holy days.

This surviving part of the city is still beautiful, and its fame helps confirm the legends of Pavis' ancient splendor. The residents meanly live in these grand habitations, aping the greatness of their past. They provide good material, however, for the poor grandeur of the ancient cult and supply hardy soldiers for local defense.

The real city has mostly A, B, and C ruins in no particular plan. The nomads pulled down several tall buildings during one of their periods of dominance, and the main thoroughfare is still blocked by this. No one originally organized a clearing party, and it is now considered part of the defenses.

Until the coming of Dorasar, the inhabitants of the Real City mainly lived underground, but they have since resettled the remaining intact buildings.

#### **Riverside**

This area is mostly Type C and D ruins. It is inhabited by many small gangs of trolls, and dominated by the potent Lorickek clan.

#### **Robcradle Walls**

This line in the earth marks the foundations of the walls of Robcradle, which was razed by the giants in the Second Age. Only the remnants of the northern walls still stand. The power of its Jrusteli makers, however, was enough to keep the impression of the line of the wall present all around the original site's boundaries, even though in most places stone and foundation were stripped away. Anyone passing over this line can know he is in ancient Robcradle. Ruins along the line vary from Type C ruins of the Pavis era to Type E ruins of the time of Robcradle.

Aside from this, the Robcradle area is mainly known for the occasional artifact or scrap of artifact still found there. These items came out of the cradles from which Robcradle got its name. Most seekers come away with nothing, but occasional miraculous treasures keep the treasure hunters coming back for more.

Many of the groups within the Rubble have acquired these leftovers and base their strength on them.

#### **Salt (halite) Mines**

The Salt Mines are a valuable resource, and used to be a source of bloody contention. Since the coming of Dorasar, founder of New Pavis, the humans and trolls have entered an uneasy alliance over the place. Humans may mine the halite (halite is the mineral form of salt) during the daytime, and trolls at night. Both shifts are limited to six hours, centered upon noon and midnight. The evening and morning hours are neutral; anyone found taking salt at that time is considered a criminal by both parties, and may be killed with impunity.

Two stockades are near the mine sites. Both are crude stone enclosures and house the miserable workers who man the mines. The humans are condemned criminals; the troll workers are trollkin. They are driven into their squalid, miserable cells each night or day, where guards keep an eye on them and also watch over the mine areas for poachers or invaders.

The keepers of both forts, Foul Eddy for the humans and Robon the Leery for the troll Javis clan, are astonishingly similar in their outlooks and behavior, and neither one has ever been known to send out troops to help a party in need, nor to open their gates to someone in trouble.

Both trolls and humans make their wealth by trading salt to nomads and their own kind (human or troll).

#### **Small Quarry**

Armstones and bodystones lay in jumbled piles throughout the area. There are sites for small caves, hidden pickets, and so on. Some goats graze here. Most of the quarried areas seem to be covered with new gravel and boulders. There are a few Type C and D ruins.

#### **Smalltown**

Mostly Type C and D ruins. This is an ancient nickname; a discerning eye will see that this section was made of miniature houses for pygmies and other smaller folk. However, many

buildings here are of normal size, too, such as the famous Pavis Mint.

### Temple Hill

Anciently this area housed foreigners and their gods who visited Pavis. Now mostly Type B, C, and D ruins, with several Type B areas of note.

This area was set aside for temples to all the foreign gods worshiped within the walls of Pavis. Here can be found mostly ruined temples of Yelm, Orlanth, Kyger Litor, Argan Argar, Waha, Eiritha, Daka Fal, Ernalda, and many other gods worshiped by residents of the city at its prime.

The trolls control the hill and have refurbished the troll temples there. They patrol the hill regularly to keep anyone from utilizing non-troll temples. The clan centered here is the potent Kaggroka clan, which also runs Opili's Fort.

### Troll Break

The Troll Break is the largest entrance to the Rubble and it opens into troll territory. The trolls patrol it. Frequently, there aren't enough trolls to do an effective job, for other patrols must be made and food must be found as well.

The Xaragang clan is the main power near the Troll Break, and many patrols in the area belong to that clan. The Xaragang clan gains much wealth from their control of the Break.

Every week, merchants and nomads cluster outside the break to sell food and goods to the trolls. This is known as the Troll Market, and is a major source of income for some merchants.

### Troll Bridge

This lies solidly between the dark quarter of the trolls and the elf Garden. When the elves feel contentious, they attempt to wrest control of it from the trolls. The vast majority of the time, the trolls are in firm control. It is rarely used except as a pathway for elf and troll warparties.

The aggressive and ravenous Loricek clan of trolls takes prime responsibility for guarding this bridge, though lesser clans are sometimes found here instead.

The Loricek trolls will take no toll from passers, but will waylay anyone crossing; eating or ransoming their prisoners. The weaker clans that sometimes guard this bridge will occasionally take bribes to permit strong groups of humans across. On the rare occasions that elves guard the bridge, they will never permit anyone across

(except elven warparties), but they do not always wantonly attack passers-by.

## TROLL STRONGLANDS

[See Rubble Areas Section]

### Troll Town

These were once rich residential areas. When the trolls came through the break, the depleted survivors of Pavis could put up little resistance, and this area has, ever since, been troll-dominated. It is subject to occasional raids by men, elves, or dwarfs, but a common Pavic saying is that "the Black Men eat as many robbers as they do trollkin" — meaning that many, many would-be raiders become no more than meat for the trolls.

Most of the trolls and their few allies live in sloppily repaired buildings from the time of Pavis' prosperity. Interspersed among these dwellings are mud huts and open spaces where once were townhouses and grazing areas. There is supposed to be an insect grazing area somewhere in this region, but no human will admit to having seen it.

The ruins here range from Type A to Type D. Trolls live in all types, but trollkin gangs rarely occupy ruins of higher quality than C. There are many troll clans and gangs in Troll Town, and no major clan is centered here, though all four exert influence.

### Twin Hills

This landmark is exactly as its name implies. The hills rise about 100m each, and are steep on the sides indicated by cliffs on the map. The bare rock there is brick red.

Mani's Fort is an occupied human settlement atop one of the Twin Hills.

### Wyvern Gate

The once-proud guardhouse for this entry was smashed by the invading dragonewt phantoms in 1539. The ruins which crowd about the inner side of the gate are mostly Types C and D. Miserable human families often find refuge here, stretching tarpaulins and hides across the tops of the rubble, giving themselves protection from the elements. They hope for protection against bandits from the Lunar guards who occasionally hang around harassing adventurers (who are usually the bandits in question).

### Yelmalio Hill

This hill is named for its former inhabitants. It still sports tall, good-quality walls, though they are broken in

several places. The top of the hill is covered with the fairly intact ruins known as Angle Fort. Yelmalio cultists, including the Yelornans, talk of resettling the hill. If the elves were to let anyone settle there, it would be their sun-worshipping friends. Elf patrols hunt the area at times, ambushing adventurers and trolls. All attempts to set up sun temples on the hill have been foiled to date by night troll invasions. The trolls evidently disapprove of allowing the elves to have Sun Dome Templars so close to their Garden. Thus, between the elves and the trolls, the hill has been kept free of permanent residents.

### Yelorna Temple

Almost diagonally across the settled human area from the main fort is the Yelorna Temple. This was originally a villa belonging to one of the great old families of Pavis, and it survived the ravages of nomad and troll surprisingly well. Now, Morganeth Star-maiden has taken her ancient family holding and converted it to the ways of her religion, the worship of Yelorna, daughter of Yelm and patroness of amazons and unicorn riders.

The Yelornans in the temple are equally distrusted and appreciated. They are man-despising women in a male-dominated area, but they are also doughty fighters who definitely aid the defense of Zebra Fort. The citizens leave them alone, honoring them only in official ceremonies; the militia trains with them on occasion. Temple doings are their business, and the Yelornans handle their own problems. Of course, when a young maiden turns up missing (not too common in a village of 500), they are suspected of abducting her, but no one has acted on these suspicions as yet.

### Zebra Bridge

Whoever controls Zebra Fort controls Zebra Bridge. This is currently King Hargran the Dirty. He charges a toll for everyone and everything which crosses his bridge. The toll is higher than it was before him.

The debt to cross is often one lunar per leg in the party. Thus it is 2L per man and 4L per beast. If a party seems weak and exploitable, the guards may try to impose a tax of 1L per toe instead.

### Zebra Fort

Though located on the northern side of the river, this structure and the surrounding vicinity of Zebra Ruins are counted as part of Manside.

This fort cuts off the Zebra Bridge, and is surrounded by many ruins of Types C and D. The fort is occupied by people who claim descent from Baragrat the Bold. He was, they say, an ancient king of the Arrowsmith dynasty. Whatever their origin really is, their fort is as old as the most ancient settlements of the Pavis growth period. It might even be located above the remains of Joraz's private palace, once named Zebra Palace.

The population of the fort is about 300 souls, including an unusually large number of hired mercenaries. Hargran the Dirty currently rules this band of cut-throats, who also toll-collect on the bridge. The Lunar empire claims to tax this toll, and some Lunar officers have been seen there by adventurers.

### Zebaside

This area, close to the wall, is owned and run by the powerful native Zebra peoples, strongholded in the nearby fort of their name. The area is covered with pens to hold their domesticated stock, barns and granaries, and farmed fields to raise crops to feed people.

### Zebra Ruins

These ruins are on the northern side of the river, surrounding Zebra Fort. Peculiarly, these broken structures alternate in bands of dark and light color from block to block, like stripes. Within this area is the Yelorna Temple. The ruins range from Type B to D.

northwest along the river, from the southeast along the river, through Wyvern Gate, through Hippogriff Gate, over the Garden wall, through the Troll Break, or through Griffin Gate.

New Pavis has one public gate, one government gate, and at least one known tunnel under the walls. Everyone believes the dwarfs have another secret tunnel to their Flintnail Temple. Entry via these routes are watched by Lunar guards and clerks. These petty bureaucrats thrive on bribes gained by threatening ignorant and impatient adventurers with more paperwork.

Entry from New Pavis into the Rubble leads into the section called Manside.

Riverways provide the easiest and most used entry into the Rubble. Regular river traffic sails up and down the river during all seasons. Fishermen provide one-way transport to passengers going into the Rubble, and they can sometimes be hailed from the shore to carry people out as well. Lunar authorities also patrol by boat to receive all due entry fees.

Entering the Rubble via the River of Cradles allow characters to debark directly into any of the interior regions.

Wyvern Gate was smashed sometime in unrecorded history. Its once proud gatehouse is scattered as pebbles about the gateway. One time in its history this gate was sealed with rock, lead, and troll magic, but now even the salvageable remains of that are gone. Guards from one of the private escort services hang about here as well, eager to sell their services.

Wyvern Gate opens onto Manside. It is also fairly near to the Big Grazing.

Hippogriff Gate is so clogged with vegetation that it is impassible by mounts of all types. Thick briars, sometimes poisoned, twist up from the ground. Tangled vines, which seem to move by themselves, hang down from the gatehouse. Within that old defensive structure lurk spying elves, who are reported to be able to send special spirits from there out against foes.

It is just as easy for people to climb over the walls which are densely hung with vines, creepers, and exotic plants. As the map indicates, the Garden covers both sides of the wall, and it does so in thicknesses of several meters in places. These hanging gardens house whole families of runners, as well as birds and other wild animals which are natural sentries for the elves.

## Getting Into the Rubble

The 25m walls effectively block the entry of normal intruders. The walls were cleverly finished by the dwarfs and are very hard to climb even after centuries of neglect. Thus the open ways into the Rubble are of major importance.

It is possible to use magic to get over the walls. Many Orlanth spells allow a person to get on or over the wall. Gerak Kag used his special Jumping magic to get atop.

Flying over is possible as well, should your character have wings or some other creature, whether griffin or sylph, to carry them.

### Climbing the Walls

To successfully climb over the walls of the Rubble, conditions must be met.

(1) The character must have at least an 80% skill in Climb to attempt the climb up. Less skill will not give the character the knowledge of where to hold on, etc.

(2) It will require at least ten minutes to climb over the wall, if undisturbed. The height requires five successful Climb rolls to reach the top. The featureless wall provides no place for a climber to tie himself, so a failed Climb always means a fall.

(3) If a grapple is somehow lodged atop the wall, which is quite possible due to the debris there, use the normal *RuneQuest* rules.

### Methods of Entry

There are eight known ways to enter the Rubble: from New Pavis, from the

### The Adventurers' Free Guard

The Free Guard is made up of loungers, drifters, and those that want to go on a lark. It can be contacted at Gimpy's, Geo's, the Beleaguered Buffalo, and other such hangouts. All that is required to enroll is persistence and a purse of clacks to pay for drinks.

When a party or parties wishes to enter the Rubble without alerting the Lunar authorities, the Free Guard attacks the trolls at some point along the Break. The trolls rush to meet the threat, and leave holes where isolated parties can sneak in and out. If the trolls do not counterattack the Free Guard, then the mercenaries will rampage freely through the whole of the Stronglands until they tire, get bored, or get scared. After a party returns from the Rubble after such

a favor, they are obliged by honor to show up for the Free Guard muster for the next four weeks.

Over the years, this procedure has become a traditional game. No one takes it completely seriously, and usually neither side takes very heavy losses. Certain rules have evolved. For instance, the Free Guard always lights signal fires the night before they will attack. This lets the adventurers know that they will have opportunity to sneak through the Troll Stronglands into the Rubble the next day. The fire alerts the trolls too, but no one cares. The Free Guard only attacks during the daytime, both for their own advantage and also so they won't disturb the merchants who visit during the darkness hours.



Entry into the Rubble through the Hippogriff Gate or over the walls via the vines leads directly into the Garden.

The Troll Break is the largest single entry into the Rubble. It is patrolled

sporadically and irregularly by the trolls. Trading takes place at the break, for by troll decree, only there may merchants find the neutrality necessary for their trade.

Whenever adventurers wish to gain entry into the Rubble via this break,

they can hire the Adventurers' Free Guard.

Gryphon Gate still has its guard-house intact. It opens into the Huntlands sector of Pavis. It is less often patrolled by either the Lunars or the private guard services.



# Encounters



## BIG RUBBLE ENCOUNTERS

Encounter	Manside	Huntland	Big Grazing	Troll Stronglands	Garden
Townsfolk	01-45	01-06	01-03	—	—
Bandits	46-50	07-12	04-08	01-02	01
Lunar Patrol	51-59	13-15	09-11	—	—
Zebra Riders	60-73	16-19	12-13	03	—
Unicorn Riders	74	—	14	—	—
Nomads	75-76	20-23	15-17	04	—
Morocanth	—	24	18	—	—
Great Trolls	—	25	19	05-09	—
Dark Trolls	77	26-30	20-24	10-49	02-05
Trollkin	78	31-34	25-26	50-89	—
Cave Trolls	—	35-37	27	90	—
Elves	—	—	28-31	91	06-22
Dryad	—	—	—	—	23-24
Pixies	—	—	—	—	25-32
Runners	—	—	32	—	33-87
Dwarfs	79-83	38-45	—	—	—
Ogres	84	46-48	33-36	—	—
Broos	85-86	49-57	37-47	92-93	88
Gorp	87	58-61	48	—	—
Dragonsnails	—	62-66	49-50	—	—
Jack O'Bears	—	67-68	—	—	—
Vampire	88	69-70	—	—	—
Baboons	—	71-72	51-52	—	—
Dragonewts	—	—	53-64	—	—
Gargoyles	—	73-76	65-66	94	—
Newtlings	89	—	67-70	—	—
Small Game	90-98	77-96	71-95	95-99	89-98
Special Encounter	99-00	97-00	96-00	00	99-00

### How to Use this Chart

This encounter chart provides a vehicle for determining random encounters through the different parts of the Rubble. It is not necessary to rely upon this chart to provide encounters. Referees should use whichever groups amuse or otherwise appeal to them, or pick those which work nicely into a prearranged plot.

The five main subdivisions of the Rubble are each listed separately on the chart. Some areas within these subdivisions, such as the Puzzle Canal, may have a different encounter chart. Use common sense at all times. When the party is hard by the Pavis Temple in Real City, there should be little

or no chance for a gorp's appearance or for a raiding broo party.

There is a 10% chance of an encounter occurring for every full turn (5 minutes) spent wandering freely through the Rubble. If an encounter occurs, then roll on the chart above to determine exactly what it might be. Cross-index the 1D100 result with the area to do this.

### Explanation of Encounters

The encounters are briefly explained below. They are given in the order they appear in the table above, rather than alphabetical order.

**Townsfolk** — residents of the Rubble. These people live day-to-day within the great walls, and may be farmers, fishermen, or shopkeepers. They are likely to belong to the city militia.

**Bandits** — these bandits are human, though some members in a group may be trollkin or other non-humans.

**Lunar Patrol** — they will accost any adventurers they meet, and check their papers.

**Zebra Riders** — the native tribe of Pavis. These folk were once common robbers.

**Unicorn Riders** — Yelorna cultists with their unicorns.

**Nomads** — a group of raiders from the outside. They may be from any tribe, but are usually Sable or High Llama at this time period. They are out for loot and glory.

**Morocanth** — they may be slavers or looking for herd stock. Or, they may be merely looking for common plunder.

**Great Trolls** — A group of great trolls will usually have about as many dark trolls as great trolls, and about as many trollkin as great trolls and dark trolls combined. Always armed for war when outside their lair.

**Dark Trolls** — these may be hunters, raiders, or just a family settlement (in the Troll Stronglands). A band of dark trolls includes about twice as many trollkin as dark trolls.

**Trollkin** — this is an all-trollkin gang.

**Cave Trolls** — they may rarely have trollkin, but usually live alone or in small family groups.

**Elves** — elves below initiate status are not encountered outside the safety of the Garden.

**Dryad** — an aldryami priestess. She will usually have guards.

**Pixies** — these may carry warning to the elves or harass invaders.

**Runners** — will pace intruders, and may attack. They may be led by an elf.

**Dwarfs** — always well-armed and armed when encountered above-ground.

**Ogres** — ogres in the Rubble may or may not pretend to be humans. They will always be hungry for sentient flesh.

**Broos** — this category includes some other types of chaos monsters found in the Rubble, as well as ordinary broos.

**Gorp** — generally in a moist corner or within a building or sewer.

**Dragonsnail** — always hungry.

**Jack O'Bears** — magically potent predators.

**Vampire** — usually Vivamort cult Runemasters, but not always.

**Baboons** — either a few bachelors or a small band out for food or loot.

**Dragonewts** — when encountered outside their temple, they will often be hunting for (usually non-sentient) food.

**Gargoyles** — semi-intelligent carnivores, that are sometimes dominated by other intelligent beings.

**Newtlings** — generally only in swamps and along the river.

**Small Game** — includes rabbits, rodents, impalas, lizards, birds, and all the other wildlife that is hunted by the various inhabitants of the Rubble. A large and potentially dangerous game animal might be encountered, such as a cliff toad or rock lizard. Most wildlife within the Rubble is quite wary, through long experience.

**Special** — this may be one of the special encounters in the scenario book or it may be a special case chosen by the referee. Other groups of adventurers (when not considered to be merely bandits) may fall into this category.

## A Lunar Patrol

*Rhogam Redfriend* is the commander of this patrol. He is a junior officer in the Marble Phalanx, and is assigned patrol duty in the Big Rubble one week out of each season. In a fight, he will hang back directing his troops and casting spells, but if the fight grows simple, or too serious, he will charge in with spear and shield.

*Sylvilagis* is a peasant from Aggar who has served in the Lunar army for 13 years and is now a tough, embattled professional of the type upon whose shoulders the empire is built. He is the patrol's NCO, and is stolid and efficient. One of his duties is to keep an eye on Rhogam and to lead the patrol when Rhogam seems to be screwing up.

The patrol will accost anyone they meet outside the Real City and check for ID. If the group they encounter are known Orlanthi, or otherwise unpalatable to the Lunar empire, the patrol will harass them and push them around. If they are attacked, they will form a shield wall as swiftly as possible and charge forward with spears leveled. They will fight in pairs. In each pair, both soldiers will attack the same target, though they will parry whoever is attacking them. Once their target is incapacitated, even if not killed, they will move on to another. If outnumbered, they will form a circle, so that none of them can be attacked from the rear. If they are assailed by missile fire, they will reply with attack spells and charge.

### RHOGAM REDFRIEND, Seven Mothers initiate

STR 16	CON 14	SIZ 15	01-04	R LEG	6/5
INT 16	POW 16	DEX 17	05-08	L LEG	6/5
CHA 14			09-11	ABDOM	7/5
Move 8			12	CHEST	8/6
Hit Points 15			13-15	R ARM	6/4
Defense 20%			16-18	L ARM	6/4
			19-20	HEAD	6/5

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Spear	4	75%	1D6+1+1D4	55%	15
Scimitar	4	40%	1D8+1+1D4	25%	20
Mdm Shield	6	25%	1D6+1D4	50%	12

**SPELLS:** Bladesharp 2, Demoralize, Disrupt, Healing 6, Xeno-healing 2

**SKILLS:** Climb 70%, Hide in Cover 75%, Jump 50%, Listen 70%, Move Quietly 35% (10%), Ride 100%, Spot Hidden 60%, Spot Traps 60%, Swim 85%

**LANGUAGES:** Lunar 95/45%, Tradetalk 70/30%, Old Pavic 60/30%

**TREASURE CARRIED:** 10 wheels, 50 lunars, embossed and bejeweled helmet and gorget worth 50L each, ring worth 35L, jeweled and engraved scimitar worth 65L.

### SYLVILAGOS, Yanafal Tarnils initiate

STR 16	CON 13	SIZ 10	01-04	R LEG	6/5
INT 14	POW 16	DEX 13	05-08	L LEG	6/5
CHA 11			09-11	ABDOM	6/5
Move 8			12	CHEST	6/6
Hit Points 13			13-15	R ARM	6/4
Defense 25%			16-18	L ARM	6/4
			19-20	HEAD	6/5

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Spear	5	85%	1D8+1+1D4	60%	15
Scimitar	6	70%	1D8+1+1D4	60%	20
Lg Shield	8	20%	1D8+1D4	65%	16

**SPELLS:** Countermagic 1, Demoralize, Disrupt, Healing 6, Protection 4, Spirit Binding

**SKILLS:** Climb 75%, First Aid 50%, Hide in Cover 75%, Jump 75%, Listen 90%, Move Quietly 30% (00%), Spot Hidden 55%, Spot Traps 60%, Swim 60%

**LANGUAGES:** Lunar 85/75%, Old Pavic 10%, Trade 70/15%

**TREASURE:** 20L in pouch, gaudy silver-mounted dagger in pack is worth 800L.

**BOUND SPIRIT:** in magic piece of moonrock; INT 9 POW 20

## LUNAR PATROLLERS

Weapon	SR	Attk%	Damage
1H Spear	6	60%	1D8+1
Scimitar	7	50%	1D8+1
Lg Shield	-	-	-

Parr%	Pts
50%	15
40%	20
60%	12

SPELLS: Countermagic 1, Demoralize, Disrupt, Healing 3, Protection 3  
 SKILLS: Camouflage 50%, Jump 50%, Listen 60%, Spot Hidden 60%, Spot Traps 50%  
 TREASURE: 1D20 lunars each

## HOPLITE ONE

POW 12	R LEG	01-04	6/4
DEX 11	L LEG	05-08	6/4
HP 12	ABDOM	09-11	6/4
Defense 05%	CHEST	12	6/5
Spear 15	R ARM	13-15	6/3
Scimitar 20	L ARM	16-18	6/3
	HEAD	19-20	6/4

## HOPLITE TWO

POW 12	R LEG	01-04	6/4
DEX 11	L LEG	05-08	6/4
HP 12	ABDOM	09-11	6/4
Defense 05%	CHEST	12	6/5
Spear 15	R ARM	13-15	6/3
Scimitar 20	L ARM	16-18	6/3
	HEAD	19-20	6/4

## HOPLITE THREE

POW 12	R LEG	01-04	6/4
DEX 11	L LEG	05-08	6/4
HP 12	ABDOM	09-11	6/4
Defense 05%	CHEST	12	6/5
Spear 15	R ARM	13-15	6/3
Scimitar 20	L ARM	16-18	6/3
	HEAD	19-20	6/4

## HOPLITE FOUR

POW 12	R LEG	01-04	6/4
DEX 11	L LEG	05-08	6/4
HP 12	ABDOM	09-11	6/4
Defense 05%	CHEST	12	6/5
Spear 15	R ARM	13-15	6/3
Scimitar 20	L ARM	16-18	6/3
	HEAD	19-20	6/4

## HOPLITE FIVE

POW 12	R LEG	01-04	6/4
DEX 11	L LEG	05-08	6/4
HP 12	ABDOM	09-11	6/4
Defense 05%	CHEST	12	6/5
Spear 15	R ARM	13-15	6/3
Scimitar 20	L ARM	16-18	6/3
	HEAD	19-20	6/4

## HOPLITE SIX

POW 12	R LEG	01-04	6/4
DEX 11	L LEG	05-08	6/4
HP 12	ABDOM	09-11	6/4
Defense 05%	CHEST	12	6/5
Spear 15	R ARM	13-15	6/3
Scimitar 20	L ARM	16-18	6/3
	HEAD	19-20	6/4

## Chaos Leaders & 5 Gangs

### THE LEADERS

The following characters are a group of three especially powerful broos and another chaotic monster. These creatures are rarely found together. Instead, they lead one of the bands of broos and monstrosities which are described beginning on page 21. When one of these gangs are met, such as the Mutations or the Bison Broos, one of these powerful leaders will be in charge. This can be determined by using the table provided in the description of the particular gang. Not all gangs will be lead by one of these leaders at all times. If this is the case, then the gang member labeled "leader" will be the one in charge.

All of the leaders here are more or less subservient to Highhowler, who is described in the Griffin Gate scenario. When Highhowler is absent, they do as they please. When he is present they generally obey him.

**FINEMAN:** Fineman has been Illuminated for many years. He understands that order and chaos are merely meaningless labels - that those who shout, "Down with Chaos!" or "Destroy the world!" are solely exercising their ignorance. He has found purpose in life in trying to expand and nurture his parent race of broos. He has done this by moving through the Rubble, trying to capture members of the Storm Bull, Orlanth, and Zorak Zoran cults, as well as any trolls he can. These he takes alive, for "indocination." Once they are captured, he carries them deep into the Rubble and riddles them until he is convinced that

they will soon be Illuminated. Then, he releases them and changes his base of operations (to keep safe from reprisals). If he captures members of wishy-washy cults such as Aldrya, Yelmadio, Lunar cults, or non-Orlanthi Lightbringers, he slays them, gives them to his followers to toy with, or otherwise disposes of them. His eventual goal is to infect the anti-chaos cults with Illuminated personnel, and then watch them crumble. Fineman feels he is performing worthwhile social engineering.

Fineman will lead the Slop and Slime, the Leapers, the Losers, the Mutations, and also gangs of ordinary broos.

**GRILPH:** Grilph is an advanced initiate of Malia. His main goal is to make the Rubble safer for broomankind by spreading pockets of disease in accessible places. As disease spreads, all races but the broo are forced back. Grilph's current project is an attempt to cut down on the number of healers in the rubble. He will befoul a well, an intact building, or some other useful place, and then keep watch intermittently over the next few days, waiting for a healer to come and purify the area. When the healer arrives, Grilph immediately attacks, trying to slay him or her. This project is still new, but Grilph has already succeeded in slaying 2 healers, along with many of their guards. So far, the human population has not realized that the broo attacks on healers are not random.

Grilph generally commands the Leapers, the Bison Broos, the Losers, or an ordinary broo gang.

**NOYEYP:** Noyeep is a minor priest of Thed. He tends to concentrate his efforts down near the troll sections of the Rubble. Noyeep is attempting to slowly clean out the trolls from the Rubble. He believes that troll interference is the sole reason that the chaotic residents have not long since taken over Pavis. Of course, he will slay or torture all humans he meets as well. For the last year, he has been capturing trollkin and runners and raping them — then releasing them. The frightened sub-humans usually run and hide in some deep niche of their respective territories. A few seasons later, they give birth to monstrous broo offspring, usually killing the parent, and spawning a newly-born chaotic horror right in the middle of a troll or elf area. These new monsters are almost always slain, but a few survive each time: gradually, hopes Noyeep, the area will become uninhabitable for trolls and elves.

Noyeep is known to lead the Leapers, the Mutations, the Bison Broos, and ordinary broos.

**RAVENING:** Ravening is not a broo at all, but has become an initiate of Thed, and is thus accepted by broos. He was originally a human from Tarsh, but fell by worshipping various chaos horrors, such as the Crimson Bat, and was seduced. Now he barely looks human. In Ravening's heart, brain, and soul is a burning desire to destroy all normal humans, and he devotes all his cunning to this task. He is a sort of berserk, and leads his gangs into combat solely to kill, capture, and maim humans.

Ravening is found leading the Bison Broos, the Mutations, ordinary broos. and the Slop and Slime.

#### FINEMAN, initiate Thed, Malia, Krarsht, and Gbaji Illuminate

STR 16	CON 25	SIZ 10	01-04	R LEG	6/9
INT 17	POW 17	DEX 19	05-08	L LEG	6/9
CHA 14			09-11	ABDOM	8/9
Move 9			12	CHEST	8/10
Hit Points 26			13-15	R ARM	6/8
Defense: 35%			16-18	L ARM	6/8
			19-20	HEAD	8/9

Weapon	SR	Attk%	Damage	Parr%	Pts
Poleaxe	3	90%	3D6+1D4	90%	12
Comp. Bow	1/6/11	100%	1D8+1	45%	10
Large Axe	5	75%	1D8+2+1D4	60%	15
Small Shield	—	—	—	70%	8
Head Butt	6	95%	1D6+1D4	—	—

**SPELLS:** Befuddle, Bladesharp 4, Disrupt, Firearrow (2), Healing 4, Shimmer 4, Spirit Binding; (known by bound spirit) Countermagic 9, Detect Life

**RUNE MAGIC** (all one-use): Reverse Chaos, Tongue (a Krarsht spell) x2, Cause Wasting Disease 4

**SKILLS:** Climb 50%, Hide in Cover 80%, Jump 40%, Listen 45%, Move Silently 75%, Oratory 50%, Sense Order 50%, Spot Hidden 60%, Spot Traps 85%, Track 60%, Trap Set/Disarm 90%, Brew POW Restoring Potion POT 4

**LANGUAGES:** Broo 90%, Praxian 85%, Pelorian 75%, Stormspeech 60%, Darktongue 60%, Beastspeech 50%, Old Pavic 35%

**CHAOTIC FEATURES:** +8 CON, +1D6 (3) POW, Regenerates 3 points per melee round in location of choice, and knows the following Nysalor Riddles: Speak Stormspeech, Speak Darktongue, Climb, Jump, Listen, Spot Hidden, Spot Traps, Track, Trap Set/Disarm, Hide in Cover, Move Silently, Oratory, Poleaxe attack, Composite Bow attack, Large Axe attack, and Poleaxe parry.

**BOUND SPIRIT:** in ruin swallow: INT 13, POW 15

**TREASURE CARRIED:** 4 doses POW-restoring potion POT 4; 5 gems worth 450, 90, 32, and 18 lunars respectively.

#### GRILPH, broo initiate of Malia

STR 12	CON 17	SIZ 15	01-05	R LEG	7/6
INT 14	POW 16	DEX 16	06-07	L LEG	4/3
CHA 11			08-10	ABDOM	7/6
Move 9			11-12	CHEST	7/7
Hit Points 18			13-15	R ARM	7/5
Defense: 20%			16-18	L ARM	7/5
			19-20	HEAD	8/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Rapier	4	85%	1D6+1+1D4	65%	12
Javelin	1	70%	1D10+1D2	40%	10
Head Butt	6	90%	1D6+1D4	—	—
Mdm Shield	6	35%	1D6+1D4	80%	12

**SPELLS:** Befuddle, Bladesharp 2, Fanaticism, Healing 5, Protection 2, Speedart, Sneeze (2)

**SKILLS:** Camouflage 90%, Hide in Cover 75%, Identify Disease 50%, Prepare Disease Potion 95%, Spread Disease 60%, Trap Set/Disarm 65%

**LANGUAGES:** Broo 70%, Praxian 70%, Old Pavic 50%, New Pelorian 50%, Spirit speech 35%

**CHAOTIC FEATURES:** Carries Slow Withers, Shakes, Joint Rot, and Sneezing. Anyone wounded by Grilph must resist vs. all his diseases or catch one. Also, when Grilph leads a gang, all the gang's weapons are infected with one of Grilph's diseases — the precise disease varying from weapon to weapon. Grilph's left leg is severely withered.

**TREASURE CARRIED:** 190 lunars, 2 Wheels.

#### NOYEYP, Priest of Thed

STR 29	CON 18	SIZ 13	01-04	R LEG	6/7
INT 13	POW 18	DEX 14	05-08	L LEG	6/7
CHA 13			09-11	ABDOM	7/7
Move 12			12	CHEST	8/8
Hit Points 20			13-15	R ARM	7/6
Defense: 20%			16-18	L ARM	5/6
			19-20	HEAD	5/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Spiked Flail	3	70%	2D6+2+2D6*	65%	15
Shortsword	6	50%	1D6+1+2D6*	45%	20
Sling	2	70%	1D8	—	—
Head Butt	7	70%	1D6+2D6	—	—

\* Plus Blade Venom POT 7

**SPELLS:** Binding, Detect Enemies, Detect Life, Detect Spirit, Disrupt, Healing 6, Strength (2) increases STR to 43, adding +15% to all attacks and parries; (known by ally) Countermagic 4, Dispel Magic 6

**RUNE MAGIC:** Multispell II, Shield 2, Spirit Block 1, Chaos Spawn, Fumble

**SKILLS:** Camouflage 70%, Hide Item 70%, Listen 80%, Track 50%, Trap Set/Disarm 70%, Brew Blade Venom POT 7

**LANGUAGES:** Broo 65%, Praxian 55%, Darktongue 40%, Aldryami 30%

**CHAOTIC FEATURES:** +14 STR; Movement class 12; explodes upon dying, doing 5D6 damage to all within 4 meters — armor will protect.

**ALLIED SPIRIT:** floats free: INT 11, POW 16. This spirit carries the chaos feature of adding +30% Defense.

**TREASURE CARRIED:** 200 clacks, 240 lunars, necklace worth 60 lunars, 8 doses Blade Venom POT 7

**NOTES:** When Noyeep leads a gang, all suitable weapons of the gang members are smeared with his Blade Venom. He will have his familiar spirit possess the most powerful fighter on his side, to give that fighter the +30% Defense, especially on those occasions when he himself is that fighter.

**RAVENING, ex-human initiate of Thed**

STR 11	CON 13	SIZ 19	01-04	R LEG	12/5
INT 8	POW 14	DEX 15	05-08	L LEG	12/5
CHA 5			09-11	ABDOM	13/5
Move 8			12	CHEST	13/6
Hit Points 13			13-15	R ARM	11/4
Defense: 00%			16-18	L ARM	11/4
			19-20	HEAD	12/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Fire Breath	2	75%	3D10	—	—
2H Spear	3	90%	1D10+1+1D4	90%	15
Lg. Crossbow	2	85%	2D6+2	40%	10

SPELLS: Countermagic 3, Fanaticism, Healing 4

RUNE MAGIC: Crack 1, Fumble 2

SKILLS: Camouflage 75%, Hide in Cover 50%, Listen 75%, Move Silently 50%, Spot Hidden 90%, Spot Traps 60%, Track 100%

LANGUAGES: Broo 50%, Tarsh 60%, Pelorian 40%, Old Pavic 25%, Praxian 40%

CHAOTIC FEATURES: +6 SIZ; +8 point skin; breathes 3D10 fire 4 times daily – damage is done to total hit points of target, whose thickest armor counts vs. the damage. Ravening can both breathe fire and attack in the same round. The fire breath has a range of 3 meters. Ravening's skin looks like it has been severely burned and blackened, with scabs and crusts all over it. His head looks like a scorched skull with raw staring eyes. Occasionally, bits of flame are visible through the mouth and nose-holes. He could be mistaken for one of the Slop and Slime gang.

TREASURE CARRIED: 270 lunars.

**THE MUTATIONS**

One of the groups of broos raiding Pavis-Inside-the-Walls consists of successful mutants. These chaotic monsters have formed the Mutation gang, and feel that they are the wave of the future. They fight together well, and are the elite of the broo brigands of Pavis.

Like most broo gangs, these beings will often set ambushes, but if there is no time for such a setup, they will hide behind rubble and bricks, waiting for their chance to charge up closely and engage their foes in melee, where the Mutations are strongest. They are too arrogant to have a true leader, but when in combat, they will generally follow Einak's lead, if no other more important leader is present.

Roll 1D6 to determine leader:

1D6	Result
1-2	Fineman
3	Noyeep
4	Ravening
5-6	None

**EINAK, Mutation gang 'leader', initiate of Thed, Bagog, and Malia**

STR 13	CON 17	SIZ 13	01-02	RH LEG	11/4
INT 12	POW 15	DEX 13	03-04	RF LEG	11/3
CHA 9			05-06	LH LEG	11/4
Move 8			07-08	LF LEG	11/4
Hit Points 18			09-10	TAIL	11/6
Defense 10%			11-12	THORAX	14/8
			13-14	CHEST	14/7
			15-16	R ARM	14/5
			17-18	L ARM	14/5
			19-20	HEAD	16/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	5	45%	2D8+1D4	55%	15
Head Butt	8	55%	1D6+1D4	—	—
Sting	8	60%	1D6+1D4*	—	—

\* plus injects poison POT 17

SPELLS: Countermagic 1, Disrupt, Healing 2, Ironhand 4

RUNE MAGIC: one-use only; Crack 2

SKILLS: Hide in Cover 70%, Trap Set/Disarm 50%

LANGUAGES: Broo 60%, Praxian 30%

CHAOTIC FEATURES: Einak is a four-legged scorpion broo, with stinger; copper plates grow from his skin, forming +8 point armor. Carries Creeping Chills disease.

TREASURE CARRIED: 24 lunars, 2 wheels, gem worth 3L. Einak's copper plating would be worth 240 lunars, if it were cleansed of all disease.

**RABNAI, Mutation gang member, initiate Thed and Malia**

STR 18	CON 20	SIZ 15	01-03	R LEG	6/7
INT 9	POW 13	DEX 16	04-06	L LEG	6/7
CHA 8			07-09	ABDOM	8/7
Move 9			10	CHEST	8/8
Hit Points 21			11-13	R ARM	5/6
Defense 05%			14-16	L ARM	5/6
			17-20	HEAD	12/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Great Axe	4	70%	2D6+2+1D6	80%	15
Head Butt	6	90%	2D10+1D6	—	—

SPELLS: Countermagic 1, Demoralize, Dullblade 1, Healing 2

SKILLS: Hide in Cover 80%, Move Silently 60%

LANGUAGES: Broo 45%

CHAOTIC FEATURES: Carries Slow Withers. Rabnai has an enormously developed head, with razor-sharp horns of solid brass. Much of Rabnai's skeleton is also brass, giving him extra CON, and his hair is actually thin wires, giving him +1 point skin (+9 pt skin on head). All of this is excreted metal from his system – Rabnai can eat bronze weapons!

TREASURE CARRIED: 220 clacks, 2 lunars. If Rabnai were placed into a refining furnace, all the flesh burnt off and all the brass melted down, the total metal would be worth around 160 lunars.

**GRIPSEX, Mutation gang member, initiate of Thed and Malia**

STR 14	CON 10	SIZ 17	01-04	R LEG	4/4
INT 12	POW 12	DEX 11	05-08	L LEG	4/4
CHA 4			09-11	ABDOM	6/4
Move 9			12	CHEST	6/5
Hit Points 12			13-15	R ARM	4/3
			16-18	L ARM	4/3
			19-20	HEAD	3/4

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	4	75%	1D10+1+1D4	60%	15
Head Butt	8	65%	1D6+1D4	—	—

SPELLS: Countermagic 3, Demoralize, Disrupt, Lightwall (4)

SKILLS: Hide in Cover 50%, Move Silently 60%, Track 40%

LANGUAGES: Broo 60%

CHAOTIC FEATURES: Regenerates 6 hit points per location per round, making Gripsex hard to kill. He will not fall down from damage taken unless a limb is actually severed. Severed limbs will, however, regenerate at the normal rate. Gripsex will even regenerate from fire or acid damage, but if he is kept at less than 0 total hit points for 2 consecutive rounds, then he will die, and not regenerate. Otherwise, he will regrow and join in the fight again.

TREASURE CARRIED: 25 lunars, 3 wheels, 3 gems worth 54L, 24L, and 100L respectively

**THOBUTE, Mutation gang member, initiate of Thed and Malia**

STR 17	CON 18	SIZ 12	01-04	R LEG	7/6
INT 13	POW 12	DEX 9	05-08	L LEG	7/6
CHA 6			09-11	ABDOM	6/6
Move 9			12	CHEST	6/7
Hit Points 18			13-15	R ARM	7/5
Defense 10%			16-18	L ARM	7/5
			19-20	HEAD	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Great Axe	7	50%	2D6+2+1D4	65%	15
Urine Spray	3	85%	Acid*	—	—

\* This acts as POT 18 acid. Thobute can divide this attack among as many foes as desired, so he could attack two foes each with POT 9 acid, or three with POT 6 acid each, etc. He retains his full 85% chance to hit vs. any foe attacked, even in multiple attacks — only the acid POT is reduced. He must roll separately for each target.

SPELLS: Countermagic 3, Healing 3, Mobility

SKILLS: Hide in Cover 80%, Track 60%

LANGUAGES: Broo 65%

CHAOTIC FEATURES: Carries Creeping Chills. Acid Urine, with 20m range. Thobute may attack in this manner up to 18 times daily.

TREASURE CARRIED: 15 clacks, 32 lunars, 2 wheels, gem worth 574 lunars. Bladder contains up to 18 doses of Acid POT 18, but anyone trying to obtain it would be exposed to several doses of Creeping Chills.

**GAGNIK, Mutation gang "mascot"**

STR 12	CON 16	SIZ 16	01-04	R LEG	6/6
INT 5	POW 17	DEX 12	05-08	L LEG	6/6
CHA 7			09-11	ABDOM	7/6
Move 9			12	CHEST	7/7
Hit Points 18			13-15	R ARM	7/5
			16-18	L ARM	7/5
			19-20	HEAD	8/6

Weapon	SR	Attk%	Damage	Parr%	Pts
R Lg Shield	8	25%	1D8+1D4	50%	16
L Lg Shield	8	40%	1D8+1D4	70%	16

SPELLS: Disrupt, Healing 4

RUNE MAGIC: (all one-use) Crack 4, Fumble 6, Multispell III, Spirit Block 3

SKILLS: Trap Set/Disarm 60%

LANGUAGES: Broo 25%

CHAOTIC FEATURE: +3D6 POW, giving 'species' maximum of 42. Gagnik has a 95% chance of increasing his POW via a POW gain roll if he casts a spell successfully.

TREASURE CARRIED: 4 lunars, 1 wheel

MAGIC ITEMS: 10-point POW storing crystal and 5-point POW storing crystal which currently contains bound spirit

BOUND SPIRIT: in 5-point crystal — INT 4 POW 20

NOTES: Gagnik is forced to sacrifice any extra POW he gets to gain one-use Rune spells from a convenient priest. Gagnik's first action in any combat is to cast Disrupts or Fumble spells until he qualifies for a POW gain roll. Then, he will cast spells as commanded by any other Mutation gang member. He will cast the Multispell III to stack Disrupts to injure appropriate foes, and he will cast Cracks to take out those with powerful weapons or thick armor (by destroying weapons, arm-plates, shields, etc). The Spirit Block is for his own use, if he is attacked by a spirit. Gagnik will not attack physically, only magically, unless the enemies are extremely weak, or his crystal and spirit run out of Power.

**THE LOSERS**

In any spawning of chaos beings, there are always defective mutants. The Loser gang of chaotic beings is made up of such beings. They have banded together in an attempt to survive. Already chaotic, their bodies' malformities have only warped their minds further. They delight in capturing live foes and slowly torturing them. Sometimes they do not even slay their hapless victims, but release them after weeks or months of pain, leaving them out on the street, limbless and blind.

The Losers have no love for their existence and, of all the gangs of the rubble, they are most likely to throw their lives away. However, they will only do this if there is the certainty of killing some of their enemies at the same time.

Usually they will insert themselves into a promising-looking ruin and then wait for a band of adventurers to explore the place. When the adventurers enter the building, the Losers attack, trying to kill or to incapacitate the first few intruders before the rest can help their friends.

Roll 1D6 to determine the leader.

**1D6 Result**

1	Fineman
2	Griph
3-6	None

**THE WORM, Loser gang leader, lay member Thed**

STR 6	CON 11	SIZ 5	01-09	ABDOM	1/4
INT 12	POW 12	DEX 1	10-16	CHEST	1/5
CHA 3			17-20	HEAD	3/4

Move 0

Hit Points 10

No Effective Attacks

SPELLS: Befuddle, Demoralize, Healing 4, Mobility

SKILLS: Evaluate Treasure 60%

LANGUAGES: Broo 60%, Praxian 60%, Old Pavic 25%

CHAOTIC FEATURES: Reflects 1-point spells back at caster

TREASURE CARRIED: None

NOTES: The Worm is a human torso, without arms or legs. He acts as magical support, and stays propped up at the back of any fight, throwing his spells to help the gang. He is usually carried by Ringpin or Wretch, when necessary, and will cast his Mobility spell on his carrier to aid in an escape.

**HOST, Loser gang member**

STR 17	CON 18	SIZ 8	01-06	R ARM	2/6
INT 11	POW 8	DEX 19	07-12	L ARM	2/6
CHA 6			13-20	HEAD	5/8

Move 7

Hit Points 17

Defense 10%

Weapon	SR	Attk%	Damage	Parr%	Pts
Short Sword	5	40%	1D6+1+1D4	40%	20
Thrown Rock	1	60%	1D4+1D2		

SPELLS: None

SKILLS: Climb 75%

LANGUAGES: Broo 30%, Praxian 55%

CHAOTIC FEATURES: Host is no more than two arms with a large malformed head dangling between them. Host carries his short sword in his teeth when moving. Host cannot attack and move in the same round, as he must stand on one arm to fight.

TREASURE CARRIED: 12 clacks, 1 lunar

**WRETCH, Loser gang member, initiate of Malia**

STR 7	CON 8	SIZ 12	01-04	R LEG	3/3
INT 9	POW 19	DEX 13	05-08	L LEG	3/3
CHA 8			09-11	ABDOM	4/3
Move 9			12	CHEST	4/4
Hit Points 9			13-15	R ARM	3/2
Defense 15%			16-18	L ARM	3/2
			19-20	HEAD	4/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	7	55%	1D8	60%	20
Small Shield	—	—	—	50%	8

SPELLS: Countermagic 3, Disrupt, Healing 2

SKILLS: Hide in Cover 60%,

LANGUAGES: Darktongue 30%, Praxian 45%

CHAOTIC FEATURES: Agonizing screams when moving, all attack spells have 95% chance for success vs. Wretch. Usually Wretch casts his Countermagic as soon as possible to help give him some defense against attack spells. Carries Soul Waste disease.

TREASURE CARRIED: None

**BLOAT, Loser gang member**

STR 15	CON 3	SIZ 21	01-02	R LEG	1/2
INT 4	POW 5	DEX 8	03-04	L LEG	1/2
CHA 6			05-16	BODY	1/6
Move 5			17	R ARM	1/1
Hit Points 6			18	L ARM	1/1
			19-20	HEAD	1/2

Weapon	SR	Attk%	Damage
Dropped Rock	4	40%	1D6 per 3 meters dropped

SPELLS: Healing 1

SKILLS: Fly 50% (actually floats)

LANGUAGES: Broo 15%, Praxian 20%

CHAOTIC FEATURE: Highly inflammable. Inflated with hydrogen. If Bloat takes more than 5 points of damage in a single blow to his Body (as opposed to limbs or head), he will "pop", and everyone within 3 meters will take 2D6 points of damage. If Bloat takes any body damage from fire, then he will explode into flame, doing 3D6 points of damage to everyone within 3 meters for each of two rounds, after which the fire will die out.

TREASURE CARRIED: 32 clacks

**MANUS, Loser gang member, lay member Ikadz the Torturer god**

STR 10	CON 17	SIZ 7	01	R LEG	3/1
INT 9	POW 8	DEX 9	02	L LEG	3/1
CHA 6			03	ABDOM	3/2
Move 4			04-05	CHEST	3/3
Hit Points 16			06	R ARM	3/1
			07-18	L ARM	6/14
			19-20	HEAD	3/2

Weapon	SR	Attk%	Damage
Left Claw	9	55%	2D6 + constricts*
Grapple	9	60%	Special

\* on subsequent rounds, the claw clings and does an additional 2D6 points of damage to the target area each round.

SPELLS: Countermagic 2, Healing 2, Mobility

SKILLS: Climb 50%, Lockpick 50%

LANGUAGES: Praxian 45%

CHAOTIC FEATURE: Body is but a withered appendage to the huge left arm.

TREASURE CARRIED: 3 bolgs, 14 clacks, 1 lunar

**UBSKIN, Loser gang member**

STR 14	CON 10	SIZ 7	01-04	R LEG	3/3
INT 8/8/8	POW 13	DEX 2	05-08	L LEG	3/3
CHA 3			09-11	ABDOM	3/3
Move 8			12	CHEST	3/4
Hit Points 9			13-15	R HEAD	2/3
			16-18	L HEAD	2/3
			19-20	C HEAD	2/3

Weapon	SR	Attk%	Damage
R Head Bite	11	30%	1D3*
L Head Bite	11	30%	1D3*
C Head Butt	11	40%	1D4

\* When one of these heads gets hold of a body part that has a piece of armor on it, the head will cling, and the target must resist STR vs. Ubskin's STR to wrench his limb away before Ubskin can pull off the armor. If there is no armor on the area struck, then the bite will cause normal damage.

SPELLS: Disrupt, Healing 1

SKILLS: Listen 50%, Spot Hidden 80%

LANGUAGES: Broo 40%, Spiritspeech 40%

CHAOTIC FEATURE: Cannot be surprised. Ubskin possesses heads instead of arms. Only one head is affected by any spell such as Demoralize or Befuddle. All three heads can cast spells simultaneously (such as 3 Disrupts vs. a single target). In combat, all three heads attack at once. The two side heads bite and wrench off armor pieces while the top head butts.

TREASURE CARRIED: None

**RINGPIN, Loser gang member, initiate of Ikadz the Torturer god**

STR 14	CON 16	SIZ 11	01	LEG 1	2/1
INT 14	POW 16	DEX 16	02	LEG 2	2/1
CHA 5			03	LEG 3	2/1
Move 6			04	LEG 4	2/1
Hit Points 16			05	LEG 5	2/1
Defense 20%			06	LEG 6	2/1
			07	LEG 7	2/1
			08	LEG 8	2/1
			09-11	ABDOM	6/6
			12	CHEST	6/7
			13	RL ARM	2/1
			14	RC ARM	2/1
			15	RU ARM	2/1
			16	LL ARM	2/1
			17	LC ARM	2/1
			18	LU ARM	2/1
			19-20	HEAD	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Javelin*	1	45%	1D10+1D2	—	10
Dagger*	1	45%	1D4+2+1D4	—	12

\* May throw up to three javelins in one round, or attack with up to six daggers in one round.

SPELLS: Healing 2, Speedart

SKILLS: Climb 50%, Hide in Cover 45%

LANGUAGES: Praxian 70%

CHAOTIC FEATURE: Multiple emaciated arms and legs

TREASURE CARRIED: 4 clacks, 2 lunars

**SLOP AND SLIME**

The Slop and Slime pack are chaotic creatures who have been warped even more hideously than usual by the forces of entropy. All of them give an impression as of being partially melted or run together. Most ooze some sort of vile liquid.

Only Syrph and Pipunc are recognizable as having once been broods. The origin of the rest is conjectural. Tachi, the leader, often has difficulty controlling the gang. They do not fear death any more than do the Losers, but they are primarily concerned with the destruction of the non-chaotic, rather than revenge, as are the Losers. If they can capture a living non-chaotic intelligent being, they will carry him or her off to their hidden slimy lair, where they will, each in turn, meld with their captive, until he becomes one of them — a terribly distorted mass of degenerate protoplasm. This grisly process also changes the personality of their victim, so that he will join them happily on their forays, having forgotten his former life.

Their usual combat tactics are to wait in some cool and moist place underground, perhaps sending up a scout or two once in a while. When a party of potential prey passes, the monsters will ooze and slide out of their lair as swiftly as possible, assaulting the unlucky adventurers. If a party is unfortunate enough to actually enter the dismal hole wherein the monsters lurk, not only will they be forced to

battle with the chaotic cripples, but they will encounter the slime coating the entire hole. After an hour or so, Pipunc and the rest will have coated the interior with a thick layer of all their slimes. Anyone entering will be hit by Syrph's acid dripping from the ceiling and the floor, stuck to the glue of Mosca, infected by Pipunc's diseases, and so forth. The gang changes their hidey-hole every few weeks, so abandoned and horribly stained rooms can be found here and there in the sections of Pavis haunted by this gang. After a season or so, the infected rooms lose their taint.

All the members of the Slop and Slime, through long association, are immune to each others secretions. Pipunc carries all the group's treasure.

Roll 1D6 to determine their leader.

1D6	Result
1-2	Fineman
3-4	Ravening
5-6	None

#### TACHI, Slop and Slime gang leader, priest of Primal Chaos

STR 13	CON 16	SIZ 21	01-08	BASE	2/10
INT 9	POW 18	DEX 8	09-13	BODY	2/8
CHA 6			14-15	R TENT	2/6
Move 6			16-17	L TENT	2/6
Hit Points 20			18-20	HEAD	3/7
Defense 00%					

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	5	60%	1D10+1+1D6	75%	15
Spit	4	80%	Mucus*	—	—

\* The mucus spit will always hit the target's head, partially blinding him, and forcing him to subtract 25% from all chances to hit and parry until he can spend 1D3 rounds unengaged to clean off his face.

SPELLS: Bladesharp 1, Detect Life, Disruption, Healing 6; (known by allied spirit) Befuddle, Binding, Protection 4

SKILLS: Climb 75%, Move Silently 95%

LANGUAGES: Old Pavic 45%

CHAOTIC FEATURES: Tachi is a half-slug being. His forebody and tentacles rise from the afterpart of a gigantic slug. He takes only half damage from weapons capable of impaling, and regenerates 1 hit point of damage per area per round.

ALLIED SPIRIT: in giant (SIZ 2) fly INT 8 POW 16

#### QUARP, Slop and Slime gang member

STR 8	CON 13	SIZ 4	01	R LEG	6/4
INT 11	POW 16	DEX 14	02	L LEG	6/4
CHA 1			03-04	ABDOM	7/4
Move 8			05-06	CHEST	7/5
Hit Points 12			07-11	R ARM	4/6
Defense 20%			12-16	L ARM	4/6
			17-20	HEAD	5/6

Weapon	SR	Attk%	Damage
Bite*	9	55%	1D8 + poison POT 20
R Claw*	9	80%	1D10 + poison POT 10
L Claw*	9	70%	1D10 + poison POT 10

\* can use all three attacks at once.

SPELLS: Demoralize, Healing 2, Ironhand 4, Protection 4

SKILLS: Hide in Cover 55%, Move Quietly 60%, Trap Set/Disarm 85%

LANGUAGES: Old Pavic 55%

CHAOTIC FEATURES: Quarp has extremely long and bony arms and neck, terminating in poison claws and fangs.

#### MOSCA, Slop and Slime gang member

STR 10	CON 20	SIZ 13	01-05	R LEG	5/7
INT 12	POW 10	DEX 11	06-08	L LEG	5/6
CHA 4			09-12	ABDOM	5/8
Move 9			13	CHEST	5/8
Hit Points 21			13-16	R ARM	5/7
Defense 00%			17-18	L ARM	5/6
			19-20	HEAD	8/7

Weapon	SR	Attk%	Damage
Bite	9	75%	1D10*

\* Plus drains 1D6 STR per round of attachment, just as does a vampire.

SPELLS: Disrupt, Healing 3, Ironhand 4, Protection 4

SKILLS: Climb 100%, Hide in Cover 65%, Swim 60%

LANGUAGES: Old Pavic 60%, Darktongue 35%

CHAOTIC FEATURE: Mosca looks like a man carved out of candle wax and then melted severely. Its head is that of a giant fly. All Mosca's skin, except for its head, secretes a STR 20 glue. Any weapon striking Mosca anywhere but the head, whether or not it penetrates armor, will become stuck, and jerked out of the wielder's hand, unless he can make a roll of STR vs. STR against the glue's STR of 20. If Mosca attempts to pull something off its own glue, it always succeeds.

#### PKOP, Slop and Slime mascot

STR 20	CON 20	SIZ 20	01-04	R LEG	4/8
INT 3	POW 15	DEX 19	05-08	L LEG	4/8
CHA 2			09-11	ABDOM	4/9
Move 7			12-14	CHEST	4/9
Hit Points 22			15	TENT 1	3/7
Defense 00%			16	TENT 2	3/7
			17	TENT 3	3/7
			18	TENT 4	3/7
			19	TENT 5	3/7
			20	TENT 6	3/7

Weapon	SR	Attk%	Damage
Tentacle	5	50%	1D6*

\* Once a tentacle hits, it remains attached, and does an additional 1D6 points of damage on subsequent rounds, as it worms its way into its victim's vitals. Armor only protects until its absorption rating is overcome.

SKILLS: Climb 50%, Spot Hidden 85%, Hide in Cover 60%

LANGUAGES: Understand Old Pavic 15%

CHAOTIC FEATURES: Pkop looks like a walking sea-anemone. It also has the feature of reflecting 2-point spells.



**PIPUNC, Slop and Slime treasurer, broo initiate of Malia**

STR 17	CON 18	SIZ 15	01-04	R LEG	6/7
INT 10	POW 15	DEX 12	05-09	L LEG	7/7
CHA 3			10	ABDOM	5/6
Move 9			11	CHEST	5/8
Hit Points 19			13-16	R ARM	6/7
Defense 00%			17-18	L ARM	4/5
			19-20	HEAD	3/7

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	4	60%	1D10+1+1D4	50%	15
Head Butt	8	75%	1D6+1D4	—	—

**SPELLS:** Demoralize, Healing 2, Coordination (2) — which reduces his SR 1 point, raises all his chances to hit and parry by 05%, and gives him a 05% Defense

**SKILLS:** Hide in Cover 45%, Move Quietly 60%, Trap Set/ Disarm 75%

**LANGUAGES:** Broo 50%, Praxian 50%, Old Pavic 40%

**CHAOTIC FEATURES:** Disease. Pipunc oozes liquid that carries four different diseases. Anyone wounded by Pipunc will automatically contract one dose of a random disease per wound. Anyone engaging Pipunc in melee must roll CONx5 or less afterwards or contract a random disease. Anyone touching Pipunc's body will automatically contract one of the diseases as well. Finally, weapons that have wounded Pipunc will carry one of his infections, and anyone using such a weapon will be exposed to its disease each six hours it is on his person. Anyone wounded by the weapon is also exposed to its disease. Roll 1D4 to determine a random disease: 1=Joint Rot; 2=Convulsions; 3=Slow Withers; 4=Creeping Crudd.

**TREASURE CARRIED:** 21 bolgs, 104 clacks, 89 lunars, 4 wheels and three gems: worth 100, 75, and 23 lunars respectively.

**NOTE:** Pipunc looks like a broo carved out of mud.

**SYRPH, Slop and Slime broo member**

STR 18	CON 18	SIZ 12	01-03	R LEG	4/5
INT 7	POW 12	DEX 16	04-09	L LEG	3/8
CHA 5			10-11	ABDOM	7/5
Move 8			12-14	CHEST	5/10
Hit Points 18			13	R ARM	6/3
Defense 00%			14-17	L ARM	4/7
			18-20	HEAD	3/7

Weapon	SR	Attk%	Damage
RH Touch	7	55%	Acid POT 9*
LH Touch	7	60%	Acid POT 9*

\* This damage will also be done to any parrying weapons, including shields.

**SPELLS:** Demoralize, Healing 6

**SKILLS:** Hide 45%, Move Silently 65%

**LANGUAGES:** Broo 35%, Old Pavic 35%

**CHAOTIC FEATURES:** Oozes and drips acid POT 9, as well as possessing acid blood. Any weapon striking Syrph takes damage equal to twice the damage rolled. For example, if a sword hits Syrph and rolls 9 points of damage, it takes 18 points of damage to itself. Syrph, however, will only take whatever damage penetrates his "armor" (which is actually a thickened, boggy, acidic hide). Weapons with Fireblade only take half the damage that they would normally accept.

**THE BISON BROOS**

This small gang of broos has been created by interbreeding with the great bison of the plains. They regard themselves as superior to the usual chaos riff-raff, and do not associate

with them. They have taken in One-horn, the rhino broo, as worthy of their companionship.

From a distance they could be mistaken for a band of minotaurs; close up, their chaotic nature is evident — they have twisted lumps in their skin, rachitic bony structure, and open sores in their hides. One-horn is especially horrible — he looks like a bloated bipedal rhino, with serum oozing from between his plates of armor.

They open their attacks with a volley of thrown stones. They will throw stones while they charge until they are close enough to engage in melee, where their size and strength should give them the advantage. Whether Grilph, Noyeep, or Ravening lead them, they prefer to have the leader hang back and give them magical support while they engage in close combat.

Roll 1D6 to determine who leads them.

1D6	Result
1-2	Grilph
3-4	Noyeep
5-6	Ravening

**EATEN, Bison Broo leader, initiate of Malia**

STR 27	CON 16	SIZ 24	01-04	R LEG	6/7
INT 14	POW 16	DEX 9	05-08	L LEG	6/7
CHA 8			09-11	ABDOM	7/7
Move 8			12	CHEST	7/8
Hit Points 19			13-15	R ARM	5/6
			16-18	L ARM	5/6
			19-20	HEAD	5/7

Weapon	Sr	Attk%	Damage	Parr%	Pts
RH Club	6	75%	1D10+2D6	40%	20
LH Club	6[12]	55%	1D10+2D6	45%	20
Thrown Rock	3	65%	1D4+2D3	—	—

**SPELLS:** Disrupt, Healing 2, Protection 2, Speedart

**SKILLS:** Track 85%, Trap Set/Disarm 40%

**LANGUAGES:** Broo 70%

**CHAOTIC FEATURES:** Carries Bleeding Disease; "polled" — has only horn stubs instead of full horns.

**TREASURE CARRIED:** 25 lunars, 2 wheels, gem worth 54 lunars

**GUDGE, Bison Broo gang member, initiate of Thed and Malia**

STR 28	CON 17	SIZ 24	01-04	R LEG	3/7
INT 12	POW 12	DEX 8	05-08	L LEG	3/7
CHA 11			09-11	ABDOM	3/7
Move 8			12	CHEST	3/8
Hit Points 20			13-15	R ARM	3/6
			16-18	L ARM	8/7
			19-20	HEAD	5/7

Weapon	SR	Attk%	Damage	Parr%	Pts
RH Club*	7	50%	1D10+2D6	40%	25
LH Claw*	8	50%	1D6+2D6	35%	arm
Head Butt*	8	50%	2D6+2D6	—	—
Thrown Rock	4	50%	1D4+2D3	—	—

\* May use all three attacks in the same round.

**SPELLS:** Healing 2, Sneeze (2)

**SKILLS:** Track 50%

**LANGUAGES:** Broo 60%

**CHAOTIC FEATURES:** Carries Sniffles disease. Possesses long, strong claws on left hand.

**TREASURE CARRIED:** 250 clacks.

**BOSBOS, Bison Broo gang member, initiate of Thed and Malia**

STR 20	CON 18	SIZ 22	01-04	R LEG	5/7
INT 6	POW 12	DEX 13	05-08	L LEG	5/7
CHA 5			09-11	ABDOM	8/7
Move 8			12	CHEST	8/8
Hit Points 21			13-15	R ARM	5/6
			16-18	L ARM	5/6
			19-20	HEAD	5/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Huge Club*	3	55%	2D8+2D6	60%	25
Head Butt*	6	80%	2D6+2D6	—	—
Thrown Rock	2	50%	1D4+2D3	—	—

\* May use both attacks in the same round.

SPELLS: Healing 2, Protection 4

SKILLS: Climb 40%, Jump 65%

LANGUAGES: Broo 40%

CHAOTIC FEATURES: Carries Wasting Disease, completely hairless

TREASURE CARRIED: 35 bolgs, 2 clacks, 1 wheel

**ONE-HORN, Bison Broo gang member, rhino broo initiate of Thed**

STR 33	CON 26	SIZ 33	01-04	R LEG	8/11
INT 8	POW 8	DEX 6	05-08	L LEG	8/11
CHA 3			09-11	ABDOM	10/11
Move 8			12	CHEST	10/12
Hit Points 32			13-15	R ARM	8/10
			16-18	L ARM	8/10
			19-20	HEAD	7/11

Weapon	SR	Attk%	Damage	Parr%	Pts
Gigantic Club*	6	60%	3D8+3D6	45%	30
Head Ram*	8	95%	1D10+3D6	—	—
Thrown Rock	4	45%	1D4+3D3	—	—

\* May use both attacks in the same round.

SPELLS: Demoralize, Healing 3, Mobility

SKILLS: Keep Quiet 70%, Track by Smell 80%

LANGUAGES: Broo 40%

CHAOTIC FEATURES: +8 CON

TREASURE CARRIED: 14 lunars, gem worth 23 lunars

**BROOS AND DISEASE**

The race of broos is despised and feared throughout Glorantha, most often for their ability to carry and spread disease without being themselves affected. While many rightly fear them, few know how not to catch the dread diseases propagated by broos.

*The Nature of the Diseases*

Most broo disease is by nature infectious, not contagious. That is, another person will not catch a disease from a broo by simply sharing the same space with the broo, unless a spirit of disease is present in the area. However, touching the broo or handling a broo's possessions can bring on disease.

Generally, these situations come up during and after combat with broos. A broo usually will urinate and defecate on his weapons and armor before battle, a method of weapon marking should they become lost in the battle and be picked up by another broo. Of course, this practice is also used to infect their weapons, rendering them deadly to those wounded by them.

Contact with such goods as well as the bodies of the broos, or being injured by a broo's weapons, can infect an individual with any diseases the broo may be carrying. The probably of catching a disease is as shown in the *RuneQuest* rules.

Merely fighting with a broo will not usually produce infection, but touching the broo, his equipment, or equipment of the adventurer which has in turn contacted broos or broo-infected items, may cause infection. Of course, anyone wounded by a broo or his items will have

to make a CON roll. In some cases, the adventurer may be required to make a CON roll for each wound received from a broo.

*Guarding Against Infection*

The people of Glorantha realize that handling broo equipment can be hazardous to their health. Yet, some broos have, one way or another, picked up some fabulous items of loot that no self-respecting adventurer would ever leave on the cooling corpse of a broo. What to do?

It is difficult to cleanse items polluted by broos. Usually, porous materials such as cloth and wood cannot be cleaned, and must be burned. Metal objects or jewelry can be cleaned, but it is an involved process. Each item must be cleaned separately. The character doing the cleansing must take a full week for each item, though he does not need to be watching the item all the time. The item must be heated, buried, or go through various other processes. At the end of the week, the character attempts to make his Treat Disease skill roll. If he succeeds, then the object he was working on is cleansed. If he failed, then the object he was working on is not only not cleansed, but he is exposed to the disease. If the character wishes to cleanse more than one item during a week, he may, but at the end of the week he must roll for each item consecutively. Once he fails his Treat Disease roll, all subsequent items that week (as well as the one he failed his roll on) will remain infected.

In the case of multiple small items, such as coins, each item must still be individually decontaminated for full

safety. This makes it obvious why most broo-owned objects are simply abandoned when found.

An appropriate Cure Disease Rune spell will decontaminate a single item, but it must still be sent through the full week-long decontamination process. However, at the end of the process, it will be automatically cleansed, and no Treat Disease roll need be made.

Sometimes objects are specially infected with a spirit of disease or similar plague, in which case the above process will not disinfect it. More powerful methods must be used.

*Example: Hanthen Chaoskiller has slain a band of broos and recovered their weapons. The broos were armed with five bronze greatswords, which Hanthen wishes to cleanse of their corruption and corrosion. He has a Treat Disease skill of 80%. He pays a Chalana Arroy healer to cast Cure All Disease on one of the swords, and then proceeds to put all five weapons through the lengthy cleansing process. At the week's end, the sword which had the spell cast on it is cured automatically, and Hanthen must make his Treat Disease roll for the rest. He makes it for the first, but fails on the second, rolling an 87. This means that he has automatically failed on all the subsequent ones as well. Thus, since he only cured the first two (one by means of the spell), he is exposed to the broo's diseases three times in a row. Good luck, Hanthen!*

Objects being cleansed must be kept in the same locale, or nearby. A traveling nomad will need to settle down for the necessary time involved.

## THE LEAPER GANG

The Leaper gang consists of a number of broos, all possessing extraordinary leaping ability. They have round bodies, rabbit- or kangaroo-like hind legs, and small arms. Evidently they are descended from various jumping plains animals.

Their usual mode of attacking is to have Pitir and Jax scout the opposition. These two small monsters resemble jackrabbits from a distance, and easily could go unnoticed by the party that they trail. The other monsters set up an ambush along the projected path of their victims. The broos will always lurk completely out of sight, crouching behind tall grass, walls, piles or rubble, or similar objects. Only Jax or Pitir watch from a distance. When the party has entered the ambush zone, Jax and Pitir give the signal to attack and the entire gang leaps over the barriers onto their surprised victims. Since the Leaper gang suddenly jumps in from where there were no signs of foes before, their victims are always taken by surprise: crossbows will be uncocked, bows unstrung, and weapons sheathed. This should give the leapers a definite advantage in melee, at least during the first round, as they will be able to attack normally and their opponents will be handicapped.

Jax and Pitir will try to stay out of melee range. Jax will cast Disrupt spells at the smallest opponent and Pitir will throw darts at whomever is available. Jak and Dog will try to Befuddle the most dangerous-looking foe. Jak has trained the Leaper gang to refrain from attacking individuals that have been Befuddled. Immediately after Befuddling an opponent, Jak or Dog shout out which target they have Befuddled and the gang will avoid attacking that character. If the assault goes poorly, either Jak or Epus will shout out a retreat signal, and all the Leapers will jump away. Because of their fantastic jumping speed, their opponents must roll DEXx4 or less on D100 in order to get a final blow against a Leaper gang member on the round in which that gang member disengages from combat. In any case, the Leapers can use both Defense and parry on rounds in which they are disengaging, although they cannot attack. The Leaper gang is probably the most disciplined group of chaotic creatures in the region.

Roll 1D6 to see who is leading them.

1D6	Result
1-2	Fineman
3	Grilph
4	Noyeep
5-6	None

### EPUS, Leaper gang leader, initiate of Thed and Malia

STR 18	CON 14	SIZ 15	01-05	R LEG	8/6
INT 12	POW 13	DEX 16	06-10	L LEG	8/6
CHA 5			11-13	BODY	12/6
Move 11			14-15	R ARM	8/4
Hit Points 15			16-17	L ARM	8/4
Defense 10%			18-20	HEAD	9/5
<b>Weapon</b>	<b>SR</b>	<b>Attk%</b>	<b>Damage</b>	<b>Parr%</b>	<b>Pts</b>
Great Axe	4	60%	2D6+2+1D6	60%	15
Head Butt	6	90%	1D6+1D6	—	—

SPELLS: Disrupt, Healing 2, Mobility, Protection 2

SKILLS: Hide in Cover 40%, Jump 100%, Spot Hidden 80%

LANGUAGES: Broo 60%, Darktongue 40%

CHAOTIC FEATURES: Can leap up to 6 meters; +6 point skin; carries Soul Waste disease

TREASURE CARRIED: 44 bolgs, 12 clacks, gem worth 12 lunars

### JAK, Leaper gang leader, initiate of Thed

STR 7	CON 13	SIZ 6	01-05	R LEG	2/5
INT 13	POW 16	DEX 19	06-10	L LEG	2/5
CHA 4			11-13	BODY	5/5
Move 11			14-15	R ARM	3/3
Hit Points 12			16-17	L ARM	3/3
Defense 20%			18-20	HEAD	3/4

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	4	65%	1D8+1	70%	15
Head Butt	7	45%	1D6	—	—

SPELLS: Befuddle, Healing 2, Shimmer 3, Spirit Screen 2, Spirit Binding

SKILLS: Climb 40%, Hide in Cover 70%, Jump 100%, Spot Hidden 60%

LANGUAGES: Broo 65%, Aldryami 25%, Old Pavic 25%

CHAOTIC FEATURES: Can leap up to 10 meters

BOUND SPIRIT: body louse hidden in Jak's fur; INT 12, POW 19

TREASURE CARRIED: 10 bolgs, 25 clacks, 3 lunars

### PITR, Leaper gang scout

STR 4	CON 14	SIZ 2	01-20	BODY	3/12
INT 8	POW 10	DEX 24			
CHA 7					
Move 9					
Hit Points 8					
Defense 20%					

Weapon	SR	Attk%	Damage
Thrown Dart	1/6/11	45%	1D6
Bite	7	30%	1D4*

\* plus poison POT 10

SPELLS: Healing 2, Mobility

SKILLS: Hide in Cover 40%, Jump 120%, Move Silently 60%

LANGUAGES: Broo 40%, Praxian 40%, Old Pavic 40%, Darktongue 40%

CHAOTIC FEATURES: Can leap up to 20 meters; has poison bite

TREASURE CARRIED: 7 clacks, 2 lunars

### OCHRE, Leaper gang member, initiate of Thed

STR 13	CON 16	SIZ 9	01-06	R LEG	6/7
INT 7	POW 14	DEX 17	07-12	L LEG	6/7
CHA 3			13-15	BODY	5/7
Move 11			16-18	R ARM	5/5
Hit Points 16			19-20	HEAD	4/6
Defense 10%					

Weapon	SR	Attk%	Damage	Parr%	Pts
Spit	1	80%	Special*	—	—
Large Shield	7	25%	1D8	75%	16

\* Spit is combination acid and poison — it hits a single hit location, then acts as POT 20 acid vs. armor: whatever acid gets through the armor is matched vs. the victim's hit points as per poison. For example, if a character with 8 pt armor over all locations is hit, 12 points of acid get through and a POT 12 poison is matched vs. his CON. The acid does destroy armor, but not flesh — the only actual damage done to the target is via poison.

SPELLS: Healing 2

SKILLS: Hide in Cover 60%, Jump 100%

LANGUAGES: Broo 35%

CHAOTIC FEATURES: Can leap up to 10 meters; deadly spit; has but a single arm

TREASURE CARRIED: 4 clacks

**SCHVINE, Leaper gang member, initiate of Malia**

STR 9	CON 17	SIZ 5	01-05	R LEG	2/7
INT 11	POW 8	DEX 20	06-10	L LEG	2/7
CHA 8			11-13	BODY	3/7
Move 11			14-15	R ARM	1/5
Hit Points 16			16-17	L ARM	1/5
Defense 20%			18-20	HEAD	3/6

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	3	50%	1D10+1	50%	15

SPELLS: Countermagic 3, Disruption, Healing 3

SKILLS: Climb 70%, Hide in Cover 60%, Jump 100%

LANGUAGES: Broo 55%

CHAOTIC FEATURES: Lacks horns; can leap up to 10 meters; carries Creeping Chills disease

TREASURE CARRIED: 45 bolgs, 4 clacks, 17 lunars

**DOG, Leaper gang member, initiate of Thed**

STR 12	CON 18	SIZ 7	01-05	R LEG	2/7
INT 11	POW 13	DEX 18	06-10	L LEG	2/7
CHA 3			11-13	BODY	6/7
Move 11			14-15	R ARM	3/5
Hit Points 17			16-17	L ARM	3/5
Defense 35%			18-20	HEAD	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	3	50%	1D10+1	35%	15
Head Butt	7	60%	1D6	-	-

SPELLS: Befuddle, Healing 2

SKILLS: Climb 50%, Hide in Cover 70%, Jump 100%

LANGUAGES: Broo 55%, Praxian 15%

CHAOTIC FEATURES: Can leap up to 10 meters; +20% Defense

TREASURE CARRIED: 11 clacks, 3 lunars

**JAX, Leaper gang scout, lay member Thed**

STR 3	CON 10	SIZ 1	01-20	BODY	2/8
INT 9	POW 12	DEX 25			
CHA 2					
Move 9					
Hit Points 12					
Defense 40%					

Weapon	SR	Attk%	Damage
Head Butt	7	60%	1D6 + can impale

SPELLS: Countermagic 3, Disruption, Healing 4, Mobility

SKILLS: Hide in Cover 80%, Jump 110%, Move Silently 50%

LANGUAGES: Broo 45%, Old Pavic 45%

CHAOTIC FEATURES: Can leap up to 15 meters

TREASURE CARRIED: 4 lunars, 2 wheels

## Special Encounters:

### 1.

**KONCHERRY THE ELF BANDIT**

Koncherry is an elf bandit that has operated in Pavis for many years. He always identifies himself through his workers, but is rarely seen and has never been captured or accurately identified.

Koncherry always remains out of sight, using both his Hide in Cover skill and his Chameleon spell. An associate priest of Aldrya, he has a number of spells at his command. His air cover is provided by his familiar, a SIZ 2 great owl.

He is a collector, not a killer. His methods are intended to dupe, defy, and dumbfound the victims rather than cause mortal damage. He always attacks at night; when surprise is lost he withdraws his attack, until next time.

Koncherry's underlings steal magic crystals, herbs and herbal potions, and items made of copper. Nothing else, unless it is of value specifically to the Aldryami, is taken. There is never mention of recompense. Koncherry only attacks predominantly human parties.

