

# CITY OF LEI TABOR

by PAUL NEVINS & BILL FAUST

## Judges Guild



COMPLETE FANTASTIC RUNEQUEST CITY  
ALL INHABITANTS, SHOPS, CULTS,  
TEMPLES, INNS, POLITICS, THIEVES,  
TREASURES, ADVENTURES, 96 PAGES

KEVIN SIENBIEDA '74

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**Runequest**  
Gateway



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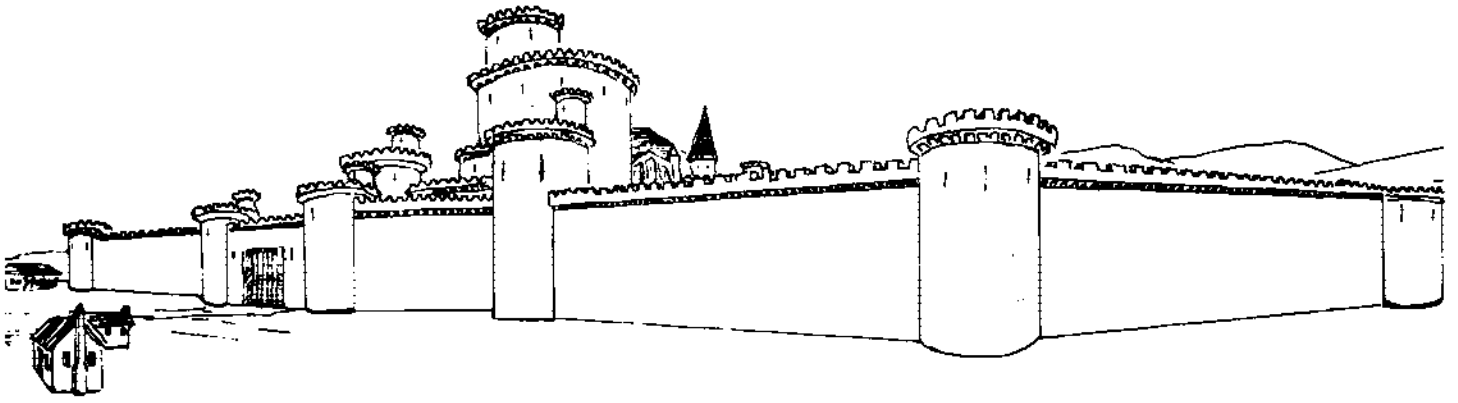
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# the Duchy of Lei Tabor

This feudal Duchy stands semi-independent and nearly cut off from most of the rest of the civilization of man. The city of Lei Tabor is the seat of power and religion for the area it is ruled by a wealthy hereditary Duke and his clan. The city itself is walled although the majority of its actual populace lives outside the walls in the surrounding village.

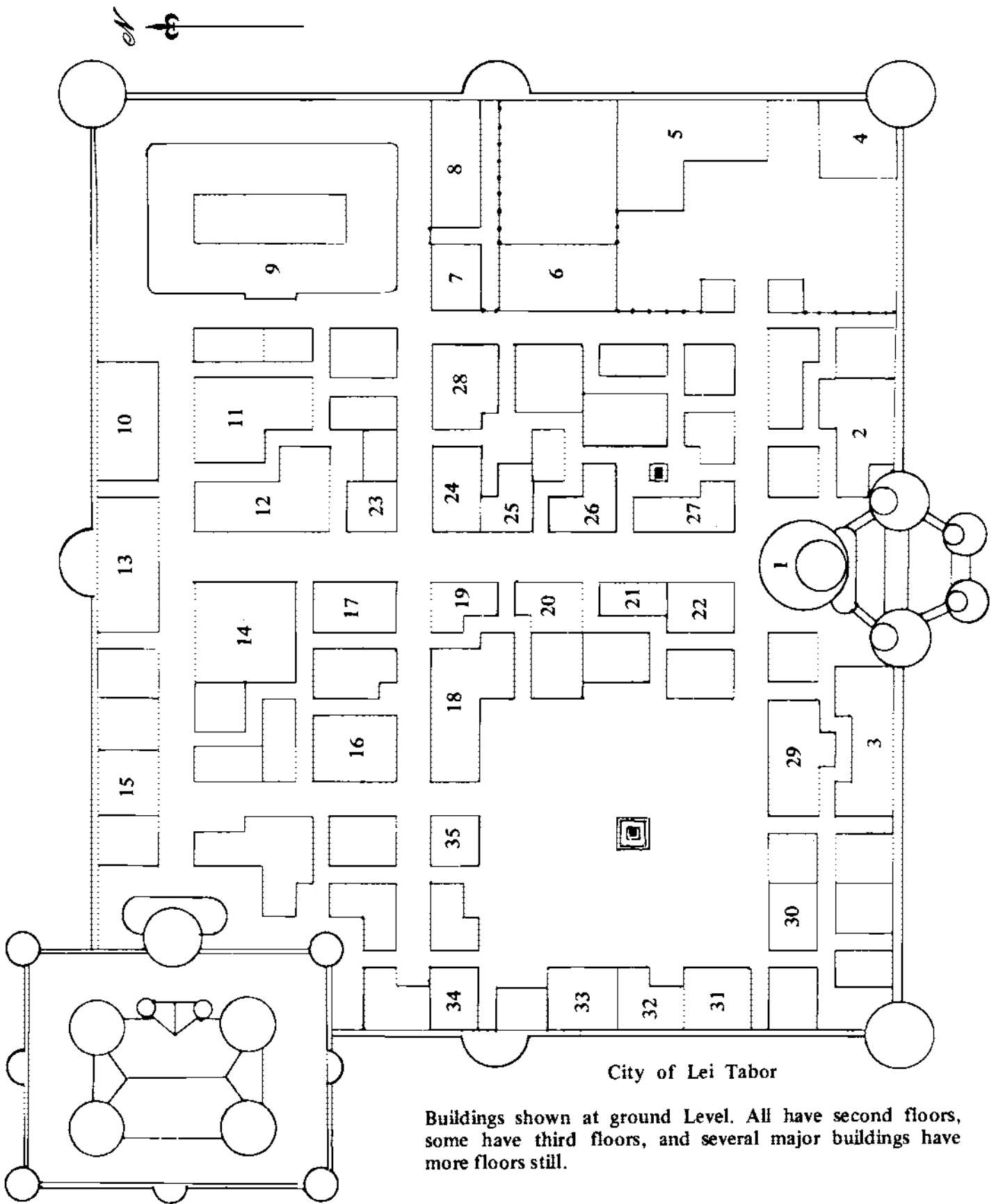
The space within the walls is filled with business and market facilities, temples and the homes of the prosperous families. While the land is rich throughout the area, recent losses by humanity in general have left this a very frontier area. With this fact hanging always over the heads of the populace, it is not a great surprise that the Duchy assumes a rather war-like demeanor as a whole and the skills of the warrior are prized far more than the veneration of civilization, so important in the more secure areas of the world.

## History

The Duchy of Lei Tabor is the last vestige of a once mighty empire that dominated this entire area of the planet. Its land and holdings represent the final retreats of a line of once great emperors. This family (Lei) still rules this small area, a tiny remnant of former glories; in a land racked by storm and threatened continually by incursions of any of a large number of the more dangerous of man's enemies.

The progression of spring and summer in the land is marked by almost daily thunderstorms, especially along the western slopes of the Mountains of Lei Shen, it is a legend among the common people that this is the result of the rivalry between Lei Kung and Storm Bull as each seeks to outdo the other in demonstrations of sheer power each year as the seasons progress.

The ruling family claims descent from the Thunder god, it is said among members of the Lei Kung Cult that the fall of the Lei Empire was due directly to the actions of the ninth Emperor, Lei Choe, who entered the Yelm Cult. The Lei Empire fell into ruins in one generation and cult members believe they will only rise again in prominence when their god has forgiven them Choe's great sins.



City of Lei Tabor

Buildings shown at ground Level. All have second floors, some have third floors, and several major buildings have more floors still.

- 1) The Great Gate: The city is entered through it's Great Gate House complex, this is the strongest point in the castle defense system. The outer gate leads into an extravagant Barbican arrangement surrounded with great kill hole vantages. A total of three gates each individually better fortified than the preceeding must be passed before the city itself is entered. This Gate House is guarded by a special fifty-warrior guard unit. Captain of the Gate:

**YAMMERFALL THE ASSAULT CRACKER**

STR 15 CON 15 SIZ 14 INT 13 POW 17 DEX 17 CHA 17

Move 8 Defense 25%

Warhammer (1D12+2+1D4) 85% SR 3 Parry (15) 80%

Great Sword (2D8+1D4)/(1D10+1D4) 85% SR 3 Parry (15) 75%

Two-handed Spear (1D10+1D4+1) 55% SR 2 Parry (15) 50%

Heavy Mace (1D8+2+1D4) 65% SR 5 Parry (15) 50%

Medium Shield (12) 65%

Staff Sling (1D10) 95% SR 2

Spells: Bludgeon 2; Healing 5; Protection 4; Demoralize

Languages: Speak and Write Ishite Common 85%;

Speak and Write Tabor 85%; Speak Darktongue 70%

Skills: Spot Hidden 90%

1-4	Right Leg	7/6
5-8	Left Leg	7/6
9-11	Abdomen	8/6
12	Chest	8/7
13-15	Right Arm	7/5
16-18	Left Arm	7/5
19-20	Head	7/6
Total Hit Points. . . . .		17

One sergeant is always on duty at the Gate itself with four troopers. The remainder of the Gate House complex is manned by twelve other troopers at a time on a rotating basis. There are three total gate sergeants.

**SERGEANTS OF THE GATE**

STR 16 COM 15 SIZ 16 INT 12 POW 14 DEX 15 CHA 12

Move 8 Defense 10%

Warhammer (1D12+1D4+2) 70% SR 4 Parry (15) 60%

Heavy Mace (1D8+1D4+2) 55% SR 6 Parry (20) 40%

Two-handed Spear (1D10+1D4) 55% SR 3 Parry (15) 45%

Medium Shield (12) 55%

Composite Bow (1D10) 85% SR 3

Spells: Bludgeon 3; Speedart; Multimissile; Demoralize;

Detect Silver; Healing 4

Languages: Ishite Common Speak 50%; Tabor Speak 80%

Skills: Spot Hidden 90%

1-4	Right Leg	6/6
5-8	Left Leg	6/6
9-11	Abdomen	7/6
12	Chest	7/7
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	6/6
Total Hit Points. . . . .		16

Gate Guardsmen: The following stats may be used for the uniform Guardsmen whenever a group of Gate Guards are needed.

**GATE GUARDSMAN 1**

STR 15 CON 13 SIZ 10 INT 14 POW 13 DEX 13 CHA 12

Defense 10%

Two-handed Spear (1D10+1D4+1) 55% SR 4 Parry (15) 45%

Heavy Mace (1D8+1D4+2) 40% SR 7 Parry (20) 35%

Medium Shield (12) 35%

Heavy Crossbow (2D6+2) 50% SR 4

Spells: Bludgeon 1; Multimissile 1; Healing 2

1-4	Right Leg	5/5
5-8	Left Leg	5/5
9-11	Abdomen	6/5
12	Chest	6/6
13-15	Right Arm	5/4
16-18	Left Arm	5/4
19-20	Head	5/5
Total Hit Points. . . . .		13

**GATE GUARDSMAN 2**  
 STR 12 CON 14 SIZ 16 INT 10 POW 14 DEX 9 CHA 7  
 Move 8 Defense 0  
 Two-handed Spear (2D10+1D4+1) 45% SR 4 Parry (15) 45%  
 Heavy Mace 1D8+1D4+2) 40% SR 7 Parry (20) 35%  
 Medium Shield (12) 50%  
 Composite Bow (1D10) 50%  
 Spells: Healing 2; Bludgeon 2; Multimissile 2; Protection

1-4 Right Leg 5/5  
 5-8 Left Leg 5/5  
 9-11 Abdomen 6/5  
 12 Chest 6/6  
 13-15 Right Arm 5/4  
 16-18 Left Arm 5/4  
 19-20 Head 5/5  
 Total Hit Points. . . . .15

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**GATE GUARDSMAN 3**  
 STR 12 CON 9 SIZ 13 INT 8 DEX 14 POW 8 CHA 10  
 Defense 0  
 Two-handed Spear (1D10+1D4+1) 45% SR 4 Parry (15) 35%  
 Broadsword (1D8+1D4+1) 35% SR 7 Parry (20) 35%  
 Medium Shield (12) 45%  
 Heavy Crossbow (2D6+2) 50%  
 Spells: Healing 1; Bladesharp 1

1-4 Right Leg 5/4  
 5-8 Left Leg 5/4  
 9-11 Abdomen 6/4  
 12 Chest 6/5  
 13-15 Right Arm 5/3  
 16-18 Left Arm 5/3  
 19-20 Head 5/4  
 Total Hit Points. . . . .10

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**GATE GUARDSMAN 4**  
 STR 11 CON 11 SIZ 9 INT 10 POW 10 DEX 12 CHA 15  
 Two-handed Spear (1D10+1) 55% SR 8 Parry (15) 40%  
 Broadsword (1D8+1) 40% SR 8 Parry (20) 40%  
 Medium Shield (12) 50%  
 Composite Bow (1D10) 50%  
 Spells: Healing 2; Bladesharp 2

1-4 Right Leg 5/4  
 5-8 Left Leg 5/4  
 9-11 Abdomen 6/4  
 12 Chest 6/5  
 13-15 Right Arm 5/3  
 16-18 Left Arm 5/3  
 19-20 Head 5/4  
 Total Hit Points. . . . .11

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**GATE GUARDSMAN 5**  
 STR 15 CON 11 SIZ 11 INT 14 DEX 9 POW 10 CHA 11  
 Defense 5%  
 Two-handed Spear (1D10+1D4+1) 60% SR 5 Parry (15) 40%  
 Medium Shield (12) 50%  
 Heavy Crossbow 2D6+2) 55%  
 Spells: Healing 4; Detect Enemies; Befuddle; Speedart

1-4 Right Leg 5/4  
 5-8 Left Leg 5/4  
 9-11 Abdomen 6/4  
 12 Chest 6/5  
 13-15 Right Arm 5/3  
 16-18 Left Arm 5/3  
 19-20 Head 5/4  
 Total Hit Points. . . . .11

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2) Barracks Hammers of Kung see Special army section.

3) Barracks, City Wall Guard Barracks - This large three story building houses the troops responsible for Wall Duty in the City of Lei Tabor. Wall Captain:

<b>GRAHAM FIENDELLER</b>	1-4 Right Leg	7/7
STR 16 CON 16 SIZ 17 INT 13 POW 19 DEX 18 CHA 16	5-8 Left Leg	7/7
Great Hammer (1D12+2+1D6) 95% SR 3 Parry (15) 80%	9-11 Abdomen	8/7
Composite Bow (1D10) 80% SR 1	12 Chest	8/8
Morning Star (1D10+1D6+1) 85% SR 4 Parry (12) 65%	13-15 Right Arm	7/6
Two-handed Maul (2D8+1D6) 75% SR 3 Parry (20) 65%	16-18 Left Arm	7/6
Staff Sling (1D10) 90% SR 1	19-20 Head	7/7
Medium Shield (12) Parry 85%	<b>Total Hit Points. . . . .</b>	<b>19</b>
Skills: Spot Hidden Item 65%; Hide in Cover 55%;		
Spot Trap 55%; Listening 65%		
Battle Magic: Protection 4; Healing 6; Detect Enemy; Speedart 2		
Rune Magic: (Graham is a Rune Priest of the Lei Kung Cult*)		
Divination 4; Shield 1; Cudgel 2**		
* and ** See Temple No. 13 below for Cult description		

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<b>WALL GUARDSMAN 1</b>	1-4 Right Leg	5/5
STR 14 CON 13 SIZ 17 INT 6 POW 8 DEX 9 CHA 15	5-8 Left Leg	5/5
Morning Star (1D10+1D4+1) 35% SR 6 Parry (12) 20%	9-11 Abdomen	6/5
Broadsword (1D8+1+1d4) 40% SR 6 Parry (20) 25%	12 Chest	6/6
Medium Shield (12) 50%	13-15 Right Arm	5/4
Heavy Crossbow (2D6+2) 30% SR 3	16-18 Left Arm	5/4
Spells: Healing 2; Bladesharp 1	19-20 Head	5/5
	<b>Total Hit Points. . . . .</b>	<b>15</b>

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<b>WALL GUARDSMAN 2</b>	1-4 Right Leg	5/3
STR 11 CON 8 SIZ 12 INT 17 POW 15 DEX 11 CHA 9	5-8 Left Leg	5/3
Defense 10%	9-11 Abdomen	6/3
Broadsword (1D8+1) 45% SR 7 Parry (20) 35%	12 Chest	6/4
Morning Star (1D10+1) 45% SR 7 Parry (12) 30%	13-15 Right Arm	5/2
Heavy Crossbow (2D6+2) 25% SR 3	16-18 Left Arm	5/2
Medium Shield (12) 55%	19-20 Head	5/3
Spells: Protection 4; Strength; Demoralize;	<b>Total Hit Points. . . . .</b>	<b>8</b>
Bludgeon 1; Bladesharp 3; Healing 3		

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**WALL GUARDSMEN 3**  
 STR 18 CON 13 SIZ 16 INT 10 POW 12 DEX 15 CHA 7  
 Broadsword (1D8+1+1D6) 50% SR 5 Parry (20) 35%  
 Morning Star (1D10+1D6+1) 65% SR 5 Parry (12) 40%  
 Medium Shield (12) 60%  
 Spells: Bludgeon 3, Healing 3

1-4 Right Leg 5/5  
 5-8 Left Leg 5/5  
 9-11 Abdomen 6/5  
 12 Chest 6/6  
 13-15 Right Arm 5/4  
 16-18 Left Arm 5/4  
 19-20 Head 5/5  
 Total Hit Points. . . . . 14

**WALL GUARDSMAN 4**  
 STR 12 CON 11 SIZ 14 INT 11 POW 13 DEX 17 CHA 15  
 Defense 10%  
 Broadsword (1D8+1D4+1) 45% SR 5 Parry (20) 40%  
 Morning Star (1D10+1+1D4) 45% SR 5 Parry (12) 35%  
 Heavy Crossbow (2D6+2) 25% SR 1  
 Medium Shield (12) 60%  
 Spells: Bludgeon 2; Padding 2; Healing 4

1-4 Right Leg 5/4  
 5-8 Left Leg 5/4  
 9-11 Abdomen 6/4  
 12 Chest 6/5  
 13-15 Right Arm 5/3  
 16-18 Left Arm 5/3  
 19-20 Head 5/4  
 Total Hit Points. . . . . 12

**NCO WALL GUARD**  
 STR 17 CON 16 SIZ 16 INT 15 POW 17 DEX 17 CHA 13  
 Defense 20%  
 Broadsword (1D8+1+1D6) 65% SR 4 Parry (20) 55%  
 Morning Star (1D10+1+1D6) 75% SR 4 Parry (12) 60%  
 Heavy Crossbow (2D6+2) 60% SR 1  
 Medium Shield (12) 80%  
 Spells: Detect Enemy; Healing 6; Bludgeon 3; Bladesharp 2; Padding

1-4 Right Leg 6/7  
 5-8 Left Leg 6/7  
 9-11 Abdomen 6/7  
 12 Chest 7/8  
 13-15 Right Arm 6/6  
 16-18 Left Arm 6/6  
 19-20 Head 6/7  
 Total Hit Points. . . . . 18

The Troops and NCO listed above belong to the Wall Company that calls itself the Stars of Shang. These may be used whenever Wall Guards might be encountered (see Encounter Section at end). Their Lieutenant is:





**WALL GUARDSMEN 3**  
 STR 18 CON 13 SIZ 16 INT 10 POW 12 DEX 15 CHA 7  
 Broadsword (1D8+1+1D6) 50% SR 5 Parry (20) 35%  
 Morning Star (1D10+1D6+1) 65% SR 5 Parry (12) 40%  
 Medium Shield (12) 60%  
 Spells: Bludgeon 3, Healing 3

1-4 Right Leg 5/5  
 5-8 Left Leg 5/5  
 9-11 Abdomen 6/5  
 12 Chest 6/6  
 13-15 Right Arm 5/4  
 16-18 Left Arm 5/4  
 19-20 Head 5/5  
 Total Hit Points. . . . .14

**WALL GUARDSMAN 4**  
 STR 12 CON 11 SIZ 14 INT 11 POW 13 DEX 17 CHA 15  
 Defense 10%  
 Broadsword (1D8+1D4+1) 45% SR 5 Parry (20) 40%  
 Morning Star (1D10+1+1D4) 45% SR 5 Parry (12) 35%  
 Heavy Crossbow (2D6+2) 25% SR 1  
 Medium Shield (12) 60%  
 Spells: Bludgeon 2; Padding 2; Healing 4

1-4 Right Leg 5/4  
 5-8 Left Leg 5/4  
 9-11 Abdomen 6/4  
 12 Chest 6/5  
 13-15 Right Arm 5/3  
 16-18 Left Arm 5/3  
 19-20 Head 5/4  
 Total Hit Points. . . . .12

**NCO WALL GUARD**  
 STR 17 CON 16 SIZ 16 INT 15 POW 17 DEX 17 CHA 13  
 Defense 20%  
 Broadsword (1D8+1+1D6) 65% SR 4 Parry (20) 55%  
 Morning Star (1D10+1+1D6) 75% SR 4 Parry (12) 60%  
 Heavy Crossbow (2D6+2) 60% SR 1  
 Medium Shield (12) 80%  
 Spells: Detect Enemy; Healing 6; Bludgeon 3; Bladesharp 2; Padding

1-4 Right Leg 6/7  
 5-8 Left Leg 6/7  
 9-11 Abdomen 6/7  
 12 Chest 7/8  
 13-15 Right Arm 6/6  
 16-18 Left Arm 6/6  
 19-20 Head 6/7  
 Total Hit Points. . . . .18

The Troops and NCO listed above belong to the Wall Company that calls itself the Stars of Shang. These may be used whenever Wall Guards might be encountered (see Encounter Section at end). Their Lieutenant is:



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**SHAROC TI**  
 STR 15 CON 15 SIZ 14 INT 14 POW 17 DEX 19 CHA 15  
 Defense 25%  
 Broadsword (1D8+1+1D4) 75% SR 5 Parry (20) 65%  
 Morning Star (1D10+1+1D4) 95% SR 5 Parry (12) 90%  
 Crossbow (2D6+2) 65% SR 1  
 Medium Shield (12) 85%  
 Spells: Bludgeon 2; Speedart 2; Healing 6; Protection 4  
 Skills: Spot Hidden 85%; Listening 85%

1-4	Right Leg	6/6
5-8	Left Leg	6/6
9-11	Abdomen	7/6
12	Chest	7/7
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	6/6
Total Hit Points. . . . .		17

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The same stats may be used for the other half of the Wall Guard contingent "The Arrows of Yi" except Composite Bow attack should be substituted for Morning Star attack as this is an Archer Unit. Their Commander is:

**LASHAC THE BOWMAN**  
 STR 16 CON 15 SIZ 15 INT 12 POW 16 DEX 19 CHA 9  
 Defense 20%  
 Composite Bow (1D10) 95% SR 1  
 Broadsword (1D8+1+1D4) 70% SR 3 Parry (20) 65%  
 Medium Shield (12) 80%  
 Languages: Speak and Read Tabor 85%/65%; Speak Ishite Common 60%  
 Spells: Speedart 3; Firearrow; Multimissile 4; Repair; Healing 2  
 Skills: Spot Hidden Item 60%; Oratory 85%  
 Lashac is a noticeably homely individual

1-4	Right Leg	7/6
5-8	Left Leg	7/6
9-11	Abdomen	8/6
12	Chest	8/7
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	5/6
Total Hit Points. . . . .		16

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4) Cavalry Barracks - This corner building serves as the barracks for the Guard Cavalry Unit. This elite troop has their own separate compound patrolled by members of the unit. This unit is exceptionally proud of their heritage even though the present unit is far inferior to the once great tradition of the unit. The Captain is:

**RISHIDE WARMEN**  
 STR 17 CON 17 SIZ 15 INT 14 POW 17 DEX 20 CHA 16  
 Two-handed Spear as Lance (1D10+1+Horses Damage Bonus) 95% SR 1  
 Parry (15) 40%  
 Medium Shield (12) 85%  
 Broadsword (1D8+1+1D4) 90% SR 3 Parry (20) 70%  
 Short Flail (1D6+1) 70% SR 4 Parry (12) 60%  
 Self Bow (1D6+1) 50% SR 1 Parry (6) 35%  
 Skills: Riding 100%; Oratory 80%; Spot Hidden 60%; Tracking 70%  
 Spells: Xenohealing 6; Bladesharp 4; Padding; Counter Magic 2  
 Languages: Read and Write Tabor 85%; Read and Write Ishite Common 85%

1-4	Right Leg	7/7
5-8	Left Leg	7/7
9-11	Abdomen	8/7
12	Chest	8/8
13-15	Right Arm	7/6
16-18	Left Arm	7/6
19-20	Head	7/7
Total Hit Points. . . . .		19

**CAVALRY OFFICER**

STR 16 CON 15 SIZ 15 INT 13 POW 16 DEX 18 CHA 13

Two-handed Spear as Lance (1D10+1+Horses Damage Bonus) 85% SR 2

Parry (15) 30%

Medium Shield (12) 75%

Broadsword (1D8+1+1D4) 75% SR 4 Parry (20) 65%

Self Bow (1D6+1) 40% SR 2

Skills: Riding 85%

Spells: Xenohealing 2; Healing 6; Bladesharp 2; Dispell Magic 3

Languages: Read and Write Tabor 80%; Read and Write Ishite Common 45%

1-4	Right Leg	7/6
5-8	Left Leg	7/6
9-11	Abdomen	8/6
12	Chest	8/7
13-15	Right Arm	7/5
16-18	Left Arm	7/5
19-20	Head	7/6
Total Hit Points. . . . .		16

Cavalry Troopers use these stats when Cavalry Troops are encountered:

**TROOPER 1**

STR 18 CON 17 SIZ 18 INT 10 POW 13 DEX 16 CHA 10

Two-handed Spear as Lance (1D10+1+Horses Damage Bonus) 80% SR 2

Parry (15) 35%

Broadsword (1D8+1+1D6) 75% SR 4 Parry (20) 60%

Self Bow (1D6+1) 30% SR 2

Medium Shield (12) 75%

Skills: Riding 85%

Spells: Demoralize; Healing 2; Bladesharp 3; Countermagic 2

1-4	Right Leg	6/7
5-8	Left Leg	6/7
9-11	Abdomen	7/7
12	Chest	7/8
13-15	Right Arm	6/6
16-18	Left Arm	6/6
19-20	Head	6/6
Total Hit Points. . . . .		19

**TROOPER 2**

STR 15 CON 15 SIZ 12 INT 12 POW 15 DEX 15 CHA 13

Defense 5%

Two-handed Spear as Lance (1D10+1+Horses Damage Bonus) 70% SR 3

Parry (15) 50%

Broadsword (1D8+1+1D4) 70% SR 5 Parry (20) 50%

Self Bow (1D6+1) 40% SR 2

Medium Shield (12) 75%

Skills: Riding 75%

Spells: Bladesharp 4; Healing 3; Demoralize,

1-4	Right Leg	6/5
5-8	Left Leg	6/5
9-11	Abdomen	6/5
12	Chest	7/6
13-15	Right Arm	5/4
16-18	Left Arm	5/4
19-20	Head	6/5
Total Hit Points. . . . .		15





**TROOPER 3**  
 STR 16 CIN 17 SIZ 17 INT 12 POW 13 DEX 16 CHA 11  
 Two-handed Spear as Lance (1D10 +1 + Horses Damage Bonus) 75% SR 2  
 Parry (15) 35%  
 Broadsword (1D8+1+1D6) 80% SR 4 Parry (20) 60%  
 Self Bow (1D6+1) 40% SR 2  
 Medium Shield (12) 75%  
 Skills: Riding 80%  
 Spells: Xenohealing 6; Healing 2; Bladesharp 2; Dispell Magic 1

1-4	Right Leg	6/7
5-8	Left Leg	6/7
9-11	Abdomen	6/7
12	Chest	7/8
13-15	Right Arm	6/6
16-18	Left Arm	6/6
19-20	Head	6/6
Total Hit Points. . . . .		19

**TROOPER 4**  
 STR 17 CON 16 SIZ 13 INT 14 POW 16 DEX 17 CHA 8  
 Defense 20%  
 Two-handed Spear as Lance (1D10+1+Horses Damage Bonus) 85% SR 2  
 Parry (15) 50%  
 Self Bow (1D6+1) 55% SR 2  
 Medium Shield (12) 80%  
 Skills: Riding 95%; Tracking 80%  
 Spells: Bladesharp 3; Healing 6; Xenohealing 3; Counter Magic 2

1-4	Right Leg	6/6
5-8	Left Leg	6/6
9-11	Abdomen	6/6
12	Chest	7/7
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	6/6
Total Hit Points. . . . .		17

Though no match for the size and prowess of their predecessors, this unit is still elite. Entry is limited to candidates with minimums of: Riding 75%; Lance 70%; Broadsword Attack 60%; and Medium Shield 60% or greater.

- 5) Cavalry Stables - This is the stable for the storage of the Guard Cavalry's approximately 60 Horses. These horses will be guarded at all times by from 5 - 10 Troopers. All Trooper Horses will be trained to 25% with all attacks and will wear Barding to equal 3 Armor Points on head and body areas. Officers Horses will be trained to 50% in each attack form and will wear 5 points worth of Barding (Chain). All horses will be uniformly caparisoned in the Unit's midnight blue with silver trim when prepared for battle or parade. For Warhorse stats use the ones supplied below wherever necessary.

**HORSE 1**  
 STR 35 CON 14 SIZ 32 POW 15 DEX 15

1-2	Right Hind Leg	6
3-4	Left Hind Leg	6
5-7	Hindquarters	8
8-10	Forequarters	8
11-13	Right Fore Leg	6
14-16	Left Fore Leg	6
17-20	Head	7
Total Hit Points. . . . .		19

**HORSE 2**  
STR 31 CON 13 SIZ 28 POW 12 DEX 11

1-2 Right Hind Leg 5  
3-4 Left Hind Leg 5  
5-7 Hindquarters 7  
8-10 Forequarters 7  
11-13 Right Fore Leg 5  
14-16 Left Fore Leg 5  
17-20 Head 6  
Total Hit Points. . . . .17

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**HORSE 3**  
STR 29 CON 14 SIZ 30 POW 10 DEX 12

1-2 Right Hind Leg 6  
3-4 Left Hind Leg 6  
5-7 Hindquarters 8  
8-10 Forequarters 8  
11-13 Right Fore Leg 6  
14-16 Left Fore Leg 6  
17-20 Head 7  
Total Hit Points. . . . .19

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**HORSE 4**  
STR 33 CON 15 SIZ 29 POW 9 DEX 12

1-2 Right Hind Leg 6  
3-4 Left Hind Leg 6  
5-7 Hindquarters 8  
8-10 Forequarters 8  
11-13 Right Fore Leg 6  
14-16 Left Fore Leg 6  
17-20 Head 7  
Total Hit Points. . . . .20

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**HORSE 5**  
STR 32 CON 17 SIZ 29 POW 11 DEX 14

1-2 Right Hind Leg 7  
3-4 Left Hind Leg 7  
5-7 Hindquarters . . . . 9  
8-10 Forequarters 9  
11-13 Right Fore Leg 7  
14-16 Left Fore Leg 7  
17-20 Head 8  
Total Hit Points. . . . .22

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**HORSE 6**  
STR 27 CON 17 SIZ 25 POW 8 DEX 12

1-2 Right Hind Leg 7  
3-4 Left Hind Leg 7  
5-7 Hindquarters 9  
8-10 Forequarters 9  
11-13 Right Fore Leg 7  
14-16 Left Fore Leg 7  
17-20 Head 8  
Total Hit Points. . . . .21

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6) Horsemasters - This compound is the domain of the city's Horsemasters. The Horsemasters in Tabor who are currently teaching riding and training horses are:

<b>HUANG WAN HAN</b>	1-4 Right Leg	4/5
STR 13 CON 13 SIZ 10 INT 12 POW 18 DEX 18 CHA 11	5-8 Left Leg	4/5
Defense 20%	9-11 Abdomen	5/5
Two-handed Spear as Lance (1D10+1+Horses Damage Bonus) 80% SR 3	12 Chest	5/6
Parry (15) 50%	13-15 Right Arm	4/4
Broadsword (1D8+1) 65% SR 5 Parry (20) 60%	16-18 Left Arm	4/4
Heavy Mace (1D8+1) 50% SR 5 Parry (20) 45%	19-20 Head	5/5
Skills: Riding 100%	Total Hit Points. . . . .	14
Spells: Xenohealing 6; Protection; Bladesharp 2		

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The second Horsemaster is new to the area. He is:

<b>ROGAR THE RIDER</b>	1-4 Right Leg	7/7
STR 18 CON 16 SIZ 16 INT 17 POW 18 DEX 18 CHA 12	5-8 Left Leg	7/7
Defense 20%	9-11 Abdomen	7/7
Two-handed Spear as Lance (1D10+1+Horses Damage Bonus) 80% SR 2	12 Chest	8/8
Parry (15) 65%	13-15 Right Arm	7/6
Broadsword (1D8+1+1D6) 90% SR 4 Parry (20) 75%	16-18 Left Arm	7/6
Pole Axe (3D6+1D6) 65% SR 2 Parry (15) 60%	19-20 Head	6/7
Self Bow (1D6+1) 55% SR 2	Total Hit Points. . . . .	18
Medium Shield (12) 85%		
Skills: Riding 95%; Spot Hidden Item 80%; Camouflage 65%		
Spells: Healing 6; Bladesharp 2; Glamor; Disruption;		
Counter Magic 3; Xenohealing 3		
Language: Read and Write Ishite Common 85%; Speak Tabor 45%		

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Rogar is an Orlanth initiate and quite adventurous. The Horsemasters compound contains some facilities for training as well as the personal quarters for the Horsemasters, the Horses they own, and their equipment.

