

HårnWorld™

120
system

NASTY, BRUTISH *and* SHORT™

The Orcs
of Hårn



NASTY, BRUTISH, & SHORT™

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INTRODUCTION 1

Nasty, Brutish, and Short is part of the *HårnWorld* campaign setting, a series of modules which depict the island of Hårn and nearby regions. This particular module contains an overview of the orcs of Hårn and descriptions of four major orc complexes. Maps, plans, and adventure scenarios are included for each complex.

The adventures are designed to provide enough detail to begin play with a minimum of preparatory work, but not so much detail that you are locked into a rigid path. The philosophy of *HårnWorld* has always been to provide an intelligent, cohesive background that does not stifle the GM's creativity.

Note: Some of the comments which follow contain "spoilers," so you may want to read the rest of the module first and then come back to the introduction.

Time Frame

Although the scenarios assume the current year is 720 (the current date in *all* *HårnWorld* publications) you can easily move time forward or backward to fit an existing campaign. The dates given in the scenarios may be regarded as relative, rather than absolute. For example, a date given as 709 can be taken to mean the event took place 11 years before *your* present time.

Rule System Compatibility

While *Nasty, Brutish, and Short* is designed for use with the *HårnWorld* environment and *HårnMaster* rules, it should work with any medieval fantasy environment and FRP rules. If you are using someone else's rules, you will probably need to make some adjustments, and we recommend you familiarize yourself with *HårnMaster* so you know where the adjustments should be made.

Attributes

Nasty, Brutish, and Short uses two character attributes which may not be present in your rules system. You may wish to generate these additional attributes. Most *HårnMaster* attributes are generated by rolling 3d6, making conversion to/from most other systems relatively simple.

In *HårnMaster*, the attribute *Aura* represents one's innate psionic/magical ability. In many systems, the Intelligence attribute serves the same purpose.

HårnMaster also has an attribute called *Will*. This represents a character's mental constitution, stubbornness, bravery, etc. In some systems, a Wisdom or Morale attribute serves the same purpose.

Skills

Some of the character descriptions include skills and their Mastery Level (ML). Skills in *HårnMaster* are percentile-based and range from 05-95 (effectively). The conversion of our skills to another system is straightforward: for GURPS, divide by five, etc.

Magic

Magic plays an important role in this module. For those who do not use *HårnMaster*, a brief overview of the magic system is on the next page.

Magic skills are the hardest thing to convert to another game system. We suggest you convert them by saying a *Gray mage* converts to the most powerful type of mage your rule system can create, a mage who has attuned to three convocations converts to a mage about half as powerful as a Gray mage, and so on. You might wish to treat the convocations as areas of specialization in a mage's overall magical studies.

Campaign Balance

Dyalne of Dulye is a powerful antagonist, perhaps too powerful for your players. An interesting way to reduce her power is to lower her Strength and Stamina attributes to 1d4+2. She is 112 years old, after all, and this adjustment assumes her spells are less beneficial to her physical stamina than her appearance. These attribute reductions will greatly reduce her *Endurance*, and she will then only be able to cast one or two spells before likely failing a Shock Roll. Of course, those two spells are probably going to hurt...

Dyalne's plan, as presented in the "Dance at the Slaughterhouse" scenario, will have a drastic effect on the future of Hårn if she succeeds. However, there are several ways to frustrate her ambition, even if your players are unable to defeat her:

- ❑ The illness which plagues the Gargun colony of Yzug could spread to other Gargun settlements, decimate their populations, and set Dyalne's plan back by years. The plague might only affect certain subspecies of Gargun, or it might affect all the subspecies (and maybe some non-Gargun creatures too). The hand of Melderyn's Council of Eleven might be behind the plague.
- ❑ If Gwadira obtains and wears the Ring of Dominion, its malfunctioning could reduce the strength of her mental domination spells, giving her victims a chance to break free of her control. The Ring might even reverse her spells, allowing Gwadira to be dominated by those she once controlled; an ironic fate.
- ❑ One of the options presented for Dyalne at the end of "Dance at the Slaughterhouse" is for her to have rejuvenated herself by using the blood of Sindarin she has killed. The relatives/associates of these Sindarin could track her down and destroy or banish her. Her stealing of artifacts from Pesino could result in a similar fate.

INTRODUCTION 2

Magic in *HårnMaster*

Most magical forces can be divided into six categories called *convocations*. Each convocation is associated with a particular element, such as fire or water. The convocations, elements, and driving forces are:

Convocation	Element	Essence
Lyahvi	Air	Light/Illusion/Etherealness
Peleahn	Fire	Heat/Action/Dryness
Jmorvi	Metal	Metallic/Mineral/Artifice
Fyvria	Earth	Birth/Growth/Death/Decay
Odivshe	Water	Cold/Darkness/Moisture
Savorya	Spirit	Knowledge/Mind/Meaning

The six convocations are often depicted in a circular pattern called the *Wheel of the Shek-Pvar*:



There are also spells which use Neutral forces, the hub of the wheel.

Attunement

Any mage can cast a neutral spell, but to cast a convocational spell, a mage must be *attuned* to the convocation. During apprenticeship, a mage learns how to attune to one of the six convocations. Later, the mage can, with difficulty, also attune to other convocations. Any combination of convocations is permitted as long as there are no “gaps” on the Wheel of the Shek-Pvar. For example, a mage could be attuned to Odivshe, Savorya, and Lyahvi, but could not be attuned to Odivshe, Savorya, and Peleahn.

Game Mechanics

The ability to cast spells of a convocation is treated as a skill in the *HårnMaster* system. There is a separate skill for each convocation (and one for neutrality). Like all skills in *HårnMaster*, they are percentile-based.

Casting a Spell

Each spell is assigned a level by the GM. The chance of successfully casting a spell (SML) is equal to the caster's convocation ML (CML) minus five times the spell's level. Thus, a mage with a Fyvrian CML of 90 attempting to cast a II level Fyvrian spell has an SML of $90 - (5 \times 2) = 80$.

Spellcasting can cause a mage to tire rapidly. The amount of fatigue accrued depends on the level of success the mage achieves when casting:

CS: None	MS: F1	MF: None	CF: F2+
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After any spellcasting attempt, a Shock Roll is required if any *new* fatigue is accrued. Fatigue received from the current casting of the spell is added to the mage's total fatigue before making the Shock Roll.

Bonus Effects

As the mage's CML increases, most spells give the mage the *option* of invoking additional (bonus) effects, provided they are declared before the casting attempt.

Gray Mages

Of those mages who are able to attune to all six convocations, a few are able to transcend convocational magic and treat *all* spells as if they were neutral. These individuals are called Gray mages. A Gray mage can cast or research any spell using the Neutral Magic skill instead of the various Convocational Magic skills. Gray mages are very powerful and very rare.

Specific Spells

Three spells are mentioned explicitly in the text. A brief description of them is provided for your reference.

Galra's Enhancement (Savorya/II)

A spell cast on a subject other than the caster. At Dyalne's level of mastery, the spell stimulates one of the subject's psionic talents, giving the subject an additional Skill Development Roll. The spell cannot be used in this way more than once a month.

Essence of Sinad (Fyvria/VII)

A spell cast on the caster, or a subject other than the caster. At Dyalne's level of mastery, the spell will reduce the subject's biological age by an average of two years. A liter of blood from a Sindarin (elf) is needed to cast the spell, and is consumed in the casting.

Tongue of Gwadirra (Savorya/IX)

This spell is described on EJATUS 7. It is very powerful and difficult to detect, and you may not want a spell with this kind of power to exist in your campaign. If this is the case, we recommend that Gwadirra is achieving the effect by invoking an esoteric artifact once possessed by Lothrim. A holy artifact consecrated to one of the dark churches would be most appropriate.

GARGUN 1



*human kind, born to rule,
Beware the demon Foulspawn.
Larani fair, none be so cruel,
O save us from the Foulspawn.*

Gargun are short, stooped, fur-covered, humanoid carnivores. They are the most aggressive and barbaric of the intelligent, culture-forming Hârnian species. They are also the most alien, being dramatically distinct from Humans, Khuzdul, and Sindarin in their origin, biology, and society.

It is rare for a culture to have no redeeming features, but that of the Gargun comes close. The best things to be said of them are that they have a short life expectancy and are just as willing to kill each other as they are to kill other species.

HISTORY

The Gargun (also called Foulspawn, orcs, and goblins) first appeared on Hârn about 110 TR during the Tyranny of Lothrim, a renegade mage who sought to use his considerable arcane powers to build a Hârnian empire. They quickly became Lothrim's primary tool for subjugating his neighbors, and their ferocity and depravity became feared throughout the island, earning their lord the sobriquet "Lothrim the Foulspawn."

How Lothrim produced the Gargun is one of the great mysteries of Hârn. Much study of their origin has taken place with no satisfactory conclusion. Genin the Mage believed they originated on Midgaad, one of the Kethiran familial worlds, and were "imported" to Hârn through the Godstone at Elkal-Anuz. Golor the Quick

had another view, suggesting that Lothrim used magical aid to breed the Gargun from captured Khuzdul or Sindarin. Most common folk consider the Gargun to be "demons of the night" from Yashain.

Regardless of their origin, the Gargun soon proved almost ungovernable. Initially, Lothrim's powers kept the Gargun in check, but even he was forced to occupy them with constant wars to maintain control.

In 120 TR, after attacking and destroying the city of Kiraz, Lothrim's Gargun army was annihilated by an avenging Khuzan army at the Battle of Sirion. Lothrim was captured and buried alive in a stone tomb with an "honor guard" of 12 starving Gargun.

The Foulspawner's demise (?) released the surviving Gargun from central control, and they sought refuge from the Khuzdul in the mountainous areas of Hârn. The subsequent withdrawal of most Khuzdul to Azadmere soon allowed the Gargun to flourish.

Conflict with other races was inevitable given the high Gargun breeding rate. Their first serious post-Lothrim assault on a civilized community occurred in 135 TR when a horde of swarming Gargu-viasal attacked and captured the Khuzan mine at Fana, near Azadmere. Elsewhere, population pressure forced some Gargun to descend from the mountains into conflict with Hârn's tribal folk. In eastern Hârn, they eventually drove some tribesmen out of their traditional ranges, forcing them in turn to attack the nascent civilized human kingdoms, an event known as the Migration Wars. By 250 TR, the Gargun were widespread throughout Hârn, and their population of about 50,000 has been relatively stable since then.



ARAKI

KYANI

HYEKA

VIASAL

KHANU

GARGUN 2

BIOLOGY

The Gargun have a reproductive system similar to some insects. In each tribe there is at most one fertile female (the queen) and generally one fertile male (the king). Both sexes become fertile only through continued sexual relations with the opposite sex (all such contact leads to fertility). Females are the most fertile between the ages of eight and 12.

About one month after impregnation, a queen will lay, depending on her age and health, up to 80 gelatinous eggs. If the eggs are stored in a dark, humid environment and covered with a good supply of decomposing organic material, they will hatch in three to six months.

Only one percent of the eggs hatch as females. If sexually exposed to males for about six consecutive hours, these "princesses" will become fertile queens. Since only one queen is tolerated in a tribe, other females are killed and eaten or, more commonly, segregated to form a "Queen's Guard." These female warriors are often the most vicious fighters in the tribe.

Occasionally a princess will be abducted by a group of males who intend to start a new colony. Tribes which lose their queen will strive to kidnap a princess or face certain extinction. Since queens become bloated and somewhat immobile, few princesses actually desire the role.



Gargun Queen

Most male Gargun never have sexual contact with females of their own sub-species. This should not be taken to mean Gargun males are impotent; they are fully capable of rape, as a few hapless survivors (both male and female) of Gargun raids can attest. Sexual tension and competition for sexual access to the queen explains much about Gargun society.

Contrary to widely-held belief, Gargun cannot impregnate human females. Magic or alchemy can permit fertilization to occur between two different sub-species, but the Gargun resulting from such a union are always sterile and insane.

Gargun have the shortest lifespans of Hârn's intelligent culture-forming races. Fully grown within a year of hatching, they seldom live past the age of 25. Most die violently well before then.

RACIAL MEMORY

Newborn Gargun are hatched possessing a common set of memories, or more accurately, racial instincts fused within their genetic code. This racial memory includes the basics of their language, social mores, fighting, hunting, mining, etc. Additional specialized information is included for each sub-species. For example, Gargu-arak are hatched knowing more about hunting while Gargu-hyeka instinctively know more about mining.

Because Gargun begin life with so much cultural information, they develop very quickly. Newborn Gargun are able to almost immediately interact with their tribe and will reach adulthood within a year. However, their racial memory cannot change (beyond normal genetic evolution) and is therefore a fixed pool of knowledge from one generation to the next. Unlike other intelligent species, Gargun society remains almost totally unchanging.

Although Gargun begin life with a common set of memories, they are still able to learn. Indeed, one of the first things newborn Gargun need to discover is the geography of their lair and the surrounding area. If lucky, the young are taught this additional information, but most newborns have to learn by trial and error, or by watching and listening to others. If all the elderly Gargun avoid a certain tunnel, for example, most newborns will eventually notice and copy the action. This occasionally results in Gargun avoiding areas for reasons long forgotten.

A crucial element of their racial memory is an instinct to submit, if only briefly, to a clearly superior central authority. Hence, the Gargun will accept the control of a king, provided he demonstrates an ability to eliminate all other contenders. The dominance of the Gargu-khanu, who typically enslave the other sub-

species, is a common phenomenon. This trait probably explains their submission to Lothrim, whose arcane powers and cruelty were formidable. It has also, from time to time, allowed others to gain brief dominance of some Gargun colonies. Their submission, however, demands that the controlling force be merciless; any sign of weakness brings an immediate revolt which is inevitably fatal to the tyrant.

SOCIETY

Gargun organize into tribes ranging from as few as 40 individuals to as many as a few thousand. Generally, only the colony-dwelling species form the larger tribes.

Fortunately for other species, Gargun tribes constantly raid and war with each other. Even within their own tribe, Gargun squabble, maim, kill, and cannibalize each other. However, if faced with an external threat, or an appealing target for aggression, they will suspend internal discord until the non-Gargun enemy is dealt with. Only when there is an exceptionally strong king, or an external power manages to enslave them, is there any hope of relative tranquillity within a Gargun tribe or colony. Unfortunately, tranquillity always brings a population explosion which always leads to a massive bloodletting.

Gargun have no social restrictions barring competition among a tribe's strongest and most intelligent males to become king, and thereby gain access to the queen. Methods range from a knife in the back while sleeping to mortal combat with the community watching. The only requirement, from the point of view of the would-be king, is to survive long enough to enjoy it. Few survive more than a year. Among most tribes, it is considered an important rite for the new king to publicly devour the body of the deposed monarch. That Gargun are violent by instinct is not surprising considering that most of them are the offspring of the most dominant and aggressive males.

Gargun are nocturnal; they prefer to hunt and raid at night when their vision is most keen. They usually find cover and sleep during daylight hours, but can fight in sunlight if necessary.

Gargun eat only meat, and sometimes keep food animals. However, so active is their metabolism and so gnawing is their hunger that any most tribes are constantly hunting. They do not hesitate at cannibalism (some tribes even regard the meat of their young as a delicacy) and all Gargun very much enjoy eating human or Khuzan flesh. Sometimes they cook or kill their food before dining.

Gargun have an abiding, almost insane, hatred for the Khuzdul and will attack any they find if there is the slightest hope of victory. The animosity is mutual; the

two races have a long history of conflict dating from the Carnage of Kiraz in 120 TR. Nothing is likely to please a dwarf more than the gift of a Gargun's head.

When the population of a large Gargun colony grows beyond the ability of the community to support it, one of two events will occur: a bloody civil war or a *swarm*. Civil wars can kill up to 80 percent of the population in a sudden orgy of bloodletting, perhaps lasting only an hour. A swarm occurs when a significant number of males, perhaps 40 percent, seize the queen or a princess and fight their way to freedom. Having escaped, the swarm will attempt to establish a new colony. Only one in ten will succeed. A swarm can be exceedingly unpleasant for anyone in its path.

LANGUAGE & SCRIPTS

Each sub-species has a distinct language. Gargu-hyeka, for example, speak *Hyeka* while Gargu-arak speak *Araki*; racial memory includes the basic grammar and vocabulary of the applicable tongue. Like most other things about Gargun society, their languages do not change from one generation to the next.

None of the Gargun languages have an extensive vocabulary, and gestures are used to quantify statements or indicate emotional states. Most humans cannot interpret these rapid hand signals, so Gargun speech inevitably sounds like chaotic grunts and growls.

Even communication between the five sub-species is awkward. Each language assumes the speaker is conversing with someone with the same racial memory. Consequently, each language is difficult to learn for another sub-species. It is actually easier for Gargun to learn a local human language than another orc tongue. However, their racial memory also includes a highly-developed sign language which is *identical* for all Gargun. This sign language, supplemented by Hârníc, is the most commonly used method for communication between the different sub-species.

There are no Gargun scripts. Although reading and writing is mostly unknown, a few orcs have been taught the scripts of other races.

RELIGION

The Gargun are irreligious. Their racial memory informs them they were "Forsaken by the Gods" but they cannot explain the origin of this notion. Their instinctive awe and fear of superior power has allowed a few bold clerics of Morgath and Agrik to convert some Gargun, but this has always been short-lived. The Gargun require an ongoing demonstration of superiority to honor their submission. No deity, not even Morgath, is willing to play this game, and no Gargun can accept blind faith.

GARGUN 4

GARGUN SUB-SPECIES

The Gargun are divided into five distinct sub-species: Gargu-arak, Gargu-kyani, Gargu-hyeka, Gargu-viasal, and Gargu-khanu. These divisions existed at the time of their appearance on Hârn. Some scholars have speculated that each sub-species once existed as specialists within a larger community of Gargun (e.g., soldiers, hunters, miners, legbreakers, etc.).

Gargu-Arak

The small or streaked orc represents about a third of Hârn's Gargun population. They are smaller and lighter than other Gargun, averaging about three feet in height, with streaky brown or tawny fur. Less repelled by the outdoors than other species, they mostly dwell in nomadic tribes of 40–240.

Their dwellings are often little more than crude huts, or even loosely-covered scrapes in the ground, and they sometimes sling "nests" in trees. About one in six tribes have a queen to protect, and they generally construct a lodge to protect her. Araki lodges are constructed by first excavating a large pit and then building a shored, earthen roof over the hole. The lodge will have several interlocking chambers and acquire additional side tunnels as time passes.

Typically, Gargu-arak tribal "nations" are made up of two or more tribes which range over several hundred square miles. Each nation will have at least one queen, and sometimes two or three. As a result, Araki nations

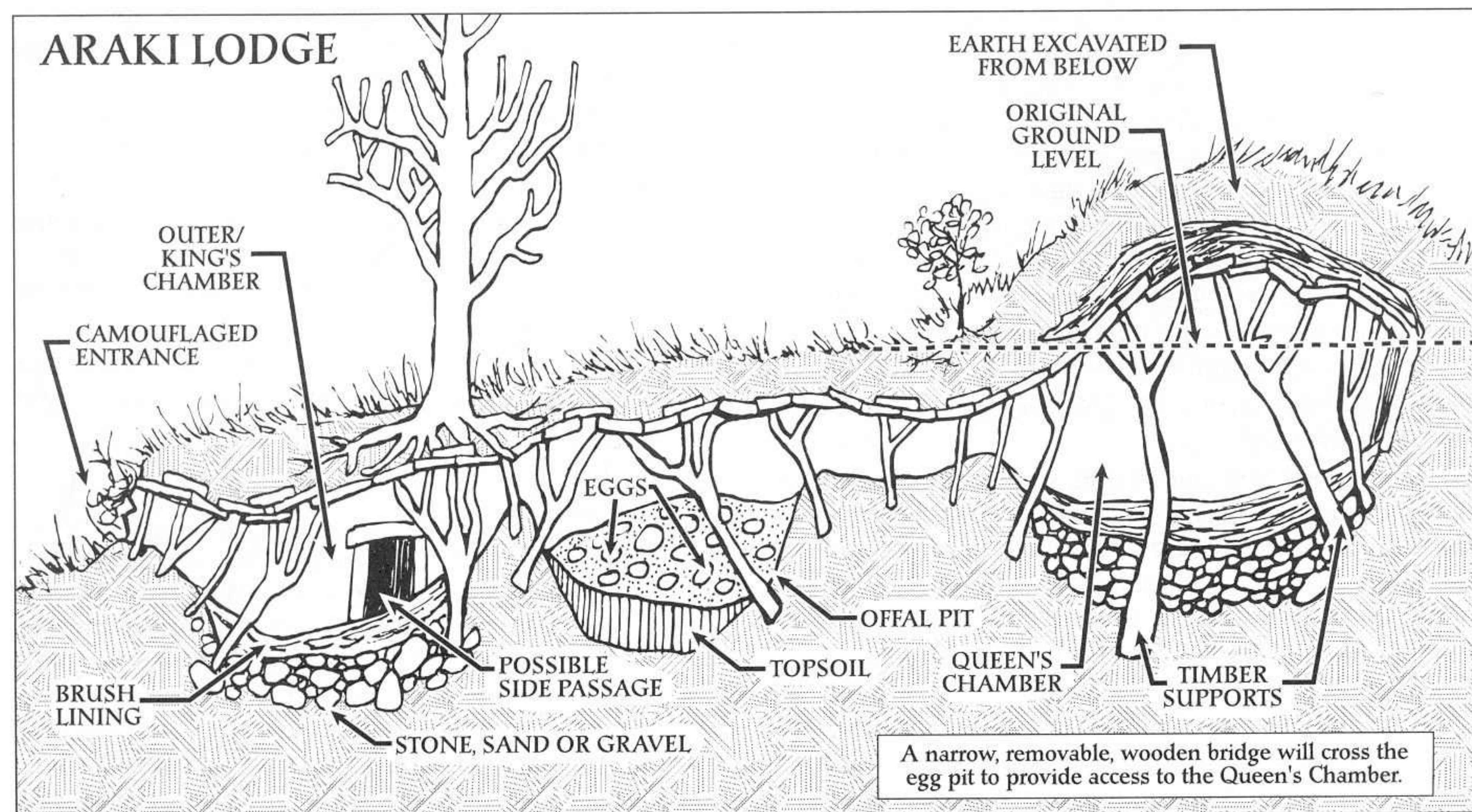
may have more than one king, with the predictable result of ongoing internal conflict.

The tribes possessing a queen often attempt to achieve leadership of their nation, trading her favors and offspring for tribute. More often, however, demands for tribute are answered by raids from queenless bands seeking to steal a queen or princess.

Despite their small statures, the Araki are among the most feared of nocturnal predators. Skilled stalkers, they possess an acute sense of smell, keen nightvision, and, unique among Gargun, employ shortbows that are effectively "longbows" to them. Some Araki also use blowguns to fire poison darts. While they pose a great danger to the weak, solitary, or unwary, the Araki will generally not attack a well-prepared and vigilant party unless driven by hunger.

Most Araki have great skill in Herblore and use this knowledge, along with their acute sense of smell, to communicate with each other. It is their practice to hang totems, essentially small leather bags stuffed with herb leaves, from high branches. Each herb has a specific meaning to the Araki nose, such as "Good Hunt," "Water Place," "Bear Cave," etc. Seen from the ground, the totems appear to be bird nests.

The longer-established tribes usually have some manufacturing capacity, and make their own spears, bows, arrows, and mankars. The Gargu-arak tend to avoid the other Gargun species whenever possible, but often find themselves enslaved by Gargu-khanu.



Gargu-Kyani

The white orcs average 3'10" in height and are the second smallest of the Gargun sub-species. They range in color from pale brown to off-white. Although Kyani sometimes roam in nomadic woodland bands like the Gargu-arak, they more often build cave complexes in alpine locations covered by snow year round. Tribes range from 200 to 1,200 in size.

The Kyani have the highest sense of identification to the tribe and exercise more ritualism in their social arrangements than other Gargun. Their rituals are mostly concerned with their "code of honor," which centers around the survival of the tribe; individuals are deemed to be of lesser importance. When food supplies run low, elderly Kyani are expected to leave the tribe to face almost certain death by starvation. If the tribe is under attack and some Kyani can fight or otherwise delay the attackers while the tribe escapes, they are expected to do so, even if this means certain death.

The Kyani honor courage and, conversely, frown upon overt displays of cowardice. Leadership of the tribe is decided by mortal combat, but the fight begins only after a formal challenge, never with a knife in the back.

The Kyani often keep dogs or wolves as pets, which they do not maltreat too much. They also produce finer artifacts than the other sub-species of Gargun. They are particularly creative with silver, a metal they treasure above all else. They will engage in trade with non-Gargun, especially if silver is offered, which they will exchange for an equal weight of gold!

Although the Kyani, like all Gargun, have an evil reputation among most folk, veteran wilderness travelers know them to be the least prone to violence and to have the least unpleasant personalities. Their sense of honor and respect for courage has allowed many a human to survive a Kyani encounter, even to the extent of being aided and escorted to safety. However, since the Kyani consider a slow and painful death the most appropriate punishment for those who show cowardice or otherwise dishonor themselves, any who refuse to live up to these expectations soon begin to beg for a quicker death.

Gargu-Hyeka

The common or brown orc represents about half of Hârn's Gargun population. Their fur ranges in color from black to auburn, and they average just under four feet in height.

Small bands of queenless Hyeka may be found dwelling in the mode of the Gargu-arak, but they are most noted for their large cave complexes that typically contain one queen, a few dozen princesses, and between 1,000 and 2,000 males.

As mining engineers, Gargu-hyeka are second only to the Khuzdul. Chambers and passages in a Hyeka cave complex tend to run in straight lines, although irregular natural caverns may be included. Numerous redoubts, blind-ways, pits, and other traps designed to foil intruders are common. Most complexes contain iron mines and armouries which can produce fairly-good weapons, notably mangs and mankars. Gargu-hyeka produce passable scale and mail armour, but most wear leather armour or none at all.

The Hyeka keep livestock, mostly wild cattle and horses, as food animals in large external pens. These provide a significant portion of their diet, but rarely meet the entire needs of the complex; bands of 20 to 80 Hyeka will hunt a range extending up to ten leagues around the complex. The security provided by their intricate complexes, and their naturally-high birthrate, make the Hyeka the most likely of all sub-species to swarm.

Gargu-Viasal

The red orcs, averaging four feet in height, are the second largest of the Gargun sub-species. Their fur is auburn to red in color. The Viasal prefer to dwell in cave complexes in a manner similar to the Gargu-hyeka, but they have a slower birthrate, smaller communities of 700–1,200, and swarm less frequently than the Hyeka. The Viasal are the most cannibalistic of all the Gargun species; all dead Gargun are devoured by them unless the "meal" died of an illness. The Viasal are also very aggressive, second only to the formidable Gargu-khanu. They are, in fact, much too aggressive to submit to Khanu enslavement, and relations between these two species of Gargun is always violent.

Gargu-Khanu

The great or black orcs, at an average height of 4'2", are the largest, strongest, and most murderous of the Gargun sub-species. Their fur is black or dark brown. They justifiably regard themselves as the "warrior elite" of the Gargun. Fortunately for the rest of Hârn, the Khanu breed far more slowly, and kill each other far more readily, than any other sub-species and, with these checks on their population, are the least likely of all Gargun species to swarm.

Gargu-khanu are rarely found in nomadic bands. Small bands may dwell alone in a cave complex, but they are most often found as the ruling elite in a hybrid culture with Araki and/or Hyeka as slaves. The Khanu are not great builders and typically, if they find themselves without a home, will attack and attempt to conquer a colony of these two weaker species.

GARGUN 6

NOMADIC TRIBES

The following is an alphabetical list of all Gargun nomadic tribes with their approximate populations and sub-species. In addition to the listed nations, there are dozens of small nomadic tribes scattered throughout Hârn numbering perhaps another 3,000 individuals. Small bands of Araki are particularly numerous along the shores of Lake Benath, and are a significant menace to Ilviran pilgrims to Araka-Kalai.