His attacks include 1D6 spell-using runners and about 3D6 whipstick-armed runners, as well as his own spells in support. Each runner has 1D3 whipbush seeds, so there could be quite a quantity of whipbushes as well.

**THE ATTACK PLAN:** Koncherry always attacks at night, during a strong wind. He and anyone else who may be smelled remain downwind, but the tumbleweed runners all go upwind. They scout the victims until they have encamped. When only a few guards are awake, the tumbleweed runners will climb into their bushes and set them

to tumbling across the grass toward the campsite. The guards must make a critical roll on their Spot Hidden to see the hidden runners within the plants. As the bushes roll

**KONCHERRY, Bandit and Associate Priest of Aldrya**

STR 10	CON 13	SIZ 9	01-04	R LEG	3/5
INT 15	POW 19	DEX 16	05-08	L LEG	3/5
CHA 13			09-11	ABDOM	5/5
Move 9			12	CHEST	5/6
Hit Points 14			13-15	R ARM	2/4
Defense 20%			16-18	L ARM	2/4
			19-20	HEAD	3/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Elf Bow	1/7	80%	1D8+1	35%	10
Shortsword	6	60%	1D6+1	50%	20
Small Shield	-	-	-	50%	8

SPELLS: Befuddle, Demoralize, Detect Life, Farssee, Healing 4, Multimissile 4, Shimmer 2, Speedart; (known by bound spirit) Detect Magic, Detect Traps (2), Food Song

RUNE MAGIC: Chameleon x 3, Heal Body x 2, Silence, Summon Small Gnome x 2, Summon Medium Gnome

SKILLS: Camouflage 50%, Find Healing Plants 55%, Hide in Cover 85%, Hide Item 55%, Listen 65%, Move Quietly 95%, Spot Hidden 85%, Track 65%

LANGUAGES: Aldryami 85%, Pavic 50%, Tradetalk 45%

MAGIC ITEMS: 5 packets of Tangleseeds, 4-point Spell Resisting crystal, small club holding matrix for Dullblade 4, 12-point POW-storage crystal

BOUND SPIRIT: INT 10 POW 14 spirit bound into great owl, SIZ 2. Non-combatant

across and around the camp, the runners will leap out and cast their whipbush seeds about the camp. This will take a round of action. Those runners designated as spell users cast Befuddle at the guards, while the others lay out with their whipsticks to try and entangle their weapon arms.

By this time, one of Koncherry's gnomes will show itself by seizing the legs of the guards, grabbing weapons laying on the ground, or holding down sleeping people.

The whipbush seeds will begin to grow at a rate of one meter per melee round, and add one arm per round, until they reach a total of three arms per plant. Each runner will throw his seeds.

During the second round of growth, each plant may make one Entangle attack. At the third round it may make

two, and at the end of the third round make three. A whip that is chopped off will not be replaced.

Once a member of the party is caught and helpless, the runners will quickly search him for appropriate objects to thief away. Use their Spot Hidden skill for well-concealed items. If everyone is captured, the runners will be leisurely, and may try to Spot Hidden objects more than once on each character.

**AFTERWARD:** Complaints through channels will lead nowhere. The elves of the Garden claim they know of no such elf and deny he even exists. Perhaps he is some kind of ghost from the human past? The only way to investigate the matter is to enter the Garden.

#### TUMBLEWEED RUNNER, spell-user

Weapon	SR	Attk%	Damage	Parr%	Pts
Whipstick	7	60%	1D6*	60%	10

\* plus entangles hit location struck.

SPELLS: Befuddle, Food Song, Healing 2, Silence

SKILLS: Camouflage 85%, Hide in Cover 55%, Listen 60%, Move Quietly 75%, Spot Hidden 55%

LANGUAGES: Aldryami 65%

MAGIC ITEMS: 1D3 whipbush seeds

#### SAJI

POW 11	R LEG	01-04	0/5
DEX 14	L LEG	05-08	0/5
HP 13	ABDOM	09-11	0/5
Defense 10%	CHEST	12	0/6
Whipstick 10	R ARM	13-15	0/4
Move 5 on foot	L ARM	16-18	0/4
Move 9 rolling in bushes	HEAD	19-20	0/5

#### FRONDI

POW 11	R LEG	01-04	0/5
DEX 14	L LEG	05-08	0/5
HP 13	ABDOM	09-11	0/5
Defense 10%	CHEST	12	0/6
Whipstick 10	R ARM	13-15	0/4
Move 5 on foot	L ARM	16-18	0/4
Move 9 rolling in bushes	HEAD	19-20	0/5

#### LEAFIP

POW 11	R LEG	01-04	0/5
DEX 14	L LEG	05-08	0/5
HP 13	ABDOM	09-11	0/5
Defense 10%	CHEST	12	0/6
Whipstick 10	R ARM	13-15	0/4
Move 5 on foot	L ARM	16-18	0/4
Move 9 rolling in bushes	HEAD	19-20	0/5

#### STALEN

POW 11	R LEG	01-04	0/5
DEX 14	L LEG	05-08	0/5
HP 13	ABDOM	09-11	0/5
Defense 10%	CHEST	12	0/6
Whipstick 10	R ARM	13-15	0/4
Move 5 on foot	L ARM	16-18	0/4
Move 9 rolling in bushes	HEAD	19-20	0/5

#### LISTIP

POW 11	R LEG	01-04	0/5
DEX 14	L LEG	05-08	0/5
HP 13	ABDOM	09-11	0/5
Defense 10%	CHEST	12	0/6
Whipstick 10	R ARM	13-15	0/4
Move 5 on foot	L ARM	16-18	0/4
Move 9 rolling in bushes	HEAD	19-20	0/5

#### ROWLF

POW 11	R LEG	01-04	0/5
DEX 14	L LEG	05-08	0/5
HP 13	ABDOM	09-11	0/5
Defense 10%	CHEST	12	0/6
Whipstick 10	R ARM	13-15	0/4
Move 5 on foot	L ARM	16-18	0/4
Move 9 rolling in bushes	HEAD	19-20	0/5

#### WHIPBUSHES

Weapon	SR	Attk%	Damage
Whip*	4	75%	Entangle only

\* may attack up to three times when fully grown

#### WHIPBUSH ONE

POW 10	TRUNK	01-05	4/9
DEX 15	R WHIP	06-10	2/5
HP 16	C WHIP	11-15	2/5
Move 0	L WHIP	16-20	2/5

#### WHIPBUSH TWO

POW 10	TRUNK	01-05	4/9
DEX 15	R WHIP	06-10	2/5
HP 16	C WHIP	11-15	2/5
Move 0	L WHIP	16-20	2/5

#### WHIPBUSH THREE

POW 10	TRUNK	01-05	4/9
DEX 15	R WHIP	06-10	2/5
HP 16	C WHIP	11-15	2/5
Move 0	L WHIP	16-20	2/5

#### WHIPBUSH FOUR

POW 10	TRUNK	01-05	4/9
DEX 15	R WHIP	06-10	2/5
HP 16	C WHIP	11-15	2/5
Move 0	L WHIP	16-20	2/5

#### WHIPBUSH FIVE

POW 10	TRUNK	01-05	4/9
DEX 15	R WHIP	06-10	2/5
HP 16	C WHIP	11-15	2/5
Move 0	L WHIP	16-20	2/5

#### WHIPBUSH SIX

POW 10	TRUNK	01-05	4/9
DEX 15	R WHIP	06-10	2/5
HP 16	C WHIP	11-15	2/5
Move 0	L WHIP	16-20	2/5

#### WHIPBUSH SEVEN

POW 10	TRUNK	01-05	4/9
DEX 15	R WHIP	06-10	2/5
HP 16	C WHIP	11-15	2/5
Move 0	L WHIP	16-20	2/5

#### WHIPBUSH EIGHT

POW 10	TRUNK	01-05	4/9
DEX 15	R WHIP	06-10	2/5
HP 16	C WHIP	11-15	2/5
Move 0	L WHIP	16-20	2/5

#### WHIPBUSH NINE

POW 10	TRUNK	01-05	4/9
DEX 15	R WHIP	06-10	2/5
HP 16	C WHIP	11-15	2/5
Move 0	L WHIP	16-20	2/5

#### WHIPBUSH TEN

POW 10	TRUNK	01-05	4/9
DEX 15	R WHIP	06-10	2/5
HP 16	C WHIP	11-15	2/5
Move 0	L WHIP	16-20	2/5

#### WHIPBUSH ELEVEN

POW 10	TRUNK	01-05	4/9
DEX 15	R WHIP	06-10	2/5
HP 16	C WHIP	11-15	2/5
Move 0	L WHIP	16-20	2/5

#### WHIPBUSH TWELVE

POW 10	TRUNK	01-05	4/9
DEX 15	R WHIP	06-10	2/5
HP 16	C WHIP	11-15	2/5
Move 0	L WHIP	16-20	2/5

**TUMBLEWEED RUNNER, whipstick user**

**Weapon** SR Attk% Damage  
Whipstick 6 80% 1D6\*  
\* plus entangles hit location struck.

Parr% Pts  
80% 10

**SPELLS:** Food Song, Healing 2, Shimmer 2  
**SKILLS:** Camouflage 85%, Hide in Cover 55%, Listen 60%, Move Quietly 75%, Spot Hidden 55%  
**LANGUAGES:** Aldryami 55%  
**MAGIC ITEMS:** 1D3 whipbush seeds

**BARKI**

POW 9 R LEG 01-04 1/5  
DEX 16 L LEG 05-08 1/5  
HP 14 ABDOM 09-11 1/5  
Defense 10% CHEST 12 1/6  
Whipstick 10 R ARM 13-15 1/4  
Move 5 on foot L ARM 16-18 1/4  
Move 9 rolling HEAD 19-20 1/5  
in bushes

**FLOME**

POW 9 R LEG 01-04 1/5  
DEX 16 L LEG 05-08 1/5  
HP 14 ABDOM 09-11 1/5  
Defense 10% CHEST 12 1/6  
Whipstick 10 R ARM 13-15 1/4  
Move 5 on foot L ARM 16-18 1/4  
Move 9 rolling HEAD 19-20 1/5  
in bushes

**LUKTUP**

POW 9 R LEG 01-04 1/5  
DEX 16 L LEG 05-08 1/5  
HP 14 ABDOM 09-11 1/5  
Defense 10% CHEST 12 1/6  
Whipstick 10 R ARM 13-15 1/4  
Move 5 on foot L ARM 16-18 1/4  
Move 9 rolling HEAD 19-20 1/5  
in bushes

**BARKO**

POW 9 R LEG 01-04 1/5  
DEX 16 L LEG 05-08 1/5  
HP 14 ABDOM 09-11 1/5  
Defense 10% CHEST 12 1/6  
Whipstick 10 R ARM 13-15 1/4  
Move 5 on foot L ARM 16-18 1/4  
Move 9 rolling HEAD 19-20 1/5  
in bushes

**ZAILEM**

POW 9 R LEG 01-04 1/5  
DEX 16 L LEG 05-08 1/5  
HP 14 ABDOM 09-11 1/5  
Defense 10% CHEST 12 1/6  
Whipstick 10 R ARM 13-15 1/4  
Move 5 on foot L ARM 16-18 1/4  
Move 9 rolling HEAD 19-20 1/5  
in bushes

**ROSI**

POW 9 R LEG 01-04 1/5  
DEX 16 L LEG 05-08 1/5  
HP 14 ABDOM 09-11 1/5  
Defense 10% CHEST 12 1/6  
Whipstick 10 R ARM 13-15 1/4  
Move 5 on foot L ARM 16-18 1/4  
Move 9 rolling HEAD 19-20 1/5  
in bushes

**STEMMA**

POW 9 R LEG 01-04 1/5  
DEX 16 L LEG 05-08 1/5  
HP 14 ABDOM 09-11 1/5  
Defense 10% CHEST 12 1/6  
Whipstick 10 R ARM 13-15 1/4  
Move 5 on foot L ARM 16-18 1/4  
Move 9 rolling HEAD 19-20 1/5  
in bushes

**PORUS**

POW 9 R LEG 01-04 1/5  
DEX 16 L LEG 05-08 1/5  
HP 14 ABDOM 09-11 1/5  
Defense 10% CHEST 12 1/6  
Whipstick 10 R ARM 13-15 1/4  
Move 5 on foot L ARM 16-18 1/4  
Move 9 rolling HEAD 19-20 1/5  
in bushes

**FLEUR**

POW 9 R LEG 01-04 1/5  
DEX 16 L LEG 05-08 1/5  
HP 14 ABDOM 09-11 1/5  
Defense 10% CHEST 12 1/6  
Whipstick 10 R ARM 13-15 1/4  
Move 5 on foot L ARM 16-18 1/4  
Move 9 rolling HEAD 19-20 1/5  
in bushes

## 2.

**BADBONES**

Darkclaw is a tigerson who prowls about in tiger form to ambush adventurers. He leads a battle group of skeletons from a nearby Zorak Zoran temple.

The normal skeletons will open the fight with a frontal attack upon the adventurers. The tiger skeletons will then sneak up and attack from the rear. When they are engaged, the fossil gorilla and broken wyvern skeleton will rise up and attack. Darkclaw himself will avoid attacking until the

results of the skeletal struggle are apparently in his favor. He will avoid anyone armed with Rune metal weapons, which should be visible by this time. Once he is engaged, he will show no mercy.

If he is beaten, he will try to retreat, saving the fossil gorilla and his giant grasshopper skeleton. The latter is always kept hidden, and its hollow body carries the weretiger's treasure.

**TIGER SKELETON ONE**

STR 15 SIZ 15 POW 1 01-02 RH LEG 1/1  
DEX 16 03-04 LH LEG 1/1  
Move 10 05-07 HIND Q 1/1  
Defense 05% 08-10 FORE Q 1/1  
11-13 RF LEG 1/1  
14-16 LF LEG 1/1  
17-20 HEAD 1/1

**Weapon** SR Attk% Damage  
Claw\* 6 80% 1D8+1D4  
Bite\* 6 80% 1D10+1D4  
Rip\* 6 80% 2D8+2D4

\* will claw twice and bite each round. If both claws hit, it will hang on and bite and rip the next round and each round thereafter until its foe dies.

**TIGER SKELETON TWO**

STR 15 SIZ 15 POW 1 01-02 RH LEG 1/1  
DEX 16 03-04 LH LEG 1/1  
Move 10 05-07 HIND Q 1/1  
Defense 05% 08-10 FORE Q 1/1  
11-13 RF LEG 1/1  
14-16 LF LEG 1/1  
17-20 HEAD 1/1

**Weapon** SR Attk% Damage  
Claw\* 6 80% 1D8+1D4  
Bite\* 6 80% 1D10+1D4  
Rip\* 6 80% 2D8+2D4

\* will claw twice and bite each round. If both claws hit, it will hang on and bite and rip the next round and each round thereafter until its foe dies.

**DARKCLAW, Tiger Son initiate of Zorak Zoran**  
**Tiger Form (Human form has STR 14 and INT 14)**

STR 35	CON 14	SIZ 14	01-02	RH LEG	1/4
INT 7	POW 16	DEX 15	03-04	LH LEG	1/4
CHA 10			05-07	HIND Q	4/7
Move 10 (8)			08-10	FORE Q	6/7
Hit Points 15			11-13	RF LEG	5/4
Defense 15%			14-16	LF LEG	5/4
			17-20	HEAD	6/5

Weapon	SR	Attk%	Damage
Bite*	8	75%	1D6+2D6
Claw*	8	75%	1D10+2D6
Rip*	8	95%	2D6+4D6

\* Darkclaw can use both claws and the bite each round. If both claws hit, he will hang on and rip the next round instead of clawing. He will continue to rip each round after that, as well as bite.

SPELLS: Demoralize, Healing 2, Protection 4; (human form) also remembers Darkwall (2), Detect Enemies, Detect Life, Ironhand 2, Silence

RUNE MAGIC: Seal Wound (one-use)

SKILLS: Climb 80%, Hide in Cover 75%, Jump 65%, Move Quietly 90%, Oratory 45%, Spot Hidden 65%, Spot Trap 55%, Track by Smell 65%, Trap Set/Disarm 60%

LANGUAGES: Darktongue 65%, Beastspeech 85%, Pavic 80%

MAGIC ITEMS: 8-point POW-storage crystal, neckband serving as matrix for Countermagic 4

**GIANT LOCUST SKELETON**

STR 25	SIZ 25	POW 1	01-03	RH LEG	5/1
DEX 13			04-06	LH LEG	5/1
Move 8/11			07-08	ABDOM	5/1
			09-10	R WING	5/1
			11-12	L WING	5/1
			13-14	THORX	5/1
			15	RC LEG	5/1
			16	LC LEG	5/1
			17	RF LEG	5/1
			18	LF LEG	5/1
			19-20	HEAD	5/1

Weapon	SR	Attk%	Damage
Kick	6	65%	1D8+2D6

SKILLS: Jump 100%

TREASURE: Carried inside the hollow skeleton - three safe conduct passes allowing access across the Troll Bridge (assuming that trolls are in control); one passage must be given up every time the party goes over the bridge. 52 bolgs, 25 clacks, 13 lunars, and a gem Darkclaw thinks is worth 75L (he was misinformed - if taken by adventurers, reroll, it could be anything from a pretty rock to a magic crystal).

NOTE: Will not fight unless legs are broken or cornered where it cannot jump. Its thorax has been hollowed out and the group's treasure is contained therein. The locust's job is to jump out of any fight and keep going back to the home temple. It cannot fly, despite the presence of wingcases.

**SKELETON**

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	6	65%	1D10	65%	20
Mdm Shield	-	-	-	65%	12

**SKELETON ONE**

POW 1	R LEG	01-04	3/1
DEX 13	L LEG	05-08	3/1
Defense 05%	ABDOM	09-11	3/1
Club 20	CHEST	12	4/1
Move 8	R ARM	13-15	3/1
	L ARM	16-18	3/1
	HEAD	19-20	4/1

**SKELETON FOUR**

POW 1	R LEG	01-04	3/1
DEX 13	L LEG	05-08	3/1
Defense 05%	ABDOM	09-11	3/1
Club 20	CHEST	12	4/1
Move 8	R ARM	13-15	3/1
	L ARM	16-18	3/1
	HEAD	19-20	4/1

**SKELETON SEVEN**

POW 1	R LEG	01-04	3/1
DEX 13	L LEG	05-08	3/1
Defense 05%	ABDOM	09-11	3/1
Club 20	CHEST	12	4/1
Move 8	R ARM	13-15	3/1
	L ARM	16-18	3/1
	HEAD	19-20	4/1

**SKELETON TWO**

POW 1	R LEG	01-04	3/1
DEX 13	L LEG	05-08	3/1
Defense 05%	ABDOM	09-11	3/1
Club 20	CHEST	12	4/1
Move 8	R ARM	13-15	3/1
	L ARM	16-18	3/1
	HEAD	19-20	4/1

**SKELETON FIVE**

POW 1	R LEG	01-04	3/1
DEX 13	L LEG	05-08	3/1
Defense 05%	ABDOM	09-11	3/1
Club 20	CHEST	12	4/1
Move 8	R ARM	13-15	3/1
	L ARM	16-18	3/1
	HEAD	19-20	4/1

**SKELETON EIGHT**

POW 1	R LEG	01-04	3/1
DEX 13	L LEG	05-08	3/1
Defense 05%	ABDOM	09-11	3/1
Club 20	CHEST	12	4/1
Move 8	R ARM	13-15	3/1
	L ARM	16-18	3/1
	HEAD	19-20	4/1

**SKELETON THREE**

POW 1	R LEG	01-04	3/1
DEX 13	L LEG	05-08	3/1
Defense 05%	ABDOM	09-11	3/1
Club 20	CHEST	12	4/1
Move 8	R ARM	13-15	3/1
	L ARM	16-18	3/1
	HEAD	19-20	4/1

**SKELETON SIX**

POW 1	R LEG	01-04	3/1
DEX 13	L LEG	05-08	3/1
Defense 05%	ABDOM	09-11	3/1
Club 20	CHEST	12	4/1
Move 8	R ARM	13-15	3/1
	L ARM	16-18	3/1
	HEAD	19-20	4/1

**SKELETON NINE**

POW 1	R LEG	01-04	3/1
DEX 13	L LEG	05-08	3/1
Defense 05%	ABDOM	09-11	3/1
Club 20	CHEST	12	4/1
Move 8	R ARM	13-15	3/1
	L ARM	16-18	3/1
	HEAD	19-20	4/1

## FOSSILIZED GORILLA

STR 32	SIZ 32	POW 1	01-04	R LEG	3/6
DEX 15			05-08	L LEG	3/6
Move 9			09-11	ABDOM	5/6
			12	CHEST	5/6
			13-15	R ARM	3/6
			16-18	L ARM	3/6
			19-20	HEAD	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Big Club	3	75%	5D6	75%	30
Paw*	6	75%	3D6		
Bite*	6	75%	1D10		

\* If the club is broken or lost, the gorilla will attack with a paw and bite each round.

## BROKEN WYVERN SKELETON

STR 26	SIZ 31	POW 1	01-03	R LEG	9/0
DEX 13			04-08	ABDOM	9/0
Move 4			09-13	CHEST	9/0
			14	TAIL	9/0
			15-16	L WING	9/0
			17-20	HEAD	9/0

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite	6	65%	1D8+3D6		
Sting	6	65%	3D6		

NOTE: This being a skeleton, it has no natural venom. However, it carries a pot of Blade Venom POT 12 that it will stick its tail into just before battle.

## 3.

## DULKAN'S DROPPERS

Dulkan is an unusually intelligent gargoyle who has organized a band of his ugly kin to aid him in robbing adventurers. They gain the benefit of working and dying for him; he gets their combat power to make him rich and fat.

The tactics are simple. A number of gargoyles will attack with large rocks by flying in from different angles at varying heights. (This is a level bombing attack.) Then Dulkan himself will dive out of the sun and dive-bomb, with great accuracy and a very big rock, upon the apparent leader of the party.

Dulkan has no lair. He trades his goods at one of the human or troll forts for fine foods which he and his gang take into the Rubble to eat. He has equipped himself with many of the luxuries provided by society, such as spells and special training.

Dulkan will dive-bomb a party, singling out a single target. He will continue to drop rocks on that target until successful, then wait for the party to abandon the body before swooping down to feed and rob. He has been doing this for years and is well-known and well-cursed by veteran

Rubble adventurers. His jolly band will help him by providing bombing cover before his diving run. After Dulkan hits, he will try to evade away and get another rock.

Dulkan rarely completely loots bodies, just eating what his group wants. Trollkin scavengers follow Dulkan and loot the bodies Dulkan leaves behind.

## DULKAN THE DIVE-BOMBER (Gargoyle)

STR 20	CON 16	SIZ 16	01-03	R LEG	6/6
INT 7	POW 13	DEX 15	04-06	L LEG	6/6
Move 6/12			07-09	ABDOM	6/6
Hit Points 17			10	CHEST	6/7
Defense 10%			11-12	R WING	6/5
			13-14	L WING	6/5
			15-16	R ARM	6/5
			17-18	L ARM	6/5
			19-20	HEAD	6/6

Weapon	SR	Attk%	Damage
Dropped Rock*	2	90%	1D6 per 3 meters dropped
Claw	7	75%	2D6

\* usually drops from a range of 30 meters (doing 10D6 damage). Accuracy drops off at a rate of 10% per 10 meters, so his chance to hit is 60% at 30 meters. He carries 10 rocks.

SPELLS: Healing 4, Protection 3

SKILLS: Spot Hidden 75%

## HIGH-LEVEL GARGOYLE

Weapon	SR	Attk%	Damage
Dropped Rock	2	70%	1D6 per 3 meters drop
Claw	8	45%	2D6

SPELLS: Healing 1  
SKILLS: Spot Hidden 40%

## ROCKY

POW 11	R LEG	01-03	6/4
DEX 13	L LEG	04-06	6/4
HP 12	ABDOM	07-09	6/4
Move 6/12	CHEST	10	6/5
	R WING	11-12	6/3
	L WING	13-14	6/3
	R ARM	15-16	6/3
	L ARM	17-18	6/3
	HEAD	19-20	6/4

## STONEHEART

POW 11	R LEG	01-03	6/4
DEX 13	L LEG	04-06	6/4
HP 12	ABDOM	07-09	6/4
Move 6/12	CHEST	10	6/5
	R WING	11-12	6/3
	L WING	13-14	6/3
	R ARM	15-16	6/3
	L ARM	17-18	6/3
	HEAD	19-20	6/4

## HENGE

POW 11	R LEG	01-03	6/4
DEX 13	L LEG	04-06	6/4
HP 12	ABDOM	07-09	6/4
Move 6/12	CHEST	10	6/5
	R WING	11-12	6/3
	L WING	13-14	6/3
	R ARM	15-16	6/3
	L ARM	17-18	6/3
	HEAD	19-20	6/5

## VEINWING

POW 11	R LEG	01-03	6/4
DEX 13	L LEG	04-06	6/4
HP 12	ABDOM	07-09	6/4
Move 6/12	CHEST	10	6/5
	R WING	11-12	6/3
	L WING	13-14	6/3
	R ARM	15-16	6/3
	L ARM	17-18	6/3
	HEAD	19-20	6/4

## LITHOS

POW 11	R LEG	01-03	6/4
DEX 13	L LEG	04-06	6/4
HP 12	ABDOM	07-09	6/4
Move 6/12	CHEST	10	6/5
	R WING	11-12	6/3
	L WING	13-14	6/3
	R ARM	15-16	6/3
	L ARM	17-18	6/3
	HEAD	19-20	6/4

## OBSID

POW 11	R LEG	01-03	6/4
DEX 13	L LEG	04-06	6/4
HP 12	ABDOM	07-09	6/4
Move 6/12	CHEST	10	6/5
	R WING	11-12	6/3
	L WING	13-14	6/3
	R ARM	15-16	6/3
	L ARM	17-18	6/3
	HEAD	19-20	6/5



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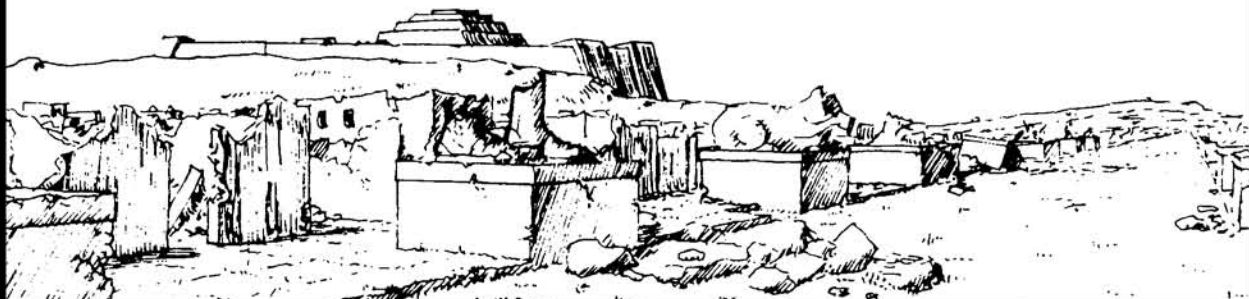
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# BIG RUBBLE

# Episodes

for the gamemaster



A **CHAOSIUM INC.** Publication





# BIG RUBBLE

# Episodes

## for the gamemaster

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

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Wolfhead's Lair - OLIVER DICKINSON  
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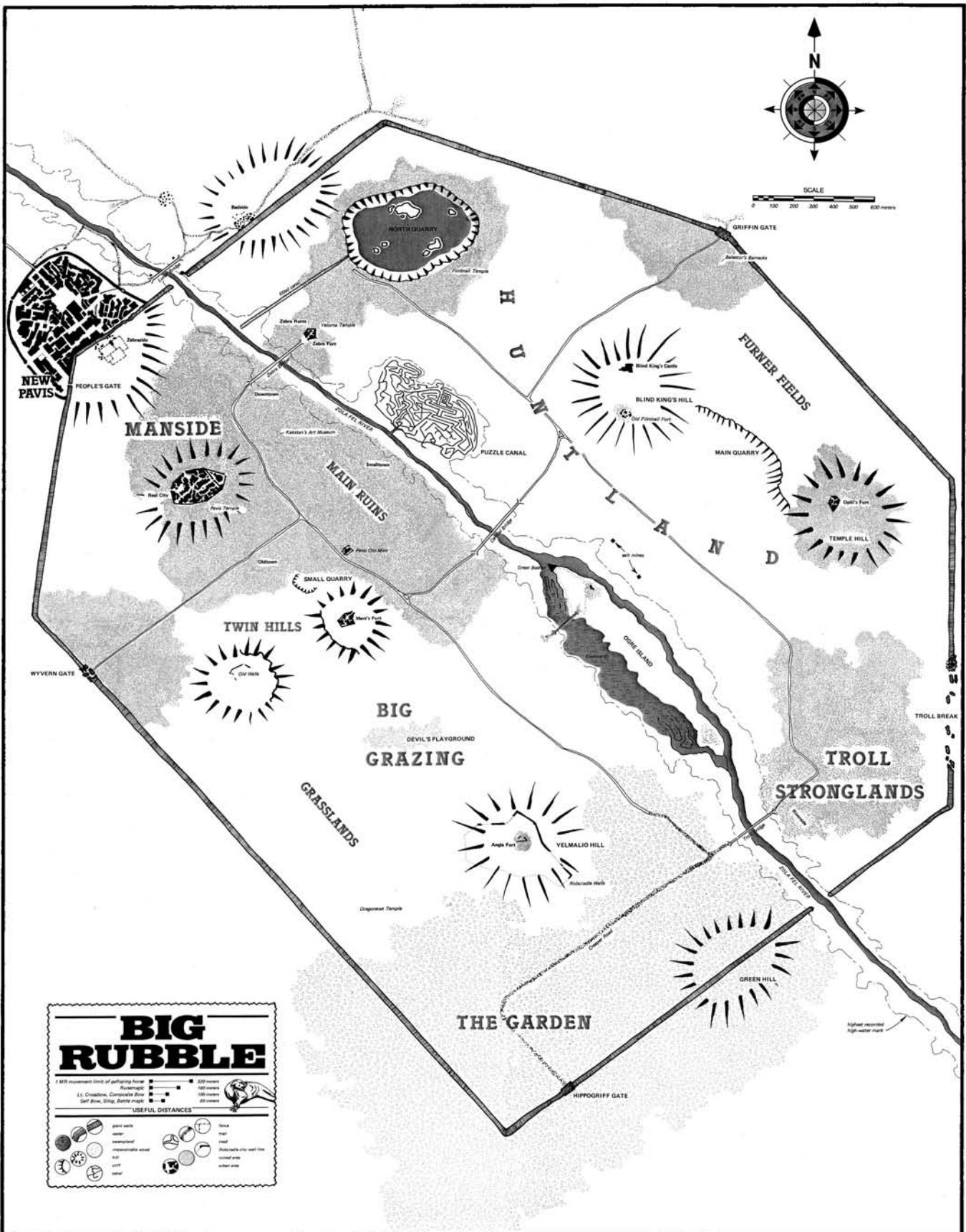
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# Episodes



## BIG RUBBLE

1 Mm equivalent to 100 meters

—	200 meters
- - -	100 meters
⋯	50 meters
⋯	25 meters

U.S. Ordnance, Composite Area  
Self show, Strip, Barbed wire

**USEFUL DISTANCES**

⊙	river	⊙	road
⊙	water	⊙	rail
⊙	mountain	⊙	rail
⊙	mountainous area	⊙	indicates city wall line
⊙	hill	⊙	crossed area
⊙	low	⊙	other area
⊙	high		

# Griffin Gate



## Referee Notes

This scenario is actually composed of a number of smaller scenarios all set in the area of the Rubble known as Griffin Gate. The major item of interest in the region is Balastor's barracks, wherein is hidden the fabled axe of Balastor, one of the Seventeen Foes of Waha. However, there are other areas to explore and residents to distract the enterprising player-characters.

If the referee wants to get his players involved with the factions of the city, searching for the axe for any of a half-dozen possible employers, or for themselves, he may certainly do so. Otherwise, the referee can simply indicate the gate as one possible entrance into the Rubble to the players and introduce them slowly and subtly to the dangers and treasures contained within.

None of the monsters or other obstacles the player-characters will encounter are by themselves overwhelming, but a careful gamemaster with a good battle plan for each collection of monsters can make hash of most player-character parties. The axe has not been found in four hundred years for good reason: it should not be easy for the player-characters to waltz in and grab what has never been found before them.

## Introduction

Things are hopping in New Pavis again. Gimpy's is astir with rumors and speculation. Balastor's Axe has become a major item of discussion.

Almost four hundred years before, during the troll invasion of Gerak Kag, the heroquester, Balastor — Son and Champion of Pavis (equivalent of Rune lord and high

priest in other cults) led the attempt to fend off the troll armies. Balastor was the last king of Pavis. The trolls had jumped over the walls while he defended Jaldon's Breach, and forced the valiant but steadily diminishing defenders into a pocket of resistance around Griffin Gate. At the approaches to the gate, Balastor Brightaxe fought for three days and nights, but fierce troll warriors and the magics of the dark priestesses both within and without the walls drove him back, though trolls, trollkin, and spirits died in struggling droves.

Balastor fought to delay the trolls while the last remnants of the old Pure Horse tribe, the Zebra Riders, escaped into the plains of Prax. Then he and his Earthaxe regiment withdrew into the largely underground Griffin Gate barracks for a last stand. Surrounded and overrun, Balastor at last fell, surrounded by stacks of dead. His few remaining followers bore him deeper into their underground home. As he died, he called on his patron Pavis for Divine Intervention, for he wanted to continue the fight in any way he could. Pavis responded, and Balastor's allied spirit fled his steel axe, and Balastor's spirit replaced it there.

Balastor's last companions carefully hid the axe and the body of their chief. They then died to a man when the trolls poured down the staircases. The resting places of the axe and body are unknown.

Thus began one of the great mysteries of Pavis. The priests of Pavis never were able to find Balastor's Axe. Even Divination from Pavis himself has elicited no useful answers, save that Balastor's spirit has not passed on to the underworld — presumably it has either been destroyed, or still resides in the axe. In any case, Pavis himself has somehow been cut off from the axe for four hundred years.

### The Current Situation

The legend of Balastor's Axe is well-known in New Pavis. The Lunar empire, wishing to wed their goddess to Pavis himself, has expressed an interest in the axe. They may have dispatched an expedition, but if so, the expedition has not returned. Servants in the governor's palace say that there have been many heated arguments between the Pavis mayor and the Lunar governor as to the priorities in finding and the eventual disposal of the axe.

Other rumors state that Wolfhead, the outlaw lover of redoubtable Griselda, knows exactly where the axe is, but cannot retrieve it now since the Great Chart Caper has everyone hunting his head. The known outlaw Hagarrrt the Blade is also rumored to be looking for it, and the new priest of Pavis, Bendrath, is even thought to have been to the barracks itself, though unsuccessfully.

There are a large number of trolls in the area. Other creatures, including wyrms and giants, have been seen. Obtaining the axe might not be easy, but adventurers recovering it may write their own ticket.

### Possible Employers

Fleeter Nemm, the main Daughter of Pavis, who reports directly to the Son of Pavis Benderri, is looking for a few good adventurers to trek over to the gate, find the axe, and bring it back to the temple. There is no need for subterfuge in procurement or transport, but he will use a complex series of blinds and agents to recruit the player-characters, so the Lunars will not know the Pavis temple is sponsoring an attempt before it has succeeded.

Gingim the Grim wants the axe because the priestess Tala Erriors told him that its significance came to her in a dream. The dream showed the axe, wielded by a mysterious shrouded individual, chopping down the Lunar governor's palace. The Lunars do not wish to have it known that they may want to keep the axe from Pavis, so Pharnastes Rugbagan has been asked to sponsor an expedition, purely on his own initiative, as a commercial venture.

It is said that the thief known as Rat has an interest in the axe, but he might be working for the Lunars, or for Fleeter Nemm.

There is also a rumor that the Rubble Trekkers of Flint-nail are outfitting an expedition. Why they do this now, after the axe has remained in the barracks so many years, is a mystery. They may have considered it safe until the Lunars got interested.

Many other interested groups are possible, including sensible allies such as the Lunars and Yelmalo's Light Sons, who might have different purposes.

## Griffin Gate

The area outside the Big Walls of Old Pavis is relatively peaceful these days, and safer to travel through than the Rubble. Thus, parties going to look for Balastor's Axe probably will leave New Pavis by the Wall bridge, which crosses the river into Badside.

Lunar guards at the Main gate and the bridge will make sure that the party has filled out the proper forms, and make sure the party gets on its way.

Once in Badside, the law evaporates, but the derelicts and losers of Badside are unlikely to harass a well-armed or mounted party of adventurers. By hugging the wall and watching the people around you every step of the way, there should be no problem reaching Meat Street.

Meat Street is called that because the nomads follow it to bring meat animals to New Pavis and the butchers' pens near Badside. It is also the path that merchants travel in their expeditions to bring food to the trolls around the troll breaks. Meat Street follows an old siege trail about 50m away from the wall and meanders along until it reaches Griffin Gate.

In times past, anyone taking this route stood in constant danger of being attacked by nomads or trolls. Since the Lunar occupation and the regularization of the merchant travel, this has been reduced to a merely 10% chance of an encounter. Most of these nomad and troll gangs are so large that a party can see them coming long before they were seen and can ride hell-for-leather back to Badside and New Pavis.

If the party wishes to travel within the Rubble, they can enter the Rubble through the city gate in the Farmers' Quarter. They will be mostly on their own from this point, though they can probably hire an escort from the Pavis Royal Guard, if the adventurers think them trustworthy.

At Zebra bridge they must either pay a toll to get across (which might be anything the guards feel like charging) or continue to Central bridge. There is a 50% chance that some bandit group currently holds the bridge, and demands bribes to let the party across. If a party appears small, the bandits will try to ambush the party to kill and rob its members. The party's reaction to such harassment is optional, but the bandits will have the bridge well-barricaded, and will be ready to fight unless they are too few. If the party outnumbers the bandits by more than three adventurers, the bandits will bluff, but will let the party go through if sufficiently pressed.

From the north side of Central bridge, the party need only negotiate the relatively open ground around the Blind King's Hill (a notorious bandit hideout) and then proceed to the ruins around Griffin gate.

### THE GATE HOUSES AT GRIFFIN GATE

The western gatehouse is a ruin. The roof is mostly hole; numerous small flying and climbing creatures have made it their home over the centuries. For a while, trolls used it as a lookout tower and base from which to taunt nomads who would attempt (and fail) to pass the troll-set magical wardings. After the dragonewt incursion, the trolls found healthier places to taunt from, and left the tower to the birds and insects.

The eastern gate house is in good shape. Stepping back from the wall in either direction and looking carefully, characters can see that the sloping roof has been clumsily but thoroughly patched, almost as if some colossal bird were building a nest.

In fact, this snug aerie is the home of Windwhistler, a wyrm. Windwhistler is a special creature, for he is one of the few priests of the Sun Dragon spirit, who heads an obscure subcult of Yelm the sungod whose members are primarily flying creatures. He has been using this gatehouse as a base from which to scout the top of the Blind King's Hill. There are Sun pantheon ruins there, including an old Sun Dragon shrine, and Windwhistler is here to see if anything of interest remains. He cannot stay on the hill, for there are no safe places for him to sleep. In the gatehouse he has access to open air and has protection from night visitors.

If a party approaches the gate at night, there is a 90% chance he will be home. In the day, there is only a 50% chance of him being in residence, but he makes many



visits each day because he prefers to rest and regain POW in safety in his aerie, so he could show up any time after the party has passed through the gate.

If Windwhistler sees a party, he will hover over them and attempt to trade information for information they might have on Sun Dragon artifacts, the current Lunar attitude toward sun-worshippers, potential troll troubles, etc. He also will trade information for money, as he makes periodic trips by New Pavis (the player-characters might have seen him by the nomad camp, where he purchases sable meat) for occasional supplies when the hunting is not good around the Rubble.

If the party attacks him, Windwhistler will either fly for the safety of his gatehouse, or hover over the party and attack with spells, fang strikes, and tail blows. He will go for archers first and abandon anyone he cripples, except that first he will swallow any limb he has bitten, so the limb cannot be healed.

Windwhistler has built up a respectable pile of money by selling information, but since he lacks manipulatory appendages, anytime a coin falls out of a purse he cannot scoop it up. These items are brushed into a corner by his wings and tail. A large amount of money lays in one corner of the gate house, because Windwhistler cannot pick it up. In fact, he wants a trustworthy type to pick it up for him and bag it. Anyone volunteering gets to keep one-tenth of the proceeds.

Windwhistler knows that a giant and some trolls live in the barracks, but not exactly where. He also knows something about Highowler and his various chaos gangs. He even found a vampire's victim not too far off down the road to the river. He thinks the vampire may reside in the ruins around the Main Quarry.

#### WINDWHISTLER, wymm associate priest of Sun Dragon

STR 34	CON 15	SIZ 30	01-04	TAIL	10/8
INT 10	POW 18	DEX 17	05-08	ABDOM	10/8
CHA 9			09-12	CHEST	10/9
Move 7/10			13-14	R WING	10/7
Hit Points 21			15-16	L WING	10/7
			17-20	HEAD	10/8

Weapon	SR	Attk%	Damage
Bite*	5	85%	1D10+3D6
Tail Lash*	5[10]	75%	3D6

\* Windwhistler must add SRs together when using both attacks in a single round.

**SPELLS:** Befuddle, Binding, Countermagic 3, Demoralize, Detect Enemies, Detect Life, Disrupt, Mobility

**RUNE MAGIC:** Dismiss Small Elemental x 2, Dismiss Medium Elemental x 3, Multispell I, Shield 3, Spirit Block 2, Summon Small Salamander

**SKILLS:** Fly 95%, Glide Quietly 80%, Hide 65%, Listen 90%, Spot Hidden 70%, Spot Trap 55%, Track 55%

**LANGUAGES:** Auld Wymmish 75%, Firespeech 80%, Pavic 50%, Tradetalk 50%

**TREASURE:** Kept in corner of gatehouse — seven bronze broadswords, one iron spear with Yelmatio markings, 354 lunars, 16 wheels, 723 clacks, and four gems worth 128, 194, 528, and 900 lunars respectively. He also has a bracelet worth 75L, a necklace worth 145L, and a brooch worth 1116L stored in the gate house. Finally, he has a 2-point Healing crystal, but he thinks it is only a worthless pretty stone.

## THE MOUND

In the center of the market plaza is a burial mound built up of the stones of the mall and the dirt underneath. It is

surrounded by a ditch excavated to build the mound. All around the mound are paving stones. Close examination will show that each has many scrape marks and old dried blood stains.

On the south wall of the mound, a causeway has been built though the ditch and a hole dug into the mound. A careful look with a torch will show that the hole penetrates into the center of the mound, and there are bones, an overturned bier, and scattered appurtenances of a looted nomad grave mound.

Adventurers venturing within the mound will be attacked by a ghost. This is not the ghost of the departed nomad chief, but that of a great troll, left behind by the mound robbers to discourage nomads from setting things aright. The spirit will attack anyone who steps within the mound, but must stop once the mound is exited.

## History

This is the mound of Shulkan Storm Kahn, a Storm Bull lord who led his followers into the Rubble twenty years ago. After successfully looting many troll homes, Shulkan ironically fell at the hands of a value trollkin assassin. In memory of his great victories, his followers erected the cairn and placed him within, leaving a mound of troll skulls around his slain body on the stone slabs. The trolls have long since removed the original skulls, but raiding nomads make it a point to plant a new supply around the cairn whenever they pass. There is a 20% chance that one or more skulls now occupy the mound area.

## Hidden Treasure

The scattered bones are not those of Shulkan, but of a faithful bodyguard, who killed himself in remorse. Shulkan was buried in a hidden space in the west side of the mound. With him are buried his iron sword and horned helmet, plus gold and silver ornaments worth 400L. No nomad knows of this (even from his own High Llama tribe), because tribesmen who participated in the creation of the mound swore by Mother Eiritha's dug not to reveal Shulkan's true location. All the tribe knows Shulkan is buried there, but assumes that his grave was looted long since. All the more reason, therefore, to kill more trolls to avenge the insult.

Shulkan's ornaments were well-known to the tribe. There is a 50% chance that any high llama tribesman of Shulkan's clan (which is the most common high llama clan met in Pavis) will recognize the distinctive silver-inlaid Morocanth-tooth necklace or the lacquered bison-horn wristlet, and will be much interested in any adventurer wearing same.

#### BISON-BITER, great troll ghost

INT 10 POW 16

SPELLS: Spirit Screen 4

**NOTE:** Bison-biter will first ask the identity of any intruder by saying in a disembodied voice, "Who disturbs the rest of Shulkan Stormkahn?" If the intruder says he is a member of Shulkan's tribe, the ghost will howl with laughter and scream, "Then die under the fangs of Bison-biter, beloved of Zorak Zoran!" This response, or something like it, will greet anyone except another Zorak Zoran initiate, who may prowl through the mound at will, with nothing to bother him but the questions of a ghost hungry for information on old friends. Bison-biter will activate his Spirit Screen only if out-matched.

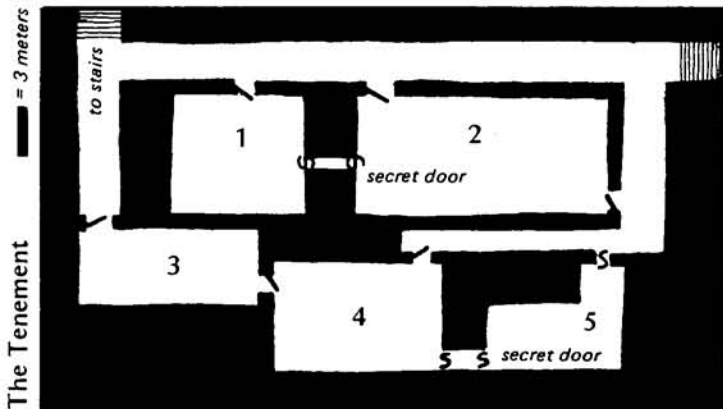
# A Ruined Tenement

For a few years Goobag the troll, exiled from his tribe for petty theft and harboring a pesky gargoyle, has lived in the ruins of a tenement near Balastor's Barracks. Goobag and his gargoyle friend kidnapped three trollkin and fled, and now make a living of sorts preying on adventurer parties, mostly by sneaking into camps at night.

This former basement has two entrances, but both have been blocked by rubble by years. Goobag and his band climb up an old flue that Goobag found; they never venture into the hallways. They explored the halls when they moved in, and found the gorp and the zombies. They have no intention of disturbing either.

Unknown to Goobag, a jack o' bear recently burrowed through the rubble blocking the eastern stairway and picked the only empty room as a lair. The walls are thick enough that neither group has discovered the other. The zombies do not smell alive enough to pique the taste buds of a jack o' bear.

A party investigating this part of the mall will find a formerly blocked entrance to an underground area which is now open just enough to climb into. Will they go? Only time will tell ...



## Room 1 — Four Zombies

The zombies are in a far corner of the room, standing over two leather bags. They will not move to attack the party, even if attacked by magic, but will guard the bags and attack anyone getting within a meter of them. They stand so close together that there is no way to get to the bags without going through them. As with most zombies, normal missiles are nearly useless (the small wounds left by arrows and the like do not seriously harm a zombie) — any missile weapon penetrating armor on a zombie will do a maximum of 1 point of damage unless it impales, in which case it does normal damage. Speedarts still add +3 to damage.

### DARK TROLL ZOMBIE PRIMUS

STR 27	CON 19	SIZ 18	01-04	R LEG	1/7
POW 1	DEX 5		05-08	L LEG	1/7
Move 6			09-11	ABDOM	3/7
Hit Points 21			12	CHEST	3/8
			13-15	R ARM	1/6
			16-18	L ARM	1/6
			19-20	HEAD	5/7
<b>Weapon</b>	<b>SR</b>	<b>Attk%</b>	<b>Damage</b>	<b>Parr%</b>	<b>Pts</b>
2H Large Club	6	25%	2D6+2D6	15%	20
Fist	9	25%	1D3+2D6	—	—

The bags guarded by the zombies contain 142 clacks, 20 lunars, 7 wheels, and 5,000 bolgs (lead coins useless except to trolls).

### DARK TROLL ZOMBIE SECUNDUS

STR 21	CON 21	SIZ 19	01-04	R LEG	3/8
POW 1	DEX 8		05-08	L LEG	3/8
Move 6			09-11	ABDOM	1/8
Hit Points 23			12	CHEST	1/9
			13-15	R ARM	4/7
			16-18	L ARM	4/7
			19-20	HEAD	1/8
<b>Weapon</b>	<b>SR</b>	<b>Attk%</b>	<b>Damage</b>	<b>Parr%</b>	<b>Pts</b>
2H Large Club	6	40%	2D6+1D6	20%	20
Fist	9	40%	1D3+1D6	—	—

### DARK TROLL ZOMBIE TERTIUS

STR 21	CON 13	SIZ 23	01-04	R LEG	3/6
POW 1	DEX 8		05-08	L LEG	3/6
Move 6			09-11	ABDOM	6/6
Hit Points 16			12	CHEST	6/7
			13-15	R ARM	1/5
			16-18	L ARM	1/5
			19-20	HEAD	4/6
<b>Weapon</b>	<b>SR</b>	<b>Attk%</b>	<b>Damage</b>	<b>Parr%</b>	<b>Pts</b>
2H Large Club	5	40%	2D6+2D6	20%	20
Fist	8	40%	1D3+2D6	—	—

NOTE: This zombie wears a very shiny chainmail hauberk. In fact, it is forged from coin-quality silver, and would be worth 300L by weight alone (it weighs 3 ENC, more than regular bronze chain). A player-character may be able to get more due to its workmanship.

### DARK TROLL ZOMBIE QUARTUS

STR 21	CON 13	SIZ 13	01-04	R LEG	7/5
POW 1	DEX 7		05-08	L LEG	7/5
Move 6			09-11	ABDOM	3/5
Hit Points 14			12	CHEST	3/6
			13-15	R ARM	1/4
			16-18	L ARM	1/4
			19-20	HEAD	1/5
<b>Weapon</b>	<b>SR</b>	<b>Attk%</b>	<b>Damage</b>	<b>Parr%</b>	<b>Pts</b>
2H Large Club	6	35%	2D6+2D6	20%	20
Fist	10	35%	1D3+2D6	—	—

## Room 2 — Jack O' Bear's Lair

This room contains piles of bones and torn bloodied clothing and a sleeping jack o' bear. When the adventurers enter the room, they will waken the jack o' bear — it will not be able to attack in the first round of melee. In the second

### JACK O' BEAR

STR 15	CON 14	SIZ 19	01-04	R LEG	3/6
INT 8	POW 18	DEX 10	05-08	L LEG	3/6
CHA 6			09-11	ABDOM	3/6
Move 10			12	CHEST	3/7
Hit Points 17			13-15	R ARM	3/5
			16-18	L ARM	3/5
			19-20	HEAD	3/6
<b>Weapon</b>	<b>SR</b>	<b>Attk%</b>	<b>Damage</b>		
Claw	8	45%	1D6+1D6*		

\* can attack with both claws at the same strike rank each round, as well as use its harmonize.

NOTE: Can harmonize up to 9 adventurers at once. Once harmonized, the victim will just stand frozen until the jack o' bear is killed or gets to them.

round, treat it as surprised. If the adventurers attacked anyone else in the building first, or if they made an extraordinary amount of noise, the jack o' bear will have been already awakened. This jack o' bear can keep up to 9 individuals harmonized at once.

If the adventurers defeat the monster, they may find a bag holding 55 clacks among the clothing and human and trollkin fragments. Loose amid the junk are 9L and a gem worth 100L.

### Room 3 — Gorp Room

This room is bare except for the gorp. It will immediately pour towards the largest individual near to it. Any hit on or from the gorp takes 8 points acid damage. Armor protects only till dissolved. Gorp cannot be destroyed by normal physical damage, and fire, Disruption, or Rune magic must be employed to slay one.

If any of the adventurers can stomach searching through the burned gorp, they may find one corroded lunar and a shinily-cleaned gem worth 90L. If the gorp was slain by Disruption, those rooting through it will take acid damage to their hands.

#### GORP

CON 11    SIZ 19    POW 8                    01-20    GORP    13  
Move 1  
Hit Points 13

### Rooms 4 and 5 — Goobag and Company

Room 4 is the trollkin chamber, and they have their beds and eating quarters here, as well as their and Goobag's latrine. Goobag, along with the rest of his crew, will be here when the adventurers arrive.

The packs and bedrolls of the trollkin contain a total of 98 clacks, 19 lunars, and, over in the gargoyle's area, 2 gems (worth 4L and 98L) and an old earring worth 12L.

Both entrances to Room 5 are secret. A Spot Hidden while searching the appropriate wall is necessary to spot these doors.

Behind the entrances is Room 5, Goobag's private chamber. There is a small chest next to his mattress, holding 20L and 6W. In a secret compartment in the bottom is a gold circlet worth 30L, with inscriptions around the inner edge. There is a scroll of vellum parchment sitting next to the chest. It is a history of the Malia cult, written in Dark-tongue.

#### FLEABEG, trollkin cannon fodder

STR 11    CON 12    SIZ 8                    01-04    R LEG    3/4  
INT 11    POW 10    DEX 9                    05-08    L LEG    3/4  
CHA 2                                    09-11    ABDOM    3/4  
Move 6                                    12        CHEST    3/4  
Hit Points 11                            13-15    R ARM    3/3  
Defense 00%                            16-18    L ARM    3/3  
    19-20    HEAD    3/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	7	35%	1D8+1*	35%	20
Dagger	9	30%	1D4+2*	25%	12
Mdm Shield	—	—	—	35%	12

\* Plus POT 12 Blade Venom if he has had time to put it on.

SPELL: Disruption

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

NOTE: See under Goobag for Blade Venom.

#### GOOBAG, dark troll initiate of Kyger Litor

STR 24    CON 14    SIZ 15                    01-04    R LEG    6/5  
INT 12    POW 14    DEX 15                    05-08    L LEG    6/5  
CHA 14                                    09-11    ABDOM    6/5  
Move 8                                    12        CHEST    6/6  
Hit Points 15                            13-15    R ARM    6/4  
Defense 05%                            16-18    L ARM    6/4  
    19-20    HEAD    6/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	5	55%	1D10+1+1D6*	45%	20
Dagger	7	45%	1D4+2+1D6*	35%	12

\* plus Blade Venom POT 12 if Goobag has had time to apply it.

SPELLS: Bladesharp 2, Countermagic 3, Darkwall (2), Fanaticism, Healing 4

SKILLS: Evaluate Treasure 45%, Move Quietly 75%, Spot Hidden 70%

MAGIC ITEMS: Silver ring worth 10L, which holds a stone which is a 14-point POW-storing crystal. Wand in case at his belt which holds a Detect Silver matrix. Eight doses of Blade Venom POT 8.

NOTES: If allowed a round unengaged, Goobag will cast Countermagic 3 on himself. He will try to stay out of the fighting, to throw spells in support of the trollkin and Rocky. He will cast Fanaticism on Rocky and Bladesharp 2 on the trollkin weapons. He will use the crystal's POW first, of course. He will only join melee if forced, or if there is an advantageous position. It takes him 5 melee rounds to place Blade Venom on his sword, and he will try to do this if at all possible. He may barricade the room's door, parley, etc. to gain time to do this. If the adventurers had attacked some other room first, Goobag will have heard the noise and put on the Blade Venom, and forced the trollkin to do likewise.

#### SCUMBEG, trollkin cannon fodder

STR 9        CON 12    SIZ 9                    01-04    R LEG    3/4  
INT 7        POW 6     DEX 18                    05-08    L LEG    3/4  
CHA 4                                    09-11    ABDOM    3/4  
Move 6                                    12        CHEST    3/5  
Hit Points 12                            13-15    R ARM    3/3  
Defense 05%                            16-18    L ARM    3/3  
    19-20    HEAD    3/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	5	35%	1D8+1*	35%	20
Dagger	7	30%	1D4+2*	35%	12
Mdm Shield	—	—	—	35%	12

\* Plus POT 12 Blade Venom if he has had time to apply it.

SPELL: Silence

SKILLS: Hide in Cover 90%, Move Quietly 75%, Scan 30%

NOTE: See notes on Goobag on Blade Venom.

#### DOOMBEG, trollkin cannon fodder

STR 10    CON 12    SIZ 9                    01-04    R LEG    3/4  
INT 13    POW 10    DEX 14                    05-08    L LEG    3/4  
CHA 10                                    09-11    ABDOM    3/4  
Move 6                                    12        CHEST    3/5  
Hit Points 12                            13-15    R ARM    3/3  
Defense 10%                            16-18    L ARM    3/3  
    19-20    HEAD    3/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	6	35%	1D8+1*	35%	20
Dagger	8	30%	1D4+2*	30%	12
Mdm Shield	—	—	—	35%	12

\* Plus POT 12 Blade Venom if he has had time to put it on.

SPELL: Disruption

SKILLS: Hide in Cover 65%, Move Quietly 70%, Scan 50%

NOTE: See under Goobag for Blade Venom.

**ROCKY, gargoyle**

STR 29	CON 17	SIZ 21	01-03	R LEG	6/7
INT 3	POW 11	DEX 16	04-06	L LEG	6/7
CHA 2			07-09	ABDOM	6/7
Move 5/9			10	CHEST	6/8
Hit Points 20			11-12	R WING	6/6
			13-14	L WING	6/6
			15-16	R ARM	6/6
			17-18	L ARM	6/6
			19-20	HEAD	6/7

Weapon	SR	Attk%	Damage
Right Claw	6	60%	1D6+2D6
Left Claw	12	60%	1D6+2D6

NOTE: Rocky will just jump into the melee and trust to his 6 point skin. He has been trained to have Fanaticism cast upon him and not to turn on his own party when his opponents are down.

## Highhowler & His Chaos Band

The overgrown park to the west of Griffin Gate is the home of Highhowler, a broo shaman, and his gang of bandits. Highhowler has been assembling his merry crew for over two years, and has built them up into a fairly potent troop. They prey upon adventurer parties and trolls, but have not yet made enough of a nuisance of themselves to be hunted or eradicated by more organized elements in the Rubble.

There is only a 20% chance that the entire band of creatures will be present when an adventurer party arrives on the scene. The rest of the time, a small scout party consisting of one of the scorpion men or the ogre, with two broos, will watch the gate area while the rest of the party roams elsewhere in the Rubble, looking for victims, food, and treasure.

If the party entering the gate is small enough, the watching bandits may try to attack them, but the bandits will not attack at odds worse than one-to-one. If the party is bigger

than that, the chaos bandit scouts will hide and await the return of the others; there is an accumulating 10% chance per hour that the rest of the mob will return before the characters leave the barracks area. If so, the scouts will tell the rest about the characters, and Highhowler will attack the party unless they are obviously too tough for even the full group.

The opening attack will come from Highhowler's two controlled spirits. Then the broos will make a missile assault and advance behind the scorpion men and the ogre (who is mentally defective). Most of the creatures have little or no magic. They leave this sort of thing up to Highhowler, which is the way he likes it.

### The Gate Parks

This park is one of three gate parks (along with Wyvern and Hippogriff gate parks) planted and nurtured by Pavis' Aldryami allies at the founding of Pavis. Powerful Aldryami fertility spells keep these parks lush and growing in the midst of grassy and stony wastes. Untended, the park plants have grown together so tightly that movement, where possible, is frequently as little as a rate of one or two meters per melee round.

### The Broo Camp

In the overgrown park, Highhowler and his motley crew have cleared a small living area shaped like a broken necklace of stones. Extremely dense tangles of brush constrict the entrances to each of the five sections. Section 1 is closest to the edge of the park, and is the easiest to approach. Section 5, Highhowler's quarters, is actually just a few meters away from section 1, and from there Highhowler can hear anything going on in section 1. He also has a secret path through the trees and brush which enters section 1 to escape if the inhabitants of section 1 are overwhelmed and the attackers then push on to section 2.

#### Section 1

This is the guardpost, and the camp guards generally hide here while watching the gate and the roads to see any approaching potential victims. A small wall of brush and rocks stands between the entrance to this room and the entrance to section 2, which the gang will defend from if pressed.

Just to one side of the wall is a large crude cage containing a dragonsnail. If hard-pressed, the gang will release the snail upon their attackers. Usually the snail is used for cleanup and garbage disposal.

**GRUBGULPER, initiate of Thed**

STR 18	CON 18	SIZ 16	01-04	R LEG	2/7
INT 8	POW 13	DEX 10	05-08	L LEG	2/7
CHA 7			09-11	ABDOM	2/7
Move 9			12	CHEST	2/8
Hit Points 19			13-15	R ARM	2/6
			16-18	L ARM	2/6
			19-20	HEAD	3/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	7	45%	1D10+1D6	45%	20
2H Spear	5	45%	1D6+1+1D6	35%	15
Head Butt	8	50%	1D6+1D6	—	—

SPELLS: Bludgeon 4, Detect Life, Disrupt, Protection 2

SKILLS: Camouflage 80%

CHAOTIC FEATURE: Regenerates 1 hit point in each hit location per melee round.

**GUTSLICER, initiate of Malia**

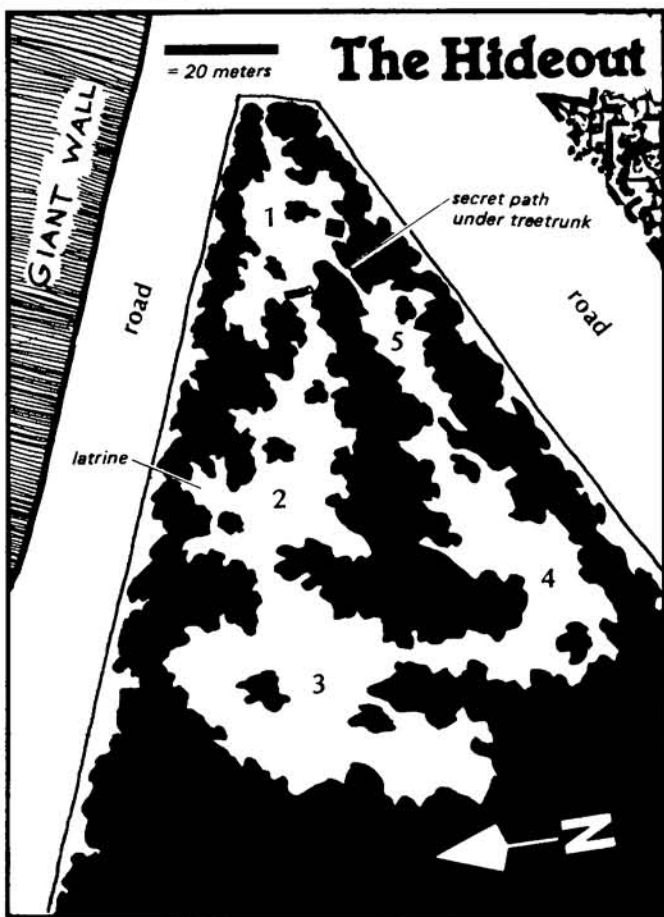
STR 13	CON 17	SIZ 15	01-04	R LEG	0/6
INT 9	POW 11	DEX 12	05-08	L LEG	0/6
CHA 4			09-11	ABDOM	5/6
Move 9			12	CHEST	5/7
Hit Points 18			13-15	R ARM	6/5
			16-18	L ARM	6/5
			19-20	HEAD	3/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	7	45%	1D10+1D4	50%	20
2H Spear	5	60%	1D8+1+1D4	35%	15
Small Shield	—	—	—	50%	8

SPELLS: Fireblade (4), Healing 2, Sneeze (2)

SKILLS: Hide in Cover 60%, Move Silently 60%

CHAOTIC FEATURES: Hornless — has head of sheep. Carries Soul Waste and Sniffles



### Section 2

The gang gathers here, and most sleep here. Three small shields and one right armplate suitable for a SIZ 10 human lay about. A north corner is their latrine area. Anyone getting within a meter of there should make a CON roll against disease. Roll randomly on either the *RuneQuest* or *Cults of Terror* disease tables to see which disease is acquired: all are present. If someone is so hardy as to enter the latrine or so unlucky as to be thrown into it, he will be exposed to 2D3 diseases.

### Section 3

Scorpion men sleeping area. There is nothing of interest here, unless one enjoys cast-off scorpion man skin moltings and rancid dung.

### Section 4

This is Highhowler's altar to Malia. He is an initiate of the cult, but naturally has higher status than that as a full shaman.

In the south of the section, next to the passage leading to Highhowler's personal camping area, is a large stone slab with bronze manacles on it. The slab is heavily blood-stained. Behind the slab is a rough wooden statue of a horned demon.

The slab also has a large golden chalice. Melted down, it would bring around 10 wheels, but a knowledgeable appraisal will show that it is the chalice stolen from the Pavis Sun Dome temple four years ago. The temple has offered a reward of 25 wheels for its return.

### DRAGONSNAIL, pet of Highhowler

STR 23	CON 14	SIZ 26	01-08	SHELL	8/7
POW 14	DEX 4		09-14	BODY	4/6
Move 3			15-17	R HEAD	4/6
Hit Points 18			18-20	L HEAD	4/6
Defense 20%					

Weapon	SR	Attk%	Damage
R Head Bite	9	45%	1D6+2D6
L Head Bite	9	45%	1D6+2D6

**CHAOTIC FEATURE:** Appearance very confusing — when one looks at this dragonsnail, what he sees is where the dragonsnail was 1 second previously instead of where it is at the moment. This gives the creature a 20% Defense.

### BONEGUMMER, broo initiate of Thed and Malia

STR 18	CON 17	SIZ 18	01-04	R LEG	4/7
INT 10	POW 13	DEX 9	05-08	L LEG	4/7
CHA 5			09-11	ABDOM	3/7
Move 9			12	CHEST	5/8
Hit Points 19			13-15	R ARM	4/6
			16-18	L ARM	4/6
			19-20	HEAD	3/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Battle Axe	7	50%	1D8+2+1D6	50%	15
Large Shield	—	—	—	45%	16
Head Butt	8	55%	1D6+1D6	—	—

**SPELLS:** Binding, Healing 2, Protection 4

**SKILLS:** Camouflage 50%, Trap Set/Disarm 35%

**CHAOTIC FEATURE:** Breathes 3D10 fire damage thrice daily. This fire has a range of 5m. Bonegummer's stomach glows dull red. Carries Thunder Lung.

### GOATGRUNTER, broo initiate of Thed and Malia

STR 13	CON 14	SIZ 13	01-03	R LEG	3/5
INT 8	POW 14	DEX 15	04-06	L LEG	3/5
CHA 7			07-09	ABDOM	5/5
Move 9			10	CHEST	5/6
Hit Points 15			11-13	R ARM	3/4
Defense 00%			14-16	L ARM	3/4
			17-18	R HEAD	3/5
			19-20	L HEAD	3/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	7	55%	1D10+1D4	60%	20
2H Spear	5	50%	1D6+1+1D4	55%	15
R Head Butt	8	55%	1D6+1D4	—	—
L Head Butt	8	45%	1D6+1D4	—	—

**SPELLS:** Demoralize, Healing 2, Ironhand 2, Shimmer 2

**SKILLS:** Camouflage 50%, Spot Hidden 90%

**CHAOTIC FEATURE:** Possesses two heads — can butt twice per round, or cast a spell and use one head butt in the same round. He carries Brain Fever.

### Section 5

This small clearing almost closes the circle of the "necklace" of clearings. Here Highhowler sleeps, and here he is usually found when in camp. In the southern corner of the clearing is a large bronze-bound chest. In the chest are 138 clacks, 32 lunars, and 4 wheels. There is also a single diamond worth 138L. There are also three jugs of liquid: one contains three doses of Mobility; one contains three doses of a POT 3 Healing potion; and the third contains two doses of Wasting Disease. This last potion is concentrated; it will start in the acute form and, if the character fails his

**PLAGUEPUSHER, initiate of Malia**

STR 16	CON 16	SIZ 15	01-04	R LEG	2/6
INT 8	POW 12	DEX 13	05-08	L LEG	2/6
CHA 3			09-11	ABDOM	2/6
Move 9			12	CHEST	2/7
Hit Points 17			13-15	R ARM	5/5
Defense 00%			16-18	L ARM	5/5
			19-20	HEAD	3/6

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	5	45%	1D8+1+1D4	30%	15
Club	6	50%	1D10+1D4	35%	20
Head Butt	7	55%	1D6+1D4	-	-

SPELLS: Demoralize, Fireblade (4), Healing 2

SKILLS: Climb 50%, Jump 50%, Track 50%

CHAOTIC FEATURES: Appears completely human (though a bit ugly) except for horns on head; carries Shakes.

**EARNOTCH, initiate of Malia**

STR 16	CON 14	SIZ 13	01-03	R LEG	4/5
INT 10	POW 13	DEX 13	04-06	L LEG	4/5
CHA 5			07-09	ABDOM	6/5
Move 9			10	CHEST	6/6
Hit Points 15			11-14	R ARM	0/5
Defense 10%			15-18	L ARM	0/5
			19-20	HEAD	3/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Great Hammer	5	50%	2D6+2+1D4	35%	15
Head Butt	8	60%	1D10+1D4*	-	-

\* This broo's head butt is capable of impaling.

SPELLS: Bludgeon 2, Demoralize, Healing 2, Protection 2

SKILLS: Camouflage 40%, Track 75%

CHAOTIC FEATURES: Has one long sharp horn on head; carries Creeping Chills.

**DIRTEATER, initiate of Thed**

STR 16	CON 16	SIZ 18	01-04	R LEG	4/6
INT 9	POW 14	DEX 11	05-08	L LEG	4/6
CHA 8			09-11	ABDOM	8/6
Move 9			12	CHEST	8/7
Hit Points 18			13-15	R ARM	4/5
			16-18	L ARM	4/5
			19-20	HEAD	12/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	7	70%	1D10+1D6	55%	20
Lg Shield	-	-	-	60%	16
Head Butt	8	65%	1D6+1D6	-	-

SPELLS: Bludgeon 2, Disrupt, Healing 2, Protection 2

SKILLS: Camouflage 50%, Track 70%

CHAOTIC FEATURE: Heavy scales on head, light scales on body.

**TWISTHORN, initiate of Thed**

STR 14	CON 15	SIZ 14	01-04	R LEG	4/6
INT 14	POW 8	DEX 10	05-08	L LEG	4/6
CHA 6			09-11	ABDOM	4/6
Move 9			12	CHEST	4/7
Hit Points 16			13-14	RL ARM	0/5
Defense 10%			15-16	RU ARM	0/5
			17-18	L ARM	0/5
			19-20	HEAD	3/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	6	45%	2D8+1D4	40%	15
Mdm Shield	-	-	-	50%	12
Head Butt	9	50%	1D6+1D4	-	-

SPELLS: Bludgeon 4, Disrupt, Healing 2

RUNE MAGIC: Crack x 2 (one-use)

SKILLS: Hide in Cover 45%, Move Silently 45%, Track 50%

CHAOTIC FEATURE: Two right arms, enabling Twisthorn to use a maul in his right arms and still use a shield to parry with on his left arm.

CON roll, will move directly on to the terminal form. Any small taste or smell will expose the character to the disease, though a successful Taste Analysis will allow the character to roll CONx6 or less to avoid moving on to the terminal form of disease, though he will still catch the acute form.

The entire complex of clearings is cunningly camouflaged by tied-down trees and brush to block discovery by high-flying familiars or predators like Windwhistler.

**Highhowler and the Gang**

Highhowler and his gang are bandits, pure and simple. They prey only on those they consider weaker, and will quickly retreat if they find out they were wrong. They are quick to notice the telltale look of iron armor or weapons, and Highhowler can, like any good shaman, detect the presence of controlled spirits or fetches of other shamans in the vicinity. Highhowler's control over his group depends on their perception of his invincibility.

Therefore, the gang's usual tactics are hit-and-run, and they may ignore a half-dozen parties going into Balastor's Barracks before finally deciding that one party is small and weak enough to attack. They will prefer, in any case, to hit a party exiting the barracks, on the reasonable expectation that they will be depleted in POW and hit points, and may carry treasure. They probably will be right.

Highhowler is not the leader of just this band of chaos creatures. He has been centralizing his authority over many other such bands throughout the Rubble, and if this group is destroyed he will escape if possible and move on to where one of the other bands operates. The next band may be similar to this one, or completely different.

**HIGHHOWLER, Shaman of the broos**

STR 16	CON 18	SIZ 22	01-04	R LEG	3/8
INT 16	POW 21	DEX 17	05-08	L LEG	3/8
CHA 12			09-11	ABDOM	5/8
Move 9			12	CHEST	5/9
Hit Points 23			13-15	R ARM	3/7
Defense 30%			16-18	L ARM	3/7
			19-20	HEAD	3/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Morningstar	3	75%	1D10+1+1D6	85%	12
Shortsword	4	60%	1D6+1+1D6	70%	20
Head Butt	5	85%	1D6+1D6	-	-
Small Shield	-	-	-	85%	8

SPELLS: Detect Spirit, Dispel Magic 1, Disrupt, Harmonize (2), Healing 6, Protection 4, Spirit Binding; (known by fetch) Bludgeon 4, Demoralize, Detection Blank 4, Fanaticism 4, Silence

SKILLS: Camouflage 85%, Hide in Cover 85%, Move Silently 85%

CHAOTIC FEATURE: +2D6 SIZ (already figured in)

SPECIAL FEATURES: Highhowler has 8 points of POW stored on the spirit plane, a fetch, and two controlled spirits, one of which is a spirit of disease. Also, Highhowler has the other abilities of shamans, such as being able to heal his body up to an hour after death.

SPIRITS: Fetch INT 16, POW 20; controlled spirit INT 14, POW 15; controlled spirit of disease, INT 8, POW 18 carrying Bleeding Disease

**CZING, scorpion man initiate of Bagog, lay member Malia**

STR 20	CON 9	SIZ 19	01	RH LEG	3/2
INT 6	POW 6	DEX 13	02	RC LEG	3/2
CHA 12			03-04	RF LEG	3/2
Move 8			05	LH LEG	3/2
Hit Points 11			06	LC LEG	3/2
			07-08	LF LEG	3/2
			09-10	TAIL	3/4
			11-12	THORX	3/5
			13-14	CHEST	3/5
			15-16	R ARM	3/3
			17-18	L ARM	3/3
			19-20	HEAD	3/4

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	3	40%	1D10+1+1D6	40%	15
Fist	7	45%	1D3+1D6	—	—
Sting	7	50%	1D6+1D6+poison POT 9	—	—

SKILLS: Climb 50%, Hide in Cover 30%

CHAOTIC FEATURE: Can befuddle one opponent per round in addition to other actions; match Czings POW vs. the POW of the opponent with the lowest POW facing his group each round.

**KZAG, scorpion man initiate Bagog, lay member Malia**

STR 19	CON 10	SIZ 19	01	RH LEG	15/2
INT 8	POW 7	DEX 15	02	RC LEG	15/2
CHA 10			03-04	RF LEG	15/2
Move 8			05	LH LEG	15/2
Hit Points 12			06	LC LEG	15/2
			07-08	LF LEG	15/2
			09-10	TAIL	15/4
			11-12	THORX	15/5
			13-14	CHEST	15/5
			15-16	R ARM	15/3
			17-18	L ARM	15/3
			19-20	HEAD	15/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	4	45%	2D8+1D6	45%	15
Fist	7	45%	1D3+1D6	—	—
Sting	7	50%	1D6+1D6+poison POT 10	—	—

SKILLS: Camouflage 50%, Climb 60%, Track 50%

CHAOTIC FEATURE: +12-point skin

**KONG, scorpion man initiate Bagog, lay member Malia**

STR 22	CON 10	SIZ 19	01	RH LEG	3/2
INT 8	POW 7	DEX 14	02	RC LEG	3/2
CHA 10			03-04	RF LEG	3/2
Move 8			05	LH LEG	3/2
Hit Points 12			06	LC LEG	3/2
Defense 30%			07-08	LF LEG	3/2
			09-10	TAIL	3/4
			11-12	THORX	5/5
			13-14	CHEST	5/5
			15-16	R ARM	3/3
			17-18	L ARM	3/3
			19-20	HEAD	7/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	6	50%	1D10+2D6	45%	20
Fist	7	45%	1D3+2D6	—	—
Sting	7	50%	1D6+2D6+poison POT 10	—	—
Mdm Shield	—	—	—	50%	12

SKILLS: Climb 60%, Move Quietly 40%, Track 40%

CHAOTIC FEATURE: sinuous confusing body — 30% Defense

**FORKANG, ogre initiate Thed, lay member Cacodemon and Malia**

STR 20	CON 13	SIZ 11	01-04	R LEG	5/5
INT 5	POW 11	DEX 7	05-08	L LEG	5/5
CHA 5			09-11	ABDOM	5/5
Move 8			12	CHEST	5/6
Hit Points 13			13-15	R ARM	5/4
			16-18	L ARM	5/4
			19-20	HEAD	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	7	45%	2D8+1D4	45%	15
Fist	10	45%	1D3+1D4	—	—

SKILLS: Track 25%

CHAOTIC FEATURE: Mentally defective

NOTE: Forkang, though somewhat retarded, appears fairly normal, and Highowler tries to keep him cleaned up. Sometimes, when an ambush is planned, Forkang is sent ahead to the victims, where he masquerades as a poor lone human trying to get out of the Rubble. While the party is distracted by him, and trying to decide whether he is for real or not, the broos and scorpion men will attack. Forkang may even pretend to be helping the humans, though he will 'fumble' and hit other humans rather than his real friends. Another trick is to have Forkang, after joining the victims, to suddenly look up and pretend to sight trolls sneaking up on the party. When the victims look where Forkang is peering, the broos and scorpion men attack from the opposite direction.

## Balastor's Barracks

### GROUND LEVEL

At the height of Pavis' glory, Balastor's barracks (then called the Griffin barracks) was a two-story building with lodging for two regiments, a stable, practice halls, and other accommodations.

