

Chivalry & Sorcery

3rd Edition



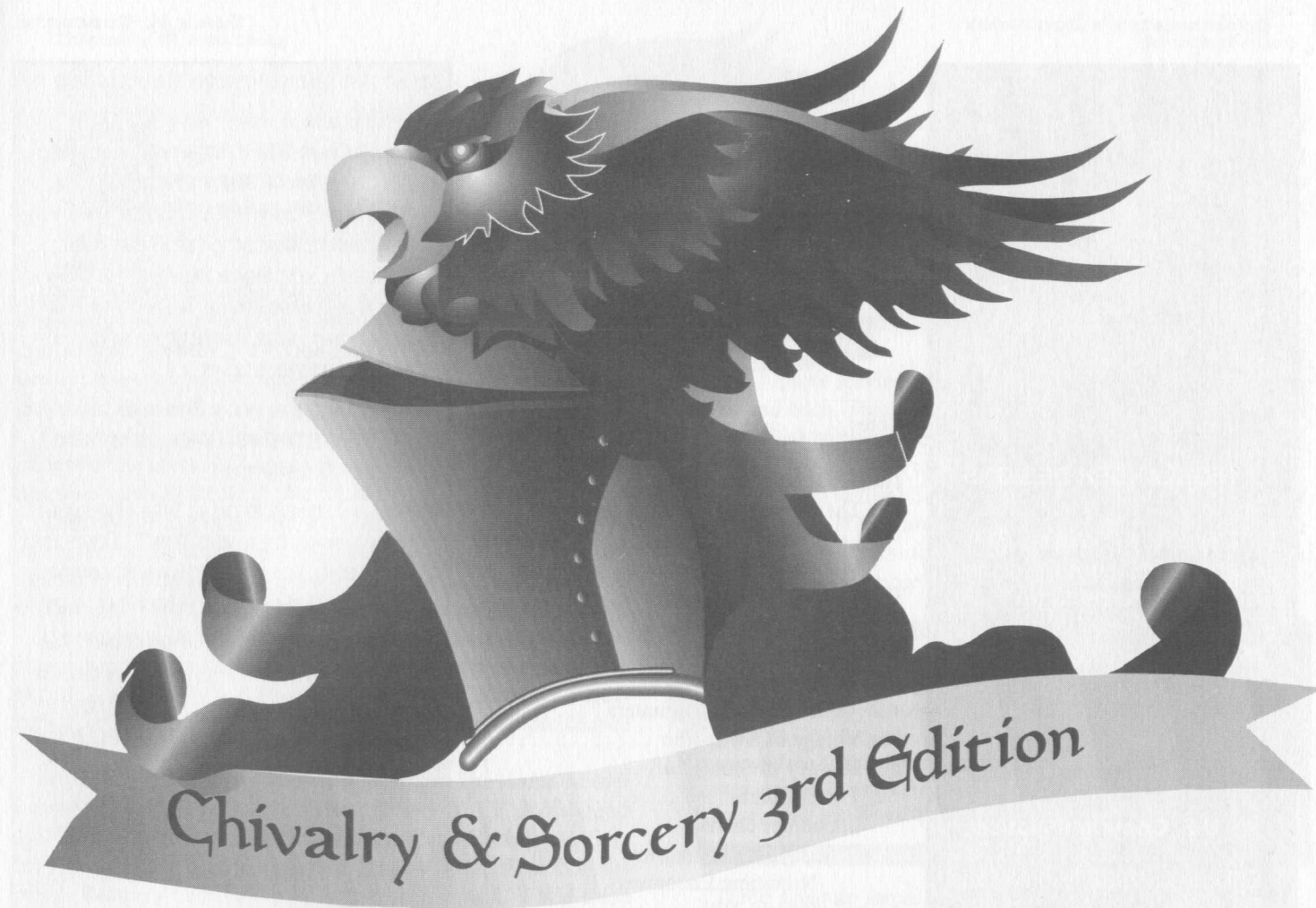
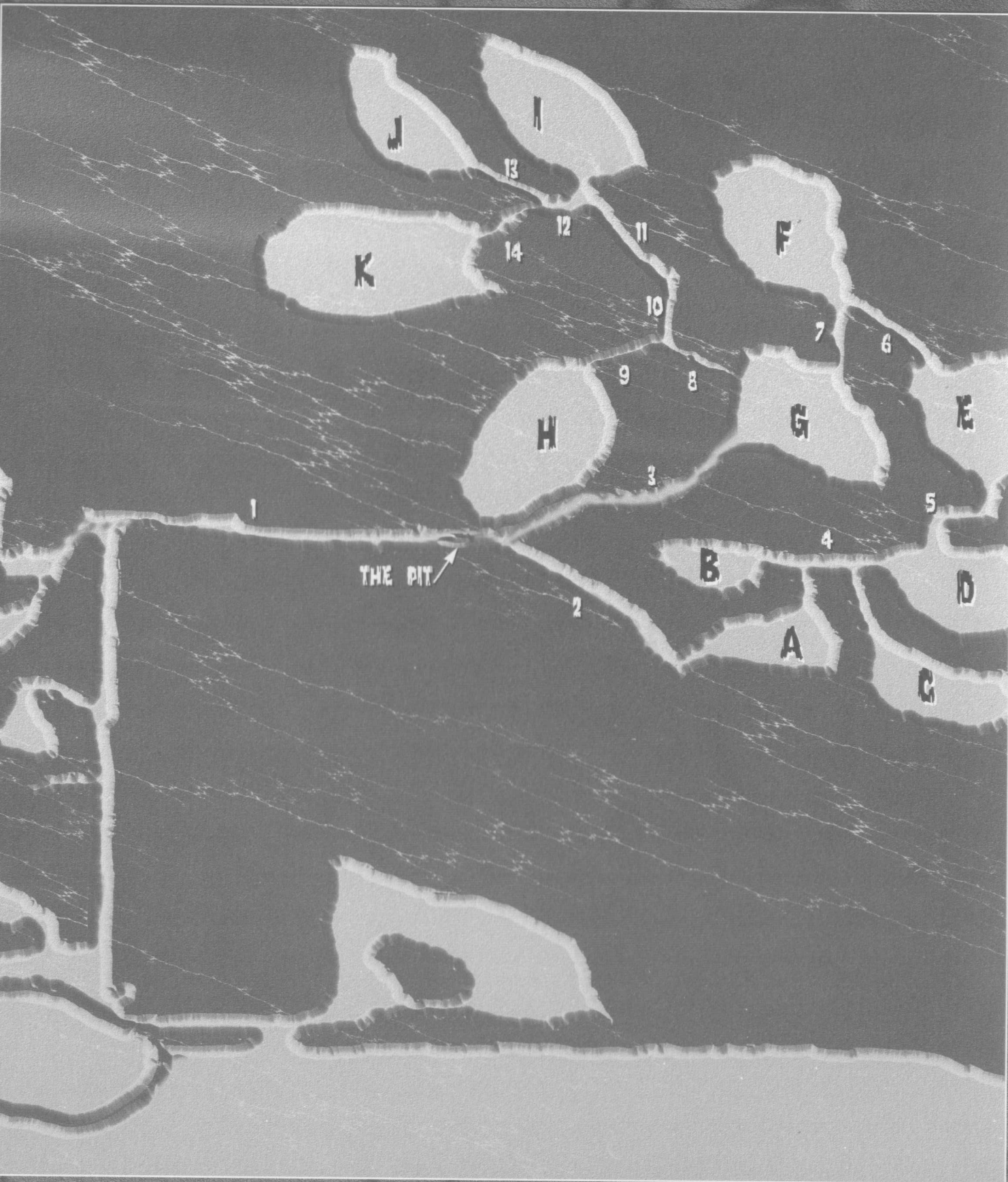
CLIFFORD
VANMETER

Allison E. Kaese



Kory M. Kaese

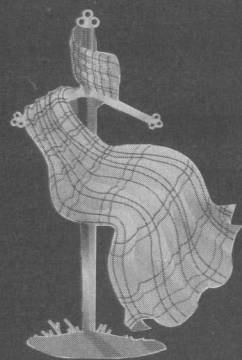
MAP OF THE MINES



Stormwatch

written by
Allison Kaese Kory Kaese

Editor: John Wallace
Cover Art: Clifford VanMeter
Original Illustrations: Stacy Drum
Cartography: Kory Kaese & Clifford VanMeter
Artificer: G. W. Thompson



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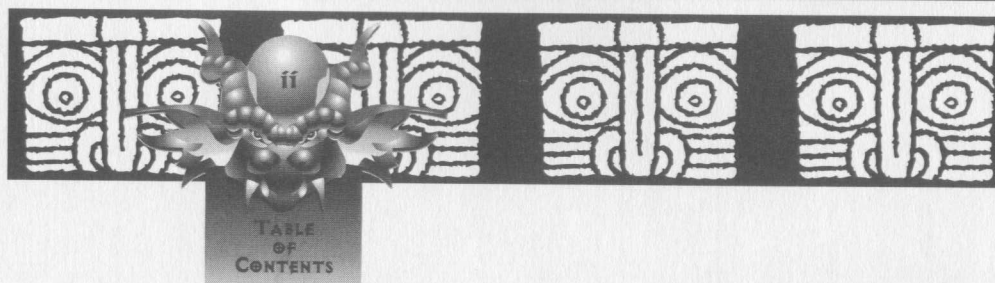
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Printed in Canada.



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ALLISON WOULD LIKE TO THANK THE FOLLOWING PEOPLE:

SPENCER'S CREW, WEPUB (ALL GENERATIONS), THE STONY BROOK SCIENCE FICTION FORUM, "THE JERSEY CREW" AKA STARBASE FOUR AND STRIKEFORCE MORIARTY, THE FRIDAY NIGHT SETAUKET CREW, SILVER PALADIN, AND LIGA. THIS IS IN ADDITION TO THE MANY OTHER PEOPLE SHE HAS HAD THE PLEASURE OF RUNNING/PLAYING WITH ALL THESE YEARS.

KORY WOULD LIKE TO THANK ROBERT H., ISAAC A., AND ESPECIALLY DAVID G. FOR ALL OF THEIR INSPIRATIONAL WRITING.

HE WOULD ALSO LIKE TO THANK RUSS MINICOZZI FOR ALLOWING HIM TO ASK "WHY?". THERE ARE MORE THINGS TO THIS LIFE THAN BATCH-RUNNING .DAT FILES. IF I CAN DO IT ANYONE CAN.

BOTH AUTHORS WOULD LIKE TO THANK THEIR FAMILIES FOR SUPPORTING US EVEN IF THEY DID NOT UNDERSTAND US ALL THE TIME. ESPECIALLY KATHY AND BILL SHERLOCK, ELIZABETH KAESE AND BILL AND MIMI HORNE.

LAST BUT NOT LEAST, THIS IS FOR THE ONES WHO WALK AMONG THE ANGELS AND WHO MUST ALWAYS BE REMEMBERED.

THE PAIR OF THEM WOULD ESPECIALLY LIKE TO THANK THE FOLLOWING PLAYTESTERS:

DONALD CLARKE, JR.:
<MANIACAL LAUGHTER OF VARYING FLAVORS>

STEPHEN CORNINE:
"I'D LIKE TO CHANGE MY CHARACTER!"

MIKE DURKIN:
"THEY DRUGGED MY CHARACTER JUST BECAUSE HE'S A PRIEST?"

DANIEL HUBER:
"MOM'S DEAD?!"

KEITH McCOMB:
"TO COIN A PHRASE - WE SEE BY THE LIGHT OF THE BLAZING KOBOLDS."

SEAN MURPHY:
"BUT I CAN'T SAY THAT BECAUSE I'M NOT THERE. I'M JUST KIBITZING."

G. W. THOMPSON:
"WHAT DO YOU MEAN I SAID IT THE WRONG WAY?"



Storm Watch is designed to take several sessions to play. If you are a player, we suggest that you stop reading here. Why spoil the fun? Trust us, It'll be more enjoyable if you wait!

Storm Watch can either be run as a campaign piece, or since it is broken into distinct portions, a Game Master can opt to work specific pieces into his own campaign.

For example, the characters could be hired to clear out the mines for the colonists, or act as escorts for some of the wagon trains between Storm Hill, Swift Run and Wyndvale.

The town of Storm Hill has been designed to allow a group of characters to use it as a base of operation for this and other scenarios. While this module is set in the realm of Elb in the world of Tannoeth, it can be translated easily to any campaign setting.

It probably will work best when used to build up a set of characters from first level. Using the adventure in this way will give experienced players a thorough grounding in Chivalry & Sorcery's 3rd edition and will allow novice players ample chance to learn what role-playing is all about.

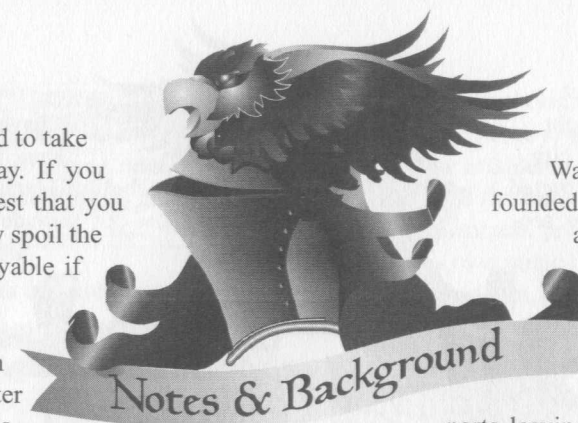
Because of its design, we recommend that The Game Master read the module thoroughly before running it. We also suggest that he have a good working knowledge of the Chivalry & Sorcery basic game beforehand. It would be helpful to have copies of the Bestiary and the GM's Handbook as well. While these two are not strictly necessary, they are useful for extra information, especially in the case of NPC charts and expanded animal information

Throughout the text, we have included references to several of the pre-generated characters included with this adventure. Those names are printed inside < >. If your party has characters that can replace these characters in these situations, please feel free to do so. The pre-generated characters are available for use as replacement characters or as NPC'S to smooth the flow of the adventure.

Oh, and be warned —The ending of this scenario can be a bit of a downer. If you do not feel your players can handle an abrupt drop or change in pace, you may want to end the adventure after Lord Sean's last tour or put some more downtime before the big finish. The section "Ending" is designed to lead into the next adventure in the series. If you are using Storm Watch as a stand-alone, or as a sourcebook, do not feel compelled to use the ending.

Background

Storm Hill is the name of the village that is being established as the centerpiece of a line of watchtowers. Queen Elyssa of Elb has decided to strengthen her northern borders. There have been rumors of Orcs and other evil creatures coming out of the plains. There have also been instances of raids by members of the Slavic tribes that live near the border. The Border Watch will build and run several towers that can signal each other and summon reinforcements to deal with anybody or anything that tries to cross the border.



The main stronghold of the Border Watch will be built in a new town being founded called Storm Hill. Storm Hill lies across an old caravan route running from Wyndvale north to Austrix.

The keep itself is being constructed by a group of hill dwarves under an alliance with Lord Sean. The dwarves will build the complex parts leaving the "clumsy big folk" to build "simple walls and such. Things even they can't mess up." The dwarves are not there to be an army. They are there only to build and create. If not treated well, they will depart early leaving the characters to explain to Lord Sean why he does not have a proper roof over his head. If they are treated well, it may be possible for the characters to get them to prolong their stay. This will leave the characters free for more "interesting" events.

A note about the Pre-Gens

There are eight pre-generated characters included in this adventure. All of their attributes, Core, and important skills are listed. Should the players wish to further flesh out their characters, and the GM permits, please feel free to do so. Figure out how much accumulated EXP each Pre-gen has left and allow the players to spend this on additional skills.

Three separate forces are being sent to establish Storm Hill. Due to lack of information about the land, the forces must travel upriver to Swift Run and go overland from there to Storm Hill.

The first wave is a base camp/scouting unit. It consists of Master James (engineer), and Master Daffyd (miner), some soldiers, a forester, a blacksmith, carpenters, masons, a priest, Kev and all necessary equipment, including the makings of a forge for the blacksmith. It is suggested that the characters accompany this force as laborers, protection, whatever.

The second wave is more of an advanced guard. It will consist of at least 50 laborers, 10 farmers, 20 soldiers, more tools, some small livestock (chickens, pigs, whatever can fit in a cart). They will arrive two weeks to a month after the first wave. This is a good place to bring in late players or replace lost characters.

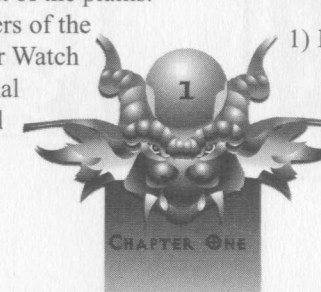
The third wave is the main force of villagers. It will have 100 people, 15 soldiers, more equipment, major livestock, etc. It will be led by Lord Sean himself. They will arrive two weeks to a month after the second wave gets there.

By the time the third wave arrives, the keep should be strong enough to defend the town and most of the land for the town should be ready.

Most of the forces from Wyndvale will be expected to build the town of Storm Hill. The party has two basic tasks over the course of the adventure. Both involve dealing with the surrounding countryside and its inhabitants.

1) EXPLORE AND MAP THE SURROUNDING AREA FOR WATCH TOWER LOCATIONS.

2) HELP THE VILLAGERS SURVIVE AND PREPARE FOR NEXT WINTER.





Wyndvale is a town, that if it were doing a bit better might almost become a small city. Much of the town is constructed of timber and stucco, or in the poorer sections, wattle and daub.

The main well is in the center of town in the south section of the main square and is housed in a large circular pavilion. The "plan" of the town is a simple grid-work laid along two central roads that intersect at the main square.

The main roads and square are cobbled. Further from the center of town, the roads turn to dirt.

The main square is actually more of a rectangle. The church and rectory are on the north end of the town square. They are built of grey stone with some fieldstone accents. They have slate roofs. They are not very ornate but have had some work done on them.

Along the sides are several shops and two taverns and an inn. The two taverns in town face out on the main square. The Golden Lyon is on the northwest side and the Azure Horn and its inn is on the southwest side.

The taverns are family-run and have a friendly rivalry that has been running for years. Both are good quality pubs. They are both sturdy, durable and well built 2 story buildings of timber and stone.

The "Horn" tends to be a bit more rowdy as the family has managed to scrape up enough coin to build an inn alongside. Thus, they get the travelers' crowd. The Inn of the Azure Horn is 3 stories and also constructed of timber and stone. It has a small alley beside it that leads back to its stables.

The "Lyon" tends to attract more of his Lordship's soldiers as it is closer to the castle. The current owner is trying to buy out the weaver next door so he can add an inn.

In addition to the weaver, there are several other booths. In terms of "shopping", there are no weapon smiths or armorers. Feel free to improvise. Use the charts from **chapter 5** of the **basic game** and avoid anything costing more than 2-3 Cr. as Wyndvale is NOT a city yet and is a bit of a backwater.

The Beginning

"It was late January when Lord Sean received the Queen's Messenger. Just after the beginning of February, the town herald appeared in the square.

"OYEZ! OYEZ!" He called. "By Order of Lord Sean MacConnor, two days hence on market day, tables will be set up in the square! At those tables names will be taken from all those who wish to join his lordship on a venture ordered by our Noble Queen, God bless her soul!"

The herald then proceeded to repeat this message all over town. Needless to say, this set the town to muttering. What could the Queen have ordered Lord Sean to do? Rumors flew about wars and crusades.



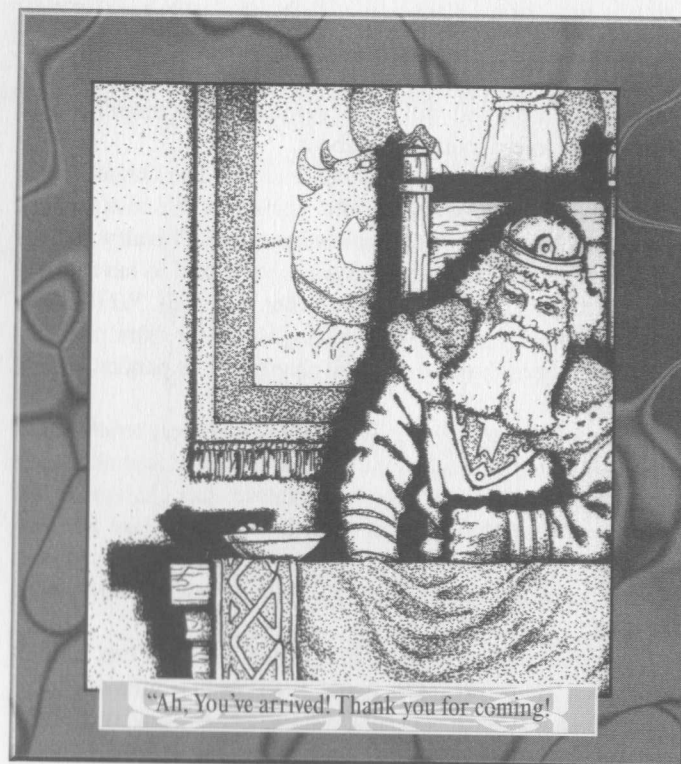
The Town of Wyndvale

If the party has any members who have a status of 18 or higher, or are priests, have those members meet with Lord Sean before Market Day. They will then be able to find out more details about what the Queen has ordered him to do.

If there aren't any members who fit those qualifications, go to the "Market Day" section directly.

Lord Sean's Castle

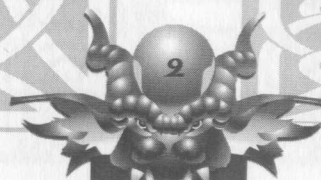
You are brought from the great hall into Lord Sean's Privy Chamber. Lord Sean is seated at his desk. Behind him hangs a well-made tapestry of a dragon and a maiden. The firelight plays off his weary face. There are two other gentlemen seated beside the desk. A priest is standing by the fireplace. Lord Sean is in his early 40's and has spent many worried nights running his domains.



Lord Sean will introduce the party to the priest who is being sent to the new community. He will also introduce Masters James and Daffyd, the two figures going over the maps with him. Hopefully, the priest is another player. Otherwise, use <Father Duncan>.

If the party does not have an obvious leader available, add <René> standing next to <Father Duncan> and introduce him as well.

"Queen Elyssa has heard some uncomfortable rumors from her ambassadors to the Teutonic States. She has requested that I, among others, begin construction of a Border Watch and its watchposts. I am also to explore the lands to the North and secure the borders of Elb."



"The new town I'm to build, Storm Hill, will be the center of the chain of towers that is to guard Elb against any trespassing forces from the Wastelands. It is situated on an old caravan route that Queen Elyssa is also hoping will become more traveled, now that it will be guarded more efficiently."

Lord Sean will look at Master James and continue:

"I'm wondering how you feel about working with some of the other races here in Elb? Because of the urgent nature of this project, I've made contact with some old friends of my family -"

"Hill Dwarves," adds in Master James excitedly. His interruption earns him a scolding look from Lord Sean who continues.

"Yes, Dwarves. Their stonework cannot be matched. They are building the keep and the beginnings of the town walls. If we are lucky, they may be able to stay long enough to finish the keep."

James once again breaks in,

"My lord, have received news from the area. Were you aware that your friends started last spring? Apparently they started shortly after receiving your first request! And have you seen these plans? This town is well defended indeed!"

If the players ask what it needs to be so strongly defended against:

"The rumors from the Teutonic states have been vague.

I have heard everything from Slavic raiders to stories of dark things I don't want to give credence to. Unfortunately, I do not have any solid evidence. However, Her Majesty is cautious and does not want to take any chances.

Unfortunately, my maps are out of date. I haven't been able to make new maps of the area for years and I have not yet received fresh maps from the Dwarves. Thus you will be met at the Swift Run Trading post by a Dwarf who will guide you into the area."

What Lord Sean *isn't* mentioning is that the last expedition to map the region was ten years ago and never returned. He does not like sending people into a "blind situation" but the Queen has ordered this and he must obey. Watch the players carefully - The nobles should balance pushing for info against "mistreating" their prospective patron. Don't be afraid to have Lord Sean balk and/or switch subjects.

If any of the characters has a high enough status (21+) and they manage to impress Lord Sean, they stand a good chance (GM's decision) of being asked to lead the venture to found and develop Storm Hill.

If the character chosen is not an heir, Lord Sean will offer them the chance to rule Storm Hill as his vassal. This is *provided* that Sean feels that the character does a decent job building up the village and handles things capably. Definitely use this to distract the player from pushing issues. They should jump at the chance for an increase in status and the prospect of their own lands.

Further, Lord Sean is looking for people he can trust. If he likes what he sees of the party, he may offer to take certain members on as retainers - similar to the feudal service presented in chapter 5 of the **basic game**. He will provide good to fair quality equipment and provisions and then grant each of them 2 Cr. out of his own purse to get additional gear for the venture. If the party annoys him, they will be lucky to get the same as the commoners get.

Market Day

You are in the main square of Wyndvale. It is an honest, well-run town. It is clean and well kept, but it has seen better days. However, the feeling is not one of depression but one of 'things are getting better, just wait!'

It is "Market Day". Vendors have been setting up all night. While there is not much available in the way of fresh produce, the Fishmonger has some beauties and the Sausagemaker's stall smells heavenly as he is broiling some of his wares to catch the crowd expected for the lord's speech.

If the group wants to go shopping, allow them to do so with reason. It is the end of winter, so not much will be available in the way of fresh goods. Most food items will be dried or processed in some manner.

