

SHIELD MAIDENS OF SEA RUNE

by Bryan Hinnen & Dan Hauffe

WILDERNESS BOOK THREE

Judges Guild

TWENTY-TWO WILDERNESS HEXES OF CAMPAIGN MAP ONE ARE DETAILED IN THESE EIGHTY PAGES ALONG WITH DESCRIPTION AND MAPS OF THE MAJOR POINTS OF INTEREST. ALSO INCLUDED IS A MINI-DUNGEON FOR ALL WHO DARE TO BRAVE THE SHIELD MAIDENS' REVENGE!



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This Adventure Belongs To

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Foreword

This booklet is one in a series and, once again, expands upon the area originally planned to be covered by the series. The first mentioned the triangular area bounded by the **City State of the Invincible Overlord, Tegel Manor, and Thunderhold**; the second expanded this to include the overland trade route between the City States of the Invincible Overlord and of the World Emperor. This one branches in the other direction; down the coast from Tegel Manor about eighty miles.

This product covers the area of wilderness between Cape Nearhorn (Hex 5122) and the village of Sea Rune (Hex 4927) of **Campaign Map One**. Sea Rune is the northern end of an area of coastline inhabited by Skandik raiders, sometimes called the Pagan Coast. The village itself was once the domain of Shield-Maidens, but they were pushed out by invading Skandiks and driven into the ancient castle two miles northwest of the village. Here, they know of an ancient civilization, the Markabs, whose castle it had been; beneath the stronghold, the Shield-Maidens know of fantastic devices left by the alien and powerful Markabs.

Use of the maps in conjunction with the descriptions of what goes on them may be inconvenient; the Judge must flip pages back and forth between the map and its description. To ease play of the expedition, the Judge is authorized to make photocopies of the maps herein solely for his own use in conjunction with this booklet. The Judge may also, if he so desires, remove the maps from the booklet; they have been gathered in the center so that they may be easily taken out. Loosening the staples and lifting the sheets out, then bending the staples back, avoids damage to the maps.

We encourage any changes that the individual Judge feels are necessary to make these guidelines fit his or her own campaign. The entire concept of **Judges Guild** playing aids is one of springboard, inspiring elaboration and extrapolation by the Judge.

The people encountered in the wilderness (unless they are troops, mercenaries, bodyguards of nobles, adventurers, or other persons of experience) are generally peasants of the first or second level. Technically, political leadership is almost always hereditary in the Lands of the City States, but a few individuals of great fighting prowess or charisma may command more respect from the peasants than the traditional oligarchy. In the case of the people of Sea Rune, there is little in regards to "traditional oligarchy"; men earn their positions through battle, usually during raids on merchant convoys at sea. While the son of an established leader may be able to trade on his father's name and have his feats in battle more loudly praised (thereby having a better chance at becoming a village elder), bravery and skill on the part of a rank-and-file peasant (carle) or even a lowly thrall is recognized by political and social promotion. Neither the granting of lands of his own to a lowly thrall, thereby promoting him into the peasant class, nor the welcoming of a peasant into the Council is unheard of as a reward for good fighting.

The wilderlands of the City States are dangerous places. Each community tends to become self-sufficient to a large degree simply because the danger of wandering monsters prevents the forming of political, social, or economic bonds with neighboring villages. For those settlements located on a seacoast or navigable river, however, there is a different story; the sea is actually a safer medium of travel than the land, and the rivers become highways. Sea Rune, being on a seacoast, has strong ties to many communities along the Pagan Coast. Sea Rune pays tribute to the Overlord of the Town of Ossary, the Longship Havens.

With the relative safety of sea travel, overland journeys are almost unheard of. However, a Merchant's Guild in Sea Rune maintains caravans into Barbarian Altanis and the City State of the Invincible Overlord. These are very long caravans, for there is safety in numbers, and they are escorted by a large cavalry guard.

The Shield-Maidens (Amazons) plot to overthrow the hierarchy of Sea Rune and reclaim the village as their own. To this end, they gather strength in their castle, which harbors an alchemy laboratory, a shop of lady-mages that fashions many defensive magical items, and an armory. Beneath their castle are catacombs which were once the underground stronghold of the Markabs. The Shield-Maidens and their castle are detailed herein.

The Judge should acquaint himself with the village and dungeon descriptions before running expeditions into them. Therefore, at least the "Way of Life" and "History" sections on Sea Rune and the special section on the Shield-Maidens should be read before use. After that, the remainder is self-explanatory, to be used as guidelines upon which the Judge may expand.

In constructing Sea Rune, the standard Judges Guild format has been followed. Shops, the Inn, the Temple, and the Long House have been briefly described. The dominant NPCs (non-player-characters) to be encountered in each place have their characteristics listed.

The "Way of Life" description details the crafts and trades of the Vikings of Sea Rune, the dominant religion, and the village's main economic base. It also covers the manner of worship and combat of the Skandik folk of the **Judges Guild** wilderlands campaign - while this is not to be intended as an accurate description of historical Vikings of our familiar Scandinavian histories, this is a fantasy campaign, and certain liberties have been taken.

The "Wilderness" section covers twenty-two five-mile hexes surrounding Sea Rune and stretching all the way up to the Cape. It is designed to be used in conjunction with the Judges Guild's **Campaign Hexagon System**.

East Coast Campaign Map One



The Wilderness

Each five-mile hex of the **Judges Guild** wilderlands maps can be divided into .2-mile hexes using the **Campaign Hexagon System**. Further subdividing, each .2-mile (1,056-foot) hex can be remapped into 42.24-foot hexes, using the same system. Here, there are twenty-two five-mile hexes that have been mapped out on the .2-mile scale in the area between the village of Sea Rune and Cape Nearhorn. This includes the hex in which Sea Rune and the nearby castle of the Shield-Maidens lie. These two areas of activity are each contained in a .2-mile hex within the five-mile hex and are, therefore, mapped out separately on the 42.24-foot scale. The larger-scale maps are provided for use with wilderness expeditions while the maps on the smaller scale (castle and village) are to be used for more specific events (tramping about within the village or attacking the castle, for example).

Judges are encouraged to use the wilderness hexes in conjunction with **Campaign Hexagon System**, pp. 3 - 8. The region of coastal plains here classifies as "Sub-Tropical" for purposes of any trees, other vegetation, and animal encounters. (While a subtropical climate may seem a bit warm for Vikings, remember - it's a fantasy campaign.) All necessary encounter charts are reproduced here for easy reference. During daylight, there are several large and well-armed hunting parties going forth from Sea Rune and the surrounding hamlets as well as from the Shield-Maidens' castle. These hunters should be kept in mind when preparing an encounter.

Also frequenting the entire area covered in this playing aid is a nomadic band of evil warriors led by an Evil Lord and an Evil High Priest. They have a practice of scouting out any force entering the area and shadowing it, picking off stragglers if there are any; if the force being shadowed is weak enough, they will take it on in open battle or ambush at their own convenience. This is one of the reasons that overland travel has almost been abandoned by Sea Rune and why the caravans of the Merchants' Guild are so large and so heavily guarded, though the Evil Lord has been secretly contacted by the Guildmaster of Sea Rune, Tjornuvik Thyri, and has consented to grant his caravans safe passage.

From **Campaign Hexagon System**: "Trees range in height from 4' - 400' when mature. . . . The tree type is actually the strain predominant in that stand of trees and is a function of latitude. . . . [this has been taken care of]. Actually, climactic zones will vary but the guideline is intended as a simplified aid only.

". . . these guidelines are intended as an aid in developing a world in which your players can hunt, engage in trapping, and 'live off the land.' Insects, birds, and small mammals can be dispatched with one blow. For this reason, many are listed as 0 Hits to Kill, and this indicates that one point of damage will subdue or kill the creature."

The characteristics of the folk and creatures encountered herein are listed in the **Judges Guild Universal Rolegaming Format**, usable with all game systems. The format is detailed below.

Sea Rune: History, 4433 BCCC

The village of Sea Rune is built on the ruins of an earlier settlement, as have been many villages and cities in the Lands of the City States. It was built by the slave-women of the Shield-Maidens who came to this area in the thirteenth century BBCC; their slaves performed the actual labor of construction because the only work of the Shield-Maidens themselves is warfare.

Two miles northwest of the village, they found an ancient stronghold of the Markabs, an old and extremely advanced race of aliens that was apparently destroyed in the Uttermost War. The wild legends claim that the Markabs possessed ships that sailed through the air, driven by neither wind nor oar. These legends persist among peoples that are widely scattered, so there may be some truth to them.

It was claimed that the ships powered themselves, much as a man or an animal does, by feeding and that the food of the Markabs' ships was prepared and stored here, far beneath the ground on which the awesome stronghold stood. The architecture of the place is strange and ugly, and the people and animals native to the region avoid it.

The legends of the Shield-Maidens state that, once, they lived as most women did, but their men were slaves of the Markabs, and the women eventually rebelled. The Shield-Maidens, isolated from the momentous events of the City-State by the Ered Losthain range of peaks, began to develop their own culture. They keep no male prisoners very long; they are used for breeding to further their warrior race. After they have served their purpose, they are turned loose in the forest, weaponless and without armor, and are told never to return on pain of death. The women that they capture are kept as slaves. As time passed, they began to venture out to sea. The village is, in fact, named for a statue sculpted by a forgotten Markab; on its pedestal is what has been translated as a poem about the sea in Markab runes. The statue is believed to have depicted a Markab sky-sailor but has been severely ravaged by time.

The harbor's banks are far too regular, scholars argue, to be natural, and they are said to be one of the greater engineering feats of the Markabs. The Shield-Maidens had the great godsend, in 2118 BCCC, of an exploring Imperial war galley, demasted by storms, which blundered into this harbor. Their crude but numerous boats and rafts swarmed upon it, and the storm-weary Imperial Marines proved no match for their numbers. The captain had some training as a naval engineer and was spared long enough to aid in the development of the Shield-Maidens' knowledge in this regard before being put to the sword.

By 2240 BCCC, their records claim, they were maintaining a respectable flotilla of small, sailing warships. Then came the Skandik invaders who sent a great migratory fleet to land down the coast at the village of Ossyr Lee. The cruel, red-haired men slew or enslaved all of the inhabitants of that village and made it their stronghold, Longship Havens; the village's name was profaned by them and called Ossary. Successive waves of Skandik longships, leading captured merchant-ships loaded with their families and goods, landed there in the years to come and built it into a great town. The Skandiks could not conceive of independent women who enslaved other women, used men for breeding purposes, and made war themselves. For many years, the Skandiks met the Shield-Maidens with great apprehension, fearing that they were protected by Norse Goddesses. They built their settlements down the coast of the Pazidan Peninsula, that which is called Altanis; this area has come to be known as the Pagan Coast due to their many villages.

There came a day, however, when the Skandiks lost their fear of the Shield-Maidens and attacked them. The first battle, in the spring of 2398 BCCC, was greatly humiliating to the Skandiks, for the unarmored Shield-Maidens danced about their ponderous ranks and sliced them to ribbons. With great resolve, they marched north again that summer, only to be defeated a second time. Once more, in the autumn, they sought to regain their pride and summoned all the warriors of all the villages down what had become their coast; in the face of such numbers, the Shield-Maidens had little hope.

In the fall of 2398, there approached a great fleet of longships. The Shield-Maidens in their war galleys sailed out of the harbor-mouth to greet them, for they were of a great and proud fighting tradition as well. Had they remained within, they might have held the Skandiks out because the channel is so narrow that a single squadron could hold out any number, but the Shield-Maidens were confident because they had seen bowed Skandik heads for too long to be afraid of bared Skandik blades. The expert seamanship of the Skandiks overwhelmed them, and not a single war galley escaped; all were sunk, burned, or captured. The Skandiks owned the harbor, and, after bitter but futile melees among the huts and alleys, the remaining Shield-Maidens were forced to yield them the village as well.

The Shield-Maidens withdrew into the sparse woods inland, but there they were set upon by the copper-skinned Altanian tribesmen and by wild beasts. Thus, they were forced to take refuge within the strange architectures of the Markabs and, upon entering, found themselves protected there. In the years that followed, they rebuilt their culture within its walls, but they hate its ugliness and plot to regain their village and their holy places from the Skandiks. The Skandiks refused to approach the ancient Markab stronghold and have allowed the Shield-Maidens to grow strong once again.

It had been the practice of the Shield-Maidens to abandon any male infants in the woods, but the Wood Elves took these fair-haired young and raised them; eventually, they formed a nomadic woodland tribe. This tribe presented itself to the Skandiks and called them liberators, but the Skandiks took them, not as equals, but as thrall-slaves. Thus, even to this day, the thralls of the Pagan Coast are, for the most part, fair-haired, and the upper classes are red-haired.

The village of Sea Rune had an extensive armory built by the Shield-Maidens; its works were taken up and transported to Ossary. The shipyard of the Shield-Maidens could not be taken up and remained there, but it is little used for more than repair and maintenance due to its small size. This accounts for the small size of the longships of Sea Rune and the surrounding hamlets, which use only 45-man crews.

For many centuries that followed, little happened in Sea Rune that was of any great significance. Its longships preyed upon the commerce between the cities of the Sea of Five Winds: **Tarantis**, **Valon**, **Karakan**, **Viridistan**, and the **City State of the Invincible Overlord**. The Overlord sent a number of armadas throughout the centuries to suppress their raiding, but they were never able to stamp it out completely. In 3227 BCCC, the first such fleet was sent, but this one set out originally on a different mission, to attack the fleets of the World Emperor, for there was great rebellion in that year against Imperial dominion. It encountered a squadron of longships sailed by Sea Rune Skandiks and wiped it out completely, without even being slowed in its transit down the coast. Eventual encounters with the main strengths of the Skandiks near Longship Havens forced the Overlord's fleet to turn back, but it exacted a terrible revenge for being thwarted in its mission by isolating and destroying each Skandik settlement as it sailed back up the coast. It came upon the powerful Longship Havens at Ossary and was there halted in a battle which neither the Overlord nor the Skandik Warlord really won, but, as a result, Sea Rune was spared the vengeful torches of the Overlord's Marines because they retired to the Mouth of Roglaroon without tarrying.

Successive flotillas of Overlord war galleys set out to keep the Skandiks at bay; of necessity, since they sailed down from the north, the first settlement that they happened upon in 3309 BCCC was Sea Rune, the northern-most of the Skandik's settlements. An Overlord squadron approached the channel which led to the narrow Sea Rune harbor, but the crafty Skandiks knew enough to take advantage of the narrow channel and there awaited the approach of the Overlord's fleets. The Skandiks of Sea Rune there drove back three times their numbers, and the Overlord's admiral gave up the fight to go farther south, seeking better opportunities.

The next strike by the Overlord, in 3391, approached the beaches north of the channel and there disgorged a full Battle of the Overlord's Marines; against these five thousand, the men of Sea Rune could only muster two hundred and hopelessly sent messengers to Ossary to beg for aid. The Warlord of Ossary could not have mustered an army and marched there in time to save them, so he did the only thing in his power; he prayed to Odin. The god sent his son, Thor, on his chariot and brandishing his mighty hammer.

The men of Sea Rune had drawn a Shield-wall upon a little hill, prepared to die like men rather than dogs and earn their passage to Valhalla; the battle had just been joined when the Thunder God appeared. Never had he been so awesome in battle, mowing down the elite ranks of Marines like a harvestman in a wheat field. The men of the Overlord fled in terror and disorder and scrambled back aboard their ships, leaving their dead to be plundered by the joyous men of Sea Rune. The Overlord's sages advised him that Sea Rune was under the divine protection of the Thunder God at all times, and he resolved never to attack that village again. Succeeding fleets of Overlord galleys in 3473, 3550, 3629, and 3798 all bypassed Sea Rune to batter fruitlessly against the Longship Havens.

The Overlord armada of 3878 BCCC encountered the Sea Rune longship squadrons as they sallied forth to strike an Imperial convoy bound for Tarantis. The meeting was by chance alone, but the red-and-white sails of the Skandiks were easily recognized by the Overlord's lookouts, and the galleys prepared for battle. The Battle of Cape Nearhorn was one of outnumbered Sea Rune Skandiks striking skillfully against a weak flank of the Overlord's battle-line; inexperienced Overlord squadron sea-lords, who earned their rank through political intrigue and birthright rather than battle skill, broke ranks and fled the battle, and the great armada was scattered. The Sea Rune captains saw clouds that they knew heralded a storm, and they ran for harbor rather than press home the victory; the storm drew nigh and did great damage to the scattered hosts of the Overlord. Many squadron flagships were sunk, and the Overlord was thus spared the embarrassment of public trials and executions for his battle-shy sea-lords.

The great Orc-migrations out of Dearthwood Forest in the fortieth century BCCC, which flooded across the Estuary of Roglaroon to ruin the walled city of Modron, also spread south through Altanis towards the Pagan Coast. In 3930 BCCC, a horde of the foul creatures stormed the walls of the Shield-Maidens' fortress, and gruesome would have been the result had they taken the ancient castle and enslaved the women there, but they were repulsed in a shower of their own blood. They turned their rage and frustration upon Sea Rune and, three times, attacked the village, each time burning more of it until only the shipyard and longships remained.

The men of Sea Rune boarded their ships, leaving enough men to keep up the yards during the winter, and sailed to Longship Havens. There, they were taken in by the Warlord of the Skandik Alliance. This Warlord benefited greatly from the misfortune of the men of Sea Rune because that village and its men had now come completely under his command. The Shield-Maidens, weakened by the attack of the Orcs upon their walls, failed to seize this opportunity to reclaim their village, and, in the spring, the Warlord of Ossary sent colonists back to Sea Rune who were bound to pay tribute to him.

Knowing of the legends surrounding the appearance of Thor upon the battlefield in 3391 BCCC, the Warlord wisely sent the more devoutly religious men to Sea Rune, and there they set up a great temple to the Thunder God. Overlord spies saw this and reported it, and the Overlord renewed his resolve never to attack the village. Thus, from that day to this, the only event that has interrupted the regrowth of Sea Rune was the Gnoll Times.

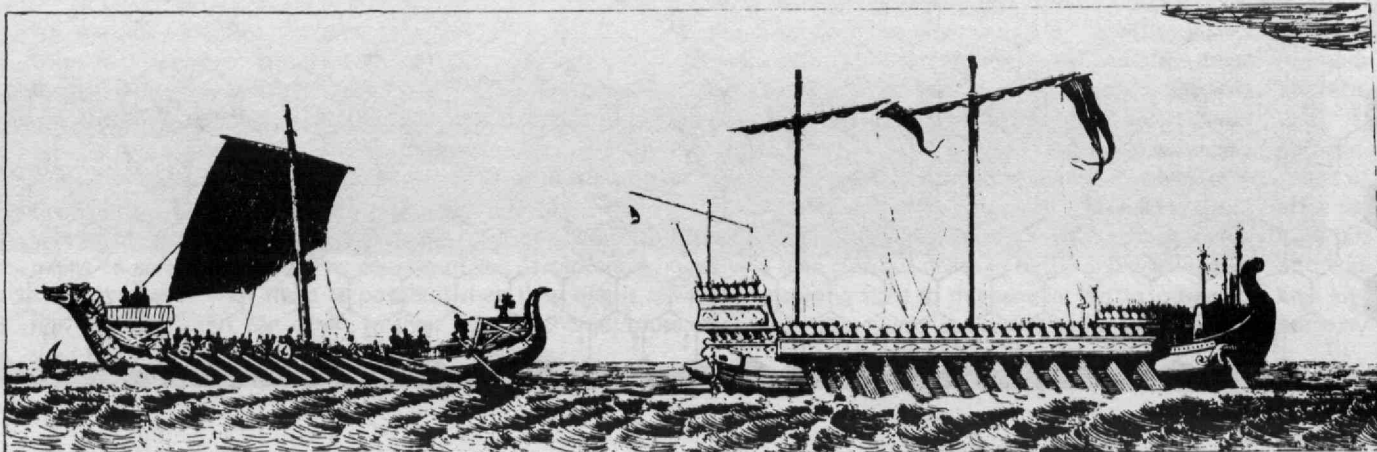
The Gnolls entered the Lands of the City State along the traditional invasion route of the Tharbrians: across the Plateau of Bendigroth. There, their massive horde, said to number more than a thousand thousands, broke into several fragments which wandered in a random fashion across the continent. The exact path of each group cannot be accurately traced; most of the simple villagers of the wilderness can only relate that "many hyena-men came out of the woods and burned our crops"; the wilderness is, indeed, vast, the Gnolls moved quickly, and each horde looked much the same to the villagers as any other.

Only one Gnoll-horde came far enough east to affect the history of Sea Rune, in 4187 BCCC. Like the Orcs before them, the Gnolls attacked the castle of the Shield-Maidens, were repulsed, and fell upon Sea Rune to vent their rage. The men of Sea Rune took heavy losses before driving away the remnants of the Gnolls, and, even today, the able-bodied men of Sea Rune number only 135, a fraction of the several hundred that this village has known. From the time of the Gnolls to this day, the men of Sea Rune have been rebuilding their homes, their ships, and their numbers and beginning to raid, once more, upon the rich commerce of the Sea of Five Winds.

In 4420 BCCC there returned a "prodigal son" of the village, Drudnak. He had, in his travels, forsaken the Teutonic gods and become a Druid. He slew the reigning Jarl chieftain and installed himself in his place. The Warlord of Ossary, not knowing of Drudnak's religious difference, upheld this, and now Drudnak is slowly changing the men of the village over to his own way of worship. The enmity between the two religions, Norse and Druidic, has had a noticeable effect upon the fighting efficiency of the warriors of Sea Rune and slows that village's regrowth into a raiding power.

In recent years, a Merchants' Guild has come to power in the village, dominating the marketplace with its rich goods brought over land and water. It is in the grip of recently-civilized Altanians and others and is tolerated by the Skandiks for the rich goods it brings in. The Skandik raiders often trade their plunder for items that the merchants bring.

Last year, the Ossary Warlord sent many thralls, under the direction of engineers educated in Warwik, to Sea Rune to quarry granite and build a keep, as befits a tributary village. Drudnak has decreed that the keep shall be the center of his rule, and he plans to abandon the Long House to the other village elders. Drudnak's peculiar ways have alienated him from most of the Skandiks of the village, and this will only serve to isolate him from them even more.





Sea Rune: Way of Life

The people of Sea Rune subsist primarily upon the fruits of their raiding; unlike historical Vikings, these look upon farming as an ignoble trade unworthy of the attentions of a warrior. They do not organize overland travel or trade as the Vikings did, nor do they trade or fish upon the sea; they only plunder, burn and kill, for they are really only a gang of pirates.

The nobility, or *earls*, own land that is farmed by their slaves, the *thralls*. A class between these, the peasants, or *carls*, is by far the most numerous. A few carls supervise their own farms and their own thralls; a few others carry on some sort of craft such as smithing, but most depend entirely upon raiding. An entire community of this size making its living by predation upon nearby fishing villages and merchant convoys presents an awesome drain upon those villages and convoys. Thus, maritime trade in the vicinity carries dire risks, and the fishing villages are slowly dying out.

The 135 able-bodied men consist of 15 earls, 87 carls, and 33 thralls. They man three longships, and the classes are divided evenly among them. There are many sons of carls and earls approaching manhood at this time, so a fourth longship is under construction. The earls wear Chainmail; the richest of these have had their Chainmail reinforced at vulnerable points by solid metal plate. They also wear open-faced Helmets with nasal-pieces. The carls wear metal-scale Surcoats and open-faced Helmets; the thralls wear leather jerkins and open-faced Helmets.

The thralls are armed almost uniformly with round, wooden Shield, 12' Spear, Hand Axe (being unworthy to carry a Sword) and Shortbow. Of the other two classes, 30% have Light Crossbows and 12' Spears; 50% have Light Crossbows and Battleaxes, and 20% carry two-handed melee weapons of various types. The Spearmen also carry round, wooden Shields.

Three nearby coastal hamlets, each with 90 able-bodied soldiers, each have two longships; thus, each Sea Rune longship is the flagship of a three-ship squadron. The Skandiks of Sea Rune are far less powerful than in the old days before the Orc migration and the Gnoll Times, but they are regaining their former strength, much to the detriment of the merchants of the Sea of Five Winds and the fishermen down the coast.

The governor (*jarl*) of Sea Rune is, in fact, a Druid, Drudnak, of the seventh level. He is considered to be very peculiar and flippant, leading the people of Sea Rune away from their traditional gods. Yet, a temple is maintained by the Skandiks in honor of their ancient gods, and the competition between the two ways of religion is growing; discord among the adherents shows itself in all facets of life from the division of raiding-spoils to cooperation in battle. Though the Skandiks are growing in numbers, their fighting efficiency suffers due to this difference. A primary cause for dissent is the Druid's opposition to shipbuilding which requires lumbering.

Some trade comes into the small but well-protected Sea Rune harbor; the Skandiks do not sail these ships but tolerate their presence. A Merchants' Guild, controlled by Altanians who have become civilized in recent generations, works this trade as well as a few well-guarded caravans into Barbarian Altanis and beyond to the City State of the Invincible Overlord. The thralls hunt for meats and furs and forage for fruits, nuts, and berries; these, and the grains they raise on the few farms are traded in the marketplace. The market of Sea Rune is well-known and is frequented by the men of the three adjacent hamlets and by the herdsmen of the hills.

The Norse religion centers around Odin, Chief of the Gods, Freya, Goddess of Fruitfulness, and Thor, God of Thunder. These form a sort of trinity, and statues of them are in the Sea Rune Temple, with Thor at the center. If there is danger of plague or famine, offerings are made to Thor; if there is danger of war, or if a raid is being launched, offerings are made to Odin; if a marriage or the birth of a child is to be celebrated, Freya receives a sacrifice. There are general sacrifices made to all three gods at the Spring Equinox, Midsummer's Eve, the harvest, and Year's-End. Sacrifices include nine males of each of these species: dog, ox, horse, and sheep.

The Long House of each village is the site of meetings of village elders and of all the village's men. Here, the men gather and muster for battle and raid. Here is where the massive feasting and carousing goes on, festivals after the holy ceremonies or after successful raiding. Here, the village elders and their families make their homes, on the second floor above the meeting hall.

The Skandiks of Sea Rune have a single Inn, and the nightly singing, drinking, and merry-making there is only bested by the wildness of the festivities on the holy days. Overindulgence is a common fault among the carls, earls, travelers, merchant-crews, and caravan drivers and guards who frequent it. Among the few craftsmen who drink there are a miller, two smiths, a carter, a fletcher, a tanner, and a tool-maker, brother to one of the smiths.

Being a Cleric of the Norse gods is not a full-time job, and the ones who are servants of the Temple supervise their own farms and thrall laborers on the outskirts of the village. When preparing for battle, a great ceremony is held at the Temple in which certain members of the community are selected or volunteer as *berserkers*. These men are stripped of their armor, and various symbols are carved deeply into their chests by the Clerics; the most popular is the Hammer of Thor. A mystic concoction of goat's milk (representing the goats that draw Thor's chariot) and other ingredients is poured into the wounds by the Clerics, magically healing them. (This concoction is part of the Clerics' *Heal Minor Wounds* procedure.) This also contains a subtle drug that excites the carved warrior into a kind of blood-lust or battle-frenzy.

The berserkers don their armor again and march directly off to the ships or to confront an invading enemy. Upon confrontation with the enemy, the berserkers find it difficult to control themselves before the charge, often biting the edges of their Shields. When the order is given, they quickly shed armor and Shield and charge, naked, into the enemy ranks before the rest of the war-band. The red scars on their chests, in the form of the mystic signs, combine with their howls and vigorous melee to awe the enemy. The courage of the berserkers, who actively seek glorious death in battle and who only hope to take as many enemy with them as possible when they die, is always an inspiring sight to the peculiar battle logic of the rank and file. The berserkers can often, in their suicidal charge, cause disorder in the enemy ranks and make the follow-up charge by their more conservative fellows far more effective.

1 Smith: Nils Lundin (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	NXX	03	022	050	032	17	10	10	05	17	11	074	178	094	146	072	IBS & IDG BROAD SWORD, DAGGER
		6		AC3													

Nils' withered legs preclude his warring along with the other men of the village, but the withering disease struck him in mid-life, and his deeds while whole are well remembered. Moreover, he is still a threatening foe should anyone attempt to bully him; he is able to wield the Broadsword in one hand and the Dagger in the other. Pulling himself about with his hands and shoeing many beasts has given him great strength in the two limbs that remain to him. Skandik women are not given to complaining about their lot in life, so his wife is a very quiet woman, but she is not afraid to use a Sword and is one of the few women of the village who have had training in that regard. His wife is Erika Lundin (F): CLS: FTR; ALN: LGX; LVL: 011; HTK: 030; ARM: 010; PSL: 041; STR: 168; INT: 139; WIS: 158; CON: 142; DEX: 121; CHR: 178; END: 145; AGL: 146; LED: 072; LCK: 146; PSY: 072; WPN: IBS - truly an uncommon woman and well-respected. Any animal will be shod for 11 - 16 SP/hoof depending upon the size of the animal. Nils will charge 10 SP extra per hoof for a horse due to the local superstition against these animals (Nils doesn't hold that belief, but he takes advantage of it). A loose stone in his forge conceals his savings: 77 GP, 229 SP, and three 100 GP rubies. *Rumor: What looked like one of the Overlord's war galleys was seen sailing through the air over the harbor last night. . . .*

2 Leatherworker: Thain One-Eye (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	04	028	050	055	16	15	11	10	16	09	115	176	052	136	072	SB, LSP & BS SHORT BOW, 12' SPEAR, BROAD SWORD
		26		AC6													

Thain lost his eye to an Imperial Marine's Arrow in one of the few longship raids of recent memory. He constantly urges the Warlords of the village to organize more raids because he thirsts for vengeance for the lost eye. Anyone who is not a Skandik who enters his shop, particularly those of the Altanian or Tharbrian races, is subject to suspicion and questioning concerning his or her origins, for Thain is always looking for any Imperial Spies. He makes good harnesses for oxen and prepares Surcoats of leather on which the armorers rivet scales; he can also be convinced to prepare a suit of *cuirboilli* leather armor for 10 GP. Stashed in a hollowed-out rafter in his roof is his treasure: 40 GP and 97 SP. *Rumor: Imperial spies are cutting the rigging of the longships in the harbor. . . .*

3 Miller: Tyrjost Smiling (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	02	000	030	074	18	11	15	09	10	15	105	115	104	167	073	AB, LSP & BS LT. X-BOW, SPEAR, BROAD SWORD
		12		10(1)													

Tyrjost has a windmill and will mill fifty pounds of wheat into flour for 5 SP. He is as enthusiastic about his carousing as any of the Skandiks; he is one of the most trusted village elders and captain of one of the longships (though another man is squadron commander). He is continually calling for a siege of the Shield Maiden's castle, so one would never guess that he is in league with the Shield Maidens in their plans to take over the village. He knows that no other elder desires to attack the castle; that is why he feels safe in calling for a siege. His association with the Shield-Maidens has yielded him a +3 Protection Ring which he will wear into combat, more female companionship than most men dream of, and a till that belies his reasonable pricing and spendthrift carousing: 119 GP, 247 SP. Of course, his liaison with the Shield-Maidens is kept in strictest secrecy. He keeps his Chain and Partial Plate armor, Shield, and ring with his treasure and will only take it out if battle is imminent (a raid is being planned, an attacker is approaching the village, etc.); therefore, he is usually unarmored, unlike most of the men of Sea Rune who always wear their armor under their cloaks. *Rumor: The warlords of Longship Havens, down the coast, are plotting a great raid into the Estuary of Roglaroon, intending to sack Modron. . . .*

4 Carter: Fossergird Forkbeard (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	02	004	000	047	13	06	09	11	13	10	125	157	072	126	064	SB, LSP & DG SHORT BOW, SPEAR, DAGGER
		12		6													

Fossergird is a helmsman on one of the longships, working the "Steerboard." When his father died, he had to take charge of the shop even though he was not trained; many of the carts and wagons staggering about Sea Rune show the effects of his untrained eye and inexperienced hands. He does, however, forge a good plowblade and contracts with Thain One-Eye for harnesses; the result is a truly fine plow for a farmer which he sells for 90 GP. His cart-building and repairing are slowly improving. His till is hidden behind a secret panel in the wall: 114 GP, 219 SP. *Rumor: A great serpent's head surfaced in the harbor one night about a week ago, looked about, and sank out of sight again. The head was longer than a longship.*

5 The Other Smith: Sweyn Ericsson (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	05	027	000	062	163	106	092	116	132	105	156	145	072	136	063	WH & HA WHIP, HAND AXE
		32		6													

His Brother: Thrundermir Ericsson (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	041	025	060	062	159	111	139	101	149	117	147	156	053	127	052	BA & SS BATTLE AXE SHORT SWORD
				AC6													

The two brothers (Sweyn is older) work a smithy; Sweyn shoes oxen and donkeys and plies his trade primarily with farmers while Nils Lundin works for merchants, travelers, and craftsmen of the village. Thrundermir is a tool-maker and forges hammers, scythes, sickles, saws, chisels, wedges, and dozens of other types of tools for farmers, craftsmen, and shipbuilders. The two brothers are inseparable and are well-known for leading a rip-roaring good time at the inn. Each has a wife; Sweyn has six children, and Thrundermir has four. The oldest of Sweyn's children will soon be coming of age and fighting; the boy seeks any form of adventure, hoping to come home a hero. The brothers pool their resources in a sack under a heap of broken tools: 109 GP, 237 SP, and a necklace of silver and Emeralds worth 500 GP. Sweyn is a longship captain, and Thrundermir is his helmsman. *Rumor: The children say that some other children of the village found a strange metal item that, when squeezed in a certain way, whined and spoke in a strange tongue.*

6 Fletcher: Gymersson (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	061	035	050	067	184	092	109	175	108	113	156	115	073	146	072	2 BA
				AC5													2 BATTLE AXE

Gymersson is so huge that he has been called "son of Gymer," (Gymer was a legendary Giant). He is strong enough to wield a Battleaxe one-handed and uses his Shield in the other; his favorite tactic is to throw one Battleaxe at the enemy just before making contact in order to distract or wound the enemy, if not kill him. Obviously, he is the perfect candidate for a warband berserker. He makes Arrows and Quarrels for the many Bows and Crossbows of the village and keeps quite busy; he also has three +1 Arrows that he took in a raid which he will sell for 200 GP each. He sells 20 Arrows or 30 Quarrels for 5 GP and refers customers wishing quivers or Quarrel-cases to the leatherworker, Thain One-Eye. Gymersson is a squadron commander aboard Sweyn Erricsson's longship, and his manner of battle is truly unique for a Viking; rather than *berserk*, he develops an icy calm that yields him the same combat bonuses yet does not tire him. Under a pile of wood-shavings and feather-clippings is a wooden box containing 290 GP and 118 SP. Gymersson's three sons aid him in his craft and man oars on his flagship. They are: CLS: FTR; ALN: CGX; LVL: 2 x (011), 021; HTK: 024, 020, 027; ARM: 060; WPN: AB, LSP & BS; Purse: 406 SP each. *Rumor: A convoy from Viridistan (the City State of the World Emperor) was sighted by a fisherman two days ago, coming brazenly up the coast.*

The Long House

Drudnak Forkbeard (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
DRD	NXX	071	034	010	089	189	111	131	169	137	176	157	146	127	136	166	+4 MBS
				AC 2 (+2 ENA)													+4 MITCHELL BROAD SWORD

Njordsin Forkbeard (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	071	034	060	083	187	130	092	163	147	165	156	156	115	126	062	AB, BS & LT. X-BOW BROAD SWORD
																	+1 MBA +2 BATTLE AXE

Thurgall Forkbeard (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	061	032	050	075	179	160	133	156	145	145	145	137	126	137	072	AB, LSP & BS
																	LT. X-BOW LONGSPEAR BROAD SWORD

These three are all brothers to Fossergird but pay little heed to his wild counsels. Drudnak is jarl of Sea Rune, responsible for paying of tributary monies. He is commander of a squadron as well as of all three of the squadrons, overall; Thurgall is his captain. Drudnak wants to stop the shipbuilding and the importing of cedars from the Gnomes to the north. He also wishes to make war with the Shield Maidens because they keep lions as pets. Moreover, the Clerics have developed an ointment to kill body lice, and this has angered Drudnak because, due to his religious beliefs, he seeks to protect all animals. Njordsin is squadron commander aboard a third vessel, Fossergird's. These three men, though capable, are not berserkers; that is one reason that they have stayed alive this long. Drudnak has six sons; Njordsin has four sons, and Thurgall has only one. All the sons are oarsmen aboard their fathers' flagships. They are: CLS: FTR; ALN: LGX; LVL: 011; ARM: 060; HTK: 23-30; WPN: SB, LSP & BS. Njordsin and Thurgall are in league with the Shield-Maidens; Drudnak has accepted a Protection Ring from them but cares little who Sea Rune owes its allegiance to so long as he is still jarl. Their sons do not care for all of this intrigue in general, and, when the Shield-Maidens' leader comes to liaison with their fathers, they busy themselves with the leader's bodyguards. The other five elders of the village, aside from these three brothers and Tyrjost Smiling, are supervising the construction of the keep west of the village. All eleven sons are here, having planted their crops on their little plots outside the village. Buried under the dirt floor at the center of the Long House is the treasury of Sea Rune: 1,170 GP, 2,240 SP, and notes of promise from farmers and craftsmen for a certain portion of their products at Year's-End for shipment to Ossary as tribute.