Chindra, the [L7]

Hyeka: 900

The Chindra nation consists of four tribes, two of which protect a queen. The Chindra are a particular nuisance to the human Bujoc tribe who share their range. Their relations with the human Pagaelin are less violent, and many of these tribesmen carry weapons of Hyeka manufacture obtained by trade.

Diaffa, the [J2]

Araki: 2,700

The Diaffa are the largest concentration of Gargu-arak on Hârn. Thirteen individual tribes make up the Diaffa nation, four of them protecting queens. The Diaffa threaten the human Anoa tribesmen, but are themselves under attack from the Khanu/Araki colony of Ejatus. Several Diaffa tribes make their homes in the vast ancient Jarin burial ground of Gedan and often find themselves in conflict with Jarin rebels who also use the "Lodge of a Thousand Souls" as their headquarters.

Moym, the [M7]

Araki: 800

Hyeka: 100

The Moym consist of five tribes of Araki, two protecting a queen, and one tribe of Hyeka with a queen. The Hyeka have periodically attempted to assert leadership of the Moym nation, so far without success. The Moym Gargun live closer to a major human settlement than any other Gargun since their range extends northward from the River Horka just opposite the city of Thay. The Moym are sometimes hunted by the bolder folk of northern Melderyn, but unwary hunters rarely live to boast of their sport.

Nuthuk, the [I3]

Araki: 1,500

Hyeka: 200

Kyani: 60

The Nuthuk are a disorderly collection of 11 Gargu-arak tribes, two Hyeka tribes, and one small Kyani band. Only one of the two Hyeka tribes protects a queen. The second tribe, numbering less than 40 individuals, is

attempting to recover from a losing war with two Araki tribes. To ensure their survival, they must hope to steal a princess from the larger Hyeka tribe.

The small Kyani tribe is the remnant of a swarm from Bwaft two years ago. Their female was accidentally killed during the swarm, and their queenless band is in danger of extinction.

The Nuthuk Gargun are particularly troublesome to the human Anoa and Taelda tribesmen, and are a menace to caravans on the Fur Road and to isolated settlements in the Leriell/Gwaeryn region.

Pryeh, the [I5]

Araki: 1,700

The Pryeh nation consists of 14 tribes protecting three queens. Reasonably well-organized, the Pryeh are constantly at war with interloping Gargu-hyeka from Gifuso, Gargu-viasal from Nizus, and the human Kath and Chelni tribesmen. This experience has taught them much about the ways of war, and the Pryeh are one of the many dangers connected with the exploration of Elkal-Anuz.

Ruthuba, the [L6]

Araki: 300

The smallest Araki nation, the Ruthuba consist of three tribes, one of which protects a queen. They are a significant annoyance to the bizarre Ilme of the Ilmen Marsh. There are also periodic skirmishes with the nomadic Chindra Hyeka to the south. Their relationship with the human Pagaelin tribe is better, in that some trade is interspersed with the odd massacre.

Toset, the [G3]

Araki: 900

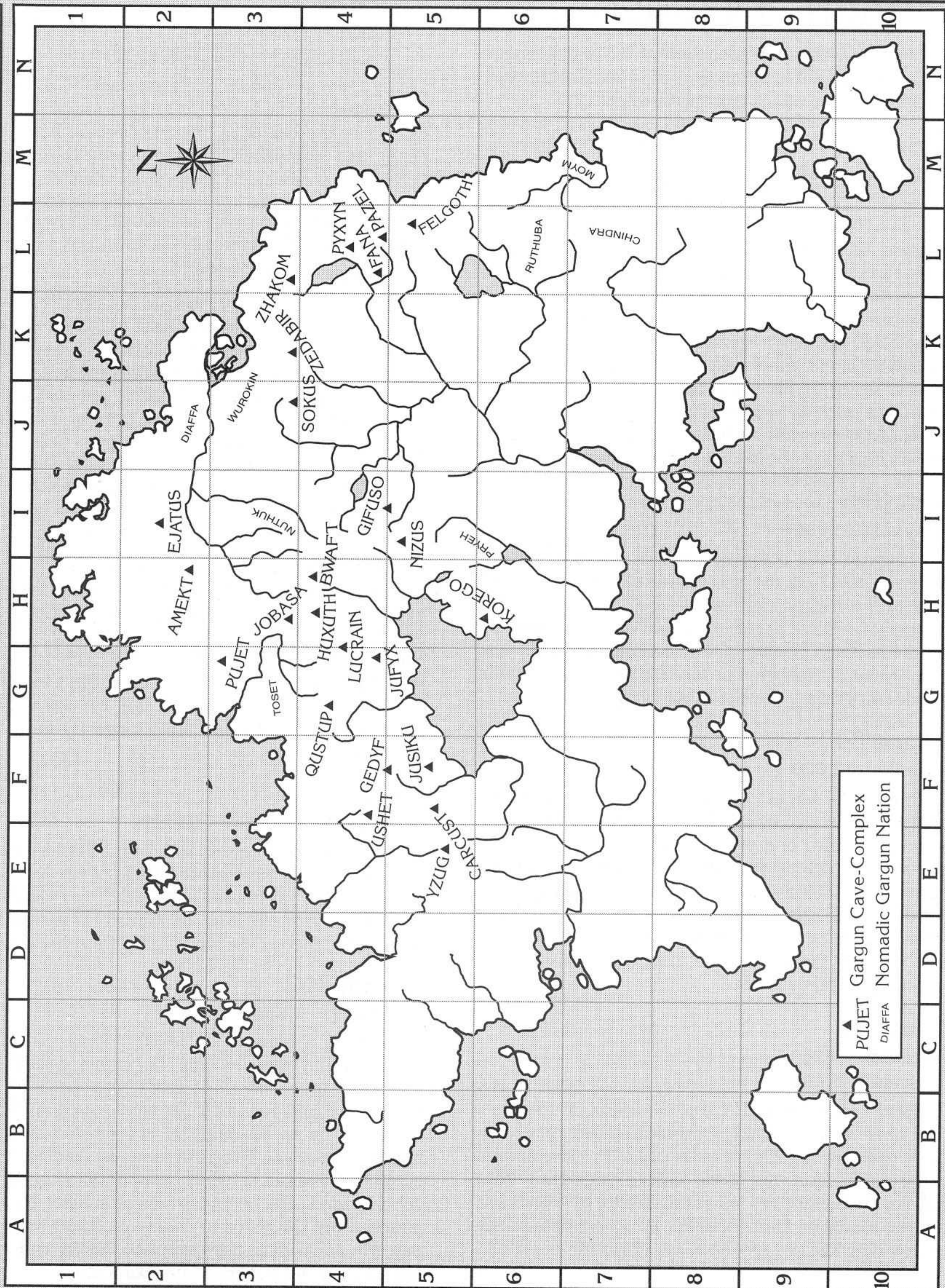
The Toset skirmish regularly with both the Ymodi and Equani human tribes who share their range. Their relations with the Equani are particularly hostile, with no quarter being asked or given. Seven individual tribes comprise the Toset nation, only one protecting a queen. The Toset are seldom a threat to civilized people, although they once harassed the now-abandoned Ivinian colonies of Morvilya Bay.

Wurokin, the [J3]

Araki: 1,300

The 15 tribes of the Wurokin nation occupy the region south of the Anoth Delta. Three tribes protect queens. The Wurokin are deadly enemies of the Taelda human tribal nation, and occasionally ally themselves with the Gargu-viasal of Zedabir or the Gargu-hyeka of Sokus. A particularly difficult enemy of the Wurokin nation is Noron and his sons, who hunt them for sport.

GARGUN TRIBES AND COLONIES ON HÂRN



GARGUN 8

GARGUN COLONIES

The following is an alphabetical list of all major, permanent Gargun settlements on Hârn, with their approximate populations and sub-species.

Amekt [H2]

Kyani: 1,300

Located in an abandoned Khuzdul mine, Amekt is the largest Kyani colony on Hârn and, with the possible exception of Pujet, the most peaceful. The orcs of Amekt rarely trouble human settlements or travelers, and are content to survive on game and their rather substantial livestock holdings. The current king is Shesga, age 23, who has ruled for two years. He succeeded Ganna, who suffered the rarest of Gargun demises: dying in his sleep after a seven-year reign. Shesga, like most of his predecessors, hopes to establish peaceful relations with his human neighbors. He has no idea how this might be accomplished, however.

Bwaft [H4]

Kyani: 800

A natural cave complex situated almost 6,000 feet above sea level on the southeastern slope of Mount Obew in the rugged northern Felsha mountains. After centuries of relative peace, the Kyani of Bwaft currently find themselves involved in a vicious war with the Gargu-hyeka of Huxuth. For more information, see the Huxuth entry below and the BWAFT article.

Carcust [F5]

Hyeka: 2,000

One of the largest Gargun communities on Hârn, Carcust was founded by survivors of the Battle of Sirion. As such, it is also one of the oldest colonies on Hârn. Carcust is the site of an ancient Khuzdul mine, and its defensive capabilities have been considerably improved over the years. The current king of Carcust is Drogor "Bone-Splitter," a fifteen-year-old male who recently came to the throne by the traditional method of murdering his predecessor.

Ejatus [I2]

Khanu: 260

Araki: 1,100

Ejatus is a natural cave complex in the Jahl Mountains with an Araki population subservient to a Khanu elite. Having Khanu overlords is not uncommon among the Gargun, but these Khanu, originating from Zhakom, are themselves under the control of Gwadira, a powerful renegade Shek-Pvar. For complete details, see the EJATUS article.

Fana [L4]

Viasal: 1,200

A rich Khuzan silver mine seized almost 600 years ago by a massive swarm of Gargu-viasal. The Khuzdul of Azadmere have made dozens of futile attempts to regain Fana over the centuries, the most recent being in 689. Fana often skirmishes with the nearby Gargu-hyeka of Pazel, and is always a menace to travelers using the Silver Way. For more information, see the FANA article.

Felgoth [L5]

Hyeka: 1,100

A natural cave complex in the Sorkin Mountains west of Garvin Bay and northeast of Tontury Lake. The settlement is surrounded by dozens of semi-nomadic splinter bands, most of whom pay some form of tribute to King Lorgath of Felgoth. Most of the nomadic bands are very small, and occasionally present a nuisance to the denizens of Ilmen Marsh.

Gedyf [F4]

Hyeka: 1,500

Like Carcust, Gedyf is one of the longest-established Gargun communities on Hârn. Gedyf is a natural cave formation which has been considerably expanded by its present occupants. The Gedyf Hyeka are particularly skilled at weaponcraft, and have benefited from the large deposits of high-grade iron in their home. The current king is Meshkar, a cunning and wicked Hyeka of 21 years of age. He has reigned for three years, a very respectable longevity for a Gargun monarch.

Gifuso [I5]

Hyeka: 1,200

Located on an eastern spur of the Felsha Mountains, Gifuso threatens the northern range of the Kath and the settlements of northwestern Kaldor. Torz "Gotch-Eyed," the twelve-year-old king of Gifuso, is extraordinarily brutal and hideous. He has reigned for three months.

Huxuth [H4]

Hyeka: 1,500

Always a menace to travelers in the Jobus-Obew pass, Huxuth has become far more organized and dangerous in the last three years. King Krega of Huxuth is a shrewd and cunning ruler whose natural talents are enhanced by an Earthmaster artifact and an enslaved human Shek-Pvar. Krega dreams of leading a unified empire of Gargun to which the communities of Bwaft, Jobasa, Jufyx, and Lucrain would be subject. He recently attacked the Gargu-kyani colony of Bwaft, forcing it to pay tribute to him. For complete details and plans of Huxuth, see our publication *Araka-Kalai*.

Jobasa [H3]

Hyeka: 2,100

One of the oldest and largest Gargun communities on Hârn, Jobasa is a constant threat to the Ymodi tribesmen of Himod. Jobasa is ruled by Pratago, a fifteen-year-old of savage and bestial habits. Jobasa is one of the targets of King Krega of Huxuth, and the Gargun of the two colonies are constantly involved in hostilities.

The Hyeka of Jobasa have an ancient legend which tells of the capture, shortly after their colony was founded, of a party of Khuzdul which included King Bazanthar of Kiraz. If this is so, it is possible Jobasa contains the master key to Kiraz.

Jufyx [G4]

Viasal: 950

Araki: 40

A natural cave complex, expanded first by human miners and later by the current inhabitants, Jufyx presents a significant threat to pilgrims to Araka-Kalai. The colony was founded by a swarm from Nizus in 298. The Viasal of Jufyx claim lordship over the numerous bands of Arak in the region, but have proven ineffective at systematically enslaving them. Only a few dozen Arak dwell in Jufyx. For the moment, the king of Jufyx is Slotrik, but any of several powerful challengers is likely to remove him from power in the near future. Jufyx has been targeted as a future conquest by King Krega of Huxuth, and a few skirmishes have taken place with his forces.

Jusiku [F5]

Viasal: 1,180

Located on a southern spur of the Rayesha Mountains, Jusiku is a constant threat to the human mining colonies at Iracu and Sirion. Space is highly limited in the colony, primarily due to the extreme difficulty in mining the granite stone there. The Viasal refuse to move because the rare pink granite appeals to them. As a result of population growth, Jusiku has nearly reached the crisis point where either a civil war or a swarm will result. Were a swarm to occur, it would have dire consequences for Iracu, which lies a mere five leagues away. Although the camp is designed for defense against normal raiding parties, a swarm of several hundred Gargun could devastate it. Presently, King Daklar maintains a restive peace in the colony.

Korego [H6]

Hyeka: 2,300

Korego is the oldest and most populous Gargun colony on Hârn. Due to its proximity to the Salt Route, it is also one of the most troublesome. The Hyeka of Korego have a long history of conflict with the Tulwyn tribesmen. The colony is currently under the sway of two ruthless human females: Gwadira the Mage and Cylesa the Mask. For more information, see the KOREGO article.

Lucrain [H4]

Kyani: 460

Located in a startlingly-beautiful natural cave complex, Lucrain holds the dubious distinction of being the most physically-attractive Gargun colony on Hârn. The inhabitants, however, do not encourage tourism, and few people willingly make the trip to view the natural wonders of the site. Lucrain is ruled by Gradak, a highly-aggressive Gargun by Kyani standards. The colony gives periodic trouble to the local human tribes. Lucrain is one of the colonies targeted by King Krega of Huxuth for inclusion in his empire, but so far only minimal skirmishing has occurred.

Nizus [I5]

Viasal: 1,050

Located in a pass through the Felsha Mountains, the Viasal have grown to enjoy the periodic parties of Ilviran pilgrims foolish enough to choose this route to Araka-Kalai. King Saryng has ruled for several months and is normal for a Viasal monarch; that is to say, treacherous, murderous, and sadistic.

Pazel [L4]

Hyeka: 1,900

A natural cave complex on the southern slopes of Mount Jenzu, Pazel periodically skirmishes with Felgoth and Fana. King Ricarga of Pazel has ambitions of conquest, but is more troubled than usual by internal discord.

Pujet [G3]

Kyani: 390

Pujet is unique; it was created not by conquest, nor by a swarm, but as a deliberate policy of colonization. In 590, Amekt was heavily overpopulated. The king at that time, one Harog, fearing a civil war or a swarm, solved the problem in a manner unheard of in Gargun history. Harog renounced the kingship of Amekt, naming a succession council to choose his replacement. He then led several-hundred followers and a few princesses to Pujet, a pre-selected location in the western Jahl

GARGUN 10

Mountains. Since that time, there have been regular embassies between Pujet and Amekt, and relations between the two colonies have been good.

The Pujet Kyani have reasonably good relations with their human neighbors, and in fact have formed a loose alliance with the human Ymodi tribe. The Ymodi and Kyani have cooperated against the Equani tribesmen, who threaten both, and have developed a method of peacefully dividing hunting ranges and settling disputes. On one occasion, Gargu-kyani brought food and supplies to an isolated Ymodi village that had suffered a particularly bad winter.

The current king is Clagan, a nineteen-year-old orc who has reigned for one year.

Pyxyn [L4]

Khanu: 150
Hyeka: 800

A large complex, of Khuzan origin, in the Sorkin Mountains. Much of the complex is actually uninhabited, so Pyxyn has considerable room for growth. The Khanu rule a Hyeka population who are primarily used as warriors in the constant struggles with the dwarves of Azadmere. The current Khanu king is Chaga "the Hammer," who recently emerged the victor of a merciless power struggle after the previous king was slain in battle with the Khuzdul. There is no Hyeka king; access to the Hyeka queen is granted by the Khanu.

Qustup [G4]

Hyeka: 1,000

A small colony established in an ancient mine, probably of Khuzan origin. The Hyeka of Qustup are a periodic threat to the indigenous Equani tribesmen. In 684 TR, swarming Gargun from Qustup destroyed the mine at Izora, but no permanent colony was ever established. Kruska, the current king, only recently attained the throne by the traditional method of murder and cannibalism.

Sokus [J3]

Hyeka: 900

The smallest independent colony of Hyeka on Hârn, Sokus is also one of the least aggressive. No doubt their proximity to Noron's Keep and its dangerous, Gargun-hating inhabitants account for their unusual caution. Notwithstanding their fear of Noron, the Hyeka of Sokus present a menace to unwary or lightly-armed travelers in the region. They are ruled by King Araga, whose wariness has allowed him to rule for six years, an almost miraculous tenure for a Gargun lord.

Ushet [F4]

Khanu: 110
Araki: 220
Hyeka: 600

One of the few tripartite colonies, the Khanu elite rule over 800 Gargu-arak and Gargu-hyeka. Ushet is a former hunting lodge of the Khuzan kings of Kiraz. There are no Araki or Hyeka kings. Breeding privileges for both species are granted at the pleasure of the Khanu king. Sharuk, the current Khanu king, has ruled for almost a year. For details and plans of Ushet, see our publication *Kiraz: The Lost City*.

Yzug [E5]

Kyani: 420

Yzug's population, which was well over a thousand a year ago, has declined precipitously in the last six months due to a virulent disease which has swept through the colony. The disease manifests as uncontrollable coughing fits, bloody saliva, and swollen glands and sinuses, leading to death in about 60 percent of all cases. Since the onset of the disease six months ago, over 500 orcs have died and another few hundred have fled the colony. Three kings of Yzug have perished during the epidemic. The present king is Jarrga, who has reigned for less than a month. The disease is of unknown origin and has so far not infected any other communities.

Zedabir [K3]

Viasal: 800

Located in the northern Sorkin mountains, the outskirts of Zedabir are frequently used as hunting grounds for Noron and his sons. Recently, Zedabir suffered a major civil war resulting in the deaths of over 500 Gargun. The present king is Woflargo, a twenty-year-old who has reigned for half a year.

Zhakom [L3]

Khanu: 260
Hyeka: 500

Located in an abandoned Khuzdul mine, Zhakom was first inhabited by Hyeka about 300 years ago and has remained a threat to Azadmere ever since, especially after a band of Khanu invaded and subjugated the Hyeka around 660. Since this time, the frequency and ferocity of attacks has markedly increased. In 719, however, Zhakom suffered a extremely bloody civil war, resulting in the deaths of over 1,700 Gargun. Some observers in Azadmere have noticed the recent cessation of attacks from Zhakom, drawn the correct conclusion, and are urging that Zhakom be attacked and destroyed while it is relatively weak.



ana began its existence as a Khuzdul mine. It was founded in 108 BT by clan Dyrak, weaponcrafters of Zerhun, who discovered an extensive vein of high-grade iron ore.

Clan Dyrak was then, as now, one of the finest weaponcrafting clans in Azadmere. During the time they operated Fana, almost two and a half centuries, they extracted phenomenal amounts of quality ore and produced some of their finest weaponry.

In about 55 TR, deposits of precious gems were discovered in the mine's lower galleries. Clan Dyrak's artisans quickly began to incorporate these stones into their weaponry, producing among the most beautiful weapons then in existence.

After the Battle of Sirion in 120 TR, Gargun began to appear in significant numbers in the Sorkin Mountains. Fana was first raided in 122 TR and was attacked at least twice annually until 129, when a major assault was driven off with heavy losses on both sides. No further attacks occurred for six years.

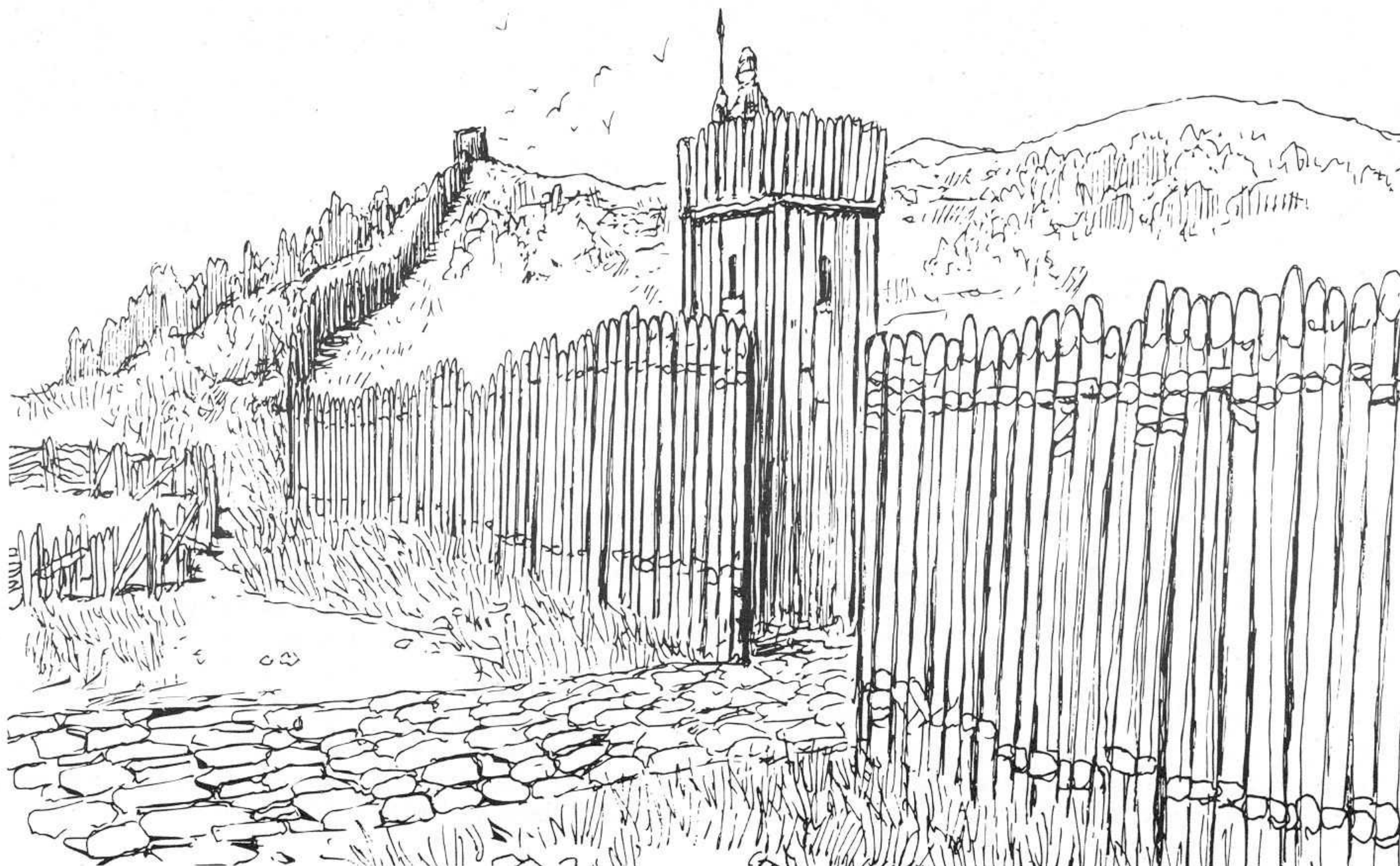
In 135 TR, a massive swarm of Gargu-viasal surprised the defenders of Fana. Despite a heroic defense, the mine fell to the Viasal with the deaths of all but a handful of Khuzdul who managed to escape to Zerhun.

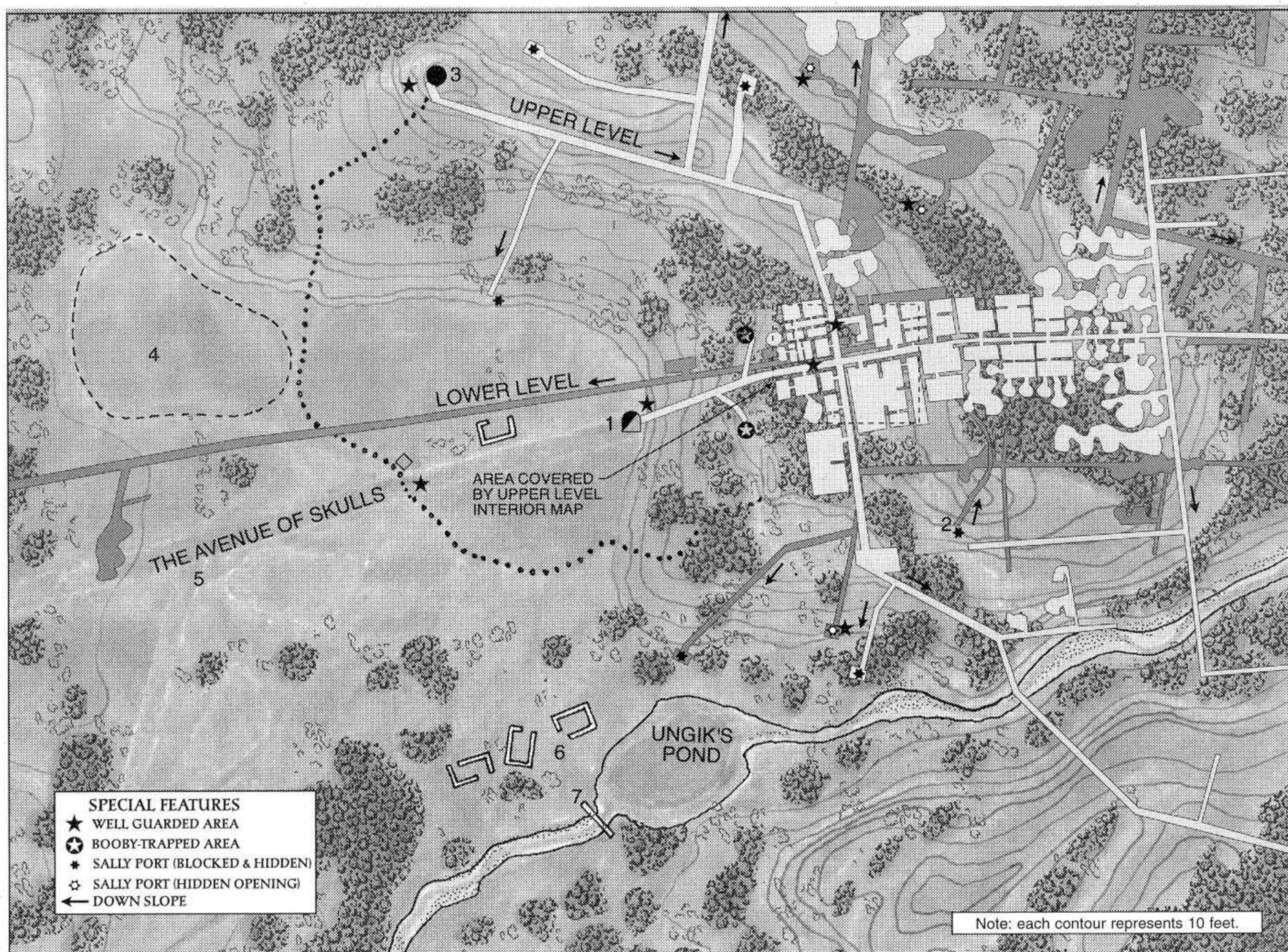
An attempt by Clan Dyrak to retake the mine a month later was bloodily repulsed, failing largely because of the hurried planning of the attack. A second attempt in 137 TR was much better prepared, but was also driven off. Three more attempts were made before 142, all with similar results. After that time, the King of Azadmere refused to give any further aid to Clan Dyrak to recapture Fana, claiming the price of failure had become too high.

