

Runequest Scenario



Somewhere in the outer fringes of the Upland Marsh sits an ancient fortified toll-bridge...

DEAD RECKONING **By Andrew Cowie**

This scenario is designed for Gloranthan campaigns, ideally in the Dragon Pass region. It is set in the Upland Marsh, home of Delecti the Necromancer, and is suitable for parties of experienced initiates, preferably with one to two weapon masters or acolytes among them. Incidentally, someone is bound to end up underwater - you might like to ensure there are a couple of reasonable swimmers - it can be very disheartening to watch a much loved Humakti Rune Lord go down for the third time.

INTRODUCTION

Several centuries ago, before the Upland Marsh existed in its present form, a great fort was built to protect shipping from river pirates, and to act as toll bridge on an important trade route. Then came Delecti, the outpost was caught in the advancing swamp and abandoned. The necromancer paid little attention to the now purposeless structure on the outer fringes of the marsh, and contented himself with a small undying garrison to guard the treasures within. Every so often his agents pass by to check that all is well and, for the last five hundred years or so, all has been. The next inspection visit is now due, and the Necromancer has dispatched one Peting Goodman, an initiate of Vivamort, to carry it out. This is a measure of the missions lowly status - if it was even moderately important, Delecti would have sent a vampire.

What Delecti doesn't yet know is that the fort has been taken over, and his zombies ousted by Smashat (an acolyte of Thecl) and a mixed bunch of chaotic followers. Smashat and his minions arrived in the Upland Marsh by sheer misfortune. Having been expelled from a larger chaos warband for the usual reasons, Smashat and his followers took up a life of brigandage around Snakepipe Hollow. Some seasons ago they encountered a party of Zorak Zoran trolls who had taken a river barge into Snakepipe Hollow on an anti-chaos expedition. Catching the trolls in daylight (and getting some lucky breaks), Smashat's gang quickly slaughtered them. As they set about looting the barge, no one noticed that they were now floating swiftly downstream. Unable to exercise control over the barge, they could only sit there helplessly and watch the countryside pass by. Eventually the barge reached the Upland Marsh, and it was here they had another lucky break. The vessel collided with the ancient fort and the crew staggered ashore. The zombie defenders were rapidly overcome and Smashat's band settled in. With nothing to eat but troll-flesh (and that was running out), they might soon have died from hunger, but by

trial and error (and a good deal of luck), they found a useable route to the outside world and returned to a life of banditry. That was several seasons ago. Since then, they have made many forays into Sartar, and in the process, killed or captured many tribesmen. Only once have they been pursued into the marsh, by Anders Fastax, a noted Orlanthe warrior, and his followers. Only one, Salmori Alforsson, returned.

Since then, a rift has developed between Smashat and Goresucker, his once-faithful shaman. The chaos band has split, though open warfare has not yet begun. This would be an excellent time for their enemies to undertake a new expedition in the hope of wiping them out. And as luck would have it, such an expedition is planned.

GETTING THE PCs INVOLVED

There are several ways of getting the PCs involved, assuming their character types are not too outré. The easiest way would be to assume that the Chalana Arroy temple has cast Divination and learnt that Malthea still lives. Not being warriors themselves, they will ask other Lightbringers for help. Similarly, the Ernalda temple might ask members of the cults of the Husband Gods for aid. If some of the PCs are in Babeester Gor, this would be an option for them too, especially with their cult duty of tracking down and killing rapists. If you want a different approach, it could be that an archaeologically-minded Grey Sage has deduced that some ancient Jrusteli artifacts may survive in the vicinity of the fort, once the scene of a small action in the wars between the God-Learners and the EWF. In this case, a little tweaking may be necessary in order that the party can meet Salmori or Young Lizard. The rewards offered by the various patrons are up to you as GM - you know best what your players want. It is unlikely that these employers will be able to pay very much either in cash



or in magic items. Offers of spells or payment in kind will be more likely. If the healers or the earth cultists are the party's patrons, then they will be able to tell them about the Orlanthe attack. They don't know the details, but can at least tell them where they can find Salmori - in the bar of the nearest inn, dead drunk.

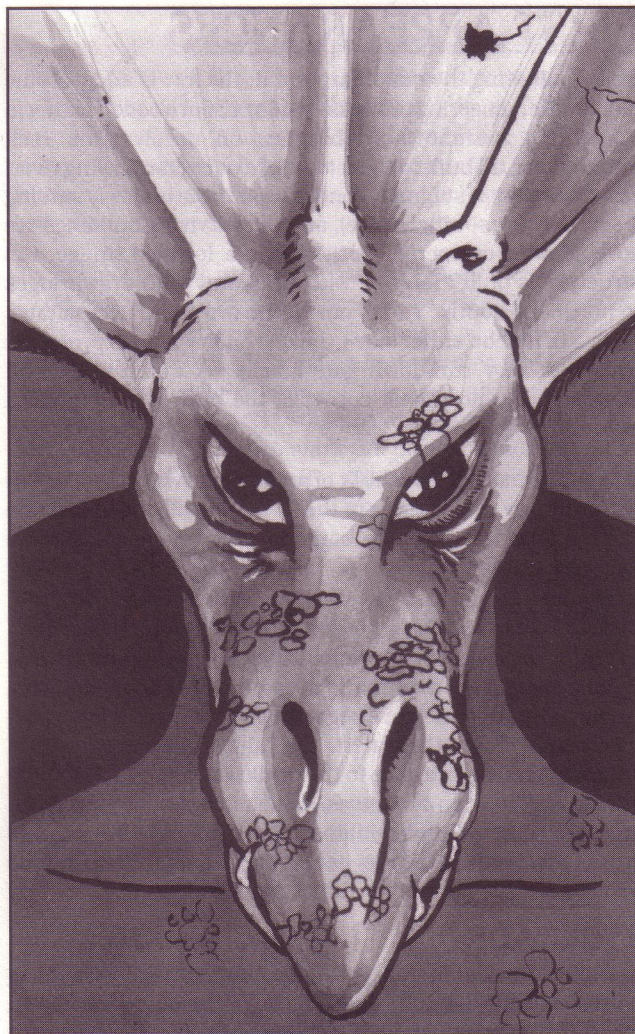
MEETING SALMORI

Since returning from the raid, Salmori has converted his armour and weapons into hard cash and proceeded to drink them. In this activity he has been assisted by many of the inn's regulars. As a consequence, people will object if the PCs try to remove Salmori from the bar-room (and they would have to carry him bodily to do so - he can hardly stand, let alone walk). When the PCs first meet him he will be friendly enough, though incoherent. He will mutter something, which those others present will interpret as an offer of a drink. He will be incapable of answering the PC's questions. In order to have a conversation, he must be relatively sober. Whilst some groups would opt to kidnap him and hold the guy until he sobers up, all that needs to be done is wait until opening time tomorrow, when he has had some time to sleep it off. In either case he will be massively hung-over. He will gladly answer any questions the party may have, though he doesn't really know much, except that the Upland Marsh is nasty in the extreme, mud littered with dead things, and that he could do with another drink. He will absolutely refuse to re-enter Delecti's domain, claiming that he does not know how to get to the fort. Fastax guided the party on the way in, and on the way out, he was guided by a magisaur who found him there. Salmori doesn't know the magisaur's name, but he can describe him, and give the PCs a rough idea where to find him. If the PCs force Salmori to come along, he will do everything he can to get away. If his escape attempts fail, it might be fitting to have him eaten by some undead nasty on the way in to demonstrate how dangerous the mission is and lay a guilt trip on the players. No stats are given for Salmori, so if any are needed, you will have to wing it.