Inn of the North Wind

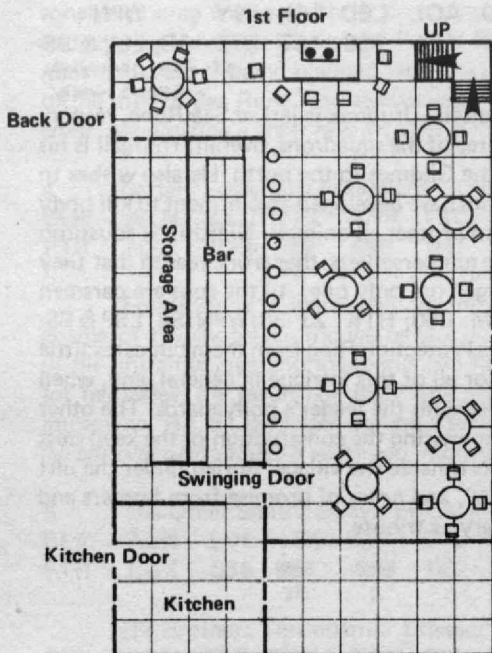
Haurback Vidkun (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	041	021	060	068	157	103	148	110	126	112	146	125	072	136	052	AB, LSP & DG
				AL6													LT-X-BOW, LONG SPEAR DAGGER

Thain Vidkun (M)

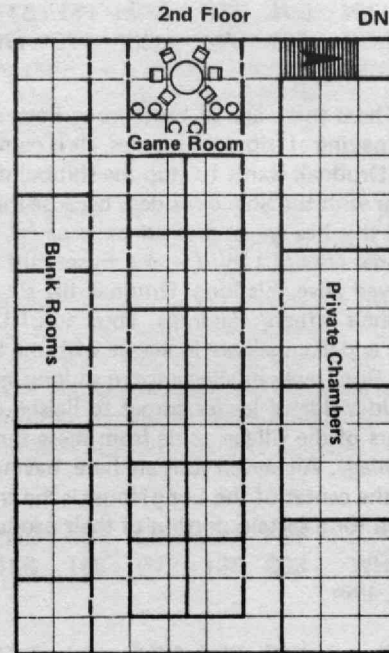
CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	021	025	050	079	163	109	052	095	116	148	116	125	043	115	042	AB, BA, BS
		12		AC6													LT-X-BOW, BATTLE AXE, BROAD SWORD

Haurback and Thain and their wives and children supervise the busy Inn; Haurback has five sons, and Thain has three sons, all stout fellows who serve as bouncers: CLS: FTR; ALN: NNN; LVL: 011, HTK: 032; ARM: 060; (Roll 1D4 for STR and CON scores and add 14); WPN: AB, LSP & BS. The women-folk - wives, daughters, and daughters-in-law of Thain and Haurback - work as cooks and serving-wenches, numbering thirteen in all. They are all needed; on a busy night when a merchant convoy from down the coast hits town or a wagon-caravan comes in, there may be as many as 200 boisterous men here having a rip-roaring good time. . . . Crafty Haurback purchased twelve dancing girls from a slaver a few years ago, and his fat purse reflects their second line of work. Four rooms on the main floor accommodate gamblers, adjoining the broad main hall; upstairs are twenty private rooms. Adjoining the main hall is a great bunk-house with room for 50 to sleep if privacy is not required. Private rooms: 10 SP per night; bunk: 1 SP per night; house odds for gambling: 52%; ale: 5 CP per flagon; watered wine: 2 CP per mug; bread/rolls: 1 CP each; bowl of stew: 7 CP; oxtail soup: 4 CP per bowl; steaks: 1D4 + 8 CP each, and a great slab of fish (a popular meal) is 1 SP. On the tables in the gambling rooms at any one time may be found 4D100 GP, 8D100 SP, and 12D100 CP. The patrons are a motley crew, mostly Skandiks but including some merchants' hirelings of other backgrounds and races and all willing to brawl. Due to this willingness, they are quite experienced at it and can be formidable foes. The till is guarded personally by Haurback, Thain, and three of their sons at all times in a locked room behind the bar that Thain tends: Chest I (locked - Thain has the key) contains 670 GP, 1,133 SP; Chest II (locked - Haurback has the key) contains 2,218 CP, a 500 GP silver-and-Jade necklace, and an odd ceremonial headdress made of gold and inlaid with twenty-four Emeralds, worth 4,700 GP. *Rumor: Thain has been known to drug a flagon of ale and sell its victim into slavery every now and then. . . . Rumor: The Lost Citadel of Manarra, overlooking the Ebony Coast, guarded by Kobolds and a great, evil Wizard and containing treasure undreamed of. . . . Rumor: Jarl Drudnak is plotting to lay siege to the castle of the Shield-Maidens two miles northwest of here and take all of its occupants as slaves. . . . Rumor: The copper-skinned tribes of the west are marching here in great hordes to loot all the villages of the coast. . . . Rumor: Giant Ants have overrun the village of Kauran, fifty miles down the coast from here. . . .*



Inn of the North Wind

1 Square equals 5 Feet



Temple of Thor

Bjarkor Godsfavor (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
CLR	NEX	061	026	040	076	166	118	178	107	094	154	115	104	126	145	126	ILH

Sigurd Sietrygg (M)

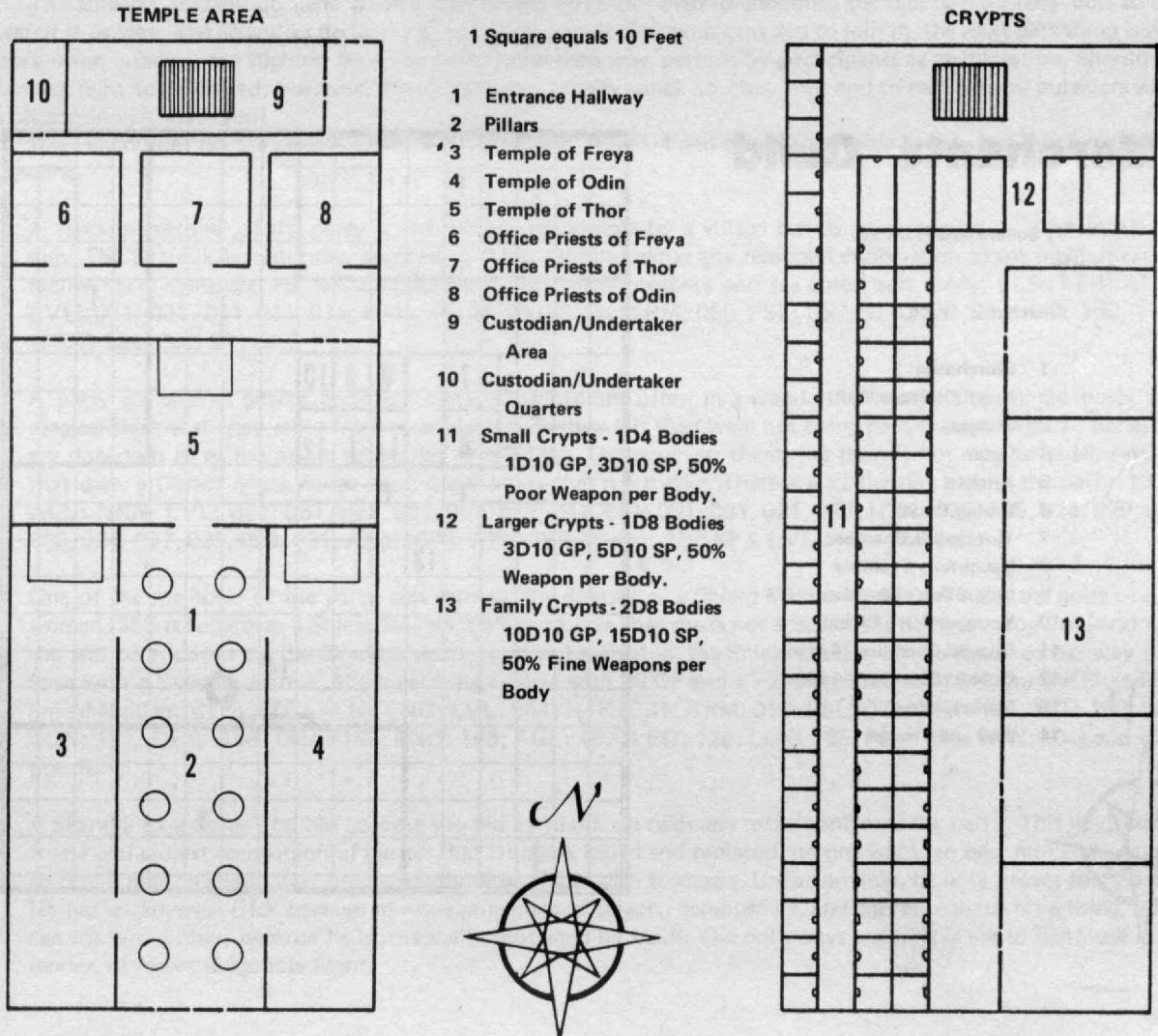
CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
CLR	NEX	051	018	050	069	116	125	148	071	084	149	104	106	072	146	126	ILH

Eric the Holy (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
CLR	NEX	031	027	050	051	173	111	179	093	109	132	105	125	126	136	133	ILH

This rich Temple, made of sculpted granite, is as fine as any at Longship Havens and has the appropriate trinity of Odin, Thor, and Freya to which sacrifices can be made. Ceremonies are held at Midsummer's Eve, harvest, Year's-End, and the Spring Equinox each year and also to beg favor of the gods before battle, during drought, plague, or famine, or at any other time that a primitive people would turn to the gods for aid. The symbol of the Temple is the Hammer of Thor and can be found in profusion throughout the village, carved on ships' bows, masts, steerboards, and oars, carved on and over doors, on Axe-handles, and on Spear-shafts, damascened skillfully on Helmets, blades, and Spearheads, sculpted into mantles, building cornerstones, and, always, on the gravestones behind the Temple. Being a Cleric is not a full-time job, and these men all tend farms, carrying on their meager magical research there. There is no treasure here; what is given to the gods is, quite simply, a portion of the harvest and plunder, sacrificed livestock, burned grain, etc. However, there is much treasure buried with the dead because they hope to "take it with them." It is the Judge's option as to what type of Undead the deceased become upon being disturbed; the Clerics place a charm over the corpses upon burial in that regard.

Temple of Thor



Merchants' Guild

Tjornuvik Thyri (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	LEX	051	019	010	078	088	140	130	112	149	076	125	156	054	105	136	IDG

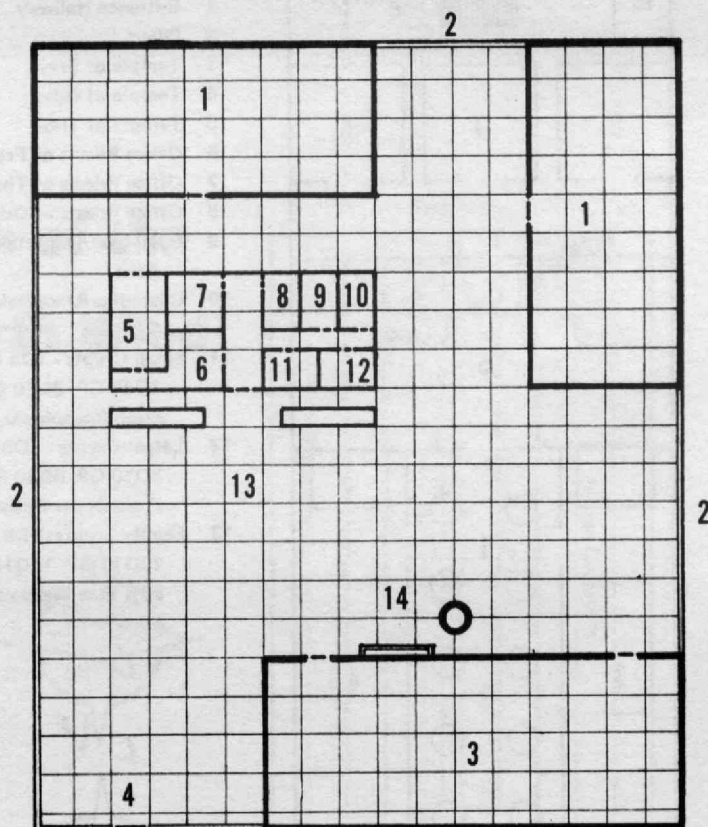
Tjornuvik rarely sails any more, preferring to organize his maritime and overland trade from the safety of the Guildhall. Thieving from the Skandik villagers is an enjoyable hobby for this barely civilized Altanian waiting for his ships and caravans to come in. Tjornuvik's three sons and eight hirelings guard his storehouses filled with rich goods (Judge's options); his two comely daughters sell them in the marketplace. Guards: CLS: FTR; ALN: NNN; LVL: 011; ARM: 060; PSL: 043 (roll 1D6 for STR and add 12); WPN: AB, LSP, & HA. Purse: 4D6 SP each. At any given time, there will be a number of ships in harbor; roll 1D6: 1 - 5 gives number of ships shown on die; on a 6 a convoy has arrived or is preparing to leave; roll again and add 6 to the result. Each ship has a Captain (CLS: FTR; ALN: NNN; LVL: 021 - 081) and 2 - 12 + 6 crewmen (CLS: FTR; ALN: NNN; LVL: 021 - 032) who will all be lounging around here or at the Inn. In addition, there are caravans of ox-drawn wagons - few and far between and heavily guarded; the drivers and guards pass through here to unload and load, pay and be paid, before going to the Inn. On a roll of 12 on 2D6, there is a caravan in town with 3D6 + 12 wagons, two drivers (CLS: THF; ALN: NNN; LVL: 011 - 021) and four guards (CLS: FTR; ALN: NNN; LVL: 011 - 021) per wagon plus 1D4 leaders (CLS: FTR; ALN: LEX; LVL: 031 - 093). Thus, the number of people around who could resist any forceful intrusion varies widely. Tjornuvik's "working money" hangs on his belt: 24 GP, 20 SP, and lies in a locked chest on his writing-board: 310 GP, 90 SP. His real savings are known only to him and his sons and are buried between the Guildhall and the easternmost storehouse: 1,129 GP, 2,120 SP, three Emeralds worth 100 GP each, two Sapphires worth 60 GP each, and a Diamond and silver necklace, won by one of his sons in a raid, worth 2,000 GP. The storehouses are loaded with silks, tapestries, rugs, ornate weapons, casks of various liquors, furs, and fifty-pound sacks of grain. Visitors are welcome here in small numbers so long as they wish to sell or to buy something valuable in large quantities; Tjornuvik is quite tolerant when a profit can be made. *Rumor: Sea Devils swarmed over the decks of one merchant ship in a recent Guild convoy, taking all aboard captive and sinking the ship to take its treasures; other ships were too slow to come to her aid. It occurred north of Trik Island, near Viridistan. . . . Rumor: A Guild convoy with obvious Viking red-and-white sails was attacked by Skandik longships off the Isle of the Thousand, fifty miles to the north; two ships were captured by the attackers. . . . Rumor: The copper-skinned barbarians to the west are in league with the Shield-Maidens; to what end is not known. . . .*

Merchants' Guild

1 Square equals 5 Feet

Merchants' Guild

- 1 Storehouse
- 2 Low (8') Stone Wall
- 3 Stables
- 4 Gate
- 5 Kitchen
- 6 Dining Room
- 7 Tjornuvik's Chamber
- 8 Daughter's Chamber
- 9 Eldest Son's Chamber
- 10 Younger Son's Chamber
- 11 Guards' Chamber - 4 Men
- 12 Guards' Chamber - 4 Men
- 13 Marketplace
- 14 Well and Trough



Shipyard

Bjorko Kvalsund (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	031	026	060	063	166	115	115	102	143	051	115	156	041	126	031	LSP & HA

Bjorko has eight thrall workers helping him build a longship; there are many young men in the village about to come of age, enough to man another ship, and so this one has been ordered by Njordsin Forkbeard and the village elders, much to the chagrin of Drudnak. Bjorko has an excellent stockpile of seasoned lumber, and, in addition to the longship, he is also preparing beams and other wood items for the construction of the keep at the west end of the village. Thrall: CLS: FTR; ALN: NNN; LVL: 011; ARM: 040; HTK: 19 - 26, WPN: SB & HA. Bjorko has a small treasury with which he pays meager wages to the Thralls and buys tools and other items that he cannot make himself such as oarlocks and other metal fittings. His money is hidden under a pile of wood-shavings and sawdust in a corner: 21 GP, 92 SP, 80 CP. As for the longship, it is about half-way completed; the keel has been laid, most of the planking has been fastened together, and the ribs are being carved. Unfortunately, Bjorko has a labor shortage, and the timbers going to the keep have priority. In addition, the three existing longships have to be periodically inspected and maintained, so work progresses very slowly on the new longship. *Rumor: Ossary will be sending boatloads of more colonists and thralls shortly, calling for more longship construction - and much more raiding next summer. . . .*

Sea Rune: Events and Encounters

At any time, there will be 1D6 people (during the day) or 1D4 people (at night) on the street within sight of any party passing through the village. These are almost entirely Skandik natives. Those of other races (travelers, merchants, sailors, and caravan drivers) usually band together in large groups or stay within the relatively safe confines of the place at which they are staying because, according to the Skandik code, the blood-money paid by a murderer of a foreigner is less than that which one would pay for even a lowly thrall. Consequently, the Skandians have a marked tendency to pick fights with any strangers in foreign garb or of a different skin tone; should the fight develop into a duel and blood be spilled, he is likely to pay less blood-money to the deceased's relatives and/or companions.

The villagers actually do little when a fight breaks out other than to announce the fact to their neighbors so that they can watch it as well. The Skandiks do love a good brawl; even if they aren't invited to join in, the next best thing is watching, and they often interpret the slightest brush or bump upon their own persons by participants as an invitation. Should Drudnak call for the fight to be halted, however, the villagers are usually quick to obey him and to restrain any outsiders who might insist on continuing. Have fun!

If an encounter on the streets of the village is rolled, roll 1D4 and consult the table below. Not much happens except for brawling.

- 1) A random member of the party is erroneously recognized by a village carl as an escaped thrall-laborer belonging to him. The Skandik is, naturally, angered, and this tends to cloud any reasoned explanation of the obvious error by the fellow party-members. He is accompanied by his three brothers and his eldest son. Carls: CLS: FTR; ALN: CEX; LVL: 031, 021, 011, 011, 011; HTK: 30, 31, 31, 31, 24; ARM: 050; PSL: 052; STR: 161, 174, 160, 150, 111; WPN: IBS; Purses: 3D6 SP each.
- 2) A party of caravan guards and their motley companions offer, in a clandestine manner, to sell the party a strange, magical item that they stole from a caravan which they felt they were not being paid enough to guard honestly. They are uncertain as to the magic properties of the item. Unknown to them, the item is not magical at all. Any Sorcerer that casts a *Detect Magic Auras* upon it will know that it is a fake. There are 12 fighting men in the party: CLS: FTR; ALN: NNN; LVL: 061, 051, 051, 061, 051, 071, 041, 051, 051, 031, 021, 021; HTK: 025, 025, 024, 029, 025, 035, 030, 031, 027, 030, 028, 031; ARM: 070; WPN: IBS; Purses: 1D6 SP x LVL of the character.
- 3) One of the members of the party sees through the disguise of a Shield-Maiden who is spying in the guise of a Skandik woman (35% recognize as a Shield-Maiden; 65% recognize that she is not a Skandik). If she is recognized and turned in, she will be enslaved by the Skandik warriors. If not turned in, the Shield-Maiden will continue on her way to rendezvous with a Skandik traitor. She is carrying a purse with 20 GP and a +2 Protection Ring in it for the Skandik traitor. Shield-Maiden: CLS: FTR; ALN: LNG; LVL: 041; HTK: 031; ARM: 010; PSL: 071; STR: 177; INT: 103; WIS: 155; CON: 147; DEX: 158; CHA: 187; END: 156; AGL: 167; LED: 126; LCK: 135; PSY: 072; WPN: IDG and +2 Protection Ring.
- 4) A Skandik ex-warrior who has become too old to go out on raids any more confronts the party. This man was the best friend and closest companion of the jarl that Drudnak killed and replaced; no one wants to take him along on raids, so, to prove that he's still able, he constantly picks fights with strangers. Unfortunately, he only proves that he is **unable**. He has an abysmal DEX because of nearsightedness, cataracts, nervousness, and age. He cannot hit a thing, but no one can hit him, either, because he is personally protected by Modi. The only ways out of this are to fight, use magic, surrender, or resort to ignoble flight.

The Unfinished Keep

Here, we find, in temporary huts and a few, more permanent structures, eighty thrall slave-laborers and a five-man engineering team. The engineers, educated at the Town of Warwick to the north, were sent by the Town of Ossary to supervise the construction; as a tributary village to Ossary, Sea Rune needed a keep to prevent being overrun completely before help could arrive from Ossary.

At present (spring, 4433 BCCC), the thralls have excavated two underground levels for the storage of emergency rations and spare weapons and armor and have raised ten feet of wall. The tower is planned for an eventual height of sixty feet with a twenty-foot inside diameter and five-foot thick walls. The engineers hope to have the walls completed by the end of the year and to complete the interior work the next year; the required granite blocks have been gathered, and rubble-fill and mortar are plentiful, but such things cannot be rushed.

The thrall though not as well-off as the average Skandik peasant, is, technically, a free man; he goes into battle in a leather *cuirboilli* Surcoat and simple iron Helm and is almost invariably armed with Shortbow, round wooden Shield, and Hand Axe. The engineers have full Chainmail, Nasal-Helms, and solid iron Greaves and Breastplates (treat as Chain and Partial Plate) and are armed with Light Crossbows and Two-handed Swords.

The thralls were also sent from Ossary for the summer constructions; only sixty of them are actually working on the walls; the rest serve as cooks, supply clerks, wagon drivers, etc. They have wives and children who aid them in their work (handling supplies, making mortar, retrieving tools, etc), and these dependents number 255.

Rumor has it that the Shield-Maidens to the northwest are planning to raid their camp to delay or even completely prevent the construction of the keep. Thus, the sons of the thralls must often be employed as lookouts to provide warning so that their fathers can get into their armor and prepare for battle.

The keep and the huts of its workers are only two-tenths of a mile from Sea Rune, but the two settlements are fairly independent of one another. Wagons bearing granite from the quarry to the keep pass through the village. An engineer will, from time to time, lead a caravan of wagons into Sea Rune to the Merchants' Guild to purchase various supplies and order more to be shipped up from Ossary, and Drudnak and his brothers will, occasionally, go out to the construction site to observe the progress being made on the keep. Drudnak takes advantage of these times to preach a little of his way of worship to the workers. The presence of the elders interferes with the work of the engineers because the untrained elders feel that their wisdom cannot help but speed the finishing of the work, and the engineers must listen patiently to their schemes and then go on doing it the way they know it must be done. The elders, if they knew that this was the true state of affairs, would be highly insulted.

In addition to the visits by Drudnak and his brothers, the five village elders actually live at the site. They like to think that they are personally supervising the project, but the engineering team from Ossary regards them as nothing more than a constant nuisance. These five leaders have done much fighting but are not very experienced in construction; they have armed and armored themselves in the same fashion as the engineers. They round out the population of able-bodied males at the little settlement to 90.

Below are listed the personal characteristics of Chief Engineer Birko Alebjarn and four of the five resident elders. These five men dominate the life of the settlement. However, there are four thrall workers of great strength who exert a comradely influence over their fellow laborers and are actually, themselves, leaders of a sort; these, too, are listed below.

Birko Alebjarn (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	051	026	070	074	179	164	143	091	136	138	126	106	127	156	031	AB & TS

Gerd Haakon (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	025	060	068	164	144	093	091	133	096	115	042	115	145	052	AB & BS

Thurin Haakon (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	026	070	061	170	140	103	097	147	093	126	072	053	156	021	AB & BS

Valsgard Sollested (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	029	070	067	186	173	110	116	134	105	145	094	156	145	032	AB & BS

Norstad Tulavik (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	024	070	062	159	148	109	093	135	114	125	105	146	156	045	AB & BS

Olaf the Strong (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	021	032	050	027	180	134	143	140	132	157	167	095	167	145	042	SB & HA

Thrain Thorsman (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	011	031	010	021	180	113	062	134	041	092	045	042	031	067	011	LH

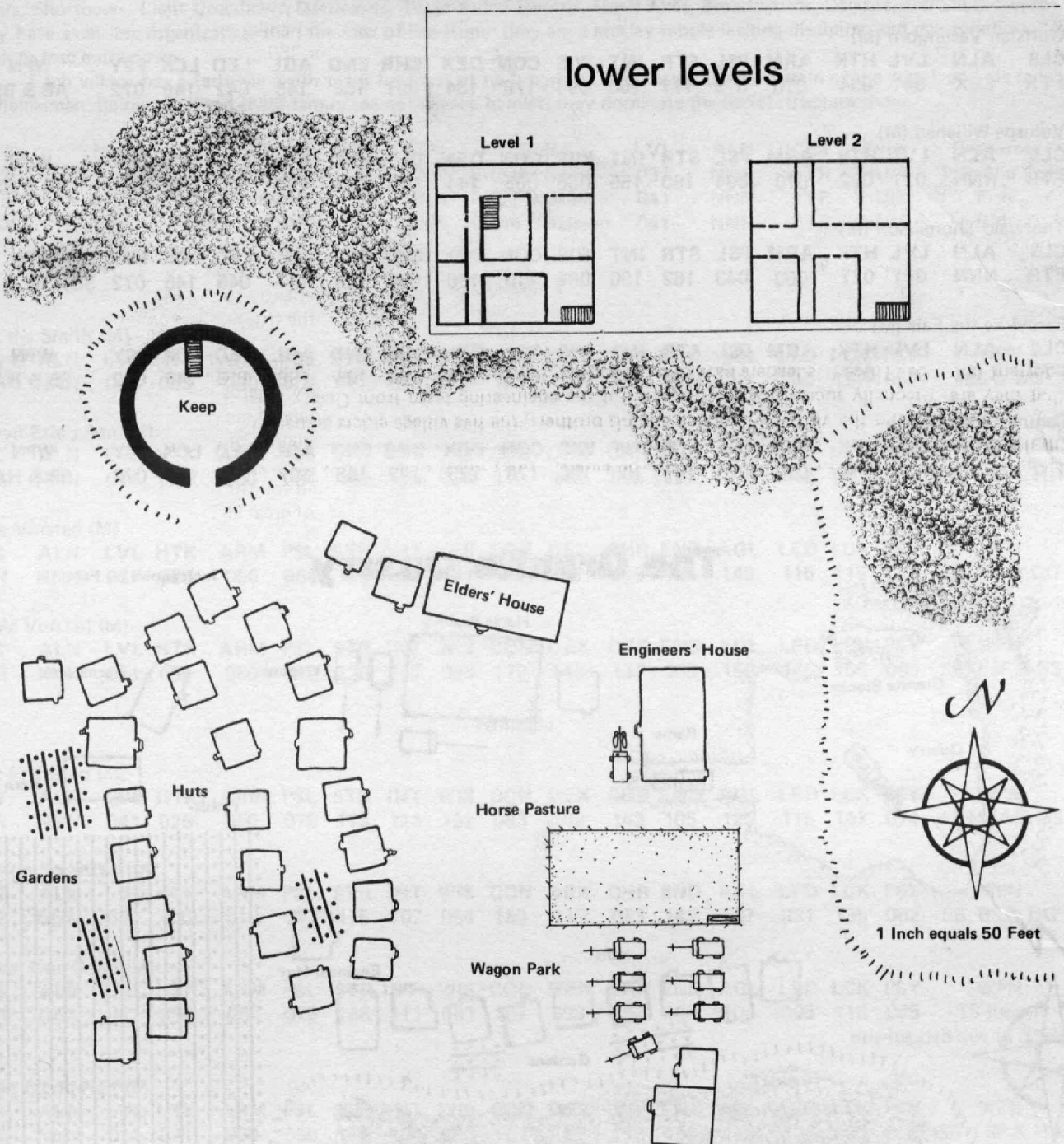
Bjarkor Thule (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	NNN	011	028	050	021	174	083	097	116	175	092	145	053	106	167	021	SB & SS

Sweyn Broadhand (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	011	026	050	026	167	094	097	109	130	114	125	045	146	135	042	SB & HA

The Unfinished Keep



The Granite Quarry

Here, we find forty thralls and their families, three peasant farmers who suddenly found the work crew descending upon them, and two engineers - a total of 45 able-bodied men and 140 dependents. The thralls prepare granite blocks for hauling to the construction site west of Sea Rune where a village keep is under construction. They also drive the giant wagons that haul the granite and tend the oxen that draw them; their wives and children prepare meals and perform other duties to support their work.

The thralls and the engineers were sent from the Longship Havens at Ossary (Oseborg) to quarry granite at the same time that twice their number were sent to perform the actual building of the keep. The thralls are armed and armored as usual with Leather and Helmet, round, wooden Shield, Shortbow, and Hand Axe. The engineers, too, are equipped in the fashion that is customary for them, Chain and Partial Plate, Light Crossbow, and Two-handed Sword. The farmers are equipped normally for their sort in Scale Surcoat, open-faced Helmet and Shield, Shortbow, Long Spear, and Broadsword. These farmers are a man and two sons working their fields despite the clamor and dust from the mines. Sons of thralls stand as sentries to give warning upon the approach of an armed party.

Below are listed the characteristics of the engineers, the elder farmer, and two stalwart and influential thralls, in that order.

Wulfstan Vastergorn (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	041	034	070	079	177	160	094	176	134	091	165	145	042	146	072	AB & BS

Voluspa Willehad (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	021	022	070	064	160	155	066	065	144	073	095	156	042	075	022	AB & BS

Thorwald Thorgilsson (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	027	060	043	162	100	062	119	136	074	126	147	045	146	072	SB, LSP & IBS

Farovirke the Fair (M)

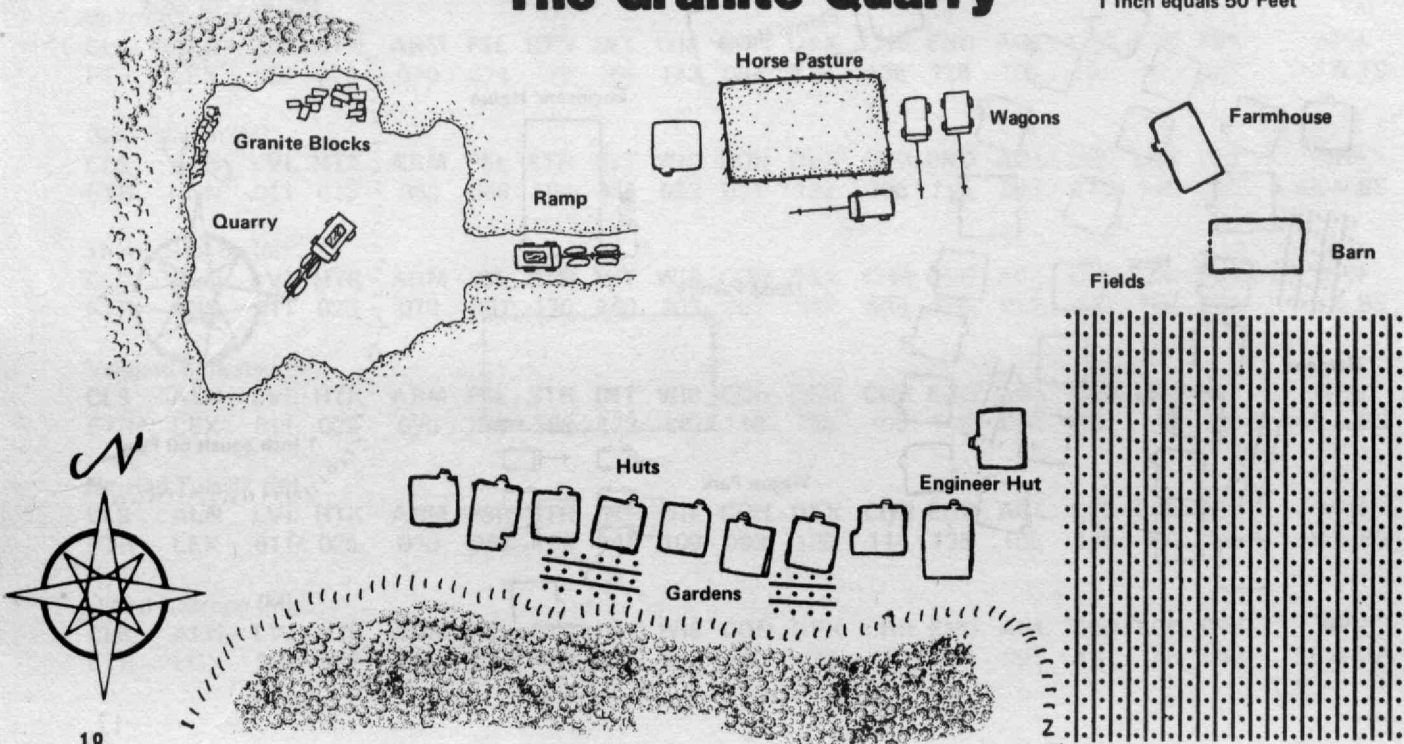
CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	011	027	050	027	180	119	097	092	137	164	105	156	115	146	042	SB & HA

Canute Clontarf (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	NNN	011	033	010	026	167	106	106	176	175	142	156	187	104	156	073	SB & HA

The Granite Quarry

1 Inch equals 50 Feet



Three Nearby Hamlets

Along the coast near Sea Rune are three fishing hamlets, Thorsvirke (Thor's Work), Hrimsglo, and Farad. These are partially dependent upon the marketplace of Sea Rune for items that the peasants cannot make for themselves, such as armor, weapons, wagons, tools, and liquor, but each hamlet has its own smith who can repair weapons and tools, a miller who operates the windmill, and a leatherworker and is, for the most part, self-sufficient.