Since then, Clan Dyrak has periodically attacked the mine, on average about four times a century, each attack spilling much youthful Dyrak blood and consuming much of the clan's wealth to employ mercenaries. The most recent assault occurred in 689. Most members of Clan Dyrak believe that the Gargun have repulsed them only because of supernatural aid.

Fana's Gargun are a serious threat to travel on the Silver Way. Caravans using the road normally travel under very heavy guard and are rarely attacked, but small parties of less-wary travelers are at considerable risk.

Fana is often skirmishing with the nearby Gargu-hyeka colony of Pazel. King Ricarga of Pazel dreams of conquest and building an empire of Gargun around Azadmere. He recently demanded tribute from Fana, but has not received a reply because his emissaries were added to a Fana stew.





LOCAL MAP NOTES

1. Ungik's Gate

The main entrance to Fana, named after the current Gargun king. The entrance is protected by a wooden palisade. Originally six feet in height, the palisade is currently being replaced by a ten-foot-high palisade with a walkway.

2. Hidden Egress

The terminus of an escape tunnel originating in the dwarven catacombs. The egress is covered by a stone plug which perfectly matches the surrounding stone. The plug is mounted to hinges and could once be silently opened, but the hinges have not been oiled for over 500 years and are very corroded.

3. Ungik's Tower

This stone watchtower was added to Fana's defenses shortly after the Khuzdul from Kiraz arrived at Azadmere. It is constructed from double-tongue stone blocks and has a height of 25 feet. The walls are not weakened by any gate; the tower is accessible only from within Fana. It is manned by three Gargun at all times.

4. Animal Pen

Most of the animals here are wild stock the Gargun have captured and subsequently bred. These animals do not meet all the colony's food needs. In fact, eating one of them is a privilege reserved for Ungik and those he favors.

5. Avenue of Skulls

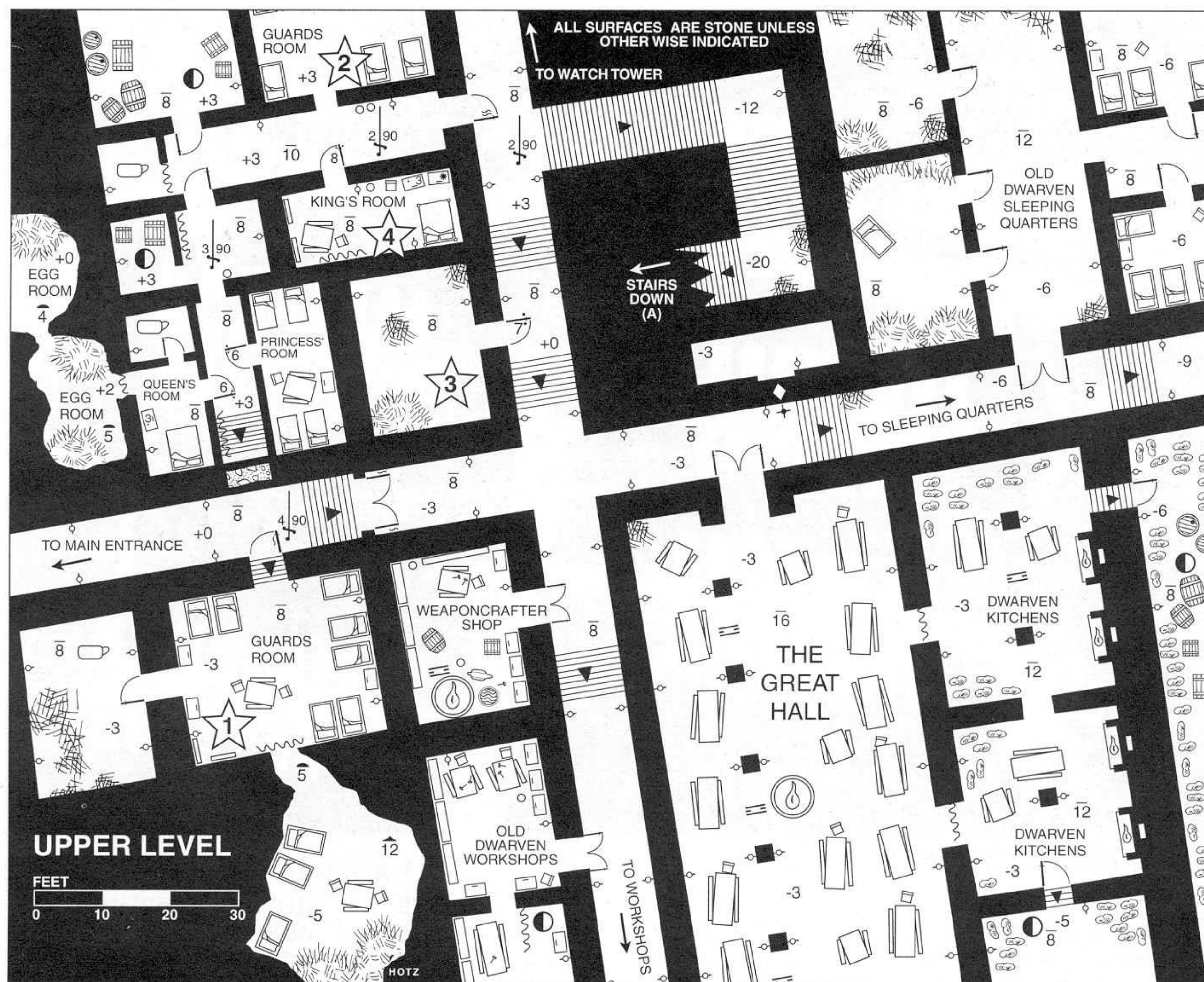
This ancient Khuzan road is "decorated" with several piles of skulls from Khuzdul, Gargun, and Human victims of the Viasal.

6. Ruins

These buildings originally housed Jarin who collected food and herded animals for the Khuzdul miners. The Viasal do not go into the ruins; the reason for this taboo has been forgotten.

7. Ungik's Dam

An ancient stone dam the Viasal once maintained in reasonably-good condition, but now ignore. It was last operated during the heavy rains of 707. The pond has silted to about six feet in depth.



INTERIOR MAP NOTES

1. Entrance Guard

Twenty Gargun (ten on duty at all times) are housed here to guard Fana's main entrance. Smaller guardrooms exist near all sally ports.

2. King's Guard

The Viasal elite are housed here. Most have weapons/armour of dwarven manufacture which were looted from dead or captured Khuzdul attackers. A few have weapons in which a (single) minor artifact power is installed. Captured dwarven weapons with major artifact powers are rarely used because Mental Conflict is almost always required to use them.

3. Prisoners' Cell

Ungik likes to personally interrogate prisoners before they are eaten in the next feast and their heads added to the Avenue of Skulls. When questioning a

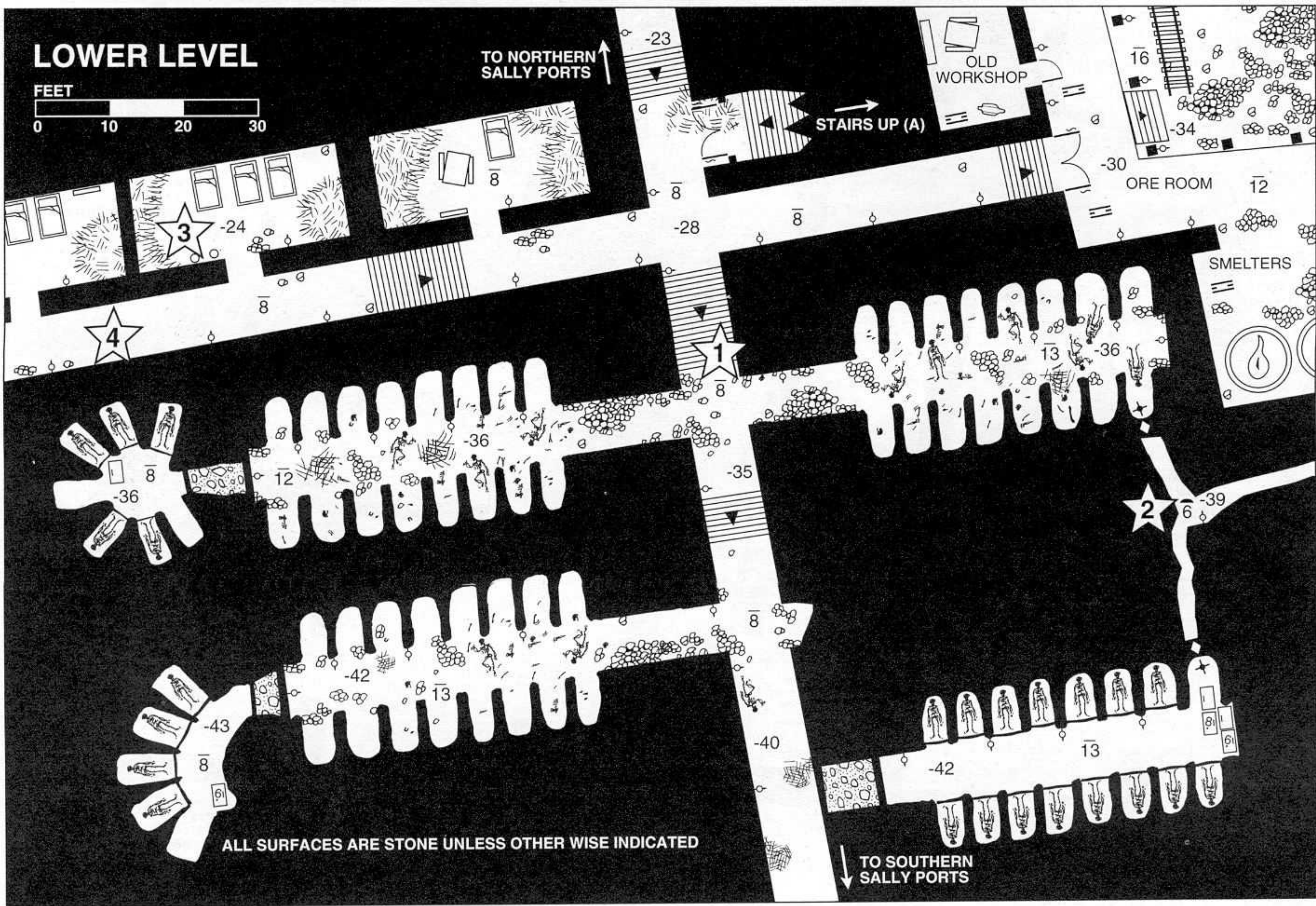
group, he will usually begin by dining upon one of the prisoners in front of the others. The remaining prisoners are nearly always eager to talk.

4. King Ungik

Ungik is only six years old, very young for a monarch. He is immensely strong, quick, and cunning, and has been king for five months after challenging his predecessor to open combat and slaying him in seconds.

The magical chest in the corner is enchanted by a VII level Neutral spell which prevents the chest from being moved or opened unless a particular key is inserted in its keyhole. Ungik keeps this key on his person at all times. Within the chest is a Horn of Kergis (see TREASURE 20 in *HârnMaster Core Rules*). It causes friends to have perfect morale and enemies to make a morale check. The horn's range is 200 yards. Previous Gargun kings have used it when a battle at Fana was not going well. Five charges remain in the Horn.

FANA 4



INTERIOR MAP NOTES

1. Catacombs

The catacombs are haunted by Karzak, the ghost of a Khuzdul Peleahn killed during the fall of Fana. He can still work magic, although not as effectively as when he was alive. When he acts, it is his custom to leave a few survivors to tell others what he did. He is both known and feared by the Gargun of Fana.

The Viasal have never seen Karzak outside the catacomb area, and believe he cannot leave it. Occasional attempts to wall in the tunnel leading to the catacombs have been unsuccessful; the walls inevitably crumble into dust within a few tendays.

2. Escape Tunnel

Since it is located within the catacombs, this tunnel was intended to be used only in extreme emergencies. When Fana fell, none of the Khuzdul inside lived long enough to make use of it. The tunnel terminates at the Hidden Egress (Local Map #2).

3. Viasal Quarters

Originally used for the storage of gems and metals mined by the Khuzdul, these areas have been converted into sleeping quarters for the Viasal.

Karzak the Ghost

STR	—	EYE	—	INT	07	Initiative	40
STA	—	HRG	—	AUR	08	END	—
DEX	—	SML	—	WIL	09	MOV	24
AGL	—			MOR	12	Dodge	40

Psionic Skills:

Sensitivity	ML49	Prescience	ML36
Telepathy	ML43	Psychometry	ML32

Magic Skills:

Lyahvi	CML32	Fyvria	CML36
Peleahn	CML50	Neutral	CML41
Jmorvi	CML46		

Armour: Immune to mundane damage

4. Tunnel to the Unknown

Gargun legends say this tunnel leads to Zerhun (in view of the distance involved, this is unlikely). Gargun legends also say the tunnel is the home of the *Shartak*, a hungry monster which “lives within the rocks of the earth,” has tentacles which grab the unwary, and considers Gargun and Khuzan flesh a delicacy. As one might expect, none of the Viasal care to go down the tunnel.

THE LAST WORST HOPE

Difficulty: *High.* This adventure is best opened in some settlement in Kaldor or the dwarven communities of Habe or Zerhun.

The players, who should have some degree of reputation, are approached by Grindin Dyrak, one of the younger members of the dwarven weaponcrafter clan. Dyrak has been sent to seek a party of adventurers such as the players represent.

Grindin wishes to hire the party to enter Fana, scout the colony interior; kill as much of the Gargun leadership as possible; and capture, destroy, or neutralize any arcane weaponry. In short, he wants the players to prepare the way for a Khuzan attack on the colony.

While Grindin freely acknowledges this is a formidable task, he is well aware of the players' reputations and past accomplishments. He expresses no doubt it is a task within their capabilities and a task that will be well-rewarded. He is authorized to offer the party one Khuzan gold crown on acceptance of the job, a bonus of ten gold crowns if Fana is recaptured, and a generous "widow's pension" of five crowns per man.

If they accept the job, Grindin will tell them a Khuzdul assault on Fana will take place in 20 days. He wishes the players to complete their mission just before that time, allowing the dwarves to take advantage of the decapitated leadership of the colony.

He will also provide them with a copy of an ancient map of Fana (shown next page), but warn them it is doubtless well out of date, the original being almost 600 years old. The Gargun will certainly have made changes and additions to the ancient mine.



Grindin Dyrak

Clues & Rumors

Despite many attempts, the Khuzdul have never recaptured Fana. They claim the Gargu-viasal defenders had supernatural assistance in repelling their assaults. Several tales of previous assaults mention a horn sounding from the colony at the peak of the battle.

According to old Khuzdul tales, which Grindin will vaguely recall under questioning, the Fana mines had an underground link to the tunnels at Zerhun. Whether or not this is true is up to GM discretion. The question may be moot; it is unlikely any humans would be allowed into the Khuzan military tunnels at Zerhun.

If the players scout the region around Fana, they will find four trails into the complex. There is an obvious one leading to the front entrance and three others leading to sally ports. A successful tracking roll will find the main trail while the same roll (-10) will find the others.

External observation of the colony will lead to the following conclusions:

- There are at least several hundred Gargun inside.
- The inhabitants are Gargu-viasal.
- They appear to be well-armed and organized. In fact, the Gargun are being led in military drills on a regular basis.
- The Gargun have prepared some external defenses to the colony, and are currently adding to these defenses.
- The front entrance is heavily guarded and effectively impenetrable.

The Truth

Grindin is being totally honest with the players. His motives are exactly what he says they are, and his offer of generous payment is genuine.

Grindin does not know, however, that King Ungik of Fana is preparing to launch a major attack upon Pazel in response to the Lord of Pazel's demand for tribute. Ungik is doing this because Fana is near its population limit and a civil war or swarm is imminent, events which few kings survive. If Ungik's assault captures Pazel, his Gargun will have more room to grow. If the assault is not successful, the casualties will be enough to postpone a swarm or civil war.

Ungik knows that, regardless of success, many of his Viasal will be killed and Fana will be vulnerable to a Khuzdul or Gargun counter-attack. He is, therefore, improving Fana's defenses prior to launching his attack.

Grindin's map shows a few ancient alternative entrances. These have been used in attacks by Khuzdul in the past, and are blocked beyond the possibility of opening.

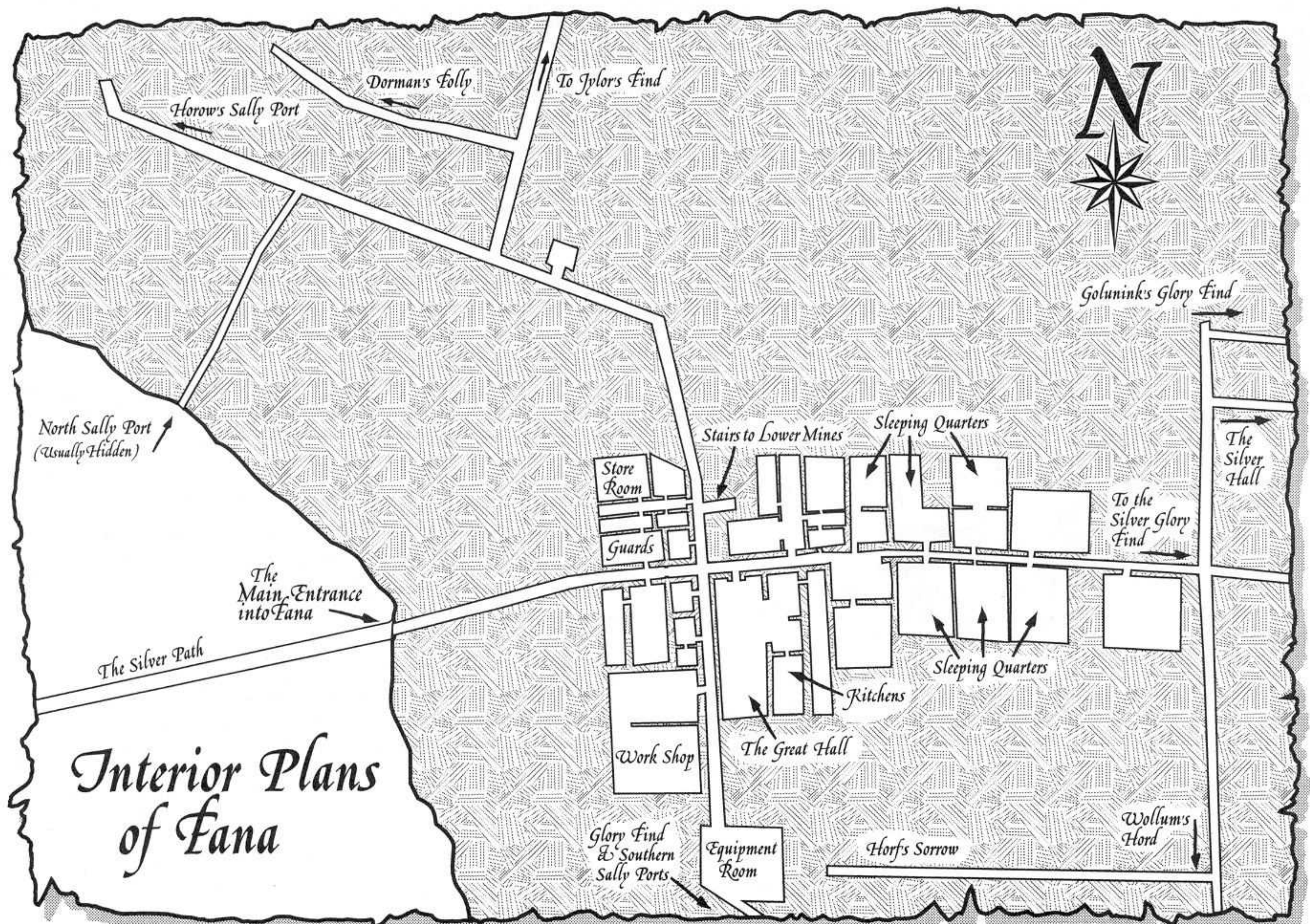
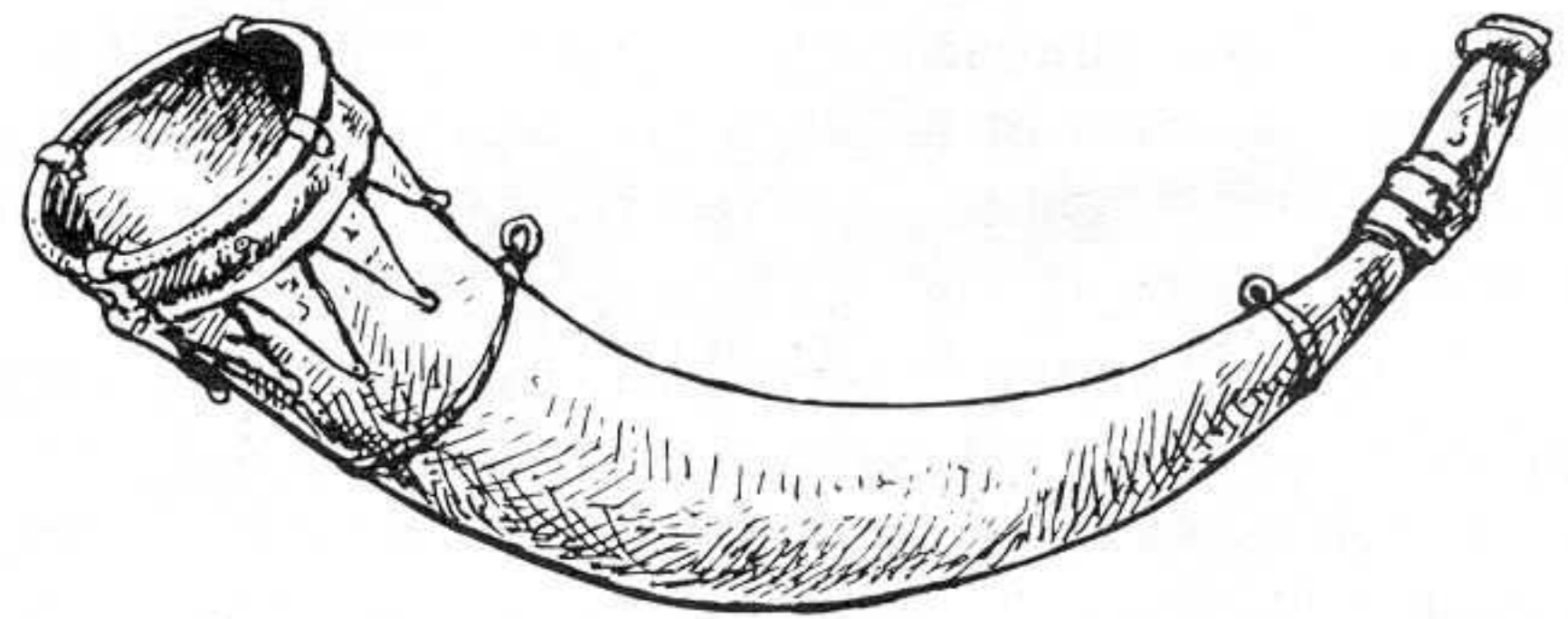
FANA 6

Assuming the players discover one of the existing sally ports to the colony and enter, they will find it difficult to remain undetected without some arcane aid. If they have such aid, they should be able to move about relatively easily, allowing them to scout the interior. However, unless the player's scent is eliminated, the Gargun will eventually smell them and mount a search.

Killing the colony leadership is quite another matter. That part of the complex is heavily guarded and the leadership cadre are skilled and ferocious warriors (the Viasal are second only to the Khanu in aggressiveness). However, if Ungik is killed, a power struggle will begin among the members of the King's Guard, likely precipitating a civil war or swarm.

An attack by Clan Dyrak will occur at the time indicated by Grindin regardless of the players' actions. If the colony leadership has been neutralized and the Horn of Kergis stolen from the king's quarters, the assault will probably succeed; otherwise it will almost certainly fail. The effects of a Gargun raid on Pazel and/or civil war are GM options. If the players are still within Fana at the time of the assault, they could play a key role in ensuring Khuzan victory, something for which Clan Dyrak will be profoundly grateful.

Horn of Kergis





Bwaft is situated 5,900 feet above sea level on the southeastern slope of Mount Obew in the rugged Felsha mountains. It is the highest constantly-inhabited location on Hârn.

A natural cave complex, Bwaft was first inhabited by a small colony of Gargu-hyeka approximately ten years before the Carnage of Kiraz. These Hyeka were deserters from the army of Lothrim, and the Foulspawner seems to have been very concerned with their defection.

According to the fragmentary tales which exist, Lothrim dispatched Cordene "the Hound," one of his chief lieutenants, to "seek the thieves and return their prize." Cordene found the Hyeka "on the shoulder of Obew's Mount" and destroyed them. He appears to have failed his master in the second part of his mission, for it is written "the prize was secreted deep in the earth, far beyond the grasp of Cordene's paws."

These enigmatic references have led some to believe the deserting Hyeka stole some artifact of major value to Lothrim. What this might have been is the object of much wild and fanciful speculation and a few dozen fruitless searches.

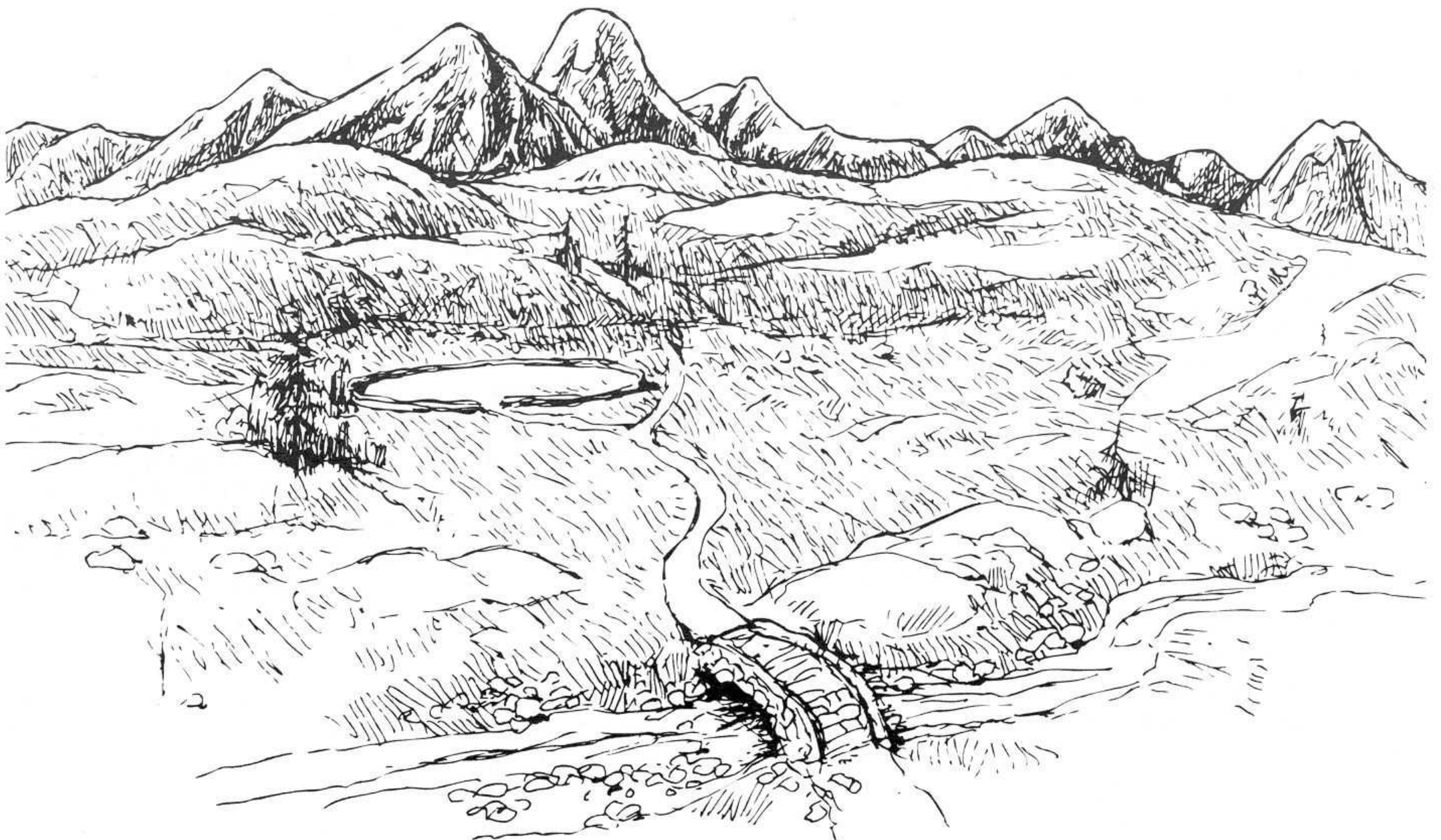
Most scholars agree the likely site of Cordene's massacre was Bwaft since this is the only known Gargun settlement on Mt. Obew.