MEETING YOUNG LIZARD

Somewhere on the fringe of the Upland Marsh once there lived a group of harmless magisaur. No longer. Smashat's brood followers, happy to slap anything between two slices of bread and call it a sandwich, killed all but one of the tribe some time ago. The survivor determined that he would somehow avenge himself and his kin. Over a number of weeks, he explored the area around the fort, finding tracks and trails suitable for use by land-dwellers. It was during this time that he rescued Salmori from a watery grave. The magisaur's name, roughly translated from the Draconic, is Young Lizard. He cannot speak. By using Mindspeech or similar magics, he can communicate with others, but the only language that he can understand (and that humans can actually use) is Auld Wyrnish. Young Lizard waits at the junction of the Creek by the troll's head statue; waiting to escort new adventurers in the hope that they can avenge his family and retrieve their skins for burial. He will be happy to take the PCs to the fort, though he will not go within missile weapon range, since he has been shot at with Firearrows before.

Young Lizard should be played as being very strange. Though his motivation may be understandable in human terms, it would be wrong to just treat him as a human in a dinosaur suit. Many of the strange behaviour patterns displayed by



dragonewts can be used to add weirdness to magisaur too, though Young Lizard isn't very likely to eat one of the PCs or stand stock still for days on end. He may, though, insist on travelling at odd times, or camping in very uncomfortable spots. As a final note, Young Lizard will not fight physically under any circumstances, though he will use spells to protect himself.

INTO THE SWAMP

No-one goes into the Upland Marsh. Parents frighten errant children with tales of the horrors within. Even the weather seems to obey Delecti's will. The gloomy landscape is often covered with a dense fog that arises in an instant, muffling the sounds of the wetlands, concealing the treacherous, ever changing pathways, and the bottomless pools of quicksand that are found everywhere in the Upland Marsh. Worse, much worse, are the inhabitants. Dead men walk there, their spirits haunt the waterways; their undying bodies lurching from fetid pools to drag unwary travellers to a watery doom. At the heart of the marsh is Delecti's brooding, ruined fortress, guarded by the legendary Great Grey Shark.

Make the journey to the fort as difficult as you like. Only a kilometre from the statue as the vrok hawk flies, the party will be wandering, seemingly aimlessly, through marsh and mist. Those nameless shapes looming in the fog can be twisted tree stumps, or all-too-real undead guards. The peaty morass the Yelmalian steps in could dirty his greaves, or engulf him entirely. Eventually, the party will emerge onto a relatively solid island to the north of the fort. For a few minutes the mists part to allow a glimpse of the ancient ruin they seek.

FIRST APPEARANCES

Still dominating the marsh around it, the fort is an awesome display of engineering prowess - a 44m x 56m wooden platform supporting a stone faced building on deeply sunk rock foundations, all built in the middle of a once fast-flowing river. Now the river is a stagnant pond, the platform is slowly sinking (especially the southern side), and the surviving buildings are covered with creepers. Designed as a fortified bridge, the structure is built around a wide bridleway with drawbridges to north and south. To the north, the wider gap necessitates such a bridge on either side - the one on dry land is protected by a now very run-down gate-house. A watch-tower still stands on the northwestern corner of the bridge, the top often shrouded in mist.

The barely recognizable hulk of an ancient river vessel lies in the waterway to the north of the fort, and embedded into the eastern foundations is the barge in which Smashat and his followers arrived.

GATE-HOUSE

In very poor condition, the outer walls are nowhere more than eight feet high, and in many areas are less than half this height. The supports have begun to give way, and a large part has crumbled into the water. The huge ironwood gates that once marked the entrance to the bridleway are intact, though one has fallen from its hinges. The omnipresent grey-green creepers cover all that remains. The broo have not tried to cross to this side. This has not stopped them from using the hapless zombie guards for target practice.

STOCKADE

A successful Listen roll will make out strange struggling noises beneath the wall. Quattorz lies thrashing uselessly in the centre of the stockade, where he was shot in the chest with a Firearrow. Duo has dragged himself and his useless left leg behind the guardhouse. The thick oaken beams that floored this area have slowly weakened over the centuries. Over non-solid ground, each character should make a Luck roll (POW x 5) to avoid stepping on a weakened board. If a character steps on such a board, match his (SIZ + (ENC/3)) against the strength of the board, randomised as 2d8+8 (or 17). If the floorboard loses, it collapses with predictable results for the character.

BRIDLEWAY

Though the south eastern corner has fallen away, the paved floor here is more robust and will not collapse. Part of the old drawbridge mechanism remains, as do the fragile remnants of the wooden landing platform.

OFFICE

The roof here collapsed years ago. Weather and plant growth have left no trace of the building's original purpose. Traiz hides in here, but will emerge if the stockade is entered.

GUARD HOUSE

The roof here remains intact, and lurking within is Uno. Otherwise there is only a ruined table, a pile of verdigris where once were weapons, and twenty or thirty bats nesting in the rafters.

JUSTELI WAR BARGE

It is hard to recognise this as an ancient vessel, so thick is the coating of slime and algae. Anyone trying the four metre leap from the bridleway will likely either fall through the wooden



floors, or skid right off into the water beyond (a successful Jump, followed by a roll of DEX x2 is needed to avoid this). Any prolonged or violent activity on the hulk will alert the undying guardians within - Delecti's zombie duck forces. A thorough underwater search may turn up a Jrusteli relic of the Machine Wars - a shining broadsword of unknown metal with a permanent Bladesharp 3 enchantment.

TROLL BARGE

This is a much more modern vessel of a type often seen navigating the rivers of Dragon Pass. The severed heads of four dark trolls can be seen displayed prominently on the sides of the barge. The remaining uneaten parts of the trolls are scattered about the vessel's interior along with other filth. There is nothing valuable here, but anyone bothering to search through all this stuff will be exposed to all five common diseases.

PLATFORM BRIDGE

The southern part of the walkway was once a paved wooden structure, but now the stonework has largely fallen into the marsh below. It is possible to cross, given time and care, and the broo use part of the old drawbridge to complete the crossing. After the assault by the Orlanthi, they keep their plank propped up against the old drawbridge tower when not in use.

BENEATH THE FORT

The fort is supported by stone piles at roughly three meter intervals. These have accumulated a large amount of detritus over the years and there is now a relatively stable, if wet and dark, environment with a floor between 30 centimetres and two metres below the ceiling. It is also the home for a Dragonsnail which has spread its mucous trail all over the area. Its diet has been supplemented by Goresucker's chosen



sacrifice procedure - in the south eastern corner a large hole has been smashed in the platform above, and a set of corroded (but serviceable) manacles hang down from the temple altar, still containing the indigestible remains of a human arm and torso. Beneath the manacles the mud is littered with splinters of bone, the leavings of the chamber's resident.

The dreadful creature is unlikely to notice intruders unless they are very noisy, or if they are threatening its new feeding ground. If so, combat in the cramped conditions with uncertain footing will be an unpleasant experience. A thorough search - or a lucky break - may turn up valuables scattered amongst the flotsam and jetsam. A corroded sword with a silver hilt (shaped as a dragon with sapphires for eyes and worth up to 600 pennies), a corroded bronze helmet with gold inlays (up to 150 pennies worth of gold can be salvaged) and some enchanted iron armour (a chain hauberk, right vambrace and right greave, all medium size) are all that remain of a long-dead warrior, who fell in service to the Empire of the Wyrms Friends.