After Jaldon broke the wall, nomads began wandering freely through the city. The defenders of the gate went underground with help from the Flintnail cult, and by the time of the final troll invasion, all that was left of the building was a fire-blackened shell. The important functions of the barracks had gone underground.

Adventurers arriving at the barracks site will see the bare remains of the original foundations. Some wall portions rise as much as a meter aboveground, but not many.

The ground is flat and fire-pitted, with scraggly brush growing through the cracks. There are many signs of nomad firepits. The only traces of the barracks are three entryways to three staircases leading 20m down into the barracks below.

A fourth possible entrance to the barracks exists. Almost in the center of the barracks area is a massive hole, 8m wide at its widest, dropping straight down. It is dark at the bottom, but a torch will reveal the gleam of moist stone in a regular pattern. The player-character approaching the hole closely enough to see down with a torch will feel the ground crumble beneath him, and must make a roll of DEXx3 or less on D100. If the roll is a success, he will jump back in time. If not, he will fall. There is no handhold to grab, but the slope of the hole is such that the 20m drop only does 2D6 damage to a random hit location. Armor will not count vs. this damage. If the character makes a Jump roll while falling, he may choose which hit location takes the damage.

**BALASTOR'S AXE**

Within this enchanted iron axe is the spirit of Balastor, last Champion of Pavis. Because his spirit still inhabits the axe, it has not become unenchanted, and acts in all ways as a normal Rune level iron object.

INT 16 POW 20

**SPELLS:** (all contained in foci carved on blade) Bladesharp 4, Coordination (2), Demoralize, Fireblade (4), Repair (2), Shimmer 3

**RUNE MAGIC:** Divination 7, Mindlink 4, Reflection 2, Shield 2, Spirit Block 2, Summon Small Gnome

A Champion or Daughter of Pavis who picks up the axe may immediately attempt to ally the spirit of Balastor. If unsuccessful, or if the character already has an ally, the axe will be quiet and simply demand to be taken to the temple, where another may ally it.

If an initiate of Pavis attempts to pick up the axe, he may also attempt to

ally it. If successful, the initiate must break off all connection with other cults (except for Flintnail) and virtually becomes the "allied spirit" of Balastor, except that he has the body and that Balastor is still in the axe. Even though he has effectively allied a spirit, the initiate still is not a priest or lord until he fulfills the other requirements.

If a member of another cult makes hand-to-weapon contact with it, there is immediately spirit combat. Balastor will try to seize the body of the victim, so as to live again. If unsuccessful after one minute (five melee rounds), the spirit of Balastor will break off and retreat to the axe, demanding to be taken to the temple of Pavis. If successful, he will possess the unfortunate character, substituting his own INT and POW for those of the victim. He will use his Spirit Block as seems fit, to give him a better chance for possession.

Whether embodied or allied, Balastor will always work for the revival and glory of the Rubble as a viable city. He

will hate trolls and animal nomads, especially Storm Bulls. Otherwise, he will be reasonable in a monomaniacal way. He will try to take over the cult of Pavis as it now exists.

If picked up with a rope or cloak or other such stratagem, the consciousness in the axe will be unable to affect the person picking it up and will go quietly.

**LOCATION**

The axe was hidden before the body was (see Room 16). It might be with the body, or it might be in any other room of the complex. This is up to the gamemaster. The gamemaster could randomly place the axe by rolling 1D100 until a roll of 01-36 was gotten. A roll of 36 indicates that the axe is concealed in a corridor.

The axe was hidden by a Lanbril thief with a 120% Camouflage skill. There is a 20% reduction in anyone's Spot Hidden attempt to find the axe.

**THE STAIRCASES**

Three staircases lead down to the barracks. Ruins at the tops testify to the fortifications once guarding these holes, works long since destroyed by nomad and troll incursions.

**North Staircase**

This staircase starts in the northern part of the barracks area and proceeds southward in a straight line. From the top, a torch will reveal a large pile of rubble at the bottom of the steps. A careful comparison of the pit and the staircase shows that the bottom of the pit is probably at the same area as the bottom of the staircase. Climbing over the rubble at the bottom of the stairs is possible, but would take a full melee round of doing nothing but clambering.

**Central Staircase**

This staircase proceeds east for a few meters, then turns to the south. Examination shows that the cave-in also has affected this staircase, since the northeast corner of the turn in the staircase has been chewed away by the fall. It is still possible to negotiate this turn, but a DEXx5 roll will be

necessary or the negotiating character will fall down the sagging side of the steps into the pit, taking 2D6 damage to a hit location – armor will not help.

**West Staircase**

The west staircase descends eastward in a straight line; a torch will show that it seems to end in a clear passageway.

**Hidden Spots**

While there is nothing hidden in the ground level area, a Track roll will reveal a number of gigantic humanoid footprints in the earth, mostly around the cave-in. Many hoofprints, mostly of impalas and zebras, can be seen around the central staircase; and a special roll on the Track attempt (20% or less of needed roll) will discover blood trails coming from the staircase.

**THE BARRACKS**

When the barracks were dug, their floor was 20m below the

**BALASTOR'S TESTAMENT**

Balastor will repeat the following testament to anyone allied to him, or to the priests of Pavis, once taken there.

"We stood on the steps of the barracks, three brave men and I, holding off the troll hordes. All our dependents had escaped. All that remained was to sell our lives dearly. The trolls came at us in waves, but the narrow corridor reaching into the earth limited them, and they could only come at us four at a time.

"Finally a troll champion, five paces tall and swinging a temple column as a maul advanced toward us, filling the corridor. Shrieking my battlecry, I rushed at him and my trusty axe sheared him off at the knee. But, even as he fell, his

mighty club slaughtered two of my boon companions.

"In no time at all I was surrounded. Back to the wall, I slaughtered them as they came, but there were too many. When I killed one, two took his place. Black troll magics flew from behind their swarming warriors to impinge upon my armor and magic. In truth, I feared the thrust of trollkin spears more than the maces of their leaders. I was right to do so.

"One spear entered my thigh over the kneecap and stayed there. Its owner held on to it, and I could not move. Before my trusty axe could halve the spear shaft and free me a mace smashed down and numbed my arm. There was nothing more I could do and I fell beneath the

blows of my foes. I appealed to Pavis to put my essence into the axe, so that I might rise again to smite the dark foe when some son of Pavis could free me.

"My time in the Courts of Silence was short, for Pavis himself stood behind me and argued my case before the judges of the dead. I reentered my axe and realized that I was in the hands of a human, hunted by trolls. Before I could make myself known to him, and inspire him to slaughter the hated invaders, he used an arcane Rune magic and I was in darkness, unable to perceive the outside world or commune with my god. There I stayed until you found me once again. Now, let us go forth and drive the trolls from fair Pavis."



ground level of the gate. Since then, another meter or so of dirt and debris has built up upon it, except around the stairways, which have been kept trodden open through continual use of various denizens over the years. No light exists except what comes down the stairways or through the cave-in hole, or what is brought down by explorers.

Every meter's exploration of this warren must be made in total darkness, barely relieved by the feeble flicker of torch or lantern or occasional Light spell. Trolls, of course, don't need light. Neither do dwarfs. Both might inhabit this place, and neither is necessarily friendly.

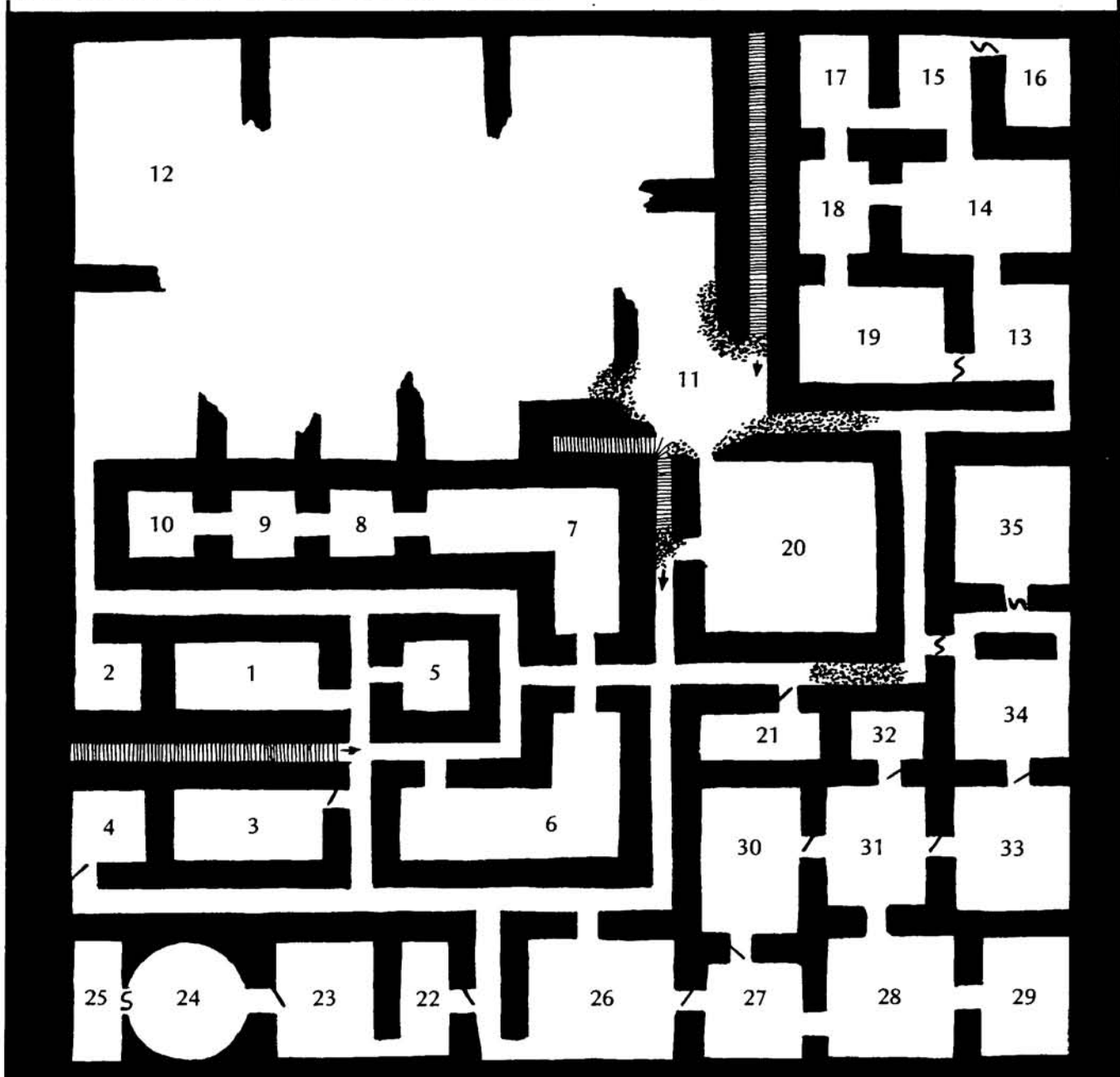
While many areas have not been explored since the troll invasion, other areas have a definite lived-in look. Many of the residents over the years were transients, with the usual transient's respect for cleanliness and order. The place is a mess. The walls are broken as well, so the debris is often as much rock and dirt as garbage. An occasional body, mostly dried out and mummified, adds to the clutter. The gamemaster should make this clear to the players. They are not traversing antiseptic white areas such as those marking the corridors on the map. These are dark, dank, muddy, and garbage-filled tubes, where a troll might pop out from

## Balastor's Barracks Plan

 door
  secret door
  stairs (arrow points down)

20 meters

N



behind a turn in the corridor or a shadowed place on the wall at any second.

Player-characters coming into this place should be nervous. It is up to the referee to make sure they are.

### Room 1 — Three Skeletons

An old guardroom, fairly open and empty of furniture, holding only some overturned racks for weapons and armor. Against the west wall stand three human skeletons, which will attack anything entering the room. They all will attack the first person to enter the room, and will attack until he is dead. They will then attack the second person to enter, and so on, until all who have entered (or all the skeletons) have been destroyed. They will leave the room to follow and slay their chosen target, but will go back to their room as quickly as possible thereafter.

#### SKELETON ONE

STR 11	SIZ 9	01-04	R LEG	2/0
POW 1	DEX 16	05-08	L LEG	2/0
Move 8		09-11	ABDOM	2/0
Defense 05%		12	CHEST	2/0
		13-15	R ARM	2/0
		16-18	L ARM	2/0
		19-20	HEAD	2/0

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	5	80%	1D8+1	80%	20
Mdm Shield	—	—	—	80%	12

#### SKELETON TWO

STR 11	SIZ 15	01-04	R LEG	3/0
POW 1	DEX 11	05-08	L LEG	3/0
Move 8		09-11	ABDOM	3/0
		12	CHEST	3/0
		13-15	R ARM	3/0
		16-18	L ARM	3/0
		19-20	HEAD	3/0

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	55%	1D6+1+1D4	55%	20
Large Shield	—	—	—	55%	16

#### SKELETON THREE

STR 11	SIZ 15	01-04	R LEG	3/0
POW 1	DEX 12	05-08	L LEG	3/0
Move 8		09-11	ABDOM	3/0
		12	CHEST	3/0
		13-15	R ARM	3/0
		16-18	L ARM	3/0
		19-20	HEAD	3/0

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	6	60%	1D8+1+1D4	60%	20
Small Shield	—	—	—	60%	8

Skeletons are fragile. Any blow penetrating their armor destroys that part of their body. On the other hand, they are basically immune to many missiles — a hit from a missile capable of impaling (such as crossbow quarrels, arrows, javelins, and slingstones) only destroys the skeleton's hit location if the missile does, in fact, impale or critically hit.

Aside from the weapons and armor that the skeletons carry, the room is empty of worth. No one has ever bothered these obvious guardians since there is no obvious treasure to be found here.

### Room 2 — A Long-Unused Latrine

On the south wall are broken and splintered toilet stalls and seats. Corroded tubs and cisterns for washing stand

along the east wall. There is nothing of worth in the room. Any outflows are long since filled and destroyed.

### Room 3 — An Old Guardroom

At one time someone or something used this room, since there are scattered pieces of refuse about, a pile of moldy sleeping skins in the northeast corner, and a firepit in the southwest corner. In the firepit are long-cold ashes, charred bone fragments, and a very good gemstone worth 828 lunars. The gemstone can be found only by a careful search of the pit with a successful Spot Hidden roll.

### Room 4 — Three Snakes

This is an old forge and armor repair shop. A number of tools are scattered about and some larger pieces of equipment are still in place. Old ventilation tunnels lead through the west wall up to the surface. Nothing humanoid larger than SIZ 3 could squeeze through them to the surface.

#### WEAPON SNAKE

STR 6	CON 15	SIZ 4	01-06	TAIL	0/5
POW 12	DEX 6		07-14	BODY	0/6
Move 4			15-20	HEAD	0/5
Hit Points 13					
Defense 00%					

Weapon	SR	Attk%	Damage	Parr%	Pts
Sword	9	50%	1D6+1	40%	12

#### FANG SNAKE

STR 6	CON 10	SIZ 3	01-06	TAIL	0/3
POW 9	DEX 12		07-14	BODY	0/4
Move 4			15-20	HEAD	0/3
Hit Points 8					
Defense 05%					

Weapon	SR	Attk%	Damage
Bite	10	45%	1D4 + Blade Venom POT 6

#### STAKE SNAKE

STR 1	CON 15	SIZ 2	01-06	TAIL	0/5
POW 9	DEX 11		07-14	BODY	0/6
Move 4			15-20	HEAD	0/5
Hit Points 13					
Defense 05%					

Weapon	SR	Attk%	Damage
Spring	3	40%	1D6+1

These snakes cannot be surprised. They detect any intruder by the vibrations on the floor. They will not actively seek combat, and hide amidst the litter on the floor, where they are invisible. However, if the party searches the room, they will be attacked by the snakes.

The only item of value in the room is a hammer that is a matrix for the spell of Repair. It lies on the floor among the litter.

### Room 5 — Writing Room

A room littered with more trash and dirt, along with remains of desks and tables. A thorough search of the room will turn up a scroll containing the songs and ballads of the army of Greater Pavis. The Lhankor Mhy library in Pavis will pay 200 lunars for this scroll.

### Room 6 — Burnt-Out Room

A large room full of ashes and charred pieces of wood. Nothing in the room is of value.

**Room 7 - Three Ghosts**

An ancient storeroom, the walls of which are piled with bags of long-rotted grain. Broken bottles cover the floor, along with overturned kegs and remnants of smashed chests. Within the room hover three ghosts. Invisible, they will not warn anyone before attacking.

The ghosts are bound to the room and cannot leave it. Characters can retreat from combat with them.

Should the characters attempt to break through into Room 8, they will find the door bolted against them. The door requires three good slams with an improvised battering ram to break it down. A large bench in Room 7 would work just fine for the ram.

GHOST ONE: INT 11, POW 15  
GHOST TWO: INT 13, POW 13  
GHOST THREE: INT 12, POW 17

**Room 8 - Six Zombies**

An old barracks room, fitted out in once-comfortable style. The north and south walls each have three niches cut into them for beds. Rotten hangings cover the niches and a successful Spot Hidden will allow a character to notice that each niche holds a human body. The bodies are zombies.

The zombies all will move to attack if any of them are attacked in any way, including magically. They will pursue

attackers into Room 7, but not beyond that. Zombie Baisakh is wearing an archaic plate bronze breastplate which covers both chest and abdomen. Although it is corroded and filthy, it is still intact. It could be worth some money.

**Room 9 - Workroom**

This room, but not the alcove leading to it, is protected by a 2-point Warding spell. The spell will do 2D3 points of damage to a random hit location (armor does not absorb) on anyone crossing its boundaries. It also acts as a 2-point Countermagic against any magic thrown into the area. The spell also sets up a loud keening noise fit to wake the dead (see inhabitants of Room 10).

Benches and worktables with various equipment upon them line the walls of the room. The equipment is obviously long-neglected. In the southeast corner, a wide worktable is supported by a large metal cage, which holds a basilisk. The basilisk huddles in the far corner, making it impossible for anything but a long spear or missile shot to reach it. Because of the bars of the cage, subtract 25% from all missile shots aimed at it.

The cage is in shadows because of the worktable on top. A Spot Hidden roll must be made to notice the cage at all, and a second consecutive Spot Hidden must be made to spot the basilisk within. The basilisk has no such problem.

Hanging from one of the benches is a familiar in the form of a bat. It can only be seen by a character specifying that he is looking under a specific bench in the north wall while his player makes a Spot Hidden roll.

**ZOMBIE CHAIT**

STR 16	CON 17	SIZ 9	01-04	R LEG	4/6
POW 1	DEX 5		05-08	L LEG	4/6
Move 6			09-11	ABDOM	5/6
Hit Points 17			12	CHEST	5/7
			13-15	R ARM	6/5
			16-18	L ARM	6/5
			19-20	HEAD	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	7	25%	2D8+1D4	15%	15
Fist	10	25%	1D3+1D4	-	-

**ZOMBIE BAISAKH**

STR 11	CON 18	SIZ 8	01-04	R LEG	5/6
POW 1	DEX 12		05-08	L LEG	5/6
Move 6			09-11	ABDOM	8/6
Hit Points 17			12	CHEST	8/7
			13-15	R ARM	5/5
			16-18	L ARM	5/5
			19-20	HEAD	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	6	60%	2D8	30%	15
Fist	9	60%	1D3	-	-

**ZOMBIE JETH**

STR 17	CON 15	SIZ 10	01-04	R LEG	4/5
POW 1	DEX 8		05-08	L LEG	4/5
Move 6			09-11	ABDOM	5/5
Hit Points 15			12	CHEST	5/6
			13-15	R ARM	2/4
			16-18	L ARM	2/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	7	40%	2D8+1D4	20%	15
Fist	10	40%	1D3+1D6	-	-

**ZOMBIE ASARH**

STR 18	CON 12	SIZ 9	01-04	R LEG	4/4
POW 1	DEX 7		05-08	L LEG	4/4
Move 6			09-11	ABDOM	6/4
Hit Points 12			12	CHEST	6/5
			13-15	R ARM	4/3
			16-18	L ARM	4/3
			19-20	HEAD	3/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	7	35%	2D8+1D4	20%	15
Fist	10	35%	1D3+1D4	-	-

**ZOMBIE SAWAN**

STR 18	CON 14	SIZ 14	01-04	R LEG	4/5
POW 1	DEX 8		05-08	L LEG	4/5
Move 6			09-11	ABDOM	6/5
Hit Points 15			12	CHEST	6/6
			13-15	R ARM	4/4
			16-18	L ARM	4/4
			19-20	HEAD	6/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	7	40%	2D8+1D4	20%	15
Fist	10	40%	1D3+1D4	-	-

**ZOMBIE PHAGUN**

STR 15	CON 20	SIZ 10	01-04	R LEG	5/7
POW 1	DEX 7		05-08	L LEG	5/7
Move 6			09-11	ABDOM	5/7
Hit Points 20			12	CHEST	5/8
			13-15	R ARM	3/6
			16-18	L ARM	3/6
			19-20	HEAD	4/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	7	35%	2D8+1D4	20%	15
Fist	10	35%	1D3+1D4	-	-

As the party enters the room, the bat will have just thrown Detection Blank on itself and the basilisk. It will alert its master in the next room via its Mindlink with him, and will proceed to use magic against the party while the basilisk uses its deadly stare to kill the party members. The basilisk's stare is invisible, and it may be able to kill several party members before they realize what is happening or see the creature in the cage. For that matter, basilisks are uncommon — the party may not realize that the creature in the cage is a basilisk at all.

After several characters enter the room, Redsong (the bat familiar) will cast an Ignite on a bag of oil in the alcove leading into the room. The oil will burst and burn for 5 melee rounds. It will splatter over everyone in the alcove and anyone else within 2m of the alcove. All those hit by the splashing oil will take 1D6 points of damage to their heads, arms, and chests each melee round. Armor will only help against this damage for the first melee round, but Protection or Shield will be of worth. The bursting of the oil should distract the party enough for the bat to get to the underside of another bench (naturally, the party will have seen the Ignite spell as it came from under the bench and struck the oilsack).

If the party has not fled or been destroyed within three melee rounds, Blodanga and Jordak from Room 10 will join into the fray.

#### REDSONG, bat familiar of Jordak the Fang

STR 1	CON 15	SIZ 3	01-02	R CLAW	0/4
INT 15	POW 15	DEX 25	03-04	L CLAW	0/4
Move 1/12			05-08	BODY	0/6
Hit Points 13			09-12	R WING	0/5
Defense 40%			13-16	L WING	0/5
			17-20	HEAD	0/5

Weapon	SR	Attk%	Damage
Claw	7	35%	1D3

SPELLS: Countermagic 2, Detect Life, Detection Blank 1, Dispel Magic 2, Dullblade 4, Healing 4, Ignite; (known by Jordak the Fang) Befuddle, Disruption, Extinguish (2), Invisibility (3), Ironhand 4, Protection 4, Spirit Binding

#### BASILISK

STR 11	CON 7	SIZ 5	01-02	RH LEG	2/2
POW 13	DEX 10		03-04	LH LEG	2/2
Move 4			05-07	HIND Q	2/3
Hit Points 6			08-10	FORE Q	2/3
			11-12	R WING	2/1
			13-14	L WING	2/1
			15-16	RF LEG	2/2
			17-18	LF LEG	2/2
			19-20	HEAD	2/2

Weapon	SR	Attk%	Damage
Glance	1	100%	resist POW vs POW or death
Claw	10	25%	1D3

#### Room 10 — Vampires

A chill, bare, room, empty except for two heavy bronze coffins against the north and south walls. The west wall holds bookshelves piled with moldy and rotting scrolls. A few more intact scrolls contain esoteric essays on the truth of various gods' viewpoints on the world. These 7 scrolls would have a value of 780 lunars if sold to the local Irrippi Ontor temple, or 500 lunars plus gratitude if sold to the New Pavis Lhankor Mhy library.

The coffins are the resting places for the room's inhabitants. Jordak the Fang's is the northern coffin; Blodanga Bloodsucker's is the southern one. Both vampires are human; Jordak is male and Blodanga is female. Both are Rune level members of the Vivamort cult, and have iron armor and weapons.

There is a faint possibility that a party could surprise them in their coffins, but this is not likely considering the setup in Room 9.

If pressed hard, the vampires will turn to smoke and retreat through cracks in the room's ceiling to the surface. If the party does not leave the barracks immediately, or leaves during the night, the vampires will follow and hound them to get their treasure, or at least their equipment, back.

#### JORDAK THE FANG, Vampire Priest of Vivamort and Gbaji illuminate

STR 20	CON 15	SIZ 13	01-04	R LEG	9/12
INT 16	POW 19	DEX 13	05-08	L LEG	9/12
CHA 17			09-11	ABDOM	11/12
Move 10			12	CHEST	11/14
Hit Points 17			13-15	R ARM	9/10
Defense 25%			16-18	L ARM	9/10
			19-20	HEAD	7/12

Weapon	SR	Attk%	Damage
Touch	8	65%	1D4+1D6*
Bite	8	65%	1D6†

\* Plus, whether or not it penetrates armor, match POW vs. POW to drain 1D4 points of POW from victim and add it to the vampire.

† If the bite penetrates armor, the vampire will hang on and drain 1D6 points of STR from the victim per round until one of them is dead.

SPELLS: Befuddle, Disruption, Extinguish (2), Invisibility (3), Ironhand 4, Protection 4, Spirit Binding; (known by Redsong) Countermagic 2, Detect Life, Detection Blank 1, Dispel Magic 2, Dullblade 4, Healing 4, Ignite

RUNE MAGIC: Absorption 3, Create Ghost, Create Zombie, Summon Small Shade, Warding; (one-use only) Sever Spirit

SKILLS: Hide in Shadows 100%, Move Silently 65%, Spot Hidden 80%

MAGIC ITEMS: 8-point POW-storing crystal, spirit trapping crystal (can hold spirits only, no raw POW) containing bound spirit.

SPIRITS: allied spirit in bat (Redsong) INT 15, POW 15  
bound spirit in spirit-trapping crystal, INT 9, POW 15

SPECIAL POWERS: Each round, Jordak can attempt to Harmonize a single enemy, in lieu of casting spells. The target must roll his POWx5 or less on 1D100 to avoid Jordak's glance. If the target fails his roll, then he must resist with his POW vs. Jordak's POW or be paralyzed until Jordak sees fit to release him (usually long after the target has been killed). Also, Jordak can turn into a cloud of vapor, and regenerate damage in that form.

NOTE: Jordak will cast Absorption 2, Ironhand 4, and Protection 4 on himself and Absorption 1 upon Blodanga Bloodsucker. He will usually be able to do this before he engages in combat, since he will have been warned by Redsong in Room 9.

There is a hidden compartment in the rear of the room, behind the scroll shelves, constructed with a skill of 115%. Subtract 15% from the Spot Hidden roll necessary to discover it.

Within the compartment is a spring-loaded mechanism that hurls a dagger with great force for 2D6 points of damage. The blade is coated with POT 20 Blade Venom, and will hit anyone standing directly in front of the compartment in their chest. The compartment contains the wealth of Jordak and Blodanga. There are 32 wheels, 1496 lunars, and 428 clacks within. There are also a diamond worth

1000 lunars; an thumb-sized emerald worth 10,000 lunars; and a silver and opal bracelet worth 948 lunars. The diamond is actually a 5-point powered sensitivity crystal, and will glow to a Detect Magic.

#### BLODANGA BLOODSUCKER, Vampire Lord of Vivamort

STR 22	CON 11	SIZ 9	01-04	R LEG	10/8
INT 15	POW 15	DEX 14	05-08	L LEG	10/8
CHA 16			09-11	ABDOM	11/8
Move 10			12	CHEST	11/10
Hit Points 11			13-15	R ARM	9/6
Defense 25%			16-18	L ARM	9/6
			19-20	HEAD	10/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	6	110%	1D10+1+1D4	95%	30
Dagger	8	95%	1D4+2+1D4	80%	18
Mdm Shield	—	—	—	—	18
Touch	8	120%	1D4+1D4*	—	—
Bite	8	110%	1D4†	—	—

\* Plus, whether or not it penetrates armor, match POW vs. POW to drain 1D4 points of POW from victim and add it to the vampire.

† If the bite penetrates armor, the vampire will hang on and drain 1D6 points of STR from the victim per round until one of them is dead.

SPELLS: *Bladesharp* 4, *Demoralize*, *Detect Life*, *Ironhand* 4, *Protection* 4, *Silence*; (known by Bloodrose) *Detect Traps* (2), *Dispel Magic* 4, *Fireblade* (4), *Healing* 3

SKILLS: *Hide in Cover* 100%, *Move Quietly* 100%, *Spot Hidden* 95%, *Spot Traps* 95%, *Track* 75%

MAGIC ITEMS: flawed 8-point POW-storage crystal — the first time used, it permanently takes 8 points of POW from the user. If the user has less than 8 points of POW, he will be bound into the crystal. Owns iron bastard sword, dagger, and medium shield.

SPIRIT: allied spirit in sword (*Bloodrose*) INT 15 POW 17

SPECIAL POWERS: As per *Jordak* (q.v.).

NOTE: If the opposing party seems to be of high magical power, Blodanga will cast *Bladesharp* 4 on her sword and fight normally. If they do not, she will cast *Ironhand* 4 and melee with her fangs and touch. She will try to avoid killing Rune priests, to save them for later draining by the vampire pair.

#### Room 11 - Below the Cave-In

This is not so much a room as an area of smashed walls, strewn boulders, and piles of rubble. Moreover, the weather of years has brought large quantities of brush and dirt down to this area from the hole in the roof above. Some plants are even growing in the dirt. This is Cragclimber's entrance to the barracks. There is a 20% chance that he is not presently home, but the odds are that he will be inside Room 12 to the northwest.

This space is relatively clear, as is the area to the immediate north (Cragclimber's route to his sleeping area). Everywhere else, the area has been crammed with rubbish, dirt, and stone. The hall leading to Rooms 13-19 has been thoroughly blocked, and would take at least a day of digging to be cleared. There are signs that someone tried to dig there recently, but they were obviously interrupted.

#### Room 12 - Giant's Hall

This was originally a set of many smaller rooms. Cragclimber the giant found the cave-in leading to this area many years ago, when he was just a small giant, SIZ 20 or so. Over the years, he has smashed down walls and generally made the room cozy for one of his advancing SIZ.

While he is much too tall to stand in the room anymore, even though the room has high ceilings of almost 4 meters,

he can get along quite well on his knees, and has dealt with enemies before in these close quarters. He is as blind as any human or elf looking into this dark hole, but he is used to the darkness, and makes a habit of striking at torches and other light sources first.

The actual room which Cragclimber resides in is filthy. It reeks of sweat, spilled beer, and rotting meat. Bones and old refuse lay on the floor. In the northwest corner are the carcasses of three oxen, several days overripe. In the center is a pile of mildewy skins on which Cragclimber sleeps. He will awaken to any large noise in Room 11. Cragclimber is not currently hungry, and will not attack the party (unless they attack him) if they will bribe him with 100 lunars or one of the humans to eat later. Continued bargaining or questioning will annoy him, and he will then attack.

In battle, Cragclimber strikes with his club, and then hits with a fist. He will pursue a party that breaks and runs. He knows no spells. On a heavy leather pouch hung from his belt is his treasure of 156 clacks, 178 lunars, 9 wheels, and 9 gemstones. These last, upon evaluation, are merely worthless pretty stones. He does have some armor hammered out to protect his body.

#### Cragclimber the Giant

STR 44	CON 16	SIZ 43	01-04	R LEG	12/8
INT 14	POW 11	DEX 11	05-08	L LEG	12/8
CHA 13			09-11	ABDOM	8/8
Move 12			12	CHEST	6/9
Hit Points 24			13-15	R ARM	12/7
			16-18	L ARM	12/7
			19-20	HEAD	6/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Treetrunk	3	70%	3D6+4D6	50%	40
Fist	7	60%	1D3+4D6	—	—

SKILLS: *Smell Human Flesh* 90%

Cragclimber is friendly with the trolls in Rooms 26-35. He gives them money he has extorted from adventurers, and they give him beer brewed by Darkar. If he is hard-pressed, he will bellow for help, and the trolls might come if they are feeling charitable. Likewise, Cragclimber might try to help the trolls, if he feels friendly, or in need of more beer.

Cragclimber keeps telling himself to save the beer he gets for a time of drought, but once it is in his hands, he drinks it right up, and then has to wait until he can sucker some more adventurers to get some more beer.

Cragclimber is more likely to help the trolls than they are to help him, and a lot will depend on whether he has seen the adventurers first and accepted their money. He does not value adventurer-paid money over keeping his beer supply going.

#### Rooms 13-19

These rooms were once the private quarters of Balastor himself. For a while after the troll victory, the leader of the trolls kept his own offices here. Then other creatures moved in for a while during the internecine warfare between trolls and humans. Now the rooms are empty of living inhabitants.

#### Room 13

There is much rubble on the floor, and among the rubble are the skeletons of three beings. Green fragments of bronze armor and scraps of decayed leather can be seen among the bones, but any weapons or intact armor were

evidently looted by the victors or later passersby. All of the skeletons are headless. A Detect Undead spell will show nothing now.

However, anyone handling the bodies (i.e., searching the room) must make CON rolls vs. disease. Body number one carries Sniffles, body two carries Thunder Lung, and body three carries Slow Withers (see *Cults of Terror* for descriptions of these diseases, under the Malia cult description). These bodies are those of broos. Their victorious comrades took their heads away with them to make the bodies look human to foolish wanderers who found them.

#### Room 14 – Lounge and Meeting Area

Now this room is bare. It has signs of old campfires and other temporary habitations. There is nothing in the room worth looking more closely at.

#### Room 15 – Former Anteroom and Office

There are remnants of broken furniture and tatters of hangings on the wall. The hangings are too soiled and tattered to decipher and are valueless except as bedding for a small dog or pixie.

#### Room 16 – The Last Stronghold

This room is blocked by rubble. Anyone clearing away the rubble will find a locked door and the fetid smell of a long unopened room. This room is the last resting place of Balastor.

Balastor's lich is sitting upright in a throne-like chair. He is in iron armor of an archaic style, but it is still good, if taken out and re-enchanted. All the leather straps will have to be replaced, however. The rush of air as the room is opened will disturb the bones of Balastor, and the body will crumble as the characters watch.

Behind the throne chair are the remains of a cot and a wall-hanging depicting the battle of the Faceless Statue with the giants, showing in exquisite detail the mighty figure of Pavis himself riding on the shoulders of the statue and directing its attack. The temple of Pavis will give 1000L for this wall hanging. The Lunar occupiers will give 2000L for the hanging, as it contains many mystical and symbolic images giving details and hints about the actual nature of Pavis and his personality. This could help them greatly in their task of merging Pavis into the Lunar pantheon. A priest of Pavis or of the Lunar religions would recognize this fact immediately.

#### Room 17 – Balastor's Old Trophy Room

This has been completely looted. There is nothing of value within.

#### Room 18 – Hendrus' Room

On the west wall of this room is a niche, obviously a former sleeping platform. Tatters of cloth and remnants of armor are in the niche and strewn about the floor. Anyone entering the room will be hailed by Hendrus, the valet ghost.

Hendrus was Balastor's personal manservant. He died with his master, and was laid in state in this room, which the trolls then ravaged in their victory. Hendrus will not attack unless challenged or unless he discovers that the entrants are Storm Bull or Kyger Litor adherents. As Hendrus actually died before his master, he has no idea of the current location of the Axe and is rather tired of answering questions about it.

Hendrus knows very little of what else is in the complex. He is pathetically eager to learn anything he can about the

current state of Pavis' fortunes. If Balastor's body has been found, he will follow the armor to Pavis-Outside-The-Walls, and to the Pavis temple to take up residence there as a protective spirit.

HENDRUS: INT 10, POW 17

#### Room 19 – Former Weapons and Practice Room

The racks on the walls are empty; a few weapons lie broken on the floor. There are two partial skeletons on the ground, scattered amongst other debris. Neither moves or talks, they are just bones. There is nothing of value obvious on the floor, but the floor is still the fine sand of a weapons practice room. Anyone digging will find that the sand goes down an average of 15cm or so.

A thorough sifting of the sands will disclose 1D20 lunars, 1D100 clacks, and give a 40% chance that the sifters will find a bronze throwing dagger. This dagger has been so well-made that it will improve the thrower's chance to hit by +10%.

#### Room 20 – Old Barracks Messhall

There are a few remnants of the original benches and tables, mostly made of stone, strewn about the place, but the most prominent attention-grabber in the room is the evidence of major battle within the room, perhaps two weeks old. There is a large pile of troll and trollkin corpses in the center of the floor, blackened as if someone had tried to burn them, but the fire would not burn hot enough. Examination will show that most died from spears and arrows of nomad make. Some of the bodies have had their arms, legs, or internal organs removed.

There is nothing to show what happened except the pile of bodies. There is nothing of value on the corpses, or anywhere in the room. A special Track roll (20% or less of the usual needed roll) will show that several blood trails lead up the steps outside the door to the room. Outside there is still some evidence of blood and the tracks of many animals, mostly zebra and impala.

#### Room 21 – An Old Latrine

The west side of the barracks was used for this purpose. It has been broken, charred, and destroyed, and any foul odors fled long ago. All outflows are permanently blocked.

#### Room 22 – Anteroom to Humakti Temple

This anteroom was used for ritual purification before participating in Humakt's ceremonies. It has hooks on the north wall from which to hang clothing and large, broken, tubs for ritual bathing and cleansing of worshippers.

There are four ghosts within the room. These are Zorak Zoran ghosts set by the trolls to keep Humakti away from the temple. They will warn anyone not of Zorak Zoran to go away. If ignored or defied, they will attack.

<p>GHOST ONE: INT 16, POW 22          GHOST TWO: INT 9, POW 20          GHOST THREE: INT 11, POW 12          GHOST FOUR: INT 16, POW 17</p>
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Ghost three will attempt to possess the character he attacks and, in return, he can be bound. The others simply attack to kill and will pursue into Room 23, but no further. They cannot pursue those who escape back into the corridor.

**TROLLKIN ZOMBIE UNE**

STR 18	CON 22	SIZ 12	01-04	R LEG	6/8
POW 1	DEX 11		05-08	L LEG	6/8
Move 4			09-11	ABDOM	8/8
Hit Points 22			12	CHEST	8/9
			13-15	R ARM	6/7
			16-18	L ARM	6/7
			19-20	HEAD	7/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Long Spear	5	55%	1D10+1+1D4	30%	15
Mace	8	55%	1D10+1D4	30%	20

**TROLLKIN ZOMBIE DO**

STR 17	CON 19	SIZ 12	01-04	R LEG	6/7
POW 1	DEX 9		05-08	L LEG	6/7
Move 4			09-11	ABDOM	8/7
Hit Points 19			12	CHEST	8/8
			13-15	R ARM	6/6
			16-18	L ARM	6/6
			19-20	HEAD	7/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Long Spear	5	45%	1D10+1+1D4	25%	15
Mace	8	45%	1D10+1D4	25%	20

**TROLLKIN ZOMBIE TWA**

STR 23	CON 23	SIZ 12	01-04	R LEG	6/8
POW 1	DEX 8		05-08	L LEG	6/8
Move 4			09-11	ABDOM	8/8
Hit Points 23			12	CHEST	8/9
			13-15	R ARM	6/7
			16-18	L ARM	6/7
			19-20	HEAD	7/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Long Spear	6	40%	1D10+1+1D6	20%	15
Mace	9	40%	1D10+1D6	20%	20

**TROLLKIN ZOMBIE CAT**

STR 21	CON 22	SIZ 12	01-04	R LEG	6/8
POW 1	DEX 12		05-08	L LEG	6/8
Move 4			09-11	ABDOM	8/8
Hit Points 23			12	CHEST	8/9
			13-15	R ARM	6/7
			16-18	L ARM	6/7
			19-20	HEAD	7/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Long Spear	5	60%	1D10+1+1D6	30%	15
Mace	8	60%	1D10+1D6	30%	20

**TROLLKIN ZOMBIE SANK**

STR 21	CON 23	SIZ 12	01-04	R LEG	6/8
POW 1	DEX 8		05-08	L LEG	6/8
Move 4			09-11	ABDOM	8/8
Hit Points 23			12	CHEST	8/9
			13-15	R ARM	6/7
			16-18	L ARM	6/7
			19-20	HEAD	7/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Long Spear	6	40%	1D10+1+1D6	20%	15
Mace	9	40%	1D10+1D6	20%	20

**TROLLKIN ZOMBIE SECS**

STR 21	CON 23	SIZ 12	01-04	R LEG	6/8
POW 1	DEX 8		05-08	L LEG	6/8
Move 4			09-11	ABDOM	8/8
Hit Points 23			12	CHEST	8/9
			13-15	R ARM	6/7
			16-18	L ARM	6/7
			19-20	HEAD	7/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Long Spear	6	40%	1D10+1+1D6	20%	15
Mace	9	40%	1D10+1D6	20%	20

**Room 23 - Lay Member Worship Room**

This is a gathering place for all members of the regiment who were at least lay members of Humakt. It holds regular lines of old benches across the width of the hall. The benches are old and dust-covered; most are broken. They are made of rotten wood with stone supports. Nothing seems to have entered this room in a long time (not surprising considering the ghosts outside). Along the north and south walls; under the murals showing Humakt slaying Grandfather Mortal, brandishing Death, and slaying any number of lesser deities, including a thinly-disguised Zorak Zoran; stand three figures each in armor with long spears. They are short, squat, and motionless.

The figures are zombie trollkin. They will not attack unless attacked or someone attempts to enter Room 24. They will only attempt to slay those members of a party that have fulfilled those criteria. They can tell who has hit them with a spell, which counts as an attack.

Like the ghosts, these zombie trollkin were set there by Zorak Zoran conquerors of the barracks.

**Room 24 - Temple Spirit**

This room is the Inner Temple, where especially sacred ceremonies were held. Black velvet, now musty and dirt-caked, hangs on the walls. The floor is paved with obsidian, polished smooth and inlaid with a figure of a golden sword running east to west the whole width of the room.

Within the room dwells the powerful spirit Ironarm, a guardian spirit sealed to the temple by the god Humakt

himself. If no one among the party is at least an initiate of Humakt, it will attempt to warn the party away. If the party persists in entering the Holy Room (Room 25), Ironarm will attack the first one and attempt to possess him. If he is successful, he will use the possessed character's body to attack the other members of the possessed one's party, using the possessed victim's weapons. Ironarm can use weapons with a 90% ability with any type of sword, a 75% ability with axe or spear, and a 50% ability with mace or flail. His shield parry is 90% with any sort of shield. He will cast his spells at need.

If the possessed character is killed, Ironarm will possess another member, until he is destroyed in spirit combat (unlikely) or until the party is slain or fled. If he manages to drive off the invaders, he will release the body under his control after walking that body out of his room and shutting the door.

**IRONARM**

INT 12 POW 30

SPELLS: Demoralize, Bladesharp 4, Protection 4

RUNE MAGIC: Absorption 2, Reflection 2, Sever Spirit, Shield 1, Spirit Block 1, Truesword

NOTE: Uses its Spirit Block only when an opposing character uses one against it. Uses all types of swords at 90% to hit and parry, all types of axes and spears at 75%, and all maces and flails at 75%. Can parry at 90% with any sort of shield. Ironarm can only use weapons, of course, when it is possessing some character.

If there are Humakti among the party, Ironarm will inquire their business. If asked, he will state that Balastor's axe is not in the temple (but, of course, he does not know where it is at all). He will not volunteer information, but if a player-character Humakti offers to relocate him to New Pavis, he will accept gladly and tell the party all about the temple treasures in Room 25. However, unless a Sword or Sword priest of Humakt is present, Ironarm will still attack if the party attempts to enter Room 25 without offering to move the temple in full honor, immediately. He will do this in formal challenge, treating the fight like a Humakti duel, but will fight to the death, and even use his Sever Spirit against non-Humakti. If a fight over whether to loot the temple breaks out between Humakti and non-Humakti, he will use his Rune magic on the side of the faithful.

### Room 25 – Holy Room

Only priests were allowed here when the temple was in use. Along the west wall stand the dusty remains of an altar to Humakt-who-bore-the-first-sword. Behind the altar exists a hidden door. Temple treasures rest inside the compartment this door hides, including some Humakti religious ornaments worth 2500L on the open market. If returned to the temple of Humakt in Pavis, however, the Humakti there will give the returnee free training in all cult skills to a total of 4000L worth of training. The items below are the ultimate treasures of the temple, and are not included in the "religious ornaments" category:

*A Golden Sword* – This is the sacred sword of the temple, worth 100 wheels in gold if melted down. The temple of Humakt in New Pavis will give 10,000 lunars worth of free training or 5,000 lunars in cash to anyone returning it to them. If kept, it will in and of itself serve as a holy place for attracting spirits for anyone. If a character keeps the sword, it should be kept in secret, for the cult of Humakt will doubtless take vengeance on anyone owning one of their sacred swords.

*An Iron Sword* – This is of dwarvish make, and was a trophy of the regiment gained in a victory over a dwarf army. It is now untempered, but was well-made. Examination will show that it is a battle magic matrix for the spells of Bladesharp 4 and Fireblade. If retempered, it would be a valuable weapon for a Rune lord.

*A Leaden Club* – Another war trophy, of troll make. This is a relic of the troll leader Orzanak, and is important to the Kyger Litor priestesses of the Rubble. The main Kyger Litor temple in Pavis is willing to pay up to 5,000 lunars for its return to them. Of course, they cannot come up with that sort of money immediately, and would much prefer to take it from a non-troll's dead body. The club serves as a matrix for Bludgeon 4 and Coordination.

### Rooms 26-35

The following rooms are inhabited by trolls. A list of the dark troll, great troll, cave troll, and trollkin dwellers comes after the room descriptions. Scatter these denizens through the area as you desire. Trollkin normally do sentry duty, as they are much the lowest on the social scale. We recommend that the gamemaster take a minute to place each troll somewhere in this series of rooms before the player-characters reach this section.

### Room 26 – Troll Guardroom

The trolls have scattered some wooden benches around and

built low wooden barricades across the mouth of each alcove leading out into the hallway.

### Room 27 – The Armory and Storage Room

On the north walls are racked various crude weapons, mainly clubs and spears with fire-hardened tips. There also are two bronze shortswords, somewhat damaged from combat. Against the south wall lay sacks of various foodstuffs, as well as other supplies.

### Room 28 – Mess Hall and Dining Area

It is comparatively clean, but tables and benches are strewn haphazardly.

### Room 29 – The Kitchen

Sacks of food and supplies also are stored here. Slaughtering occurs in the north half of the room, and the south half given over the brewing – there are several kegs of beer there and equipment for making much more. The beer is cheap, but tastes fairly good. The troll habit of extending their beer with blood does not, however, appeal to humans.

### Room 30 – Barracks Room for Trollkin

Crudely built bunks piled with sleeping skins line the west wall. There is clutter around the bunks, but the rest of the room is clean.

### Room 31 – General Common Room

Many tables, chairs, benches, and other items fill the room.

### Room 32 – Latrine

This is used as in the old days, but the trolls have cleaned out the pits and are re-using them. The troll treasure is hidden in the pits, well-covered. Three heavy bronze chests contain the troll wealth. Finding one of these chests in no way guarantees that one will find the others. At least a half an hour must be spent grubbing about as well as a successful Spot Hidden attempt made in the hideous muck for each chest found. Each full half hour spent searching exposes the searcher to at least one random disease taken from *RuneQuest*, page 106. The trolls don't worship Malia – but anyone wading about in a cesspool should expect unhealthy results. When the trolls need to retrieve one of their chests, they send a trollkin down as quickly as possible, getting him out before he has spent too many minutes down there. They can do this only because they already know where the chests are located.

*Chest One* – 138 lunars, 4 wheels

*Chest Two* – 13 wheels, three matched emeralds each worth 300 lunars, and one jug containing three doses of Power-Blasting. (This arcane formula, known to very few alchemists, will poison the imbibor by attacking his POW with a potency of 3D6. If successful, the poison will temporarily reduce the victim's POW by its potency. If it fails, it will do nothing. The POW lost is regained normally, as if used in battle magic, but if it destroyed all the character's POW, he is permanently dead.)

*Chest Three* – 36 lunars, 8 wheels, an opal and ruby bracelet worth 1835 lunars, and three scrolls – the first scroll is a secret technique scroll written in Old Wyrnish. Reading it carefully advances the character +15% in use of Rapier, both parry and attack. It requires a season of practice, and will not bring Rapier skill past 75%. The second scroll is a general map of all areas of the barracks except for Rooms 8-10 and 23-25. The third scroll is a letter of credit for 15,000 lunars drawn on the temple of Kyger Litor in Old



Pavis. It is signed and sealed with a round black circle pierced with a golden sword. (Note to gamemaster: this scroll is a trap. Presenting it to the temple gives notice that you have killed and robbed trolls.)

### Room 33 — Barracks Room for Great and Cave Trolls

The furnishings here are rough and crude, made of massive wood. Weapons hang on the walls.

### Room 34 — Sleeping Room for Dark Trolls

This is for Crokar and her fellows. The furniture is better made and more valuable than that elsewhere; in fact, it might even be worth some money, but no more than 100L for the lot. The walls are painted with crude drawings of troll fetishes, Kyger Litor, and Argan Argar, and there are other traditional troll embellishments: skulls, blood smearings, and similar objects.

Behind the alcove wall in the north is a secret door to the main storage room. This must be approached from the west. Anyone entering the area from the east will trip a pit trap, dropping him 6m onto sharpened stakes. Anyone falling into the pit will hit 1D4 stakes. Each stake will do 1D10+2D6 points of damage, and each has a 20% chance of impaling, as well.

In the east wall of the room is a secret door leading out of the complex and south towards the troll lands. It runs for about 200m before emerging on the north slopes of Temple Hill. Only the dark trolls and Roksun, the value, know about the tunnel. If the situation looks extremely tight, they will use it, saving those of their people they can.

The tunnel is pitch black and about 1m high and wide. Trolls do not mind running hunched over, but human adventurers will have problems. Crokar is smart enough to reserve enough Power to throw Extinguish at any pursuers.

### Room 35 — Storage Room

This is for valuable loot which will not do well in the latrine. This includes perishable foods and several kegs of good beer and ale. A major item is 3000L worth of baled cloth which can be sold in New Pavis.

### The Trolls

Crokar Littlespawn is the leader of the troll group in the barracks. She and her followers are there out of shame. She

#### CROKAR LITTLESPAWN, dark troll Kyger Litor initiate

STR 16	CON 14	SIZ 19	01-04	R LEG	6/6
INT 13	POW 13	DEX 14	05-08	L LEG	6/6
CHA 15			09-11	ABDOM	7/6
Move 8			12	CHEST	7/7
Hit Points 16			13-15	R ARM	6/5
Defense 05%			16-18	L ARM	6/5
			19-20	HEAD	7/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Great Warhammer	4	60%	2D6+2+1D6	45%	15
Heavy Mace	6	50%	1D10+1D6	30%	20

SPELLS: Befuddle, Bludgeon 2, Darkwall (2), Disrupt, Healing 4

SKILLS: Camouflage 65%, Darksense/Scan 65%, Darksense/Scrutinize 45%, Evaluate Treasure 60%, Jump 55%, Listen 70%, Move Quietly 50% (25%)

LANGUAGES: Darktongue 80%, Pavic 25%, Tradetalk 35%

MAGIC ITEMS: 1-point Power enhancing crystal, 11-point POW-storing crystal, plate breastplate is matrix for Protection 4

has never bred anything but trollkin, so she took her sister, the brewer; and her lover, the father of trollkin, out of the normal troll society to the south and founded the barracks as a home for herself and her brood. She has no idea of any historical significance of the place or what may be here. It is just a convenient place to set up shop. She and her group know of Goobag's band living nearby, but pay little attention to them.

Her lover Sharkad is a true male of Kyger Litor, robust, strong, and subservient to his mistress. He does her bidding always. He lords it over the trollkin and despises the cave trolls, though he tolerates them when ordered by Crokar. He is in awe of the two great trolls, and will defer to them, if they choose to order him around. So far, they haven't.

Darkar Goodbrew is Crokar's sister. Early in her life, she discovered her true vocation, the making of beer. She has devoted herself to this task, and willingly followed her sister into exile, as long as Crokar promised her the opportunity to brew. Despite her low INT, this female troll is an excellent brewer, considering troll tastes in general and what she has to work with. Crokar sometimes sends some of her minions with kegs of beer back to the troll lands to trade for more brewing material, goods, and weapons.

Gnashir and Gorjus the great trolls happened upon Crokar's band while wandering through the Rubble looking for employment. They were glad to hire on just for Darkar's beer and other provisions, and are here for the experience. In a few seasons or years, they may well leave for other pastures, but right now they enjoy getting all the beer they can drink.

#### JAKSUN, trollkin lay member Kyger Litor

STR 8	CON 10	SIZ 8	01-04	R LEG	3/3
INT 6	POW 4	DEX 14	05-08	L LEG	3/3
CHA 4			09-11	ABDOM	4/3
Move 6			12	CHEST	4/4
Hit Points 8			13-15	R ARM	3/2
Defense 00%			16-18	L ARM	3/2
			19-20	HEAD	3/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Sling	2/9	35%	1D8	—	—
Small Mace	7	35%	1D8	30%	20
Small Shield	—	—	—	30%	8

SPELLS: None

SKILLS: Hide in Cover 65%, Listen 55%, Move Quietly 55%

LANGUAGES: Darktongue 35%

#### DEJON, trollkin lay member Kyger Litor

STR 10	CON 11	SIZ 11	01-04	R LEG	5/4
INT 10	POW 9	DEX 14	05-08	L LEG	5/4
CHA 8			09-11	ABDOM	6/4
Move 6			12	CHEST	6/5
Hit Points 11			13-15	R ARM	5/3
Defense 10%			16-18	L ARM	5/3
			19-20	HEAD	6/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Sling	2/9	40%	1D8	—	—
Small Mace	7	35%	1D8	30%	20
Small Shield	—	—	—	30%	8

SPELLS: Bludgeon 1, Disrupt, Extinguish (2)

SKILLS: Darksense/Scan 45%, Hide in Cover 55%, Listen 65%, Move Quietly 70%

LANGUAGES: Darktongue 65%, Pavic 10%

The cave trolls Sherban and Sugrunt were living in the barracks when Crokar found them. Crokar felt so alienated from her people that she felt she could sink no lower, so she kept the cave trolls with her group as slaves. Their status is roughly equivalent to that of the trollkin, and the other trolls will send them into melee first to hold off adventurers while the rest of the trolls arm and ready themselves. The cave trolls are too unintelligent to resent their lot, and, in any case, are much better-fed than ever before. In addition, they get the sludge left behind after the beer-making process is finished — a repast far superior to anything they have tasted before.

**YOKON, trollkin lay member Kyger Litor**

STR 9	CON 10	SIZ 11	01-04	R LEG	5/4
INT 8	POW 11	DEX 12	05-08	L LEG	5/4
CHA 6			09-11	ABDOM	6/4
Move 6			12	CHEST	6/5
Hit Points 10			13-15	R ARM	5/3
Defense 00%			16-18	L ARM	5/3
			19-20	HEAD	5/4

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Spear	7	30%	1D6+1	25%	15
Small Mace	8	30%	1D8	25%	20
Small Shield	—	—	—	25%	8

SPELLS: Disruption, Extinguish (2), Healing 2

SKILLS: Darksense/Scan 35%, Hide in Cover 45%, Move Quietly 60%

LANGUAGES: Darktongue 40%

**JAGON, trollkin lay member Kyger Litor**

STR 13	CON 9	SIZ 10	01-04	R LEG	5/3
INT 8	POW 10	DEX 16	05-08	L LEG	5/3
CHA 9			09-11	ABDOM	6/3
Move 6			12	CHEST	6/4
Hit Points 9			13-15	R ARM	5/2
Defense 00%			16-18	L ARM	5/2
			19-20	HEAD	6/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Sling	1/7	40%	1D8	—	—
Small Mace	6	35%	1D8	35%	20
Small Shield	—	—	—	40%	8

SPELLS: Bludgeon 2, Disruption, Extinguish (2), Healing 1

SKILLS: Darksense/Scan 35%, Hide in Cover 55%, Listen 60%, Move Quietly 75%

LANGUAGE: Darktongue 40%

**SOLPIK, trollkin lay member Kyger Litor**

STR 9	CON 13	SIZ 12	01-04	R LEG	4/5
INT 5	POW 8	DEX 16	05-08	L LEG	4/5
CHA 9			09-11	ABDOM	6/5
Move 6			12	CHEST	6/6
Hit Points 13			13-15	R ARM	4/4
Defense 00%			16-18	L ARM	4/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Sling	1/7	35%	1D8	—	—
1H Spear	5	35%	1D6+1	25%	15
Small Shield	—	—	—	35%	8

SPELL: Healing 2

SKILLS: Darksense/Scan 40%, Hide in Cover 35%, Listen 50%, Move Quietly 55%

LANGUAGES: Darktongue 25%

The trollkin are three of Crokar's litters, as can be seen by the similar last syllables in their names. One of them, Roksun, is uncommonly bright for a trollkin. Crokar is positive that he is really a stunted dark troll (even though he was born in a litter with Jaksun) and dreams of justifying herself with her guilt and former clan through Divine Intervention with some Xiola Umbar priestess; showing Roksun to be what she thinks he really is — a dark troll. She has not tried to carry this through for fear of rejection, which is the likeliest reaction. Roksun is given the best of anything the trollkin are given, and has a decent set of armor and even some better spell knowledge.

**CHOLPIK, trollkin lay member Kyger Litor**

STR 12	CON 9	SIZ 8	01-04	R LEG	3/3
INT 8	POW 5	DEX 15	05-08	L LEG	3/3
CHA 7			09-11	ABDOM	5/3
Move 6			12	CHEST	5/4
Hit Points 8			13-15	R ARM	3/2
Defense 00%			16-18	L ARM	3/2
			19-20	HEAD	5/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Sling	2/9	35%	1D8	—	—
1H Spear	5	35%	1D8+1	30%	15
Small Shield	—	—	—	35%	8

SPELLS: Disruption, Extinguish (2)

SKILLS: Darksense/Scan 35%, Hide in Cover 50%, Listen 35%, Move Quietly 45%

LANGUAGE: Darktongue 40%

**SITPIK, trollkin lay member Kyger Litor**

STR 11	CON 17	SIZ 11	01-04	R LEG	5/6
INT 10	POW 11	DEX 13	05-08	L LEG	5/6
CHA 7			09-11	ABDOM	7/6
Move 6			12	CHEST	7/7
Hit Points 17			13-15	R ARM	5/5
Defense 10%			16-18	L ARM	5/5
			19-20	HEAD	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Sling	2/9	45%	1D8	—	—
1H Spear	5	45%	1D8+1	40%	15
Mdm Shield	—	—	—	45%	12

SPELLS: Bludgeon 1, Disrupt, Healing 2, Shimmer 1, Speedart

SKILLS: Darksense/Scan 50%, Hide in Cover 65%, Listen 65%, Move Quietly 60% (45%)

LANGUAGES: Darktongue 50%, Pavic 15%, Tradetalk 20%

**Darkar Goodbrew, lay member Kyger Litor**

STR 20	CON 10	SIZ 15	01-04	R LEG	4/4
INT 8	POW 7	DEX 13	05-08	L LEG	4/4
CHA 6			09-11	ABDOM	6/4
Move 8			12	CHEST	6/5
Hit Points 11			13-15	R ARM	4/3
Defense 00%			16-18	L ARM	4/3
			19-20	HEAD	5/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Heavy Mace	6	35%	1D10+1D6	35%	20
Large Shield	—	—	—	45%	16

SPELLS: Bludgeon 3, Countermagic 1, Detect Silver, Healing 3

SKILLS: Brew 85%, Climb 40%, Darksense/Scan 40%, Jump 65%, Listen 60%, Move Quietly 35%

LANGUAGES: Darktongue 55%, Tradetalk 10%

**SHARKAD BIGBLUSTER, dark troll Kyger Litor initiate**

STR 15	CON 16	SIZ 18	01-04	R LEG	6/6
INT 11	POW 11	DEX 12	05-08	L LEG	6/6
CHA 12			09-11	ABDOM	7/6
Move 8			12	CHEST	7/7
Hit Points 18			13-15	R ARM	6/5
Defense 00%			16-18	L ARM	6/5
			19-20	HEAD	7/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Morningstar	6	45%	1D10+1+1D6	35%	12
Small Club	7	30%	1D8+1D6	25%	20
Large Shield	—	—	—	40%	16

SPELLS: Bludgeon 2, Countermagic 2, Demoralize, Disruption, Healing 3, Shimmer 2

SKILLS: Camouflage 45%, Climb 45%, Darksense/Scan 45%, Darksense/Scrutinize 60%, Hide in Cover 45%, Jump 55%, Listen 60%

LANGUAGES: Darktongue 65%, Tradetalk 25%

**SHERBAN THE CAVE TROLL**

STR 25	CON 14	SIZ 22	01-04	R LEG	3/6
INT 10	POW 6	DEX 12	05-08	L LEG	3/6
CHA 1			09-11	ABDOM	5/6
Move 7			12	CHEST	5/7
Hit Points 17			13-15	R ARM	3/5
			16-18	L ARM	3/5
			19-20	HEAD	3/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	5	40%	2D8+2D6	20%	20
Claw	7	50%	1D6+2D6	—	—

LANGUAGES: Darktongue 50%

SPECIAL FEATURE: Regenerates 1 point of damage per hit location per melee round.

**SUGRUNT THE CAVE TROLL**

STR 18	CON 13	SIZ 27	01-04	R LEG	3/6
INT 7	POW 9	DEX 7	05-08	L LEG	3/6
CHA 6			09-11	ABDOM	3/6
Move 7			12	CHEST	3/7
Hit Points 17			13-15	R ARM	3/5
			16-18	L ARM	3/5
			19-20	HEAD	3/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	6	35%	2D8+2D6	20%	20
Claw	8	45%	1D6+2D6	—	—

LANGUAGES: Darktongue 35%

SPECIAL FEATURE: Regenerates 1 point of damage per hit location per melee round.

**GNASHIR THE GREAT TROLL, Kyger Litor initiate**

STR 25	CON 17	SIZ 22	01-04	R LEG	6/7
INT 9	POW 15	DEX 8	05-08	L LEG	6/7
CHA 3			09-11	ABDOM	7/7
Move 7			12	CHEST	7/8
Hit Points 20			13-15	R ARM	6/6
			16-18	L ARM	6/6
			19-20	HEAD	8/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Greatsword	5	45%	2D8+2D6	40%	15
Hvy Mace	7	45%	1D10+2D6	40%	20

SPELLS: Bladesharp 1, Demoralize, Disrupt, Healing 3, Protection 2

SKILLS: Darksense/Scan 50%

LANGUAGES: Darktongue 65%

**GORJUS THE GREAT TROLL, Kyger Litor initiate**

STR 28	CON 18	SIZ 28	01-04	R LEG	7/8
INT 14	POW 12	DEX 10	05-08	L LEG	7/8
CHA 10			09-11	ABDOM	8/8
Move 7			12	CHEST	8/9
Hit Points 22			13-15	R ARM	7/7
			16-18	L ARM	7/7
			19-20	HEAD	8/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Greatsword	4	50%	2D8+2D6	50%	15
Heavy Mace	6	50%	1D10+2D6	50%	20

SPELLS: Bludgeon 4, Demoralize, Disrupt, Extinguish (2), Healing 6

SKILLS: Darksense/Scan 60%

LANGUAGES: Darktongue 65%, Tradetalk 15%

**ROKSUN, Value Trollkin, lay member Kyger Litor**

STR 15	CON 10	SIZ 7	01-04	R LEG	6/3
INT 15	POW 7	DEX 17	05-08	L LEG	6/3
CHA 10			09-11	ABDOM	8/3
Move 6			12	CHEST	8/4
Hit Points 9			13-15	R ARM	6/2
Defense 15%			16-18	L ARM	6/2
			19-20	HEAD	7/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Sling	1/7	50%	1D8	—	—
Large Mace	6	45%	1D10	40%	20
Small Shield	—	—	—	45%	8

SPELLS: Bludgeon 3, Extinguish (2), Healing 2, Speedart

SKILLS: Darksense/Scan 45%, Hide in Cover 75%, Listen 70%, Move Quietly 60% (45%)

LANGUAGES: Darktongue 80%, Pavic 15%, Tradetalk 50%

MAGIC ITEM: 4-point POW-storing crystal



# Wolfhead's Lair



Before introducing this adventure, the referee must decide where Wolfhead's lair is located. Though this adventure takes place somewhere in the Rubble, the exact location of the lair is not provided. It certainly should not be located in the Garden or in the Troll Stronglands.

All of the grounds and rooms described in the adventure are consecutively numbered. Thus, Area 3 will be followed by Room 4, and so on.

Wolfhead is one of the better-known members of the Pavis criminal element, though he has achieved particular prominence through his association with Griselda, of whom more later. Basically a loner, Wolfhead prefers not to toil for a large organization but to lead a small group of followers; he and his gang are loosely associated with a large criminal ring via an alchemist initiate of Lanbril, Snakefang; they have freedom of action with the corresponding drawback of no guaranteed protection. Wolfhead maintains a secret base in the more accessible part of the Rubble, and moves this base from time to time; the current hideout was not intended for an indefinite stay, but such a stay is now what his group faces, for they are in bad trouble.

The trouble derives from the Great Chart Caper. Rumor says the caper was a fake from beginning to end, designed to swindle half of the cults in Pavis. Wolfhead, Griselda, and some of Wolfhead's closest followers had to hastily decamp to escape vengeful cult members, as well as bounty hunters — the cult high priests put a price on their heads (100 wheels for Wolfhead or Griselda alive; 50 if dead; 10 wheels each for any proven associates alive; 5 if dead). The gang managed to get away safely (perhaps they were tipped off), though they were unable to collect their cache, and they have apparently vanished; rumors abound in Pavis as to their whereabouts. The leaders of the swindled cults (including Orlanth Adventurous, Storm Bull, Yelmatio, Humakt, Pavis, and four different internal factions of Lhankor Mhy, as well as two private expeditions) would pay well simply for good information on their location, up to 10 wheels, though they will certainly offer much less initially; it will be up to those possessing the information to bargain.

The Great Chart Caper involved Treasure Trove Hurbi and Sor-Eel, the Lunar governor. Hurbi sold charts to representatives of the Pavis, Orlanth Adventurous, Storm Bull, Yelmatio, Humakt, four factions of the Lhankor Mhy cult, and two private expeditions for 100 wheels apiece; of the resultant 1100 wheels, 200 were Hurbi's fee and 200 Sor-Eel's pay-off, leaving the rest for Griselda, Wolfhead, and his gang (the original idea was Griselda's, but it required the involvement of the gang, as well as their withdrawal from other activities. Griselda has kept 350 wheels, and given 350 to Wolfhead's gang, of which Wolfhead himself has kept half.)

The gang have made their hideout as habitable as possible, and do their best to conceal their presence, but the astute can detect it. Food and water are brought in now and then; occasionally one of the less well-known members goes into Pavis for news, in the hope that the gang may have been cleared of suspicion or that the heat has gone out of the investigation, or to arrange for supplies (for which Wolfhead pays well enough to ensure that his suppliers do not blab, as well as buying through ignorant third parties). Criminal circles are wary of informing on Wolfhead and Griselda, believing that sooner or later they'll be back, and that in any case snitching is a bad precedent to set.

### The Hideout

This is an abandoned house enclosed within a walled yard, in all about 18m x 12m, the best-preserved of a number in the area. It is built throughout of mud-brick on a rubble foundation, originally coated with thick mud-plaster that has now largely flaked off. The roof is flat, of packed clay on reeds over rafters whose ends project slightly over the walls to form narrow eaves; the roof sags slightly in the middle, but is fairly well preserved. The outer walls, about

a meter thick, are in ruinous condition, except for two short good sections on the south and east; originally the outer walls were some 2m high, but have now crumbled to half that, and the area round them is littered with fallen brick. The remnant does not look stable, except in the areas mentioned. On the south a section about 1.5m long is preserved to its full height; it contains two narrow ventilation windows, 40x15cm each, one above the other. Another such window is preserved further along to the east. The roof of the inner building still exists above the two ventilation windows extending over the outer wall, but has collapsed further along.

The outer wall is broken in only two places: a gap on the west side leads to Area 1 and faces the building's main door; a door on the east leads into Area 2. Climbing the outer wall would present little difficulty, except for its crumbling condition which halves any character's Climbing ability. One Climb roll is needed to scale it successfully; there is a 75% chance that, once scaled, the wall will crumble under any character at the top. The character may attempt a Jump roll to land safely; otherwise, the climber will take 1D6 damage to a random hit location (armor does not count) unless there has been a stated intention to scale the wall at its lowest preserved point; then the fall does no harm. The noise of a fall will alert anyone in the house.

The door on the east is the entrance commonly used by the gang and any visitors; a successful Track roll will reveal signs of recent human activity around it. It is an ancient but still sound piece of wood, 2m high, 1m broad, and 5cm



thick, which opens inward; the frame on which it hangs, however, is in poor condition. The door is bolted from the inside, except when a visitor is expected or the gang is using it. Even when bolted, it can be pushed open by a successful roll of STR vs. a resistance of 40. Only two persons can push effectively. A successful roll will tear the bolt from the frame. Breaking the door down by hacking or smashing will have the same effect once 40 points of damage are dealt to it. Blows on the door automatically hit, unless 96-00 is rolled on 1D100, in which case normal Fumble rules apply. On a successful Spot Hidden or Masonry roll, a character will notice that the mud-brick around the frame has recently been repaired.

Hacking a sizable passage through the wall would take 15 melee rounds in most areas, but a full turn (25 melee rounds) for a half-meter to either side of the door, where the wall has in fact been buttressed by more brick to a height of 1m. This is the quietest method of getting in, apart from the west entrance; it has a 10% chance of initially attracting attention, increasing by 5% per melee round.

The western entrance is simply a gap, with a few bricks lying in it; a successful roll of Track at minus 20% will detect signs of human activity. Stretching across the gap, 15cm above the ground and coated with mud as camouflage is a tripwire; a successful Spot Trap roll will detect it. If not seen, the wire will trip anyone moving against it. The resulting fall will have a 50% chance of causing mud-brick to collapse on the victim, doing 1D4 points of damage to each of two random locations. If spotted, the tripwire can simply be pulled out, not even counting as a Disarm Trap. The noise of falling mud-brick has a 75% chance of alerting those in the house.

#### AREA 1

This stretches along the front of the house to the northern wall. A Track roll will reveal that humans have moved along it to the north. Apart from a scatter of weeds, bricks, and small rubbish, the space is featureless. The house can be seen to be in a fair repair, though somewhat dilapidated. Its walls are 60cm thick and 2.5m high.

Immediately to the right of the entrance is **ALCOVE 1A**, once roofed with reed thatch which has now fallen in. If the thatch is removed, the alcove can be seen to be 4m deep; it contains broken clay water-jugs.

**THE MAIN DOORS** facing the entrance are the main door of the house, a double wooden door 2m wide. Its two parts lean back and are just slightly ajar; mud-brick, to a height of ½m can be seen through the gap. This heap in fact lines the doors on the inside and makes it impossible to push them inward; there are traces of handles on the outside, by which the doors were in fact pulled outwards — the players must spot this. But any attempt to pull the doors out or to push them in will spring a trap: a large quantity of slightly protruding mud-brick above the doors will fall, doing 2D6 points of damage to the head of anyone opening the door. If more than one person are trying to open the door, then pick the person struck by the bricks randomly. A Spot Trap will reveal the presence of the trap. These doors can be pushed outwards safely from within the house; if desperate to escape, gang members may well try this, but they will have to wait for the mud-bricks to fall then jump or clamber over the low wall blocking the doorway on the inside.

**THE WEST WINDOWS** are two in number. Each is a half-meter square, its base 1.25m above the ground. They have both been filled by closely-packed stones (through which nothing is visible). One window is 2m north of the doors, the other 3m north. The stones may be removed

quietly; a roll of DEXx5 must be made for each of five melee rounds necessary to remove the stones. Each character assisting can reduce the number of needed rounds by one, but all must make their DEX roll. After two melee rounds of removal, a trap is sprung. A cord threaded through the stones and weighted down by the outermost rocks suspends a heavy stone in the eaves above the window, and this will fall, striking the main character opening the window and doing 2D6 to a random hit location; roll 1D10+10 to determine the location. A Spot Trap will sight the stone or the cord and thus detect at least part of the trap. Stealthy removal of the stones will not alert anyone in the house until the trap is sprung.

#### AREA 1B

If the party goes along the house to the north and round the corner, they will enter a new area, which stretches to the east wall, and is in most respects similar to 1. Some 4½m along the north wall of the house is another window like those in the west wall, but this one is not blocked. Extended for the windows whole width and for ¾m out from the wall is a concealed pit, 1½m deep and containing a sharpened stake. This pit is detectable by a Spot Traps. Any character falling into the pit will be hit by the stake in one random location unless he makes a roll of POW or less on D100. If a roll of 81-00 is obtained, the stake will impale. It does 1D10+1 points of damage and is coated with a herbal systemic poison POT 12 which Wolfhead periodically renews. If the pit's location is known, it is possible to climb up to the window avoiding it (requiring a successful Climb roll) but this will alert the guard, as will failure to Move Quietly or speaking above a whisper at any point within 3m of the window.

**THE WELL:** at the end of AREA 1B, in the northeast corner of the enclosure, is an old well 1m in diameter and 7m deep, with a crumbling lip of brick originally ½m high. The well is now dry, except in the rainy season when a few centimeters of muddy water collect at the bottom. The gang uses it as a dump for domestic rubbish, including the contents of chamber pots; a foul smell is detectable within 1m of it, and a roll of INTx5 or less on D100 will indicate the well's current purpose.

#### AREA 2

This runs along the back of the house for about 10m to AREA 3, the old stable. It resembles AREA 1, except that the weeds are thicker here. A Track roll will indicate previous movement across the area between the outer door and the back door of the house. A certain aroma in the air will indicate to anyone making an INTx5 or less roll on D100 that the area is in frequent use as a latrine; in fact, the male members of the gang do so frequently in the daytime, but cover up the result with earth, using a spade kept nearby. Further along the east wall of the house is a door, 2m high by 1m wide, similar to that in the outer wall, but this frame is sound and it cannot be pushed in if bolted, which it is at all times, unless the gang is currently using it or unless a visitor is expected. It must be broken down, requiring a total of 60 hit points damage before it can be opened. Its frame and hinges are in visibly much better condition than those of the outer door. This is a weak spot, for no trap protects it, but the gang normally uses it to leave and enter by, and will make use of it either to ambush attackers, or to escape.

#### AREA 3

This is the old stable. It was once separated from AREA 2 by low brick walls (which have largely crumbled) and by a double door of planks, of which one-side has fallen and the other of which dangles at an angle from its surviving hinge.

The roof of brushwood has fallen in. There is nothing inside but mouldy straw and a fairly new-looking spade.

#### ROOM 4

This is the main room of the house, entered by the doors from AREA 1 and AREA 2. To the south of the door from AREA 2 is the hearth, a 15cm high rectangle, 1½m by ½m of blackened brick, above which there is a small smokehole in the roof. The roof sags a little in the center of the room but is otherwise intact, as are the walls. A scattering of plaster survives on them. The interior partition walls separating ROOMS 5, 6, and 7 are thinner than the outer walls — only 40cm thick.

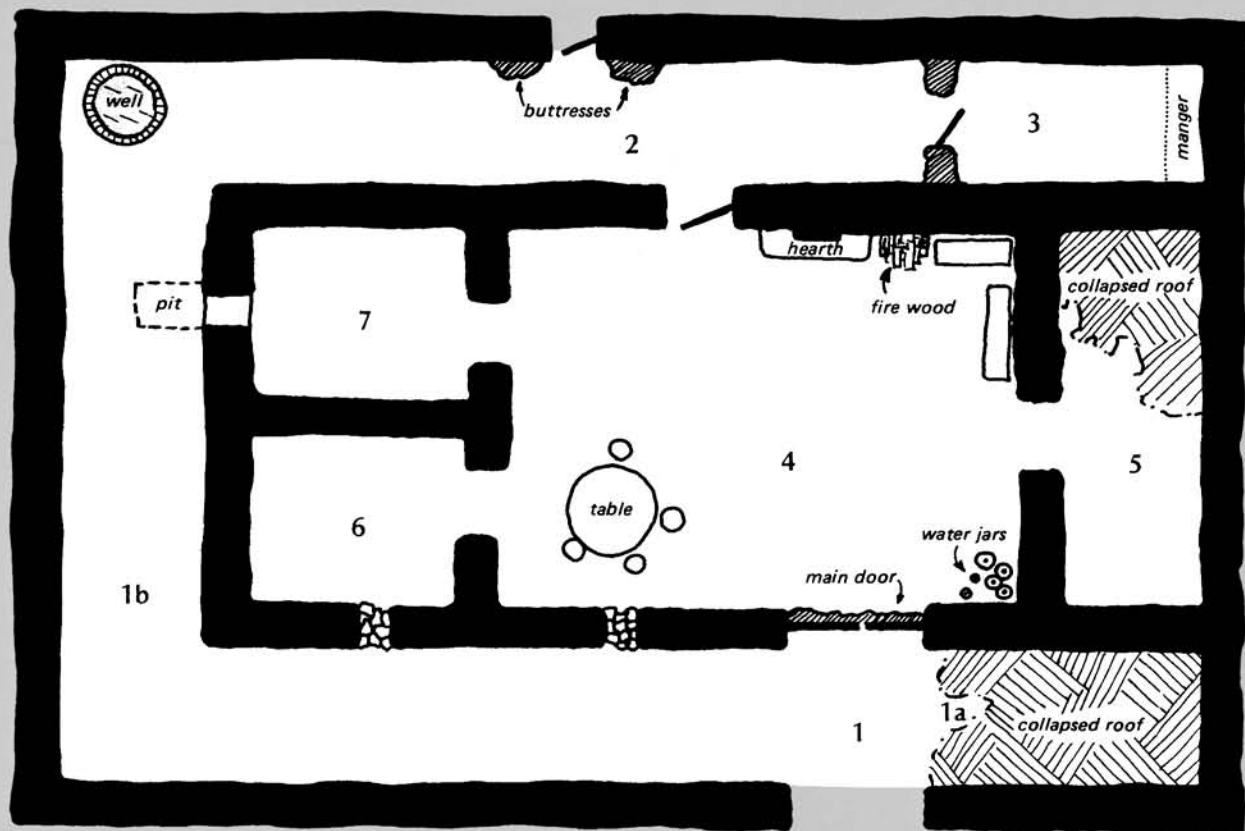
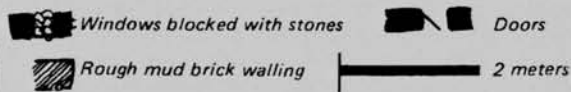
In the center of the room is a battered wooden table 1½m in diameter and four wooden stools. In the southwest corner are two large water-jugs and by them two basins, a long-handled wooden dipper, some ragged and dirty towels, and (a great luxury) some pieces of soap. Griselda washes herself regularly; the rest of the gang do so only when her comments become impossible to ignore. When she bathes, she makes them retire outside, apart from the guard in ROOM 7, whom she threatens until he looks the other

way (anyone peeking may have to deal with Wolfhead as well as Griselda). Sometimes she will goad the gang into washing their clothes, but this uses too much water and too much exposure along the river to be done very often, and she is not one to insist on impossible standards.