Bwaft was re-occupied by Gargun some two decades after the destruction of Lothrim's army at Sirion Vale. The newcomers were Gargu-kyani fleeing the depredations of a Khanu colony further west. They found the cave complex to their liking: well-hidden and well above the normal prowling range of other Gargun. Although Kyani are not the engineers Hyeka are, they made some modifications to the natural cave complex.

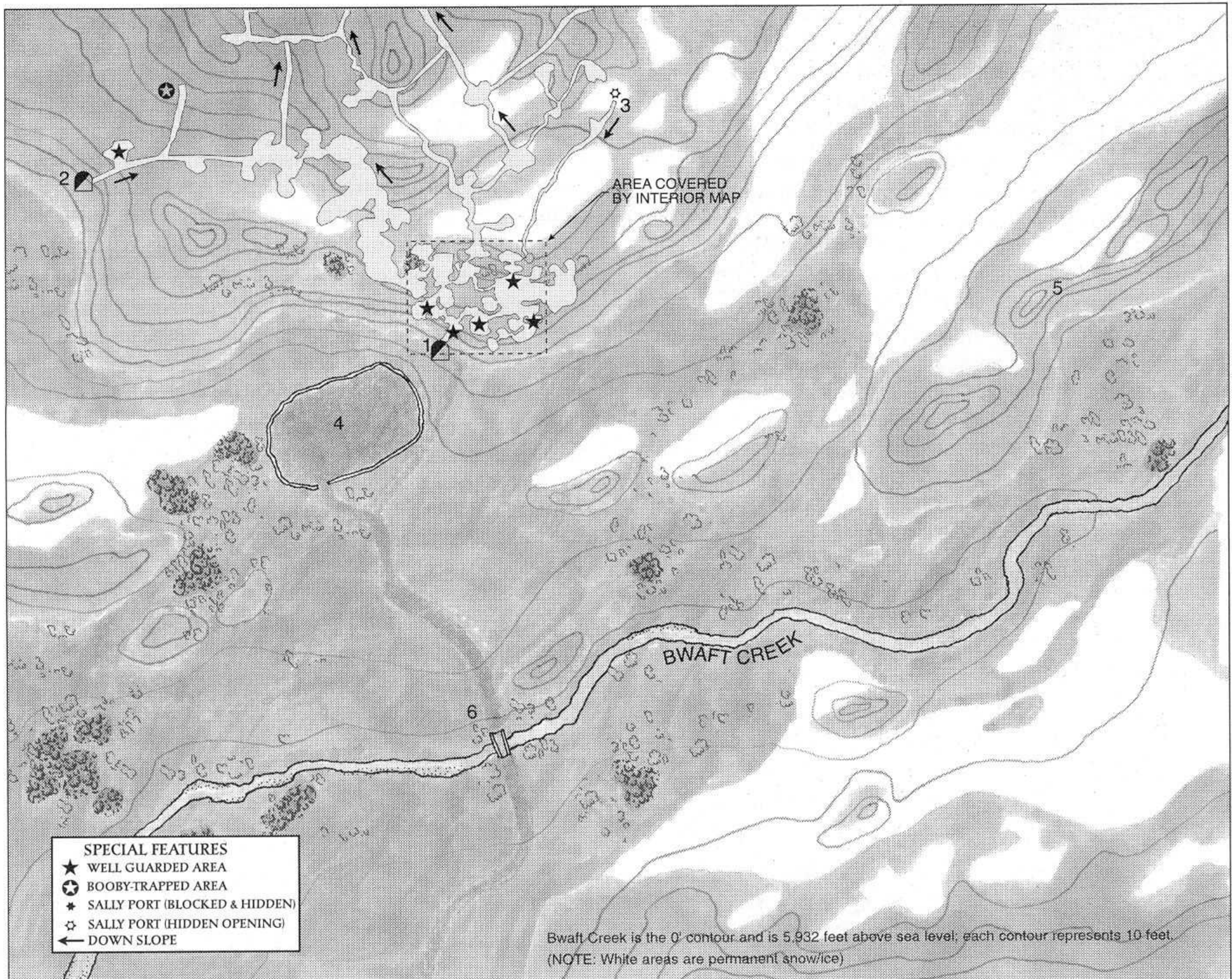
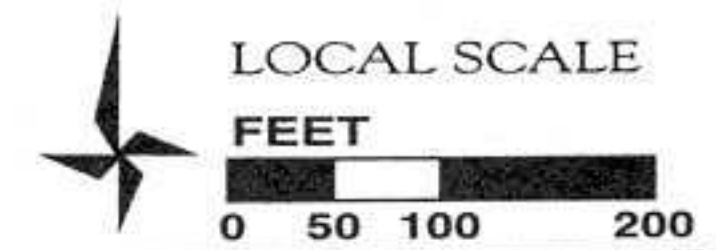
The Kyani of Bwaft quickly increased in number, putting additional pressure on the neighboring Taelda tribesmen, themselves suffering from overpopulation. This combination resulted in the Taelda invading the kingdom of Nurelia in one of the campaigns of the Migration Wars.

Until very recently, the Kyani of Bwaft had lived in what passes for peace among Gargun. This peace ended dramatically in 718. That winter, Gargu-hyeka from Huxuth attacked Bwaft shortly after several hundred Kyani had left in a swarm. The Hyeka slew King Brogar and carried away large numbers of slaves as tribute. Since that time, King Krega of Huxuth has demanded ongoing tribute from Bwaft and periodically attacks Kyani raiding parties.

The Kyani of Bwaft do their share to make the neighborhood dangerous. Pilgrims to Araka-Kalai, tribesmen, and other travelers in the wilds are at risk from hunting bands of Kyani.



BWAFT 2 (GM MAP)



LOCAL MAP NOTES

1. Brogar's Gate

The main entrance to Bwaft. The gate is opened only when Kyani need to enter or exit the cave complex. The entrance is most busy at dawn and dusk.

2. Mining Entrance

This entrance was created so more air would circulate within the mining complex; it had no gate at the time the Hyeka from Huxuth attacked. A gate and a hastily-constructed guard room are now present. The guard room is garrisoned by five Kyani, and the gate is kept closed during the day.

3. Escape Tunnel Exit

The terminus of a hidden tunnel which originates in the treasury near the king's room. The exit is well camouflaged, and is protected by a stout wooden door barred from the inside.

4. Animal Pen

Before the attack by Huxuth, this pen held about 60 mountain goats the Kyani had captured and bred. All of them were taken by Krega in 718. The Kyani have been able to collect only a few dozen animals since then.

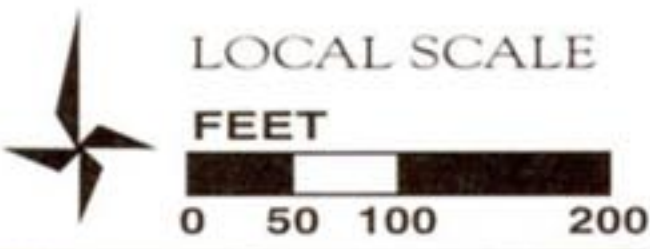
5. Hru Colony

This rock outcropping was recently settled by a dozen Hru. They are vulnerable during the day when each Hru takes the form of a large boulder or what appears to be a pile of rocks. Several of the dominant male Gargun of Bwaft think the Hru should be driven off or killed. The King of Bwaft disagrees, and has ordered that no Kyani is to attack them.

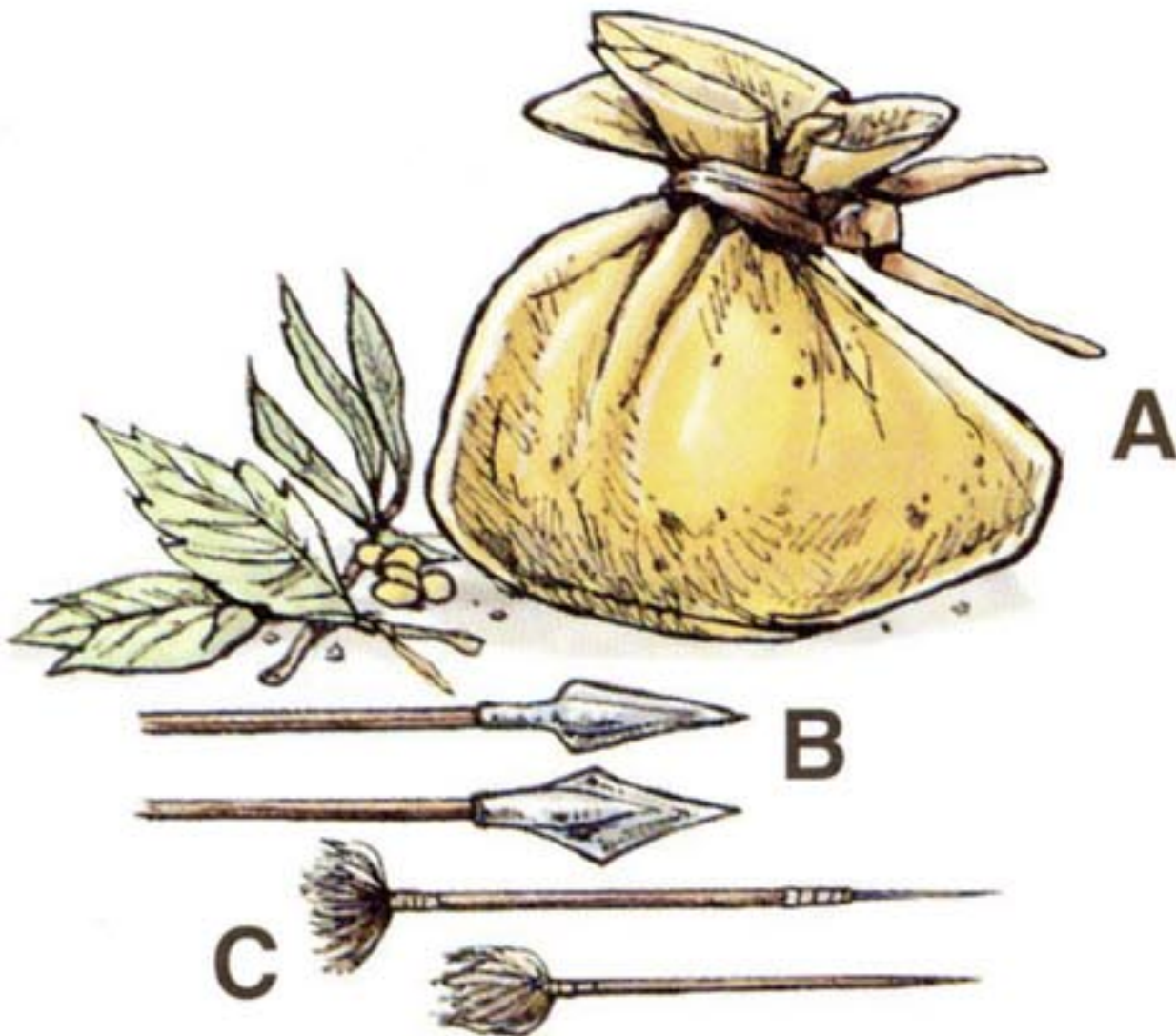
6. Bridge

This crude stone bridge is in poor condition. The vibrations caused by the movement and speech of the Hru is not helping matters.

EJATUS



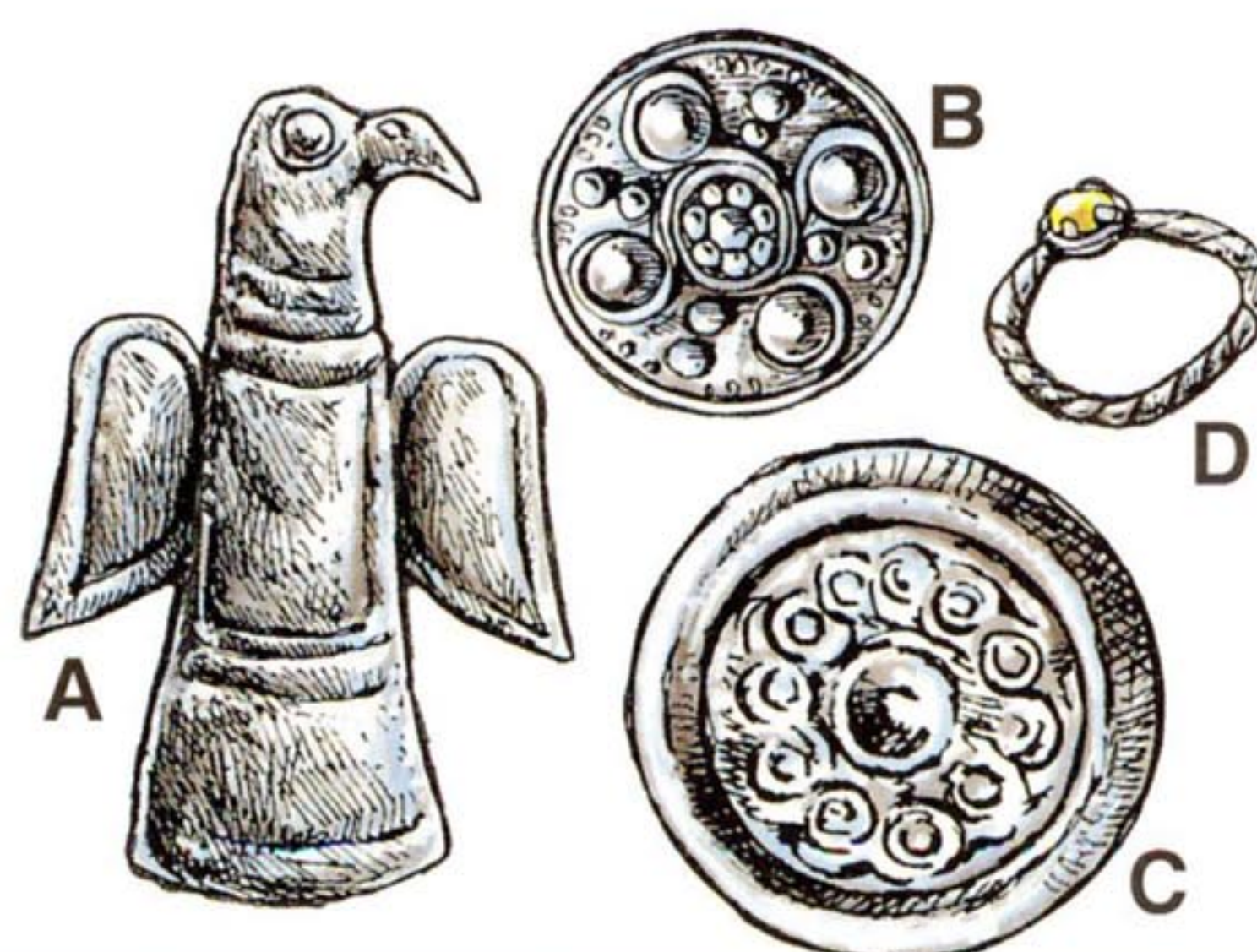
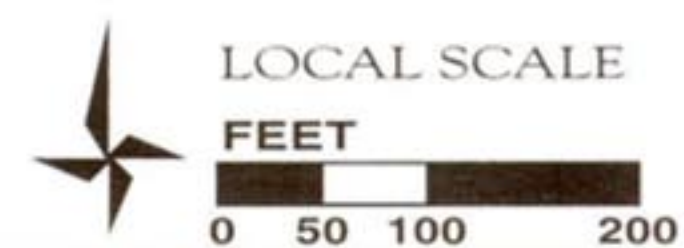
GARGU-ARAKI



A. Totem Pouch C. Poison Blowgun Darts
B. Arrow Heads



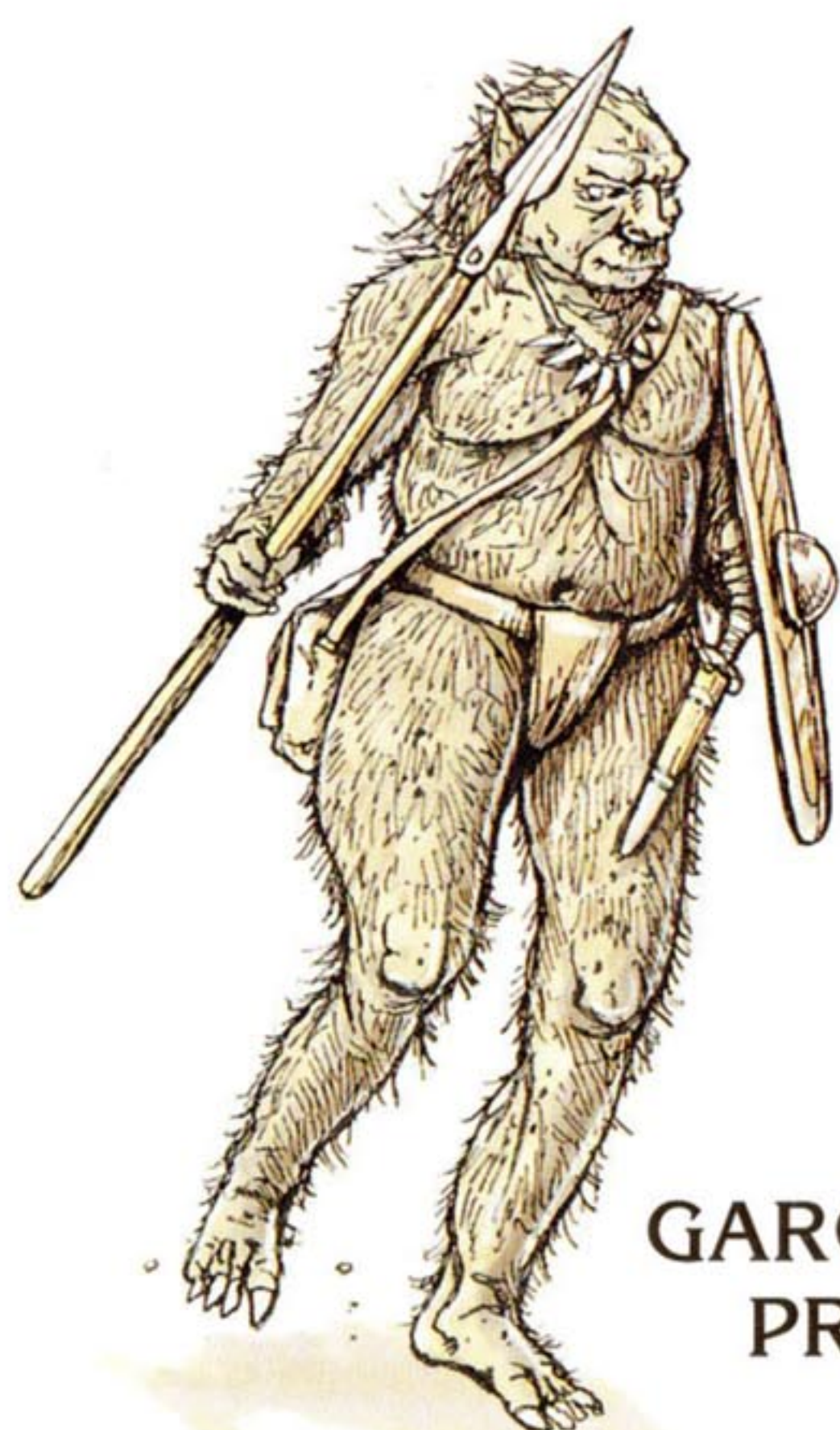
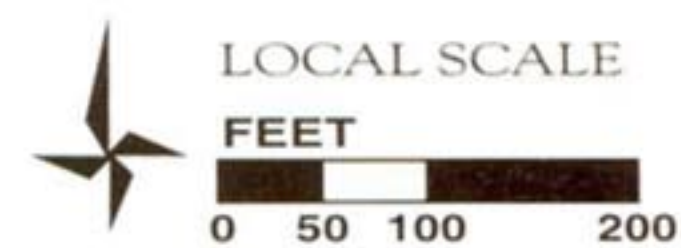
BWAFT



A. Silver Hawk Figurine
B./C. Brooches
D. Ring with Stone



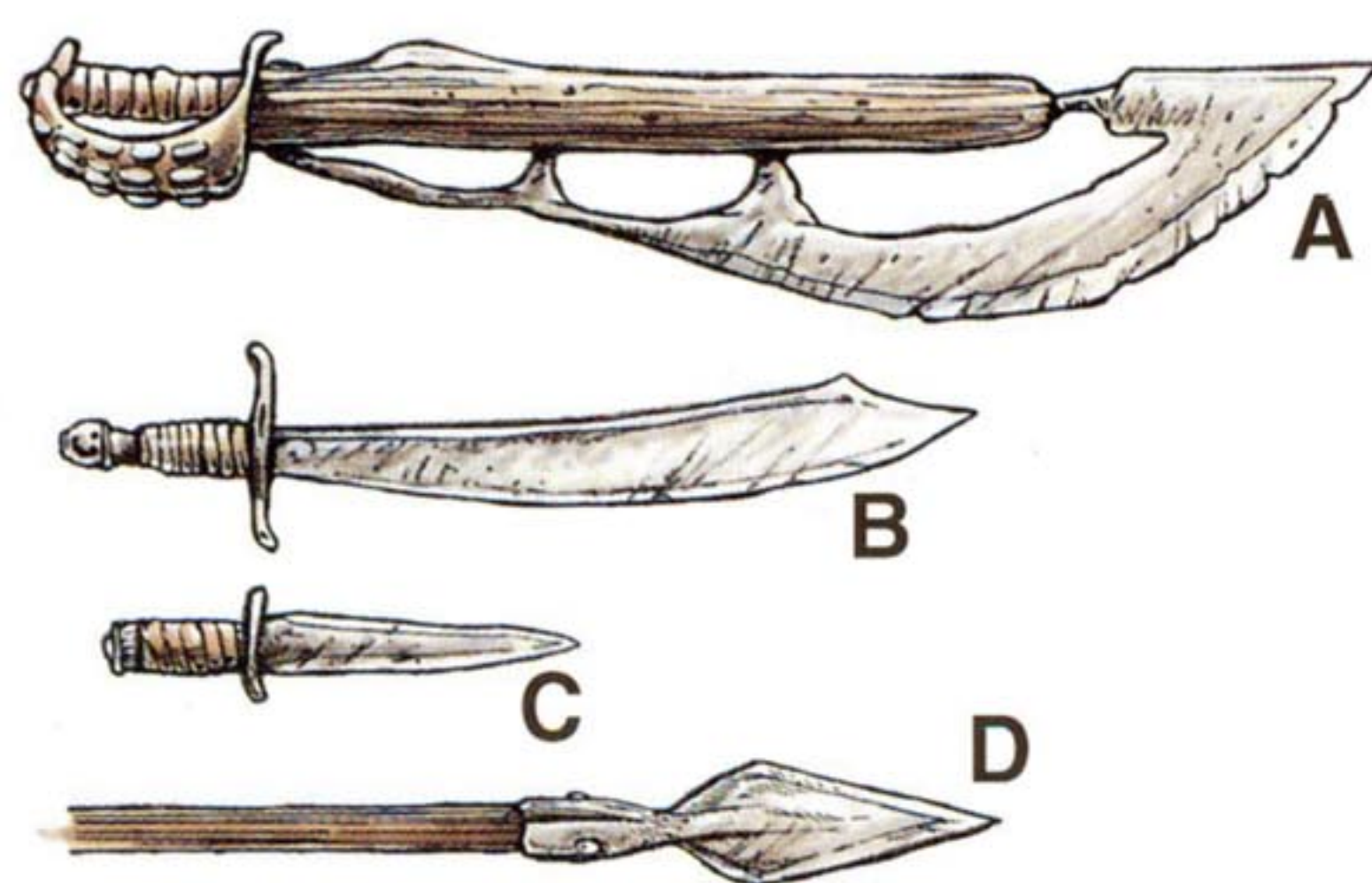
KOREGO



GARGU-HYEKA
PRINCESS



GARGU-
HYEKA



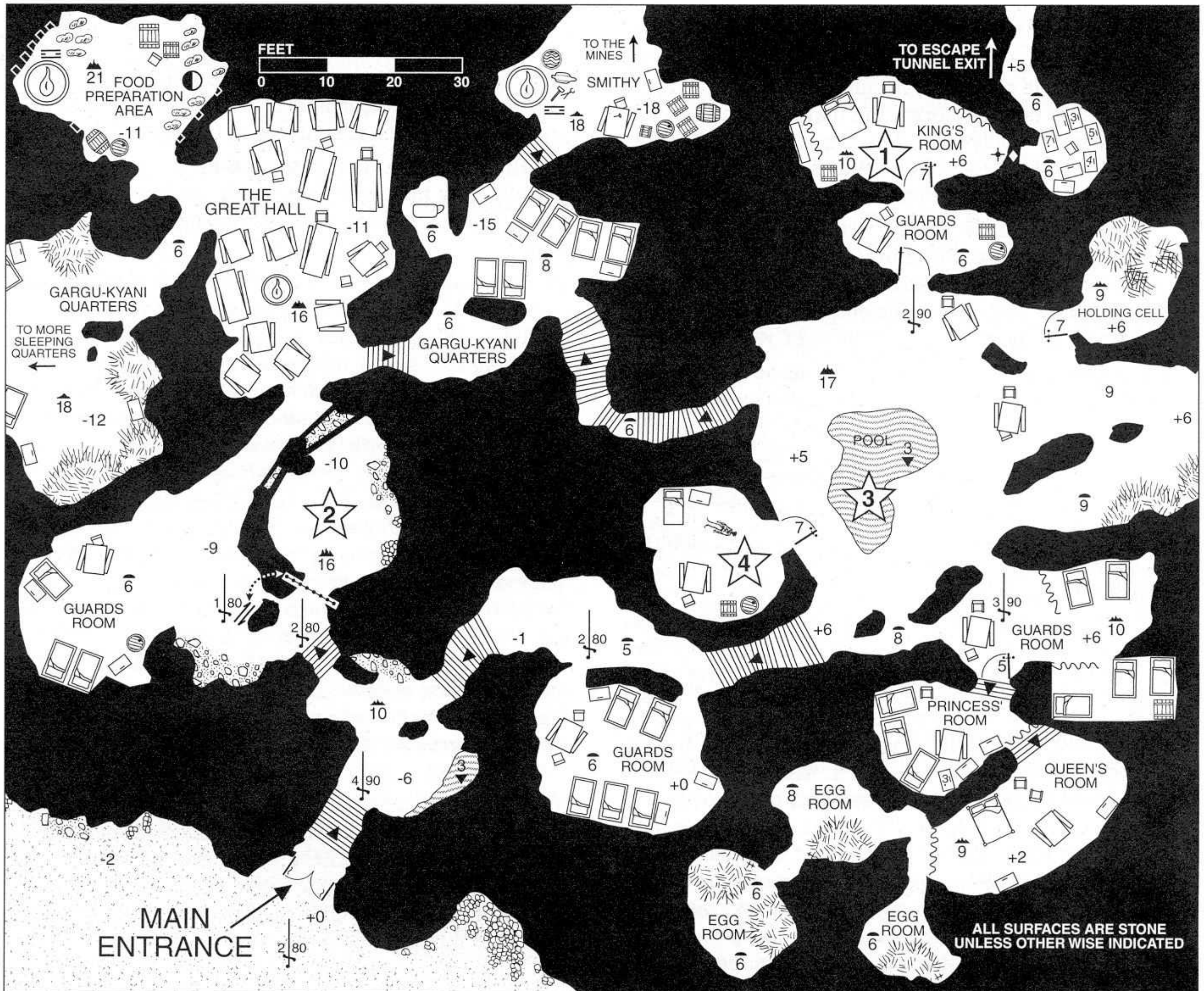
A. MANG	C. DAGGER
B. MANKAR	D. SPEAR HEAD

SCALE IN FEET

0 0.5 1 2



GARGU-VIASAL



INTERIOR MAP NOTES

1. King Rinkrad

Rinkrad is the seventh king of Bwaft since Krega slew Brogar. He thinks convincing the Hru to ally with him is the only way to defeat Krega. However, negotiations with the Hru are proceeding slowly because they are such slow thinkers. Several of Rinkrad's guards intend to challenge him for leadership of the colony if a breakthrough in the negotiations does not occur soon.