THE RIVER FORT

Up above in the wan sunlight is the fort proper. It has borne silent witness to the events of recent weeks, culminating in the struggle for power between Smashat, the brutal and charismatic war leader, and Goresucker, the subtle and twisted shaman. Recently they and their respective followers have retreated to different sides of the fort - Smashat to the west, and Goresucker to the east. A standoff situation has developed as neither side wishes to start a fight which they stand a good chance of losing. They presently restrict themselves to mere threats of violence.

For this reason, there may be guards (Zitpop or Slurryspil on the watch-tower, Dirtuch or Ggrowk on the south eastern tower). They will be keeping their heads down and will only notice excessively loud intruders. Even if they are forced to acknowledge attacks from outside the fort, each group is more likely to retreat and hide in the fort in the hope that the rival group are attacked first.

To further complicate the situation, Delecti's envoy, Peting Goodman and his largely undead followers will intrude at a suitably inconvenient time. Goodman is utterly amoral; everything he says is likely to be a lie, including 'and', 'but' and 'the'. If he can swing it (and the PCs are really dumb) he will join forces with the party to destroy or capture the interlopers. This done, he will offer to show the party a 'quick way out of the marsh', which, naturally, will end with the PCs joining Delecti's force in the marsh... Forever.

WATCHTOWER

The two lower levels of the tower have remained almost untouched since the broo ran up against their guardians. Smashat is happy to leave them at peace, and his followers reach the roof via the open walkway and a serviceable ladder from the weapons room opposite.

BASEMENT

The exterior door is of seasoned ironwood, the lock now irreparably jammed. Inside is Bil, patiently guarding burst sacks of rotten meal and bronze hooks that once held meat.

FIRST FLOOR

When the broo first came here, one of them decided to take out the zombies in this room with missile fire from above. Unfortunately, the weak floorboards were the death of him. A lucky blow to the ceiling from Zog's maul precipitated the luckless broo into the room below, where now Zog, Zug and Benn patiently watch over the pulped remains of their victim. Several deceptively solid looking chairs and a scalebark chest. The chest's lock is jammed, but the top can be easily forced or shattered. Within are: five vials, labelled in an unknown tongue (actually Jrusteli, but not likely to be known to the PCs. If a Lhankor Mhy scholar is with the party and actually knows the language, then make up something suitably impressive), with only dust remaining within; an ornate box containing a dragonewt chokin; and a cracked leather purse containing one hundred ancient gold wheels.

LOOK-OUT ROOM

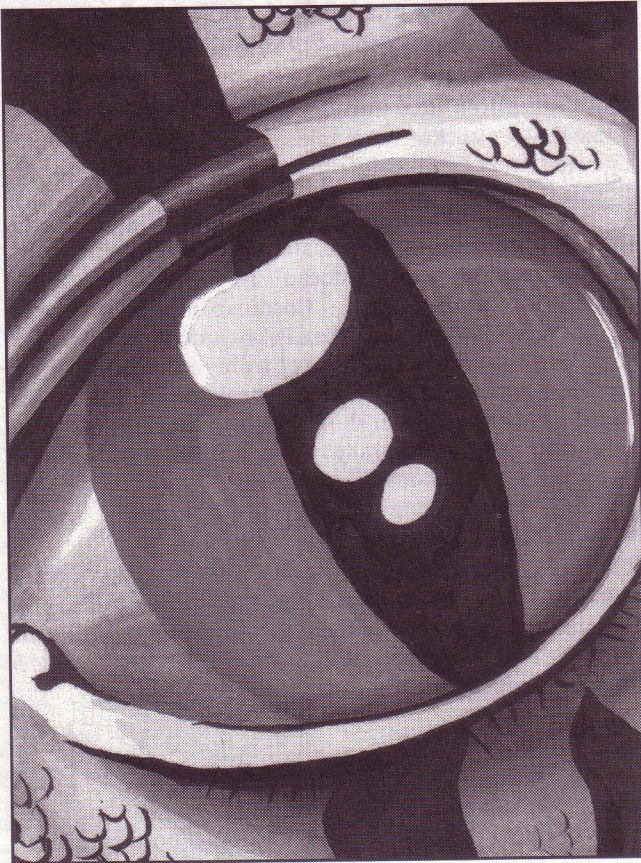
Having originally gained access from the roof, the broo have not entered here since their initial abortive assault. The trap door to the roof has been torn away and rain and damp have begun to penetrate the room.

WESTERN SECTION

The ceiling here gave way many years ago. Useless corroded bronze weapons lie in pools of water on the floor, which in turn drip down into the room below. All three doors have been smashed down - the covered passage to the look-out room shows signs of a hurried retreat from the zombies beyond.

GUARDROOM

This is a cold and damp room containing nothing of interest to adventurers.



KITCHEN

This is the warmest room anywhere in the fort. An evil smelling fire is usually lit in one of the two large fireplaces. Charred human bones lie in the ashes. In the corner is a stack of firewood, salvaged from the furnishings of the fort. Backstabber and Tailspike sleep here, as they feel the cold more than their companions. The eastern door to the bridgeway has a crude barricade across it.

STOREROOM

Rats run squealing when this door is opened. A human leg and ribcage suspended on hooks from the ceiling are the only things of interest here.

GREAT HALL

A large room with a raised ceiling. The extremely sturdy oak table, over six metres long, remains intact, though the scalebark throne at the western end has had its decorative gems prised out. Piles of coloured stones on the floor show that the walls were once covered in mosaics. Several rats have been nailed to the wall in their place. Daggermarks in the walls (and in the rats) show Death's-Head's devotion to target practice.

DRAWING ROOM

The large hole in the ceiling makes this room cold and damp. The doors to the east are always barred. If the broo have been alerted, Slurryspil waits here with an arbalest (taken from the trolls' barge) balanced upon a flimsy sideboard.

SOUTHERN STOREROOM

This small room extends below the stairwell and is empty, but for some piles of goat dung. The two goats responsible for these wander freely, both in here and upstairs. Both are currently carrying broo larvae.

GUEST STAFF ROOM

Dark and smelly, Gutrip sleeps here. Tucked into the pile of bedding are 40 clacks, 30 pennies and four small rubies (worth up to 80 pennies each).

GUEST GUARDROOM

Death's-Head's room. Pitch black with a musty smell. A locker at the end of the bed holds three Wasting Disease potions. Anyone hanging around here or searching aggressively will be exposed to the same disease.

GUEST SITTING ROOM

The floor here is very weak (2d8+4(or 13) instead of 2d8+8 (or 17)). A hole in front of the door shows where Slurryspil discovered this. The south western corner has collapsed completely - a nimble character could easily use this to get to the flotsam below. Faded and mouldering tapestries are still clinging to the walls.

GUEST BARRACKS

Occupied by Zitpop and Slurryspil, the stench is horrendous. The pile of bedding nearest the door belongs to Slurryspil - both use it as a latrine. Zitpop's pus-soaked bed has a woman's head nailed above it. Anyone remaining in here longer than a melee round will be exposed both to the Shakes and to Wasting Disease.

GUESTROOM

This is Smashat's residence. The room is actually in quite a reasonable condition. The four-poster bed is almost intact and faded tapestries still hang from the walls (ENC 20 and worth up to 5000 pennies to the right buyer, if treated carefully. If not, the gold thread can be salvaged and will fetch 200 pennies). In the north western corner by the table are a newish chain hauberk (medium size), a rapier with a matrix of Fireblade, a good quality bastard sword and a battle-axe. A chest at the end of the bed contains 29 ancient gold wheels, a jade pendant (worth 250 pennies) and four sapphires (worth up to 600 pennies in total).