7) Tack and Harness Shop - The Harness Maker is:

<b>AARACH THE ARTISAN</b>	1-4 Right Leg	1/5
STR 16 CON 13 SIZ 12 INT 12 POW 15 DEX 16 CHA 8	5-8 Left Leg	1/5
Defense 10%	9-11 Abdomen	2/5
One-handed Warhammer (1D6+2+1D4) 65% SR 6 Parry (20) 60%	12 Chest	2/6
Medium Shield (12) 55%	13-15 Right Arm	1/4
Dagger (1D4+2) 45% SR 7 Parry (12) 35%	16-18 Left Arm	1/4
Skills: Aside from his ability in Leather Working 100%, he has no	19-20 Head	1/5
Special Skills	Total Hit Points. . . . .	13
Spells: Binding; Glue 2; Repair; Harmonize		

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Aarach is assisted in his shop by from 2 - 4 Apprentices. He is able to make Leather Barding for a horse providing up to 3 points of Armor. A fairly good saddle will run about 120 Lunars. He is the only source of much of the riding equipment needed. Should stealthy Thieves Spot Hidden while searching the ceiling, they could find his cash bag with 5 Wheels and 75 Lunars. This is a spot that is difficult to reach without a ladder (about 11 feet off the floor) and Aarach has a guard dog who watches for that type of thing. Watch Dog: SR 6, Bite (1D6) 50%, Move Silently 65%.

- 8) Horse Market - In this small stable and compound, Horses can be bought and sold as well as other mounts or beasts of Burden. Riding Horses and Donkeys may be purchased at any time and other more unusual mounts will be available occasionally. 20% chance cumulative per week chance of other mount, roll on below table.

01 - 25	War-trained Horse, 25% Attacks
26 - 37	Rhino
38 - 49	Bison
50 - 61	Zebra
62 - 73	High Llama
74 - 85	Bolo Lizard
86 - 97	Sable
98 - 00	Mule

War-trained mounts will also be available through the Horsemasters Guild on occasion, Judge's discretion should be used to determine such availability and cost. The Horse Trader is:

**TSUNG JEN**

STR 14 CON 11 SIZ 12 INT 12 POW 13 DEX 13 CHA 17

Quarterstaff (1D8+1D4) 75% SR 4 Parry (15) 70%

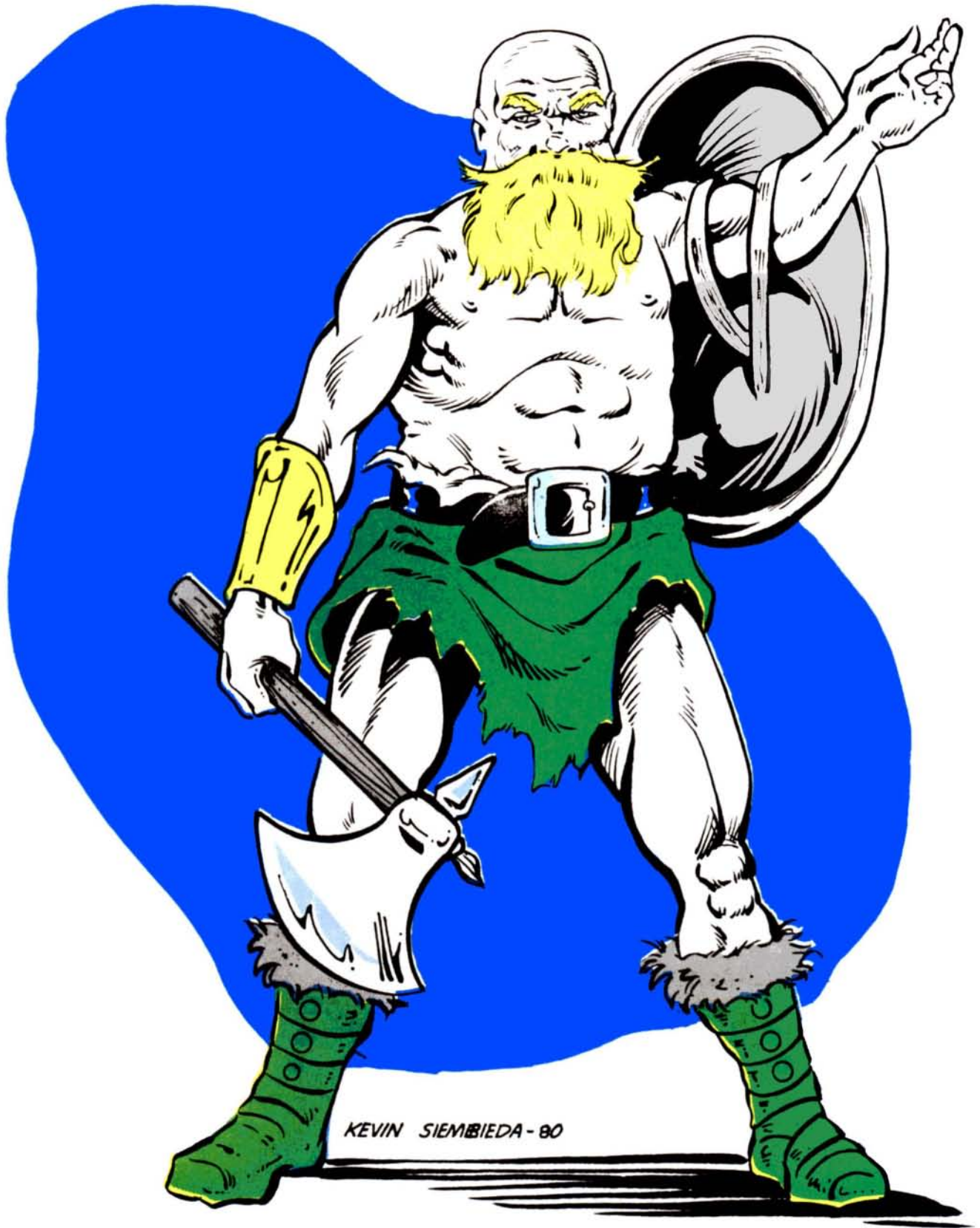
Skills: Trade Talk 55%; Bargaining 55%; Oratory 60%

Spells: Xenohealing 6; Invisibility; Padding

1-4	Right Leg	1/4
5-8	Left Leg	1/4
9-11	Abdomen	2/4
12	Chest	2/5
13-15	Right Arm	1/3
16-18	Left Arm	1/3
19-20	Head	0/4
Total Hit Points. . . . .		11

Jen, an initiate member of the Issaries Cult will usually give a relatively fair deal but occasionally. . . . He is aided by six young stable boys. His cash box contains 131 Lunars and 93 Clacks.





KEVIN SIEMBIEDA-80

9) **Weaponmasters Guild** - This large building is run by the Weaponmasters as a training facility, all the Temples in the city use and share the facilities and with full time Weaponmasters, and those who will occasionally, teach their weapon. A wide variety of weapon skills may be obtained in the city. This building is filled with large practice rooms as well as private facilities for masters who would like to stay in the Guild building. The center of the building is a large open practice area in which large groups can sometimes be seen "studying". The following skills can be obtained through the Guild though some are available through particular cults.

- |   |                                   |
|---|-----------------------------------|
| Battle Axe - Two-handed                   | Long Spear - Spear, One-handed    |
| Great Axe - Two-handed                    | Lance - Spear, One-handed         |
| Dagger - Main Gauche                      | Long Spear - Spear, Two-handed    |
| Military Flail - Flail, Two-handed        | Bastard Sword - Sword, One-handed |
| Military Pick/Hammer - Hammer, One-handed | Broadsword - Sword, One-handed    |
| Great Hammer - Hammer, Two-handed         | Greatsword - Sword, Two-handed    |
| Heavy Mace - Mace, One-handed             | Large Shield - Shield Parry       |
| Light Mace - Mace, One-handed             | Medium Shield - Shield Parry      |
| Heavy Mace - Maul                         | Composite Bow - Bow               |
| Maul - Maul                               | Heavy Crossbow - Crossbow         |
| Morning Star Flail - Morning Star Flail   | Javelin - Javelin                 |
| Rapier - Rapier                           | Sling - Sling                     |
| Shortsword - Shortsword                   | Staff Sling - Staff Sling         |

It is important to note that all these skills will not always be available immediately. The above list is a compilation of all the weapons skills that are available in the city. Some of the skills are provided by members of the military or of the various cults. Although study of any of these skills is not generally limited as to who may enroll, due to agreement between the the temples, costs of some training may sometimes be high. The local Weaponmasters Guild is run by:

**TAIN LIGHT SPEAR**

STR 16 CON 14 SIZ 13 INT 14 POW 14 DEX 19 CHA 16  
 Long Spear (1D10+1+1D4) 100% SR 1 Parry (15) 95%  
 Javelin (1D10) 95%  
 Shortsword (1D6+1+1D4) 90% SR 5 Parry (20) 90%  
 Large Shield (16) 80%  
 Skills: Oratory 75%; Listening 65%;  
 Spot Hidden 55%; Find; Remove Traps 65%  
 Spells: Healing 6; Dullblade 3; Protection

1-4	Right Leg	4/5
5-8	Left Leg	4/5
9-11	Abdomen	4/5
12	Chest	6/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	5/5
Total Hit Points. . . . .		15

**LARSCH MANDELK**

STR 19 CON 17 SIZ 16 INT 15 POW 15 DEX 18 CHA 15  
 Defense 25%  
 One-handed Long Spear (1D8+1+1D6) 100% SR 2 Parry (15) 90%  
 Large Shield (16) 95%  
 Shortsword (1D6+1+1D6) 80% SR 5 Parry (20) 65%  
 Spells: Healing 6; Protection; Bladesharp 4  
 Skills: Move Quietly 65%; Spot Trap 70%; Hide Item 60%

1-4	Right Leg	6/6
5-8	Left Leg	6/6
9-11	Abdomen	6/6
12	Chest	7/6
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	6/6
Total Hit Points. . . . .		18



Arrangements can be made through these two Weaponmasters to take training in any of the various weapon skills commonly available in the area. Instructors for the various weapon skills will be mentioned in the section that they are most closely related to: Temple, Business or otherwise.

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10) This building is an outpost of the Brotherhood of free Sages, a Lhankor Mhy Temple of sorts. The members here are as always constantly seeking Knowledge. In this area, historical and Spiritual Knowledge are of central importance as information on the past and future of this land is central to the future of much of the world. As always, Lhankor Mhy is a very Neutral Temple. They keep a low profile so as to avoid becoming involved in local politics. However, the Chief Priest and in fact all the members of the cult, are continually seeking others who will aid them in the attainment of knowledge or acquire it for them. In other words they are willing to sometimes sponsor expeditions into regions that are unknown in one way or another and their caravans, which carry information from one temple to another, are often in need of guards of a more military bent than that of the average Sage. The Chief Priest is:

**TI CHIN-SHIH**

STR 11 CON 12 SIZ 11 INT 18 POW 20 DEX 17 CHA 14

Rapier (1D6+1) 85% SR 6 Parry (15) 75%

Skills: Evaluate Treasure 95%; Oratory 90%; General Knowledge 95%

Spells: Protection 4; Invisibility; Healing 6; Dullblade 2; Counter Magic 3

Rune Spells: Divination 6; Dismiss Medium Elemental; Shield 4; Shield 2;

Analyze Magic; Translate; Cure Brain Fever 2; Truespeak; Spell Teaching

Languages: Read and Write Tabor 90%; Read and Write Dark Tongue 95%

Ti Chin-Shih's allied Spirit is called Holder: INT 12 POW 17; is held in

a Crystal Medallion that the Priest wears. Spells: Dispell Magic 4;

Healing 6; Harmonize

1-4	Right Leg	1/5
5-8	Left Leg	1/5
9-11	Abdomen	1/5
12	Chest	1/6
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5
Total Hit Points. . . . .		13

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While Ti is always concerned with garnering new knowledge, he is also trying to increase the size of the Temple Treasury so that he can someday build a proper Temple. Because of this desire, it is not unusual for people donating large amounts of money to the Temple to receive larger than standard considerations for their investments.

Other Central Figures:

**KUNG YUAN SAGE SWORD**

STR 16 CON 16 SIZ 13 INT 16 POW 18 DEX 20 CHA 14

Defense 35%

Bastard Sword (1D10+1+1D4) 110% SR 4 Parry (30) 95%

Broadsword (1D8+1+1D4) 85% SR 5 Parry (20) 75%

Skills: Evaluate Treasure 95%; Tracking 90%;

Brew 19 potency Blade Venom; Oratory 90%

Spells: Healing 6; Repair; Protection 4; Bladesharp 4

Spirit Light Seeker allied in Sword: INT 13 POW 17; Spells: Repair;

Healing 6; Counter Magic 2; Dispell Magic 3

1-4	Right Leg	10/7
5-8	Left Leg	10/7
9-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7
Total Hit Points. . . . .		18

Another Priest of this cult often in the Tabor area is:

**JING RAL**

STR 14 CON 15 SIZ 9 INT 18 POW 20 DEX 15 CHA 11

Defense 15%

Quarterstaff (1D6) 75% Parry (10) 75%

Skills: General Knowledge 90%

Spells: Healing 6; Protection 4; Repair; Dispell Magic 5; Detect Spirit

Rune Spells: Divination 1; Divine Intervention 2; Spirit Block 1; Shield 2

Languages: Read and Write Tabor 90%;

Read and Write Ishite Common 90%; Read and Write Dark Tongue 65%

1-4	Right Leg	1/6
5-8	Left Leg	1/6
9-11	Abdomen	1/6
12	Chest	1/7
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6
Total Hit Points. . . . .		16

Ral is as can be seen above a linguist. In the near future, he plans to journey into the deserts of Mortec Kuo to ally a spirit. He may seek others to accompany him to this more than slightly dangerous place.

Many initiates spend much time in the area of Tabor seeking new knowledge or seeking to regain the lost secrets of the past. Initiates especially interested in history often spend much time in the surrounding area seeking information on the past and maybe the future of this area.

The financial resources and credits of this cult are large and amounts of thousands of Lunars offered for important special items and scrolls are not unusual if the information to be gained is important. Sage Swords are of greater than normal importance to the cult because of the somewhat military aspect of this country.

Other (lay) members of this cult in the area will be able to provide skills that the Priests don't have, especially with respect to other modern languages, Cheng, Ch'ing and Ping-Pu, that are often encountered. Many of these languages have great similarities, so some learning bonus may be allowed to scholars.



11) Storm Bull Temple - This religious establishment, though perhaps a little out of place inside a city is a center of worship for many of this lands native tribes. This large building of ancient rough hewn stone also provides a home and sanctuary for Storm Bull worshippers who must visit the hostile environment of the city. As this cult does not have a rigid inter- "temple" heirarchy this place serves primarily as a place where interaction with the areas other cults can occur, and where information and skills can be obtained and traded.

The areas principal Storm Kahn is an imposing figure who holds together a sometimes uneasy alliance with the Lei Kung Cult, a cult which naturally is a rival. The Kahn realizes the value of the exchange of skills, that occurs within the city, for the overall battle against Chaos.

Originally a member of the Bison People, he is well enough known to generally overcome petty tribal differences. He is:

**BULLTHRASH THE SKULL CLEAVER**

STR 20 CON 20 SIZ 18 INT 17 POW 21 DEX 20 CHA 21

Defense Bonus 50%

Lance (1D10+1+Horses Damage Bonus) 110% SR 1 Parry (15) 75%

Great Sword (1D8+1D6) 130% SR 2 Parry (30) 110%

Javelin (1D10) 85% SR 1

Great Axe (3D6+2) 90% SR 3 Parry (15) 75%

Medium Shield (12) 90%

Skills: Riding 100%; Tracking 85%;

Spot Hidden 90%; Sense Chaos 95%; Oratory 100%

Spells: Befuddle; Detect Enemies; Disrupt; Dispel Magic;

Counter Magic 3; Spirit Shield 4; Multimissile 3; Silence, Invisibility

Rune Spells: Defend Against Chaos, Extension 3; Shield 3;

Allied Spirit: Ice Wind: INT 16 POW 18 Spells: Healing 6;

Bladesharp 4; Repair; Dispell Magic 4

Special Items: Bullthrash's Great Sword, in which Ice Wind is bound also is a Bladesharp 4 matrix. His armor is a Protection 4 matrix and contains a 9 point Power Enhancing Crystal.

1-4	Right Leg	10/8
5-8	Left Leg	10/8
9-11	Abdomen	10/8
12	Chest	11/9
13-15	Right Arm	10/7
16-18	Left Arm	10/7
19-20	Head	10/8
Total Hit Points.....		24

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Bullthrash is a central figure in the political structure of the area, he will often associate more freely with outsiders than is normal for his cult. In this way he stays more informed on local and world affairs than normal, and with his high Intelligence and leadership skills the Storm Bull Cult is in an extremely strong position when many other cults are failing in the area. Bullthrash believes the Lei Kung Cult is once again on the upswing and wants to ride with them back to the top, not be swept aside in the expansion. A liberal view to say the least, but Storm Bull is strong and vicious, not stupid.

The Storm Kahn is presently sharing this "temple" complex with some of his Cult Priests.





**GREY CLOUD**  
 STR 13 CON 14 SIZ 13 INT 15 POW 20 DEX 17 CHA 17  
 Defense 25%  
 Short Sword (1D6+1D4+1) 80% SR 6 Parry (15) 65%  
 Large Shield (16) 95%  
 Composite Bow (1D10) 90% SR 3  
 Skills: Hide in Cover 90%; Riding 85%  
 Spells: Bladesharp 3; Protection 4; Dispell Magic 3;  
 Detect Enemies; Repair; Spirit Shield 2;  
 Rune Spells: Shield 3; Defend Against Chaos; Understand Beast Speech;  
 Summon Spirit of Law; Divination 3; Spell Teaching  
 Languages: Beast Speech 85%; Read and Write Ishite Common 90%;  
 Read and Write Ping-Pu 65%  
 Allied Spirit: Fleet Impala: INT 13 POW 18 Spells: Healing 6;  
 Dispell Magic 4; Counter Magic 3. This spirit is in the Priest's Impala.  
 This highly effective mount is rarely more than a few yards from the Priest.

1-4	Right Leg	5/6
5-8	Left Leg	5/6
9-11	Abdomen	5/6
12	Chest	6/7
13-15	Right Arm	5/5
16-18	Left Arm	5/5
19-20	Head	6/6
Total Hit Points.....		16

One other young Priest handles temple duties in the city, he is originally one of the Rhino people though now he is more a servant of the Storm Kahn than a member of his original tribe.

**GREY CHARGE**  
 STR 13 CON 17 SIZ 17 INT 14 POW 18 DEX 18 CHA 11  
 Defense 20%  
 Mounted Lance (1D10+1+Horses Damage Bonus) 75% SR 2  
 Parry (12) 25%  
 Small Shield (8) 95%  
 Maul (1D8+1D4) 75% SR 6 Parry (15) 50%  
 Skills: Spot Hidden 65%  
 Spells: Bladesharp 4; Counter Magic 4; Bludgeon 4; Xenohealing 2  
 Rune Spells: Defend Against Chaos; Spell Teaching  
 Languages: Beast Speech 85%; Speak Ishite Common 85%; Speak Manne 55%

1-4	Right Leg	5/7
5-8	Left Leg	5/7
9-11	Abdomen	6/7
12	Chest	7/8
13-15	Right Arm	5/6
16-18	Left Arm	5/6
19-20	Head	6/7
Total Hit Points.....		20

This group services the religious and sanctuary needs of Storm Bull Cult members in the area. There are usually from 30 to 80 members participating in services at this temple on holy days.

Bullthrash is noticeably friendly with two prominent members of the community, an impoverished young Noble named Rogar the Rider, and the second son of the Duke, Lei Po. Both are described elsewhere. Rogar is described in the Horsemasters Guild No. 6, and Lei Po in the section on the Duke's family.



12) Abandoned Tien Mu Temple Complex - This once rather ornate temple was a center for worship of two of the smaller cults of the Thunder Ministry. These two cults, the Lightning Goddess, Tien Mu, and five powerful associated Spirits of Thunder (sometimes referred to as the Brothers of Lei Kung), the Wu Lei Shen.

This temple is no longer used by these cults which have virtually disappeared. They began to fade with the decline of the Lei Empire and was destroyed by two catastrophic events some 300 years ago. First the destruction of the principal Tien Mu temple in the mountains to the east by a Creature of Disorder called Ice Wing Immortal. The second catastrophe was the imprisonment of the Wu Lei Shen by a Demon never named but obviously of awesome power. The Spirits are said to be imprisoned in a huge crystal in another plane. The entrance to the plane is known to be guarded by an Ymir of awesome size and destructiveness known as Keeper. A hero of the Lei Kung Cult, or perhaps one from the Shang Ti, or Lei Tsu Cult will someday walk in the mortal world and free the Wu Lei Shen.

At the present, no Priests of these cults have been heard of in over 150 years. This does not mean there are none, but the chances are growing increasingly slim.

As a result, this temple is nearly abandoned and the only use it is presently being put to is by the Waha Cult who use it to house their members passing through the city for trade and training purposes.

Currently a Khan of the tribes is representing the people of Waha in the court of Tabor's ruler, a duty he does not savor.

**TRATHRISH THE SPEAKER**

STR 16 CON 16 SIZ 14 INT 15 POW 17 DEX 20 CHA 17

Defense 30%

Bastard Sword (1D10+1+1D4) 95% SR 4 Parry (15) 90%

Composite Bow (1D10) 130% SR 2

Two-handed Spear as Lance (1D10+1+Horses Damage Bonus) 85% SR 2

Parry (20) 55%

Medium Shield (12) 85%

Skills: The Peaceful Cut 80%; Oratory 100%; Riding 95%; Tracking 70%;

Spot Hidden 65%; Hide in Cover 75%

Spells: Firearrow; Multimissile 3; Speedart 3; Shimmer 3; Counter Magic 4

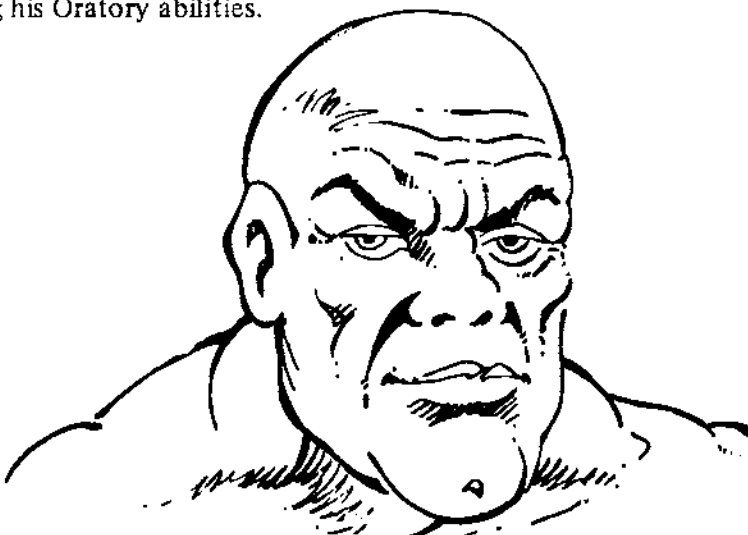
Languages: Speak Tabor 90%

Allied Spirit: Benbow (in bow): INT 16 POW 21 Spells: Speedart 2;

Multimissile 4; Dispell Magic; Healing 6; Invisibility

1-4	Right Leg	10/6
5-8	Left Leg	10/6
9-11	Abdomen	10/6
12	Chest	11/7
13-15	Right Arm	10/5
16-18	Left Arm	10/5
19-20	Head	10/6
Total Hit Points. . . . .		18

Trathrish, one of the Zebra people, would rather be with the herds and with the members of his tribe. He is little impressed with civilization but, he is more valuable to his people as a representative here in Tabor, especially considering his Oratory abilities.



13) The Temple of Lei Kung - Mythos of the Cult: The god Lei Kung is an important figure among the gods of the tightly rigid hierarchy of Shang Ti, and among the people of the world because of his close interaction with the material world.

The Chief of this huge hierarchy is Shang Ti, the Jade Emperor god of the Sky. As he and the sky is everywhere, he can see everything. He is much hated by the Demons of the Earth and the absolute terror of any foul Spirits of the Air and Sky as he is the ultimate symbol of Order and Purity. Below his authority, all of the gods and spirits in charge of the affairs of the earth and sky are divided into Ministries. Shang Ti himself is often the patron god of Emperors and Smiths, his cults non-overlapping membership is composed principally of those who work in metal, as those who control the technology of metalurgy are able to wield control over man. For this reason, Dwarves may be admitted to these cults (without the usual -10 penalty from Charisma for a member of another race) if they have 60% or greater in any metalurgy skill. Perhaps the most important and powerful ministry to the people of the earth is the Thunder Ministry headed by Lei Tsu, the Minister of Thunder and Lei Kung, the Duke of the Thunder Ministry.

The Lei Tsu Cult is of some importance in some places but in Tabor the more direct interaction of the god with the populace of the area and the tradition of the Lei family combine to make the broad and powerful Lei Kung Cult of tremendous importance in Tabor and throughout the area.

Lei Kung, a powerful spirit warrior, is famed for his singular leadership in routing the forces of the Demons. He is a Hammer-wielding warrior of awesome skill and strength. He and his servants bring terror into the hearts of their foes in battle. While supposedly a civilized god, Lei Kung has never retreated or been defeated in battle. Lei Kung is a bringer of Storm and a destroyer of his foes, particularly those of Chaos. In this tradition, followers of Lei Kung are carefully drilled and virtually fearless in battle, as long as they are well led. They will follow discipline far beyond the casualty rate of most civilized troops. In its far decayed condition, the Tabor military unit, The Hammers of Kung, is still feared by all who have faced it in even battle, and while the berserk forces of Zorak Zoran will not flee from the Hammer Units it is interesting to note that they will discreetly charge into combat with other units if at all possible.

#### **Runic Association**

The principal Runic associations of the Lei Kung Cult are Air, Movement, and especially for the Lei family, the Rune of Fate. The Lei family was once one of Emperors and believes they will return to power. With four young and skilled sons of the dynasty just reaching their prime, the chances seem good for an improvement in the current status of the cult.

#### **Particular Likes and Dislikes**

The Lei Kung Cult tolerates the cults of the other Storm Spirits but believes vehemently that their Ministry is of course, the dominant one and that other Storm gods are just powerful local spirits.

Lei Kung has close connections with all the major cults of the Thunder Ministry (Lei Tsu, Tein Mu, Wu Lei Shen, Feng Po, Ya Shih) as well as the cult of Shang Ti. They are also friendly with some Earth cults through the Smithy ability of the Shang Ti, and with most Healing cults especially through the Healers the Wu Lei Shen who have been known throughout time as among the greatest of Healers.

#### **Organization**

Most of the temples outside of Tabor have fallen in status from the times of the Lei Empire to the point where this is easily the chief temple of the cult. The principal leader of the cult, has been for generations unnumbered, been the current head of the powerful and favored Lei household. As political and religious leader of the nation combined, he can wield very great power. Their legendary ancestry and current good leadership assure the continuance of this position and of the cult itself.

## Lay Membership

Membership is open to Humans and Dwarves and even an occasional member of another race if he is able to convince the Priests of the cult.

Requirements of lay members are simple. They must sacrifice one point of Power whenever they attend worship service. In addition to this very simple requirement, Lay members must also pledge fealty and pay obeisance to the Duke who is leader of the cult. Theoretically, they are at his service for whatever task he has need of their aid.

Benefits of the cult lay membership are principally social. One real benefit of membership is a 25% discount on training costs in the weapons, one-handed and two-handed War Hammer.

Initiate membership is somewhat more difficult. Members must sacrifice two points of Power per week though this requirement will sometimes be waived if battle with a foe of the cult is imminent.

Initiates will be freed or saved from danger if possible by the Priests of the cult. But, how much danger effort or money will be braved or expended will be determined by the importance of the member. For example, one of the Duke's younger sons will get considerably more effort than the average Initiate from the surrounding countryside.

The Initiate candidate must pass an examination abstracted by  $\text{Power} + \text{Charisma} \times 5 + 2$  on percentile dice. A candidate may improve his chances of admission on the basis of a 1% increase for every 200 Silver donation and a 1% increase for each 1% in attack in a cult weapon (Warhammer or Great Sword) over 55%. For example, Casmar the Mostali seeks to join the Lei Kung Cult. He has a Charisma of 14, a Power of 15, so his base chance of admittance is 73+. He has no money but he does have 75% Great Hammer attack which adds 20% to his chance of being accepted for a total of 93% chance. Casmar rolls an 11 and is accepted with open arms and stooped backs.

Initiates may obtain training in Great Sword, Armoring Skills, and Language Skills for  $\frac{1}{2}$  price. The spells Bludgeon, Demoralize, and Healing may be purchased at half price. No available skills or spells are prohibited but Detect Gold, Detect Silver, and Mobility double normal cost. Initiates may buy Rune Spells in the usual manner.

## Rune Lord Membership

Rune Lords of Lei Kung are the leaders of the cult. They are first in all activities and though they owe respect, aid, and support to the Rune Priests, the Rune Lords are the real power of the cult.

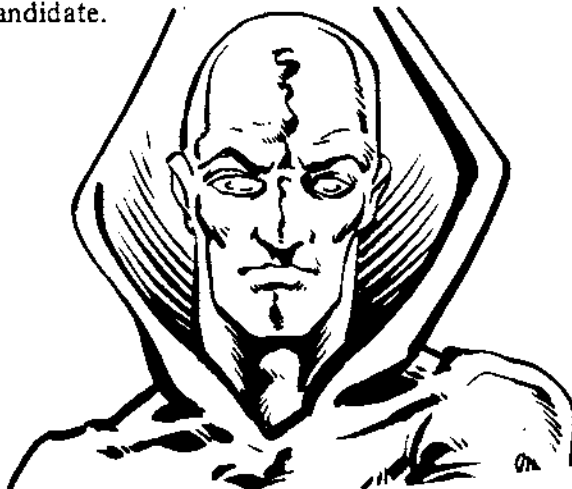
Rune Priests are encouraged to become lords as well, and Rune Lords are aided in their attempts to attain Rune Priest status.

All Rune Lords do owe service to their god and to the cult's Chief Rune Lord, the Lei Huang, who coincidentally is always the head of the ruling household if he is a Rune Lord.

Requirements for acceptance are to have been a member of the cult for at least two years and to have 90% or greater ability in at least 3 weapon skills (including hammer of some type preferably), and two or more of the following: another Weapon or Shield skill, Oratory, Spot Hidden, Hide in Cover, Camouflage, Spot Trap, Riding, Shield Making, Weapon Making, Armor Making.

Rune Lords of the cult are called Huang Princes or Lei Brothers. Leadership skills are especially prized in these times.

Iron weapon and armor are often available at least in part due to the wealth and one time much greater size of the cult. Exactly how much of his accoutrements are available is determined by the abilities and position of the candidate.



## Rune Priesthood

Rune Priesthood of the Lei Kung Cult serves the ceremonial needs of the community and has the keeping of large quantities of magic gained from the many cults that were allies or conquests of the cult during Imperial times. With all this, the Lei Kung Cult puts great emphasis on combat skills as they believe it is most important to be always the strongest. Rune Priests are given plenty of opportunity to maintain their skills and occasionally the chance to improve them especially through completion of difficult missions for the cult.