Surplus grain is carted to Sea Rune for sale in return for crafted goods; some furs and grain are provided as the share of tribute paid to Longship Havens. Each hamlet has 90 able-bodied men and two longships; each man has an average of three dependents.

Should the elders of Sea Rune call for an attack upon some merchant convoy at sea, each hamlet's longships follow a flagship from Sea Rune to form a squadron. The raiding, to the men of the hamlets, is more a sport than a dependable source of income, and, of late, there has been little enough extra time and energy for sporting events, so they go, but reluctantly.

Each hamlet has a Long House just as Sea Rune does, and it is here that the liquor is consumed, the carousing indulged in, and the rumors passed around. The men of each village are armed and armored in the same manner as their comrades of Sea Rune in Scale Surcoats, open-faced Helmets (some with nasal-pieces), round, wooden Shields, and an assortment of Long Spears, Shortbows, Light Crossbows, Battleaxes, Two-handed Swords, Hand Axes, Broadwords, Daggers, and Short Swords. They have even less organization than the men of Sea Rune; they are a motley rabble lacking discipline and coordination and quick to lose enthusiasm.

Each village has a father-and-son team for each of its longships. The father is the captain of the vessel, and his son is the helmsman. Below are listed these family teams for each hamlet; they dominate the social structure there.

Hex No.	Name	POP	Type	CIV	ALN	Ruler	LVL	ALN	CLS	Type	Resources
5025	Thorsvirke	263	HUM	3	NNN	Eric the Smith	031	NNN	FTR	HUM	Furs and Fish
5124	Hrimsglo	273	HUM	3	NNN	Eric Friedstad	041	NNN	FTR	HUM	Fish
4928	Farad	270	HUM	3	NNN	Gorm Haraldsson	041	NNN	FTR	HUM	Fish

Thorsvirke

Eric the Smith (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	031	033	050	064	177	092	095	165	109	136	156	125	106	127	052	IBS & DG

Sweyn Eric's Son (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	026	060	054	150	115	084	110	148	098	127	156	042	043	031	SB, LSP & HA

Aule Vorstad (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	021	026	050	054	155	103	141	113	137	149	126	148	115	115	072	SB, BA & DG

Thule Vorstad (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	034	060	042	170	117	095	179	146	147	165	159	136	106	095	SB, LSP & BS

Hrimsglo

Eric Freidstad (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	041	026	050	070	175	111	162	093	102	143	105	125	115	147	074	+1 MBA & BS

Vidkun Freidstad (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	NNN	021	032	010	041	175	107	064	150	173	053	147	167	031	135	062	SB, BS & DG

Olgauf One-Hand (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	041	034	050	079	188	111	063	167	093	157	167	104	095	115	075	TS (uses it one-handed due to STR)

Beren Blood-Hair (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	031	060	050	170	134	065	157	131	113	158	146	104	093	032	SB LSP & HA

Farad

Gorm Haraldsson (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	041	033	070	079	170	097	083	160	098	147	165	104	136	021	021	IBS

Sigurd Haraldsson (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	031	060	053	157	102	072	169	139	061	155	136	042	056	042	SB, LSP & DG

Pietr Thurnso (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	021	026	060	067	158	106	042	117	138	132	128	145	075	147	055	AB, LSP & BS

Olaf Thurnso (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	024	050	055	145	099	042	106	148	106	116	156	055	189	064	AB, LSP & DG

Three Nearby Hamlets

Rumor: 5 Great White Wolves have been seen around the Longboats. Last night, one began to Shape Shift into a man after being wounded by an Arrow. . . . Rumor: The misbegotten brother of Thule Vorstad, Fule, was seen talking to a City State Sea Captain. He may have been giving general directions to the Hamlets. . . . Rumor: Tyre Vogulson was sighted by the chief elders' tent last night; Vogulson was thought lost at sea. . . . Rumor: The Emperor's troops are commissioned to destroy the sacred oak grove by Sea Rune before the next full moon. . .

Hrimsglo

Merler the Smith (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	031	032	050	064	163	092	163	133	133	153	133	133	103	093	092	BA & DG

Loki Merler's Son (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	021	032	060	063	174	082	013	133	153	133	153	143	133	103	083	SB & LSP

Rumor: Merler and his son are plotting to overthrow Eric Friedstad and take over leadership of Hrimsglo. . . . Rumor: Thule Vorstad is actually a spy for the Overlord and intends to alert him to the next planned raid. . . .

Encounters

Thorsvirke

1 An old Beggar has been hanging around the communal Longhouse, soliciting bread, coins, and miscellaneous offerings. Some think he is the Avatar of Odin.

Beggar (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
BEG	NNN	051	018	010	021	103	092	103	082	092	082	082	083	092	103	092	IDG

2 Serrii the Sly has, of late, been picking pockets outside the Longhouses. She has been caught several times but is always allowed to go free.

Serri (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	CEX	031	028	020	031	133	174	103	153	133	190	082	133	174	103	174	SDG

3 Thrifter, Savur, and Jani, three Thieves, are watching the Smithy, awaiting the proper time to strike.

Thrifter (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	NNN	031	028	030	021	143	163	133	174	174	174	163	173	174	133	163	IDG

Savur (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	NNN	021	031	020	011	153	153	123	153	163	153	081	163	153	123	153	DBS

Jani (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	NNN	021	030	010	011	143	143	113	133	184	143	133	173	143	113	143	BA & DG

4 Nerrin, an ale-soaked old man, is harassing the Leatherworker. He claims that the craftsman never delivered a Leather jerkin for which the old man has already paid.

Nerrin (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	021	026	010	021	163	103	103	103	133	103	154	133	103	103	103	IDG

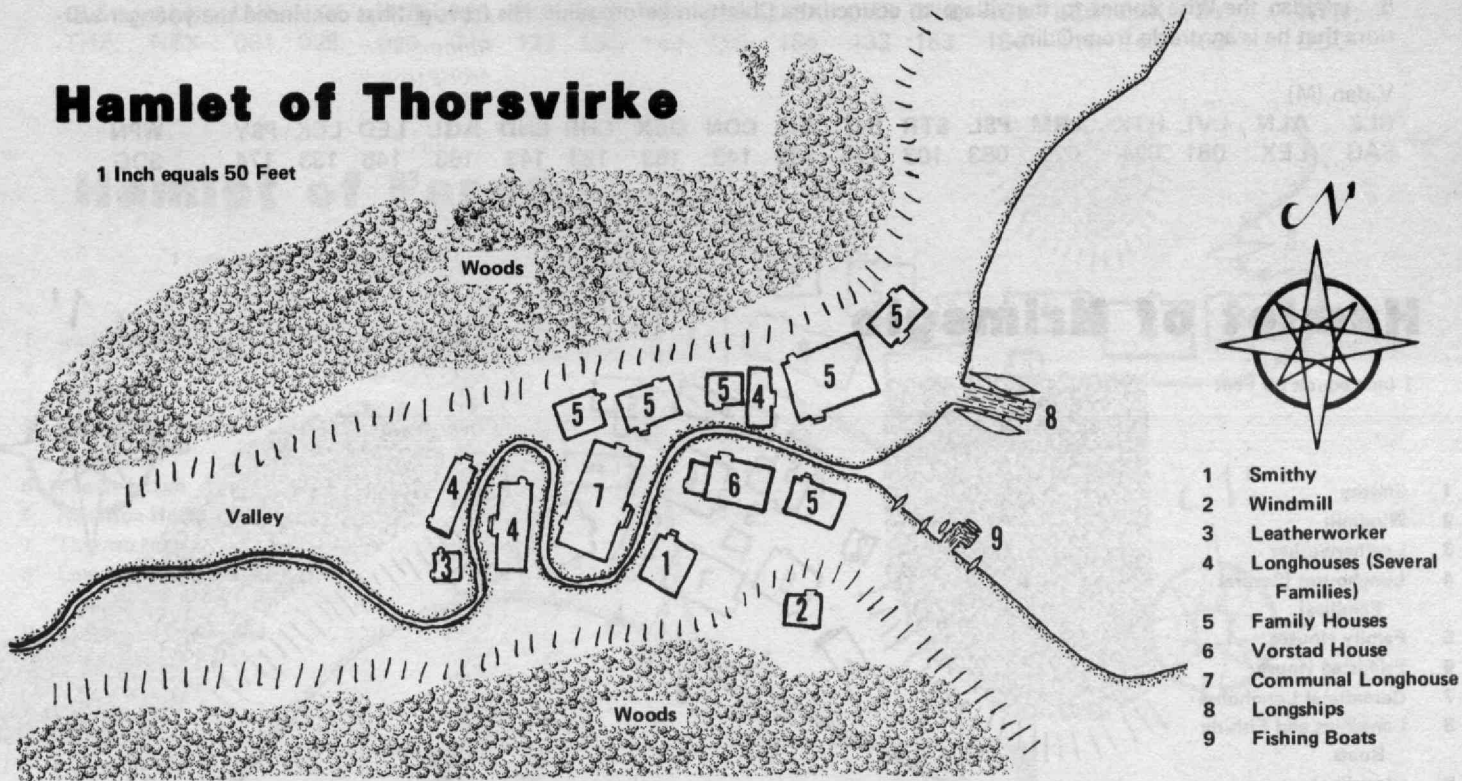
5 Sika, wife of Lost Thorinson, goes down to the ships every sunset to mourn her missing mate. She has a Dagger on her person which, if insulted, she will use.

Sika (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	021	023	010	011	133	143	103	103	133	143	103	133	143	103	143	SDG

Hamlet of Thorsvirke

1 Inch equals 50 Feet



Hrimsglo

1 Beroth the Mad has been in the ale stock again; he feels that he must prove his strength to Helga, his beloved, and, therefore, offers to arm-wrestle any man he encounters. Those refusing risk inciting him to Berserker rage. Those accepting risk two broken arms. Those who win risk their lives.

Beroth (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	051	033	040	053	184	103	092	153	184	143	103	184	083	092	103	BA & LS

2 Peri the fire-setter, is lurking around the boats. Because of his agility and his ability to create diversions, Peri has never been caught.

Peri (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	051	028	010	013	153	184	092	133	174	143	133	174	031	092	184	SS & DG

3 Sarie the Healer can usually be found by the family houses, healing the sick and wounded. When she needs to be alone, she wanders by the forest in the vicinity of the Smithy's house.

Sarie (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
CLR	NGX	041	027	030	031	143	123	163	133	163	133	133	163	165	163	123	FM & FL

4 Vani the Demented has lingered around the forest area by the Longhouses, waiting for Humans to come by. His lust for Human blood has grown with each full moon. He believes himself to be a Wolf. He has never before killed anyone because of his desire to drink Human blood, but he might tonight.

Vani (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	061	035	070	031	184	133	103	174	163	123	174	163	051	103	133	IDG

5 Vidan the Wise comes to the village to council the Chieftain before raids. His foresight has convinced the younger warriors that he is an oracle from Odin.

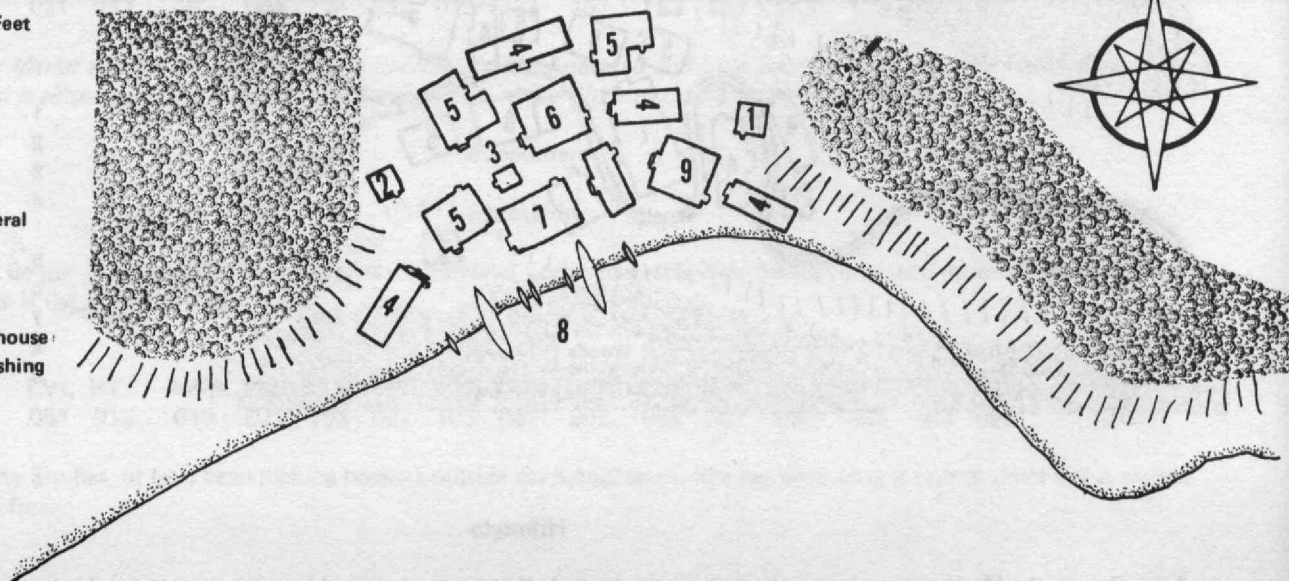
Vidan (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
SAG	LEX	081	024	020	083	103	174	133	143	163	123	143	163	146	133	174	SDG

Hamlet of Hrimsglo

1 Inch equals 50 Feet

- 1 Smithy
- 2 Windmill
- 3 Leatherworker
- 4 Longhouses (Several Families)
- 5 Family Houses
- 6 Friedstad House
- 7 Communal Longhouse
- 8 Longships and Fishing Boats
- 9 Olgauf's House



Farad

1 Mira, the 11-year old daughter of Gorm Haraldsson, often lingers around the trading pier, listening for stories of adventures and daring to add to her collection. She is gifted in song weaving and story telling and hopes, one day, to be a Skald.

Mira (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
CHL	NNN	031	018	010	031	103	133	123	082	153	153	082	153	011	123	133	IDG

2 Freay, guardsman of the trading pier, is usually found at the communal Longhouse at night, telling tales of the traders and their merchandise. He likes to boast and exaggerates his stories in his favor. Somehow, he has come to regard himself as the Heimdall, or Guardian, of the pier.

Freay (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	031	029	030	052	153	103	123	143	153	153	143	153	126	123	103	BA & DG

3 Samvi, a spy from the City State, has been lurking in the woods for days, trying to learn all he can from his concealment in the underbrush by the Family House. He is too much of a coward to boldly enter the Hamlet posing as a would-be Pirate and, thereby, becoming privy to the better-kept secrets, so he crouches in the dark and gathers the crumbs of information that drop around the dinner table in the Family House.

Samvi (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	041	031	020	011	174	133	133	143	123	153	143	123	041	133	103	DG & SS

4 Lokison, an itinerate gambler is ready for a quick cheat with his loaded dice and sleight of hand tricks. He conceals a steel Dagger on his person and is ever alert for danger.

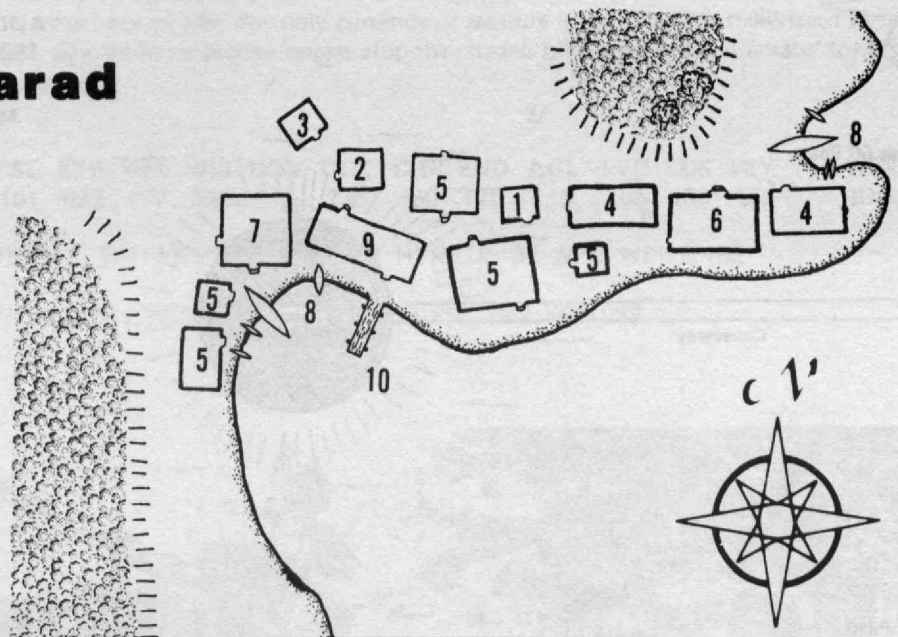
Lokison (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	NEX	081	028	020	043	133	163	143	153	184	133	153	184	115	143	163	DDG

Hamlet of Farad

1 Inch equals 50 Feet

- 1 Leatherworker
- 2 Smith
- 3 Windmill
- 4 Longhouse (Several Families)
- 5 Family House
- 6 Harallson House
- 7 Thurnso House
- 8 Longships and Fishing Boats
- 9 Communal Longhouse
- 10 Trading Pier



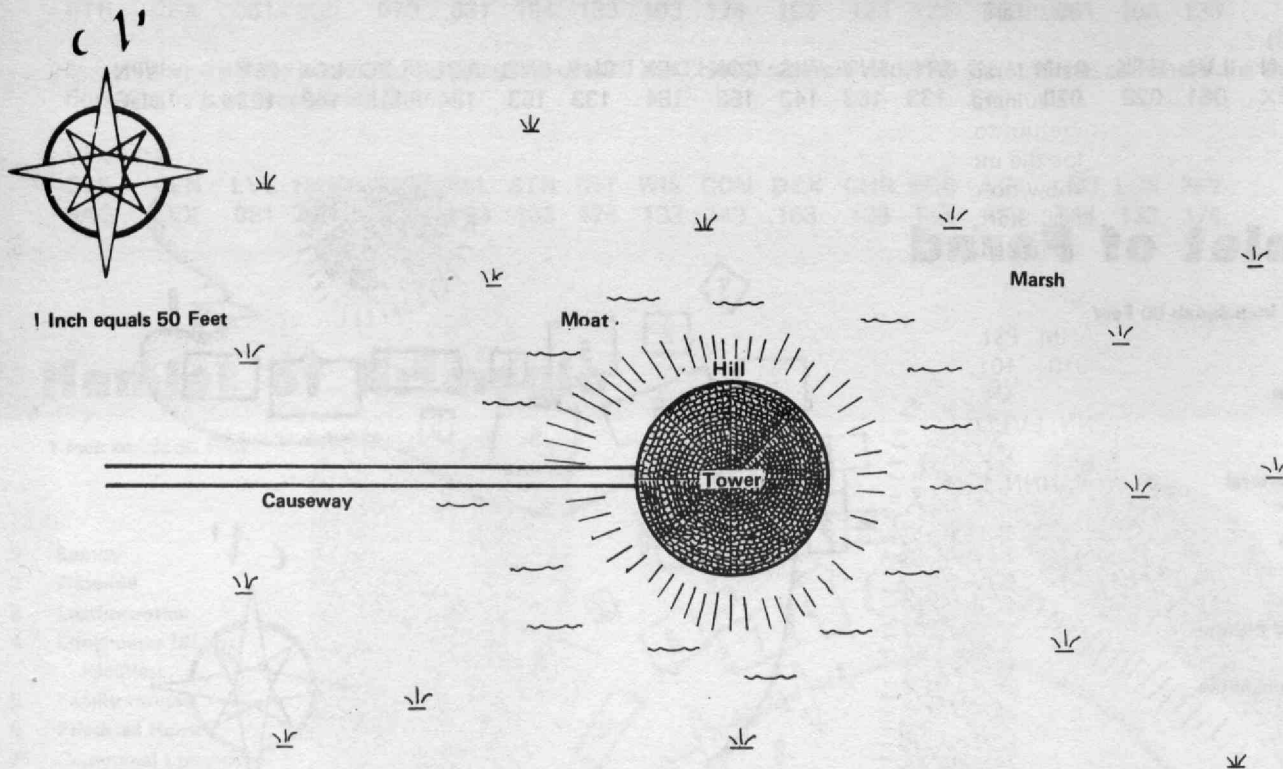
The Citadel of Sulzannarg

The lone tower that is the stronghold of the evil Wizard is a single, circular spire, 140' tall and tapering from 50' in diameter at its base to a 30' diameter at the peak. It is capped by a steep, conical roof which brings the total height to 180'.

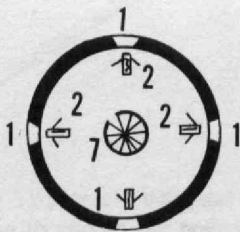
The remarkable height of this tower is accounted for by mention of its builders, the legendary Markabs. It is said that the top of the tower originally housed some ultra-powerful device which could detect metal at incredible ranges but that this artifact was removed or destroyed by the Markabs, along with all the many and wondrous supporting devices that it required, when they abandoned the tower during the Uttermost War.

This citadel stands on a small hill which is completely surrounded by extremely wet and marshy ground, preventing the approach of siege machinery by any other means except the narrow causeway that was built by the Markabs. The causeway is, in fact, only wide enough for a single file of footmen or walked mounts to pass, and the marshes extend in all directions beyond the ranges of catapult or other engine now known. The citadel itself stands in a deep, stagnant pool of water that extends fifty feet in all directions from its walls; the wooden bridge that extends across this moat from the causeway to the door of the tower would easily be torn down by defenders upon the approach of any enemy who could be spotted at a long distance away. How the Markabs brought the men, machinery, and materials to this site and built this awesome edifice is, indeed, a mystery and adds to the legends of their engineering skill.

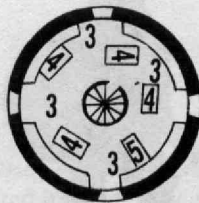
The Citadel of Sulzannarg



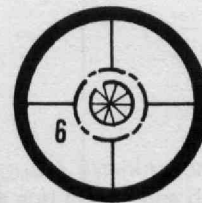
- 1 Weapons Ports
- 2 Ballistae
- 3 Shelves
- 4 Tables
- 5 Bed
- 6 Sleeping Quarters
- 7 Spiral Staircase



11th Floor



Top Floor



Sample Floor

The first ten stories have no window or port to break the solidity of the walls, which are eight feet thick on all these levels, and of the strange, solid granite construction characteristic of the Markabs. The eleventh floor is the "fighting floor;" here, the Markabs put in four weapons-ports, one facing directly along the causeway. Their strange, rusted, metal fittings (for weapons long since stripped off or destroyed) and the heavy masonry supports around the weapons-slits bear mute witness to the power of the Markabs' defenses. Now, each port bears a Ballista; the Wizard, Sulzannarg, has prepared special Bolts tipped with metal spindles which will split apart, upon impacting a hard surface, into eight little shards. The shards "attack" as Light Crossbow Bolts, at random, against anyone within a 10' radius of the point of impact. These Bolts operate as normal, Heavy Crossbow Bolts upon striking a soft target. Unarmored humans are classified as soft targets. The special Ballista Bolts are Sulzannarg's specialty, but he has already prepared enough of them (240) to withstand most assaults. Crafty Sulzannarg directed that the Ballistae be mounted on supports that allow a high arc of fire to defend against aerial attack as well. Each bolt requires a certain amount of enchanting during manufacture by the Wizard to make it burst apart properly (Judge's Option should it be desired to allow players to make these things for themselves).

On the next two floors are Arrow slits, eight per floor; an archer at each slit and two crewmen at each Ballista adds up to twenty-four men-at-arms, and this is all that Sulzannarg feels he needs. (He is probably right.)

The top floor is Sulzannarg's private retreat and his station in the unlikely event that someone would be so foolhardy as to attempt to take the place by storm. Here are four more broad weapon-ports; from these the Wizard could cast his spells, or special jugs of acids and poisons can be dumped on invaders (Judge's Option).

The lower floors with no windows are the quarters of the men-at-arms and their wives, children, and servants, a dining hall that doubles as a "common room" for recreation for the men and their families, the laboratories of Sulzannarg, who is very seldom seen by his men and who keeps only recreational reading material in the top-floor *sanctum sanctorum*, Sulzannarg's quarters (to which his meals are taken by a comely wench), and tiers of storerooms for iron rations and wine, should siege occur.

The men-at-arms hunt and forage, and this is the source of sustenance for the citadel. Their hunting expeditions are the only times at which they are vulnerable to any but the most powerful attacker; they are aware of the Werewolves who lair in Hex 5122 and are careful to return to the citadel before dark.

The men-at-arms are, for the most part, Neutral in Alignment and have been the servants of this Wizard and his forefathers for generations; they know no other way of life. The only currency or treasure in the citadel is the Wizard's personal treasure and Sulzannarg's Magical Staff, all kept in his private retreat atop the citadel. Like most of the Markabs' towers, this one has a spiral staircase through its center axis.

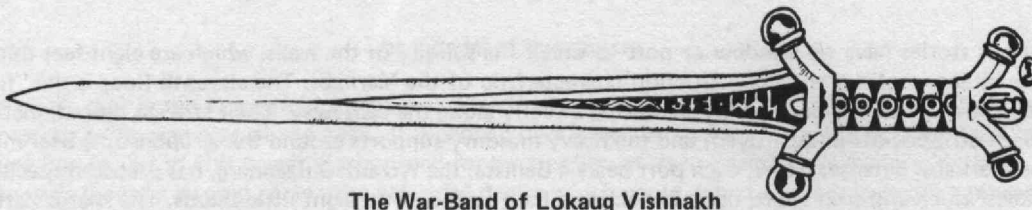
Sulzannarg (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
MAG	CEX	071	020	010	101	093	176	092	111	138	150	126	146	105	136	156	IDG

Archers: CLS: FTR; ALN: NNN; LVL: 011 - 041; ARM: 050; PSL: 054; HTK: 19 - 34; WPN: WCB & IBS.

Artillerymen: CLS: FTR; ALN: NNN; LVL: 011; HTK: 23 - 35; ARM: 030; PSL: 042; WPN: SS.





The War-Band of Lokaug Vishnakh

(Author's Note: The following war-band and its leaders are not strictly from Bob Bledsaw's City State campaign but are from my own campaign which used Judges Guild playing aids extensively. I was rolling up NPCs one day, decided to come up with an Anti-Paladin, and, all of a sudden, the dice got very hot. He kept shadowing and harassing the expeditions of my player-characters and was a constant menace and nemesis to their plans -- he rose in levels quickly by killing off scores of hirelings and wiping out whole villages just before the players came upon them. Lokaug Vishakh never was killed off, though, many times, he lost his whole war-band and pulled off harrowing and miraculous escapes, accompanied by much gnashing of teeth, shaking of fists, and tearing of hair by players. I had a lot of fun with him, and I hope you do, too!)

The name of Lokaug Vishnakh brings shudders to many a village elder throughout the Lands of the City States, Barbarian Altanis, Oricha, and all of the Pazidan Peninsula. For thirty years, he has wandered these regions, burning, slaying, and plundering in the name of his evil god, Tsathoggus, and offering sacrifices to his god. The rewards that this god has given him are great. Lokaug Vishnakh has been the bane of much that is just and good in the Lands of the City States and is one of the many causes of the rampant chaos, disorder, and lawlessness of the wilderness regions.

Lokaug leads a motley band of warriors: Human, Orc, Half-Orc, and Goblin, male and female. His closest followers, however, are all fellow Humans; his ally, the Evil High Priest, Thoth Kurran-Krimpaia, exercises the greater control over the assorted hosts. Together, with Kurran-Krimpaia ordering the rabble forward and Lokaug's tightly-knit band breaching any enemy strongpoint like a lightning bolt, they form a deadly team that has destroyed many bands of crusading Paladins, good Clerics, and other forces of justice.

Lokaug was first found by a lowly Priest of Tsathoggus and taken into an evil monastery of that order. There, he was first taught the ways of darkest evil, and his talent and aptitude for a crusade of evil was first discovered. He was given a magic Sword, a suit of armor, and the blessings of the Order of Tsathoggus and sent out to win a name for himself.

He arrived in the village of Bendrick and fought every person he encountered there. The mustering-place of the peasant militia of Bendrick was reached by Lokaug Vishnakh before many had gathered there, and he killed many of them and drove off the rest. More peasants arrived, and soon most of the male population of the village had been killed because they had not been able to mass their numbers against him and because he wielded his magic blade with such strength and skill. After scattering the rest of the populace of the village, he looted it and then burned the village to the ground.

A few of the villagers escaped and fled to another settlement. Those who returned to Bendrick later found only death and destruction there, and the few survivors settled in the village to which they had fled, abandoning their crops. The Priests and Monks of the Order of Tsathoggus came to Bendrick and harvested the abandoned crops, rejoicing in the windfall that their god had apparently granted them through the evil prowess of Lokaug Vishnakh.

Lokaug happened upon a band of Orcs in the wilderness shortly thereafter; he slew their captain, and the rest fell down before him and called him master. That was the beginning of his wandering. Through many years, he lost Orcs, gained Human followers, and raided villages time and again, rising always in fighting prowess. After twelve years of adventuring, he returned to the monastery to a hero's welcome and was granted an audience with Tsathoggus himself. There, he learned of a band of Paladins marching toward the monastery, hoping to destroy it. He mustered the few stripling recruits at the monastery, his own crew of Orcs, Half-Orcs, and Humans, and an initiate to the Order, Thoth Kurran-Krimpaia. Then, he led them to a nearby village and attacked the population, scattering it into the surrounding areas; afterward, he and his band plundered the village and burned it to the ground. In this way, he hoped to give his more inexperienced Warriors some fighting experience and a taste for blood. Finally, he led them out to find the crusading band of Paladins.

Stealthily, his band shadowed the Paladins and, one night, struck at their camp, sending them more to disarray than to death. At dawn, the War-Band of Lokaug Vishnakh met the Paladins in full battle, but they had not yet recovered from the Orc-raid at night, and the striplings destroyed the holy lords of Mitra that had come to wipe out the festering sore of the Order of Tsathoggus. In the battle, Kurran-Krimpaia had taken charge of the less-religious followers when the leader of the Paladins had closed with Lokaug in open battle. Lokaug's recruits then became his retainers, and the Orcs and other heathen attached themselves to the Priest.

Lokaug took up wandering again, and not one of his unholy warriors has died under his command, though many have come and gone by other means. Thoth Kurran-Krimpaia has led a sort of auxiliary force which scouts out the enemy for Lokaug; these have often been reduced to a tenth their number through combat, but, always, Kurran-Krimpaia, Lokaug, and his closest followers have survived to recruit more Orcs and wild men. He trundles his booty about in carts and leaves it behind under the watch of his lieutenants when making a direct attack; thus, he needs no lair or stronghold and leads a nomadic existence. Periodically, he returns to the monastery to offer a sacrifice to Tsathoggus and to turn over the greater portion of his booty to the Priests.

Lokaug Vishnakh (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	181	035	040	199	180	179	119	170	177	188	165	167	146	146	072	+4 TS, +2 HB

The Sword: Bartuluk. Lawful Evil, +4 (+5 vs. Paladins and Lawful-Good Clerics). Made of Adamantite, enchanted to its present state by the Evil Wizard, Zurbagrim of Gheulost Island, now ruled by Viridistan, sometime before Zurbagrim's death in 79 BCCC. It incorporates a trace of the red metal, Carbelium, which reacts in a near-magical way when encountering iron. The Sword's blade quivers and glows with a reddish hue when any intelligent creature of Lawful-Good alignment is within 120'. It will also quiver and point to any invisible object, and can speak, describing the object. Its intelligence is 12 and its ego is also 12.

The Horsebow: Ul-Zarbalga. Lawful Evil, +2. It requires a STR: 187 to string it and a STR: 184 to draw and fire it. Its range is 750'.

The Dagger: Karad-gorosh. Lawful Evil, +2, enchanted to its present strength by Zurbagrim of Gheulost. It, too, incorporates Carbelium and will quiver and glow with reddish hue when an intelligent Lawful-Good creature is within 30'. It is balanced for throwing.

The Lance: Golanzim. Lawful Evil, +5, made of Adamantite, enchanted by the Evil Wizard, Tubal-Zarak, of the Monastery of Tsathoggus in 2979 - 81 BCCC and initiated in the heart-blood of a dozen Paladins of Mitra.

Lokaug also wears a Helm of Telepathy and a Cloak of Blending for scouting purposes. His horse is Worodlim: HIT: 5; HTK: 037; ARM: 050; ATK: 2 x (1D8), 1 x (1D3); SPD: 144. Thus, lokaug Vishnakh, upon his horse, is a master of reconnaissance and can choose his own time and place to attack any foe. He has been the victor of many bitter and desperate little battles in the wilderness, far from any settlement, and has been the cause of many an expedition's failure to return. Lokaug Vishnakh is approaching the status of a Demi-God of Evil.