A small platform has been set up by the tavern of the Golden Lyon near the church. In front of it are three large tables with small chests and scrolls of parchment. Seated at each of the tables are two individuals.

After the church bell rings 9:00 am, several figures come out from the church. They are: Lord Sean, the town magistrate, <Father Duncan>, <René>, and Masters James & Daffyd.

(If you have player characters replacing Duncan & René, then use their names.)

Lord Sean and the magistrate confer for a moment, then the magistrate clears his throat and speaks:

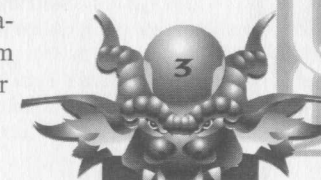
"OYEZ! By order of Her Royal Majesty, Queen Elyssa of Elb, Lord Sean declares the following:

WHEREAS: The Queen hath ordered her noble lords and barons to explore and secure her Northernmost borders.

WHEREAS: Her Majesty hath also personally ordered myself to oversee the building of a series of watchposts to the North.

THEREFORE: I am actively recruiting various people to assist me in these ventures. I will be building a new village to the North to be called Storm Hill. It and its keep will be the keystone of this series of watch posts.

SIGNED, (Etc. Etc.)



The magistrate rolls up the decree and steps back. Lord Sean then steps forward.



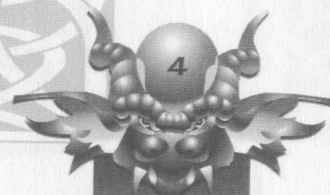
"Good Townsfolk! What was not stated is this: I am aware that certain hardships will be placed upon any who join me in these ventures. Therefore, any who sign up will be granted half a crown with which to provision themselves. Further, those freedmen who join with me will be eligible to own their own land when the new village is built. Also, I will reduce the taxes for two seasons by one third for the families here in Wyndvale of those who join."

He waves a hand to hush the murmuring. "You see these tables before you? The Left table is for those of you who have soldiering skill or military training. The Center table is for farmers, common laborers and stock people. Please go to the Rightmost table if you are trained in any special crafts or have any special skills. I thank you for your help in this matter!"

Lord Sean and the magistrate will leave. The others will gather off to the right to observe the quality of people signing up. Especially the skilled craftsmen and laborers. Have Master James and Daffyd comment on the quality of skilled people they get and have them pull one or two over to join them and introduce them to <René>.

(Basically, use the recruiting tables as a means of getting the party together, if they have not already done so.)

Shortly after the speech, you notice a woman and her son standing in the center line. He does not want to be there, but she is insisting. By the time he gets to the table, she has won him over. After the boy "signs up", the mother, Yvonne, brings him over to the small group on the stairs. She asks <Father Duncan> if he is going to Storm Hill. When he replies that he is, she asks him to watch over her son, Kev, and take care of him.



She explains that Kev is a good strong boy but sometimes a bit willful. He needs someone with a good head and heart to look after him. She knows Kev will work hard for whomever she leaves him with. But she trusts <Father Duncan> to take care of Kev in return. "Besides," Yvonne says, "I know that a proper man of the cloth, such as yourself, Father, is one of the few authorities Kev'll listen to and mind properly."

Yvonne caught Kev stealing food once and doesn't want him to acquire worse habits. She is trying to keep Kev from falling into real trouble and also her family could use the money and land. Kev is a good boy at heart. He is extremely devout "son of the Church" despite the fact that he is a bit on the wild side.

Kev really does want to please his mother and provide for his family. His father was one of the assistant innkeepers at the Azure Horn. He was accidentally killed in a tavern brawl several years ago.

You can use Kev to drop hints or find things out that the characters might not find out otherwise. Being fairly streetwise, he tends to keep his ears and eyes open. He is also pretty quick to figure things out and knows when and to whom he should speak.

However, it will not be to a player character's long-term advantage if he refuses the woman. The Church tends to frown upon priests who refuse reasonable aid and comfort to their flock. If <Father Duncan> is being used as an NPC, he will agree to take Kev on.

Kev will be going to Storm Hill whether the party takes him or not. He does not have to stick to the priest like glue. Yvonne understands that Kev probably is NOT a good potential priest. What she wants is for someone to see that Kev gets a good position, say as a page or message runner rather than a simple dirt hauler, a position that will give him a chance for something better. She also wants Kev aware that if he acts up, it could get someone else in trouble, not just himself.

Yvonne works as a seamstress for Lord Sean's family. Kev has occasionally been hired to work as a servant for large feasts.

If the party does not have any members, who were involved in the meeting with Lord Sean, there is a 60% chance that if they befriend Kev, he will know and pass on some of the "real reasons" behind the expansion to Storm Hill.

Kev's information about the area is even more vague than Lord Sean's as he has not seen the maps. However, he has heard the guards talking and his mother has picked up some info from the kitchen maids.

One of the kitchen maids has a cousin, Ginia, who lives in Swift Run. By that convoluted "route" of information, Kev knows that the colonists will be heading upland from Swift Run along the old caravan route. He also knows that several groups of Dwarves have headed up that route recently. The Dwarves had many wagons filled with provisions and building tools.

Due to his mother's palace work, Kev also knows the history behind Lord Sean and his family. Many years ago, the main branch of the MacConnor family died out and their were contending cadets branches left. The argument over which line

would inherit the holding came down to a tourney where the two eldest sons fought as champions for their fathers and families Sean won. His cousin, Keighvan, was grievously scarred and wounded in the battle.



here is only one quick way to get to the trading post of Swift Run. The characters must travel by river barge. The scouts will be placed on two barges. The barges are propelled by rowers. (Note: at times some of the lower ranking characters will have to row.)

After a day or so, your party meets down at the docks. You board two barges heading up river to the trading post known as Swift Run. The Captain, a burly individual named Niall, explains that because the river becomes treacherous, they will pull into shore at night and make camp. Because of this, the journey to Swift Run will take five days. "Any questions? No? then let's get this gear stowed and get going!"

If party members do try to question the Captain, he will tell them a bit about Swift Run. (See *The Village of Swift Run*.) He does not know anything about Storm Hill. He does not expect any trouble with the voyage.

If the captain feels too pestered, he will ask the party leader to rein in his people, "Or you might just find them sputtering in the drink!" He respects status but will remind people that even "Lord Sean respects a Captain on his own ship!"



The Journey Begins

It will take a week's worth of dedicated river travel to reach Swift Run. In general, any deviation from strict travel will cost the party at least half a day and probably a full day.

We suggest that you check for encounters a few times during the day and at night when the party is camped on shore. The number of total encounter checks per day is left up to the GM's Discretion.

If the party decides to investigate or attack an encounter, statistics for the various creatures may be found in **chapter 12** of **C&S** or in the **Bestiary**. For those who do not have either book, we are including short descriptions at the end of the adventure.

Special and Unusual encounters should be used as little as possible. Try not to repeat them within the same section of the journey. Some encounters provide information for later, some are just for atmosphere. In general, repeat the ones that are animal related and use the others sparingly. It may help to cross off encounters that you don't think should be repeated after they have been used, and to adjust the tables accordingly.

Further, be aware that even though these charts say "a party member" they are referring to the entire company on the barges, not just the player characters.

ENCOUNTER CHARTS

RIVER ENCOUNTERS

0-85 NOTHING OUT OF THE ORDINARY HAPPENS
86-90 NORMAL ENCOUNTER
91-98 SPECIAL ENCOUNTER
99-100 UNUSUAL ENCOUNTER

ENCOUNTERS (NORMAL)

01-10 SOME RIVER WEED TANGLES AROUND THE BARGE POLES THIS SLOWS TRAVEL DOWN FOR HALF A DAY.
10-25 A FLOCK OF DUCKS AND GESE ARE STARTLED BY THE BARGES.
15-25 A PAIR OF OTTERS IS SPOTTED ROMPING ALONG THE SHORE.
26-40 A PAIR OF HAWKS ARE SEEN LAZILY DRIFTING OVERHEAD. 20% CHANCE THAT ONE OF THEM WILL STOOP AND CATCH A FISH.
41-60 THE BARGES STARTLE SEVERAL FROGS INTO THE WATER.
61-80 A HERD OF DEER CAN BE SEEN ON THE SHORE.
81-85 ONE OF THE PARTY FALLS IN WHILE POULING THE BOAT THROUGH A DEEP BUT CALM AREA.
86-90 A LYNX IS SPOTTED WHILE HUNTING. IT TAKES OFF WITH A SQUIRREL IN ITS MOUTH.
91-95 ONE OF THE BARGES RUNS AGROUND ON A SANDBAR.
96-00 A DEAD LOG DRIFTS PAST THE BARGES. THERE IS A 25% CHANCE IT WILL HIT ONE OF THE BARGES.

ENCOUNTERS (SPECIAL)

01-20 BATS FLY OVER PARTY DURING THE DAY. (SOMETHING DISTURBED THEM IN THEIR CAVE.) USE THIS TO GIVE THE PCs BAD OMENS ABOUT THIS ADVENTURE.
21-34A COUGAR IS SPOTTED ON THE SHORE, WATCHING THE PARTY.
35-50 A PARTY MEMBER FALLS INTO CALM WATER THEY CAN STAND IN.
51-64THE PARTY GETS SURROUNDED BY PART OF A RUN OF SWINNING FISH.
65-75 BEAVERS GET INTO THE BARGE'S SUPPLIES.
76-802 BLACK BEARS ARE SIGHTED ON THE SHORE.
81-85 AN OOD HORN IS HEARD ON SHORE.
86-90 A PARTY CHARACTER FIND A RAT NIBBLING AT THE FOOD SUPPLIES IN THE HOLD.
91-95A PARTY MEMBER FALLS INTO CALM WATER BUT THEY CANNOT TOUCH BOTTOM.
96-00 A SMALL BOAT WITH 2 TRAPPERS MEETS UP WITH THE BARGES. THEY VERIFY THAT THE BARGES ARE GOING CORRECT WAY TO SWIFT RUN AND WILL GUESS AT HOW LONG THE PARTY HAS TO TRAVEL.

ENCOUNTERS (UNUSUAL)

01-25 A BURNED OUT VILLAGE ON THE SHORE OF THE RIVER IS FOUND. IF INVESTIGATED, IT IS AN OLD SLAVIC VILLAGE.
26-50A BOAR AND HIS FEMALES ARE DRINKING AT THE RIVER'S EDGE.
51-75 GIANT BEAVER IS SPOTTED (THERE IS A 75% CHANCEOF AVOIDING IT.)
76-00 A BRIGHT WHITE GLINT FLASHES FROM THE SHORE. IF A PC HAS ANY SPECIAL ALERTNESS SKILLS OR TALENTS, THEY HAVE A 25% CHANCE OF SEEING THE UNICORN VANISH INTO THE WOODS. ANYONE ELSE WILL DISMISS IT AS SUNLIGHT ON THE WATER.

NIGHTTIME/CAMP ENCOUNTERS

0-70 NOTHING OUT OF THE ORDINARY HAPPENS
71-90NORMAL ENCOUNTER
91-97 SPECIAL ENCOUNTER
98-100 UNUSUAL ENCOUNTER

ENCOUNTERS (NORMAL)

01-15WOLVES HOWL NEARBY
16-30MOVEMENT IN NEARBY BUSHES - IT'S 2 RABBITS, BEING RABBITS IN SPRING.
31-45A SQUIRREL RUNS OFF WITH SOME SCRAP.
46-60AN OWL HOOTS LOUDLY NEAR ONE OF THE PCs' STANDING WATCH.
61-75 A VIPER IS SPOTTED AS HE SUCCEEDS IN HUNTING A SMALL MOUSE.
76-95 THE PERSON STANDING WATCH COMES ACROSS A YOUNG RACCOON WHO TRIES TO MOOCH SOME SCRAP.
96-00 SOMETHING STARTLES A FLOCK OF BIRDS UP FROM THEIR ROOST AND THEY FLY STRAIGHT OFF THROUGH THE CAMP.

ENCOUNTERS (SPECIAL)

01-20 ONE OF THE PARTY MEMBERS STARTLES A SKUNK DURING WATCH. NO DAMAGE BUT THE PARTY WILL FIND OUT.
21-34 A TRAPPER WALKS INTO CAMP JUST AFTER SUNSET. HE SAW THE FIRE AND ASKS IF HE CAN SHARE "A MEAL AND SOME COMPANY". HE HAS HEARD RUMORS OF THINGS IN THE WOODS, BUT DISMISSES THEM AS "GHOST STORIES."
35-50 DURING WATCH, ONE OF THE PARTY STEPS INTO A SNARE TRAP. NOBODY GETS HURT, BUT HE WILL SCREAM QUITE LOUDLY AND LOOKS VERY AMUSING SWAYING IN THE AIR!
51-64 FAMILY (6) OF RACCOONS WHO TRASH THE CAMP LOOKING FOR FOOD.
65-75 AN INJURED NIGHTINGALE IS FOUND THRASHING IN THE BUSHES

WITH A BROKEN WING.

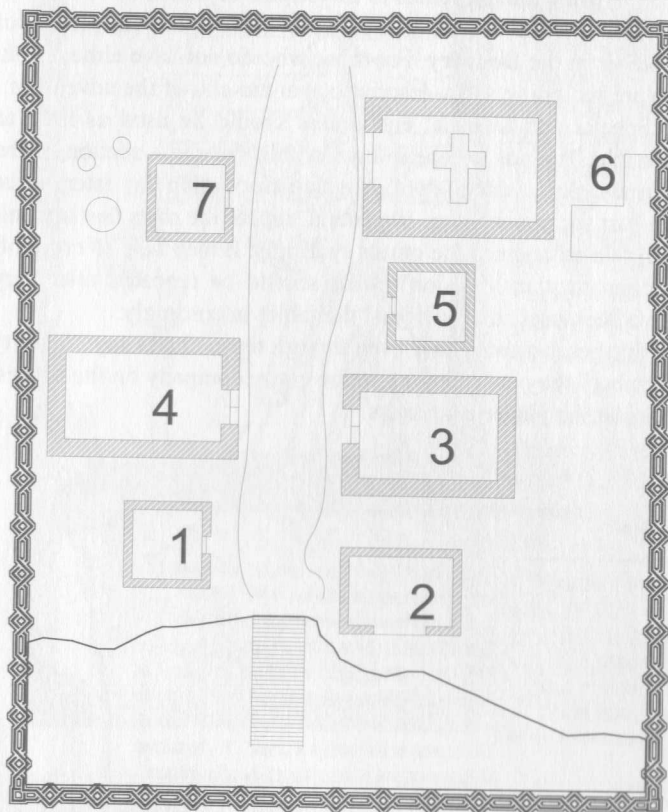
76-80 DURING WATCH, SOMEONE HEARS A LONELY, LOST MEOWLING NOISE. IT IS A SMALL, FRIGHTENED COUGAR CUB. WHERE IS ITS MOTHER?
81-85 A HUNGRY PAIR OF WOLVES GOES AFTER ANY FRESH CAUGHT MEAT.
86-90 WHILE BREAKING CAMP, ONE OF THE PARTY FINDS A SNAKE IN HIS BOOT.
91-95 WHILE BREAKING CAMP, A PARTY MEMBER DISTURBS A WOODCHUCK.
96-99 A SMALL (-25%) BLACK BEAR RUMMAGES THE CAMP'S TRASH HEAP LOOKING FOR FOOD.
100 JUST BEFORE THE GROUP BOARDS IN THE MORNING, A PC SPOTS SOMETHING THAT MIGHT INDICATE GOLD. (A TRACE OF GOLD DUST, PARTICULARLY GOOD WHITE QUARTZ, PYRITE)

ENCOUNTERS (UNUSUAL)

01-25A GHOU ATTACKS THE CAMP.
26-50 A BRIGHT SHIMMERING LIGHT IS SEEN FLOATING NEAR THE BARGES. IT VANISHES QUICKLY WHEN INVESTIGATED.
51-70 A SMALL WHIRLWIND SPRINGS UP AND WRECKS THE CAMP.
71-95 WHILE STANDING WATCH, ONE OF THE PARTY HEARS A BEAUTIFUL VOICE CALLING HIM ON THE WIND. IF THE CHARACTER FAILS HIS DISCIPLINE ROLL, HE COMES BACK UNHARMED IN THE MORNING CLAIMING THAT HE HAS SEEN "PARADISE" AND CANNOT DESCRIBE IT. UNLESS THE OTHER PEOPLE ON WATCH CHASE AFTER HIM AND BREAK THE SPELL, THAT IS. 95-00WHILE STANDING WATCH, ONE OF THE PARTY HEARS RUSTLING IN THE BUSHES. IF HE TURNS FAST ENOUGH, (MAKE A DODGE ROLL+10%) HE SEES A PATCH OF MOONLIGHT SHINING DOWN ON A BEAUTIFUL WHITE HART (ROE DEER). ALL ATTEMPTS TO CATCH HER ARE UNSUCCESSFUL. (THIS IS A GOOD ENCOUNTER FOR A HIGHLY CHIVALROUS CHARACTER. A WHITE HART IS AN OLD SYMBOL OF HONOR, PURITY AND VALOR.)

Swift Run is a small village. It is nestled in the corner of the main river and its tributary. The major reason for its existence is the need for portage around the rapids where the two rivers join. It has 7 major buildings that extend in a straight line from the pier into the forest. There is only one dirt road. It runs the length of the village. The people are hoping that if Storm Hill succeeds, they too, will benefit.

The Village of Swift Run



1) **Dwelling** - This is a small house and kitchen farm near the boat shed. It has a large rack of drying fish in the front yard. The boatmaster and his family live here. Robin and Ginia have four children. Diana serves as maid for the tavern, Peter helps with the stables. Gerald helps his dad fish the river. The baby, Alric, is asleep in his cradle inside.

2) **Boat Shed** - The boats stored here are used for ferrying people and goods across the river. It also houses tools and storage space for repairing the barges that run between here and Wyndvale.

3) **Warehouse** - This is a basic storage area for goods waiting for transport to and from Wyndvale. It is owned by the innkeeper and is the largest building in town.

4) **The Trading Post And Tavern** - This is a 2 story building. The trading post takes up half of the bottom floor of one building. The tavern takes up the other half of the bottom floor. The innkeeper, Melvin, and his wife Janka live above the trading post. The rooms above the tavern are for guests. There are stables behind the tavern.

The trading post has some items and supplies for sale. The goods will cost a minimum of 20% higher than the prices listed in the **Basic game**. However, furs will cost 25% less. The scouts will

6) **Small Chapel And Rectory**. Friar Loren, an elderly gentleman lives here. He tends to his "flock" and serves as an auxiliary record keeper for the trading post. He keeps an eye on the innkeeper to make sure he pays proper attention to Lord Sean's taxes.

7) **Dwelling** - This farm is where the tanner, Amos, lives. He is the furthest away due to his tanning pits.

The guide to Storm Hill is the Dwarven Journeyman, Darig Stone Graver. He will be waiting for the party at the tavern.



spend one night here. They get will supplies, and a guide up to Storm Hill

5) **Dwelling** - This is a small farm. It houses a young couple. The woman, Mary, helps out at the tavern if a big caravan comes through.

Otherwise, she and her husband, Simon, are making a decent living supplying foodstuffs to the village and tavern. Simon keeps an eye out for the friar, and Mary cleans house for him every other week.

The morning after you arrive, you awaken to find Darig already up and supervising the loading of the two baggage wagons. He is eager to return to Storm Hill as quickly as possible. When asked why, he grumbles under his breath.

If the party inquires further, Darig will burst out:

"Because I can't wait to be away from clumsy Big Folk who can't hold their ale."

He glares at Janka, and mutters something more about Big Folk who can't brew a decent ale either.

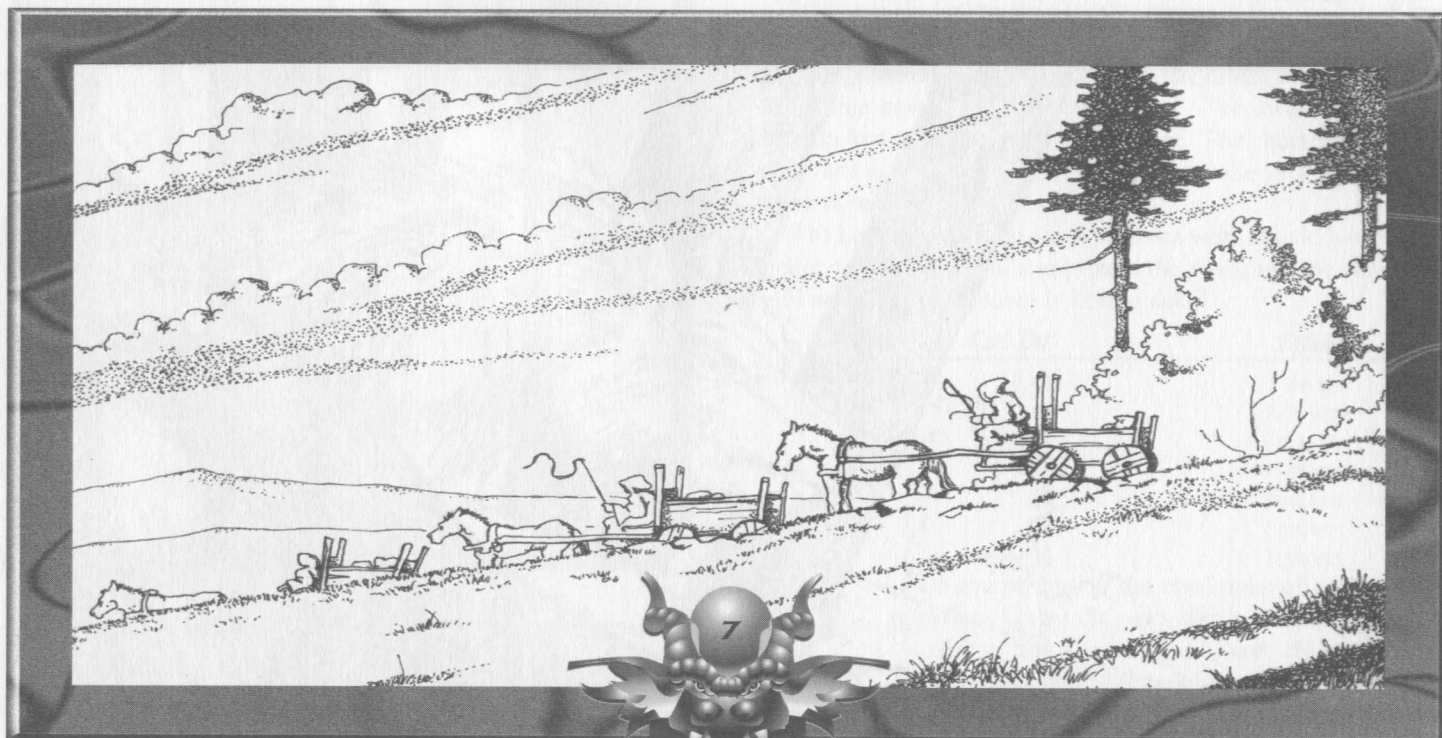
Janka smiles and laughs good-naturedly while sweeping off her doorstep.

Once the party is saddled up and all their gear has been loaded on to the wagons, Darig will get things started. Just before he leaves, Diane the tavern girl will slip him a skin filled with ale from the tavern. "with Mistress Janka's compliments." Darig will grumble, but he does take it. Anyone watching him will get the feeling that he is shyly pleased by the gift.

Darig leads your party along a recently cut trail. It seems to parallel the tributary river towards the mountains. Kev asks him "Why can't we just keep taking the river? It looks deep enough."

Darig growls, "Here, it is. But further up it gets too shallow. And through those hills boy, it's channels are too narrow and there's too much rough water for a bargeman's tastes."

Both Master James and Master Daffyd will try to engage the guide in conversation. Darig will be reticent until he realizes that both these men are learned and "properly" educated. i.e.



knowledgeable about stones, building and mining. He will treat the characters the same way unless they can discuss something he loves, such as stone and its uses. He won't treat them badly, he'll just ignore them.

The party has three carts being pulled by horses. The maximum distance per day they can travel is 15 miles, on flat land. Most of the time, the terrain will be a track that has been cleared through the woods. In

places, the track becomes twisty and windy through rocky passes. As they get closer to Storm Hill, the track will open out into a lush river valley with gentle hills and ridges.

TRAVEL CHARTS

0-30	MILES: FLAT LAND
01-05	5 MILES A DAY CART BROKE DOWN
06-09	8 MILES A DAY HAVING TROUBLE WITH SOME OF THE PACK ANIMALS
10-25	10 MILES A DAY.
26-89	12 MILES AVERAGE DAY
90-95	14 MILES A DAY PACK ANIMALS COOPERATIVE
96-00	15 MILES A DAY PACK ANIMALS VERY COOPERATIVE
31-45	MILES: HILLY LAND MAX. TRAVEL IS 12 MI./DAY
01-05	3 MILES A DAY. MUD IS SLOWING EVERYTHING DOWN
06-09	6 MILES A DAY. THE ANIMALS AND PARTY ARE BEING VERY CAUTIOUS.
10-25	8 MILES A DAY. THE PARTY IS STILL WARY BUT NOT AS MUCH
26-89	9 MILES. THE ANIMALS SEEM SPOOKED BY SOMETHING.
90-95	10 MILES A DAY. AVERAGE
96-00	12 MILES A DAY. THE GODS ARE SHOWING YOU FAVOR
46-60	MILES: FLAT LAND. THE VALLEY OF STORM HILL.
01-05	5 MILES A DAY CART BROKE DOWN
06-09	8 MILES A DAY HAVING TROUBLE WITH SOME OF THE PACK ANIMALS
10-25	10 MILES A DAY.
26-89	12 MILES AVERAGE DAY
90-95	14 MILES A DAY PACK ANIMALS COOPERATIVE
96-00	15 MILES A DAY PACK ANIMALS, AND PARTY VERY COOPERATIVE

ENCOUNTER CHARTS

ENCOUNTERS ARE BROKEN DOWN BY TWO CATEGORIES: DAY AND NIGHT. THE % CHANCE OF ENCOUNTERS WILL CHANGE AS THE PARTY GETS CLOSER TO STORM HILL.