Rune Priests of the cult must pass an examination on their skills and intentions. While the requirements are not rigidly outlined, they must at least meet all the criteria of Rune Priesthood as outlined in **RuneQuest**. If they can read and write Tabor at 60% or better, some other language may be substituted for the literacy requirement. In this way a large number of multi-lingual Priests was once maintained.

The entrance requirement test may be abstracted in the same form as that for initiation except Hammer Skill minimum for the bonus must be 70% or better, and the candidate must have been an Initiate for at least two years.

For example, Casmar the Mostali has now progressed to having a 20 Power and a 16 Charisma. He also has Great Hammer attack at 85% and donates 1000 Lunars from his last adventure. It is obvious that Casmar is dedicated to the cult because the donation was not necessary to give him the maximum possible 95% chance for admission into the Priesthood, all he needs to do is avoid the fumble on 96 - 00. Casmar rolls a 17 and is admitted to the Priesthood. If he had rolled 96 or higher, he would have had to spend two more years as an Initiate before he could try again. Casmar is well liked and immediately becomes a companion of Lei Tse, a duty not nearly as good as it at first sounds.

Rune Magic available to the Priests of the Lei Kung Cult include all the standard Rune Spells as well as the cult special Rune Spells given below. Lei Kung Priests may dismiss any size Elemental or Conjure any size Sylphs, through connection to the Smith Cults of Shang Ti. They may also Summon up to Medium Salamanders or small Gnomes.

### Cult Special Rune Spells

#### One Point Spells

**Cudgel:** Duration - 15 minutes; Range - Touch; Reusable; Stackable. With this spell the caster can cause any blunt weapon he touches to become an awesome weapon of spectacularly magical powers. When this spell is cast, the affected weapon begins to glow with a dull silver-blue sheen. Each point of this stackable spell adds 10% to the users attack ability with the affected weapon and increases damage done by 1D4 under normal conditions or by 1D6 per point of Cudgel used during storms when Lei Kung is at his best and most powerful.

**Storm Calling:** Duration - 15 minutes; Range - ½ Mile Radius; Reusable; Stackable. Each point of this spell alters the weather in the Priests area slightly. For example, one point of Storm Calling may only change a clear day briefly into one of scattered high clouds or it may slightly increase the severity of a storm already in progress. But, four points of Storm Calling may change a lightly overcast day to a storm complete with moderate rain and perhaps even some cloud to Cloud Lightning. This spell is reserved for the principal Lords and Priests of the cult.

#### Three Point Spells

**The Gathering Storm:** Duration - Special; Range - 10 kilometer radius around caster; Reusable. This spell is reserved for the Lei Huang alone. When cast, this spell summons all members of the cult within the area of effect to rally at the fastest possible rate to the aid of their leader. Initiates and above will drop what they are doing, grab their weapons and hurry to muster or directly to aid the summoner. Lay members do not feel the compulsion to hurry to the scene, but, they do hear the call and will general respond unless they wish to be expelled from the cult.



## Subservient Cults

- 1) **Spirits of Reprisal - Blind Panic.** This spirit of reprisal will follow any member of the cult who has been a traitor to the cult and cast Demoralize spells at him and has allies (with an initial Power of 29). He will follow the traitor for up to 24 months dependant on the severity of the crime.
- 2) **Wu Lei Shen -** The cult of the five lesser Thunder Spirits is the one responsible for the Healing arts within the Ministries. While the cult itself is now at least temporarily defunct, it has left with the Lei Kung Cult a number of Rune Spells.

## Two Point Spells

Except for the fact that the Wu Lei Shen versions of these spells all require specially prepared magical oils which must be prepared in the temple and in advance, these spells are the same as those listed for the cult of Chalana Arroy in **Cults of Prax**.

Cure all Disease  
Cure Soul Waste  
Heal Constitution  
Regrow Limb

- 3) **Feng Po, Ya Shih:** These gods contribute little to the cult but are subservient deities of the wind and rain respectively and are mentioned here briefly for future reference. They have no Rune spells of their own that have been passed along to the Lei Kung Cult but they are the powers invoked in the Storm Calling spell of the Lei Kung, and Lei Tsu Cults.
- 4) This once widely worshipped Lightning Goddess has lost all of her cult's once famous shrines and temples during the harsh times of the recent past. With the exception of a rare and widely scattered Priestess, all that remains of this cult are its remnants in associated cults. Perhaps the most important thing remaining from the Tien Mu Cult are the few Rune spells they have left in their associated cults.

**Lightning Spear:** One Point; Stackable; Range - any point within 80 meters of the caster; Reusable. This very powerful Rune spell allows members of Tien Mu and associated Ministry of Thunder cults to call on the special power of the goddess against their foes.

The actual effects of this spell are powerful enough, but, often the greatest value of the spell derives from its effects on the morale of the casters opponents.

When cast, this spell forms a vortex in the air above the target out of which strikes a Bolt of Lightning which hits the caster's designated target. This Bolt of Lightning does damage directly to the target's Constitution, or, in the case of non-living object, directly to the structural strength. The amount of damage done to the target is 1D6 per point of spell, this damage is increased during times of storm when each point of spell causes 1D6+1 damage. In addition to this normal damage, anyone struck by this spell must roll percentile dice with a role of 96 - 00 resulting in the victim taking double damage due to system shock.

## Associated Cults

### Shang Ti

**Shang Ti:** This is the god of the Sky and the dominant deity in this pantheon. As the chief of the rigid hierarchy of gods, Shang Ti controls a wide range of powers, but the one important to the Lei Kung Cult gets the two point Rune Spells, Clairvoyance and Clairaudience, as described in **Cults of Prax**. The only difference is that Clairaudience is not a reusable spell for members of the Lei Kung Cult.

## Lay Membership

Membership is open to Humans and Dwarves and even an occasional member of another race if he is able to convince the Priests of the cult.

Requirements of lay members are simple. They must sacrifice one point of Power whenever they attend worship service. In addition to this very simple requirement, Lay members must also pledge fealty and pay obeisance to the Duke who is leader of the cult. Theoretically, they are at his service for whatever task he has need of their aid.

Benefits of the cult lay membership are principally social. One real benefit of membership is a 25% discount on training costs in the weapons, one-handed and two-handed War Hammer.

Initiate membership is somewhat more difficult. Members must sacrifice two points of Power per week though this requirement will sometimes be waived if battle with a foe of the cult is imminent.

Initiates will be freed or saved from danger if possible by the Priests of the cult. But, how much danger effort or money will be braved or expended will be determined by the importance of the member. For example, one of the Duke's younger sons will get considerably more effort than the average Initiate from the surrounding countryside.

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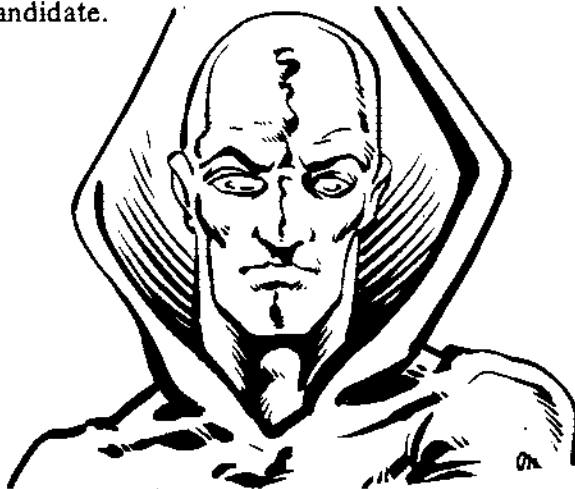
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Requirements for acceptance are to have been a member of the cult for at least two years and to have 90% or greater ability in at least 3 weapon skills (including hammer of some type preferably), and two or more of the following: another Weapon or Shield skill, Oratory, Spot Hidden, Hide in Cover, Camouflage, Spot Trap, Riding, Shield Making, Weapon Making, Armor Making.

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A somewhat younger Rune Lord is Broshei.

**BROSHEI**

STR 19 CON 19 SIZ 18 INT 14 POW 17 DEX 20 CHA 16

Defense 25%

Great Sword (2D8+1D6) 100% SR 2 Parry (25) 95%

Pole Axe (4D6) 95% SR 1 Parry (25) 95%

Composite Bow (1D10) 85% SR 1

Skills: Tracking 90%; Spot Traps 85%;

Trap Set/Disarm 80%; Camouflage 80%; Climbing 75%

Spells: Healing 6; Counter Magic 3; Bladesharp 4; Multimissile 1

Allied Spirit: Tishi the Nine Dragoned: INT 18 POW 18 Spells: Dispell

Magic 5; Healing 6; Repair; Demoralize; Invisibility. He also has

a 9 point Power Enhancing Crystal

1-4	Right Leg	8/8
5-8	Left Leg	8/8
9-11	Abdomen	9/8
12	Chest	10/9
13-15	Right Arm	8/7
16-18	Left Arm	8/7
19-20	Head	8/8
Total Hit Points. . . . .		22

The current head of the regular Priesthood is Valrik Grey Sky.

**VALRIK GREY SKY**

STR 13 CON 14 SIZ 13 INT 18 POW 20 DEX 16 CHA 20

Defense 65%

One-handed War Hammer (1D6+2+1D4) 85% SR 6 Parry (20) 75%

Rapier and Main Gauche (1D6+1+1D4)/(1D6+1D4) 95% SR 5/7

Parry (20) 95%

Skills: Oratory 95% Listening 80%

Spells: Healing 6; Demoralize; Mobility; Bladesharp 4; Counter Magic 6

Rune Spells: Divination 7; Divine Intervention 8; 2 x Fear; Cudgel 2;

Summon Large Sylph; Spell Teaching; Cure all Disease; Storm Calling 5

Languages: Read and Write Ancient Lei Tabor 90%; Ishite 85%;

Ancient Mortec Kuo 90%; Modern Ping-Pu;

Allied Spirit: Hsiao Lei Shen: INT 17 POW 25. This Allied Spirit is

generally in the High Priest's helm, but he is of such exceptional

powers that he may occasionally be separated from this highly

magic helm, and thus operate semi-independantly. When this happens,

the helm operates as a protection matrix and a 14 point Power

Yielding Crystal. Spells: Healing 6; Invisibility; Silence; Dispell Magic 7

Rune Spells: Storm Calling 7; Shield 4; Cure Soul Waste; Extension 3; Spirit Shield 2

1-4	Right Leg	4/6
5-8	Left Leg	4/6
9-11	Abdomen	6/6
12	Chest	6/7
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	9/6
Total Hit Points. . . . .		16

After the Lei Huang (presently Lei Chang, the Duke of Lei Tabor) and his first Son, the Rune Lord, Lei Tse, Grey Sky is the most respected member of the cult.



**SHEAR KI THE HEALER**  
STR 14 CON 13 SIZ 7 INT 15 POW 19 DEX 16 CHA 13

Defense 15%  
Pike (1D12+1) 55% SR 4 Parry (15) 55%  
Kick (1D6) 65% SR 8  
Large Shield (16) 85%  
Skills: Move Silently 100%; Hide in Cover 80%;  
Listening 75%; Climbing 65%

Spells: Healing 6; Befuddle; Xenohealing 4; Invisibility; Dullblade  
Rune Spells: Divine Intervention 3; Regrow Limb;  
Spell Teaching; Cure Soul Waste; Heal Constitution;  
Cure All Disease

Allied Spirit: Light Scar: INT 13 POW 18 Spells: Demoralize,  
Healing 6; Dispell Magic 6. Rune Spells: Concealment; Shield

1-4	Right Leg	1/5
5-8	Left Leg	1/5
9-11	Abdomen	1/5
12	Chest	2/6
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	4/5
Total Hit Points. . . . .		13

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**RED STAR**

STR 13 CON 15 SIZ 12 INT 14 POW 19 DEX 14 CHA 9  
Defense 35%

Great Hammer (1D12+2+1D4) 90% SR 5 Parry (15) 75%  
Scimitar (1D8+1+1D4) 65% SR 6 Parry (20) 60%  
Skills: Tracking 65%

Spells: Bludgeon 4; Healing 3; Detect Magic;  
Detect Enemies; Shimmer 3; Counter Magic 2  
Rune Spells: Spell Teaching; Dismiss Elemental 3; Multispell; Warding  
Languages: Read and Write Manne 75%; Read and Write Ch'ing 80%  
Red Star also has a six point Healing Focusing Crystal.

1-4	Right Leg	4/6
5-8	Left Leg	4/6
9-11	Abdomen	5/6
12	Chest	5/7
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	4/6
Total Hit Points. . . . .		16

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**CASMAR (MOSTALI)**

STR 19 CON 18 SIZ 10 INT 18 POW 18 DEX 19 CHA 17  
Defense 25%

Great Hammer (1D12+2+1D4) 95% SR 3 Parry (18) 95%  
Great Axe (2D6+2+1D4) SR 3 75% Parry (15) 75%  
Heavy Crossbow (2D6+2) 70%  
Heavy Mace (1D8+1+1D4) 65% Parry (20) 55%  
Medium Shield (12) 85%

Skills: Evaluate Treasure 95%; Listen 95%; Spot Hidden 95%;  
Camouflage 90%; Weapon Making 75; Spot Trap 75%  
Spells: Bludgeon 4; Protection 4; Invisibility; Healing 6  
Rune Spells: Medium Salamander; Cudgel 3  
Languages: Read and Write Tabor 90%; Read and Write Mortec Kuo 75%  
Allied Spirit: North Star: INT 19 POW 21 Spells: Bladesharp 4; Repair;  
Dispell Magic 3; Healing 6; Bludgeon 4; Demoralize  
Casmar is an adventurous young Priest, he has more than the usual  
amount of freedom from cult responsibilities because of companionship  
with the Duke's son, Lei Tse.

1-4	Right Leg	7/7
5-8	Left Leg	7/7
9-11	Abdomen	7/7
12	Chest	8/8
13-15	Right Arm	7/6
16-18	Left Arm	7/6
19-20	Head	4/6
Total Hit Points. . . . .		19

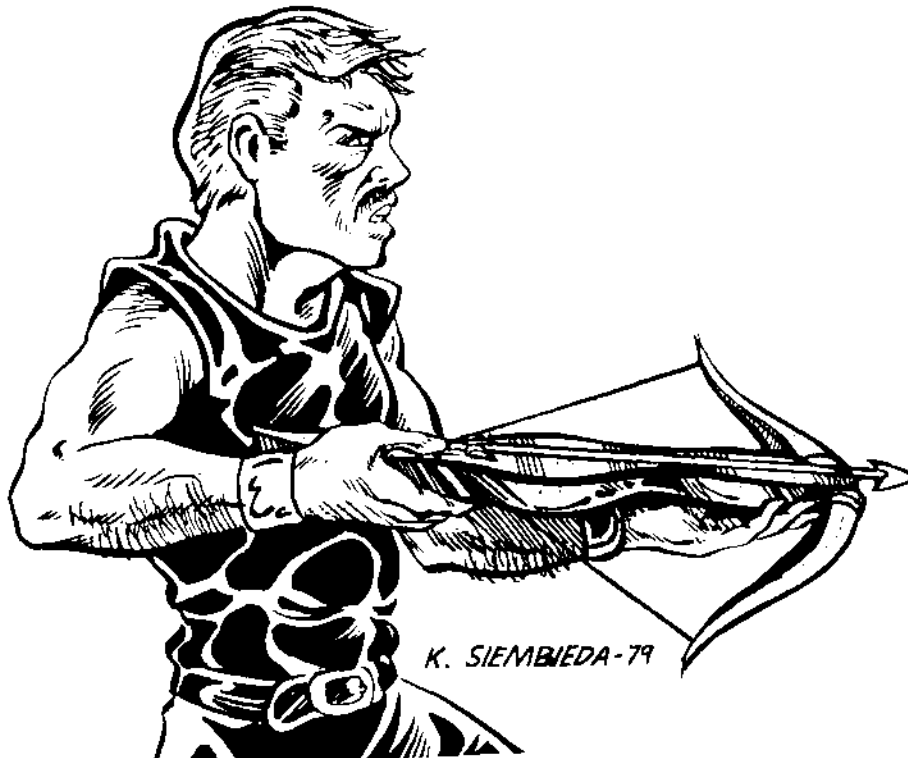
**NORALD THE WIND**  
 STR 15 CON 14 SIZ 13 INT 14 POW 18 DEX 17 CHA 13  
 Defense 20%  
 Military Flail (2D6+2+1D4) 95% SR 3 Parry (15) 90%  
 Morning Star (1D10+1+1D4) 75% SR 4 Parry (15) 70%  
 Medium Shield (12) 75%  
 Sling (1D8) 75% SR 3  
 Skills: Swimming 95%; Jumping 55%; Climbing 65%  
 Spells: Bludgeon 4; Demoralize; Protection 4; Healing 4; Multimissile  
 Rune Spells: Matrix Creation; Concealment; Storm Calling 2  
 Languages: Read and Write Tabor 90%; Speak Manne 80%

1-4	Right Leg	5/6
5-8	Left Leg	5/6
9-11	Abdomen	5/6
12	Chest	5/7
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	4/6
Total Hit Points. . . . .		16

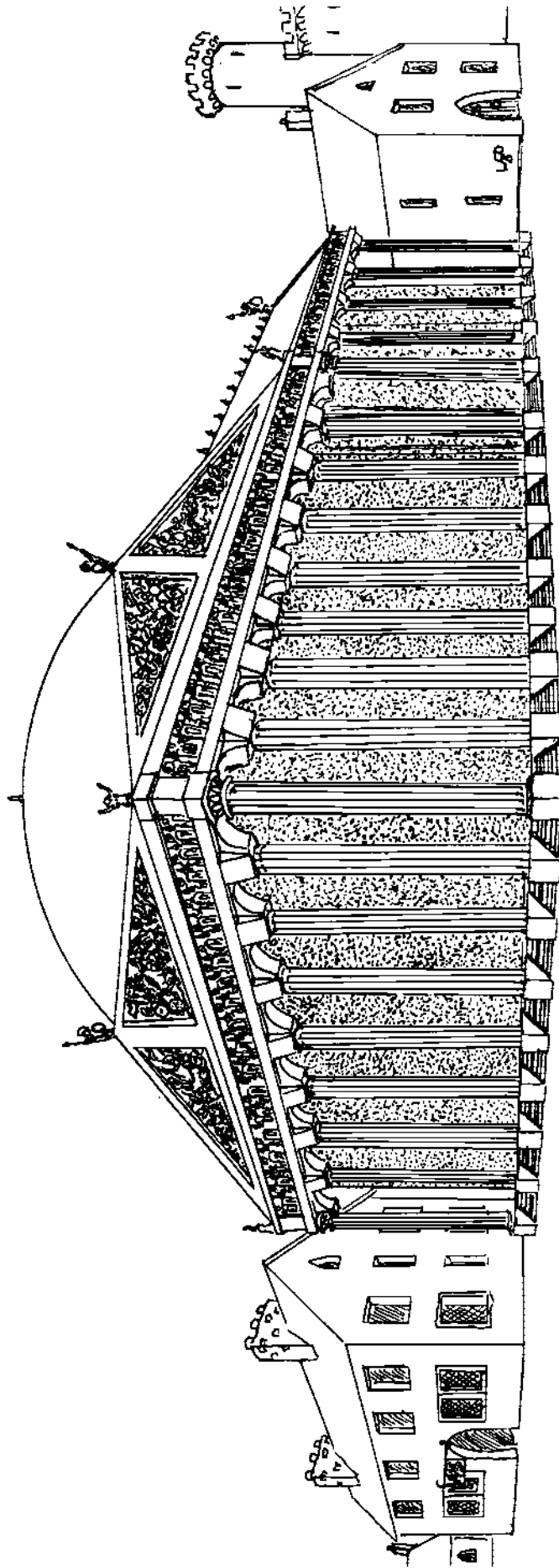
**BISHKIE**  
 STR 12 CON 15 SIZ 11 INT 16 POW 18 DEX 19 CHA 15  
 Defense 25%  
 One-handed War Hammer (1D6+2) 80% SR 5 Parry (20) 75%  
 Light Mace (1D6+2) 65% SR 5 Parry (20) 55%  
 Medium Shield (12) 75%  
 Skills: Hide in cover 95%; Move Silently 90%  
 Spells: Healing 6; Bludgeon 4; Protection 2; Invisibility; Demoralize  
 Rune Spells: Lightning Spear 2; Concealment; Spell Teaching  
 Languages: Read and Write Tabor 85%; Ancient Lei 90%

1-4	Right Leg	3/6
5-8	Left Leg	3/6
9-11	Abdomen	5/6
12	Chest	5/7
13-15	Right Arm	3/5
16-18	Left Arm	3/5
19-20	Head	4/6
Total Hit Points. . . . .		16

Other members of the Lei Kung Cult are discussed in other sections of the city and area. Especially close attention should be paid to the Military and Nobility of Tabor, as the three powers overlap tremendously.







SHANG YI SHRINE

14) Shrine of Shang Ti - This ancient Shrine to the Sky god was built here some time long before the existence of the city itself. Built in the middle of Tabor at a time when it was still a wilderness, this temple has stood in this spot for over 2000 years. It doesn't take much intelligence to realize that a wealthy Shrine like this one could not have survived so long without some very powerful mode of defense. This Shrine does not look well defended. In fact, it looks like a pushover for the first thieves to come along, even though now it is within city walls. None of the locals know anything about a defense of this Shrine, but, they will not touch it.

In addition to serving as a place of rest and refuge to any members of the Shang Ti Cult who are in the area, it also is a holy place to all the cults of the pantheon, particularly those of the Thunder Ministry.

Within, this Shrine is ornately decorated with carvings and pieces of Silver and Jade. The ground floor is a second floor which is a balcony around the base of the domed ceiling. Suspended in the center of the dome is a huge sphere of pure Jade that is supported in no visible manner even though it is some 25 feet above the floor of the temple and about 20 feet from any point on the balcony. The inside of this smooth dome is a planetarium.

If someone is extremely observant, they may notice that the stars depicted on the planetarium ceiling are all in precisely the position they actually appear in the sky at that moment. These stars in the ceiling move slowly across the room as if the observer was standing under a clear and open sky.

Many of the other cults have special ceremonies in which their Priests come to this Shrine and pay respect to the Sky god.

Any disturbance in the Shrine will bring aid from the Temple of Lei Kung immediately as well as from the Military and Police. This rarely happens for reasons that will be explained shortly.

Currently this Shrine once again has a Rune Lord of the Shang Ti Cult in residence. He is called the caretaker, a very unassuming title.

The Sky Lord is known as Wanderer Tien:

**WANDERER TIEN**

STR 16 CON 15 SIZ 14 INT 20 POW 21 DEX 21 CHA 12

Defense 55%

Arbalest (3D6+1) 110% SR 1

Two-handed Long Spear (1D10+1+1D4) 130% SR 1 Parry (20) 100%

Morning Star (1D10+1D4+1) 95% SR 3 Parry (12) 85%

Medium Shield (18) 90%

Skills: Listening 80%; Spot Hidden 120%; Spot Trap 100%

Spells: Bladesharp 4; Bludgeon 2; Healing 2;

Protection 4; Invisibility; Multimissile 4; Demoralize

Rune Spells: Clairvoyance; Lightning Spear 4 (which he can use

within the Shrine); The Gathering Storm; Fear; Multispell 1; Shield 2

Languages: Read and Write Tabor 80%; Read and Write Ch'eng 90%;

Read and Write Ancient Mortec Kuo 90%

1-4	Right Leg	9/6
5-8	Left Leg	9/6
9-11	Abdomen	9/6
12	Chest	10/7
13-15	Right Arm	9/5
16-18	Left Arm	9/5
19-20	Head	9/6
Total Hit Points. . . . .		18

Wanderer is in a unique situation. When away from the Shrine, he is without any Allied Spirit. He is in fact, Allied to the four Guardian Spirits of the Shrine listed and described below. When inside the Shrine this fact makes him tremendously powerful.

Wanderer usually does not wear any armor within the temple appearing as well muscled but humble and not overly handsome man. He usually carries his spear which he handles more like a walking stick than a weapon. He is cordial and polite but he does not deliberately pretend to be defenseless. He is always interested in qualified converts to the cult.

The Shrines Spirits are bound to the Shrine and their only purpose is to protect the shrine and any worshippers within the Shrine from attack or despoilers. They are all allied to the caretaker with the Shrine has one (until Wanderer arrived, there hadn't been a caretaker in three generations) and will use all necessary

power to protect and aid him first. 1) Lyrae: INT 16 POW 28; 2) Dracone: INT 14 POW 30; 3) Dawn Star: INT 17 POW 26; 4) Evening Light: INT 15 POW 34. Since all these Spirits are in mind link as part of the binding, they may use any of the following Spells: Healing 6; Dullblade 4; Bladesharp4; Dispell Magic 7; Invisibility; Farsee; Demoralize; Extinguish; Repair; Detect Spirit; Spirit Binding; Counter Magic 4; Speardart 4; Vigor; Binding; Detect Magic. Rune Spells: Divination 6; Divine Intervention 9; Clairvoyance; Shield 4; Reflection 2; Absorption 3; Spell Teaching; Fear.

These Spirits can and will attack aggressors in Spirit Combat which they can maintain as long as the offender remains within 15 meters of the Shrine.

One more horrible ability of this Shrine is the power of the great Jade Globe. Any allied Spirit (anyone's) used in an attack on the Shrine will be drawn to and into the Jade Globe where it will be imprisoned on another plane. The only way to regain a Spirit thus lost is through a successful Divine Intervention, which basically means the attackers deity has gone to Shang Ti and requested the release of the Spirit, humiliating to say the least.

The Jade Globe also has the effect of increasing the encumbrance of anything carried by an aggressor by a factor of 10% per melee round (gravity increases). Eventually enemies will find it difficult to breath, carry their Armor, or even stand up.

The temptation for a burglary is great as anyone making appropriate Evaluate Treasure rolls will realize that the Shrine contains several pieces of statuary that are each worth 100,000 or more Lunars. Unfortunately with gravity increasing it is unlikely that any survivor there might be will be able to carry anything away.



15) Constable, Law Enforcement - This group of buildings contains the City Jail, as well as the office of the Chief Constable and the Chief Magistrate. Inside, information can be obtained concerning any notorious criminals presently at large including possible rewards that are offered for the capture of such criminals. The Chief Constable of Lei Tabor is Omar the Sheriff.

**OMAR THE SHERIFF**

STR 16 CON 17 SIZ 16 INT 17 POW 18 DEX 14 CHA 17

Defense 20%

Broadsword (1D8+1+1D4) 85% SR 6 Parry (20) 85%

Light Crossbow (2D4+2) 75% Rate (1/2R) SR 2 Parry (20) 30%

Medium Shield (12) 75%

Skills: Spot Hidden 80%; Oratory 70%; Tracking 95%; Riding 70%

Spells: Befuddle; Demoralize; Harmonize; Bladesharp 3;

Multimissile 2; Detect Enemies; Disruption; Counter Magic 3; Dullblade 3

Languages: Read and Write Ishite 75%; Tabor 70%

1-4	Right Leg	4/7
5-8	Left Leg	4/7
9-11	Abdomen	4/7
12	Chest	5/8
13-15	Right Arm	3/6
16-18	Left Arm	3/6
19-20	Head	3/7
Total Hit Points. . . . .		19

A dedicated lawman, Omar has the special duty of keeping the peace in Lei Tabor. A true believer in his function as "peace maker" and will always try to bring suspect in alive. This means he will try spells such as Befuddle or Demoralize before doing battle, and will use spells like Dullblade to lengthen battles and allow more reinforcements to facilitate capture. He will never purposely kill a character and will sometimes heal his opponent (once captured) to prevent death.

Omar's Deputy and right hand man is responsible for taking care of the front desk, he is an extremely talkative and actually rather friendly fellow. In his front office are notifications of the most wanted criminals. Many of these offer rewards for the capture or even the death of certain "notorious" individuals. Some of these will be mentioned later, other rewards may be offered or other adventures at least suggested in other sections, but this is often a good source of adventures. The Chief Deputy Constable:

**MORITEK THE SLY**

STR 13 CON 16 SIZ 11 INT 16 POW 15 DEX 16 CHA 10

Defense 10%

Quarterstaff (1D8) 90% SR 3 Parry (15) 90%

Two-handed Battle Axe (1D8+2) 45% SR 6 Parry (15) 40%

Skills: Oratory 55%; Spot Hidden 65%; Tracking 75%

Spells: Befuddle; Bladesharp 3; Protection 2;

Strength; Repair; Healing 6

Language: Read and Write Tabor 75%

1-4	Right Leg	4/6
5-8	Left Leg	4/6
9-11	Abdomen	4/6
12	Chest	5/7
13-15	Right Arm	1/5
16-18	Left Arm	1/5
19-20	Head	3/6
Total Hit Points. . . . .		16

The City Constables patrol in groups of two and three, they carry a shrill whistle for signals. They will usually blow their whistles before entering into any major confrontation. This will bring help from other Constables or even Military. The Constables are responsible for the maintenance of order in the immediate area of Lei Tabor. Rural Constables are also under the jurisdiction of the Chief Magistrate, but, they are not a part of the City Constables. Rural areas are often isolated and enforcement of any kind is usually virtually non-existent outside of the City.

The following characters can be used when a City Constable Patrol is encountered. Total Strength of the Constables is generally about 14. There is a 10% chance per month that there will be a job opening in the Constables. Constables, like all officials, receive small salaries and a considerably larger stipend known as an integrity nourishing allowance. The salary runs 30 Taels (Lunars) per year with an Integrity nourishing allowance of 60 Taels per month. The beginning Constable also receives a small food allowance.

**CONSTABLE 1**  
 STR 10 CON 9 SIZ 12 INT 13 POW 10 DEX 14 CHA 16  
 Defense 15%  
 Light Mace (1D6+2) 45% SR 7 Parry (20) 40%  
 Singlestick (1D6) 55% SR 8 Parry (10) 65%  
 Medium Shield (12) 65%  
 Spells: Shimmer, Bludgeon 2; Healing 3  
 Languages: Speak Tabor 80%;  
 Speak Ishite Common 50%; Speak Darktongue 45%

1-4 Right Leg 3/3  
 5-8 Left Leg 3/3  
 9-11 Abdomen 5/3  
 12 Chest 5/4  
 13-15 Right Arm 3/2  
 16-18 Left Arm 3/2  
 19-20 Head 3/3  
 Total Hit Points. . . . . 9

**CONSTABLE 2**  
 STR 13 CON 12 SIZ 12 INT 13 POW 12 DEX 15 CHA 11  
 Defense 10%  
 Heavy Mace (1D8+2+1D4) 45% Parry (20) 50% SR 7  
 Singlestick (1D6+1D4) 55% Parry 75%  
 Medium Shield (12) 55%  
 Skills: Move Quietly 65%  
 Spells: Demoralize; Befuddle; Bludgeon 3; Healing 2  
 Languages: Read and Write Tabor 65%;  
 Speak Ishite 35%; Speak Darktongue 40%

1-4 Right Leg 3/4  
 5-8 Left Leg 3/4  
 9-11 Abdomen 5/4  
 12 Chest 5/5  
 13-15 Right Arm 3/3  
 16-18 Left Arm 3/3  
 19-20 Head 3/4  
 Total Hit Points. . . . . 12

**CONSTABLE 3**  
 STR 16 CON 14 SIZ 16 INT 8 POW 8 DEX 13 CHA 16  
 Defense 0%  
 Maul (2D8+1D4) 75% SR 4 Parry (15) 55%  
 Singlestick (1D6+1D4) 55% SR 7 Parry (15) 55%  
 Medium Shield (12) 65%  
 Skills: Spot Hidden Items 65%  
 Spells: Bludgeon 2; Healing 2; Padding

1-4 Right Leg 3/5  
 5-8 Left Leg 3/5  
 9-11 Abdomen 5/5  
 12 Chest 5/6  
 13-15 Right Arm 3/4  
 16-18 Left Arm 3/4  
 19-20 Head 4/5  
 Total Hit Points. . . . . 15

**CONSTABLE 4**  
 STR 12 CON 12 SIZ 14 INT 14 POW 14 DEX 13 CHA 12  
 Defense 15%  
 Two-handed War Hammer (1D12+2+1D4) 45% Parry (15) 40%  
 Singlestick (1D6+1D4) 65% Parry (15) 55%  
 Light Crossbow (2D4+2) 85%  
 Medium Shield (12) 70%  
 Skills: Tracking 75%; Move Quietly 70%; Spot Trap 65%

1-4 Right Leg 3/5  
 5-8 Left Leg 3/5  
 9-11 Abdomen 5/5  
 12 Chest 5/6  
 13-15 Right Arm 3/4  
 16-18 Left Arm 3/4  
 19-20 Head 4/5  
 Total Hit Points. . . . . 13

Some of the more prominent criminal gangs are shown below, in the section on Various Vicious Villians and other stories. The rewards offered for the gangs leader and members are also shown. Each of these groups is preceded by a map location in a rectangular system that is the general area in which the group generally functions.