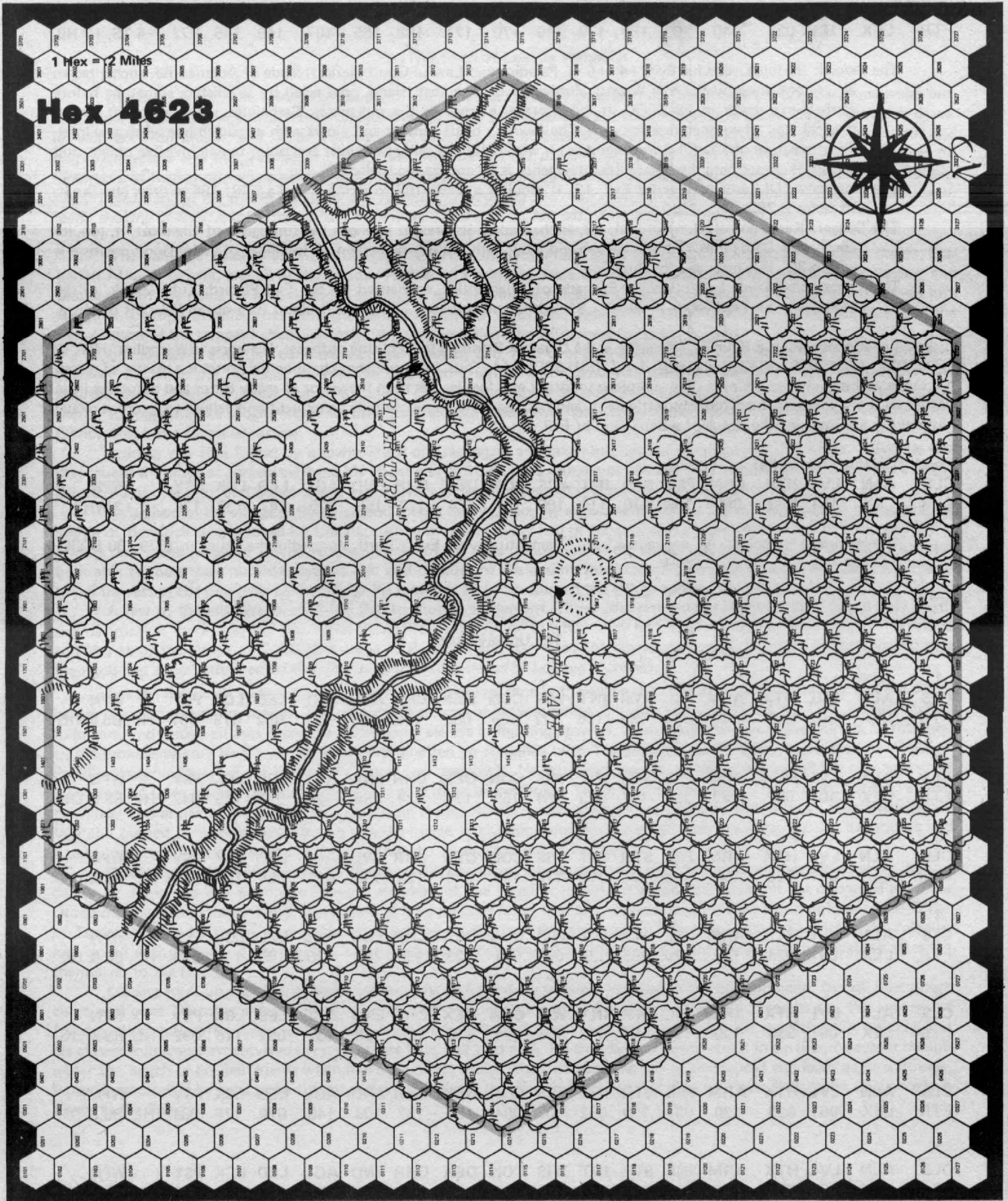
Thoth Kurran-Krimpaia (M)

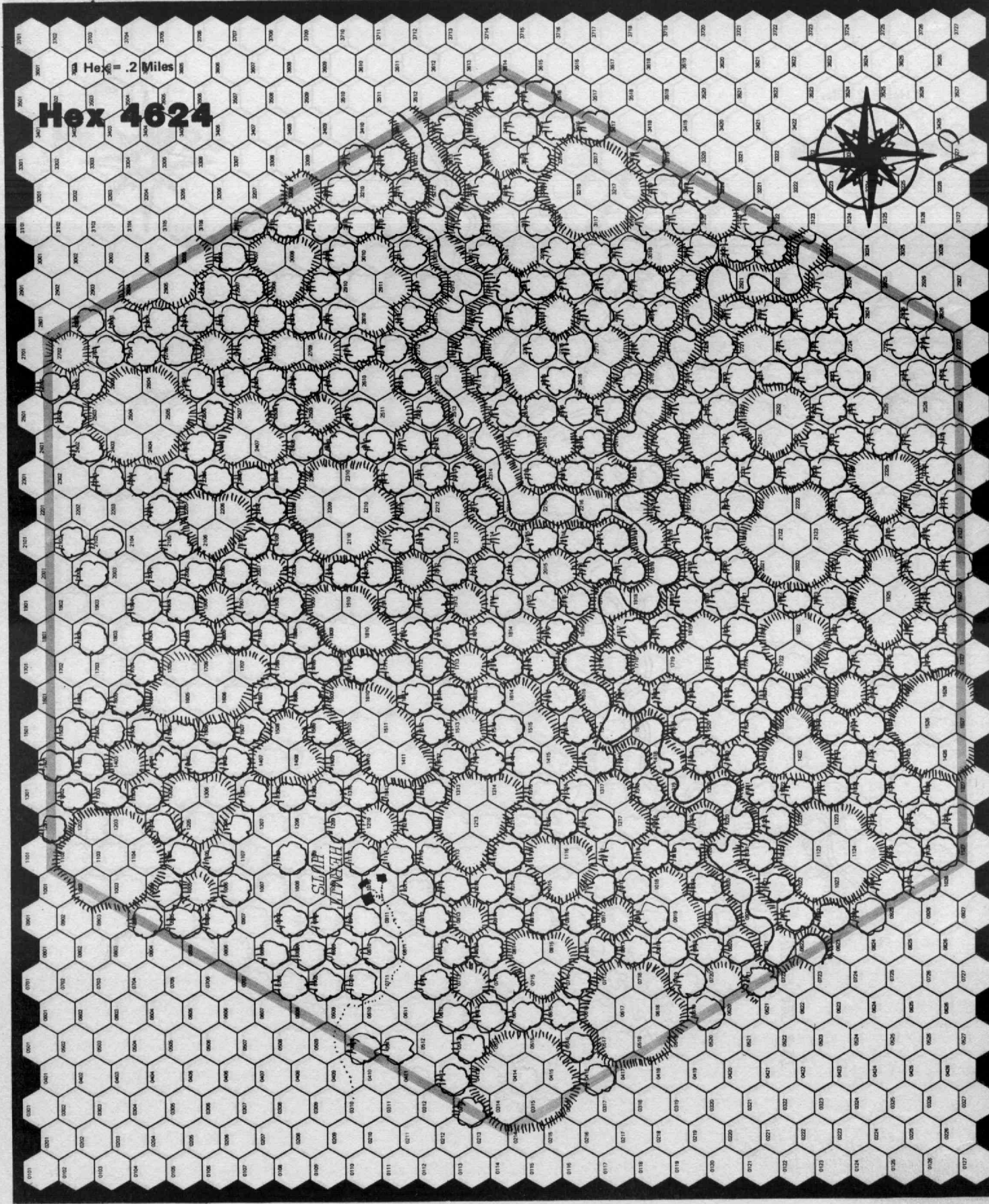
CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
CLR	LEX	151	033	060	158	170	116	180	167	104	177	158	125	147	136	176	+3 WH

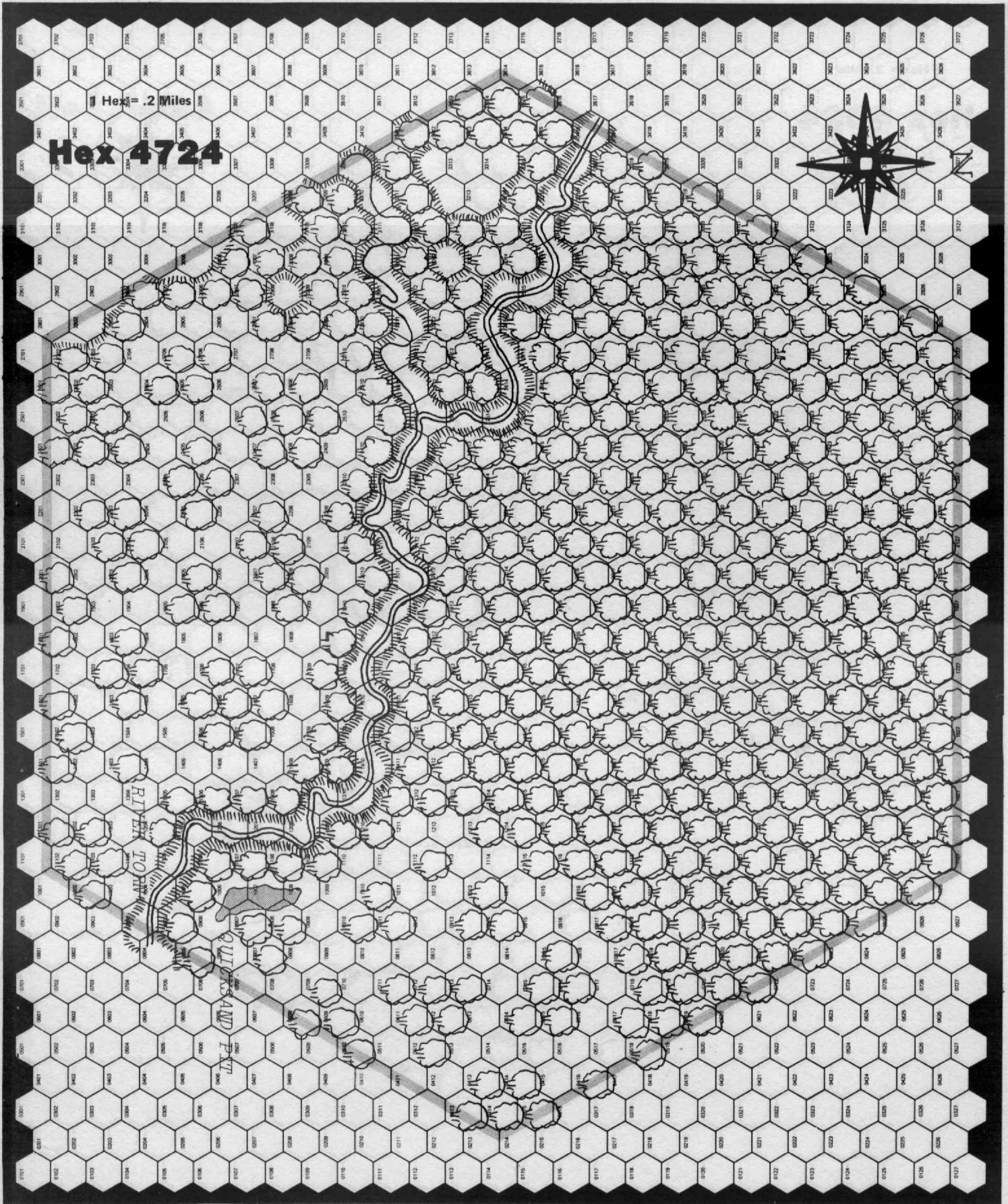
The Hammer: Hargolost. +3, enchanted from Adamantite by the Evil Wizard, Vorgardim the Cruel, in 1879 - 80 BCCC.

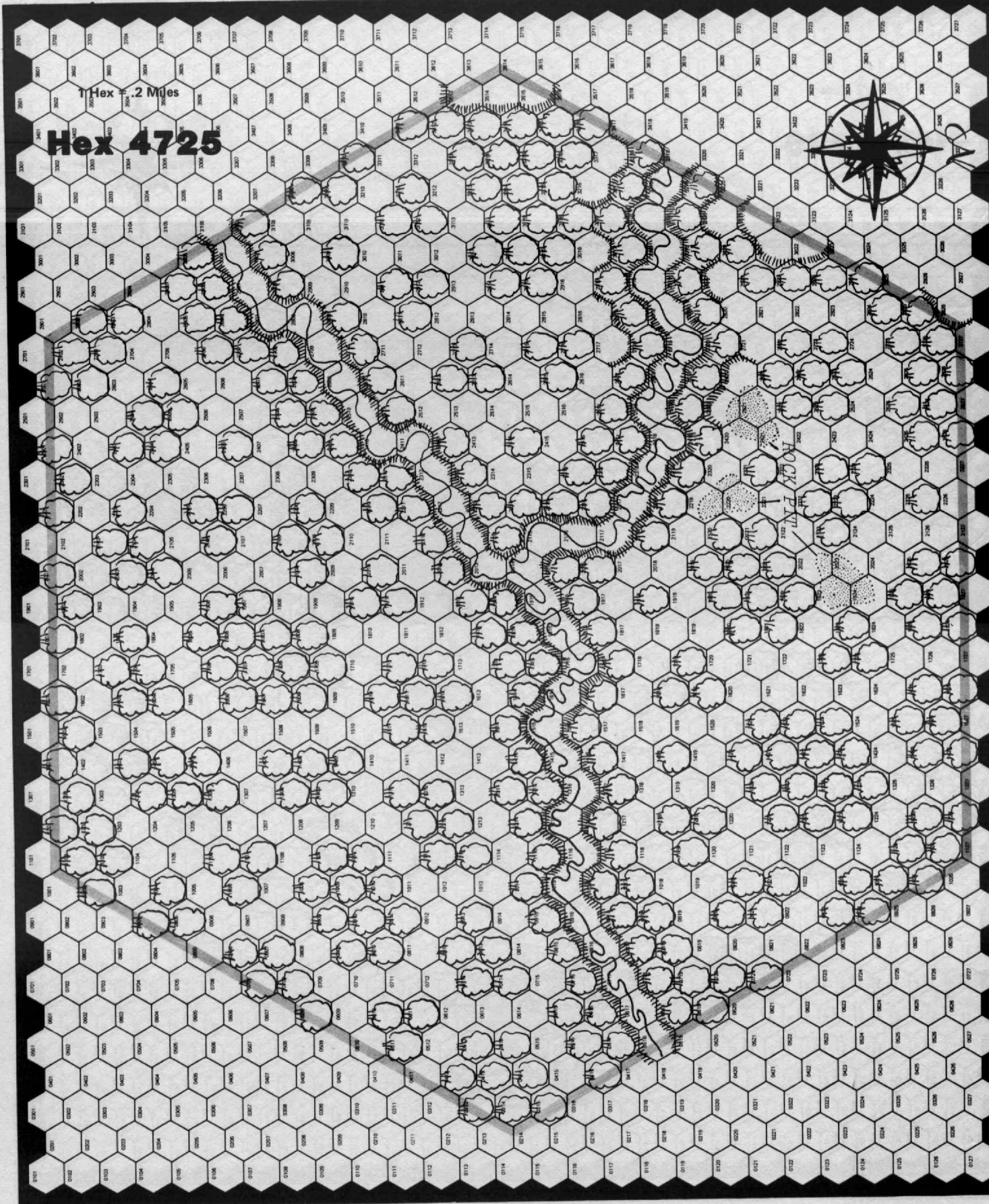
The Unholy Host

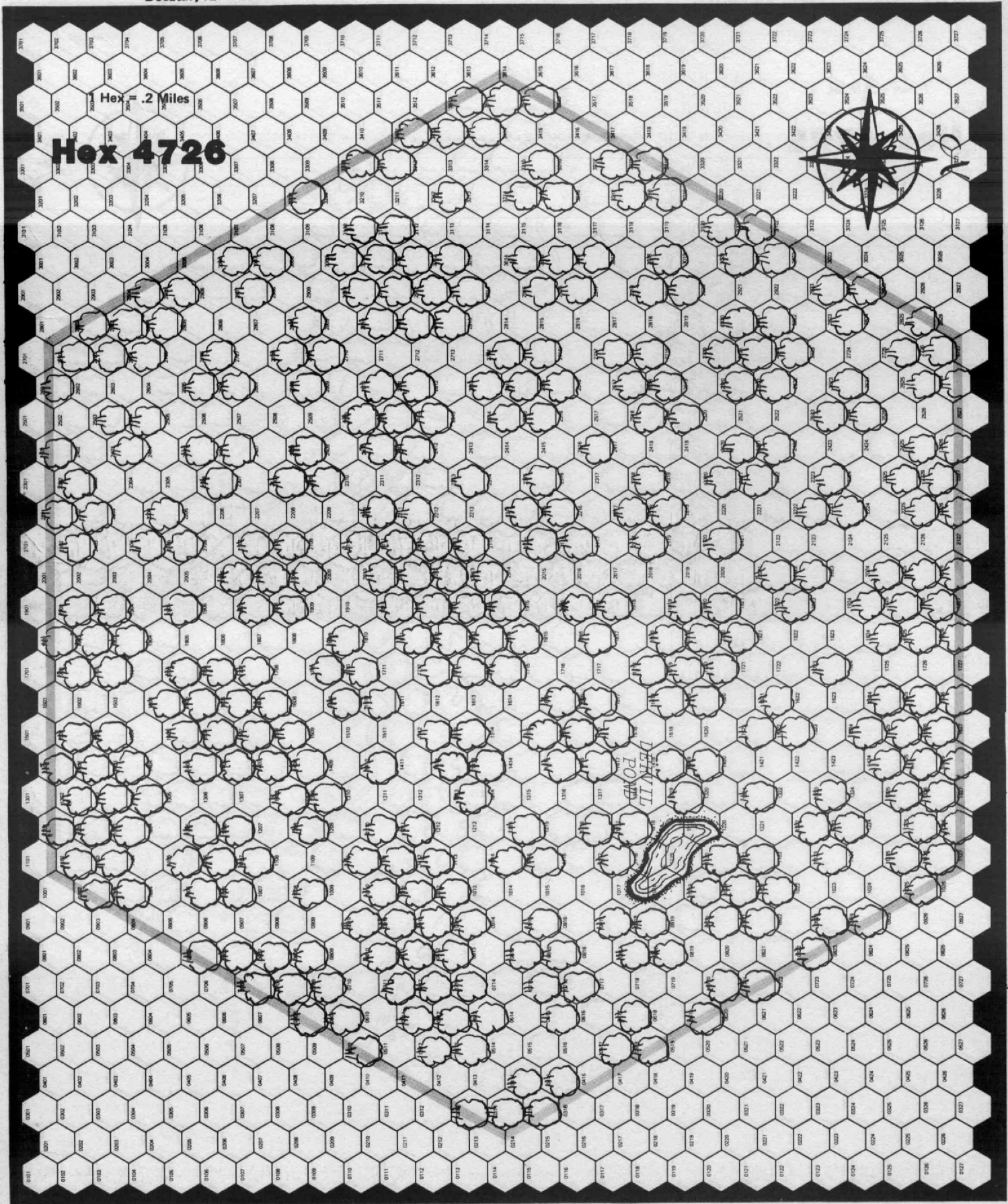
1	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LEX	101	028	130	131	184	106	122	105	082	110	126	135	052	073	031	HL, BS & DG
2	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LEX	101	032	130	136	177	073	154	150	114	114	165	125	072	145	042	HL, BS & DG
3	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LEX	091	028	130	122	162	103	176	127	078	120	138	083	064	155	032	HL, BS & DG
4	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LEX	091	024	130	120	155	139	089	091	123	136	105	136	105	115	093	HL, BS & DG
5	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LEX	081	030	130	110	187	063	105	124	126	106	138	137	052	116	092	HL, BS & DG
6	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LEX	061	023	130	097	159	062	107	084	134	137	106	145	079	176	031	HL, BS & DG
7	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LEX	051	035	130	088	174	083	160	187	063	090	165	176	042	142	096	HL, BS & DG



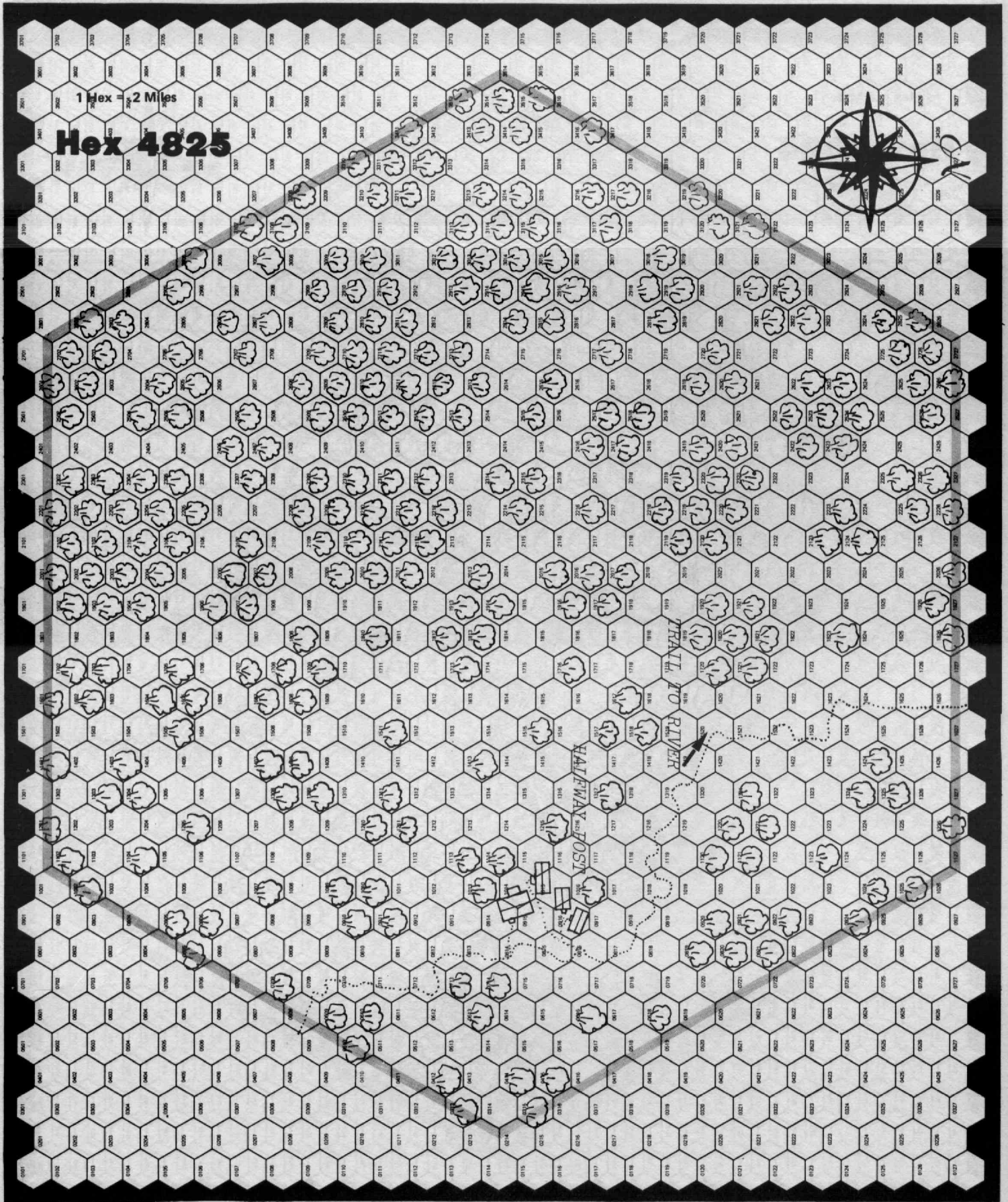


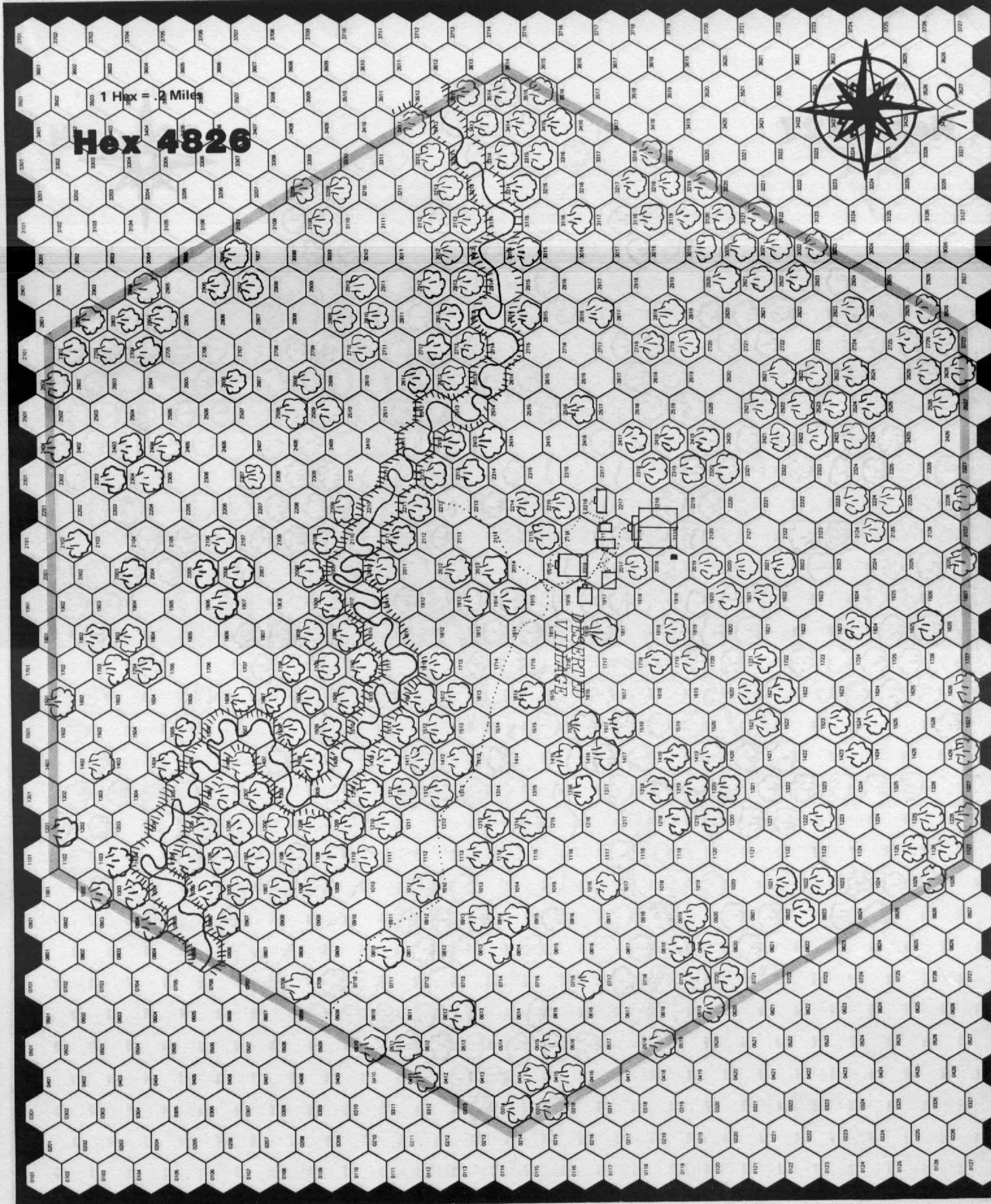


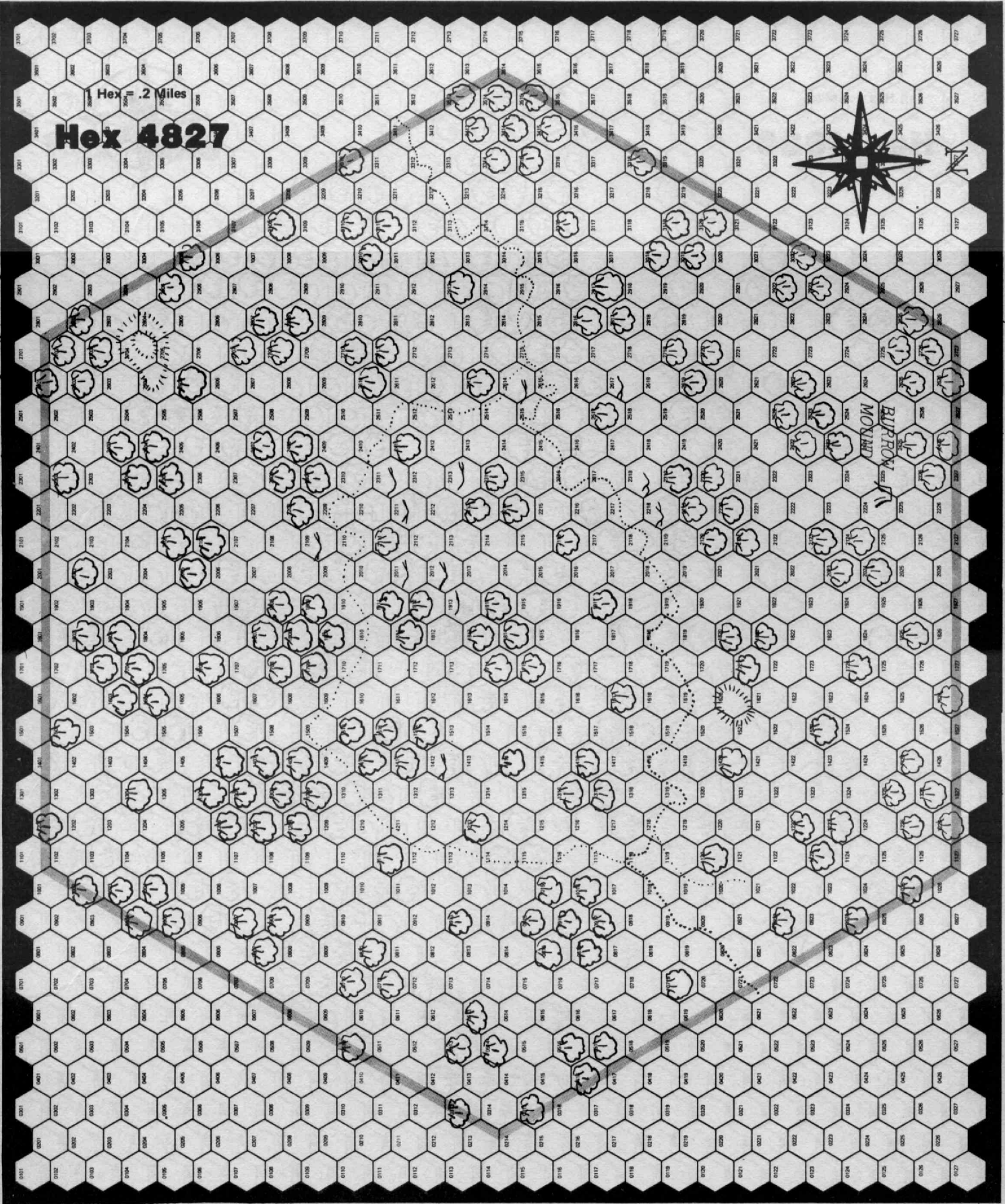


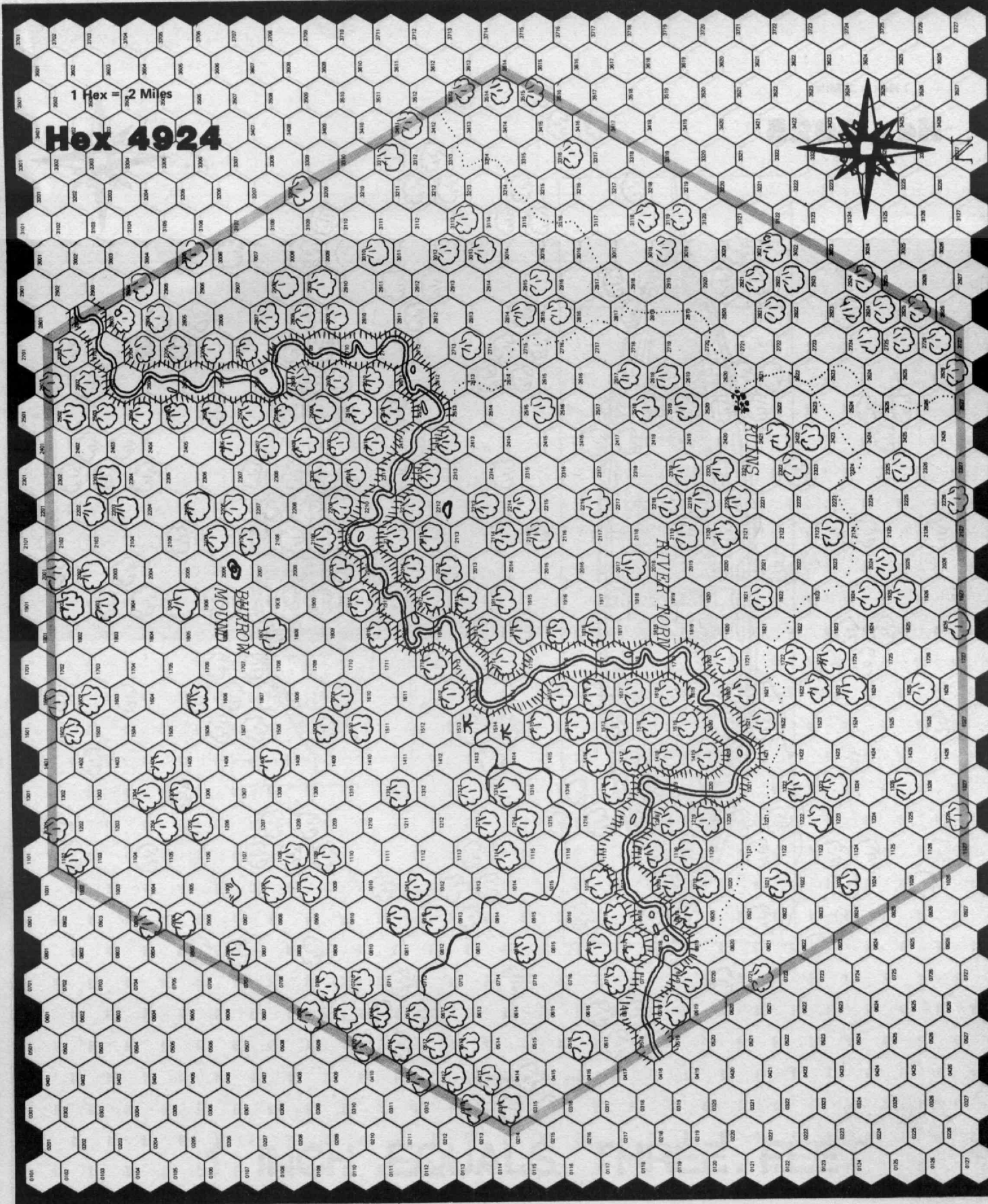


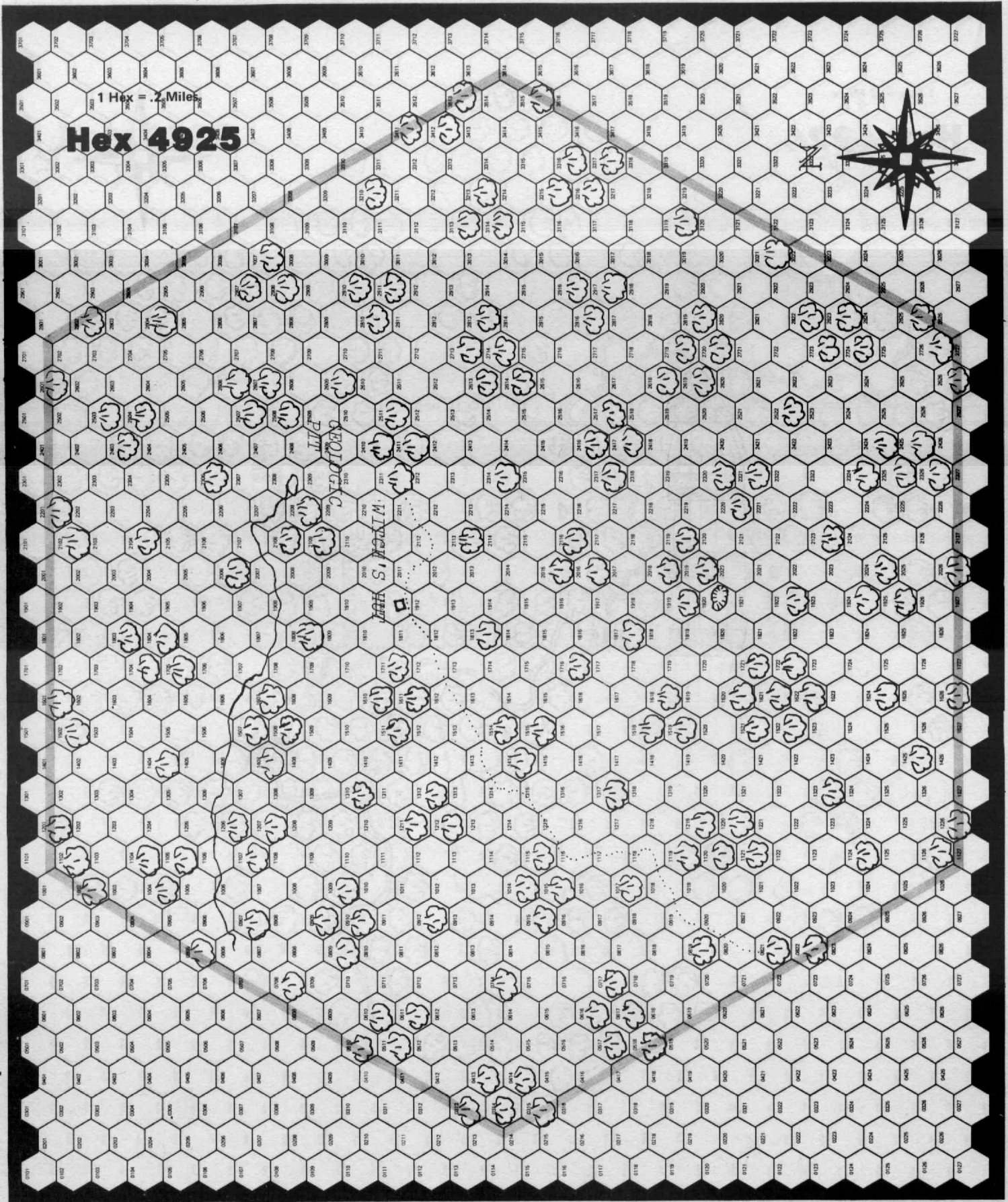




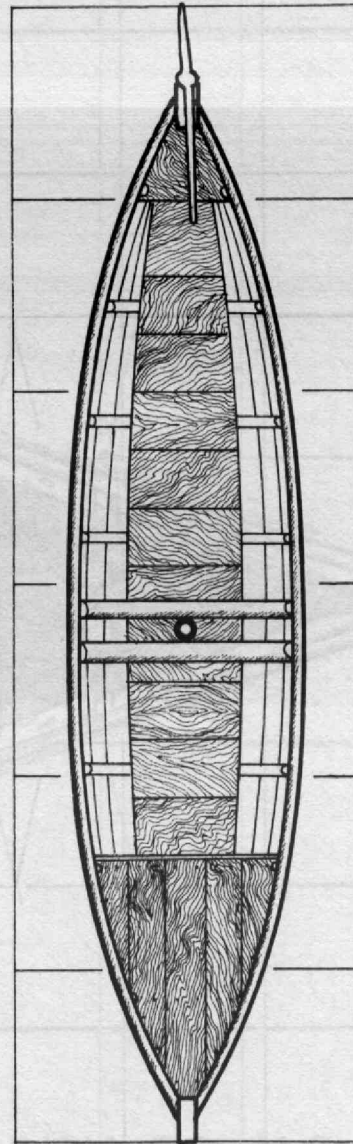
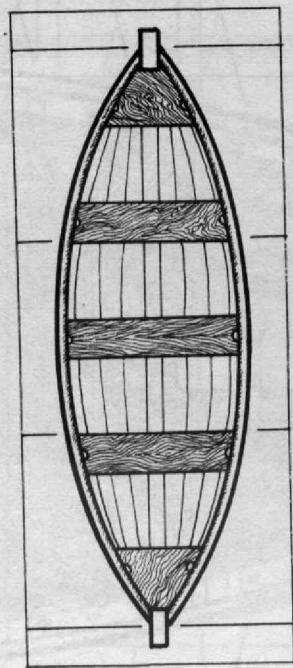