0-30 MILES (SWIFT RUN)
01-70 NOTHING UNUSUAL HAPPENS
71-85 NORMAL ENCOUNTER
86-95 UNUSUAL ENCOUNTER
96-00 SPECIAL ENCOUNTER
31-50 MILES (EITHER VILLAGE)
01-75 NOTHING UNUSUAL HAPPENS
76-93 NORMAL ENCOUNTERS
94-00 SPECIAL ENCOUNTERS
51-60 MILES (STORM HILL)
01-45 NOTHING UNUSUAL HAPPENS
46-65 NORMAL ENCOUNTERS
66-90 UNUSUAL ENCOUNTERS
91-00 SPECIAL ENCOUNTERS

DAYTIME/TRAIL ENCOUNTERS

ENCOUNTERS (NORMAL)

- 0-20 A LONE AUROCHS BLOCKS YOUR PATH.
 21-40 A FAMILY OF 7 SKUNKS CROSSES THE TRAIL AHEAD.
 41-60 THE PARTY STARTLES A CONVEY OF QUAIL FROM ITS NEST BY THE SIDE OF THE TRAIL.
 61-70 A HAWK IS SEEN LAZILY CIRCLING OVER THE PARTY.
 71-80 A STAG PLANTS HIMSELF IN A CLEARING IN FRONT OF THE PARTY AND CHALLENGES THEM. THROUGH THE TREES, HIS HERD CAN BE SEEN.
 81-90 A HERD OF ANTELOPE IS SPOTTED OFF TO ONE SIDE OF THE TRAIL.
 91-00 A CONSTRUCTOR DROPS ON A PC FROM A BRANCH ABOVE.

ENCOUNTERS (SPECIAL)

- 1-2 A LONE RIDER IN BLACK IS SPOTTED AHEAD OF THE PARTY. AS FAST AS THEY TRY, THEY CANNOT CATCH UP TO HIM.
 3 THE PARTY MEETS A PEDDLER ON HIS WAY UP TO STORM HILL. HE HEARD ABOUT IT IN THE TAVERN AT SWIFT RUN AND WANTS TO TRY HIS LUCK. HE WILL OFFER TO TRAVEL WITH THE GROUP.
 4 THE PARTY COMES ACROSS A BROKEN CART WITH DEAD MULE HAS 2 CROWNS IN IT, AND FILLED WATER SKIN.
 5 A LARGE WOLF (PROBABLY AN ALPHA) IS FOUND BY THE TRAIL WITH ITS THROAT TORN.

OUT.

6 THE PARTY COMES ACROSS 3 FRESH GRAVES OF TRAVELERS. THE GRAVE MARKERS ARE BROKEN OFF AND THE SOIL LOOKS FRESHLY DUG.

7-8 THE PARTY SEES A EAGLE FLYING WITH A RABBIT IN ITS CLAWS.

9-10 THERE IS A SMALL BRUSH FIRE AHEAD OF THE COLUMN. IF THE PARTY TRIES TO PUT OUT THE FIRE, THEY WILL FIND TWO ELVES ALREADY BATTLING THE BLAZE. (SEE THE ELVES SECTION 1.)

ENCOUNTERS (UNUSUAL)

1 A BRIGHT WHITE GLEAM FLASHES AMONGST THE TREES. IF A PC HAS ANY SPECIAL ALERTNESS SKILLS OR TALENTS, THEY HAVE A 75% CHANCE OF SEEING THE UNICORN VANISH INTO THE WOODS.

2 FROM THE COVER OF SOME TREES, A LONE WARG STINGS DOWN UPON THE PARTY. HE IS ANGRY AND VERY HUNGRY.

5-6 A HARRY EATING IS SPOTTED BY A FORWARD SCOUT (THERE IS A PATH AROUND THE HARRY).

7-8 A COLUMN OF GIANT ANTS IS SEEN AS THEY ARE CARRYING A PATH THROUGH THE AREA. IF FOLLOWED, THE PARTY WILL LOSE A MINIMUM OF A DAY'S TRAVEL AS THEY CLEAN OUT THE NEST. IT IS A SMALL NEST, ABOUT 50 ANTS. IT WAS JUST STARTED AND THE QUEEN IS YOUNG. IT IS NOT A THREAT NOW, BUT COULD BE A SERIOUS ONE LATER.

9-10 A GRYPHON IS SEEN, CARRYING A BABY BOAR OFF TO ITS NEST. A FEATHER DROPS IN FRONT OF THE PARTY, DUE TO THE SQUIRMING OF THE PREY.

NIGHTTIME/CAMP ENCOUNTERS

ENCOUNTERS (NORMAL)

- 01-15 AN AUROCHS IS SPOTTED BY A SENTRY AS HE SOUNDS OFF LOOKING FOR A MATE.
 16-30 SOUNDS OF WOLVES HOWLING.
 31-50 AN OWL HOOTS LOUDLY NEAR ONE OF THE PCs' STANDING WATCH.
 51-65 A RACCOON GRABS SOME MEAT SCRAPS.
 65-80 A VIPER IS SPOTTED AS HE SUCCEEDS IN HUNTING A SMALL MOUSE.
 81-90 A FAMILY OF SKUNKS WALK INTO CAMP LOOKING FOR FOOD.
 91-00 A STAG DISTURBS THE HORSES BY TRYING TO GET FOOD.

ENCOUNTERS (SPECIAL)

- 1-2 4 VIPERS SLITHER IN LOOKING FOR MEAT. SOMEONE DISTURBED THEIR NEST WHILE SETTING UP CAMP.
 3-4 SOMEONE

SEES A SHOOTING STAR.

5-6 AS THE PARTY MAKES CAMP, A PROSPECTOR JOINS THEM. HE IS HEADING DOWN TO SWIFT RUN TO STOCK UP FOR SUMMER. HE IS JOYFUL AND FULL OF STORIES. MOST ARE HARMLESS TALES. HE IS VERY HAPPY TO FIND OUT ABOUT STORM HILL. HE MENTIONS THAT HE HAS BEEN SEEING SOME UNUSUAL LOOKING FIGURES IN THESE PARTS, LATELY.

"NOTHING I'VE GOTTEN NEAR ENOUGH TO DEAL WITH, MIND YOU, BUT STRANGE DARK RIDERS THAT WEREN'T HERE LAST FALL." IF THE NEW TOWN IS MENTIONED, HE'LL SAY THAT "I KNOW THE DIFFERENCE BETWEEN THE DWARVES AND THESE FOLK. DWARVES DON'T REEK OF DARK AND NASTY THINGS."
 7-8 ONE OF THE PARTY WAKES UP SCREAMING WITH A NIGHTMARE. HE DREAMED OF RAIDERS ATTACKING HIS HOME VILLAGE. ALL HE REMEMBERS IS A BLOOD RED HAND GRABBING HIM BY THE THROAT.

9-10 THERE ARE VERY STRONG WINDS WHEN THE PARTY SETS OUT THAT DAY. BREAKING CAMP IS DIFFICULT.

ENCOUNTERS (UNUSUAL)

1-2 3 SKELETONS WITH SHORT SWORDS ATTACK CAMP.

3-4 6 WOLVES ENTER CAMP, AND THEY LOOK HUNGRY.

5 BOAR ATTACKS CAMP.

6 A LOUD CRASH STARTLES THE ENTIRE CAMP AWAKE. IF THE PARTY INVESTIGATES, THERE ARE TRACKS IN A ROUGH CLEARING ABOUT A HALF MILE AWAY. HOWEVER, THEY ARE VERY GARBLED AND SEEM TO DISAPPEAR OUTSIDE THE CLEARING.

7 A GIANT ANT IS ATTRACTED TO THE CAMP BY THE FIRE.

8 A WARG WITH HARNESS MARKS CRAWLS, WHIMPERING, INTO CAMP. IT IS BADLY WOUNDED AND DIES THE MINUTE IT STOPS MOVING.

9 A CENTAUR APPROACHES THE CAMP, SEEKING TO TRADE FOR FOOD. HIS NAME IS NICKER. HE OCCASIONALLY DEALS WITH SOME OF THE TRAPPERS. HE VAGUELY COMPLAINS ABOUT "DARK ONES" SPOILING THE HUNTING WHERE HE AND HIS HERD USUALLY ROAM. HE ALSO MENTIONS THAT THERE ARE ELVES AROUND WITH WHOM HE ALSO TRADES. HE LIKES THEM.

10 ONE OF THE PC'S STANDING WATCH HEARS A RATTLING SOUND. IF HE MAKES HIS ALERTNESS CHECKS, HE SEES SOME SMALL FIGURES SCURRYING OFF INTO THE NIGHT.



Storm Hill is designed to be a town much like Wyndvale. However, it is just starting out and has yet to grow into its plan.

When the adventure begins, there is little present to show the town that will be.

As you crest one last ridge, Storm Hill can be seen for the first time. All who are riding near Master James will hear him gasp. "Sweet Mother of -! They did all that in less than a year?!"

What he is referring to is the following:

The foundations for the town and keep have been dug out and laid. All the wells for both the town and the keep have also been dug.

Of the keep, The inner curtain walls are complete, minus the completion of one tower. The Inner ward's buildings themselves are complete. All that remains is to finish the tower and finish the inner gatehouse on the west wall of the inner curtain.

60 feet of one of the outer curtain walls has been completed.

In the town, the roads are simple well-worn tracks and the gatehouse and bridge by the river have just been started.

James turns to Darig and congratulates him with almost a touch of envy in his voice.

Arrival at Storm Hill

Once you arrive, Darig leads your party to an older dwarf and says "Here is the one you should really thank. Master James, <other people in the party>, This is my master, Dalton Granitist.

Master James thanks the Dwarf heartily. He asks Dalton to show them the works. Dalton does so willingly.

There are over two hundred dwarves working at Storm Hill. They have been there on and off since last spring. The construction work is excellent and the keep the party is touring shows ideas and capabilities that have both Master James and Master Daffyd shaking their heads in amazement.

While viewing the construction on the north wall, Master James notices a difference in the color of stone. Dalton compliments him on his keen eye:

"Aye, there is different stone there. We ran out of the stone we'd brought and happened to find an old quarry nearby. 'Course we found someone else using it as well."

He finishes dourly.

James looks concerned. "Someone else?"

"Aye, some sort of raider group. Rotten thieves, they've been attacking us for the past three and a half weeks. I'm glad you lot have arrived. Nearly half my folk are all for up and leaving. Now, if I can't talk them out of it, I'll be able to let them do so with a clear conscience."

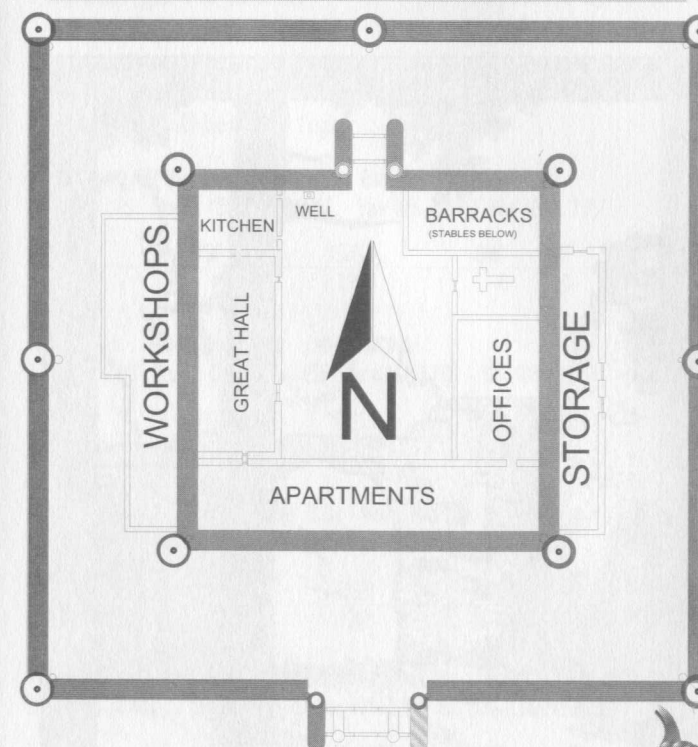
It is possible for the characters to persuade the dwarves to stay and work longer. Assuming the characters successfully make their negotiation, bargaining or diplomacy rolls, the Crit Die will determine how long the dwarves stay. The dwarves will only stay up to a total of two months longer. The characters may renegotiate at the end of the extension until the two month maximum is reached.

The benefits from the dwarves' extra work should be obvious: better and stronger walls to protect the town, and the characters will not get bogged down in boring details.

CRIT DIE	RESULT
01-03	1 EXTRA WEEK
04-05	2 EXTRA WEEKS
06	3 EXTRA WEEKS
07	4 EXTRA WEEKS
08	5 EXTRA WEEKS
09	6 EXTRA WEEKS
10	7 EXTRA WEEKS

Of course, one of the conditions of the Dwarves remaining is that the party deal with the raiders!

After the discussions are done, Dalton announces that he is appointing Darig foreman at the Quarry (see Discoveries).



The Raiders

As you track the raiders, you realize that the raiders have not even tried to hide their tracks. About 5-6 miles northwest of Storm Hill, you come across freshly cut trees.

As dusk approaches about 3/4 of a mile farther you see the outline of a fort. It looks like one of the designs that the Imperium Magna used a hundred or more years ago.

Suggest that the characters dismount at this point.

The fort is an old stone structure which has fallen to ruins. Obviously, new tenants have moved in and begun repairing things. Just inside the archway, there is what appears to be a newly built main gate lying on the ground. It has just been completed and has yet to be put into place. There are other signs of work inside the fort but the exterior has not really been touched.

The fort is 280 feet wide by 220 feet long. There is a crumbled watch tower to the left of the main gate. You think you see one of the raiders standing lookout inside the tower.

There is an 80% chance that the raider standing watch will have his back to the party and be watching towards the north wall. If the party looks over the entire area of the old fort, they will find a 10 foot break (G) in the north wall. It is a hundred feet from the west wall. This wall has also crumbled due to age and the raiders have not yet had time to repair the breach. There are two raiders standing guard by the break.

Once inside the fort, The watch tower (B) is 30 feet east of the main gate. There is a stable and corral on the Northeast corner of the fort (D). There is a storage hut south of the corral. There is a stockade (E) next to the corral on the north wall. 10 feet West of the stockade is the fort's well.

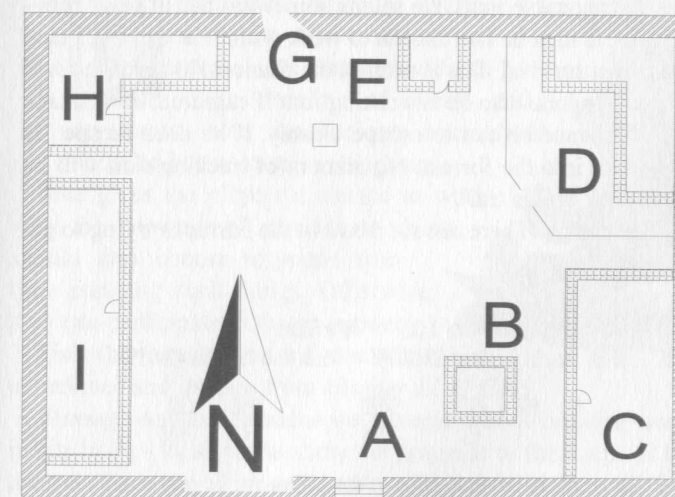
Nestled in the Northwest corner is the commandant's office (H) and chambers. South of the commandant's office lies the garrison's barracks (I). In the center of the fort there is an old catapult.

BASE RAIDER STATS:

HT. 5'7"-5'10"	WT. 172 lbs.	Body 28	Fatigue 26	Mov 12
AT/DMG	Melee Weapon	Bmr 10% - Neutrally Aspected		
Dodge 50%+0 PSF	Stam. 40%+3 PSF	Will 40%+0 PSF		
A-Sight 5%+0 PSF	A-Sound 5%+0 PSF	Armor: Leather		
Slash 3	Crush 1			
Pierce 1	Missile 2			
Energy 3	EXP. Award 50-85	EXP Leve 1-2		
Money 1-2 Cr.	LCAP 338/ CCAP 169	Jump 6		
Weapon: Gladius/Infantry Spear				

STATS	AGI	APP	BY	CON	DIS	INT	PHY	STR	WIS
ATTRIB	11	10	10	13	13	8	10	12	10
A.R. %	62	58	58	70	70	50	58	66	58
SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT			
S. SWORD	2	2-11	52-41	12/9	4	9-10			
SPEAR	2	4-13	54-43	12/9	5	10			

A) The Main Gate - This gate is made of freshly cut logs. It is has a simple locking mechanism - basically a large wooden log to hold the gate closed.



B) The Watch Tower - The tower stands 35 feet tall. The guard is walking a 20 foot by 20 foot platform, 25 feet above the ground. There are two torches that are lit in the watch tower.

#1 LVL 1 - SLAV			EXP 50	MONEY 4 Cr.	WEAP. INF. SPEAR		
BODY 30	FAT 26	MOV 12		DODGE 50%+ 0 PSF			STAM 40+ 0 PSF
				WILL 40+ 0 PSF			
SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT	
SPEAR	2	3	53	12/9	5	10	

C) The Storage House - There are some sounds coming from within. There are several barrels in here. In the Northwest corner, there are four armed Raiders gambling.

There is a base 15% chance that the other raiders will hear any fighting in this area.

If the fighting goes on for longer than 10 rounds, then there is an additional 35% chance (total of 50%) that the others will hear the fight and join in.

If the fight lasts more than 15 rounds, the additional percentage goes up to 60% (total of 75%). If the fight lasts more than 20 rounds, there is a total 95 % chance that the other Slavs will hear the fight.

#1 Lvl 2 - SLAV	EXP 85	MONEY 6 Cr.	WEAP. GLADIUS			
BODY 35 FAT 33	Mov 12	DODGE 50%+6 PSF	STAM 40%+10 PSF WILL 40%+3 PSF			
SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SH SWORD	2	6	56	12/9	4	9-10

#2 Lvl 1 - SLAV	EXP 50	MONEY 4 Cr.	WEAP. BATTLE AX			
BODY 35	FAT 33	Mov 12	DODGE 50%+3 PSF	STAM 40%+3 PSF	WILL 40%+0 PSF	
SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
AX	2	3	53	12/9	8+1	9-10

#3 Lvl 2 - SLAV	EXP 50	MONEY 3 Cr.	WEAP. MACE			
BODY 33	FP 32	Mov 16	DODGE 60%+12 PSF			
			STAM 40%+0 PSF			
			WILL 40%+0 PSF			
SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
MACE	2	5	55	12/9	6+4	9-10/M

#4 Lvl 2 - SLAV	EXP 85	MONEY 1 Cr.	WEAP. SAEX SWORD			
BODY 35	FAT 33	Mov 13	DODGE 50%+9 PSF			
			Stam 40%+3 PSF			
			Will 40%+0 PSF			
SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	11	61	12/9	4	9-10(M)

There are the following items in the storage hut:

- 1) CHEST FILLED WITH FIVE IRON POTS
- 2) 100 RABBIT SKINS
- 3) CHEST FILLED WITH 50 LBS.. SEA SALT
- 4) CHEST FILLED WITH 10 PINTS OLIVE OIL
- 5) CHEST FILLED WITH THREE GRAPPLING HOOKS, 100 FEET OF ROPE, AND BLOCK AND TACKLE
- 6) CHEST FILLED WITH A ROPE LADDER, TWO 25 LB. PULLEYS, AND 50 FEET OF 2' ROPE CABLE
- 7) CHEST FILLED WITH TEN BOLTS OF WHITE SILK

D) Stables And Corral - There are four heavy war horses and four draft horses in the corral. Next to the stables, there are three carts. The stables are completely rebuilt. If they care for nothing else, the raiders do seem to care about their horses. There is laughter coming from the stables. When investigated, the party finds that five Slavs are gambling in the corner.

#1 LVL 1 - SLAV	EXP 50	MONEY 4 Cr.	WEAP. GLADIUS
BODY 35	FAT 33	Mov 15	Dodge 50%+9 PSF
			Stam 40%+0 PSF
			Will 40%+0 PSF

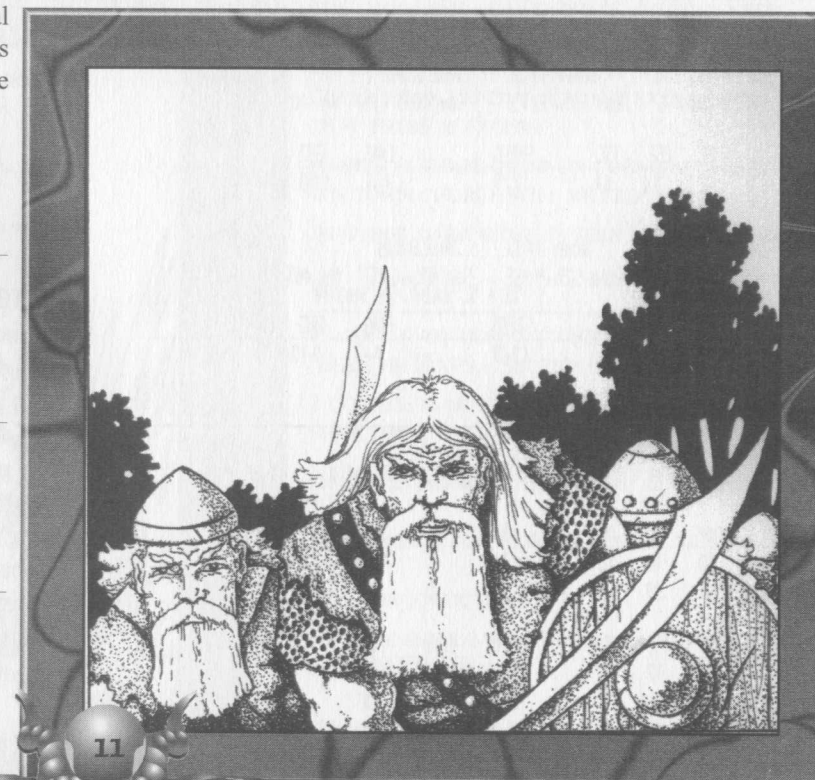
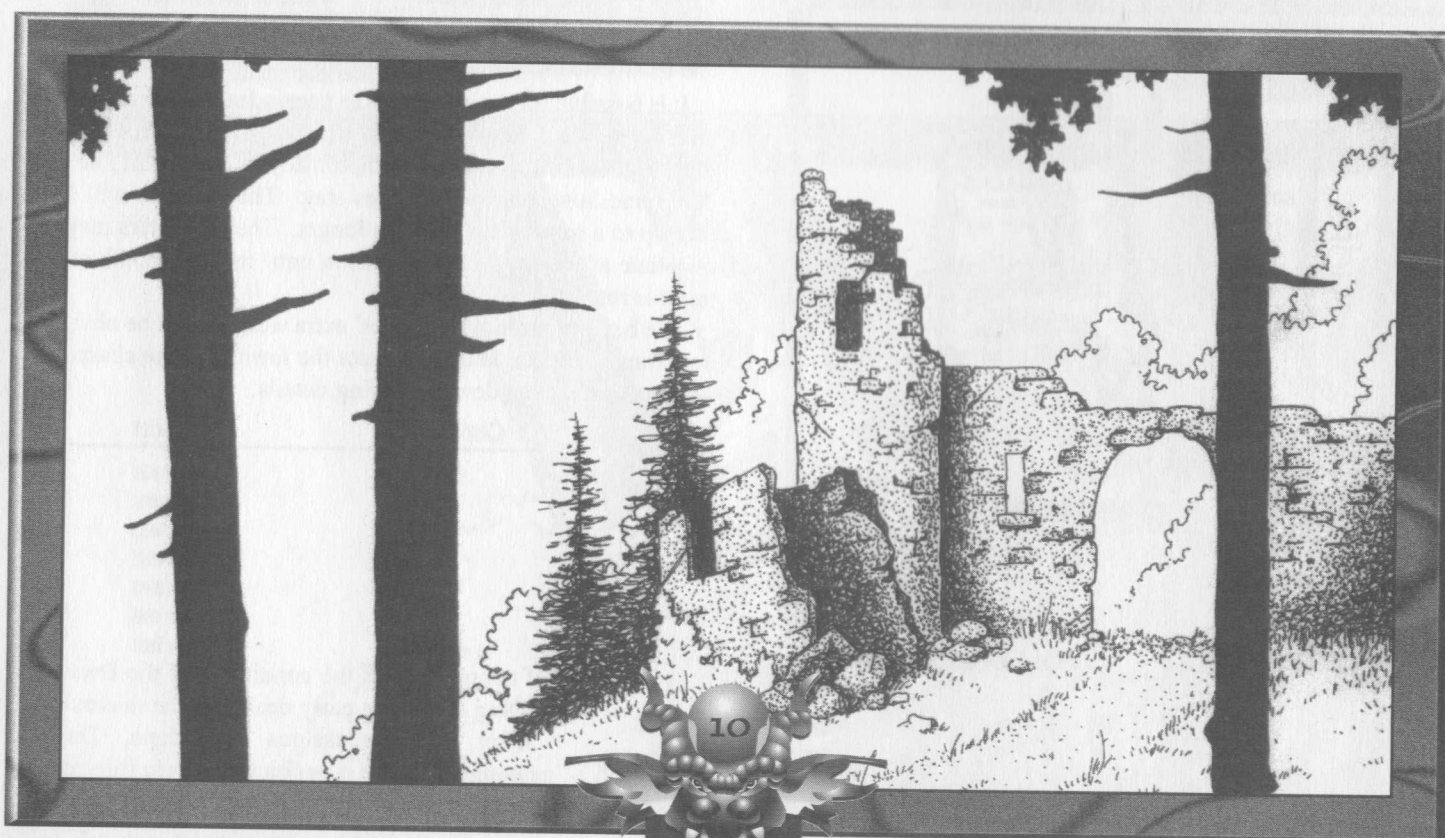
SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	4	6	46	12/9	4+2	9-10

#2 LVL 2 - SLAV	EXP 85	MONEY 3 Cr.	WEAP. INF. SPEAR
BODY 31	FAT 25	Mov 13	Dodge 50%+6 PSF
			Stam 40+0 PSF
			Will 40+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SPEAR	4	11	61	12/9	5	10

#3 LVL 1 - SLAV	EXP 50	MONEY 3 Cr.	WEAP. MACE
BODY 34	FAT 33	Mov 16	Dodge 50%+9 PSF
			Stam 40%+0 PSF
			Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
MACE	4	3	43	12/9	6+1	9-10



#4 Lvl 2 - Slav	EXP 85	MONEY 2 Cr.	WEAP. SAEX SWORD
Body 33	FAT 33	Mov 16	Dodge 50%+12 PSF
STAM 40%+3 PSF	Will 40%+3 PSF		
SKILLS	DF	PSF	TSC
SWORD	4	8	58
			SPEED
			12/9
			DMG
			4+1
			CRIT
			9-10

#5 Lvl 1 - Slav	EXP 50	MONEY 3 Cr.	WEAP. GLADIUS
Body 35	FAT 33	Mov 10	Dodge 50%+0 PSF
STAM 40%+3 PSF	Will 40%+3 PSF		
SKILLS	DF	PSF	TSC
SWORD	4	5	55
			SPEED
			12/9
			DMG
			4
			CRIT
			9-10

E) **Stockade** - There is a 20 foot by 20 foot stockade. The door here is locked. If the party checks this area, there is a Dwarf held prisoner inside.