GUEST SUITE

These rooms on the first floor are in a very poor condition - the roof leaks badly and the floor is very unsafe (2d8 (or 9) instead of 2d8+8 (or 17)). Anyone falling through here will automatically fall through the floor below as well. A very distressed four-poster bed survives in the bedroom.

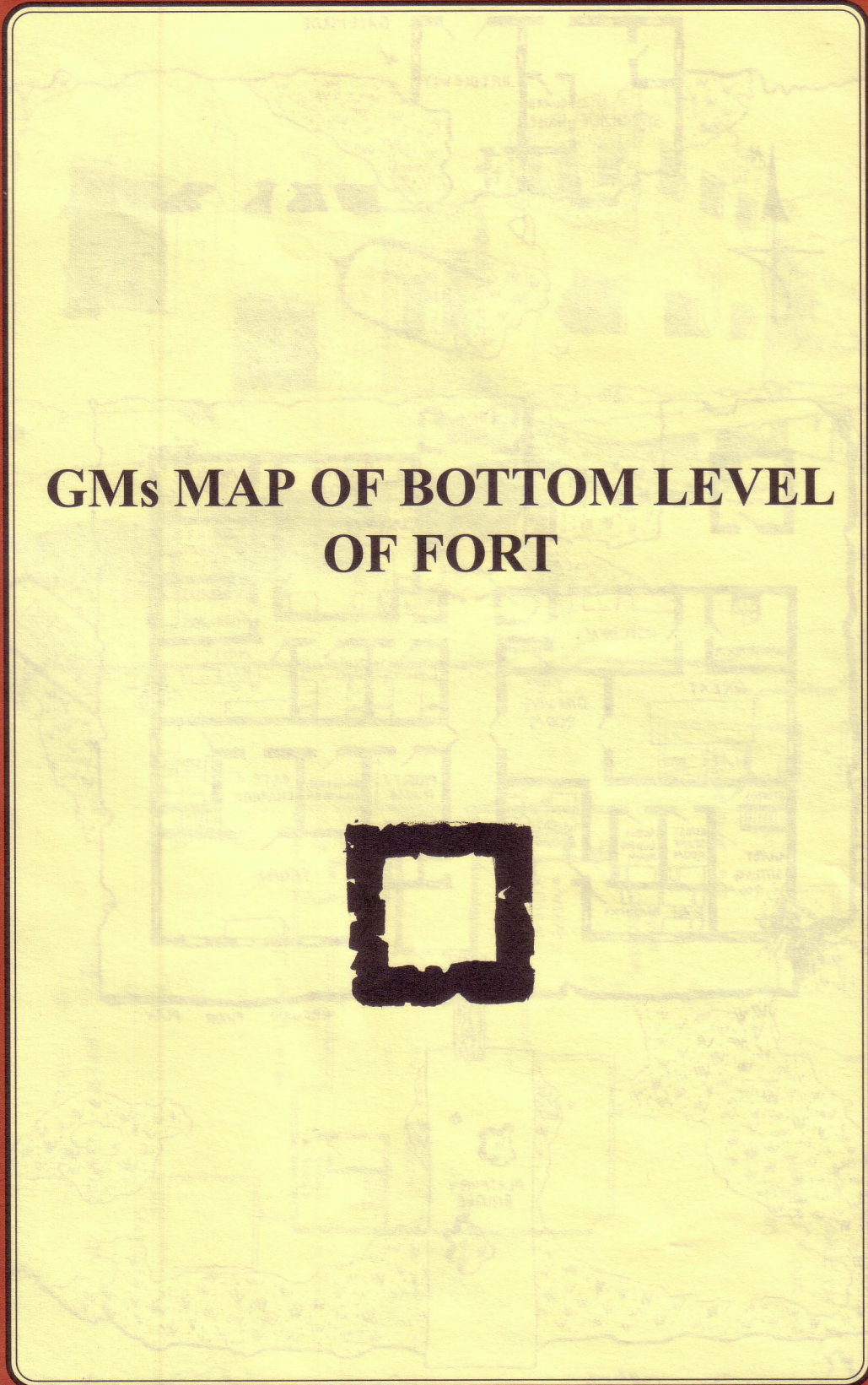
BRIDLEWAY

This is the no-man's-land between the two groups. The drawbridges at either end remain visible, those to the north in a better state of repair. The huge ironwood gates at this end still rest precariously on their hinges. In the centre are two sets of double doors leading to east and west, and to the north there are smaller doors leading to the latrines and to the servants' quarters, the latrines are surprisingly clean, as none of the broo have realised what they are for! At the southern end are two guard-boxes, long deserted.