In the southeast corner is the kitchen area; firewood, food-jars, a broom, kitchen utensils, and cutlery are heaped on the floor and on a rickety shelf, and there is a fifth stool here. The younger members of the gang, when not on duty, assist Griselda in preparing food; Wolfhead begs off this chore. Food is fairly basic, since only at night is it safe to build a fire from the smokey available wood: oatmeal porridge and the like, bread, cheese, fruit, and raw vegetables make up the bulk of the diet, and hence of what is stored. The only other objects on the floor are those weapons and such the gang keeps by. The floor itself is fairly clean, but has occasional food-scrap, pebbles, pieces of adobe, and plaster on it (the floor is of trampled mud).

The room is lit by open oil lamps on the table, on the kitchen shelf, and sometimes elsewhere, and by what light comes in through the smokehole, chinks in the roof, the nearly shut door on the west, and the eastern door (which

## Wolfhead's Lair Plan



is often open during the day). At night a torch in an old bracket near the hearth is lit. If not outside, normally the gang will be sitting at the table, preparing food, eating, talking, rolling dice, or watching flies. When night has fallen a fire may be lit on the hearth, but not if the night is very clear, allowing smoke to be seen by the sharp-eyed.

#### ROOM 5

This room has a partially-crumbled back wall, and the roof has fallen in over the eastern portion. Concentrated in the west are storage-jugs containing food, oil, alcoholic drink, and sometimes water if a good supply has been hauled in. These jugs sit on the floor; on some shelving are some spare utensils and three pots; one containing 3 doses of Blade Venom POT 19, a second holding 10 doses of Blade Venom POT 12, and the last holding 20 doses of herbal systemic poison POT 12. There is also a torchholder with an unburnt torch set into it – the torchholder is an Ignite matrix and will glow to a Detect Magic spell. These pots and the torchholder are on shelving near the entrance, for easy access, and will be grabbed up by Wolfhead or others if the gang is forced to flee, unless it is absolutely impossible to reach this area. It will take 15 melee rounds to search this room thoroughly.

#### ROOM 6

This is the bedroom of Wolfhead and Griselda. They sleep on piles of skins and coarse woolen blankets laid out along the north-south axis of the floor, with Wolfhead nearer the northern of the two west windows. If characters approach the house at night and noise is made within 1m of the window, either by failing to Move Quietly or by speaking above a whisper, then there is a 50% chance that Wolfhead will be awakened; also, failure to remove the stones blocking the window quietly will awaken him 50% of the time. During the day, there is a 10% chance for either Wolfhead or Griselda to be napping in here; just after the midday meal, the chance rises to 60% each.

On the floor in the southeast corner is a chamber pot. In the northwest and northeast corners and along the west and east walls are stacked, respectively, the spare clothes of Wolfhead and Griselda as well as any weapons or armor they are not using during the day. Concealed in pits below the bedding, and only detectable by a successful Spot Hidden roll made after the bedding is removed, are two leather bags containing the personal hoards of Wolfhead and Griselda, respectively of 158 wheels and 140 wheels (both have already spent much of their ill-gotten gains). Also in Wolfhead's bag is a set of lockpicks.

#### ROOM 7

This is the same size as ROOM 6, and is the bedroom of Simbal, Kroked, and Fylchar. Their bedding is laid out across the room, east-west; whichever of them is on night duty takes the position nearest the window, so they continually shift around. There is a chamber pot in the northwest corner. Along the east wall are stacked their spare clothing, weapons, and armor, as with Wolfhead and Griselda, and they sleep with their best weapons and money-pouches close to hand. During the day, whoever is on guard inhabits this room, and stations himself by the window; others may be in here as well, reclining or napping, especially after the noonday meal. After the noonday meal, roll 1D100. A roll of 01-60 indicates that there is one additional robber here; a roll of 61-80 indicates that all three of the room's inhabitants are here; a roll of 81-85 indicates that all three are there, and that either Wolfhead or Griselda is here on guard or chatting; a roll of 86-00 indicates that only the guard is sitting here all alone. At times other than the two to four hours just after the noonday meal, there is but a

10% chance of someone being in this room besides just the guard. The referee must decide who it is randomly.

### The Gang's Behavior and Reactions

Having been settled into their hideout for some time now, the gangsters feel more secure, but they have not relaxed vigilance. During the day, one is always on guard, in full armor with all weapons to hand, by the window in ROOM 7, unless they are outside practicing weapons or exercising, as Wolfhead makes sure they do frequently (there is a 50% chance for this if the weather is good). The gangsters normally use AREA 1B for this purpose; they will not leave the enclosure, but may shoot or hurl missiles down AREA 1 towards AREA 1A. If the gangsters are out practicing, then the guard perches somewhat precariously on the roof, out of armor (the fallen-in rafters in ROOM 5 provide an easy way up), lying flat, but trying to keep watch in all directions; at any sign of persons moving near the hideout, human or otherwise, the guard whistles piercingly, and, pausing only to clear up the most obvious signs of their activity outside, everyone runs in (taking three melee rounds or so) and the guard then slides down into ROOM 5 again. Anyone not fully armed and armored will then don armor, the eastern door is bolted, and general preparations are made for a possible assault.

The referee should roll 1D100 when the house is approached. On a roll of 01-10, either Simbal, Fylchar, or Kroked is absent in Pavis, on some business; on a roll of 11-30 a sixth person is present, visiting for some purpose. This person will be an experienced thief/adventurer type, probably leading a donkey loaded with provisions.

If the gang is inside, they will don armor at any suspicious sounds, or upon the warning of the guard in ROOM 7, whose duty it is to fight off any attempt to enter through the window while the rest are arming up. The same rule applies at night. During the day (dawn to dusk) each gang member does guard duty for a fifth of the day; at night, each of the three occupants of ROOM 7 guards for a third of the night. If a night attack is detected by the guard, he makes no attempt to be quiet, but calls a warning loud enough to waken Wolfhead and Griselda; during the day, the guard rouses the camp as quietly as possible, and they move as quietly as possible, in hopes of keeping those outside unaware of the numbers of those within. If the gang is lucky, perhaps those outside will think the hideout abandoned and not worth searching, or that the springing of the first traps will frighten off or damage the intruders enough to cause them to retreat.

In any case, Wolfhead will take charge, and the others will obey his orders unquestioningly until things start to look really bad. Wolfhead will avoid a fight to the finish if possible; he will not carry the fight to the attackers, but will react defensively, with missile weapons first, hoping all the time to frighten the attackers off. If the attack is pressed, but the attackers seem weak, Wolfhead will order a full-scale counterattack and try to wipe them out (if there is time, Blade Venom may be applied to missiles or melee weapons). If the party seems too strong to defeat quickly, he will open negotiations, hoping to buy them off; he may offer cash, a valuable item such as the Blade Venom or a matrix, or a combination. He will avoid offering a POW-storage crystal but if the party is greedy, may well offer them the gang's secret hoard, left behind in Pavis, rather than anything in the hideout. In fairness to both sides, only use Bargaining rolls for the progress of the negotiations when some measure of agreement has been reached. Wolfhead will require and give serious oaths to seal the bargain,

and, may even keep his side of it (unusually, for him). If the party realizes who he and his associates are, he will try to swear them to secrecy but has no faith in the party and will move the hideout if he deals successfully with them.

If the attackers refuse to negotiate, Wolfhead will continue to fight until it looks that the gang is likely to lose. Then he will give the order to run for it, by whichever door from ROOM 4 seems best; they will go for the nearer exit from the enclosure unless this is blocked by the enemy, and will in any case try to rush it if only one or two adventurers guard it. The gang will try to carry as much loot with them as they can, and may leave behind shields or weapons so as to be able to carry more (Wolfhead cannot carry both bow and spear in any case, and will abandon the latter). He and Griselda will try to recover their private hoards, and will have taken that precaution before the fighting begins seriously, if the attack looks like it will be a strong one. The gang could escape by clearing part of the fallen roof in ROOM 5 and clambering over the wall, or by clearing one of the blocked windows in the west wall, releasing the trap, then climbing out. In either case, it will take some time — about three melee rounds to clear a window, and eight melee rounds for one person (or five rounds for two) to clear ROOM 5). In escaping, the gangsters may well use the dose of Thunder Lung Dust each carries; Wolfhead will save his smoke bomb for the last emergency.

The gang will stick together in flight as long as all can keep running, but if one falls other loyalties may surface (see below). If any manage to get away, they will certainly try to recover the secret hoard and leave Pavis altogether; there is also a chance that they might do this if they have managed to buy a party off, since they would need to change hideouts anyway. All members of the gang know the location of the secret hideout, which holds 650 wheels.

The gang feels cordial, and any antagonisms are latent. But the tensions involved in their enforced concealment and the lack of anything much to do (they have not even been trying operations in the Rubble) is making them edgy. Griselda is beginning to urge Wolfhead to cut their losses and leave Pavis, trying to recover the hoard first; but he is unwilling to do so, since (unlike her) he knows little of the outside world, and he suspects his followers will not be willing to leave either. They have not heard this idea of hers yet, but would be unwilling to contemplate it unless their hideout is violated and they are forced out by the adventurers, in which case they would accept it. Whether or not they could recover the secret cache, they will try to buy or steal riding beasts and find the Neckrunner Sable clan. This clan contains friends of both Wolfhead and Simbal, and Griselda in particular has made quite a hit, as the Queen is well-disposed to her. The referee can decide if the Neckrunners would shelter them, where the secret hoard is, whether they can recover it, and so forth, all as a separate scenario.

## The Gang Members: Descriptions and Attitudes

### WOLFHEAD

The undisputed leader of the gang, and at 30, several years older than the others. He is fairly tall and heavily-built, with tanned skin, prematurely gray close-cropped hair and moustache, and small brown eyes under heavy eyebrows. His sharp features and thin lips contribute to an air of ferocity enhanced further by an old wound which causes the left side of his mouth to pull back from the teeth in a perpetual snarl. This, with his gray hair, has given him his nickname; nobody knows his true name. His voice is harsh and medium in pitch.

Despite exaggerated impressions of him based on his appearance, he is fundamentally cautious, though more inclined to adventurous banditry than the careful lockpicking in which he was trained. The advent of Griselda has changed the operations of his gang — the Great Chart Caper was her idea and proved much more profitable than any previously. He now feels wholehearted admiration and considerable affection for her, trusting her as far as he does anybody, and he would make all reasonable efforts to help her in an escape; but he would not sacrifice his life for her, and he would abandon the others if it seemed necessary with a shrug, "That's the way it goes in this business."

### GRISELDA

Small and lightly-built but well-endowed, Griselda would be considered extremely beautiful if were not for her occasional ability to chill the blood with a savage expression. Her skin is pale, her shoulder-length hair orange-red, her face somewhat narrow, with a high forehead, full lips, and large blue eyes; her voice is soft and medium-pitched. She is by far the most intelligent member of the gang, and at age 24 has had considerable experience in Dragon Pass and its environs. She rather likes Pavis' atmosphere, and joined up with Wolfhead for this reason. She feels affection for him, but her actions are always governed by self-interest and survival, and she would desert him much more readily than he would her. She is the most impatient with their forced confinement, and this gives an edge to her occasional nagging about the gang's cleanliness about which she would like to be fastidious. This, and the fact that she has so quickly become the effective second-in-command causes Simbal and, to a lesser degree, Fylchar, to resent her, which may surface at moments of crisis. She did not survive an attack, and Wolfhead did, he would avenge her, and require other survivors to help; but if they both went down, any survivors would not make such an attempt.

Griselda belongs to a Pavic family who moved to Alone (in Sartar) some time ago. She is a remote cousin of Wolfhead's. Invited to join the local Thieves' Guild, she served her 5-year apprenticeship doing extremely well, but did not commit herself wholly, and remains a lay member of Lanbril's cult. This is symptomatic of her detachedness; she has few loyalties, though easily able to inspire affection and respect in others when she wants. After finishing her apprenticeship, she knocked about for a few years (during which she made the acquaintance of Pikat Yaraboom, who took to her); she bought further training and magic, and found it politic to become a lay member of Orlanth Adventurous. Learning of her brother's death in the Rubble, she came to Pavis almost broke but without debts, and involved Wolfhead in the plot to settle accounts with Lucki Eddi, a con man. Lucky Eddi would lead people into the Rubble and then sell them to trolls. In the process of destroying Eddi, she somehow managed to slay a Death Lord of Zorak Zoran (at least, that's what everyone says). The trolls of the Rubble are fairly friendly to her, possibly as a result of that exploit or her friendship to Pikat Yaraboom.

Griselda knows many battle magic spells and is extremely creative in their use. She is quick with a spell, and always keeps them in mind. She has slain several men and women in town who had good reputations as fighters and spell-slingers. She has contacts with a Sable clan and Sor-Eel, and most of the important female Rune levels in town respect her tough independence, even if their cults officially dislike her due to the Great Chart Caper.



**WOLFHEAD**

STR 14	CON 11	SIZ 13	01-04	R LEG	6/4
INT 12	POW 15	DEX 13	05-08	L LEG	6/4
CHA 10			09-11	ABDOM	5/4
Move 8			12	CHEST	5/5
Hit Points 12			13-15	R ARM	6/3
Defense 10%			16-18	L ARM	6/3
			19-20	HEAD	5/4

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Spear	6	90%	1D6+1+1D4	90%	15
Composite Bow	2/9	95%	1D8+1	45%	10
Sling	2/9	80%	1D8	—	—
Dagger	8	30%	1D4+2+1D4	30%	12
Medium Shield	—	—	—	80%	12

**SPELLS:** Darkwall (2), Detect Spirit, Healing 5, Mindspeech 1, Multimissile 1, Spirit Shield 2; (suppressed) Spirit Binding

**SKILLS:** Bargain 50%, Evaluate Treasure 20%, Fast Talk 20%, Feign Death 15%, Foil Restraints 10%, Hide in Cover 50%, Hide Item 45%, Know Locks 60%, Listen 45%, Lock Picking 65%, Move Quietly 50%, Ride 65%, Shadow 25%, Spot Hidden 60%, Spot Trap 55%, Streetwise 65%, Track 60%, Trap Set/Disarm 15%, Voice Mimicry 05%

**LANGUAGES:** Pavic 60%, Praxian 15%, Tradetalk 15%, Thieves' Argot 60%

**TREASURE:** carries 1 wheel, 4 lunars, 7 clacks, a gem worth 48L, and a dose of Thunder Lung Dust and a smoke bomb. More money is cached (see scenario)

**MAGIC ITEMS:** 14-point POW-storage crystal on ring on left hand; ring with Protection 1 matrix on right hand; other magic items in hideout (see scenario)

Attacking Griselda could get one on the hate list of one of her various friends. Still, she has just as many enemies as friends, so success could be lucrative.

**KROKED**

An experienced crook (he is 26 years old). Kroked looks like what he is, more of a heavy than a skilled operator. Tall and rather thin, he has a narrow face, small eyes, and a suspicious expression; his skin is tanned, his hair medium-length and brown, with a beard. His voice is hoarse and medium-pitched. He is extremely loyal both to Wolfhead and Griselda, and would stay by them to the end, even sacrificing himself to help their escape, unless even their escape looked hopeless. He does not resent Griselda's slight bossiness.

**FYLCHAR**

Also experienced (he is 24 years old), Fylchar is even taller than Kroked, but is not a good melee fighter, though a master knifefighter. Nor does he look particularly like a crook, apart from his rather narrow blue eyes; he is rather baby-faced, with pink skin, short blond hair, and smooth cheeks. He has a soft voice. After Griselda, he is the smartest gangster here, and this is one reason why he feels a little resentment towards her. He always looks out for his own interests, and would not hesitate to desert the others or divulge the whereabouts of the gang's hoard to save his life. The others would not do this unless all were captured and it seemed possible to use it for ransom.

**SIMBAL**

Simbal is the youngest of the gang, at 22, and has a nomad parentage and a Pavis city upbringing and background with

the attitudes that go with it. He was originally a Zebra tribesman, but has many contacts among the Sables. He is not tall, but is heavily-built and very strong; his skin is fair, his hair brown and long, his eyes blue and wide-set, his face notable for a sweeping mustache and large jaw, but his expression is mild. His voice is light and low-pitched. He became attached to Wolfhead almost by accident, helping him against a troll bent on revenge, and grew to be almost a friend with him; thus, he resents Griselda's standing with Wolfhead, as well as feeling much of the standard male prejudice towards her, but has managed to conceal these feelings so far. In a crisis, his reaction is unpredictable; his old loyalty to Wolfhead might resurface, or he might decide to look out for himself. If Wolfhead went down, he would feel no compunction about deserting the rest of the gang.

All the gang members are lay members of the Lanbril thief cult, Simbal having joined recently on Wolfhead's recommendation; he has severed any other cult connections, but still feels a vague loyalty to Pavis, as indeed do the others, apart from Griselda. All have worshiped Orlanth Adventurous as lay members on occasion.

In her Dragon Pass days, Griselda became a lay member of Geo's cult, and is in good standing with it, since she has made contributions even since coming to Pavis; she worshiped Orlanth fairly regularly once, but feels no particular loyalty to him.

**GRISELDA**

STR 12	CON 16	SIZ 7	01-04	R LEG	5/6
INT 18	POW 18	DEX 19	05-08	L LEG	5/6
CHA 15			09-11	ABDOM	5/6
Move 8			12	CHEST	5/7
Hit Points 16			13-15	R ARM	5/5
Defense 25%			16-18	L ARM	5/5
			19-20	HEAD	5/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	5	100%	1D6+1	90%	20
2H Spear	3	75%	1D8+1	65%	15
Dagger	6	75%	1D4+2	65%	12
Thrown Dagger	1	40%	1D4	—	—
Dart (carries 2)	1	95%	1D6	30%	8
Knife (hidden)	6	60%	1D6	40%	10
Small Shield	—	—	—	60%	8

**NOTE:** Griselda cannot, and will not, carry all of this. She only wears armor and carries her spear and shield only on expeditions, but always carries her shortsword and usually her darts.

**SPELLS:** Befuddle, Bladesharp 3, Countermagic 3, Detect Enemies, Healing 4, Mobility, Shimmer 4, Silence

**SKILLS:** Bargain 40%, Camouflage 30%, Climb 65%, Evaluate Treasure 40%, Fast Talk 45%, Feign Death 35%, Foil Restraints 40%, Hide in Cover 55%, Hide Item 40%, Jump 40%, Listen 55%, Lock Picking 35%, Map Making 35%, Move Quietly 50%, Oratory 35%, Pick Pockets 45%, Ride 35%, Shadow 70%, Spot Hidden 50%, Spot Traps 45%, Streetwise (Alone) 70% — (Pavis) 40%, Swim 40%, Track 25%, Trap Set/Disarm 50%, Voice Mimicry 20%

**LANGUAGES:** Darktongue 60%, Lunar 35%, Old Pavic 75/20%, Praxian 10%, Sartarite 90/70%, Tarsh 15%, Tradetalk 55%, Thieves' Argot 90%

**TREASURE:** carries 9 wheels, 17 lunars, owns (but rarely wears gold armet set with red Spinel worth 800 lunars (a present from Sor-Eel), carries one dose of Thunder Lung Dust, cache described in scenario.

**MAGIC ITEMS:** 13-point POW storage crystal on neck=chain; ring with Speedart matrix on right ring finger; gem (worth 127L) that is Disruption matrix in band on right middle finger.

**KROKED**

STR 12	CON 13	SIZ 16	01-04	R LEG	5/5
INT 12	POW 14	DEX 17	05-08	L LEG	5/5
CHA 14			09-11	ABDOM	5/5
Move 8			12	CHEST	4/6
Hit Points 14			13-15	R ARM	4/4
Defense 10%			16-18	L ARM	4/4
			19-20	HEAD	6/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	3	70%	2D8+1D4	60%	15
Thrown Axe	1	70%	1D6+1D2	30%	15
Dagger	6	35%	1D4+2+1D4	35%	12
Shortsword	5	45%	1D6+1+1D4	35%	20

**SPELLS:** Detect Traps (2), Healing 2, Protection 3, Shimmer 3, Silence, Speedart

**SKILLS:** Bargain 70%, Camouflage 20%, Evaluate Treasure 60%, Fast Talk 45%, Feign Death 25%, Foil Restraints 25%, Hide in Cover 20%, Hide Item 55%, Listen 60%, Lock Picking 15%, Move Quietly 60%, Pick Pockets 30%, Ride 15%, Shadow 50%, Spot Hidden 35%, Spot Trap 45%, Streetwise 55%, Trap Set/Disarm 45%, Voice Mimicry 10%

**LANGUAGES:** Pavic 60%, Tradetalk 35%, Praxian 5%, Thieves' Argot 60%

**TREASURE:** 5 wheels, 1 lunar, 8 clacks, 1 dose of Thunder Lung Dust

**SIMBAL**

STR 17	CON 12	SIZ 9	01-04	R LEG	6/4
INT 11	POW 14	DEX 10	05-08	L LEG	6/4
CHA 10			09-11	ABDOM	5/4
Move 8			12	CHEST	5/5
Hit Points 12			13-15	R ARM	6/3
Defense 00%			16-18	L ARM	6/3
			19-20	HEAD	6/4

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	5	75%	1D10+1+1D4	65%	15
1H Spear	6	35%	1D8+1+1D4	30%	15
Longsword	7	45%	1D10+1+1D4	40%	20
Composite Bow	3/11	30%	1D8+1	25%	10
Dagger	9	35%	1D4+2+1D4	30%	12
Small Shield	—	—	—	25%	8

**SPELLS:** Befuddle, Bladesharp 1, Binding, Dispel Magic 1, Fire-arrow (2), Healing 3

**SKILLS:** Bargain 50%, Fast Talk 75%, Feign Death 15%, Foil Restraints 05%, Hide in Cover 50%, Listen 30%, Move Silently 55%, Oratory 50%, Ride 70%, Shadow 10%, Spot Hidden 55%, Spot Trap 75%, Streetwise 05%, Track 50%, Voice Mimicry 05%

**LANGUAGES:** Praxian 55%, Tradetalk 50%, Pavic 10%, Thieves' Argot 05%

**TREASURE:** 18 wheels, 11 lunars, 8 clacks, a dose of Thunder Lung Dust

**FYLCHAR**

STR 13	CON 13	SIZ 18	01-04	R LEG	5/5
INT 15	POW 10	DEX 11	05-08	L LEG	5/5
CHA 16			09-11	ABDOM	5/5
Move 8			12	CHEST	5/6
Hit Points 15			13-15	R ARM	5/4
Defense 00%			16-18	L ARM	5/4
			19-20	HEAD	5/5

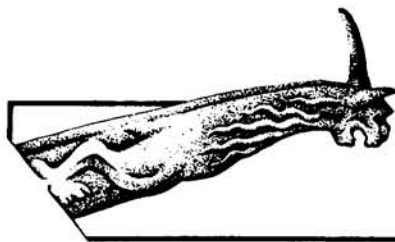
Weapon	SR	Attk%	Damage	Parr%	Pts
Dagger	8	90%	1D4+2+1D4	85%	12
Cudgel	7	30%	1D8+1D4	25%	20
Sling	3	60%	1D8	—	—
Large Shield	—	—	—	40%	16

**SPELLS:** Detect Detection, Detect Traps (2), Disrupt, Healing 3, Silence, Shimmer 3, Speedart

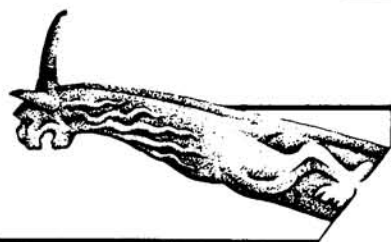
**SKILLS:** Bargain 15%, Climb 55%, Evaluate Treasure 15%, Fast Talk 20%, Feign Death 15%, Foil Restraints 05%, Hide in Cover 15%, Listen 55%, Move Silently 55%, Ride 15%, Shadow 05%, Spot Hidden 50%, Spot Trap 45%, Streetwise 50%, Trap Set/Disarm 55%, Voice Mimicry 05%

**LANGUAGES:** Pavic 75%, Tradetalk 45%, Praxian 05%, Thieves' Argot 75%

**TREASURE:** carries 36 wheels, 5 lunars, 2 clacks, and a dose of Thunder Lung Dust



# Raid on Yelorna

**Background**

True information on the Yelorna religion is hard to get even in Pavis. Besides cult members, only Light Sons (Yelmialo worshippers), some Aldryami, members of the Unicorn tribe, and a few that have had contact with Yelornan mercenaries (rare in Pavis) will have any real knowledge. The statements of others, especially Storm and Darkness worshippers, reflect a crude bias. Adventurers should hear mostly: "They are a bunch of arrogant, bitchy females." intermixed with sneering remarks concerning Yelornan lack of social contact with males. Little is said of their fighting abilities, which are good.

Only cult members and those friendly to the cult have been in the Yelorna temple, though people who knew Mor-

ganeth's (the high priestess) father may have been in the building before it became the temple. Everything dealing with the unicorn horn will be unknown to outsiders.

These two scenarios involve enemies of the Yelorna religion hiring the player-characters to raid the temple, making use of a dark cloudy night and the absence of many of the temple's usual residents — only the rationale and the motivating non-player-character differ. The Unicorn Rider commander is in the depths of Prax with her unit, serving as soldiers; the Shield Maiden commander is elsewhere in the Rubble with a party of cultists on a mission for the high priestess; the Wanderer commander position is vacant. Only 12 cult members and six unicorns are in the temple. A few other cult members are in New Pavis.

## SCENARIO ONE

Morgeneth, the high priestess, is preparing a heroquest in search of the labrys of the original Yelorna temple. She learned that a manuscript, useful in outlining her quest, was once brought to the Rubble, and that two Yelorna initiates (Cathea and Shalana), then in Sartar, may have some information about it. What Morgeneth did not know, until Cathea and Shalana's arrival in response to her summons, is that they are part of a group which fled Pavis after an encounter with someone known to them only as Rat, a man influential with local thieves. Getting the necessary information from Cathea, Morgeneth sent a party under her Shield Maiden commander to search for the manuscript on Yelmatio Hill, while the two young initiates remain hidden in the guarded temple.

The manuscript gives the following story: in the early days of the city, a few years after Pavis retired into his temple, a unicorn rider heroquester named Dyrdrith White-mane walked the sky roads in the search for the First Labrys. She failed, but wrote down her encounters, successes, and failures, and left them in trust with the ancient Yelm temple on Yelmatio Hill. The manuscript has not been seen since Jaldon breached the walls.

Rat, the Orlanthe Rune priest Frekor Firmfarer learned that two of the party that cheated him a number of seasons ago are holed up in the Yelorna temple. He wants a group (the player-characters) to go into the temple to capture one or both of them, preferably (but not necessarily) alive, before they can be given a strong escort out of town. Rat wants the capture done quickly and quietly; he wants no direct confrontation with the entire Yelorna temple; he wants as little incidental looting of the temple as possible; most of all, he wants no connection between the deed and himself.

Rat will first try to hire Storm worshipers and thieves; he will also hire the friends of people already hired. He will appear out of the shadows, to one or two members of the player-character party, in a private place, and make his offers. Rat will pay up to 2,000 lunars each for Cathea or Shalana alive, but only 500 lunars for them dead (he wants the corpse, or proof of death, in that case); he will start by offering 500 lunars for them alive, and nothing for them dead, and bargain with the characters from that point. He also has some items he may throw in, as well as doing healing and agreeing to replace some lost equipment. If he does manage to capture either Yelorna target alive, he will hold them alive for ransom and bait for the others he wishes retribution from. He will try to get enough out of the friends of Cathea and Shalana to more than pay for the expenses he went to to get them. He will offer to pay the characters who captured them 15 lunars per day to guard the Yelorna prisoners.

## Rat (Fekor Firmfarer)

Rat is Pavic, probably of Sartarite descent. He grew up in Badside with the name "Rat." The authorities' reaction to some of his deeds made it wise for him to leave town as a very young man. He wandered as an adventurer after that, mostly in Sartar and Prax's borders, taking the name Frekor Firmfarer. Most of his activities during this time were legal, and he joined Orlanthe's cult. On becoming a Wind Priest, he went back to Pavis. He had kept contact with several Pavis thieves during occasional visits to town and now he resumed relations with his old friends, now well-known members of Lanbril. Rat soon established the best information network in town; there is little in Pavis and the Rubble that he does not know about. He shares informa-

tion from this network with the Orlanthe high priest, Faltikus. Incidental profits he scrupulously shares with the Orlanthe cult.

Rat learned a party had found and were looting a long-unexplored area in the Rubble. A lot of groups in Pavis would kill to get the discovering party's information and treasure, so he offered his resources for a price to protect them while they were outside and were ready to sell their loot. It was a transaction typical for Rat since his return. But the discoverers cheated him and carried off a Yelmatio artifact with them, a blow to his professional pride and a smear upon his honor that demanded revenge regardless of the financial cost.

Rat uses his 100% Disguise skill to seem nondescript; people have spent days with him and were unable to tell anything about him personally. As Rat, he does not wear armor; he carries his dagger and has his crystals hidden on him. If attacked, he will use his magic in some form to escape. His cat familiar will be nearby; whenever possible, he will meet with people in a room with an open window, so that the cat, moving along the edge outside, can watch. He has been known to use easily removable dyes on his plain black and white cat. A few people, such as close friends among the thieves and Faltikus know that Rat and the Wind Priest Frekor Firmfarer are one and the same.

When discussing price with the party, Rat will use his Rhino Fat and his map of the Rubble (a fairly good one) with which to bargain, to save him cash. The Styx water

## RAT (FREKOR FIRMFARER) Wind Priest of Orlanthe

STR 14	CON 14	SIZ 12	01-04	R LEG	6/5
INT 15	POW 18	DEX 21	05-08	L LEG	6/5
CHA 14			09-11	ABDOM	5/5
Move 8			12	CHEST	5/6
Hit Points 15			13-15	R ARM	7/4
Defense 35%			16-18	L ARM	8/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	4	90%	1D10+1+1D4	70%	20
1H Short Spear	4	70%	1D6+1+1D4	50%	15
2H Short Spear	3	50%	1D8+1+1D4	45%	15
Dagger	6	75%	1D4+2+1D4	65%	12
Mdm Shield	6	30%	1D6+1D4	70%	12

SPELLS: Befuddle, Bladesharp 4, Darkwall, Disruption, Healing 6, Spirit Binding; (known by Karen) Demoralize, Detect Magic, Protection 4; (known by Puss) Detect Life, Dispel Magic 4, Light; (known by Roll) Coordination (2), Repair (2)

RUNE MAGIC: Divination 2, Divine Intervention, Guided Teleportation, Shield 2, Spell Teaching, Wind Words

SKILLS: Camouflage 60%, Climb 65%, Disguise 100%, Evaluate Treasure 65%, Hide in Cover 75%, Hide Item 80%, Jump 80%, Listen 65%, Lock Picking 55%, Map Making 70%, Move Quietly 75%, Oratory 75%, Pick Pockets 60%, Ride 50%, Spot Hidden 90%, Spot Trap 85%, Swim 60%, Taste Analysis 50%, Trap Set/Disarm 80%, Treat Poison 80%

LANGUAGES: Pavic 90/80%, Tradetalk 85/80%, Sartarite 90/80%, Stormspeech 95/80%, Praxian 50%, New Pelorian 45/20%

TREASURE: 11,000L for ransom purposes, etc.

MAGIC ITEMS: 9-point POW-storage crystal (containing spirit "Puss", magic dragon's tooth (containing spirit "Roll"), 3-point twice-POW-yielding crystal, ¾ full flask of Styx water, POT 6 healing potion, POT 3 systemic poison antidote, POT 10 mantico-re venom antidote, Creeping Chills disease cure potion, POT 6 Blade Venom antidote, 1 dose Rhino Fat, good map of the Rubble

SPIRITS: Karen (Allied spirit in cat); INT 7, POW 14, HP 3, Defense 40%, non-combatant; Puss (bound in crystal) INT 12, POW 15; Roll (bound in dragon tooth) INT 12, POW 11



will play no part in this; it is Rat's most prized possession, and only his high priest knows Rat has it. If Rat needs money for anything, he has the connections to get it. Rat will deal with the party as they deal with him; if they act fairly and honorably, so will he; if they act otherwise, he will cause them to regret it.

## SCENARIO TWO

An important city faction has been stung by various members of Yelorna's cult. It is immaterial who this faction is. The Yelorna members are continually brawling with Storm Bulls, trolls, and even good Lunar worshipers, disrupting markets, and occasionally ambushing expeditions to the Rubble. Many Lunar coins are being melted down and recast without Lunar symbology on them — no doubt also Yelorman activity. The Yelormans are a hefty thorn in the sides of the Lunar garrison and the Pavis City Council. Neither the Lunar garrison nor the Pavis cult are willing to blatantly shut down the Yelorman temple, possibly inciting the Yelmaliu cultists of the region.

In this scenario, the player-characters are hired indirectly by Lunar or Pavic agents to take advantage of the light defenses that night at the Yelorna temple, and to vandalize it as part of a long-range plan to close the temple. When the characters are hired, no mention of the Lunar empire or the officialdom of Pavis will be made; the party will be offered 500L each, with bonuses of up to a total of 500L more possible to the party, depending on their success. They will also be paid 500L for the coin mold used in recasting the Lunar coins.

Nothing will be said about the healing horn in the temple, Room 17. Should the party steal it, they will be told they have gone too far, but the Lunars will quickly send the horn to the Heartlands and get rid of the adventurer party (and be secretly pleased). Should the party destroy the horn, the Lunars will be upset, but the party will be well-rewarded if they go far, far away and keep their mouths shut. Whatever happens, Lunar and Pavic officialdom will disavow any knowledge.

Alternatively, the player-characters could be part of a simple raid by trolls or Storm Bulls just out to wreck the Sum-Women's temple while it is weak. If the party is part of such an attack, their reward will come solely from the fight and any loot gathered — the healing horn may be taken in such a case, and the Lunars will be able to gleefully watch as the Yelorna temple loses itself in frantic attempts to recover the horn and/or kill the vandals.

## Gimgim the Grim

Gimgim always goes about masked, so no one knows his true face. However, his full moon mask is well-known in certain sections of Pavis. He is supposed to report to Sor-Eel, but actually is allied with Jotaran, who is more amenable to Gimgim's clandestine and ruthless operations.

Sor-Eel wishes to keep the Yelorman unicorn riders happy, as he considers them a potential supplement for a loyal native military force. They are far more disciplined than either of his nominal allies, the Sable Riders or those ragtag bandits and adventurers named the Pavis Royal Guard.

Jotaran, on the other hand, distrusts all such foreign auxiliaries; they are nothing but arrow fodder to pave the way for the true soldiers, the hoplites of the Lunar infantry. He considers the Yelorman temple, its coinage attenuations, and their aggressive manners an affront to the Empire, and his discontent with Sor-Eel's tolerance has opened the way for Gimgim's plots.

Gimgim wants the Yelornans destroyed as a force in the Rubble. Eventually he wants to take over the Yelornan temple with some docile Yelmalios from the Empire's Dara Happan temples and then have a proper watchpost on the Zebra Fort.

Gimgim will use his aides, a small corps of information gatherers and enforcers known as the Moon Masks, to approach one or two members of the party most likely to have Lunar leanings and impress upon them the need to find the money mold and remove it from the temple. The Moon Masks are unofficially connected with the Lunar empire, but the Lunars will deny any connection if the adventurers are captured. The Moon Masks are generally thought to be thugs hired from the Red Bastards street gang; the gang occasionally plays along with this by wearing moon masks.

Even if the adventurers are hired by Pavis city officials rather than the Lunar empire, it is likely that the Moon Masks under Gimgim will do the actual contacting. The Pavis city officials may well be acting to destroy the Yelorna temple unknowingly under Gimgim's subtle promptings.

## THE TEMPLE

### Outside

The temple of Yelorna at Pavis is surrounded by a 3m-high dry stone wall. The condition of the wall is questionable. No new stones have been added since the days of Morgenth's father (40 years ago), although some fallen stones have been replaced. The temple building itself is 10 meters high (two 5m stories) with a chimney rising from the center. It is of stone and adobe construction with the lower story being granite; in addition the garderobe tower and chimney are also stone in the upper story: part of one wing of the building is only a single story high. Parts of the smithy and stable are also visible from the outside.

The only entrance to the temple complex is through the gate, which consists of two 3m high by 2m wide wooden doors, each hung on a 5m high by 1m square stone post. The doors are of heavy wood, and locked shut at night by a bronze bar (resistance 40). One other opening to the outside occurs at the base of the garderobe tower, on the smith's side. This opening forms the mouth of a carved stone dark troll face and is the outlet for the garderobes. A shallow ditch leads from it to that of the street the temple is on. It is obvious what it is by the smell. Only SIZ 1 could fit in the hole; part of the shaft is plugged with waste materials which would take a SIZ 1 being an hour to adequately clear.

## AREA DESCRIPTIONS

### [1] Paved Courtyard

This 36m x 18m open courtyard is paved with flagstones. Walls rise on all sides. A guard protects the door to the temple hall; there is a 15% chance that the guard is changing, with two guards present.

One or two Yelornans will be on guard here. Roll 1D10 for each guard to determine who is present:

#### 1D10 Guard

- 1-2 Walyne with unicorn
- 3-4 Balomia
- 5-6 Ambermast
- 7-8 Hildian with unicorn
- 9-10 Treungille

The guard will challenge interlopers and investigate unusual noises, though she will not leave her post in pursuit. She will always raise the alarm if she believes there are intruders. Having given the alarm, she will confront the invaders or will retreat into the hall, depending on how powerful the party appears. If she knows Light or Lantern, she probably will cast it, especially if the situation is unclear. If fighting breaks out elsewhere, she will still stay at her post, prepared for anyone coming her way, unless ordered to do otherwise. This guard holds the key to the hall, and can lock the doors from either side.

The "X" by the door to the hall marks the flag of the temple on a 3m pole: it has a blue field scattered with silver six-pointed stars and charged with a golden tree growing from behind a town wall. In two opposite corners are crosses and in the other two are circles. The other two "X"s marked on the map represent unoccupied holes for the flags of the unicorn riders and their commanders; they can be seen with a successful Spot Hidden. They are dangerous holes, for not only the poles but their metal ground lugs have been removed. Characters in that area who do not know they are present may trip in them, twisting their ankles and halving their speed for the next day or so. A successful Luck (POWx5) roll will avoid this result.

In the stone wall of the hall are two small slit windows with glass panes 4.5m up; on the wooden wall of the hall are five half-meter-square windows with shutters, 7.8m above the courtyard surface.

A rope hangs by the door to the hall and connects to a bell by the window of the Star Maiden's room on the second floor. The bell is loud enough to be heard throughout the temple and serves as an alarm.

A 3m-square wooden door leads to the smithy; it is locked (with a resistance of 20). Atop two small steps, a heavy bronze-bound door leads to the worship hall; it is unlocked unless the guard in the courtyard retreated through it, in which case it will be locked (resistance 30). A pair of 3m high by 2m wide wooden doors open to the stables and are unlocked. Two large doors of the main gate lead out of the temple grounds.

Fighting or similar noise in the courtyard will be heard by the unicorns in the stables, and will be investigated by them. Terram in the smithy will hear if he makes a POWx1 roll; those sleeping in the armory are allowed a Listen roll at half normal percentage to see if they hear, and if they do, they will wake up on a roll of POWx3 or less. Reactions to alarm and fighting are found as follows: Terram ([2] Smithy), Unicorns ([3] Stables), Initiates ([11] Armory), Shield Maidens ([12] Shield Maidens), and High Priestess and Guard ([16] High Priestess).

### [2] Smithy

The smithy is an 8m x 10m sandstone building abutting the stone wall on two sides and the temple building on a third. Five meters high facing the courtyard, it slopes to a 3m height in the back.

Just inside the door (resistance 10) is the anvil; behind it, by the back wall, are the forge and bellows. Along one side wall rest three barrels and tools of various types. Here unicorns and riding animals are shod. On the temple side is a straw-covered raised platform 1m above the floor; a few steps lead to it. Many metallic objects glisten beneath the platform. The small fire burning in the forge provides a little light and heat. A successful Listen roll detects breathing coming from the platform and a successful Spot Hidden will note a body there. If the referee rolls the smith's

POWx3 or less, he will waken when someone enters the smithy.

The smith, Terram, is asleep in the straw on the platform. If he did not wake when they entered, he has a POWx3 chance to do so in any full turn if any of the characters present fail their Move Quietly, including the turn they enter. He will always wake if there is a loud noise or if he is attacked. He will not fight, but will noisily alert the others — he is loud enough to be heard across the courtyard in the stables by the unicorns. See Terram's personality description (after the temple entries) for more details. If the party tries to just butcher him while he is asleep, they will succeed in mortally wounding him, but he will be able to emit a single despairing wail as he dies, alerting those within ear range.

Two of the barrels contain water and the third holds Terram's own special temper (it smells bad). The metal under the platform is bronze, all totalled together, it would be worth 235L. The tools are all good smithing tools. The long low unlocked chest on the platform contains Terram's few clothes, personal items, and a secret, trapped compartment, requiring a Spot Hidden to see.

A ten minute search under the platform will discover a composite bow inlaid in silver and 3 smokey quartz gems (value 81L each — total value of bow with gems is 600L) if the searcher makes his Spot Hidden. In addition, if he makes a second, consecutive Spot Hidden at -20% from normal chances, he will find 200 clacks in a bag. If the platform itself is searched, taking five minutes, a successful Spot Hidden will reveal a silver arrow head, capable of doing normal damage to lycanthropes, and having a doubled chance for impaling against all targets.

The chest's secret compartment must be made safe with the normal Spot Trap and Disarm Trap skills. It may automatically be opened with the key hidden in Terram's night-shirt, requiring a Spot Hidden to find while searching him. The trap causes two potions to smash together in a loud explosion, doing 1D4 points of fire damage to all in a 3m radius (and igniting the clothing of the compartment's opener in 1D3 hit locations) and waking up the entire temple.

In the secret compartment is the coin mold the Lunars want, as well as 890 lunars that have not yet been recast without the offending terminology.

### [3] Stables

This sandstone building is 38m x 8m and it slopes from 5m high on the courtyard side to 3m in height along the back, like the smithy opposite it.

There are 17 "stalls" along the outer walls, and two piles of feed (fresh herbs and flowers) in the corners. The floors are covered thickly with straw, except in the stalls, in which the floor is covered with thick furs. A good fire in the fireplace warms and lights the room, although areas away from it are dim. The exact number of unicorns in the stable depends on whether any are in the yard or courtyard.

Six unicorns are staying at the temple, but one or two may be in the courtyard on guard (see [1] Paved Courtyard) and others may be in the yard (see [4] Yard) rather than being in the stable. All these unicorns are intelligent, and will fight to defend the temple, especially their stables, against intruders. They will not, however, fling themselves against an obviously stronger party. The unicorns can enter and exit at will through any of the stable doors. If the alarm is sounded, they will go to the courtyard; they always will investigate fighting or suspicious sounds. Unicorns always try to get to their riders' sides in battle so the rider can mount. When possible, they will heal each other and

their riders. If a unicorn knows who killed his rider, he will attack the death-dealer whenever possible. There are also two war-horses in the stables, but they will do nothing unless attacked.

The exact stalls occupied by the unicorns depend on the weather; the cooler it is, the closer they will be to the fire. The feed is piled so that the unicorns can help themselves; the straw is changed daily.

Wooden doors open into the paved courtyard; a similar set opens into the yard, and a small 2m-high, 1m wide door opens into the hall. All the doors of the stable are unlocked.

It will take an hour to search the stables, uncovering 126 clacks and 50 lunars scattered about. It takes an additional half hour to search each feed pile; such a search has a 20% chance of finding another 1D100 clacks.

### [4] Yard

The yard is a 52m x 28m grassy open plot. Trees and brush grow along the wall furthers from the main building and a few other trees stand along the side opposite the stables.

There may be unicorns in the yard exercising, eating, digesting, or meditating. Roll 1D100 on the following table to see how many are present:

1D100 Result	1D100 Result
01-55 None	86-94 Two
56-85 One	95-00 1D4

If any are present, roll 1D6 on this table to determine which ones; if a unicorn is on guard in the paved courtyard, match the unicorn and rider.

- |                         |                      |
|-------------------------|----------------------|
| 1. Gertha (Morgeneth's) | 4. Unwen (Ernyne's)  |
| 2. Ballen (Auda's)      | 5. Frida (Walyne's)  |
| 3. Barowa (Adelsa's)    | 6. Milia (Hildian's) |

Unicorns found in the yard will behave just like the unicorns found in the stables.

A large dirt track circles most of the yard; and archery butts line the inside portion of the track, with targets set up away from the main building. The trees on that side are open underneath, but along the back wall the brush is thick and piled with dead brush. All movement along the back wall is at ¼ normal, and there is no chance to Move Silently unless the character's ability is above 100%, in which case his chances is equal to his ability minus 100%; all characters moving at the back wall must roll percentile dice for Move Quietly anyway, though, if the result would be a failed Move Quietly, they have made so much noise that the unicorns in the stable are alerted and will investigate.

On the temple building can be seen, in the loser stone facing, a shuttered 1m square window 2-3m off the ground and two narrow glass slit windows 4-5m up; and on the wooden facing of the second slope five shuttered half-meter square windows 7-8m above the ground.

There are two exits; the pair of 3m high x 2m wide wooden doors to the stables and the heavy bronze-bound door to the hall. The hall door is locked (resistance 30), and the other is not. The key to the hall door to the yard is the one held by the guard in [1] the paved courtyard, which also unlocks the matching hall door opposite.

If the brush along the far back wall is searched carefully, players of searching characters may roll their characters' Spot Hidden every 15 minutes spent searching. Success yields one random item from the following found items table. Characters may continue to search for 15 minute

periods until the first 15 minute period in which no searcher finds anything, either because of Failed Spot Hidden or rolling a "Nothing" result below. Roll 1D10.

**FOUND ITEMS, Back Wall**  
(roll 1D10)

1	nothing	6	broken longspear
2	1D10 clacks	7	1D6 broken arrows
3	1 good arrow	8	1D4 lunars
4	empty waterbag	9	broken composite bow
5	fresh unicorn dung	10	character is hit by falling rock for 1D4 damage

### [5] Hall

This is a 35m x 14m communal hall. Four pairs of carved wooden pillars support a 5m high beamed ceiling. Rushes cover the floor and embers in the fireplace glow faintly. A number of tables run between the pillars for the length of the hall.

The guard from the courtyard, if she retreated through the door from the courtyard, will be by the door to the stable if she is mounted — otherwise she will have gone upstairs. If the guard reaches the door to the stables or if the unicorns know there are intruders in the hall, they will enter through the door from the stables. The unicorns will not go elsewhere in the temple building, normally.

There are eight tables and 15 benches; the one nearest the fireplace is set perpendicular to the rest, which run parallel to the length of the hall. On the tables are eight wooden mugs, 15 wooden plates, and nine blank scraps of paper (if the items are hocked in New Pavis, they could be sold for 20-30 clacks); all these are on the tables nearest the fireplace. The walls are devoid of decoration but have four small slit windows of leaded glass 4-5m up.

There are four exits, one on each wall: two nearly identical heavy bronze-bound doors leading outside are locked (resistance 30); the 2m high by 1m wide door leading to the stables is unlocked, and a 1m wide opening to the kitchen.

### [6] Kitchen

This 6m by 14m room serves as a kitchen. Cabinets and counters, for preparing food, line the outside wall. Opposite is a fireplace (with faintly glowing embers) with an oven to either side. There is a 1m high well lip in the corner. A huge smelly, partially-butchered sable hangs from the ceiling opposite the opening.

The sable is draining into a large blood pan; a number of herbs and spices hang from the ceiling at the opposite end of the room. A large pot of water hangs by a hook in the fireplace, and there is a large wooden bucket by the well. The water surface in the well is 3m below the lip. A 1m shuttered square window 2-3m up is on one side and a wood/cloth screen on the other; on the kitchen side, the screen is painted with the night sky and lots of stars; on the other side with a party of unicorn riders galloping across the plains.

A five minute search of the cupboards and counters will reveal the temples silver and gold eating ware (the silverware is 5 ENC and worth 350 lunars; the goldware is 3 ENC and worth 9 wheels), 10 ENC worth of common foodstuffs (worth 30 lunars), and the common eating and cooking items (ENC 20, value 300 lunars).

### [7] Garderobes

The garderobes are the same on both floors.

These 2m x 3m rooms are the toilets. A wooden bench with a hole covers the shaft. On the first floor an angled

stone section runs from the ceiling above the bench and joins the wall almost all the way back behind the bench. A convenient holder attached to the wall has a large candle to allow reading while sitting on the bench. There is one unlocked 1m wide x 2m high wooden door on each garderobe. If an alarm has not yet been given, there is a 05% chance that an initiate will be sitting here for each room.

### [8] Storage

This is the only part of the main temple building not to have a second story above it. The room is 5m x 6m filled with barrels, crates and boxes.

Most of the containers hold wine, water, dried meat, and other foodstuffs (one contains raw vegetables, food for Al-dryami). Many containers, especially near the back, are empty. Also to be found are hides, cloth, and candles and a bathing tub. Total value of all these items would be 160 lunars. There are torch holders on either side of the door, halfway up. The single door is unlockable.

### [9] Stairs

This 1m-wide stone spiral stairway turns clockwise from the bottom up. Because of the large stone post in the center, any characters on the upper step can fight from two steps, while those below can only fight from one (though this situation is reversed for left-handed creatures). Weapons 1 [1½m to 2½m long can be used only to attack someone on a step two paces off, while weapons longer than that are useless. Slings and arrows are also useless, but thrown weapons such as axes or javelins can be cast by someone on the upper side, past a person in front toward a target two steps down.

### The Second Story

Fighting in any room on this floor will, every round, allow the characters sleeping in other rooms half normal chance to take advantage of a Listen roll and wake up; wakers will react 1D3 rounds later. The guard in the high priestess' room gets full listen value; when successful she will wake up the high priestess.

### [10] Passageway

This winding passageway is 2m wide in one section and 4m wide in the other. The ceiling here, like the rest of the second story is 5m high. Many doors open into the passage; all are simple unlocked wooden doors 1m wide by 2m high. There is no decoration on the walls nor any sources of light. A stone chimney passes to one side from the fireplaces below.

### [11] Armory (and initiates)

Those initiates and lay members permitted to live in the temple live in this room.

This is a 6m x 10m room with a half-meter square shuttered window halfway up one wall. Racks of spears on the wall opposite the window have a counter before them. A number of homely objects hang on the wall opposite the door. There are seven cots in the middle of the room and an unlit chandelier with ten candles overhead.

Occupants — living in this room are Walyne, Balomia, Ambermast, Hildian, Treungille, Cathea, and Shalana. One or two of them will be on guard if undisturbed; only five or six people will be asleep on the cots. Every sleeping character is permitted the advantage of a Listen roll at half normal chances if someone enters the room. They get a second Listen attempt at full value if entering player-char-

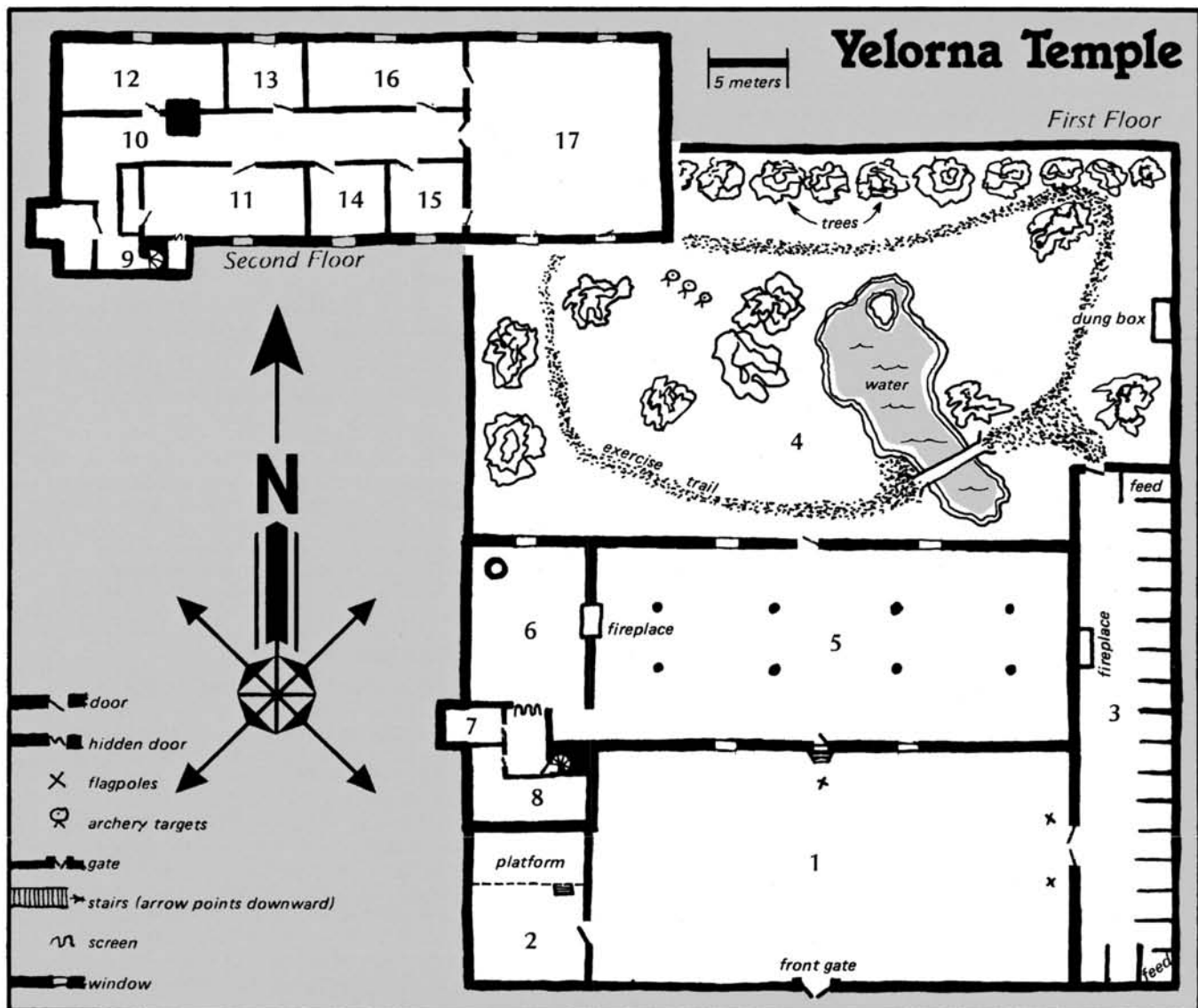
acters fail to move silently, and another every time the entering characters try to do something besides move and fail a Move Silently roll. Once the Listen succeeds, the referee can attempt a POWx5 for sleeping Yelornans every melee round subsequently to wake up; they may do something in the round they awaken. None of the Yelornans sleep in their armor, but they all have their best melee weapons beside them. The Yelorna cultists either will attack or cast spells if undisturbed.

All the people asleep will awaken if the alarm from the front door is given. Cathea, Shalana, and one other will stay in the room and shoot missiles at intruders in the paved courtyard; determine who stays behind randomly. The rest of the initiates will defend the stairs. If there are no targets in the paved courtyard, those remaining behind will put on their armor in turn. Those leaving may put some or possibly all of their armor on, at the referee's discretion, depending on how long they think they have to reach the stairs.

A tapestry of a pretty partially-armored woman with a spear against the night sky takes up most of the wall between the door and the window.

In the weapons racks are 1D10 long spears, 1D10 short spears, and 2D10 javelins. On the wall opposite the door are two different pictures of the same pretty, partially-armored woman on a unicorn, with a bow; also hanging on the wall are typical adventurers packs belonging to the Yelornans staying in the room. In Cathea's pack is the Yelmalio helm. Other possessions of theirs – armor, weapons, and the like – are scattered on and around the counter. There is a simple unlocked 1m wide by 2m high door in the same wall as the outer door, which leads to a 2m by 4m auxiliary room; in this room are 1D6 daggers, 1D6 shortswords, 1D6 slings, 1D4 medium shields, 1D3 large shields, 1D8 composite bows, 1D8 self bows, 1D10 throwing daggers, 2D10 quivers of arrows, and 1D3-1 sets each of: cuirboilli greaves, heavy leather trews, heavy leather hauberks, linen hauberks, cuirboilli vambraces, leather vambraces, and 2D6 helms of various types; all armor is of varying sizes (determine the SIZ fitted by rolling 3D6-1 for each piece).

A successful Spot Hidden will reveal a door behind the tapestry. This is a heavy bronze-bound door with two locked locks each of which release, on the inner side, one of two heavy bronze bars (resistance 60); the high priest-





ess has the keys. The door leads to a small 2m square room with a locked chest (resistance 25); again the high priestess has the key). Opening the chest without using the key will cause two incompatible potions within the chest to mix with several resultant effects:

- A loud explosion will wake up everyone in the temple and all the buildings in Zebra Fort.
- Anyone in the room will take 1D6 points of damage, without any armor counting, from concussion.
- The chest will fall apart.
- A scroll within is destroyed.
- A flask breaks, and spills its contents on the coins in the chest. The spilled fluid is noticeable only upon a successful Spot Hidden at half normal chance. Anyone picking up the coins will be injured by the potion (Blade Venom) if their player fails a POWx3 roll.

In the chest is: a secret technique scroll in Sartarite (adding +15% to one-handed sword attack to the reader – the scroll cannot increase skill past 50%); a potion flask holding Blade Venom POT 8; 450 clacks, 800 lunars, and 580 wheels; and six half-carat faceted blue/violet sapphires, valued at 125L each.

## [12] Shield Maidens

This room is barracks for the high priestess' Shield Maiden bodyguards. It is 6m x 10m. Three beds with a trunk at the foot of each are ranked on each of the long sides of the room. There is a half-meter square shuttered window halfway up the wall opposite the door. An unlit chandelier with ten candles hangs overhead and an unlit brazier is beneath the window.

Living in this room are Auda, Adelsa, Ernyne, and Hareun, in order of seniority. One of them is on guard in the high priestess' room (choose one randomly; the rest, if undisturbed, will be asleep in this room). If someone enters, each person asleep in the room generates one Listen roll at half normal chance. If the characters entering fail to Move Silently, the shield maidens get a second series of Listens at full chance, and another such series each time the player-characters do something besides moving and the players fail their Move Quietly rolls. Sleeping characters can wake up upon a successful POWx5 roll every melee round after their Listen percentage has been rolled; they may do something in the round they wake. No shield maiden sleeps in armor, but all will have their best melee weapons at hand. They will attack and cast spells if disturbed, but their primary objectives will be to reach the high priestess and to warn the temple.

If the alarm is already given, everyone will awake. The one with the best missile weapon skill (Adelsa or Ernyne) will watch from the window for targets for her bow and slowly put on her armor. The most senior of the remaining two will command the stair defenses, and the fourth one will report to the high priestess.

The two middle beds and their trunks are now unoccupied and empty. The trunks and area around the other beds contain the personal possessions, normal adventurer's pack, and effects of the four shield maidens. On the same wall as the door is a painting of a pretty, nude, woman on a unicorn with a bow.

The door into the passage is a simple, unlocked 1m wide by 2m high wooden door.

## [13-15] Rune level rooms

These three rooms are almost identical 6m square rooms, with half-meter square shuttered windows halfway up the

walls opposite the doors from the passage. There is one chandelier with six unlit candles in each room. They all have a bed, trunk, desk, small round table, four chairs, and an unlit brazier. These rooms are unoccupied. There is no Wanderer commander, the Unicorn Rider commander is away with her troops, and the priestess in charge of the shield maidens is in the Rubble. Only in Room 15 there will be the personal possessions, clothing and the like, that the priestess did not take into the Rubble. She took all her magic items, weapons, and armor with her.

All these rooms have simple unlocked 1m wide by 2m high wooden doors leading into the passage and room 15 has a similar door opening to the temple room.

## [16] High Priestess

This is the private room of the high priestess, 6m x 10m, with a half-meter square shuttered window halfway up the wall opposite the door. The room contains a large canopy bed, trunk, large desk covered with papers, a wardrobe, a round table, six chairs, and a lit brazier glowing dully. There is a chandelier with 10 unlit candles overhead.

There is a shield maiden on guard in the middle of the room (determine who it is randomly from among those listed in [12], the shield maidens' room). If someone unfamiliar comes in, she will (1) alert the high priestess, (2) cast a spell if appropriate, and (3) move to attack the intruder. If there is any noise in the room, Morgeneth will start to wake up and can react in the first round the referee successfully makes her POWx4 roll. Her reaction will probably be to say "who ... what the ... How dare you!" and cast Sever Spirit against whomever seems the most dangerous, especially if her guard is in combat with the intruders. Throughout any combat, Morgeneth will overkill, draining her Rune spells, Power, and sources of Power without concern, to smash all who dare to invade her temple. She will probably exhaust herself early doing this. She will try to supply magic support while the other temple members melee, but she will take part in melee herself if necessary to defeat the intruders; because the horn is vulnerable, she will fight to the death on the second floor. If she dies, she will immediately try a Divine Intervention on the part of both herself and her spirit to resurrect herself (whichever succeeds will lose the Power – if both succeed, then Yelorna will take the Power only from the spirit).

If an alarm is given, the guard will make sure that Morganeth is awakened, then investigate what is happening and report back to her. Morgeneth will watch out the window and door while donning armor and collecting her weapons (she has neither available while in bed). When she knows what is going on, she will lead her shield maidens against what appears to be the main threat; this probably will mean defending the stairs, but could be shooting missiles out of the windows or pursuing the intruders.

Morgeneth's personal possessions include her magic items, keys to all the locks in the temple, and her adventurers kit. The wardrobe contains her priestess robes. The papers on the desk deal mostly with temple administration, supplies, and the like, but also include details of Morgeneth's upcoming heroquest to Skygate, and her search for the first labrys, written in Aldryami. To notice this scroll, the searching character must either make a successful Spot Hidden roll at half normal ability or search through the papers for 1D6+5 minutes. He must also successfully read Aldryami.

There are two simple unlocked wooden doors 1m wide and 2m high here.

**HEALING HORN**

**DESCRIPTION:** A long unicorn horn forming the basis of either a long silver and gold wand or a leaden wand.

**CULTS:** Associated – Yelorna and Argan Argar.

**KNOWLEDGE:** Cult secret, unique

**HISTORY:** When Argan Argar defeated Yelorna, he also defeated her unicorn ally and broke his horn. A sliver of it was set into a leaden wand and given as a trophy to a Shadow Warrior of his. The Yelornan heroine Estel captured the wand about the Dawning and the cult hallowed it, replacing the lead with silver and gold. Since that time, the item has changed hands between the cults several times.

**POWERS:** When set into silver and gold and hallowed at a Yelornan High Holy

Day ceremony, the item can be attuned to a priestess of Yelorna or one of her associate cults. In this case, the possessor can use it to perform unlimited Healing spells by touch. Each spell can cure but the single hit location touched by the wand, and each curing costs the wand's owner a point of Power (temporary). The wand's owner must be holding the wand when this is performed and all healing is voluntary on the part of the owner.

When set into lead and hallowed at an Argan Argar High Holy Day ceremony, the horn can be attuned to a priest of Argan Argar or one of his associate cults. The powers of the wand remain the same.

**VALUE:** The setting itself is worth 2000 lunars if silver and gold or 500 if in tempered cult lead. The wand itself is worth up to 25,000 lunars for its healing properties from those who can use it.

**RUMORS:** Little is known of this item outside those cults directly concerned with it. Someone unassociated with either cult who hears of it might think he could use its healing powers himself. An unscrupulous character might play on the gullibility of another who did not know what it is, and tell them that the horn, like an Eiritha beast's tail, must be buried for its spirit to be freed – someplace where the informed character can come back and dig it up later. A few, especially among the Yelornan faithful believe that the horn has the hidden power of being able to resurrect the dead. This power, if the horn indeed holds it, is still hidden – no one knows how to awaken such a property.

**[17] Temple Room**

In this room, the cult rites take place. The room is 16m by 18m: there are four half-meter square shuttered windows set opposite each other on the long axis, two to a side. A large cloth-covered table (altar) rests on the far side of the room opposite the doors, with a large lit candle at each end. There are six stands of various sizes, three on each side of the room, with the largest closest to the doors and the smallest in the middle. A large chair is before the table. There are no other sources of light besides the candles.

The objects on the stands are small candlesticks with unlit candles; there are ten copper ones on each large stand (value 2 clacks each), 5 silver candlesticks on the medium stands (valued at 4L each), and a gold candlestick on the small stands (worth 1 wheel each). All candle sticks are ½ ENC. The chair is a heavy carved one (value 40L, 6 ENC). The altar holds a stone statue of a pretty, partially-armored woman (worth 10L, and ½ ENC) and a golden incense burner with chimes attached (worth 20L, ¼ ENC). The large candlesticks at the ends of the altar are carved and decorated (worth 3L each, 1 ENC each). The wall behind the altar holds two objects. One is a large silver double-headed axe – due to the colossal size of the axe-blade, it is clearly ceremonial. The other object is the horn of healing. The labrys is bejeweled with 30 seven-carat faceted purple amethysts worth 126L each. The total value of the axe as jewelry would be 6,200 lunars. The healing horn is described below.

Four simple unlocked wooden doors lead from the temple.

Normally, the labrys would contain a temple spirit in a “real” Yelornan temple. In this particular temple, the spirit has not yet been obtained – Morgeneth hopes to be able to succeed at her quest to obtain the First Labrys and thus gain an extremely powerful spirit to reside in her temple's labrys rather than taking the usual only moderately strong temple spirit.

**THE YELORNANS****Morgeneth Rune Star**

High priestess and Star Maiden of Yelorna, her father was of an old noble family of Pavis now living in Swenstown.

Morgeneth drifted away and joined a mercenary company. She became an active member of the cult of Yelorna and gained a desire to reestablish the cult in Pavis. She soon became a Star Maiden and returned to Pavis to begin her great project. Her heart-broken father had died. All that remained of the family fortune was the large old original family home in the Zebra Fort area of the Rubble, which Morgeneth promptly turned into a temple. There followed a long period in which she persuaded some Yelornans of the unicorn tribe to join her following, and she became the first high priestess of the new temple in Pavis.

Morgeneth would have liked to have settled down once the temple was established, helping and teaching the younger girls, but she feels (with many others) that she lives in a critical time. Her status as high priestess will be fully realized once she manages to gain her labrys spirit via heroquesting. If she manages to get the spirit of the First Labrys she may well become the most famous Yelornan since the First Age. Even now she prepares to go to the sky. Although she is kindly to a surprising degree, considering her great force of will and background, she will kill without mercy any who dare to invade her temple and ancestral home. Because of her geases, Morgeneth seldom goes outside into town; this keeps the authorities happy.

**Auda**

The senior Shield Maiden and second in command of that group. Not only is she acting-commander while her superior is in the Rubble, but she has been serving as leader of the Wanderer initiates while that post is vacant. Any visitors to the temple are held at the gate until interviewed by Auda, and it is her decision whether or not they may see Morgeneth.

**Adelsa**

This shield maiden is from the unicorn tribe. She likes to fight. Her friends sometimes have to hold her back but are glad to have her behind them if they get into a fight.

**Ernyne**

A shield maiden from the unicorn tribe, and the first chosen by Morgeneth after she became high priestess. As much

as Adelsa likes to fight, Ernyne does not. When diplomacy fails, she will fight well, however, say her friends. Ernyne is a distant cousin of the present chieftainess of the unicorn tribe.

### Hareun Fairtop

The newest shield maiden is the daughter of an old Pavic friend of Morgeneth's family. After a short period in the mercenaries seeking adventure, she was recruited by Morgeneth for the cult. Hareun is the least dependable of the shield maidens.

### Walyne

A Unicorn Rider, and the only one currently at the temple, having recently arrived carrying dispatches. She is well-trusted and close to the commander of the Unicorn Riders, who uses her for special missions. She might pause if faced with a situation calling for reckless bravery.

### Balomia Firewood

An adventurous initiate from Pavis, recruited from a light cavalry company by Morgeneth. Balomia is moody and fey in battle. She is unlikely to accept surrender nor to leave an enemy until he is dead, and she has cut down surrendering individuals with a shocking bloodthirstiness belied by her clean and pretty looks.

### Ambermast

A new adventuress initiate, she is an elf from the Stinking Forest initiated into Aldrya as well. The plain greatsword her father took in single combat from a Zorak Zoran troll warrior is her great treasure; he and his daughter after him have used it to kill trolls whenever and wherever possible. Although loyal to the cult, she is not particularly loyal to this temple; she does not like Pavis (too many trolls and troll friends around) and she feels the cult here is not doing enough to get rid of them.

### Hildian

A lay member newly arrived from the unicorn tribe, she is a squire to Morgeneth. Hildian is competent when faced with familiar things, like fighting, but she is still unused to and uneasy with Pavis and the new cult surroundings. She will not show much initiative.

### Treungille Arannia

A lay member and younger son of the chief of one of the more powerful Sartarite tribes. So far he has avoided committing himself to any cult, but is an old family friend of Morgeneth's so can stay in the temple. He is a lay member. Treungille is honest, very good, and concerned to do the right thing. A pleasant young man, he will do his duty.

### Cathea Silverhair

An adventuress initiate from the party wanted by Rat. A native of Pavis, she joined the mercenaries and then Yelorna's cult with her best friend. She was one of the leaders of the group which first found the hidden Yelmalio shrine in the Rubble. Of all the members of the group, she tried to appear to get along with Rat when he "extorted" protection money from them; until her friend was killed at the shrine. Then she, and the rest of the party fled with the best of the treasures. Cathea and party have been on the move since until she was summoned to appear before the high priestess in Pavis. She uses her axe in melee, though

her cult frowns on it, and she prefers to throw javelins (with Speedart) and Demoralize. Whenever possible she starts combat by casting Coordination on herself. She is outspoken and likes to get her own way. Cathea still has the Yelmalio helm her party found in the Rubble in the Rat-sponsored expedition. She is saving it for when she makes Rune level. It is not enchanted as yet.

### Shalana the Brown

Another adventuress initiate from the party wanted by Rat. She met Cathea soon after that group arrived in Sartar and they became close friends; Shalana joined the party. Shalana joined respects Cathea's greater experience and tends to obey her orders and follow her example. She almost always has her bow in hand and will, whenever possible, use missiles, Demoralize, and Dispel Magic, rather than melee. Like Cathea, her first act is to cast Coordination.

Treungille, Cathea, and Shalana all have horses, and they and the other unicorn-mounted Yelornans usually have extra equipment and weapons with their mounts.

### Terram

The cult armorer, old Terram is a thin man with a scraggly beard and few teeth and does not look at all like an armorer. He is good, though, and had a prosperous business once, but it folded. Morgeneth, who knew him when she was young and he was a promising apprentice, rescued him from the gutter to serve her temple. That he has done so well is a mark of her force of will.

Terram is always muttering about "those blasted female fighters, should be at home married" and the like, but he will not take kindly to others saying it. He will never fight, unless forced to defend himself, but if he sees a male getting beaten by a Yelorman he will chortle gleefully (spittle coming from his mouth) and say something like "Look at the hairy-chested he-man now, getting beaten up by a little girl." Terram is totally loyal to Morgeneth and will do anything short of risking his own life to aid the cult.

### The Unicorns

Unicorns are naturally nocturnal, but those at the Yelorman temple have altered their habits to be more in keeping with those of their mistresses. Still, they often wander at night. The unicorns are not so much steeds of their riders as they are guests of the temple. There is an emotional bond between the rider and her unicorn, but this bond is much more important to the rider than to the virtually-immortal unicorn. When a unicorn dies, the rider is emotionally crushed for an extended time, but when a rider dies, the unicorn silently departs back to his former haunts. Unicorns are extremely magical creatures. Their horns have the healing power, as described in *RuneQuest*, and they can learn spells. Even their dung has healing properties. If a kilogram of fresh unicorn manure is eaten by another being, it will cure 1 hit point of damage. It will also cure a single Potency point of poison, and will add 1 to the CON of the eater for disease resistance over the next 24 hours (if the character is already infected). If a half kilogram is plastered over a hit location for a full day, it will heal a single point of damage in the hit location covered (if the location has been wounded by Blade Venom, the plaster will heal Blade Venom in preference to normal damage). After 24 hours, the dung dries up and loses all potency. When fresh, unicorn dung occurs in golf-ball sized pellets and is a gold-green in color. It smells of violets while still potent, and after drying up has a neutral smell. It tastes awful.

Unicorns privately laugh at humans because unicorn dung is good for them, but a unicorn is insulted if a rider uses dung from other than her own unicorn. The lowest-ranking initiate follows the unicorns around during the day (unicorns are not house-broken) scooping up and tagging droppings and placing it in the dunghouse. The previous day's accumulation is sold to farmers growing flowering plants, for which unicorn dung is especially good.

Unicorns are naturally solitary, forest-dwelling animals. Their life here in Prax is unnatural, and they show it to some degree, although their riders try to make their surroundings pleasant. These unicorns are a little shaggier and grayer than true forest-dwellers. They do not act in unison, but rather each makes their own decision about what is best. Unicorns are not herd animals. When several unicorns are in the yard, each is doing a separate act, and they do not normally interact.

Unicorns are able to fence with their horns. If a horn is damaged, the unicorn will normally heal it before breakage occurs. Unicorn horns can impale - if an impale occurs, the unicorn can automatically withdraw it from the wound, due to the horn's taper.

## THE YELORNANS

### ADELSA, Shield Maiden

STR 11	CON 14	SIZ 11	01-04	R LEG	6/5
INT 10	POW 15	DEX 14	05-08	L LEG	6/5
CHA 14			09-11	ABDOM	5/5
Move 8			12	CHEST	5/6
Hit Points 14			13-15	R ARM	4/4
Defense 05%			16-18	L ARM	4/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Self Bow	2/9	85%	1D6+1	35%	6
Shortsword	7	60%	1D6+1	50%	20
1H short spear	6	100%	1D6+1	90%	15
Lance	4	65%	1D10+1+2D6	55%	20
Small Shield	-	-	-	75%	8

SPELLS: Bladesharp 2, Multimissile 2, Shimmer 4, Speedart, Spirit Binding; (known by Frightful) Detect Gold, Healing 6, Lantern 2

SKILLS: Climb 50%, Hide in Cover 45%, Listen 35%, Move Quietly 45%, Ride 90%, Spot Hidden 70%, Spot Trap 50%, Track 90%

LANGUAGES: Praxian 50%, Tradetalk 40/05%

TREASURE: 25 wheels, 200 lunars, 10 clacks, armband of worked gold and silver with enamel inlay worth 503L as jewelry (also holds POW storage crystal)

MAGIC ITEMS: 10-point POW storage crystal set into precious armband, POT 15 Blade Venom antidote, POT 6 systemic poison antidote

SPIRIT: Frightful in small hawk; INT 14, POW 18

### BAROWA, Adelsa's Unicorn

STR 30	CON 13	SIZ 21	01-02	RH LEG	1/5
INT 6	POW 22	DEX 10	03-04	LH LEG	1/5
Move 12			05-07	HIND Q	2/7
Hit Points 18			08-10	FORE Q	2/7
			11-13	RF LEG	1/5
			14-16	LF LEG	1/5
			17-20	HEAD	2/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Horn	8	75%	1D10+2D6	70%	30
Trample	8	70%	4D6	-	-

SPELLS: Demoralize, Mobility, Protection 4

### MORGENETH RUNE STAR, High Priestess and Star Maiden

STR 17	CON 17	SIZ 16	01-04	R LEG	5/7
INT 15	POW 18	DEX 17	05-08	L LEG	5/7
CHA 16			09-11	ABDOM	10/7
Move 8			12	CHEST	10/8
Hit Points 19			13-15	R ARM	7/6
Defense 35%			16-18	L ARM	7/6
			19-20	HEAD	6/7

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Long Spear	3	125%	1D8+1+1D6	95%	23
2H Long Spear	2	105%	1D10+1+1D6	100%	23
Composite Bow	1/7	115%	1D8+1	55%	10
Javelin (2)	1	105%	1D10+1D3	55%	10
Large Shield	6	35%	1D8+1D6	95%	24

SPELLS: Bladesharp 3, Demoralize, Healing 6, Multimissile 4, Spirit Binding; (known by High Wing) Befuddle, Detect Gold, Dispel Magic 8, Firearrow (2), Light, Repair (2); (known by Starsilver) Countermagic 4, Detect Magic; (known by Silverclaw) Detect Silver, Detect Undead, Glamour, Parry 4; (known by Starry) Detect Life, Detect Spirit, Harmonize (2), Lantern 3, Speedart; (known by Firestar) Disruption, Ignite, Lightwall (4), Xenohealing 6; (contained in Spell Storing Crystal) Shimmer 3

RUNE MAGIC: Catseye, Discorporation, Dismiss Elemental I, Divination 5, Divine Intervention 3, Extension I, Mind Link, Reflection, Shield 4, Silver Track, Spell Teaching, Shooting Star, Star Wards 3, Summon Small Salamander; (taken from Spell Trading - all one-use only) Arrow Trance x2, Cloudclear, Sever Spirit x2

SKILLS: Camouflage 90%, Climb 100%, Evaluate Treasure 85%, First Aid 60%, Hide in Cover 115%, Jump 70%, Listen 80%, Move Quietly 95%, Oratory 90%, Ride 95%, Spot Hidden 65%, Spot Trap 90%, Swim 80%, Track 120%, Trap Set/Disarm 65%, Treat Poison 75%

LANGUAGES: Pavic 90/80%, Tradetalk 90/40%, Praxian 70%, Sartarite 55/30%, Aldryami 60/35%

TREASURE: 740 wheels, 460 lunars, 1,285 clacks, silver bracelet worth 125L, garnet worth 143L set into composite bow, iron chain hauberk, iron large shield, iron-bound long spear

MAGIC ITEMS: 3-point spell storage crystal, 11-point POW storage crystal containing spirit, 10-point POW storage crystal containing spirit, 5-point POW storage crystal containing spirit, 3-point POW storage crystal containing spirit, scroll adding +05% to Hide in Cover written in Draconic (will only work if current Hide in Cover skill is 70% or less), 2 xPOT 6 healing potions, POT 18 systemic poison antidote.