F) **The Fort's Well** - Filled with fresh water. This is a simple circular wall with no roof. A broken bucket lies next to it.

G) **The Break In The North Wall** - There are two guards watching the forest at this hole in the fort's defenses. They are stationed just outside the crumbled debris.

#1 Lvl 1 - Slav	EXP 50	MONEY 4 Cr.	WEAP. ORCISH SCIMITAR*
Body 30	FAT 26	Mov 13	Dodge 50%+3 PSF
STAM 40%+3 PSF	Will 40%+0 PSF		
SKILLS	DF	PSF	TSC
SWORD	3	3	33
			SPEED
			12/9
			DMG
			5+2
			CRIT
			9-10

#2 Lvl 2 - Slav	EXP 85	MONEY 1 Cr.	WEAP. ORCISH SCIMITAR*
Body 35	FAT 33	Mov 16	Dodge 50%+9 PSF
STAM 40%+0 PSF	Will 40%+0 PSF		
SKILLS	DF	PSF	TSC
SWORD	2	6	46
			SPEED
			12/9
			DMG
			5
			CRIT
			9-10

*because of the weapon, the TSC% is -10%

H) **The Commandant's Office And Chambers** - There is an 80% chance that the party can surprise the three people in the office. The raiders are eating around a small round table.

#1 Lvl 4 - Slav	EXP 250	MONEY 12 Cr.	WEAP. GLADIUS
Body 33	FAT 33	Mov 16	Dodge 50%+12 PSF
STAM 40%+9 PSF	Will 40%+3 PSF		
SKILLS	DF	PSF	TSC
SWORD	2	14	64
			SPEED
			12/9
			DMG
			4+1
			CRIT
			9-10

#2 Lvl 4 - Slav	EXP 250	MONEY 14 Cr.	WEAP. GLADIUS
Body 33	FAT 31	Mov 15	Dodge 50%+9 PSF
STAM 40%+6 PSF	Will 40%+3 PSF		
SKILLS	DF	PSF	TSC
SWORD	2	17	64
			SPEED
			12/9
			DMG
			4+2
			CRIT
			9-10

OTTO THE LEADER

#3 Lvl 5 - Slav	EXP 375	MONEY 20 Cr.	WEAP. WAR AX
Body 30	FAT 26	Mov 13	Dodge 50%+ PSF
STAM 40+9 PSF	Will 40%+12 PSF		

STATS	AGI	APP	BV	CON	DSC	INT	PTY	STR	WIS
ATTRIB	15	10	16	16	15	16	6	17	14
AR%	76	58	79	79	76	79	40	82	73

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	17	67	12/9	5+5	9-10
LEADER	4	9	59	N/A	N/A	N/A
INTIMIDATE	4	12	4	N/A	N/A	N/A

Otto, the leader of the Slavs, is a smart person with an intelligence of 16 and a wisdom of 14.



He is a reasonable man. He seems somewhat out of place, considering the men he has chosen to work with. He will cut a deal for his own survival if he is offered the chance. However, he will never tell anyone who he is working for. If captured, he will take the first chance he can to escape cleanly. If he does escape, he will vanish into the forrest. No amount of tracking skill will be able to pick up his trail.

I) **Barracks** - There are six Slavs in the barracks trying to get some rest.

#1 Lvl 1 - Slav	EXP 50	MONEY 1 Cr.	WEAP. GLADIUS
Body 35	FAT 32	Mov 10	Dodge 50%+0 PSF
STAM 40+0 PSF	Will 40+0 PSF		
SKILLS	DF	PSF	TSC
SWORD	2	5	55
			SPEED
			12/9
			DMG
			4+1
			CRIT
			9-10

#2 Lvl 2 - Slav	EXP 85	MONEY 2 Cr.	WEAP. INF. SPEAR
Body 34	FAT 31	Mov 12	Dodge 50%+6 PSF
STAM 40%+0 PSF	Will 40%+3 PSF		
SKILLS	DF	PSF	TSC
SPEAR	2	9	59
			SPEED
			12/9
			DMG
			5
			CRIT
			10

#3 Lvl 1 - Slav	EXP 50	MONEY 3 Cr.	WEAP. MACE
Body 35	FAT 33	Mov 16	Dodge 50%+9 PSF
STAM 40%+9 PSF	Will 40%+0 PSF		
SKILLS	DF	PSF	TSC
MACE	4	3	33
			SPEED
			99/99/99
			DMG
			6+7
			CRIT
			9-10

#4 Lvl 1 - Slav	EXP 50	MONEY 1 Cr.	WEAP. GLADIUS
Body 36	FAT 35	Mov 17	Dodge 50%+13 PSF
STAM 40%+0 PSF	Will 40%+0 PSF		
SKILLS	DF	PSF	TSC
SWORD	2	5	55
			SPEED
			99/99/99
			DMG
			4
			CRIT
			9-10

#5 Lvl 1 - Slav	EXP 50	MONEY 2 Cr.	WEAP. GLADIUS
Body 38	FAT 33	Mov 11	Dodge 50%+0 PSF
STAM 40%+0 PSF	Will 40%+0 PSF		
SKILLS	DF	PSF	TSC
SWORD	2	5	55
			SPEED
			12/9
			DMG
			4
			CRIT
			9-10

#6 Lvl 2 - Slav	EXP 85	MONEY 1 Cr.	WEAP. ORCISH SCIMITAR*
Body 35	FAT 33	Mov 12	Dodge 50%+0 PSF
STAM 40%+12 PSF	Will 40%+0 PSF		
SKILLS	DF	PSF	TSC
SWORD	2	8	48
			SPEED
			12/9
			DMG
			5+3
			CRIT
			9-10

*because of the weapon, the TSC% is -10%

NOTE: Try to stress to the players that several things don't add up about this situation: **1)** The money carried by the raiders is **gold**, not the usual copper or silver carried by most people. Even brigands who work a major trade route (which this road isn't, as yet.) and who have been very lucky (These thugs aren't that good.) don't carry this much wealth **per person**. They should not have been able to acquire gold in this area. **2)** Something else is wrong, too. Except for Otto and his two henchmen, the bandits are careless, stupid **beginners**. They are just barely skilled with their weapons and don't seem to know anything about "proper" highway robbery. **3)** Not to mention: Why are these men carrying **Orcish** weapons? And where did they get them? It would certainly seem as if somebody did not want Storm Hill to be completed.



rather than describe every single day of the next several weeks, we are providing a rough timeline of events and encounters. Use the various encounters described below to spice things up.

This gives the players a chance to work with the "downtime" experience charts, should they choose to spend their time pursuing such things. Otherwise, they can participate in the encounters.

Use the explanation of downtime experience and its uses from *chapter 11 of C&S*.

Through out the calendar we have sprinkled building comments in () - these are to show the progress of the keep. If the dwarves have stayed around, you may speed these up by 50%.

WEEK 1: APRIL 10 - 17

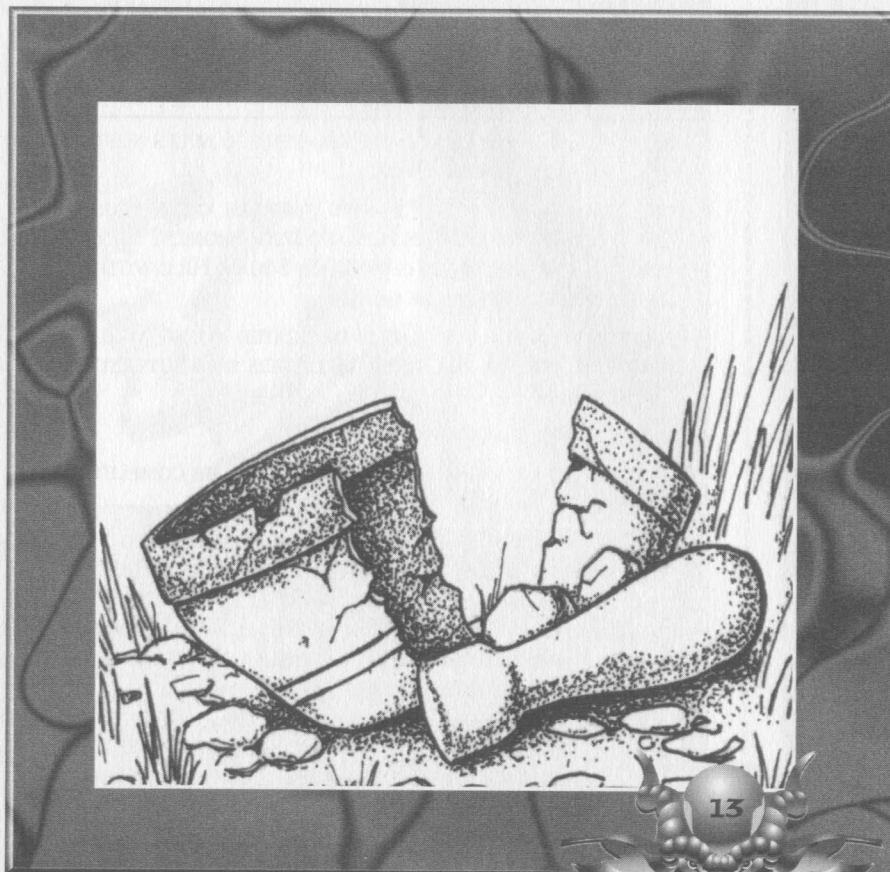
UNLOAD AND SET UP MAIN FORGE. BEGIN CLEARING LAND FOR FIELDS.

(THE INNER CURTAIN AND WARD ARE FINISHED.)

COPPER FOUND IN GOD'S ANVIL 5 MILES NORTH-NORTHWEST OF STORM HILL (SEE DISCOVERIES). AFTER CAREFUL STUDY OF THE MINES, MASTER DAFFYD SAYS THAT THE MINERS SHOULD BE ABLE TO GET HALF A TON OF COPPER ORE OUT PER WEEK.

LONE HUMAN RIDER IN BLACK SPOTTED OVERLOOKING HILL S-SE OF STORM HILL.

SMOKEHOUSE AND STORAGE SHED BUILT IN FUTURE TOWN. PUBLIC WELLS TO BE DUG



Time Passes - A Calendar

A CARAVAN ARRIVES TO TRADE WITH THE NEW TOWN. (SEE THE TRADERS.)

HUNTERS FIND ABUNDANCE OF DEER, RABBIT, ETC. IN THE NEARBY FOREST. ALSO THERE IS AN ABUNDANCE OF FISH (MUSKELLUNGE & STURGEON) FOUND 1.5 MILES EAST OF STORM HILL IN TRIBUTARY.

ONE NIGHT, DURING COLD SNAP, WOLVES BREAK INTO SMOKE HOUSE AND STEAL MEAT.

MESSANGER RIDING ON ARABIAN HORSE COMES ON APRIL 17. HE SAYS THAT LORD SEAN AND HIS PARTY WILL BE HERE IN TWO WEEKS.

WEEK 2: APRIL 18 - 24

MAJOR BUILDING OF TOWN OUTSIDE OUTER CURTAIN IS BEGUN.

(ONE OF THE OUTER CURTAIN WALLS IS FINISHED.)

ALSO BEGINNING OF CROP PLANTING.

WHILE HUNTING THE WOLVES DOWN, <DEREK WILLS> FINDS A FINE PESTLE, AND A BROKEN MORTAR. THEY ARE MADE OF VERY HIGH QUALITY MATERIALS.

ELVEN RAIDERS BREAK INTO STORAGE SHEDS, BUT STEAL NOTHING (RECONNAISSANCE)

WEEK 3: APRIL 25 - MAY 1

LORD SEAN ARRIVES WITH COLONISTS ON THE 25TH. LORD SEAN TELLS THE KNIGHT LEADING THE EXPEDITION THAT HE IS WORRIED THAT THE EARLY PLANTING OF CROPS HE ORDERED MIGHT

HAVE BEEN A MISTAKE. HOWEVER, WHAT ELSE COULD HE DO? HE WARNS THE KNIGHT THAT IF THE CROPS FAIL IN WYNDVALE, HE WILL NEED STORM HILL'S EXCESS TO MAKE UP THE DIFFERENCE. HE STRONGLY SUGGESTS THAT THE KNIGHT CLEAR MORE LAND AND PLANT EXTRA CROPS SO THAT THERE IS EXCESS.

EASTER IS CELEBRATED ON CORNER STONE WHERE THE TOWN CHURCH WILL BE ERECTED.

ANOTHER DARK RIDER IS SEEN NORTH OF TOWN.

WEEK 4: MAY 2 - 8

ELVEN ENVOY COMES TO STORM HILL.

(SEE THE ELVES - SECTION 2.)

2 COLONISTS MISSING. THEY WERE LAST SEEN NEAR THE COPPER MINE

VEIN OF IRON IS FOUND 7 MILES WEST OF GOD'S ANVIL

HOT SPRINGS FOUND 4 MILES EAST OF STORM HILL (SEE DISCOVERIES.)

LORD SEAN LEAVES PROMISING ADDITIONAL MINERS AND TROOPS.

WEEK 5: MAY 9 - 15

ANOTHER COLONIST IS MISSING.

HUNTERS FIND A DEAD WARG WITH A BROKEN LEG AND A SLIT THROAT. IF THE PARTY INVESTIGATES,

THEY FIND AN ABANDONED ORC CAMP (ABOUT 20 ORCS), TRAIL LEADS OFF TO THE BADLANDS. GRANARY BEGUN JUST OUTSIDE OF TOWN HUNTERS REQUEST EXTRA SMOKEHOUSES BE BUILT.

WEEK 6: MAY 16 - 22

TWO MORE COLONISTS TURN UP MISSING. STILL NO SIGN OF THE OTHERS. THERE IS A LOGGING ACCIDENT IN THE FOREST AND AN ELF THAT NO ONE RECOGNIZES SAVES THE LOGGER’S LIFE. THE ELF WARNS THE LOGGERS TO BE MORE CAREFUL. HE ALSO HINTS THAT THERE MAY BE MORE TO GOD’S ANVIL THAN MEETS THE EYE. IF QUESTIONED CLOSELY, HE WILL ONLY COMMENT THAT MINES ARE DANGEROUS PLACES AND THAT THE HUMANS MIGHT NOT BE THE ONLY ONES INTERESTED IN THE COPPER. HE WILL STRESS THE NEED FOR CAUTION AND THEN LEAVE. HIS TRAIL WILL VANISH INTO THE FOREST.

WEEK 7: MAY 23 - 30

1ST SHIPMENT SENT BACK TO WYNDVALE VIA SWIFT RUN. 8 CARTS OF RAW MATERIALS (MOSTLY DRIED MEAT, LEATHER AND GOODS FROM THE ELVES.) ARE SENT. WITH SO MUCH DONE ON THE KEEP, A CONSTRUCTION CREW WITH ESCORT (PCs) ARE SENT 15 MILES (1.5 DAYS) SOUTHEAST TO BEGIN A WATCHTOWER 60’ TALL. THIS IS TO BE THE FIRST TOWER OF THE WARNING CHAIN. CREW BEGINS DIGGING FOUNDATION FOR TOWER. TOWER TO BE CALLED SIMPLY “TOWER ONE”. THE TOWER AND STORM HILL WILL COMMUNICATE VIA SMOKE, FIRE SIGNALS, AND MESSENGERS IF NEED BE. (SEE TOWER ONE.) (ONE OF OUTER CURTAINS TOWERS FINISHED)

WEEK 8: MAY 31 - JUNE 6

100 ACRES OF FOREST BURN ON OTHER SIDE OF TRIBUTARY. THE PC’S ARE DISPATCHED FROM TOWER ONE TO DEAL WITH THE ELVES. (SEE THE ELVES - SECTION 3.) 7 CARTS COME BACK FROM SWIFT RUN. (ONE WAS LOST IN A LANDSLIDE.) WORD FROM WYNDVALE IS AS LORD SEAN FEARED. MORE THAN 20% OF THE SPRING CROPS HAVE FAILED.

WEEK 13: JUNE 7 - 13 PC’S GET BACK TO STORM HILL. 60 MINERS AND 90 SOLDIERS FROM WYNDVALE ARRIVE AT STORM HILL. FOUNDATION FINISHED FOR TOWER ONE. MINERS REPORT TOOLS DISAPPEARING IN MINE.

WEEK 9: JUNE 14 - 20

TWO MORE COLONISTS ARE MISSING. HUNTERS FIND STRANGE CAMP SITE 10 MILES EAST OF STORM HILL (ORCISH CAMP SITE, BEEN ABANDONED FOR 3-5 DAYS. SHIELD FOUND WITH BLOOD RED HAND DRAWN ON IT)

WEEK 10: JUNE 21 - 27

1ST CROP HARVEST BEGUN MESSENGER ARRIVES. BY LORD SEAN’S ORDERS, THE PC’S ARE HONORED AS “THE COMPANIONS OF STORM HILL”.



(THIS GIVES THEM A +3 BOOST TO SOCIAL STATUS WHILE DEALING WITH INHABITANTS OF STORM HILL AND GIVES THEM MINOR ENFORCEMENT POWERS EQUIVALENT TO A SHERIFF’S DEPUTY INSIDE STORM HILL. ANYWHERE ELSE IN LORD SEAN’S DEMESNE, THE PLUS IS ONLY +1 AND THE ENFORCEMENT ABILITIES DO NOT APPLY. THIS GIFT IS ONLY GOOD WITHIN LORD SEAN’S BORDERS AND WILL CERTAINLY BE WITHDRAWN IF ABUSED.)

WEEK 11: JUNE 28 - JULY 4

TOWER ONE IS 30’ HIGH AND THE TROOPS HAVE 30% OF THE RAMPART SURROUNDING IT COMPLETED. 2ND SHIPMENT TO WYNDVALE IS SENT, 20 CARTS (HALF FOOD), ESCORTED BY 15 SOLDIERS

WEEK 12: JULY 5 - 11

TOWER ONE IS 60 FEET HIGH AND RAMPART AROUND IT IS FINISHED. THE CREW AT TOWER ONE ALSO BEGINS BUILDING SUPPORT COMPOUND OF 2 FARM HOUSES AND BARRACKS. TWO MORE COLONISTS MISSING; TWO TEENAGED GIRLS. THEY WERE LAST SEEN NEAR THE MINES, TAKING A LUNCH TO THEIR FATHER. (2ND OUTER CURTAIN TOWER FINISHED)

WEEK 13: JULY 12 - 18

MESSENGER ARRIVES. LORD SEAN WILL BE HERE NEXT WEEK. MAIN STRUCTURES AND MOST OF THE SUPPORT COMPOUND COMPLETE AT TOWER ONE. GUARDS THERE SEND MESSAGE, AND REQUEST TWO FARMING FAMILIES BE SENT TO HELP MAINTAIN THE TOWER. MASTER DAFFYD IS KILLED IN THE MINES. (THIS IS THE HUNTING SEASON ENCOUNTER.)

WEEK 14 JULY 19 - 26

CONSTRUCTION CREW AND 15 GUARDS SENT 15 MILES NORTH WEST TO BUILD TOWER TWO. LORD SEAN ARRIVES, WITH 75 MORE WORKERS AND REWARDS KOBOLD SURVIVORS. HE IS PLEASED WITH PROJECT. HE REWARDS THE KNIGHT IN CHARGE OF STORM HILL WITH A SMALL PRESENT FROM THE QUEEN. TOWN CHURCH IS FINISHED AND IS DEDICATED ALONG WITH A MEMORIAL SERVICE FOR THOSE VILLAGERS SLAUGHTERED BY THE KOBOLDS. (2ND WALL FINISHED OF OUTER CURTAIN) MASTER JAMES EXPLAINS THAT THE KEEP WILL BE COMPLETELY FINISHED BY EARLY TO MID OCTOBER. AFTER THE DEDICATION, LORD SEAN WILL REQUEST THAT THE “COMPANIONS” ESCORT HIM ON A TOUR OF STORM HILL AND ITS ENVIRONS. HE PARTICULARLY WANTS TO SEE TOWER ONE AND THE TWO MINES. THE TOUR IS UNEVENTFUL AND ALL CONCERNED ARE VERY PLEASED TO SEE THEIR LORD. SEAN WILL BE VERY FAVORABLY IMPRESSED WITH THE PLAYER CHARACTERS. HE WILL PERSONALLY REWARD 1 CR. TO EACH OF THE COMPANIONS. ANY NON-NOBLE CHARACTERS WILL RECEIVE PERMANENT “LETTERS TO RIDE” AND A DECENT RIDING HORSE. HE WILL CONFIRM THE LEADER OF THE COMPANIONS (IF NOBLE) AS HIS OFFICIAL VASSAL AS WELL. WHEN THE PLAYERS ARE READY, PROCEED TO “ENDING”



Leigh de Merook
Human Thief
1st level
5’ 4” 132 lbs 18 years
Body 31
Fatigue 32
Neutrally aspected Aries
BBR: 8/5/3
FRR: 6/3
JUMP 10 ft
MOV 17
LCAP/CCAP:163/82

Agility	17	Money:
Appearance	10	Items: Back Pack (50 lbs)
Bardic Voice	10	Flint/Steel
Discipline	13	Dagger / Sheath and Belt
Constitution	17	Wool Blanket
Intellect	16	Set of Thieves tools
Strength	12	Rope (50’)
Piety	4	Whet Stone
Wisdom	17	1 Gal Water Skin



Derek Wills-
Human Forester 1st level
5’ 9” 192 lbs 18 years
Body 35
Fatigue 31
Neutrally aspected Leo
BBR: 8/4/2
FRR: 6/3
JUMP 11 ft
MOV 17
LCAP/CCAP:163/82

Agility	17	Money:
Appearance	10	Items: Back Pack (100 lbs)
Bardic Voice	10	Double wt Blanket
Discipline	15	Rope (50’) & Grappling Hook
Constitution	16	Claymore /Sheath and belt
Intellect	13	Composite Bow
Strength	18	3 Gal Water Skin
Piety	8	Flint/Steel
Wisdom	12	10 Hunt / 10 War Arrows / Quiver



René DelaCroix-
Human Knight 1st level
5’ 11” 222 lbs 18 years
Body 36
Fatigue 33
Well aspected Aries
BBR: 8/4/2
FRR: 6/3
JUMP 10 ft
MOV 17
LCAP/CCAP:163/82

Agility	17	Money:
Appearance	12	Items: Claymore / Sheath and Belt
Bardic Voice	10	Back Pack (50 lbs)
Discipline	12	Lantern (24 hrs) / 3 pints oil
Constitution	16	Dagger / Sheath
Intellect	14	Flint/Steel
Strength	17	Double wt. Blanket
Piety	8	Kite Shield & Chain Mail Hauberk
Wisdom	14	Heavy War Horse



Thomas Lane
Adventurer
1st level Merchant
5’ 6” 137 lbs 18 years
Body 28
Fatigue 28
Neutrally aspected Aquarius
BBR: 7/4/2
FRR: 5/2
JUMP 9 ft
MOV 13
LCAP/CCAP:143/72

Agility	10	Money:
Appearance	15	Items: Back Pack (50 lbs)
Bardic Voice	17	Sword / Sheath and Belt
Discipline	14	Belt Wallet
Constitution	14	Double Wt. Blanket
Intellect	16	Leather Two Man Tent
Strength	14	3 Quill Pens
Piety	5	3 Black ink Pots
Wisdom	16	5 Pieces Parchment

Special: Sense good, light sleeper

Skill	DF	Lvl	BC%	PSF	TSC%
Alert-Sight	7	0	5%	0	5%
Alert-Sound	7	0	5%	0	5%
Stamina	3	0	40%	10	50%
Dodge	3	0	40%	6	46%
Willpower	3	0	40%	6	46%
Lan (own)	1	0	60%	0	60%
1 Great Sword	3	3	40%	12	42%
2 Mounted Combat	4	0	30%	12	42%
3 Archery(M)	3	6	40%	30	70%
4 Riding	3	1	40%	11	51%
5 Tracking(M)	3	2	40%	8	48%
6 Bowery	4	2	30%	12	42%
7 Blending(M)	2	2	50%	8	58%
8 Cooking	3	0	40%	2	42%

Derek grew up just outside of Wyndvale. The forest became his school and the animals his teachers. Other than these companions, he had only his mercenary sergeant father who taught him to wield the sword and fire a bow. As a young man, Derek found that he was able to sense the good or lack of good in a person. When he turned 14, his father introduced him to a Master Bowyer. Derek spent the next few years honing his skills of weapons and the forest. But Derek longed for adventure. The stories his father had spun of his fighting days tormented Derek, for he felt as if he was not going anywhere. When Derek, in town for supplies, heard the announcement of the Border Watch to the north, he knew his skills would prove useful. Jumping at the chance, he soon persuaded his father to let him go



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Special: Enhanced sight

Skill	DF	Lvl	BC%	PSF	TSC%
Alert-Sight	7	0	5%	10	15%
Alert-Sound	7	0	5%	0	5%
Stamina	3	0	40%	8	48%
Dodge	3	0	40%	8	48%
Willpower	3	0	40%	2	42%
Lan (own)	1	0	60%	0	60%
1 Dagger (M)	1	3	60%	19	79%
2 Stealth	3	2	40%	12	52%
3 Detect Traps	3	1	40%	13	53%
4 Pick Locks (M)	2	2	50%	16	66%
5 Street Wise(M)	3	2	40%	16	56%
6 Set-disarm traps	2	2	50%	16	66%

Leigh was the first born son and only surviving member of the infamous "Rookery" Thieves Guild. His father, Steven the Rook was Guildmaster and Leigh's mentor. Steven taught Leigh the skills of a thief, but training was interrupted when Steven decide to burgle the house of a particularly disagreeable mage. After Steven's death, Leigh decided on a change of locale & traveled to Wyndvale. Mistakenly believing himself his father's equal, Leigh was caught in the marketplace attempting to steal the coin pouch of the Sergeant of Arms. Lord Sean took pity upon the young man and offered him this deal; a full pardon if certain conditions were met: 1) Leigh would go to Storm Hill and stay for two years. 2) Leigh would help the leader of Storm Hill and the Border Watch gather information. 3) Leigh would not use his skills to trouble anyone at Storm Hill. In addition to the pardon, if Leigh successfully meets the terms of his probation for two years, then he will be given his own plot of land by the river at Storm Hill and 25 crowns. If he violates his probation, that 25 crowns will be paid as a bounty to the men who track him down and hang him. Sean also provided Leigh with equipment and funds for the journey to Storm Hill.