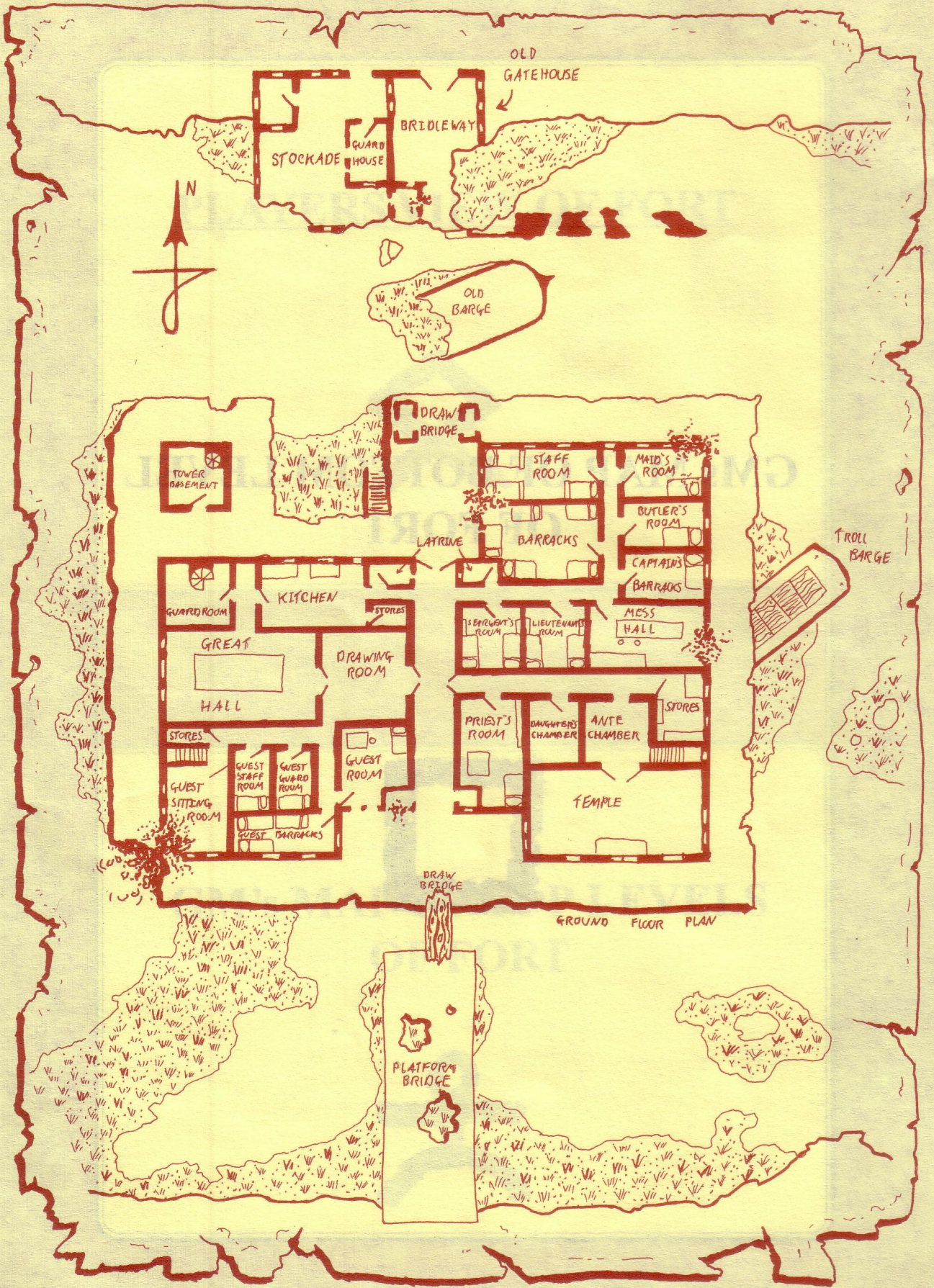
EASTERN SECTION

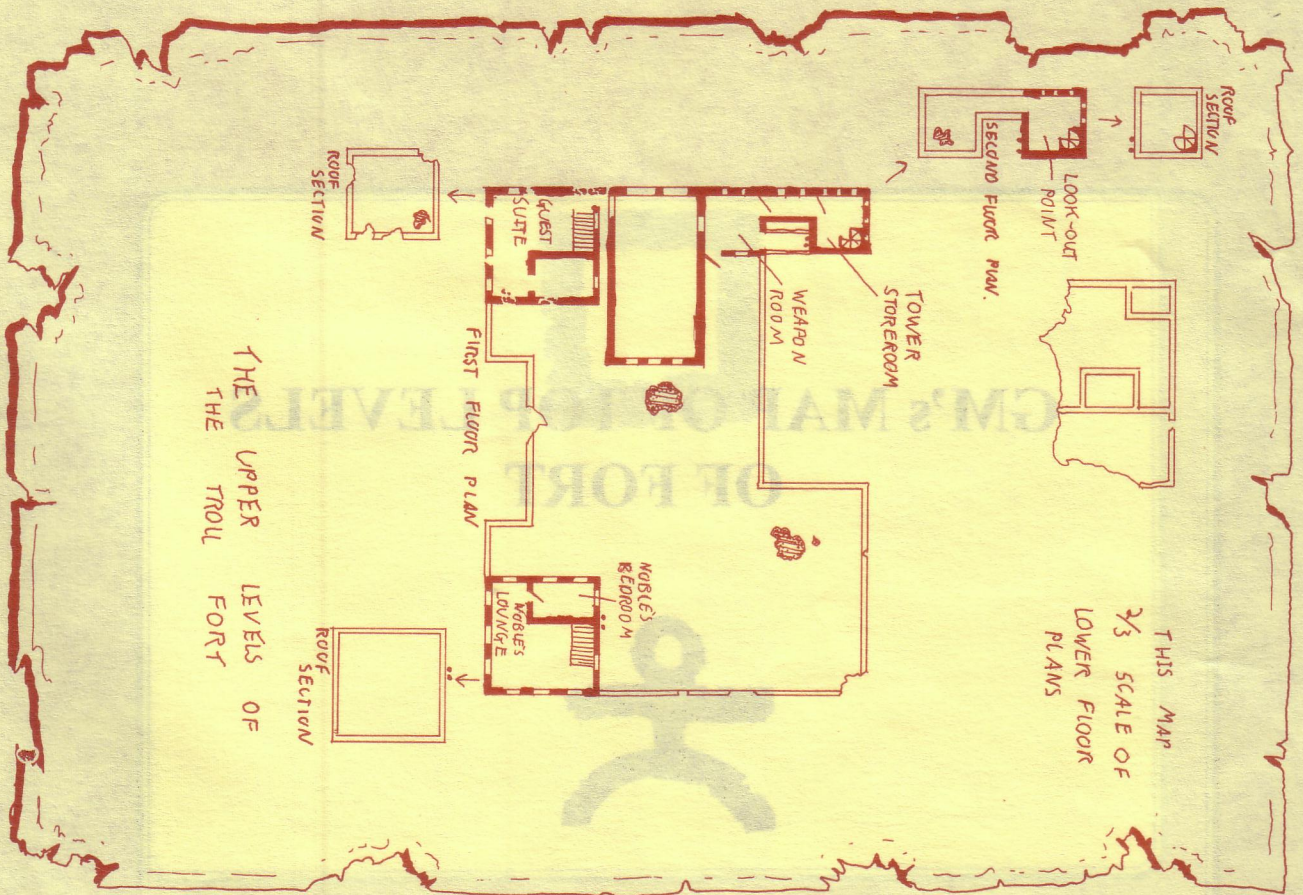
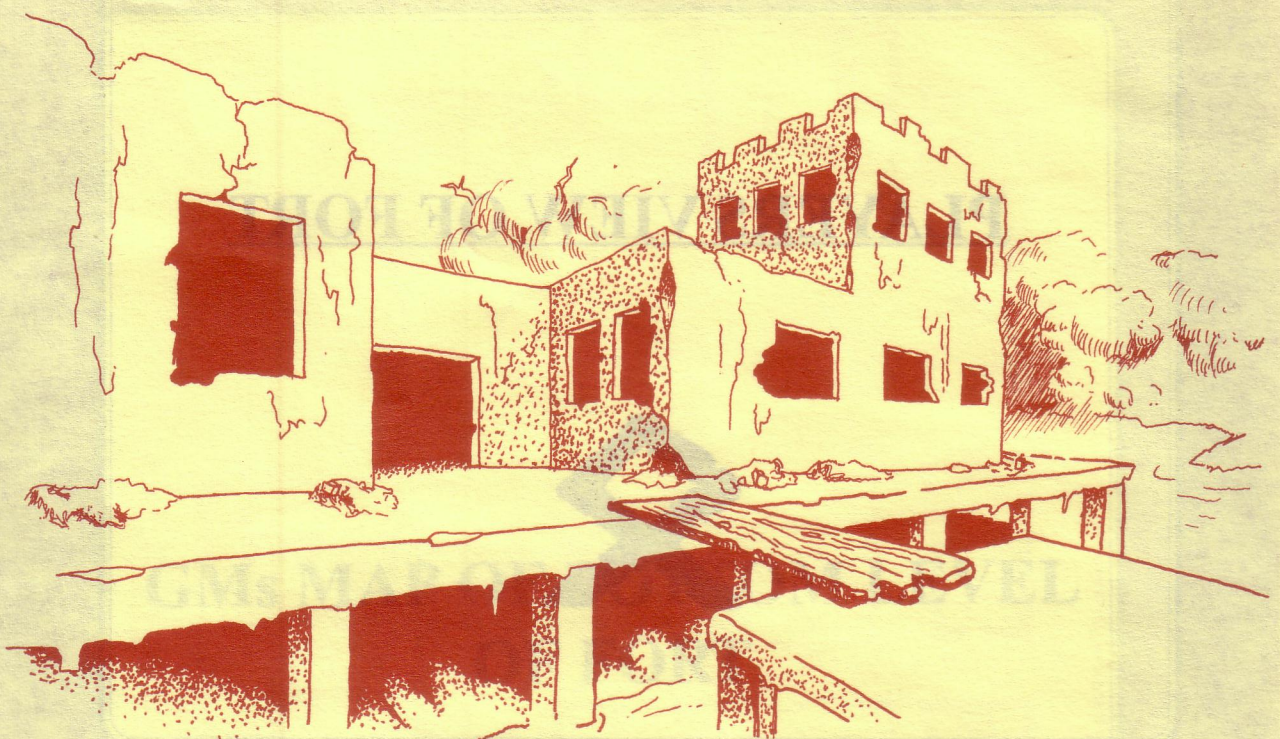
STAFF ROOM

Empty save for a few tatters of old bedding - part of the wall to the west has collapsed.