16) T'sei Temple - (building is unmarked) This is with good reason for this quiet "temple" is one of Thieves where the skills of the great artists of larceny are practiced and even sold.

This Brotherhood centers around the traditions of three heroic thieves of the past: Chu Wu, Ch'en Ta, and Yang Ch'un. These three led a band of bold but wise Thieves. Chu Wu the first of the three is, of course, the highest or eldest Brother. In a similar fashion to this, the Chief Priest of the temple is known as the priest of Chu Wu, the second priest is the priest of Ch'en Ta, and etcetera.

These Thieves follow the principals of hidden unity and Filial piety that comes to them from the three mighty hero figures that began the tradition of Brotherhood for the sake of self preservation. To the outside world, this is a training center for the skills of stealth, perception, and manipulation. Only initiated members of the cult will ever know of the full functioning of the building as a temple of thieves and a sanctuary for members sought by the Constables.

While the front of a respectable training center is a little thin, this enclave is allowed to remain through bribes, as well as for the very useful skills provided by the presence of the thieves.

Within the temple, most decisions are made by the three Chief Priests as mentioned above. The rule of these three is not very restrictive, but in the areas it deals with, it is an absolute power among the members. For example, attacks upon or kidnapping of prominent local citizens is strictly forbidden. In this manner, the cult avoids direct confrontation with the local officials. All enforcement the cult must deal with is that of the local Constables. To get caught by the Constables is considered such a disgrace that some members are allowed to spend several days in the City Jail before rescued.

The various skills that are available for purchase here are offered to anyone at 150% the normal base price. Members of the cult can purchase the various thieves skills at a much more reasonable price.

Lay Membership - This cult has no lay membership for reasons of security.

#### **Initiate Membership**

Initiate members will be admitted in one of two manners: The first of the two ways is to have 80% or greater in at least one of the Thieves skills and convince the examiners of his loyalty. This test can be abstracted by rolling under the sum of 50% plus the percentage of income the candidate offers to dedicate to the cult. Whether or not the member ever actually lives up to his pledge is irrelevant as they rarely will. A Thief is, in fact, passed over for promotion if he is unimaginative enough to be unable to come up with a way to avoid paying a monstrous amount of his income to the temple.

Requirements to remain initiated are: Dedicate at least two points of Power per week in ceremonies, appear to donate the required amount of his income, and obey the dictates of the three Chief Priests.

Initiates may purchase Thieving skills for ½ the usual price. They may also obtain regular battle magic spells.

#### **Rune Lord Membership**

Rune Lords of the cult must meet the usual conditions for Rune Lord status. Their five abilities must include at least one weapon attack at 90% or greater and one Parry of some type. The other three skills must come from among the following and must contain at least one skill in either stealth or manipulation. Any of the Thieves skills (i.e. skills taught by the Thieves Guild), Oratory, Evaluate Treasure, Swimming, another Weapon or Parry.

Rune Lords are the leaders of the Thieves in battle should such occur. Rune Lords are also given the most difficult missions and first chance at those that are most rewarding.

#### **Rune Priesthood**

Rune Priests of the cult are each assigned upon their acceptance to one of three orders, one for each of the original three heroes, this decision is determined by Divination.

In addition to the usual minimum requirements, Priests of these Thieves must have attained mastery of at least two Thieving skills.

## Rune Spells

**Divination Shield:** Two point spell; Reusable; Range - Special; 4 points of this spell may be stacked together; Duration - 1 day. This spell decreases the chance of obtaining information about the activities of members through a Divination spell by 40%. In other words, such a Divination spell would have only a 55% chance of yielding a correct answer. If two of these spells are stacked together for a total of 4 points, the effect is not altered but the duration is increased to 8 days. This spell is not compatible with any other form of extending duration.

Members of this cult have no other Rune Power spells and can command no Elementals, although standard Rune magic is generally available to them.

### Important Cult Figures

<p><b>FEY CHU (The Priest of Chu Wu, Eldest Brothers)</b>          STR 13 CON 12 SIZ 10 INT 13 POW 19 DEX 21 CHA 14          Defense 55%          Two Rapiers (1D6+1) 100% SR 4/8 Parry (15) 95%          Self Bow (1D6+1) 75% SR 2          Dagger (1D6) 45% SR 6 Parry (20) 65%          Two-handed Spear (1D8+1) 45% SR 3 Parry (15) 40%          Skills: Lock Picking 110%; Trap Set/Disarm 100%;          Spot Trap 110%; Hide in Cover 95%; Move Silently 90%;          Evaluate Treasure 80%; Oratory 80%; Spot Hidden 90%          Spells: Bladesharp 3; Healing 4; Invisibility; Detect Traps, Silence          Rune Spells: Spell Teaching; Divination Shield 4; Shield 2;          Concealment; Extension 3; Divine Intervention 8; Divination 5          Languages: Tabor 80%; Ishite Common 80%; Ping-Pu 65%          Allied Spirit: Night Wing (in large dark Hawk): INT 12 POW 19          Spells: Healing 6; Detection Blank; Invisibility; Disruption;          Dispell Magic 1; Rune Spells: Reflection 2; Multispell 2          Defense 65%</p>	<p>1-4 Right Leg 2/5          5-8 Left Leg 2/5          9-11 Abdomen 3/5          12 Chest 3/6          13-15 Right Arm 2/4          16-18 Left Arm 2/4          19-20 Head 3/5          Total Hit Points. . . . .13</p>
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<p><b>SHIH CARAS (Ch'en Ta Priest, Second Brother)</b>          STR 13 CON 15 SIZ 11 INT 12 POW 20 DEX 19 CHA 16          Defense 25%          Self Bow (1D6+1) 120% SR 2 Parry (15) 95%          Two-handed Spear (1D10) 90% SR 2 Parry (15) 95%          Dagger (1D6) 75% SR 6 Parry (20)          Skills: Pick Pockets 95%; Hide in Cover 90%; Spot Trap 100%;          Taste Analysis 100%; Brew Potency 16 blade venom; Move Silently 90%;          Spot Hidden Item 95%; Lock Picking 85%; Oratory 75%; Climbing 85%;          Spells: Multimissile 3; Speedart 2; Invisibility;          Bladesharp 2; Dispell Magic 2          Rune Spells: Divination Block 4; Spell Teaching; Multispell 4;          Divine Intervention 5; Divination 2; Concealment; Shield 1          Languages: Tabor 75%; Ishite 90%; Ch'ing 45%          Allied Spirit: Feng (has been placed in the body of a Crow): INT 16          POW 23 Spells: Invisibility; Healing 6; Xenohelaing 3; Protection 4;          Rune Spells: Divine Intervention 4; Shield 4; Multispell 2; Defense 55%</p>	<p>1-4 Right Leg 2/6          5-8 Left Leg 2/6          9-11 Abdomen 2/6          12 Chest 2/7          13-15 Right Arm 1/5          16-18 Left Arm 1/5          19-20 Head 2/6          Total Hit Points. . . . .16</p>
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KI MARC (Priest of Yang Ch'un, Youngest Brother)  
STR 16 CON 16 SIZ 17 INT 14 POW 19 DEX 21 CHA 10

Defense 25%

One-handed Bastard Sword (1D10+1+1D6) 100% SR 3 Parry (20) 90%

Medium Shield Parry 95%

Dagger (1D4+2+1D6) 100% SR 5 Parry (12) 80%

Skills: Climbing 100%; Spot Hidden 100%; Pick Pockets 80%;

Listening 90%; Jumping 95%; Camouflage 90%;

Move Quietly 85%; Lock Picking 95%

Spells: Invisibility; Detect Traps, Silence;

Disruption; Dispell Magic 3; Bladesharp 3; Dullblade 2

Rune Spells: Detection Blank 4; Shield 4;

Concealment; Dismiss Small Elemental

(His sword has a Binding Matrix on the Hilt)

Allied Spirit: Dark Flight (is in Bat familiar): INT 12

POW 17 Spells: Dispell Magic 4; Healing 6;

Protection 1; Befuddle; Defense 70%

1-4	Right Leg	4/7
5-8	Left Leg	4/7
9-11	Abdomen	4/7
12	Chest	4/8
13-15	Right Arm	3/6
16-18	Left Arm	3/6
19-20	Head	4/7
Total Hit Points. . . . .		19



KEVIN SIEMBIEDA

TINDRO THE LIGHT FOOT (Second Priest of Chu Wu)  
STR 9 CON 14 SIZ 11 DINT 13 POW 18 DEX 20 CHA 13

Defense 35%

Rapier and Main Gauch (1D6+1/1D6) 85% SR 4/6 Parry (20) 95%

Short Bow (1D6+1) 85% SR 2

Skills: Oratory 95%; Evaluate Treasure 85%; Pick Pockets 95%;

Spot Hidden 90%; Hide in Cover 90%; Climbing 90%;

Move Quietly 80%; Lock Picking 80%; Spot Trap 85%

Spells: Invisibility; Silence; Repair; Bladesharp 2;

Detect Gold; Mindspeech 1; Healing 3

Rune Spells: Divination Shield 2; Shield 2;

Divination 2; Spell Teaching; Concealment

Languages: Tabor 90%; Ancient Mortec Kuo 65%

Special Items: 9 point Healing Focusing Crystal;

Rapier is a Bladesharp 2 matrix

Allied Spirit: Silent Shadow (in Cat familiar): INT 11 POW 19

Spells: Mobility; Multimissile 3; Binding Healing 3; Ignite;

Glamour; Xenohealing 1. Rune Spells: Multispell 2; Divine

Intervention 3; Concealment

Tindro is the Priest that adventurers or other non-members are most likely to see if they ask for someone in authority. He will also train people in any of the skills he has.

1-4	Right Leg	2/5
5-8	Left Leg	2/5
9-11	Abdomen	2/5
12	Chest	2/6
13-15	Right Arm	2/4
16-18	Left Leg	2/4
19-20	Head	1/5
Total Hit Points. . . . .		15



Many lesser Thieves visit the temple on an often but irregular basis. All Thieves operating in the city of Tabor and the immediately surrounding area belong to this cult. Many of the thieves and bandits in the surrounding countryside however, have no ties to this group. It is not uncommon for rival groups of thieves outside the city area to have more violent encounters with each other than with law enforcement officials.

When a thief becomes an Initiate of this cult, he becomes a member of one of the three orders within the cult, one for each of the three heros. Which of the three orders he is permitted to join is determined by the Priests by Divination and the applicant does not have any choice. The order to which the Initiate or Priest belongs to has no impact on the functioning of the thief, the only effect is that a Priest of Chu Wu is always number one in the temple and the High Priest of Ch'en Ta is always second with Yang Ch'un's highest ranking Priest third. No hard rules for which order a member will be admitted to have ever been determined. It has been noticed however, that the best Fighters generally become Yang Ch'un while those that will be the best leaders are chosen by Chu Wu.

17) The Green Grifinn - This standard rather unassuming Inn is a good place to get inexpensive lodging and it is frequented by robbers and rowdy's. It is a fine place to gather tales as well.

When entering this Inn, there is a 40% chance of encountering a group of 2 - 4 "soldiers" in official Military uniforms of the City Guard asking all those who enter to check their weapons as there has been "too much rowdiness in the Inn of late". Any who check their weapons with these guards will be given a "receipt", but they will not get their weapons when they leave as the men posing as guards are really thieves and have already split with the loot.

The Innkeeper is a one time Adventuress, or Royal Temptress depending on whose stories you believe and which direction the wind is blowing. In any event, she runs a rather wild Inn where information, salvation, human lives and humane actions are bought and sold.

#### SILSHA

STR 12 CON 12 SIZ 10 INT 11 POW 7 DEX 17 CHA 16

Defense 20%

Bottle (1D4+1) SR 7 Parry (2) 45%

Heavy Cestus (1D3+2) SR 7 40%

Hatchet (1D6+1) 50% SR 7 Parry (15) 35%

Axe Thrown (1D6) 45% SR 4

Skills: Evaluate Treasure 65%; Hide in Cover 65%

Spells: Befuddle; Healing 2; Multimissile 3

Languages: Tabor 60%; Ishite Common 55%; Dark Tongue 30%

1-4	Right Leg	0/4
5-8	Left Leg	0/4
9-11	Abdomen	0/4
12	Chest	1/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/3
Total Hit Points. . . . .		12

Her chief Bouncer is Ba'ret the Brilliant.

#### BA'RET THE BRILLIANT

STR 17 CON 18 SIZ 19 INT 5 POW 10 DEX 11 CHA 14

Heavy Cestus (1D3+2+1D6) 85% SR 8

Two-handed Maul (2D8+1D6) 75% SR 5 Parry (15) 65%

Skills: Map Making 20% (studied for years); Listening 35%

Spells: Bludgeon 2; Ironhand 2

Languages: Tabor 65%; Ishite Common 25%

1-4	Right Leg	3/7
5-8	Left Leg	3/7
9-11	Abdomen	4/7
12	Chest	4/8
13-15	Right Arm	3/6
16-18	Left Arm	3/6
19-20	Head	5/7
Total Hit Points. . . . .		20

Others commonly in the Inn are a Cook, Serving Girls, generally a couple of Thieves working the joint, and local as well as visiting loiterers.



## Current Rumors

A cousin of the Earl of Shattered Rock named Rogar (also known as the Rider), has been appointed to the position Hsaio Nan of Fireoak for slaying a Giant with one blow.

A Rune Lord of Zorak Zoran is said to be slaying many who venture North of the City.

An Armorer long famed for his mediocre workmanship and evil disposition is now said to be extremely wealthy and living in the coastal community of Che Tai.

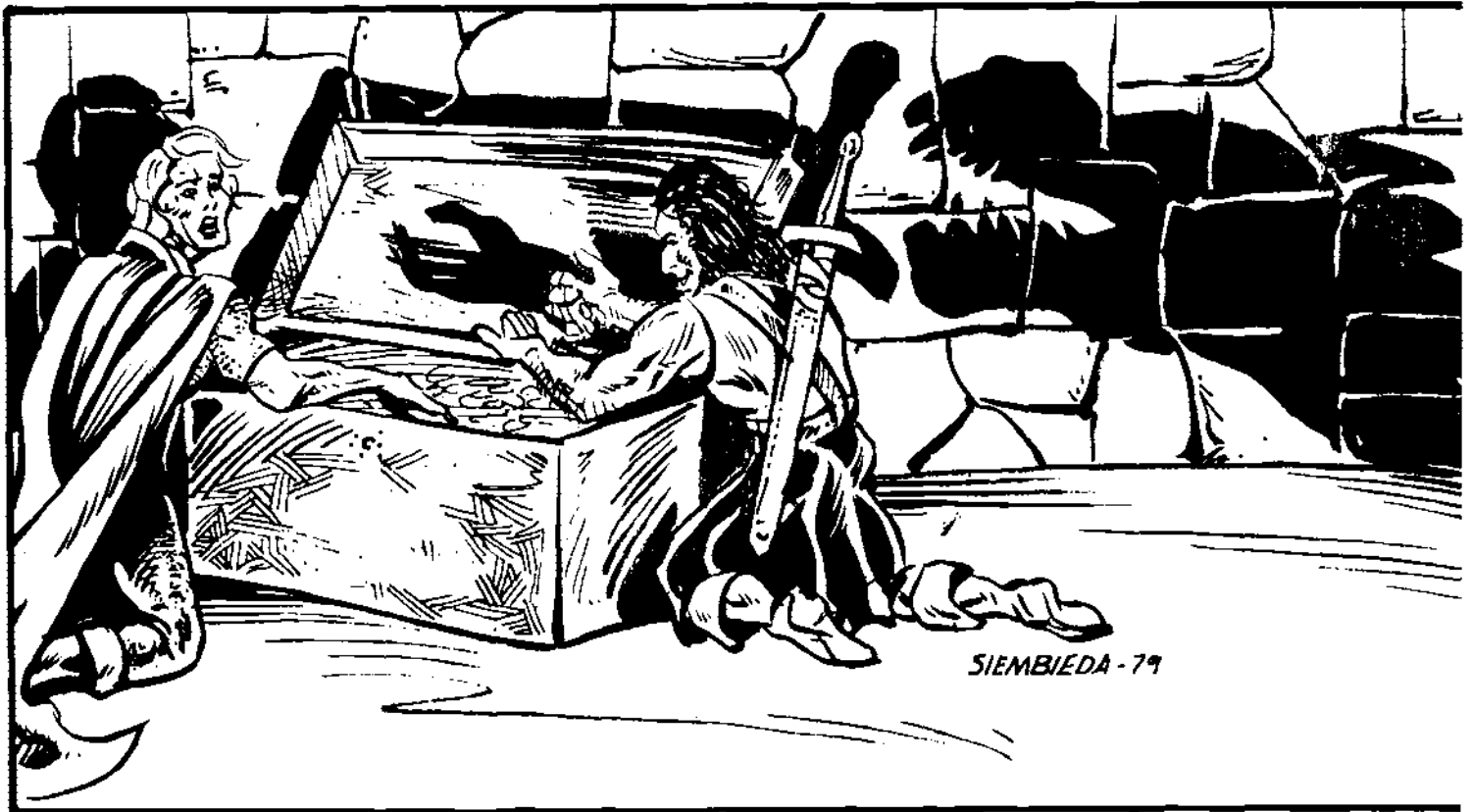
Posted about the Inn are advertisements for the Military (regular) Recruiters, and the i-ho Tuan, apparently another Inn (No. 29). Also poster advertising rewards for the apprehension or slaying of various notorious criminals or personal vendettas are listed. It is not uncommon in this establishment to be accosted by a Recruiter for the Mercenaries. Experienced Fighters are sometimes offered bonuses for short term enlistments.

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18) Armor - This Armor Works is the place of business and home of two Master Armorers who currently share this forge. They are joined in their labors by from 7 - 12 Apprentices of varying specialties and skills. This establishment must produce a large portion of the arms used by the military so they are generally extremely busy.

**MORICTA THE MACE**

STR 14 CON 12 SIZ 15 INT 16 POW 8 DEX 18 CHA 9  
 Defense 20%  
 Great Hammer (1D12+2+1D4) 65% SR 4 Parry (15) 55%  
 War Hammer (1D6+2+1D4) 80% SR 6 Parry (20) 80%  
 Large Shield (16) 95%  
 Skills: Armor Making 105%; Shield Making 125%;  
 Weapon Making 95%; Trap Set/Disarm 90%; Swimming 75%  
 Spells: Repair; Bludgeon 2; Protection 3  
 Languages: Tabor 80%; Ishite Common 65%; Dark Tongue 45%  
 Special Item: 13 point Power Yielding Crystal

1-4	Right Leg	3/5
5-8	Left Leg	3/5
9-11	Abdomen	4/5
12	Chest	5/6
13-15	Right Arm	1/4
16-18	Left Leg	1/4
19-20	Head	3/5
Total Hit Points. . . . .		13

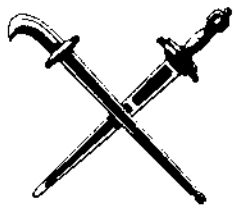
**SHERTEC (MOSTALI)**

STR 22 CON 15 SIZ 7 INT 16 POW 14 DEX 16 CHA 10  
 Defense 15%  
 Two Shot Arbalest (3D6+1) 90% SR 3  
 Great Axe (2D6+2+1D4) 85% SR 5 Parry (15) 80%  
 War Pick (1D6+2+1D4) 90% SR 6 Parry (20) 90%  
 Medium Shield (12) 80%  
 Skills: Armor Making 100%; Shield Making 90%;  
 Weapon Making 130%; Trap Set/Disarm 65%;  
 Spot Trap 75%; Evaluate Treasure 90%; Listen 85%  
 Spells: Protection 4; Shimmer 2; Multimissile 3;  
 Bladesharp 2; Repair; Disruption  
 Languages: Mostali 85%; Tabor 75%; Ishite Common 60%  
 Special Items: Multimissile 4 matrix on Arbalest;  
 10 point Power Yielding Crystal

1-4	Right Leg	4/5
5-8	Left Leg	4/5
9-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	5/5
Total Hit Points. . . . .		14

Both Master Armorers are Initiates of the Lei Kung Cult, and Moricta also frequents the Shrine of Shang Ti. These two enjoy the special position of honor they hold among the Initiates due to their exceptional and holy skills.

Reward Poster 1000 Taels (Lunars) for the head of anyone selling armor to the Broos.



**YELLOW NARAS**

STR 12 CON 10 SIZ 13 INT 15 POW 11 DEX 7 CHA 10

Defense 10%

Short Sword (1D6+1+1D4) 40% SR 9 Parry (20) 35%

Two-handed Short Spear (1D8+1+1D4) 35% SR 8 Parry (15) 30%

Skills: Tanning 95%; Leather Working 90%;

Move Quietly 55%; Evaluate Treasure 35%

Spells: Protection 2; Bladesharp 1; Healing 1; Repair

Languages: Tabor 65%; Ishite Common 80%

1-4	Right Leg	1/4
5-8	Left Leg	1/4
9-11	Abdomen	2/4
12	Chest	2/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	1/4
Total Hit Points. . . . .		11

Naras is assisted by two Apprentices who work in the back and a Cobbler who works up front.

**NORDI THE COBBLER**

STR 12 CON 9 SIZ 12 INT 9 POW 10 DEX 13 CHA 11

Defense 5%

Hammer (1D4+1) 35% SR 8 Parry (12) 40%

Heavy Knife (1D4+2) 30% SR 8 Parry (10) 10%

Skills: Boot Making 95%; Shoe Making 90%;

General Leather Working 80%

Spells: Repair; Glue 3

Languages: Tabor 75%; Mortec Kuo 80%

1-4	Right Leg	0/3
5-8	Left Leg	0/3
9-11	Abdomen	1/3
12	Chest	1/4
13-15	Right Arm	0/2
16-18	Left Arm	0/2
19-20	Head	0/3
Total Hit Points. . . . .		9

20) Imal's Inn - Beyond a doubt, the nicest of the City's Inns, in spite of the fact that its expense is not excessive. Much information can be garnered on the surrounding country and the government of the area in this establishment. The owner of this Inn is rumored to be a retired adventurer although he does not particularly look the part.

**IMAL THE IMPALER**

STR 16 CON 12 SIZ 13 INT 16 POW 16 DEX 12 CHA 15

Defense 5%

Two-handed Spear (1D10+1+1D4) 80% SR 5 Parry (15) 65%

Composite Bow (1D10) 65% SR 5

Two-handed Maul (2D8+1D4) 45% SR 6 Parry (15) 40%

Skills: Climbing 65%; Camouflage 60% Hide in Cover 60%;

Move Silently 60%; Tracking 60%; Spot Trap 55%;

Trap Set/Disarm 55%; Spot Hidden Item 55%

Spells: Disruption; Bludgeon 2; Bladesharp 3; Multimissile 2

Languages: Ishite Common 85%, Read and Write 25%; Tabor 85%

1-4	Right Leg	4/5
5-8	Left Leg	4/5
9-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	4/5
Total Hit Points. . . . .		13



**BLIGHT ROCK (Barkeep)**  
 STR 16 CON 13 SIZ 10 INT 9 POW 10 DEX 9 CHA 14  
 Fist (1D3+1D4) 55% SR 9  
 Bottle (2D4+1) 45% SR 9  
 Light Mace (1D6+2+1D4) 35% SR 8 Parry (15) 30%  
 Skills: Spot Hidden 75%; Oratory 55%  
 Spells: Healing 2; Protection 2  
 Languages: Tabor 80%; Ishite Common 80%

1-4	Right Leg	0/5
5-8	Left Leg	0/5
9-11	Abdomen	1/5
12	Chest	1/6
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5
Total Hit Points. . . . .		13

**BELIA THE BEAUTIFUL BOUNCER**  
 STR 18 CON 17 SIZ 9 INT 9 POW 11 DEX 11 CHA 16  
 Heavy Cestus (1D3+2+1D4) 75% SR 9  
 Grapple 65% (but no one minds)  
 Rapier and Main Gauche (1D6+1+1D4/1D6+1D4) 55% SR 8/10  
 Parry (20) 60%  
 Skills: Move Quietly 50%; Hide in Cover 70%  
 Spells: Ironhand 4; Healing 2; Protection 3  
 Languages: Tabor 85%; Ishite Common 75%  
 Attractive Belia is a genius of the Aimed Blow

1-4	Right Leg	0/6
5-8	Left Leg	0/6
9-11	Abdomen	0/6
12	Chest	0/7
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6
Total Hit Points. . . . .		17

As mentioned earlier, information on the Military and Royal family may sometimes be gained here. At present one of the main topics of discussion is the question of conscription for the Military, the number of troops needed to hold all of the Duchy's enemies at bay is growing.

Rumors of growing influence of Zorak Zoran among the nearby Trolls traditionally dominated by Kyger Litor worries some. But, the presence in the area of Shattered Mount of a number of Giants in the 4 - 7 meter range that have been raiding the lands of Tabor in increasing number and frequency has many normally level-headed people terrified. "Some new evil is afoot in the northern Mountains of Lei Shen."

21) Tailor - This shop bears the sign of the Clothing Maker and available here is a wide variety of clothing worn by the common to middle class townsman or businessman. Finer clothing is often purchased here on special order by the wealthy.

The Tailor has instilled in his workers a fanatical devotion to rapid, rampant clothing production. Visitors have a 5% per turn cumulative chance while in the shop of being sewn to something.

**STIRTA THE STINGY (Stringy)**  
 STR 8 CON 6 SIZ 12 INT 13 POW 7 DEX 20 CHA 12  
 Defense 15%  
 Needle (1D3) 65% SR 3 Parry (you've got to be kidding)  
 Strita's principal attack form is to run away screaming for help  
 Skills: Clothing Making 95%; Hide Item 110%  
 Spells: Mobility; Repair; Shimmer 3; Detect Enemies  
 Strita has considerable savings hidden in his shop in various out of the way places, he is very good at hiding these things and would never trust anyone else to keep his money safe.

1-4	Right Leg	0/2
5-8	Left Leg	0/2
9-11	Abdomen	0/2
12	Chest	0/4
13-15	Right Arm	0/1
16-18	Left Arm	0/1
19-20	Head	0/2
Total Hit Points. . . . .		6

The chief defense that will be made of this palce is by a large, loyal and not too smart Tailor's Assistant.

**LEI VIEST RAUS**

STR 18 CON 18 SIZ 17 INT 4 POW 5 DEX 14 CHA 6  
Quarterstaff (1D8+1D6) 55% SR 3 Parry (15) 25%  
Maul (2D8+1D6) 55% SR 4 Parry (15) 25%  
Skills: Clothing Making 75%  
Spells: Counter Magic 2  
Languages: Speak Tabor 65%; Understands Ishite insults  
through continual exposure.

1-4	Right Leg	2/7
5-8	Left Leg	2/7
9-11	Abdomen	3/7
12	Chest	3/8
13-15	Right Arm	2/6
16-18	Left Arm	2/6
19-20	Head	3/7
Total Hit Points. . . . .		20

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Viest Raus is a close friend of the militia man, Torc, and they will sometimes spend minutes im-  
meresed in "conversation". He is sometimes stunned by complicated questions like "Is this the Tailor's  
Shop?"

While his name might seem to imply a relation to the ruling family, it is really just misspelled.

All other shop workers will generally flee any type of trouble.

Clothing prices are not too unreasonable although several of the Assistant Tailors have a tendency to  
sew little extras like little fringes, tassles, pom poms, huge monogramed buttons and other artistic expres-  
sions in inconvienient places in various garments.

22) Fillipe's Fine Inn

**FILLIPE**

STR 10 CON 11 SIZ 9 INT 12 POW 14 DEX 14 CHA 13  
Dagger (1D4+2) SR 9 35% Parry (20) 65%  
Light Crossbow (2D4+2) 45% SR 5  
Skills: Bargaining 75%; Hide in Cover 85%;  
Spot Hidden 65%; Pick Pocket 60%;  
Lock Picking 85%; Oratory 80%  
Spells: Invisibility; Detect Gold; Detect Silver  
Languages: Tabor 85%, Read and Write 65%;  
Ishite Common 90%, Read and Write 60%

1-4	Right Leg	1/4
5-8	Left Leg	1/4
9-11	Abdomen	1/4
12	Chest	1/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	1/4
Total Hit Points. . . . .		11

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This Inn greets the newcomer as he first enters town. An attractive place, spotless, but not preten-  
tious. A sign on the door proclaims: "First Drink Free". What it doesn't tell you is that it is water and the  
owner usually tries to charge rent on the glass. Upon entering, the traveller is asked by an attractive lady  
behind a window to please check their cloaks and weapons. When leaving the Inn, customers are asked to  
pay 2 Clacks per item checked as a fee for the service. Prices for room and board appear reasonable. But,  
the customer will find that he is always either too late or too early for his meals and the owner charges  
extra for such things as a bed, blankets, toothpicks, straw mattress, windows, shutters, a lock for the door  
and even for the door itself.

Fillipe is assisted by a number of people and things. His Cook is extremely good at making sure that  
customers who are on time for dinner once will never do it again.



**SLABROCK (Trollkin)**  
 STR 12 CON 17 SIZ 8 INT 8 POW 5 DEX 15 CHA 7  
 Cleaver (1D6) 55% SR 8 Parry (10) 35%  
 One-handed Spear (1D8+1) 35% SR 5 Parry (15) 30%  
 Medium Shield (12) 45%  
 Skills: Hide in Cover 65%; Pick Pocket 55%; Cooking 15%  
 Spells: Invisibility  
 Languages: Ishite Common 45%; Dark Tongue 85%

1-4	Right Leg	1/6
5-8	Left Leg	1/6
9-11	Abdomen	1/6
12	Chest	1/7
13-15	Right Arm	1/5
16-18	Left Arm	1/5
19-20	Head	1/6
Total Hit Points. . . . .		17

Slabrock's one great ability is that he can slice meat thin enough to see through it. But, since he prepares it so badly and the quality is so poor, few people ever complain that they didn't get enough.

**BOUNCER 1**  
 STR 15 CON 13 SIZ 17 INT 8 POW 16 DEX 12 CHA 6  
 Maul (2D8+1D4) 65% SR 5 Parry (15) 35%  
 Heavy Cestus (1D3+2+1D4) 75% SR 8  
 Skills: Hide in Cover 45%; Move Silently 40%  
 Spells: Ironhand 2; Bludgeon 3; Invisibility

1-4	Right Leg	4/5
5-8	Left Leg	4/5
9-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	5/5
Total Hit Points. . . . .		15

**BOUNCER 2**  
 STR 17 CON 13 SIZ 17 INT 7 POW 10 DEX 13 CHA 11  
 Maul (2D8+1D6) 60% SR 4 Parry (15) 30%  
 Heavy Cestus (1D3+2+1D6) 75% SR 7  
 Skills: Hide in Cover 55%; Move Silently 40%  
 Spells: Invisibility; Ironhand 1; Protection 3

1-4	Right Leg	4/5
5-8	Left Leg	4/5
9-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	5/5
Total Hit Points. . . . .		15

The above Bouncers can be used as examples of the four to six big goons always on Fillipe's payroll. The type of business he runs, he often needs them.

Rumors: The I-ho Tuan has much cheaper rates for room and board and the food is better too.

The Brewery is looking for caravan guards.

The village of Che Tai is flourishing. Until recently, it was thought dying out.

Hsaio Nan Brosac the Black is having trouble, "maintaining the safety of the Public", from raids of all types in Nan Kri.

23) Blank Label Brewery - Growing out of a once not too respectable fake label operation and black market trade, this establishment still makes a wide range of lowest quality alcohol beverages.

The manager of the Brewery fancies himself a connoisseur of great wine but his sideline wine producing business turns out wine that tastes like grape flavored beer (in fact, his beer tastes like grape flavored beer). The Master Brewer:

<b>ICKENYU CHE</b>	1-4 Right Leg	0/4
STR 9 CON 12 SIZ 10 INT 17 POW 11 DEX 14 CHA 11	5-8 Left Leg	0/4
Broadsword (1D8+1) 40% SR 6 Parry (20) 40%	9-11 Abdomen	2/4
Two-handed Short Spear (1D8+1) 35% SR 5 Parry (15) 30%	12 Chest	2/5
Skills: Brewing 75%; Hide in Cover 50%; Taste Analysis 15%	13-15 Right Arm	0/3
Spells: Invisibility; Protection 4; Healing 6; Detect Enemies	16-18 Left Arm	0/3
Languages: Read and Write Tabor 85%; Read and Write Ch'eng 75%	19-20 Head	2/4
	Total Hit Points. . . . .	12

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Che is always looking for guards to take his caravans to outlying Inns. He doesn't pay well enough to hire regular Mercenaries so he pretty much takes his chances on the quality of anyone he can get. If he goes along with the caravan, he will always take his body guard and will always disappear at the first sign of any serious trouble. His body guard is a Tusk Rider who lives in a small shack outside the city. His name is Fortrec.