SPIRITS: Allied spirit High Wing in vrok hawk; INT 15, POW 19 / Starsilver in 11-pt crystal; INT 14, POW 13 / Silverclaw in 10-pt crystal; INT 13, POW 14 / Starry in 5-pt crystal INT 9, POW 11 / Firestar in 3-pt crystal; INT 9, POW 12

NOTES: has gained three geases from previous heroquesting: challenge all Zorak Zoran and Lunar worshipers on sight, never wear metal armor on legs, and remain celibate.

### OERTHA, Morgenth's Unicorn

STR 32	CON 14	SIZ 28	01-02	RH LEG	1/5
INT 9	POW 15	DEX 11	03-04	LH LEG	1/5
Move 12			05-07	HIND Q	2/7
Hit Points 18			08-10	FORE Q	2/7
			11-13	RF LEG	1/5
			14-16	LF LEG	1/5
			17-20	HEAD	2/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Horn*	7	90%	1D10+3D6	90%	30
Kick*	7	40%	1D8+3D6	-	-
Rear & Plunge*	7	50%	2D10+3D6	-	-
Trample*	7	75%	6D6	-	-

\* may only use one attack per round - greatly prefers Horn.

SPELLS: Ironhand 4, Mobility, Protection 4

SKILLS: Hide in Cover 60%, Move Quietly 75%

NOTE: Can heal with horn.

**HARUNE FAIRTOP, Shield Maiden**

STR 9	CON 7	SIZ 10	01-04	R LEG	2/3
INT 8	POW 13	DEX 15	05-08	L LEG	2/3
CHA 17			09-11	ABDOM	2/3
Move 8			12	CHEST	5/4
Hit Points 7			13-15	R ARM	6/2
			16-18	L ARM	6/2
			19-20	HEAD	5/3

Weapon	SR	Attk%	Damage	Parr%	Pts
1H short spear	6	95%	1D6+1	90%	15
Small Shield	-	-	-	75%	8

SPELLS: Bladesharp 2, Demoralize, Healing 2, Ignite, Xenoheal 2

SKILLS: Climb 80%, Hide in Cover 30%, Jump 55%, Listen 40%, Move Quietly 50%, Ride 80%, Spot Hidden 30%, Spot Trap 60%, Track 50%, Trap Set/Disarm 60%

LANGUAGES: Pavic 45/15%, Tradetalk 30%

TREASURE: 120L, 25C, silver bracelet worth 93L

MAGIC ITEMS: Strength potion, POT 6 healing potion, POT 15 Blade Venom antidote

**HILDIAN, Lay Member of Yelorna**

STR 15	CON 16	SIZ 12	01-04	R LEG	5/6
INT 11	POW 11	DEX 11	05-08	L LEG	5/6
CHA 13			09-11	ABDOM	4/6
Move 8			12	CHEST	5/7
Hit Points 16			13-15	R ARM	4/5
Defense 05%			16-18	L ARM	4/5
			19-20	HEAD	2/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	3	50%	1D8+1	20%	10
Shortsword	8	25%	1D6+1+1D4	25%	20
Lance	5	20%	1D10+1+3D6	20%	20

SPELLS: Multimissile 2, Shimmer 1

SKILLS: Hide in Cover 30%, Listen 25%, Ride 70%, Spot Hidden 50%, Track 55%

LANGUAGES: Praxian 55%, Trade 20%

TREASURE: 16L, 40C, silver bracelet with pretty rocks worth 5L

**MILIA, Hildian's Unicorn**

STR 32	CON 10	SIZ 23	01-02	RH LEG	1/4
INT 12	POW 21	DEX 16	03-04	LH LEG	1/4
Move 12			05-07	HIND Q	2/6
Hit Points 15			08-10	FORE Q	2/6
Defense 05%			11-13	RF LEG	1/4
			14-16	LF LEG	1/4
			17-20	HEAD	2/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Horn	5	90%	1D10+2D6	100%	30
Trample	5	80%	4D6	-	-

SPELLS: Dispel Magic 2, Ironhand 3, Mobility, Protection 3

**AUDA, Shield Maiden**

STR 13	CON 14	SIZ 14	01-04	R LEG	6/5
INT 17	POW 12	DEX 16	05-08	L LEG	6/5
CHA 16			09-11	ABDOM	4/5
Move 8			12	CHEST	4/6
Hit Points 15			13-15	R ARM	7/4
Defense 20%			16-18	L ARM	7/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	6	75%	1D6+1+1D4	55%	20
1H Long Spear	4	90%	1D8+1+1D4	70%	15
Mounted Lance	3	60%	1D10+1+3D6	40%	20
Mdm Shield	-	-	-	85%	12

SPELLS: Bladesharp 2, Demoralize, Detect Silver, Dispel Magic 2, Glamour (2), Harmonize (2), Healing 4, Ignite, Protection 1; (contained in spell storing crystal) Xenohealing 3

SKILLS: Hide in Cover 30%, Listen 50%, Move Quietly 40%, Oratory 75%, Ride 95%, Spot Hidden 30%, Spot Traps 60%

LANGUAGES: Praxian 95%, Tradetalk 60/30%

TREASURE: 465L, 235C, silver ring worth 18L

MAGIC ITEMS: 8-point POW storage crystal, 3-point spell storing crystal, POT 11 Blade Venom antidote

**BALLEN, Auda's Unicorn**

STR 32	CON 11	SIZ 25	01-02	RH LEG	1/5
INT 9	POW 17	DEX 12	03-04	LH LEG	1/5
Move 12			05-07	HIND Q	2/7
Hit Points 16			08-10	FORE Q	2/7
			11-13	RF LEG	1/5
			14-16	LF LEG	1/5
			17-20	HEAD	2/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Horn	7	70%	1D10+3D6	75%	30
Trample	7	70%	6D6	-	-

SPELLS: Demoralize, Ironhand 4, Mobility, Protection 4

**WALYNE, Unicorn Rider**

STR 9	CON 19	SIZ 12	01-04	R LEG	5/7
INT 14	POW 21	DEX 19	05-08	L LEG	5/7
CHA 13			09-11	ABDOM	2/7
Move 8			12	CHEST	3/8
Hit Points 21			13-15	R ARM	3/6
Defense 30%			16-18	L ARM	3/6
			19-20	HEAD	4/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Javelin	1	95%	1D10	40%	10
2H short spear	4	70%	1D8+1	65%	15
Shortsword	6	60%	1D6+1	55%	20

SPELLS: Demoralize, Disruption, Healing 2, Multimissile 2, Protection 1, Shimmer 4, Speedart, Xenohealing 2

SKILLS: Hide in Cover 30%, Jump 50%, Listen 60%, Move Quietly 45%, Ride 100%, Spot Hidden 65%

LANGUAGES: Praxian 85%, Tradetalk 65/25%

TREASURE: 10W, 195L, 235C, axinte stone worth 1L, star quartz worth 22L

NOTE: sworn to celibacy

**FRIDLA, Walyne's Unicorn**

STR 34	CON 16	SIZ 26	01-02	RH LEG	1/7
INT 14	POW 22	DEX 13	03-04	LH LEG	1/7
Move 12			05-07	HIND Q	2/9
Hit Points 22			08-10	FORE Q	2/9
Defense 15%			11-13	RF LEG	1/7
			14-16	LF LEG	1/7
			17-20	HEAD	2/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Horn	6	95%	1D10+3D6	95%	30
Trample	6	90%	6D6	-	-

SPELLS: Countermagic 2, Dispel Magic 2, Ironhand 4, Light, Mobility, Protection 4

**AMBERMAST, Elf Wander initiate of Yelorna and Aldrya**

STR 14	CON 15	SIZ 8	01-04	R LEG	5/5
INT 17	POW 12	DEX 18	05-08	L LEG	5/5
CHA 9			09-11	ABDOM	5/5
Move 9			12	CHEST	5/6
Hit Points 14			13-15	R ARM	6/4
Defense 30%			16-18	L ARM	6/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Elf Bow	1/7	80%	1D8+1	40%	10
Greatsword	4	75%	2D8	85%	15

SPELLS: Bladesharp 1, Countermagic 1, Demoralize, Detect Gold, Food Song, Healing 6, Multimissile 3, Protection 2, Speedart

SKILLS: Climb 60%, Hide in Cover 75%, Listen 60%, Move Quietly 75%, Spot Hidden 65%, Track 50%

LANGUAGES: Aldryami 95/49%, Tradetalk 60/30%

TREASURE: 10W, 90L, 230C

MAGIC: Elf Bow with POW storage of 13 points, wand holding Detect Silver matrix, scroll giving +15% in Lockpicking written in Earthtongue

**CATHEA SILVERHAIR, Wanderer initiate**

STR 15	CON 15	SIZ 8	01-04	R LEG	7/5
INT 14	POW 16	DEX 13	05-08	L LEG	7/5
CHA 11			09-11	ABDOM	7/5
Move 8			12	CHEST	7/6
Hit Points 14			13-15	R ARM	7/4
Defense 15%			16-18	L ARM	7/4
			19-20	HEAD	6/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Javelin	2	60%	1D10+1D2	25%	10
Battle Axe	7	70%	1D8+2+1D4	70%	15
Small Shield	-	-	-	40%	8

SPELLS: Bladesharp 1, Coordination (2), Demoralize, Detect Silver, Glue 1, Healing 5, Light, Silence, Speedart; (not currently in mind) Food Song, Repair (2)

RUNE MAGIC: Shooting Star x 2 (one-use only)

SKILLS: Hide in Cover 70%, Listen 30%, Move Quietly 35%, Ride 50%, Spot Hidden 60%

LANGUAGES: Pavic 70/25%, Tradetalk 50%

TREASURE: has saved up 7,550 lunars

MAGIC ITEMS: 11-point POW storage crystal, POT 10 spider venom antidote, POT 10 manticores venom antidote, the Yelmalo Helm (described later)

**BALOMIA FIREWOOD, Wanderer initiate**

STR 17	CON 15	SIZ 15	01-04	R LEG	5/6
INT 16	POW 16	DEX 17	05-08	L LEG	5/6
CHA 15			09-11	ABDOM	6/6
Move 8			12	CHEST	4/7
Hit Points 16			13-15	R ARM	4/5
Defense 20%			16-18	L ARM	4/5
			19-20	HEAD	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	1/7	50%	1D8+1	30%	10
Shortsword	5	70%	1D6+1+1D4	65%	20
Large Shield	-	-	-	45%	16

SPELLS: Bladesharp 1, Detect Silver, Healing 2, Light, Multimissile 3, Protection 1, Shimmer 1, Speedart, Xenohealing 2

RUNE MAGIC: Shooting Star (one-use only)

SKILLS: Hide in Cover 45%, Listen 40%, Move Quietly 20%, Ride 100%, Spot Hidden 60%, Spot Traps 55%

LANGUAGES: Pavic 85/35%, Tradetalk 55/15%

TREASURE: 10W, 400L, 80C, silver bracelet worth 65L

**SHALANA THE BROWN, Wanderer initiate, Aldrya lay member**

STR 18	CON 14	SIZ 14	01-04	R LEG	7/5
INT 15	POW 15	DEX 14	05-08	L LEG	7/5
CHA 11			09-11	ABDOM	7/5
Move 8			12	CHEST	7/6
Hit Points 15			13-15	R ARM	7/4
Defense 10%			16-18	L ARM	7/4
			19-20	HEAD	6/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Javelin (2)	2	75%	1D10+1D2	30%	10
Thrown Dagger (4)	2/9	40%	1D4+1D2	35%	12
Bastard Sword	6	60%	1D10+1+1D4	50%	20
Small Shield	-	-	-	40%	8

SPELLS: Bladesharp 2, Coordination (2), Demoralize, Detect Magic, Detect Life, Dispel Magic 2, Healing 4, Speedart, Xenohealing 1; (not currently in mind) Detect Traps (2), Food Song, Light, Protection 1

RUNE MAGIC: Shooting Star x 3, Star Wards (both one-use only)

SKILLS: Hide in Cover 55%, Listen 30%, Move Quietly 30%, Ride 55%, Spot Hidden 35%, Track 65%

LANGUAGES: Sartarite 75/20%, Tradetalk 50/20%

TREASURE: has saved 6,560 lunars

MAGIC: 3 x Demoralize potions, 2 x Speedart potions, POT 10 manticores venom antidote

**TREUNGILLE ARANNIA, Male Lay Member**

STR 15	CON 11	SIZ 15	01-04	R LEG	5/4
INT 9	POW 13	DEX 11	05-08	L LEG	5/4
CHA 20			09-11	ABDOM	7/4
Move 8			12	CHEST	5/5
Hit Points 12			13-15	R ARM	4/3
Defense 00%			16-18	L ARM	4/3
			19-20	HEAD	5/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	6	55%	1D10+1+1D4	50%	20
Composite Bow	3/11	25%	1D8+1	20%	10
Mdm Shield	-	-	-	30%	12

SPELLS: Demoralize, Healing 1, Multimissile 1, Speedart, Xenohealing 2

SKILLS: Hide in Cover 30%, Listen 25%, Ride 80%, Spot Hidden 30%, Track 55%

LANGUAGES: Sartarite 45/10%, Tradetalk 45%

TREASURE: 1W, 230L, 100C

MAGIC: POT 6 healing potion

**TERRAM, Smith**

STR 12	CON 12	SIZ 11	01-04	R LEG	0/4
INT 8	POW 10	DEX 10	05-08	L LEG	0/4
CHA 7			09-11	ABDOM	1/4
Move 7 (lame)			12	CHEST	1/5
Hit Points 12			13-15	R ARM	0/3
Defense 00%			16-18	L ARM	0/3
			19-20	HEAD	0/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Hammer	8	50%	1D6+2	50%	20

SPELLS: Detect Silver, Extinguish (2), Glue 2, Ignite, Repair (2)

SKILLS: Armor Making 85%, Shield Making 90%, Weapon Making 90%, Listen 40%, Spot Hidden 05%

**YELMALIO HELM**

**DESCRIPTION:** A solid gold full helm engraved with Yelmalio holy symbols; worth 9 points of armor and 2 ENC.

**CULTS:** Associated -- Yelmalio

Friendly — Other sun cults

Hostile — Darkness cults and enemies of Yelmalio

**KNOWLEDGE:** Automatic, famous, few

**HISTORY:** Only a few of these exist. Evidently they were worn by Golden Age warriors of Yelmalio.

**PROCEDURE:** These helms are not made anymore, but heroquesting trips to the Golden Age could obtain one.

**POWERS:** The helm fits any being from SIZ 8-18 that puts it on and, if attuned like other Rune-metal armor will act as 9 points of armor with 2 ENC. It also serves as a Lightwall matrix, but it takes no concentration or time to cast the spell — at any time desired, even in the midst of combat, and without missing a stride, the user may expend 4 points of Power and have the Lightwall effect appear. The Lightwall will last for 10 rounds, and may be extended with the appropriate Rune spells. It is even possible to cast the Lightwall spell at the same time that other spells are being cast.

**VALUE:** 2000L: melted down, 8000L worth in training or spell teaching at any Sun cult.

**RUMORS:** The belief among the uninformed that one of these helmets represents the actual helm of Yelmalio has led to the superstitions that they make the head invulnerable, add power, or permit casting of a Rune spell (usually Sun spear) possible — all the owner has to do is put more power into it or sacrifice more power to it.

**ERNYNE, Shield Maiden**

STR 13	CON 13	SIZ 13	01-04	R LEG	6/5
INT 9	POW 9	DEX 14	05-08	L LEG	6/5
CHA 10			09-11	ABDOM	5/5
Move 8			12	CHEST	5/6
Hit Points 14			13-15	R ARM	4/4
Defense 05%			16-18	L ARM	4/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	2/9	75%	1D8+1	30%	10
Shortsword	7	85%	1D6+1+1D4	75%	20
1H Long Spear	5	90%	1D8+1+1D4	80%	15
Lance	4	70%	1D10+1+1D4	60%	20
Mdm Shield	—	—	—	75%	12

**SPELLS:** Bladesharp 2, Healing 3, Shimmer 2, Speedart

**RUNE MAGIC:** Shooting Star x 4 (one-use only)

**SKILLS:** Hide in Cover 30%, Jump 50%, Listen 55%, Move Quietly 35%, Ride 75%, Spot Hidden 80%, Spot Traps 60%, Track 80%

**LANGUAGES:** Praxian 45%, Tradetalk 40%

**TREASURE:** 15 wheels, 220 lunars, 225 clacks, silver ring with bloodstone worth 10L.

**MAGIC ITEMS:** POT 7 Blade Venom antidote, POT 20 systemic poison antidote.

**UNWEN, Ernyne's Unicorn**

STR 31	CON 15	SIZ 27	01-02	RH LEG	1/6
INT 12	POW 21	DEX 13	03-04	LH LEG	1/6
Move 12			05-07	HIND Q	2/8
Hit Points 21			08-10	FORE Q	2/8
			11-13	RF LEG	1/6
			14-16	LF LEG	1/6
			17-20	HEAD	2/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Horn	6	85%	1D10+3D6	—	30
Trample	6	80%	6D6	—	—

**SPELLS:** Detect Enemies, Dispel Magic 2, Ironhand 4, Mobility, Protection 4

**FURTHER POSSIBLE SCENARIOS FOR USE WITH THE YELORNA TEMPLE AND PERSONNEL**

*The player-characters could be hired to:*

1. Attack the Yelorna party searching for the manuscript desired by Morgeneth on Yelmalio Hill, because the first attack on the temple was a failure and the Yelornans now have Cathea and Shalana as guides.

2. Attack the Yelornan party in the Rubble to obtain their manuscript, in hopes of either selling it to the Yelornans or using it to trade for something valuable.

3. Search for the manuscript in hopes of finding it before the Yelornans.

4. Have the player-characters find the manuscript by accident before the Yelornans do, perhaps as part of a treasure found in the Puzzle Canal or Gryphon Gate. Rat will hear of the discovery and know its value to Morgeneth. He will pay up to 3000L for it, but his initial offer will be no more than 100L. The Yelornans, meanwhile, will be hunting for the party.

5. Hired by Rat to guard Cathea and Shalana, who have already been kidnapped by others.

6. The player-characters could be hired by the Yelornans to search for the manuscript because the Yelornans could not find it, or because the manuscript is deep in an area they cannot penetrate (such as the troll lands).

7. Have the player-characters find the manuscript, and let the Yelornans offer them up to 6000L worth of training for it. They will not know it has been found until someone tells them, as they do not have Rat's information network.

8. Try to get information to the Yelornans about someone else that now owns the manuscript.

9. Try to keep a spy from telling the Yelornans that the player-characters have found the manuscript.

10. Rescue a kidnapped Cathea and Shalana.

11. Track down the perpetrators of the attack on the Yelorna temple, and perhaps get to Gimjim or Rat himself.

12. Attack the Yelornan search party looking for the manuscript (unknownst to the player-characters) and perhaps end up with the manuscript as part of the loot.

13. Be part of a party ambushed by Yelornans in revenge for some previous slight or raid.

14. Try to hunt down Rat to keep him from hounding the Yelornans.

15. Try to hunt down Gimjim to stop his depredations on the Yelorna temple.

In any of the scenarios involving a search for the manuscript, the referee should place it in an out-of-the-way place, in a once built-up section of the Rubble. Yelmalio Hill is ideal. Any beings there should only have arrived in the last few seasons, or have been there for decades (like undead). In a Pavis campaign, the referee should keep in mind the continuing Lunar and Pavis city attempts to find a good excuse to close the Yelorna temple, and the Yelornans' attempts to keep it open without betraying their principles.



# The Devil's Playground



## 1. THE PAVIS CULT PRIEST

### Gamemaster Summary

The party is summoned to the Pavis temple, where Fleeter Nemm, a Pavis priest, convinces the party to investigate the Devil's Playground, ostensibly to search for a rumored treasure, but also to keep eyes open for information that Nemm would be eager to buy.

### Setting

The adventurers receive a message from an unnamed source, requesting a meeting at the Pavis temple. With the message come five shiny, newly-minted wheels. When the party arrives at the temple, they are ushered into the office of Fleeter Nemm, a Pavis cult priest active in the politics of New Pavis. Nemm cordially invites the party to be comfortable, and offers them refreshment. After a few pleasanties, he comes to the point.

He has been impressed by the party's activities. He believes the adventurers are the ones he wants to take care of a little matter. He pulls a map of the Rubble from his desk and points to the Devil's Playground. The Devil's Playground is a rather unpleasant place, surrounded by all kinds of legends and rumors. He is interested in a particular rumor concerning secret entrances to vast underground systems of tunnels and caves. He asks the party if they might be interested in undertaking a little research expedition into the Playground if there were a significant treasure involved. But, he assures the party that treasure is really secondary, since he is willing to pay handsomely for their labor, whether or not they find treasure. In his business, he says, currency is information, and he'll pay plenty for that commodity.

If the party hesitates or resists the offer, Nemm will employ friendly coercion, reminding the player-characters that it can be difficult for foreigners in Pavis, and that it is good to have a friend well-situated politically; conversely, he will suggest how uncomfortable it might be to have an enemy in high places. Nemm will be polite and urbane, but the threat is clear: if the party won't play ball with him, their life could become much harsher.

Once the party has tentatively agreed, Nemm will discuss terms. He is paying 200L as expenses to each party member. He will pay bonuses for successful discovery and exploration of any secret entrances to the underground areas, and bonuses for random information the party finds that interests him. The party will probably want specific guidelines about Nemm's particular interests, but Nemm insists that the party will know when they have found something of value to him, and will say no more.

At some point party members should wonder where they are going to get the information they need to find secret entrances to the underground Devil's Playground, presuming that there is an underground.

In Pavis? From the Grey Sages, of course, Nemm will reply, adding that Irrippi Ontor has a fairly good library, and several other temples keep adequate records, but Lhankor Mhy has the most detailed records concerning the Rubble, and these records are constantly updated and

reviewed. Lhankor Mhy is also the most expensive, but they give good value for their fees.

He takes a package from his desk. Inside, the adventurers find 200 lunars apiece, and a set of guild hall seals which may be used to establish a line of credit at almost any temple in Pavis. The guild seals are to be used to pay for research done before the expedition begins. Guild seals are being used instead of Fleeter Nemm's personal account, because the Pavis cult wishes to keep its anonymity in this action. The guild seals will be good for up to 1000L worth of temple research. If more is needed, it will be forthcoming if the adventurers can bring concrete evidence of successful research to Nemm. A report of the researches must be made before the party enters the Rubble and braves the Devil's Playground.

Nemm reminds them of the solemn and resolute offices of justice in Pavis, and of his extensive network of informants in the city. If the player-characters abscond, they must run hard and fast with an eye to their rear, for he will relentlessly pursue them throughout Prax if they betray him.

As the door to Nemm's office closes, one of the party members might well observe, "I personally will be satisfied if I live to see the day where I might be able to say of him, 'That man, at least, was not the cause of my death.' It would be nice, though, if there really was a treasure."

### The Gossip

The Devil's Playground is a harmless, worthless, unpleasant, perilous tangle of strange shrubs and trees in the center of the Rubble. It is a popular target for young or inexperienced adventurers. It seems to be relatively safe during the day, if uncomfortable, since it is an almost impenetrable mass of weeds and undergrowth, alive with stinging insects and innumerable pests. Night however, is a different story. Parties entering the Playground have disappeared and never been heard of again. Trolls raid the area from time to time, but it is unknown what they seek or whether they succeed. There is a persistent mention of a connection of the Playground with chaos.

There is also a persistent rumor of treasure, varying from reports of ancient wealth to marvelous magics; on the other hand, personal accounts attest to a complete absence of treasure there, other than what is lifted from idiots who go there. Sometimes naive adventurers wander into the area and come back empty-handed and bare-backed screeching of terrible and mysterious ambushes. Thieves sometimes prey on those going to that area. In general, the more knowledgeable consider the area to be of little importance for a treasure hunter, and they suspect the fates of the night-time adventurers to be linked to ambush and experienced thugs. Nonetheless, there is an acknowledged air of mystery about the area, and an undercurrent of superstition about any perils lurking there. Sometimes the assurances of the Playground's safety have a frenetic quality, as if the informant were trying to reassure himself as much as the party.



## Temple Records

In old Pavis' days of prosperity, the Devil's Playground had been a simple market. After the fall of Pavis various chaos cults were established there, including temples to Malia, Thed, Bagog, and Cacodemon, and minor temples to other chaos gods. Those humans who wanted chaos mercenaries could find them there. A few humans were desperate or bold enough to seek such sword-wielders, but fewer still successfully obtained them. Enough recruiters returned alive and sane to encourage such practices.

Most of the weed-covered ruins of the Playground surface are unremarkable, dating from the Closed City period, when most of the important constructions were done underground. Such underground constructions may have prompted the rumors of caverns beneath the area. In other neighborhoods, many of the underground areas were sealed or destroyed. It is speculated that the Devil's Playground escaped such destruction. It is also speculated that during the Dragonewt's Dream, the rebuilding of the Pavis dragonewt temple nearby may have entailed potent magic which affected the area — but the chaos existed at the site long before the dragonewts arrived.

Recent and reliable daytime expeditions to the Playground unanimously conclude that there is currently nothing remarkable about the area, save for its peculiar plants and abundant biting insects. The plants are diseased mutations of well-known species; the insects' ferocity is unusual, and they, too, are distorted and deformed. The cause of such concentrated mutation is unknown. Such variation naturally could be attributed to the forces of chaos. Most normal birds and animals shun the area for no obvious reason. There is nothing overtly ominous in the area during the daylight hours, though it is certainly possible that bandits could inhabit the locale during the night.

Two temples, Lhankor Mhy and Yelmatio, have information specific to this particular scenario. Lhankor Mhy has the general information and the staff to interpret it, but lacks names and records adequate to currently locate important individuals. The Sun Dome temple has the specific and detailed records pertinent to the scenario, but the staff is insufficiently organized or educated to locate or interpret it. The party must use both sources to obtain the information they need to complete this scenario.

If a Yelmatio cultist is among the party, and if the party inquires at the Sun Dome temple, the head priest will recall an expedition into the Devil's Playground mounted by a Taleo Lumine, then an initiate of the cult. Lumine is said to have discovered a secret entrance to underground passages beneath the Playground and was given leave by his superiors to outfit a small party to investigate it. A single survivor was discovered the next day, begging for help to save the rest of the party, which was evidently lost and besieged beneath the surface. The survivor was almost incoherent, and could not find the hidden entrance to the underground when a group of Yelmatio warriors went with him to rescue the explorers. Thorough search of the area by the Light Sons (Yelmatio worshipers) revealed no evidence of the party. The survivor was struck with mysterious diseases, which supported his claim that he was attacked by broods. The Chalana Arroy tended him for a long time, and then he simply disappeared. The priest cannot recall the name of the survivor, nor can he recall the date of the expedition and attempted rescue, and search as he might throughout the temple's records he cannot find the specific written accounts of the expedition or of the subsequent search for Lumine and his group. The Yelmatio priest recalls that they were presumed dead and that the incident was closed.

Lhankor Mhy temple records contain a specific reference to a Yelmatio-lead expedition into the playground that supposedly gained entrance to underground chambers but was, with the exception of a single survivor, wiped out by unknown attackers. If the party pays the Lhankor Mhy membership fee then it will take two or three weeks to find this out. If a member of the party is an experienced scholar, then it will take him or her only one week to discover this information.

If the temple staff is hired to do searching, information can be obtained from private libraries not available to laymen. This information includes the specific names of all the members of the Yelmatio party and the specific date of the Devil's Playground expedition. This information should probably not be obtainable from Lhankor Mhy until the party has gone to the Yelmatio priest and learned facts from him, such as the name of Taleo Lumine. The Lhankor Mhy research will then reveal the fact that a Taleo Lumine had claimed to have discovered a secret entrance concealed by some kind of Warding, and that he had found a way to neutralize that Warding. With this information (precise dates and names of all the party), the party can go to the Yelmatio temple and enable the staff to retrieve the specific temple reports on the events surrounding the ill-fated expedition, which specifically names one Oakly Gauntest as the survivor of the expedition. Gauntest is described as having lived in Badside all his life, and as having been suspected of having been a secret Nysalor illuminate in addition to having been an Orlanth cultist. The malady that crippled Gauntest is listed as joint rot. Using these hints, the party should be able to locate Gauntest, who now lives as a beggar in Badside. His name is familiar there, though all dismiss him as an old lunatic who raves endlessly about virtuous living in sight of the gods and of nameless horrors of chaos lurking in the eternal darkness.

## 2. THE CRIPPLED ADVENTURER

### Referee's Summary

The party seeks out the crippled adventurer, Oakly Gauntest. He relates his adventure in the Devil's Playground, and directs the party to find Taleo Lumine, the leader of the earlier Devil's Playground venture, and to deliver to him a verse meant for Taleo's ears only. This verse is supposed to provide some important information for Lumine and also to encourage him to tell to the party the secret of access to the caverns beneath the Playground.

### Setting

The party will inquire after Gauntest in the alleys and filth of Badside, and discover him living in a grim shack on the outskirts of town. The shack is a pathetic mixture of older stone ruins and discarded timber and rubbish. Inside the shack Gauntest lurks in the darkness, his twisted limbs curled and nested about him like branches too warped for firewood.

### The Action

Gauntest is at least partially mad. Much of his chatter consists of relentless homilies about always repaying debts and always honoring an oath. His gesturing hands scuttle about like small alien creatures. He will rattle on vacantly until the party mentions Nysalor, riddles, or Taleo Lumine; when they do, he will suddenly become quiet and tranquil. Gauntest's experiences have left him insane, yet a portion of his personality survived intact — his formerly secret identity as a Nysalor person. The abstract, detached philosophy of the Nysalor Illuminated enabled Gauntest to

maintain precarious lucidity in a part of his divided personality, while the majority is no longer rational or normally functional. Given the right stimulus, Gauntest has short periods of extreme clarity, after which he lapses into his defective primary personality. His Nysalor personality is weak-willed and content not to emerge, and will retreat for increasingly longer periods of time the more it is called forth. On the other hand, the powerful lunatic personality seems obsessed with communicating its message about the sanctity of oaths and honor, perhaps attempting to atone for leaving behind the rest of the party in the caverns beneath the Playground.

When the Nysalor portion of Gauntest is activated, in a shocking contrast to his former agitation, Gauntest will clearly and forcefully deliver one of the accompanying Nysalor riddles and tranquilly await a response from the party members. If the party is inclined to puzzle out riddles, let them; otherwise, roll against the percentage a given character has in the skill appropriate to the Nysalor riddle. If the roll is successful, the player-character will find himself mysteriously responding with the appropriate answer. The character has proceeded a step towards Illumination, as described in *Cults of Terror*.

#### Some Nysalor Riddles

"It is like getting a man out of a thousand-span deep well without a scrap of rope." (The answer is "death," which removes the man from the well surely enough.) [*Climbing skill*]

"What is in my pocket?" (The answer is simply to reach inside his pocket and look. Nothing is in his pocket; therefore an enlightened answer would be, "Nothing yet, or anymore." or "The same thing that is in your mind, master.") [*Spot Hidden skill*]

"How may one retrieve a stone from the depths of the sea without getting his sleeve wet?" ("Come back when the sea is gone." is the best answer, but also acceptable is "take off the shirt.") [*Swim skill*]

"Where does the fire go when I put it out." ("Into my hands and mind where I store it for tomorrow," or "it goes to rest in its bed, the wood.") [*Firemaking skill*]

Gauntest will ask each of his four riddles in turn until a character answers one of them successfully. Once this is done, Gauntest, seemingly another person altogether, coherently relates the story of his descent into the caverns beneath the Devil's Playground.

As a youthful Orlanthi, he joined a party organized by Taleo Lumine, then a Yelmalio initiate. Taleo declared that he had discovered an entrance to the caverns beneath Devil's Playground; all were openly skeptical, but Gauntest hired on since there was a likelihood of ample plunder to be had on this adventure into the Rubble. Sure enough, Lumine had learned the secret of the entrance, which was a complex ritual involving a set of four great wands elaborately carved with unfamiliar Runes. They entered the passage on a dark and moonless night. Gauntest has no idea how to find his way back to the spot. The moment they descended, they noticed their torches were dimming. Some suggested going back for lanterns, but Taleo foolishly was in a hurry

to confront the forces defending the caverns. The band was upset by his lack of leadership, and the torches kept growing dimmer. When they started having to use Light and Lantern spells, they were terrified. Suddenly there was confusion and screaming, and all around them danced a horde of foul broods and other creatures. Gauntest was at the back of the party, and he immediately ran. He is not proud of his actions, but he would not do it differently if he had it to do again.

Gauntest did not escape unscathed. As he fled, three monstrous broods blocked his way. In a fierce and desperate melee he dispatched one, wounded another, and fought past the third, but each had clawed and bitten him. As he emerged into the clear air of the evening, he only thought to get to a temple as quickly as possible to bring help. But he passed out on the way back to New Pavis. When he woke, the sky was bright. He ran to the Yelmalio temple and told what had happened, and they immediately dispatched 20 armed rescuers and sent us back, but Gauntest could find no trace of the entrance. No others seemed to have escaped, and he long believed himself to be the sole survivor.

He did not escape joint rot, as the adventurers see by his withered arm. Perhaps, he suggests, "Orlanth has bidden me to reflect on the value of keeping my word and repaying my debts."

Just this last year, however, he has heard that, in the Sun Dome temple down the River of Cradles, there is a Yelmalio priest who was called Lumine. Gauntest does not know if this Lumine is the same one, but the adventurers' appearance convinces him that the knowledge is not coincidence.

A riddle has come to him which he believes is meant for Taleo's hearing. It arrived with the injunction that the riddle may be spoken directly to and only to Taleo Lumine. If the adventurers will go to Taleo, he must give them this riddle, but they must swear an oath to speak it to no other soul than Taleo Lumine.

*Where lies the flesh of the Devil,  
The foulest part of all,  
That sees through the flesh of every evil,  
And watches through the parting pall?*

Once the party knows where to look for Taleo Lumine, and has received the riddle, they are ready to leave for that Sun Dome temple. However, it may occur to the party to encourage Oakly Gauntest to join the group, and to possibly get his joint rot cured, or to give him the chance to redeem himself for his misdeed. Gauntest would require some extremely powerful healing to twist his misshapen bones back into a semblance of humanity. If the party is wealthy, they may have Gauntest cured (a process taking at least a year to completion) at a Chalana Arroy temple; if he comes with them, the party will have to contrive some way to travel with a cripple. Gauntest will be of little practical help, but much honor could be won by assisting him to set straight his accounts with his god. It also might be interesting to have a non-player-character Nysalor Illuminate along.

Gauntest's characteristics are given at the end of part 4.

### 3. THE SUN DOME TEMPLE AND TALEO LUMINE

#### Referee's Summary

The party journeys down the River of Cradles to the Sun Dome temple. Here they discover that Lumine is a retired priest living in sacred seclusion from the rest of the world.

The party must puzzle out how to deliver the riddle to Lumine without transgressing cult strictures, and then must convince him to assist them in finding the entrance to the caverns beneath the Devil's Playground.

## Setting

The Sun Dome temple is a sprawling group of structures by a tributary stream to the River of Cradles. The guards, initiates, priests, and lords are very formal, almost hostile. They suspect and distrust the party; the visitors are plainly unwelcome, and they will cooperate only grudgingly, particularly if the party members are careless enough to permit cult differences to surface.

## The Action

The party will be met at the gate by guards, who will direct them to wait outside for a response. Thirty minutes later a guard will return accompanied by an initiate, Sporrán Dow, who is a minor official. He is in charge of certain administrative functions at the temple and responsible for all contacts with the outside world. He is none too cordial; the party will have to use charm and reputation to earn the respect of this unlikable character. The dialog below is an example:

*PARTY MEMBER:* We've come seeking Taleo Lumine.

*DOW:* Why do you seek him here?

*PARTY MEMBER:* We have heard a rumor that he might live here.

*DOW:* Well, the rumor is false. Now you can leave.

*PARTY MEMBER:* But are you sure there is no one here by that name?

*DOW:* What? Do you think me inane or deaf? Or a liar? I have said there is no Lumine here.

*PARTY MEMBER:* Excuse me, sir, this is a matter of great moment. We do not mean to suggest that you are at fault, but it is possible that names are changed, or that such a person lived here once, and that you might have information about where he has gone. I beg you, this matter deserves the attention of all who would strike at chaos.

*DOW:* Ah, brave chaos fighters, eh? And you wish to tell me that your motley band is likely to strike a mighty blow against the powerful forces of chaos if only I will help you in this matter? Pardon me if I am not impressed.

Dow indeed does not know of anyone named Lumine, nor will he recognize the story of the initiate who led a party into the Devil's Playground, but if the party can impress him with their worthiness and the seriousness of their request, he will consult older initiates or priests who would recognize the name and story. The party may best prove its worthiness by refusing to take backtalk from Dow, and it may be necessary for a Humakti or other warrior to challenge a Yelmatio mercenary to a ritual combat (probably only to first blood) in order to prove the seriousness of the issue and the worthiness of the party members.

When Dow checks with the oldsters, he will discover that Lumine was the former name of a Light Son who changed his name for shame, yet later distinguished himself by long and dedicated service, and who now lives in a tower outside the northern wall of the temple. Dow will inform the party that it is impossible that they be permitted to speak with Lumine, because only Light Priests are allowed into the tower and only Light Priests can talk to the priests therein. The party should realize that they are bound by oath to reveal their message only to Taleo. There are a number of

ways to resolve this dilemma — for example, Mindspeech could be used, or the priests might determine through Divination (paid for by the party, naturally) that an exception was necessary, or some use of Divine Intervention might solve the problem. If the party persists, they should be able to communicate their message to Taleo. Inside his tower, Taleo will then seek divine guidance, and Yelmatio will give a sign that Taleo must abandon his hermitage to bring the party to the entrance of the underground passages so that the job Taleo left undone may be essayed by the intrepid adventurers. Taleo will then emerge from his tower, an old man, still retaining the frame of a great adventurer, but with atrophied muscles and eyes sightless from long staring at the sun.

Taleo will tell the party the story of his first trip to the Devil's Playground. As a young initiate, he received direction from his Light Priest to seek out the chaos power in the Devil's Playground hinted at in old tales and verses. Lumine gathered a mixed group of Yelmatio warriors and adventurers in order to have a broad range in ability and flexibility in facing the unknown. Using a ritual of ward-breaking and detection mentioned in a Yelmatio cult text, Taleo found and opened the path to the underground. Blindly faithful to the orders of his Light Priest, he pushed his party too far underground in search of the source of chaos, even as it became clear that the group might not have the necessary strength to escape.

When the party was ambushed, Taleo sought to rally and organize a retreat, but the broos knew the caverns, while the intruding party was hampered by darkness and disoriented by the numerous passages. In time, Taleo found himself alone in the blackness. Finally knocked unconscious and taken captive, he never saw a light in all his captivity, existing in a black sea of evil odors and horrible sounds. He ate what he was fed, though he has often wished to forget what it was he devoured. He was dragged from place to place and chained for days at a time. He heard distant mumbled chants never resolving into intelligible speech. He felt the scuttling of tiny wildlife all over his body, and felt wet foul things that made themselves most intimate with his body and bodily orifices. He gratefully went insane. Sometime in his insanity he managed to escape. When he first recognized himself, and began to recall his identity, five years had passed, mostly without trace. He made his way to the Yelmatio temple in Sun County more by instinct than by intent. There he was recognized and nursed to comparative health. Shamed, he abandoned his old identity and took another name, Dark Anotia, building a new life of devotion and hermitage, culminating in his final monklike existence in a cell worshipping the Sun.

Taleo will assist the party now, forsaking his tower, because his god has directed him to do so, but he also feels a growing desire to return to the unfinished business of the Devil's Playground. If possible, he wishes to retrieve the bones and personal effects of the party members who died; he hopes at least to avenge their deaths. This is not only a holy mission, but a personal mission of revenge and atonement for Taleo Lumine.

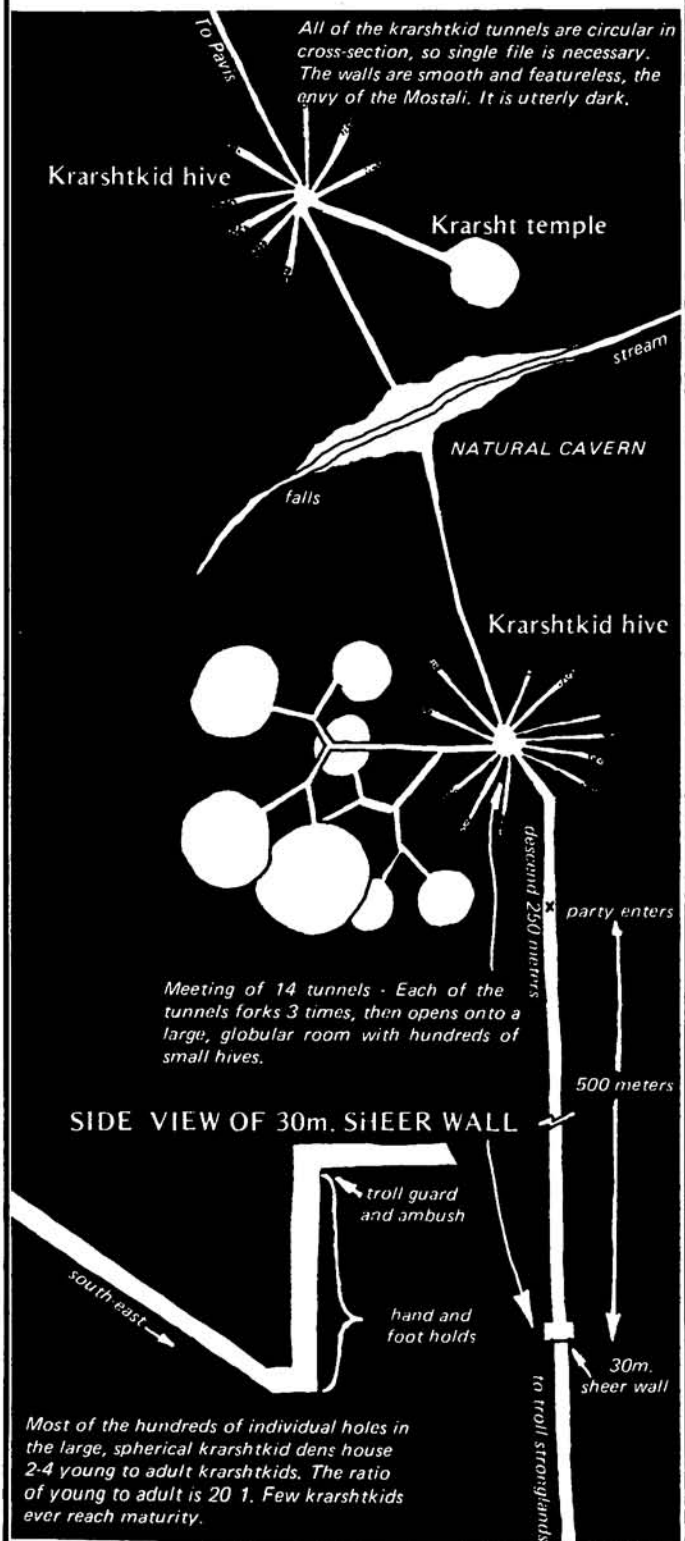
Taleo Lumine's characteristics are given at the end of part 4.

## 4. THE DEVIL'S PLAYGROUND

### Referee's Summary

The party obtains entrance into the caverns beneath the Playground, the outer layers of which are discovered to

## Diagram of a Krarshtkid Complex



have been created by krarshtkids. The party discovers a shrine of Krarsh and storerooms where cultists conceal blackmarket goods and stolen treasures. The valuables are protected by undead, which suggests the presence of the cult of Vivamort, and trolls are encountered, suggesting a secret alliance of evil renegade trolls with the forces of chaos. The party attempts to destroy the Krarsh temple and to bear away the treasures concealed underground. They fight their way back to the surface past krarshtkids and broos who seem to have cross-bred with the krarshtkids.

### Setting

The Devil's Playground is filled with low ruins, overgrown by shrubs and small trees. The growth is vigorous and dense, but unusually twisted and diseased-looking, with great bolls and knobs along atypically thick and gnarled branches. The leaves are of many colors, and of all different sizes and shapes. The air is filled with insects all year round, attracted by the large white bulbous fruit of a low vine that rots in the heat, providing a feast for insects and a nauseating odor for visitors. There is little evidence of animal paths or traffic through the area, which is uncomfortably quiet except for the continual buzzing of the annoying bugs.

### Action

Blind Taleo tells the party to seek for a great tree growing near the center of the playground. Of enormous girth, the tree is stunted and warped like all the other growth in the area. At the foot of the tree is what appears to have been a stone fish pool nestled among the roots. Here Taleo draws four short dark wooden wands from under his cloak and sets them in the four depressions at the four corners of the pool. Then he draws out a small carved crystal and begins chanting in Firespeech. The area within the wands grows dark, as though in shadow, until the space is pitch black.

Taleo directs the party to descend a set of steps they can feel through the darkness, even though they will discover that neither their torches nor magic light will illuminate the area. The party descends about 5m and discovers that the torches are working again, though they are attenuated and flicker dimly. They are in a tunnel, 3m round in cross section, leading off the north-west and southeast, steeply descending in either direction.

Taleo follows bearing the four wands, explaining that the portal will stay open for a full day, as far as he knows.

The party can choose either to go east or west along the tunnel.

**TO THE EAST** The tunnel descends steeply for about 500m, then ends in a solid wall. Above them the ceiling rises about 30m into the darkness, beyond the reach of the party's lights. In the wall in front of them the adventurers discover crude foot and handholds leading up into the darkness.

Above the party the tunnel continues. Here a group of dark trolls wait, guarding the underground approach to the Troll Stronglands against any incursion by forces of chaos. The trolls will attack without hesitation as soon as the party can be heard climbing the wall. Trolls will drop rocks on climbers and wait at the top to bash defenseless characters as they reach the upper level. The party could conceivably convince the trolls to discontinue the barrage if they can demonstrate that they are not chaos filth, but are actually troll friends. In any case, the trolls will not allow the party to leave in peace without getting some bribe. They will not allow access to the Troll Stronglands from this tunnel. The trolls are strong enough to make it hard to

punch through them or to sneak around them, but if the party manages this, the gamemaster should be prepared to have the party emerge into a network of troll tunnels after about a kilometer of walking. This tunnel is used for chaos raids fairly frequently, and guard duty here is extremely dangerous — often assigned as punishment.

If the party questions the trolls about the tunnel and its denizens, they will mention revolting hybrid broods and nasty large scuttling things like giant crabs, and they will also mention rumors of other nightmares, though they will acknowledge that they have not personally encountered such — perhaps other parties of troll watchmen that disappeared without trace encountered such beings?

**TO THE WEST:** Taleo originally took this route. It descends sharply for 50m then breaks into a bewildering maze of tunnels. Taleo will attempt to direct the party initially, but he will soon admit that the complex of tunnels is too much for him, and also seems to have radically changed from what he recalls.

If the party insists on exploring the maze of tunnels, the referee should improvise a small sequence of tunnels and chambers, occasionally dead-ending in some horrible doom such as a hive of krashkids, which will fight ferociously. The party will either have to prudently retreat, perish in the melee, or kill all the krashkids and find nothing of value. If, after such an experience, the party continues to randomly explore the maze, treat the group to more of the same. Eventually they will hit upon a more systematic approach or get lost and perish.

There are at least three systematic ways the party may proceed after Taleo loses his way. (1) They may attempt to proceed in a westerly direction as possible; (2) they may listen carefully, and hear the sound of a waterfall (this takes a successful Listen roll done at  $\frac{1}{2}$  normal ability) to the west; (3) or they will notice evidence of bipedal traffic along one tunnel to the west, evidently made by humans and other unfamiliar creatures (this requires  $\frac{1}{2}$  a Track roll).

By direction, sound, or tracking, the party will filter through the maze area and rejoin a simple linear tunnel proceeding west. The party will come to a large natural cavern through which flows a sizable stream which plunges to a lower level through a deep shaft at one side of the room. Taleo will recognize this room as marking the area where the torches and light seemed to be less and less effective. A bridge stretches over the stream in the center of the cavern, and on the other side in what is increasing shadow is another exit from the cavern, a tunnel with smooth sides just like the one just traveled.

Once the party is past the large cavern, the tunnel breaks up again into a maze of tunnels. The torches and lights become steadily less useful. Taleo will know this area is where his party was ambushed.

If the party casts about randomly, they will encounter nests of krashkids as described before. If they attempt to track traffic in the tunnel, they will discover that the humanoid tracks continue into the darkness to the west, but that the more human tracks branch off down a side tunnel a short distance from the large cavern. Detect Gold, Silver, Magic, or Jewelry spells will all indicate treasure in this direction. Detect Undead will reveal the presence of a large number of undead, but the party should have had no suspicions of such a presence, and should feel no need to cast this spell.

As the party travels down this side passage, the lights cease to function at all. Taleo's Sunbright Rune spell will provide a murky half-light which will allow fighters to attack and parry at half normal percentage chances.

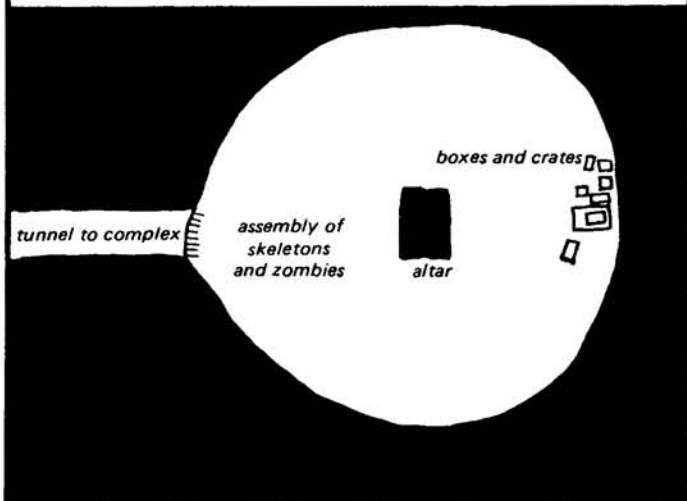


The source of this magical darkness is a Krasht altar in a room ahead. This strange altar was granted to a great Krasht priest who lost his sight after years of living in caverns. It occurred to him that complete darkness would give him an advantage in any encounter, and the request pleased the Devouring Mother, who is fond of darkness, and who respects those who can manage without light.

The passage declines sharply, then halts where there is a coiled rope ladder at the top of a 5m drop. Here the tunnel sounds as if it opens out into a large space. It is impossible to see anything below.

At the foot of the ladder wait a platoon of zombies and skeletons. They are directed to attack any who do not utter the name of Krasht. Those unable to see in the dark will fight with one-quarter of their attack rating and without a parry because of the darkness, unless Taleo has entered the room and is standing on the floor with his Sunbright Rune spell operative (in which case one may fight at half normal). The party will have little or no idea of the nature or numbers of their attackers, who will not attack until the first adventurer has reached the floor. When he is almost to the floor, he will feel his feet grabbed by numerous hands. A party of zombies and skeletons cluster at the foot of the rope ladder, awaiting any who intrude into this shrine of Krasht without first invoking the name of Krasht. The adventurer grabbed by the zombies must roll his DEX x 5 to prevent a fall, and must match his STR vs. that of the undead to pull loose and retreat. Because of the clumsy angle, the combined STR of the skeletons and zombies is only sixteen.

## Top-View OF THE KRARSHT TEMPLE



The party can dispose of the undead in several ways. In addition to good old melee, fire could be effectively used against the zombies, and throwing crushing rocks into the dark below will eventually take its toll on the skeletons. Other methods may surely be devised; the real difficulty will be operating in darkness. The only way to dispel this darkness is to destroy the power of the Krarsht altar, either by physically destroying it (in which case an occupying priest would be able to reform the darkness by replacing the altar), or by performing some appropriate ritual to neutralize the magical essence of the altar. If this darkness is eliminated, it should be possible to simply use hurled stones and spells to destroy the undead while standing at the top of the ladder. Unless the players are idiot enough to leave the ladder hanging down where the zombies can reach it, the clumsy undead will be unable to reach them. Once the party has handled the undead in one way or another, they can tell that most of the creatures were originally trolls and trollkin, implying that many of the sacrifices to Krarsht have been coming from the Stronglands.

### THE KRARSHT SHRINE AND SMUGGLED GOODS:

Until every one of the undead is neutralized, there will be no chance for the party to safely and carefully search the room below. In the center of the room the party will be able to feel an altar covered by a fabric. If the party removes the fabric and touches the stone beneath (do not forget the utter blackness of this room), they will discover the revolting sacrificial altar of Krarsht, caked and stained with the blood and fiber of the victims sacrificed to the chaotic god. The altar stone has a depression in the form of a relief of the open maw of Krarsht where the blood of the victim pools for the rituals of feeding.

In the rear of the room, the party will discover crates and sacks of valuable goods, jewelry, and coins, all only partially identifiable in the inky blackness. The party will have to make shift to bear away the most portable items as listed below:

1. Six identical boxes, each containing a set of slave bracelets (as described on page 109 of *Cults of Prax*).
2. Four small crates containing preserved foods. These each weigh about ten pounds, but are surprisingly valuable, since the foodstuffs are luxury delicacies like caviar and salted newtling tail, which command small fortunes from

buyers who sell to the rich. However, only an Evaluate Treasure or much experience in trade and exchange will reveal the real value of this commodity; to a less discerning eye, the items look like simple preserved food.

3. A dwarf-made crossbow conferring a +10% to hit to a Mostali user. However, it cannot be fired by a non-dwarf or it will malfunction dramatically, destroying itself beyond hope of repair. An Evaluate Treasure will warn an examiner not to touch the item but to carry and sell it in its crate.

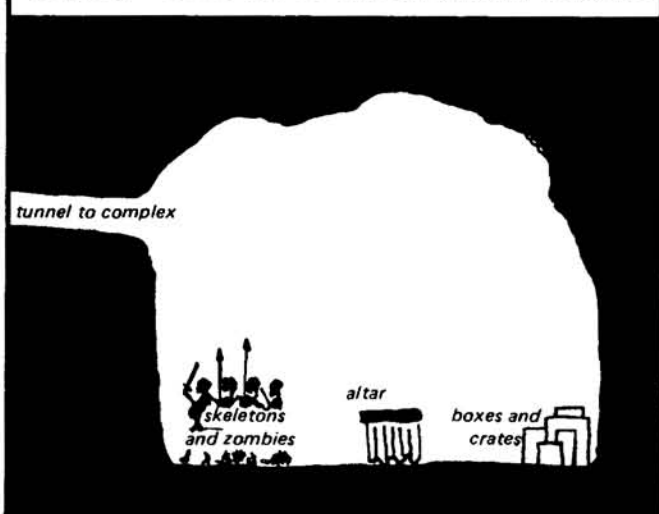
4. Several seals and official papers from the Lunar administration will be found. The proper authorities will be quite interested in these items, as their presence here proves that someone in the Lunar hierarchy is friendly in some way to Krarsht — smuggling valuable papers to them. The Lunars will use the evidence to try to catch the offending individual, a task that the party might find attractive. The actual thief was a certain Gimgin, who has joined the Krarsht cult — he will certainly use all the wiles at his command to prevent the party members from exposing his duplicity. He is basically loyal to the Lunar hierarchy anyway, and membership in Krarsht would not necessarily mean execution or imprisonment under the Lunar regime, but the government could not tolerate a government employee that stole secrets to trade to others. At the least, Gimgin would be sent back to the Empire.

5. Several of the crates contain mundane items such as clothing and housewares, and are marked by various traders, handlers, and merchants. These marks could be evidence of Krarsht membership or as an indication of the victim from whom the merchandise was originally stolen, and the information might be valuable.

6. One crate contains some brand new bronze weapons and pieces of armor; the precise types to be decided by the referee — these materials are perhaps more reliable a currency than coin.

Once the party has loaded up the valuables it wishes to take out, it will have to work its way in the dark back to the large cavern. There, they will see a strange group of creatures across the stream. There are five adult krarsht-kids gathered around a pair of what appear to be four-armed broods with terribly distorted oval mouths in their chests, brimming with shark teeth. The actual head of these

## Side-View OF THE KRARSHT TEMPLE



broos is mouthless. The resemblance to the krashkids themselves is marked.

This strange group will stand only a second, studying the party. Then the broos will bark a few quick orders in an unfamiliar language, and the creatures will withdraw down the tunnel which the party will have to use to escape. They will set an ambush at a four-way intersection, with two krashkids to the left, two to the right, and one krashkid with the two broos down the tunnel ahead. The creatures will fight to the death in an attempt to keep the party from escaping alive. This group of opponents is a serious threat to a badly-depleted party or a weak one. Taleo may wish to use his Rune spells to help out. Once the party has dealt with the broos and krashkids, they will return to the surface without further attack.

**FURTHER EXPEDITIONS:** This first run into the Devil's Playground has been fairly short and mild. The upper layer, and doubtless parts of the deeper sections of this area are Krash tunnels, where the traffic of smuggling and crime pass. If the players want to return to the Devil's Playground to explore further, there are many deeper holes, and even large stone archways and lintels delineating some of the deeper passages. In the deepest sections lie spawning holes for chaotic monsters, and temples to all different chaotic deities — Thed, Malia, Bagog, Cacodemon, Vivamort, and perhaps Thanatar. The Devil's Playground has not thus far moved in force against the surface world — perhaps they await some momentous event. But in any case, any party, no matter how powerful and dedicated, can meet its match in this area — the horrors and monsters are able to overcome any invading group, and eventually, even a Rune level group could be overcome. Somewhere deep beneath the Devil's Playground lies a pool surrounded by ghostly trees thriving on darkness. From this still pool, the Eye of Wakboth (alluded to in the riddle sent by Gauntest to Taleo), continues its survey of the world, and musters the forces of chaos to resist the reign of order.

There is more than a single entrance to the underground caverns from the surface world. The player-characters now know of but one, which leads into a smugglers' nest, a tunnel to trolltown, and a huge nest of krashkids. Other openings could lead to different experiences, though all these tunnels eventually interconnect underground.

## Taleo Lumine

As a brash and confident initiate, Taleo led a large party into the caves under the Devil's Playground. The mission was a disaster; all disappeared, and Taleo was discovered many months later, half mad, wandering near the Sun Dome temple.

Before this debacle, Taleo had great faith in the power of his spear and his god, and no respect for the powers of darkness and chaos. After he had recovered from his imprisonment of many weeks in complete darkness, Taleo never rebuilt this brash confidence. He became cautious and reflective, and accepted his responsibilities with unsurpassed dedication. He became a Yelmalio Light Priest after some time, then retired to yield himself to the peace and light of the tower.

Though now blind and in poor physical condition, he is still a fairly worthwhile opponent. His captivity in the caves freed an unconscious familiarity with the dark. His experience beneath the Devil's Playground may help the party to interpret strange phenomena and protect from unpleasant surprises. Taleo can also provide magic muscle when the going gets tough.

## TALEO LUMINE, blind Light Priest of Yelmalio

STR 10	CON 13	SIZ 13	01-04	R LEG	8/5
INT 15	POW 18	DEX 12	05-08	L LEG	8/5
CHA 16			09-11	ABDOM	7/5
Move 8			12	CHEST	7/6
Hit Points 15			13-15	R ARM	7/4
Defense 00%			16-18	L ARM	7/4
			19-20	HEAD	7/5

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear*	5	30%	1D10+1	30%	15
Dagger*	9	30%	1D4+2	30%	12

\* Though blind, Taleo has kept this much of ability in his weapons:

**SPELLS:** Detect Gold, Detect Life, Detect Magic, Detect Spirit, Healing 6, Lantern 1, Repair (2), Protection 2; (Taleo knows many more spells, but keeps none of them in mind)

**RUNE MAGIC:** Catseye x 2, Divination 5, Divine Intervention 3, Extension II, Shield 2, Spell Teaching, Sunbright x 2, Warding 1

**SKILLS:** Climb 50%, First Aid 25%, Jump 55%, Listen 85%, Move Quietly 55%, Swim 45%, Trap Set/Disarm 35%

**LANGUAGES:** Pavic 75%, Firespeech 90%, Praxian 45%, Trade 75%

**NOTES:** Taleo lacks the use of many of his former skills due to his blindness. He gave up his allied spirit and some bound spirits when he retired, as well as all his magic items.

## Oakly Gauntest

Gauntest will not be much help on an adventure, but if the player-characters insist on having him joining the party, his can be an interesting supporting role. He can no longer handle the spear and shield with which he once was expert, much less move quickly. With a Mobility spell, he can barely get out of his own way. However, he hasn't lost his battle magic, and he knows how to protect himself after years as a cripple in a rough area like Badside.

Gauntest is a lonely, insane old man, driven crazy by memories, pain, and poverty. He recalls only fragments of the past, and he frequently wanders off or dozes in the middle of a dialog.

Gauntest is willing to patiently tease the ignorant along the path of enlightenment. When discoursing on theology, Gauntest becomes mentally alert. He would often invite violent reprisals for his cant except for his crippled condition.

Gauntest's joint rot has progressed so far that it affects many more parts of his body than merely his Strike Ranks in combat.

## OAKLY GAUNTEST, Nysalor Illuminate, former Orlanth initiate

STR 6	CON 8	SIZ 10	01-04	R LEG	0/3
INT 15	POW 14	DEX 6	05-08	L LEG	0/3
CHA 7			09-11	ABDOM	1/3
Move 2			12	CHEST	1/4
Hit Points 8			13-15	R ARM	0/2
Defense: opponents add +20% to all attacks vs. Gauntest			16-18	L ARM	0/2
			19-20	HEAD	0/3

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Spear	9*	10%	1D8+1	10%	15
Lg Shield	—	—	—	10%	16

\* spear hits on SR 9 every second round.

**SPELLS:** Befuddle, Detect Traps (2), Dispel Magic 3, Light, Healing 4, Mobility, Protection 3

**SKILLS:** Evaluate Treasure 60%

**LANGUAGES:** Tradetalk 75% (has forgotten others)

**TREASURE:** Owns no more than 3-4 clacks.

**DARK TROLL PATROL GUARDING THE WAY TO TROLL LANDS**

<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>	SPELLS: Bludgeon 2, Darkwall (2), Demoralize, Healing 3, Protection 2
Mace	7	60%	1D10+1D6	50%	20	SKILLS: Darksense/Scan 50%, Listen 65%
Lg Shield	—	—	—	60%	16	LANGUAGES: Darktongue 60%/15%, Tradetalk 25%
Dropped Rock	3	50%	2D6 + 1D6 per 3m dropped			TREASURE: 20 bolgs, 3 clacks

**DARK TROLL ONE**

POW 13	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Move 8	ABDOM	09-11	8/5
HP 14	CHEST	12	8/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	6/5

**DARK TROLL TWO**

POW 13	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Move 8	ABDOM	09-11	8/5
HP 14	CHEST	12	8/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	6/5

**DARK TROLL THREE**

POW 13	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Move 8	ABDOM	09-11	8/5
HP 14	CHEST	12	8/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	6/5

**DARK TROLL FOUR**

POW 13	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Move 8	ABDOM	09-11	8/5
HP 14	CHEST	12	8/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	6/5

**DARK TROLL FIVE**

POW 13	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Move 8	ABDOM	09-11	8/5
HP 14	CHEST	12	8/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	6/5

**DARK TROLL SIX**

POW 13	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Move 8	ABDOM	09-11	8/5
HP 14	CHEST	12	8/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	6/5

**UNDEAD PLATOON IN KRARSHT TEMPLE****DARK TROLL ZOMBIES**

<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Grapple	9	35%	Special
Fist	9	35%	1D3+1D6

NOTES: Zombies must be chopped into bits before they cease action. Also impaling-type weapons do minimum damage only to a zombie (impales count, so an impaling weapon does the minimum possible damage, counting the impale — an impaling shortsword does 9 pts of damage).

**ZOMBIE ONE**

POW 1	R LEG	01-04	6/7
DEX 7	L LEG	05-08	6/7
Move 6	ABDOM	09-11	6/7
HP 19	CHEST	12	6/8
	R ARM	13-15	6/6
	L ARM	16-18	6/6
	HEAD	19-20	6/7

**ZOMBIE TWO**

POW 1	R LEG	01-04	6/7
DEX 7	L LEG	05-08	6/7
Move 6	ABDOM	09-11	6/7
HP 19	CHEST	12	6/8
	R ARM	13-15	6/6
	L ARM	16-18	6/6
	HEAD	19-20	6/7

**ZOMBIE THREE**

POW 1	R LEG	01-04	6/7
DEX 7	L LEG	05-08	6/7
Move 6	ABDOM	09-11	6/7
HP 19	CHEST	12	6/8
	R ARM	13-15	6/6
	L ARM	16-18	6/6
	HEAD	19-20	6/7

**TROLLKIN SKELETONS**

<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Grapple	8	65%	Special
Bite	8	65%	1D6

NOTES: Any location shatters when hit. The skeleton must be completely destroyed, or its parts will continue fighting, or at least bothering people. Skeletons are immune to arrow damage, unless the arrow impales, but all other missiles affect them. These skeletons wear no armor.

**SKELETON ONE**

POW 1	R LEG	01-04	—
DEX 13	L LEG	05-08	—
Defense 05%	ABDOM	09-11	—
HP 0	CHEST	12	—
	R ARM	13-15	—
	L ARM	16-18	—
	HEAD	19-20	—

**SKELETON TWO**

POW 1	R LEG	01-04	—
DEX 13	L LEG	05-08	—
Defense 05%	ABDOM	09-11	—
HP 0	CHEST	12	—
	R ARM	13-15	—
	L ARM	16-18	—
	HEAD	19-20	—

**SKELETON THREE**

POW 1	R LEG	01-04	—
DEX 13	L LEG	05-08	—
Defense 05%	ABDOM	09-11	—
HP 0	CHEST	12	—
	R ARM	13-15	—
	L ARM	16-18	—
	HEAD	19-20	—

**SKELETON FOUR**

POW 1	R LEG	01-04	—
DEX 13	L LEG	05-08	—
Defense 05%	ABDOM	09-11	—
HP 0	CHEST	12	—
	R ARM	13-15	—
	L ARM	16-18	—
	HEAD	19-20	—

**SKELETON FIVE**

POW 1	R LEG	01-04	—
DEX 13	L LEG	05-08	—
Defense 05%	ABDOM	09-11	—
HP 0	CHEST	12	—
	R ARM	13-15	—
	L ARM	16-18	—
	HEAD	19-20	—

**SKELETON SIX**

POW 1	R LEG	01-04	—
DEX 13	L LEG	05-08	—
Defense 05%	ABDOM	09-11	—
HP 0	CHEST	12	—
	R ARM	13-15	—
	L ARM	16-18	—
	HEAD	19-20	—



**KRARSHTKIDS**

<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Bite	7	50%	2D6 + poison POT 10 — if successful, paralyzes victim for (20 minus victim's CON) in days.
Tongue	6	75%	Matches POW vs. POW. If krarshtkid wins, the victim takes 4D3 pts of Disruption damage to hit location
Spit	1	80%	Hits with web of STR 15. A successful STR vs STR roll will free victim. While entangled, no combat is possible, and the victim's maximum movement is 2.

**KRARSHTKID ONE**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID FOUR**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID SEVEN**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID TEN**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID THIRTEEN**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID TWO**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID FIVE**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID EIGHT**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID ELEVEN**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID FOURTEEN**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID THREE**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID SIX**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID NINE**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID TWELVE**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID FIFTEEN**

POW 19	F LEG	01-02	3/4
DEX 16	RF LEG	03-04	3/4
Move 3	RR LEG	05-06	3/4
Defense 15%	H LEG	07-08	3/4
HP 11	LR LEG	09-10	3/4
	LF LEG	11-12	3/4
	BODY	13-20	7/6

**KRARSHTKID/BROO HYBRIDS**

<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
Maul	4	65%	2D8+1D4	55%	15
Head Butt	7	75%	1D6+1D4	—	—
Tongue	6	50%	As per krarshtkids, above	—	—
Spear	4	50%	1D8+1+1D4	40%	15
Mdm Shield	—	—	—	55%	12

**SPELLS:** Disruption, Healing 2, Protection 2  
**SKILLS:** Hide in Cover 50%, Listen 50%, Move Quietly 75%, Spot Hidden 50%  
**NOTES:** These broo hybrids wear no armor. These particular specimens also do not carry disease. They can attack four times per round, using their head butt, maul, spear attack, and tongue attack each round. They lack the krarshtkid spit and bite. They can parry twice a turn, one with the shield, and once with either of their two weapons.

**KRARSHTKID/BROO ONE**

POW 14	R LEG	01-03	3/6
DEX 14	L LEG	04-06	3/6
Defense 05%	BODY	07-10	7/8
HP 17	RL ARM	11-12	3/5
Maul 15	RU ARM	13-14	3/5
Spear 15	LL ARM	15-16	3/5
	LU ARM	17-18	3/5
	HEAD	19-20	6/6

**KRARSHTKID/BROO TWO**

POW 14	R LEG	01-03	3/6
DEX 14	L LEG	04-06	3/6
Defense 05%	BODY	07-10	7/8
HP 17	RL ARM	11-12	3/5
Maul 15	RU ARM	13-14	3/5
Spear 15	LL ARM	15-16	3/5
	LU ARM	17-18	3/5
	HEAD	19-20	6/6

**KRARSHTKID/BROO THREE**

POW 14	R LEG	01-03	3/6
DEX 14	L LEG	04-06	3/6
Defense 05%	BODY	07-10	7/8
HP 17	RL ARM	11-12	3/5
Maul 15	RU ARM	13-14	3/5
Spear 15	LL ARM	15-16	3/5
	LU ARM	17-18	3/5
	HEAD	19-20	6/6



# Krang's Table



## RECRUITMENT

The butcher Drelfon Barath desires an Eiritha table. He figures he could make well over 8000L profit a year from a good one, even if he had to heavily spice the meat. Consequently he has let it be known that he is willing to pay highly for one. He will make a firm offer of 7000L.

Drelfon recently has been informed of the general location of a table. The information seems accurate enough to commission a team of adventurers to get it.

Drelfon fancies himself a good judge of men. His strategy for selecting a team is, therefore, to go to an adventurer's hangout and scrutinize candidates owlishly and obviously. After some time he will choose, and approach the chosen party or individual. He will offer the party a great reward and take them to a private place.

## Drelfon's Story

Drelfon will explain about the table. He will not minimize its value, and will say he had almost lost hope of ever finding one, when he was approached by a furtive young fellow with a scar from ear to chin, named Riveps. This lad claimed he knew of a table of Eiritha and demanded a mere 100L for the story. Drelfon agreed.

It seems that this scarred youth and some others were ambushed by trolls in the Rubble. Brave Riveps, who was trailing behind, hid and watched his fellows die. He noticed, though, that one of the party – a barbarian just in from the plains and clearly a worshiper of Waha – was treated with care. All others, even those who surrendered, were slain, but the barbarian was only Harmonized and trussed up. Both corpses and the captive were carried away.

Riveps saw the explanation. Those trolls may have had a table of Eiritha, and needed a Waha/Eiritha worshiper to activate it with the Peaceful Cut, which trolls rarely know. Trolls prefer to bash. Riveps had heard, two years back, of a small nomad band just in from Vulture's Country that was supposed to have owned such a table. They were attacked and pillaged by trolls when the clan explored the Rubble, and soon left again to the wastes.

Riveps drew a map of the route to the troll ambush. The adventurers' job is to go there, find the trolls, track them to their lair, remove the table, and bring it back. For this, Drelfon will pay 7000L, 500 in advance. If they fail, he wants the money back. (The adventurers should contain their laughter; Drelfon is only a butcher, after all.) They must swear to bring the table to him, bring the 500L to him, or to die in the attempt.

The characters must realize that it may not be easy to find the correct clan of trolls, given only this information. If they do not understand, the referee should tell the players and perhaps give them a brief background to trollish social organization in the Rubble. (For that, see the Krang's Area section.)

Drelfon knows little more than he has told. If the party wishes to find Riveps, Drelfon speculates that he comes from Badside or Riverside, and can probably be found drinking his earnings. Drelfon knows little of trolls or adventuring, but he doubts Riveps' story of an ambush. If Riveps is representative of the group, they could easily have been caught by a normal patrol – making it likely that they were near the clan headquarters. Riveps claimed that about ten trolls ambushed his party. This may be an exaggeration.

### Herd Mother Tables

**DESCRIPTION:** These tables stand a few inches off the ground on four legs. The wooden legs of such a table always are carved into the semblances of the four legs of a particular herd beast of Prax. The surface of a table is shaped like a slightly rounded square. The edges of the tables turn upward, so that the table is actually a shallow basin. These tables range from 2m to 3m in size and are always square. These portable tables fold in the middle, and the tops are of hardwood, thinly plated with bronze.

**CULTS:** Associated – Waha & Eiritha

**KNOWLEDGE:** Though nearly everybody in Prax knows of them, there are but few in existence.

**HISTORY:** During the early times of Waha's survival covenant, many tribes still starved, and even became extinct. Some of the hungry clans gained one of these tables from Eiritha. The gift often made the difference between existence and extinction.

Since that time, Prax has become gentler and those of the covenant no

longer often need the tables, which are still esteemed gifts of the great goddess.

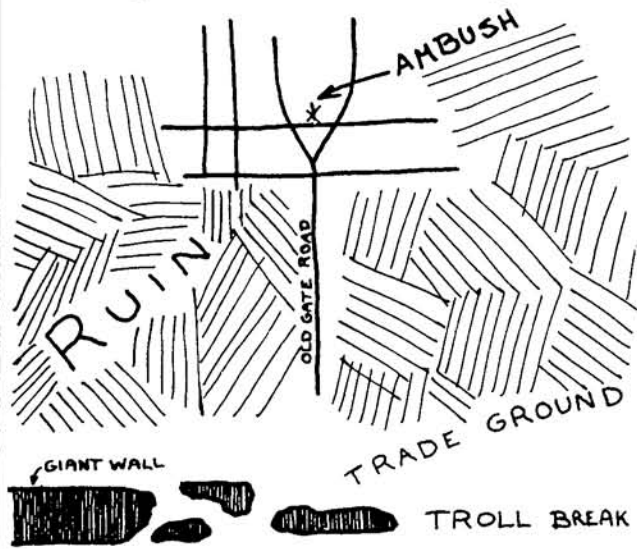
**PROCEDURE:** Each table is keyed to a single type of herd beast, such as high llama, bison, impala, or whatever. To use the table, the appropriate herd beast must be placed atop it and slain with the peaceful cut. At the same time, Power must be sacrificed to the table by an Eiritha cultist of the correct sub-cult. For example, an impala table would require Power from Impala Eiritha women, and none other. The points of POW required equals the number of days the table has its effect. Thus, a table requires from seven to 56 points of POW, depending on the number of beasts embossed into the bronze of the top. After the sacrifice, the corpse can be removed and used.

**POWERS:** Each table operates for a fixed number of days, ranging from a week to a season (always in increments of seven days). At sunrise of each day, a corpse seemingly identical to the killed beast will appear on the table. For example, if a one-week table had a beast sacri-

ficed on it, for the next six days, a dead beast would appear. Then, another sacrifice would need to be made. This corpse will not taste as good as the sacrificed herd beast, but it will be nearly as nutritious. Its hide, also, is not the quality of that of a natural beast.

**VALUE:** Praxian nomads will never pay for a table, though they may steal one. The workmanship and materials of a table make it worth 100L. Most existing tables belong to butchers in and near Prax, and to tribes dwelling in Genert's Desert. Such tables would be sold for at least the profit a butcher could make from it in a year. A typical figure for a two-week table is 5000L. The exact prices vary with the table's duration, and the type of animal which must be sacrificed. Rhino tables are nearly valueless, and herd elk (a type of animal now nearly extinct) tables are good only as curios. Naturally, for more common beasts, larger animals command better prices. Bison tables are worth almost three times that of impala tables. The vast majority of tables are one-week or two-week tables.