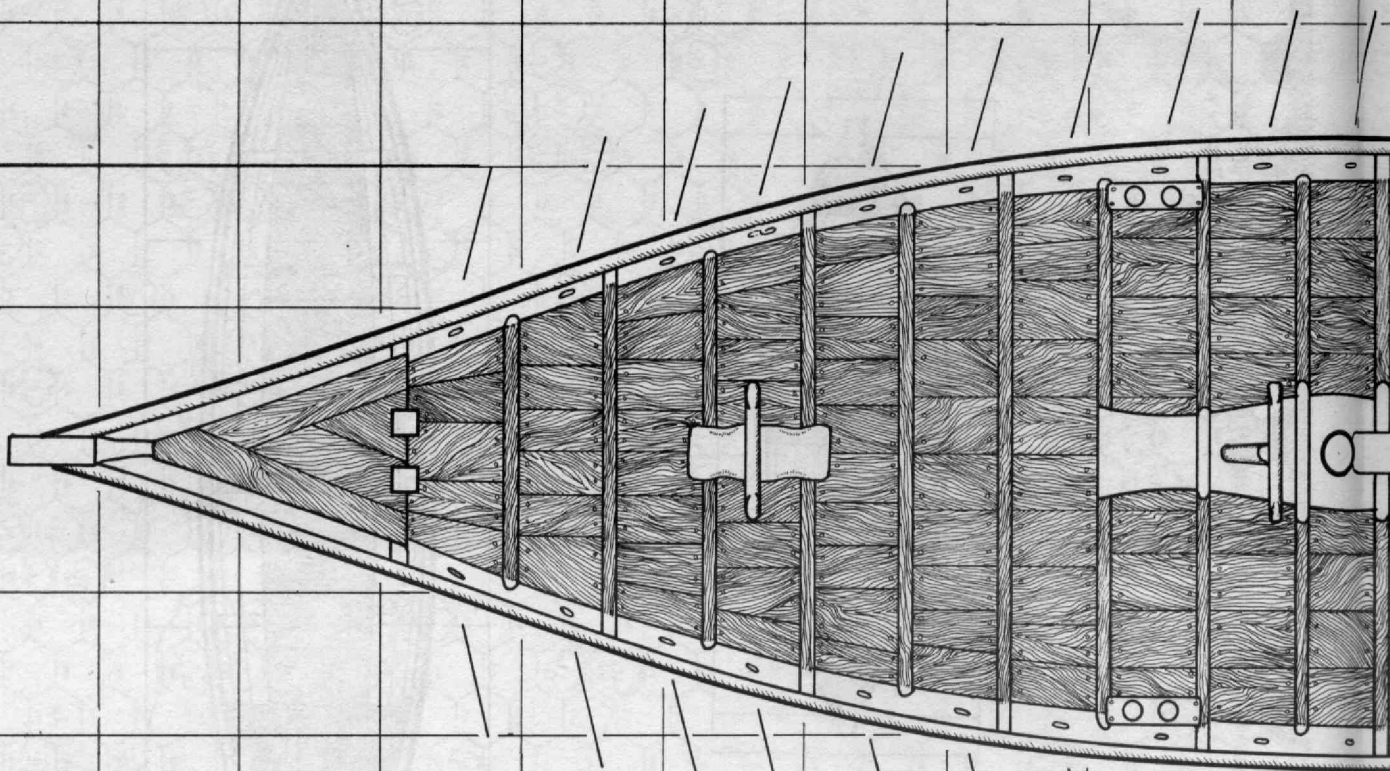


SKANDIK FISHING CRAFT

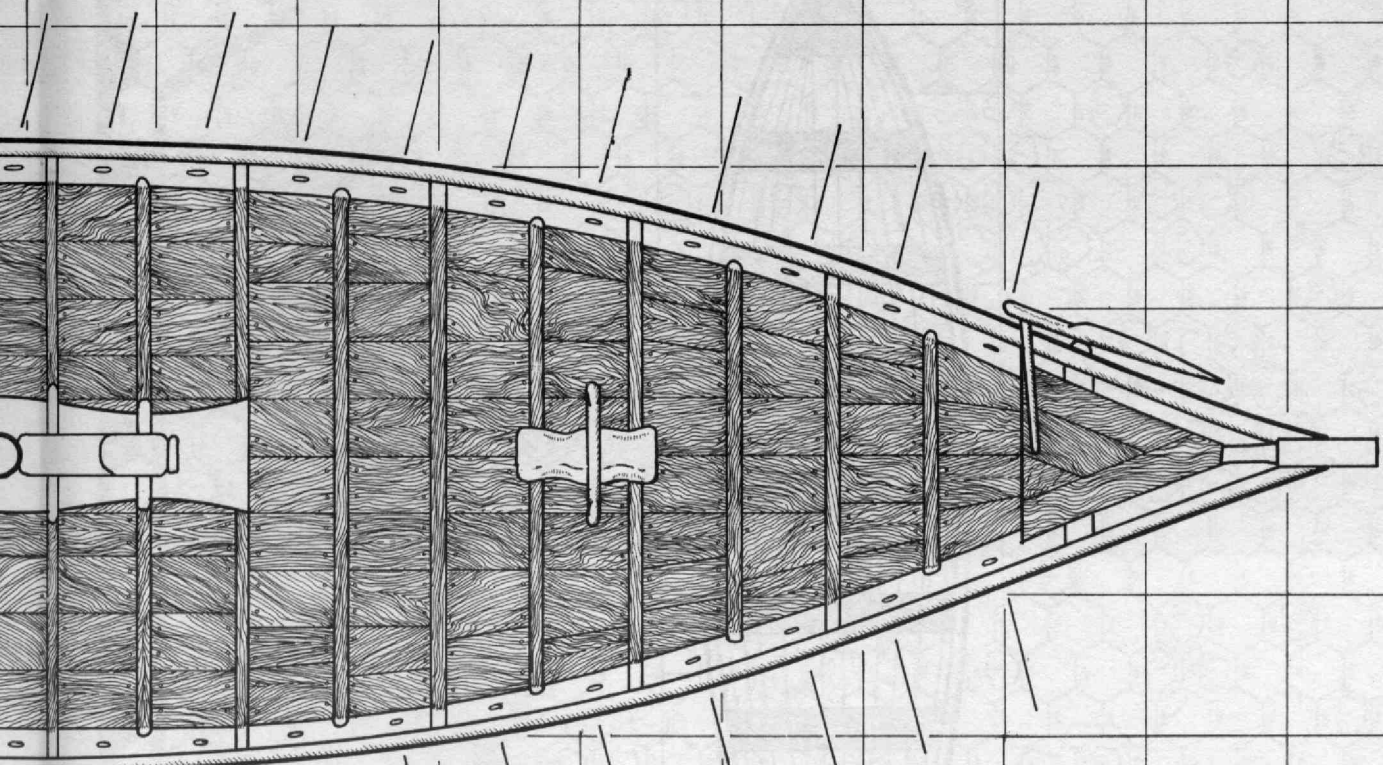


1 INCH EQUALS THREE FEET

SEA RUNE SKAN

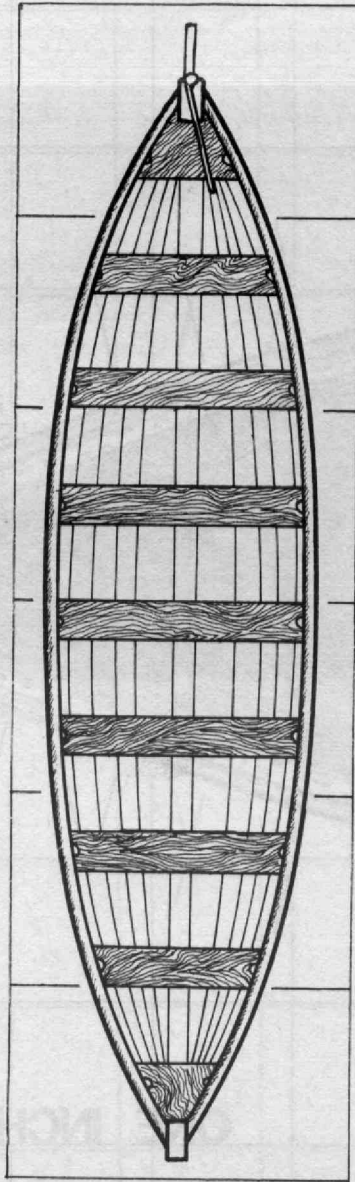


ANDIK LONGSHIP

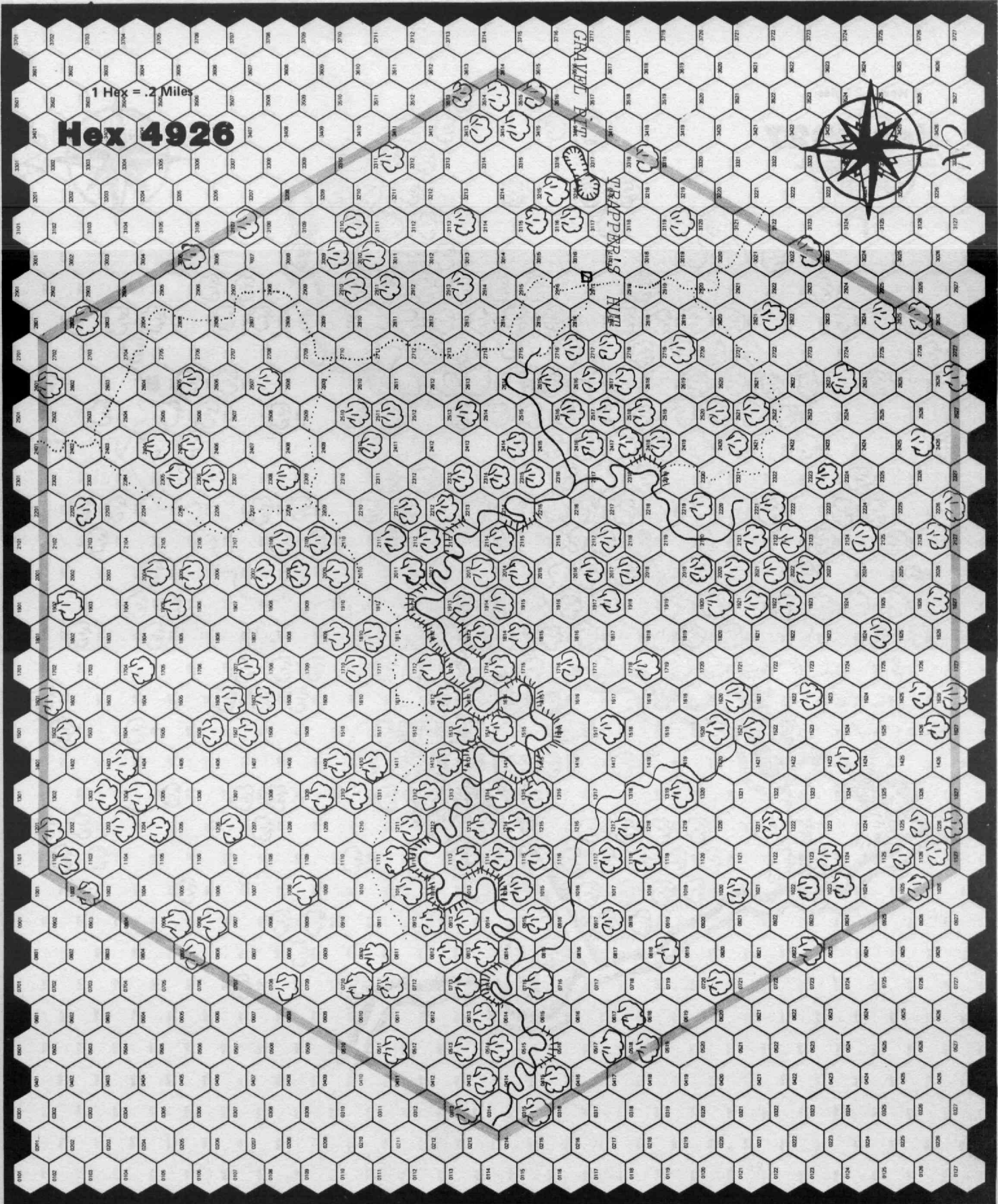


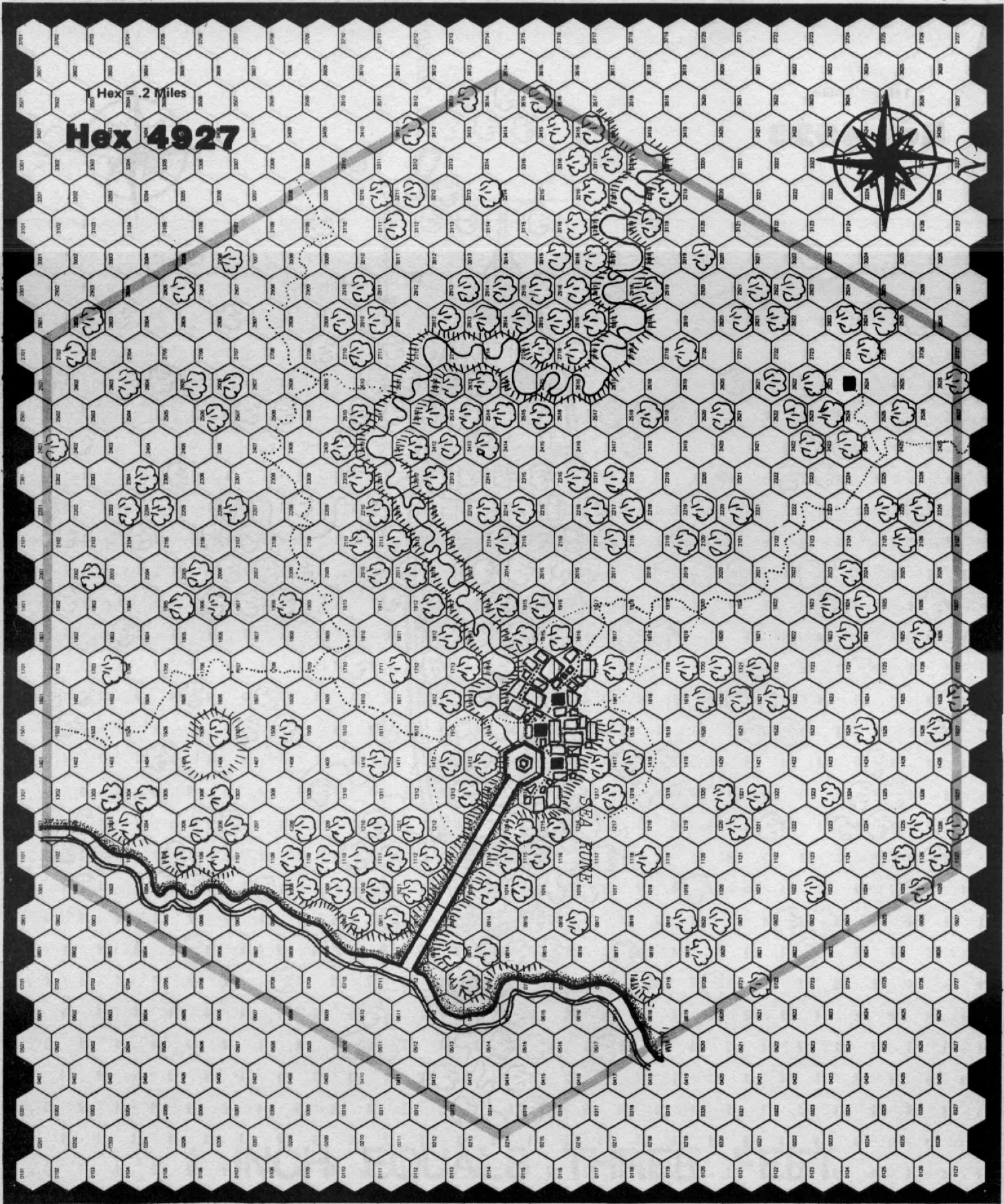
ONE INCH EQUALS FIVE FEET

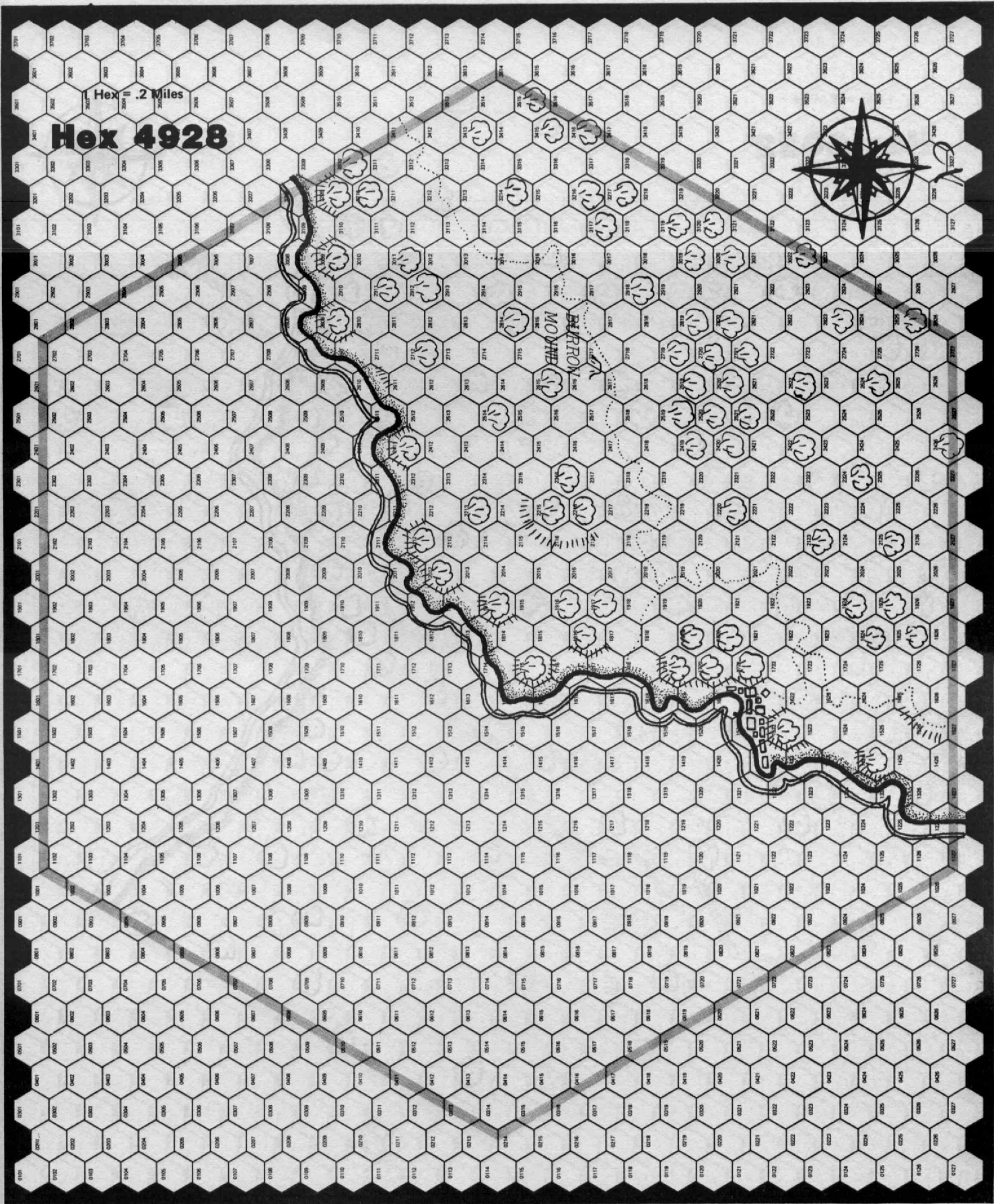
SKANDIK FISHING CRAFT

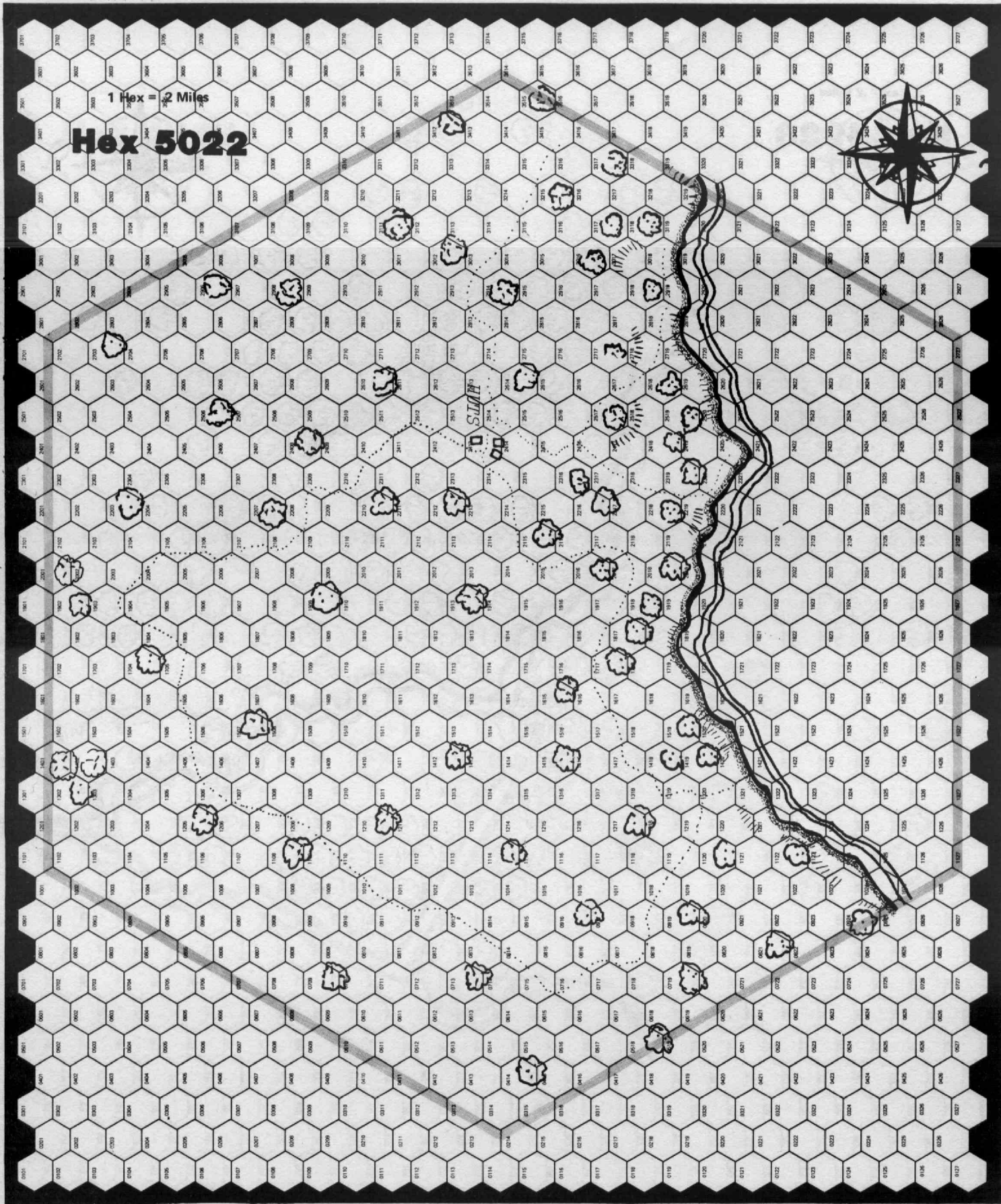


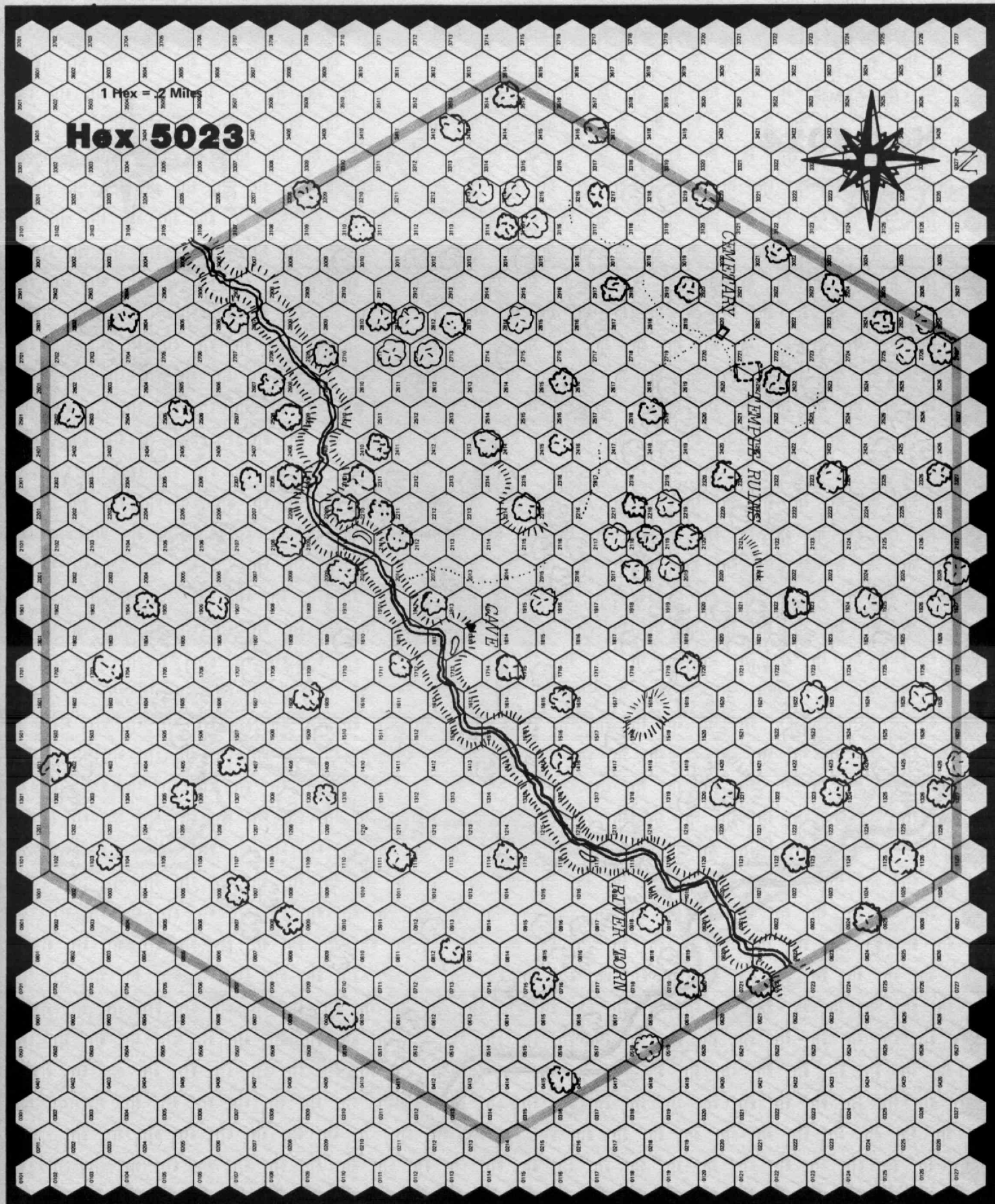
1 INCH EQUALS THREE FEET

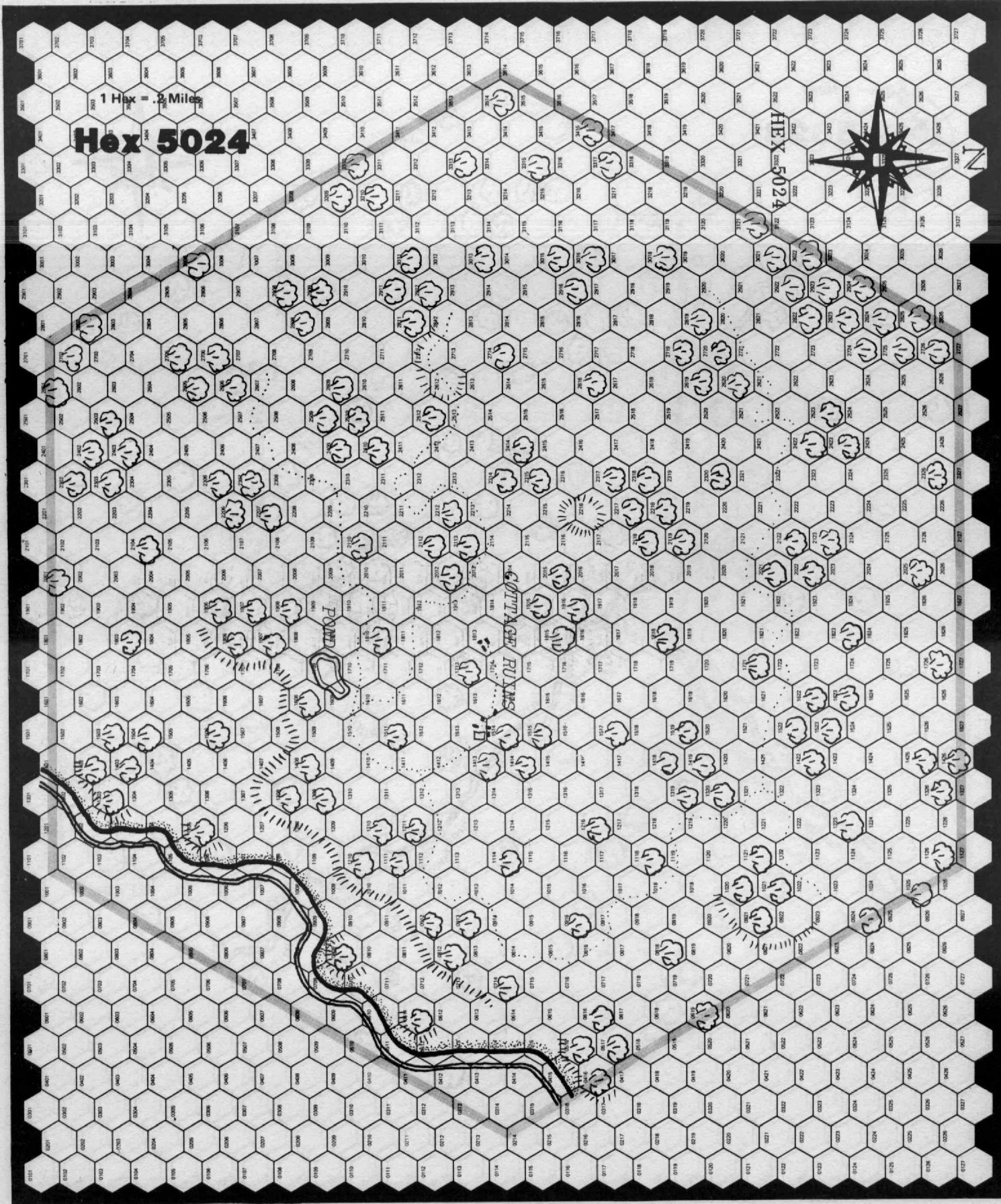


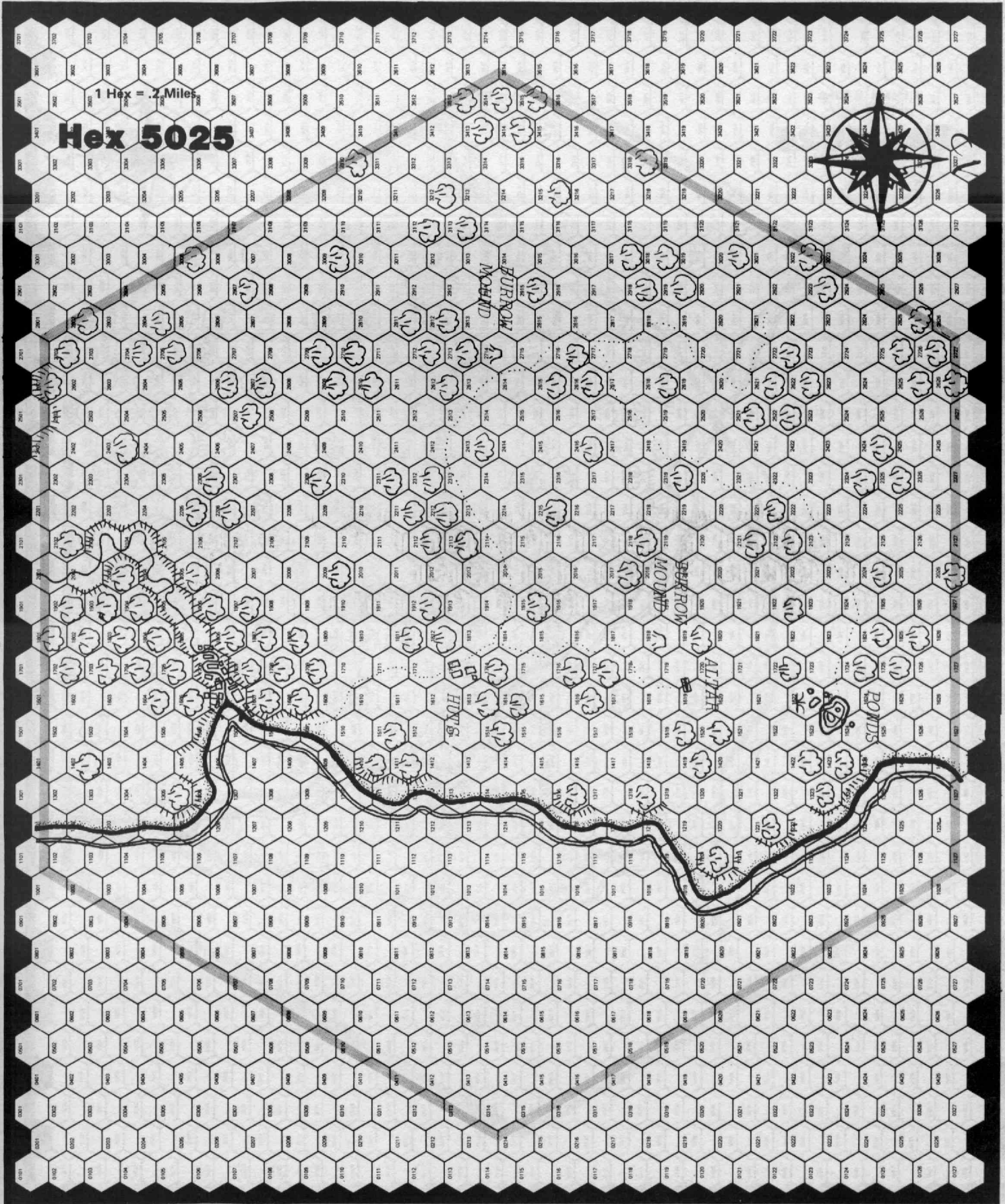


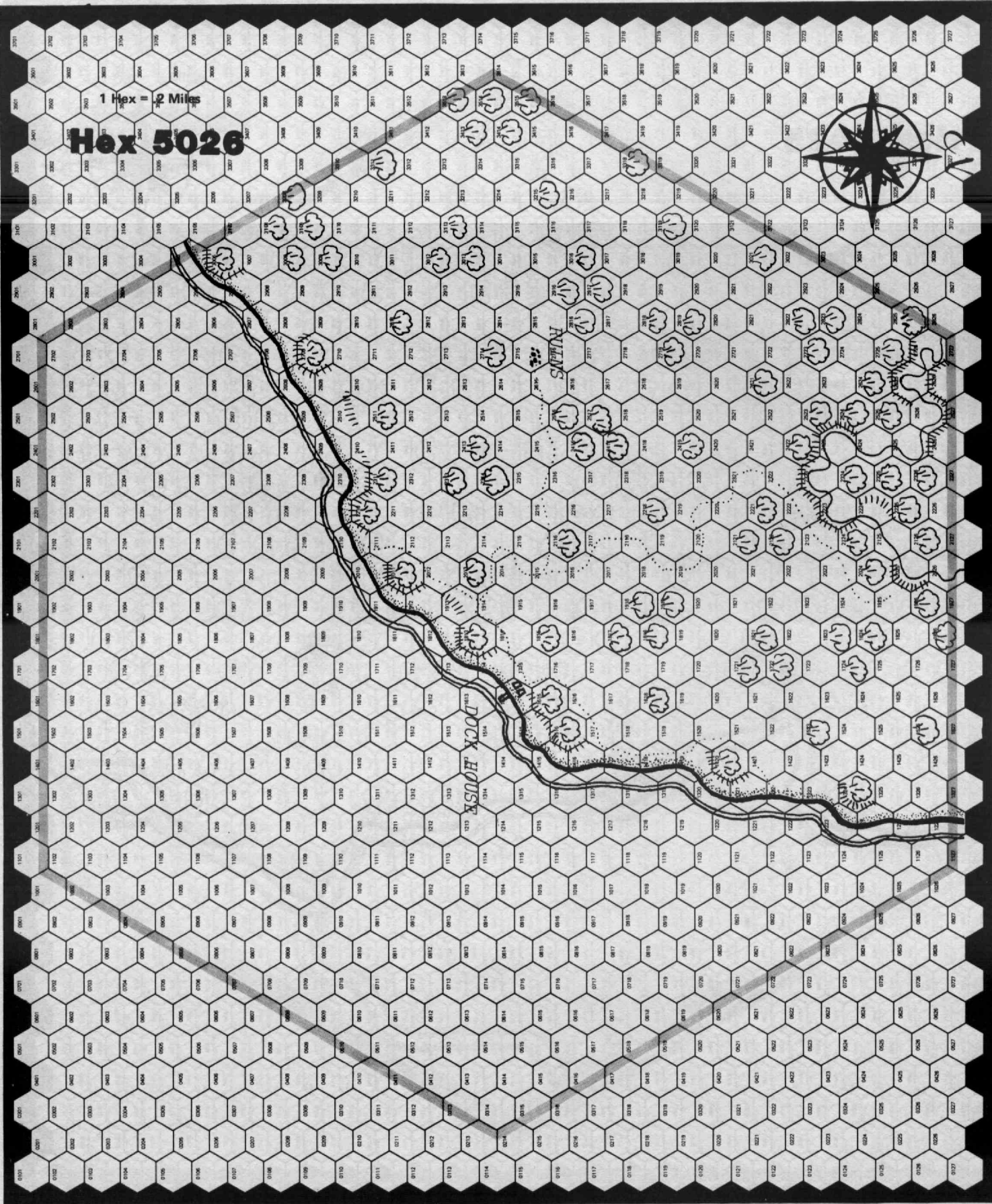


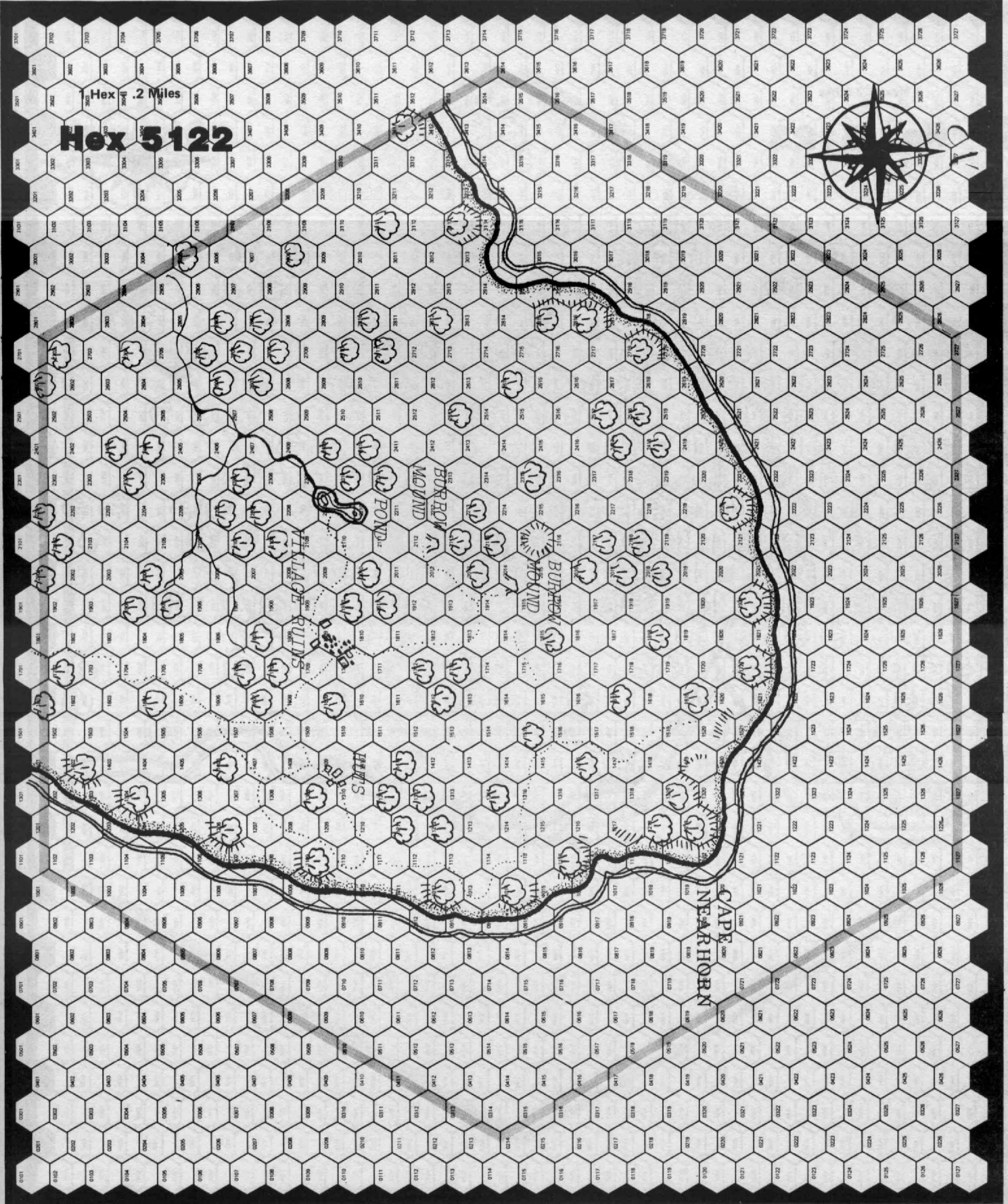


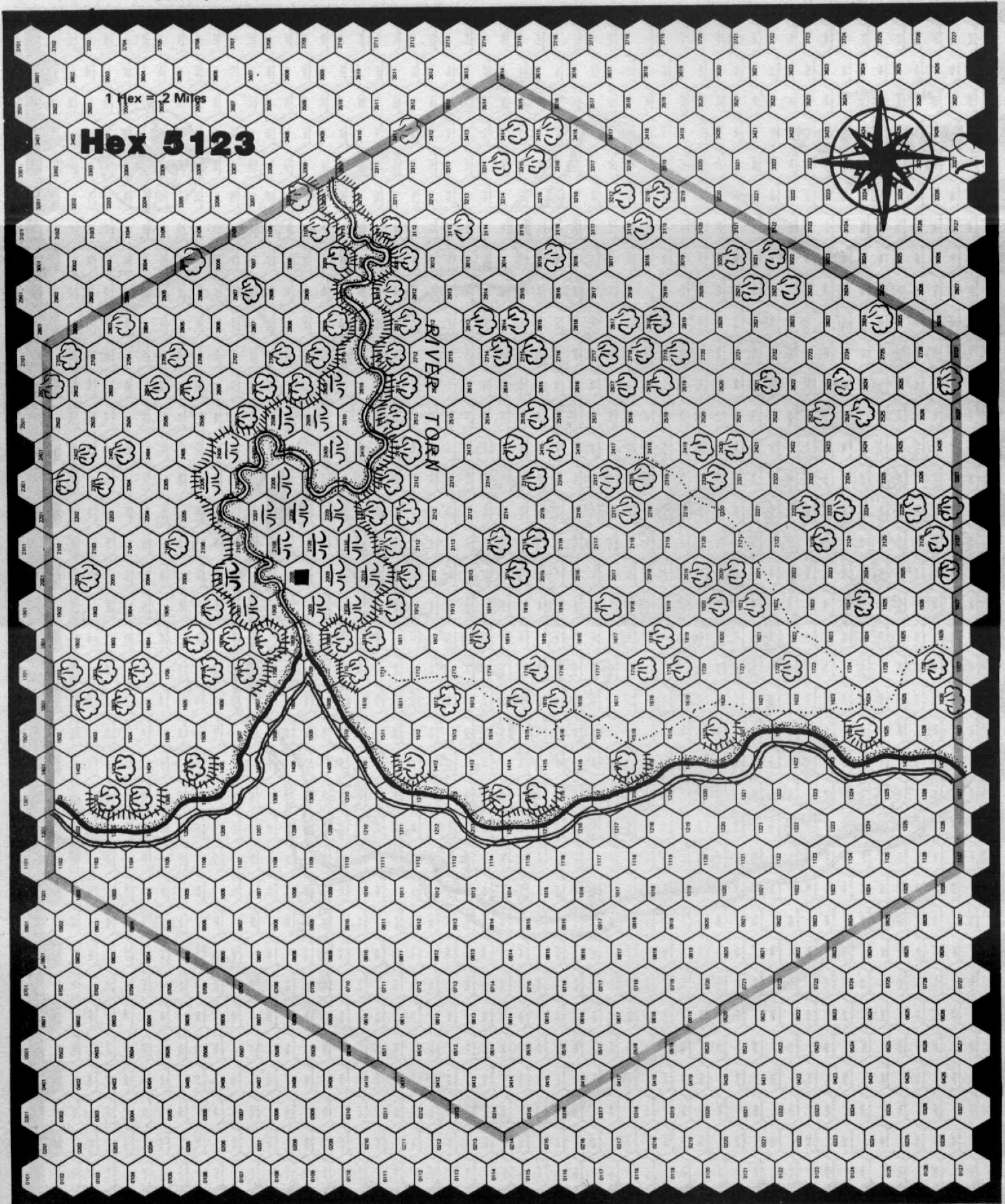


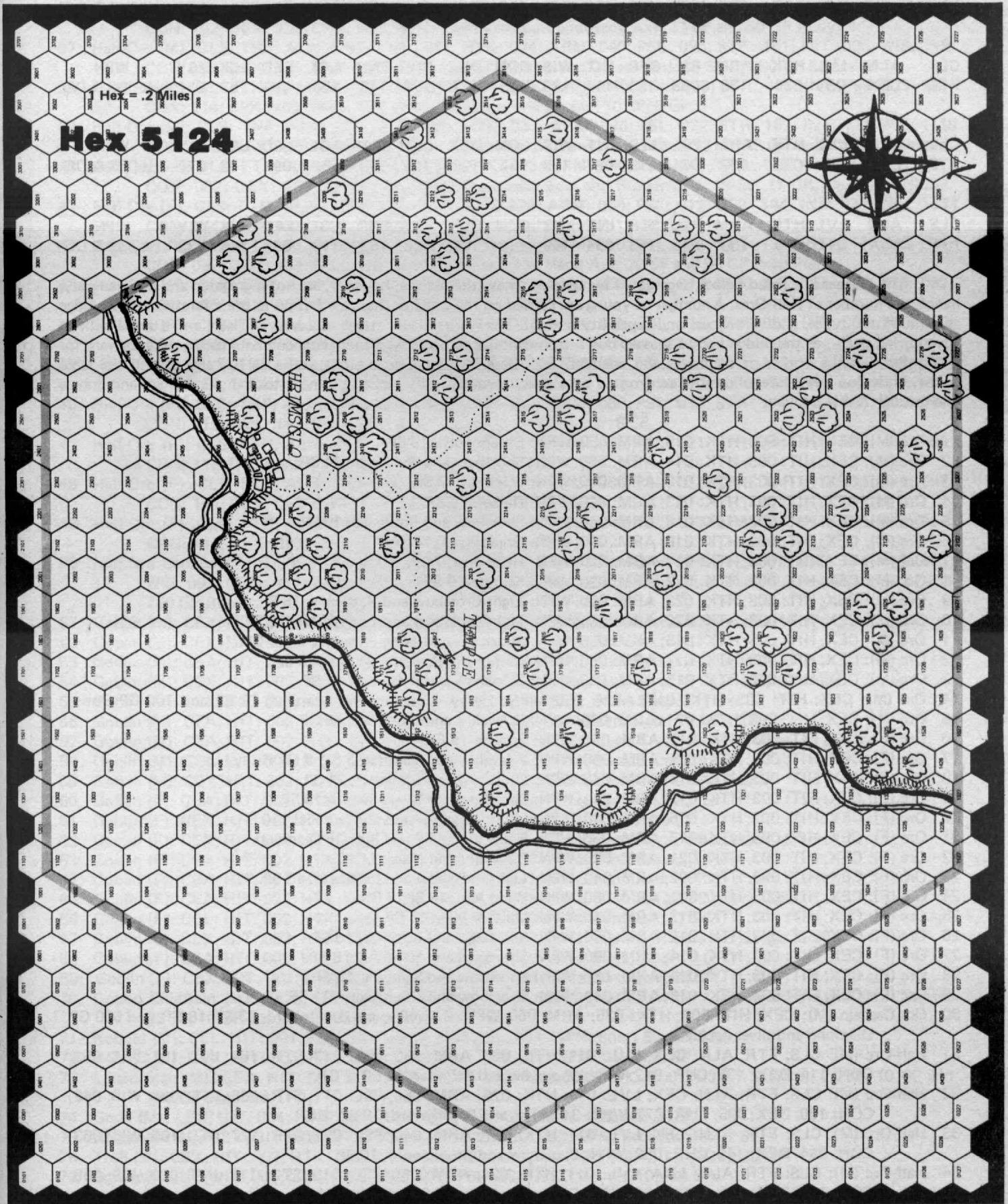












8

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	041	022	130	075	173	143	113	053	099	153	072	105	106	107	072	HL, BS & DG

9

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	031	031	130	065	188	114	133	135	137	129	145	156	095	157	052	HL, BS & DG

10

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	021	030	130	054	179	087	129	135	120	101	139	156	092	146	072	HL, BS & DG

11

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	026	130	045	163	094	149	104	104	068	156	115	032	145	032	HL, BS & DG

The Warband is listed below, segregated by species. They, themselves, however, are not segregated and mingle freely, hence, the number of Half-Orcs. A number of young are carried on the wagons; these are left up to the discretion of the Judge as to numbers, types, and willingness and capability to fight. The Warband will attack as a wave of flesh, and a battle with an adventuring party, as the Judge knows, breaks down to individual combats with individual combatants stepping forward for encounter over the bodies of comrades and enemies. For these individual encounters, roll a 1D100 and consult the table below; underline a creature when it is confronted by a party member, tally hits to kill next to it in the margin, and draw a line through it if it is killed.

- 1 Orc (M): CEX; HIT: 003; HTK: 015; ARM: 050; WPN: Broadsword, 13 SP.
- 2 Orc (M): CEX; HIT: 003; HTK: 014; ARM: 060; WPN: Shortbow and Battleaxe; 11 SP.
- 3 Orc (M): CEX; HIT: 003; HTK: 018; ARM: 050; WPN: Scimitar; 18 SP.
- 4 Orc (M): CEX; HIT: 003; HTK: 023; ARM: 060; WPN: Halberd; 9 SP.
- 5 Orc (M): CEX; HIT: 003; HTK: 016; ARM: 040; WPN: Shortbow and Battleaxe; 10 SP.
- 6 Orc (M): CEX; HIT: 003; HTK: 018; ARM: 040; WPN: Greatsword; 14 SP.
- 7 Orc (M): CEX; HIT: 003; HTK: 017; ARM: 050; WPN: Hand Axe; 7 SP.
- 8 Orc (M): CEX; HIT: 003; HTK: 022; ARM: 050; WPN: Scimitar; 9 SP.
- 9 Orc (M): CEX; HIT: 003; HTK: 023; ARM: 050; WPN: Light Crossbow and Battleaxe; 15 SP.
- 10 Orc (M): CEX; HIT: 003; HTK: 022; ARM: 050; WPN: Light Crossbow and Long Spear; 12 SP.
- 11 Orc (M): CEX; HIT: 003; HTK: 016; ARM: 050; WPN: Shortbow and Long Spear; 12 SP, 3 GP.
- 12 Orc (M): CEX; HIT: 003; HTK: 017; ARM: 050; WPN: Composite Bow and Scimitar; 9 SP.
- 13 Orc (M): CEX; HIT: 003; HTK: 015; ARM: 040; WPN: 3 Javelins and Battleaxe; 11 SP.
- 14 Orc (M): CEX; HIT: 003; HTK: 018; ARM: 050; WPN: Heavy Crossbow and Scimitar; 12 SP and 100 GP Ruby.
- 15 Orc (M): CEX; HIT: 003; HTK: 021; ARM: 040; WPN: 3 Javelins and Battleaxe; 19 GP.
- 16 Orc (F): CEX; HIT: 003; HTK: 017; ARM: 050; WPN: Scimitar; 6 GP.
- 17 Orc (F): CEX; HIT: 003; HTK: 021; ARM: 050; WPN: 2 Javelins and Scimitar; 3 SP, 3 GP Ruby.
- 18 Orc (F): CEX; HIT: 003; HTK: 014; ARM: 040; WPN: Shortbow and Battleaxe; 21 SP.
- 19 Orc (F): CEX; HIT: 003; HTK: 017; ARM: 040; WPN: Shortbow and Short Sword; 19 SP.
- 20 Orc (F): CEX; HIT: 003; HTK: 015; ARM: 040; WPN: Light Crossbow and Military Pick; 10 SP.
- 21 Orc (F): CEX; HIT: 003; HTK: 017; ARM: 050; WPN: Hand Axe; 9 SP and 300 GP Diamond.
- 22 Orc (F): CEX; HIT: 003; HTK: 021; ARM: 050; WPN: 2 Javelins and Mace; 11 SP.
- 23 Orc (F): CEX; HIT: 003; HTK: 022; ARM: 040; WPN: Light Crossbow and Battleaxe; 13 SP.
- 24 Orc (F): CEX; HIT: 003; HTK: 021; ARM: 050; WPN: Hand Axe; 19 SP, 3 GP.
- 25 Orc (F): CEX; HIT: 003; HTK: 013; ARM: 040; WPN: Military Pick; 11 SP.
- 26 Orc (F): CEX; HIT: 003; HTK: 012; ARM: 050; WPN: Shortbow and Scimitar; 19 SP.
- 27 Orc (F): CEX; HIT: 003; HTK: 014; ARM: 050; WPN: Shortbow and Hand Axe; 8 SP.
- 28 Orc (F): CEX; HIT: 003; HTK: 014; ARM: 050; WPN: Shortbow and Scimitar; 10 SP.
- 29 Orc (F): CEX; HIT: 003; HTK: 018; ARM: 040; WPN: Shortbow and Greatsword; 11 SP.
- 30 Orc Captain (M): CEX; HIT: 004; HTK: 035; ARM: 060; WPN: 3 Javelins and Greatsword; 33 SP, 18 GP, and 500 GP Diamond and silver necklace.
- 31 Half-Orc (M): CLS: FTR; ALN: CEX; LVL: 011; HTK: 025; ARM: 050; PSL: 013; STR: 154; INT: 101; WIS: 053; CON: 114; DEX: 135; CHR: 042; WPN: Shortbow and Scimitar; 13 SP, 2 GP.
- 32 Half-Orc (M): CLS: FTR; ALN: CEX; LVL: 011; HTK: 025; ARM: 050; PSL: 011; STR: 165; INT: 094; WIS: 042; CON: 160; DEX: 095; CHR: 072; WPN: 3 Javelins and Broadsword; 19 SP, 2 GP.
- 33 Half-Orc (M): CLS: FTR; ALN: LEX; LVL: 011; HTK: 027; ARM: 040; PSL: 021; STR: 177; INT: 105; WIS: 063; CON: 094; DEX: 145; CHR: 082; WPN: Shortbow and Broadsword; 10 SP.
- 34 Half-Orc (M): CLS: FTR; ALN: LNA; LVL: 011; HTK: 024; ARM: 050; PSL: 015; STR: 111; INT: 093; WIS: 065; CON: 149; DEX: 115; CHR: 083; WPN: Composite Bow and Broadsword; 14 SP.

- 35 Half-Orc (M): CLS: FTR; ALN: LNX; LVL: 011; HTK: 025; ARM: 050; PSL: 014; STR: 154; INT: 043; WIS: 067; CON: 125; DEX: 145; CHR: 093; WPN: Composite Bow and Scimitar; 22 SP and 100 GP Ruby.
- 36 Half-Orc (M): CLS: FTR; ALN: CEX; LVL: 021; HTK: 031; ARM: 050; PSL: 023; STR: 173; INT: 114; WIS: 095; CON: 102; DEX: 133; CHR: 064; WPN: Light Crossbow and Hand Axe; 11 SP and 60 GP Ruby.
- 37 Half-Orc (M): CLS: THF; ALN: CNE; LVL: 021; HTK: 024; ARM: 040; PSL: 023; STR: 161; INT: 095; WIS: 093; CON: 134; DEX: 175; CHR: 083; WPN: Light Crossbow and Greatsword; 18 SP and 90 GP Emerald.
- 38 Half-Orc (M): CLS: THF; ALN: LNA; LVL: 011; HTK: 025; ARM: 040; PSL: 013; STR: 104; INT: 095; WIS: 103; CON: 114; CEX: 163; CHR: 109; WPN: Shortbow and Dagger; 10 SP, 3 GP.
- 39 Half-Orc (M): CLS: THF; ALN: LEX; LVL: 031; HTK: 037; ARM: 040; PSL: 022; STR: 162; INT: 134; WIS: 115; CON: 163; DEX: 165; CHR: 116; WPN: Composite Bow and Greatsword; 22 SP, 10 GP and 200 GP Diamond.