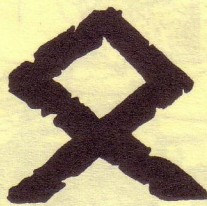


**GMs MAP OF BOTTOM LEVEL
OF FORT**





PLAYERS VIEW OF FORT



**GM's MAP OF TOP LEVELS
OF FORT**



MAIDS ROOM

This is in a poor state of repair. A polished mirror now coated with verdigris hangs on the wall.

BARRACKS

This room is empty. One of the broo may be on guard here.

BUTLER'S ROOM

The room is fully intact and has been used to imprison the bodies of the zombie guards - nine of them - all with limbs broken and heads crushed. Several are coated with a blue fungus (Zombie Rot, POT 12 poison) as centuries of corruption catch up with them.

CAPTAIN'S BARRACKS

The cleanest room in the fort, this is where Alsport sleeps. The bed is still usable and has new bedding atop it. In a locker beneath are 7 ancient wheels, 38 pennies, 43 clacks, a gold candlestick (worth up to 600 pennies), and part of a set of silver cutlery (worth up to 100 pennies).

MESS HALL

An old table top has been pushed against the hole in the wall and the ashes of a fire are in the corner. Bones from various species lie around.

LIEUTENANT'S ROOM

This acts as a holding pen for those captured on the raids into Sartar. There are three human women here. Two are from nearby settlements and are now emaciated. The third is Malthea the Healer. Though she has managed to keep the other two alive, Malthea is now becoming just as exhausted as they are. All three have Creeping Chills; and, far worse, all three carry broo larvae.

SERGEANT'S ROOM

Henders Lamfoot, the last of the Orlanthi, lies on a pile of soiled bedding. He is dead.

PRIEST'S QUARTERS

Three piles of tapestries act as bedding for Neckstretch, Dirtuch and Ggrowk. An imposing mural of a scarlet and black dragon on the west wall has been crudely smeared with dung. Each pile of bedding contains 2d10 pennies and 1d100 clacks, but one harbours Creeping Chills and the other Brittlekin (if you don't have access to Cults of Terror, replace this with a disease of your choice).

DAUGHTERS ROOM

Hellspawn and Axhack sleep here, Axhack in a legless, but usable, bed and Hellspawn within the hollowed out body of a dead magisaur. The magisaur bears the clear signs of a Firearrow wound to one eye.

STOREROOM

Burnt out - the walls are blackened and weak. Strangely though, this happened many, many years ago.

ANTECHAMBER

During the day, this room is lit by pale sunlight coming down the stairwell from the Noble's Lounge above. Empty torch brackets line the walls. On the wall, intertwined dragons dance towards the double doors of the temple. Their eye sockets, once filled with gems are now empty.

TEMPLE

Many years ago, this was a light and airy shrine. Now the shutters are closed, the hangings torn down and a hole has been smashed into the floor before the altar. There are heavy chains bolted to the altar, disappearing into the floor below. Chaos and Spirit runes are daubed upon the walls in blood.

A magisaur hide is lying across the altar - Goresucker is presently entreating Thed to make various enchantments available to him, thus far without success.

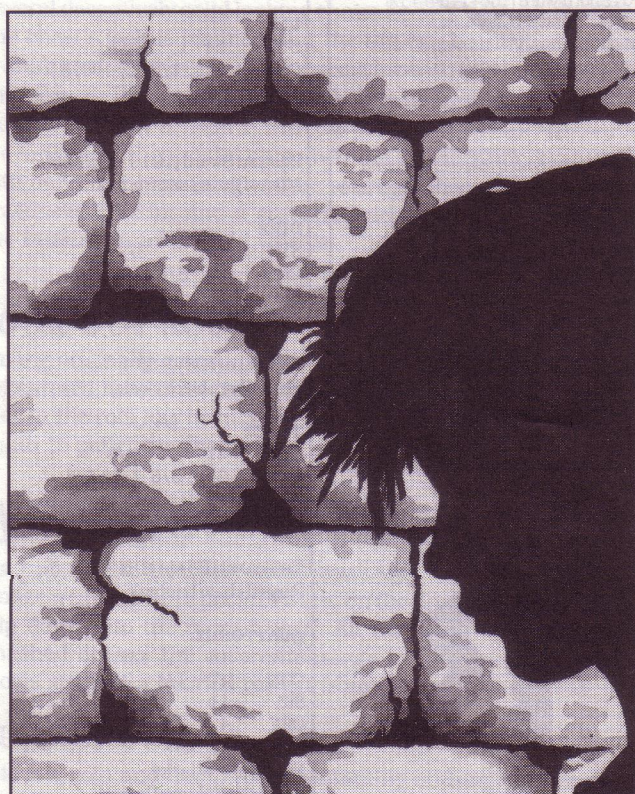
NOBLE'S LOUNGE

This is a remarkably well preserved room - the shutters are open and the pale light shines in. A desk of polished oak, though scuffed, has survived the centuries. Faded hangings cover the walls. These were crafted from fine silk, embroidered with silver and gold, and decorated with gems. Once they showed sunrise over Ormsgone Valley, the Dragon's Eye and a sunset over an unknown mountain, but now the gemstones and precious metals have been removed. Several appear to have been sprayed with acid.

In one corner lies the jumbled, but complete, harness that once belonged to Anders Fastax (plate, medium size).

NOBLE'S BEDROOM

The luxurious abode of Goresucker, shaman of Thed. He sleeps in a magnificent six poster bed with marvellous carvings of dragons wrapped around the posts. At the end of the bed is a small chest - this splendid piece of workmanship even boasts a working lock. Better still, it boasts a working trap - the lid is hollow and contains a fine powder which is easily disturbed by viloent opening, and which acts as a poison gas cloud of POT 12. Within the chest is a leather pouch containing the Dragon Eye gems (2 diamonds, 4 rubies and 2 sapphires, worth up to 2400 pennies in total), a sack of gold thread (ENC 2, up to 700 penies), a bag containing a bound sylph (STR 28, SIZ 3m³, POW 12, HP 14) and 50 ancient wheels.



NON PLAYER CHARACTERS

PETING GOODMAN - Human, Initiate of Vivamort

A young man with blond hair and a slim build. He wears a black leather suit and dull silver chainmail hauberk beneath his voluminous black cloak. A darkness rune tattoo on his forehead binds a shade, and an undead rune on his chest holds a Power spirit.

STR	13	3/5
CON	14	2/4 8/6 2/4
SIZ	12	8/5
INT	15	2/5 2/5
POW	16	HP 13
DEX	17	MP 16
APP	13	FP 9

RH Shortsword (1d6+1+1d4) 72% Parry 34%

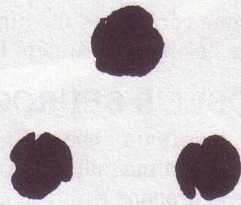
LH Swordbiter Parry 86%
Medium Crossbow (2d4+2) 74%
Spirit Magic (64%) Heal 4, Silence 2, Darkwall(2), Befuddle(2), Protection (4) Divine Magic: Command Shade Skills: Sneak 88%, Hide 84%, Swim 76%, Listen 72%, Scan 70%

SHADE STR 13, SIZ 0, POW 12, HP 17, Move 6 POWER SPIRIT INT 10 POW 16

YOUNG LIZARD - Magisaur - Seven feet tall with a short stubby tail and numerous runes carved in elaborate patterns across his scales. Mute, he will communicate by mindspeech if necessary. Though he has no effective attacks, his gnome can serve as a distraction.