2. Dead End

The Huxuth attack in 718 passed through this chamber. The stone walls and portcullis were added after the Hyeka left. If an attack occurs, the two guards next to the portcullis are supposed to "retreat" into the dead end. It is hoped the attackers will follow them while the guard in the adjoining room closes the portcullis, trapping the attackers (and "retreating" guards) inside.

3. Slime Pool

The bottom of this pool of stagnant water is covered by a variety of M'Nogai (Green Slime). Any living organic material touched by the M'Nogai is rapidly converted into a fermenting slurry, which the M'Nogai then consumes gradually. The Kyani use the pool to execute cowards and other dishonorable individuals.

4. Ledarn's Cell

When King Krega of Huxuth supervised the looting of Bwaft in 718, this room was occupied by Ledarn, a Peleahn mage enslaved by Krega. The room is continually lit by an ethereal fire burning in a censer Ledarn left behind. A Kyani entered the room in 719 to look for other magical artifacts. He accidentally touched the ethereal fire, lost consciousness from the pain, and died of shock. All the other Kyani know is the orc screamed shortly after he entered the room, and never came out. No Kyani have entered the room since.

BWAFT 4

A WALK AMONG TOMBSTONES

Difficulty: *Low to Moderate.* This adventure is best introduced to the players by accident. While traveling in the wilderness near Gwaeryn, the players come upon a small party of badly-wounded Gargu-kyani. cursory observation will tell the players the orcs did not engage in battle here, but have fled to this spot.

While the natural inclination of most players will be to finish the dangerous little brutes off, the GM should provide some motivation for mercy. Having the Gargun beg and plead may be sufficient, or the Kyani can promise to lead the players to a cache of valuables.

It is critical to the furtherance of this adventure that some Gargu-kyani are spared and ambulatory. If, despite the GM's best efforts, the players massacre the Gargun, feel free to punish them with a treasure map that leads into a trap or, if the frustration is overwhelming, roll up this module and thrash them soundly about the ears.

Assuming the players show restraint and converse with the orcs, they will discover the party are the sole survivors of a much-larger hunting band ambushed and defeated by the Gargu-hyeka of Huxuth. The Kyani are inhabitants of Bwaft, which has been targeted by the king of Huxuth as his first conquest in the building of an empire.

The Kyani will attempt to recruit the players to help them, explaining the plight of Bwaft as best they can:

"They's bad buggers at Huxuth, evil bad, and old Krega he's the worst. Used to be the passes was as safe as anywhere in the wilds, but Krega's mad, see, and don't care 'bout nothin'. He wants to boss everyone, see, and he's of no mind to count up risks. His men, aye cowards they be, ambushed us back aways, and only them's as is here got away. Its been the same since Krega ambushed us at Bwaft, an' forced us to pay tribute. That monster never misses a chance to take a swipe at us."

The GM should style the request for help depending on the party's level of skill. A moderately-skilled group should be asked to help the Gargun and their wounded return to Bwaft, with a second attack by the Huxuth Hyeka thrown in for amusement. A highly-skilled group of players might be asked to help exact vengeance on Krega and Huxuth, the successful accomplishment of which would be no small task.

The Gargun will sweeten the request by offering a generous (by Gargun standards) reward.

Clues & Rumors

It is possible the players will have some prior experience with Huxuth or Bwaft from the adventures in our *Araka-Kalai* publication. If so, this may have a profound impact on their decision to proceed further.

If they have not had first-hand experience of Huxuth, they may well have heard rumors of increased danger along the northern pilgrimage route to Araka-Kalai.

In all likelihood, the players' natural antipathy and suspicion of Gargun will provide enough tension, and the wise GM will exploit it by periodically mentioning the shifty looks and numerous hand signals the furry scoundrels habitually exchange. With any luck, the players will be a mass of indecisive nerves within half an hour.

The Truth

Hard as it will likely be for the players to accept it, the truth of the matter is much as the Kyani explain it. They were indeed victims of an ambush by Huxuth-based Hyeka and are sincere in seeking help. They are equally sincere in their offer of a reward, intending to give the players a small purse of silver in return for their aid. The Kyani believe a gift of silver, even if only of a few ounces, is the greatest of all gifts; the players may not be in agreement with this opinion.

The trick for the players in this adventure is trusting the Gargun. Remember, the Kyani (unlike other Gargun) will deal honorably unless the players appear to be treacherous. Since most players will have an innate distrust of Gargun, and the Kyani will be suspicious as a matter of course, it is quite possible for innocent activity (by either group) to be misconstrued.

If the players aid the Gargun and return with them to Bwaft, they will be feasted by the Gargun and protestations of friendship will be made by the colony leadership. Since acquaintance with Gargun chieftains is hardly something to brag about, and the reign of Gargun kings is notoriously short, the value of this friendship is of dubious value. The GM may want to use the relationship to aid the players for a time, and then terminate it when convenient.

DEAD OF NIGHT

Difficulty: *Moderate.* In some handy tavern, the players make the acquaintance of Petryne of Fyske, an eccentric Ilviran cleric (aren't they all?) who claims to have some valuable information he is willing to sell. As part of his pitch, Petryne will tell the following tale:

'Twas a year ago I took the pilgrims' trail to Araka-Kalai. The third time I'd made the journey and thought little of the dangers. There were seven of us that made our way from Leriell. Beryne led us, him that had made the trek a score of times and each in safety.

"Set upon were we, by Foulspawn of the mountains. Pale furred were they and many, and we unarmed save for our staffs. 'Twas over afore we could do more than make ready to die, but they slew us not. Bound us, they did, and led us to their lair in the high mountains, so high the trees did wither and disappear and ice and snow were upon the ground.

"In their foul lair they kept us in a small room, with a stout locked door. We were still tied, but with our hands in front. Fearful were we and each prayed for deliverance. How long we were kept I know not, but after a time our captors came with torches and made us stand and took Kreshyne from us. And later we heard from afar the sound of feasting and harsh merriment, and feared what it meant.

"Later they came again as before and chose Beryne, and though he struggled hard, and Morded and I sought to help him, they drove us back with their sharp spears and evil-bladed swords, and they led him away. And later we could hear the feasting again and had no doubt Beryne had met the fate that had befallen Kreshyne.

"Among us was a young cleric, Annial of Ryne. She was bold and her courage was bright and hard when the rest of us were dull from fear of death. Annial had loosened her bonds, and she freed us while we made desperate plans to escape or die in the attempt, rather than face the fate of those the Foulspawn took away.

"When next the Foulspawn came to take one of us, they were not cautious, for they deemed us bound and little threat. But we were bold and fearsome in our desperation, and we cast down and slew the two who came to us before they could cry warning. With their weapons in our hands we crept through the darksome holes of our captors. No light had we, for no way had we to strike one, and we depended on the feeble glow of random torchlight.

"Cold and dank was it, and our hearts trembled, but resolved were we to make our escape or perish in the attempt. And while we strove ever to find the open air, we came to a door that stood open but a crack and a cool breeze issued from it. Thinking we had found the door to outside we went forward, but found the treasury of the Foulspawn, a place spilled high with the loot they had taken since they had come to the place.

"Awed by the majesty and wealth of the treasury, but fearing for our lives if we did not escape, some among us seized some scraps of gold before fleeing the place. At length we found a way outside and made our way to safety."

Petryne offers to sell the players a map of Bwaft. As proof of his story he will show them a few pieces of jewelry he claims to have taken from the Bwaft treasury. He asks 100d for the map, but will settle for 50d if the players haggle.

The players may attempt to hire Petryne as a guide. He is terrified at the thought of going anywhere near Bwaft again, and will not accept such a job regardless of any offers the players may make.

Clues & Rumors

The players may have heard (or had personal experience) of the strife between Bwaft and Huxuth. While this state of affairs need play little part in this scenario, it may figure in the player's actions.

If the players have played the "Walk Among the Tombstones" scenario, they may be reluctant to undertake the adventure. On the other hand, the players are unlikely to have given their word to protect Bwaft and, besides, they're only Gargun.

One little-known legend the players may have heard is an ancient one regarding the foundation of Bwaft. According to this tale, some of Lothrim's Gargun minions fled from Elkal-Anuz after stealing something precious to the Foulspawn. While Lothrim apparently pursued and exterminated the defectors, it is said he failed to recover the mysterious artifact. The players may decide there is an ancient artifact in Bwaft worth the risk.

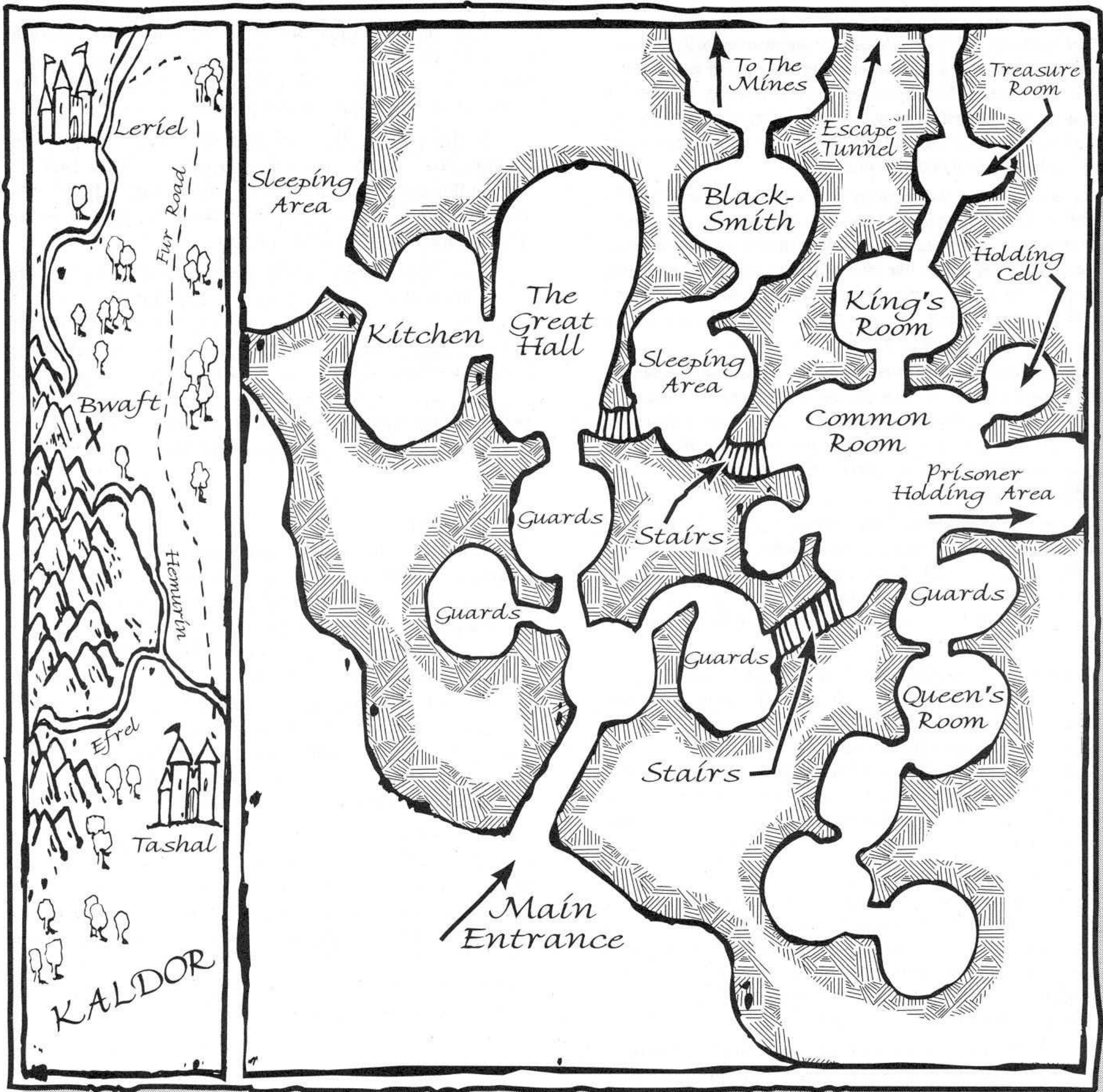
The Truth

Petryne's tale is true, although he is taking poetic liberties with the extent of the treasure he viewed. If the players are not overcome by greed, they should realize it is unlikely a colony of Gargun so distant from human civilization or major trade routes would have gathered such a hoard. On the other hand, they might conclude (and such thoughts should be encouraged) that an isolated colony, high in the mountains, may have escaped the depravations of robbers in the past and actually contain a sizable hoard. The GM can please or disappoint the players as desired.

The players may wonder how Petryne's group, captured so easily, managed to evade Kyani pursuit after their escape. Petryne believes their escape was wholly due to the intervention of Ilvir. The Kyani may also have viewed the bold escape as an act of bravery and chosen not to pursue. Indeed, both reasons might be true because it is the way of the Gods to intervene in indirect and subtle ways.

BWAFT 6

Petryne's plan of the colony (below) is inaccurate. This should be expected, since he drew it from memory after exploring in virtual darkness. Players should be able to find the hidden door found by Petryne and his companions to escape (Local Map #3). However, the Gargun are aware the entrance was used to escape Bwaft, and may be guarding it, have trapped it, or have collapsed the tunnel leading to it. The GM can decide how much difficulty the players will have getting in/out.



KOREGO 1



Korego is the oldest Gargun colony on Hârn and, due to its proximity to the well-travelled Salt Route, one of the most troublesome. Caravaneers may quibble about whether the Hyeka of Korego or the Tulwyn tribesmen are the greater peril to travel between eastern and western Hârn, but both are feared.

Originally called *Lazhul*, Korego was the site of a Sindarin settlement and Khuzdul silver mine during the Codominium. After the Battle of Sorrows, Lazhul was abandoned by both races.

The mine was rediscovered by the Tulwyn tribesmen and used as a source of flint and iron for several centuries. Soon after the Foulspawn appeared, however, Lazhul became infested by Gargu-hyeka deserters from Lothrim's army.

Renamed *Korego*, which roughly translates as "stronghold," the former mine was soon home to over 1,000 Hyeka. Although Lothrim knew of their location, they avoided his wrath by paying generous tribute to the Foulspawn until his defeat at Sirion.

Animosity between the Korego Hyeka and the Tulwyn developed quickly. Not only did the Gargun and the tribesmen compete for the same territory, but both races were quick to violence. Despite numerous massacres, neither side has been able to gain more than a temporary advantage over the other.

With 2,300 inhabitants, Korego is the largest Gargun colony on Hârn. Swarms from Korego established the Hyeka colony at Gifuso as well as two other small colonies which were later destroyed by the Tulwyn. While there have been several other swarms, none have managed to establish themselves before being

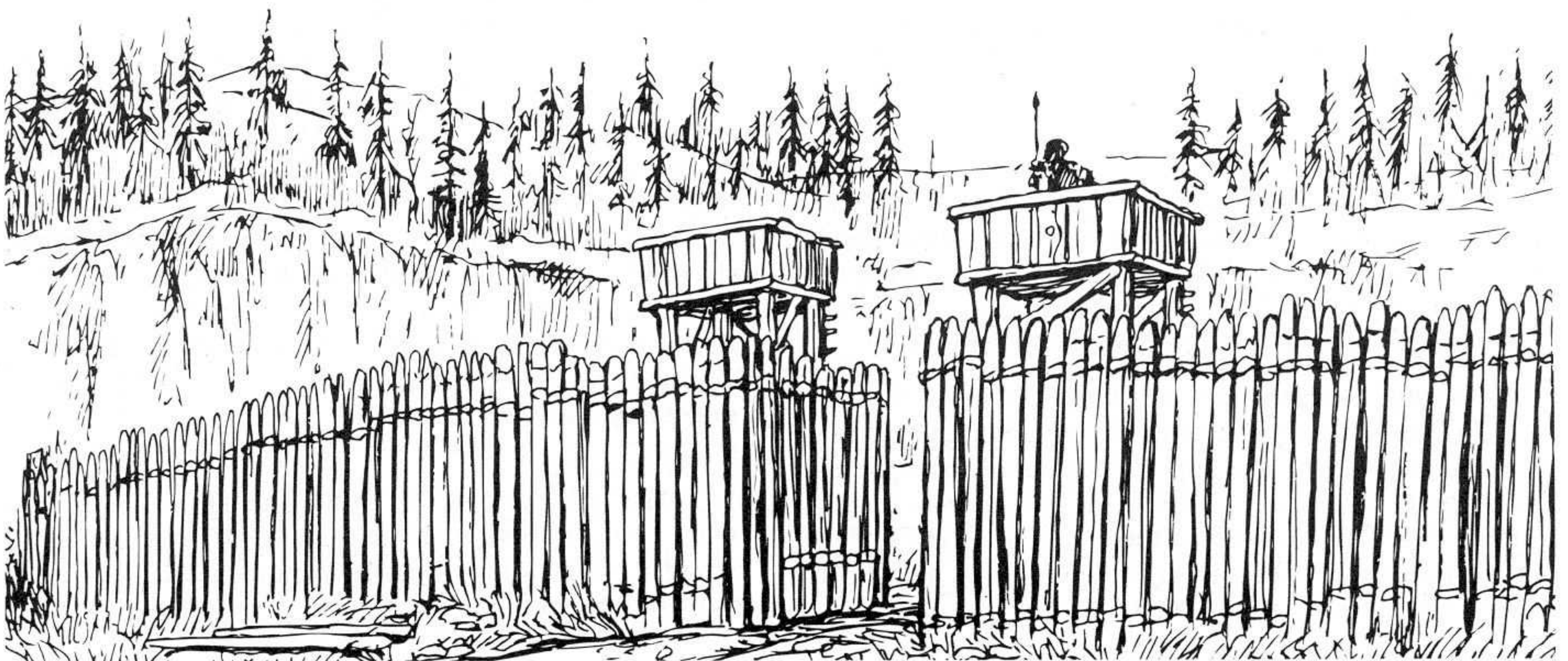
exterminated. In 685, a swarm of 300 Hyeka from Korego crossed the Wend River and entered Eval. None survived.

Korego is an unusual colony in several ways, but most significantly for the current interaction between the Hyeka leadership and three human beings.

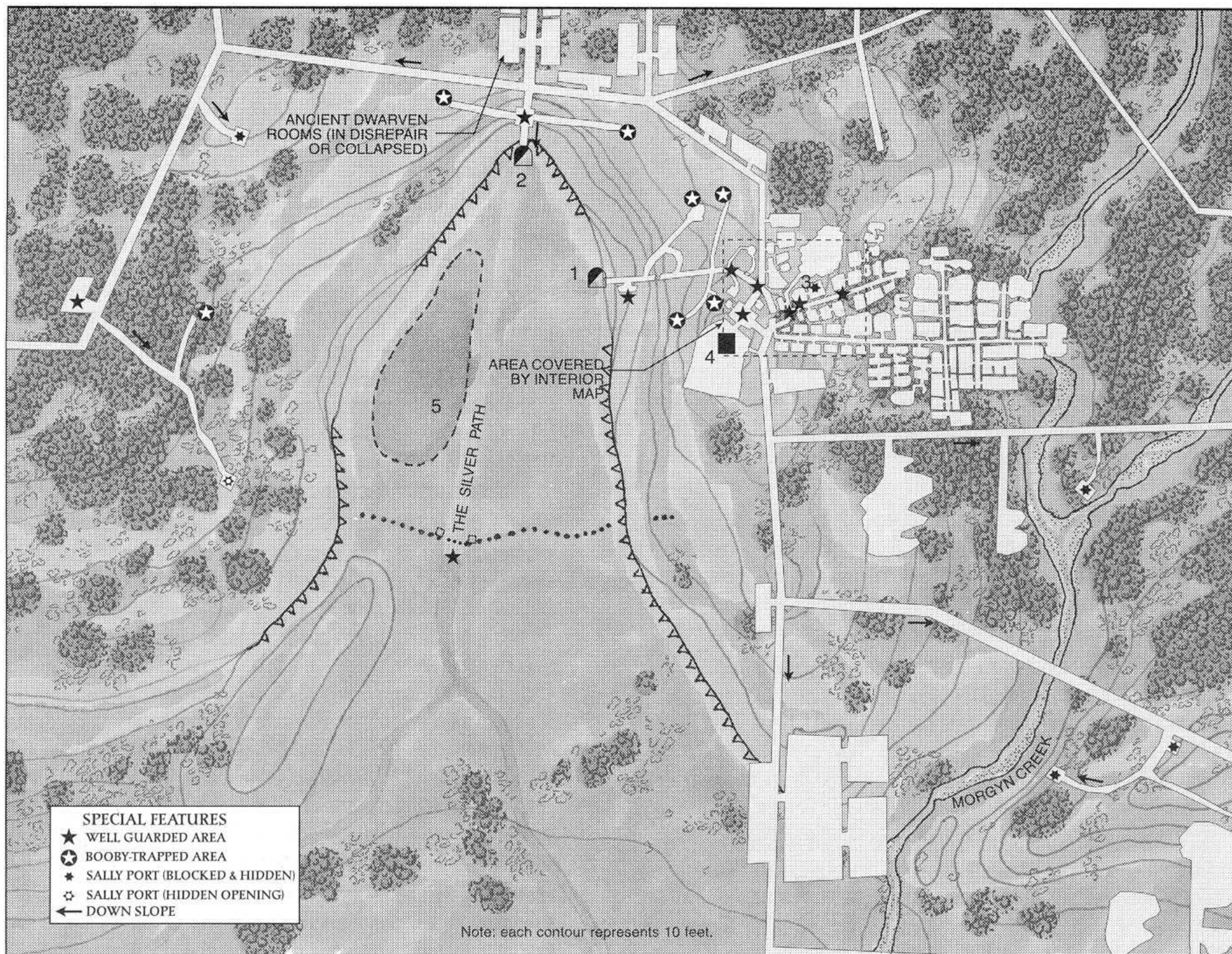
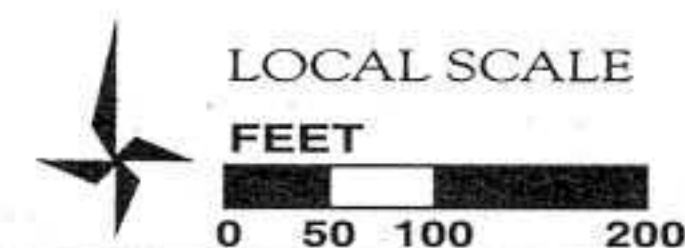
Gwadira: a powerful renegade Shek-Pvar. She first visited Korego in 717 after allowing herself to be "captured" by a raiding party led by Gradrik "Claw-Puller." Once within Korego, she used her considerable powers of arcane persuasion to have Gradrik seize the throne. Subsequently, Gradrik showed unfortunate signs of independence and ingratitude which resulted in Gwadira replacing him seven months ago with the current king, Pradek "Tongue-Eater." Gwadira currently resides in Ejatus and is detailed in that article.

Cylesa the Mask: a thirty-five-year-old former priestess of the Agrikan *Order of Kukshin*. She was expelled from the Order five years ago when her fellow clerics discovered she had been stealing the Order's esoteric artifacts (they did not discover she had been selling the artifacts to Gwadira). Cylesa subsequently became a member of the Shiran Lia-Kavair specializing in contract assassinations (the killing of rapists being given a sizable discount). She has made several visits to Korego as an ambassador for Gwadira. Due to certain events (described later), Cylesa is currently at Korego plotting treachery against Gwadira.

Dernil of Hort: a thirty-two-year-old unscrupulous mercenary leader who trades arms to the Korego Gargun in exchange for captives for the Pamesani games. Dernil and his activities are detailed in the "We Deal in Steel" scenario.



KOREGO 2 (GM MAP)



LOCAL MAP NOTES

1. Lothrim's Gate

The main entrance to Korego, entered from a natural "bailey" protected by a stout, wooden palisade eight feet in height. The gate's name is recent, being requested by Gwadira.

2. Lazhag Gate

A secondary entrance to Korego maintained primarily as a sally port. This was once the sole entrance to the Khuzan silver mine called Lazhul, and the passageways leading to it are remarkably straight.

3. Stairway Access

The terminus of a hidden stairway originating in the Gargun king's room. The top of the stairwell is covered by a stone slab which is lifted to gain access to the surface. Gwadira has laid on the slab a V level Fyvrian enchantment that prevents anyone other than herself or Cylesa the Mask from moving it.