- 40 Half-Orc (M): CLS: FTR; ALN: LNE; LVL: 011; HTK: 023; ARM: 050; PSL: 012; STR: 183; INT: 064; WIS: 067; CON: 092; DEX: 133; CHR: 064; WPN: Composite Bow and Broadsword; 19 SP, 17 GP, and 60 GP Ruby.
- 41 Half-Orc (F): CLS: FTR; ALN: LNA; LVL: 011; HTK: 026; ARM: 050; PSL: 012; STR: 144; INT: 071; WIS: 103; CON: 094; DEX: 132; CHR: 073; WPN: Shortbow and Scimitar; 11 SP, 3 GP.
- 42 Half-Orc (F): CLS: FTR; ALN: CEA; LVL: 011; HTK: 022; ARM: 050; PSL: 023; STR: 134; INT: 111; WIS: 094; CON: 097; DEX: 103; CHR: 134; WPN: 2 Javelins and Hand Axe; 20 SP and 60 GP Sapphire.
- 43 Half-Orc (F): CLS: FTR; ALN: LEC; LVL: 011; HTK: 023; ARM: 050; PSL: 013; STR: 124; INT: 083; WIS: 092; CON: 105; DEX: 066; CHR: 093; WPN: Scimitar; 19 SP.
- 44 Half-Orc (F): CLS: THF; ALN: LNX; LVL: 011; HTK: 024; ARM: 040; PSL: 015; STR: 093; INT: 092; WIS: 083; CON: 104; DEX: 154; CHR: 095; WPN: Light Crossbow and Battleaxe; 22 SP.
- 45 Half-Orc (F): CLS: FTR; ALN: LNX; LVL: 021; HTK: 021; ARM: 050; PSL: 023; STR: 154; INT: 087; WIS: 093; CON: 134; DEX: 143; CHR: 085; WPN: Light Crossbow and Dagger; 29 SP and 350 GP Ruby-and-gold bracer.
- 46 Half-Orc (F): CLS: THF; ALN: LNX; LVL: 011; HTK: 022; ARM: 060; PSL: 013; STR: 114; INT: 065; WIS: 047; CON: 112; DEX: 147; CHR: 083; WPN: Shortbow and Scimitar; 8 SP.
- 47 Half-Orc (F): CLS: FTR; ALN: CEX; LVL: 021; HTK: 023; ARM: 050; PSL: 021; STR: 164; INT: 093; WIS: 094; CON: 115; DEX: 043; CHR: 052; WPN: Hand Axe; 9 SP.
- 48 Half-Orc (F): CLS: FTR; ALN: LEX; LVL: 031; HTK: 025; ARM: 050; PSL: 023; STR: 154; INT: 103; WIS: 093; CON: 104; DEX: 063; CHR: 114; WPN: Scimitar; 23 SP, 10 GP.
- 49 Half-Orc (F): CLS: FTR; ALN: LEA; LVL: 011; HTK: 024; ARM: 050; PSL: 013; STR: 144; INT: 105; WIS: 093; CON: 114; DEX: 073; CHR: 104; WPN: Hand Axe; 11 SP.
- 50 Half-Orc Captain (M): CLS: FTR; ALN: LEA; LVL: 041; HTK: 030; ARM: 006; PSL: 037; STR: 174; INT: 095; WIS: 093; CON: 114; DEX: 145; CHR: 153; WPN: Heavy Crossbow and +1 to Damage Broadsword; 44 SP and 150 GP Ruby.
- 51 Goblin (M): CEX; HIT: 002; HTK: 013; ARM: 020; PSL: 011; WPN: Shortbow and Battleaxe; 10 SP.
- 52 Goblin (M): CEX; HIT: 002; HTK: 013; ARM: 050; PSL: 011; WPN: Scimitar; 13 SP.
- 53 Goblin (M): CEA; HIT: 002; HTK: 005; ARM: 060; PSL: 011; WPN: Shortbow and Dagger; 13 SP.
- 54 Goblin (M): CEX; HIT: 002; HTK: 006; ARM: 040; PSL: 011; WPN: Hand Axe; 19 SP and 60 GP Ruby.
- 55 Goblin (M): CEL; HIT: 002; HTK: 012; ARM: 040; PSL: 011; WPN: Short Sword; 11 SP.
- 56 Goblin (M): CEA; HIT: 002; HTK: 007; ARM: 040; PSL: 021; WPN: Greatsword; 24 SP, 22 GP.
- 57 Goblin (M): CEA; HIT: 002; HTK: 008; ARM: 040; PSL: 011; WPN: Light Crossbow and Dagger; 11 SP.
- 58 Goblin (M): CEL; HIT: 002; HTK: 016; ARM: 040; PSL: 013; WPN: Broadsword; 19 SP.
- 59 Goblin (M): CEX; HIT: 002; HTK: 014; ARM: 030; PSL: 012; WPN: Battleaxe; 20 SP, 9 GP.
- 60 Goblin (F): CEA; HIT: 002; HTK: 011; ARM: 040; PSL: 012; WPN: Scimitar; 19 SP.
- 61 Goblin (F): CEX; HIT: 002; HTK: 012; ARM: 040; PSL: 012; WPN: Scimitar; 9 SP.
- 62 Goblin (F): CEX; HIT: 002; HTK: 007; ARM: 030; PSL: 011; WPN: Shortbow and Battleaxe; 19 SP.
- 63 Goblin (F): CEX; HIT: 002; HTK: 004; ARM: 040; PSL: 011; WPN: Short Sword; 10 SP.
- 64 Goblin (F): CEX; HIT: 002; HTK: 011; ARM: 040; PSL: 011; WPN: Hand Axe; 9 SP.
- 65 Goblin (F): CEA; HIT: 002; HTK: 005; ARM: 040; PSL: 012; WPN: Shortbow and Dagger; 11 SP.
- 66 Goblin (F): CEL; HIT: 002; HTK: 006; ARM: 030; PSL: 012; WPN: Battleaxe; 11 SP.
- 67 Goblin (F): CEX; HIT: 002; HTK: 004; ARM: 040; PSL: 023; WPN: Light Crossbow and Dagger; 8 SP.
- 68 Goblin (F): CEA; HIT: 002; HTK: 003; ARM: 040; PSL: 011; WPN: Mace; 11 SP, 9 GP.
- 69 Goblin (F): CEX; HIT: 003; HTK: 004; ARM: 040; PSL: 021; WPN: Battleaxe; 21 SP.
- 70 Goblin Chieftain (M): CEX; HIT: 003; HTK: 024; ARM: 060; PSL: 023; WPN: Light Crossbow and Short Sword; 33 SP, 10 GP and 200 GP Jade and silver necklace.
- 71 Kobold (M): CEL; HIT: 001; HTK: 004; ARM: 040; PSL: 011; WPN: Short Sword; 9 SP.
- 72 Kobold (M): CEX; HIT: 001; HTK: 003; ARM: 050; PSL: 011; WPN: Dagger; 9 SP.
- 73 Lizard Man (M): CEX; HIT: 004; HTK: 026; ARM: 070; PSL: 032; ATK: 2 x (1D3), 1 x (1D8); 24 SP, 10 GP and 100 GP Sapphire.
- 74 Gnoll (M): LEX; HIT: 004; HTK: 032; ARM: 070; PSL: 034; WPN: Halberd; 23 SP.
- 75 Hobgoblin (M): CEX; HIT: 002; HTK: 009; ARM: 070; PSL: 022; WPN: Broadsword; 22 SP.
- 76 Troll (M): CEX; HIT: 007; HTK: 052; ARM: 080; PSL: 043; ATK: 2 x (1D4), 1 x (1D8); 30 GP.
- 77 Ogre (M): LNE; HIT: 005; HTK: 037; ARM: 070; PSL: 031; ATK: 1 x (1D10); 36 GP.
- 78 Hill Giant (M): LNX; HIT: 008; HTK: 054; ARM: 080; PSL: 053; ATK: 1 x (2D8); 200 GP.

The remainder of the members of the War-Band are Humans. The few who are Lawful-Evil are being groomed for Anti-Paladinhood; this explains any extra embellishments they may have such as increased armor, magic weapons, or extra treasure.

79 Korodrim (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	011	028	040	016	160	113	103	121	143	091	097	112	133	166	073	WCB & BS

Treasure: 19 SP, 6 GP.

80 Kraudak the Cruel (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	028	070	035	173	091	102	110	142	179	122	134	131	136	052	WCB & +1 BS

Treasure: 22 SP, 24 GP.

81 Lungram (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	027	040	014	158	117	109	125	110	102	154	136	156	166	072	WCB & HA

Treasure: 20 SP and a 60 GP Sapphire.

82 Infalaugh (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	011	025	040	014	146	062	093	113	138	104	093	111	134	093	061	WCB & DG

Treasure: 30 SP, 3 GP and 60 GP Ruby.

83 Sholo (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	021	028	040	023	176	097	057	116	144	149	136	073	126	137	082	WCB & BS

Treasure: 35 SP, 40 GP and 70 GP Ruby.

84 Tharraib (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	CEX	021	029	040	024	165	108	098	139	176	046	081	113	144	121	051	WCB & BS

Treasure: 35 SP, 60 GP Ruby and 70 GP Ruby.

85 Naungor (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	032	070	034	186	090	109	149	140	176	135	135	125	123	072	KB & +1 IBS

Treasure: 20 GP and 200 GP Diamond.

86 Boroglud (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	011	025	040	015	168	056	058	090	147	078	154	123	093	133	062	KB & BA

Treasure: 38 SP, 22 GP and 100 GP Amethyst.