<b>FORTREC</b>	1-4 Right Leg	4/5
STR 16 CON 15 SIZ 9 INT 12 POW 15 DEX 10 CHA 6	5-8 Left Leg	4/5
Two-handed Spear as Lance (1D10+1+Tusker) 65% SR 5 Parry (15) 35%	9-11 Abdomen	5/5
Two-handed Long Spear (1D10+1+1D4) 55% SR 5 Parry (15) 45%	12 Chest	5/6
Great Axe (2D6+2+1D4) 55% SR 7 Parry (15) 45%	13-15 Right Arm	4/4
Skills: Riding 95%; Tracking 75%; Spot Hidden 65%	16-18 Left Arm	4/4
Spells: Invisibility; Healing 2; Demoralize, Bladesharp 4; Protection 2	19-20 Head	5/5
Languages: Speak Tabor 85%; Speak Dark Tongue 70%	Total Hit Points. . . . .	15

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Fortrec actually thinks Che's beer, ale, and wine is good and will sometimes even fight to protect it. He will always fight for Che.

<b>SWEETUMS (his Tusker)</b>	1-2 Ring Hind Leg	4/7
STR 26 CON 17 SIZ 29 POW 15 DEX 4	3-4 Left Hind Leg	4/7
Gore (2D6+2D6) 60% SR 9	5-7 Hindquarters	4/9
Trample (4D6) 75% SR 9 to down foe	8-10 Forequarters	4/9
	11-13 Right Fore Leg	4/7
	14-16 Left Fore Leg	4/7
	17-20 Head	4/8
	Total Hit Points. . . . .	22

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24) The Broo-Inn - Asher Broobasher (proprietor), A rustic Inn, the walls are lined with trophy heads of deer and goats, which Asher claims to be the heads of Broo he has slain on his many adventures. This is a lie as the heads, while almost indistinguishable from Broo heads, are acutally real deer and goat heads. Asher's stories are generally believed or at least tolerated in town and he talks a very convincing line as he has heard a great deal about traditional Broo habits and tactics.

Asher sells Broo heads to anyone interested for only 5 Lunars (guarenteed sanitized). Specialties of the house include Goat Stew and Venison Steaks, 2 and 4 Clacks respectively. Asher will rent fine, generally secure, rooms for 1 Lunar; warm deerskin blankets can be rented for 1 Clack; and goatskin gloves may be purchased for only 5 Clacks.

**ASHER BROOBASHER**

STR 9 CON 9 SIZ 10 INT 10 POW 9 DEX 12 CHA 15  
 Broadsword (1D8+1) 20% SR 7 Parry (20) 20%  
 Short Bow (1D6+1) 65% SR 5 Parry (6) 25%  
 Medium Shield (12) 25%  
 Skills: Oratory 90%; Spot Hidden 35%; Listening 55%;  
 Move Silently 70%; Hide in Cover 85%; Brewing 90%  
 Spells: Healing 2; Padding 2; Counter Magic 1  
 Languages: Tabor 85%; Ishite Common 75%; Dark Tongue 55%

1-4	Right Leg	0/3
5-8	Left Leg	0/3
9-11	Abdomen	1/3
12	Chest	1/4
13-15	Right Arm	0/2
16-18	Left Arm	0/2
19-20	Head	1/3
Total Hit Points. . . . .		9

Asher will always decline joining any expedition unless an outrageous amount of money is offered. At the first sign of combat, he will attempt to disappear (if a real Broo appears, he will flee).

Asher is a well-respected member of the community and stories of his cowardice will not be believed. He is especially popular with some of the area's goat farmers.

The only redeeming values this inn has are the quality of the waitresses and the fact the Che is not Asher's only source of beer.

Rumor: About the only place outside the city where you can be sure not to meet Broos is to the Northeast. Zorak Zoran worshippers are much too common up there. In fact they have just about sealed access to Dark Pass as Tabor is considered far too friendly with Mostali.

25) Charone's Supper Spot - This diner is far more expensive than the other Inns of the city. Charone's is strictly a dining spot and an elegant one at that. Lit by extravagantly crafted glass lamps, richly hung with relaxing and inviting tapestries, Charone's is a meeting place for the elite. It is not impossible to spend a Wheel on a fine dinner. Poorer customers are eliminated in advance by the head-waiters failing to seat anyone who does not tip him at least a Tael (Lunar).

The greatest advantage of this establishment to the adventurer, aside from the fine food, is the tendency for the wealthy, and sometimes the powerful members of the community to eat here.

Difficulties will be dealt with by the Waiters Assistant, Lorsei. He generally makes his living as the Court Wrestler.

**LORSEI THE LIMB RENDER**

STR 19 CON 17 SIZ 20 INT 14 POW 10 DEX 21 CHA 9  
 Defense 80%  
 Grapple (special) 130% SR 5  
 Fist (1D3+1D6) 95% SR 5  
 Kick (2D6) 90% SR 5  
 Maul (2D8+1D6) 85% SR 2 Parry (15) 85%  
 Spells: Ironhand 3; Shimmer 3; Healing 3; Padding 2  
 For this valuable service, Lorsei receives his huge meals free.

1-4	Right Leg	0/7
5-8	Left Leg	0/7
9-11	Abdomen	0/7
12	Chest	0/8
13-15	Right Arm	0/6
16-18	Left Arm	0/6
19-20	Head	0/7
Total Hit Points. . . . .		19

**HORSE 1**

STR 34 CON 14 SIZ 31 INT 6 POW 11 DEX 16

Damage Bonus +3D6

Kick (1D8) 35% SR 5

Bite (1D10) 30% SR 5

Rear and Plunge (2D10+3D6) 35% SR 5

Trample (3D6 to down foe) 85%

Skills: Responds to simple voice and whistle commands even in combat situations.

Armor Note: Lower leg blows have a chance of getting below the Barding so only 1 point Armor on: 01, 03, 11, and 14

1-2	Right Hind Leg	7/6
3-4	Left Hind Leg	7/6
5-7	Hindquarters	8/8
8-10	Forequarters	8/8
11-13	Right Fore Leg	7/6
14-16	Left Fore Leg	7/6
17-20	Head	5/7
Total Hit Points. . . . .		19

**MERCENARY 2 HORSE MERCENARY**

STR 11 CON 13 SIZ 15 INT 10 POW 11 DEX 15 CHA 6

Defense 5%

Lance (1D10+1+Horse) 80% SR 4 Parry (15) 70%

Broadsword (1D8+1+1D4) 50% SR 6 Parry (20) 45%

Medium Shield (12) 65%

Skills: Riding 80%; Camouflage 65%

Spells: Padding; Healing 3; Counter Magic 2; Bladesharp 1

Languages: Tabor 85%; Ishite Common 70%

1-4	Right Leg	5/5
5-8	Left Leg	5/5
9-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	5/5
Total Hit Points. . . . .		14

Horse: Basic attack Warhorses with padded Leather Barding may be used for all Horse Mercenaries listed, each will have a 3D6 damage bonus. This is also the damage bonus used in the Lance charge.

**MERCENARY 3 HORSE MERCENARY**

STR 15 CON 15 SIZ 17 INT 9 POW 8 DEX 14 CHA 7

Lance (1D10+1+Horse) 65% SR 3 Parry (15) 35%

Heavy Mace (1D8+2+1D4) 50% SR 6 Parry (20) 45%

Medium Shield (12) 70%

Skills: Riding 70%; Jumping 55%

Spells: Counter Magic 1; Bladesharp 3; Bludgeon 2

1-4	Right Leg	5/6
5-8	Left Leg	5/6
9-11	Abdomen	5/6
12	Chest	5/7
13-15	Right Arm	5/5
16-18	Left Arm	5/5
19-20	Head	5/6
Total Hit Points. . . . .		17



**MERCENARY 4**  
 STR 14 CON 11 SIZ 9 INT 12 POW 10 DEX 13 CHA 14  
 Defense 5%  
 Lance (1D10+1+Horse) 45% SR 4 Parry (15) 25%  
 Broadsword (1D8+2) 55% SR 6 Parry (20) 30%  
 Medium Shield (12) 60%  
 Skills: Riding 75%  
 Spells: Bludgeon 4; Bladesharp 4

1-4 Right Leg 4/4  
 5-8 Left Leg 4/4  
 9-11 Abdomen 5/4  
 12 Chest 5/5  
 13-15 Right Arm 4/3  
 16-18 Left Arm 4/3  
 19-20 Head 4/4  
 Total Hit Points. . . . . 11

**MERCENARY 5 FOOT MERCENARY OFFICER**  
 STR 14 CON 17 SIZ 15 INT 15 POW 16 DEX 14 CHA 16  
 Defense 15%  
 Two-handed Long Spear (1D10+1+1D4) 85% SR 3 Parry (15) 65%  
 One-handed Long Spear (1D8+1+1D4) 75% SR 4 Parry (15) 45%  
 Large Shield (16) 80%  
 Short Sword (1D6+1+1D4) 65% SR 6 Parry (20) 60%  
 Skills: Map Making 45%; Evaluate Treasure 40%; Spot Hidden Item 65%;  
 Spot Trap 75%; Hide in Cover 60%; Move Silently 55%  
 Spells: Demoralize, Dispell Magic 3; Bladesharp 4; Healing 6; Dullblade 1

1-4 Right Leg 6/6  
 5-8 Left Leg 6/6  
 9-11 Abdomen 6/6  
 12 Chest 7/7  
 13-15 Right Arm 6/5  
 16-18 Left Arm 6/5  
 19-20 Head 6/6  
 Total Hit Points. . . . . 18

**MERCENARY 6 FOOT MERCENARY**  
 STR 19 CON 17 SIZ 15 INT 8 POW 14 DEX 15 CHA 11  
 Two-handed Spear (1D10+1+1D6) 45% SR 3 Parry (15) 45%  
 One-handed Long Spear (1D8+1+1D6) 50% SR 4 Parry (15) 45%  
 Large Shield (16) 60%  
 Maul (2D8+1D6) 65% SR 4 Parry (15) 55%  
 Skills: Listening 65%; Swimming 90%  
 Spells: Bludgeon 4; Counter Magic 1; Protection 2

1-4 Right Leg 4/6  
 5-8 Left Leg 4/6  
 9-11 Abdomen 5/6  
 12 Chest 6/7  
 13-15 Right Arm 4/5  
 16-18 Left Arm 4/5  
 19-20 Head 5/5  
 Total Hit Points. . . . . 18

**MERCENARY 7 FOOT MERCENARY (SCOTTY)**  
 STR 13 CON 15 SIZ 15 INT 12 POW 6 DEX 17 CHA 14  
 Two-handed Long Spear (1D10+1+1D4) 45% SR 2 Parry (15) 40%  
 One-handed Long Spear (1D8+1+1D4) 40% SR 3 Parry (15) 35%  
 Large Shield (16) 60%  
 Short Sword (1D6+1+1D4) 55% SR 5 Parry (20) 40%  
 Skills: Hide in Cover 55%; Spot Trap 45%; Jumping 50%  
 Spells: Healing 2; Protection 2

1-4 Right Leg 4/6  
 5-8 Left Leg 4/6  
 9-11 Abdomen 4/6  
 12 Chest 6/7  
 13-15 Right Arm 4/5  
 16-18 Left Arm 4/5  
 19-20 Head 5/6  
 Total Hit Points. . . . . 16

**MERCENARY 8 FOOT MERCENARY**  
 STR 12 CON 10 SIZ 14 INT 8 POW 11 DEX 15 CHA 9  
 Defense 5%  
 Two-handed Long Spear (1D10+1+1D4) 50% SR 4 Parry (15) 40%  
 One-handed Long Spear (1D8+1+1D4) 30% SR 5 Parry (15) 30%  
 Large Shield (16) 35%  
 Broadsword (1D8+1+1D4) 45% SR 6 Parry (20) 40%  
 Skills: Tracking 65%; Map Making 80%  
 Spells: Bladesharp 1; Protection 2; Healing 1

1-4	Right Leg	4/4
5-8	Left Leg	4/4
9-11	Abdomen	5/4
12	Chest	5/5
13-15	Right Arm	4/3
16-18	Left Arm	4/3
19-20	Head	4/4
Total Hit Points. . . . .		11

**MERCENARY 9 FOOT MERCENARY**  
 STR 13 CON 9 SIZ 11 INT 11 POW 17 DEX 10 CHA 9  
 Defense 5%  
 Two-handed Long Spear (1D10+1) 35% SR 5 Parry (15) 45%  
 One-handed Long Spear (1D8+1) 30% SR 6 Parry (15) 25%  
 Large Shield (16) 45%  
 Short Sword (1D6+1) 40% SR 8 Parry (20) 35%  
 Skills: Tracking 35%; Evaluate Treasure 45%; Camouflage 55%  
 Spells: Protection 4; Healing 6  
 Languages: Read and Write Ishite Common 65%; Speak Tabor 85%

1-4	Right Leg	4/3
5-8	Left Leg	4/3
9-11	Abdomen	4/3
12	Chest	5/4
13-15	Right Arm	4/2
16-18	Left Arm	4/2
19-20	Head	4/3
Total Hit Points. . . . .		9

**MERCENARY 10 FOOT MERCENARY**  
 STR 15 CON 9 SIZ 11 INT 9 POW 13 DEX 13 CHA 6  
 Two-handed Long Spear (1D10+1+1D4) 40% SR 4 Parry (15) 45%  
 One-handed Long Spear (1D8+1+1D4) 30% SR 5 Parry (15) 20%  
 Large Shield (16) 45%  
 Short Sword (1D6+1+1D4) 65% SR 7 Parry (20) 55%  
 Skills: Spot Hidden 40%; Hide in Cover 55%  
 Spells: Bladesharp 2; Healing 2; Protection 2; Countermagic 1

1-4	Right Leg	4/3
5-8	Left Leg	4/3
9-11	Abdomen	5/3
12	Chest	5/4
13-15	Right Arm	4/2
16-18	Left Arm	4/2
19-20	Head	4/3
Total Hit Points. . . . .		9

**MERCENARY 11 SPECIAL FOOT MERCENARY**  
**(HULGOR THE HAMMER)**  
 STR 16 CON 15 SIZ 17 INT 12 POW 15 DEX 16 CHA 10  
 Great Hammer (1D12+2+1D6) 85% SR 3 Parry (15) 75%  
 Two-handed Morning Star (2D8+2+1D6) 75% SR 3 Parry (15) 70%  
 Skills: Tracking 80%; Climbing 65%; Spot Trap 60%  
 Spells: Bludgeon 4; Healing 3; Protection 4; Demoralize  
 Languages: Read and Write Tabor 70%; Read and Write Mortec Kuo 65%

1-4	Right Leg	6/6
5-8	Left Leg	6/6
9-11	Abdomen	7/6
12	Chest	7/7
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	6/6
Total Hit Points. . . . .		17





**MERCENARY 12 SPECIAL FOOT MERCENARY  
(ITERIS THE AXE)**

STR 17 CON 14 SIZ 14 INT 11 POW 11 DEX 14 CHA 11  
Great Axe (2D6+2+1D6) 80% SR 6 Parry (15) 85%  
Pole Axe (3D6+1D6) 70% SR 5 Parry (12) 60%  
Self Bow (1D6+1) 55% SR 4  
Skills: Tracking 65%; Climbing 65%;  
Move Silently 55%; Hide in Cover 65%  
Spells: Bladesharp 3; Healing 3; Protection 4  
Languages: Ishite Common 80%; Tabor 85%  
Special Items: 4 point Healing Focusing - 5 point Power Yielding Crystal

1-4	Right Leg	6/5
5-8	Left Leg	6/5
9-11	Abdomen	6/5
12	Chest	6/6
13-15	Right Arm	5/4
16-18	Left Arm	5/4
19-20	Head	5/5
Total Hit Points. . . . .		15

**MERCENARY 13 SPECIAL FOOT MERCENARY  
(AGA KAHN SEVERER OF SPINES)**

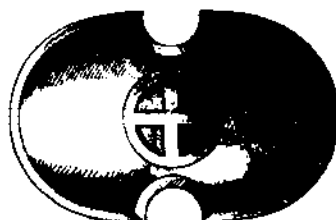
STR 17 CON 15 SIZ 17 INT 15 POW 12 DEX 17 CHA 12  
Defense 10%  
Pole Axe (3D6+1D6) 60% SR 3 Parry (12) 50%  
Two-handed Spear (1D10+1+1D6) 55% SR 2 Parry (15) 45%  
Battle Axe (1D8+2+1D6) 45% SR 4 Parry (15) 35%  
Self Bow (1D6+1) 60% SR 2  
Large Shield (16) 45%  
Skills: Hide in Cover 100%; Tracking 90%;  
Spot Hidden Item 75%; Listening 65%; Move Silently 70%  
Spells: Healing 2; Bladesharp 4; Counter Magic 2

1-4	Right Leg	6/6
5-8	Left Leg	6/6
9-11	Abdomen	6/6
12	Chest	6/7
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	5/6
Total Hit Points. . . . .		17

**MERCENARY 14 OFFICER MERCENARY ARCHERS**

STR 16 CON 18 SIZ 14 INT 13 POW 14 DEX 15 CHA 17  
Defense 10%  
Composite Bow (1D10) 95% SR 4  
Broadsword (1D8+1+1D4) 65% SR 6 Parry (20) 70%  
Dagger (1D4+2+1D4) 45% SR 8 Parry (12) 55%  
Skills: Bowyer 55%; Fletcher 90%; Spot Hidden 65%;  
Spot Trap 55%; Hide in Cover 95%  
Spells: Multimissile 4; Speedart 2; Healing 6; Demoralize  
Languages: Speak Tabor 85%; Read and Write Manne 75%  
Special Item: 5 point Power Yielding Crystal

1-4	Right Leg	5/7
5-8	Left Leg	5/7
9-11	Abdomen	6/7
12	Chest	6/8
13-15	Right Arm	3/6
16-18	Left Arm	3/6
19-20	Head	4/7
Total Hit Points. . . . .		19



**MERCENARY 15 ARCHER**  
 STR 16 CON 16 SIZ 16 INT 17 POW 16 DEX 19 CHA 14  
 Defense 20%  
 Composite Bow (1D10) 85% SR 1  
 Heavy Crossbow (2D6+2) 80% SR 1  
 Heavy Mace (1D8+2+1D4) 45% SR 4 Parry (20) 40%  
 Skills: Hide in Cover 75%; Move Silently 70%; Fletcher 60%  
 Spells: Healing 6; Multimissile 3; Protection 3; Invisibility  
 Languages: Ping-Pu 85%; Read and Write Manne 85%;  
 Speak Melra 55%; Speak Ishite Common 75%

1-4 Right Leg 4/6  
 5-8 Left Leg 4/6  
 9-11 Abdomen 4/6  
 12 Chest 4/7  
 13-15 Right Arm 2/5  
 16-18 Left Arm 2/5  
 19-20 Head 3/6  
 Total Hit Points. . . . . 17

**MERCENARY 16 ARCHER**  
 STR 14 CON 11 SIZ 8 INT 11 POW 16 DEX 14 CHA 11  
 Defense 5%  
 Composite Bow (1D10) 60% SR 4  
 Short Sword (1D6+1) 45% SR 7 Parry (20) 50%  
 Skills: Move Silently 55%; Hide in Cover 45%; Fletcher 70%  
 Spells: Multimissile 2; Speedart 2; Bladesharp 3;  
 Protection 3; Demoralize

1-4 Right Leg 2/4  
 5-8 Left Leg 2/4  
 9-11 Abdomen 3/4  
 12 Chest 3/5  
 13-15 Right Arm 2/3  
 16-18 Left Arm 2/3  
 19-20 Head 3/4  
 Total Hit Points. . . . . 10

**MERCENARY 17 ARCHER**  
 STR 16 CON 16 SIZ 17 INT 8 POW 11 DEX 15 CHA 8  
 Composite Bow (1D10) 60% SR 3  
 Heavy Mace (1D8+2+1D6) 45% SR 6 Parry (20) 30%  
 Skills: Fletcher 55%; Move Silently 45%; Hide in Cover 60%  
 Spells: Protection 2; Speedart 1; Multimissile 2; Healing 2

1-4 Right Leg 3/6  
 5-8 Left Leg 3/6  
 9-11 Abdomen 4/6  
 12 Chest 4/7  
 13-15 Right Arm 3/5  
 16-18 Left Arm 3/5  
 19-20 Head 3/6  
 Total Hit Points. . . . . 18

**MERCENARY 18 ARCHER**  
 STR 14 CON 17 SIZ 12 INT 9 POW 12 DEX 13 DHA 8  
 Defense 5%  
 Composite Bow (1D10) 60% SR 4  
 Broadsword (1D8+1+1D4) 50% SR 6 Parry (20) 50%  
 Skills: Fletcher 55%; Hide in Cover 65%; Spot Trap 55%  
 Spells: Speedart 2; Protection 2; Healing 2

1-4 Right Leg 2/6  
 5-8 Left Leg 2/6  
 9-11 Abdomen 4/6  
 12 Chest 4/7  
 13-15 Right Arm 2/5  
 16-18 Left Arm 2/5  
 19-20 Head 3/6  
 Total Hit Points. . . . . 17

The above Mercenaries are meant to be extremely experienced small groups; they are generally of higher ability levels than average. If less able troops are desired, the RuneQuest supplement Foes is a good group of pre-rolled inexperienced Fighters.

27) Flambeau's Flame-Inn - A rather nice inn, and food prices are extremely reasonable. The food is also exceptionally bland unless you order the "extra spicy" version the waitresses are always recommending. This extra spicy version is generally spicy enough to eat through the customers plate in a manner of minutes. Player's eating any of Flambeau's extra spicy entrees will suffer a temporary loss of 1D4 points of Constitution until thirst is relieved (a monumental task). This presents the customer with a problem, for while food prices are very reasonable, drink prices are incredibly high.

**FLAMBEAU "CHEF"**

STR 10 CON 9 SIZ 9 INT 11 POW 11 DEX 13 CHA 7  
 Breath (stuns 1D8 segments) 90% SR Random roll of 1D12  
 Kitchen Knife (1D4+1) 35% SR 8 Parry (6) 30%  
 Skills: Cooking 85%  
 Spells: Healing 3; Repair; Protection 2

1-4	Right Leg	0/7
5-8	Left Leg	0/7
9-11	Abdomen	0/7
12	Chest	0/8
13-15	Right Arm	0/6
16-18	Left Arm	0/6
19-20	Head	0/7
Total Hit Points. . . . .		19

Any complaints will bring Flambeau to sample the offending dish. After sampling it, he will just enquire "What is the problem with it?" He will then attempt to cure the problem by adding hot sause.

Flambeau runs a carry-out service out of the back of his Inn that is very popular among the Trolls. Food deliveries throughout the area are preceded by certain tell tale signs. First, an incredibly strong odor. Second, mothers are seen gathering small children off the streets with tears in their eyes. Third, a flame red chariot drawn by two wild looking horses fly by to the accompaniment of the howls of every dog in Lei Tabor.

Signs inside read "Delivery Boy Wanted", "Try our Special Extra Hot, Man Size Chilli".

Some rooms are available for rent at modest prices. In the Bar room which fortunately is somewhat separate from the dining area, an old man sits telling tales about history. He claims that the glory days of the Empire, the "Lei Huang", the Mountains of Lei Shen to the East were a great stronghold for the Cult of Tien Mu and several of her Great Temples and Shrines must still exist.

28) Blacksmith - Handling the production of most of the common metal items in the area, from raw materials sometimes all the way to the finished product, Gisarcry the Blacksmith holds one of the most respected positions in Tabor. He is assisted in his shop by initiates of the Lei Kung and Shang Ti Cults who are often assigned to work with a Smith for up to a year in order to become familiar with the science of making metal. Gisarcry is, in fact, himself a Rune Priest of the Lei Kung Cult.

**GISARCRY**

STR 16 CON 16 SIZ 13 INT 18 POW 20 DEX 15 CHA 7  
 Defense 30%  
 Great Hammer (1D12+2+1D4) 80% SR 5 Parry (15) 75%  
 War Hammer (1D6+2+1D4) 65% SR 7 Parry (20) 65%  
 Arbalest (3D6+1) 90% SR 4  
 Skills: Metal Working 100%; Spot Hidden 80%;  
 Spot Trap 85%; Trap Set/Disarm 90%  
 Spells: Repair; Protection 4; Healing 3;  
 Bludgeon 4; Multimissile 3; Demoralize; Detect Enemies  
 Rune Spells: Shield 4; Cudgel 2; Extension 1  
 Allied Spirit: Grey Hammer: INT 10 POW 18 Spells:  
 Counter Magic 4; Dispell Magic 3; Healing 3  
 Special Item: 6 point Healing Focusing Crystal

1-4	Right Leg	0/6
5-8	Left Leg	0/6
9-11	Abdomen	0/6
12	Chest	0/7
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6
Total Hit Points. . . . .		18

29) Militia Mustering (I-Ho Tuan) - On a large though unadorned building next to the market place hangs a small wooden sign reading, "I-Ho Tuan", which translates to Righteous and Harmonious Militia. All reading this sign must make a Language roll for Tabor, or leave the words to their own interpretation. Inside the building is a large room with tables and a large bar with a few men sitting around. Anyone walking in will be cordially greeted and sold drinks for surprisingly low prices. If any of the players wish to get a room for the night, he will be requested to sign the register and is then directed up a stairway. Once upstairs, the player will realize that he has entered a barracks. If they attempt complain at the desk, it will be made clear to them that they have joined the Militia and are expected to be up drilling at the crack of dawn. No amount of arguing will change the Militia Commander's mind (who stands behind the desk), but a small bribe will persuade him to possibly see his way to erase the players name from the roster. The prices to get out are usually anything from a few Clacks to a Wheel, depending on how rich the player looks. Any attempt to attack the Commander of the Militia will be harshly dealt with by the law of the area as they get a percentage of the take. In any case the Commander has a secret door behind the counter that he will disappear into in case of trouble. The Commander of the Militia is Hon-es Tuan.

**HON-ES TUAN**

STR 16 CON 14 SIZ 14 INT 15 POW 15 DEX 15 CHA 16

Defense 10%

Two-handed Spear (1D10 +1D4+1) 95% SR 4 Parry (15) 90%

Broadsword (1D8+1+1D4) 95% SR 4 Parry (20) 60%

Medium Shield (12) 60%

Skills: Pick Pockets 75%; Hide in Cover 65%; Move Silently 60%;

Oratory 65%; Spot Hidden 70%; Camouflage 55%; Spot Trap 50%

Spells: Healing 4; Bladesharp 2; Befuddle; Detect Enemies;

Detect Gold; Detect Silver; Dullblade 1; Invisibility

Languages: Read and Write Tabor 60%;

Read and Write Ishite Common 35%

1-4	Right Leg	5/4
5-8	Left Leg	5/4
9-11	Abdomen	5/4
12	Chest	6/4
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	5/4
Total Hit Points. . . . .		16

The reason such a multi-talented person such as Hon-es Tuan is stuck in such a profession is due to the fact that when he first arrived here, he tried to swindle a good deal of money from the Duke's first son, Lei Tse. Hon-es was then brought to trial and, due to his renown in the use of the two handed Spear, was given a choice of either commanding the militia and teaching the Spear or having his head stuck upon one. Since then, Hon-es has been a somewhat loyal, though un-orthodoxed leader believing that he can train the Militia without infringing on his "hobby". It is because of this that the Militia are well trained for irregulars and are not without renown.

Judges Note: If one or two players manage to decipher the sign out front, write it on a slip of paper and hand it to the person so as to leave it up to him to tell the others. The results could be hilarious. Also, and damage or injury they do will be paid in the form of a fine of not less than what they have on them in the way of cash or possibly the equivalent of their ransom in severe cases. There is usually three or four City Guards in the bar at any time as they are given a substantial discount. If the player or players involved in any trouble with getting up funds to pay off fines incurred during this adventure, Hon-es Tuan will give them the opportunity to work off the fine by doing him a small service. It seems that Hon-es Tuan's "Recruitment" tactics worked on a small group of Great Trolls who, after being swindled, attacked Hon-es who barely escaped. The Trolls then left, but not without looting the weapons storeroom and making off with an iron-tipped Spear owned by Hon-es. He will offer to dispell all debts or fines incurred by the party, and even offer a salary for its return (unless the fine is very high). He will offer ten Silver per Great Troll killed, but no more than two Wheels. If pressed, he will reveal that there are also a few Trollkin but can give no numbers (he'll just say a few, a lot, etc.).

**THUMAN FRUMCLAD**  
 STR 15 CON 16 SIZ 11 INT 14 POW 14 DEX 16 CHA 14  
 Defense 10%  
 Two-handed Spear (1D10+1D4+1) 60% SR 3 Parry (15) 55%  
 Broadsword (1D8+1+1D4) 60% SR 5 Parry (20) 60%  
 Medium Shield (12) 60%  
 Skills: Armoring 85%; Oratory 55%  
 Spells: Healing 5; Bladesharp 3; Protection 3; Dullblade 2  
 Languages: Read and Write Tabor 50%;  
 Read and Write Ishite Common 35%

1-4	Right Leg	6/4
5-8	Left Leg	6/4
9-11	Abdomen	6/4
12	Chest	7/4
13-15	Right Arm	5/4
16-18	Left Arm	5/4
19-20	Head	6/4
Total Hit Points. . . . .		16

Concerned more with the duties of the job than the leadership of Hon-es, Thuman is responsible for the care and maintenance of the city's stores of weapons used by the Militia. He is also responsible for the repair, alteration and maintenance of the various Suits of Armor. But this constant work load has kept Thuman from really going very far from the Militia Headquarters, and consequently, he hasn't had much opportunity to learn much about what is going on in the outside world. He is still not quite sure that the bridge next to Lei Tabor has been completed (and it has been completed for over three years). But none the less, he is a steady worker and is willing to help someone if asked (but only if you can find him).

### Militia Troops

The following is a list of Militia troops to be used in case of an encounter. Of the group, there are two notables. The first is Don Huan.

**DON HUAN**  
 STR 12 CON 13 SIZ 14 INT 16 POW 14 DEX 14 CHA 18  
 Defense 10%  
 Two-handed Spear (1D10+1+1D4) 40% SR 4 Parry (15) 35%  
 Light Mace (1D6+2) 40% SR 7 Parry (20) 35%  
 Skills: Oratory 60%; Hide in Cover 75%; Spot Hidden 70%  
 Spells: Bladesharp 2; Healing 4; Protection 2; Dullblade 2; Befuddle  
 Languages: Read and Write Tabor 55%;  
 Read and Write Ishite Common 45%

1-4	Right Leg	5/2
5-8	Left Leg	5/2
9-11	Abdomen	5/3
12	Chest	6/3
13-15	Right Arm	4/2
16-18	Left Arm	4/2
19-20	Head	5/2
Total Hit Points. . . . .		14

Don Huan is definitely one of the more interesting characters wandering the streets of Lei Tabor. He is interesting in that he has a tremendous magnetism to women who seem to be always falling all over him. He is stunningly handsome and well mannered, and even the ill-fitting uniform of the Militia looks good on him. He will usually be found in a local bar or the Militia Headquarters surrounded by women telling them of his "great adventures". And though he is in the Militia, he has no real intention to fight but prefers the free room and board he gets for being one of the guards of the store rooms. But, if he sees a fight coming, he will avoid it by sneaking away at the earliest opportunity. If forced into combat in public, he will fight, but there is a 90% chance cumulative per turn that a local woman will throw herself in between the combatants forcing the attacker to stop fighting or face murder charges. If this happens, Don Huan will immediately look as though he wants the fight to continue, and no matter what the situation, the attacker will always be the "villain". When not out cavorting, or in times of trouble, or jealous husbands, Don Huan will usually be seen with another Militia man by the name of Torc.

**TORC**  
 STR 18 CON 18 SIZ 18 INT 4 POW 9 DEX 8 CHA 6  
 Defense 0  
 Two-handed Spear (1D10+1D6+1) 25% SR 3 Parry (15) 20%  
 Maul (2D8+1D6) 55% SR 4 Parry (15) 50%  
 Skills: Can open doors without pulling them off their hinges;  
 Can wave Bye Bye  
 Spells: You're Kidding!

1-4	Right Leg	7/2
5-8	Left Leg	7/2
9-11	Abdomen	7/3
12	Chest	8/3
13-15	Right Arm	6/2
16-18	Left Arm	6/2
19-20	Head	7/2
Total Hit Points. . . . .		20

A good natured though incredibly dim Fighter, he considers Don Huan and Hon-es Tuan to be good friends. Could have been in the regular army for his great strength and size, but due to his intelligence, he sometimes loses his concept of war and will wander away. It is because of this that he cannot be affected by Befuddle (he will never wander away in defense of his "friends" however).