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Special: keen vision, night vision

Skill	DF	Lvl	BC%	PSF	TSC%
Alert-Sight	7	0	5%	10	15%
Alert-Sound	7	0	5%	0	5%
Stamina	3	0	40%	0	40%
Dodge	3	0	40%	16	56%
Willpower	3	0	40%	0	40%
Lan (own)	1	0	60%	0	60%
1 Dagger	3	0	40%	27	67%
2 Elven Bow	3	3	40%	33	73%
3 Spell Research	3	0	40%	4	44%
4 First Aid	2	2	50%	18	68%
Mode of Magic	DF	Lev	PMF	ML	
Witch craft (M)	4	3	19	1	
Magic Method	DF	Lev	BSC	PSF	TSC
AIR	3	1	40%	9%	49%
PLANT (M)	3	1	40%	9%	49%
TRASMUTATION	4	1	30%	9%	39%

"Shylla" is the first and favorite child of her Elven parents. Early in her life, she felt drawn to her parents' magical studies. She studied witchcraft for several years under the tutelage of Klaristenedra. During her studies, she also added the healing arts to her talents. Now at the young age of 70 (which equals a teenager in human terms) She has seen the world outside her forest and wishes to learn more about this race of people who will affect her and her tribe for many years to come. Like any youngster, she is impatient and rash and does not always think before she acts.

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Special: Enhanced sight

Skill	DF	Lvl	BC%	PSF	TSC%
Alert-Sight (M)	5	0	20%	10	30%
Alert-Sound	7	0	5%	0	5%
Stamina	3	0	40%	8	48%
Dodge	3	0	40%	8	48%
Willpower	3	0	40%	2	42%
Lan (own)	1	0	60%	0	60%
1 Dagger (M)	1	3	60%	17	67%
2 Stealth	4	2	40%	18	58%
3 Detect Traps	4	1	40%	11	51%
4 Crossbow (M-3)	1	2	60%	14	74%
5 Street Wise	4	2	30%	13	43%
6 Set-disarm traps	4	2	30%	14	44%

Anthony was the son of a Knight Errant who served a Count in Western Elb. He was expected to follow in his father's footsteps and was thus trained in the art of combat. Anthony however preferred close quarter combat with his dagger or distant combat with his crossbow. He did not care for the restrictions and duties of a chivalrous knight. What Anthony longed for was adventure. At the age of sixteen, he ran away from his home. Since then, he has spent the last eight years roaming Elb and searching for a purpose. When he found himself in Wyndvale and heard the announcement of the excursion going into the "Wastelands", he realized that this was the answer to his quest. He was first in line at the tables.



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Special: Enhanced sight

Skill	DF	Lvl	BC%	PSF	TSC%
Alert-Sight	7	0	5%	10	15%
Alert-Sound	7	0	5%	0	5%
Stamina	3	0	40%	0	40%
Dodge	3	0	40%	0	40%
Willpower	3	0	40%	8	48%
Lan (own)	1	0	60%	0	60%
1 Slash Sword	3	2	40%	6	46%
2 Math	4	2	30%	14	44%
3 Bargaining(M-3)	1	3	60%	19	79%
4 Charm (M)	3	2	40%	12	52%
5 Detect Traps	4	2	30%	14	44%
6 Hear Rumors	2	2	50%	14	64%
7 Piloting	4	0	30%	8	38%

Thomas's father Randolph owns one of the most prosperous shops in Wyndvale. He also runs a caravan into the interior of Elb. He has been exploring the possibility of expanding Northwards to Austrix. Once Randolph heard of the new settlement on the old Caravan route, he began to pressure Thomas into signing up.. They argued for hours on this issue. Thomas finally agreed to go. His main reason was to get away from his father's scheming and profit-hunger. However, once he saw the possibilities of this new settlement, he has begun to hatch a few schemes of his own.



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Skill	DF	Lvl	BC%	PSF	TSC%
Alert-Sight	7	0	5%	0	5%
Alert-Sound	7	0	5%	0	5%
Stamina	3	0	40%	12	52%
Dodge	3	0	40%	12	52%
Willpower	3	0	40%	2	42%
Lan (own)	1	0	60%	0	60%
1 Great Sword(M)	3	3	40%	19	59%
2 Lance(M)	3	1	40%	9	49%
3 Ride War Hors	3	1	40%	9	49%
4 Mounted Combat	5	0	20%	10	30%
5 Dagger	3	0	40%	10	50%
6 To Hy. Armor	4	0	-%	-	-%
7 Riding	2	2	50%	11	61%
8 Courtly Manners	3	0	40%	0	40%

René is the second son of Sir Marcus the Iron Hand. Being a son of a hero of so many battles, has put a weight upon young René. René has always excelled at his knightly training. He was made a squire at the age of 12. Since then he has worked hard through out the years homing his skills of both combat, and the ways of chivalry. René was knighted on the first of the new year. When René's father heard of Queen Elyssa's plan to start a watch and place settlements on the borders, he was delighted. He believed that this was the chance for René to stand on his own and prove himself. René himself is eager to escape his father's shadow.



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Special: Sense Magical Forces

Skill	DF	Lvl	BC%	PSF	TSC%
Alert-Sight	7	0	5%	0	5%
Alert-Sound	7	0	5%	0	5%
Stamina	3	0	40%	8	48%
Dodge	3	0	40%	8	48%
Willpower	3	0	40%	10	10%
Lan (own)	1	0	60%	0	60%
1 Slash Sword	3	2	40%	10	50%
2 Spell Research	3	1	40%	13	53%
3 Spell Enchnt	3	1	40%	13	53%
4 Mage Speech	2	0	50%	10	60%
5 Mage Write	3	0	40%	10	50%
6 Cooking	3	0	40%	10	50%
Mode of Magic	DF	Lvl	PMF	ML	
Mage craft(M)	5	0	25	2	
Methods	DF	Lvl	BSC	PSF	TSC
Transcendental(M)	31		40%	15%	55%
Transmutation(M)	31		40%	11%	51%

Darien is the second son of Lord Sean's Chamberlain. With his father in such a high position, Darien was able to receive a considerable education. This allowed him many different choices for his life's work. Then on his 14 birthday, he saw a traveling wizard perform for Lord Sean during a feast. During the performance, Darien noticed the mage staring at him oddly. A few days later, Darien began to notice when magic was around. From that moment, he began to scour the archives of Wyndvale, and pestered his father unceasingly to be allowed to learn magic. His father finally gave in and introduced Darien to a wizard. Darien eagerly began his education in magic but it ended four years later when his Master left Wyndvale to go to the Capitol of Elb. Darien craved more knowledge and hoped that by adventuring he could earn enough to travel to the Capitol and rejoin his master. When word of the northern expedition came to his attention, he said a prayer of thanks and began to pack. This was the opportunity he'd been waiting for.

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Skill	DF	Lvl	BC%	PSF	TSC%
Alert-Sight	7	0	5%	0	5%
Alert-Sound	7	0	5%	0	5%
Stamina	3	0	40%	6	46%
Dodge	3	0	40%	6	46%
Willpower	3	0	40%	6	46%
Lan (own)	1	0	60%	0	60%
1 Staff	4	2	30%	12	42%
2 Theology	2	2	50%	12	62%
3 First Aid	2	1	50%	9	59%
4 Healing Art 1(M)	2	2	50%	12	62%
5 Healing Art 2(M)	2	1	50%	9	59%
6 Cooking	3	0	40%	6	46%
7 Faith	4	1	**	2 (PFF)	** All rank 1 AOF

Duncan is the second son of a prominent Baronet of Elb. His family had long expected that he would join the Church in some capacity. Thus, He was allowed to spend much of his youth studying and preparing for the priesthood. His interests led him towards healing and helping others. In order to appease his father who wanted no son of his to become fat and lazy, Duncan took up the quarter staff and kept up his training. As he grew older, he found that his family's choice of a career was very apt for the calling to help others began to overwhelm him. Duncan began to work at his training in Seminary and soon excelled. His mother's proudest day came when Duncan was ordained as a priest. Soon after this, he learned that a new settlement was being constructed on the frontier. This new settlement would need guidance and a fresh mind able to deal with challenges. Storm Hill is Duncan's first parish and he is ready for just about anything.



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Anthony LeNardo
Human Adventurer
Crossbowman
1st Level
6' 6" 310 lbs 24 years
Body 32
Fatigue 33
Neutrally aspected Leo
BBR: 7/4/2
FRR: 5/2
JUMP 13 ft
MOV 16
LCAP/CCAP:200 /100

Agility 16
Appearance 13
Bardic Voice 12
Discipline 19
Constitution 14
Intellect 17
Strength 10
Piety 4
Wisdom 14

Money:
Items: Dagger / Sheath and Belt
Cross Bow / 20 bolts
Backpack (25 lbs)
Leather Armor
Flint/Steel
Riding Horse
4 Man Leather Tent
3 Gal Water Skin



Shyllesthenna-"Shylla"
Elf Witch 2st level
4' 11" 71 lbs 70 years
Body 26 Fatigue 29
Well aspected Capricorn
BBR: 8/4/2
FRR: 6/3
JUMP 11 ft
MOV 19
LCAP/CCAP:55/28

Agility 22
Appearance 12
Bardic Voice 11
Discipline 10
Constitution 16
Intellect 14
Strength 9
Piety 9
Wisdom 16

Money:
Spells Method MRF
Armor of Stout Leather Transm 0
Demeter's Touch Plant 1
Thorn Dart Plant 1
Breeze Air 1
Snuff Air 1

The following sections are expanded descriptions of the important events. The GM should use the descriptions to role-play the events as needed.

Discoveries

THE QUARRY

Your party travels north-northwest of Storm Hill for about seven miles. You break out of the surrounding trees to crest a small hill. At the base of the hill, you see a very old dirt road.

When the party follows the road they find the following:

This is the old stone Quarry that Dalton spoke of. It is roughly 1 mile long by 3/4 of a mile wide. The road that leads down 300 feet to the quarry's bottom is 30 feet wide and has carved steps 2 feet wide on both sides of the ramp. At the bottom are several broken blocks of cut stone and a lot of rubble.

Investigation will find the remains of an office. If the party searches carefully, they will find several small silver coins bearing marks from the old Imperium. The coins are about 200 years old.

THE HOT SPRINGS

Heading East from Storm Hill and across the river, The party travels about 7-8 miles. Suddenly, the smell of old eggs leads them to a patch of hills. Nestled between the hills are five small pools of hot natural springs. Four of the five have large amounts of sulfur bubbling out of them. The fifth has only minor traces of sulfur in it and is clear enough to see the bottom where the water comes shooting up from the depths of the earth. All the pools are hot enough to scald human skin.

The Mines

The party discovers two mines during the course of the calendar.

THE COPPER MINES

Riding north of Storm Hill through clumps of old trees the wind from the north stops. After the party pass through a thick clump of trees they see what blocked the wind. Forty feet in front of them is the hill the Dwarves call God's Anvil. The dwarves call it this because it seems to attract storms and lightning. The strikes look like sparks from an anvil. As the party heads west towards a cave entrance, they see a green-tinted lake some 350 feet in front of them. After careful study Master Daffyd says that the miners should be able to get half a ton of copper ore from the mine per week.

THE IRON MINES

Across 6 miles of flat land west of God's Anvil, The party comes across a 20 foot high hill that has several rusty red veins in it. The dwarves call the veins "Lady's Blood." A wooded area about 3 miles in diameter begins on the west side of the hill. There is no evidence of any kind of mining work here. A tiny spring in the wooded area bubbles with rusty water.

THE TRADERS

A caravan from Austrix comes to trade. Its masters are Herr Karl Jaeger and his brother Herr Josef. It is a family run caravan. They will trade skins, furs, leather, info, and flash powder (fire

starter). They are looking for foodstuffs, iron weapons, and repairs to their wagons.

The caravan usually heads all the way to Swift Run, but this spring, the Jaegers decided to stop at Storm Hill. They were hoping that people would be here this year after they saw the construction begun last spring.

If they are treated well, they will offer to set up a regular route between their home and Storm Hill. They are sincere in their offer an if it is accepted, the GM can assume that Jaeger's caravan will show up about twice a year.

The caravan consists of five family wagons and two cargo wagons. One wagon is Karl's, a second belongs to Josef and a third belongs to Karl's eldest son Nikolai. The others hold the galley and the children of the caravan.

The Elves

SECTION 1

You come upon a smoky brush fire. It is dying out, but one patch, has found some fresh growth and is refusing to die. There are two elves, a male and a female, dousing the fire. They are covered in soot and close to exhaustion. They are gamely trying to conquer the wandering flames. The elves are succeeding, but are just about at the end of their strength. They will be wary of the humans at first, but appreciative of any assistance with the fire.

The elves are slowly succeeding but are just about at the end of their strength. They will be wary of the humans at first, but will be very appreciative of any assistance with the fire.

Afterwards, if anyone is injured, the female, Klaristenedra (or Klarisa) will heal them. The male is her brother, Shalathendrin (or Shalath). They are part of a local tribe which inhabits the Rowanwood Forest. The elves have met the centaur described in the encounter tables. If asked about him, Shalath, who has done more scouting in the area, says that the Centaur herd usually roams north of the hills but Nicker is a bit of an eccentric loner. He likes to explore and find interesting things, but usually does not head so far south.

If asked about "the dark ones" that Nicker mentioned, Shalath will mention that there have been one or two raids by Orcs in the past year. The Orcs might be the dark ones that Nicker mentioned. Both elves agree that Orcs would make Nicker travel farther south, possibly to look for another range for his herd.

They are curious as to the party's destination. If told about Storm Hill, they will become inquisitive for information but not so that they are uncourteous or rude.



You are working on the keep when a guard shouts a warning. You look up to see three graceful Elven figures approaching the bridge from across the river.

The group is an envoy from the local tribe of Elves. It consists of three people. The first two are are Klarisa and Shalath. The third is Klarisa's student, Lyandadelessandra.

The local chief, Hernedan, is wary of the human settlement. He wants to set things down explicitly so as to prevent any possibility of troubles. The elves are interested in trade with the humans, but want to limit expansion into their woods

The elves meet with the leaders of Storm Hill and hammer out an agreement/truce. They like the idea of the watchtowers, in principle, and will agree to have some of their scouts provide reports and maps to the towers when they are completed.

The agreements are subject to approval by the Hernedan, Klarisa will warn the negotiators that herchief does not trust humans very much. He will be watching them closely. She explains that if the humans clear too much land or start burning large sections, her chief will see that as a breach of the agreement.

Once things have been hammered out, Shalath will take a copy back to the tribe. Klarisa and Lyanda will stay behind to look over the town. Shalath will return in 3 days with a signed copy, which he presents to Lord Sean. Lord Sean will offer to host a feast to celebrate the signing, the elves agree.

A set of tables will be set up in the courtyard of the Keep as the great hall is not finished enough to host such an affair. Besides, Lord Sean wants to share the bounty with all of the settlers. Once the celebration as gotten underway...

You are enjoying the feast that Lord Sean has arranged to celebrate the trading pact with the elves. Lord Sean is seated with the Elven envoys at the high table. The food is delicious and the entertainment has been very amusing.

During the feast, someone will try to kill Lord Sean with a crossbow. It will be one of the servers clearing dishes from the high table. Give each character a chance to check for the assassin. If none of them catches the person, then the attack will be prevented by Shalath who is sitting next to Lord Sean.

THE ASSASSIN

#3 Lvl 5 - HUMAN EXP 375 MONEY 2 Cr. WEAP. CROSSBOW
BODY 30 FAT 26 MOV 18 DODGE 50%+26 PSF STAM 40%+9 PSF WILL 40%+9 PSF

STATS	AGI	APP	BY	CON	DSC	INT	PTY	STR	WIS
ATTRIB	17	10	16	16	15	16	6	17	14
A.R.%	82	58	79	79	76	79	40	82	73

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
L. CROSSBOW	4	17	47	5 RE:20/3 RE:15	6+2	9-10
DAGGER	1	24	84	9/7	1+2	10
STEALTH	2	21	71	N/A	N/A	N/A
DISGUISE	1	18	78	N/A	N/A	N/A

Note: the assassin's dagger and the first three crossbow bolts are coated with the poison *Aqua Serpents*. The coating on the dagger will last for 1/2 d10 successful strikes. See the Skill Making Poisons in chap. 4 of the *C&S Basic Game* for more information.



The strange man, whom no-one recognizes, will escape to the Northeast. If he is captured, he will mysteriously die by the time he is brought back to the town. Klarisa's examination will reveal that he committed suicide by swallowing a type of poison she does not recognize. She will also find a small tattoo on the man's shoulder. The mark, an open hand with an eye on the palm, will disturb Lord Sean, who obviously recognizes it, but he will not explain why. Kev, if he is serving and gets a chance to see it, will say that the mark seems familiar, but he cannot place it. He will not discuss the mark around Lord Sean.

After the dinner, Shalath and Klarisa will return to the tribe. Lyanda will arrange to stay behind to assist the humans and act as a liaison if necessary. Once the agreement is accepted by the Elves, a trading party will approach Storm Hill about once a month and offer to trade goods with the townsfolk. The townsfolk will also be able to petition Klarisa for her help in healing. Lyanda will know how to get in touch with her if necessary.

SECTION 3

The day after the fire, a messenger arrives and speaks with Lyanda. He will leave after several hours. She will gather the party together. She will tell them that her chieftain blames the human town for the fire. His scouts saw two tall, dark, obviously human figures setting several small blazes that obviously spread and began the fire. This has strained relations with her tribe.

Lyanda explains that she has convinced the messenger that no one from the town was in that area. She is not sure if he will be able to convince her chief, though. She suggests that the party investigate the burned area. If the party can prove that the people of Storm Hill did not start the fires, then her chief will not retaliate.

If a mage or any one with the special ability "**Detect Magical Forces**", investigates, they will be able to detect small traces of magical energy. The starter fires were apparently ignited by magic. Since the party should be able to account for all the mages of Storm Hill at the time of the fire, this should clear the humans of Storm Hill.

If the area is searched, a character who makes a successful *Alertness-sight* roll with +20% to their chances will reveal a small brooch that carries the same mark as the tattoo on the person who tried to kill Lord Sean will be found. If Kev is with the party, he will finally remember where he has seen the mark before. It was part of a shield he once saw. Lyanda will take the party to her village to tell her chief in person.

The party is met outside a particularly dense section of woods by Shalath. "What are you doing here?" he asks.

"They have evidence that must be brought before the chief," Lyanda explains.

He looks at her, mildly curious. "And you would have led them straight to us? That would not bode well for their reception, little one. Or yours."

Lyanda looks sheepish. Shalath smiles at her. He turns to <Rene> and says, "I will guide you in. However, you will have to be blindfolded." If <Derek> mentions that he might be able to find the forest anyway, Shalath only smiles. "I have ways to avoid that, my friend." The party is blindfolded and led down a path. Any who do not agree to be blindfolded will be left behind with the horses. No exceptions.

Any character who attempts to track or use any other skill to remember the trail will have a -30% to do so. Even if they make their Crit Die roll with a 10, they will only be able to follow the trail for 300 feet.

You follow Shalath quietly for what seems to be a few hundred feet. All of a sudden, things seem different. The air smells sweeter, more perfumed. And it sounds as if there are more birds singing. The air also feels warmer, as if it is high summer here.

A mage with the spell **Shining Path** (or something else in that list) or someone who can **Detect Magical Forces** will have a pretty good idea what has just happened.

The party will travel this way for approximately another half mile. Anyone familiar with **Shining Path** will know that this means that the party could be anywhere.

The air and sounds change again, becoming more like what you are used to. Shalath stops your party and removes your blindfolds. He then begins to lead you along a twisty game path.

After about half an hour, you look up as the small game trail that you have been barely following breaks out of the thick woods into a large beautiful clearing around a tall grove. The ground slopes down into a gentle depression surrounding the grove in a roughly circular shape. The trees are several varieties, mostly very tall oak and maple. From their placing and height, you suspect they may have been planted there deliberately. They certainly have been subjected to some sort of magical manipulation as you have never seen trees like these.

Gentle mists seem to shroud the tops and trunks of the trees. You can feel the crowd gathering around you. However, no matter how hard you try, you cannot see anyone save yourselves and the two elves, Lyanda and Shalath.

When you reach the center, you see a dais. On the dais is a throne. A dignified figure is seated there, watching you intently. Lyanda explains that the person seated in the throne is the chief of her tribe. His name is Hernedan Rowanor.

Klarisa comes out from the nearby trees to join the party in its defense. At this point, the situation becomes a matter for **Diplomacy** or some **Charisma**-based skill. The party must account for everyone's whereabouts to the the elves satisfaction. If they can convince the chief, he will grudgingly agree to drop the matter.

Hernedan is not an easy person to convince. It will take some smooth talking and solid evidence to win him over. If the party has no evidence, subtract 20% from their **Diplomacy** rolls. If the party is relying on special abilities for evidence, the chief will ask that the abilities be demonstrated for him. He will bring out a small enchanted crystal as a test for the characters.

If the party has the brooch and shows it to the chief, Klarisa will confirm that it is the same mark she saw on the assassin. For each piece of evidence, add +15% to the party's chances.

Tower One

While surveying the land for the tower, your party discovers the remains of a very old base camp. You find rusted tent pegs, bits of harness, rusted tools, and a



badly damaged mapcase. The case contains a rotted quill and a water damaged map of the area that is virtually unreadable. You also find a rotten leather backpack that protected a small bound book which contains a log of the expedition.

Apparently, the expedition was to map the area 10 years ago. They came down with some disease and perished. The writer bemoans the fact that while he did the best he could, it isn't "Holy Ground" and no-one will be able to even say a prayer for HIM. The last legible lines read: "I leave these few poor words in the hopes that a merciful God will guide them to someone who can see that we are properly laid to rest. May God have Mercy on our souls."