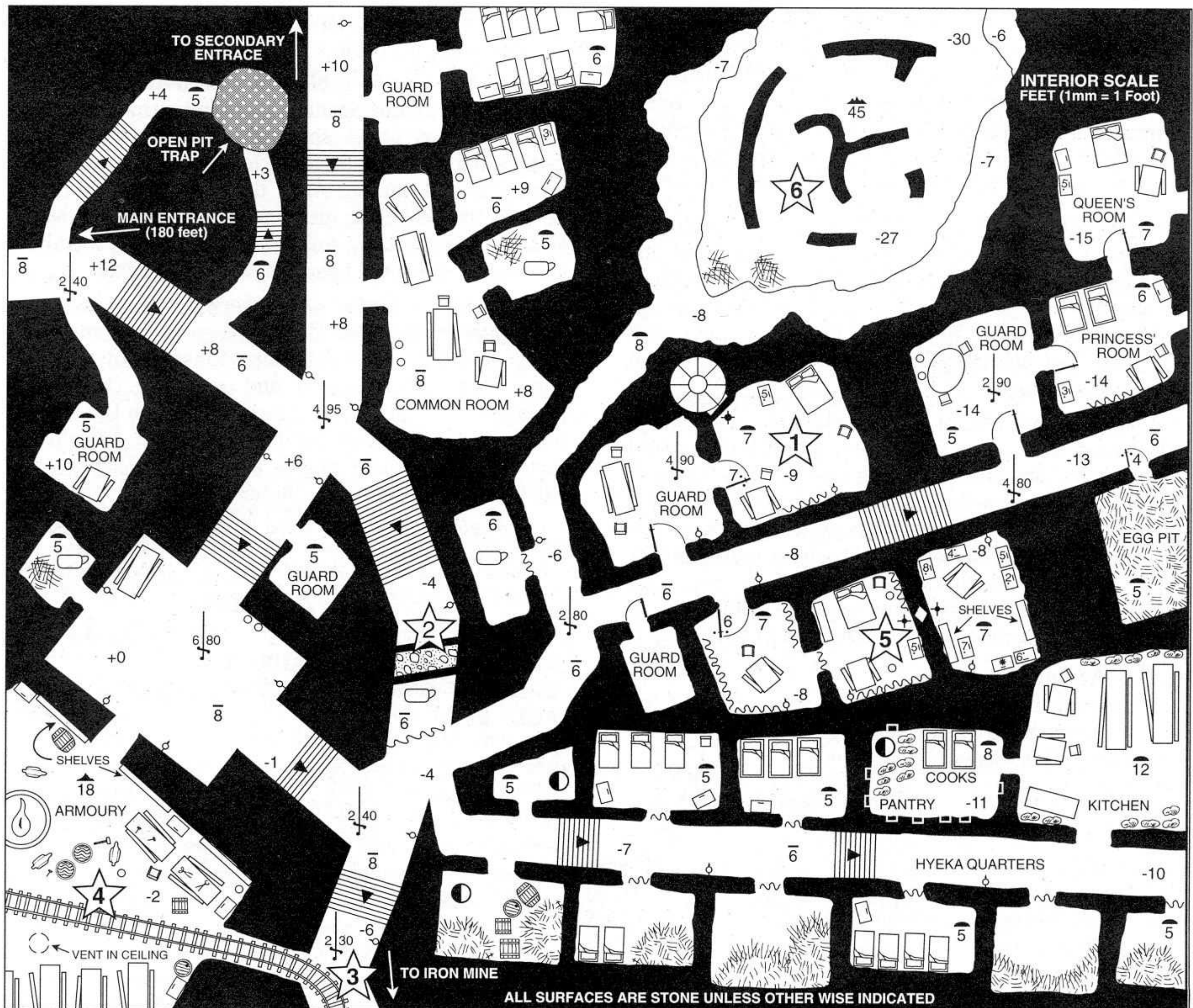
4. Markak's Tower

This tower, more like a redoubt, stands ten-feet high. It has three-foot-thick walls of well-fitted natural stone. The tower commands a good view of both entrances to Korego, but was really built to surround and protect a natural chimney vent from the Korego armoury directly below. There is no surface entrance to the tower; the only access is via a stout, knotted rope that descends 30 feet down the chimney to the armoury. The access rope, suspended from a sturdy wooden tripod, is easily detached. The tower is always well-guarded, day or night. The guards have orders to detach the rope if the tower is attacked and to sacrifice themselves, if necessary, to defend it.

5. Animal Pen

This large pen holds cattle and horses, generally wild stock, but also animals captured from caravans along the Salt Route. Several hundred additional meat animals are kept in pens off map to the south.

KOREGO 3



INTERIOR MAP NOTES

Shown is the main part of the Korego interior. The constructed chambers and passages are fairly regular, but are linked to several natural caverns.

1. King Pradek

Pradek "Tongue-Eater" has been King of Korego for seven months. Despite being a powerful, vicious thug, he is exceedingly slow-witted, possessing little of the feral cunning most Gargun monarchs depend on. This would be a fatal handicap to his continued reign except for the support he has received from Gwadir. He enjoys the fruits of his rule too much to care about what Gwadir wants, and is happy to do her bidding. He believes Cylesa is still acting on Gwadir's behalf, and would be in a considerable mental quandary about what to do if he discovered this was not the case.

Pradek decides how the weapons obtained from *Dernil of Hort* are to be distributed among the Gargun. When the initial deal was made with Dernil, Gwadir told Pradek he should not give more than two of Dernil's weapons to the same hunting band, but Pradek forgot about this instruction and has not followed it.

2. Blind Way

One of many dead-end passages designed to trap intruders. Other defensive measures within the complex include guarded redoubts and several deep pits.

3. Iron Mine

This passageway slopes gradually downward for 300 feet to a productive iron mine. Ore is brought to the armoury in railway carts. The track, originally built by the dwarves, has been maintained by the Hyeka; no Khuzan parts remain.

KOREGO 4

4. Armoury

The large armoury, once a natural cavern although now made more regular in shape, allows the Hyeka to produce a substantial number of weapons and other ironwares. The forge is vented by a natural chimney with an opening almost three feet in diameter. The chimney is protected by Markak's Tower (Local Map #4).

5. Cylesa the Mask

These quarters were specially constructed for Gwadira, but are now occupied by Cylesa the Mask. Cylesa first encountered the Korego Gargun as an emissary for Gwadira in 718 and, after four visits with this protected status, gained some allies among the Korego leadership.

The chamber east of the sleeping area is a heavily-warded Sanctum which Cylesa only recently discovered how to enter. She knows the chests within the Sanctum contain some of Gwadira's esoteric artifacts, and intends to (carefully) unlock the chests and learn how the artifacts within can be invoked. Cylesa is quite familiar with esoteric artifacts since she was an Aperphelisherucha (assistant to the Mistress of Treasures) when she was in the *Order of Kukshin*.

6. The Adwelna Pit

The proximity of Korego to Araka-Kalai has led to frequent contact between Hyeka and Ivashu. This unique Ivashu was captured by the Gargun two years ago. While normally the Gargun kill any Ivashu they find, they came upon the Adwelna in the act of feeding, an activity which so amused

them they decided to capture this Ivashu and keep it for entertainment purposes.

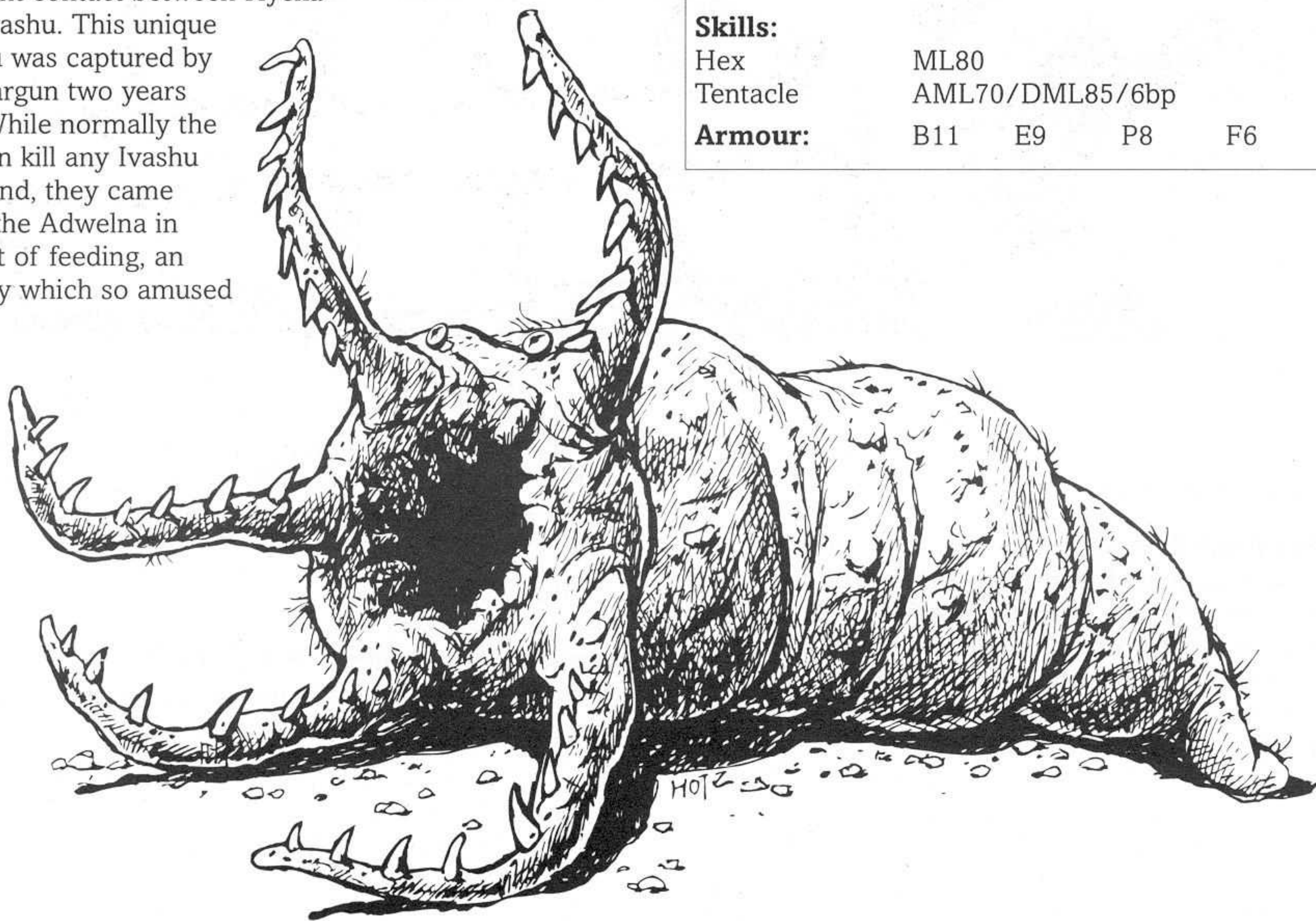
The Adwelna is a bloated, fifteen-foot-long worm with a large mouth opening surrounded by five spiked tentacles, each about six feet in length. It feeds by seizing its prey with the tentacles and then drawing the victim into its mouth. After this, the Adwelna slowly devours its meal alive, dissolving it with powerful acidic saliva. This process takes several hours; fortunate victims are devoured head-first and die quickly.

While the Adwelna moves very slowly, its tentacles are lightning fast. The Gargun keep it in a specially-designed maze pit and entertain themselves by throwing captives to the Adwelna and watching their futile attempts to escape. Such entertainment can last several hours since most captives can evade the Adwelna at first; the amusement begins after they collapse from exhaustion and the Ivashu slithers up.

Adwelna is a Hyeka word which roughly translates as "beloved torturer."

The Adwelna

STR	15	EYE	09	INT	07	Initiative	55
STA	20	HRG	—	AUR	13	END	16
DEX	17	SML	16	WIL	13	MOV	01
AGL	02					Dodge	10
Skills:							
Hex		ML80					
Tentacle		AML70/DML85/6bp					
Armour:		B11	E9	P8	F6		



WE DEAL IN STEEL

Difficulty: *Moderate.* This adventure can be initiated at a number of locations. Trobridge Inn or Taztos are the likeliest starting points, but Shiran or any major settlement in Kanday, Kaldor, or the Thardic Republic are also viable.

The Tale

The players can hear the story in any of several ways:

- They are approached by a mercantyleer who wishes to hire extra guards for the Salt Route and tells them the rumor.
- They encounter a civil or military authority who wishes to deputize them to investigate and deal with the problem.
- They overhear rumors and, attracted by a reward, decide to investigate themselves.

Given below is one version of the story the players might overhear. It is given in the form of a monologue overheard in the common room at Trobridge Inn, but GMs can alter it to suit their purposes as long as the key details are unchanged.

"Is perilous hard, the Salt Road already, without greedy buggers givin' orcs a hand up. Last tenday Jarn of Willins was through. Ye ken Jarn, don't ye? Aye well, Jarn was leadin' wagons west when he got jumped by two dozen Foulspawn. His lads sorted 'em, right enough, and got through with only four dead, so could have been worse. But when they got to cleanin' up, what think you they find? Aye, well listen and learn then. Axes and swords that no stinkin' Gargun ever set hand to making. Shiran-made or Jarn's a dwarf, and if you've seen him you know that's a lie. Aye, Shiran-made, with the smith's mark upon 'em. Now one or two, that's as may be counted for by luck and raiding, but seven? And all from the same shop? It's not right, mate. Ask me, someone's sellin' to the hairy buggers. Someone with more greed than sense, I'd swear."

Clues & Rumors

The players may wish to travel to Shiran and investigate before taking action. It should be easy to ascertain the name of the weaponcrafter mentioned in the original tale. Without encouragement, he will only say he sells a lot of weapons. For the right bribe, he will check his books for large orders which took place in the last year, and give the players the names of the purchasers. One of these names will be Dernil of Hort. The GM may decide the results of investigations of any other weapon buyers. Most of them are likely to be entirely legitimate, but the GM may wish to add side scenarios for amusement or as "red herrings."

In Shiran, the players may attend the Pamesani games. If they do, they will see three events involving Gargun. The aficionados among them will realize this is far more than usual (one event per month would be more likely). If they do not go to the games, the players may hear there have been more Gargun events than usual at Shiran for the last six months. Investigation, accompanied by large bribes, will discover the primary supplier of Gargun in Shiran is one Dernil of Hort.

Investigation of Dernil of Hort will reveal he was a scout in the Thardic legion who mustered out two years ago. A winter resident of Shiran, Dernil is known as a skilled hunter and wilderness guide. He operates a mercenary company for protection and security during his expeditions. If the players find and approach Dernil in a civilized setting, he would explain his purchases by claiming he is replacing damaged or lost weapons, or simply outfitting new recruits. Further investigation will find Dernil has employed a large number of would-be mercenaries, many of whom are not particularly experienced and most of whom never return home. Dernil explains the high turnover as "miserable deserters" or "risks of the trade" and he will claim (generally true) that he always provides one month's pay to a deceased mercenary's next of kin as compensation.



Dernil of Hort

KOREGO 4

4. Armoury

The large armoury, once a natural cavern although now made more regular in shape, allows the Hyeka to produce a substantial number of weapons and other ironwares. The forge is vented by a natural chimney with an opening almost three feet in diameter. The chimney is protected by Markak's Tower (Local Map #4).

5. Cylesa the Mask

These quarters were specially constructed for Gwadir, but are now occupied by Cylesa the Mask. Cylesa first encountered the Korego Gargun as an emissary for Gwadir in 718 and, after four visits with this protected status, gained some allies among the Korego leadership.

The chamber east of the sleeping area is a heavily-warded Sanctum which Cylesa only recently discovered how to enter. She knows the chests within the Sanctum contain some of Gwadir's esoteric artifacts, and intends to (carefully) unlock the chests and learn how the artifacts within can be invoked. Cylesa is quite familiar with esoteric artifacts since she was an Aperphelisherucha (assistant to the Mistress of Treasures) when she was in the *Order of Kukshin*.

6. The Adwelna Pit

The proximity of Korego to Araka-Kalai has led to frequent contact between Hyeka and Ivashu. This unique Ivashu was captured by the Gargun two years ago. While normally the Gargun kill any Ivashu they find, they came upon the Adwelna in the act of feeding, an activity which so amused

them they decided to capture this Ivashu and keep it for entertainment purposes.

The Adwelna is a bloated, fifteen-foot-long worm with a large mouth opening surrounded by five spiked tentacles, each about six feet in length. It feeds by seizing its prey with the tentacles and then drawing the victim into its mouth. After this, the Adwelna slowly devours its meal alive, dissolving it with powerful acidic saliva. This process takes several hours; fortunate victims are devoured head-first and die quickly.

While the Adwelna moves very slowly, its tentacles are lightning fast. The Gargun keep it in a specially-designed maze pit and entertain themselves by throwing captives to the Adwelna and watching their futile attempts to escape. Such entertainment can last several hours since most captives can evade the Adwelna at first; the amusement begins after they collapse from exhaustion and the Ivashu slithers up.

Adwelna is a Hyeka word which roughly translates as "beloved torturer."

The Adwelna

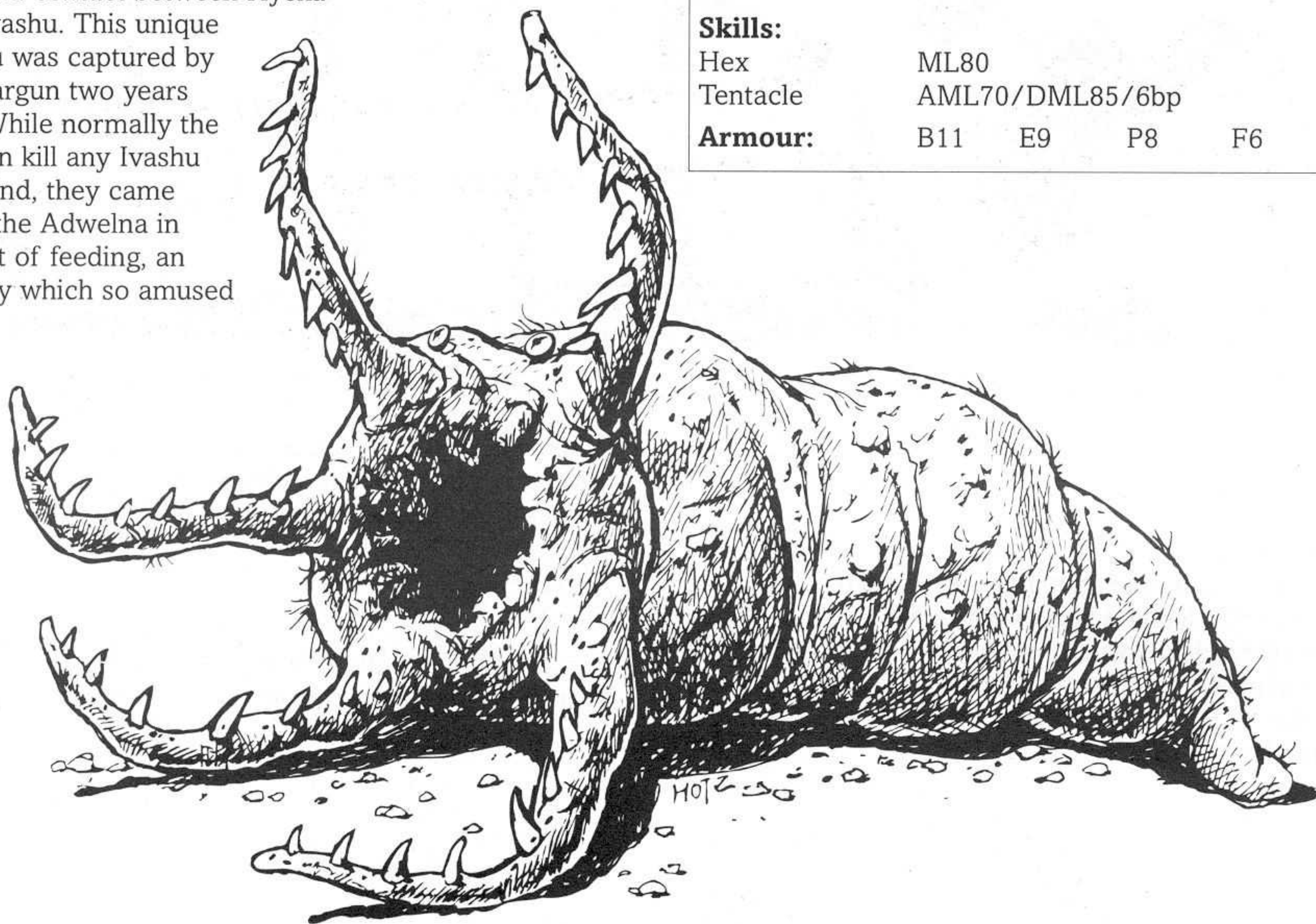
STR	15	EYE	09	INT	07	Initiative	55
STA	20	HRG	—	AUR	13	END	16
DEX	17	SML	16	WIL	13	MOV	01
AGL	02					Dodge	10

Skills:

Hex	ML80
Tentacle	AML70/DML85/6bp

Armour:

B11	E9	P8	F6
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KOREGO 6

The Truth

Dernil is selling arms and human captives to Korego in exchange for Gargun and Ivashu captives for the Pamesani games. The weaponcrafter he purchases his arms from is entirely without knowledge of Dernil's activities. Dernil never actually enters Korego, and is unaware of Gwadira and Cylesa.

Dernil's normal method is to recruit new "mercenaries" from among the desperate urban poor of Shiran or Coranan. To these gullible unfortunates he promises easy money, minimal danger, and the chance of great wealth ("I do all the hunting; all you have to do is guard the creatures I catch").

In reality, Dernil's only real mercenaries are himself and five former legionnaires. These six conspirators arm their victims with recently-purchased weapons just before departing for the wilderness. Dernil leads his band down the south shore of Lake Benath. There, at a pre-arranged spot, a party of Hyeka will arrive from Korego well after dark.

With his hapless new mercenaries overpowered and captured in their sleep, Dernil trades them and their weaponry to the Gargun in exchange for captive orcs and loot. The Gargun provided to Dernil are either from the surplus population of Korego or Gargu-araki captured in raids. On occasion, the Gargun have provided Dernil with Ivashu prisoners.

Upon returning to Shiran, he sells the captives, for a substantial profit, to the *Order of Demon Pameshlu the Insatiable* for use in the games; the Order does not know how Dernil obtains his captives, and probably wouldn't care if they did. Dernil has operated this risky enterprise for over a year and has grown wealthy from it. His practice of recruiting "mercenaries" from the urban poor has kept curious questions to a minimum. Dernil knows his plan will not work in the long term and is already planning his retirement. One day soon, Dernil and his mercenaries will travel into the wilderness and never return.

Players figuring out what Dernil is up to may wish to turn him over to the authorities, but they will have to convince a Thardan judge that a crime has been committed, which may be difficult. If Dernil finds out the players are investigating him, he may try to bribe the *Order of Demon Pameshlu the Insatiable* to "deal" with the players, or deal with them himself. He might simply just accelerate his retirement plans.

Attempting to surprise Dernil in the wilderness could be risky. Dernil and his cronies are veteran warriors. If they are attacked while they still have their victims with them, the "mercenaries" will fight on Dernil's side, although with little effectiveness. Players joining Dernil's band to gather further information may find themselves the main course at a Korego banquet.

TO LIVE AND DIE IN KOREGO

Difficulty: *Moderate to High.* This scenario is replete in double-dealing, misinformation, and treachery. It is an ideal lead-in to the "Dance at the Slaughterhouse" scenario (EJATUS 5).

The Tale

This adventure begins in Tashal. The players should have been in or about the city for some time and have developed some reputation for boldness. They are approached by an emissary who tells them they will hear an offer that will greatly benefit them if they meet with his master. The emissary will not tell the players his master's name, nor details of the job, and urges them not to discuss the matter with anyone. He says he can return at nightfall to lead them to his master's house.

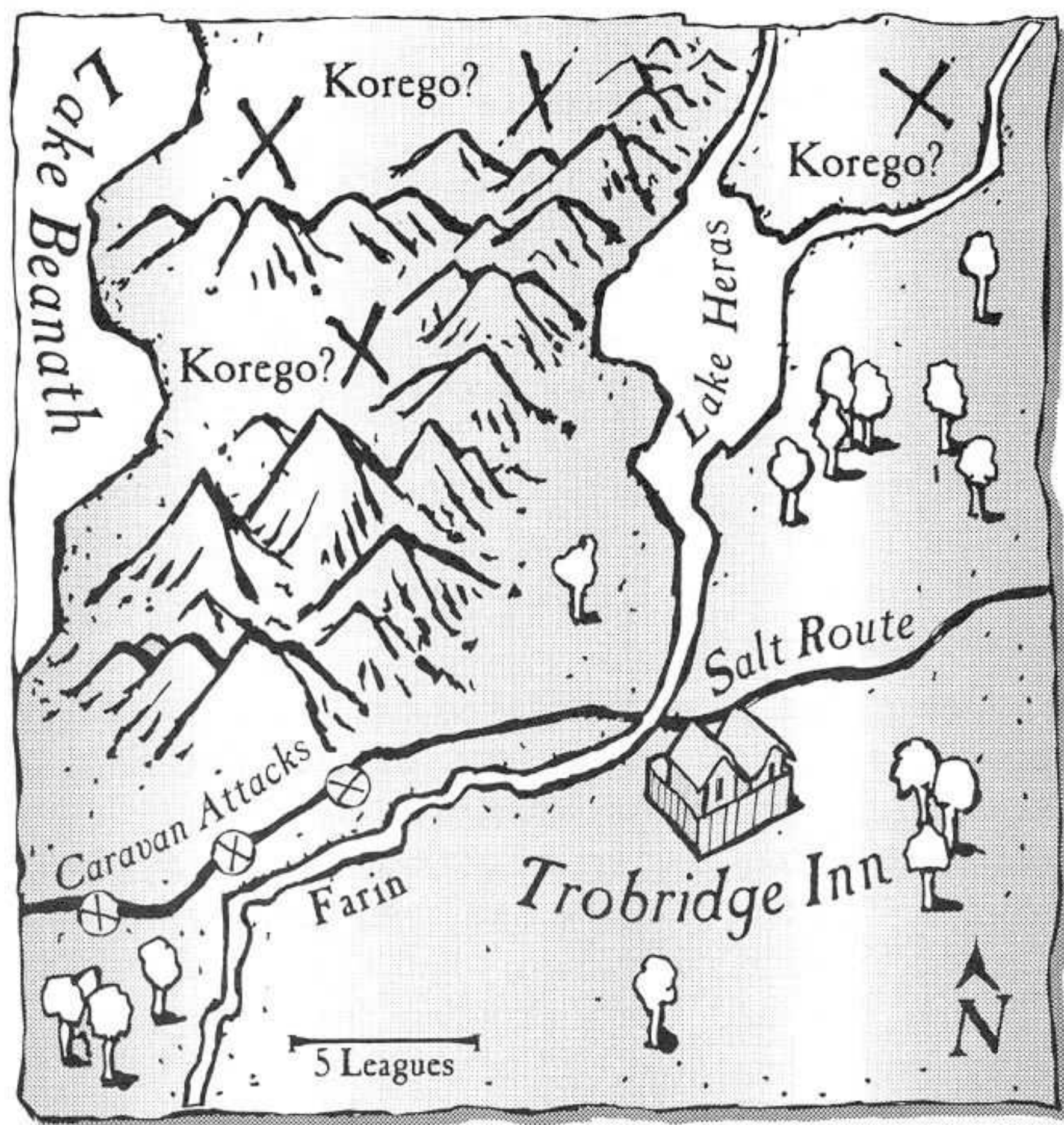
If the players agree to meet the mysterious master, the emissary will lead them by a circuitous route through the streets and alleys of Tashal to the side door of a large house. Once within, the players are ushered to a well-appointed room where they meet a gaunt, middle-aged man dressed in the fashion of a Kaldoric nobleman. He tells the players his name is of no consequence, but does so in a way that implies they would recognize it immediately. He also implies the house they are using is not his but is being lent to him, for the business of the evening, by a friend. The servant/emissary will once refer to the host as "my lord," and be rebuked by a look from his master.

The host tells the players he wishes to hire them for a mission of great danger and delicacy for which he is willing to reward them handsomely. As proof of his intent, he gives each player one shilling (12d) just for listening to his story.

He says that Cylesa, his only daughter and heir, is missing. She had been residing in Shiran for several years, fostered with a branch of his family. Two months ago, he received a letter from her saying she would be traveling home on the Salt Route. She never arrived on the promised date, now 30 days past. By pursuing investigations, he learned Cylesa left Shiran in the company of a small merchant caravan. Near Trobridge Inn, the caravan was attacked on three successive nights by a large party of Gargun who were eventually driven off with heavy losses. Unfortunately, Cylesa was found to be missing after the third raid.

Although these events took place more than 30 days ago, the father believes his daughter is still alive. He says he sought help from a Savoryan Shek-Pvar who divined that Cylesa still lives and is being held captive by the Gargu-hyeka of Korego.

The father begs the players to help him to recover his daughter before it is too late. He offers each of them



a Khuzan gold crown (which he will show them) if they can recover her alive or, if she is dead, half-a-crown each if they bring him her personal effects. As proof of his good faith, he offers them a bonus five shillings (60d) each in advance if they will accept the job, and states he can provide them with a map of the Salt Route, marked with the location of the caravan attacks. The map also shows four possible locations of Korego which are, he says, based on research done by the Savoryan.

Upon accepting the job (or rejecting it), the emissary will lead the players back to their starting point by a different and equally-confusing route.

Clues & Rumors

Players may seek to discover the identity of their patron. This will prove difficult to do unless one of them has very special connections (see "The Truth").

Attempting to retrace the route taken to the meeting's location has only a 5% chance of success unless one of the players was born in Tashal, in which case the chance of success is increased to 20%. If they are able to find the house again, watching it will be of little use. It appears, to all intents and purposes, to be the home of a wealthy merchant. Inquiries in the neighborhood will tell them it is the home of Kirlin of Pasena, a usurer and mercantyle of some standing.