## Riveps' Sketch Map



### DRELFON BARATH (male initiate of Issaries (Harst subcult))

STR 14	CON 11	SIZ 13	01-04	R LEG	1/4
INT 13	POW 11	DEX 9	05-08	L LEG	1/4
CHA 14			09-11	ABDOM	1/4
Move 8			12	CHEST	1/5
Hit Points 12			13-15	R ARM	0/3
Defense 05%			16-18	L ARM	0/3
			19-20	HEAD	0/4

Weapon	SR	Attk%	Damage	Perr%	Pts
Cleaver	9	70%	1D6+2+1D4	25%	15

SPELLS: Befuddle, Healing 2, Glue 1

SKILLS: Bargaining 70%, Peaceful Cut (Butchering) 90%

TREASURE: carries only 20 lunars

LANGUAGES: Sartarite 20%, Pavic 65%, Tradetalk 50%, Praxian 30%

Drelfon Barath is an unspectacular man. He works hard in his family's shop, alongside his wife and children. He worries at night about making ends meet, what with the Lunars driving up meat prices. He has never had the slightest desire to go adventuring.

These tables are his only quirk. He has endlessly calculated and recalculated the profits a table would net him, and figures that it would be enough money so that he could stop his 14-hour days and do many things about which he's always dreamed. Alas, Drelfon doesn't realize that he's never had any dreams. He knows nothing but butchery and is interested in nothing but butchery. Had he time to spare, he would be unable to think of ways to spend it.

### Finding Riveps

The party may wish more input from Riveps. First, however, they have to find him. Searching in places other than Riverside will yield absolutely no information. How successful is the search in Riverside depends on who is asked. Riveps is an assumed name, and no one will know the informant by that name. They will, however, recognize his scar if described.

City watch and authorities have a 40% chance of recognizing Riveps' description. However, they know nothing of his whereabouts and don't consider giving directions to persons of dubious repute to other persons of dubious repute part of their normal job. If the questioners seem to be respectable people, the guards may acknowledge that they believe Riveps to dwell in Riverside. Bribes or drinks will be cheerfully accepted, and will get the questioner the desired information (if the guard knows of him) as well as a distorted rundown of Riveps' sordid character.

Riverside merchants will remember Riveps 40% of the time. They do not know where he lives. If asked about Riveps, a knowledgeable merchant will counter, "Why do you wish to know?" If the questioner seems to wish ill to Riveps, they will help. Otherwise, they will know nothing. A respectable appearance, large purchases, and successful Oratory rolls may sway an obstinate merchant.

The average man on the street or in a bar has a 30% chance of knowing who Riveps is. If he does, there's a 50% chance that he knows where he lives. The average man on the street in the slums of Riverside is highly suspicious and uneargier to help, especially if the questioner is respectable. Drunkards can be useful. Fortright bribes sometimes work well, but the outsider often finds himself directed to the house of a Rune priest or an empty field. Explaining why the adventurers wish to find Riveps may help, depending on how the man feels about Riveps. About 70% will be hostile towards him, 20% neutral, and 10% friendly. Hostile informants will do nothing to help Riveps. Neutral and friendly informants might, but will still want a cut of the action.

The Riverside Dolphins youth gang knows everyone on their turf. They don't like Yexti and will direct people to him for a price, if the y don't just ridicule or threaten any questioner.

A typical day's work questioning by outsiders could yield the following results: no one seems to know Riveps. Finally, a shifty man in a bar gives directions for 20L. The directions lead to a private stable. Angered, the adventurers rush back to the bar. The shifty man denies ever seeing the adventurers, and everyone in the bar backs him up. A tense scene develops; people in the bar start to produce knives and the like. The adventurers retreat in a bad mood, and run into a bunch of punk kids. They end up in a fight. If the adventurers can win, they can pummel one of the kids into showing them the way to Riveps.

### The Dolphins

When encountered, the gang is 10-15 members together patrolling the streets. Most of them are older children, armed with knives or sticks and having the equivalent of 1-point leather armor. A few are failed adventurers, retreating to scenes of former glory.

The more youthful members are usually belligerent, but surprisingly good-natured. The failed adventurers tend to be nasty; one (Andor) is leader of the gang. He demands fawning respect from gang members and innocent bystanders. The members don't like it much, but usually put up with it because leadership is something they're happy to let him do. He has not been leader long, and will probably not be leader for much longer, as his aggressive nature provokes and creates foes. The Dolphins are often tickled when their leader gets whipped.

There is a surprisingly rigid code to most gangfights. The main rule is that when a character goes down, he throws his



weapons away and gives up. No healing is allowed. This rule prevents the winner from having to pound the loser to the point where he can't heal and will possibly die. People can survive gang rumbles.

Sometimes, winners of a gangfight gain respect and temporary leadership. They can boss the losing gang while they can keep it together. Members of the gang will continuously slip away, though, and after a few hours only a hapless few weaklings remain, while the original gang reforms, as cocky and aggressive as ever.

The Dolphins have ten members. Seven are insignificant youths. Andor is the leader of the gang, a 37-year-old adventurer who has failed consistently at everything he's ever done. He would fail at leading a youth gang, were it not for the help of Ongh. Ongh has an inexplicable fanatical attachment to Andor and protects him fiercely. Andor's only rival is Enbat, who would quickly dispose of him if Ongh weren't around. The Dolphins are not an extremely warlike gang, and their current lack of good leadership demoralizes the younger members. In a fight, they will do no more than throw rocks, and if attacked will run away or surrender. Each has a 50% chance at throwing rocks, each doing 1D4 points of damage. Each of the seven youths in the gang will throw a rock each round. Whenever one of the three older gang members goes down under the adventurers, three of the youths will run away. Thus, when all three go down, all the youths will have fled.

When Andor is talking to strangers and it looks as if trouble will develop, the gang will encircle the victims. At Andor's signal, they will rush them.

#### ONGH, Male lay member of Orlanth and Zola Fel

STR 17	CON 16	SIZ 12	01-04	R LEG	4/6
INT 12	POW 13	DEX 10	05-08	L LEG	4/6
CHA 11			09-11	ABDOM	3/6
Move 8			12	CHEST	3/7
Hit Points 16			13-15	R ARM	4/5
Defense 00%			16-18	L ARM	4/5
			19-20	HEAD	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Cudgel	8	70%	1D10+1D4	50%	20
Dagger	9	60%	1D4+2+1D4	40%	12

SPELLS: Befuddle, Bladesharp 2, Dispel Magic 2, Healing 3, Protection 2

SKILLS: Climb 50%, Evaluate Treasure 50%, Jump 60%, Listen 40%, Ride 50%, Swim 60%

LANGUAGES: Sartarite 60%, Pavic 50%, Tradetalk 20%, Lunar 30%

#### EMBAT, Male lay member of Zola Fel

STR 16	CON 10	SIZ 11	01-04	R LEG	2/4
INT 9	POW 6	DEX 14	05-08	L LEG	2/4
CHA 9			09-11	ABDOM	1/4
Move 8			12	CHEST	1/5
Hit Points 10			13-15	R ARM	1/3
Hit Points 05%			16-18	L ARM	1/3
			19-20	HEAD	1/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Cudgel	7	40%	1D10+1D4	35%	20

SPELLS: Healing 1

SKILLS: Climb 30%, Jump 25%, Hide in Cover 25%, Move Quietly 25%, Swim 50%

LANGUAGES: Pavic 45%

TREASURE: 1 lunar, 3 clacks

**ANDOR YANTH:** lay member of Orlanth and Zola Fel

STR 12	CON 11	SIZ 10	01-04	R LEG	4/4
INT 9	POW 12	DEX 12	05-08	L LEG	4/4
CHA 9			09-11	ABDOM	4/4
Move 8			12	CHEST	4/5
Hit Points 11			13-15	R ARM	4/3
Defense 00%			16-18	L ARM	4/3
			19-20	HEAD	4/4

Weapon	SR	Att%	Damage	Parr%	Pts
Cudgel	8	40%	1D8	30%	20
1H Spear	7	50%	1D6+1	30%	15
Large Shield*	—	—	—	50%	16

\* Andor does not carry around his large shield — he makes one of the youths do so, and he takes it when a fight seems likely to start.

SPELLS: Bladesharp 2, Bludgeon 2, Disruption, Healing 2

SKILLS: Evaluate Treasure 30%, Hide in Cover 30%, Listen 30%, Oratory 15%, Spot Hidden 30%

LANGUAGES: Sartarite 45%, Old Pavis 45%

TREASURE: Carries 30L in pouch

### Yarath Rantu (Riveps) Speaks

Yarath Rantu (alias Riveps) is a nasty young man. Every person has some trait which annoys or disgusts other people — flakes of saliva in the corner of the mouth, habitually picking the nose, standing too close in bars, or whatever. Yarath Rantu has the uncommon ability (shared with a few other young men with pinched faces) of being the archetype of what drives them crazy to the majority of the human race.

Yarath Rantu lives by dealing in petty contraband and personal fraud. He makes a poor living at it, for he is good at nothing. Of course, he has a high opinion of himself and is not hesitant to discuss his glorious future and the revenge he will take someday.

He lives in a thatch hut atop a one-story brick building in Riverside. The inhabitants of the house lounge on the front stoop. They direct surly hostile gazes at the party as it approaches. With reluctance, they will point around the corner when asked where Yarath is. Around the corner a ladder leads up.

The door to the hut is locked. Banging on it will produce no results for several moments. Yarath, a master at gauging human reactions, will open it just as the party was about to leave or barge in.

The hut is tiny with no windows. A dim light filters through the thatch and cracks in the walls. The place reeks with an unidentifiable sour-sweet smell. There is a straw bed, a small chest, and nothing else. Yarath will lie on the bed. The party must stand — Yarath will get panicky if anyone tries to sit on the chest (it is empty, but quite flimsy). Yarath wears only a loincloth. Some open chancres adorn his scrawny body.

Yarath is thoroughly unpleasant. He will sneer at the adventurers, knowing what they've come for. He will demand 1000 lunars for his knowledge — for without it, no one could ever track down those trolls. He can be bargained to 100 lunars.

His information is this: the trolls who captured the Waha barbarian wore, without exception, a dull red sash over their left shoulder. If pressed for more information, Yarath will sneeringly explain that they need only follow the sashed trolls to their hideout, enter, and die.

If the adventurers kill Yarath, no one will care. Yarath will give false information to the adventurers if they threaten him into telling them his information.

### Finding the Clan

If the party has not talked with Yarath (Riveps) and learned about the red sashes, they still must identify the right clan of trolls. One possible way of doing this is to join the merchants trading with the trolls, and learning which clan of trolls buys but a single herd beast every week or two weeks without fail.

The party will have to persuade some merchant to let them be his helpers. This will cost each character 20 lunars. For their money, they will get to load and unload wagons, set and take down tents, and do much lifting. Any character over thirty must make a CONx2 roll or take 2 points of damage to his back. There will be some long periods of quiet when they can watch.

By asking merchants, the adventurers can find that the number of trolls shopping for food is roughly proportionate to their clan's size. If the party does not bother to ask, it will take them an extra week or so to figure out this fact by mere observation.

The first few nights of observation (the market is held once per week) will yield little information. The observations will be confused by lack of familiarity. The fourth week or so the party will notice four or five groups which seem to buy either small amounts of food or live herd-beasts, or both. The next week's market will narrow the field to three, and another will narrow it to a single possibility. The characters will need to follow the clan members to find their home. The merchants will have no idea of where in the Rubble the different troll clans that buy from them dwell.

The party may also notice several bands from small clans buying larger amounts of food than seems warranted.

If the party sneaks up to the trading market and observes from the sly, they will be able to come to the same conclusions, but it will take them three times as long. The party will have to watch from cover, probably under poor conditions.

If the party decides early and follows the wrong trollish party, they will find their path taking them far from the route on the map. It is, of course, conceivable that more than one troll clan has a herd mother table.

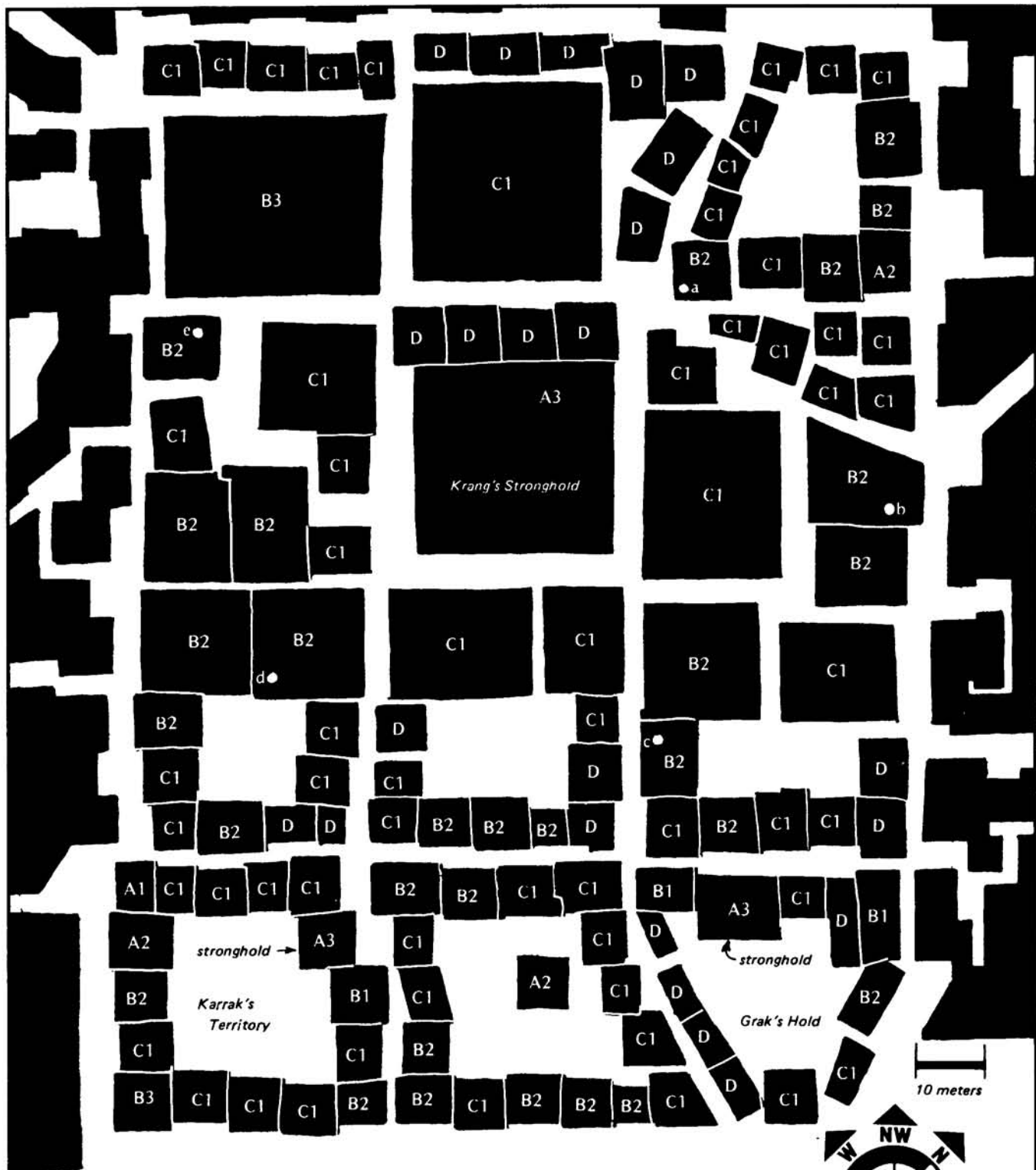
If the game master needs to speed up the game, he can have the characters encounter Yarath (Riveps) on a street or in a tavern, or have them meet a drunken troll who'll talk about Krang's clan.

### On the Way

The adventurers must enter through the troll break, the closest entry and one probably no more deadly than the rest. The break is patrolled, but if the characters arranged a diversion, or were stealthy enough (the break is nearly a kilometer long), they should encounter no trolls, only scattered cyclopean stone blocks. There is a 50% chance that they will encounter a troll patrol like the commando patrol described below in Scouting the Area. The statistics are at the end of this scenario.

Past the break is an open space somewhat more than 100 meters in width. No buildings are there. There is a 25% chance that some trolls will spot them there and hurl sling stones at them. These trolls will probably not pursue the adventurers, but they may raise an alarm.

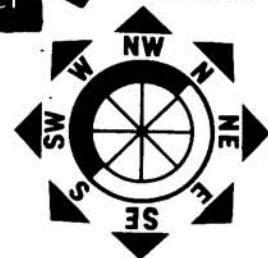
After crossing the clear area, the party will get an eyeful of the Rubble ruins. If they blithely walk down the Old



● - exits from Krang's Stronghold

B3 - Letter indicates ruin quality and number indicates number of floors in building

# Krang's Stronghold Area Diagram



Gate Road, they will certainly encounter a troll patrol. Use the stats for Krang's normal patrol.

More likely, however, the party will skulk parallel to the road. If so, they will pass through the territories of three small troll clans. There is a 25% chance of being sighted in each territory. See Scouting the Area for how such sightings should be handled.

## KRANG'S AREA

**LOCATION:** Krang's dominion is nine city blocks somewhere near the troll break. There are two smaller clans nearby, each controlling one city block. These two clans are separated by another city block, control of which they contest.

**POPULATION:** Krang supports 90 trolls, about 40 of whom are dark trolls. The rest are trollkin. The two smaller clans number about 30 each, of whom 10 each are dark trolls.

**ALLIANCES:** Krang is allied with a major troll clan, and her nine-block grant was fixed in antiquity (as far as she is concerned). She has no wish to extend it or see it shrink. The two smaller clans are allied to her by fear, for Krang could destroy both of them easily. In contesting ownership of the block between them, neither clan is willing to risk enough to end the conflict: there are occasional minor clashes since both sides include that block in their patrols. As part of Krang's local tyranny, the smaller clans pledge to supply food to Krang's clan. If they can't obtain food elsewhere, they must send Krang food trollkin.

**SUPPLIES:** The three troll clans described here patrol the break and trade there. All occasionally send out hunting parties and raid humans or elves.

**ACTIVITIES:** The smaller clans are divided into three groups. A shift is one-third of a day. During each shift, one group of four dark trolls is in the troll stronghold, one group of three dark trolls is patrolling the clan territory, and one group of three dark trolls may guard at the break. At any given time, one of the group of four at the stronghold is awake and watching from the roof. The trollkin of the clan have no fixed duties, but are assigned wherever the clan priestess thinks best. The trollkin are always working. Both small clans have their own priestess, but they are much less powerful than Krang.

Krang's clan is divided into three groups of 15. During each shift, one group is sleeping, one is on internal duty (guarding, carving, etc.), and another group is outside. The outside trolls patrol Krang's territory. This group may guard the troll break at some times.

**PATROLS AND GUARDS:** Each clan closely guards its area and usually has a patrol out. Patrols guard against adventurers, elves, and even occasional lone trolls trying to find a home or steal a meal. If part of the clan is hunting, the patrols will be short-handed. Patrols walk down streets. As they go, at least one troll briefly examines each building.

The patrols are aided by the stronghold roof guards, for each stronghold is chosen for a good view of the surrounding area. The smaller clans each have a single roof troll who continually watches, but Krang has four trolls on her roof, one in each corner. Each of the patrols always keeps one troll in sight of the roof guard. If the troll on the roof sights suspicious activity, he or she establishes Mindspeech with the visible troll and tells it the location of the movement.

The patrols rarely find intruders, so they are not completely alert, but they are routinely thorough.

Part of Krang's defenses is to confuse watchers by never having anyone directly leave the stronghold. Five nearby

buildings can be reached by tunnels and are used as exits. A patrol leaves through a randomly-chosen exit, but often re-enters the one from which they left.

## Scouting the Area

See the Krang's Stronghold area map. It is suggested that the gamemaster draw a copy of the map on a large piece of paper, filling in new areas as the characters see more. The referee should be prepared to fill in additional blocks, which should be much like the pictured map.

The smaller clans patrol such a small region that there is a 95% chance of sighting a patrol in any three-hour period. Covering more area, there is only a 50% chance of seeing a Krang patrol in an eight hour shift. The disputed block is rarely patrolled — there is a 10% chance per shift to see trolls there. When any patrol is seen, a patrol from the rival clan is usually also seen. Neither patrol will search the area; they will be threatening each other.

The smaller clans have a regular and invariant pattern of patrol. Observing this, the adventurers will be able to anticipate the patrols and avoid them. Since Krang's patrols start from a random building each shift, it will be much harder to avoid them.

Seeing a patrol does not necessarily mean the patrol will be met. The adventurers can usually hide within buildings, whereas the trolls will stride boldly down the street. The characters will generally have a chance to take cover.

Roof-guard trolls are armed with staff slings. Trolls on patrol carry maces and slings. Normal patrols are armored; commando patrols wear only leather. If the characters are being pursued (or are pursuing someone), use the DEX + ENC of each runner to rank them by speed. Slower runners inevitably will be caught by faster runners unless they can somehow hide or evade and sneak away.

The smaller clans will capture humans and ransom them. Krang's trolls will capture characters and take them to Krang. Powerful-appearing characters captured by any troll group will probably be killed.

## The Two Smaller Clans

Krang's small allied clans are led by Grak and Karrak respectively. The strongholds for each are identical except as noted below.

### FLOOR ONE

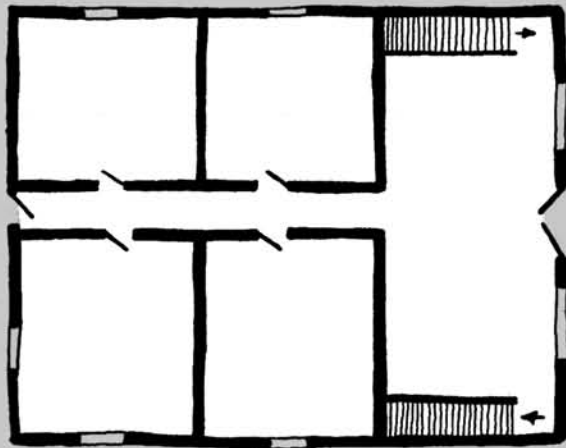
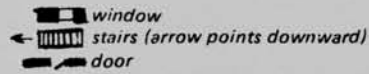
The large room is used for butchering. A trail of dried blood leads up the stairs. Other rooms are empty. There are no internal doors left. There are no windows or shutters on floors one and two. The doors to the outside are shut but not locked.

In Grak's stronghold, the last three steps on the stairway going up are rotten and will drop the person stepping on them down onto 1D3 stakes (a cluster of which are thoughtfully placed in the cellar below) for 1D10+1D6 points of damage per stake. This fate can be avoided by a successful DEX x 3 roll to grab the sides of the stairwell. These last three steps have blood spattered on them, like the rest of the stairs, but a Spot Traps will indicate that the blood is not as fresh as the rest of the blood on the stairs. The trolls always just jump over these last three steps.

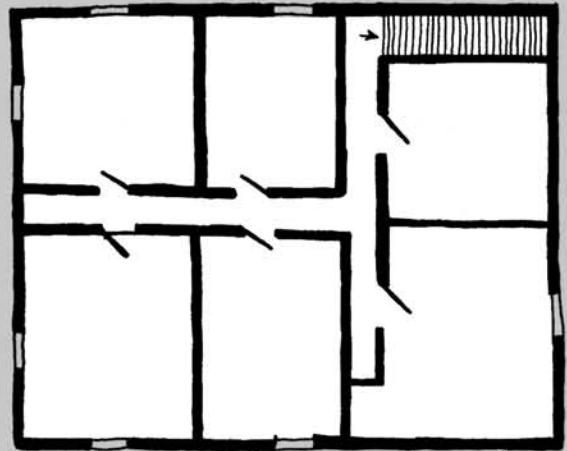
### CELLAR

The cellar has brick walls and floors. Nothing is of note in Karrak's stronghold. In Grak's stronghold, a set of nine spikes is fixed to the floor below the stair going to floor two.

# Small Clan Plan



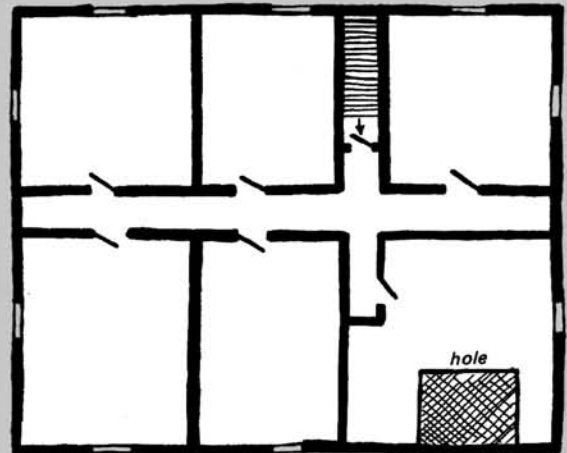
First Floor



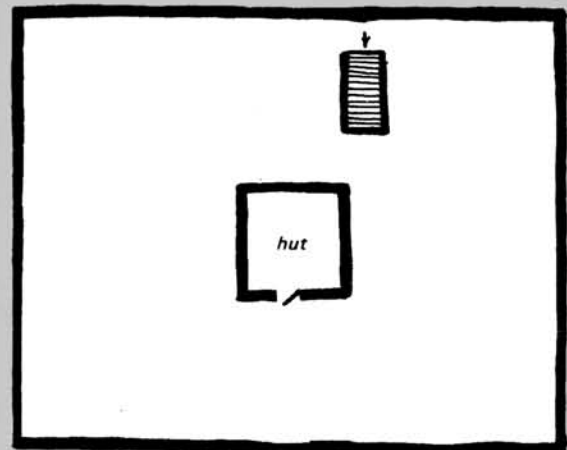
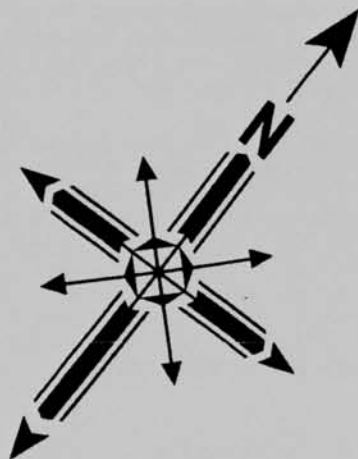
Second Floor



Cellar



Third Floor



Roof



**FLOOR TWO**

The trail of blood leads to the next staircase. There are no stairs here, however, just a hole in the ceiling.

In Grak's stronghold, two long, heavy planks cross the hole. On top of the planks is a heavy piece of furniture so that the planks cannot be shifted. A head can be stuck through to the floor above. A SIZ 8 or less person could squeeze through if wearing no armor. If the person fails a DEXx5 roll, he or she is stuck. Getting out will make noise enough to wake the trolls and will cause 1D3 damage to the chest and arms.

In Karrak's stronghold, the hole is covered with three heavy planks; not even a head can be stuck through.

In both cases, trying to move the planks aside requires a combined STR of 40 and automatically will wake the trolls.

Other rooms on this floor are empty. In Karrak's stronghold, one of the rooms has a rotten ceiling which can be broken through easily. Since the room is distant from where the trolls sleep, they will wake up only if they make a Listen roll.

**THIRD FLOOR**

There is a 95% chance that all three trolls on this floor will be sleeping. In the room with the trolls can be found a ladder, a small chest with 1D100 lunars in it, and a clan heirloom.

The Grak heirloom is a highly decorated mace worth around 500 lunars to a collector or troll group.

The Karrak heirloom is a magical troll stick which contains a matrix for the uncommon spell of Detect Elf. This is a one-point spell, has a range of 40m, and works on elves, dryads, runners, and pixies. It also gives the SIZ of the Al-dryami detected.

**KRANG'S STRONGHOLD**

The largest undamaged building in the area, all of the doors and windows on the outside of Krang's stronghold have been filled – this is obvious to an observer.

The walls can be climbed without difficulty. The trolls on top will notice the intrusion, though, and will drop rocks – big rocks – on the climber.

Dropping a rock on someone is not hard. A troll as an 50% chance of hitting someone within one story of him. A story is roughly 3m high. For each story lower that the character is at, subtract 10% from the chances for success. The rocks will do damage equal to 2D6 plus 1D6 per full story dropped. Thus, someone climbing up the top story would only take 3D6 damage. Someone three stories down would take 5D6 damage. In the time it takes to climb one story, two rocks can be dropped by the trolls. Only a single troll can drop rocks on a single climber, but if there are more than one climber, the trolls can drop rocks on each separately, unless the climbers are foolish enough to climb in single file. In that case, only one troll can drop rocks on the whole column, but if the top climber is hit, he will fall down, hitting the second in line, and so forth. A dropped rock will hit a hit location determined by rolling 1D10+10.

If a character climbing a wall wants to apply his Defense to a particular rock, he must make a Climb roll or fall. If the Climb roll is made, the character managed to stay on the wall while dodging. It takes a successful Climb roll to move up one story.

This may not be the way to get in.

**Entering Krang's Stronghold**

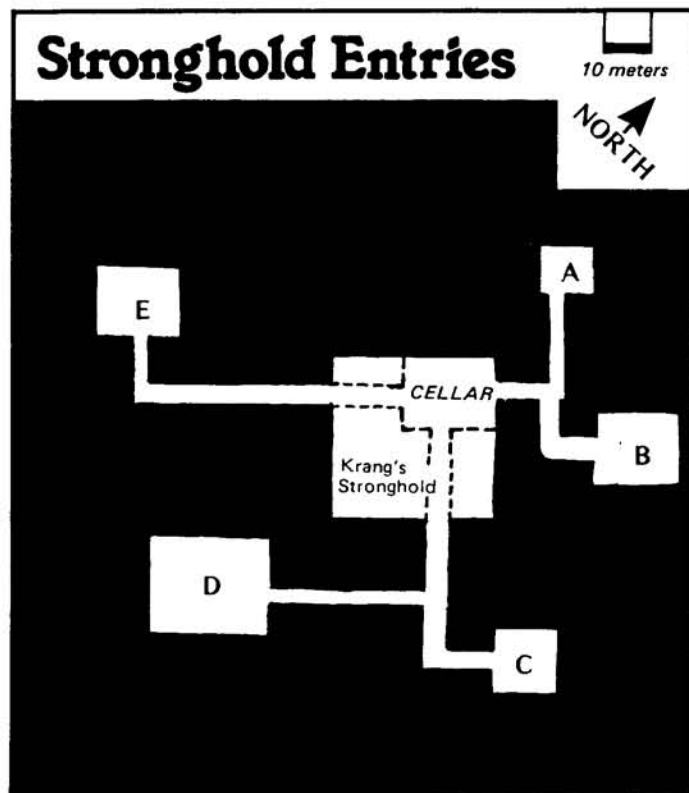
Krang's Stronghold is entered through any one of five smaller buildings marked on the area map. Tunnels go from these buildings to Krang's cellar. Treat all of the entrances identically. Krang's trolls enter the entrance building and always go directly to the cellar. The ground is wet and smooth, but a Track roll will lead a character directly there.

The following is true for all the entrance buildings. The ceilings and roof of the buildings have collapsed. The tile floors are covered with rubbish: dust, dirt, rocks, and debris. About half of the internal walls are intact enough to block movement. There is a brick-walled cellar. On an appropriate wall of the cellar in all these buildings is a secret door (a Spot Hidden roll while diligently searching the appropriate wall will find it). The door is unlocked. The cellar door leads into a brick tunnel 3m wide, allowing the trolls to lead in animals.

The tunnels end in thick wooden doors. The doors are all barred on the far side. Behind the doors stands a troll. He will remove the bar only when he hears that week's password, delivered in a trollish voice. He says nothing, but a Listen roll at -30% from normal chance will detect his presence.





The doors are sturdy, and each requires a combined strength of 80 to knock down. If this cannot be done quickly and quietly, the trolls in the basement will retreat upstairs. A heavy stone cap will then be shoved over the stairwell, blocking entrance to any intruders. This stone cap-piece is always kept ready.

If the adventurers break through the wooden doors into the cellar, they will find themselves in an empty storeroom. (All supplies are kept upstairs.) Only troll dung and garbage is visible here. Soon, a squad of ten doughty trolls dispatched to slay them will arrive. Use the stats for Krang's patrol. The trolls will enter the basement from one of the

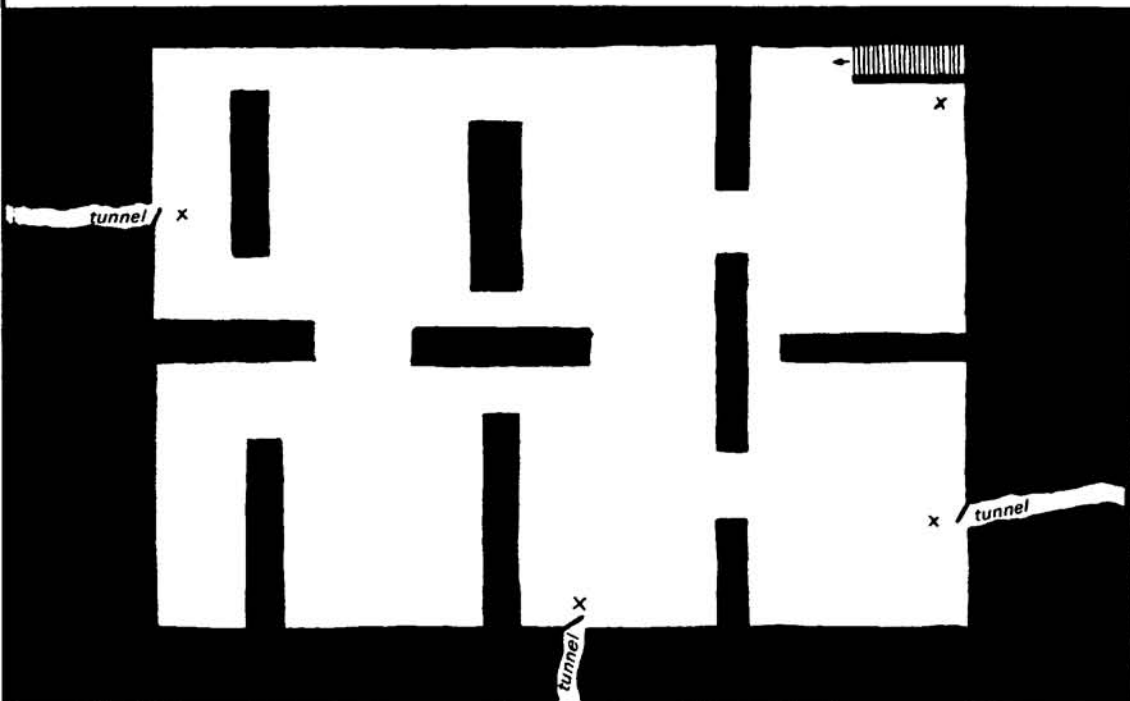
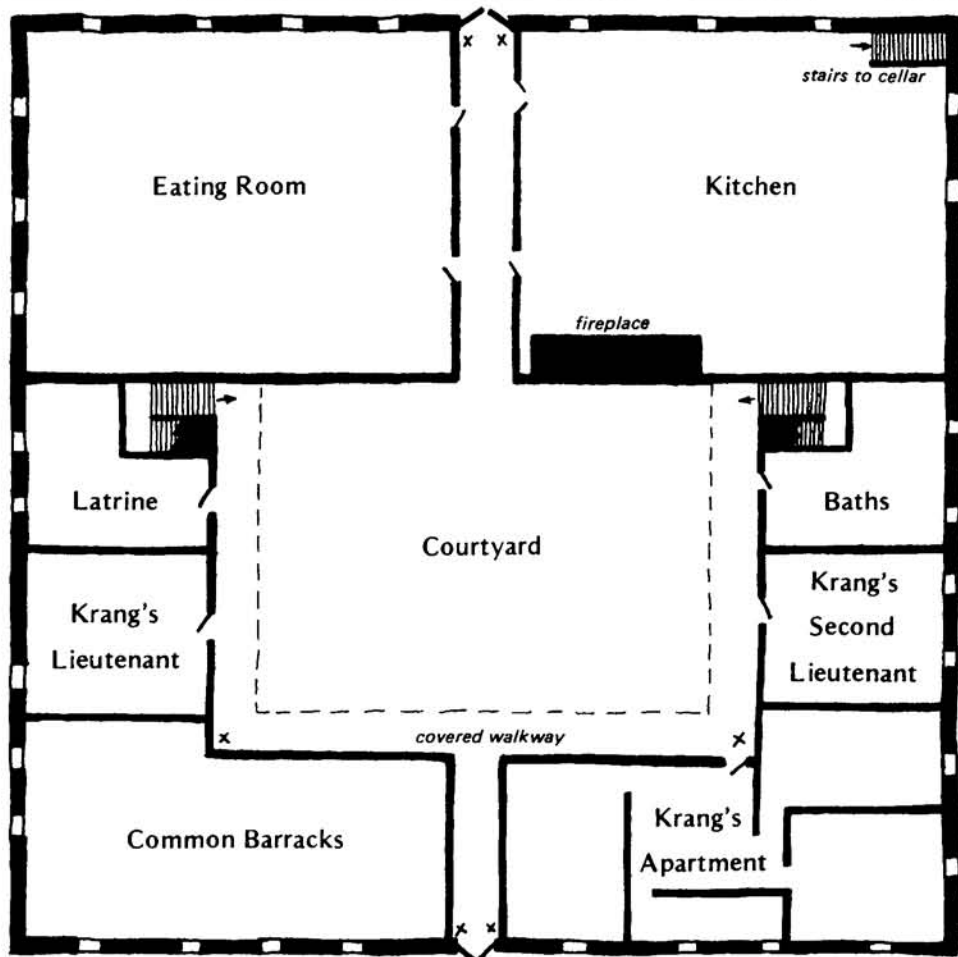


# Krang's Stronghold

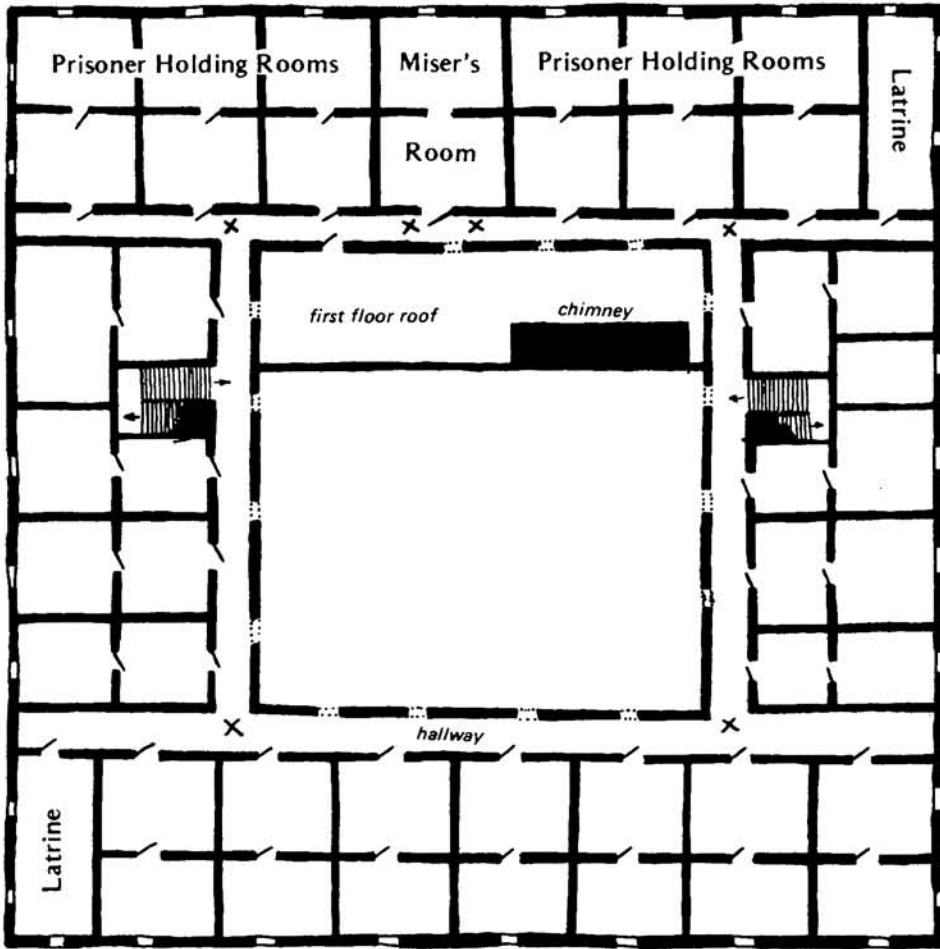
5 meters

-  Guard Stations
-  Open Window
-  Sealed Windows
-  Stairs  
(arrow points downward)

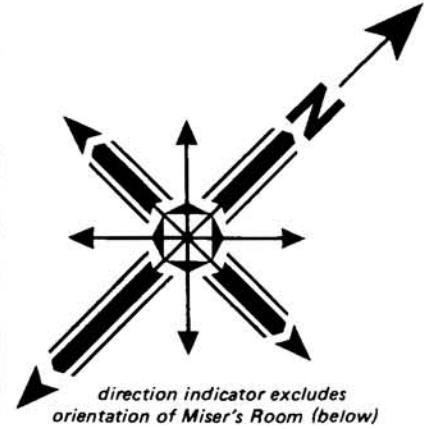
**FIRST FLOOR**— The courtyard is open to the sky, with a covered walkway that runs about it.



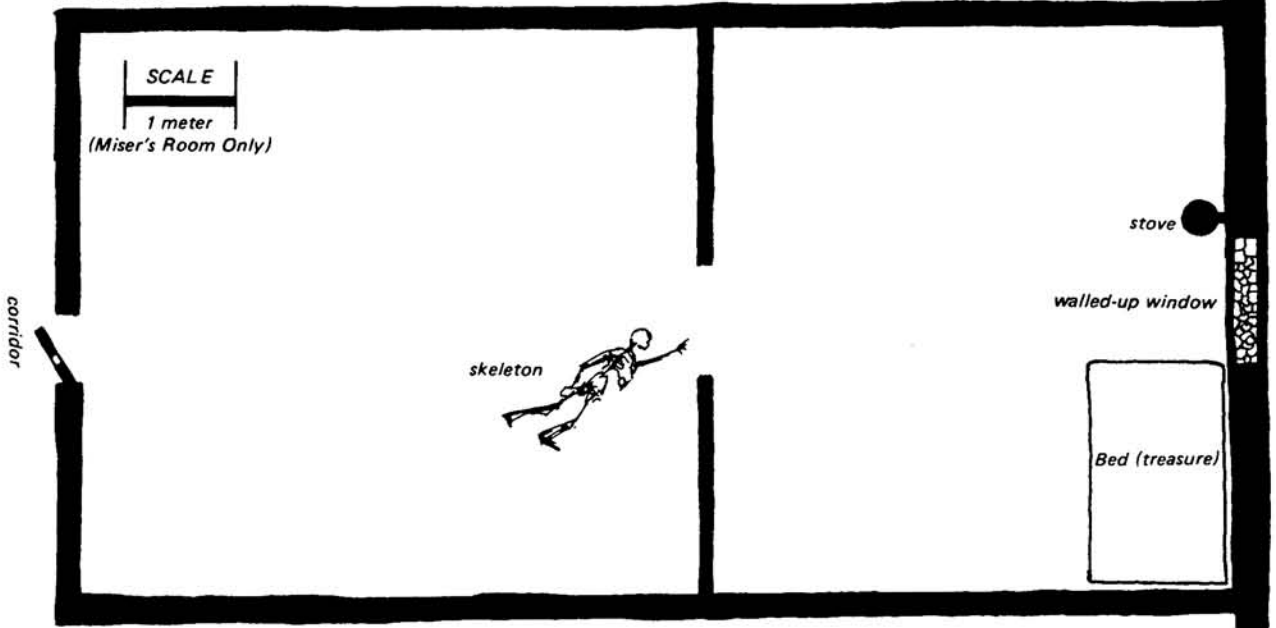
**CELLAR**— this is an empty storeroom. The tunnels lead to other buildings. The stairs lead to the first floor.



**SECOND (and Third) FLOOR**— Guards are stationed at the Xs. There are more guards when prisoners are being held. The third floor is the same as the second except for the Miser's and the Prisoner rooms. The rooms on the third floor are all one large room, rather than two small ones. Trolls or trollkin live in all of the unmarked rooms. The door to the roof of the first floor is locked. Open Windows are shuttered during all daylight hours.



**MISER'S ROOM**— the far door is made of lead (STR 100). It has a small window through which the guards can watch the proceedings.



wooden doors, and trap the adventuring party in the store-room.

This may not be the way to get in. For the best method to effect entrance, see the next section, titled "Capture."

If the characters do manage to break in this way, 15 + 1D20 armed dark trolls will oppose them. Unarmed trollkin will screech and bolt from room to room, completely terrified. The trollkin will not fight, but they may rush in panic toward the characters as though they were attacking. The dark trolls may even herd bands of panicky trollkin towards the characters to distract them. Gamemasters should spend as many trollkin as necessary to create the proper effect in the cramped rooms and halls.

## Capture

If a party is captured by Krang's trolls, Rune levels will be quickly taken to the temple of Kyger Litor. Once there, they cannot appeal for divine intervention from other gods than the Troll Mother, and can be killed at leisure. They will certainly be killed — a Rune level human is too dangerous to let live — but in a special way.

Any other members of the party will be chained and taken to meet Krang (the tenth to bear that name). Unless she can be charmed in some way, she will kill the captives. Should the captives swear convincingly never to enter Old Pavis again, and they have a large ransom, they may be released. Such an oath will be taken at a Kyger Litor ceremony, and it would be most unwise to break them. (Breaking such an oath would bring a Grey Fury of the troll cult to attack the scoundrel once, when inconvenient. See *Cults of Prax* for details on Grey Furies.) Krang has shown compassion to young adventurers who so swear even if they have no ransom, though such a decision is rare. Krang is bloodthirsty when it comes to elves, beings with high Power, or anything making its home in the Rubble. Usually, Krang makes her decision for the party as a whole, but Krang sometimes decides to let some individuals die and others live.

Captives who must die are butchered and eaten. The butchery is performed in the courtyard, where animals are corralled.

This butchering occurs four meters from the prized table of Eiritha, which also rests in the courtyard. It is a Buffalo Eiritha table; fresh bison is available daily to Krang and her clan. The table is carved with six bison on the surface and so can be activated for a week. On the first day of the week, a real bison is slain, and for the rest of the week, magical bison appear. Captives with high Power are fed to the clan's pet ghost (described later).

## The Ghost

A man was born forty years before Gerak Kag sacked Pavis. He grew up on Temple hill, learning the ways that weak and timid men must follow in times of strife. When his parents were killed in a nomad raid, he fled from the hill into the long-sacked residential areas near it. He lived there quietly, surviving as a small merchant and a careful miser. As a merchant, he was unexceptional, but he excelled as a miser. He hoarded his money carefully and counted gloatingly by the light of a cheap tallow candle. When he left his rooms, he scuttled directly to where he was headed, afraid to look to either side.

Since he did not care for the outside world, he heard nothing of the changing times. His first hint of the troll invasion came when he heard the screams in the streets. He still had not understood the calamity when the door was

kicked open, and the blood-soaked dark trolls entered, ravening and bellowing.

The first of the looters left the miser's rooms with all his carefully-hoarded treasure, less one single copper which was clutched in the now-dead hand of the miser. That single copper led to a strange death for many beings, for love of that piece of metal kept the miser's spirit bound to his rooms.

That original looter was from the band of Krang, dark troll warlord, and the miser's building and the miser's rooms now belonged to Krang. A few weeks after the invasion, Krang himself entered the miser's rooms to make sure that all that could be looted had been looted. Krang made a cursory inspection of the room, ignoring the withered remains in the bechamber. There were riper and more toothsome morsels to feast upon than the scrawny bones of the dead miser. The miser's ghost apparently did not attack.

No one else entered the miser's rooms for years. His body rotted to bone. The copper piece dropped into a chink in the floor and wedged a few inches below the skeleton's hand. Krang died defending his territory against elf raiders. All Krang's children died the same way, as did several of his grandchildren. One of Krang's granddaughters, also named Krang, decided a secure fortress was in order. She selected the miser's building for the central fort. Adjoining buildings were demolished to provide clear lines of fire and to remove possible cover for attackers. All outside windows were sealed up, allowing access only from underground tunnels. Various old rooms that hadn't been entered for years were cleaned up.

Then, the miser's ghost made himself known, by eating the soul of the trollkin that was hauling away his skeleton. A troll witnessed the deed and reported it to Krang. Intrigued by this ghost of hers, Krang decided to speak with it. Through fantastic luck and enormous persuasiveness, she learned the ghost's whole story, and she befriended it, as much as was possible. She decided that this human ghost would make a wonderful guard.

The ghost was agreeable. Krang swore to let the ghost consider as its own a set portion of any treasure put into the room; the ghost swore to allow Krang to remove her portion of the treasure whenever she wished.

To aid the ghost in its guarding, Krang (and her heirs) increased its Power by feeding it slaves and adventurers. The ghost began by destroying adventurers and trollkin of rather low Power. As the ghost grew in power and hunger over the years, it was fed adventurers of more Power. Over the course of the years, the ghost grew to exceptional strength.

## Feeding Time

Those captives whom Krang has decided will be fed to the ghost will be divided up among the rooms across from the ghost's apartment. Those rooms are bare. Before being thrown into the ghost's room, the captives are released from their chains. At six-hour intervals, a single captive is thrust into the ghost's front room. At that time, the chains are removed. All the trolls agree that chain removal is a good thing: Krang does it to keep her guards alert and in good condition, while the guards enjoy snatching struggling people. There is certainly little chance for any captive to escape; they would be quite outnumbered. There are at least two trolls on either side of a captive, in a hallway in which two humans cannot walk comfortably abreast.

The ghost's front room has two doorways. The doorway through which the captive is flung is of heavy lead and has a small window through which the guards can watch. The

doorway in the opposite wall has no door. The front room contains various bones and rubble carelessly strewn about. A complete skeleton lies near the open doorway.

The bed chamber has an old bed which has collapsed from the weight of Krang's treasure of thousands of silver pieces, gems, and jewelry. This treasure is the result of hundreds of years of successful looting. The window in this room has been walled up. Below and beside the window is a small, old woodburning stove which used to vent through the window.

The ghost (POW 26, INT 8, DEX 20) will attack immediately, with no warning. The ghost will continue spirit combat until his victim ceases to exist. After combat is finished, the ghost will rest six hours to recover whatever Power he may have lost to the victim. He will then accept a new victim. One of the guards at the doorway knows Dispel Magic 4, and he will cast it at the victim just after spirit combat is initiated, to dispel any Spirit Screen spells the victim may put up against the ghost. This will also dispel a Spirit Block 1 or 2 spell that the victim has. It will do no good against a Spirit Block 3 or more, but since the ghost has a POW of 22, a Spirit Block 3 or more would not allow either party to be harmed by the combat. If the victim is seen visibly casting magic after spirit combat has begun, the trolls will cast their Dispel Magic 4 immediately.

The ghost is uninterested in anything but combat. A victim may establish communication by using Mindspeech, but the ghost is unlikely to listen. The ghost knows Spirit-

speech 40%, Old Pavic 40%, and Darktongue 40%. If the intended victim can deduce the ghost's motivations and exploit its stupidity, there is a possibility that the ghost would let the victim. A victim might promise the ghost the world in exchange for life. Since victims of the ghost often run into the back room in a futile attempt to escape once they realize they cannot beat the ghost, the troll guards will not be alarmed to see a victim dash into the back room and never return. The guards would just assume that the victim went into the back room and was slain there. If an early intended sacrifice managed to convince the ghost that it should not harm the party, the victims could congregate in the back room. When the last victim was tossed in, the party could rush the guards, defeat them with their bare hands, and flee the fortress. Ah, it would be a glorious death!

## TROLL STATISTICS AND NOTES

### Krang

Krang is a troll with a past, for her family came to Pavis with Gerak Kag. They carved out a small piece of Pavis for themselves and have held onto it ever since, through depredations of elves, humans, dragonewts, and other and stranger things. In all that time, they have maintained a tradition of pride, ruthlessness, and independence.

Krang wishes only to pass on her stronghold to the younger Krang in as good a condition as it was when she got it. Her fondest wish is that her great-great-grandchildren will hear the story of these times and think of their ancestor as neither innovative nor weak, but as one who was in every respect an exemplary Krang, like all before her.

### Troll Types

This section includes all Krang's trolls that are seen at any one time. These same trolls may be used for the minor clans or anyone's patrols for this scenario. Simply use the number of trolls desired.

Krang's normal patrols consist of a single leader and nine followers. The nine followers are identical for purposes of the gamemaster. When houses are searched, four trolls search houses on one side of the street, and four more search houses on the other side. One troll stays with the leader in the street, and they keep slings at ready. All these trolls have a -20% chance to Move Silently due to their armor.

Most times, Krang's six commandos go out with the regular patrols — usually as leaders. When intruders have been sighted, or on special missions, the commandos go out together in an elite group. They skulk through the rubble, looking for the invaders and attempting to ambush them. Before an ambush, they will inform the troll atop the stronghold (via Mindspeech) of their location. That troll will, in turn, inform nearby patrols, who will run to arrive at the scene of the ambush after it starts. These troll commandos wear no armor which makes noise.

Krang keeps four trolls on the roof of the stronghold to watch for suspicious movement. If any is seen, they will establish Mindspeech with a patrol leader and inform him. If they get a clear shot at an intruder, they will hurl leaden sling shot at them. They may also cast Befuddle at enemies when they can see their patrols get close enough to take advantage of such a spell.

Hit locations 01-09 are protected by the roof from ground fire. Any projectiles fired by the adventurers at roof trolls that hit locations 01-09 are treated as misses.

The smaller clans have only troll atop their respective strongholds, but he will act in the same manner.

#### KRANG, female priestess of Kyger Litor

STR 19	CON 11	SIZ 15	01-04	R LEG	7/5
INT 15	POW 18	DEX 18	05-08	L LEG	7/5
CHA 12			09-11	ABDOM	7/5
Move 8			12	CHEST	8/6
Hit Points 13			13-15	R ARM	7/4
Defense 30%			16-18	L ARM	7/4
			19-20	HEAD	7/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	3	80%	2D8+1D6	65%	15
Mace	5	70%	1D10+1D6	50%	20
Sling	1/7	90%	1D8	—	—
Staff Sling	1	70%	1D10	50%	10
Lg Shield	—	—	—	65%	16

SPELLS: Bludgeon 2, Countermagic 1, Darkwall (2), Jump 3, Mindspeech 4, Protection 3; (known by Creeper) Demoralize, Dispel Magic 4, Healing 6, Spirit Shield 4

RUNE MAGIC: Absorption 1, Blinding 1, Discorporation 1, Extension II, Shield 2, Spell Teaching

SKILLS: Camouflage 65%, Darksense/Scan 80%, Hide in Cover 70%, Listen 70%, Move Silently 60%, Oratory 50%

LANGUAGES: Darktongue 90/90%, Aldryami 20%, Old Pavic 50/15%, Sartarite 50%, Lunar 50%, Tradetalk 25%

MAGIC: 10-point POW storage crystal

ALLIED SPIRIT: Creeper, in giant beetle body:

STR 17	CON 22	SIZ 17	01	RH LEG	6/6
INT 15	POW 14	DEX 9	02	RC LEG	6/6
Move 6			03	LH LEG	6/6
Hit Points 23			04	LC LEG	6/6
Defense 00%			05-08	ABDOM	6/9
			09-12	THORX	6/9
			13-14	RF LEG	6/6
			15-16	LF LEG	6/6
			17-20	HEAD	6/8

Weapon	SR	Attk%	Damage
Bite	8	70%	1D10+1D6

## NORMAL DARK TROLL PATROL LEADER

STR 18	CON 14	SIZ 18	01-04	R LEG	7/6
INT 13	POW 15	DEX 11	05-08	L LEG	7/6
CHA 16			09-11	ABDOM	7/6
Move 8			12	CHEST	7/7
Hit Points 16			13-15	R ARM	7/5
Defense 00%			16-18	L ARM	7/5
			19-20	HEAD	7/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Mace	7	80%	1D10+1D6	80%	20
Staff Sling	3	65%	1D10	30%	10
Sling	3/11	70%	1D8	—	—
Lg Shield	—	—	—	60%	12

SPELLS: Befuddle, Bludgeon 2, Countermagic 2, Dispel Magic 2, Healing 2, Jumping 2, Multimissile 1, Mindspeech 1

SKILLS: Camouflage 70%, Climb 60%, Darsense/Scan 70%, Darksense/Scrutinize 60%, Hide in Cover 80%, Jump 55%, Move Silently 80%, Trap Set/Disarm 70%

LANGUAGES: Darktongue 65/30%, Old Pavic 20%, Sartarite 20%, Tradetalk 25%, Aldryami 20%

## DARK TROLL COMMANDOS

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	4	70%	2D8+2D6	70%	15
Mace	6	80%	1D10+2D6	50%	20
Sling	2/9	75%	1D8	—	—
Lg Shield	7	45%	1D8+2D6	80%	16

SPELLS: Befuddle, Countermagic 2, Darkwall (2), Healing 2, Jumping 2, Mindspeech 1, Protection 2

SKILLS: Camouflage 70%, Climb 75%, Darksense/Scan 70%, Darksense/Scrutinize 70%, Hide in Cover 90%, Jumping 65%, Move Silently 80%, Track 70%, Trap Set/Disarm 70%

LANGUAGES: Darktongue 65/25%, Old Pavic 20%, Sartarite 20%, Tradetalk 25%, Aldryami 20%, Lunar 20%

## COMMANDO ONE

POW 14	R LEG	01-04	5/6
DEX 13	L LEG	05-08	5/6
HP 18	ABDOM	09-11	6/6
Move 8	CHEST	12	6/7
Maul 15	R ARM	13-15	5/5
Mace 20	L ARM	16-18	5/5
	HEAD	19-20	6/6

## COMMANDO TWO

POW 14	R LEG	01-04	5/6
DEX 13	L LEG	05-08	5/6
HP 18	ABDOM	09-11	6/6
Move 8	CHEST	12	6/7
Maul 15	R ARM	13-15	5/5
Mace 20	L ARM	16-18	5/5
	HEAD	19-20	6/6

## COMMANDO THREE

POW 14	R LEG	01-04	5/6
DEX 13	L LEG	05-08	5/6
HP 18	ABDOM	09-11	6/6
Move 8	CHEST	12	6/7
Maul 15	R ARM	13-15	5/5
Mace 20	L ARM	16-18	5/5
	HEAD	19-20	6/6

## COMMANDO FOUR

POW 14	R LEG	01-04	5/6
DEX 13	L LEG	05-08	5/6
HP 18	ABDOM	09-11	6/6
Move 8	CHEST	12	6/7
Maul 15	R ARM	13-15	5/5
Mace 20	L ARM	16-18	5/5
	HEAD	19-20	6/6

## COMMANDO FIVE

POW 14	R LEG	01-04	5/6
DEX 13	L LEG	05-08	5/6
HP 18	ABDOM	09-11	6/6
Move 8	CHEST	12	6/7
Maul 15	R ARM	13-15	5/5
Mace 20	L ARM	16-18	5/5
	HEAD	19-20	6/6

## COMMANDO SIX

POW 14	R LEG	01-04	5/6
DEX 13	L LEG	05-08	5/6
HP 18	ABDOM	09-11	6/6
Move 8	CHEST	12	6/7
Maul 15	R ARM	13-15	5/5
Mace 20	L ARM	16-18	5/5
	HEAD	19-20	6/6

## ROOF DARK TROLL

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	5	70%	2D8+1D6	65%	15
Mace	7	50%	1D10+1D6	50%	20
Staff Sling	3	75%	1D10	30%	10

SPELLS: Befuddle, Countermagic, Dispel Magic 1, Healing 2, Jumping 2, Mindspeech 2, Speedart

SKILLS: Climb 60%, Darksense/Scan 70%, Darksense/Scrutinize 70%, Hide in Cover 60%, Jump 55%, Move Silently 60%

LANGUAGES: Darktongue 70%

## ROOF TROLL ONE

POW 10	R LEG	01-04	5/4
DEX 10	L LEG	05-08	5/4
HP 12	ABDOM	09-11	6/4
Move 8	CHEST	12	6/5
Maul 15	R ARM	13-15	5/3
Mace 20	L ARM	16-18	5/3
	HEAD	19-20	6/4

## ROOF TROLL TWO

POW 10	R LEG	01-04	5/4
DEX 10	L LEG	05-08	5/4
HP 12	ABDOM	09-11	6/4
Move 8	CHEST	12	6/5
Maul 15	R ARM	13-15	5/3
Mace 20	L ARM	16-18	5/3
	HEAD	19-20	6/4

## ROOF TROLL THREE

POW 10	R LEG	01-04	5/4
DEX 10	L LEG	05-08	5/4
HP 12	ABDOM	09-11	6/4
Move 8	CHEST	12	6/5
Maul 15	R ARM	13-15	5/3
Mace 20	L ARM	16-18	5/3
	HEAD	19-20	6/4

## ROOF TROLL FOUR

POW 10	R LEG	01-04	5/4
DEX 10	L LEG	05-08	5/4
HP 12	ABDOM	09-11	6/4
Move 8	CHEST	12	6/5
Maul 15	R ARM	13-15	5/3
Mace 20	L ARM	16-18	5/3
	HEAD	19-20	6/4

## ROOF TROLL FIVE

POW 10	R LEG	01-04	5/4
DEX 10	L LEG	05-08	5/4
HP 12	ABDOM	09-11	6/4
Move 8	CHEST	12	6/5
Maul 15	R ARM	13-15	5/3
Mace 20	L ARM	16-18	5/3
	HEAD	19-20	6/4

## ROOF TROLL SIX

POW 10	R LEG	01-04	5/4
DEX 10	L LEG	05-08	5/4
HP 12	ABDOM	09-11	6/4
Move 8	CHEST	12	6/5
Maul 15	R ARM	13-15	5/3
Mace 20	L ARM	16-18	5/3
	HEAD	19-20	6/4

**NORMAL DARK TROLL PATROL MEMBER**

Weapon	SR	Attk%	Damage	Parr%	Pts	SPELLS: Bludgeon 2, Countermagic 1, Dispel Magic 2, Disrupt, Healing 2, Jumping 1, Speedart
Mace	7	60%	1D10+1D6	45%	20	
Sling	3/11	60%	1D8	—	—	SKILLS: Climb 60%, Darksense/Scan 40%, Hide in Cover 60%, Jump 45%, Move Quietly 50%, Trap Set/Disarm 50%
Maul	5	50%	2D8+1D6	50%	15	
Lg Shield	—	—	—	60%	16	LANGUAGES: Darktongue 55%, Old Pavic 10%, Tradetalk 15%

**PATROL TROLL ONE**

POW 13	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Maul 15	R ARM	13-15	7/4
Mace 20	L ARM	16-18	7/4
	HEAD	19-20	7/5

**PATROL TROLL FOUR**

POW 13	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Maul 15	R ARM	13-15	7/4
Mace 20	L ARM	16-18	7/4
	HEAD	19-20	7/5

**PATROL TROLL SEVEN**

POW 13	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Maul 15	R ARM	13-15	7/4
Mace 20	L ARM	16-18	7/4
	HEAD	19-20	7/5

**PATROL TROLL TWO**

POW 13	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Maul 15	R ARM	13-15	7/4
Mace 20	L ARM	16-18	7/4
	HEAD	19-20	7/5

**PATROL TROLL FIVE**

POW 13	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Maul 15	R ARM	13-15	7/4
Mace 20	L ARM	16-18	7/4
	HEAD	19-20	7/5

**PATROL TROLL EIGHT**

POW 13	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Maul 15	R ARM	13-15	7/4
Mace 20	L ARM	16-18	7/4
	HEAD	19-20	7/5

**PATROL TROLL THREE**

POW 13	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Maul 15	R ARM	13-15	7/4
Mace 20	L ARM	16-18	7/4
	HEAD	19-20	7/5

**PATROL TROLL SIX**

POW 13	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Maul 15	R ARM	13-15	7/4
Mace 20	L ARM	16-18	7/4
	HEAD	19-20	7/5

**PATROL TROLL NINE**

POW 13	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Maul 15	R ARM	13-15	7/4
Mace 20	L ARM	16-18	7/4
	HEAD	19-20	7/5



# The Puzzle Canal

**PLAYER INFORMATION**

Labrygon, a demi-god priest from the Empire of the Wyrms' Friends, created the Puzzle Canal. To build it took the time of hundreds of Pavis citizens for several months and seemed to serve no purpose. Observers of Labrygon's actions suggested that the canal might be a very elaborate Nysalor riddle, but this suggestion was not appreciated.

It is commonly known that the entrance is easily found, and that it is wide enough for a ten-person boat to enter. Many parties have entered the canal. Some have returned. They are usually close-mouthed about their discoveries. Some explorers are suddenly wealthy, others as broke as ever with the added debt of having hired a boat.

Some returnees have spoken of the Eternal Question. When asked about it, they smile smugly and refuse to answer.

The canal is known to be remarkably vegetation-free, though its banks burgeon with plants of all kinds. Trolls avoid the place. No troll has ever returned alive after entering the canal from the land side, though several adventurous trolls have survived the river trip.

**Finding Out More**

If the players are smart, they may think to have their characters go to the local Lhankor Mhy temple and see what there is on the subject. The temple has several interesting items of information, all available for a price.

The sage responsible for performing the most research on the ancient structures of Pavis will offer to sell the investigators information on any one of six subjects. For a mere 100L, he will enumerate the subjects, as their very names could be of value to the adventurers.

1) *Tanian's Grotto: 1000L* — This room is in an underground grotto, roofed by solid rock. The water in this chamber is on fire. Even the rivulets of liquid draining from the walls of the grotto flicker and burn. Flames consume the water that runs into here, but more always pours through the entrance. There are supposed to be other canals leaving from this room to go to other regions, but it would be difficult to traverse Tanian's Grotto on boat.

For 500L more, the priest will tell the adventurers of a valuable secret connected with the room. Water burned wholly up with Tanian's magic fire leaves a residue — the valuable water ash. Four liters of water completely consumed by Tanian's fire will leave enough water ash to completely cover the back of one's thumbnail. A cubic meter of water completely consumed yields 25 cubic centimeters of the stuff. Water ash looks like bluish transparent gelatin. The Lhankor Mhy sages are glad to trade information or training for samples of the stuff, at the rate of 10L worth of training for a single cubic centimeter (a gram) of the water ash.

2) *The Sea Elves: 600L* — The sea elves live along the periphery of the canal. They always attack trolls and will usually attack humans. They are known to hide outlaws and rebels, as well as their elvish kin, for various fees. They live underwater and tend the plants of the outside canals. They breed some sort of great water beast to keep their plants down to a level which does not impede canal travel. It is not known how dangerous these beasts are in battle.

There is a route that may be taken to help avoid the sea elves' area, and for only 150L more, the sage will cheerfully explain it. Once the money is handed over, he will explain that adventuring parties hugging the northern parts of the canal are usually able to penetrate into the deeper, more interesting, parts of the maze without meeting elvish opposition.

3) *Hideouts: 400L* — There are known to be at least six (and probably more) little areas within the canal that can serve as bases, hideouts, or living quarters for land-dwellers. Those potential hideouts within the elves' area come under their jurisdiction, and they will drive off intruders or extort money from them. In other sections of the maze, desperate bandits and robbers sometimes hide out, especially pirates who possess their own boats. Duck criminals commonly stay in these places. There are rewards out for several criminals currently believed to be staying in the canal maze. Sometimes horrid monsters utilize the hideouts for dens and lairs as well.

4) *Inhabitants of the Canal: 750L* — Beings known to have been sighted in the canal include sea elves, ducks, newtlings, walktapi, gorp, giant frogs, snakes, normal elves (evidently hiding from trolls or authorities), brollachans, human bandits (as per elves), and kraken weed. Kraken weed is a giant animate seaweed known to attack swimmers and ships; it is probably raised by the sea elves. A large waterbird has been sighted over the canal and probably nests there, but no examples have been caught for the temple. At least one deeply-exploring adventuring party claims to have encountered horrible river-horses, frog-like monsters, and obesely ugly mermaids.

5) *The Artifact: 350L* — An old and mysterious document dating from the time of Robcradle's power refers to an object either taken from a giant cradle or brought by the Jrusteli to Robcradle to facilitate their magical efforts. There is a brief and tantalizing reference, to wit: "... Lord Labrygon, who placed the Seaslayer deep within his labyrinth of water, guarding and hiding it with those it forced." The Lhankor Mhy sage will give it as his opinion that there is a powerful artifact somewhere within the Puzzle Canal, and that it is waiting to be found by any stout party.

6) *The Magic Painting: 500L* — On a wall in the canal somewhere past the elves' territory sits a painting easily visible from the water. It is over a rather large still pool, about a meter over the top of the water during Dark season. It is extremely magical, but it evidently cannot be removed from its current location. In any event, the sage does not want the characters to try to remove it, fearing that such an act might destroy the painting, but he knows that the temple would be willing to provide 1000L worth of spell teaching and training if the player-characters carefully memorized the painting appearance, take sketches, etc., and allow the Lhankor Mhy priests to interrogate them after leaving the canal.

If the players will pay the sage 1000L more, he will explain the painting's magical properties. The painting shows a section of the west wall of Pavis looking east. It is evidently just about sunset, and the wall is clearly silhouetted against the sky. This painting shows the future, and constantly changes. To give two specific examples, the priest

will state that a party of adventurers entering the canals just before the battle of Moonbroth saw sable riders standing atop the wall in the painting — evidently symbolizing the Lunar victory. A more ancient account just before the destruction of Old Pavis at the hands of the Storm Bull barbarians states that the misty head of a bull was seen in the clouds above the city wall in the painting, and that a barbarian lance was shown driven into the soil just within the wall. Since this picture is so wonderful, naturally Lhankor Mhy's sages are curious as to what it is now showing.

The painting has one more property that makes some folk fear it. For only 200L more, the sage will reveal the last property: the painting also is supposed to show the scene or cause of death of those seeing the picture. This scene or cause of death often is depicted in a shadow, or in an obscure corner, and may be presented in a highly symbolic manner as a footnote to the scene as a whole. The priest will give one example: when the mighty warrior Bear Torchdancer saw the painting in 1605 A.T., he noticed a large stone at the edges of the walltop, atop a broken sword. Bear Torchdancer was slain by a dwarf two seasons later.

## HOW TO RUN THE PUZZLE MAZE

The Puzzle Canal is not constant. Every Sacred Time, the pattern of the maze changes and warps. Hence, the referee will need a new game map for the explored portions of the maze every game-year. It is dangerous to enter the maze during Sacred Time, while it is rearranging itself, for there is an excellent chance that the intruders will actually sail off the mundane world and onto the Hero Plane.

During Sacred Time, all of the maze is vague and ghostly. The canal passages appear to lead aimlessly within the maze, and it is possible to make physically impossible movements within the canal, such as going from the entrance to the Hidden Maze without passing through the Inner Maze. None of the normal chambers or grottos can be found while sailing during Sacred Time — the canals simply seem to go on and on, never ending. Each half-hour spent within the maze during Sacred Time gives the hapless adventurers a chance of winding up on the Hero Plane, and thus out of the campaign. Each hour, the character with the highest POW in the party must try to roll his POWx5 or less on D100. If he succeeds, then the entire group, willy-nilly, is sucked off the world and onto the Hero Plane. If the party does leave the mundane plane, this will not become obvious until they once again attempt to leave the maze. When they sail out of the exit, they will find themselves, not on the River of Cradles, but on a large, swiftly-flowing black river — the River Styx. Their return from the land of the dead is left up to the gamemaster, but unless they are of heroic quality, the party members will probably stay dead.

Provided with this scenario is a map of the Puzzle Canal for the gamemaster. It can be used for any one year he wishes. A blank map has also been enclosed for making up his own maps.

In order to enter the canal, the player-characters will either need to rent a boat, or be prepared to move by land. Several boat renters service the river. They will generally charge 8-10 lunars to rent a reed raft for a day. Each additional day past the first costs an extra 4-6 lunars. Larger boats are more costly. A 3-man boat costs 8-12 lunars per day, a 6-man boat costs 13-17 lunars, and a 10-man boat costs 18-22 lunars per day. These prices are high, but boats rented to adventurers have a high loss rate. If one of the adventurers is an initiate of Zola Fel, the price of rental is cut



in half, as the renter considers the chances of the boat's foundering to be reduced.

Entering the canal by land is done by moving cross-country through the Rubble and climbing the canal's outer wall, which is about 6m high. Moving through the canal over its banks is slow, due to the riotous plant life, and many of the grottoes and pools are inaccessible.

Most of the canal is open to the sun, though some areas are roofed over. The canal is about 10m wide in most places, but sometimes shrinks to as narrow as 3m or widens to as much as 15m. Usually, any size boat can be turned around in a channel, though it may take some time and effort pushing against the walls.

The canals are usually around 5m deep, with algal growths on the floor and sides. The edges of the canals are bounded by walls formed of shaped blocks of stone. These walls rise 1m from the water in Dark season, rise to 2m above the water level in Fire season, and drop to a mere half-meter or so in Sea season. Each stone block in the wall is a half-meter cube. The land between the canals is covered with plants and brush. There are no trees in the canal area, except on the two 'islands' — those areas which the canals never enter. Some shrubs grow between the canals, but herbaceous plants, ivy, and weeds form the majority of the thickets. The plant growth is so profuse that it is difficult to walk through. Unless a character is an elf or other being well-suited to walking through tangles, his speed is halved. A path might have to be cut in some areas. Ivy and weeds trail over the sides of the stone walls bordering the canals proper, and are grazed upon by manatees.

Boating in the canal is slow, at best. The characters' speed by boat depends upon their craft and their skill at rowing. Rafts have a basic speed of 2 hexes per turn, small boats of 4 hexes, and large (10-man boats) a speed of 6. Each 25% skill in Rowing possessed by all those rowing the boat will increase speed by 1. For example, if the worst active rower in a small boat has a skill of 35%, it will move at a speed of 5 hexes per turn. It is impossible to sail within the canal.

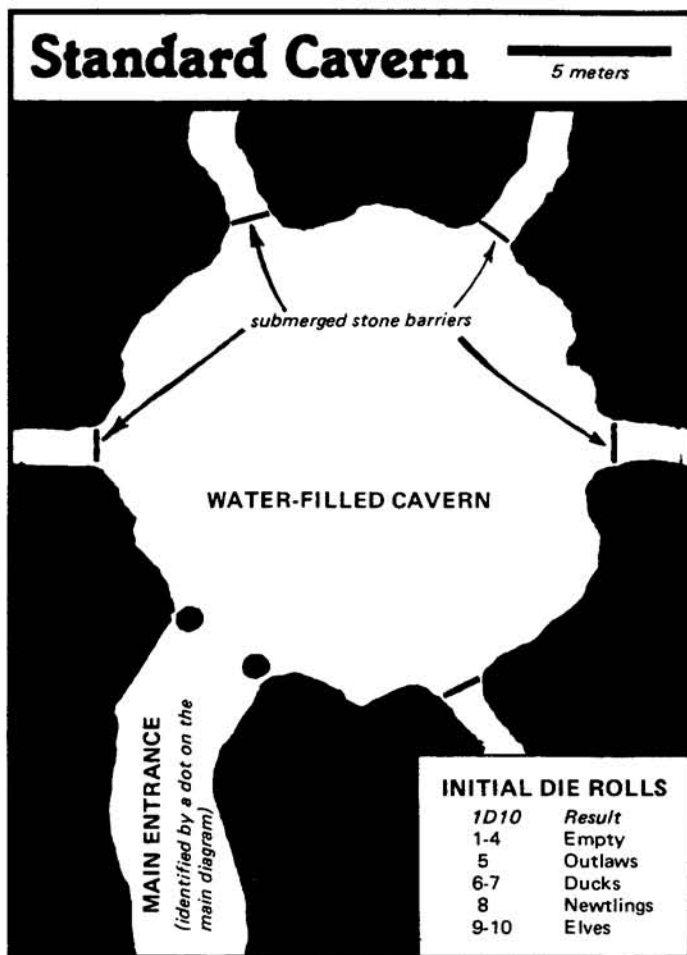
## ENCOUNTERS

Each 15 minutes (3 turns or so) within the canal, an encounter should be rolled for, to see if any of the canal's denizens have met the adventurers. There is a 33% chance that an encounter will occur. If one occurs, roll on the appropriate following chart.

# The Canal

## Outer Caverns (1-7)

The outer maze holds seven caverns. Each one is 20m across and has one main entrance and five minor entrances. All these caverns are identical. The entrances are equally spaced around the perimeter of the cavern, and the entire chamber is roofed. The main entrance is large, and has a pair of carved pillars on each side. The roof of each cavern is about 3m above the surface of the water, varying slightly in different seasons, and the water is much deeper than the usual canal depth; reaching 15-30 meters or more in depth. The five minor entrances are blocked by the presence of a low wall set just at the opening into the cavern. This wall's top is normally about half a meter or less under water level. A boat could be portaged over the wall, but it would not be easy, as the canal is deep, and the wall is only 20cm across or so, leaving little room to stand while moving the heavy craft.



The contents of the cavern depends upon the particular band of ruffians currently using it. If the room is in use, there will always be a rather large raft or boat in the room, and the inhabitants dwell on the raft, where they cook (if human or duck), sleep and rest when not out roaming.