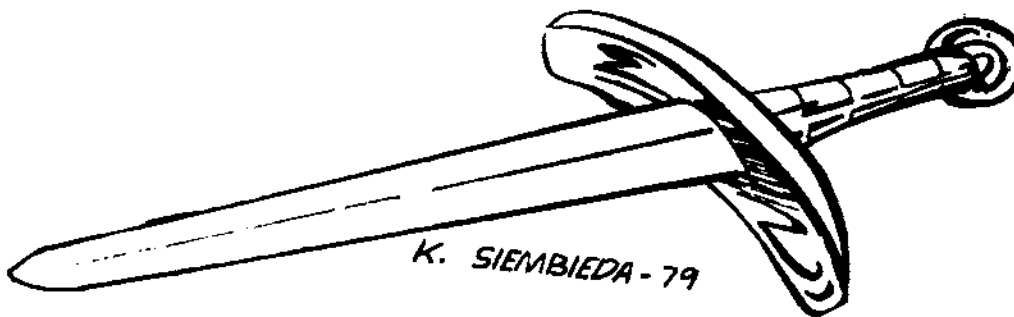
Other random Militia troops are as follows:

**NUMBER 1**  
 STR 13 CON 10 SIZ 16 INT 13 POW 11 DEX 14 CHA 14  
 Defense 5%  
 Two-handed Spear (1D10+1D4+1) 45% SR 3 Parry (15) 40%  
 Mace (1D8+2+1D4) 35% SR 6 Parry (20) 35%  
 Medium Shield (12) 30%  
 Skills: Spot Hidden 40%; Tracking 45%  
 Spells: Healing 2; Bladesharp 1; Bludgeon 2; Protection 1

1-4	Right Leg	4/2
5-8	Left Leg	4/2
9-11	Abdomen	4/3
12	Chest	5/3
13-15	Right Arm	3/2
16-18	Left Arm	3/2
19-20	Head	4/2
Total Hit Points. . . . .		11

**NUMBER 2**  
 STR 14 CON 16 SIZ 12 INT 15 POW 10 DEX 15 CHA 11  
 Defense 10%  
 Two-handed Spear (1D10+1D4+1) 50% SR 4 Parry (15) 40%  
 Mace (1D8+1D4) 40% SR 7 Parry (20) 30%  
 Medium Shield (12) 35%  
 Skills: Shield Maker 50%; Armorer 45%; Spot Hidden 40%  
 Spells: Bladesharp 2; Bludgeon 1; Healing 3; Befuddle

1-4	Right Leg	6/2
5-8	Left Leg	6/2
9-11	Abdomen	6/3
12	Chest	7/3
13-15	Right Arm	5/2
16-18	Left Arm	5/2
19-20	Head	6/2
Total Hit Points. . . . .		16





**NUMBER 3**  
 STR 14 CON 13 SIZ 10 INT 17 POW 15 DEX 11 CHA 12  
 Defense 10%  
 Two-handed Spear (1D10+1D4+1) 60% SR 5 Parry (15) 50%  
 Mace (1D8+2+1D4) 45% SR 8 Parry (20) 35%  
 Medium Shield (12) 40%  
 Skills: Spot Hidden 55%  
 Spells: Healing 6; Bladesharp 2; Bludgeon 1; Protection 2; Befuddle  
 Languages: Read and Write Tabor 45%;  
 Read and Write Ishite Common 50%

1-4	Right Leg	5/2
5-8	Left Leg	5/2
9-11	Abdomen	5/3
12	Chest	6/3
13-15	Right Arm	4/2
16-18	Left Arm	4/2
19-20	Head	5/2
Total Hit Points. . . . .		13

**NUMBER 4**  
 STR 16 CON 14 SIZ 15 INT 15 POW 13 DEX 14 CHA 10  
 Defense 10%  
 Two-handed Spear (1D10+1D4+1) 50% SR 3 Parry (15) 45%  
 Mace (1D8+2+1D4) 40% SR 6 Parry (20) 30%  
 Medium Shield (12) 50%  
 Skills: Riding 50%; Spot Hidden 45%; Armoring 65%; Tracking 70%  
 Spells: Bladesharp 2; Befuddle; Healing 4; Protection 3; Disruption

1-4	Right Leg	5/2
5-8	Left Leg	5/2
9-11	Abdomen	5/3
12	Chest	6/3
13-15	Right Arm	4/2
16-18	Left Arm	4/2
19-20	Head	4/2
Total Hit Points. . . . .		15

30) **Construction Engineer** - Handling a wide variety of construction projects both large and small, the Engineers, Material Experts, and Designers here are responsible for maintaining and improving the defensive systems of Tabor, as well as for other projects from road to home building. Building Craftsmen from Carpenters to Masons can be obtained on contracts through this office to conduct projects throughout the Duchy.

The degree of scientific expertise available must be left to the Judge, but, if the Judge wants to introduce technology "specials" this is a good place to do it. Also this is a place where a player character wishing to undertake a construction project may obtain design and crafts assistance.

Engineers and Designers for this firm are generally members of the Shang Ti Cult. Progress and advances in technology are considered the greatest possible goals among these members. Shang Ti Cultists believe that Control of Knowledge and Technology is central to Military power as well as economic advancement.



**TISORA THE CUTTER**

STR 14 CON 11 SIZ 8 INT 11 POW 7 DEX 18 CHA 11

Defense 10%

Cleaver (1D6) 65% SR 7 Parry (8) 25%

Trimming Knife (1D4+1) 65% SR 7 Parry (6) 25%

Skills: Oratory 55%; Peaceful Cut 95%; Riding 60%; Spot Trap 30%

Spells: Counter Magic 3; Binding, Padding

Languages: Ishite Common 85%; Tabor 75%

1-4	Right Leg	0/4
5-8	Left Leg	0/4
9-11	Abdomen	0/4
12	Chest	0/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4
Total Hit Points. . . . .		10

The Butcher is a Lay member of the Waha Cult, this enables him to deal with the surrounding herd tribes.

A fairly respectable business type, he is also a bit of an easy mark for con men and has therefore never amassed any real wealth. He is said to own large tracts in the Swamp of Torment, and the Kuo Mortec Desert.

Tisora is assisted in his shop by several Waha lay members usually one from each of the tribal types in the area. These lay members work and aid Tisora enthusiastically as work in his business allows them unmatched opportunity to advance in the Peaceful Cut.

- 32) Boyer and Fletcher - Marshlan the Boyer and the Master Fletcher, Dorsicy, have combined their business for one stop shopping and decreased operating costs.

**MARSHLAN**

STR 12 CON 11 SIZ 12 INT 16 POW 10 DEX 15 CHA 10

Defense 15%

Composite Bow (1D10) 90% SR 4 Parry (10) 35%

Self Bow (1D6+1) 65% SR 4

Light Crossbow (2D4+2) 35% SR 4

Two-handed Spear (1D10+1) 55% SR 4 Parry (15) 55%

Skills: Boyer 110%; Fletcher 75%; Spot Hidden Item 55%;

Bargaining 45%; Oratory 40%; Crossbow Making 85%

Spells: Protection 2; Multimissile 4

Languages: Read and Write Tabor 90%; Read and Write Ishite Common 65%

1-4	Right Leg	1/4
5-8	Left Leg	1/4
9-11	Abdomen	2/4
12	Chest	3/5
13-15	Right Arm	1/3
16-18	Left Arm	1/3
19-20	Head	2/4
Total Hit Points. . . . .		11

**DORSICY THE FLETCHER**

STR 10 CON 10 SIZ 7 INT 11 POW 11 DEX 15 CHA 13

Defense 10%

Self Bow (1D6+1) 90% SR 4 Parry (6) 30%

Light Crossbow (2D4+2) 65% SR 4

Two-handed Short Spear (1D8+1) 45% SR 5 Parry (15) 40%

Skills: Fletcher 100%; Crossbow Making 75%; Quarrel Making 90%;

Spells: Speedart 2; Padding

Languages: Speak Tabor 85%; Ishite Common 80%; Dark Tongue 70%

1-4	Right Leg	1/3
5-8	Left Leg	1/3
9-11	Abdomen	1/3
12	Chest	1/4
13-15	Right Arm	0/2
16-18	Left Arm	0/2
19-20	Head	2/3
Total Hit Points. . . . .		9

33) Bakery - Briskyette the Baker. A not too bright revolutionary, Briskyette has been sewing the seeds of anarchy without much success. In fact, he is so incompetent at it that the entire Duchy knows of his schemes and no one seems to care any more. When purchasing cookies from this bakery, there is a 40% chance that the cookie will contain a somewhat garbled secret or political message such as "Kill the Manchu in your home" or some other unintelligible nonsense.

Briskyette has for years been trying to smuggle assistance to "political prisoners" in the city jail. As a result, the city Constables run a very successful tool rental business on the side.

**BRISKYETTE**

STR 10 CON 9 SIZ 10 INT 11 POW 12 DEX 16 CHA 5

Defense 5%

Light Mace (1D6+2) 45% SR 6 Parry (20) 40%

Medium Shield (12) 40%

Two-handed Short Spear (1D8+1) 35% Parry (15) 30%

Skills: Baking 90%; Hide in Cover 65%;

Spot Trap 25%; Brew Poison Potency 8

Spells: Glamour; Protection 3; Detection Blank; Invisibility

Languages: Speak Tabor 80%; Read and Write Ishite Common 65%;

Read and Write Manne 25%

1-4	Right Leg	3/3
5-8	Left Leg	3/3
9-11	Abdomen	3/3
12	Chest	4/4
13-15	Right Arm	3/2
16-18	Left Arm	3/2
19-20	Head	4/3
Total Hit Points. . . . .		9

34) Ping's General Merchandise Exchange and Pawn Shop - A cluttered though interesting array of hardware and general durable merchandise, including furniture, weapons, utensils, knick-knacks and tacky art objects. In fact, absolutely anything that will fit on the floor or shelves of the shop may be found if it is of a common nature. Anything brought into this shop to be pawned will receive up to ¾ of the actual value of the item and a pawn ticket. When the owner wishes to redeem his item he must pay full price for it. This none to exceptional deal may not even run smoothly as there is a 50% chance the number of the customers ticket will not match the item he brought in. Instead, the player will receive some gawdy article such as a purple and green chair, a combination eating utensil and hoof pick, or even a large ceramic piece depicting the mating habits of moles. In any case, the article will always be something nobody would ever want. Behind the counter is a particularly ugly array of ceramic work (20 pieces in all) for sale at one lunar each.

**PING**

STR 10 CON 10 SIZ 11 INT 16 POW 17 DEX 10 CHA 10

Defense 10%

Two-handed Short Spear (1D8+1) 45% SR 6 Parry (15) 35%

Light Mace (1D6+2) 25% SR 8 Parry (20) 25%

Skills: Evaluate Treasure 85%; Trade Talk 65%; Bargaining 65%

Spells: Glamour; Protection 2; Befuddle; Detect Gold/Silver/Gems

Languages: Tabor 85%; Read and Write Ishite Common 75%

1-4	Right Leg	0/4
5-8	Left Leg	0/4
9-11	Abdomen	0/4
12	Chest	0/5
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4
Total Hit Points. . . . .		11

Ping, an old Issaries Cultist, seems to be hard of hearing so things will generally have to be repeated over and over to him. Especially when the player is trying to explain that the stuffed goat is not the item he originally pawned. Most of his mistakes are simply written off in the community as the result of Ping's advanced age and increasing senility. As a result, Ping has amassed a considerable fortune, none of which is hidden in the tacky ceramic objects.

**BANKER FEARSHI**

STR 11 CON 8 SIZ 9 INT 15 POW 7 DEX 7 CHA 12

War Hammer (1D6+2) 55% SR 9 Parry (20) 45%

Skills: Hide Item 90%; Evaluate Treasure 95%

Spells: Counter Magic 5; Healing 6; Protection 4

Languages: Read and Write Tabor 85%;

Read and Write Ishite Common 75%;

Speak Manne 35%; Speak Dark Tongue 55%

Special Items: 10 point Power Yielding Crystal; Vault with 160%

Lock Vault is hidden with Fershi's 90% skill, it is too well moored to be removed.

1-4	Right Leg	4/3
5-8	Left Leg	4/3
9-11	Abdomen	4/3
12	Chest	4/4
13-15	Right Arm	3/2
16-18	Left Arm	3/2
19-20	Head	3/2
Total Hit Points. . . . .		8

The Banker accepts deposits at no charge. However, 30 days notice is required on all extremely large withdrawals of money. His safe usually contains about 4,000 Silver Taels (Lunars) and about 600 Wheels of Gold. Fearshi keeps excellent books.

Fearshi conducts all business fom behind a small window. He stands on a switch so that if his foot moves even slightly off of the switch, the window slams shut instantly and rings an alarm.

### The Military and the Royal Family

The only regular Field Military Unit with Barracks inside the City Walls is the crack unit, the Hammers of Kung. Their barracks is Building 2. The Hammers are given here to be in the same section as the rest of the Army and because modified stats of these characters will also be used for the Palace Guard.

Barracks (Building 2) The Hammers of Kung: The Pride of the Legions of Tabor, the Hammers of Kung are given the special privilege of being the only regular Army Unit to be housed within the walls of the city. Numbering only one hundred warriors, the Hammers of Kung comprise the backbone of the entire army. The ranks are kept small as only the best warriors are allowed to become a member of the elite corps, and the requirements are very high indeed. The minimum strength and size of a warrior can be no lower than 15 and the minimum proficiency in two-handed War Hammer, no lower than 70%; The Plate Armor worn by the corps is highly ornate with full helms in the shape of hawk heads to add to the terror effect they give. Leading this force is Ironwolf the Slayer.

**IRONWOLF THE SLAYER**

STR 18 CON 18 SIZ 18 INT 15 POW 20 DEX 20 CHA 18

Defense 45%

Two-handed War Hammer (1D12+2+1D6) 120% SR 2 Parry (15) 110%

One-handed War Hammer (1D6+2+1D6) 100% SR 4 Parry (15) 95%

Skills: Oratory 95%; Spot Hidden 90%

Spells: Healing 6; Bludgeon 4; Demoralize; Protection 3

Languages: Tabor 85%; Ishite Common 80%; Ch'ing 70%

Allied Spirit: Shadow Stalker: INT 17 POW 18 Spells:

Counter Magic 3; Healing 6; Dispell 6; Repair

1-4	Right Leg	10/7
5-8	Left Leg	10/7
9-11	Abdomen	10/7
12	Chest	10/8
13-15	Right Arm	xx
16-18	Left Arm	10/6
19-20	Head	10/7
Total Hit Points. . . . .		22

What is striking about Ironwolf is that not only is he clad in all black iron armor, but he is missing his right arm. But this slight disadvantage does not seem to alter his efficiency with the two-handed War Hammer as he is able to swing the weapon in one hand. Legend has it that Ironwolf lost his arm while in battle and due to divine intervention was given this awesome ability. Since this time, he has not bothered to have his arm replaced as he prefers the added terror it brings upon his enemies.

Second in command is Cromm the Destroyer:

**CROLM THE DESTROYER**

STR 18 CON 18 SIZ 17 INT 14 POW 18 DEX 18 CHA 18

Defense 20%

Two-handed War Hammer (1D12+2+1D6) 90% SR 3 Parry (15) 80%

One-handed War Hammer (1D6+2+1D6) 85% SR 5 Parry (15) 65%

Skills: Oratory 85%; Spot Hidden 75%

Spells: Bludgeon 4; Healing 6; Demoralize; Repair

Languages: Read and Write Tabor 70%

1-4	Right Leg	8/7
5-8	Left Leg	8/7
9-11	Abdomen	8/7
12	Chest	9/7
13-15	Right Arm	7/7
16-18	Left Arm	7/7
19-20	Head	8/7
Total Hit Points. . . . .		21

Troops: The following characters may be used in case of an encounter with anyone from the Hammers of Kung (and if your lucky, they will be on your side).

**NUMBER 1**

STR 17 CON 17 SIZ 17 INT 17 POW 16 DEX 17 CHA 12

Defense 20%

Two-handed War Hammer (1D12+2+1D6) 70% SR 3 Parry (15) 70%

One-handed War Hammer (1D6+2+1D6) 65% SR 5 Parry (15) 65%

Skills: Spot Hidden 60%; Evaluate Treasure 45%

Spells: Bludgeon 4; Healing 6; Demoralize; Protection 3

1-4	Right Leg	7/7
5-8	Left Leg	7/7
9-11	Abdomen	7/7
12	Chest	8/7
13-15	Right Arm	6/7
16-18	Left Arm	6/7
19-20	Head	7/7
Total Hit Points. . . . .		19

**NUMBER 2**

STR 18 CON 18 SIZ 17 INT 15 POW 15 DEX 17 CHA 15

Defense 15%

Two-handed War Hammer (1D12+2+1D6) 85% SR 3 Parry (15) 80%

One-handed War Hammer (1D6+2+1D6) 85% SR 5 Parry (15) 80%

Skills: Spot Hidden 55%

Spells: Bludgeon 4; Demoralize; Healing 6; Protection 2

Languages: Tabor 50%; Ishite Common 65%

1-4	Right Leg	7/7
5-8	Left Leg	7/7
9-11	Abdomen	7/7
12	Chest	8/7
13-15	Right Arm	6/7
16-18	Left Arm	6/7
19-20	Head	7/7
Total Hit Points. . . . .		20

**NUMBER 3**

STR 17 CON 17 SIZ 17 INT 16 POW 17 DEX 17 CHA 14

Defense 20%

Two-handed War Hammer (1D12+2+1D6) 80% SR 3 Parry (15) 75%

One-handed War Hammer (1D6+2+1D6) 65% SR 5 Parry (15) 60%

Skills: Armoring 65%; Spot Hidden 70%; Tracking 60%

Spells: Bludgeon 4; Healing 6; Demoralize; Protection 4

1-4	Right Leg	7/7
5-8	Left Leg	7/7
9-11	Abdomen	7/7
12	Chest	8/7
13-15	Right Arm	6/7
16-18	Left Arm	6/7
19-20	Head	7/7
Total Hit Points. . . . .		20

**NUMBER 4**

STR 17 CON 17 SIZ 16 INT 18 POW 18 DEX 18 CHA 14

Defense 25%

Two-handed War Hammer (1D12+2+1D6) 85% SR 3 Parry (15) 80%

One-handed War Hammer (1D6+2+1D6) 70% SR 5 Parry (15) 70%

Skills: Armoring 95%; Spot Hidden 50%

Spells: Bludgeon 4; Healing 6; Demoralize;

Protection 2; Dullblade 1; Protection 4

Languages: Read and Write Tabor 75%;

Ishite Common 60%; Ch'eng 70%

1-4	Right Leg	7/7
5-8	Left Leg	7/7
9-11	Abdomen	7/7
12	Chest	8/7
13-15	Right Arm	6/7
16-18	Left Arm	6/7
19-20	Head	7/7
Total Hit Points. . . . .		19

**NUMBER 5**

STR 15 CON 17 SIZ 15 INT 17 POW 17 DEX 16 CHA 12

Defense 20%

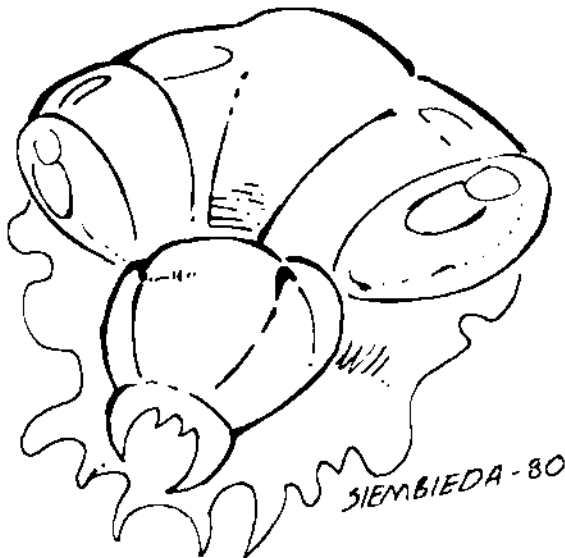
Two-handed War Hammer (1D12+2+1D4) 95% SR 3 Parry (15) 95%

One-handed War Hammer (1D6+2+1D4) 90% SR 5 Parry (15) 90%

Skills: Armoring 70%; Spot Hidden 60%; Tracking 80%

Spells: Bludgeon 4; Healing 6; Demoralize; Protection 4

1-4	Right Leg	7/7
5-8	Left Leg	7/7
9-11	Abdomen	7/7
12	Chest	8/7
13-15	Right Arm	6/7
16-18	Left Arm	6/7
19-20	Head	7/7
Total Hit Points. . . . .		19







## The Royal Family

The current Duke of Tabor descendant of gods, Lei Huang, head of the Lei Kung Cult, and ruler of the lands of Tabor is:

### LEI CHANG

STR 17 CON 17 SIZ 17 INT 13 POW 20 DEX 21 CHA 21

Defense 40%

Great Hammer (1D12+2+1D6) 140% SR 2 Parry (23) 100%

Great Sword (2D8+1D6) 115% SR 2 Parry (23) 100%

Rapier and Main Gauche (1D6+1+1D6/1D6+1D6) 95% SR 3/5  
Parry (30) 95%

Lance (1D10+1+Horse, usually 3D6) 90% SR 1 Parry (15) 65%

Medium Shield (18) 85%

Skills: Oratory 80%; Swimming 90%; Riding 90%; Taste Analysis 75%

Spells: Demoralize; Befuddle; Counter Magic 6;

Healing 3; Detect Spirit; Detection Blank

Rune Spells: Concealment; Shield 4; Cudgel 4; The Gathering

Storm; Storm Calling 4; Heal Constitution; Fear

Languages: Read and Write Tabor 90%;

Read and Write Ch'ing 85%; Ishite Common 85%

Special Items: As Head of this once large Cult, Chang has a tremendous assortment of magic: His armor is a Protection 4 matrix with a 22 point Power Yielding - 7 point Healing

Focusing Crystal built in. His Hammer is a Bludgeon 4 matrix, and his Great Sword, a new aquisition is a Bladesharp 3 matrix.

Allied Spirit: Shen Chi: INT 13 POW 19 Spells: Dispell Magic 6;

Healing 6; Bladesharp 1. Rune Spells: As Allied Spirit of the Lei

Huang, this Spirit has 10 points of Divine Intervention, Warding;

Clairvoyance; Fear; Cure All Disease.

1-4	Right Leg	10/7
5-8	Left Leg	10/7
9-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	10/6
16-18	Left Arm	10/6
19-20	Head	10/7
Total Hit Points. . . . .		20

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The Lei family is difinitely on the rise again, this current generation is by far the best in several hundred years.

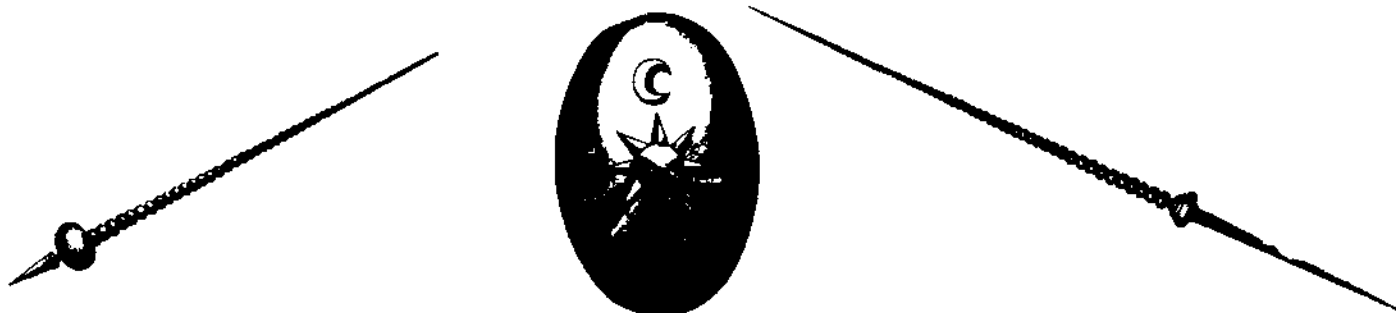
The Eldest is a daughter, now 26 years of age, who has been missing on an adventure rumored as far away as the Po'ie Wilderness for about 4 years, but, she is not dead.

The Second is the Duke's first son, now aged 25 years, who is the mightiest Fighter in Tabor and his Cult claims he is now the mightiest Fighter walking the planet. He has been Heroquesting and has not been seen in Lei Tabor for some time, although rumors place him briefly in Shattered Mount a few weeks ago.

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**LEI TSE**  
 STR 19 CON 19 SIZ 18 INT 15 POW 21 DEX 21 CHA 21  
 Defense 30%  
 Great Hammer (1D12+2+1D6) 140% SR 2 Parry (23) 120%  
 Great Sword (2D8+1D6) 140% SR 2 Parry (23) 135%  
 Pole Axe (3D6+1D6) 90% SR 2 Parry (12) 135%  
 Rapier and Main Gauche (1D6+1+1D6/1D6+1D6) 90% SR 3/5  
 Parry (20) 80%

1-4	Right Leg	10/8
5-8	Left Leg	10/8
9-11	Abdomen	10/8
12	Chest	11/9
13-15	Right Arm	10/7
16-18	Left Arm	10/7
19-20	Head	10/8
Total Hit Points. . . . .		23

Lance (1D10+1+Horse) 90% SR 1 Parry (15) 60%  
 Composite Bow (1D10) 90% SR 1  
 Large Shield (24) 85%  
 Skills: Hide in Cover 110%; Riding 90%; Tracking 105%; Listening 85%;  
 Spot Hidden 80%; Evaluate Treasure 80%; Oratory 90%  
 Spells: Befuddle; Demoralize; Multimissile 2; Protection 4;  
 Repair; Dispell Magic 3; Healing 2  
 Rune Spells: Summon Large Sylph; Spell Teaching; Extension 2;  
 Shield 4; Cudgel 4; Cudgel 3; Stormcalling 4; Lightning Spear 4;  
 Lei Tse has the special added bonus of being able to call on the  
 Wu Lei Shen for the aid of their special spells or for Divine Intervention.  
 Languages: Read and Write Tabor 90%; Read and Write Ancient  
 Mortec Kuo 90%; Read and Write Ch'ing 85%; Ishite Common 85%;  
 Manne 65%  
 Allied Spirit: Wang Shen: INT 16 POW 24 Spells: Healing 6; Protection 2;  
 Bludgeon 4; Dispell Magic 4; Rune Spells: Divine Intervention 7;  
 Concealment; Shield 3  
 Special Items: Hammer is a matrix for Repair; Sword has a Bladesharp 2  
 matrix. The Allied Spirit is currently inhabiting the armor.

The second son, age 23, has just become a Rune Lord. He has not yet Allied a Spirit. While a great Fighter, the second son is not as intelligent as his brothers.

**LEI PO**  
 STR 20 CON 19 SIZ 19 INT 11 POW 21 DEX 20 CHA 16  
 Defense 15%  
 Rapier and Main Gauche (1D6+1+1D6/1D6+1D6) 100% SR 3/5  
 Parry (20) 100%  
 Great Sword (2D8+1D6) 95% SR 2 Parry (23) 90%  
 Lance (1D10+1+Horse) 80% SR 1 Parry (15) 55%  
 Medium Shield (18) 85%  
 Great Hammer (1D12+2+1D6) 85% SR 2 Parry (15) 75%  
 Skills: Riding 90%; Oratory 60%; Evaluate Treasure 65%;  
 Swimming 60%; Listening 60%; Tracking 50%  
 Spells: Healing 3; Demoralize; Bludgeon 2; Bladesharp 2; Invisibility  
 Language: Read and Write Tabor 75%  
 Special Items: Po has armor like his father's with a Protection 4  
 matrix on it but it does not have the handy powered Crystal attached.  
 Po also has a 20 point Power Yielding - 5 point Healing Focusing Crystal.

1-4	Right Leg	10/8
5-8	Left Leg	10/8
9-11	Abdomen	10/8
12	Chest	11/9
13-15	Right Arm	10/7
16-18	Left Arm	10/7
19-20	Head	10/8
Total Hit Points. . . . .		23

The Third Brother is also an adventuresome youth of 22, he is often a companion of his Eldest brother, while the second brother, feeling the sibling rivalry a little too strongly, prefers to work most of the time alone, or with a group of his own associates. Note language requirements currently prevent Lei Po from becoming a Priest. He reads and writes Tabor only 75%, and has no other written languages.

**LEI CHUNG (third brother)**

STR 17 CON 18 SIZ 17 INT 16 POW 17 DEX 17 CHA 18

Defense 15%

Great Sword (2D8+1D6) 95% SR 3 Parry (15) 90%

Pole Axe (3D6+1D6) 65% SR 3 Parry (12) 60%

Broadsword (1D8+1+1D6) 80% SR 4 Parry (20) 75%

Medium Shield (12) 85%

Lance (1D10+1+Horse) 75% SR 2 Parry (15) 45%

Skills: Oratory 75%; Riding 75%; Evaluate Treasure 55%;

Climbing 40%; Map Making 60%; Lock Picking 45%

Spells: Repair; Healing 6; Bladesharp 4; Demoralize; Invisibility

Special Item: 5 point Power Enhancing Crystal

1-4	Right Leg	7/7
5-8	Left Leg	7/7
9-11	Abdomen	7/7
12	Chest	8/8
13-15	Right Arm	7/6
16-18	Left Arm	7/6
19-20	Head	7/6
Total Hit Points. . . . .		21

The youngest legitimate member of the Lei family is 18 year old Lei Ch'ing. He is generally within the area of the city itself and often accompanied by members of the Hammers of Kung, his "friends". Not overly boisterous in nature, he is still a rather able Fighter for his age. His mother, the Duchess, died before Ch'ing was five years old. Ch'ing is definitely the baby of the family.

**LEI CH'ING**

STR 15 CON 17 SIZ 18 INT 18 POW 18 DEX 18 CHA 17

Defense 15%

Great Hammer (1D12+2+1D4) 80% SR 3 Parry (15) 70%

Great Sword (2D8+1D4) 75% SR 3 Parry (15) 75%

Composite Bow (1D10) 60% SR 2

Lance (1D10+1+Horse) 45% SR 2 Parry (15) 40%

Medium Shield (12) 55%

Skills: Riding 60%; Oratory 75%; Climbing 60%;

Lock Picking 75%; Spot Trap 65%; Listening 80%

Spells: Bludgeon 2; Bladesharp 3; Multimissile 2;

Healing 6; Invisibility; Silence; Demoralize

Languages: Read and Write Tabor 85%;

Read and Write Ishite Common 80%;

Read and Write Manne 55%; Read and Write Ch'ing 60%

1-4	Right Leg	6/7
5-8	Left Leg	6/7
9-11	Abdomen	6/7
12	Chest	7/8
13-15	Right Arm	6/6
16-18	Left Arm	6/6
19-20	Head	5/7
Total Hit Points. . . . .		20

It is important to note that the Rune level members of the family are extremely well armored, the Cult of Lei Kung once had many Rune Lords and often a new Rune Lord will have very little difficulty getting armor through the Cult.

## The Regular Army

The regular Army of Tabor is not housed within the walls of Lei Tabor. However, barracks for each type of troop do exist in the surrounding village area outside the walls.

The Commander of the regular Army and Chief non-Royal Commander of the Armies of Tabor is a long time Mercenary officer who has attached his fate to the fate of the Lei family. While an Orlanth Adventurous worshipper, and a powerful one at that, this Wind Lord is convinced of the overall good that would result if the Lei Empire or something similar to it would once again rise to power.

**Krimare (the Grey Wind)**  
 STR 16 CON 16 SIZ 15 INT 16 POW 17 DEX 19 CHA 20  
 Defense 35%  
 Bastard Sword (1D10+1+1D4) 115% SR 3 Parry (20) 100%  
 Lance (1D10+1+Horse) 120% SR 1 Parry (15) 45%  
 Medium Shield (18) 95%  
 Heavy Mace (1D8+2+1D4) 85% SR 4 Parry (20) 80%  
 Skills: Oratory 90%; Riding 105%; Camouflage 85%;  
 Map Making 85%; Hide in Cover 70%  
 Spells: Bladesharp 4; Bludgeon 2; Mindspeech 4;  
 Befuddle; Repair; Protection 3  
 Languages: Read and Write Tabor 85%;  
 Read and Write Ishite Common 80%;  
 Read and Write Ping-Pu 80%; Read and Write Manne 55%  
 Allied Spirit: (in horse) Quiet Speed: INT 16 POW 18 Spells:  
 Healing 6; Xenohealing 6; Dispell Magic 4.