The players should hear several rumors. A list of suggestions is given below to stimulate the GM's imagination. The primary purpose of telling all of these to the players is to obscure the significance of rumors #1 and #2. To add confusion, some of the rumors

should come to players' attention **before** they meet with their patron. Apart from rumors #1 and #2, the GM can decide on the truth of all the other "clues."

1. A drunken tavern ruffian claims a housebreaking, robbery, and murder in eastern Tashal a tenday ago was the work of Gargun.
2. A stranger with a Thardic accent has been offering considerable silver for information about prominent Tashalan citizens.
3. The temple of Halea has been secretly importing exotic animals and persons from western Hârn for use in temple rituals.
4. Recently, some merchants in the market place have been offering exquisite pottery for sale at bargain prices. The pottery is said to come from the great empire of Azeryan.
5. A week ago, a dignified old man beset by muggers summoned a pack of dogs to drive them off.
6. Caravan guards are being recruited for a journey to Golotha. Handsome bonuses are being offered to those with experience fighting Gargun.
7. A pair of Ilviran pilgrims, bound for Araka-Kalai, were found murdered and partially eaten in their rooms in the Seven Stars Inn.
8. Miginath, the King of Kaldor, is dying from a severe illness.

Investigating rumors 3–8 will result in whatever information the GM desires. None of them have anything to do with the matter at hand.

Investigating rumor #1 will reveal a housebreaking and murder did take place at the specified time, and the extraordinary violence of the attack has given rise to the rumor of Gargun involvement. The authorities, however, give no credence to the rumor and, in fact, are aggressively suppressing it. With some diligence, the players will be able to uncover some or all of the following facts. They are arranged in the order of difficulty in acquiring the information (with the easiest information first).

- Eleven days ago, a house on Torastra Way was robbed and two persons were slain.
- The murder was discovered by a street urchin who had crept into the house to pilfer.
- The victims were household servants. The master of the house has not been found.
- The house was rented three months ago by an agent representing a Thardic nobleman. It is assumed the tenant took up residence since two of his servants were found murdered there.

KOREGO 8

- Few personal effects were found in the house. At least one other servant is believed to have lived in the house, but there is no sign of him. Some authorities believe the other servant and the master of the house were kidnapped. Others believe they perpetrated the crime. Some say they never really existed, and the murders were executions by a gang of rival Lia-Kavair.
- One neighbor saw a woman visit the house late in the evening on the four nights preceding that of the robbery/murder.
- A woodcrafter is overhead talking about a new trapdoor that he built in the cellar of the house, and claims it opened to a large tunnel running below the city.

Investigating rumor #2 will turn up the following facts, again arranged in order of difficulty from least to greatest:

- The Thardan began inquiries three months ago.
- The Thardan sought information about prominent Tashalans, but was most interested hearing about those with some connection to Arcane Lore. Information received was well-rewarded.
- The Thardan, always dressed in a hooded robe, had a rasping, high-pitched voice, and might have been a woman in disguise.
- The female sex of the Thardan is confirmed by an innkeeper who noted her breasts in an unguarded moment and provided her with "good information" in exchange for her favors.
- No one has seen the woman since the day before the housebreaking on Torastra Way. This should NOT be presented in such an obvious fashion. The GM should establish a date for the robbery/murders and just give a close earlier date when the woman was last seen. Let the players draw their own conclusion.

The Truth

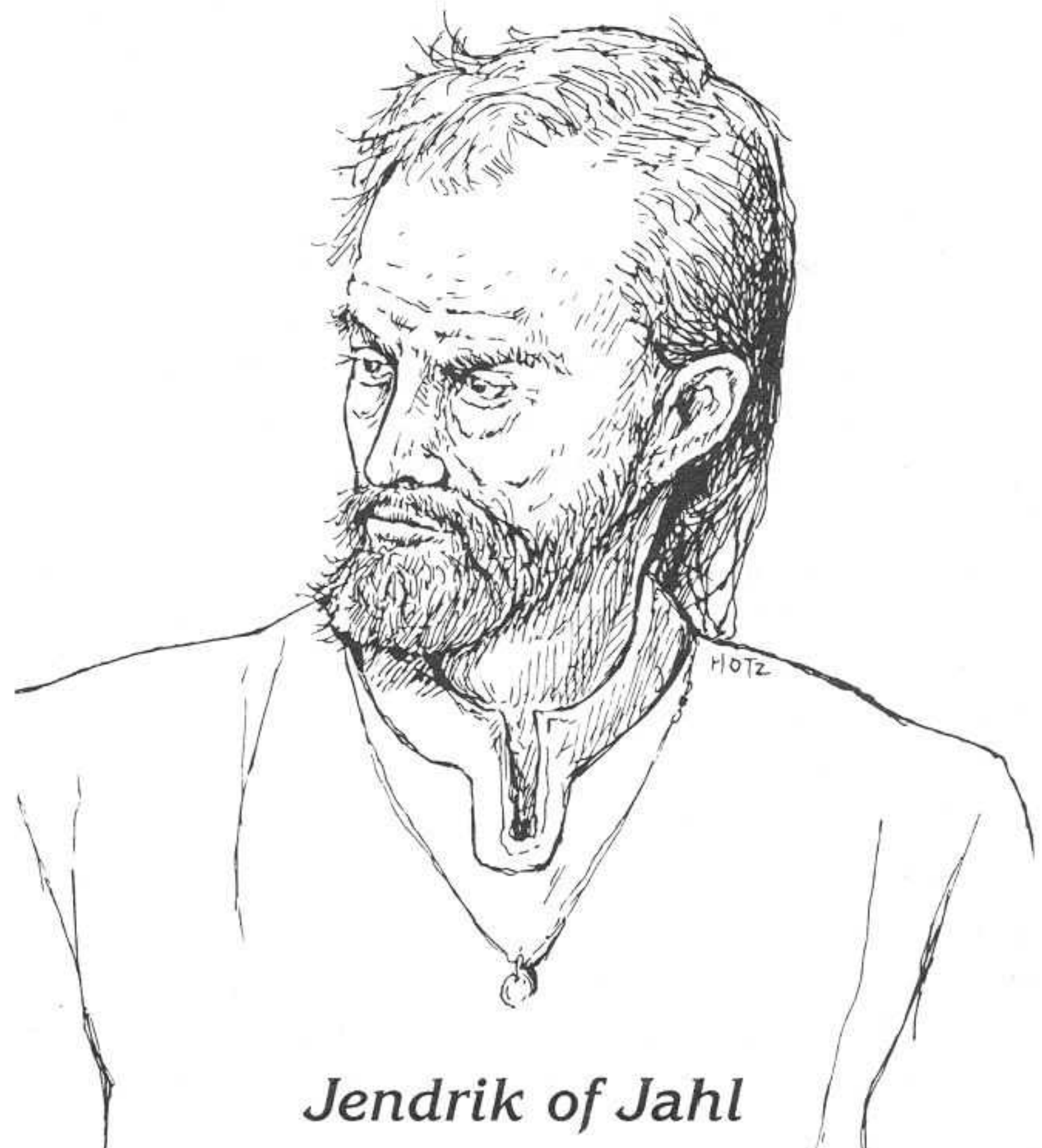
The players' employer is Jendrik of Jahl, a Lia-Kavair master from Shiran. Jendrik has been in partnership with *Cylesa the Mask*. Together, they have been robbing the homes of various wealthy and powerful folk in Tashal, particularly those rumored to be in possession of esoteric artifacts. They used the extensive tunnel system under Tashal for this purpose and rented a house on Torastra Way (just east of building 27 on the Tashal city map) because of its proximity to the tunnels.

Their method of operation has been for Cylesa (who is accomplished at disguise) to acquire information about an appropriate target. Then Jendrik, with the help of three associates, would rob the house. They have

been operating for three months without the consent of the local guild, a practice which, if discovered, usually leads to fatal recriminations.

Cylesa was employed by Gwadira (see EJATUS) for this and other work. She seduced Jendrik, and persuaded him to journey to Tashal as her lover and partner in crime. He knows nothing about Gwadira specifically, but was aware Cylesa had a mysterious patron who would pay very high prices for certain artifacts they stole. Their partnership had been bountiful, and they were closing down the Tashal operation to deliver the goods to Cylesa's patron when something unexpected occurred.

One of the objects retrieved by Jendrik, a ring of apparently modest value, was in fact the *Ring of Dominion*, a powerful Earthmaster artifact. When Cylesa donned the Ring, her entire outlook on life suddenly changed. The fact that she had been sexually intimate with Jendrik (and other men) filled her with revulsion, and that she had been expelled from the Agrikan clergy—something that had been of no importance to her at the time—now filled her with great sadness. It was clear to Cylesa that her mind had been tampered with. Her psionic talents soon confirmed she had been enslaved by a magical enchantment, laid upon her ten years ago by Gwadira, and that wearing the Ring was somehow making Gwadira's spell dormant. Ten years ago, Cylesa had been a virgin, with a promising career in the *Order of Kukshin*. For these crimes against Agrik, Cylesa had resolved to introduce Gwadira to several of Agrik's "ten thousand ways" of inflicting pain.



Cylesa's first step in achieving her revenge was to get Jendrik and his cronies out of the way. She plotted to assassinate Jendrik and his three associates when they had all gathered at the Torastra Way house for "one last job." With the Ring of Dominion, she subdued and slaughtered two of Jendrik's associates (the servants found murdered) who had been guardians of the cache of valuables the group had stolen over the past few months. She then waited in hiding for her partner and his lieutenant to arrive. Both escaped certain death by fortuitous irony: enroute to the house, they were attacked, beaten, and robbed by six local Lia-Kavair thugs. Jendrik could not, of course, reveal his own Lia-Kavair status to the attackers since this might lead to his murder for "poaching." Bruised and bleeding, Jendrik and his lieutenant staggered to their Torastra Way home just before sunrise to find the two bodies. Cylesa could not be found, and the cache of valuables was empty.

Jendrik at first thought the house had been robbed by local Lia-Kavair and Cylesa had been kidnapped. She had in fact waited two hours for Jendrik to arrive, time she used to mutilate her victims just for sport, and then fled Tashal with the accumulated loot. Discreet inquiries by Jendrik soon convinced him Cylesa had fled Tashal.

Jendrik is telling the players the truth as far as he knows it regarding Cylesa's whereabouts. His information, however, does not come from a Savoryan mage, but is recollected from conversations with his former partner. She had often hinted to him of her good relations with the Gargun of Korego, but Jendrik had always discounted this as "foolish pillow talk." He no longer believes this is the case. He knows a robed woman fitting Cylesa's description crossed the Balasa Bridge just after sunrise on the day of the murders, mounted with a pack horse in tow, and was later seen at Trobridge Inn, where she headed north. He has also learned that several Gargun colonies lie in that direction and that Korego is one of them, although his sources have given him four different locations for the colony.

His motives for finding Cylesa are mostly emotional. His lieutenant insists they were betrayed, but Jendrik is besotted by Cylesa and refuses to accept this possibility (after receiving payment for their loot from Cylesa's patron, Jendrik had intended to marry her). Unaware of the assassination Cylesa planned for him, he clings to the notion she fled Tashal to escape whoever murdered his henchmen. He has stubbornly remained in Tashal, at great risk of being punished by the local Lia-Kavair or implicated by the authorities in the murders of his own henchmen, in the vain hope she will return to him, along with the proceeds from selling their loot. Jendrik has no hard evidence Cylesa is in Korego, but has persuaded himself she is a prisoner there and in need of his help to escape and return.



Cylesa the Mask

STR	13	EYE	12	INT	17	Initiative	78
STA	12	HRG	10	AUR	15	END	13
DEX	11	SML	12	WIL	14	MOV	13
AGL	13	VOI	10	MOR	07	Dodge	65

Combat Skills:

Dagger	ML84	Roundshield	ML60
Unarmed	ML75	Sickle	ML54
Mace	ML66	Whip	ML31

Psionic Skills:

Sensitivity	ML93	Clairvoyance	ML68
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Religious Details:

Ritual/Agrik	ML70	Piety Points	12 PP
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Other Skills:

Acrobatics	ML31	Lovecraft	ML51
Acting	ML83	Mathematics	ML78
Folklore	ML76	Oratory	ML61
Intrigue	ML77	Rhetoric	ML75
Legerdemain	ML75	Stealth	ML69
Lockcraft	ML59	Survival	ML57

If the players accept the job, they will probably want to inquire for information at Trobridge Inn regarding the mythical caravan. They will, of course, be greeted by blank stares as no such incident occurred anywhere close to the proper time frame. The GM may wish to present this lack of information in an ambiguous manner, leaving the players with the sense that perhaps they didn't ask the right questions. If the players seem hopelessly confused, encourage them by revealing the tale of "a robed woman, heading north" which Jendrik knew about, but did not reveal to the players.

KOREGO 10

If the players journey to Shiran to find out more about their patron's daughter, they will be unable to find information on Cylesa as Jahl portrayed her. Players with Lia-Kavair connections might discover an assassin named Cylesa was in Shiran until she disappeared four months ago, but should be careful in their inquiries for inquisitive folk often disappear.

Cylesa is, of course, alive and well in Korego. Taking advantage of her former role as an emissary for Gwadira, she has been an honored guest there for the past month and has awed much of the colony leadership by using the Ring of Dominion, which she wears on her left thumb since the ring is too large for any finger. She is slowly moving to expand her power, but has powerful enemies among the dominant males of Korego. The situation is fluid in the extreme, and any or all of the following possibilities may face the players:

- ❑ Cylesa is planning the imminent murder of her Gargun enemies and attempts to recruit the players to this end.
- ❑ Tensions between the two factions of Gargun erupt in a civil war.
- ❑ Gwadira has learned of Cylesa's presence and the situation at Korego. Furious, she has dispatched a party of Khanu from Ejatus to "rape and slay the traitor-bitch" and bring the Ring of Dominion home to its "rightful owner."
- ❑ After his lieutenant leaves him in disgust and the players have not returned as quickly as he would like, Jendrik personally travels to Korego to rescue Cylesa.

- ❑ Jendrik has sent a second party of bravos to follow the players. They have been instructed to ambush and kill them on the *return* journey so as to forego any loose ends.

Cylesa is an intelligent, articulate, and manipulative woman who enjoyed hurting people years before she ever met Gwadira. She has well-developed psionic talents and is a competent assassin. While not a formidable warrior, she is skilled at close combat and ambush. She does not have the requisite Aura to master the Ring of Dominion fully, but is able to force all intelligent creatures within Aura (15) feet to roll d100 against Will x4.

If the players manage to enter Korego and speak to her, she will likely attempt to play the part of a captive (she will not, of course, know anything about being a nobleman's daughter, but may have the wit to discern and act the role anyway). Cylesa still has the esoteric artifacts Jendrik and she stole in Tashal, and will know how to invoke most of them. She will fight the players openly only as a last resort or to prevent them from taking the Ring of Dominion from her (she would rather die than become Gwadira's slave again). If a fight occurs, Cylesa will summon such aid as she can from her Gargun allies. This could provoke a civil war, in which case it is probable Cylesa's enemies will pitch in against her, more or less on the players' side.

The resolution of this scenario is highly dependent on the players' knowledge and actions. Cylesa, Jendrik, and the Gargun will act according to their motivations. The players will have to tiptoe carefully through the minefield to succeed.



Ring of Dominion

A silver ring (too large for most human fingers) with a five-carat purple quartz stone. It is a *malfunctioning* Earthmaster artifact which originally prevented *intelligent* creatures from taking hostile action against the wearer when invoked. Now when it is invoked, the ring subdues *intelligent* creatures to the wearer's will. If achieved, control is virtually total, even to the extent of forcing victims to perform activities which may put their survival at risk. The control can only be established when the ring is being worn, but lasts indefinitely even if the ring is removed. Victims have one chance every 24 hours to break the effect by successfully rolling d100 against Will x1. Should the attempt to subdue fail, no further control attempts on that person will succeed for the next 24 hours. The ring is invoked by an attuned wearer by testing Aura x5; successful invocation inflicts two Fatigue Levels (F2) upon the invoker. When successfully

invoked, all creatures within **Aura feet** test against a multiple of WILL to avoid the effect.

Wearer's Aura	Victim Test	Wearer's Aura	Victim Test
Below 13	N/A. Wearer receives a Mental Bolt	17-18	Will x3
13-14	Will x5	19-20	Will x2
15-16	Will x4	21+	Will x1

GM Note: To prevent this powerful and valuable artifact from throwing your campaign out of balance, we recommend you exploit its disadvantages. The obvious disadvantage is that the ring is malfunctioning, so it can become inert, or give the wearer Psionic Blindness, at any time desired. Another disadvantage is that the ring has no effect upon *non-sentient* creatures, such as attack dogs, bears, some species of Ivashu, and politicians.



Ejatus is a natural cave complex in the Jahl Mountains. It was discovered and first occupied by a colony of Gargu-hyeka in the early sixth century. This colony posed a serious hazard to travel on the Anoth Trail until its mysterious destruction in 585. No one knows for sure what happened to the Hyeka of Ejatus, but a civil war combined with the extreme winter of that year may have been responsible.

The complex remained vacant until 689, when a large band of Diaffa Gargu-arak abandoned their normal nomadic society to colonize the caves. These Araki rapidly increased in number and greatly increased the danger to wayfarers on the Fur Road.

This situation changed dramatically five years ago when a large band of Gargu-khanu invaded the complex and seized control. Having Khanu overlords is not uncommon among the Gargun, but these Khanu, originating from Zhakom, were themselves under the control of Gwadira, a powerful renegade Shek-Pvar.

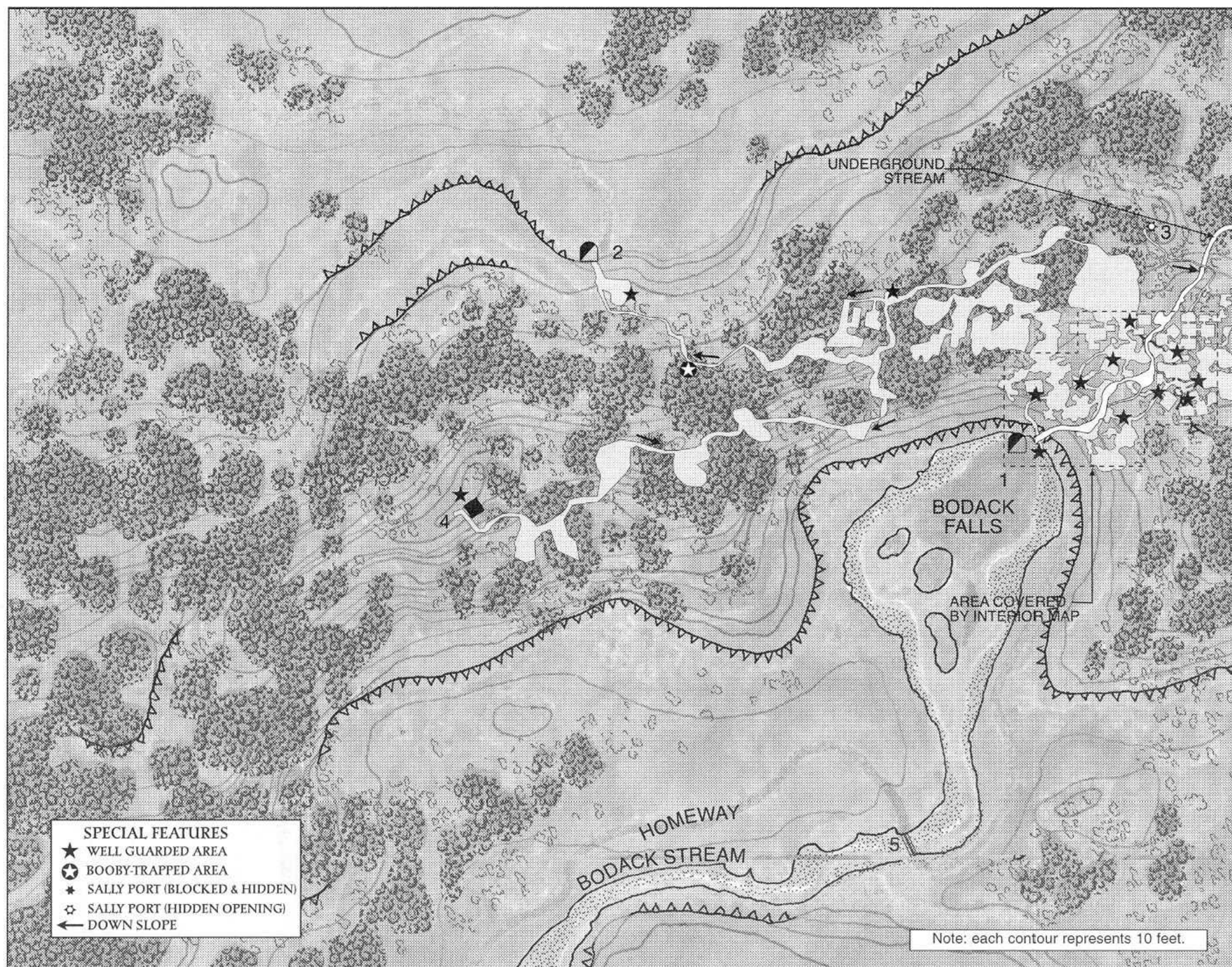
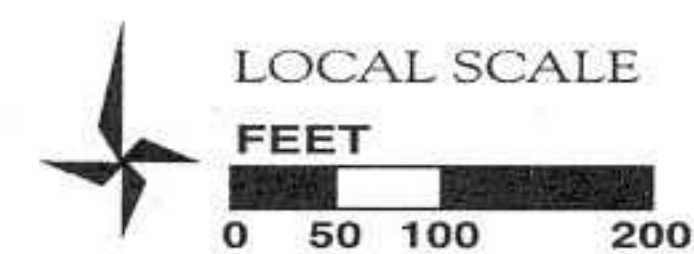
Since that time, the attacks originating from Ejatus have increased in frequency and ferocity. As well as raiding caravans and wayfarers, the Ejatus Gargun have attacked and eliminated several small Jarin settlements along the Anoth River. They have also moved to subjugate the nomadic Gargu-arak of the Diaffa nation, but have not yet succeeded in this aim.



*Take heed the horror in the night
Their frightsome howls, by torches' light
Keen vigil keep. Near draws the harm.
Men weep in terror of the swarm.*

Anonymous

EJATUS 2 (GM MAP)



LOCAL MAP NOTES

1. Bodack Falls

This waterfall, the outflow of an underground stream that runs through Ejatus, screens the main entrance to the colony. The stream eventually flows into the Anoth River. The trail, called "Homeway" by the Gargun, crosses the stream at Kolh Bridge (see below).

2. Halgat Gate

A secondary entrance to Ejatus, emerging on the north side of Gradak Ridge. A room garrisoned by six Khanu is just inside the gate. A winding switchback trail descends to the valley below.

3. Escape Tunnel Exit

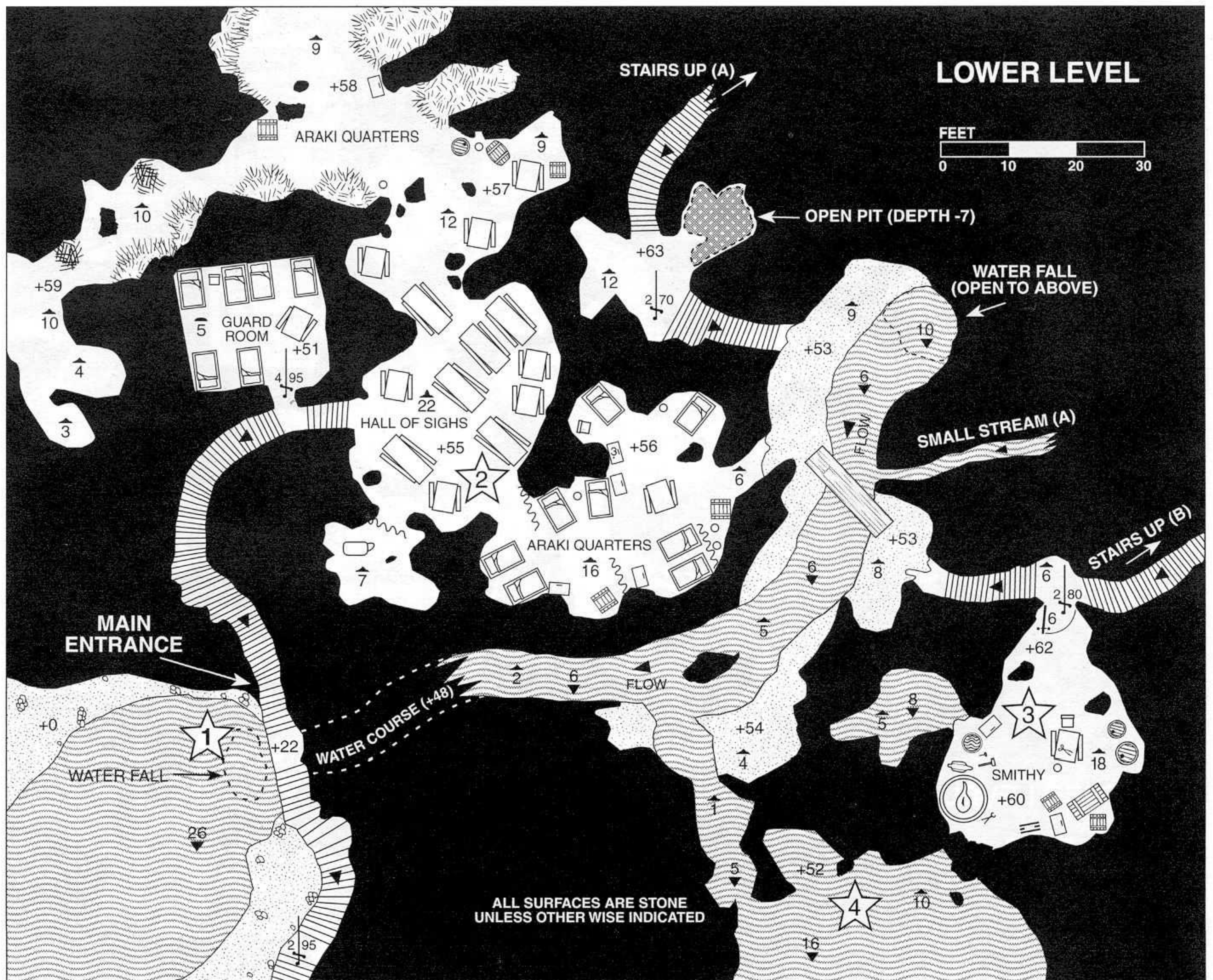
Hidden within a dead tree is the surface access to a tunnel originating in the king's chamber. All the Khanu know of the tunnel's existence.

4. Bolazh Peak

The highest point on Mt. Gradak. A recently-built stone redoubt provides a good view of all approaches to Ejatus, although low clouds often obscure visibility. The redoubt can only be entered from within Ejatus.

5. Kolh Bridge

This rope bridge provides the only easy access to "Homeway," although a skilled rock climber could find other ways to reach the trail. Bodack Stream flows swiftly here.



INTERIOR MAP NOTES

1. Bodack Falls

This waterfall forms from the outflow of Bodack Stream on the Upper Level. During the winter, spray from the waterfall can freeze on the steps underneath. Removing the ice is a job assigned to expendable Araki.

2. Hall of Sighs

A meeting and recreation area for the Araki who reside in the lower caverns. The Araki are totally under the control of the Khanu and, by extension, of Gwadira. There is no Araki king.