STR	14
CON	13
SIZ	16
INT	15
POW	14
DEX	8

Enchanted Hide - Power Storage: 7, Spirit Matrix: Mobility 3, Bound Gnome (Str 28, SIZ 30, Pow 11, HP 39)



GUARD ZOMBIES - All wear ornate black and gold aurbolli armour with platefull helm. Hark and Slass are bodyguards. Bubba's job is to restrain captives and generally provide muscle.

BUBBA

STR	33
CON	24
SIZ	21
DEX	5

Grapple (special) 25%
Punch (1D3+2D6) 25%

HARK

STR	23
CON	21
SIZ	13
DEX	8

RH Bastard Sword (1D10+1D6) 40%
LH Bastard Sword (1D10+1D6) 40%

SCLASS

STR	25
CON	23
SIZ	11
DEX	7

RH Bastard Sword (1D10+1D6) 35%
LH Bastard Sword (1D10+1D6) 35%

SMASHAT - broo, Acolyte of Thed.

A dynamic goat broo with magnificent curving horns. He is gifted him with incredible dexterity, which together with his natural strength and size makes him extremely dangerous. He wears an ancient blood red robe over his ringmail, and has an enchanted crystal tied roughly round his neck (POW 8 storage crystal).

STR	17	3/6
CON	16	4/5 6/8 4/5
SIZ	16	6/6
INT	12	4/6 4/6
POW	14	HP 16
DEX	27	MP 14
APP	4	FP 15

RH Bastard Sword (1D10+1+1D6) 92% Parry 43%

LH Morning Star (1D10+1D6) 74% Parry 78%

Headbutt (1D8+1D6) 68%
Spirit Magic (52%) Healing 4, Fanaticism 1, Protection 3
Divine Magic: Chaos Spawn(2), Reverse Chaos(2), Fumble (1)
Skills: Sneak 80%, Hide 76%, Listen 74%

CUSHER - Human Vivamort initiate

He wears deep green cloak over ringmail. Pilots the marsh skimmer.

STR	12	0/5
CON	11	2/4 3/6 2/4
SIZ	14	3/5
INT	13	2/5 2/5
POW	12	
DEX	9	HP 13
APP	12	MP 12

RH Shortsword (1d6+1+d4) 43%

LH Swordbiter parry 49%
Medium crossbow (2d4+2) 50%
Spirit Magic (46%) Darkwall(2), Speedart

LAURENS - Ghoul follower of Peting

A twisted ex-human with fangs and torn clothes.

STR	17	0/5
CON	11	0/4 2/6 0/4
SIZ	14	2/5
INT	7	0/5 0/5
DEX	10	HP 13

Bite (1d6+1d4+venom) 38%
Claw (1d6+1d4) 32%
Howl (special- demoralise) 100%



GATE HOUSE ZOMBIES: These four human zombies have been exposed to the elements for several hundred years; their armour is now largely lost and much of their exposed flesh has slowly eroded away. Duo and Quattorz were hit by arrows ages ago removing the Left arm and right leg locations respectively. Both also have further arrows wounds of little significance.

UNO:

STR	24	0/7
CON	21	1/6 3/9 0/6
SIZ	17	3/7
DEX	6	1/6 1/6

Bastard Sword (1D10+2D6) 30%
Most of flesh gone from skull.

DUO:

STR	24	3/7
CON	24	3/6 4/9 1/6
SIZ	14	2/7
DEX	7	2/7 ---

Battleaxe (1D8+1) 35%
Threadbare black cloak.

TRAIZ:

STR	21	2/8
CON	27	3/6 7/10 5/6
SIZ	18	7/8
DEX	6	2/8 4/8

Battleaxe (1D8+1+1D6) 30%
Ragged chain hauberk.

QUATTORRZ:

STR	18	4/5
CON	17	1/4 --- 1/4
SIZ	11	4/5
DEX	4	2/5 3/5

No effective attacks.
Bedraggled plumed helmet.

UNDERWATER ZOMBIE DUCKS: The centuries underwater have left the ducks covered with algae and small molluscs. They can all still swim and will try to knock opponents into the water and finish them off. Uggrgk is an ex master of Quack-Fu.

QUARRK:

STR	20	3/5
CON	21	2/4 3/6 2/4
SIZ	5	3/5
DEX	8	2/5 2/5

Shortsword (1D6+1D4) 40%
Sling (1D8+1D2) 40%
Most of beak missing.

HSSS:

STR	12	3/6
CON	27	2/5 3/8 2/5
SIZ	8	3/6
DEX	10	3/6 2/6

Shortsword (1D6) 50%
Sling (1D8) 50%
Thickly covered with weed.

KRRRK:

STR	18	6/6
CON	27	2/5 3/8 2/5
SIZ	7	3/6
DEX	9	2/6 2/6

Shortsword (1D6+1D4) 45%
Sling (1D8+1D2) 45%
Overlarge horned helmet.

UGGRRGK:

STR	17	5/5
CON	20	5/4 5/6 5/4
SIZ	8	5/5
DEX	12	5/5 5/5

Grapple (special) 60%
Shiriken (1D4+1D2) 60%
Black lamellor arrow.

SCORPION MEN - Initiates of Bagog. Backjabber's human torso is hairy with an ugly bearded face. He is impetuous and will attack without mercy. Tailspike is smaller and more cowardly - his dull brown exoskeleton covers his whole body save the glaring red eyes.

BACKJABBER:

STR	17	
CON	13	
SIZ	24	
INT	5	
POW	6	HP: 18
DEX	15	MP: 6

Spiked club (1D10+2+1D6) 38% Parry 30%
Sting (1D8+1D6+POT 13 poison) 47%
Spirit Magic (21%) Mobility 2, Bludgeon 1.

TAILSPIKE:

STR	19
CON	10
SIZ	15
INT	11
POW	10
DEX	17

Greataxe (2D6+2+1D6) 47% Parry 41%
HP: 13
Sting (1D8+1D6+POT 10 poison) 38%
MP: 10
Spirit Magic (48%) Healing 3, Iron Sting 2.

			BJ	TS
RH leg	01	01	3/3	6/3
RC leg	02	02	3/3	6/3
RF leg	03-04	03	3/3	6/3
LH leg	05	04	3/3	6/3
LC leg	06	05	3/3	6/3
LF leg	07-08	06	3/3	6/3
Tail	09-10	07	3/6	6/5
Thorax	11-12	08-10	3/6	6/5
Chest	13-14	11-15	4/8	6/6
R Arm	15-16	16-17	3/5	6/4
L Arm	17-18	18-19	3/5	6/4
Head	19-20	20	0/6	6/5

WATCHTOWER ZOMBIES: *Protected from the elements they have lasted well, dry and dusty. They all wear cuirboli, the dark trolls have blood red robes.*

ZOG:

STR 24 4/6
CON 18 4/5 4/8 4/5
SIZ 16 4/6
DEX 4 4/6 4/6

Maul (2D8+1D6) 20%
Tall but thin for a troll.

ZUG:

STR 29 4/7
CON 19 4/6 4/9 4/6
SIZ 21 4/7
DEX 5 4/7 4/7

Maul (2D8+2D6) 25%
Almost seven foot tall.