1-4	Right Leg	10/7
5-8	Left Leg	10/7
9-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	9/6
16-18	Left Arm	9/6
19-20	Head	9/7
Total Hit Points. . . . .		18

**HORSE**  
 STR 35 CON 16 SIZ 35 INT 16 POW 17 DEX 17  
 Damage Bonus 3D6  
 Kick 55%  
 Bite 55%  
 Rear and Plunge 60%  
 This Horse is Plate Barded

1-2	Right Hind Leg	7/7
3-4	Left Hind Leg	7/7
5-7	Hindquarters	7/9
8-10	Forequarters	7/9
11-13	Right Fore Leg	7/7
14-16	Left Fore Leg	7/7
17-20	Head	6/8
Total Hit Points. . . . .		22





KEVIN SIEMBIDA - 80

Troops Pike:

**CAPTAIN HARCIM**

STR 17 CON 17 SIZ 16 INT 15 POW 19 DEX 17 CHA 17

Defense 25%

Pike (1D12+1+1D6) 95% SR 1 Parry (15) 90%

Broadsword (1D8+1+1D6) 75% SR 4 Parry (20) 65%

Large Shield (16) 85%

Skills: Oratory 70%; Camouflage 90%

Spells: Demoralize; Bladesharp 3; Healing 6; Dispell Magic 5

Languages: Read and Write Tabor 80%; Ishite Common 75%

1-4 Right Leg 6/7

5-8 Left Leg 6/7

9-11 Abdomen 6/7

12 Chest 6/8

13-15 Right Arm 6/6

16-18 Left Arm 6/6

19-20 Head 5/7

Total Hit Points. . . . .19

**LIEUTENANT (Platoon Leader)**

STR 18 CON 17 SIZ 16 INT 16 POW 17 DEX 17 CHA 14

Defense 15%

Pike (1D12+1+1D6) 65% SR 2 Parry (15) 60%

Broadsword (1D8+1+1D6) 60% SR 4 Parry (20) 55%

Large Shield (16) 70%

Skills: Move Silently 65%; Hide in Cover 70%; Oratory 60%

Spells: Demoralize; Healing 6; Protection 4;

Bladesharp 2; Dispell Magic 3

Languages: Tabor 85%; Ishite Common 75%

1-4 Right Leg 6/7

5-8 Left Leg 6/7

9-11 Abdomen 6/7

12 Chest 6/8

13-15 Right Arm 6/6

16-18 Left Arm 6/6

19-20 Head 5/7

Total Hit Points. . . . .19

**TROOPER 1**

STR 16 CON 17 SIZ 14 INT 13 POW 15 DEX 16 CHA 13

Defense 10%

Pike (1D12+1+1D4) 60% SR 3 Parry (15) 60%

Broadsword (1D8+1+1D4) SR 5 Parry (20) 50%

Large Shield (16) 60%

Spells: Bladesharp 2; Healing 2; Demoralize

1-4 Right Leg 6/6

5-8 Left Leg 6/6

9-11 Abdomen 6/6

12 Chest 6/7

13-15 Right Arm 6/5

16-18 Left Arm 6/5

19-20 Head 5/6

Total Hit Points. . . . .18

**TROOPER 2**  
STR 14 CON 15 SIZ 15 INT 13 POW 13 DEX 16 CHA 8  
Defense 10%  
Pike (1D12+1+1D4) 50% SR 2 Parry (15) 45%  
Broadsword (1D8+1+1D4) 40% SR 4 Parry (20) 35%  
Large Shield (16) 50%  
Spells: Bladesharp 3; Healing 3; Protection 1

1-4 Right Leg 6/6  
5-8 Left Leg 6/6  
9-11 Abdomen 6/6  
12 Chest 6/7  
13-15 Right Arm 6/5  
16-18 Left Arm 6/5  
19-20 Head 5/6  
Total Hit Points. . . . .16

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**TROOPER 3**  
STR 15 CON 13 SIZ 12 INT 14 POW 12 DEX 15 CHA 11  
Defense 5%  
Pike (1D12+1+1D4) 50% SR 4 Parry (15) 45%  
Broadsword (1D8+1+1D4) 40% SR 6 Parry (20) 35%  
Large Shield (20) 50%  
Spells: Bladesharp 3; Healing 3

1-4 Right Leg 6/5  
5-8 Left Leg 6/5  
9-11 Abdomen 6/5  
12 Chest 6/6  
13-15 Right Arm 6/4  
16-18 Left Arm 6/4  
19-20 Head 5/5  
Total Hit Points. . . . .13

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**TROOPER 4**  
STR 15 CON 15 SIZ 13 INT 12 POW 15 DEX 16 CHA 14  
Defense 5%  
Pike (1D12+1+1D4) 45% SR 3 Parry (15) 45%  
Broadsword (1D8+1+1D4) 40% SR 5 Parry (20) 40%  
Large Shield (16) 55%  
Spells: Bladesharp 3; Healing 4; Befuddle; Demoralize

1-4 Right Leg 6/6  
5-8 Left Leg 6/6  
9-11 Abdomen 6/6  
12 Chest 6/7  
13-15 Right Arm 6/5  
16-18 Left Arm 6/5  
19-20 Head 5/6  
Total Hit Points. . . . .16

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**TROOPER 5**  
STR 14 CON 16 SIZ 13 INT 13 POW 13 DEX 14 CHA 10  
Defense 10%  
Pike (1D12+1+1D4) 55% SR 4 Parry (15) 50%  
Broadsword (1D8+1+1D4) 55% SR 6 Parry (20) 45%  
Large Shield (16) 60%  
Spells: Healing 2; Protection 3; Bladesharp 3

1-4 Right Leg 6/6  
5-8 Left Leg 6/6  
9-11 Abdomen 6/6  
12 Chest 6/7  
13-15 Right Arm 6/5  
16-18 Left Arm 6/5  
19-20 Head 5/6  
Total Hit Points. . . . .17

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Archers:

**CAPTAIN INKISK**

STR 16 CON 16 SIZ 15 INT 15 POW 17 DEX 19 CHA 18

Defense 25%

Composite Bow (1D10) 100% SR 1 Parry (10) 45%

Maul (2D8+1D4) 70% Parry (15) 65%

Skills: Oratory 65%; Camouflage 80%;

Hide in Cover 95%; Move Silently 85%

Spells: Multimissile 4; Speedart 2; Healing 6; Bludgeon 2; Demoralize

1-4	Right Leg	4/6
5-8	Left Leg	4/6
9-11	Abdomen	4/6
12	Chest	4/7
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	4/6
Total Hit Points. . . . .		18

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**ARCHER 1**

STR 15 CON 14 SIZ 12 INT 10 POW 15 DEX 14 CHA 14

Defense 5%

Composite Bow (1D10) 85% SR 4

Maul (2D8+1D4) 65% SR 5 Parry (15) 50%

Skills: Hide in Cover 90%; Camouflage 85%

Spells: Multimissile 2; Speedart 2; Protection 4; Healing 2

1-4	Right Leg	3/5
5-8	Left Leg	3/5
9-11	Abdomen	4/5
12	Chest	4/6
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	4/5
Total Hit Points. . . . .		14

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**ARCHER 2**

STR 13 CON 11 SIZ 14 INT 16 POW 15 DEX 14 CHA 12

Defense 10%

Composite Bow (1D10) 70% SR 4

Maul (2D8+1D4) 60% SR 5 Parry (15) 55%

Skills: Hide in Cover 70%; Camouflage 55%; Spot Hidden 60%

Spells: Repair; Multimissile 3; Bludgeon 4;

Protection 2; Demoralize; Healing 2

1-4	Right Leg	3/4
5-8	Left Leg	3/4
9-11	Abdomen	4/4
12	Chest	4/5
13-15	Right Arm	3/3
16-18	Left Arm	3/3
19-20	Head	4/4
Total Hit Points. . . . .		12

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**ARCHER 3**

STR 13 CON 14 SIZ 12 INT 15 POW 17 DEX 13 CHA 10

Defense 15%

Composite Bow (1D10) 60% SR 4

Maul (2D8+1D4) 45% 60% SR 4

Skills: Hide in Cover 65%

Spells: Multimissile 2; Healing 3

1-4	Right Leg	3/5
5-8	Left Leg	3/5
9-11	Abdomen	4/5
12	Chest	5/6
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	4/5
Total Hit Points. . . . .		15

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**ARCHER 4**  
 STR 14 CON 12 SIZ 14 INT 12 POW 11 DEX 13 CHA 9  
 Defense 5%  
 Composite Bow (1D10) 65% SR 4  
 Maul (2D8+1D4) 45% SR 5 Parry (15) 40%  
 Skill: Hide in Cover 70%  
 Spells: Multimissile 3; Protection 2; Healing 2

1-4	Right Leg	3/5
5-8	Left Leg	3/5
9-11	Abdomen	4/5
12	Chest	4/6
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	4/5
Total Hit Points. . . . .		13

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**ARCHER 5**  
 STR 17 CON 15 SIZ 15 INT 13 POW 15 DEX 14 CHA 10  
 Defense 10%  
 Composite Bow (1D10) 75% SR 3  
 Maul (2D8+1D4) 60% SR 3 Parry (15) 60%  
 Skills: Camouflage 60%; Hide in Cover 80%; Fletching 80%  
 Spells: Multimissile 3; Protection 3; Healing 2

1-4	Right Leg	3/6
5-8	Left Leg	3/6
9-11	Abdomen	4/6
12	Chest	4/7
13-15	Right Arm	3/5
16-18	Left Arm	3/5
19-20	Head	4/6
Total Hit Points. . . . .		16

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**ARCHER 6**  
 STR 15 CON 15 SIZ 16 INT 13 POW 12 DEX 17 CHA 11  
 Defense 15%  
 Composite Bow (1D10) 70% SR 2  
 Maul (2D8+1D4) 55% SR 3 Parry (15) 45%  
 Skills: Camouflage 60%; Hide in Cover 80%; Map Making 75% Fletcher 90%  
 Spells: Repair; Multimissile 2; Healing 3; Protection 2

1-4	Right Leg	3/6
5-8	Left Leg	3/6
9-11	Abdomen	4/6
12	Chest	4/7
13-15	Right Arm	3/5
16-18	Left Arm	3/5
19-20	Head	4/6
Total Hit Points. . . . .		16

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All other Heavy Infantry Units in the Duchy are stationed outside the area of Lei Tabor, as the Hammers of Kung are generally considered enough. There are a total of about 200 Royal Archers, 200 Royal Pike, 100 Hammers of Kung and 30 Palace Guards in the area's regular Army units. This is in addition to Wall and Gate Guards.

Palace Guards: For statistics on Palace Guards use Hammers of Kung (including the same uniform but, slightly more ornate) and add 10% to attack and defense probability as the Palace Guards were chosen from the most able of the Hammers of Kung.

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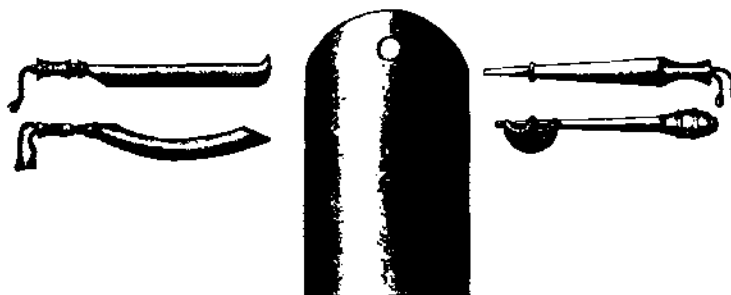
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## City of Lei Tabor Daylight Encounter Table

- 1) Constable Patrol
  - 2-4) Military Procession
  - 5) Random foul odor (Blank Label Brewery Caravan)
  - 6) Random Prophet (2 - 12 followers)
  - 7) Small, sweet, innocent, freckle-faced child shouts incredibly foul insults at player character, followed by nauseating gesture.
  - 8) Royal (Noble) Procession, 2 - 12 Guards or if Royal, 10 - 20 Hammers of Kung.
  - 9) 2 - 8 random incredibly disreputable looking individuals.
  - 10) Trollkin Town Crier ringing bell making announcement (in strange, usually unintelligible language like Dark Tongue) of great Troll victory.
  - 11) Chariot from Flambeau's Flame Inn, 4D6 vs. Constituion attack. If successful attack is made by noxious odor, player begins to cry.
  - 12) Military Recruiter.
  - 13) Regular Town Crier (yawn)
  - 14) 2 - 12 small children laugh at player character for no apparent reason (pointing at privates - optional).
  - 15) Ventriliquist insults passing Hammers of Kung Unit through player character "you said it".
  - 16) Involved in sudden domestic quable.
  - 17) Size 18, Charisma 7 Townswoman with six children identifies player character as deserting husband (temporary loss 1D8 Charisma).
  - 18) Low flying crockery.
  - 19) Crippled Vegetable Dealer.
  - 20) Messenger carrying invitation to Palace, a blatant forgery.
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- 



## City of Lei Tabor Night Life Encounters

- 1) Body hurled from above (dead 60% chance).
  - 2) Constable Patrol
  - 3) Slightly sauced Hammers of Kung, 4 - 9 Troopers.
  - 4) Wantonly drunken Militiaman.
  - 5) Thief at work
  - 6) Random group of Cavalry Troopers.
  - 7) Slightly rowdie Gate Guards having target practice competition.
  - 8) Dark cloaked figure delivers obscure and meaningless message to player character with instructions "Deliver this to Sol".
  - 9) Dark figure appears to be tailing party.
  - 10) Random looney leaps from the shadows, tags player character and runs off screaming "Ha, ha. I got you!".
  - 11) Embarrassing fall into open sewer access hole (-1D10 Charisma until bathed).
  - 12) Knife from shadows narrowly misses party and imbeds itself in nearby wall.
  - 13) Regular Army Troopers in town for a wild night out.
  - 14) "Lady" in the shadows.
  - 15) Lady in shadows as decoy for muggers (mannequin "lady").
  - 16) Badly burned dinner from above.
  - 17) Sly childish giggle followed by creamed spinach from above (-1D8 Charisma until bathed).
  - 18) Well hidden trip wire in front of large dung pile.
  - 19) Dark figure on roof (signals to party and then departs).
  - 20) Stone Gargoyle crashes harmlessly to eath 10 feet from party, followed by retreating footsteps along rooftop.
  - 21) Odd looking character introduces himself as Sol and asks if player has any messages for him.
  - 22) Hammers of Kung Trooper walks past wearing kick me sign.
  - 23) Goat Farmer with goat sneaking to Broo Inn.
  - 24) Low flying incredibly tacky ceramic article with pawn ticket attached.
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Some of the more notable Businesses outside the walls are listed below:

1) The Trolls Tip-N-Tap: Cleo (Troll). A rather loud and boisterous bar, the Tip-N-Tap caters to the few Trolls and Trollkin visiting Lei Tabor area as well as many others of the uncivilized persuasion. The area Trolls worship a Troll hero as part of their religious practices, the hero famous for his devastation of many fertile lands so beloved to the local Aldryamiis named Donass Foroom. In his memory, all Trolls or Trollkin who carry Bells to announce their arrival and draw attention to their reports. These messengers are known as, Foroom the Bell Trolls.

<b>CLEO</b>	1-4 Right Leg	5/6
STR 22 CON 15 SIZ 23 INT 10 POW 12 DEX 11	5-8 Left Leg	5/6
Maul (2D8+2D6) 85% SR 4 Parry (15) 75%	9-11 Abdomen	5/6
Heavy Crossbow (2D6+2) 65% SR 3	12 Chest	5/7
Skills: Tradetalk 65%; Oratory 85%; Camouflage 60%; Spot Hidden 75%	13-15 Right Arm	4/5
Spells: Bludgeon 2; Healing 2; Darkwall; Invisibility	16-18 Left Arm	4/5
Languages: Dark Tongue 85%; Tabor 75%; Ishite Common 65%	19-20 Head	4/6
	Total Hit Points.....	18

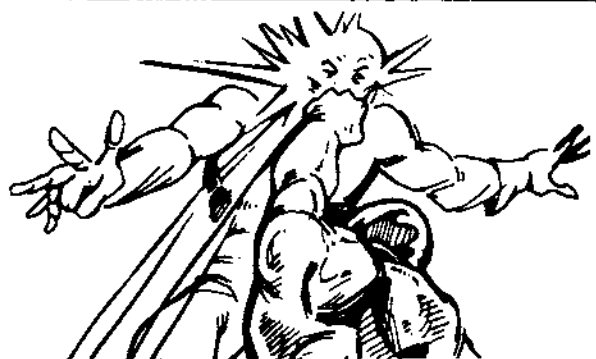
Tables are waited upon principlly by one Trollkin who is much maligned and terribly abused by everyone, especially by Cleo. This Trollkin's name is Romensk but most people and Trolls in the area just call him Cleo Troll's Toy.

Rumor: Great wealth is hidden inside the Pawnbroker's tackiest statue.

2) Undertaker: Eric Cesium, Proprietor. This establishment offers all the latest in modern funerals, in other words a choice between cremation and burial. Eric the principal partner in the somewhat disreputable undertaking firm, Cesium & Barium, has been all alone here since the sudden demise of his partner during a slow spell last fall. If combat occurs between the party and Eric, he may be treated as having the same stats as the first random Militiaman (Building 29 inside city).

3) The Boar Inn: This is really a very nice place run by a mom and dad type team, the Stigie's. The food is rather good, service slow, and the rooms ugly, ill-equipped but clean. Several city Constables and area Sheriffs as well as many local townspeople regularly patronize this Inn. Basically a beer bar, this place is rather nice but with one great fault. This place is so boring that an hour in here can make anyone (with an Intelligence over 6) dull and torpid for days. Great entertainment here consists of listening to terrible local three piece ensembles, thrilling to the owner's 9 year old (very fat) granddaughter reading her own poetry, or even watching another customer get violently sick.

Rumors: The cucumbers are growing. Henry's corns ache, it could mean rain. Henry walked through most of the afternoon today trying out his new shoes. The Tatkins are shopping around for a used Ox cart.



## The Via Duck Gang

Constantly raiding the road between Lei Tabor and the Tharei Forest lately, the Via Duck gang has become a menace to lone travellers and small caravans. Anyone travelling in a small group has a 10% chance per day of encountering the gang from two days travel away from Lei Tabor to two days travel from Pure Bridge. The gang will never attack a group outright, preferring to have the Troll step into the road while the rest make themselves visible in the brush. They will always instruct a group to drop their weapons and valuables (as well as horses) and will fight only if the party attacks or refuses their demands. The gang particularly likes to raid caravans of Blank Label Beer, thinking it is valuable. The leader of the group is Via Duck.

### VIA DUCK

STR 5 CON 12 SIZ 4 INT 16 POW 17 DEX 13 CHA 12

Defense 10%

Blowgun (1D3) 65% SR 2 (4)

Shortsword (1D6+1) 30% SR 8 Parry (25) 25%

Skills: Swimming 90%; Hide in Cover 60%; Oratory 60%;

Make Potency 14 Systemic Poison 70%; Evaluate Treasure 30%

Spells: Befuddle; Multimissile 2; Demoralize; Speedart 2;

Coordination; Padding 2; Bladesharp 2; Healing 4

Languages: Read Tabor 50%; Read Ishite 40%

Reward: 100 Lunars Dead; 10 Lunars Alive

1-4	Right Leg	3/4
5-8	Left Leg	3/4
9-11	Abdomen	3/4
12	Chest	3/5
13-15	Right Arm	3/3
16-18	Left Arm	3/3
19-20	Head	3/4
Total Hit Points. . . . .		11

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His parents put to death soon after announcing his name (although he never figured out why), Via was forced to be a loner even outside his own kind. This brought him into a life of crime, which since he was born in the small Duck town of Cheese-End, has earned him the name of the Cheese-End Quacker. Via's second-in-command is a Baboon named Yabadaba.

### YABADABA

STR 16 CON 15 SIZ 11 INT 13 POW 12 DEX 17 CHA 8

Defense 15%

Broadsword (1D8+1+1D4) 55% SR 6 Parry (20) 40%

Bite (1D8+1D4) 65% SR 8

Claw (1D6+1D4) 60% SR 8

Skills: Spot Hidden 60%; Evaluate Treasure 55%; Oratory 5%

Spells: Clawsharp 3; Bladesharp 2; Healing 4; Counter Magic 2

Languages: Read and Write Tabor 45%

Reward: 30 Lunars

1-4	Right Leg	4/5
5-8	Left Leg	4/5
9-11	Abdomen	4/5
12	Chest	4/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	3/5
Total Hit Points. . . . .		15

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Yabadaba does not like the idea of being second-in-command and would like to see Via dead. In fact, he would have killed Via long ago if he just had some loyal followers of his own. Actually, no one likes him at all.

### SNIRVLISH (Trollkin)

STR 12 CON 15 SIZ 10 INT 13 POW 14 DEX 19 CHA 5

Defense 15%

Light Mace (1D6+2) 30% SR 5 Parry (20) 35%

Small Shield (8) 25%

Skills: Spot Hidden 80%; Lock Picking 80%; Trap Set/Disarm 65%;

Hide in Cover 85%; Move Silently 65%; Pick Pockets 40%

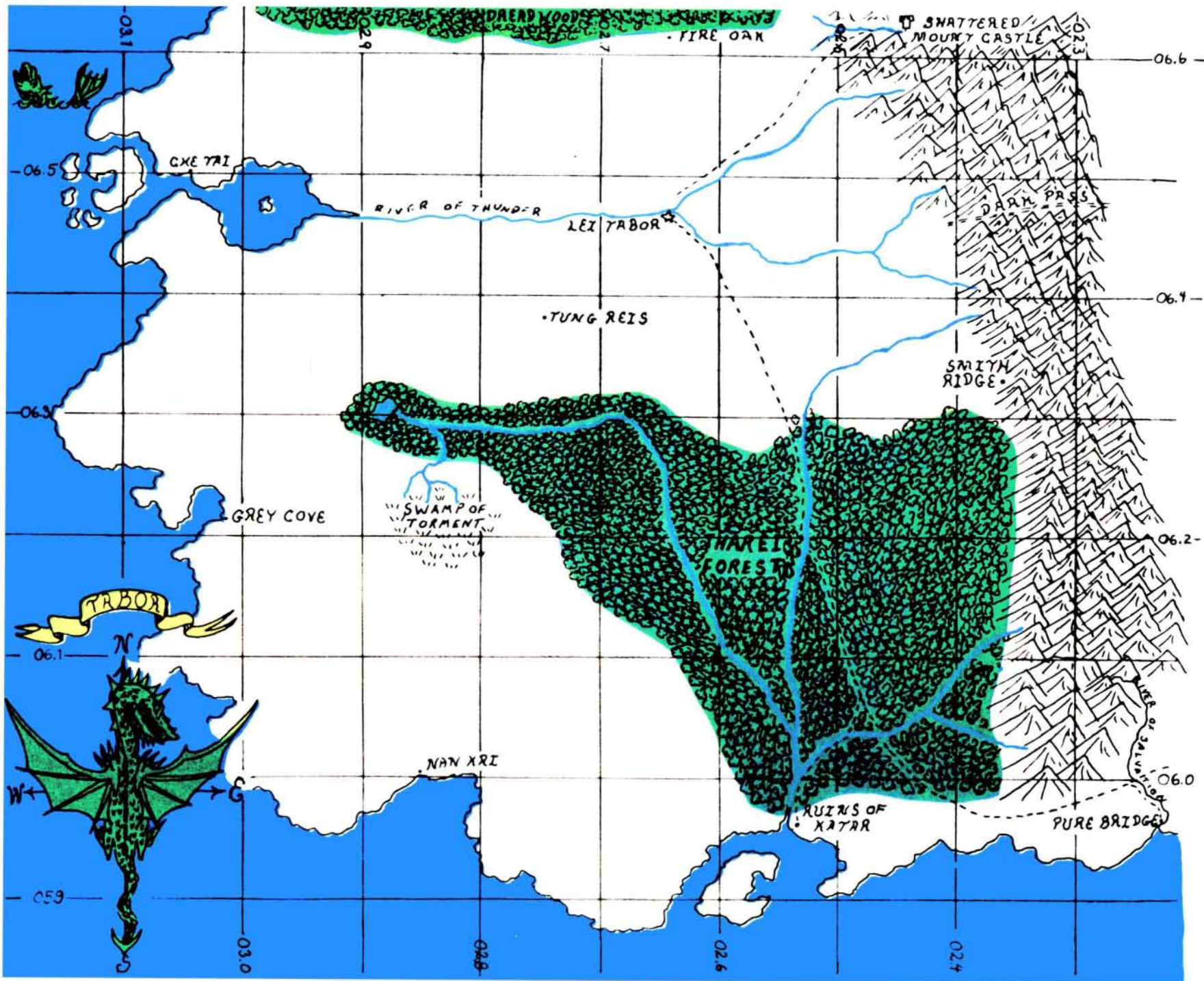
Spells: Healing 2; Silence; Detect Gold;

Detect Silver; Invisibility; Protection 2

1-4	Right Leg	3/5
5-8	Left Leg	3/5
9-11	Abdomen	3/5
12	Chest	3/6
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	2/5
Total Hit Points. . . . .		15

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Skilled at what he does, Snirvlish handles the technical aspects of the jobs. A devout coward, Snirvlish will always flee unless cornered and will usually try to change sides when he is cornered. He will gladly lead the party to any treasure that the gang has in return for his own life.



All of Via's accomplices have a price of 5 Lunars on their heads.

The actual hitting power of the group is all concentrated in one character named Brok, a Great Troll. How he ever came to be associated with such a bunch of losers as this is anyone's guess.

**BROK**

STR 29 CON 18 SIZ 29 INT 6 POW 8 DEX 12 CHA 4  
Maul (2D8+3D6) 65% SR 4 Parry (15) 55%  
Pole Axe (3D6+3D6) 60% SR 4 Parry (12) 40%  
Spells: Healing 3; Bludgeon 2

1-4 Right Leg 7/8  
5-8 Left Leg 7/8  
9-11 Abdomen 7/8  
12 Chest 8/9  
13-15 Right Arm 7/7  
16-18 Left Arm 7/7  
19-20 Head 7/8  
Total Hit Points. . . . .23

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Other members of the group can include from 3 - 12 Ducks; the ones listed below may be used for these additional Ducks.

**DUCK 1**

STR 7 CON 12 SIZ 6 INT 8 POW 10 DEX 17 CHA 10  
Defense 10%  
Blowgun (1D3) 35% SR 3  
Shortsword (1D6+1) 25% SR 6 Parry (20) 30%  
Skills: Swim 95%; Spot Hidden 40%; Move Silently 55%  
Spells: Healing 2; Bladesharp 1

1-4 Right Leg 2/4  
5-8 Left Leg 2/4  
9-11 Abdomen 2/4  
12 Chest 3/5  
13-15 Right Arm 2/3  
16-18 Left Arm 2/3  
19-20 Head 4/4  
Total Hit Points. . . . .11

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**DUCK 2**

STR 9 CON 11 SIZ 5 INT 11 POW 10 DEX 18 CHA 5  
Defense 10%  
Shortsword (1D6+1) 30% Parry (20) 20% SR 7  
Small Shield (8) 35%  
Sling (1D8) 40% SR 4  
Skills: Swimming 90%; Pick Pockets 35%; Set Trap 50%; Pick Locks 40%  
Spells: Multimissile 2; Healing 2

1-4 Right Leg 2/4  
5-8 Left Leg 2/4  
9-11 Abdomen 2/4  
12 Chest 2/5  
13-15 Right Arm 1/3  
16-18 Left Arm 1/3  
19-20 Head 2/4  
Total Hit Points. . . . .10

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**DUCK 3**

STR 5 CON 14 SIZ 6 INT 9 POW 10 DEX 15 CHA 6  
Defense 5%  
Self Bow (1D6+1) 30% SR 5  
Shortsword (1D6+1) 25% SR 8 Parry (20) 15%  
Small Shield (8) 30%  
Skills: Swimming 90%; Spot Hidden 60%; Hide in Cover 55%  
Spells: Bladesharp 3; Multimissile 2; Healing 2

1-4 Right Leg 2/5  
5-8 Left Leg 2/5  
9-11 Abdomen 3/5  
12 Chest 3/6  
13-15 Right Arm 2/4  
16-18 Left Arm 2/4  
19-20 Head 4/5  
Total Hit Points. . . . .13

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Currently Via and his ruthless gang are terrorizing the area near 06.24 North, 02.56 West. They will attack parties that appear even weaker than them.



Legends of a Band of Bold Robbers operating out of the forests south of Tung Reis have been widely spread among the local populace of Lei Tabor. The famous bandit, Ch'ao Kai, is said to run a Robin Hood type operation that sometimes strikes as far north as the Che Tai area. Ch'ao Kai is said to distribute any ill gotten gains he can gain from the wealthy to the poor. He has a price on his head of 100 Wheels alive, 50 Wheels if brought in dead. The location of their lair is about 06.30 North, 02.70 West.

**CH'AO KAI (Ogre)**

STR 21 CON 17 SIZ 13 INT 11 POW 16 DEX 14 CHA 12

Defense 5%

Greatsword (2D8+1D6) 85% SR 5 Parry (15) 85%

Heavy Mace (1D8+2+1D6) 75% SR 7 Parry (20) 65%

Large Shield (16) 90%

Composite Bow (1D10) 70% SR 4

Skills: Disguise 80%; Hide in Cover 95%; Brew Potency 15 Blade Venom;

Set Trap 80%; Spot Hidden 60%; Tracking 75%; Move Silently 75%

Spells: Silence; Invisibility; Bludgeon 4; Healing 3

Chaotic Feature: Reflects one point spells back at the caster

Special Item: 5 point Healing Focusing Crystal

1-4	Right Leg	6/6
5-8	Left Leg	6/6
9-11	Abdomen	6/6
12	Chest	6/7
13-15	Right Arm	5/5
16-18	Left Arm	5/5
19-20	Head	7/6
Total Hit Points. . . . .		18

The rumors of the gang's activities are spread by the members of the gang to draw more victims into the area.

The gang's second-in-command, Ho Tai, is listed on the wanted posters as being worth 50 Wheels alive and 25 Wheels dead.

**HO TAI**

STR 22 CON 15 SIZ 11 INT 14 POW 16 DEX 11 CHA 5

Defense 5%

Bastard Sword (1D10+1+1D6) 80% SR 7 Parry (20) 65%

Large Shield (16) 80%

One-handed Long Spear (1D8+1+1D6) 65% SR 5 Parry (15) 60%

Heavy Crossbow (2D6+2) 55% SR 5

Skills: Disguise 50%; Tracking 75%; Move Silently 80%;

Hide in Cover 90%; Weapon Making 85%; Spot Hidden 45%

Spells: Invisibility; Protection 2; Healing 2; Multimissile 4; Bladesharp 3

Languages: Ishite Common 85%; Tabor 75%

1-4	Right Leg	5/5
5-8	Left Leg	5/5
9-11	Abdomen	5/5
12	Chest	6/6
13-15	Right Arm	5/4
16-18	Left Arm	5/4
19-20	Head	6/5
Total Hit Points. . . . .		15

The following Ogres can be used as followers of the two listed above, there are usually 5 - 12 (1D8+4) of these other followers along when the first two are encountered. If either of the first two are brought to justice, a reward will also be paid for each accomplice slain; so for each additional Ogre caught or killed, the reward is an additional 5 Wheels.

**OGRE 1**

STR 19 CON 14 SIZ 14 INT 11 POW 13 DEX 16 CHA 8

Defense 20%

Maul (2D8+1D6) 65% SR 4 Parry (15) 65%

One-handed Battle Axe (1D8+2+1D6) 70% SR 6 Parry (15) 65%

Medium Shield (12) 70%

Skills: Hide in Cover 75%; Move Silently 70%; Spot Hidden 65%

Spells: Bludgeon 4; Bladesharp 2; Healing 3; Protection 2

Languages: Tabor 70%; Ishite Common 60%

Chaotic Feature: All one point spells directed at him will be absorbed and added to his Power.