87 Elgedrak (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	021	027	040	024	170	081	096	102	146	104	091	134	114	113	053	KB & BS

Treasure: 29 SP, 50 GP and a 60 GP Ruby.

88 Shurrnaugh (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	011	031	040	016	151	105	104	161	131	067	154	135	123	103	042	KB & SS

Treasure: 33 SP, 8 GP.

89 Philtrain (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	031	033	130	033	173	092	096	149	136	173	091	146	096	102	071	KB & BS

Treasure: 44 GP and a 200 GP Diamond.

90 Fallava (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	011	026	020	028	156	118	137	114	144	160	074	124	124	123	062	SB & BA

Treasure: 29 SP, 34 GP and a 60 GP Emerald.

91 Balari (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	026	010	010	145	090	091	121	141	154	082	063	124	102	062	SB & SS

Treasure: 32 SP, 10 GP.

92 Bordellka (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	NNN	011	027	020	014	155	097	103	124	176	169	113	073	091	124	051	SB & BS

Treasure: 25 SP, 9 GP.

93 Zuebatulak (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	NNN	011	026	040	013	159	102	139	116	166	158	114	146	131	144	061	SB & BS

Treasure: 30 SP, 32 GP and a 100 GP Sapphire.

94 Markalla (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	031	030	040	029	164	090	111	144	155	131	124	103	113	136	081	WAB & HA

Treasure: 27 SP, 11 GP.

95 Lurdalla (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	021	025	040	028	149	101	058	113	109	105	114	091	156	125	083	WAB & BS

Treasure: 33 SP, 10 GP and a 60 GP Emerald.

96 Kuruthin Elfslayer (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	021	028	070	039	178	093	129	111	148	175	061	073	135	115	071	WAB & +1 BS

Treasure: 55 GP.

97 Zurbag-zigil (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	041	029	040	034	161	111	098	134	147	095	111	145	133	092	062	WAB & BS

Treasure: 38 SP, 29 GP and a 100 GP Diamond.

98 Zululain (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	041	027	060	033	189	108	095	083	139	098	073	114	101	124	081	IBS

Treasure: 39 SP, 20 GP and a 1,000 GP necklace.

99 Charglak Dwarf-Burner (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	051	026	060	048	175	116	103	093	146	111	103	106	123	146	072	CB, IBS & Oil

Treasure: 48 SP, 44 GP, 500 GP necklace and a Ring of Fire Shooting which shoots flame 5' - good for igniting things. Also has 3 Flagons of Oil, used as weapons.

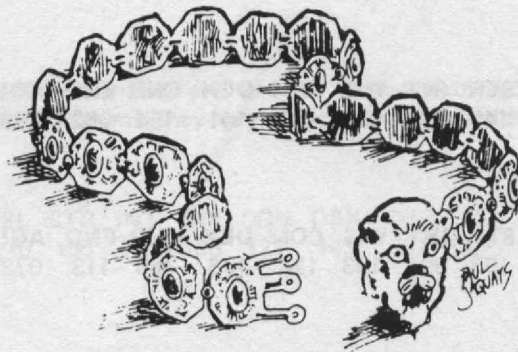
100 Thurdrak Thratuluk (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
CLR	LEX	091	023	060	060	126	091	153	113	100	149	126	103	132	104	071	+1 HM

Treasure: 44 SP, 90 GP and a 500 GP bracelet.

The War-Band usually makes its forays at night, preferring to remain under cover of trees during the day due to the light-sensitivity of many of its members. They sometimes take live captives for sacrifice to Tsathoggus; should this prove impossible, they will stand off and shower the enemy with missile fire from all sides for a few turns before converging upon the enemy in melee.





Thugrakh Thusdullo (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
APL	LEX	121	033	170	178	180	091	124	156	142	184	092	146	147	051	041	+2 TS & DG

The Sword: Gardrakh. Lawful Evil, +2 (+3 vs. Lawful-Good creatures). The grip of the Sword will quiver with the presence of a Lawful-Good creature within 60'. It has an intelligence of 8 and an ego of 5 and was enchanted from Mithril by Chulargis the Lame, a great and Evil Wizard in the service of the Order of Tsathoggus, in 3220 - 3222 BCCC.

Half-Orc 1 (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	021	025	050	027	156	106	094	105	144	072	114	166	111	085	062	KB & BS

Treasure: 40 SP, 29 GP.

Half-Orc 2 (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	021	031	020	027	176	093	130	149	143	061	082	118	084	146	071	KB & BS

Treasure: 29 SP, 32 GP and a 100 GP Sapphire.

Half-Orc 3 (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	031	029	050	032	176	097	081	129	139	083	123	155	082	085	083	KB & MS

Treasure: 20 SP, 33 GP and a 60 GP Ruby.

Half-Orc 4 (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	041	028	060	032	180	119	096	101	116	094	156	112	136	137	031	IBS

Treasure: 41 GP and a 500 GP necklace.

Half-Orc 5 (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	NNN	051	026	020	034	161	099	087	107	174	091	111	101	061	133	062	AB & BS

Treasure: 40 SP, 41 GP and a 100 GP Amethyst.

Half-Orc 6 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	021	028	040	022	152	099	101	139	137	098	127	145	147	073	074	AB & HA

Treasure: 29 SP, 21 GP and a 100 GP Diamond.

Half-Orc 7 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	021	024	040	022	143	100	114	107	136	103	091	115	116	113	053	CB & SS

Treasure: 32 SP, 9 GP and a 70 GP Ruby.

Half-Orc 8 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	021	028	040	024	145	099	089	141	069	059	102	051	102	144	061	IBS

Treasure: 44 SP, 10 GP.

Half-Orc 9 (F)

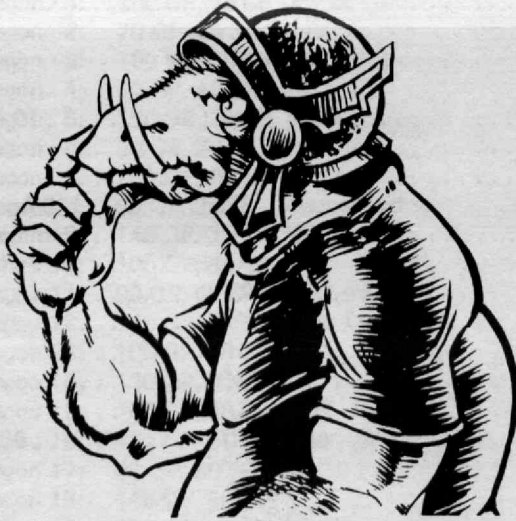
CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	NNN	021	021	030	025	104	096	085	116	144	079	073	096	101	113	074	CB & BA

Treasure: 32 SP, 34 GP and a 500 GP necklace.

Half-Orc 10 (F)

CLS ALN LVL HTK ARM PSL STR INT WIS CON DEX CHR END AGL LED LCK PSY WPN
 FTR NNN 031 025 040 038 160 108 119 099 110 106 052 101 144 096 083 CB & BS
 Treasure: 29 SP, 14 GP.

Lokaug Vishnakh and his companions, the Shield-Maidens, and the Skandiks comprise three factions (Evil, Good, and Neutral, in that order). All three hold a mutual hatred and generally avoid one another - except in a case where one faction's representatives in the encounter have a clear superiority over the other's, in which case, the former will pursue. The Shield-Maidens and the Skandiks have feuded back and forth like this for centuries, with random and bloody encounters between their hunting parties. The band of Lokaug Vishnakh is a recent entrant in this arena but has yet to find itself on the lower end of the odds ratio due to its superior scouting abilities; consequently, some captive Shield-Maidens or Skandiks may be added to the baggage train as desired. Most likely, they will be the worse for wear.



Orcs

NAP: 1 - 30	NIL: 20 - 200
HIT: 3	NOA: 1
DPA: By Weapon	SPD: 120'/minute
AGL: 110	FOD: Carnivore/ Cannibal
SIZ: Man	ALN: CEX
ARM: 050	PY%: 20
PF%: 20	INT: 061
GES: 6 mos.	GRP: N/A
CLS: N/A	MRT: 25%
PSY: N/A	WPN: Any
SPA: N/A	RAD: 20%
POR: 20%	LIF: 40 yrs.
TEI: Hills, Mountains	

Half-Orcs

NAP: 1 - 30	NIL: 20 - 200
HTK: 14 - 36	NOA: 1
DPA: By Weapon	SPD: 150'/minute
AGL: 110	FOD: Carnivore
SIZ: Man	ALN: LEX - CEX
ARM: 040	PF%: 20
PY%: 20	GRP: N/A
GES: 9 mos.	LVL: 1 - 2
CLS: FTR, THF	MRT: 25%
PSY: Nil	RAD: 20%
SPA: N/A	LIF: 40 yrs.
POR: 20%	TEI: Any

(For STR, roll 1D8 + 10; for INT, WIS, CON, DEX, and CHR, roll 3D6).

Goblins

NAP: 20	NIL: 1 - 100
HIT: 2	NOA: 1
DPA: 1 - 6	SPD: 90'/minute (120'/minute underground)
AGL: 085	SIZ: 4'
FOD: Human Type	ARM: 030
ALN: CEX	PF%: 40
PY%: 20	GES: 16 mos.
INT: 127	PSY: 066
GRP: Tribe	RAD: 20%
MRT: 35%	LIF: 150 yrs.
POR: 20%	TEI: . . . Any (Underground)



Hobgoblin

NAP: 1 - 20	NIL: 20 - 200
HIT: 2	NOA: 1
DPA: 2 - 8	SPD: 120'/minute
AGL: 108	FOD: Carnivorous
SIZ: 6'	PF%: 20
PY%: 20	GES: 7 mos.
GRP: Band	INT: 096
MRT: 20%	ARM: 060
POR: 25%	PSY: 096
TEI: . . . Hills/Underground	RAD: 25%
	LIF: 35 yrs.

Gnoll

NAP:1 - 10	NIL:6 - 36
HIT:4	NOA:1
DPA:2 - 8	SPD:90'/minute
or by Weapon	AGL:077
FOD:Carnivorous	SIZ:7'
ALN:LEX	ARM:060
PF%:20	PY%:20
GES:7 mos.	INT:056
PSY:041	GRP:Tribe
MRT:25%	RAD:25%
POR:25%	LIF:35 yrs.
TEI: . . . Hills/Underground	SPA:Nil

Troll

NAP:1 - 12	NIL:6 - 36
HIT:7	NOA:3
DPA:2 x 1D4, 1 x 1D8	SPD:120'/minute
AGL:104	FOD:Carnivorous
SIZ:8'	ALN:CEX
ARM:060	PF%:20
PY%:20	GES:7 mos.
INT:052	GRP:N/A
PSY:086	MRT:25%
SPA:Poisoned Claws, Regenerate	RAD:25%
LIF:50 yrs.	POR:25%
	TEI:Any



Kobold

NAP:2 - 20	NIL:20 - 200
HIT:1	NOA:1
DPA:1 - 6	SPD:100'/minute
or by Weapon	FOD:Carnivorous
AGL:111	ALN:CEX
SIZ:4'	PF%:20
PY%:20	GES:6 mos.
ARM:050	INT:085
GRP:N/A	PSY:079
MRT:25	RAD:20%
POR:20%	LIF:150 yrs.
TEI:Underground	SPA:Nil

Lizard Man

NAP:1 - 10	NIL:20 - 100
HIT:4	NOA:3
DPA:1 - 4 (x2), 1 - 8	SPD:120'/minute
AGL:112	(150'/minute underwater)
SIZ:7'	FOD:Carnivorous
ARM:060	ALN:CEX
PF%:25	PY%:20
GES:7 mos.	INT:103
PSY:041	GRP:N/A
SPA:Nil	MRT:20%
RAD:25%	POR:20%
LIF:40 yrs.	TEI:Wet Places (Swamps, Rivers)

Ogre

NAP:2 - 20	NIL:10 - 100
HIT:5	NOA:1
DPA:1 - 10	AGL:077
or by Weapon	SPD:120'/minute
SIZ:8'	FOD:Carnivorous
ARM:060	ALN:NNN
PF%:20	PY%:20
GES:7 mos.	INT:073
PSY:041	GRP:N/A
SPA:Nil	MRT:25%
POR:20%	RAD:25%
TEI:Any	LIF:90 yrs.



Hill Giant

NAP:1 - 2	NIL:1 - 10
HIT:8	NOA:1
DPA:2 - 16	SPD:120'/minute
AGL:085	SIZ:11'
FOD:Human Type	ARM:070
ALN:NNN	PF%:20
PY%:20	GES:9 mos.
INT:079	PSY:051
GRP:N/A	RAD:25%
MRT:25%	POR:20%
LIF:100 yrs.	SPA:Hurl Rocks, 2 - 12 points of Damage
TEI: . . . Cave/Underground	

About four or five miles from the scene of battle may be found the baggage train of the War-Band. It includes thirty heavy wagons and twelve carts; the wagons are drawn by four draft horses apiece, and the carts are drawn by two draft horses apiece. Here, also, are the 100 various mounts of the War-Band; mules, ponies, and other beasts that are ridden for quick strategic movement. The War-Band dismounts and fights on foot because they have never been trained to fight from horseback and their mounts have not been trained as Warhorses. The caravan and herd are guarded by Lokaug Vishnakh's lieutenant and ten Half-Orc warriors; also present will be various dependents of the War-Band, young and females who have not been trained to fight.

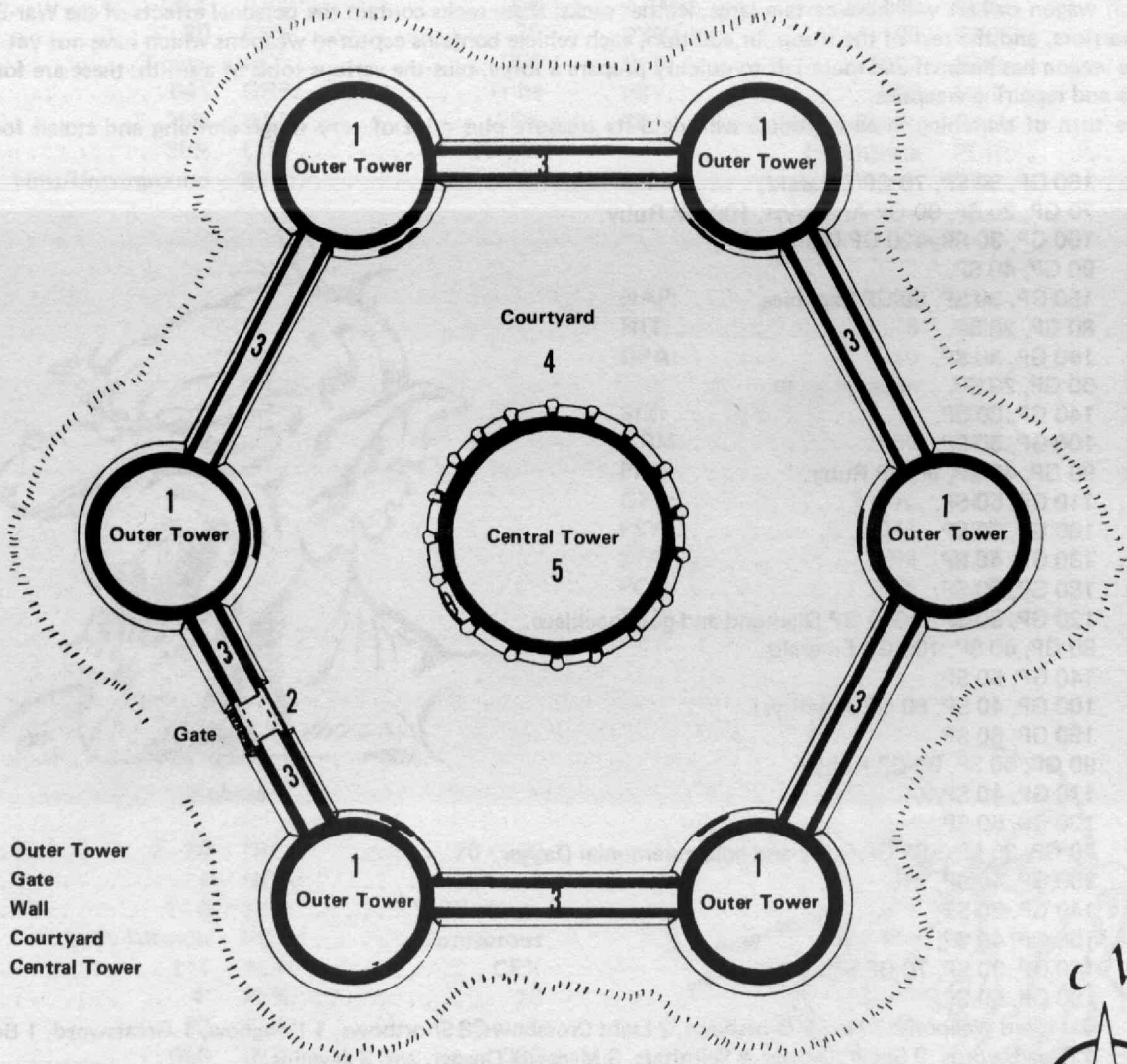
Each wagon or cart will have certain large, leather sacks; these sacks contain the personal effects of the War-Band, the religious warriors, and the rest of the troop. In addition, each vehicle contains captured weapons which have not yet been put to use. One wagon has an anvil and materials to quickly prepare a forge, plus the various tools of a smith; these are for shoeing the animals and repairing weapons.

One turn of searching in each vehicle will yield its treasure plus a lot of very rough clothing and stolen foodstuffs.

- Wagon 1: 160 GP, 30 SP, 70 GP Emerald.
 - Wagon 2: 70 GP, 20 SP, 90 GP Amethyst, 100 GP Ruby.
 - Wagon 3: 150 GP, 30 SP, 120 GP Diamond.
 - Wagon 4: 90 GP, 40 SP.
 - Wagon 5: 150 GP, 30 SP, 80 GP Sapphire.
 - Wagon 6: 80 GP, 20 SP.
 - Wagon 7: 140 GP, 30 SP.
 - Wagon 8: 50 GP, 20 SP.
 - Wagon 9: 140 GP, 30 SP.
 - Wagon 10: 100 GP, 50 SP.
 - Wagon 11: 90 GP, 40 SP, 90 GP Ruby.
 - Wagon 12: 110 GP, 50 SP.
 - Wagon 13: 100 GP, 60 SP.
 - Wagon 14: 130 GP, 40 SP.
 - Wagon 15: 180 GP, 50 SP.
 - Wagon 16: 120 GP, 50 SP, 1,000 GP Diamond-and-gold necklace.
 - Wagon 17: 80 GP, 60 SP, 100 GP Emerald.
 - Wagon 18: 140 GP, 50 SP.
 - Wagon 19: 100 GP, 40 SP, 80 GP Amethyst.
 - Wagon 20: 150 GP, 60 SP.
 - Wagon 21: 90 GP, 50 SP, 90 GP Ruby.
 - Wagon 22: 110 GP, 40 SP.
 - Wagon 23: 130 GP, 50 SP.
 - Wagon 24: 70 GP, 30 SP, 500 GP Ruby-and-gold ceremonial Dagger.
 - Wagon 25: 200 GP, 40 SP.
 - Wagon 26: 140 GP, 20 SP.
 - Wagon 27: 100 GP, 40 SP.
 - Wagon 28: 140 GP, 30 SP, 70 GP Sapphire.
 - Wagon 29: 190 GP, 60 SP.
 - Wagon 30: Captured Weapons: 3 Heavy Crossbows, 2 Light Crossbows, 8 Shortbows, 1 Longbow, 1 Greatsword, 1 Battleaxe, 4 Broadwords, 9 Short Swords, 4 Scimitars, 3 Maces, 1 Dagger, and 3 Javelins.
- Cart 1: 40 GP, 10 SP.
 - Cart 2: 50 GP, 20 SP.
 - Cart 3: 30 GP, 10 SP.
 - Cart 4: 60 GP, 30 SP.
 - Cart 5: 20 GP, 10 SP, 70 GP Ruby.
 - Cart 6: 30 GP, 20 SP.
 - Cart 7: 20 GP, 20 SP.
 - Cart 8: 40 GP, 30 SP.
 - Cart 9: 20 GP, 10 SP.
 - Cart 10: 10 GP, 40 SP.
 - Cart 11: 30 GP, 10 SP, 60 GP Amethyst.
 - Cart 12: 10 GP, 30 SP.

As for the females and young, there are 20 female Orcs and 24 young, 42 female Half-Orcs and 77 young, 12 female Goblins and 22 young, and 30 female Humans and 41 young. All of these ride on the wagons and carts; they will try to run away upon the approach of an enemy. It is normal, at least in this community, for each male of these four species to have up to four mates; one of them is usually trained to fight and joins him in the War-Band. Each of the adult females is carrying 1D6 SP and some form of personal weapon (Roll 1D6. 1 - 5: Dagger; 6: Hand Axe; attacks at -2 to hit due to lack of training).

Shield Maidens Castle



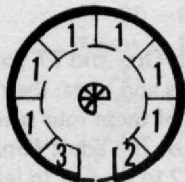
- 1 Outer Tower
- 2 Gate
- 3 Wall
- 4 Courtyard
- 5 Central Tower



1 Inch equals 50 Feet

1st Floor - Stables

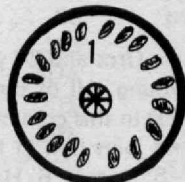
- 1 Stalls
- 2 Feed Room
- 3 Tack Room
- 4 Gate



Facing Courtyard

2nd Floor - Barracks

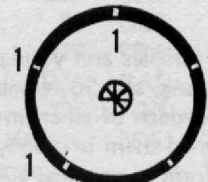
- 1 Sleeping Skins



Facing Courtyard

3rd - 6th Floors - Fighting Floors

- 1 Arrow Slit



Facing Courtyard

Castle of the Shield-Maidens

The Shield-Maidens have their own culture although it has been slightly altered by their retreat within the ancient walls of the Markabs. They worship a Moon-goddess, Thiria, who is detailed at the end of the mini-dungeon, and make a sacrifice of a male lamb to her on the nights of the new moon. From the ancient works of the Markabs, they have discovered certain secrets of alchemy and prepared magical potions to aid them in battle. Any warrior considering herself better than a raw recruit does not wear armor or, indeed, much of anything at all and takes advantage of the distraction that the unarmored body causes to male enemies; they have abandoned the use of Shields although their ancestors used them quite extensively. They now rely on magical rings, potions, and bracelets to protect them in battle but use weapons familiar to the men of the City-States: Composite Bows, Spears, Javelins, and curved Swords and Daggers. In addition, each one above first level carries either a Potion of Curing or a Potion of Heroic Actions.

The Shield-Maidens keep no male prisoners for long; they are used only for propagation of the warrior race before they are released and told never to return. Female captives are kept as slaves. Thus, an all-female party would be looked upon as welcomed guests, but a party that includes males would be attacked on sight; if female members of such a party were captured, those members would be enslaved for having associated themselves with males. The male offspring are given to the forest Elves to be brought up.

The Shield-Maidens keep fighting Lions as pets: HIT: 3 + 2; ARM: 060; ATK: 2 x (1D4), 1 x (1D10); SPD: 126. Should wandering monsters be rolled, 1D6 Lions will appear.

There are many different accounts of the legendary culture of the Amazons, so the following is intended as a simplified aid only for the Judge to extrapolate upon as desired to fit individual concepts of what the Amazons, the Shield-Maidens, should be like. Add more treasure, gems, and jewelry, etc. as desired.

Beneath the castle of the Shield-Maidens - and, indeed, in the castle itself - was a refueling and maintenance station for some fairly advanced machinery. Circa 1990 AD to our own way of thinking, and about 1580 FC, or -2390 BCCC for the world on which this is set (6,820 years ago), was the era in which the air-ships flew.

The exact nature of the Markabs' aircraft and other aspects of their culture and technology are unimportant because, in seven millenia, just about all of their works have turned to dust. There remain only strange legends to confound the players and the occasional appearance of an extremely rare artifact that doesn't work but is of obviously strange and advanced design. Suffice it to say that the aircraft were VTOL (vertical take-off and landing), and they ran on a fuel that was explosively flammable. The station is hexagonally shaped, with six-story towers at the corners and an eight-story tower in the center. A single gate through the outer wall and into the central tower was large enough for land vehicles and is now large enough for wagons and mounted parties to enter. Across the top of the structure, there used to be a roof and a seventh story on the outer towers containing defensive armaments; ports in the roof automatically opened to permit passage of ships entering and leaving in the process of refueling, maintenance, and repair. The base could handle up to six ships at once.

In the Uttermost War (1589 FC), the Markabs' technology was wiped out as effectively as ours would be by a devastating nuclear war. In abandoning this forward base, the Markabs attempted to destroy it, but they were only partially successful in this and, for some reason, did not tarry long enough to complete the job. The roof and the tops of all six outer towers were blown off; most of the items with moving parts were destroyed as well. Gun-ports on the outer towers and other orifices have strange metal fittings with heavy masonry supports; the items that were fitted to them are long gone, and the mounts remain only as curiosities. Various features of the base were put to uses by the Shield-Maidens for which they were not originally intended, and looting immediately after the Uttermost War has obliterated many things. Thus, the great stronghold, really only a minor outpost to the powerful Markabs, is unrecognizable except by its strange architecture.

Actual, hard data concerning the Markabs and their works has deliberately been left vague, just as information on the Shield-Maidens has been sparse herein. Details on both cultures have been left up to the Judge to provide in order to suit the tenor of the individual campaign.

After the looting and vandalism of most of the complex, people began probing into the deeper sections of the central tower, the only portion of the whole base left untouched. They triggered an automatic defense system which has since become defunct, although nobody knows it. Repeated incursions left no one alive to tell of how to avoid it, and, eventually, it was said that a curse lay on the place, for primitive ways of thought had, once again, come into universal practice due to the complete breakdown of societies after the Uttermost War. The legend of a curse was easy for the superstitious tribal societies to believe due to the complete absence of anyone claiming to have entered the place and returned alive, the weird and (to the tribesmen) extremely advanced construction, and the broad and barren expanse of land surrounding the base on which no plant life would grow due to permanent defoliation by the Markabs.

From that time (about 1900 FC) until 2398 BCCC (a span of about 4,800 years), the place was carefully and superstitiously avoided by all life. Anyone who may have gone in and returned alive did not tell of it, and wild rumors and legends surrounded the exact manner of death of those bold and foolish enough to even approach the ancient "castle," the most frightening and gruesome details of the imaginary curse being passed on to horrify children and duly expanded by them when they became adults. So tales grow in the telling.

In 2398 BCCC, the Shield-Maidens, driven from their original homes in the village of Sea Rune by invading Skandiks (see the section, "Sea Rune: History" for more details), retired in desperation within the old walls, and, thus, it became theirs. Their entire culture evolved around their being isolated in a single stronghold. The Shield-Maidens had always preferred to rely upon small, magical items to armor themselves in battle; they fought naked except for various ornaments and these magical items, such as rings and bracelets. As their culture grew older but did not significantly expand in population, the gradual fabrication of such magic items and magical weaponry accumulated, but the Shield-Maidens' armorers, such as they were, always created their Protection Rings and Defense Bracelets so that they were completely ineffective when used in conjunction with armor, Helm, or Shield, or when more than five miles from the Crown of their Queen. The crown itself, an artifact of the Markabs, is non-magical and (through the benevolence of their Moon-goddess) must be on the head of the reigning Queen (who has been approved by the Moon-goddess) to activate the rings and bracelets. (Judge's Note: Coronation of heirs apparent and other events that could be manipulated by players to be able to gain effective control of these magic items require intricate ceremonies before the presence of the Moon-goddess; these are left to the imagination of the Judge, but it is suggested that their unauthorized duplication be made extremely difficult and risky.)

The focal point of the Shield-Maidens' way of life is in preparation for a recapture of the village of Sea Rune. It is a discomfort to them to live in such a strange and forbidding place and an insult to have had their rightful homes and holy places taken away - and by men, of all people! The Shield-Maidens consider themselves Lawful-Good, but, due to their hatred of men, they should be considered Lawful Neutral with Good tendencies.

The six outer towers each have twenty Shield-Maidens within. In battle, they take positions at the five weapons-slits on each of the upper four floors of each tower, the tower-tops and walls having no crenellations. On the second floor are barracks-like quarters for the Shield-Maidens of the tower; on the ground floor, opening only into the courtyard, is a stabling area with fifteen Light Warhorses per tower. The Shield-Maidens use Light Warhorses exclusively, having no need for anything heavier. The mounts are used for hunting and for fast raiding; they subsist only upon any grasses they forage because the Shield-Maidens would not stoop to farming grain, even for themselves. Shield-Maidens are expert riders and ride their mounts bare-backed, gripping the horses' manes rather than using a bridle; thus, they need no leatherworks, and the horses would be difficult to use in the traditional manner should they be captured. Two slave-women are busy in each stable most of the time, cleaning.

During the day, ten Shield-Maidens from each tower, each riding a Warhorse and accompanied by her pet Lion, are out on a hunt or a raid. Each of the Shield-Maidens of the outer towers always carries all of her personal cash, 2D6 SP x her experience level.

Shield-Maidens

(Use same stats for the twenty Shield-Maidens and their slaves in each of the six outer towers.)

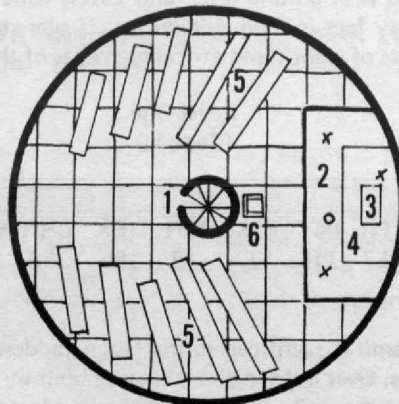
	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
1	FTR	LNG	031	027	180	075	176	131	131	105	173	171	134	111	085	101	062	WCB & 2JV
2	FTR	LNG	031	026	020	069	187	121	103	083	160	163	111	125	134	163	051	WCB & IDG
3	FTR	LNG	011	028	060	045	165	087	099	122	161	168	104	175	146	096	071	2 JV & IDG
4	FTR	LNG	021	029	070	053	165	133	082	139	158	186	132	116	136	132	062	WCB & 2 JV
5	FTR	LNG	011	028	020	045	157	094	128	137	168	170	144	124	093	136	082	WCB & IDG
6	FTR	LNG	021	024	050	058	167	086	113	084	180	173	135	105	106	094	041	2 JV & IDG
7	FTR	LNG	011	032	020	046	159	118	160	174	189	150	124	136	145	102	052	WCB & 2 JV
8	FTR	LNG	031	031	070	060	158	123	090	169	179	172	155	112	134	092	062	WCB & IDG

9	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LNG	031	029	110	061	169	140	103	139	162	155	104	135	137	154	073	2 JV & IDG
10	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LNG	021	029	110	050	179	087	124	123	152	186	125	073	114	061	051	WCB & 2 JV
11	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LNG	031	028	080	061	164	174	086	125	167	159	092	093	101	081	072	WCB & IDG
12	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LNG	021	026	090	050	158	121	094	115	165	164	082	112	143	114	082	2 JV & IDG
13	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LNG	011	027	100	042	163	072	145	119	165	184	104	102	121	093	062	WCB & 2 JV
14	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LNG	021	029	090	054	189	086	125	113	180	157	124	147	122	144	083	WCB & IDG
15	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LNG	011	028	070	043	168	110	143	124	186	156	144	102	093	135	061	2 JV & IDG
16	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LNG	011	030	090	048	188	137	143	126	184	176	104	136	081	131	083	WCB & 2 JV
17	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
	FTR	LNG	011	028	020	047	168	103	108	126	162	156	101	091	133	103	072	WCB & IDG

Central Tower-level 1

1 Square = 6.6 Feet

- 1 Stairway
- 2 Dais
- 3 Altar
- 4 Raised Dais
- 5 Benches
- 6 Queen's Seat
- x Slaves
- o Tharalla



18

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LNG	011	029	070	046	189	105	129	114	186	176	094	112	127	146	062	WBC & IDG

19

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LNG	011	028	020	044	175	144	097	110	174	180	113	091	095	155	041	2 JV & IDG

20

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LNG	011	031	020	040	173	131	148	140	157	158	132	135	074	102	071	WCB & 2 JV

Slave (F)

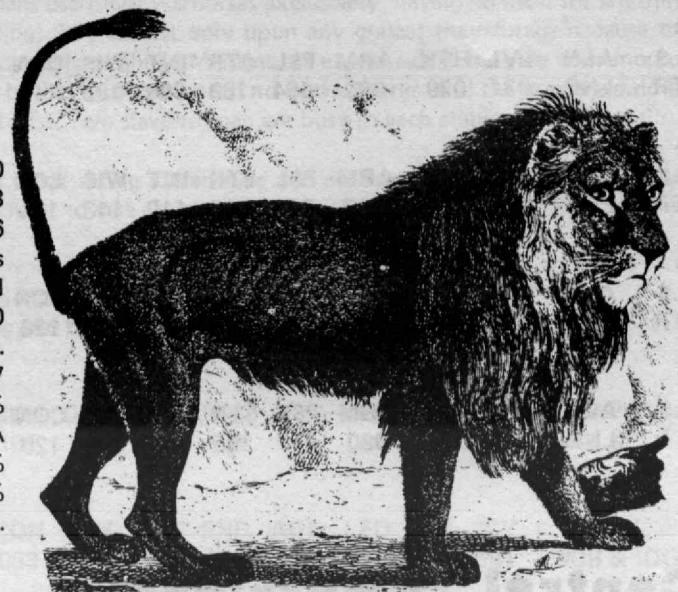
CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	022	020	014	117	128	147	115	101	102	127	115	073	005	072	None

Slave (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	022	020	014	084	061	114	142	128	116	156	145	064	072	042	None

Lion

NAP:	1 - 6	NIL:	5 - 20
HIT:	3 + 2	NOA:	3
DPA:	1 - 4/1 - 4/1 - 10	SPD:	126
AGL:	126	FOD:	Carnivorous
SIZ:	10' long	ALN:	NNN
ARM:	060	PF%:	10
PY%:	10	GES:	6 mos.
GRP:	Pride	INT:	077
CLS:	N/A	MRT:	25%
PSY:	042	WPN:	N/A
SPA:	Rear Claws	RAD:	20%
	2 - 7/2 - 7	POR:	20%
TEI:	Forest/Hills	LIF:	20 yrs.



The following is a brief description of the central tower of the castle. There are twelve maps of the various levels; Level One is at the top of the tower, Level Eight is at ground level, and Levels Nine through Twelve are below the surface. Most consist only of a single, circular room, forty feet in diameter, with a circular staircase going up through the center. The only exception to this is Level Six, which consists of eight symmetrical segments of the circular level with doors facing on a central "hallway."

Level One
(Temple)

Tharalla (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
CLR	LNG	051	026	120	089	157	118	177	118	155	169	114	083	123	104	143	+1 DG

Treasure: 43 GP.

Here, at each new moon, a male lamb is sacrificed to the Moon-goddess by Tharalla; at present, she is supervising the cleaning of the Temple by four female slaves. Over a stone altar that was built by the Markabs, the Shield-Maidens have erected a silver bas-relief depicting their goddess on the wall; it weighs 1,400 pounds, and, to a collector or merchant of such items in a City-State, it would be worth about 950 GP. Behind it, Tharalla has hidden the share of the booty offered to this goddess: 197 GP and 230 SP.