While laying out the foundations, the party will be able to locate the mass grave. If <Father Duncan> is there, he will be able to bless the land with **Sanctify** (a rank 1 act of faith) and put the spirits to rest.

Otherwise, the night after the grave is found, 8 Skeletons with short swords will attack camp. When they are defeated, the bones will turn to dust and a ghost will appear begging the party to free the expedition. The ghost will haunt the campsite every night at the exact same hour the skeletons were defeated until the area is blessed.

SKELETON

HT. 5'8"	WT. 25lbs	BODY 13	FATIGUE 16
MOV 13	DT 5'	SPRINT 8'	AT/DMG
SHORT SWORD BC50%	PSF 10	TSC 60%	
BMR 10		DODGE 40%+25 PSF	
STAM. 40%+0 PSF	WILL 40%+0 PSF		
ARMOR BONE	SLASH 8	CRUSH 4	PIERCE 18
MISSILE 24	ENERGY 6	EXP. AWARD 30	



"My lord, Forgive us for the intrusion, however there's been a great tragedy. Master Daffyd is dead." A guard reports from the door of the tent.

After the usual explosions of what/how...

A dust-covered miner, is escorted in by the guard. The miner, still shaken, takes a deep breath begins his tale.

"Master Daffyd and I were scouting a tunnel I had discovered behind a false wall in the mine. I was about a yard behind him. As we walked down, I smelled something. Not a normal mine scent. More like the smell a wet dog hair, or a rotting, stagnant pool."

The miner brushes at his nose as if to clear it of the foul odor and continues.

"We went down 25-30 feet of shaft when we began to hear the sounds of a dog yapping. Master Daffyd drew his sword, then he walked a few more steps and ... was gone. I took two steps and almost fell into the pit, as well. I regained my footing and the torch's light showed what had happened to the Master. The pit he'd fallen into had spikes in the bottom. One of 'em was clear through his chest. He was dead."

The miner gulps and apologizes to any ladies present for being so graphic. He then continues.

"I couldn't leave him there, not without a proper burial, y'see. So I was trying to figure out how to get his body when I saw them! Red as sparks a' hellfire! Ten pairs a' ruby demon eyes coming at me! Forgive me, milord, I wanted to do the proper thing, but I feared for my life. Feared? Nay, I ran for my life. They swarmed after me too, howling like the demons they must be. Thanks be to the saints ... I am still alive. I only hope Master Daffyd can forgive me from above where it's sure his soul is resting." The miner crosses himself devoutly & bows his head.

<René> thanks him and sends for the rest of his companions. As "The Companions of Storm Hill", it is their sworn duty to deal with this menace!

THE HUNT BEGINS

The miner leads you to the mine entrance. "My lords, I will lead you to the hidden wall. From there, I fear, you are on your own. I'm sorry, but nothing could force me back inside while those demons are still in there. But, just one thing?"

After receiving permission to make his request, he hesitantly continues:

"I heard the tale about Tower One. If those demons have left anything to give a proper burial to, please bring back Master Daffyd's body? He was a good master to the miners and certainly deserves better than to wander restless-like."

After that matter is settled:

The miner takes you in some eight feet, heading north down a 10 foot incline. You are in a cavern that extends several hundred feet to the West and there are several tunnels branching out in all directions. The roof is 15 feet high, an unusual height for such a place.

The miner explains that the caverns at the beginning of the mine are all this high. He turns west, into a

Hunting Season

10 foot wide by 9 foot high tunnel and walks about forty feet. To the left of you (south) you see a pool of water. This is a hidden part of the lake.

The walls shrink down to 4-5 feet for a distance of 10 feet and then open up to another cavern here. The miner turns north and begins to walk. You pass tunnels to the East and to the West.

None of the tunnels has an opening larger than 9 feet wide and 9 feet high. About 200-210 feet inside, the miner stops before a tunnel to the East. He waits until all the party members have caught up. He then turns east into the 15 foot wide by 15 foot high tunnel.

At this point, the miner becomes nervous. The torch is shaking. The miner walks 75 feet and stops before a wall. He places his hand on the wall and pushes. The wall pivots on a pair of stone hinges. The miner hands a PC the torch. "My lord, be careful, for to the left about 25-30 feet ahead is the pit that killed Master David." With that, all courage leaves him and the miner flees for the exit of the mine.

THE HUNT

All of the tunnels are 9 feet high, and are ten feet wide unless otherwise mentioned in the descriptions. The caverns are 15 ft high. Once the party walks 10 ft past the pit, there are torches lit every 30 ft. The GM should alter the number of Kobolds in this mine based on an average of 1½ Kobolds per Player Character.

Once the party encounters any of the Kobolds, there is a 98% chance that the alarm will be sounded. Once that happens, the next corridor or cavern the party walks into will cause all the torches to go out including the ones they are carrying (the spell **Snuff!**) If the party members make a successful alertness sound roll, they will hear scampering above and below them. In addition, all traps in the caverns will be armed. If they have not set the alarm off, there is a 75% chance of any given trap not being armed.

BASE KOBOLD STATS:

HT.	4'	WT.	70 lbs.	BODY	16	FATIGUE	15
MOV	13	DT	3'	SPRINT	6'	BMR	0 - POORLY ASPECTED
AT/DMG MELEE WEAPON WITH 3 PSF.							
DODGE	60%+	21 PSF		STAM.	40%+0 PSF		
WILL	40%+0 PSF			A-SIGHT	5%+0 PSF		
A-SOUND	5%+0 PSF			ARMOR	LEATHER		
SLASH	3	CRUSH	1	PIERCE	1		
MISSILE	2	ENERGY	3	EXP. AWARD	15		
EXP LEVEL	1-2	MONEY	1 Cr.				
WEAPON	SHORT SWORDS/INFANTRY SPEAR						

STATS	AGI	APP	BV	CON	DISC	INT	PTY	STR	WIS
ATTRIB	13	8	8	13	9	10	8	10	9
A.R.%	70	50	50	70	54	58	50	58	54
LCAP 80 CCAP 40 JUMP 6									

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
S. SWORD	2	3-9	52-59	12/9	4	9-10
SPEAR	2	0-6	50-56	12/9	5	10

caverns

A) **Enamelers** - A 60 feet long by 55 feet wide cavern with work benches on two walls. There are 4 Kobolds in the room. Three Kobolds have their backs to the party. They are all wearing short swords. The fourth Kobold is asleep on a stone 10 feet in front of you. It leans against the wall with a spear clutched in its hands. The other Kobolds are working on something. They do not appear to have heard the alarm. There is a small copper bowl on one of the tables filled with gems:

1 EMERALD WORTH 16 CR.
1 BLUE SAPPHIRE WORTH 14 CR.
5 GARNETS WORTH 60 P PER STONE
1 TOPAZ WORTH 4 CR.
100 HEMATITE WORTH 11 P PER STONE

They are working on a jeweled chalice of some sort. There is the beginnings of a pattern in the attached stone chips. It looks like a hand has been engraved on the bowl of the chalice. And the Kobolds are enameling in an eye. If asked, they will say only that it is the symbol of their master.

#1 Lvl 1 - KOBOLD EXP 15 MONEY 30P WEAP. SHORT SWORD
BODY 16 FAT 15 MOV 13 DODGE 60%+21 STAM 40%+0 PSF WILL 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	3	53	12/9	4	10

#2 Lvl 1 - KOBOLD EXP 15 MONEY 40P WEAP. SHORT SWORD
BODY 16 FAT 15 MOV 13 DODGE 60%+21 STAM 40%+0 PSF WILL 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	3	53	12/9	4	10

#3 Lvl 1 - KOBOLD EXP 15 MONEY 40P WEAP. SHORT SWORD
BODY 16 FAT 15 MOV 11 DODGE 60%+18 PSF STAM 40%+0 PSF WILL 40%+0 PSF

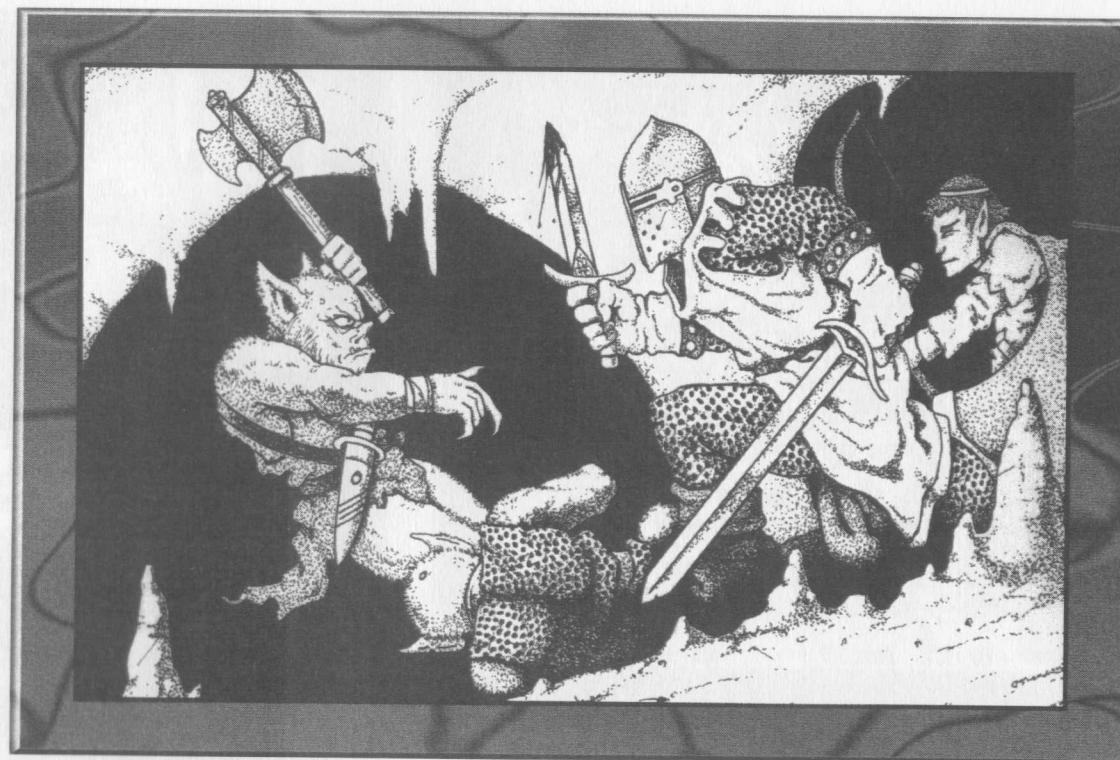
SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	3	53	12/9	4	10

#4 Lvl 1 - KOBOLD EXP 15 MONEY 60P WEAP. SHORT SWORD
BODY 16 FAT 15 MOV 11 DODGE 60%+16 PSF STAM 40%+0 PSF WILL 40%+3 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	3	53	12/9	4	10

B) **Captive Pen** - A 40 foot by 40 foot wide room. You see a huddled figure in the corner. It is one of the missing colonists. She is barely alive and not very coherent.

C) **Treasury** - A 50 foot by 60 foot cavern. In



the northeast corner of the cavern, two Kobolds are guarding a pair of wooden chests. One is carrying a short sword, the other a spear. Chest one holds 9 Cr. worth of gold, and Chest two holds 11 Cr. worth of gold.

#1 Lvl 1 - KOBOLD EXP 15 MONEY 80P WEAP. SHORT SWORD
BODY 16 FAT 15 MOV 15 DODGE 60%+24 PSF STAM 40%+3 PSF WILL 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	7	57	12/9	4+1	10

#2 Lvl 1 - KOBOLD EXP 15 MONEY 30P WEAP. INF. SPEAR
BODY 16 FAT 15 MOV 13 DODGE 60%+21 PSF STAM 40%+0 PSF WILL 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SPEAR	4	3	33	12/9	5	10

D) **Armory** - A 60 foot long by 20 foot wide area with stone tables on the north wall. Lying on the tables are several animal and human hides. The tables are 2½ feet high. Against the other wall is a pile of weapons. There are human, Orcish and Elven weapons. Among them, the party finds two "Weapons of Quality". One is a beautiful long sword (+2 to hit /+2 damage), the other is a remarkably crafted short sword (+1 to hit /+1 damage). (as per page 4-64 in the C&S Basic Game).

E) **Foundry** - A 40 ft long by 55 ft wide cavern has a small foundry with an exhaust vent in the wall. On its far side is a spot where a deep pit has formed. The edge is slippery since the Kobolds have taken to dumping their wastes there. The bottom cannot be seen.

There are three unarmed Kobolds working on the foundry, and two guards, one with a short sword, and one with a battle ax.

If the party eliminates the guards, the other three workers will surrender totally. If the party speaks Dwarven or Kobold, they can be quizzed about the alarm or cavern layout. Upon searching, they will find copper dishes, tools, and ½ ton of ingots.

#1 Lvl 1 - Kobold EXP 15 Money 30P WEAP. SHORT SWORD
Body 16 FAT 15 Mov 12 Dodge 60%+18 PSF StAM 40%+0 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	3	53	12/9	4	10

#2 Lvl 1 - Kobold EXP 15 Money 60P WEAP. WAR AX
Body 16 FAT 15 Mov 13 Dodge 60%+21 PSF StAM 40%+9 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
AX	2	3	53	12/9	5+2	9-10

F) **Copper** - A Storage 45 foot long by 75 foot wide cavern with 4 Kobolds wearing leather armor in it. Two are carrying short swords, one is carrying a battle ax, the other is carrying a spear. The Kobolds are guarding what looks like 3 tons of mined copper.

#1 Lvl 1 - Kobold EXP 15 Money 80P WEAP. SHORT SWORD
Body 16 FAT 15 Mov 14 Dodge 60%+24 PSF StAM 40%+0 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	3	53	12/9	4	10

#2 Lvl 1 - Kobold EXP 15 Money 70P WEAP. SHORT SWORD
Body 16 FAT 15 Mov 9 Dodge 60%+9 StAM 40%+0 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	3	53	12/9	4	10

#3 Lvl 1 - Kobold EXP 15 Money 70P WEAP. WAR AX
Body 16 FAT 15 Mov 13 Dodge 60%+21 PSF StAM 40%+3 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
AX	4	3	33	99/99/99	5+1	9-10

#4 Lvl 1 - Kobold EXP 15 Money 20P WEAP. INF. SPEAR
Body 16 FAT 15 Mov 13 Dodge 60%+21 PSF StAM 40%+6 PSF Will 40%+9 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SPEAR	2	3	53	12/9	5	10

G) **Trash room** - A 50 ft by 40 ft cavern that contains several dozen skeletons (animal & human) and trash. If the party searches the heap, they find a signet ring worth 10 Cr, the ring of the expedition commander of 10 years ago. They will also awaken the Kobold's "pet", a Giant Filth Worm. The worm will come through a grate in the base of the cavern. If the alarm has been sounded, the worm will come through as soon as ANYTHING enters the cavern. If not, it will wait until people walk across the trash heap.

FILTH WORM

TYPE	GIANT	HT.	30'	WT.	1200 LBS..	Body	58
FATIGUE	64	MOV	13	DT	5'	SPRINT	8' BMR 10

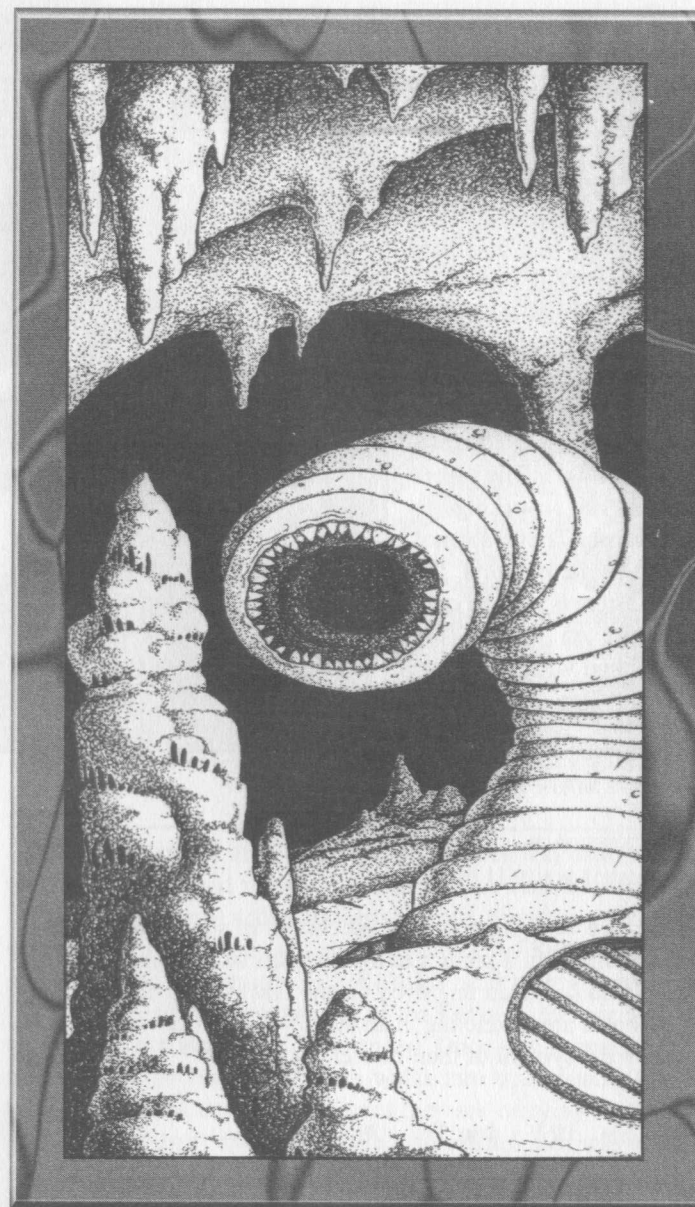
ATTACKS:

BITE	40%+28 PSF	DAMAGEHP:	5+4*
CRUSH	50%+23 PSF (BY BODY)	DAMAGEHP:	10+8
DODGE	20%+0 PSF	StAM.	60%+32 PSF Will 40% +20 PSF

*BITE HAS A 30% CHANCE OF MAKING VICTIM THAT'S BEEN SUBJECTED TO ITS BITE TO CHECK FOR SEPTICEMIA (SEE GM'S HANDBOOK PAGE 29). DAMAGE MUST BE DONE OVER ARMOR PROTECTION. IF BODY WAS DONE, THERE IS A 50% CHANCE THAT THE VICTIM WILL NEED TO MAKE A CHECK TO SEE IF HE CONTRACTS THE DISEASE.

ARMOR: HIDE

VS SLASH	5	VS CRUSH	7	VS PIERCE	4	VS MISSILE	5
VS ENERGY	4	EXP. AWARD	500				



H) **Barracks** - A 70 feet long by 55 feet wide well lit cavern. There are tables in the center with 4 1/2 foot long by 2 3/4 foot wide beds around 25 of them. In the center at one of the tables, 3 Kobolds are sitting. Once they see the party, they will attack. Two have their backs to the party. One is asleep with its head on the table and the other is very busy eating

#1 Lvl 1 - Kobold EXP 15 Money 30P WEAP. SHORT SWORD
Body 16 FAT 15 Mov 11 Dodge 60%+19 PSF StAM 40%+0 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	3	53	12/9	4	10

#2 Lvl 1 - Kobold EXP 15 Money 40P WEAP. SHORT SWORD
Body 16 FAT 15 Mov 14 Dodge 60%+23 PSF StAM 40%+3 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	3	53	12/9	4+1	10

#3 Lvl 1 - Kobold EXP 15 Money 30P WEAP. SHORT SWORD
Body 16 FAT 15 Mov 13 Dodge 60%+21 PSF StAM 40%+9 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	3	53	12/9	4	10

I) **Sleeping Den** - A 60 feet long by 40 feet wide. This is a sleeping chamber with 4 beds in it. One of the beds has a Kobold in it. Next to the bed is a set of leather armor and a spear. The armor should fit the sleeping Kobold.

#1 Lvl 1 - Kobold EXP 15 Money 50P WEAP. INF. SPEAR
Body 16 FAT 15 Mov 13 Dodge 60%+21 PSF StAM 40%+3 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SPEAR	2	3	53	12/9	5+1	10

J) **Nursery** - A 60 feet by 45 feet wide zoom. This room is filled with Wagon parts, cut timber, iron tools, back packs, lanterns, iron pots, and other assorted items (GM's discretion). In the center of the room is great cooking pit with a vent that goes into the wall. The cooking pit is still HOT. There, burrowed together in one corner in a nest of rags, pieces of canvas, and leaves, you see three young Kobolds, and their mother. The mother is terrified. She is going to try to protect her young. She will only attack if the party attacks her or her young.

K) **Throne Room** - A 100 feet by 60 feet wide Cavern with a throne in the center. On the throne sits a Kobold in chain armor. He is carrying a short sword with a blue sapphire (+2 hit/+2 damage) (19 Cr.) in the hilt. (This is also a Weapon of Quality.)

There are two leather armored Kobolds, all wielding short swords. There are also two Kobolds (no weapons) serving the chief on the throne. There is a final Kobold with a short sword sitting below the chief. He is armored in leather (Mage). You notice that the chief is eating something, and to your horror, you realize that what the chief is eating are the remains of Master Daffyd.

#1 Lvl 1 - Kobold EXP 15 Money 2 Cr. WEAP. SHORT SWORD
Body 16 FAT 15 Mov 13 Dodge 60%+21 PSF StAM 40%+0 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	5	55	12/9	4	10

#2 Lvl 1 - Kobold EXP 15 Money 1 Cr. WEAP. SHORT SWORD
Body 16 FAT 15 Mov 13 Dodge 60%+21 PSF StAM 40%+0 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	5	55	12/9	4	10

#3 Lvl 1 - Kobold EXP 15 Money 3 Cr. WEAP. SHORT SWORD
Body 16 FAT 15 Mov 14 Dodge 60%+23 PSF StAM 40%+0 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	5	55	12/9	4	10

MAGE #1 Lvl 3 - Kobold EXP 125 Money 6 Cr. WEAP. MAGIC
Body 18 FAT 17 Mov 11 Dodge 60%+15 PSF StAM 40%+0 PSF Will 50%+16 PSF

STATS	AGI	APP	BV	CON	DSC	INT	PTY	STR	WIS
ATTRIB	14	8	11	10	13	17	2	14	10
A.R. %	73	50	62	58	70	82	20	73	58
LCAP	85	CCAP	43	JUMP	6				

SKILLS	DF	PMF	ML
MAGECRAFT	5	22	2

SKILLS	DF	PSF	TSC
METHOD AIR	3	24	64

SPELLS
AIR BALL AIR BOLT SNUFF GHOSTLY TOUCH



CHIEF CROWAD

Lvl 5 - Kobold EXP 350 Money 30P WEAP. SHORT SWORD
Body 37 FAT 33 Mov 14 Dodge 60%+21 PSF StAM 40%+2 PSF Will 40%+9 PSF

STATS	AGI	APP	BV	CON	DSC	INT	PTY	STR	WIS
ATTRIB	12	9	7	12	14	14	2	13	16
A.R. %	66	54	45	66	73	73	20	70	79
LCAP	104	CCAP	52	JUMP	7				

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	18	68	12/9	4+1	10
LEADER	2	0	50	N/A	N/A	N/A (M)
INTIM.	2	10	60	N/A	N/A	N/A (M)
GEOLOGY	1	30	90	N/A	N/A	N/A (M)

There are several items against the far wall. These are:

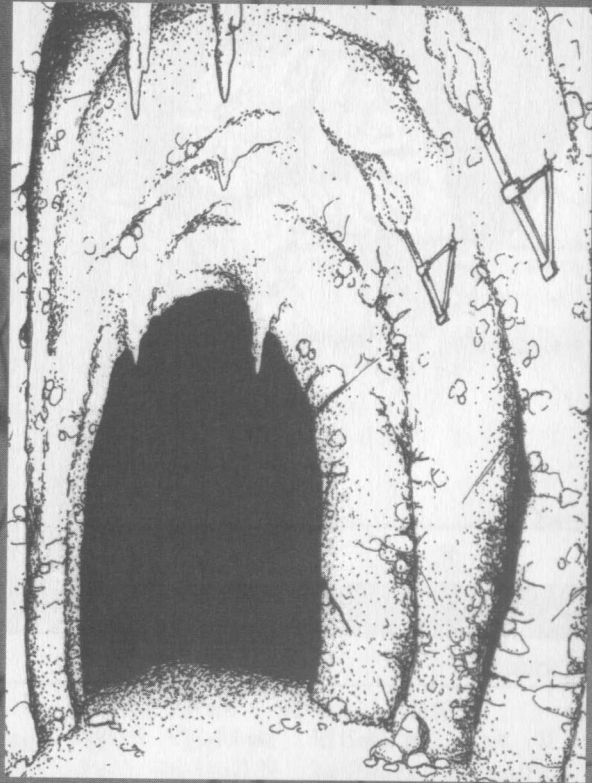
- 1) 20 ARMOR PIERCING ARROWS IN A QUIVER
- 2) 2 FINE QUALITY SADDLES, ONE RIDING, ONE WAR
- 3) A WELL-MADE AND WELL USED PAVILION TENT BUNDLED UP.