The OUTLAW category includes humans hiding from the authorities, bandit gangs, and outlawed cultists. They may pay tariff to the river elves, at the referee's choice. There will be 1D10 outlaws in the cavern if this result is obtained, and their reaction to the party will depend upon many things. The referee may wish to roll on the following chart to determine cult affiliations for the outlaws:

## OUTLAW CULT TABLE

1D100	Outlaw Cult
01-40	Lanbril
41-55	Orlanth/Humakti Sartar rebels
56-60	Pavis Cult Bandits (Old City)
61-75	Storm Bull/Waha Praxian rebels — including bison, rhino, or impala riders
76-85	chaos cultists — Malia, Gbaji, Krarshet, etc.
86-00	Other or gamemaster discretion

DUCKS include Sartar refugees. When ducks are encountered, there will be 2D3 of them in the cavern. Ducks such as these often have taken up new lives as petty thieves and the like, and a few have hidden out in the Puzzle Canal, where human legal retribution rarely comes. Ducks in the Puzzle Canal caverns occasionally get by without more than

a small reed raft, and a party of ducks could be found in a cavern simply floating and swimming on top of the water, where they are at home. Ducks that lack a large boat or raft are always transients, usually without treasure.

NEWTLINGS living in the outer canal's caverns appear in groups of 2D4. They use these canals as a secure refuge from the more powerful races dwelling in the Rubble proper, such as dragonewts, trolls, and humans. They would not welcome a party of adventurers, fearing that the humans could oust them from their current home. Newtlings will always have several small reed-bundle boats rather than a single large raft or boat.

ELVES generally are hiding from Lunar authorities or trolls. They will have a raft or large boat just as do human outlaws. The sea elves allow their kindred to stay here for less money than humans must pay. Elves may have some treasure.

### Long Island (8)

Near the entrance, a rather large island stretches across the canal, blocking several possible passages. The shores of the island look like the shores of any other canal section, and the only way to discover that it is actually an island is to land on it.

A large herd of goats lives on this island. Goats also roam elsewhere in the canal, but rarely in such numbers. On the island dwells a horrid monster as well — a catoblepas, spawned through grim sorcery. The catoblepas never goes near the canal edge, but remains in the island's interior, grazing calmly and occasionally munching goats for extra protein. A hole in the island serves as the catoblepas' den; some treasure is stored there as well.

If intruders step onto the island, attempt a catoblepas Listen roll to detect the invaders. If it succeeds, the catoblepas will rapidly move to a clump of bushes near its den, where it will be invisible, its ropy hair looking like the vines common to the isle.

When the characters get close to its den, the catoblepas will begin to attempt slaying them with its death gaze. If the characters make a Spot Hidden roll, they will see the red eyes of the monster peering from the brush. The characters should be required to state specifically that they are attempting a Spot Hidden in order to make this attempt. If the characters flee the creature, the catoblepas will let them go, and even let them carry off their dead. If they attack, the catoblepas will start fighting.

The catoblepas will remain in the bush until the characters try to engage it in melee. If the characters try missile fire, it will simply stay where it is and death-gaze them. The chance to hit the monster while it hides nearly hidden in the bushes is halved. In addition, the brush acts as 6 extra points of armor. A critical hit will still ignore this extra armor, but an impale cannot.

The catoblepas is roughly ox- or bull-shaped, and the size of a small cow. Its greenish-blue body is covered with thick metallic scales, and its head is covered with long ropy green tentacles which writhe continuously. It has two bulging red eyes, in which no pupil nor iris are visible. The animal has a small cow-like tail and cloven hooves. The legs are thick and stumpy, rather like the limbs of a slim rhinoceros or short-legged cow. The head is normally carried low-slung. Its head is remarkably cow-like, though it is a little thicker than usual, and its enormous bulbous eyes give it away immediately. Additionally, it has extremely sharp dog-like teeth.

This catoblepas has a gaze attack which works in the same way as that of a basilisk. If the target's POW is over-

come, he dies. The catoblepas may use other attacks in the same round that he uses the gaze. The catoblepas' main melee weapon is its head tentacles. The creature can attack up to five times in a melee round with its "hair" against up to five different opponents. Each attack with the hair is a separate Grapple attack carried out with approximately ten tentacles. If the Grapple attack succeeds, it will immobilize a random hit location of the target's body unless the target forgoes any attacks for that round and successfully resists the catoblepas' STR with his own STR on the resistance table. If the catoblepas has grasped the character's legs or abdomen, the target will be pulled off his feet. If it has grasped an arm, that arm is useless. If it has grasped his chest, both arms are pinned and useless. If it has grasped the target's head, then the tentacles will strangle him, and he must begin to make CON rolls as if drowning. Once he fails a CON roll, he will take 1D6 points of damage to his hit points, and this will continue each round until he dies from lack of air. Once the catoblepas has grappled a character, it will hold him, bite him, and trample him until the character has been killed, when it will immediately release him and try for another victim. The catoblepas will usually try for more than a single grapple attack on a single victim, both to ensure success of at least one attack, and to grasp the victim more securely if two or more attacks succeed. The catoblepas has 50 tentacles. If the Tentacle hit location is struck, it is effectively meaningless unless the referee wishes to subject himself to the masochism of keeping track of all 50 tentacles by rolling 1D50 each time a tentacle is hit to see which one is severed. (To do this, roll 1D100; rolls of 01-50 are taken as is; rolls of 51-00 have 50 subtracted from them and the difference taken as the result.) Loss or severing of tentacles does not subtract from the catoblepas' overall hit points nor can it incapacitate the monster. However, every ten tentacles reduced to 0 hit points reduces the number of grapple attacks available to the catoblepas by 1.

#### CATOBLEPAS

STR 22	CON 16	SIZ 21	01-02	RH LEG	9/7
POW 20	DEX 9		03-04	LH LEG	9/7
Move 8			05-07	HIND Q	9/8
Hit Points 20			08-10	FORE Q	9/8
			11-12	RF LEG	9/7
			13-14	LF LEG	9/7
			15-17	TENT.	4/4 ea.
			18-20	HEAD	9/7

Weapon	SR	Attk%	Damage
Gaze*	1	100%	Resist POW vs. POW or target dies
Head Tentacles*	4	90%	Five grapple attacks (see above)
Bite*	8	60%	1D10+2D6
Trample*	8	75%	4D6 vs. downed foe only

\* May use all attacks in a single round

SKILLS: Hide in Cover 90%, Listen 85%

If the characters succeed in defeating the catoblepas, and search its lair, they will find nothing of value save the animal's dung. This dung may be salable to a Lhankor Mhy sage, and the animal's corpse itself may be worth something to such sages or even dwarf alchemists. The dung in the lair is worth 1L per ENC point, and there are well over 100 ENC points worth of dung there. The animals carcass is worth 700L, minus 50L for each hit location that is at 0 or less hit points at the time of the animal's death. Hacked-up corpses are worth less. If the party miraculously succeeds in capturing the catoblepas alive, they can sell it for 2100L to Lhankor Mhy's temple in Pavis.

## The Elven Maze (caverns 9-13)

There are five caverns in the elven maze, and all are identical in format to those in the outer maze. However, their inhabitants differ. When one of these caverns is entered, roll on the following chart:

1D6	Result
1-3	Elves
4	Outlaws
5-6	Nothing

If ELVES are present, there will be 2D4 normal land elves hiding out or using the cavern as a base along with 1D6 river elf guards. The elves and their guards will not be friendly to intruders, but may let the intruders go without a fight if the intruders appear powerful and can convince them of their peaceful intentions. They will try to demand toll if they do not attack — 1L per person in the party.

OUTLAWS hiding here are always under the protection of the river elves, who charge a fee of 5L per day per person to stay in the caverns. Outlaw gangs here will consist of 1D10 individuals, and may consist of humans, ducks, baboons, or a combination. No river elf guards will be protecting outlaws, but they will doubtless have their own people on watch. They will be staying in a large raft or boat.

## The River Elf Grotto (14)

In the southern part of the maze is a large underground grotto, about 120m x 35m x 4m high, where the river elves live and keep their treasure. The water here is generally at least 25m deep. The river elves pass their money on to elves from the Garden to purchase goods. The river elves will always try to drive off or slay any non-elves met here. There are about 65 river elves in this complex at any one time, as well as about 15 more on guard duty. This does not count their children, of whom there are perhaps 20 more (river elves are slow breeders, like their land cousins). A

patch of kraken weed lurks at every entrance to the elves' grotto. If the players penetrate the grotto and steal the elves' treasure (this last could be difficult, as the treasure is at the grotto bottom — under 75m of water), they will share 2100L, 4000C, 1200 bolgs, 40W, and 16 random gems. Magic items owned by the elves are not stored away uselessly, but are found on the persons of their warriors, and are noted with the specific warriors possessing them.

The elves keep about a dozen manatees in the grotto, too. These elves do not have a normal leader, as do land elves. Instead, they decide upon important matters with unanimous group vote. These elves are quite uniform in nature, and unanimity is quite common. Eight of the elves are older veteran fighters (about one in ten), and act as elders of the clan. There is also a single priestess of Murthdrya, a river elf goddess. Murthdrya is an associated cult and daughter of Aldrya. This priestess never leaves the grotto.

## THE DEEPER MAZE

### The Caverns

There are seven caverns in this part of the maze, and three are currently occupied. The others may be occupied 60% of the time — roll randomly on the encounter chart for the Deeper Maze to determine the inhabitants. If the party manages to clear out one of these caverns, it may be reoccupied in the next few weeks by some other being.

### Cavern 15

This cavern is occupied by a tremendous vough and her horrid spawn. When entered, the cavern looks quite calm and the water is still. The monster and her young will wait quietly under the water until the boat is well within the cavern. She will cast Reflection 1 and Protection 4 on herself before rising from the water. Then, the vough will rise and demand payment for the party's trespass, "Surface life, you trespass. As tariff, I demand mansblood." If the party promptly complies by giving her a human or enough blood from a human to do him 3D6 points of CON damage (blood from dwarfs, trolls, or elves will not do), she will accept it and withdraw beneath the water. If the party doesn't obey, she will withdraw anyway, and summon a large undine to swamp the boat. When the boat is overturned, her brollachans will pounce upon the party members, trying to kill and eat them. She will remain safely below during this entire action, content to have slain humans. If the party of humans and their friends is quite

#### PRIESTESS OF MURTHDRYA

STR 17	CON 15	SIZ 2	01-07	FLAG	4/5
INT 15	POW 18	DEX 15	08-10	ABDOM	0/5
CHA 17			11-12	CHEST	0/6
Move 0/9			13-15	R ARM	0/4
Hit Points 14			16-18	L ARM	0/4
Defense 30%			19-20	HEAD	2/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Lancet	6	75%	1D10-1D4	75%	12
Sea Dart	2/9	75%	1D6-1D2	—	—

SPELLS: Dispel Magic 3, Food Song, Healing 8, Speedart, Strength (2) removes lessened damage due to low SIZ and STR; (known by allied spirit) Detect Fire, Detect Life, Protection 4

RUNE MAGIC: Divination 5, Divine Intervention 6, Extension I, Extension II x 2, Heal Body x 2, Multispell I x 2, Shield 4, Spell Teaching, Spirit Block 1, Summon Medium Undine x 3, Summon Large Undine

SKILLS: Evaluate Treasure 60%, Hide in Cover 75%, Swim 120%, Swim Quietly 75%

LANGUAGES: Aldryami 50%, River Aldryami 90%, Tradetalk 60%, Waterspeech 80%

MAGIC ITEMS: 12-point POW-storing crystal, 8-point POW-storing crystal, Murkhorn — a curled shell with a cork. When the cork is removed, black inky water begins to pour out of the murkhorn, obscuring everything nearby. This inky wave will blanket one cubic meter of water per melee round, and is good for 24 melee rounds per day. Each hour of disuse regenerates enough ink to blanket 1 cubic meter. The ink will last for an hour in calm waters.

ALLIED SPIRIT: in small kraken weed; INT 6, POW 17

#### BLOODTHIRSTY VOUGH

STR 27	CON 17	SIZ 15	01-04	R LEG	8/7
INT 16	POW 18	DEX 11	05-08	L LEG	8/7
CHA 3			09-11	ABDOM	8/7
Move 8/12			12	CHEST	8/8
Hit Points 19			13-15	R ARM	8/6
Defense 15%			16-18	L ARM	8/6
			19-20	HEAD	8/7

Weapon	SR	Attk%	Damage
Claw*	8	55%	1D8+2D6

\* uses both claws in the same melee round vs. one or two foes.

SPELLS: Demoralize, Detect Life, Healing 6, Ironhand 4, Protection 4

RUNE MAGIC: Reflection 1, Summon Large Undine

SKILLS: Hide in Cover 55%, Swim 180%, Swim Quietly 90%

LANGUAGES: Tradetalk 80%, Waterspeech 80/80%

**BROLLACHANS**

Weapon	SR	Attk%	Damage
Bite	9	30%	1D6+1D6
Engulf	9	60%	1D6 + see Notes

SPELL: Disrupt, Healing 1, Protection 2

SKILL: Swim 50%

NOTES: After the brollachan has engulfed a victim, it can do 1D6 points of damage to the victim's general hit points (his weakest armor counts vs. this damage) and will proceed to slowly suffocate him as well. Each round, the victim must make CON rolls as if drowning — when first engulfed, the victim must attempt to roll his POW x 5 or less. Success indicates that he took a breath of air before being engulfed. Failure means that he immediately goes to the drowning procedure.

**BROLLACHAN ONE**

POW 13	BODY	01-20	1/16
DEX 7			
Hit Points 16			
Move 7/7			

**BROLLACHAN TWO**

POW 13	BODY	01-20	1/16
DEX 7			
Hit Points 16			
Move 7/7			

**BROLLACHAN THREE**

POW 13	BODY	01-20	1/16
DEX 7			
Hit Points 16			
Move 7/7			

**BROLLACHAN FOUR**

POW 13	BODY	01-20	1/16
DEX 7			
Hit Points 16			
Move 7/7			

**BROLLACHAN FIVE**

POW 13	BODY	01-20	1/16
DEX 7			
Hit Points 16			
Move 7/7			

**BROLLACHAN SIX**

POW 13	BODY	01-20	1/16
DEX 7			
Hit Points 16			
Move 7/7			

small, she will not bother to ask for payment in human blood, but will just attack.

Living in the cavern with the vough are six brollachans. At the bottom of the cavern, 20m under water, entangled in many, many bones, is the vough's hoard. She has two aluminum boxes (worth 75L each), one containing 65 wheels, and the other containing a scroll written in waterproof ink on the hide of a water-leaper. This scroll teaches Breath Control, a new skill with a base chance of 00%. When underwater or engulfed in poison gas, a character may try to use his Breath Control instead of making CON rolls to see if he is forced to take a breath or not. Once the character fails a Breath Control roll, he takes a breath of the poison or water, and begins taking damage normally. The scroll will teach all those who read it to use the skill at a base chance equal to their CON or less on D100 (rounded up to the nearest 05%). This skill may be increased only by experience until someone manages to reach 90% in it. It can be used by any air-breathing creature.

**Caverns 16, 17, 18**

These have no pre-set inhabitants. There is a 60% chance for each chamber that there will be a random creature dwelling here chosen from the encounter chart for the Deeper Maze.

**Cavern 19**

This cavern is inhabited by a truly dreadful beast, a sea-dragon. It is a serpentine (dream) dragon, of course, which dwells in the water. It is amphibious, and desires treasure. It can be bribed to leave a party alone if the party members pay a ransom of 500L per head. The dragon insists that each person not covered by the fee must be tossed overboard.

When the party first rows into the cavern, the water will begin to froth and bubble, and then the dragon will raise its head above the surface, hissing to the party in Auld Wyrnish. If no one can answer, it will simply attack, wasting no time with illiterate dolts. If some does speak that language, it will make its demands. If the party hesitates about paying the ransom, it will again attack. The sea dragon has never met its match, and is not afraid to battle anyone.

At the bottom of the pool is its treasure — 750C, 10,000L, 200W, and three richly bejeweled Humakti swords: a bastard sword worth 650L, a shortsword worth 225L, and a

greatsword. This greatsword is made of iron, and has 1240 lunars worth of jewels encrusted onto its hilt, and is worth a total of 2740L. The dragon has two POW-storage crystals: one of 10 points, one of 9 points. It will clutch these in its hind fins during combat. When it is fighting, only the top half of the dragon is above water, so only that part can be hit by attackers in boats. Roll 1D10+10 to determine hit locations struck by such attackers.

**SEA DRAGON**

STR 70	CON 14	SIZ 70	01-02	RH FIN	12/10
INT 12	POW 20	DEX 16	03-04	LH FIN	12/10
CHA 6			05-07	HIND Q	12/12
Move 6/9			08-11	TAIL	12/8
Hit Points 30			12-13	FORE Q	12/12
			14-15	RF FIN	12/10
			16-17	LF FIN	12/10
			18-20	HEAD	12/10

Weapon	SR	Attk%	Damage
Bite	5	105%	1D6+8D6
Tail Lash	5	120%	4D6*
Breath	1	100%	Entangles only†

\* Plus target must resist with his STR vs. the dragon's STR or be pushed out of the boat and fall into the water, or simply knocked spinning if already underwater.

† The dragon spits strands of green ropy gum that wrap around whatever is hit and entangles it with a STR of 20. A successful STR vs STR roll is needed for the target to free himself. If a victim is hit more than once, the victim must break through each strip separately. Anyone entangled by these strands may neither attack nor cast battle magic spells.

SPELLS: Countermagic 5, Demoralize, Healing 6

MAGIC ITEMS: 10-point POW-storing crystal and 9-point POW-storing crystal

**Cavern 20**

No long term inhabitants. A random creature from the Deeper Maze encounter chart will be present 60% of the time.

**Cavern 21**

This cavern holds a giant intelligent undine, which is visible as a waterspout in the cavern's center. Even from without the cavern, the noise of the water rushing up towards the grotto's roof and falling back is audible. If intruders enter,

the undine will ignore them unless they cast spells or try to strike at the spout. In such a case, the spout will collapse back into the water and the undine will try to sink the boat.

The undine will try to swamp the boat simply by flowing into it and sitting in it. Each round that the undine sits in the boat, the craft will sink deeper under its weight. A typical boat will last for about 3 melee rounds before it is completely submerged and all the boat's crew are left treading water. The undine has 120 hit points, and can be automatically hit each round that it just sits in the boat. If the party can do 120 points of damage to the undine in the three melee rounds they have before being swamped, the undine will dispel and flow back underwater. Once the party members are underwater, the undine will proceed to grab them, three at a time, and smash them against the bottom of the cavern (10 meters underwater). In addition to drowning damage, each character will take 12D6 damage to a random hit location when this mighty elemental smashes him against the rocky floor. It is possible to match one's STR vs. the undine's STR to prevent being smashed. The elemental's STR is 51, but must be divided up among those it is attacking, which reduces it to 17 each against 3 victims. Those not resisting the elemental's STR can attack it. If the undine is reduced to 0 or fewer hit points, it will dispel and be incapable of remanifesting for several days. This elemental is too large for even a Dismiss Elemental III to operate on it (if you must know, it is the equivalent of a Summon Elemental VI).

At the bottom of the pool is some rather peculiar treasure. It consists of a doughnut-shaped piece of sea metal weighing 3 ENC points, and a stack of ceramic plaques (total 10 ENC) inscribed with an unintelligible language. Sages of Lhankor Mhy would be interested in these plaques, and would even be willing to give 20-30L for the batch, but that is all.

## The Island (22)

There is an island in the Deeper Maze somewhat smaller than the island in the Outer Maze. This inner island is nameless and contains no ghostly monster, but there is a large goat herd here, composed of around three dozen goats. The vegetation on this island is quite short due to the goats' cropping.

A stone pillar soars into the sky from the center of this island. Its base is 4m across, tapering to 2m at the top, some 30m overhead. A large bronze ring is inserted through the top of this pillar like an ornament for a very large nose. The monument is a remnant from Robcradle; no one knows its purpose.

## Tanian's Grotto (23)

The canal narrows near this room, and the walls on either side of the boat rise until they are well over 4m above the water surface. Directly ahead, the water disappears into a low-topped waterway. An aluminum grill bars entrance. The grill is small enough that only two people may try to lift it at once, matching their combined STR vs the grill's SIZ of 30. If it is lifted, then the boat may be maneuvered underneath it and continue down the low passage, leaving the grill to crash down once again behind the party. The grill is impossible to remove from its moorings without special metalworking tools: it consists of some heavy stone and 20 ENC points of aluminum.

Once inside, the tunnel winds until a peculiar smell, rather sharp and metallic, reaches the nostrils of the party members. The sound of bubbling, boiling water will then

become audible. After these warnings, the boat will pass around another bend, and those in the boat will be able to see the glow of harsh blue light from around the next turn. If they feel the water here, it will be quite warm, almost uncomfortable. If they go around the next turn, they will be in the amazing Tanian's Grotto.

This room has a high vaulted ceiling: pillars descend into the water. The walls flame with blue fire. The blue flames lick across the surface of the water, writhing and twisting as though alive. Rivulets of burning water drip from the roof, and flash across the pool's surface. If at least half the members of the party do not now make their Row skill, the boat will ease forward, enter the nearest patch of flame, and begin to burn. There is no easy way to put out this fire, of course — throwing water on it will do more harm than good. The boat will be lost, and the characters will need to swim out of the grotto back down the winding tunnel to somewhere they can climb onto the banks. This will take at least 8 Swim rolls. All characters dumped into the extremely hot water here will take 1 point of damage to each hit location upon immersion. Until a character has managed to make his first Swim roll (and thus escape into the tunnel and out of Tanian's Grotto), he will continue to take 1 point of damage to each hit location (except his head, which he may keep above water) each round. He may continue to attempt Swim rolls until he finally makes one, when he ceases taking damage, or until he is parboiled and dies.

This flame will not damage metal, though it will heat it up, and it is possible that ingenious player-characters will think of ways to get some of this burning liquid into ceramic or pottery containers. If this water is obtained while burning, it will gradually burn down to a water ash, which looks like transparent blue jelly. A full liter of water, burned, will yield only a tiny ash — approximately a single cubic centimeter. This amount may well be hard to spot inside the container, since the water ash will be an evenly spread film, coating the entire inner surface of the container that held the burning water. Water ash is valuable, for it will not burn at all, under any circumstances.

If a character were to coat himself with water ash, he would be immune to fire damage for some time. Although water ash will not burn, it will heat up, and thus heat will be able to damage one wearing a layer of the stuff. One cubic centimeter (1 cc) of water ash will coat 1 SIZ point of material, giving it a single point of armor good vs. fire damage only. A thicker layer could be smeared on to give more protection. If a character is exposed to fire on two consecutive melee rounds, the ash will heat up, and it will lose potency, protecting only until its absorption vs. fire is overcome.

*For example, a character wearing 10 points worth of water ash armor over his body steps into a bonfire which does 2D6 points of damage per melee round. The first round, the bonfire does 's damage is figured to be 4 points. The character takes no damage, but his 10 points of water ash heats up. It is now only worth 6 points of armor vs. fire. The next round, the fire damage is figured as 7 points. The character takes 1 point of damage, and on all subsequent consecutive rounds while in the fire, his water ash will do not good — it will have been completely heated through. If the character were to step out of the fire for at least a melee round and then step back in, the ash will have cooled down, and would again be worth 10 points.*

Water ash will gradually deteriorate after being applied. For each hour that the ash is worn, it will lose 1 point of protection. If a character put on 10 points worth of water ash armor, after 6 hours, only 4 points of the water ash would remain on the character.

**BLUE ANNIS' PET WATER-LEAPERS**

Weapon	SR	Attk%	Damage
Bite	8	40%	1D10+2D6
Tail	8	90%	1D6 + constriction

SKILLS: Fly 60%, Hide in Cover 80%, Jump 75%, Swim 60%

NOTE: The water-leaper can attack with both bite and tail in the same round, vs. a single foe. If they succeed in grabbing an enemy, he must resist with his STR vs. the water-leaper's STR of 18 or be pulled overboard. Once the

tail has wrapped around a target, it will begin to constrict, doing 1D6 points of damage to the original location struck each round. Armor protects only until its absorption rating is overcome, when it splinters and becomes useless.

**WATER-LEAPER ONE**

POW 12	TAIL	01-04	5/6
DEX 6	HIND Q	05-08	5/7
Hit Points 16	FORE Q	09-12	5/7
Move 6/9	R WING	13-14	5/5
	L WING	15-16	5/5
	HEAD	17-20	5/6

**WATER-LEAPER TWO**

POW 12	TAIL	01-04	5/6
DEX 6	HIND Q	05-08	5/7
Hit Points 16	FORE Q	09-12	5/7
Move 6/9	R WING	13-14	5/5
	L WING	15-16	5/5
	HEAD	17-20	5/6

**WATER-LEAPER THREE**

POW 12	TAIL	01-04	5/6
DEX 6	HIND Q	05-08	5/7
Hit Points 16	FORE Q	09-12	5/7
Move 6/9	R WING	13-14	5/5
	L WING	15-16	5/5
	HEAD	17-20	5/6

**WATER-LEAPER FOUR**

POW 12	TAIL	01-04	5/6
DEX 6	HIND Q	05-08	5/7
Hit Points 16	FORE Q	09-12	5/7
Move 6/9	R WING	13-14	5/5
	L WING	15-16	5/5
	HEAD	17-20	5/6

**WATER-LEAPER FIVE**

POW 12	TAIL	01-04	5/6
DEX 6	HIND Q	05-08	5/7
Hit Points 16	FORE Q	09-12	5/7
Move 6/9	R WING	13-14	5/5
	L WING	15-16	5/5
	HEAD	17-20	5/6

**WATER-LEAPER SIX**

POW 12	TAIL	01-04	5/6
DEX 6	HIND Q	05-08	5/7
Hit Points 16	FORE Q	09-12	5/7
Move 6/9	R WING	13-14	5/5
	L WING	15-16	5/5
	HEAD	17-20	5/6

**The Hidden Maze**

The Hidden Maze is called this because usually there are only one or two entrances into it in any given year, making it quite hard to reach. There are two open caverns in the Hidden Maze, and two special rooms. The two normal caverns are of the same type met in other parts of the maze, with one main entrance, and five smaller ones. Both these caverns have occupants.

**The Northern Cavern (24)**

The northernmost cavern is occupied by a vough who has been trying to extend her power over the rest of the maze (and from there, who knows? The entire Rubble?). She has just begun her efforts, and her current forces consist of only six water-leapers, nine brollachans, and a river-horse.

When the adventurers approach her cavern, the river-horse will cast Protection 4 and will rear out of the water. In a ghastly whinnying parody of Waterspeech, it will say

"Who nears the throne-room of her Majesty, Blue Annis?" If the investigators do not answer, attack, or do not understand Waterspeech, the river-horse will snort and re-submerge. If the investigators answer the horse, then it will tell them to put down their arms before entering. "You sail over holy ground." If the characters refuse to abandon their weapons, the river-horse will order them to leave. If they press on, it will submerge.

If the characters do abandon their arms (by dropping them into the water), then after they enter the cavern, Blue Annis (the vough) will rise from the water. She is a hag-like being with corpse-like bluish-gray skin, bleached white-yellow hair, and long steely claws. Her teeth are all sharp, like those of a cat or weasel instead of a human. Her small eyes burn red and green in the dark cavern. She speaks Tradetalk and will invite the adventurers to swear themselves into her service. She will not make any such offer to parties including obviously Lunar adventurers, but will simply assault such parties once they are inside. If the party has no Lunar initiates with them, she will promise that the members will, "take armor and arms from me. All you'll need or desire." and that she will give them money as well.

**BLUE ANNIS' SLAVE BROLLACHANS**

Weapon	SR	Attk%	Damage
Bite	9	35%	1D6+1D6
Engulf	9	50%	1D6 + suffocation

SPELLS: Protection 4

SKILLS: Swim 50%

NOTE: After a brollachan has engulfed a victim, it will do 1D6 points of constriction damage to the victim's general hit points (his weakest armor counts vs. this damage) and will slowly suffocate him as well. Each round, the victim must make CON rolls as if drowning. When first engulfed, the victim must attempt to roll his POW x 5 or less on D100 as well. Success indicates that he took a breath before being engulfed. Failure indicates that he immediately proceeds to the drowning procedure.

**BROLLACHAN ONE**

POW 15	BODY	01-20	1/14
DEX 7			
Hit Points 14	Move 7/7		

**BROLLACHAN TWO**

POW 15	BODY	01-20	1/14
DEX 7			
Hit Points 14	Move 7/7		

**BROLLACHAN THREE**

POW 15	BODY	01-20	1/14
DEX 7			
Hit Points 14	Move 7/7		

**BROLLACHAN FOUR**

POW 15	BODY	01-20	1/14
DEX 7			
Hit Points 14	Move 7/7		

**BROLLACHAN FIVE**

POW 15	BODY	01-20	1/14
DEX 7			
Hit Points 14	Move 7/7		

**BROLLACHAN SIX**

POW 15	BODY	01-20	1/14
DEX 7			
Hit Points 14	Move 7/7		

**BROLLACHAN SEVEN**

POW 15	BODY	01-20	1/14
DEX 7			
Hit Points 14	Move 7/7		

**BROLLACHAN EIGHT**

POW 15	BODY	01-20	1/14
DEX 7			
Hit Points 14	Move 7/7		

**BROLLACHAN NINE**

POW 15	BODY	01-20	1/14
DEX 7			
Hit Points 14	Move 7/7		

**BLUE ANNIS, Rune priestess of the Bluegloom cult**

STR 25	CON 25	SIZ 18	01-04	R LEG	8/9
INT 21	POW 18	DEX 19	05-08	L LEG	8/9
CHA 14			09-11	ABDOM	8/9
Move 8/12			12	CHEST	8/10
Hit Points 28			13-15	R ARM	8/8
Defense 35%			16-18	L ARM	8/8
			19-20	HEAD	8/9

Weapon	SR	Attk%	Damage	Parry%	Pts
Claw*	5	95%	1D6+2D6	—	—
Whip*	1	95%	1D10†	95%	18

\* Blue Annis can attack with both claw and whip in a single round.

† If the whip gets a special to-hit roll (in this case, 01-19 on D100), then it will wrap around the part of the body hit or the weapon used to parry it. Annis will then match her STR vs the STR of her target. If she overcomes his STR, then he is pulled into the water, and kept immobile. If she does not, the whip uncoils and releases him. She can snatch weapons out of her target's hands using this technique.

**SPELLS:** Countermagic 3, Dispel Magic 5, Harmonize (2), Healing 6, Protection 4, Spirit Binding; (known by allied spirit) Bludgeon 4, Detect Gems (2), Disrupt, Ironhand 4

**RUNE MAGIC:** Absorption 4, Drown x 4, Divination 5, Divine Intervention 7, Extension I x 2, Extension III, Mindlink 3, Multi-spell III, Shield 2, Spell Teaching, Spirit Block 2, Summon Small Undine x 2, Summon Mdm Undine

**SKILLS:** Camouflage 90%, Evaluate Treasure 85%, Hide in Cover 90%, Move Quietly 85%, Oratory 85%, Spot Hidden 100%, Spot Traps 90%, Swim 150%, Swim Quietly 90%

**LANGUAGES:** Tradetalk 75%, Waterspeech 100/100%

**MAGIC ITEMS:** 10-point POW-storing crystal, 8-point POW-storing crystal (both currently occupied by bound spirits); 2-point POW-enhancing crystal which Annis uses for all variable spells of hers. Whip is made of braided strands of aluminum and can damage parrying weapons.

**SPIRITS:** Allied spirit in whip; INT 11, POW 24  
bound spirit in 10-point crystal; INT 7, POW 22  
bound spirit in 8-point crystal; INT 5, POW 16

**NOTE:** The Bluegloom cult is a death god of the sea. The Drown spell available from that cult does 1D8 points of damage directly to the chest of the target if he fails to resist POW vs. POW. It is stackable, in which case the amount of damage done is increased by 1D8 per spell stacked.

In return, they must vow to obey her commands, and to sign the contract which she now presents, engraved on aluminum. The contract states that the adventurers must bind themselves "body and soul" to Blue Annis, for as long as she sees fit. In return, she promises to refrain from ordering any party member to perform any act violently against his own cult vows. She promises to equip party members with armor and weapons "appropriate to your rankings" and to provide them with "a fair share of treasure taken for me, Lady Blue Annis, as well as a third of all treasure gained by yourselves personally."

Blue Annis will not request Chalana Arroy or Xiola Umbar cultists to sign her pact, as she will certainly require her followers to perform grim and bloody deeds. However, she will usually not attempt to slay or kill such cultists. She has rank contempt for Yelmadio cultists, and does not care much one way or the other if one of them joins her side.

If the characters join her, it is up to the game master to devise scenarios in which she asks them to perform various deeds of bloodshed and treachery. Her goal is to eventually rule over all of Pavis, and she will try to get the player-characters to perform tasks which weaken the current rulers of Pavis, the Lunars. She is not opposed to the current cult of

Pavis, but does not wish them to rule the city either. She will be relatively fair to the adventurers, but will seek vengeance upon any who leave her service or betray her. The first mission she may ask of the adventurers to perform is the assassination of someone who has left her service. She will ask the player-characters to perform some deed for her approximately once per season they stay in Pavis. She is able to provide them with enough money to keep themselves in armor and weapons. If the player-characters join her, at least at first they will be her only subjects apart from her tiny "court" in the Hidden Maze. The player-characters may, of course, find her more converts.

If the adventurers refuse her offer, or enter the cavern bearing arms, and fail to immediately toss them overboard when she commands, Blue Annis will try to slay them. She will stay underwater, safe from missiles. She is difficult to see there as well, anyone casting spells at her must make a successful Spot Hidden on the round he casts his spell. In combat, she will first cast Protection 4 on each of her water-leapers: they will explode from the water, jumping over the boat, trying to grab characters with their prehensile tails, and pull them over into the water. If a water-leaper catches a character with his tail, that character must successfully resist with his STR vs the water-leaper's STR or be pulled into the water. If the character parries with a weapon, then the weapon is in danger of being pulled into the water instead of the character. This does not apply to shields — a successful shield parry eliminates any danger from that attack.

While sitting in a boat, the characters cannot wield any two-handed weapons (except for spears), and they have no Defense bonus. Characters that fall into the water are immediately attacked by brollachans, drowned, and devoured. Three of Blue Annis' brollachans will attack the underside of the boat, trying to gnaw holes through it. Typical riverboats have about 30 hit points in each area. The brollachans will automatically bite the boat each round, and will do its normal bite damage (2D6) each time until the boat's hit points reach zero in that region. At that time, the boat will begin to fill with water at the rate of 1D3 SIZ

**RIVER-HORSE, initiate of Bluegloom cult**

STR 31	CON 16	SIZ 31	01-02	RH LEG	2/6
INT 12	POW 16	DEX 14	03-04	LH LEG	2/6
CHA 2			05-07	HIND Q	2/8
Move 12/12			08-10	FORE Q	2/8
Hit Points 21			11-13	RF LEG	2/6
			14-16	LF LEG	2/6
			17-20	HEAD	2/7

Weapon	SR	Attk%	Damage
Bite*	6	85%	1D10
Kick*	6	75%	1D8+3D6
Rear & Plunge*	6	50%	2D8+3D6
Trample*	6	75%	6D6 vs. downed foet

\* The river horse can only use one of the marked attacks per round, except that it can always bite simultaneously.

† The trample attack is best usable on land, of course.

**SPELLS:** Binding, Demoralize, Healing 4, Mobility, Protection 4

**RUNE MAGIC:** Drown (one-use only)

**SKILLS:** Hide in Cover 50%, Smell Food 75%, Swim 120%, Taste Analysis 85%

**LANGUAGES:** Waterspeech 60%

**SPECIAL ABILITIES:** The waterhorse is able to make its skin as tough as Glue STR 16. Anyone hitting the creature must make a successful STR roll vs. the STR of the creature to pull his weapon back. The creature can cancel out this effect at will.

points per hole per round. Each character devoting himself to bailing instead of fighting can bail out 1 SIZ point of water per round. If the characters row their boat out of the cavern, the brollachans will cease their attacks. If the characters remain, the brollachans will begin to gnaw at new parts of the boat.

After casting Protection over the water-leapers, Blue Annis will throw Harmonize at the player-characters. Once she manages to Harmonize one, she will move so as to force him to jump overboard. At that time, the horse and the remaining six brollachans will attack him and slay him, to free her from that Harmonize and enable her to cast another at a different target.

Blue Annis is meant to be a difficult foe to defeat. She is over a century old, and quite wise. She will want to either ally the characters or slay them as efficiently as possible. She should be a challenge even for Rune level parties.

### The Southern Cavern (25)

This cavern is inhabited by a notable outlaw, Tortor Gravyblood, who is staying here looking for cover. He lives here on a large log raft with a firepot, and is alone. If the player-characters encounter him, he will be fearful and try to get them to leave him alone. If the player-characters look like Lunar sympathizers, he will claim to be hiding from Storm Bull nomads; if the player-characters look like Orlanthi, he will claim to be hiding from the Lunars; if they look like native Pavis adventurers, he will claim to be hiding from trolls, and so forth. If the characters take him back to civilization, they will find that there is a 1000L reward on his head if taken alive. This reward is so high because the Pavis constabulary knows that Tortor has a treasure hoard of 3000L hidden away somewhere in the Rubble, and members of it plan to take it for themselves. Tortor could be cajoled into leading the player-characters to his money if they agree to let him go, and let him keep at least 1000L (he will try for more) for himself, to allow him to comfortably flee Pavis and Prax.

Tortor is treacherous and wily. Probably, he will try to escape from the player-characters by slitting a throat and running off. If he can get into Badside, he has friends there who would conceal him for a time, after which he may

go back to the Puzzle Canal, which has generally proven to be a safe hideout.

### The Painting Room (26)

The passages near this area go underground into a large twisting grotto. All the passages branch and wind, so that this area is more like a miniature maze than a cavern. If the player-characters persevere, and make at least three consecutive Mapping rolls, they eventually will find their way to the painting itself.

The painting is embedded into one wall, and is about five feet square. It shows from inside a section of the outer wall of Old Pavis by Griffin Gate. The wastes of Vulture's Country can be seen through the open gate. At the moment, a large red moon floats directly over the gate. A dragon-shaped cloud is floating towards the moon, as if to obscure it, but it is still some distance away. If this scenario is taking place before the Giant's Cradle scenario (in *Pavis*, also published by Chaosium, Inc.) has been played in your campaign, a small wooden cradle (normal-sized) can be seen leaning against the wall near the gate.

In addition to the above symbols, which predict the near future of Pavis, the painting will also predict the death of the character viewing it. If more than one character is viewing the painting, then the character with the highest POW will have his death predicted. If two characters tie for the highest POW, the gamemaster may take his pick. Some symbol or sign should be visible to show this death. This should be fairly obscure, and slanted towards that party member's personality. For example, if the character is a Storm Bull, a figure of a gorp sitting quietly in a corner would probably be correct, since the gorp could represent all chaos, and it is likely that a Storm Bull will die fighting chaos. If you, as the gamemaster, feel up to it, you might show something more obvious, such as a diseased beggar or limb, a scorpion, etc., but slant the death of the character toward the vision. This does not require a special effort to slay him or keep him alive. For example, if a character saw a scorpion in the picture, and if the character is later slain because he fumbled while fighting trolls, you can explain that the reason that he fumbled was because he stepped on a scorpion and that the squashed bug caused him to slip.

If the character is an Orlanthi, the Red Moon alone in the painting may be enough as a death clue. Even if he is not eventually slain fighting Lunars or their minions, his death will probably occur because he is an adventurer — and he may not have been forced to such a life had it not been for the Lunar occupation of Sartar and Prax (one of which is likely to be his home country). Use your imagination, and don't be afraid to rationalize.

If the characters try to take the painting, they will soon find out that it is protected by a Warding 6 spell. Anyone touching it will take 6D3 points of damage. If they persist, each character who finally pulls it off the wall will take 6D3 points of damage three times before the painting separates from the wall. A combined total of at least 40 STR points is necessary for success. When the painting finally comes loose, it will scream, and blood will drip from its back. If it is replaced, then instantly it will seal itself back onto the wall. It is up to the referee to decide what to do with the painting once removed. Its magical qualities will cease, and it will just be a strange canvas with streaks of all different colors running through it. No picture will be visible, just the streaks and swirls of color. The priests of Lhankor Mhy or other cults may possibly be able to figure out how to turn the magical properties back on, but this is up to the referee. If the painting is ever replaced, it will once again become magical.

#### TORTOR GRAVYBLOOD, Noted Outlaw

STR 12	CON 18	SIZ 15	01-04	R LEG	4/7
INT 17	POW 15	DEX 19	05-08	L LEG	4/7
CHA 18			09-11	ABDOM	6/7
Move 8			12	CHEST	6/8
Hit Points 19			13-15	R ARM	4/6
Defense 35%			16-18	L ARM	4/6
			19-20	HEAD	5/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	3	85%	1D8+1+1D5	60%	20
Dagger	5	100%	1D4+2+1D4	80%	12
Self Bow	1/6/11	75%	1D6+1	45%	6
Small Shield	5	60%	1D4+1D4	95%	8

SPELLS: Befuddle, Binding, Bladesharp 4, Detect Enemies, Healing 5, Mobility, Shimmer 4

SKILLS: Camouflage 85%, Climb 60%, Evaluate Treasure 80%, Hide in Cover 75%, Know Locks 90%, Move Quietly 60%, Pick Locks 75%, Pick Pockets 85%, Spot Hidden 60%, Spot Traps 80%, Track 60%, Trap Set/Disarm 90%

LANGUAGES: Lunar 50%, Old Pavis 85%, Praxian 50%, Sartarian 85%, Tradetalk 85%

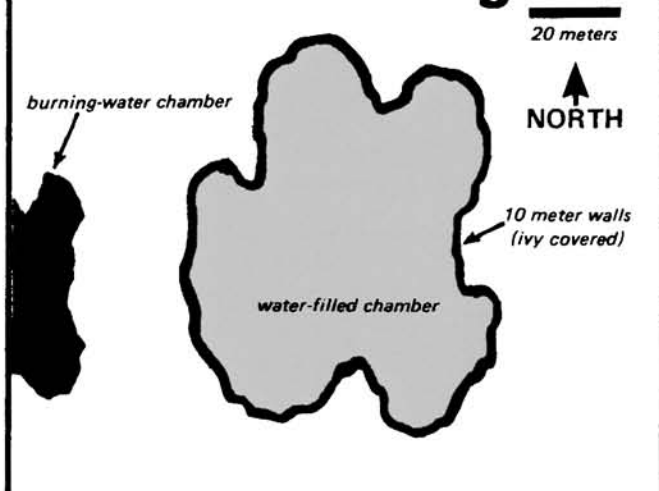
TREASURE: 3000L worth of treasure hidden in the Rubble.



## The Central Room (the Seaslayer, 27)

There is no entrance into this room. It is not underground, however, as are most of the rooms. High stone walls around it tower over 10m into the air. Ivy climbs partway up from outside, but ends 2 or 3 meters before the top is reached. Within this large chamber (60m across) is a trapped sea-demon named Nuckelavee. The floor of the cavern is composed of aluminum: this is actually the top surface of an artifact (the Seaslayer) which keeps Nuckelavee there and cares for him. It uses him as a sort of command mechanism, to keep the Puzzle Canal filled and potent. Without some sort of powerful sea being here, the canal would soon lose its magical properties. If Nuckelavee were to escape, however, the Seaslayer, which is partially intelligent, would soon draw another potent sea-monster to run it. During the weeks or seasons necessary before the Seaslayer caught another "victim," the canal would start to run down — it would not change during sacred time, and the magical rooms and painting would begin to fade out.

## Central Room Diagram



Nuckelavee is native to the sea. He takes damage from freshwater as if it were potency 1 acid, so he cannot leave his chamber. This central chamber, his personal room, is 6m deep with sea-water. The magical power of the Seaslayer buried below Nuckelavee emits a pulse every Waterday which draws various unintelligent animals, such as goats and fish, to him, so he does not starve. The artifact also acts as a 50-point POW-storage crystal for Nuckelavee, giving him plenty of POW at need. Thus, the Seaslayer cares for the demon but also keeps him prisoner to force him to help it perform its functions, and Nuckelavee hates this. He knows he cannot escape, and will try to slay anyone he can. Even before his imprisonment, he was a malignant demon, spreading disease to shore-dwelling farmers, killing cattle, and slaying intelligent beings. After years of imprisonment and servitude, his temper has not improved.

Nuckelavee usually sees a real fight no more often than once or twice a season or less, so he is not afraid of a battle — indeed, he is eager and willing for the conflict. He does not fear death — after over fifteen decades of imprisonment here, such a fate holds little terrors.

Nuckelavee will usually fight by throwing its Multispell III stacked with four disrupts at a single target until it has slain that foe. If the foes close to melee range, it will cast

Protection 3, Ironhand 4 (again using the Multispell III — and often casting two stacked Disrupts at the same time, since he can cast four spells at once with that Rune magic) and then fight. If any foe seems particularly dangerous, he will try to Befuddle him. Nuckelavee will cheerfully summon undines, etc. to fight for him. Remember that the artifact beneath his feet acts as a 50-point POW storage crystal usable by him, so he is not too fearful of running out of POW. It also enables him to sacrifice for Rune magic and to regain cast Rune magics.

Nuckelavee is extremely ugly. He somewhat resembles a large gangling man on the back of an ugly horse, but the man's body has no legs, and runs into the back of the "horse." This makes him a sort of two-headed centaur. His head is as large as a small barrel, and lolls from side to side. He has long grasping arms and flippers on his horsy legs. His horse nostrils blow out steam and vapors. Worst of all, he has no skin. Instead, his black veins, yellow tendons, and red muscles are all visible, pulsing on his body's surface. Naturally, he has no lips or eyelids. He is extremely magical. A permanent Shield 4 spell is on his body. This spell can be Dispelled, but it will return the round after it has been removed. Nuckelavee is a cannibal.

### NUCKELAVEE, Sea Demon

STR 27	CON 17	SIZ 37	01-02	RH LEG	(8)/9
INT 16	POW 35	DEX 10	03-04	LH LEG	(8)/9
CHA 4			05-06	HIND Q	(8)/11
Move 12			07	FORE Q	(8)/11
Hit Points 29			08-09	RF LEG	(8)/9
			10-11	LF LEG	(8)/9
			12-13	HORSE HEAD	(8)/10
			14	CHEST	(8)/11
			15-16	R ARM	(8)/9
			17-18	L ARM	(8)/9
			19-20	HUMAN HEAD	(8)/10

Weapon	SR	Attk%	Damage
Claws*	7	90%	1D6+3D6
Horse Bite*	7	90%	1D10
Kick*	7	90%	1D10+3D6
Rear and Plunge*	7	90%	2D10+3D6
Trample*	7	90%	6D6 vs. downed foe only

\* Nuckelavee may attack once with each claw each round. In addition, he may either bite and kick or rear and plunge in that same round. If he rears and plunges, he may not bite or kick. He may always trample in addition to any other attacks he makes.

**SPELLS:** Befuddle, Disrupt, Healing 6, Ironhand 4, Protection 4; (known by controlled spirit slave) Dispel Magic 10

**RUNE MAGIC:** Discorporation, Multispell III, Summon Small Undine, Summon Medium Undine

**SKILLS:** Listen 95%, Sense Rune Magic 95%, Smell 95%, Spot Hidden 95%, Swim 100%

**MAGIC ITEMS:** Only the Seaslayer

**SPECIAL FEATURES:** Permanent Shield 4 spell. Seaslayer acts as 50-point POW-storing crystal. Owns spirit slave that can cast spells and engage in spirit combat. He will generally have this spirit cast his Dispel Magic of appropriate quantity after sensing how much Rune magic is facing him. The Sense Rune Magic skill also allows Nuckelavee to tell how many points of Rune magic is in a particular spell.

**SPIRIT:** controlled ghost slave; INT 10, POW 30

## RUNNING THE MAZE: LAST THOUGHTS

Since the maze changes every Sacred Time, a referee will need to redo his map of it every time his players explore it in a different year.

A map of the canal for the year 1620 is included. It may, of course, be used for a different year. Also, to make the referee's chore easier, only the portions of the maze already explored by the characters needs to be redone each year. When the maze changes, the different rooms, islands, and their relationship to one another does not change; only the interconnecting canals change.

## The Eternal Question

Sure enough, Labrygon's Puzzle Canal ended up as a Nysal-or Riddle, though whether or not this was originally intended is a moot question. If, all on the same trip, a party journeys through all four sections of the maze, passes by the outside of the high walls containing Nuckelavee and the Seaslayer (the party does not need to enter or confront

### PUZZLE CANAL ENCOUNTER CHART

#### OUTER MAZE

1D100	Encounter
01-12	1D4 ducks [85]
13-30	1D8 newtlings [90]
31-35	2D3 adventurer/outlaws [86]
36-45	1D8 river elves [91, leaders on 90]
46-49	kraken weed [description & stats 81]
50-55	gorp [89]
56-80	1D8 manatees [description 82]
81-00	goat herd [description 81]

#### ELVEN MAZE

1D100	Encounter
01-45	2D10 river elves [91, leaders on 90]
46-57	kraken weed [description & stats 81]
58-62	2D3 adventurer/outlaws [86]
63-70	1D6 brollachans [88]
71-90	1D8 manatees [description 82]
91-00	goat herd [description 81]

#### DEEPER MAZE

1D100	Encounter
01-06	2D6 river elves [91, leaders on 90]
07-11	2D3 adventurer/outlaws [86]
12-36	1D6 brollachans [88]
37-50	2D6 water lizards [90]
51-53	walktapus [87]
54-57	gorp [89]
58-68	1D4 water-leapers [92]
69-75	3D6 bloodbirds [89]
76-90	1D8 manatees [description 82]
91-00	goat herd [description 81]

#### HIDDEN MAZE

1D100	Encounter
01-30	1D6 brollachans [88]
31-38	vough + 1D6 brollachans [88]
39-40	2D3 adventurer/outlaws [86]
41-50	undine [91]
51-62	2D6 water lizards [90]
63-77	3D6 bloodbirds [89]
78-85	1D4 water-leapers [92]
86-93	1D8 manatees [description 82]
94-00	goat herd [description 81]

roll the percentile dice for an encounter every 15 minutes of game time; there is a 10% chance for an encounter. If one occurs, roll 1D100 on the appropriate table for the actual encounter. In brackets next to the encounter type is given a page number; on that page can be found the actual statistics for a number of the creatures encountered.

Nuckelavee, just pass adjacent to the walls), and touches the north, south, and east walls of the canal's edges, upon leaving all characters on the journey will add 1% to their chances for Illumination next Sacred Time. This is unconscious and unavoidable. This trip can be repeated.

## Encounters

### ADVENTURERS/OUTLAWS

These may consist of people doing the same thing that the player-characters are doing — exploring the canal. Alternatively, they might be outlaws hiding out here, rival cultists, or Pavic raiders. They will be in a craft of some kind 75% of the time and on the canal banks, with no boat, 25% of the time. Make a reaction roll — if they are hostile, they will attack or flee. If on shore, they will try to set up an ambush.

### BLOODBIRDS

These gigantic shorebirds live along the coasts of the far reaches of the world. A nesting colony of the birds here is maintained by the canal's magic. These birds resemble larger than man-sized sandpipers and can fly. They may attack a party of adventurers by flying down and landing in their boat. If the party is on shore, they will simply land among them. If the party outnumber the birds, they will not attack. If a bird is slain, then the rest will fly off immediately.

Bloodbirds are well over seven feet tall, and are correspondingly thin and attenuated. Instead of the small crusta-

### BLOODBIRDS

Characteristics	Average		
STR 3D6	10-11	Move	8/8 flying
CON 2D6+2	9	Hit Points Avg.	10-11
SIZ 3D6+6	16-17	Defense	10%
POW 1D6+6	9-10		
DEX 2D6+12	19		

Weapon	SR	Attk%	Damage	Parr%	Pts
Peck*	5	70%	D10†	70%	15
Kick*	5	35%	D6+1D4	—	—
Wing Buffet*	5	35%	D4+1D4	—	—

\* Each round, a bloodbird may peck once, kick once, and hit with both wings for a total of four attacks against up to four opponents.

† The peck is capable of impaling and parrying. If the beak penetrates armor, the bird will remain attached and drain 1D4 points of STR on each subsequent round. The bird cannot parry while attached in this way. The hit location struck is immobilized until the bird is detached or dies, unless the victim can overcome the bird's SIZ with his STR on the round he tries to use the hit location or to move. If the beak is broken, the bird will immediately flee. It will regrow a new beak in two to three weeks.

SKILLS: Fly 60%, Spot Hidden 75%, Swim 80%

ARMOR: 3 points of feathers over body and 2-point skin on legs

#### Hit Location Table

Location	D20	Points (base of 10-12 hit points)
R LEG	01-02	2/3
L LEG	03-04	2/3
BODY	05-08	3/5
R WING	09-12	3/4
L WING	13-16	3/4
HEAD	17-20	3/4

ceans and fish that their docile relative shorebirds eat, bloodbirds subsist on the fresh blood of vertebrates. Their origin is unknown – possibly the far west of Genertela.

Bloodbirds are a contrasting black and white in color, with a pearly white body and black wings and eyes. Their legs are greenish pink and are as long and thin as those of a stork. They have a long neck like a crane or avocet, and a thin black beak which curves slightly down at the tip.

When bloodbirds attack, they swoop down out of the air, land, then plunge their beaks into their chosen target. Bloodbirds have the rather nasty habit of always unanimously attacking a single target, no matter how many birds are in the flock, thus overwhelming their victim's defenses and killing him. If their initial attack is a complete failure, they will fly off and not return. If, however, one or more of them manages to implant their beak in the victim, the flock will not leave, and will continue attacking until either the victim is slain or until a member of the flock is slain. They are cowardly animals. Once they have gripped their victim, they will not let go even if attacked, but will kick and strike out with their wings. While they are drinking blood, their crops will visibly and violently pulse and contract. A bloodbird flock is always satisfied by a single victim. Bloodbirds from the canal normally feed on goats and manatees.

## BROLLACHANS

These horrid formless beings are the semi-intelligent spawn of the voughs of the Hidden Maze. They travel through the canal, often attacking those they meet. Brollachans can be encountered either sticking to the canal wall or floating along, but they also can dive and creep slowly along the canal bottom. They are stupid and vicious. If wounded seriously, they will drop underwater and return to their

### BROLLACHANS

Characteristics	Average		
STR 5D6	17-18	Move	7/7 swimming
CON 3D6	10-11	Hit Points Avg.	12-13
SIZ 5D6	17-18		
INT 1D6	3-4		
POW 2D6+6	13		
DEX 1D4+4	5-8		
CHA 1D6	3-4		

Weapon	SR	Attk%	Damage
Bite*	5	20%	1D6+1D6
Engulf*	5	50%	1D6 + suffocation†

\* A brollachan may both bite and engulf simultaneously, vs. a single opponent only.

† After a successful Engulf attack, the victim is enshrouded by the brollachan's blubbery form. Each round after being engulfed, he will take damage equal to the brollachan's Damage Bonus (usually 1D6) to his general hit points. The victim's thinnest armor can subtract from this damage each round. In addition, once engulfed, the character must take damage as if drowning. When initially attacked, the victim must attempt to roll POWx5 or less on D100. If he succeeds, he has taken a breath before being engulfed, and may attempt CON rolls to keep holding his breath. If the character fails the POW roll, then he goes directly to the drowning procedure. Rules on drowning are found on page 101 of *RuneQuest II*.

SPELLS: Healing, Protection

SKILLS: Swim 50%

ARMOR: 1-point skin

#### Hit Location Table

Location	D20	Points
BODY	01-20	All

mother, who may seek vengeance. Whimsically, they may simply try to frighten or annoy a party. They might even lead a party to the lair of one of the brollachans' enemies, such as the river elves, so that the player-characters can slay them. The brollachans are friendly to all voughs and foes of the river elves, who chase them off when they can. In attacking a boat, the brollachans will suddenly flow up and over the boat's sides.

"Brollachan" means "shapeless," and is a descriptive term. A brollachan consists of merely a shapeless lump of tissue, lacking limbs, fins, or other appurtenances. Their only features are two eyes and a wide, grinning mouth. They are capable of traveling over land by oozing and flopping rapidly over the ground.

## DUCKS

Outlaws hide in here to avoid harassment by the Lunar authorities, or use the canals as a haven from criminal enemies. They are friendly to the river elves, and pay a tariff to them, but they are unlikely to help them in a fight. If they spotted a party of adventurers with obvious elven treasure, they would not attack, but would report the party to the river elves next time they met. Ducks almost always have a raft instead of a boat, and are almost never met on the canal banks. They will dive off their raft if attacked, and try to cut holes in an opponent's boat or else they will sit floating on the water surface and use missile weapons.

## GOATS

These animals roam all over the land of the canal, and serve as food for the predators there, such as water-leapers, voughs, and bloodbirds. They graze on the abundant vegetation here and move in herds of 1D20. They are the only major land life in the Puzzle Canal (except for the bloodbirds who only inhabit the Deeper and Hidden Mazes).

## GORP

Gorp creep along the sides and walls of the canal, eating and dissolving everything organic they touch. An area with a gorp will often exhibit acidic slime on the water surface, though the gorp itself will often be well below the surface. Only one gorp is usually encountered at a time, and they are universally hated by the canal's inhabitants. Far from being a convenient scavenger, the gorp poison the water and eat everything, destroying the canal's ecology. However many gorp are destroyed, they breed quickly, and more are always oozing in from the river, and cause more trouble.

## KRAKEN WEED

These plants are grown by the elves. They are always planted right in the center of the canals, and attack any craft or swimming creature that passes over them. They never attack river elves, and any initiate of the river elf cult (only initiates are allowed outside of their grotto) can temporarily deactivate (for five minutes or so) a kraken weed at will, to permit the passage of friendly craft. In the deeper parts of the mze, the monsters uproot any kraken weeds they find. Manatees eat these weeds.

When a kraken weed is encountered, roll 1D10 and multiply the total by 10. This gives the STR of the weed. The weed will have 1 leaf-tentacle per 10 points of STR, and each leaf-tentacle will have hit points equal to the STR. In addition, each leaf-tentacle has a tough cuticle which acts as one point of armor per 10 points of STR.

The weed's chance to hit a swimming target is equal to its STR or less on D100. However, the chance to hit is

doubled if the target fails a Swim roll on that round. Also, the weed need not make a roll to hit when attacking a boat – such relatively immobile objects can be easily grasped.

The weed can attack once per tentacle, and will spread its attacks as evenly as possible among the available targets. Of course, if the party is sailing over the weed in a single craft, then all the leaf-tentacles will hit that boat or raft. If the weed hits a target, it will slowly pull it underwater. This will take the weed 2D6 melee rounds for a normally-sized boat or a raft. Ten-man boats take 3D6 rounds to be pulled under, and 4-man boats or smaller take only 1D6 rounds. Individual swimmers take 1D6 rounds before being pulled to the bottom of the canal. Anyone in a boat that has been gripped may try to cut through all the leaves holding the craft before the boat has been pulled under. An individual swimmer that has been grasped will be totally enwrapped by the leaf, and can only escape by successfully matching his STR vs. the plant's STR. He may attempt this each round.

Once the weed has pulled its target to the bottom of the canal, it will constrict, doing damage equal to the weed's damage bonus each round until the target is totally destroyed and unrepairable (if a boat) – when the victim has taken damage equal to twice its hit points. Then, the leaf (or leaves) holding that target will release it and begin to seek for more prey.

A given kraken weed can reach 3 meters from its rooted spot per 10 points of STR. Even the smallest kraken weed are able to reach the surface of the canal, and are trained to grow that way. Kraken weeds normally sit rolled up at the bottom of the canals, and are invisible to surface craft, even with successful Spot Hidden rolls.

#### Summary of Kraken Weed

STR	Attk%	Attacks	Armor/Hit Pts	Damage Bonus
10	10%	1	1/10	holds only
20	20%	2	2/20	1D6
30	30%	3	3/30	3D6
40	40%	4	4/40	4D6
50	50%	5	5/50	5D6
60	60%	6	6/60	6D6
70	70%	7	7/70	8D6
80	80%	8	8/80	9D6
90	90%	9	9/90	10D6
100	100%	10	10/100	11D6

## MANATEE

The manatees were originally brought in by the river elves to keep certain parts of the canals clear of weeds. They have since spread throughout the canal and act as a sort of grazing cattle. They keep the vegetation from clogging the canal and are eaten by the voughs. Young manatees are sometimes eaten by water-lizards. These are unintelligent beasts with no magic powers, but few adventurers will have met one of them before, and they may be terrified or intrigued by the sight.

Manatees are large, lumpy mammals with ugly, somewhat walrus-like faces (lacking tusks). They have no hind legs, and their swollen bodies tail off into a spade-like tail. Their forelimbs are smooth flippers which can be bent in many different directions, and can be used for holding algae to munch. Manatees swim only slowly, but can still outswim a human or typical boat. They are usually about SIZ 3D6+12 and move at a swimming speed of 7. Since

they are absolutely inoffensive, it is meaningless to give any other statistics.

## NEWTLINGS

The newtlings use the canal much as do the ducks. The newtlings and the elves necessarily tolerate each others' existence. Newtling toughs occasionally ambush or even kill elves, and the reverse also occurs. Any newtlings will always be encountered in the canal itself, rather than on the shore, and they may or may not have a boat. Newtlings are somewhat incomprehensible to humans, and they may ignore humans as irrelevant.

## RIVER ELVES

These river elves are a former clan of ocean elves, brought inland by Labrygon. They live in an extensive cavern, and they have taken over a substantial portion of the canal. They are foes of the voughs. In this feuding, the individual voughs far outclass the elves, but the elves are organized, and the voughs are not, so the elves survive. The elves set up watchposts, collect protection money from those trying to hide out in the maze, and kill all the trolls they see. Any troll seen is always killed, regardless of potential elf losses, for the elves fear if trolls successfully entered the Puzzle Canal, they could move in, ally with the voughs, and then wipe out the elves. If a troll is sighted with a party of non-trolls, the elves will fight until they manage to kill the troll, then melt away.

The first group of elves to meet a band of player-characters inside the elven maze will either attack or demand toll. The exact result depends upon their reaction roll – a hostile reaction indicates that they will attack, and a neutral or friendly one indicates they will ask for toll. The toll is 1L per head, including familiars. If the reaction was favorable, they may also ask the party if they need a hiding place. Hiding places cost 5L per day per person. If the elves attack, they will try to capsize boats and harpoon oarsmen.

The elves may trade with friendly cultists – they are in need of water-resistant metals and cloth. The elves will always be friendly to other elves, and will give them haven or help. Elves need pay but 1 clack toll, and may stay in a hiding place for only 2L per day. The elves will never voluntarily allow a non-elf into their home caverns.

The river elves have constant problems with the voughs, but they do not try to kill their foes on sight. Instead, over the years, they have reached an uneasy coexistence. When a vough is sighted in elven territory, the elves make a show of force, and the monster usually goes away. If they meet on the monster's home ground, it announces its presence and the elves will retreat. Only rarely (two or three times a season) does the underlying hatred erupt into actual conflict. The voughs are fertile, and their spawn, the brollachans often raid the elves. Their death at the spears of the elves is not uncommon.

There are three main species of water-dwelling elves in Glorantha. All these are classed as "blue" elves by ignorant humans. Only one variety of water-dwelling elf ever comes inland to live in fresh water. These are the same type of elves who have come to live in the Puzzle Canal – a related type to those once dwelling in the Elf Sea. These river elves are not fully humanoid. Their heads, shoulders, and arms are similar to those of land elves, but their torsos dwindle to filaments of green plant-like material which gradually tapers to a point. When swimming, the elves undulate this whip or flagellum and thus propel themselves through the water. This mode of locomotion leaves their hands free. The heads of river elves sport long algae-like filaments as well. All river elves look quite androgynous, and if they

Characteristics	Average		
STR	2D4+1	6	Move 0/9 swimming
CON	3D6	10-11	Hit Points Avg. 9-10
SIZ	2D6	7	Treasure Factor 10
INT	2D6+6	13	Defense 10%
POW	2D6+6	13	
DEX	3D6+3	13-14	
CHA	3D6	10-11	

Weapon	SR	Attk%	Damage	Parr%	Pts
Sea Dart*	2/9	35%	1D6	15%	4
Lancett	5	35%	1D10	30%	12

\* Sea darts are extremely thin and sharp flechettes of an unknown hard material — possibly an elf-bred algal growth. The elves can flick these underwater with a base short range of 10m. Above the water, the range is increased to 20m. Sea darts are capable of impaling, and are used as thrown weapons.

† Lancetts are long, thin, and quite sharp spears made entirely of a single bone or bamboo spline. They are used two-handed, have a basic SR of 1, and can be used by any character, regardless of STR, that has a DEX of 11 or more.

SPELLS: Food Song, Healing 2, Speedart

SKILLS: Hide in Cover 40%, Swim 90%, Swim Silently 45%

ARMOR: The algal fibres of the river elf's whiptail are naturally tough, acting as 4-point armor. The other areas are unarmored, but the elves usually wear fish hide armor worth 2 points and a thick lizard-skin helm worth 3 points of armor.

#### Hit Location Table

Location	1D20	Points (10-12 base hit points)
Flagellum	01-07	4/4
Abdomen	08-10	2/4
Chest	11-12	2/5
R Arm	13-15	2/3
L Arm	16-18	2/3
Head	19-20	3/4

actually possess true males or females, it is unknown to mankind. Rather than Aldrya, most water elves worship Murthdrya, an oceanic equivalent.

River elves cannot move about on land, due to their peculiar merman-like body structure. They can only survive out of water for brief periods. Each five melee rounds spent by a river elf out of the water inflicts a point of damage to the elf through drying out. This damage is done to the elf's general hit points. Even sitting with just the head out of water will inflict this damage. River elves speaking to humans will dip their heads underwater briefly every thirty seconds or so (each 2-3 melee rounds), thus preventing the damage. A river elf can lift an arm out of the water for prolonged periods without causing any damage. River elves usually remain underwater while fighting, shooting their darts and stabbing with their lancetts from there. Individuals firing missile weapons at underwater river elves from above the water cut their chances of hitting in half. If they engage in melee, the river elf may always disengage at will by sinking.

River elves make their way underwater, not by sight, but using a highly-developed system of detecting pressure changes and currents. They can use this system to navigate and fight, and can use it to make their way perfectly well in the dark. The system does not work out of water, and a river elf with his head out of water must rely on eyesight alone. The sight of a river elf is much worse than that of a human, but their hearing is approximately equal. In the often murky waters of the canal, their senses are by far the best of any creature except possibly the voughs.

## VOUGH

These powerful and malignant water spirits are the leaders of the Deeper and Hidden Mazes. They breed with undines, river horses, and even occasionally captured humans, and then give birth to the brollachans which infest the canal. Voughs (pronounce FOO-ath) dislike most land-dwellers, but often refrain from attacking those that hurl them a sacrifice; usually a goat or pig, though a man will do as well. A vough cannot be pacified in this manner if the characters have slain one of its brollachans. Voughs detest the river elves. When a vough encounters a party of humans, it may rise from the keep and extort toll, or it may simply attack. If one attacks, it will command its brollachans to swarm up the sides of the boat. Voughs are careful around missile weapons, and will submerge if any are in evidence, casting magic from safety underwater against any powerful foes, and closing in to get the rest.

By nature, voughs are water-sprites or water-demons in womanly form. These beings are known throughout Glorantha, both in fresh water and salt. Some are friendly to man, or at least are relatively neutral, and these are sometimes called naiads. Some are definitely malignant or even cannibalistic, and one name for such beings is the vough. The Puzzle Canal has more than its share of such water spirits, and all those present are maleficent — voughs rather than graceful naiads. Either the Seaslayer artifact has drawn them hither, or it has somehow created them from the

Characteristics	Average		
STR	6D6	21	Move 8/12 swimming
CON	2D6+12	19	Hit Points Avg. 20
SIZ	1D6+12	15-16	Treasure Factor 21
INT	4D6	14	Defense 15%
POW	3D6+6	16-17	
DEX	2D6+6	13	
CHA	2D6		

Weapon	SR	Attk%	Damage	Parr%	Pts
Whip*	3	90%	1D10†	40%	20
Claw*	7	80%	1D6+1D6	—	—

\* A vough can hit with both the whip and a claw in each melee round, against either one or two foes. The claws are made of Rune-metal (usually aluminum; extremely powerful voughs may have claws formed of rust-proof iron). The whip can reach out 10 meters.

† If the whip gets a special hit (20% or less of the required total to hit), then it will coil around the hit location it strikes and the vough may try to pull the target off his feet. If it is parried on a special hit, the whip will wrap around the parrying weapon and the vough may try to yank it out of the victim's hands. In any case, a successful STR vs. STR roll must be made by the vough against the victim for the special to take effect. If the vough fails to overcome the target's STR, the whip uncoils. Whips are difficult to wield (even for the vough), and the chances for fumbling are doubled. Although a typical vough has a chance to hit equal to 90%, the chance of fumbling with the whip is 99-00.

SPELLS: Knows spells up to INT limit. Usually Demoralize, Disrupt, Healing, Ironhand, and Strength, at least.

RUNE MAGIC: Voughs with POWs over 18 are automatically able to sacrifice for Rune magic as associate priests of their chosen water deity. They only rarely possess allied spirits.

SKILLS: Hide in Cover 80%, Move Silently 95%, Spot Hidden 50%, Swim 180%

LANGUAGES: Waterspeech 70/70%

ARMOR: 2-point skin, plus soaking wet robes worth 6 more points for a total of 8 points of armor.

HIT LOCATION TABLE: As per humans

waters of the river and the maze; somehow brought them into being, giving them personality and POW. The voughs are mainly confined to the Puzzle Canal at present. Perhaps the strong Zola Fel cult has kept them from moving out into the river and causing trouble. There are records that indicate that during the period of the troll closing of Pavis, voughs were met all up and down the river.

The voughs of the Puzzle Canal look like old, blue-, green-, or black-faced hages, with metal claws and heavy, dripping wet robes. They can fight with any weapons, but many prefer to use their claws in conjunction with long barbed whips, magically braided from the skins of their prey. They are obscenely fecund, and periodically give birth to their grisly young — the brollachans infesting the Hidden and Deeper Maze. Brollachans do not seem to mature into adult voughs, or fuaths, as they are sometimes known.

If a vough is slain, after a year or so, the Seaslayer will either draw in or create another. There are no more than a half-dozen voughs in the canal at any one time. This is fortunate for the river elves.

Voughs are capable of merging with their native water and dissolving at any time. When so merged, they may attack as a large water elemental, either above or below water.

Voughs are tied to water. They lose a point of STR for every 20m they move away from their native water. The robes and whips of voughs are semi-magical, and could be taken by their conquerors. A vough's whip requires a STR of at least 17 to use, and will gradually decay into rotting shreds of flesh without the vough's magical song employed over it each night. The vough's robes are worth 6 points of armor when wet and 3 points when dry. They have an ENC of 12 and cover the entire body. The robes are noticeably haggard and stained, and will draw attention if worn.

## WALKTAPUS

The walktapi of the canal are rare. Everybody hates them, but they are so tough and difficult to kill (not to mention fast-breeding) that they remain in spite of their lack of friends. They always attack anyone they meet. Walktapi are capable of breathing underwater.

## WATER-LEAPERS

These unintelligent water-demons are of low power. They attack by leaping from the water and trying to grab a single target, carrying that victim back underwater with them. A water-leaper will cease its attacks as soon as it has its prey. If a group of water-leapers is encountered, each will go for a different target. Voughs often domesticate these creatures, but the river elves ignore them, as the water-leapers are strictly carnivorous and do not attack elves.

This race of freshwater animals is of unknown origin. The skull and skin of one specimen has been brought to the New Pavis Lhankor Mhy temple, and the sages therein conjecture that the beasts are possibly native to another continent; possibly Pamaltela. In any case, they thrive in the Puzzle Canal. The power of the Seaslayer draws in small fish and animals (such as otters) and the water-leapers normally feed on these. However, they will not hesitate to attack human prey or goats.

Water-leapers look like enormous legless toads. They possess great bat-like wings, and sinuous, muscular tails. In a normal attack, a water-leaper will suddenly boom out of the water (achieving surprise), swoop up on a powerful wingbeat, and try to both bite and grapple with the tail. It

may be noted that water-leapers cannot move about on land — they must either swim or fly. However, a water-leaper laying on its belly on the shore could flap its wings and get airborne.

If a water-leaper manages to hit with bite or tail lash, it will cling onto its target and fall heavily back into the water. The victim must successfully match his STR vs. the water-leaper's SIZ on the resistance table or he will be pulled under. If the victim resist, then the water-leaper will lose its bite, but will continue to cling with its tail, doing constriction damage. It will then attempt to bite again and again (as well as strike with the tail, if it did not hit in the initial attack). After the first, surprising round, friends can help the water-leaper's victim from falling into the water by clinging to him (forgoing their own attacks) and holding him up. If the water-leaper missed its initial attack, it will keep on attacking unless injured. Any character trying to resist the water-leaper's pull towards the water may not try to fight or perform other actions on that round.

Characteristics	Average	Move	6/9 flight
STR 3D6+6	16-17		
CON 3D6	10-11	Hit Point Avg.	13-14
SIZ 3D6+12	22-23	Treasure Factor	13
POW 2D6+6	13		
DEX 2D6	7		

Weapon	SR	Attk%	Damage
Bite*	8	50%	1D10+1D6
Tail*	8	75%	1D6 + constriction†

\* The animal will try to cling with both bite and tail lash, as described above.

† After hitting, the creature will constrict with the tail, and do 1D6 points of constriction damage to the opponent each round. Armor protects only until its absorption rate is overcome.

SKILLS: Fly 50%, Hide in Cover 80%, Swim 60%

ARMOR: 5-point hide

### Hit Location Table

Location	1D20	Points (based on 13-15 hit points)
Tail	01-04	5/5
Hindquarters	05-08	5/6
Forequarters	09-12	5/6
Right Wing	13-14	5/4
Left Wing	15-16	5/4
Head	17-20	5/5

## WATER-LIZARDS

Water lizards are a sea reptile known in many of the northern shores of the Homeward Ocean. When Labrygon imported the river elves, he also brought in these odd animals. They are carnivorous, and sometimes attack boaters. When they do this, they usually swarm up and over the gunwales of a boat, biting and slashing at their victims.

Water lizards are not brave, and if one is slain, they will depart. If meat is thrown to them before they attack, they sometimes fall to fighting over the meat, allowing their original target to escape. They are long and sleek green-black creatures, with crests and long, flattened tails. They frequently are seen basking on shore. When they spot a boat, if hungry, they will slide into the water and make for it just under the surface, where they are difficult to hit with missile fire. Basking water lizards often do not attack. If they are attacked, they will slip into the water and try to bite their assailant.

## WATER LIZARDS

Characteristics	Average		
STR 3D6+6	16-17	Move	7/10 swimming
CON 2D6+6	13	Hit Points Avg.	16
SIZ 3D6+12	22-23	Treasure Factor	10
POW 2D6	7		
DEX 2D6+6	13		

Weapon	SR	Attk%	Damage
Bite*	6	35%	1D8+1D6

\* This bite is capable of slashing.

SKILLS: Hide in Cover 40%, Swim 85%

ARMOR: 3-point hide

## Hit Location Table

Location	D20	Points (based on 16-18 total hit points)
Tail	01-02	3/5
Right Hind Leg	03-04	3/5
Left Hind Leg	05-06	3/5
Hindquarters	07-08	3/7
Forequarters	09-11	3/7
Right Foreleg	12-14	3/6
Left Foreleg	15-17	3/6
Head	18-20	3/6

## STATS

## Ducks

## EVELYN LONGNECK, Lanbril thief

STR 10	CON 10	SIZ 3	01-04	R LEG	4/3
INT 17	POW 5	DEX 17	05-08	L LEG	4/3
CHA 11			09-11	ABDOM	5/3
Move 5			12	CHEST	5/4
Hit Points 8			13-15	R ARM	4/2
Defense 30%			16-18	L ARM	4/2
			19-20	HEAD	5/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Rapier	6	40%	1D6+1	45%	12
LH Dagger	8	45%	1D4+2	70%	12
RH Dagger	8	55%	1D4+2	50%	12
Self Bow	1/7	40%	1D6+1	30%	6

SPELLS: Befuddle, Detect Silver, Healing 3, Speedart

SKILLS: Climb 70%, Evaluate Treasure 60%, Hide in Cover 80%, Jump 55%, Know Locks 50%, Move Silently 75%, Pick Locks 40%, Pick Pockets 90%, Spot Hidden 40%, Spot Traps 70%, Swim 100%, Trap Set/Disarm 50%

LANGUAGES: Old Pavic 35%, Sartarite 85/20%, Tradetalk 50%

TREASURE: Has necklace in pouch with ten stones. Each stone is worth 10L individually; when combined with necklace total value is 120L.

NOTES: Evelyn (who is male) makes his living as a thief. He makes enormous efforts to stay out of fights, and if forced into one will try to parry and use Defense until he can escape, attacking only if forced to do so. He normally attacks with his rapier and parries with his left-hand dagger. He would gleefully rob a party, and may try to ingratiate himself and his comrades with an adventurer party to get a better chance to pick the pockets of the adventurers.

## ALVIN RINGEYE, initiate Storm Bull

STR 12	CON 17	SIZ 7	01-04	R LEG	5/6
INT 12	POW 13	DEX 11	05-08	L LEG	5/6
CHA 8			09-11	ABDOM	5/6
Move 5			12	CHEST	5/7
Hit Points 16			13-15	R ARM	6/5
Defense 00%			16-18	L ARM	6/5
			19-20	HEAD	5/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Battle Axe	8	80%	1D8+2	80%	15
Broadsword	7	50%	1D8+1	40%	20
Dart (x4)	3/11	60%	1D6	20%	6

SPELLS: Bladesharp 4, Detect Traps (2), Disrupt, Healing 2, Protection 3

SKILLS: Climb 25%, Hide in Cover 50%, Sense Chaos 25%, Spot Hidden 50%, Spot Traps 50%, Swim 95%, Track 35%

LANGUAGES: Pavic 15%, Praxian 30%, Sartarite 60%, Stormspeech 70%, Tradetalk 45%

TREASURE: Silver wristlet worth 110L, 60L in cash

NOTES: Alvin is a very peculiar duck. He likes to fight, and fights fairly well. However, he does not care for fighting chaos if he can avoid it (though he will always dutifully report any chaos to his cult leaders). He does enjoy fighting humans and other large beings. Perhaps he has an inferiority complex due to his species. He comes from a formerly rich Sartarite duck family which has now been ruined, and this has spoiled his disposition. He is the heavy for any band of ducks that he is with, and will lead them into battle, though not at other times.