3. Smithy

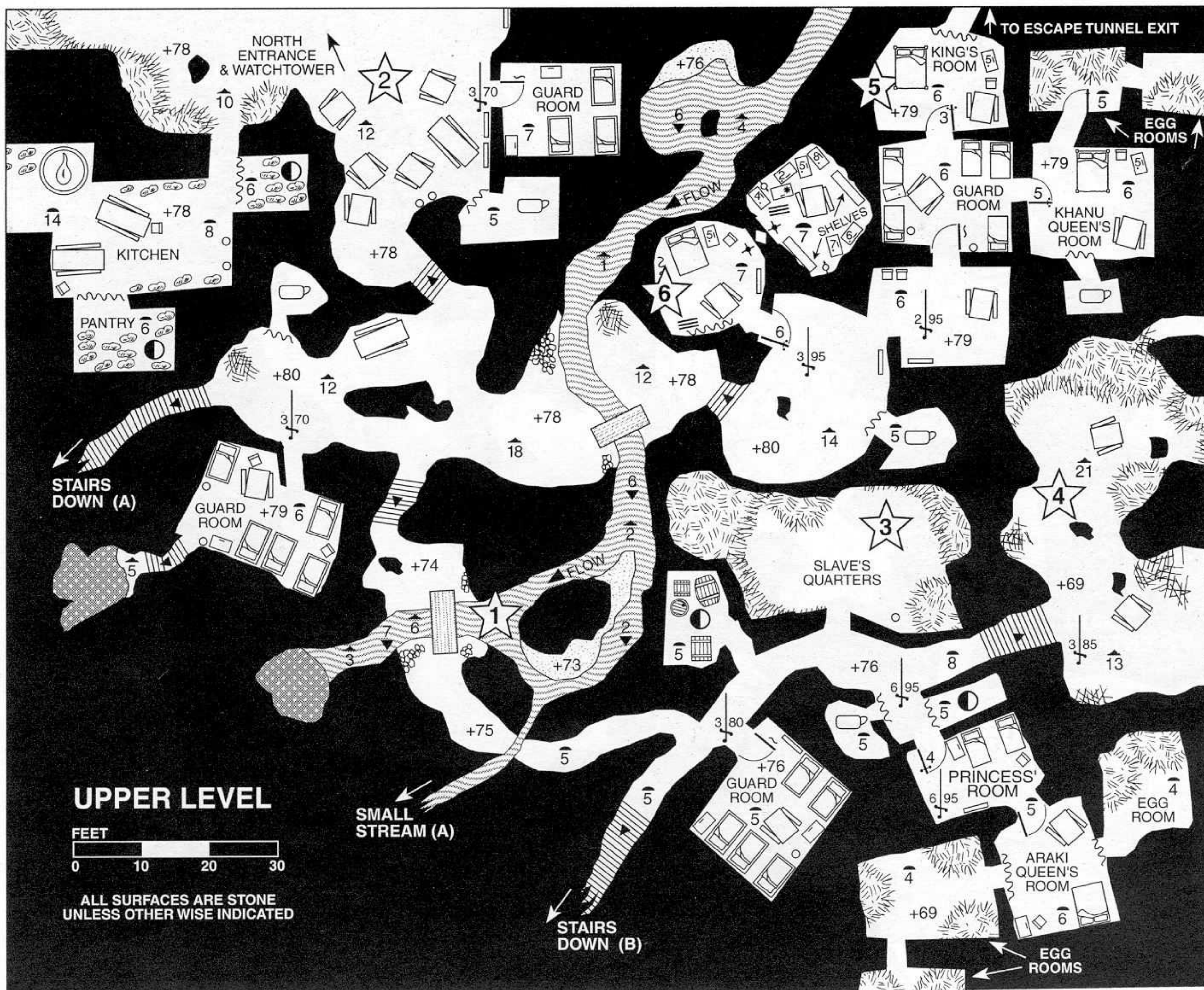
Araki craft all the Gargun's weapons. While at work, they are constantly "supervised" by two armed Khanu. The pool, which is used to quench weapons, is fed by a small spring.

4. Neteri's Abode

This cavern is unknown to the Gargun. It is the preferred resting space of Neteri, an Elmithri. Gwadira will occasionally summon Neteri to perform a task for her. She is most often commanded to deal with intruders within the Ejatus complex. Neteri prefers to do this by charming intruders, then pushing them into Bodack Stream, to be swept over Bodack Falls.

Neteri is physically capable of traveling up and down the waterfalls, but will not willingly do so because she is terrified of heights. She hates Gwadira because the mage has forced her to travel through the waterfalls on several occasions. But she obeys Gwadira because she knows the mage can cast some powerful Odivshe spells and has seen first-hand how ruthlessly her mistress treats those who oppose her.

EJATUS 4



INTERIOR MAP NOTES

1. Bodack Stream

An underground stream, averaging four to six feet in depth, although some deeper pools exist. The stream originates in a underground spring.

2. Araki Cavern

One of several caverns where the Gargu-arak are housed. When King Hargach is in a particularly bad mood, he will run through this and other caverns, maiming and killing Araki at random.

3. Slaves' Quarters

Quarters for Araki who serve as personal attendants to Gwadira, the king, and favored Khanu.

4. Khanu Cavern

This large cavern houses most of the 260 Khanu who rule the complex.

5. King Hargach

Hargach has ruled for just over a year. Like the two other Khanu rulers since 715, he occupies his throne at the pleasure of Gwadira. Hargach is a coarse and brutal lout who takes considerable pleasure in the inventive torture of captives. He is unaware of Gwadira's broader schemes, and would care little if he did know. As long as she provides victims to torment and opportunities to fight and kill, he is satisfied.

6. Gwadira

The quarters of Gwadira. The adjoining room, hidden by a secret door, is a heavily-warded Sanctum. The chamber contains several esoteric artifacts stored in locked chests. Much of the information regarding Gwadira may be found in the "Dance at the Slaughterhouse" scenario which follows.

DANCE AT THE SLAUGHTERHOUSE

Difficulty: *Very High.* GMs should expect some fatalities, even with a highly-skilled and well-equipped player group. Lesser parties will be slaughtered.

This adventure scenario can be run in several parts, depending on the inclinations and preferences of the GM and players. Ideally, the GM should introduce the information gradually over the course of several play sessions, drawing the players ever deeper into the plot.

The Tale

It is easiest for this adventure to flow out of the events of "To Live and Die in Korego." The GM may choose, however, to introduce the scenario by some other means. A few suggestions follow. While these are intended to open the scenario, they may also be used to further the plot or provide additional details if the players get bogged down.

#1 Embassy of Fire

If the players defeated Cylesa but did not find out about Gwadira, the Order of Kukshin will eventually contact them. Their emissary will congratulate the players for having defeated a well-trained opponent. The emissary will also say the Order recently divined that the artifacts Cylesa stole from them are in the possession of a mage whose "lair is shared with pure, clean water and impure, black-furred beasts." The Order wishes to hire the players to retrieve the artifacts from this mage.

#2 Daughter of Lothrim

After a skirmish with Gargun near Carcust, Ejatus, Gifuso, Korego, Nizus, or Zhakom, the players take an orc captive. Bargaining to save his skin, the Gargun tells the players of "The Daughter of Lothrim" who visits their colony.

#3 An Idiot's Tale

While in Lorkin or Leriell, the players encounter a former caravan guard who claims to have witnessed a woman leading a party of Gargun in the area near Ejatus. He claims to have seen the interrogation and murder of a captive Ivinian trader. While somewhat drink-sodden, his story is internally consistent and he cannot be shaken from the idea that the woman was in command of the Gargun.

#4 A Sindar's Story

While at Trobridge Inn, the players are contacted by Glawi Diendriel, an elf from the Shava Forest. Glawi claims the Earthmaster site at Pesino was recently entered by a human mage who carried off some dangerous ancient artifacts. Since the Sindarin regard Pesino as forbidden to humans, Glawi seeks the players' help to find the mage and recover the artifacts. He would, of course, offer a tempting reward.

Clues & Rumors

If this adventure is the follow-up of "To Live and Die in Korego," the players should be able to obtain all the clues they need to get started. If they capture and question Cylesa, her reaction will depend on what they do with the Ring of Dominion. If deprived of the Ring, Gwadira's enchantment will immediately reassert itself and Cylesa will not willingly reveal any information about Gwadira except under torment or a very believable threat of death. If Cylesa is still wearing the Ring, she will be much more reasonable and will tell the players all she knows about Gwadira, especially if they will help her defeat the mage.

Unfortunately, Cylesa's knowledge is not complete. She is aware of Gwadira's close contacts with several Gargun colonies and believes she is planning to use the Gargun for some purpose, but does not know what it is. She knows Gwadira is currently at Ejatus because that is where she was to deliver the esoteric artifacts stolen in Tashal. She also knows Gwadira is attuned to (at least) the Fyvrian, Odivshe, and Savoryan convocations. She does not know of Gwadira's other personas, however.

The Truth

Gwadira is one of several pseudonyms used by Dyalne of Dulye, a Gray mage, cousin of King Chunel of Melderyn, and former member of the Council of Eleven. Dyalne was declared renegade by the Shek-Pvar 17 years ago. The picture below shows her as she appeared at the time of her banishment.

During her public life, Dyalne was an advocate of direct military action by Melderyn against its neighbors. She was not alone in her views. In 687, she was one of several Melderyni nobles who favored giving military aid to Balesir, the exiled King of Chybisa, so he could take his country back from Kaldor.



EJATUS 6

Dyalne disliked Melderyn's policy of indirect, political intervention. This would, she maintained, eventually backfire when Melderyn was forced to fight a "real war" with a military arm that had "grown stiff from lack of use." The "puppets will slay their master" was one of her favorite warnings.

In 697, while visiting Nurisel Castle, Dyalne discovered an ancient manuscript written by Lothraem Halmaenth, a first century regent of the Earldom who had a particularly unsavory reputation. Decoding this document led Dyalne to several conclusions about the origins of the Gargun and the means of controlling them. Deciding the Council of Eleven would never heed her warnings to save Melderyn, she began to plan how the empire of Lothrim the Foulspawner could be recreated. This required Dyalne to begin researching Savoryan spells that caused a person to believe the caster was a divine or demi-divine being.

In 703, Dyalne's spell research was discovered by her twin sister Eilyn, another Gray mage who chaired the Council of Eleven. Eilyn denounced her sister, and called for a vote that expelled Dyalne from the Council of Eleven. Within a few days, an unrepentant Dyalne was declared renegade by six Gray mages of the Shek-Pvar, and banished from Melderyn. Dyalne disappeared shortly before being declared renegade, and has not been seen since under that name.

Since Dyalne was 95 years old at the time she was declared renegade, she is widely considered to be deceased. Alas, Dyalne is very much alive, and has spent the intervening time implementing her plan.

Mylene of Sarin

In 705, a youthful litigant named Mylene of Sarin appeared in Aleath. She claimed to be from Tashal. Mylene quickly won considerable attention and business by successfully defending a street peddler charged with violating guild privilege. Not only did her efforts result in a verdict of innocence, but the peddler was awarded substantial damages. Since that time, Mylene has become sought after for her legal skills and is well respected by the citizenry. Her success rate is well over 90%. Her income is such that she takes frequent extended holidays, always leaving Aleath to travel.

Mylene and Dyalne are one and the same. The Gray mage has altered her appearance by means of sorcery, and carefully uses her well-developed skills of persuasion and will-control in her legal work. Mylene's employment has not only provided her with a refuge, but has given her the opportunity to continue her research and build a network of contacts. Dyalne also has two other personas: Tresyla, and Gwadira.

Tresyla

Tresyla appears to be a mendicant, Ilviran lay cleric who pays little attention to personal hygiene. She has traveled extensively in northern and western Hârn, and has made several forays into the wilderness in search of Lothrim-related artifacts, particularly in the Kiraz and Sirion regions. Some of her forays were with groups of adventurers, and she is still on good terms with most of them. Tresyla first appeared in Tashal in 705 and was last seen in Leriell just a few months ago.



Mylene



Gwadira



Tresyla

Gwadira

The third persona, Gwadira, may be described as the pure essence of Dyalne's arrogance and paranoia. She appears to be a noblewoman about 40 years of age with pleasant features and reddish-blond hair. She first appeared in Tashal in 709 and once traveled extensively, albeit erratically, throughout Hârn (her appearances, of course, coinciding with some of Mylene's holidays).

In 715, she arrived at the Gargun colony of Zhakom. Awing the Gargun, she convinced several of the ruling Khanu to follow her north to Ejatus and seize control from the resident Gargu-arak. That she was able to accomplish this without much bloodshed at Zhakom and with the defacto blessing of the colony's king speaks highly for her powers of persuasion.

In 717, Gwadira entered the Hyeka colony at Korego and placed a king of her choosing upon the throne. She has since replaced her first choice with a more malleable puppet. Her interest in Korego was twofold: as the oldest-occupied Gargun colony on Hârn, she hoped it held artifacts of Lothrim's reign; and, Korego was near the Earthmaster sites at Anisha, Elkal-Anuz, and Pesino.

Since 717, Gwadira has visited Ejatus and Korego at least twice yearly to ensure her interests are maintained. She has absolute control of each colony while in residence. She also has substantial influence over Carcust, Gifuso, Nizus, and Zhakom, where she is treated as a honored guest and trusted advisor.

Each of Dyalne's three personas is physically identical. Dyalne does not bother to assume a different bodily form for each role; she deems it sufficient that Gwadira and Tresyla never appear in Aleath, and that Tresyla's personality be very eccentric. In any case, Dyalne's plans are almost to the point where she needs to assume the persona of Gwadira full-time. To this end, Mylene has been speaking of retiring and returning to Tashal, while Tresyla has been making remarks about a final pilgrimage to Araka-Kalai.

The Pawns

Gwadira, the dominant personality, has become increasingly paranoid and now rarely leaves the safety of a Gargun complex, most often Ejatus. With the gradual eclipse of Mylene's and Tresyla's activities, Gwadira has assembled a small cadre of fanatics devoted to her and bound to her will. She calls them her *Pawns*. When an important task needs to be accomplished, Gwadira generally sends a Pawn to deal with the matter. Only something of the most extreme urgency will cause Gwadira to venture out and deal with the matter personally.

Gwadira "creates" a Pawn by casting "Tongue of Gwadira," a IX level Savoryan enchantment of Indefinite duration. The spell causes religiously-inclined victims to

replace their devotion for a deity with devotion to Gwadira, and to follow her suggestions to the best of their ability. The enchantment is very difficult to detect. When active, only a critically successful test against Sensitivity, the Feel spell, etc. will discover it. Gwadira needs to have a wealth of information about a victim's mind in order to lay the enchantment and, once laid, has to be very careful to avoid giving contradictory suggestions. She does not use the spell trivially.

Each person Gwadira chooses to be a Pawn has psionic talents. She uses Galra's Enhancement (Savorya/II) to make the Pawn aware of dormant psionic talents and to accelerate their development. Most Pawns reach mastery level (ML81+) in at least one of their psionic talents within ten years.

There are at present nine human Pawns scattered throughout Hârn. Gwadira would like at least twelve Pawns, but has been unable to find suitable recruits for the past two years. One of the Pawns, Cylesa the Mask, is detailed in the KOREGO article.

The Plan

Dyalne intends to conquer and rule the human, non-Melderyni kingdoms of Hârn by using the Gargun as her soldiers. She has studied the history and surviving writings of Lothrim, and plans to recreate his Empire using her Gwadira persona as its leader.

Despite her megalomaniacal plans, Dyalne is quite sane. She has been developing this concept since her discovery of Lothraem's writings 23 years ago, and has never wavered in her purpose, especially after the Rape of Thay in 705 confirmed her fears for Melderyn. A "lucky-storm" at Cape Renda saved Melderyn two years later, but might not save her next time.

Over the course of her life, Dyalne has accumulated numerous magical artifacts, many of which pertain to will-enhancement and mental domination. Her research led to the discovery that a powerful Earthmaster artifact, the Ring of Dominion, was in possession of a collector of antiquities in Tashal. Believing the Ring could save years of time in implementing her plan, she made one of the few mistakes of her life: offering to purchase the Ring while in her persona of Tresyla. When Tresyla's offer was spurned, Gwadira ordered the Pawn Cylesa to steal it as well as other esoteric artifacts. This led to the events detailed in "To Live and Die at Korego."

As of 720, Dyalne is still at least a year from initiating the final stages of her plan. By year's end, she intends to "disappear" her Mylene and Tresyla personas and use the Ring of Dominion to place puppet kings answering to Gwadira in most Gargun colonies.

After this, she intends to begin a program of destabilization in the human kingdoms, using assassination and other means. By scrupulously timing

EJATUS 8

massive Gargun attacks with the resulting civil unrest, she hopes to gain control of Chybisa, Kaldor, Kanday, Orbaal, Rethem, and Tharda (beginning with Kaldor).

From her years on the Melderyni Council of Eleven, Dyalne has a vast knowledge of the inner workings of every kingdom on Hârn, and believes she will be able to use this knowledge to the benefit of her plan.

If Dyalne succeeds, most of Hârn will fall under her control. She has no intention of conquering Melderyn; on the contrary, she feels her "consolidation" of Hârn's non-Melderyni human kingdoms is an act of great loyalty to her country of birth. While it is true King Chudel of Melderyn may not appreciate her act of loyalty, Dyalne feels it will not be possible for her cousin to stop her after the final stages of her plan have been set in motion.

Solutions

If the players enter Ejatus and attempt to capture or kill Gwadira, they are in for a rough time. The Gargun of the colony will fight to defend her and, even without her Gargun allies, Gwadira is hardly a pushover. She will, of course, use her immense arcane powers to deal with any threat. If the players demonstrate considerable competence in their actions against her, she may decide a few additions to the ranks of her Pawns are in order, and try to capture the players alive, but counting on her "mercy" would not be wise. Gwadira is quite ruthless and has directly or indirectly killed several dozen "fools."

If the players managed to capture the Ring of Dominion from Cylesa in "To Live and Die in Korego" and have the ability to use it at close to full capacity, they may attempt to use it to subdue Gwadira. This is probably their best chance of success. Should they fail, however, the consequences for the players are likely to be very unpleasant.

The players may try to recruit an army to assault Ejatus. If they do not have firm proof of Gwadira's intentions, the chances of convincing one of the Lords of Orbaal or Kaldor to assault Ejatus is remote. Even if the players can get their hands on an army, the logistical problems in getting it to the top of a mountain would be considerable (Gwadira knows this, which is why she spends the majority of her time inside Gargun complexes in mountainous terrain).

Should the players be able to draw a link between Gwadira and Dyalne of Dulye, they should be able to get arcane help from Melderyn. Remember, however, that Dyalne was declared renegade for researching illicit Savoryan spells; Eilyn did not know her sister was doing this research so she could recreate Lothrim's empire.

Dyalne of Dulye

STR	11	EYE	10	INT	17	Initiative	81
STA	15	HRG	07	AUR	20	END	14
DEX	13	SML	12	WIL	17	MOV	14
AGL	14	VOI	14	MOR	06	Dodge	70

Combat Skills:

Staff ML54 Unarmed ML45

Psionic Skills:

Telepathy ML102 Disembodiment ML91
Sensitivity ML97 Clairvoyance ML86
Mental Bolt ML93 Hex ML71

Magical Skills:

Neutral CML97

Spells:

Originally a Savoryan Shek-Pvar, Dyalne can be assumed to know all the spells in the Savoryan section of *HârnMaster Magic*. She also knows a minimum of ten spells each from the Lyahvi and Odivshe sections, eight spells each from the Fyvrian and Peleahn sections, six spells from the Jmorvi section, and 12 spells from the Neutral/Common section.

In addition, Dyalne has certainly developed some original spells, particularly relating to persuasion and mind control. These are left to the GM's imagination; Dyalne doesn't keep detailed notes and will not teach, so it is very unlikely the players will learn any of them.

Favorite Greeting: "I've been expecting you."

GM Options:

- ☐ Gwadira finds out about the plague at the Gargun colony of Yzug, and decides to personally handle the curing (or destroying) of all the ill Gargun. When the players arrive at Ejatus, one of Gwadira's Pawns is present, but Gwadira is absent.
- ☐ Dyalne has already reached the chronological age at which she should be dead, but is still alive because she killed several Sindarin, drained their blood, and used multiple castings of Essence of Sinad (Fyvria/VII) to rejuvenate herself. Dyalne killed both Morsina (dark elves) and elves loyal to Erael, hoping each group would believe the other was responsible. She also burned the bodies to destroy any physical evidence of her actions.
- ☐ Petryne of Fyske (BWAFT 5) is one of Gwadira's Pawns; his current task is to obtain the Lothrim-related artifact at Bwaft (or prove it isn't there). He is very proficient at Clairvoyance. His map was created by using his Clairvoyance to observe people he had convinced to search Bwaft. Petryne will use his psionic abilities to observe the players while inside Bwaft. If the players find the artifact, he will hire the Lia-Kavair to steal it from them.

INTERIOR MAP KEY

	PAVED SURFACE <small>(STONE SURFACE)</small>
	WOODEN SURFACE
	EARTH/MUD SURFACE
	SAND/GRAVEL SURFACE
	GRASS/LAWN/MEADOW
	WATER
	PACKED/RAMMED EARTH

	TREE
	HEDGES/BUSHES
	HAY/FODDER/CRUDE BEDDING/ETC.
	RUBBLE/RUBBLE FILL

WALLS	
	RUBBLE WALL
	STONE WALL
	STONE PILLAR/CEILING SUPPORT
	LOW STONE WALL <small>UNDER FIVE FEET</small>
	DAUB AND WATTLE WALL
	LOW DAUB AND WATTLE WALL <small>UNDER FIVE FEET</small>
	RAMMED EARTH WALL
	WOODEN WALL
	WOODEN POST/CEILING SUPPORT
	LOW WOODEN WALL <small>UNDER FIVE FEET</small>

STORAGE	
	BARRELS
	WOODEN CRATES
	CHEST/TRUNK <small>(SEE LOCKING DEVICES)</small>
	HANGING ITEMS <small>(MEAT, FISH, ETC)</small>
	STORAGE AREA

LOCKING DEVICES <small>USED ON DOORS, TRUNKS, ETC. ALL SHOWN ON THE SIDE THEY ARE ON, OR CAN BE OPERATED FROM.</small>	
	LATCH
	WOODEN BAR
	IRON BAR
	IRON BOLT
	LOCK <small>RATED FROM 1 (WORST) TO 9 (BEST)</small>
	MECHANICAL <small>USED TO INDICATE SECRET DOORS THAT ARE MECHANICALLY HIDDEN; SYMBOL APPEARS ON SIDE FROM WHICH DOOR IS INVISIBLE.</small>
	MAGICAL <small>USED TO INDICATE MAGICALLY LOCKED ITEMS SUCH AS CHESTS, DOORS, ETC. ALSO USED TO INDICATE SECRET DOORS THAT ARE MAGICALLY HIDDEN; SYMBOL APPEARS ON SIDE FROM WHICH DOOR IS INVISIBLE.</small>

DOORS	
	DOORLESS PORTAL
	WOODEN SWINGING DOOR
	IRON-BOUND SWINGING DOOR
	IRON SWINGING GATE
	FALSE DOOR
	POCKET DOOR
	SLIDING DOOR
	SECRET DOOR <small>(A SYMBOL INDICATING WHETHER THE DOOR IS MECHANICALLY OR MAGICALLY HIDDEN WILL APPEAR ON THE INVISIBLE SIDE OF THE DOOR)</small>
	PORTCULLIS
	TRAPDOOR IN FLOOR
	TRAPDOOR IN CEILING

RAILINGS ETC.	
	IRON BARS
	RAILING/BALUSTRADE
	POST & RAIL FENCE
	LATTICE PARTITION

WINDOWS	
	OPEN
	OPEN (SMALL)
	GLAZED
	BARRED
	SHUTTERED
	PEEP HOLE
	ARROW SLIT

	STAIRS <small>ARROW ALWAYS POINTS DOWN</small>
	SPIRAL STAIRCASE <small>UP ONLY</small>
	SPIRAL STAIRCASE <small>DOWN ONLY</small>
	SPIRAL STAIRCASE <small>UP & DOWN</small>
	LADDER <small>UP ONLY</small>
	LADDER <small>DOWN ONLY</small>
	LADDER <small>UP & DOWN</small>
	ROCKS/ORE
	SLOPING SURFACE <small>ARROW ALWAYS POINTS DOWN</small>
	WATER DEPTH <small>DEPTH, IN FEET, IN RELATION TO NEAREST SPOT ELEVATION</small>
	SPOT ELEVATION <small>HEIGHT ABOVE "0" LEVEL</small>
	CEILING HEIGHT <small>IN RELATION TO THE NEAREST SPOT ELEVATION. SHAPE OF CEILING MAY ALSO BE INDICATED</small>
	OPENING IN CEILING
	OPEN TO LOWER LEVEL <small>(HOLE IN FLOOR)</small>
	OPEN FLOOR & CEILING
	BUILDING OUTLINE <small>MAIN FLOOR/LEVEL, FOR REFERENCE</small>
	MECHANICAL CONNECTION
	RAILWAY FOR ORE CARTS
	TILED ROOF <small>ARROW INDICATING DIRECTION OF ROOF SLOPE MAY BE PRESENT</small>
	TAPESTRY/CURTAIN
	MACHICOLATION <small>IF PRESENT, ONE OF THESE TWO SYMBOLS WILL BE USED.</small>
	IRREGULAR HOLE IN WALL
	UNSTABLE FLOOR
	UNSTABLE CEILING

	FIREPLACE
	OVEN OR KILN
	BRAZIER
	WELL
	WATER TANK/ RESERVOIR
	GUARD POST <small>FIRST NUMBER INDICATES THE NUMBER OF GUARDS; SECOND NUMBER INDICATES PERCENT CHANCE OF THE GUARDS BEING PRESENT.</small>
	TORCH/LAMP BRACKET
	CUPBOARD/ ALCOVE
	WALL VENTS/ DRAINS
	WATER FLOW DIRECTION <small>INDICATES DIRECTION OF WATER FLOW OF STREAMS/RIVERS.</small>
	TABLES <small>WITH BENCHES/STOOLS/ETC.</small>
	SPECIAL FEATURE <small>THESE ARE SPECIAL FEATURES THAT ARE KEYED IN THE INTERIOR MAP NOTES.</small>
	PALLET/ CRUDE BED
	BUNK BED
	GOOD BED
	GOOD FOUR POSTER BED

ODDS & ENDS	
	CHAIRS
	REFUSE PILE
	WINCH
	LEVER
	LAVATORY <small>RELIEF ROOM</small>
	ANVIL
	TOOLS
	WATER/OIL BARREL
	CARPET/TAPESTRY
	BROKEN ITEM
	PODIUM
	DRAIN IN FLOOR
	VENT IN CEILING

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The Orcs of Hârn

The Gargun (also called orcs and Foulspawn) reside in the high mountainous areas of Hârn, where they squabble, maim, kill, and cannibalize each other, or any other species they encounter. This book provides details on Gargun culture, maps of four orc colonies, and six related adventure scenarios.

Bwaft

A natural cave complex situated high in rugged mountains. After centuries of relative peace, the Gargun of Bwaft find themselves involved in a vicious war with the nearby Gargun of Huxuth. *"A Walk Among Tombstones"* involves the players in this war, while *"Dead of Night"* provides them the chance to enrich themselves at the expense of Bwaft's inhabitants.

Ejatus

A cave complex with an Araki (small orc) population ruled by a Khanu (great orc) elite. These Khanu are highly-organized and dangerous, as anyone involved in the *"Dance at the Slaughterhouse"* scenario will soon discover.

Fana

A rich silver mine seized by Gargun six centuries ago, and still held by them despite dozens of attempts at recapture by the dwarves of Azadmere. The orcs of Fana traditionally skirmish with nearby orc colonies, and are always a menace to travelers. *"The Last Worst Hope"* deals with another dwarven attempt to retake Fana.

Korego

The oldest and largest Gargun colony on Hârn. The orcs of Korego have a long history of conflict with both the local human tribesmen and merchant caravans. *"We Deal in Steel"* is a mystery involving arms-running. *"To Live and Die in Korego"* gives the players a rescue mission in which some things are not what they appear.

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