A dozen chests are pushed against the near wall. They contain:

- 1) VARIOUS LOOSE COINS EQUALING 20 CR
- 2) A SACK CONTAINING 18 LBS.. ROCK SALT
- 3) 20 FILLED INK POTS IN VARIOUS COLORS.
- 4) 40 YARDS OF WHITE SILK
- 5) 50 TINDER BOXES
- 6) 6 HUNTER GREEN MANTLE CLOAKS
- 7) 6 HOODED LANTERNS WITH 12 PINTS OF OIL
- 8) A SILVER FOUR PEICE PLACE SETTING WRAPPED IN FINE BLUE WOOL.
- 9) 3 1 GAL IRON POTS, 1 LG. IRON FRYING PAN, AND A 5 GAL IRON KETTLE
- 10) 10 BALANCED THROWING KNIVES AND A SILVER DAGGER
- 11) A SET OF CARPENTER'S TOOLS INCLUDING A CARPENTER'S SQUARE AND LEVEL, 8 IRON DRILL BITS, AND 2 HAND DRILLS
- 12) A CLOAK OF DISTORTION AND A BROOCH OF STAYING*

* See the Magic Item Description section at the end of the adventure for the information on these items.





CORRIDORS

1) **Corridor One** - This starts from the hinged wall. It extends to a fork 50 feet ahead. The corridor is 10 ft wide and 9 ft high. On the left side of corridor one 30 ft from the hinged door lies the open pit that the miner reported Master Daffyd fell into. When the PC's look into the pit all, they see is blood on the sharpe sticks and carved rocks.

2) **Corridor Two** - This is the right corridor off the fork at the end of corridor one it measures 80 ft in length, and varies from 8 ft to 11 ft wide and is nine ft high. There are markings on the walls. The message reads, Kobold, "Copper is as good as gold" At the end of corridor 2 is cavern A.

3) **Corridor Three** - This is the left corridor of the fork off corridor one. It runs 30 feet then angles right. Then it continues 40 feet to the entrance of cavern G. There is a trip wire set up 15 feet past the angled turn. PCs must make an *Alertness-Sight* roll +30% to see the trip wire. If no one sees that the trip wire is there, then there is a base 50% chance that one of the party members will "trip" the wire. There is a one second delay. After that, three sets of small (3 feet long) spears (5 per grouping) will launch from the cavern ceiling.

The grouping is as follows:

GROUP ONE IS AIMED 5 FEET BEFORE THE TRIP WIRE.
GROUP TWO IS AIMED AT THE TRIP WIRE.
GROUP THREE IS AIMED FIVE FEET AFTER THE TRIP WIRE.

If a character is at one of the three locations, the spear will make an attack at TSC 80% with a PSF of 30. Let any in the area make an *Alertness-Sight* roll at +10%. If they fail they'll be at -1/2 their dodge PSF to evade the spears.



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CRIT DIE ROLL

1	ALL FIVE SPEARS HIT THE CHARACTER
2-3	FOUR SPEARS HIT THE CHARACTER
4-5	THREE SPEARS HIT THE CHARACTER
6-7	TWO SPEARS HIT THE CHARACTER
8-9	ONE SPEAR HIT THE CHARACTER
10	ONE SPEAR GOES THROUGH THE CHARACTERS CLOTHING. (EACH SPEAR WILL DO 4 POINTS OF DAMAGE)

Once safely past the trap, the PC's will begin to notice a very foul stench coming from Cavern G. If they tripped the trap, there is a 50% chance that the Kobolds will already have freed the Filth Worm from its lair.

4) **Corridor Four** - A 50 feet long by 10 feet wide by 9 feet high. It connects to 4 caverns. Cavern D lies at one end of the corridor. At the other end of the corridor lies cavern B. The tunnel on the right hand side from Cavern B leads 15 ft to Cavern A. Also on the right and 20 ft further down, there is an entrance to Cavern C.

5) **Corridor Five** - This is segmented as follows: From cavern D, it goes 15 ft straight then makes a 90 degree turn to the right. It goes straight for 10 ft, then there is a trigger for a trap. Have the PC's roll. Check the weight of the PC that rolled the highest. If the total mass of weight and items carried is less than 100 lbs. ignore the trap, until someone OVER 100 lbs. crosses the trigger. Once it is triggered, ask the triggering character to roll. Check his CRIT die roll against the following table:

CRIT ROLL

1-4	THE PC SETS OFF THE TRAP. THREE DARTS ARE LAUNCHED FROM THE CEILING. MAKE ONE CHECK AT A TSC 95% WITH A PSF OF 45
5-6	THE PC SETS OFF THE TRAP. THREE DARTS ARE LAUNCHED FROM THE CEILING MISSING THE PC
7-9	THE PC FOOT GOES DOWN FOUR INCHES ON A PRESSURE PLATE, HE/SHE REALIZES IT AND STOPS
10	THE PC FELT THE STONE UNDER HIS RIGHT FOOT SINK DOWN AN INCH BEFORE THE PC REMOVED HIS/HER FOOT.

(CRIT ROLL SHOULD DARTS HIT)

1-4	ONE HITS (3 POINTS)
5-8	TWO HITS (6 POINTS)
9-10	THREE HIT (9 POINTS)

The corridor then elbows to the left. The corridor goes straight for 10 feet into Cavern E. Here, the party walks into two Kobolds carrying short swords and wearing leather armor.

#1 Lvl 1 - Kobold	EXP 15	MONEY 40P	WEAP. SHORT SWORD
Body 16	FAT 15	Mov 11	Dodge 60%+13 PSF
			Stam 40%+0 PSF
			Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	3	53	12/9	4	10

#2 Lvl 1 - Kobold	EXP 15	MONEY 40P	WEAP. SHORT SWORD
Body 16	FAT 15	Mov 14	Dodge 60%+21 PSF
			Stam 40%+3 PSF
			Will 40%+3 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	3	53	12/9	4+1	10

6) **Corridor Six** - Between Cavern E and F. It is 30 ft in length. Spikes are protruding from the wall and anyone press against them will take damage of 1 pt/ rd minus armor.

7) **Corridor Seven** - Between Cavern F and G. It is 33 feet in length. There is a trap that lies 14ft down the hallway. Have the PC's roll the Crit Die. Ask the PC that rolled the highest what his CRIT die roll was and use the following:

CRIT ROLL

1-2 The PC SETS OFF THE TRAP. THREE DARTS ARE LAUNCHED FROM THE CEILING. SOME HITTING THE PC

3-6 The PC SETS OFF THE TRAP. THREE DARTS ARE LAUNCHED FROM THE CEILING MISSING THE PC

7-9 The PC FOOT GOES DOWN FOUR INCHES ON A PRESSURE PLATE, HE/SHE REALIZES IT AND STOPS

10 The PC FELT THE STONE UNDER HIS RIGHT FOOT SINK DOWN AN INCH BEFORE THE PC REMOVED HIS/HER FOOT.

(GM ROLLS)

1-4	ONE HITS 3 POINTS
5-8	TWO HITS 6 POINTS
9-10	THREE HIT 9 POINTS

(NOTE: IF THE PC'S TOTAL MASS AND ITEMS CARRIED IS LESS THAN 100 LBS.,, FORGET THE TRAP.)

Once safely past the trap, the PC's will notice a foul stench coming from Cavern G. If they tripped the trap, there is a 50% chance that the Kobolds have freed the Filth Worm from its lair.

8) **Corridor Eight** - This runs from cavern F to an intersection. The right side of the intersection leads to corridor 10, and the left side turn goes to Corridor Nine. If the Filth Worm has been released, the party will hear a rumbling noise and this corridor will be blocked by a copper-bound gate. It will take a successful A.R.% roll from a character with a strength of 14 or better to lift the gate.

9) **Corridor Nine** - This has the intersection of Corridor Eight and Nine on one end and the entrance to Cavern H on th other. There are four Kobolds with spears hiding in between rocks halfway down the corridor. The Kobolds will wait until the middle of the party has reached their trap.

LEFT SIDE

#1 Lvl 1 - Kobold	EXP 15	MONEY 30P	WEAP. INF. SPEAR
Body 16	FAT 15	Mov 13	Dodge 60%+21 PSF
			Stam 40%+0 PSF
			Will 40%+3 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SPEAR	2	3	53	12/9	5+1	10



#2 Lvl 1 - Kobold	EXP 15	MONEY 20P	WEAP. INF. SPEAR
Body 16	FAT 15	Mov 13	Dodge 60%+21 PSF
			Stam 40%+0 PSF
			Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SPEAR	2	3	53	12/9	5	10

RIGHT SIDE

#3 Lvl 1 - Kobold	EXP 15	MONEY 30P	WEAP. INF. SPEAR
Body 16	FAT 15	Mov 15	Dodge 60%+26 PSF
			Stam 40%+9 PSF
			Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SPEAR	2	3	53	12/9	5+2	10

#4 Lvl 1 - Kobold	EXP 15	MONEY 40P	WEAP. INF. SPEAR
Body 16	FAT 15	Mov 13	Dodge 60%+21 PSF
			Stam 40%+0 PSF
			Will 40%+3 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SPEAR	2	3	53	12/9	5	10

10) **Corridor Ten** - This has the intersection of Corridor Nine and Eight on one side and a 75 degree turn to the left 40 feet from the intersection. There are two Kobolds near the end of Corridor Ten at the 75 degree turn.. One is firing a short bow. The other is preparing to fire.

#1 Lvl 3 - Kobold	EXP 50	MONEY 90P	WEAP. SHORT BOW
Body 16	FAT 15	Mov 17	Dodge 60%+29
			Stam 40%+3 PSF
			Will 40%+3 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
BOW	3	11	51	5 RE: 9/3 RE: 6	6+1*	9-10

#2 Lvl 3 - Kobold	EXP 50	MONEY 90P	WEAP. SHORT BOW
Body 16	FAT 15	Mov 14	Dodge 60%+24 PSF
			Stam 40+0 PSF
			Will 40+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
BOW	3	3	43	5 RE: 9/3 RE: 6	6*	9-10

**THE KOBOLDS ARE USING WAR ARROWS. THE DAMAGE FOR A SHORT BOW IS AS FOLLOWS: 0-10 ft 7 POINTS 11-30 ft 6 POINTS+ ANY BONUSSES FOR DAMAGE. (SEE FIRST KOBOLD.)

11) **Corridor 11** - This has Corridor Ten on one end and Cavern I on the other. The corridor is 50 feet long. When the party gets 25 feet down Corridor 11, two Kobolds with short swords jump from holes in the corridor's ceiling behind the party, and two more, carrying spears, jump in front of the party.

FRONT

#1 Lvl 1 - Kobold	EXP 15	MONEY 30P	WEAP. INF. SPEAR
Body 16	FAT 15	Mov 13	Dodge 60%+21 PSF
			Stam 40%+0 PSF
			Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SPEAR	2	3	53	12/9	5	10

#2 Lvl 1 - Kobold	EXP 15	MONEY 25P	WEAP. INF. SPEAR
Body 16	FAT 15	Mov 14	Dodge 60%+23 PSF
			Stam 40%+0 PSF
			Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SPEAR	2	3	53	12/9	5	10

BEHIND

#1 Lvl 1 - Kobold	EXP 15	MONEY 50P	WEAP. WAR AX
Body 16	FAT 15	Mov 13	Dodge 60%+21 PSF
			Stam 40%+0 PSF
			Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
AX	2	3	53	12/9	8	9-10

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#2 Lvl 1 - Kobold EXP 15 Money 80P WEAP. SHORT SWORD
Body 16 FAT 15 Mov 13 Dodge 60%+21 PSF STAM 40%+0 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	6	56	12/9	4	10

12) **Corridor 12** - This has the intersection of corridor 11 and Cavern I at one end and intersection of Corridor 13 and Corridor 14, 20 feet at the other end. The moment the party enters Corridor 12, spikes come out from both sides of the wall. The corridor is now only 2.5 feet wide. If a party member touches one of the spikes, they will take 1 pt/rd of damage minus armor. When the party attempts to navigate the now rather pointy Corridor 12, a Kobold archer will start firing upon them. The party is reduced to 1/4 speed while trying to get around the spikes. If the Kobold is attacked, another (with a short sword) will defend him.

#1 Lvl 3 - Kobold EXP 50 Money 90P WEAP. SHORT BOW
Body 16 FAT 15 Mov 11 Dodge 99%+99 STAM 99 Will 99

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
BOW	3	11	51	5 Re:9/3 Re:6	7(1-10')or 6(11-30')	9-10

Lvl 1 - Kobold EXP 15 Money 30P WEAP. SHORT SWORD
Body 16 FAT 15 Mov 13 Dodge 60%+21 PSF STAM 40%+0 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SWORD	2	3	53	12/9	4	10

13) **Corridor 13** - This has the intersection of Corridor 12 and 14 on one end and 30 feet from the intersection Corridor 13 ends at Cavern J. There are no traps in this corridor. The only thing you notice is a sickening smell of burnt flesh.

14) **Corridor 14** - A 40 feet long by 5 feet wide. Once one of the party enters corridor 14, a **Rocky Path** spell (12 feet long by 5 feet wide) will be cast. It will last 4 turns reducing the party's movement by 1/2. Eight feet ahead of the **Rocky Path**, there are two Kobolds kneeling down. They are shielding two more Kobold firing arrows. The party will see a Kobold scamper behind the archers. The archers will not fire until the party is 20 feet away or closer



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#1 Lvl 1 - Kobold EXP 15 Money 30P WEAP. INF. SPEAR
Body 16 FAT 15 Mov 16 Dodge 60%+25 PSF STAM 40%+3 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SPEAR	2	3	53	12/9	5+1	10

#2 Lvl 1 - Kobold EXP 15 Money 30P WEAP. INF. SPEAR
Body 16 FAT 15 Mov 11 Dodge 60%+13 PSF STAM 40%+0 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
SPEAR	2	3	53	12/9	5	10

#4 Lvl 3 - Kobold EXP 50 Money 60P WEAP. SHORT BOW
Body 16 FAT 15 Mov 13 Dodge 60%+21 PSF STAM 40%+0 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
BOW	3	9	49	5 Re:9/3 Re:6	7(1-10') 6(11-30') 3(31-90')	*

#5 Lvl 3 - Kobold EXP 50 Money 75P WEAP. SHORT BOW
Body 16 FAT 15 Mov 14 Dodge 60%+23 STAM 40%+0 PSF Will 40%+0 PSF

SKILLS	DF	PSF	TSC	SPEED	DMG	CRIT
BOW	3	11	51	5 Re:9/3 Re:6	7(1-10') 6(11-30') 3(31-90')	*

Once the party defeats the Archers and Spearmen, a lone Kobold blocks the party way into Cavern K.

MAGE #2 Lvl 3 - Kobold EXP 125 Money 6 Cr. WEAP. MAGIC
Body 17 FAT 16 Mov 12 Dodge 60%+16 PSF STAM 40%+0 PSF Will 50%+5 PSF

STATS	AGI	APP	BV	CON	DSC	INT	PTY	STR	WIS
ATTRIB	15	7	11	10	13	17	2	14	10
A.R. %	76	45	62	58	70	82	20	73	58
LCAP	89	CCAP	45	JUMP	7				

SKILLS	DF	PMF	ML
MAGECRAFT	5	22	2

SKILLS	DF	PSF	TSC
METHOD EARTH	3	21	62

SPELLS	ROCKY PATH	EARTH GRASP	SAND BLAST	BOULDER



After receiving Master James's report, Lord Sean insists on seeing the quarry that provides such fine quality stone. The Companions are requested to escort him. They are met by the quarry's dwarvish foreman, Darig, who is proud to show off his work and his materials.

Lord Sean orders the Companions to wait for him at the mouth of the quarry while Darig shows him around. The two walk around the quarry, pausing every now and then to look at some of the blocks in progress. You can see that Sean seems to be very pleased with the results of the entire Storm Hill undertaking. As they start making their way back towards your group, two great hands of stone shoot up out of the earth and stop Lord Sean in his tracks forty feet from where you are standing.

A dark figure steps out onto a small overhang about 50' above the quarry floor. The figure casts back its hood to reveal a dark-haired man with a small neat beard. His face is very familiar, in fact he is almost a twin to Lord Sean himself. But this man is older, and seems twisted somehow. Perhaps because of the wicked scar running down his right cheek. On his shoulder, holding the cloak around his neck is a brooch in the form of an open hand.

Darig is frantically trying break the stone away from Sean's legs when the figure shouts, "Pleased with yourself, were you, Sean? Proud of all you'd built? Too bad it won't last. I warned you long ago that I would claim your life and take back the lands you stole from me. Now your death as the Harvested Lord will serve more purposes than mine! Now both I and my minions are avenged!"

With that, the figure laughs cruelly and casts a spell too quickly for anyone to see. A large spear of stone appears in his hands and he casts it down on Lord Sean. The foreman cries out as Lord Sean falls back into his arms, obviously dead, due to the spike impaled through his chest.



The figure turns towards you. "And YOU! I will deal with you meddling fools as well!" As the party tries to run up out of the quarry towards him, they are startled by loud groaning and cracking noises to either side of the road. A few moments later, the quarry walls tumble down in large chunks of rock raising great clouds of dust and blocking their path.

Ending

If a character has **Keen Sight**, they have a 25% chance to spot the brooch fly off the cloak with the wizard's exertion. Anyone failing their **Alertness Sound** and **Alertness Sight** checks (at +35%) run a risk of being caught by the **Dislodge Rock** spell.

By the time the dust settles anything, the wizard has vanished. Nothing can be done for Lord Sean. The foreman brings out a cart used for carrying large stones and gently lays the body down. He sets the stone shaft beside him.

Darig will help the party clear the road so he can take Sean's body back to Storm Hill be prepared for the trip back to Wyndvale. The party can escort him if they choose, but he will say that

he can do it alone. He will urge them to see if they can pick up the wizard's trail.

If the party makes their way to the hill where the figure stood, they will easily be able to follow his path from that point. It leads away from the cliff's edge and into the forest. A PC who makes an **Alertness-Sight** check at +30% will find the brooch. It is the sigil of a hand with an eye in the palm.

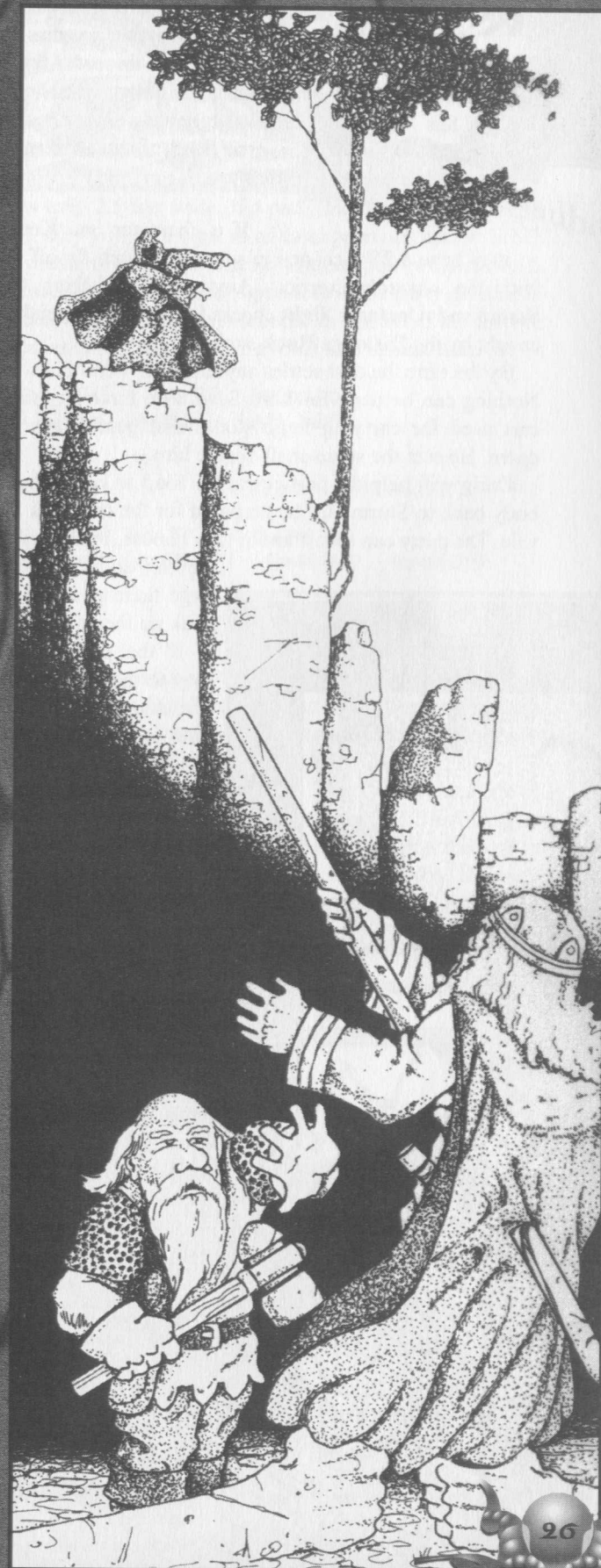
The wizard's trail ends in a dark clearing. The trees around this spot are twisted and broken. No flowers grow here, and all the grass is dead or dying. There is an odd sound like an animal moaning as the wind tries to blow through the tree branches here. In the center of the clearing is a large boulder that appears to glow in the sparse sunlight filtering down through the stunted leaves. There are stains on the rock that look like old dried blood.

You are left standing in the fading sunlight, staring at the mysterious stone. The moaning wind seems to mock you and the very air of this place causes your hackles to rise. At



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the moment, the trail seems dead. It will take some research or a miracle to pursue the wizard further.

You turn back towards the quarry and the wizard's last words to Lord Sean gnaw at your soul. What could they have meant? How will they affect the three villages? And how will this domain fare under the unskilled hands of the young Lord, Jason? Will the Queen appoint a regent for him? If so, will the regent honor Lord Sean's wishes?

The future seems very gloomy as the sun begins to set.

Any elves from the local tribe with the party will know the following about this place:

This is an old and angry corner of the forest. Your people have avoided it for many seasons with good cause. Any game from this area inevitably rotted too quickly or poisoned those who ate it. It is said that a line of power ran through this wood and that a wizard built a gate here long ago to take advantage of it. Where the gate goes, no one knows. No one knows what happened to the wizard either. Perhaps the power that he tapped destroyed him and that destruction tainted this wood. In any case, many people feel that wherever the gate goes, it must be as bad as the Unseelie Courts or worse. Why else wouldn't the land have shown some sign of healing by now.

In addition, the elves will know the legend below concerning the wizard's comment about "Harvested Lord".

A long time ago, some of the local human tribes had a practice. If the years had been unkind to their tribe, they would choose a male and sacrifice him to their gods. He was sacrificed at harvest time and had to be either one of their best leaders and warriors, or the most beautiful and innocent child in their tribe. The sacrifice was supposed to bring the tribes' pleas to their gods.

Sometimes, the ruler of the tribe would volunteer himself if he felt that he had in some way failed the tribe and the gods. This particular form was called the "Harvested Lord" and considered much more potent than the usual sacrifice because of the divine royal blood in his veins.

The sacrifices were stopped by the Imperia Magna, and were one of the reasons for the old fort's existence. The Magnan were horrified by the practice and believed they had completely stamped it out by the time they had left.

Any character with the skills of *regional/national historical* or *geographical lore* or *regional/national ancient historical* or *geographical lore* may check to see if they know the legend as well.