## GEOFFRI IRONEYE, initiate Orlanth Adventurous

STR 10	CON 13	SIZ 4	01-04	R LEG	4/4
INT 13	POW 8	DEX 13	05-08	L LEG	4/4
CHA 8			09-11	ABDOM	6/4
Move 5			12	CHEST	6/5
Hit Points 11			13-15	R ARM	4/3
Defense 25%			16-18	L ARM	4/3
			19-20	HEAD	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	8	50%	1D6+1	25%	20
Sling	2/9	30%	1D8	—	—
Small Shield	—	—	—	45%	8

SPELLS: Bladesharp 2, Healing 2, Speedart

SKILLS: Camouflage 50%, Climb 40%, Hide in Cover 70%, Jump 40%, Move Quietly 50%, Oratory 25%, Spot Hidden 35%, Spot Traps 55%, Swim 90%, Track 40%, Trap Set/Disarm 60%

LANGUAGES: Lunar 50%, Pavic 35%, Sartarite 65%/15%, Stormspeech 25%

TREASURE: 120L in pouch

NOTES: Geoffri is no leader and will dither if left on his own. He looks to Henery for orders. In combat, he will unimaginatively use his sling with Speedart until the enemy gets too near, then pull out his shortsword with a Bladesharp.

## DUCKS (cont.)

## HENERY SPINTAIL, initiate Orlanth Adventurous

STR 9	CON 16	SIZ 7	01-04	R LEG	4/5
INT 17	POW 11	DEX 16	05-08	L LEG	4/5
CHA 7			09-11	ABDOM	6/5
Move 5			12	CHEST	6/6
Hit Points 15			13-15	R ARM	4/4
Defense 20%			16-18	L ARM	4/4
			19-20	HEAD	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	5	65%	1D8+1	35%	20
Thrown Axe	1/7	45%	1D6	—	—
Hatchet	7	35%	1D6+1	25%	15
Small Shield	—	—	—	55%	8

SPELLS: Bladesharp 2, Firearrow (2), Healing 2, Mobility

RUNE MAGIC: Telekinesis (one-use only)

SKILLS: Climb 55%, Evaluate Treasure 30%, Hide in Cover 75%, Jump 45%, Listen 45%, Move Quietly 75%, Spot Hidden 40%, Spot Traps 40%, Swim 85%, Trap Set/Disarm 50%

LANGUAGES: Sartarite 85/35%, Stormspeech 25%, Tradetalk 50%

TREASURE: Carries 140L in large pouch. If threatened, he will drop the pouch to the bottom of the canal rather than allow any robbers to take it.

NOTES: In combat, Henery will throw his throwing axes (of which he carries three) one at a time, casting Firearrow on them if it seems appropriate. He considers Evelyn to be moderately despicable, but tolerates him as long as Evelyn shares his loot with the rest. Henery will not countenance robbing or cheating fellow Orlanthi, but other cultists are fair game.

## ADVENTURERS/OUTLAWS

## HORRATH, initiate Pavis

STR 13	CON 15	SIZ 15	01-04	R LEG	6/6
INT 13	POW 14	DEX 26	05-08	L LEG	6/6
CHA 19			09-11	ABDOM	7/6
Move 8			12	CHEST	7/7
Hit Points 16			13-15	R ARM	10/5
Defense 15%			16-18	L ARM	10/5
			19-20	HEAD	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
RH Heavy Cestus	6	90%	1D3+2+1D4	80%	10
LH Heavy Cestus	12	90%	1D3+2+1D4	70%	10

SPELLS: Befuddle, Bludgeon 4, Healing 6, Protection 2, (suppressed and out of mind) Spirit Binding

SKILLS: Evaluate Treasure 70%, Hide in Cover 40%, Listen 75%, Oratory 90%, Spot Hidden 60%, Spot Traps 80%, Track 85%

LANGUAGES: Auld Wyrnish 45%, Old Pavic 90/50%, Trade 30%

TREASURE: ransom of 2300L in robber den; none on person

MAGIC ITEMS: 5-point POW-storing crystal, currently containing bound spirit.

SPIRIT: bound in crystal; INT 3, POW 12

NOTES: Horrath is the leader of the gang of Old City robbers described below. He is a very charismatic person, and doesn't hesitate to use his fists to enforce command. His robber band hero-worships him, and most have been his men since they reached adolescence. In combat, he casts Bludgeon 4 on his heavy cesti, Protection 2 on himself, and enters combat. He will always try to be in the front of combat. He is a bully, and like many bullies, has a large amount of crude courage. It is beneath his pride to run away unless most of his followers have been already defeated.

## STENS, initiate Pavis and Zola Fel, secret Lip of Krasht

STR 13	CON 16	SIZ 11	01-04	R LEG	4/6
INT 14	POW 10	DEX 14	05-08	L LEG	4/6
CHA 10			09-11	ABDOM	7/6
Move 8			12	CHEST	7/7
Hit Points 16			13-15	R ARM	7/5
Defense 15%			16-18	L ARM	7/5
			19-20	HEAD	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Large Net	5	75%	1D4	60%	20
Shortsword	7	50%	1D6+1	60%	20

SPELLS: Befuddle, Binding, Healing 3, Protection 3

SKILLS: Camouflage 40%, Climb 35%, Hide in Cover 70%, Jump 60%, Know Locks 50%, Listen 40%, Move Quietly 65%, Pick Locks 40%, Sense Order 15%, Spot Hidden 35%, Spot Trap 40%, Trap Set/Disarm 50%

LANGUAGES: Auld Wyrnish 35%, Old Pavic 70/50%, Trade 60%

TREASURE: 150L

NOTES: Sten's true identity as an initiate of the chaos god Krasht is unknown to his companions. His membership in the river cult of Zola Fel explains his peculiar skill in Net attack and parry. He does not carry about obvious Krasht devices, such as pratzim or the teeth of Krasht, nor does he learn or cast obvious Krasht spells. He conceals his Sense Order skill, and always avoids Storm Bull worshipers. His assignment has been to infiltrate the robber gangs of Pavis. If it proves possible, the cult of Krasht may eventually move to unify and take over these gangs, but such an act would still be many years away.

## KANDIT, Lanbril Thief

STR 10	CON 10	SIZ 12	01-04	R LEG	4/4
INT 8	POW 11	DEX 14	05-08	L LEG	4/4
CHA 10			09-11	ABDOM	2/4
Move 8			12	CHEST	2/5
Hit Points 10			13-15	R ARM	4/3
Defense 00%			16-18	L ARM	4/3
			19-20	HEAD	5/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	55%	1D6+1	35%	20
Thrown Dagger	2/9	60%	1D4	—	—
Dagger	8	50%	1D4+2	40%	12

SPELLS: Befuddle, Coordination (2) — adds +5% to all attacks and parries, adds +5% to Defense, adds +5% to DEX-based skills, and subtracts 1 from SR, Forget (2), Healing 2, Mobility

SKILLS: Climb 70%, Hide in Cover 80%, Know Locks 80%, Move Quietly 50%, Pick Locks 60%, Pick Pockets 30%, Spot Traps 40%, Trap Set/Disarm 50%

LANGUAGES: Auld Wyrnish 20%, Old Pavic 40%, Tradetalk 30%

TREASURE: 100 lunars and 100 clacks in pouch

NOTES: Kandit is a stupid and vicious thief. He is not smart enough to survive on his own, so is the tool of Horrath and the rest. He is not of much use in a fight, and the others will try to keep him out of one. If he is forced to fight, he will cast Befuddle upon his enemy, then Coordination upon himself. Then he will fight if he must, or sneak off if he can.



## ADVENTURERS (cont.)

## HENDREK, initiate Pavis

STR 8	CON 12	SIZ 12	01-04	R LEG	4/4
INT 15	POW 12	DEX 6	05-08	L LEG	4/4
CHA 9			09-11	ABDOM	5/4
Move 8			12	CHEST	5/5
Hit Points 12			13-15	R ARM	4/3
Defense 00%			16-18	L ARM	4/3
			19-20	HEAD	5/4

## KAGRUNNER, ex-initiate Waha

STR 11	CON 10	SIZ 11	01-04	R LEG	4/4
INT 18	POW 9	DEX 3	05-08	L LEG	4/4
CHA 12			09-11	ABDOM	5/4
Move 8			12	CHEST	5/5
Hit Points 10			13-15	R ARM	4/3
Defense 00%			16-18	L ARM	4/3
			19-20	HEAD	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
War Flail	9	45%	1D6+2	35%	12
Shortsword	10	35%	1D6+1	25%	20
Mdm Shield	11	25%	1D6	40%	12

SPELLS: Binding, Countermagic 3, Detect Enemies, Disrupt, Healing 2, Protection 4

SKILLS: Oratory 60%, Ride Sable 70%, Spot Hidden 60%, Spot Traps 40%, Track 40%

LANGUAGES: Praxian 90%, Tradetalk 80%

TREASURE: 150L

NOTES: Kagrunner is a twisted soul that fled his tribe after committing the crime of rape. He has been visited by Borabo Nightmare, Waha's spirit of reprisal, and considers his ties to the nomads cut. He now wishes to steal enough money to raise his DEX and to exploit the city folk with his great intelligence. His companions know of his past, but do not care. He is a very manipulative person.

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

SPELLS: Bladesharp 1, Healing 2

SKILLS: Climb 30%, Jump 30%, Spot Hidden 40%, Spot Traps 25%

LANGUAGES: Auld Wyrnish 40%, Old Pavic 75%, Tradetalk 40%

TREASURE: 2 wheels, 60 lunars, 100 clacks

NOTES: Hendrek is just a twerp who belongs to this particular robber gang. He is a great fan of Horrath.

## SOMSADKEI, initiate Waha

STR 14	CON 16	SIZ 13	01-04	R LEG	7/6
INT 11	POW 17	DEX 9	05-08	L LEG	7/6
CHA 8			09-11	ABDOM	5/6
Move 8			12	CHEST	5/7
Hit Points 18			13-15	R ARM	7/5
Defense 05%			16-18	L ARM	7/5
			19-20	HEAD	7/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Javelin (x2)	3	75%	1D10+1D2	15%	10
Battle Axe	8	65%	1D8+2+1D4	50%	15
Small Shield	—	—	—	80%	8

SPELLS: Binding, Countermagic 1, Detect Spirit, Healing 1, Protection 3, Vigor (4); increases hit points to 23, adding 2 hit points per location

SKILLS: Oratory 50%, Ride Sable 90%, Spot Hidden 40%, Spot Trap 60%, Track 70%

LANGUAGES: Praxian 55%, Tradetalk 50%

TREASURE: wears necklace worth 180L. Has 10L in pouch.

NOTES: Somsadkei is a nomad that has left his clan for the glamor and joy of the big city. He has become the "heavy" for this gang, and does most of the hard fighting.

## WALKTAPI

## WALKTAPUS ONE

STR 26	CON 18	SIZ 27	01-02	R LEG	4/8
POW 15	DEX 13		03-04	L LEG	4/8
Move 7			05	ABDOM	4/8
Hit Points 22			06	CHEST	4/9
			07-08	R ARM	4/7
			09-10	L ARM	4/7
			11	TENT 1	4/7
			12	TENT 2	4/7
			13	TENT 3	4/7
			14	TENT 4	4/7
			15	TENT 5	4/7
			16	TENT 6	4/7
			17	TENT 7	4/7
			18	TENT 8	4/7
			19-20	HEAD	4/8

Weapon	SR	Attk%	Damage
Tentacle*	6	60%	2D6
Constrict	1	Auto.	4D6

\* Can use four tentacles at once. If two have struck the same target, they will constrict every round. Armor will protect only until the absorption rating is overcome, then it is broken.

SPECIAL FEATURES: Emits a gas cloud 3m across with POT equal to 18. All those battling the walktapus must make CON rolls to hold their breath while so doing.

## WALKTAPUS TWO

STR 22	CON 17	SIZ 27	01-02	R LEG	4/7
POW 12	DEX 11		03-04	L LEG	4/7
Move 7			05	ABDOM	4/7
Hit Points 21			06	CHEST	4/8
			07-08	R ARM	4/6
			09-10	L ARM	4/6
			11	TENT 1	4/6
			12	TENT 2	4/6
			13	TENT 3	4/6
			14	TENT 4	4/6
			15	TENT 5	4/6
			16	TENT 6	4/6
			17	TENT 7	4/6
			18	TENT 8	4/6
			19-20	HEAD	4/7

Weapon	SR	Attk%	Damage
Tentacle*	7	40%	2D6
Constrict	1	Auto.	4D6

\* Can use four tentacles at once. If two have struck the same target, they will constrict every round. Armor will protect only until the absorption rating is overcome, then it is broken.

SPECIAL FEATURES: Emits a gas cloud 3m across with POT equal to 17. All those battling the walktapus must make CON rolls to hold their breath while so doing.

CHAOTIC FEATURES: This particular walktapus carries the disease of Creeping Chills.

## VOUGHS

## ANCIENT EMILI, vough

STR 25	CON 20	SIZ 15	01-04	R LEG	8/8
INT 20	POW 18	DEX 15	05-08	L LEG	8/8
CHA 6			09-11	ABDOM	14/8
Move 8/12 swimming			12	CHEST	14/9
Hit Points 22			13-15	R ARM	8/7
Defense 30%			16-18	L ARM	8/7
			19-20	HEAD	14/8

Weapon	SR	Attk%	Damage	Parr%	Pts
War Flail*	5	75%	1D6+2+1D6	75%	12
Claw*	7	75%	1D6+1D6	—	—

\* Can use both claw and flail in a single round.

SPELLS: Bludgeon 4, Demoralize, Disrupt, Healing 4, Ironhand 4, Protection 2, Repair (2), Strength (2) — adds +15% to all attacks and parries and increases damage bonus to 2D6

RUNE MAGIC: Multispell II, Shield 2, Spirit Block 1, Summon Large Undine, Discorporate

SKILLS: Hide in Cover 75%, Listen 90%, Move Silently 75%, Spot Hidden 90%, Swim 150%

LANGUAGES: Tradetalk 25%, Waterspeech 100/90%

TREASURE: Flail is matrix for Rune spell of Crush 2. Wears plate breastplate and helmet of aluminum worth 6 points of armor each under robes.

NOTES: This vough will try to attack parties of adventurers smaller than 4 in number, and will appear to larger parties as a disembodied spirit (using her Discorporate). In that form, she will offer the party 10,000 lunars to aid her in an attack upon the river elf home caverns. If the party accepts, she will return to her body and lead them to the elf main cavern, where she will watch from the rear, killing any elf coming too close to her. She will swim away just as the battle appears to be nearly over, and will not, of course, give the party any money.

## GREENICH, vough

STR 22	CON 22	SIZ 14	01-04	R LEG	8/8
INT 21	POW 19	DEX 16	05-08	L LEG	8/8
CHA 4			09-11	ABDOM	8/8
Move 8/12 swimming			12	CHEST	8/9
Hit Points 24			13-15	R ARM	8/7
Defense 30%			16-18	L ARM	8/7
			19-20	HEAD	8/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	7	80%	1D6+1D6	—	—
Large Shield	7	50%	1D8+1D6	80%	16

SPELLS: Befuddle, Countermagic 5, Disrupt, Dispel Magic 4, Healing 6, Invisibility (3), Spirit Binding; (known by spirit) Ironhand 4, Mobility

RUNE MAGIC: Create Zombie x 3, Multispell III x 2, Seastrength x 2, Shield 4, Spirit Block 1, Summon Mdm Undine

LANGUAGES: Waterspeech 105/100%

TREASURE: Underwater chest holds 20 wheels, 4000 lunars, and 2000 clacks.

MAGIC ITEMS: 4-point POW-storing crystal currently containing bound spirit.

SPIRIT: bound in crystal; INT 9, POW 29

NOTES: This vough desires only to kill adventurers she meets. Her goal is to form a zombie army and use it to ravage the land around, stealing loot and magic for her. So far, she has approximately 10 waterlogged zombies sitting quietly in a secret corner of hers. When she has over a hundred zombies, she will send them forth. Until then, she will waylay adventurers. Her Seastrength Rune spell doubles her STR (past species maximum) to 44, giving her +25% to all her attacks and parries and increasing her damage bonus to 3D6. She will cast Seastrength, Shield 4, Countermagic 5, and Ironhand 4 on herself before joining combat. If the party appears strong, she will summon an undine to swamp their craft or drown them, and she will cast a Multispell III. She will then cast 4 stacked Disrupts at a time, using the Multispell III, choosing the best-armored foe as her target. If her spirit's POW reaches 1, she will try to cast no more spells (except for necessary Healing and Dispel Magic), just meleeing as she must. If she is incapacitated, she will sink to the bottom of the canal and Heal herself, then return to the fray. She will only withdraw when her damage reaches the point that her remaining POW would not be enough to fully heal her.

## BROLLACHANS

Weapon	SR	Attk%	Damage
Bite	9	30%	1D6+1D6
Engulf	9	50%	1D6 + suffocation

SPELLS: Healing 2, Protection 1

SKILLS: Hide in Cover 25%, Swim 50%

NOTES: A brollachan can use both attacks at once, vs. the same or different opponents. After a successful Engulf attack, the victim is covered by the

brollachan. Each round thereafter, he takes 1D6 points of damage to his general hit points (his thinnest armor counts vs. this damage) and acts as if immersed in water. See the drowning rules on page 101 of *RuneQuest*.

## BROLLACHAN ONE

POW 13	BODY	01-20	1/13
DEX 7			
Hit Points 13	Move 7/7 swimming		

## BROLLACHAN TWO

POW 13	BODY	01-20	1/13
DEX 7			
Hit Points 13	Move 7/7 swimming		

## BROLLACHAN THREE

POW 13	BODY	01-20	1/13
DEX 7			
Hit Points 13	Move 7/7 swimming		

## BROLLACHAN FOUR

POW 13	BODY	01-20	1/13
DEX 7			
Hit Points 13	Move 7/7 swimming		

## BROLLACHAN FIVE

POW 13	BODY	01-20	1/13
DEX 7			
Hit Points 13	Move 7/7 swimming		

## BROLLACHAN SIX

POW 13	BODY	01-20	1/13
DEX 7			
Hit Points 13	Move 7/7 swimming		

## BROLLACHAN SEVEN

POW 13	BODY	01-20	1/13
DEX 7			
Hit Points 13	Move 7/7 swimming		

## BROLLACHAN EIGHT

POW 13	BODY	01-20	1/13
DEX 7			
Hit Points 13	Move 7/7 swimming		

## BROLLACHAN NINE

POW 13	BODY	01-20	1/13
DEX 7			
Hit Points 13	Move 7/7 swimming		

**BLOODBIRDS**

<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>	<i>SKILLS: Fly 60%, Spot Hidden 75%, Swim 80%</i>
Peck	5	70%	1D10	70%	15	NOTE: Each round, a bloodbird may peck once, kick once, and strike with both wings for a total of four attacks vs. up to four foes. The bird's peck is capable of impaling and parrying both. If the beak penetrates armor, the bird will remain attached and drain 1D4 points of STR on each subsequent round.
Kick	5	35%	1D6+1D4	-	-	
Wing Buffet	5	35%	1D4+1D4	-	-	

The bird cannot parry while thus attached. The location which the bird is attached to will be immobilized unless the victim overcomes the bird's SZ of 16 each round that he tries to use that hit location. If the beak breaks, the bird will flee immediately. Bloodbirds always attack in flocks, and all birds in a given flock will attack the same target.

**BLOODBIRD ONE**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**BLOODBIRD TWO**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**BLOODBIRD THREE**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**BLOODBIRD FOUR**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**BLOODBIRD FIVE**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**BLOODBIRD SIX**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**BLOODBIRD SEVEN**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**BLOODBIRD EIGHT**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**BLOODBIRD NINE**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**BLOODBIRD TEN**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**BLOODBIRD ELEVEN**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**BLOODBIRD TWELVE**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**BLOODBIRD THIRTEEN**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**BLOODBIRD FOURTEEN**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**BLOODBIRD FIFTEEN**

POW 10	R LEG	01-02	2/3
DEX 19	L LEG	03-04	2/3
Hit Points 11	BODY	05-08	3/5
Defense 10%	R WING	09-12	3/4
Move 8/8 flies	L WING	13-16	3/4
Beak 15	HEAD	17-20	3/4

**GORP**

<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Envelop	1	100%	8 points acid

NOTES: Gorp will do POT 8 acid damage to any weapon striking them. They can only be killed by fire or magic. Each round, the gorp's chosen target may attempt a DEXx5 roll to escape its clutches, if it is capable of movement. Note

that humans swimming in the water do not have their full movement abilities, and dodge the gorp on a roll of either their Swim ability or DEXx5, whichever is less. Humans wearing armor while floating in the water must subtract 05% from their dodge chance for each ENC point of armor worn. These river gorks may well attach to the underside of a boat and corrode their way right through it to the people above, sending them all to the bottom of the canal. Another important fact is that these particular gorks are fairly immune to fire, as they are coated with a film of water, and can dip beneath the canal's surface whenever necessary.

**GORP ONE**

POW 12	BODY	01-20	0/15
Hit Points 15			
Move 3			
CHAOTIC FEATURE: None			

**GORP TWO**

POW 12	BODY	01-20	0/15
Hit Points 15			
Move 4			
CHAOTIC FEATURE: None			

**GORP THREE**

POW 12	BODY	01-20	0/15
Hit Points 15			
Move 2			
CHAOTIC FEATURE: Reflects spells of less than 3 points of POW back to caster.			

## RIVER ELF LEADERS

Weapon	SR	Attk%	Damage	Parr%	Pts	SPELLS: Bladesharp 3, Disrupt, Food Song, Healing 6, Speedart, Shimmer 3
Sea Dart	1/7	70%	1D6	—	4	SKILLS: Hide in Cover 70%, Listen 60%, Spot Hidden 70%, Swim 100%,
Lancet	5	85%	1D10	80%	12	Swim Quietly 70%, Trap Set/Disarm 50%

## ELF CHAMPION ONE

POW 16	WHIP	01-07	4/5
DEX 16	ABDOM	08-10	6/5
Hit Points 13	CHEST	11-12	6/6
Defense 25%	R ARM	13-15	4/4
Move 0/9 swims	L ARM	16-18	4/4
Lancet 12	HEAD	19-20	5/5

## ELF CHAMPION TWO

POW 16	WHIP	01-07	4/5
DEX 16	ABDOM	08-10	6/5
Hit Points 12	CHEST	11-12	6/6
Defense 25%	R ARM	13-15	4/4
Move 0/9	L ARM	16-18	4/4
Lancet 12	HEAD	19-20	5/5

## ELF CHAMPION THREE

POW 16	WHIP	01-07	4/5
DEX 16	ABDOM	08-10	6/5
Hit Points 12	CHEST	11-12	6/6
Defense 25%	R ARM	13-15	4/4
Move 0/9	L ARM	16-18	4/4
Lancet 12	HEAD	19-20	5/5

## ELF CHAMPION FOUR

POW 16	WHIP	01-07	4/5
DEX 16	ABDOM	08-10	6/5
Hit Points 13	CHEST	11-12	6/6
Defense 25%	R ARM	13-15	4/4
Move 0/9 swims	L ARM	16-18	4/4
Lancet 12	HEAD	19-20	5/5

## ELF CHAMPION FIVE

POW 16	WHIP	01-07	4/5
DEX 16	ABDOM	08-10	6/5
Hit Points 12	CHEST	11-12	6/6
Defense 25%	R ARM	13-15	4/4
Move 0/9	L ARM	16-18	4/4
Lancet 12	HEAD	19-20	5/5

## ELF CHAMPION SIX

POW 16	WHIP	01-07	4/5
DEX 16	ABDOM	08-10	6/5
Hit Points 12	CHEST	11-12	6/6
Defense 25%	R ARM	13-15	4/4
Move 0/9	L ARM	16-18	4/4
Lancet 12	HEAD	19-20	5/5

## WATER LIZARDS

Weapon	SR	Attk%	Damage
Bite	6	50%	1D8+1D6

SKILLS: Hide in Cover 40%, Swim 85%

NOTE: The water-lizard bite is capable of slashing.

## LIZARD ONE

POW 10	TAIL	01-02	3/5
DEX 13	RH LEG	03-04	3/5
Hit Points 16	LH LEG	05-06	3/5
Move 7/10	HIND Q	07-08	3/7
	FORE Q	09-11	3/7
	RF LEG	12-14	3/6
	LF LEG	15-17	3/6
	HEAD	18-20	3/6

## LIZARD TWO

POW 10	TAIL	01-02	3/5
DEX 13	RH LEG	03-04	3/5
Hit Points 16	LH LEG	05-06	3/5
Move 7/10	HIND Q	07-08	3/7
	FORE Q	09-11	3/7
	RF LEG	12-14	3/6
	LF LEG	15-17	3/6
	HEAD	18-20	3/6

## LIZARD THREE

POW 10	TAIL	01-02	3/5
DEX 13	RH LEG	03-04	3/5
Hit Points 16	LH LEG	05-06	3/5
Move 7/10	HIND Q	07-08	3/7
	FORE Q	09-11	3/7
	RF LEG	12-14	3/6
	LF LEG	15-17	3/6
	HEAD	18-20	3/6

## LIZARD FOUR

POW 10	TAIL	01-02	3/5
DEX 13	RH LEG	03-04	3/5
Hit Points 16	LH LEG	05-06	3/5
Move 7/10	HIND Q	07-08	3/7
	FORE Q	09-11	3/7
	RF LEG	12-14	3/6
	LF LEG	15-17	3/6
	HEAD	18-20	3/6

## LIZARD FIVE

POW 10	TAIL	01-02	3/5
DEX 13	RH LEG	03-04	3/5
Hit Points 16	LH LEG	05-06	3/5
Move 7/10	HIND Q	07-08	3/7
	FORE Q	09-11	3/7
	RF LEG	12-14	3/6
	LF LEG	15-17	3/6
	HEAD	18-20	3/6

## LIZARD SIX

POW 10	TAIL	01-02	3/5
DEX 13	RH LEG	03-04	3/5
Hit Points 16	LH LEG	05-06	3/5
Move 7/10	HIND Q	07-08	3/7
	FORE Q	09-11	3/7
	RF LEG	12-14	3/6
	LF LEG	15-17	3/6
	HEAD	18-20	3/6

## NEWTLINGS

Weapon	SR	Attk%	Damage
Trident	5	60%	1D6+1
Sling	2/9	50%	1D8
Small Shield	—	—	—

Parr%	Pts
50%	12
—	—
55%	8

SKILLS: Binding, Bladesharp 2, Healing 2, Shimmer 4

SKILLS: Hide in Cover 70%, Spot Traps 60%, Track 70%, Swim 100%

## NEWTLING ONE

POW 11	R LEG	01-03	3/3
DEX 14	L LEG	04-06	3/3
Hit Points 9	TAIL	07-08	2/2
Defense 15%	ABDOM	09-11	4/3
Move 6	CHEST	12	4/4
Lancet 12	R ARM	13-15	3/2
	L ARM	16-18	3/2
	HEAD	19-20	4/3

## NEWTLING TWO

POW 11	R LEG	01-03	3/3
DEX 14	L LEG	04-06	3/3
Hit Points 9	TAIL	07-08	2/2
Defense 15%	ABDOM	09-11	4/3
Move 6	CHEST	12	4/4
Lancet 12	R ARM	13-15	3/2
	L ARM	16-18	3/2
	HEAD	19-20	4/3

## NEWTLING THREE

POW 11	R LEG	01-03	3/3
DEX 14	L LEG	04-06	3/3
Hit Points 9	TAIL	07-08	2/2
Defense 15%	ABDOM	09-11	4/3
Move 6	CHEST	12	4/4
Lancet 12	R ARM	13-15	3/2
	L ARM	16-18	3/2
	HEAD	19-20	4/3

## NEWTLING FOUR

POW 11	R LEG	01-03	3/3
DEX 14	L LEG	04-06	3/3
Hit Points 9	TAIL	07-08	2/2
Defense 15%	ABDOM	09-11	4/3
Move 6	CHEST	12	4/4
Lancet 12	R ARM	13-15	3/2
	L ARM	16-18	3/2
	HEAD	19-20	4/3

## NEWTLING FIVE

POW 11	R LEG	01-03	3/3
DEX 14	L LEG	04-06	3/3
Hit Points 9	TAIL	07-08	2/2
Defense 15%	ABDOM	09-11	4/3
Move 6	CHEST	12	4/4
Lancet 12	R ARM	13-15	3/2
	L ARM	16-18	3/2
	HEAD	19-20	4/3

## NEWTLING SIX

POW 11	R LEG	01-03	3/3
DEX 14	L LEG	04-06	3/3
Hit Points 9	TAIL	07-08	2/2
Defense 15%	ABDOM	09-11	4/3
Move 6	CHEST	12	4/4
Lancet 12	R ARM	13-15	3/2
	L ARM	16-18	3/2
	HEAD	19-20	4/3

## RIVER ELVES

Weapon	SR	Attk%	Damage	Parr%	Pts	SPELLS: Disrupt, Food Song, Healing 9, Speedart, Xenohealing 1
Sea Dart	2/9	40%	1D6	-	4	SKILLS: Hide in Cover 50%, Listen 40%, Spot Hidden 50%, Swim 100%,
Lancet	5	60%	1D10	50%	12	Swim Quietly 50%

## ELF ONE

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF TWO

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF THREE

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF FOUR

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF FIVE

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF SIX

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF SEVEN

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF EIGHT

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF NINE

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF TEN

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF ELEVEN

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF TWELVE

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF THIRTEEN

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF FOURTEEN

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF FIFTEEN

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF SIXTEEN

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF SEVENTEEN

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

## ELF EIGHTEEN

POW 13	WHIP	01-07	4/4
DEX 14	ABDOM	08-10	2/4
Hit Points 10	CHEST	11-12	2/5
Defense 10%	R ARM	13-15	2/3
Move 0/9 swims	L ARM	16-18	2/3
Lancet 12	HEAD	19-20	4/4

**UNDINES** These undines may be used both for those undines called forth by Rune spells in the canal and those dwelling there naturally.

**SMALL UNDINE ONE**

SIZE: 27 cubic meters (3x3x3)  
Hit Points: 19 STR: 9  
Move 6

**MEDIUM UNDINE ONE**

SIZE: 54 cubic meters (3x6x3)  
Hit Points: 38 STR: 19  
Move 6

**LARGE UNDINE ONE**

SIZE: 81 cubic meters (3x9x3)  
Hit Points: 57 STR: 29  
Move 6

**SMALL UNDINE TWO**

SIZE: 27 cubic meters (3x3x3)  
Hit Points: 19 STR: 9  
Move 6

**MEDIUM UNDINE TWO**

SIZE: 54 cubic meters (3x6x3)  
Hit Points: 38 STR: 19  
Move 6

**LARGE UNDINE TWO**

SIZE: 81 cubic meters (3x9x3)  
Hit Points: 57 STR: 29  
Move 6

**SMALL UNDINE THREE**

SIZE: 27 cubic meters (3x3x3)  
Hit Points: 19 STR: 9  
Move 6

**MEDIUM UNDINE THREE**

SIZE: 54 cubic meters (3x6x3)  
Hit Points: 38 STR: 19  
Move 6

**LARGE UNDINE THREE**

SIZE: 81 cubic meters (3x9x3)  
Hit Points: 57 STR: 29  
Move 6

## WATER-LEAPERS

Weapon	SR	Attk%	Damage
Bite	8	50%	1D10+1D6
Tail	8	75%	1D6 + constriction

SKILLS: Fly 50%, Hide in Cover 80%, Swim 60%

NOTES: A water-leaper may use both bite and the tail attack against a single foe in a round. After the tail hits a target, it will hang on and continue to do 1D6 points of constriction damage to the opponent each round. Armor will protect only until its absorption rating is overcome, then it is broken.

## WATER-LEAPER ONE

POW 13	TAIL	01-04	5/5
DEX 7	HIND Q	05-08	5/6
Hit Points 14	FORE Q	09-12	5/6
Move 6/9	R WING	13-14	5/4
	L WING	15-16	5/4
	HEAD	17-20	5/5

## WATER-LEAPER TWO

POW 13	TAIL	01-04	5/5
DEX 7	HIND Q	05-08	5/6
Hit Points 14	FORE Q	09-12	5/6
Move 6/9	R WING	13-14	5/4
	L WING	15-16	5/4
	HEAD	17-20	5/5

## WATER-LEAPER THREE

POW 13	TAIL	01-04	5/5
DEX 7	HIND Q	05-08	5/6
Hit Points 14	FORE Q	09-12	5/6
Move 6/9	R WING	13-14	5/4
	L WING	15-16	5/4
	HEAD	17-20	5/5

## DRAMATIS PERSONAE

A crier	Alpha male baboon
Glurf, River Lord of Zola Fel	Three dominant male baboons
Walk-on adventurers	Six lesser male and female baboons
Merchants & Consumers of Pavis	Broo Thief
Phinphobs Auxilius; Lunar Sgt.	Six other broos
Five Lunar Antelope Lancer troops	Two ogres
Ghost	



# Temple at Feroda

## ACT I – THE HIRING

## Scene 1 – A Waterfront

ENTER: A CRIER in a blue cape.

CRIER: The priests of Zola Fel, most august and glorious god of the River of Cradles, seek folk desiring employment. Interested parties are to assemble at the cult's wharf at the third hour past noon on Waterday next. (The CRIER knows no details beyond the content of the message.)

EXIT: CRIER

## Scene 2 – The Zola Fel wharf

A crowd of 20-30 adventurers stand around.

ENTER: GLURF, a large fish with a blue collar. He will stay in the water.

GLURF: Attention, attention. *ad lib introduction* We wish to hire folk to recover something left at the original temple of the cult near Corflu. (EXIT 3-5 people) *Ad lib story of bunging of Corflu and of the giants' revenge from the history of Pavis.* (EXIT 3-5 more people) The cult will provide transportation downriver to a point nearest the old temple. You will then walk or ride to the old temple, (EXIT 4-10 more people) recover the artifact, and return it to the temple at the mouth of the river. (EXIT 3-5 more) There will be certain conditions placed on your conduct, as this is a holy quest. (EXIT remaining adventurers, except for the PLAYER-CHARACTERS) Ah, I see we have eliminated the buttonmakers!

*Ad lib* PLAYER-CHARACTER Response: So you have – how much is it worth to you?

GLURF *ad lib reply unless given later*: We are willing to pay 3000L to the group that retrieves the artifact; 100L will be given in advance for expenses.

PLAYER-CHARACTER Response: We want more.

GLURF *ad lib bargaining if any; the cult will go as high as 5000L*: Now that the sordid details are out of the way, let us get to business. The old temple is located in the dead city of Feroda, west along the coast from Corflu. It can be located by the mooring post, where the temple boat was moored. The post was made of enchanted ironwood, so it should still stand. The post is at the southeast corner of the building, which is a 30m x 20m rectangle that was originally underwater. It was 3m tall. The mooring post was 10m tall. The item we want should be in the corner nearest the post.

PLAYER-CHARACTER Response: Any other descriptions or conditions?

GLURF *ad lib reply*: This being a holy mission, killing is to be kept to a minimum, excluding things of chaos, of course. You cannot drink anything but water while on the quest. Once you find the artifact, it must be inundated with water and kept as wet as possible. I hope you will see fit to follow these conditions, because if you don't, you won't get paid. Are there any more questions?

PLAYER-CHARACTER Response: Further questions, if any.

GLURF *ad lib reply from the following information*:

- The cult doesn't know exactly what form the artifact will take.
- Going clear to the temple and digging up the artifact might well take longer than the cult's lords and priests can stay away from the river.
- The cult's initiates are often unskilled in the things needed to succeed, like walking and digging (and fighting).
- The trip out and back could take several days.
- The cult knows nothing about any dangers, but you will be on the borders of the shore marshes, the edge of the plains of Prax.
- Ad lib anything else.

## ACT II – EQUIPPING THE RIVER TRIP

## Scene 1 – Pavis Markets

The PLAYER-CHARACTERS equip themselves with anything they think they might need on the trip.

## Scene 2 – On a flatboat on the River of Cradles

The trip downriver should be uneventful, unless the game-master has something he wishes to stage. The party will be dropped off on the western shore of the river delta and pointed towards Feroda.

## ACT III – THE TRIP ACROSS THE PLAINS

## Scene 1 – Morning of the second day

*Listen Roll; note approach; hailed by leader*

ENTER LUNAR PATROL, six antelope lancers

LUNAR SGT. *ad lib Inquiry*. The patrol is stationed at

Corflu. They are tired and surly. Unless a good answer is given to their inquiries about activity, reason for being together, destination, etc., they will harass and molest the party for the fun of it. They will not attack unless attacked. Good answers include merchants going to trade with the tribes and little else. The patrol knows nothing about the temple.

**Scene 2 - In the area where the temple should have been**  
A search of 1D6 hours will locate the topmost 25cm of the mooring post behind a bush. It is located in a large gully about 30m across. There is no building anywhere in sight. If the players haven't figured it out yet, the game-master should hint that the temple was buried when the rivermouth was silted up. Once they have realized this, and

**PHINPHOBS LONGHEAD, Antelope Lancer Sgt. Seven Mothers and Yanafal Tarnils initiate**

STR 15	CON 13	SIZ 12	01-04	R LEG	4/5
INT 17	POW 15	DEX 10	05-08	L LEG	4/5
CHA 13			09-11	ABDOM	6/5
Move 8			12	CHEST	6/6
Hit Points 13			13-15	R ARM	4/4
Defense 15%			16-18	L ARM	4/4
			19-20	HEAD	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	3/11	80%	1D8+1	25%	10
Lance	5	70%	1D10+1+2D6	10%	20
Scimitar	7	85%	1D8+1+1D4	75%	20
Mdm Shield	-	-	-	80%	12

**SPELLS:** Disruption, Healing 6, Mobility, Speedart, Xenohealing 4

**SKILLS:** Map Making 35%, Oratory 70%, Ride 85%, Track 75%

**LANGUAGES:** Lunar 90%, Tradetalk 55%

**MAGIC:** Sensitivity powered crystal 5 POW; 14-point POW-storing crystal

**TREASURE:** 20 lunars carried

**NOTE:** Phinphobs is a sergeant in a company of Antelope Lancers stationed in Corflu. He is over the age of retirement and is waiting for the next caravan to the Empire so he can return home. He is unwilling to do anything likely to get himself killed before then. His men are typical soldiers, and are also willing to keep out of trouble. He will not bother merchants of religious travelers (except for members of obvious enemy cults to the Empire - such as Storm Bulls, blatant Orlanthe, etc.)

**CHORGSA, alpha male baboon, Daka Fal Rune lord**

STR 23	CON 17	SIZ 18	01-04	R LEG	3/7
INT 12	POW 15	DEX 13	05-08	L LEG	3/7
CHA 18			09-11	ABDOM	7/7
Move 10			12	CHEST	7/8
Hit Points 19			13-15	R ARM	2/6
Defense 00%			16-18	L ARM	2/6
			19-20	HEAD	4/7

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Spear	4	95%	1D8+1+2D6	85%	15
Sling	2/9	75%	1D8	-	-
Claw	7	90%	1D6+2D6	-	-
Bite	7	85%	1D8+2D6	-	-

**SPELLS:** Healing 4, Ironhand 4, Protection 3, Speedart

**SKILLS:** Bargain 50%, Move Quietly 80%, Oratory 85%, Spot Hidden 90%, Spot Traps 65%, Track 85%

**LANGUAGES:** Baboon 95%, Trade Talk 40%, Spiritspeech 90%

**TREASURE:** carries 957L in large sacks

**NOTE:** Chorgsa is the leader of a baboon troop. He is leading about a fourth of the troop to Corflu to buy things with the savings of the past year, which he is carrying.



if previous hints haven't prompted them to buy shovels, explain that they can probably buy shovels at Corflu, about a half day away. They may need to travel there and back before they can get on with the quest.

## ACT IV – AT THE TEMPLE

### Scene 1 – Near the mooring post

The temple is 10m under the surface. A person can move 1 cubic meter of this sandy soil per hour, including rest breaks. The temple is 10 meters down under the earth.

#### SHADOW CAT/BROO THIEF, initiate of Theod

STR 11	CON 13	SIZ 10	01-04	R LEG	0/5
INT 14	POW 12	DEX 17	05-08	L LEG	0/5
CHA 4			09-11	ABDOM	0/5
Move 9			12	CHEST	0/6
Hit Points 13			13-15	R ARM	0/4
Defense 20%			16-18	L ARM	0/4
			19-20	HEAD	0/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	6	45%	1D8	60%	20
Bite*	7	50%	1D6	—	—
Claw*	7	55%	1D4+2	—	—

\* may bite once and claw twice per round, unless using club, in which case may bite once and claw once, and use club in each melee round.

SPELLS: Healing 2, Protection 3

SKILLS: Hide in Cover 75%, Move Quietly 85%, Pick Pockets 55%, Track 80%

LANGUAGES: Broo 70%

CHAOTIC FEATURE: Indetectable by the use of magic.

NOTE: This is a shadow cat/broo hybrid. It has black fur, a distorted cat-like head, and clawed hands. Its band uses it as a thief and scout, sending it into camps to steal what it can and to case the area. It is backed up by the rest in cast of trouble.

### Scene 2 At the temple after several hours of digging

*Spot Hidden Roll; See baboon scout; wait until rest of troop arrives*

ENTER *baboon troop consisting of alpha male, three dominant males, and six lesser males and females. The troop uses this place as a rest area while shopping in Corflu. They are not hostile, just curious.*

**ALPHA MALE:** What ho! Strangers, and humans as well. Don't shoot! We are just baboons on a travel. Who goes there?

**PLAYER-CHARACTER Response:** It's us, adventuring for a reason.

**ALPHA MALE:** Where I come from, it would be appropriate for strangers to give a gift to someone if those strangers were in a favorite spot. We know our manners, and we know that you are digging in our favorite spot. Some people would find themselves virtuous if they gifted us.

*(If party seems hostile to the idea)* Of course, that is only a lowly baboon custom. No one would think to impose it on powerful humans like you. But where we come from there would be no shame in strangers asking if someone like us wanted some honest work.

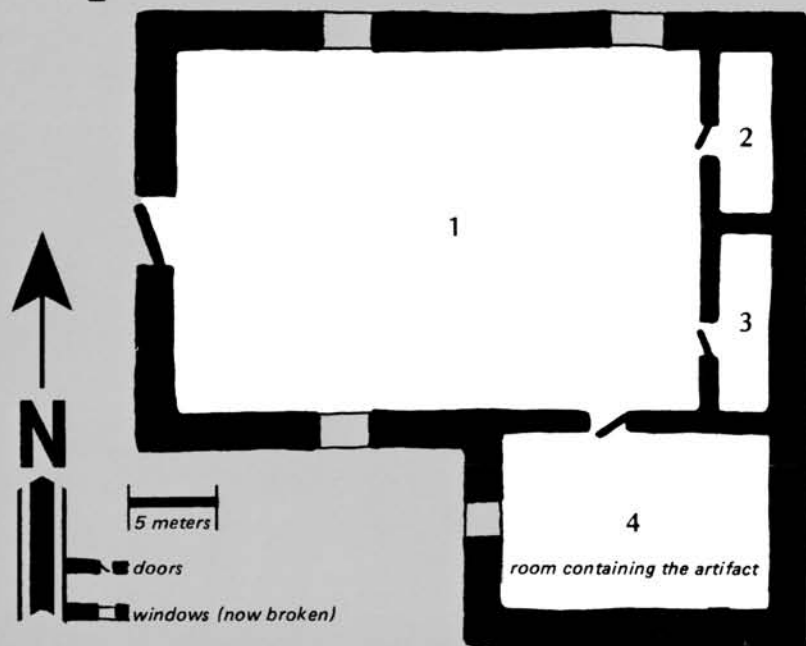
*(If party seems diffident)* Of course, where we come from there are noble soldiers who do no work, and an ordinary baboon is usually quite glad to do work for such honorable people, if the pay is right. *Ad lib bargaining over price – the baboons seek metal weapons, but will settle for a decent meal. Only the subordinate baboons will dig.*

*After as much of the temple has been cleared as the PLAYER-CHARACTERS wish, EXIT baboon troop.*

### Scene 3 – Entering the temple

The roof of the temple is flat and made out of gray-blue stone. The doors (if uncovered) are ironwood with aluminum fittings. It seems to be bolted from the inside. It will take one hour of work to make a man-sized hole in the

## Temple Plan



#### GLURGA'S ARMOR

**DESCRIPTION:** A regular trapezoidal leather sheet covered with small aluminum scales (attached on the side with the long parallel edge). There are fasteners along the non-parallel sides and slits in the body. There are also 4 crystals on the long parallel edge.

**CULTS:** Associated; Zola Fel

**KNOWLEDGE:** Automatic; one-of-a-kind

**HISTORY:** In the dawn age, Glurga was Grandmother Fish of Zola Fel. She commissioned Mostali smiths to make a special suit of armor. She was slain before she accepted delivery, and the suit was used by the cult near Feroda for 8 centuries. In confusion created by the giants' revenge and the bunging of Feroda, the suit's location was lost.

**POWERS:** The armor fits a large (SIZ 16-20) fish. It gives 5 points of armor protection, has an ENC of 2, carries four 10-point POW-storing crystals, and has matrices for Mobility, Detect Life, and Invisibility.

**VALUE:** For a non-fish, the armor has only the value of the POW-storing crystals, the matrices, and 2 kg of sea metal. It is worth 10,000L to the cult.



stone; the wood of the door is impervious to damage. Picks are available in Corflu.

#### Scene 4 - Inside the temple

Once a hole is made in the roof or wall, the PLAYER-CHARACTERS can enter the temple. It is empty, with no lights or furniture. Earth movement has raised the temple above the water table, so there is no water on the floors. The only thing in the temple is the artifact, which is in a flat box under a flagstone in room 4. A Spot Hidden roll is necessary to spot the right flagstone. The map shows the entire temple, but the party will probably enter room 1 or 4. There are no inhabitants of the temple, and no longer anything of interest anywhere else.

Before the box is touched, the gamemaster should (subtly) ask the toucher what he or she plans to do with the artifact. If the answer is to steal it or in some other way to fail to fulfill the deal made with GLURF, the GHOST attached to the box will attack the toucher in spirit combat. If the toucher plans to fulfill the quest, nothing hostile happens, but the GHOST still appears.

#### ENTER GHOST

**GHOST:** Long I have waited for this joyous moment. Rejoice, rejoice, oh bountiful waters. *ad lib*, *ad infinitum*, *to ad nauseum*.

The GHOST will give no information but will continue to make happy noises until returned to the river. The GHOST is using Mindspeech to the box's toucher only. If placed on an animal, the constant mental droning will cause the animal to have fits, scream, buck, etc. after a couple of hours.

If the box is opened, the artifact is seen to be a trapezoidal piece of leather covered on one side by small blue metal scales. The longer parallel side is about 50cm long; the shorter side 30cm. The overall length is 1.25m. There are slits in the front and some fasteners along the sides.

This artifact is ceremonial armor for a fish. It gives 5 points of protection and covers the body and tail.

#### ROSSGE, beta male baboon, Daka Fal priest

STR 12	CON 10	SIZ 9	01-04	R LEG	2/4
INT 18	POW 18	DEX 10	05-08	L LEG	2/4
CHA 16			09-11	ABDOM	3/4
Move 10			12	CHEST	3/5
Hit Points 11			13-15	R ARM	2/3
Defense 20%			16-18	L ARM	2/3
			19-20	HEAD	2/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Spear	7	45%	1D6+1	35%	15
Sling	2/9	50%	1D8	-	-
Claw	9	50%	1D6	-	-
Bite	9	40%	1D8	-	-

**SPELLS:** Demoralize, Farsee, Healing 6, Ironhand 2, Mobility, Repair (2), Protection 4, Speedart; (known by allied spirit) Detect Enemies, Dispel Magic 8

**RUNE MAGIC:** Divination 4, Resurrection (one-use only), Summon Ancestor x3, Summon Spirit Teacher

**SKILLS:** Move Quietly 35%, Spot Hidden 45%, Spot Traps 40%, Track 40%

**LANGUAGES:** Baboon 95%, Spiritspeech 90%

**MAGIC ITEMS:** Healing focusing crystal 4 POW, 10-point POW-storing crystal; shrunken head of grandfather which holds allied spirit.

**SPIRITS:** Grandfather (allied spirit in shrunken head)  
INT 17 POW 22

**SPELLS:** Binding, Disrupt, Spirit Screen 3

**RUNE MAGIC:** Free Ghost, Warding 2

Bound spirit in lizard familiar (crawls around on priest's body)  
INT 6 POW 15

**NOTE:** Rossge is one of Chorgsa's sons. He is the only priest in the clan, and holds the clan's magical treasure. He is physically inferior, but his magical power raises him to the status of beta male. This is as far as he is likely to go, as most baboons would not follow him. He is happy to support and advise his father/uncle Chorgsa.

#### OGRES, Thed initiates, Cacodemon lay members

Weapon	SR	Attk%	Damage	Parr%	Pts
Greatsword	6	50%	2D8+1D4	50%	15
Club	8	50%	1D10+1D4	40%	20

#### OGRE ONE

POW 14	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 14	ABDOM	09-11	7/5
Defense 10%	CHEST	12	7/6
Move 8	R ARM	13-15	6/4
Greatsword 15	L ARM	16-18	6/4
Club 20	HEAD	19-20	6/5

#### OGRESS ONE

POW 14	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 14	ABDOM	09-11	7/5
Defense 10%	CHEST	12	7/6
Move 8	R ARM	13-15	6/4
Greatsword 15	L ARM	16-18	6/4
Club 20	HEAD	19-20	6/5

**SPELLS:** Bladesharp 2, Disrupt, Healing 4, Shimmer 2  
**SKILLS:** Hide in Cover 75%, Move Quietly 50%  
**LANGUAGES:** Praxian 65%, Broo 50%

#### GAMMA AND DELTA DOMINANT MALE BABOONS, Daka Fal initiates

Weapon	SR	Attk%	Damage
Bite	6	65%	1D8+1D4
Claw	6	75%	1D6+1D4
Sling	1/7	65%	1D8

#### GAMMA

POW 15	R LEG	01-04	3/5
DEX 17	L LEG	05-08	3/5
HP 15	ABDOM	09-11	4/5
Defense 20%	CHEST	12	4/6
Move 10	R ARM	13-15	3/4
	L ARM	16-18	3/4
	HEAD	19-20	5/5

#### DELTA

POW 15	R LEG	01-04	3/5
DEX 17	L LEG	05-08	3/5
HP 15	ABDOM	09-11	4/5
Defense 20%	CHEST	12	4/6
Move 10	R ARM	13-15	3/4
	L ARM	16-18	3/4
	HEAD	19-20	5/5

**SPELLS:** Countermagic 3, Dispel Magic 1, Disrupt, Healing 2, Ironhand 2, Protection 4, Speedart  
**SKILLS:** Hide in Cover 50%, Move Silently 80%, Spot Hidden 70%, Spot Traps 50%, Track 40%  
**LANGUAGES:** Baboon 65%

The box is rectangular 25cm x 70cm x 10cm (the armor is folded within, and blue in color).

## ACT V – THE TRIP HOME

### Scene 1 – The first night's camp

*Listen or Spot Hidden roll; a thief is sneaking into camp; he will try for the box and get attacked by the GHOST. The screams of the attacked or discovered thief will bring down his covering party.*

ENTER COVERING PARTY, two ogres and six broos.

The party will attack and attempt to seize the artifact. As they do, each will be attacked in turn by the GHOST, unless it has been destroyed. Once three broos or one ogre is down. If the PLAYER-CHARACTERS haven't lost at least 2 people, EXIT COVERING PARTY, running in the dark.

### Scene 2 – The shore of the river

The River Lord GLURF will insist the party board a raft and go to the middle of the artifact. Once there, he will request the artifact. If he is given the artifact, he will have a Divination done to make sure the conditions were followed. If they were, he will bring up the money; if not, he will explain why he cannot pay (with tears in his eyes). If the PLAYER-CHARACTERS attack, cast spells, or refuse to give up the artifact, groups of fish working in concert will upset the raft and dump the party into the river (4m deep at this point). Anyone not obviously drowning will be attacked. If the party refuses to board the raft to begin with, GLURF will refuse to pay any money at all. Also, the ghost will attack the member nearest to the artifact and try to possess him, then cause that person to throw the artifact into the river.

#### ORDINARY BABOONS, Daka Fal initiates

Weapon	SR	Attk%	Damage
Bite	8	40%	1D8+1D4
Claw	8	50%	1D6+1D4
Sling	2/9	40%	1D8

SPELLS: Disrupt, Healing 2, Ironhand 2, Protection 2, Speedart  
 SKILLS: Hide in Cover 30%, Move Silently 30%, Spot Hidden 40%, Spot Traps 30%, Track 25%  
 LANGUAGES: Baboon 65%

#### BABOON ONE

POW 14	R LEG	01-04	1/4
DEX 13	L LEG	05-08	1/4
HP 11	ABDOM	09-11	1/4
Defense 10%	CHEST	12	1/5
Move 10	R ARM	13-15	1/3
	L ARM	16-18	1/3
	HEAD	19-20	1/4

#### BABOON TWO

POW 14	R LEG	01-04	1/4
DEX 13	L LEG	05-08	1/4
HP 11	ABDOM	09-11	1/4
Defense 10%	CHEST	12	1/5
Move 10	R ARM	13-15	1/3
	L ARM	16-18	1/3
	HEAD	19-20	1/4

#### BABOON THREE

POW 14	R LEG	01-04	1/4
DEX 13	L LEG	05-08	1/4
HP 11	ABDOM	09-11	1/4
Defense 10%	CHEST	12	1/5
Move 10	R ARM	13-15	1/3
	L ARM	16-18	1/3
	HEAD	19-20	1/4

#### BABOON FOUR

POW 14	R LEG	01-04	1/4
DEX 13	L LEG	05-08	1/4
HP 11	ABDOM	09-11	1/4
Defense 10%	CHEST	12	1/5
Move 10	R ARM	13-15	1/3
	L ARM	16-18	1/3
	HEAD	19-20	1/4

#### BABOON FIVE

POW 14	R LEG	01-04	1/4
DEX 13	L LEG	05-08	1/4
HP 11	ABDOM	09-11	1/4
Defense 10%	CHEST	12	1/5
Move 10	R ARM	13-15	1/3
	L ARM	16-18	1/3
	HEAD	19-20	1/4

#### BABOON SIX

POW 14	R LEG	01-04	1/4
DEX 13	L LEG	05-08	1/4
HP 11	ABDOM	09-11	1/4
Defense 10%	CHEST	12	1/5
Move 10	R ARM	13-15	1/3
	L ARM	16-18	1/3
	HEAD	19-20	1/4

#### BROOS, Thed initiates

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	8	60%	1D10+1D4	40%	20
Head Butt	9	70%	1D6+1D4	—	—
Mdm Shield	—	—	—	55%	12

SPELLS: Binding, Healing 2, Mobility, Shimmer 2  
 SKILLS: Hide in Cover 40%, Track 50%, Trap Set/Disarm 40%  
 LANGUAGES: Broo 65%

#### BROO ONE

POW 12	R LEG	01-04	3/6
DEX 11	L LEG	05-08	3/6
HP 17	ABDOM	09-11	5/6
Defense 05%	CHEST	12	5/7
Move 9	R ARM	13-15	3/5
Club 20	L ARM	16-18	3/5
	HEAD	19-20	6/6

#### BROO TWO

POW 12	R LEG	01-04	3/6
DEX 11	L LEG	05-08	3/6
HP 17	ABDOM	09-11	5/6
Defense 05%	CHEST	12	5/7
Move 9	R ARM	13-15	3/5
Club 20	L ARM	16-18	3/5
	HEAD	19-20	6/6

#### BROO THREE

POW 12	R LEG	01-04	3/6
DEX 11	L LEG	05-08	3/6
HP 17	ABDOM	09-11	5/6
Defense 05%	CHEST	12	5/7
Move 9	R ARM	13-15	3/5
Club 20	L ARM	16-18	3/5
	HEAD	19-20	6/6

CHAOS FEATURE: None  
 DISEASE CARRIED: Shakes

CHAOS FEATURE: None  
 DISEASE CARRIED: None

CHAOS FEATURE: None  
 DISEASE CARRIED: Creeping Chills

#### BROO FOUR

POW 12	R LEG	01-04	3/6
DEX 11	L LEG	05-08	3/6
HP 17	ABDOM	09-11	5/6
Defense 05%	CHEST	12	5/7
Move 9	R ARM	13-15	3/5
Club 20	L ARM	16-18	3/5
	HEAD	19-20	6/6

#### BROO FIVE

POW 12	R LEG	01-04	3/6
DEX 11	L LEG	05-08	3/6
HP 17	ABDOM	09-11	5/6
Defense 35%	CHEST	12	5/7
Move 9	R ARM	13-15	3/5
Club 20	L ARM	16-18	3/5
	HEAD	19-20	6/6

#### BROO SIX

POW 12	R LEG	01-04	3/8
DEX 11	L LEG	05-08	3/8
HP 22	ABDOM	09-11	5/8
Defense 05%	CHEST	12	5/9
Move 9	R ARM	13-15	3/7
Club 20	L ARM	16-18	3/7
	HEAD	19-20	6/8

CHAOS FEATURE: None  
 DISEASE CARRIED: Soul Waste

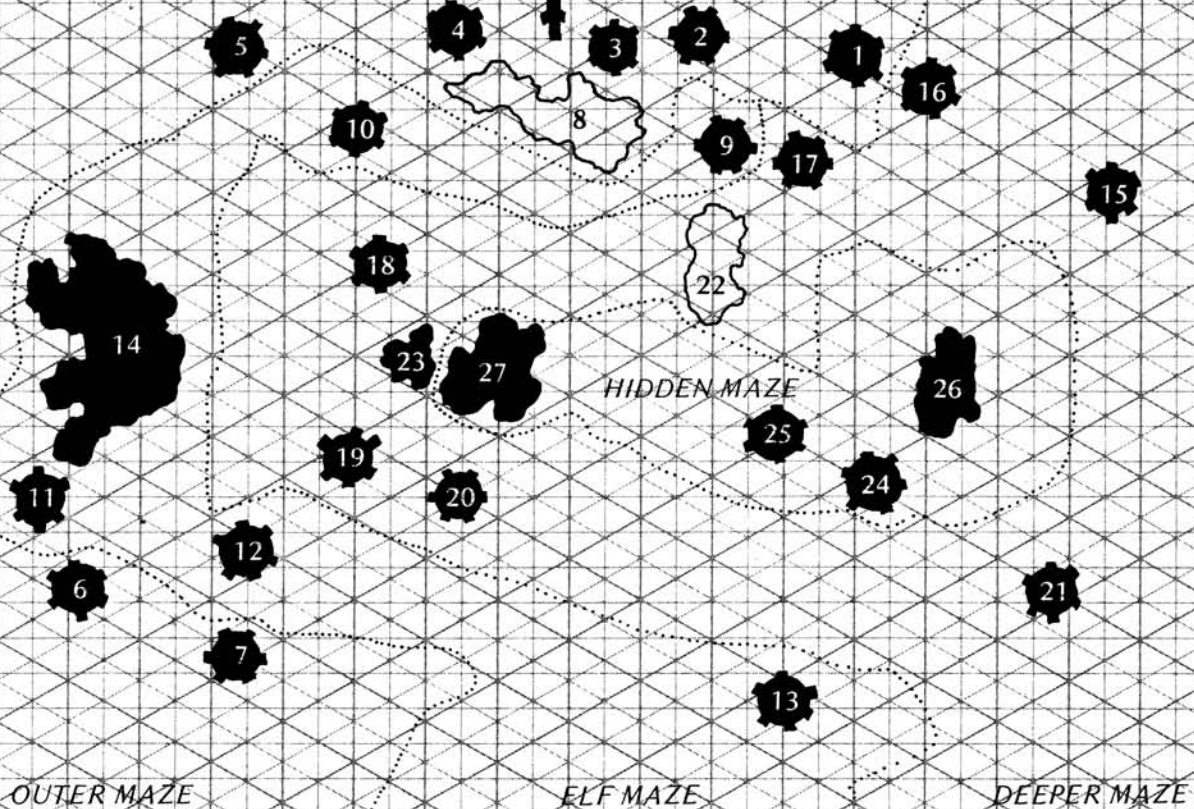
CHAOS FEATURE: +30% Defense  
 DISEASE CARRIED: None

CHAOS FEATURE: +2D6 SIZ  
 DISEASE CARRIED: Soul Waste

# Blank Canal

THE ZOLA FEL RIVER

20 meters



## HOW TO USE THE BLANK CANAL MAP

Every Sacred Time the pattern of the canals changes. The gamemaster will need to redo his map every time his players explore the maze in a different year. To make the gamemaster's job a little easier, only the portions of the maze that have been explored need be changed. Don't bother changing those portions which the players have never visited. When the maze changes, the different caverns, grottos, islands, and their relationships to one another do not alter: only the innerconnecting canals change. For the gamemaster's convenience, a triangular pattern has been superimposed on the blank canal map. Feel free to use these lines or to ignore them altogether.

# Puzzle Canal

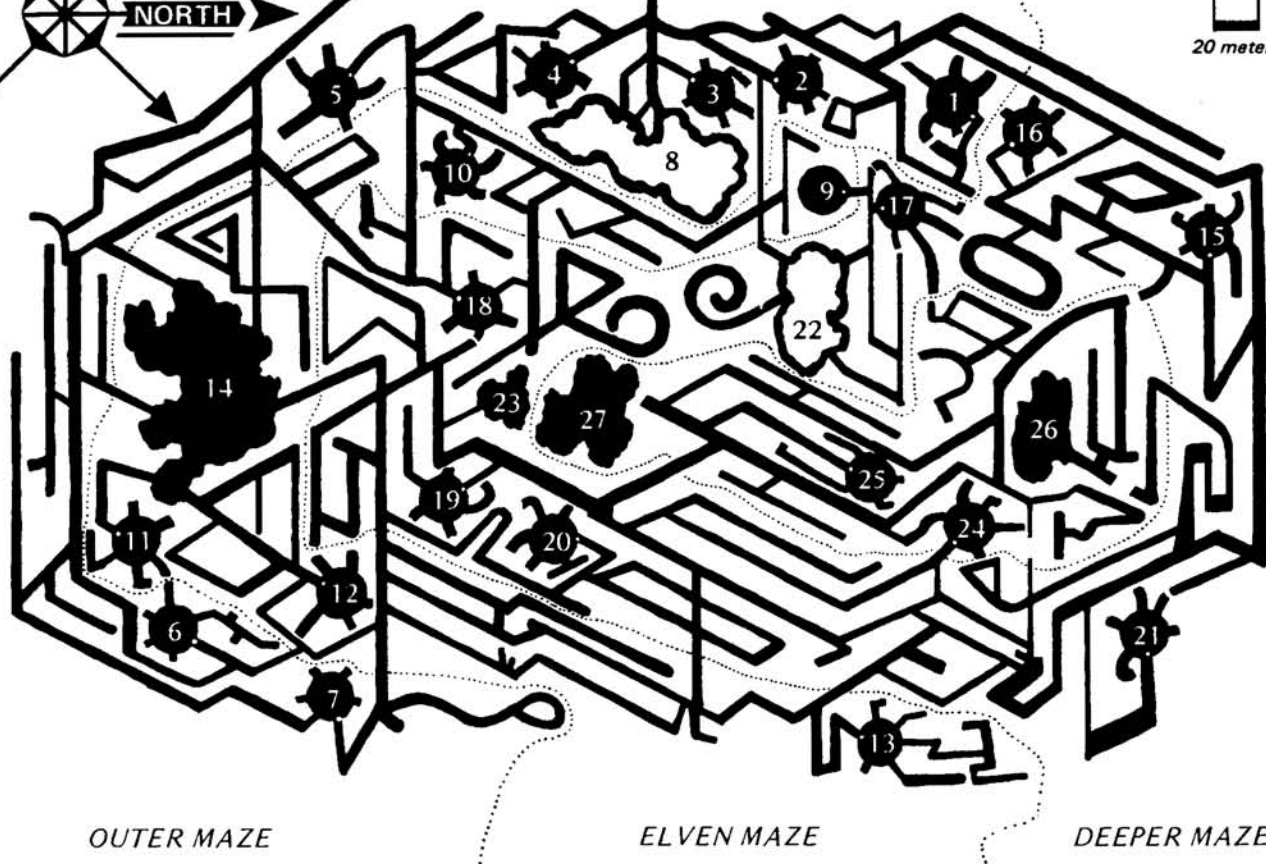
The dotted lines separate Puzzle Canal regions  
The major entrance to a cavern  
is indicated by a white dot

HIDDEN MAZE

24, 25, 26, 27

20 meters

NORTH



OUTER MAZE

ELVEN MAZE

DEEPER MAZE

## ENCOUNTERS

### OUTER MAZE

1D100	Encounter
01-12	1D4 ducks [85]
13-30	1D8 newtlings [90]
31-35	2D3 adventurer/outlaws [86]
36-45	1D8 river elves [91, leaders on 90]
46-49	kraken weed [description & stats 81]
50-55	gorp [89]
56-80	1D8 manatees [description 82]
81-00	goat herd [description 81]

### ELVEN MAZE

1D100	Encounter
01-45	2D10 river elves [91, leaders on 90]
46-57	kraken weed [description & stats 81]
58-62	2D3 adventurer/outlaws [86]
63-70	1D6 brollachans [88]
71-90	1D8 manatees [description 82]
91-00	goat herd [description 81]

### DEEPER MAZE

1D100	Encounter
01-06	2D6 river elves [91, leaders on 90]
07-11	2D3 adventurer/outlaws [86]
12-36	1D6 brollachans [88]
37-50	2D6 water lizards [90]
51-53	walktapus [87]
54-57	gorp [89]
58-68	1D4 water-leapers [92]
69-75	3D6 bloodbirds [89]
76-90	1D8 manatees [description 82]
91-00	goat herd [description 81]

### HIDDEN MAZE

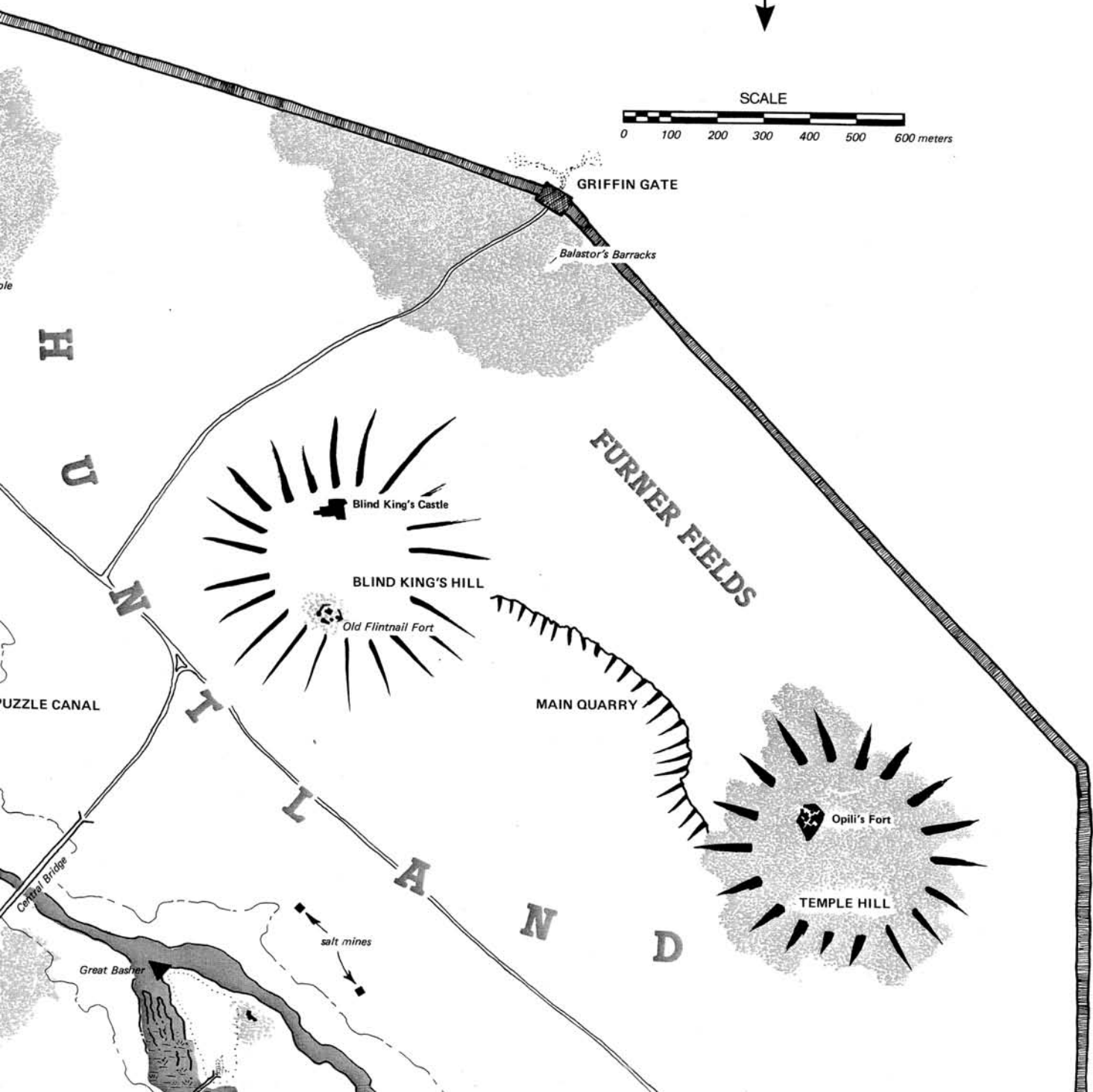
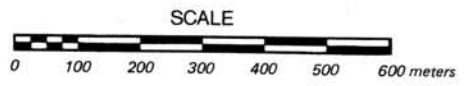
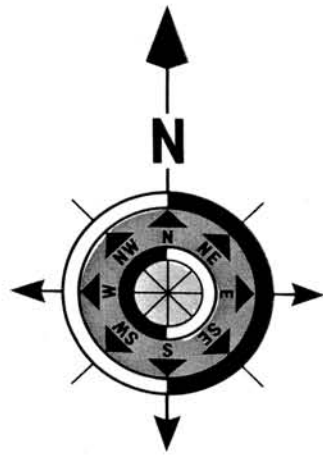
1D100	Encounter
01-30	1D6 brollachans [88]
31-38	vough + 1D6 brollachans [88]
39-40	2D3 adventurer/outlaws [86]
41-50	undine [91]
51-62	2D6 water lizards [90]
63-77	3D6 bloodbirds [89]
78-85	1D4 water-leapers [92]
86-93	1D8 manatees [description 82]
94-00	goat herd [description 81]

roll the percentile dice for an encounter every 15 minutes of game time; there is a 10% chance for an encounter. If one occurs, roll 1D100 on the appropriate table for the actual encounter. In brackets next to the encounter type is given a page number; on that page can be found the actual statistics for a number of the creatures encountered.

## BIG RUBBLE ENCOUNTERS

<i>Encounter</i>	<i>Manside</i>	<i>Huntland</i>	<i>Big Grazing</i>	<i>Troll Stronglands</i>	<i>Garden</i>
Townfolk	01-45	01-06	01-03	—	—
Bandits	46-50	07-12	04-08	01-02	01
Lunar Patrol	51-59	13-15	09-11	—	—
Zebra Riders	60-73	16-19	12-13	03	—
Unicorn Riders	74	—	14	—	—
Nomads	75-76	20-23	15-17	04	—
Morocanth	—	24	18	—	—
Great Trolls	—	25	19	05-09	—
Dark Trolls	77	26-30	20-24	10-49	02-05
Trollkin	78	31-34	25-26	50-89	—
Cave Trolls	—	35-37	27	90	—
Elves	—	—	28-31	91	06-22
Dryad	—	—	—	—	23-24
Pixies	—	—	—	—	25-32
Runners	—	—	32	—	33-87
Dwarfs	79-83	38-45	—	—	—
Ogres	84	46-48	33-36	—	—
Broos	85-86	49-57	37-47	92-93	88
Gorp	87	58-61	48	—	—
Dragonsnails	—	62-66	49-50	—	—
Jack O'Bears	—	67-68	—	—	—
Vampire	88	69-70	—	—	—
Bamboons	—	71-72	51-52	—	—
Dragonewts	—	—	53-64	—	—
Gargoyles	—	73-76	65-66	94	—
Newtlings	89	—	67-70	—	—
Small Game	90-98	77-96	71-95	95-99	89-98
Special Encounter	99-00	97-00	96-00	00	99-00





TWIN HILLS

WYVERN GATE

Old Walls

BIG

DEVIL'S PLAYGROUND

GRAZING

GRASSLANDS

Dragonewt Temple














TH

# BIG RUBBLE

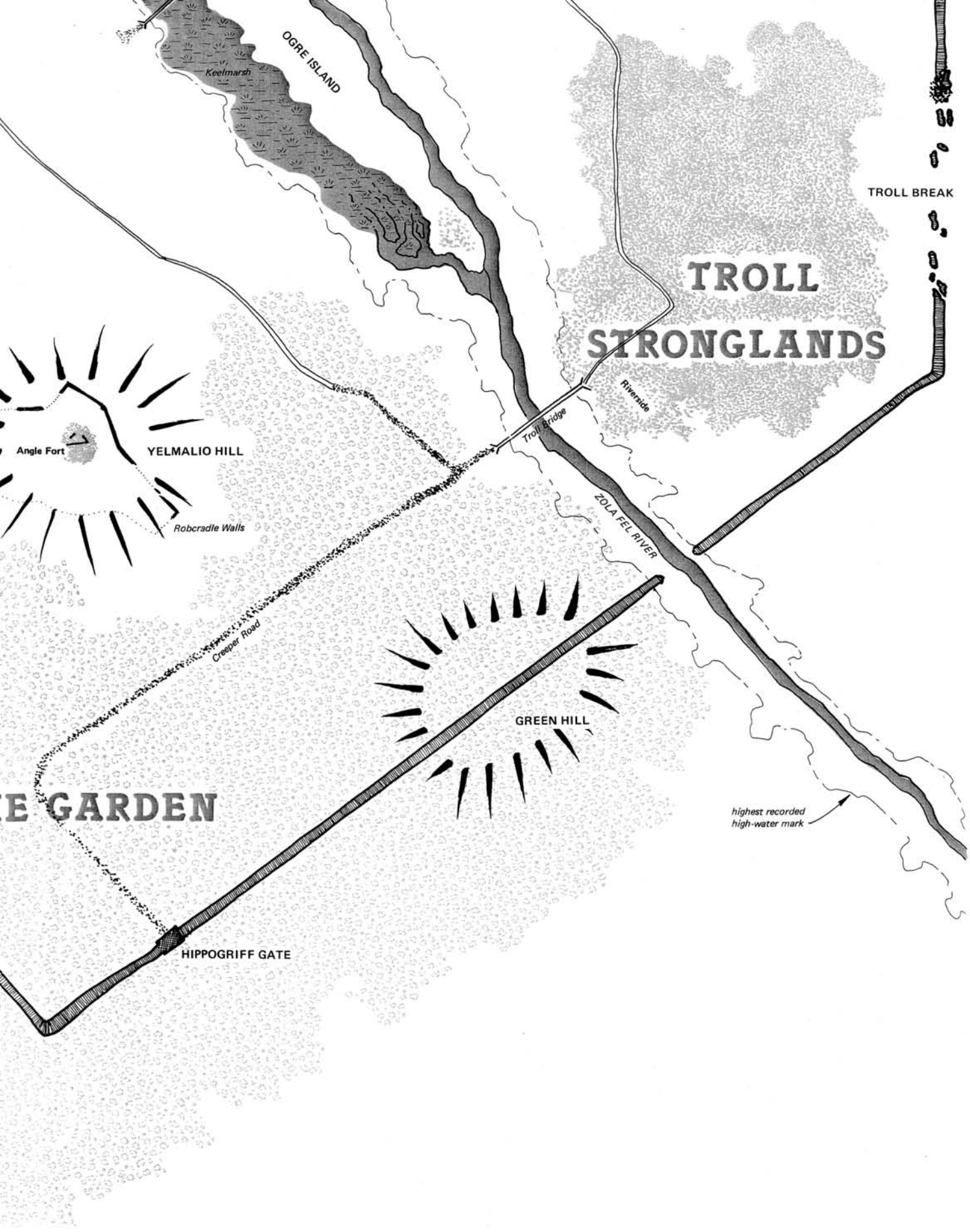
1 MR movement limit of galloping horse		220 meters
Runemagic		160 meters
Lt. Crossbow, Composite Bow		100 meters
Self Bow, Sling, Battle magic		80 meters



## USEFUL DISTANCES

	giant walls		fence
	water		trail
	swampland		road
	impenetrable wood		Robcradle city wall line
	hill		ruined area
	cliff		urban area
	canal		





OGRE ISLAND

Keelmarsh

TROLL BREAK

TROLL STRONGLANDS

Angle Fort

YELMALIO HILL

Robcradle Walls

Troll Bridge

Riverside

ZOLA FEL RIVER

Creepier Road

GREEN HILL

HIPPOGRIFF GATE

highest recorded high-water mark

E GARDEN