1-4	Right Leg	5/5
5-8	Left Leg	5/5
9-11	Abdomen	5/5
12	Chest	5/6
13-15	Right Arm	5/4
16-18	Left Arm	5/4
19-20	Head	5/4
Total Hit Points. . . . .		15



**OGRE 2**  
 STR 20 CON 16 SIZ 14 INT 11 POW 15 DEX 15 CHA 10  
 Defense 5%  
 Military Flail (2D6+2+1D6) 65% SR 4 Parry (15) 60%  
 War Flail (1D6+2+1D6) 60% SR 7 Parry (12) 55%  
 Large Shield (16) 50%  
 Skills: Hide in Cover 75%; Spot Hidden 65%;  
 Tracking 55%; Move Silently 70%  
 Spells: Bludgeon 4; Protection 2; Healing 5

1-4	Right Leg	4/6
5-8	Left Leg	4/6
9-11	Abdomen	4/6
12	Chest	5/7
13-15	Right Arm	5/5
16-18	Left Arm	5/5
19-20	Head	5/5
Total Hit Points. . . . .		17

**OGRE 3**  
 STR 18 CON 17 SIZ 15 INT 12 POW 16 DEX 10 CHA 9  
 Defense 0%  
 Bastard Sword (1D10+1+1D6) 60% SR 6 Parry (20) 55%  
 Medium Shield (12) 65%  
 Light Crossbow (2D4+2) Alternate Rounds 65%  
 Skills: Hide in Cover 70%; Spot Hidden 60%; Tracking 55%  
 Spells: Multimissile 3; Bladesharp 3; Healing 6  
 Languages: Tabor 60%

1-4	Right Leg	5/7
5-8	Left Leg	5/7
9-11	Abdomen	5/7
12	Chest	5/8
13-15	Right Arm	5/6
16-18	Left Arm	5/6
19-20	Head	5/7
Total Hit Points. . . . .		18

**OGRE 4**  
 STR 17 CON 14 SIZ 15 INT 16 POW 17 DEX 11 CHA 10  
 Defense 10%  
 Broadsword (1D8+1+1D6) 75% SR 6 Parry (20) 70%  
 Medium Shield (12) 65%  
 Pole Axe (4D6) 50% SR 4 Parry (12) 50%  
 Skills: Hide in Cover 80%; Spot Hidden 70%;  
 Tracking 50%; Move Silently 70%  
 Spells: Bladesharp 4; Befuddle; Demoralize; Healing 6; Protection 2  
 Languages: Tabor 75%; Ishite Common 65%

1-4	Right Leg	4/6
5-8	Left Leg	4/6
9-11	Abdomen	5/6
12	Chest	5/7
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	5/6
Total Hit Points. . . . .		16



The terror of the open plains of Tabor, the People's Popular Front of Lei Tabor, has been running a Lucrative Extortion and Thieving Ring. The People's Army acts under the guise of a revolutionary organization bent on over-running the "corrupt" government of Lei Tabor and distributing the wealth to the masses. The People's Army is 30 strong, though looks deceive. In actuality, only 15 of the riders are riding Warhorses, and only 10 of them can fight effectively on horseback. This ruse allows them to throw their weight around terrorizing many of the small towns out of effective protective range of Lei Tabor's troops as an encounter with them would be fatal. Because of this, the People's Army is lightly armored to maximise speed. The leader of this band is General Ho Ki.

**GENERAL HO KI**

STR 16 CON 15 SIZ 16 INT 16 POW 17 DEX 15 CHA 17

Defense 20%

Broadsword (1D8+1+1D6) SR 85% Parry (20) 80%

Medium Shield (12) 75%

Two-handed Spear as Lance (1D10+1+3D6) 70% SR 3 Parry (15) 60%

Skills: Oratory 80%; Riding 90%; Hide in Cover 60%;

Spot Hidden 60%; Evaluate Treasure 60%

Spells: Bladesharp 3; Befuddle; Healing 6;

Detect Gold/Silver/Gems; Protection 3; Demoralize

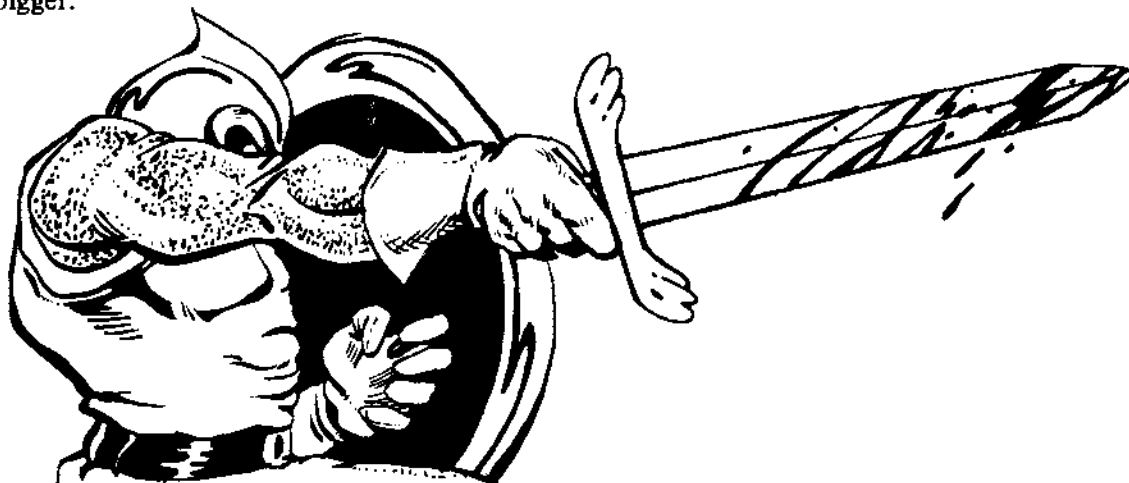
Languages: Tabor 75%; Ishite Common 65%

Reward: 800 Lunars Alive, 500 Lunars Dead

1-4	Right Leg	4/6
5-8	Left Leg	4/6
9-11	Abdomen	4/6
12	Chest	4/7
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	4/6
Total Hit Points. . . . .		17

General Ho Ki is always noticeable as he is most colorfully dressed. His "uniform" is complete with long fringed cloak and his chest sports numerous medals, none of which mean anything. His troop is likewise colorfully dressed; spoils, they claim, of a battle in which a clothing salesman ruthlessly attacked them. The General's plan is to build an army to take over the government of Tabor, and, after putting himself in power, distribute the wealth to the people. Of course this is a difficult task which could take generations to properly complete (but he can wait). Until the takeover, Ho Ki is "forced" to make a living protecting travellers and pack trains for a small fee. Ho Ki has a very well developed information gathering system within the city, and will always know when a large caravan is leaving. The People's Army will then meet the caravan three or four days from the city to extract payment. Most merchants will pay rather than risk destruction of their goods. The payment is 10 Lunars per cart and 1 Lunar per pack animal. But, payment does not mean that the caravan will not be attacked anyway if the cargo is valuable enough. The caravan must then be siezed for public distribution (less expenses of course, which are so high these days). Ho Ki will always avoid encounters with regular troops from Lei Tabor.

Ho Ki has a number of followers, some of whom are much more useful than others. In general, they can be divided into two main groups: Those who can fight and those who really can't and are just along to make the army look bigger.



Group One: Those who can Fight:

<b>NUMBER 1</b>	1-4 Right Leg	3/5
STR 15 CON 14 SIZ 16 INT 14 POW 14 DEX 17 CHA 12	5-8 Left Leg	3/5
Defense 15%	9-11 Abdomen	4/5
Broadsword (1D8+1+1D4) 55% SR 4 Parry (20) 40%	12 Chest	4/6
Medium Shield (12) 45%	13-15 Right Arm	3/4
Composite Bow (1D10) 60% SR 2	16-18 Left Arm	3/4
Skills: Riding 60%; Spot Hidden 30%; Tracking 45%	19-20 Head	4/5
Spells: Healing 2; Protection 1; Bladesharp 1	Total Hit Points. . . . .	15
Languages: Read and Write Tabor 45%; Speak Ishite Common 80%		

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<b>NUMBER 2</b>	1-4 Right Leg	3/5
STR 13 CON 13 SIZ 11 INT 15 POW 13 DEX 14 CHA 9	5-8 Left Leg	3/5
Defense 10%	9-11 Abdomen	4/5
Heavy Mace (1D8+2) 50% SR 7 Parry (20) 45%	12 Chest	4/6
Light Crossbow (2D4+2) 55% SR 4	13-15 Right Arm	3/4
Medium Shield (12) 50%	16-18 Left Arm	3/4
Skills: Riding 65%; Hide Item 50%; Hide in Cover 55%	19-20 Head	4/5
Spells: Befuddle; Protection 2; Multimissile 1; Healing 3	Total Hit Points. . . . .	13

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<b>NUMBER 3</b>	1-4 Right Leg	3/6
STR 15 CON 16 SIZ 15 INT 11 POW 13 DEX 12 CHA 12	5-8 Left Leg	3/6
Defense 5%	9-11 Abdomen	4/6
Great Axe (2D6+1D4) 70% SR 6 Parry (15) 60%	12 Chest	4/7
Composite Bow (1D10) 65%	13-15 Right Arm	3/5
Skills: Riding 60%; Fletching 65%. Spot Hidden Item 75%; Spot Trap 55%	16-18 Left Arm	3/5
Spells: Repair; Healing 3; Protection 2; Bladesharp 2	19-20 Head	4/6
	Total Hit Points. . . . .	17

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<b>NUMBER 4</b>	1-4 Right Leg	4/7
STR 15 CON 18 SIZ 14 INT 14 POW 16 DEX 14 CHA 8	5-8 Left Leg	4/7
Defense 10%	9-11 Abdomen	5/7
Broadsword (1D8+1+1D4) 60% Parry (20) 45%	12 Chest	5/8
Medium Shield (12) 55%	13-15 Right Arm	3/6
Light Crossbow (2D4+2) 60%	16-18 Left Arm	3/6
Skills: Riding 60%; Weapon Making 55%; Pick Pockets 45%	19-20 Head	4/7
Spells: Healing 5; Protection 3; Bladesharp 2; Dullblade 1; Befuddle	Total Hit Points. . . . .	19

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<b>NUMBER 1</b>	1-4 Right Leg	2/4
STR 11 CON 12 SIZ 11 INT 9 POW 12 DEX 11 CHA 11	5-8 Left Leg	2/4
Light Mace (1D6+2) 25% SR 8 Parry (20) 20%	9-11 Abdomen	3/4
Small Shield (8) 20%	12 Chest	3/5
Self Bow (1D6+1) 35%	13-15 Right Arm	2/3
Skills: Riding 30%; Hide in Cover 35%	16-18 Left Arm	2/3
Spells: Healing 1; Bludgeon 1	19-20 Head	3/4
	Total Hit Points.....	12

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<b>NUMBER 2</b>	1-4 Right Leg	2/5
STR 12 CON 14 SIZ 15 INT 12 POW 14 DEX 13 CHA 13	5-8 Left Leg	2/5
Defense 5%	9-11 Abdomen	2/5
Short Sword (1D6+1+1D4) 30% SR 6 Parry (20) 25%	12 Chest	3/6
Small Shield (8) 25%	13-15 Right Arm	2/4
Self Bow (1D6+1) 25%	16-18 Left Arm	2/4
Skills: Riding 10%	19-20 Head	3/5
Spells: Healing 2; Multimissile 1	Total Hit Points.....	15

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<b>NUMBER 3</b>	1-4 Right Leg	2/6
STR 14 CON 16 SIZ 16 INT 9 POW 10 DEX 10 CHA 6	5-8 Left Leg	2/6
Defense 0%	9-11 Abdomen	3/6
One-handed Battle Axe (1D8+2+1D4) 30% SR 7 Parry (15) 25%	12 Chest	3/7
Medium Shield (12) 25%	13-15 Right Arm	2/5
Self Bow (1D6+1) 35% Parry (6) 15%	16-18 Left Arm	2/5
Skills: Riding 25%	19-20 Head	4/6
Spells: Bladesharp 1; Healing 1	Total Hit Points.....	17

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<b>NUMBER 4</b>	1-4 Right Leg	2/5
STR 12 CON 13 SIZ 14 INT 10 POW 12 DEX 13 CHA 6	5-8 Left Leg	2/5
Defense 5%	9-11 Abdomen	3/5
Dagger (1D4+2) 40% SR 8 Parry (12) 30%	12 Chest	3/6
Small Shield (8) 35%	13-15 Right Arm	2/4
Self Bow (1D6+1) 40% Parry (6) 20%	16-18 Left Arm	2/4
Skills: Riding 30%	19-20 Head	3/5
Spells: Multimissile 1; Bladesharp 1; Healing 2	Total Hit Points.....	14

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### Fass Duck's Counterfeiting Ring

Located in an abandoned farm (06.05 N, 02.9 W), a small group of Ducks make a living counterfeiting Silver coins by making them out of lead. There is a 10% chance of coming in contact with any of these coins to be given as change in Nan Kri. A character must roll double his or her percentage chance for Evaluate Treasure to spot them as fakes. Any of the fakes will be spotted by merchants of Nan Kri and not accepted. Fass has 8 other Ducks in his group to help mint and deliver the coins to contacts (who filter the coins into Nan Kri) as well as guard. The farm consists of a small shack, and the remains of a barn with two guards always on duty atop the shack where the work takes place.

<b>FASS DUCK</b> STR 8 CON 13 SIZ 5 INT 14 POW 14 DEX 13 CHA 12 Defense 10% Short Sword (1D6+1) 40% SR 8 Parry (20) 40% Blowgun (1D3) 45% SR 2 Parry (4) 20% Small Shield (8) 40% Skills: Spot Hidden 65%; Hide in Cover 70% Spells: Bladesharp 2; Healing 2; Protection 3 Languages: Read and Write Tabor 75%; Ishite Common 55% Reward: Dead or Alive, 40 Lunars, redeemable in Nan Kri or 20 Lunars in Lei Tabor	1-4 Right Leg 3/4 5-8 Left Leg 3/4 9-11 Abdomen 4/4 12 Chest 4/5 13-15 Right Arm 3/3 16-18 Left Arm 3/3 19-20 Head 2/4 Total Hit Points. . . . . 12
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In a locked strong box under a bed is 60 Lunars. In a large bag in the corner is 2000 Silver Pieces (counterfeit). The fine for trying to pass these coins is double the amount passed.

<b>DUCK 1</b> STR 6 CON 12 SIZ 5 INT 11 POW 12 DEX 15 CHA 8 Defense 5% Short Sword (1D6+1+1D4) 35% SR 8 Parry (20) 30% Sling (1D8) 55% SR 2 Small Shield (8) 40% Skills: Spot Hidden 50%; Hide in Cover 45% Spells: Multimissile 2; Bladesharp 1; Healing 1	1-4 Right Leg 2/4 5-8 Left Leg 2/4 9-11 Abdomen 3/4 12 Chest 3/5 13-15 Right Arm 2/3 16-18 Left Arm 2/3 19-20 Head 2/4 Total Hit Points. . . . . 11
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<b>DUCK 2</b> STR 7 CON 14 SIZ 7 INT 10 POW 11 DEX 14 CHA 6 Defense 5% Short Spear (1D8+1) 40% SR 5 Parry (15) 35% Dagger (1D4+2) 30% SR 8 Parry (12) 30% Light Crossbow (2D4+2) 40% SR 2 Parry (6) 15% Skills: Spot Hidden 40%; Hide in Cover 45% Spells: Multimissile 1; Bladesharp 1	1-4 Right Leg 3/4 5-8 Left Leg 3/4 9-11 Abdomen 4/4 12 Chest 4/5 13-15 Right Arm 3/3 16-18 Left Arm 3/3 19-20 Head 3/4 Total Hit Points. . . . . 13
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**DUCK 3**  
 STR 5 CON 11 SIZ 4 INT 12 POW 13 DEX 15 CHA 5  
 Defense 10%  
 Short Sword (1D6+1+1D4) 30% SR 8 Parry (20) 30%  
 Small Shield (8) 40%  
 Blowgun (1D3) 55%  
 Skills: Spot Hidden 60%; Hide in Cover 55%  
 Spells: Bladesharp 3; Befuddle; Protection 1

1-4 Right Leg 2/3  
 5-8 Left Leg 2/3  
 9-11 Abdomen 3/3  
 12 Chest 3/4  
 13-15 Right Arm 2/2  
 16-18 Left Arm 2/2  
 19-20 Head 2/3  
 Total Hit Points. . . . . 9

**DUCK 4**  
 STR 6 CON 14 SIZ 6 INT 13 POW 13 DEX 14 CHA 6  
 Defense 15%  
 Short Sword (1D6+1+1D4) 45% SR 8 Parry (20) 40%  
 Small Shield (8) 50%  
 Sling (1D8) 50%  
 Skills: Spot Hidden 65%; Hide in Cover 55%  
 Spells: Multimissile 2; Healing 1; Bladesharp 2  
 Languages: Read and Write Tabor 45%

1-4 Right Leg 3/5  
 5-8 Left Leg 3/5  
 9-11 Abdomen 4/5  
 12 Chest 4/6  
 13-15 Right Arm 3/4  
 16-18 Left Arm 3/4  
 19-20 Head 3/5  
 Total Hit Points. . . . . 13

**Fey Brotherhood**

Yet another small band of Cavalry Bandits, the Fey Brotherhood is a strong and well organized group of raiders, not at all like the People's Popular Front. The problem with the Fey Brotherhood is that as a competent group, they will not be tolerated in the more civilized regions. Riding out from a Thieves Lair in the fringe of the Tharei Forest (06.11 N, 02.63 W), the Fey Brotherhood makes Southern Tabor unsafe for civilized trade. Raiding as far west as Grey Cove and occasionally as far north as Tung Reis, Wang Shih and his Fey Brothers have respect only for the sudden might of the Lei Armies. This party makes especially competent use of the Horse Bow. The entire force of 20 bandits is generally not encountered, small groups of from 2 - 12 usually raid separately.

Their leader, Wang Shih, is a Rune Lord of the T'sei Temple.

**WANG SHIH**  
 STR 14 CON 16 SIZ 14 INT 16 POW 18 DEX 21 CHA 16  
 Defense 35%  
 Self Bow (1D6+1) 105% SR 2  
 Lance (1D10+1+Horse) 90% SR 2 Parry (15) 55%  
 Medium Shield (12) 100%  
 Broadsword (1D8+1+1D4) 85% SR 4 Parry (20) 75%  
 Skills: Riding 110%; Hide in Cover 95%; Evaluate Treasure 85%;  
 Spot Trap 90%; Trap Set/Disarm 65%; Move Silently 90%  
 Spells: Invisibility; Bladesharp 3; Silence; Repair;  
 Befuddle; Protection 4; Shimmer 2  
 Rune Spells: Spell Teaching; Divination Shield 2; Concealment  
 Allied Spirit: Fleet Foot (in horse that is his familiar): INT 13  
 POW 15 Spells: Healing 6; Counter Magic 5; Xenohealing 2

1-4 Right Leg 4/6  
 5-8 Left Leg 4/6  
 9-11 Abdomen 9/6  
 12 Chest 9/7  
 13-15 Right Arm 4/5  
 16-18 Left Arm 4/5  
 19-20 Head 8/6  
 Total Hit Points. . . . . 18

**HORSE**  
 STR 32 CON 14 SIZ 32 INT 13 POW 15 DEX 15  
 Damage Bonus +3D6  
 Defense 5%  
 Kick (1D8) 55% SR 6  
 Bite (1D10) 65% SR 6  
 Rear and Plunge (2D10+3D6) 55% SR 6  
 Trample (3D6 to down foe) 85%

1-2 Right Hind Leg 1/6  
 3-4 Left Hind Leg 1/6  
 5-7 Hindquarters 3/8  
 8-10 Forequarters 3/8  
 11-13 Right Fore Leg 1/6  
 14-16 Left Fore Leg 1/6  
 17-20 Head 3/7  
 Total Hit Points. . . . . 19

**The Fey Brothers:**

**NUMBER 1**  
 STR 13 CON 10 SIZ 11 INT 12 POW 9 DEX 11 CHA 8  
 Self Bow (1D6+1) 75% SR 5  
 Lance (1D10+1+Horse) 55% SR 5 Parry (15) 40%  
 Medium Shield (12) 65%  
 Broadsword (1D8+1+1D4) 55% SR 7 Parry (20) 45%  
 Skills: Riding 75%; Fletching 90%; Bow Making 65%; Hide in Cover 80%  
 Spells: Healing 2; Repair; Coordination; Multimissile 4

1-4 Right Leg 2/4  
 5-8 Left Leg 2/4  
 9-11 Abdomen 3/4  
 12 Chest 3/5  
 13-15 Right Arm 2/3  
 16-18 Left Arm 2/3  
 19-20 Head 3/4  
 Total Hit Points. . . . . 10

**NUMBER 2**  
 STR 15 CON 12 SIZ 14 INT 12 POW 6 DEX 17 CHA 11  
 Defense 10%  
 Self Bow (1D6+1) 55% SR 2  
 Bastard Sword (1D10+1+1D4) 65% SR 3 Parry (20) 50%  
 Medium Shield (12) 70%  
 Lance (1D10+1+Horse) 45% SR 2 Parry (15) 35%  
 Skills: Riding 85%; Hide in Cover 55%; Camouflage 85%  
 Spells: Counter Magic 3; Bladesharp 2

1-4 Right Leg 3/5  
 5-8 Left Leg 3/5  
 9-11 Abdomen 3/5  
 12 Chest 4/6  
 13-15 Right Arm 3/4  
 16-18 Left Arm 3/4  
 19-20 Head 4/5  
 Total Hit Points. . . . . 13

**NUMBER 3**  
 STR 12 CON 14 SIZ 14 INT 12 POW 14 DEX 17 CHA 14  
 Defense 20%  
 Self Bow (1D6+1) 70% SR 3  
 Broadsword (1D8+1+1D4) 75% SR 5 Parry (20) 55%  
 Lance (1D10+1+Horse) 55% SR 3 Parry (15) 45%  
 Medium Shield (12) 75%  
 Skills: Riding 80%; Listening 90%; Hide in Cover 85%; Tracking 65%  
 Spells: Healing 6; Bladesharp 3; Multimissile 3

1-4 Right Leg 3/5  
 5-8 Left Leg 3/5  
 9-11 Abdomen 4/5  
 12 Chest 4/6  
 13-15 Right Arm 3/4  
 16-18 Left Arm 3/4  
 19-20 Head 4/5  
 Total Hit Points. . . . . 15

**NUMBER 4**  
 STR 14 CON 10 SIZ 11 INT 16 POW 17 DEX 20 CHA 11  
 Defense 20%  
 Lance (1D10+1+Horse) 65% SR 2 Parry (15) 35%  
 Self Bow (1D6+1) 55% SR 2 Parry (6) 30%  
 Broadsword (1D8+1+1D4) 50% SR 4 Parry (20) 45%  
 Medium Shield (12) 60%

1-4	Right Leg	2/4
5-8	Left Leg	2/4
9-11	Abdomen	3/4
12	Chest	3/5
13-15	Right Arm	2/3
16-18	Left Arm	2/3
19-20	Head	4/4
Total Hit Points. . . . .		11

A reward of 500 Wheels is offered for the destruction or capture of this group. This reward must be collected by delivering the group members to Lei Tabor.

### Armored Broos

In the village of Che Tai, an armorer named Nofag Hoscran has opened up a shop that sells armor to anyone, especially wealthy Broos. Many armored Broos are beginning to cause great trouble in the areas of Tabor; from here all the way to the far side of Fireoak and down into the Tharei Forest. The only place it is possible outside the cities to be safe from occasional Broo infiltration is to the northeast of Lei Tabor, where Zorak Zoran is strong and growing. In fact, the strong Broo problem in the northwest is drawing these aggressive Trolls out of the mountains to attack these Broo.

News of the crimes of Nofag is prevented from actually reaching Tabor by terror tactics used by Nofag and the Broo to prevent the townspeople from saying anything. All messages to Lei Tabor are carried by Nofag's assistant, Westrider. All other travellers are captured or killed by the Broo if they are seen leaving Che Tai.

**NOFAG HOSCRAN**  
 STR 14 CON 19 SIZ 16 INT 11 POW 17 DEX 15 CHA 15  
 Defense 20%  
 Bastard Sword (1D10+1+1D4) 75% SR 5 Parry (20) 65%  
 Heavy Mace (1D8+2+1D4) 65% SR 7 Parry (20) 55%  
 War Hammer (1D6+2+1D4) 70% SR 7 Parry (20) 55%  
 Large Shield (16) 85%  
 Skills: Armor Making 90%; Weapon Making 85%; Shield Making 85%;  
 Evaluate Treasure 75%; Tracking 75%; Hide Item 75%;  
 Spot Hidden 65%; Trap Set/Disarm 65%  
 Spells: Repair; Healing 6; Bladesharp 3  
 Languages: Ishite Common 80%; Read and Write Tabor 75%

1-4	Right Leg	5/7
5-8	Left Leg	5/7
9-11	Abdomen	6/7
12	Chest	6/8
13-15	Right Arm	5/6
16-18	Left Arm	5/6
19-20	Head	6/7
Total Hit Points. . . . .		21





His assistant, Westrider:

**WESTRIDER**

STR 20 CON 19 SIZ 16 INT 9 POW 17 DEX 14 CHA 15

Defense 10%

Maul (2D8+1D6) 65% SR 4 Parry (15) 65%

Pole Axe (3D6+1D6) 60% SR 3 Parry (12) 50%

Lance (1D10+1+Horse) 50% SR 3 Parry (15) 30%

Skills: Riding 90%; Oratory 65%; Armor Making 25%;

Move Silently 35%; Hide in Cover 65%; Spot Trap 55%

Spells: Bladesharp 2; Repair; Protection 3; Healing 2

1-4	Right Leg	5/7
5-8	Left Leg	5/7
9-11	Abdomen	6/7
12	Chest	6/8
13-15	Right Arm	5/6
16-18	Left Arm	5/6
19-20	Head	6/7
Total Hit Points. . . . .		21

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Armor prices are about twice what would normally be expected, this is "because Westrider must go so far to purchase materials".

Some of the Broos that will be seen in the area are given in examples, for use in encounters, in the list below.

**MALLIA RUNE PRIEST (1)**

STR 14 CON 17 SIZ 16 INT 14 POW 19 DEX 17 CHA Special

Defense 25%

Maul (2D8+1D4) 85% SR 3 Parry (15) 65%

Two-handed Long Spear (1D10+1+1D4) 65% Parry (15) 60% SR 2

Butt (1D6+1D4) 55% SR 6

Skills: Tracking 75%; Hide in Cover 55%; Jumping 35%;

Trap Set/Disarm 65%; Swimming 75%; Lock Picking 55%

Spells: Bludgeon 4; Bladesharp 3; Befuddle; Protection 4; Repair

Rune Spells: Shield 2; Concealment; Dismiss Medium Elemental

Chaotic Feature: Hideous: Demoralizes all who look upon him (like spell, but as if cast with a Power of 36).

Allied Spirit: INT 10 POW 20 Spells: Healing 6;

Dispell Magic 3; Disruption

1-4	Right Leg	5/7
5-8	Left Leg	5/7
9-11	Abdomen	6/7
12	Chest	6/8
13-15	Right Arm	5/6
16-18	Left Arm	5/6
19-20	Head	6/7
Total Hit Points. . . . .		19

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**MALLIA RUNE PRIEST (2)**

STR 16 CON 16 SIZ 17 INT 10 POW 17 DEX 16 CHA 2

Defense 50%

Two-handed Spear (1D10+1+1D6) 95% SR 2 Parry (15) 95%

Heavy Mace (1D8+2+1D6) 110% SR 5 Parry (20) 85%

Large Shield (16) 100%

Butt (1D6+1D6) 65% SR 6

Self Bow (1D6+1) 75% SR 2

Skills: Tracking 100%; Hide in Cover 85%; Swimming 80%;

Move Silently 90%; Spot Trap 75%; Evaluate Treasure 65%

Spells: Repair; Bludgeon 4; Speedart 2; Bladesharp 3

Chaotic Feature: Appears extremely confusing +30% Defense (already included in above).

Allied Spirit: (in Rat familiar) INT 12 POW 21 Spells: Healing 6;

Counter Magic 3; Befuddle; Protection 2. Rune Spells: Shield 2

1-4	Right Leg	7/7
5-8	Left Leg	7/7
9-11	Abdomen	10/7
12	Chest	11/8
13-15	Right Arm	6/6
16-18	Left Arm	6/6
19-20	Head	9/7
Total Hit Points. . . . .		19

Fighting either of the two listed above will of course expose the opponent to some form of disease. The following Broos can be used as needed when Broos are encountered in the area.

**BROO 3**

STR 17 CON 15 SIZ 13 INT 10 POW 13 DEX 9 CHA 5  
 Two-handed Long Spear (1D10+1+1D4) 65% SR 5 Parry (15) 55%  
 Club (1D8+1D4) 55% SR 8 Parry (15) 50%  
 Butt (1D6+1D4) 55% SR 9  
 Skills: Hide in Cover 55%; Tracking 65%; Spot Hidden 45%  
 Spells: Healing 2; Bladesharp; Counter Magic 3

1-4	Right Leg	5/6
5-8	Left Leg	5/6
9-11	Abdomen	5/6
12	Chest	5/7
13-15	Right Arm	3/5
16-18	Left Arm	3/5
19-20	Head	4/6
Total Hit Points. . . . .		16

**BROO 4**

STR 14 CON 15 SIZ 15 INT 9 POW 14 DEX 10 CHA 8  
 Club (1D8+1D4) 45% SR 8 Parry (15) 45%  
 Medium Shield (12) 55%  
 One-handed Spear (1D8+1+1D4) 55% SR 6 Parry (15) 45%  
 Skills: Tracking 45%; Hide in Cover 75%; Jumping 65%; Climbing 55%  
 Spells: Healing 2; Protection 1; Bladesharp 2

1-4	Right Leg	3/6
5-8	Left Leg	3/6
9-11	Abdomen	3/6
12	Chest	4/7
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	5/6
Total Hit Points. . . . .		16

**BROO 5**

STR 16 CON 18 SIZ 14 INT 13 POW 14 DEX 11 CHA 6  
 Defense 5%  
 Bastard Sword (1D10+1+1D4) 30% SR 6 Parry (20) 30%  
 Two-handed Long Spear (1D10+1+1D4) 55% SR 5 Parry (15) 55%  
 Club (1D8+1D4) 50% SR 7 Parry (15) 35%  
 Large Shield (16) 55%  
 Skills: Tracking 75%; Hide in Cover 65%; Oratory 35%  
 Spells: Healing 4; Bladesharp 2; Repair

1-4	Right Leg	5/7
5-8	Left Leg	5/7
9-11	Abdomen	6/7
12	Chest	6/8
13-15	Right Arm	3/6
16-18	Left Arm	3/6
19-20	Head	3/7
Total Hit Points. . . . .		19



**BROO 6**  
 STR 16 CON 15 SIZ 15 INT 14 POW 15 DEX 14 CHA 7  
 Defense 10%  
 Maul (2D8+1D4) 50% SR 4 Parry (15) 45%  
 Heavy Mace (1D8) 45% SR 6 Parry (15) 45%  
 Skills: Tracking 55%; Spot Hidden 60%  
 Spells: Bludgeon 3; Befuddle; Protection 2; Healing 3  
 Languages: Read Tabor 45%  
 Chaotic Ability: Apparently invincible; no visible damage  
 till it falls over dead.

1-4	Right Leg	5/6
5-8	Left Leg	5/6
9-11	Abdomen	5/6
12	Chest	5/7
13-15	Right Arm	5/5
16-18	Left Arm	5/5
19-20	Head	3/6
Total Hit Points. . . . .		16

**BROO 7**  
 STR 11 CON 15 SIZ 14 INT 11 POW 11 DEX 7 CHA 7  
 Defense 0%  
 Large Axe (1D8+2) 55% SR 8 Parry (15) 50%  
 Medium Shield (12) 50%  
 Butt (1D4) 60%  
 Skills: Spot Hidden 60%; Map Making 50%; Evaluate Treasure 45%  
 Spells: Bladesharp 2; Protection 2; Healing 2

1-4	Right Leg	5/6
5-8	Left Leg	5/6
9-11	Abdomen	2/6
12	Chest	2/7
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	3/6
Total Hit Points. . . . .		16

### Important Notes

The unit of measure is the li approximately 1/3 mile. One the map of the Duchy of Tabor, one inch equals 100 li, or about 33 miles. The distance therefore from Lei Tabor to Shattered Mount Castle is about 86 miles or 262 li.

The numbers represent thousands of li from the Prime Meridian, which runs through Lei Huang, and from the principle circle of latitude commonly accepted in Lei Tabor, as about 6,000 li to the south. Therefore, a numerical location of 06.11 N, 02.55 W means a location of 6110 li north latitude, 2,550 li west longitude.

On the large continental map, one inch equals 500 li, also some of the other neighboring political regions and historically important areas are shown.

Treasures for the various individuals or foes have not been given as it is generally better for the individual Judge to control this as the situation dictates.

Only spells carried most commonly in a character or creature's mind are listed. A particular situation may find any of these carrying a different spell than the one listed, at the Judges discretion.

As mentioned earlier, the weather is extremely wet throughout most of the year.

Elves cause a great deal of trouble in travel through the Tharei Forest but currently Trolls are controlling the Dark Pass through the Mountains of Lei Shen.

People listed as reading and writing a language at a given percentage can usually speak that language better than they can write it.

People listed without languages will speak Ishite Common with Tabor as a secondary language at the Judges discretion.



# The City of Lei Tabor