Non-Player Characters

LORD SEAN, EARL MACCONNOR- LORD OF DEMESNE

MASTER ENGINEER JAMES O'DARREL



DWARVEN JOURNEYMAN DARIG STONEGRAVER

HERNEDAN ROWANOR - ELVEN CHIEF

LORD SEAN 7TH LEVEL EARL MACCONNER

5' 10" 215 LBS 39 YEARS

BODY 35 FATIGUE 32

WELL ASPECTED ARIES

BBR: 8/4/2 FRR: 6/3

JUMP 12 FT MOV 16

LCAP/CCAP: 246 / 123

AGILITY	16	APPEARANCE	16
BARDIC VOICE	16	DISCIPLINE	14
CONSTITUTION	16	INTELLECT	16
STRENGTH	16	PIETY	10
WISDOM	16		

SKILL	DF	LVL	BC%	PSF	TSC%
ALERT-SIGHT	7	0	5%	0%	5%
ALERT-SOUND	7	0	5%	0%	5%
STAMINA	3	0	40%	8%	48%
DODGE	3	0	40%	8%	48%
WILLPOWER	3	0	40%	4%	44%
LAN (OWN)	1	0	60%	0%	60%

1 GREAT SWORD (M)	3	0	40%	23%	63%
2 BATTLE TACTICS (M)	3	5	40%	20%	60%
3 COURT MANNERS	3	5	40%	18%	58%
4 CHARM	4	5	30%	20%	50%
5 DIPLOMACY	4	5	30%	20%	50%
6 LEADERSHIP (M)	2	8	50%	30%	80%

MASTER JAMES 7TH LEVEL ENGINEER

5' 10" 170 LBS 33 YEARS

BODY 33 FATIGUE 31

WELL ASPECTED CAPRICORN

BBR: 8/4/2 FRR: 6/3

JUMP 11 FT MOV 25

LCAP/CCAP: 260/130

AGILITY	19	APPEARANCE	14
BARDIC VOICE	14	DISCIPLINE	16
CONSTITUTION	17	INTELLECT	19
STRENGTH	14	PIETY	3
WISDOM	19		

SPECIAL: ENHANCED SIGHT

SKILL	DF	LVL	BC%	PSF	TSC%
ALERT-SIGHT	7	0	5%	10%	15%
ALERT-SOUND	7	0	5%	0%	5%
STAMINA	3	0	40%	8%	48%
DODGE	3	0	40%	16%	56%
WILLPOWER	3	0	40%	8%	48%
LAN (OWN)	1	0	60%	0%	60%

MASTER JAMES SKILLS

SKILL	DF	LVL	BC%	PSF	TSC%
1 SLASHING SWORD	4	8	30%	28	58%
2 DAGGER	3	4	40%	16	56%
3 COUNTING	1	5	60%	31	91%
4 ENGINEERING (M)	2	5	50%	31	81%
5 MATH	2	5	50%	31	81%
6 DIPLOMACY	4	5	30%	31	61%
7 WORLD HISTORY	4	5	30%	31	61%
8 LEADER	4	5	30%	31	61%

KEV HUMAN 1ST LEVEL

4' 11" 94 LBS 14 YEARS

BODY 30 FATIGUE 32

WELL ASPECTED GEMINI

BBR: 8/5/3 FRR: 6/3

JUMP 10 FT MOV 16

LCAP/CCAP: 127/64

AGILITY	15	APPEARANCE	14
BARDIC VOICE	11	DISCIPLINE	13
CONSTITUTION	17	INTELLECT	15
STRENGTH	16	PIETY	4
WISDOM	16		

SPECIAL: SENSE MAGICAL FORCES

SKILL	DF	LVL	BC%	PSF	TSC%
ALERT-SIGHT	7	0	5%	0	5%
ALERT-SOUND	7	0	5%	0	5%
STAMINA	3	0	40%	8	48%
DODGE	3	0	40%	8	48%
WILLPOWER	3	0	40%	2	42%
LAN (OWN)	1	0	60%	0	60%
1 DAGGER	3	2	40%	6	46%
2 STREET WISE (M)	2	2	50%	8	58%
3 STEALTH (M)	2	0	50%	4	54%
4 HEARING RUMORS	2	0	50%	12	62%

DARIG STONEGRAVER 8TH LEVEL DWARF

4' 5" 110 LBS 44 YEARS

BODY 40 FATIGUE 35

NEUTRALLY ASPECTED LEO

BBR: 10/6/4 FRR: 10/5

JUMP 8 FT MOV 39

LCAP/CCAP: 180 / 90

AGILITY	14	APPEARANCE	10
BARDIC VOICE	11	DISCIPLINE	12
CONSTITUTION	25	INTELLECT	16
STRENGTH	20	PIETY	3
WISDOM	14		

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SKILL	DF	LVL	BC%	PSF	TSC%
Alert-Sight	7	0	5%	0	5%
Alert-Sound	7	0	5%	0	5%
Stamina	3	0	40%	24	64%
Dodge	3	0	40%	4	44%
Willpower	3	0	40%	4	44%
LAN (OWN)	1	0	60%	0	60%
1 War Ax	4	4	30%	32	62%
2 War Hammer	4	5	30%	32	62%
3 Write	2	4	50%	18	68%
4 Math	2	4	50%	18	68%
5 Engineering (M)	2	6	50%	18	68%
6 Geological (M)	2	6	50%	24	74%
7 Mason (M)	1	3	60%	33	93%

ELVEN RANGER, CHIEF OF THE ROWANWOOD HERNEDAN

5' 7" 142 LBS 318 YEARS BODY 32 FATIGUE 32
 WELL ASPECTED LEO
 BBR: 8/4/2 FRR: 6/3 JUMP 13 FT MOV 19
 LCAP/CCAP:204/102

AGILITY	19	
APPEARANCE	14	ITEMS: BACK PACK (50 LBS)
BARDIC VOICE	16	ELVEN LONG BOW
DISCIPLINE	15	ELVEN LONG KNIFE
CONSTITUTION	16	QUIVER / 10 HUNTING & 10 WAR ARROWS
INTELLECT	15	FLINT/STEEL
STRENGTH	17	WOOD BOWL, SPOON, & IRON KETTLE
PIETY	4	3 GAL WATER SKIN
WISDOM	15	HEALING KIT

SPECIAL: ENHANCED SIGHT, SENSE DIRECTION ABOVE GROUND, SENSE EVIL

SKILL	DF	LVL	BC%	PSF	TSC%
Alert-Sight	7	0	5%	10	5%
Alert-Sound	7	0	5%	0	5%
Stamina	3	0	40%	12	52%
Dodge	3	0	40%	12	52%
Willpower	3	0	40%	6	46%
LAN (OWN)	1	0	60%	0	60%
1 ELVEN BOW (M)	3	7	40%	46	86%
2 ELVEN KNIFE (M)	3	5	40%	37	77%
3 LIGHT ARMOR	3	0	-	-	-
4 LEADERSHIP	4	4	30%	18	48%
5 LOCAL LORE	1	0	60%	6	66%
6 DIPLOMACY	4	5	30%	21	51%
7 READ CHAR.	5	4	20%	20	40%
8 ANCIENT LOCAL LORE	2	0	50%	6	56%
9 LOCAL HISTORY	1	0	60%	6	66%
10 TRACKING	4	6	30%	24	54%
11 BLENDING (M)	2	4	60%	24	84%
12 FORESTER					
STEALTH (M)	2	4	60%	24	84%
13 INTENTION OF ANIMALS	3	5	40%	21	61%
14 CALM SMALL ANIMALS	4	4	30%	20	0%

Magical Items

BROOCH OF STAYING (Lesser device of Power)

The Brooch of Staying is a fine silver brooch with a Tiger's Eye as the center stone, with sever-



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al small crystals encircled around it. Once the brooch is touched and the secret word is given (it is etched on the back of the brooch in the old language of the Dien-Loc), the wearer may target any one humanoid within 80' that he can see. If successful (BC*40+ item's or user's PSF, whichever is higher), and the target fails his resisted roll, he will be held in place for 8 rounds. This is a General Device. (See the Sorcerer's Companion.)

The brooch's structure was made from 3 ounces of Silver, (6 Q), a Tiger's Eye (1Q), and several Quartz Crystals (3 Q). The brooch was anointed with the herbs Bay (1 Q), Cinnamon (1 Q), and Frankincense (1 Q). It was also anointed with Red Wine (1 Q), one ounce of blood from a woman who has caught her husband committing the act of adultery (1 Q), and a bloodstone (1 Q) that has been ground up and sprinkled upon the device.

POWER

ML: 5

PSF: 23

COMMAND SPELLS

HOLD PERSON (RANK 3)

CHARGES: 40

CLOAK OF DISTORTION (Lesser Device of Power)

The Cloak of Distortion is a dark grey hooded cloak. When the cloak is gathered in the front and the hood is pulled over the wearer's head, its power will activate. The cloak blurs and distorts its wearer making it harder for him to be hit in combat (-10% to those trying to attack him). The cloak was made as a constant item so as long as the user continues to gather it in the front and keep the hood up the spell will remain.

The cloak's structure is made from wool taken during the new moon from two sheep unable to be tricked by a Thaumaturge (4 Q). The cloak was anointed with the herbs Camfor (1 Q), and Valerian (1 Q). Olive oil was also poured over the cloak (1 Q). And last, to make the spell constant, one ounce of pixies blood was sprinkled onto the device.

POWER

ML: 3

PSF: 15

ILLUSION SPELLS

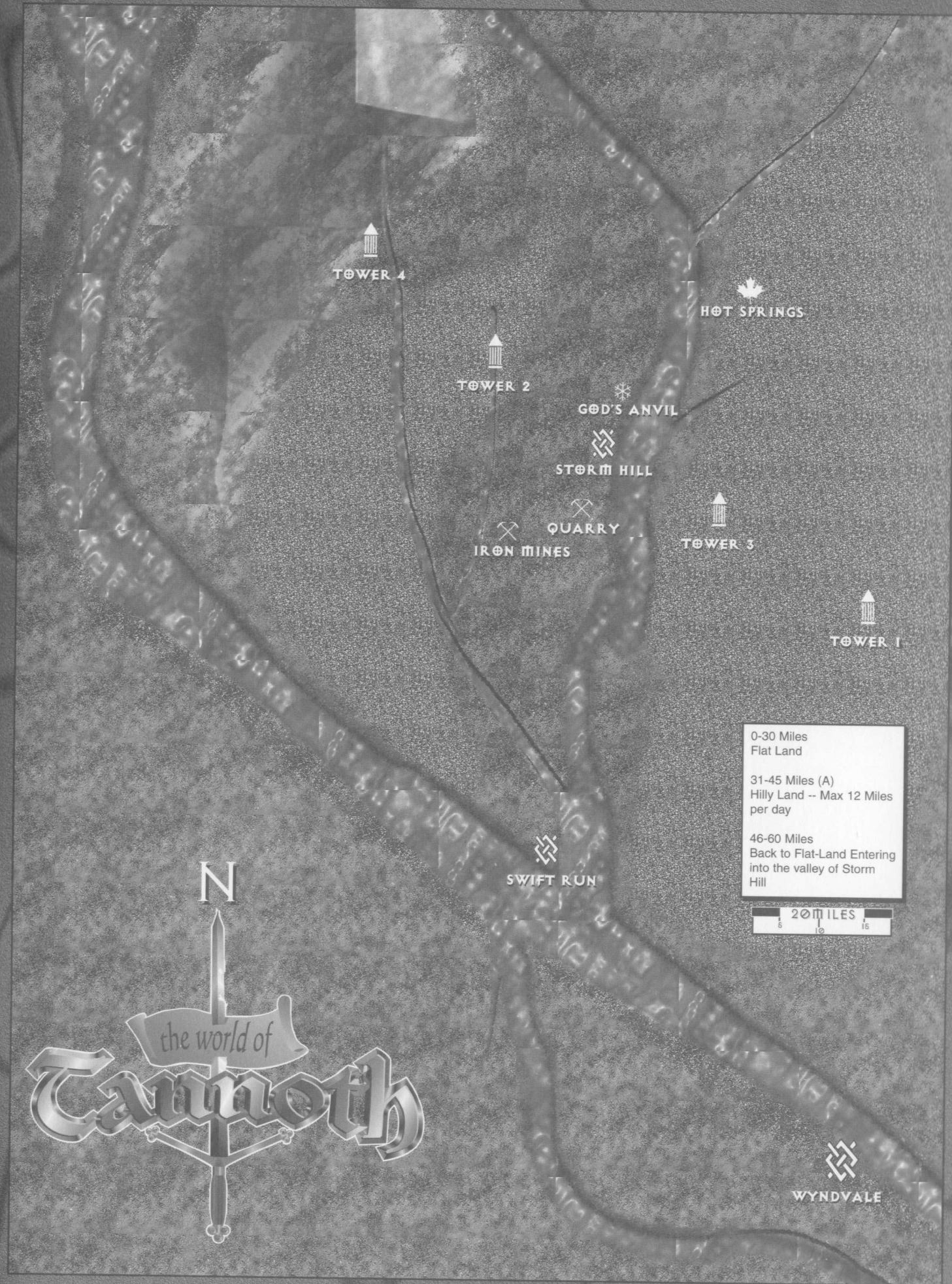
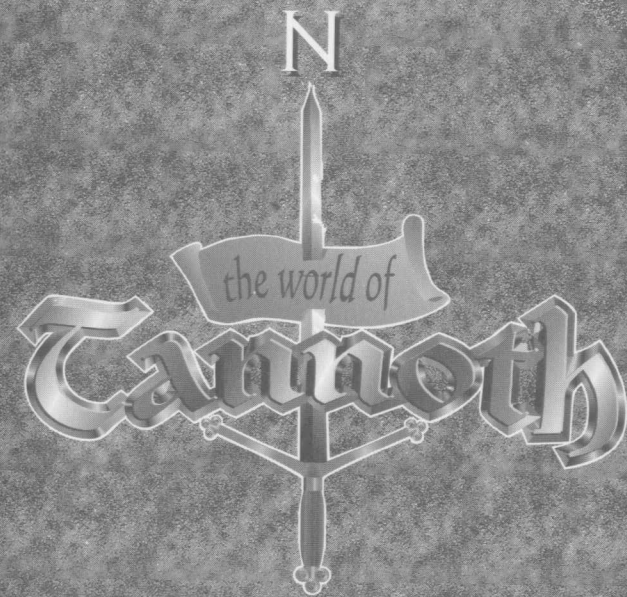
BLUR (RANK 1)

CHARGES: NONE, ITEM IS CONSTANT

ENCOUNTERED ANIMALS

Creature Type	Weight	H / L	Body	Fat	MOV	DT	Sprint	Attack & Damage Bonus	DMR	Drone	Stamina	Will	Armor	Slash	Crush	Pierce	Missile	Energy	Exp. Award
Antelope	40 lbs	15"/2.5'	18	18	15	7'	30"	Sw. Horns (8 PSF)	10	+24 PSF	+8 PSF	+8 PSF	None	1	0	1	1	1	02 exp.
Ants, Giant (Wicker)	25 lbs.	20"	12	25	25	6"	12"	Sw. Horns (3 PSF)	10	+0 PSF	+30 PSF	+0 PSF	Carmin	3	6	6	8	3	5 exp.
	50 lbs.	27"	18	30	14	6"	15"	ant. (8 PSF)2	10	+10 PSF	+68 PSF	+12 PSF	Carmin	6	10	10	13	6	25 exp.
	500 lbs.	36"	40	10	8	4"	6"	ant. (27 PSF)7	10	= 0 PSF	+0 PSF	+48 PSF	Carmin	3	6	6	8	3	1000exp.
	900 lbs	4'4"	45	32	15	12'	24'	Bite. (0 PSF)	10	+10 PSF	+50 PSF	+12 PSF	None	3	4	2	3	1	50 exp.
Armadillo, Cow								Horns (15 PSF) 12											
								Horns(0 PSF)8											
Armadillo, Bull	1500 lbs	4'10"	65	38	18	26'	24'	Horns (21 PSF) 15	10	+10 PSF	+ 0 PSF	+48 PSF	None	5	6	3	4	2	100 exp.
Bomber	20 lbs.	15"/30"	8	7	09	3'	8"	Horns (0 PSF) 12	10	+5 PSF	+5 PSF	+3 PSF	None	1	0	1	1	1	—
								Sw. Bite (12 PSF)											
Bar	1 lb.	5"/12" W.	2	4	10	15'	25'	Sw. Claws (8 PSF)	10	+21 PSF	+0 PSF	+3 PSF	Sw. Horns	0	0	0	0	0	—
Beak, Black	300 lb.	3.5'/6"	50	35	13	5'	15'	Min. Bite (21 PSF) +3	10	+0 PSF	+30 PSF	+21 PSF	None	8	12	7	8	8	200 exp.
Beak, Brown								Min. Claws (30 PSF) +5											
	500 lbs.	3.5'/6"	55	38	13	5'	14'	Min. Bite (24 PSF) +5	10	+0 PSF	+40 PSF	+21 PSF	None	9	14	8	9	8	500 exp.
Beak, Giant								Min. Claws (32 PSF) +8											
	900 lbs.	4'/7.5'	72	55	12	5'	14'	Lee. Bite (30 PSF) +6	10	+0 PSF	+50 PSF	+30 PSF	None	13	18	11	15	10	750 exp.
Bewer	50 lbs	15"	6	8	10	5'	10'	Lee. Claws (38 PSF) +12											
	80 lbs	2'	8	9	10	5'	10'	Sw. Bite(6 PSF) + 2	10	+0 PSF	+0 PSF	+3 PSF	None	0	0	0	0	0	—
Bewer, Giant								Min. Bite (8 PSF) +4	10	+0 PSF	+3 PSF	+6 PSF	None	2	2	2	2	2	5 exp.
								Tail (+10 PSF) +1											
Bur	250 lbs.	30"/4'	41	38	12	7'	16'	Min. Tons (27 PSF) +8	10	+0 PSF	+30 PSF	+16 PSF	None	8	12	6	8	5	80 exp.
Bull, Giant								Sw. Horns (3 PSF) +5											
	500 lbs.	40"/6"	58	47	12	7'	16'	Min. Tons (38 PSF)+12	10	+0 PSF	+40 PSF	+24 PSF	None	8	12	6	8	5	350 exp.
Centaur								Sw. Horns (10 PSF) +5											
	1800 lbs.	8'/9"	45	40	16	Min. Horse		Min. Bite (24 PSF) +2	0	+10 PSF	+28 PSF	+10 PSF	None	1	0	0	1	1	75 exp.
Construct								Lee. Horns (18 PSF) +6											
	100 lbs.	15'	28	30	12	2'		Min. Claws (13 PSF) +1	10	+0 PSF	+0 PSF	+3 PSF	Sw. Horns	0	0	0	0	0	25 exp.
	300 lbs.	25'	44	38	12	2'		Lee. Claws (28 PSF) +5	10	+0 PSF	+8 PSF	+8 PSF	None	0	0	0	0	0	75 exp.
	125 lbs.	27"	27	27	17	7'	24'	Min. Claws (12 PSF) +11	10	+30 PSF	+21 PSF	+18 PSF	None	1	0	5	5	3	100 exp.
Deer, Doe								M. Bite (12 PSF)+ 14											
	60 lbs.	42"/4'	19	17	15	7'	21'	Sw. Horns (0 PSF)	10	+24 PSF	+3 PSF	+8 PSF	None	1	0	1	1	1	—
Deer, Stag	100 lbs.	54"/5'	22	20	16	7'	24'	Min. Antlers (12 PSF)	10	+21 PSF	+10 PSF	+8 PSF	None	1	0	1	1	1	05 exp.
Duck								Sw. Horns (8 PSF)											
	5 lb.	15"/30" W.	3	5	15	2'	25'	Min. Beak (18 PSF) +2	10	+0 PSF	+0 PSF	+3 PSF	Feathers	0	0	0	0	0	—
Eagle	10 lbs.	24"/60" W.	9	12	18	3'	40"	Min. Talons (28 PSF)	10	+12 PSF	+8 PSF	+8 PSF	Feathers	0	0	0	0	0	50 exp.
Eagle, Giant								Lee. Beak (21 PSF)+4											
	400 lbs.	8' LONG	58	47	15	3'	80"	Min. Talons (38 PSF) +5	15	+18 PSF	+28 PSF	+24 PSF	Feathers	1	0	0	1	1	350 exp.
Falcon	2 lbs.	8"/18" W.	4	7	24	2'	48"	Sw. Beak (10 PSF) max. 1	10	+24 PSF	+3 PSF	+8 PSF	Feathers	0	0	0	0	0	20 exp.

Creature Type	Weight	H / L	Body	Fat	Mov	DT	Sprint	Attack & Damage Bonus	Block	Dodge	Stamina	Will	Armor	Sash	Crush	Pierce	Missile	Energy	Exp. Award
Ferret	3 lbs.	8"/15"	3	5	08	5'	8'	Sw. Tailors (24 PSF)	10	+18 PSF	+0 PSF	+3 PSF	Skin	0	0	0	0	0	—
	8 lbs.	12"/24"	4	5	12	8'	18'	Sw. Bite (8 PSF) max.1	10	+18 PSF	+0 PSF	+8 PSF	Skin	0	0	0	0	—	
	8 oz.	8"	2	3	08	3'w/6's	5'w/8's	Sw. Bite (5 PSF) max.3	10	+12 PSF	+0 PSF	+0 PSF	Skin	0	0	0	0	—	
	170 lbs.	5'8"	27	24	12	5'	8'	M. Claw (25 PSF) +2 Pts. Melee Wpn (10 PSF) +2 Pts.	20	+16 PS	---	+20 PSF	Dead Flesh	3	12	16	20	3	100 exp.
Goose	12 lbs.	30"/60"W.	3	5	12	2'	25'	Mo. Beak (3 PSF) max.1	10	+0 PSF	+3 PSF	+3 PSF	Feathers	0	0	0	0	0	—
Gryphon	2500 lbs	9'h./10'L	76	45	15	Hv.	40'	Lge. Bite (32 PSF) +8	15	+10 PSF	+32 PSF	+30 PSF	Hide	8	9	8	8	5	600 exp.
Harpy	180 lb.	5'8"	32	30	13	5'	25'	Mo. Claws (40 PSF) +10 Melee Wpn (10 PSF)	15	+20 PSF	+16 PSF	+25 PSF	Skin & Feathers	1	0	1	1	1	750 exp.
		14" wingspan						Mo. Talons (21 PSF) Screech (21 PSF)											
Hawk	3 lbs.	12"/27"W.	5	8	20	2'	40'	Sw. Beak (16 PSF) max.1 Sw. Tailors (26 PSF)	10	+21 PSF	+0 PSF	+6 PSF	Skin	0	0	0	0	0	35 exp.
Korobd	70 lbs.	4'	16	15	12	3'	6'	Melee Wpn (3 PSF) +0 Pts.	0	+21 PSF	+0 PSF	+05 PSF	Leather	3	1	1	2	3	15 exp.
Lion, Female	400 lb.	36"/6'	48	31	14	6'	21'	Lge. Bite (31 PSF) +5	10	+18 PSF	+26 PSF	+24 PSF	Hide	7	9	7	9	6	300 exp.
Lion, Male	600 lb.	42"/7'	53	45	12	6'	18'	Lge. Claws (37 PSF) +7 Lge. Bite (31 PSF) +8	10	+10 PSF	+34 PSF	+24 PSF	Hide	7	9	7	9	6	400 exp.
Lynx	35 lbs.	24"	18	18	17	7'	21'	Lge. Claws (40 PSF) +10 M. Claw (33 PSF) +9 M. Bite (30 PSF) +7	10	+33 PSF	+21 PSF	+18 PSF	Hide	3	6	4	4	3	10 exp.
Mouse	2 oz.	2"/5"	1	2	06	2'	5'	---	10	+18 PSF	+0 PSF	+1 PSF	Skin	0	0	0	0	0	—
Orc	170 lbs.	5'10"	27	24	12	5'	9'	Melee Wpn (19 PSF) +1	0	+12 PSF	+12 PSF	+12 PSF	Leather	3	1	1	2	3	50 exp.
Otter	25 lbs.	10"	12	20	10/21	7'	12'	Sw. Bite (33 PSF) +5	10	+6 PSF	+16 PSF	+21 PSF	Hide	1	1	1	1	3	—
Owl	3 lbs.	12"/27"W.	4	7	15	2'	30'	Sw. Beak (10 PSF) max.1	10	+16 PSF	+0 PSF	+9 PSF	Skin	0	0	0	0	0	—
Rabbit	4 lbs.	8"/14"	3	3	10	5'	9'	Sw. Tailors (16 PSF)	10	+16 PSF	+0 PSF	+2 PSF	Skin	0	0	0	0	0	—
Raccoon	25 lbs.	12"	12	16	13	7'	12'	Sw. Bite (24 PSF) +4	10	+15 PSF	+18 PSF	+15 PSF	Hide	1	1	1	1	3	—
Rat	1 lb.	5"/12"	2	3	08	3'	6'	Sw. Bite (3 PSF) max.1	10	+15 PSF	+0 PSF	+4 PSF	Skin	0	0	0	0	0	—
Raven	3 lbs.	12"/24"W.	3	6	18	2'	30'	Sw. Beak (6 PSF) max.1	10	+15 PSF	+0 PSF	+9 PSF	Skin	0	0	0	0	0	—
Skeleton	25 lbs.	5'8"	13	16	13	5'	8'	Melee Wpn (10 PSF)	10	+25 PSF	---	+10 PSF	Bone	8	4	18	24	6	30 exp.
Skunk	10 lbs.	8"	3	4	10	5'	10'	Sw. Bite (21 PSF)	10	+6 PSF	+0 PSF	+3 PSF	Hide	0	0	0	0	0	—
Song Bird	3 oz.	3"/7"W.	1	2	15	1'	25'	Scent (33 PSF) 10	10	+15 PSF	+0 PSF	+3 PSF	Skin	0	0	0	0	0	—
Squirrel	4 oz.	2"/7"	1	2	08	3'	7'	Sw. Bite (0 PSF) max.1/2	10	+18 PSF	+0 PSF	+2 PSF	Skin	0	0	0	0	0	—
Unicorn	1400 lb.	42"/7'	63	37	23	12'	24'	Lge. Horn (42 PSF) +8	100	+36 PSF	+32 PSF	+68 PSF	Hide	1	0	0	1	1	500 exp.
Viper	5 lb.	5'	5	5	14	2'	2'	Mo. Hoof (35 PSF) +3	10	+0 PSF	+0 PSF	+30 PSF	Hide	0	0	0	0	0	25 exp.
Viper, Large.	12 lbs.	8'	9	8	14	2'	2'	Bite (10 PSF) + Poison2	10	+0 PSF	+0 PSF	+40 PSF	Hide	0	0	0	0	0	75 exp.
Warg	140 lbs.	33"/48"	28	28	13	6'	20'	Bite (20 PSF) + Poison2	0	+9 PSF	+20 PSF	+20 PSF	Hide	2	3	2	2	3	75 exp.
Weasel	3 lbs.	6"/15"	2	4	09	5'	8'	Mo. Bite (32 PSF) +3	10	+18 PSF	+0 PSF	+3 PSF	Skin	0	0	0	0	0	—
Woodchuck	20 lbs.	15"/30"	5	5	08	3'	7'	Sw. Bite (9 PSF) max.2	10	+3 PSF	+3 PSF	+3 PSF	Hide	1	0	1	1	1	—
Wolf	60 lbs.	24"/40"	22	24	15	6'	21'	Sw. Bite (3 PSF) max.4	10	+14 PSF	+18 PSF	+15 PSF	Hide	2	3	2	2	3	20 exp.
Wole, Alpha	100 lbs	27"/48"	27	27	16	6'	21'	Mo. Bite (24 PSF) +2 Mo. Bite (30 PSF) +3	10	+17 PSF	+20 PSF	+25 PSF	Hide	2	3	2	2	3	50 exp.



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