BIL:

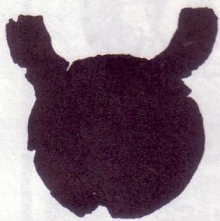
STR 18 3/6
CON 21 3/5 3/8 3/5
SIZ 13 3/6
DEX 7 3/6 3/6

Greatsword (2D8+1D4) 35%
Mangy moustache.

BENN:

STR 21 3/7
CON 21 3/6 3/9 3/6
SIZ 17 3/7
DEX 6 3/7 3/7

Greatsword (2D8+1D6) 30%
Shoulder length black hair.

**ALSPART LONGTOOTH - Ogre, Initiate of Cacodemon**

Appears as medium sized man with jet black hair and sparkling smile. He wears a chain hauber and plate greaves with a grey wolf pelt over his shoulders. If opportunity presents he will pretend to be a lone adventurer (or similar), and escape at a later stage.

STR 19 6/5
CON 14 6/4 8/6 6/4
SIZ 14 8/5
INT 15 8/5 8/5
POW 13 HP: 14
DEX 13 MP: 13
APP 15 FP: 8

LH Bastard Sword (1D10+1+1D6) 78%
Target Shield Parry 74%
Heavy Crossbow (2D6+2) 69%
Spirit Magic (40%) Multimissile 2, Protection 2, Disruption
Skills: Acting 68%, Fast Talk 56%, Listen 62%, Hide 50%, Sneak 44%

GUTRIP - Small, weasly broo with scaled pouch on back of neck and prominent glands on side of mouth. Squirts digestive fluid up to 6m, up to four times a day.

STR 7 3/5
CON 18 3/4 3/6 3/4
SIZ 12 3/5
INT 15 3/5 3/5
POW 12 HP: 15
DEX 16 MP: 12

1-H Spear (1D6+1) 34%
Target Shield Parry 44%
Acid Squirt (POT 2D6) 79%
Spirit Magic (48%) Protection 3, Demoralize

DEATHSHEAD - Tall, emaciated broo, a *Mallia* initiate

Carries Wasting disease and can prepare potions. Wears blackened chain hauber and carries 76L in a pouch.

STR 14 3/6
CON 17 4/5 8/8 4/5
SIZ 18 8/6
INT 17 4/6 4/6
POW 16 HP: 18
DEX 10 MP: 16

Throwing Dagger (1D4+1D2) 59%
Headbutt (1D6+1+1D4) 38%
1-H Spear (1D6+1+1D4) 38% Parry 39%
Spirit Magic (64%) Speedart, Portwall, Sneeze 3

SLURRYPIL - Short, rabid broo, a *Mallia* initiate

Incredibly foul stench, if in close proximity CON x 5 or be demoralised each round. Encrusted with dung.

STR 12 3/5
CON 17 2/4 3/6 2/4
SIZ 13 3/5
INT 9 2/5 2/5
POW 10 HP: 15
DEX 12 MP: 10

Heavy Club (1D8+2+1D4) 4%
Target Shield Parry 46%
Siege Arbalest (3D6+1) 31%
Spirit Magic (34%) Bludgeon 2

ZITPOP - Tall, hunched broo, initiate of *Thed*

Covered with oozing sores. Carries the Shakes and Wasting disease.

STR 10 3/5
CON 15 3/4 4/6 3/4
SIZ 11 4/5
INT 11 4/5 4/5
POW 12 HP: 13
DEX 10 MP: 12

Club (1D6+2) 37%
Small Shield Parry 35%
Self Bow (1D6+1) 49%
Spirit Magic (47%) Firearrow (2)

AXHACK - Great fat Broo with matted fur. Shield has Chaos rune inscribed.

STR 16 3/6
CON 18 3/5 6/8 3/5
SIZ 18 6/6
INT 8 3/6 3/6
POW 10 HP: 18
DEX 10 MP: 10

Battleaxe (1D8+2+1D6) 54%
Kite Shield Parry 58%
Spirit Magic (38%) Protection 2

HELLSPAWN - broo with flamed fur and a canine face. Wears a diamond necklace (up to 800L)

STR 13 3/5
CON 17 2/4 6/6 2/4
SIZ 12 6/5
INT 13 4/5 4/5
POW 14 HP: 15
DEX 17 MP: 14

1-H Spear (1D8+1+1D4) 66%
Target Shield Parry 68%
Self Bow 71%
Spirit Magic (60%) Firearrow, Fireblade

NECKSTRETCH - Cracked pink skin with yellow bristles between scales. No horns.

STR 16 6/6
CON 17 6/5 6/8 6/5
SIZ 16 6/6
INT 13 6/6 6/6
POW 12 HP: 17
DEX 9 MP: 12

Poleaxe (3D6+1D4) 42%
Poleaxe Parry 41%
Spirit Magic (32%): Heal 2

DIRTUCH - Goatbroo, wears cuirboli suit. Carries Brittle skin.

STR 11 3/5
CON 18 4/4 4/6 4/4
SIZ 14 4/5
INT 7 4/5 4/5
POW 10 HP: 15
DEX 11 MP: 10

1-H Spear (1D8+1+1D4) 41%
Spear Parry 23%
Spirit Magic (38%) Protection 2

GGROWK - Small broo with very long spear. Carries Creeping Chills.

STR 17 3/5
CON 18 1/4 4/6 1/4
SIZ 7 4/5
INT 10 1/5 1/5
POW 10 HP: 13
DEX 13 MP: 10

2-H Spear (1D10+1) 40%
Spear Parry 38%
Spirit Magic (10%): Bladesharp 2

DRAGONSNAIL - A two headed nightmare, slaving jaws dart in and out of the rainbow shell. Its Chaos Gift is to appear invincible - weapons sink into its body.

STR 26 Shell 01-07 8/11
CON 14 Body 08-12 6/9
SIZ 27 Head 1 13-16 6/9
INT (2) Head 2 17-20 6/9
POW 12
DEX 4 HP: 20

Bite x 1 (1D6+2D6) 43%
Bite x 2 (1D6+2D6) 39%
Move: 1

**GORESUCKER** - Broo, Shaman of *Thed*.

The most creatively malicious of the Broo, Goresucker's partially successful attempt to sieze control from Smashat has led to the present impasse. He is of equine hostage with three legs and a razor toothed horse's head. Over his black haired seven foot frame he wears reasonable chainmail and a variety of bones and amulets.

STR 16
CON 14
SIZ 23
INT 16
POW 18 HP: 20
DEX 12 MP: 18
APP 6 FP: 10

1-H Spear (1D8+1+1D6) 59%
Bite (1D10+1D3) 68%
Kick (1D8+1+1D6) 74%
Kite Shield Parry 70%

Spirit Magic (68%) Befuddle (2), Heal 6, Bladesharp 4, Shimmer 3
Divine Magic Reverse Chaos, Chaos Spawn, Crack 2, Fumble 2, Spirit Block 2
Skills: Sneak 67%, Jump 84%, Listen 73%, Hide 42%

FETCH: Howling Wind INT 13 POW 19
Spirit Magic: Spirit Screen 5 Chaotic Feature: Regenerates 2D6 -4HP/rd
Controls: Passion Spirit - Pain POW 14
Spell Spirit INT 4 POW 5 Fireblade (4)

R leg 01-03 01-02 8/7
C leg 04-05 03-04 3/7
L leg 06-08 05-06 8/7
Abdomen 09-11 07-10 8/7
Chest 12 11-15 8/9
R arm 13-15 16-17 8/6
L arm 16-18 18-19 8/6
Head 19-20 20 3/7