Slave 1 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	020	020	014	101	155	084	104	096	120	124	103	095	124	072	None

Slave 2 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	024	020	014	115	118	166	138	122	074	121	134	123	144	061	None

Slave 3 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	017	020	014	105	189	121	072	168	160	101	082	133	121	043	None

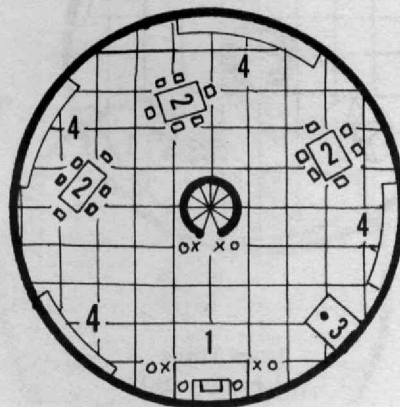
Slave 4 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	020	020	014	092	124	120	119	130	118	124	093	123	104	071	None

Central Tower-level 2

1 Square = 6.6 Feet

- 1 Throne of Queen Helena
- 2 Tables and Chairs
- 3 Whipping Post
- 4 Benches
- x Retainers
- o Lions



Level Two (Throne Room)

Queen Helena (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LNG	081	030	080	110	174	102	140	131	155	180	122	145	135	163	063	BS & DG

Treasure: 55 GP.

Here, the mounted scouts, raiders, and hunters report to the Queen in the evening, presenting any kills, captives, and booty. Helena has here four retainers. Each retainer has a pet Lion, and Helena has two Lions: HIT: 3 + 2; HTK: 26, 20, 24, 17, 19, 22; ARM: 060; ATK: 2 x (1D4), 1 x (1D10) plus back claws if the front claws hit, 2 - 7/2 - 7 damage; MVE: 12". Helena's throne is made of gold with inlaid Rubies and Emeralds and rich damascening in the gold itself; it weighs 3200 lbs. and is worth about 5,500 GP. Her crown, of the same make, weighs 5 lbs and is worth about 200 GP; it also has a certain control over the rings and bracers of the Shield-Maidens, but the response to the crown is built into the items of magic worn by the Shield-Maidens and not into the crown itself.

Shield-Maiden Retainer (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LNG	041	026	080	076	154	096	086	113	187	189	113	136	114	103	062	CB, LSP & SS

Treasure: 3D6 GP.

Shield-Maiden Retainer (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LNG	041	030	080	075	165	136	160	146	185	173	155	124	117	103	072	CB, LSP & SS

Treasure: 3D6 GP.

Shield-Maiden Retainer (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LNG	041	033	080	074	189	102	122	159	164	189	123	062	061	101	082	CB, LSP & SS

Treasure: 3D6 GP.

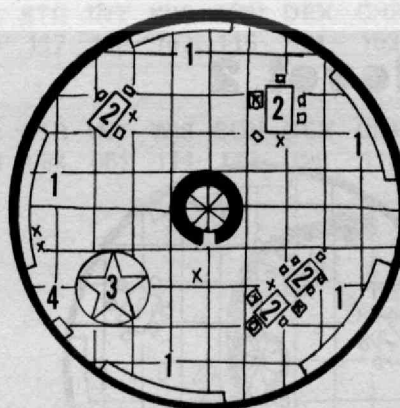
Shield-Maiden Retainer (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LNG	041	033	080	076	180	168	134	158	188	180	113	105	061	124	081	CB, LSP & SS

Central Tower level 3

1 Square = 6.6 Feet

- 1 Shelves
- 2 Tables
- 3 Enchantment Area
- 4 Chest of Drawers
- x Slave
- o Lornella



Level Three
(Alchemy Labs)

Lornella (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
MAG	LNG	031	021	080	087	100	168	141	112	153	165	142	136	166	145	136	+1 DG

Treasure: 43 GP.

Lornella prepares various potions here, aided by nine slaves. She specializes in those potions applicable to combat and has these already prepared: Oil of Slickness, Potion of Heroic Action, Potion of Extra Curing, and Potion of Impregnability. She is currently working on another Potion of Super Heroic Action; the work of the slaves cuts the preparation time in half. Even so, should a major battle occur and many of the Shield-Maidens be forced to use their potions, it would take quite some time for the potions to be replaced. Stashed in the chest of drawers is the treasury used to purchase materials from a merchant who arrives once per season: 228 GP and 340 SP.

Slave 1 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	019	020	014	094	085	127	107	123	066	134	105	126	166	053	None

Slave 2 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NGX	011	017	020	014	104	071	117	074	121	134	105	094	102	115	041	None

Slave 3 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	022	020	014	116	084	087	109	161	104	104	122	115	155	072	None

Slave 4 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	027	020	014	138	117	072	147	104	098	102	144	125	123	071	None

Slave 5 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	016	020	014	062	169	105	073	142	087	093	114	104	144	041	None

Slave 6 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	018	020	014	082	135	128	102	096	108	101	083	104	153	082	None

Slave 7 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	025	020	014	126	130	123	135	092	143	084	112	133	101	082	None

Slave 8 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	029	020	014	149	104	132	157	061	127	083	145	126	073	071	None

Slave 9 (F)

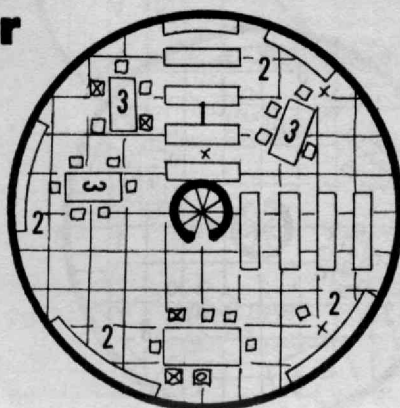
CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	031	020	014	166	092	147	158	095	103	102	114	112	103	083	None

Central Tower

level 4

1 Square = 6.6 Feet

- 1 Library Shelves
- 2 Storage Shelves
- 3 Work Tables
- x Slave
- o Farla



Level Four (Magical Defenses)

Farla (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
MAG	LNG	051	023	080	090	127	186	100	116	153	163	145	163	145	121	154	+2 DG

Farla, working with seven slaves, works to equip all the Shield-Maidens with magical defenses. Presently, she is working on a +2 Protection Ring; she has no stockpile of magical devices because as soon as an item is finished it is immediately given to one of the Shield-Maidens. Hidden in an old, hollowed-out tome are her meager resources: 98 GP.

Slave 1 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	032	020	015	164	061	095	163	130	156	101	135	101	102	051	None

Slave 2 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	020	020	015	104	078	104	106	129	144	085	104	084	051	071	None

Slave 3 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	021	020	015	127	115	120	091	082	116	135	105	096	113	061	None

Slave 4 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	021	020	015	138	098	145	083	081	124	061	114	111	094	072	None

Slave 5 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	024	020	015	124	096	139	128	134	084	063	041	071	156	062	None

Slave 6 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	020	020	015	097	062	125	116	072	160	101	136	041	072	073	None

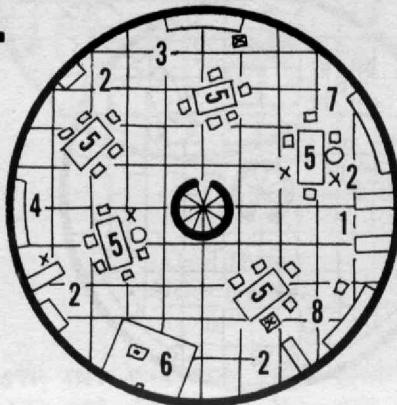
Slave 7 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	021	020	015	106	136	083	115	082	107	082	135	111	134	051	None

Central Tower level 5

1 Square = 6.6 Feet

- 1 Storage Cabinets
- 2 Parts Cabinets
- 3 To-Be-Repaired Item Shelf
- 4 Repaired Items Shelf
- 5 Work Tables
- 6 Forge
- 7 Weapons to be Enchanted
- 8 Enchanted Scroll Shelf
- 1 Boralinna
- 2 Princess Adriella
- x Slave



Level Five (Armory)

Boralinna (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LNG	031	032	080	108	188	114	133	143	151	160	092	116	135	097	062	+2 BS & CB

Treasure: 29 GP.

Princess Adriella (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
MAG	LNG	061	024	080	129	155	164	116	099	152	186	074	124	164	178	123	+3 MDG

Treasure: 49 GP.

Boralinna is the overseer of six hefty female slaves who, for the most part, repair broken weapons and replace Arrows; since all the Shield-Maidens are already armed, they are only kept busy by the attrition of equipment entailed in the constant hunting and raiding upon which the Shield-Maidens subsist. In addition, the little smithing that the horses require is carried out here. Hidden behind a loose brick in the seldom-used forge is a sack containing 230 GP which is used to buy materials from passing merchants. There is also a small bar of Mithril which Boralinna hopes to fabricate into another Dagger. This bar and the one from which she made the Sword she carries were captured in a raid. The main work of this shop, aside from repairing broken weapons, is the enchanting of weapons. The heir to the Shield Maidens' throne, Princess Adriella, is now busy readying a +2 Scimitar.

**Level Six
(Quarters)**

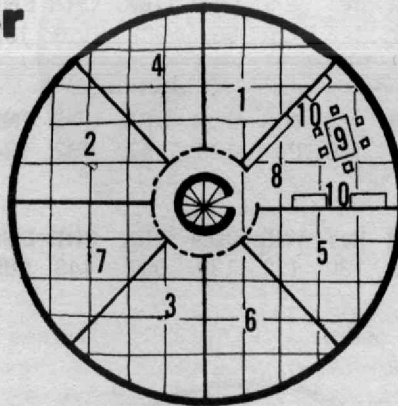
This level is divided into various rooms for the Shield-Maidens living within this tower, Tharalla, Queen Helena and her four retainers, Lornella, Farla, Boralinna, and Princess Adriella. The four retainers all stay in one room, leaving a total of seven chambers. Each Shield-Maiden keeps a pet Lion in her room as well as 3D6 GP and 8D6 SP. (Lions: HIT: 3 + 2; ARM: 060; ATK: 2 x (1D4), 1 x (1D10); SPD: 126.) Being the elite of the Shield-Maidens, these would have their quarters decked out in various fineries; rugs, furs, tapestries, luxurious furniture, etc. may be provided at the Judge's discretion. A common room is also furnished for mingling and for high-level meetings.

Central Tower

level 6

1 Square = 6.6 Feet

- 1 Tharalla's Room
- 2 Queen Helena's Room
- 3 Retainers' Room
- 4 Lornella's Room
- 5 Farla's Room
- 6 Boralinna's Room
- 7 Princess Adriella's Room
- 8 Common Room
- 9 Table
- 10 Shelves



**Level Seven
(Slaves' Quarters)**

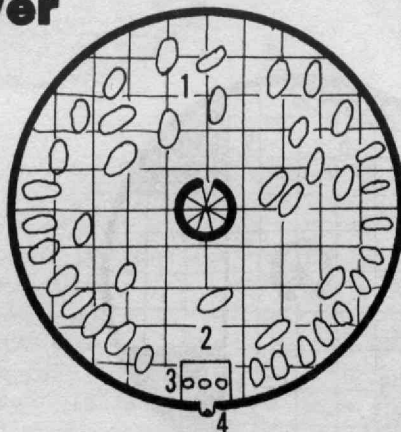
This is basically a barracks area for the forty slave-women of the Shield-Maidens. At present, the large hall is empty except for the straw-ticks and furs upon which the slaves sleep. To the rear is a large hearth vented out through an old port in the wall that was installed by the Markabs; on it are three cauldrons in which bubbles the evening meal, boar stew. This is what the hunters took yesterday. As with most of the meals, it requires little attention. The slaves check it periodically to see whether it is ready and then serve it to the Shield-Maidens at their stations. The smoke-port itself, if viewed from the outside, may be seen to bear strange metal fittings with very heavy masonry supporting them; the function of these rusted fittings, originally laid by the Markabs, is not known.

Central Tower

level 7

1 Square = 6.6 Feet

- 1 Ticks and Sleeping Furs
- 2 Hearth
- 3 Cauldrons
- 4 Smoke Port



**Level Eight
(Stables)**

Here are kept forty Light Warhorses. When figured in with the twenty kept on the ground level of each of the six towers, there are a total of 130 Warhorses. If pressed, the Shield-Maidens could mount up and abandon their stronghold on a moment's notice. The stables are being cleaned by four slaves.

Slave 1 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	027	020	014	138	117	072	147	104	098	093	114	104	144	041	None

Slave 2 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	021	020	014	127	115	120	091	082	116	102	114	112	103	083	None

Slave 3 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LNx	011	022	010	014	104	116	097	123	145	062	124	062	127	156	051	None

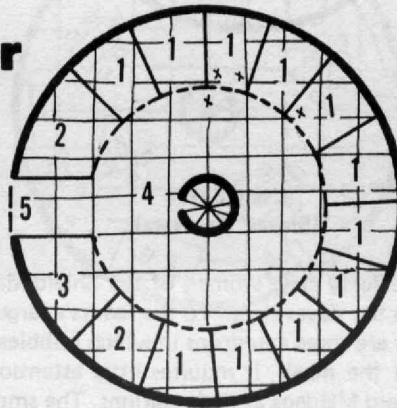
Slave 4 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	026	020	014	126	130	123	135	092	143	085	104	102	084	062	None

Central Tower level 8

1 Square = 6.6 Feet

- 1 4-horse Stall
- 2 Tack Room
- 3 Feed Room
- 4 Exercise/Training Circle
- 5 Main Tower Gates
- x Slave



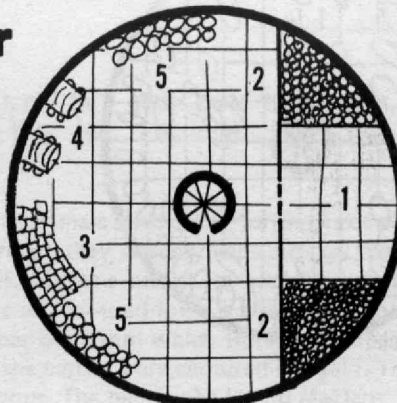
Level Nine

This was simply a recreation area for the Markab garrison troops. Wooden tables, chairs, and other items have long since rotted to dust. It is being used as a storage area by the Shield-Maidens for iron rations in the event of siege.

Central Tower level 9

1 Square = 6.6 Feet

- 1 Magic Cold Room of Stored Meat
- 2 Captured Grain Sacks
- 3 Iron Ration Sacks/Chests
- 4 Wine Barrels
- 5 Water Barrels

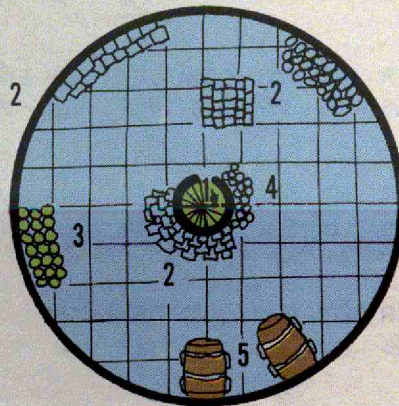


Level Ten

This is an ancient (translate as "modern") armory. The rifled gunpowder weapons, made of wood and metal, have long ago deteriorated into worthlessness; most are piles of dust and rust-chips. Elaborate as desired, but nothing here is of any use. This level is also being used for the storage of rations. The stairs leading down from this level are sealed with an iron door held shut by a very heavy lock that was forged in the upstairs armory. This is to keep the prying curiosities of the Shield-Maidens from being tempted into the dangers below.

Central Tower level 10

- 1 Sealed Iron Door
- 2 Iron Rations
- 3 Beer Kegs
- 4 Mead Kegs
- 5 Wine Barrels



1 Square = 6.6 Feet



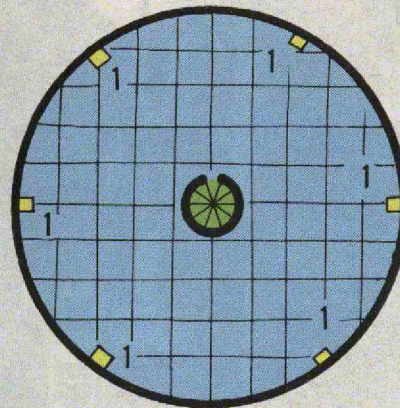
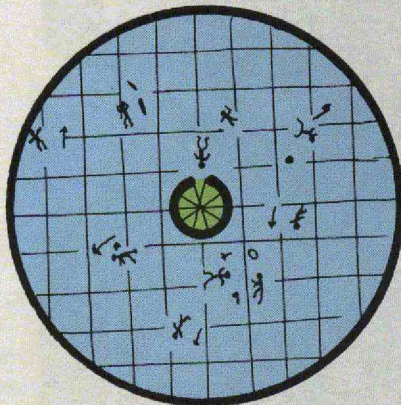
Level Eleven

This area was meant as a killing ground to defend against intruders. Anyone entering who was not wearing an identification badge would trigger the equivalent of a *Killing Cloud* spell throughout the level. Consequently, due to repeated incursions by primitives, there are a lot of skeletons scattered about. The gas-canisters attached to the ruined sensory equipment and rusted-out activation devices are empty; thus, the level can now be crossed without risk.

Central Tower level 11

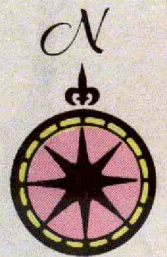
Central Tower level 12

✠ Skeleton



1 Check Valve

1 Square = 6.6 Feet



Level Twelve

These are check valves for the fuel tanks. The fuel was a carbon-based compound and, therefore, highly combustible. There are six valves here solely for the purpose of checking the pressure levels of the six fuel tanks under the courtyard. The Markabs' aircraft landed in the courtyard and were fueled there by pumps that were mounted on top of the tanks; the Markabs destroyed the pumps before leaving, and the shattered remains were covered by dust. A Wizard, having lost his entire party to the gas defense, used a spell to seal over the ruptures by fusing the metal of the ruined pumps, and now the only escape for the gradually-expanding gas within the tanks would be through these check-valves. The pressure inside the tanks is at very dangerous levels. The deterioration of the valves results in the following: any tampering with any of the six valves lining the walls has an 80% chance of no result; the other 20% is the explosion of the fuel tank in question. An explosion has the same result as a *Fire Ball*, doing 12D6 Hits of Damage within this level and a 6D6 *Fire Ball* on Level Eleven and the courtyard. The six valves were arranged symmetrically at 60-degree intervals along the wall of the circular room.

Slave 1 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	022	020	014	111	118	128	111	177	153	061	137	113	042	071	None

Slave 2 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	019	020	014	109	116	119	094	112	130	084	136	091	081	042	None

Slave 3 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	027	020	014	155	138	135	128	129	100	124	062	127	156	051	None

Slave 4 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	022	010	014	104	116	097	123	145	062	105	125	071	116	031	None

Slave 5 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	025	020	014	124	136	106	137	139	094	135	105	102	115	063	None

Slave 6 (F)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	019	010	014	103	099	084	097	156	085	094	071	115	083	072	None



Giant Crabs, Hex 5025

NAP:1 - 4	NIL:10 - 40
HTK:3	NOA:2
DPA:2 - 8	SPD:066
AGL:053	FOD:Carnivorous
SIZ:6' long	ALN:NNN
ARM:140	PF%:20
PY%:10	INT:042
GES:6 mos.	MRT:25%
PSY:N/A	POR:20%
RAD:15%	TEI:Beach Reef, Water
LIF:40 yrs.	SPA:Nil

These four Crabs lair in a cave just below the ebb-tide line, making frequent forays ashore, an unusual activity for their species. There, they cover themselves with sand, leaving only their eye-stalks exposed. The Judge may opt for the percentage chance of a party encountering one of them waiting for prey, but bear in mind that Crabs can be quite agile in a sudden burst of movement even if their sustained linear travel is a bit slow.

At the first spring tide following the Spring Equinox, tremendous numbers of Crabs swarm ashore here for mating and egg-laying. At the following neap tide, all the little hatchlings (HTK: 0; ARM: 030; no attack capabilities; MVE: 6'') try to wriggle to the sea and are subject to voracious predation even by the four adult Crabs who live here (Crabs being rather unintelligent and attacking anything that looks remotely edible).

Werewolves, Hex 5122

NAP:1 - 8	NIL:10 - 40
HIT:4	NOA:1
DPA:2 - 8	SPD:120'/minute
AGL:117	FOD:Carnivorous
SIZ:Man	ALN:CEX
ARM:060	PF%:20
PY%:20	INT:074
GES:7 mos.	GRP:Pack
PSY:064	MRT:25%
SPA:Surprise on 1 - 3	RAD:25%
POR:20%	LIF:60 yrs.
TEI:Nighttime, Anywhere	

A rare tendency among Lycanthropes is a desire, when in Were-shape, to travel in the direction of the full moons as they rise. This has resulted in the lairing of many Lycanthropes on capes and peninsulas that jut out to the east of a land-mass; eventual continuous lines of travel by these individuals result in their concentration at these points because they have run out of land to cross in their desire to approach the rising full moon.

Cape Nearhorn, due to the strong magicks that have been practiced in the Lands of the City States, has been the home of a community of Lycanthropes, of one form or another, ever since the Uttermost War according to certain Sages.



A family of eight Werewolves is currently residing here. On nights of the full moons, they prowl in Were-shape and, due to the hereditary tendency to travel into the full moons, pace restlessly along the shoreline of the Cape for the first few hours of the evening before turning inland and wandering the entire area covered by the hex. When not in Were-shape, they cower in their burrow-lair and brandish stone weapons against any possible intruder; they have no real culture or technology above family/tribal level. They do, however, have a number of shiny trinkets, due mainly to stumbling across the hoardes of previous Lycanthrope-packs while doing a little hunting and foraging in human form. Treasure: 3,193 CP, a 60 GP Amethyst, and a 400 GP Diamond.

This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems. This product requires a separate rules system for its use. The categories of statistics listed here are carefully selected to be directly applicable to the majority of the published rule systems but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Judge is encouraged to add it to the list. All unused categories may be ignored. The values of the statistics given assume that the natural span of human characteristics ranges between one and twenty with the normal person averaging out at ten. Since adventurous characters are above average, their beginning characteristics are generated with 3D6 to give a range of three to eighteen. A comparison chart is provided below to permit the Judge to quickly convert values on the 1D6, 2D6, 3D6, 1D20, and %D ranges from one to the other. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

The basic assumptions on the rationale for Magic vary so widely from one game system to another that one set of statistics cannot cover the field adequately. Therefore, each spell or magical effect is given a general name such as *Stop Person* or *Invisibility*. Unusual effects or articles are described in the text where first encountered or in a special section at the end. The Judge can then assign an equivalent spell or effect from the specific game system being used.

During the initial reading of this product, the Judge should note the quantities and distribution of the treasure and artifacts. Each game system and even each campaign within a game system tends to run at a level of reward unique unto itself. The Judge is reminded to adjust the amount of treasure available by adding or deleting to correspond with the campaign he or she moderates.

Game "Characters" are given varying amounts of description depending upon the importance of the character to the adventure. Minor individuals are listed where first encountered in the text and have only the most cursory details given. Major individuals are listed where first encountered and have as much detail given as is desirable for their intended role. In addition to the text listing, an alphabetical listing of the characters and their game statistics may be given in chart form at the end of the product. The explanation of the complete list of possible character statistics follows in the order given.

CLS: Class - an indication of the character's profession or main occupation. Abbreviations are explained on a following table.

ALN: Alignment - an index of a character's predisposition toward moral or ethical choices to be made during the game. Alignment is abbreviated in descending importance from left to right. The third letter indicates only a suppressed desire.

LVL: Class Level - an index of the experience and skill acquired in the character's main occupation or profession. The first two numbers indicate the actual class level of the profession while the last indicates the total number of occupations in which the character has gained skill.

HTK: Hits to Kill - the number of hit points necessary to render a character unconscious when reduced to zero or to slay the character when reduced to a negative amount equal to the character's CON.

ARM: Armor Type - a summary of the amount of damage it is possible for the character to absorb due to the protection of worn armor or clothing. Wearing a lot of armor will lower the Agility (AGL) and Speed (SPD) of the character. During normal combat, the amount of damage which can be absorbed per round is equal to one-tenth the Armor Type (ARM) with all decimal amounts dropped. For instance, ARM: 022 would provide 02 points of protection per round. The Armor Type (ARM) is the sum of the pieces of armor listed in the chart below. Each individual piece can be referred to by a three-letter abbreviation in which the first letter is the construction material and the last two letters indicate the specific item.

PSL: Personal Social Level - an index of the social standing. The first two digits indicate the level in the area in which the character resides and the third number indicates the level of notoriety within a twenty mile radius.

STR: Strength - an index of the character's ability to apply physical force. The first two digits indicate the actual Strength of the character and the last number indicates the number of times per day this characteristic may be tested without checking for damage due to stress.

INT: Intelligence - an index of the character's reasoning power, learning ability, concentration, and memory. The first two digits indicate the actual Intelligence, and the last number indicates the number of times per day that this characteristic can be tested to the utmost without checking for stress damage.

WIS: Wisdom - an index of the character's intuitive judgement and knowledge gained from experience. The first two digits indicate the actual Wisdom, and the third indicates the number of times per day the characteristic can be tested to the utmost without checking for stress damage.

CON: Constitution - an index of the character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative or self-healing powers of the character. The first two digits indicate the actual Constitution of the character, and the third number is the number of times per day this characteristic can be tested without checking for stress damage.

DEX: Dexterity - an indication of a character's coordination and manipulative ability. The first two numbers are the actual Dexterity rating, and the third is the number of times per day that the characteristic can be tested without checking for stress damage.

CHA: Charisma - an index of the character's personal magnetism and persuasiveness. The first two numbers are the actual rating, and the third number is the number of times per day the characteristic can be tested without checking for stress damage.

END: Endurance - a measure of the amount of physical stress to which the character can be subjected. The first two numbers indicate the actual rating, and the third number indicates the number of times per day that Endurance can be tested without checking for stress damage.

ALC ALCHEMIST
 AMZ AMAZON
 ANM ANIMAL TRAINER
 ARM ARMORER
 ASN ASSASSIN
 BEG BEGGAR
 BER BERSERKER
 BRB BARBARIAN
 BRD BARD
 BUF BUFFOON
 CHL CHILD
 CLR CLERIC
 DEM DEMON
 DRD DRUID
 FTR FIGHTER
 ILL ILLUSIONIST
 KNT KNIGHT
 MAG MAGIC USER
 MNK MONK
 PAL PALADIN
 RGR RANGER
 SAG SAGE
 SAM SAMURAI
 THF THIEF
 VAL VALKYRIE
 VIK VIKING
 WIT WITCH

ARMOR

A ADAMANTITE
 B BRONZE
 C COPPER
 D DAMASCUS STEEL
 E ELECTRUM
 F FELT OR FUR
 G GOLD
 H HARDENED WOOD
 I IRON
 J JASPER OR JADE
 K CLOTH
 L LEATHER
 M MITHRIL
 N NETTING
 O ORICHALCUM OR ONYX
 P PLATINUM
 Q QUARTZ
 R ROCK
 S SILVER
 T TIN
 U EARTH OR CLAY
 V MARBLE
 W WOOD
 X UNIDENTIFIED
 Y PAPER
 Z ZIRCON

CT CHAIN MAIL TUNIC
 RT RING MAIL TUNIC
 CD COAT OF DEFENSE
 MC COAT OF MAIL
 BR BREASTPLATE
 BC BODY CORSELET
 BA BANDED ARMOR
 CA CLEMAL - ARMOR
 JK JACK
 SL STUDDED LEATHER
 KK KULAH KHUD
 GN GORGET NECK ARMOR
 CG CAMAIL GUARD
 BB BALDRIC BELT
 AD ARMING DOUBLET
 AG ARMING GIRDLE
 AH ARMING HOSE
 AS ARMING SPURS
 SA SPIKED ARMLET
 GB ARCHER'S GUARD BRACES
 DG DUELING GAUNTLET
 FN FALCONER'S GAUNTLET
 MG MAIL GAUNTLET
 FA FALCONER'S GLOVE
 LG GREAVES

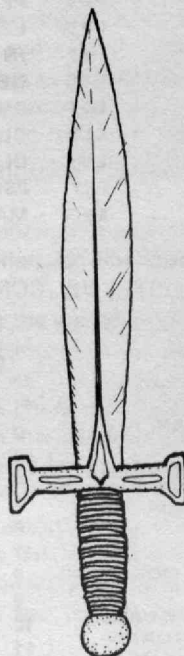
CH CLOSED HELM
 HC HELM CREST
 FG FACE GUARD
 EG EAR GUARDS
 PB PLATE BARDING
 CB CHAIN BARDING
 SH SHIELD
 BS BUCKLER
 SU SURCOAT
 XD CLOAK OR ROBE

WEAPONS

A ADAMANTITE
 B BRONZE
 C COPPER
 D DAMASCUS STEEL
 E ELECTRUM
 F FLINT
 G GOLD
 H HARDENED WOOD
 I IRON
 J JADE
 K CURSED
 L LEATHER
 M MITHRIL
 N NETTING OR ROPE
 O ORICHALCUM
 P PLATINUM
 Q QUARTZ
 R ROCK
 S SILVER
 T TIN
 U POISON TREATED
 V MAGIC
 W WOOD
 X UNIDENTIFIED
 Y MAGICUM
 Z ZIRCON

SW SWORD
 MG MAIN GAUCHE
 TK THROWING KNIFE
 DK DIRK
 DG DAGGER
 SS SHORTSWORD
 FL FALCHION
 SC SCIMITAR
 BS BROADSWORD
 LS LONGSWORD
 CS CANE SWORD
 RS RAPIER
 HS BASTARD SWORD
 TS TWO-HANDED SWORD
 JV JAVELIN
 SP SPEAR
 LA LANCE
 PK PIKE
 PA POLE ARM
 CP CATCH-POLE
 BP BERDICHE
 BI BILL
 FS FEATHER STAFF
 GP GUARDED AWL PIKE
 FC FAUCHARD
 GI GUI SARME
 GV GUI SARME VOULGE
 GL GLAIVE
 GG GLAIVE-GUISARME
 HL HALBERD
 LH LUCERN HAMMER
 MF MILITARY FLAIL
 PT PARTIZAN
 RN RANSEUR

TR TRIDENT
 VL VOULGE
 AA ADZ-AXE
 AD PARRYING ADZ
 CA CARPENTER'S ADZ
 AN ANKH
 AK AXE-KNIFE
 HA HAND AXE
 BA BATTLE AXE
 MP MILITARY PICK
 DH DWARVEN HAMMER
 HM HORSE MACE
 FM FOOT MACE
 HW HOLY WATER SPRINKLER
 MS MORNING STAR
 CL CLUB
 TC TRUNCHEON
 BL BLUDGEON
 QS QUARTERSTAFF
 PC PACHO
 SB SHORTBOW
 CB COMPOSITE BOW
 HB HORSE BOW
 LB LONG BOW
 AB ARBALEST
 KB HEAVY CROSSBOW
 MB MULTIPLE CROSSBOW
 PB PELLET CROSSBOW
 RB REPEATING CROSSBOW
 DB DART BLOWGUN
 ST SPEAR THROWER
 SL SLING
 SF STAFF SLING
 DT DART
 TH THROWING STAR
 BR BOOMERANG
 CE CESTUS
 KN KNUCKLE DUSTER
 WH WHIP
 NT NET
 BO BOLAS
 WF WAR FAN
 FA FANG
 CT CALTROP
 BT BALLISTA
 BM BATTERING RAM
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 MA MANGONEL
 ON ONAGER
 SG SPRINGALD
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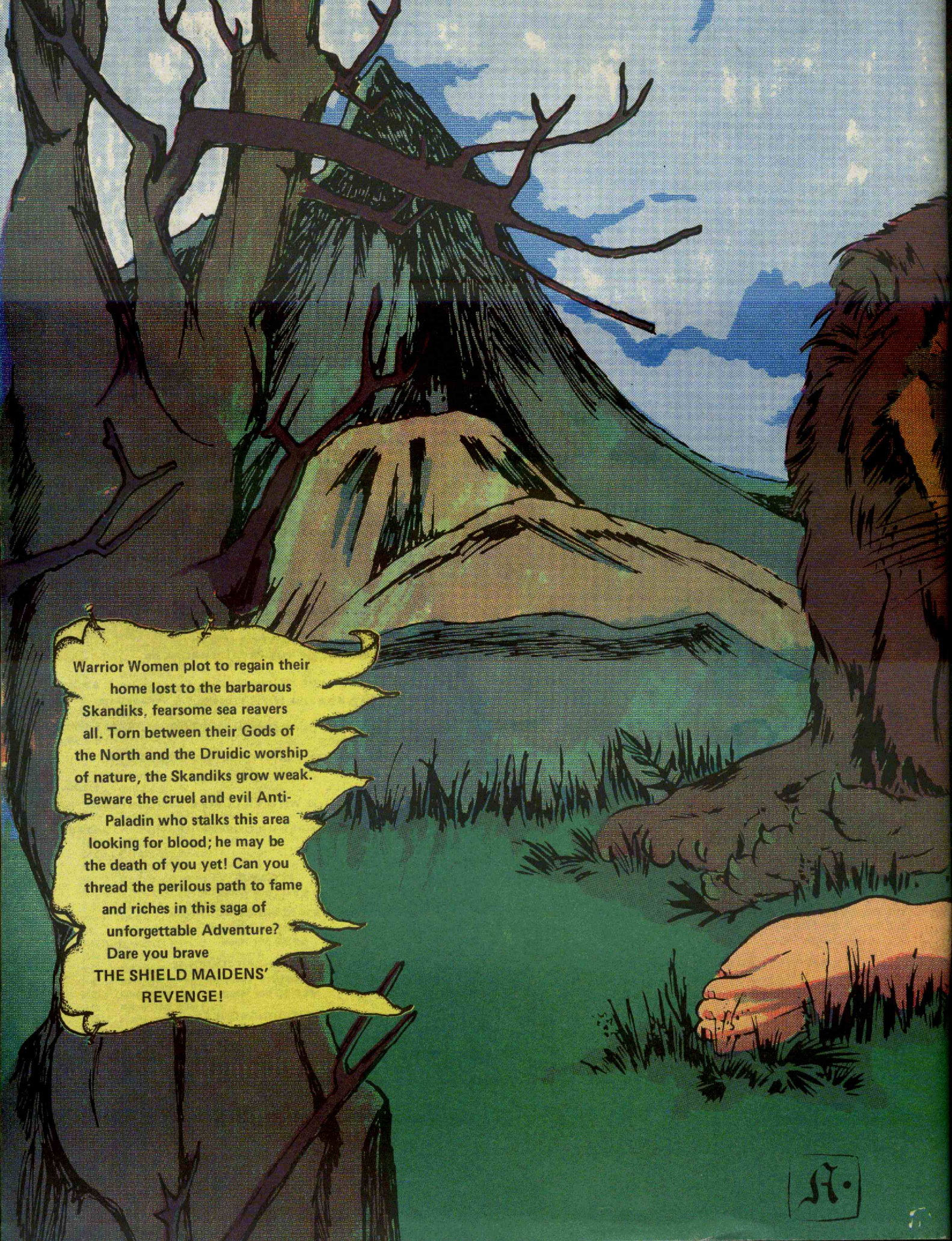
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