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Borderlands

**THE REFEREE'S
HANDBOOK**

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A **CHAOSIUM** Publication _____



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BORDERLANDS: A RUNEQUEST® CAMPAIGN IN SEVEN SCENARIOS,
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Foreword

This RuneQuest® supplement is placed in the fantasy world of Glorantha, in the region of Prax.

Included are seven connected tales designed for player-character participation. Background data and other information to assist the referee will be found in this book, and in the companion Encounters book. The seven scenarios are enclosed as separate items. The combination of data, motivations, and rationales will assist the referee in running a short campaign game allowing player-characters to interact with local conditions between games as well as during the adventure sessions.

It is presumed that one referee and several players will be present.

Mixed groups of characters will work best for the scenarios. An ideal party would include 4-6 medium-power characters of 35%-70% skills averages, 1-2 beginning characters, and a single skills master to lead the party. Such proportions will vary as the players do, but the relative power of such a group should indicate the median around which this product can be enjoyed as fully as possible. Too weak a party will result in many failed expeditions. Too strong a party will thrash the foes unrealistically easily.

THE CAMPAIGN

Overview of Play

The Adventures

An adventure is a series of events occurring during an attempt to achieve a specific play objective. This campaign has seven adventures of varying length. One of these adventures may take one or more sessions of play to complete.

Each Borderlands adventure begins with the duke's instructions and desires. These instructions may be written in the duke's own words and could be read aloud to the players. Maps may be referred to, copies of which may be handed out to the players as the Referee sees fit.

After the instructions, the players will want to outfit themselves with the right equipment and question the referee for more information. The referee should provide any information which the duke or Daine are likely to know. It is quite likely that they will have no information — after all, that's one of the things that these adventurers are hired for.

In the adventures, following the Player's Instructions are Referee Instructions, which make up the bulk of the adventure. These consist of a series of encounters which are preplanned for both form and content. The instructions will tell who is there (and

where to find the stats) and also what their presence is supposed to convey. Often the meeting is intended for combat, and it will say so, but even then there may be an ulterior motive by allowing a single survivor to remain with a clue.

These encounters should occur in more or less the order given, or the referee must be responsible for loose ends.

There is latitude for flexibility. Parts of most of the adventures are made up of random encounters. Referees should alter any of the material as they see fit. Reviewing the complete campaign will give a general idea of what such changes may later prompt.

The adventures have no time limit, either in sessions of play or days of the game. It is possible, or even necessary, for characters to return again and again to a trouble spot to remove the menace.

The Scenarios

Each adventure is prepared as a 'hard-keyed' scenario — one in which the data and statistics are prepared ahead of time and intended to be played out as given without any modi-

fication for the relative size or the strength of the player party.

Referees should change what they want, modifying the scenarios to fit special needs of the party. The referee should not be forced into a mold.

Each scenario takes one or more sessions to play. After they are over, the characters will either settle down, contented mercenaries in the service of their lord, or else move to further challenges.

The Plots

Scouting the Land — The duke sends the PCs on a two-week riding tour about his domain. There are several nomad tribes to meet, and their chieftains should prove interesting.

A primary purpose of the adventure is to familiarize the characters with the land. For this, provide them with the 17x22 domain map, or photocopy once or more the reduced domain map in the Handbook.

Outlaw Hunt — To secure his lands and keep the peace with the Governor of Prax, the duke must deliver proof that he has eliminated an obnoxious gang of boat-raiding ducks from his stretch of the river.

One of their leaders wears a jeweled eyepatch, and this patch is the proof that the duke and the Governor want.

Jezra's Rescue — The duke's daughter is kidnapped, and everyone knows who did it. Off go the adventurers to the tower of the tusk riders. Tough fighting here, so the player-characters need a plan. But they can't plan too long, or Jezra will suffer.

Revenge of Muriah — Poisonous water, illness of men and animals, misshapen tracks, and the ruination of Weis. The duke sends help, but are the player-characters ready to take on broos?

5-Eyes Temple — The duke's right-hand man, Daine, has disappeared into the 5-eyes caves. Can the players find him? Characters will need good skills and planning to take on the newtlings in a tight place where they know all

the ground, and have strange magic as well.

Condor Crags — The duke wants condor eggs, and he won't say why. An unusual chance for players to sharpen up their Climbing skills.

To Giantland — Now the duke reveals what those eggs are good for. An overland journey along the edge of unknown mountains to Gonn Orta's castle. Barbarians are the main danger here, but watch for swollen rivers and human treachery.

A Subplot

The multi-adventure foes for the characters are newtlings who have rejuvenated the ancient 5-eyes temple.

Their shaman has raised new spirits for worship and magic, and organized the normally independent bands of bachelor newtlings who frequent the river.

Often these beings will be enemies of the player-characters. Several scenarios will have them in the background, sniping and harrasing. Only in the 5-eyes temple adventure will they be encountered in force.

Referees should treat them as normally genial creatures who are fighting for their toehold in the world. They see the duke and his plans as a catastrophic intrusion, and are interested only in keeping power in the valley for themselves. ■

History of the Region

During the Godtime

Before Orlanth slew Yelm and Darkness arose out of the Earth to shadow the world, Prax was a verdant and abundant land of plenty whose inhabitants ate the fruits of the fields and wandered where they pleased, friends to all.

With the Darkness, and Ernalda's withdrawal from the land, the peoples of the land met want and starvation, and most died. To keep away the Darkness, the folk called on Oakfed and fed him the forests of the land to keep him alive. The Wild Hunter, a rambunctious Air god, howled about the plain, slaughtering all who crossed his path. Eventually, the Devil himself arrived on his march of conquest and met Storm Bull. Their long battle devastated the land. One section of the plains died; the rest was blasted by the energies released in the struggle. But when the Spike exploded, a fragment of that truestone center of Law pinned the Devil to the ground and allowed Storm Bull to make his escape. The Devil still lies under the fragment, now known as the Block.

Then Waha was born from his mother Eiritha, one of Ernalda's daughters, and he brought the Covenant of eaters and eaten to the people of Prax. Certain animals, men and morokanth, became the eaters, and fed on those other animals, (such as bison, impalas, high llamas, sables, and rhinos) who could survive on the rough vegetation left upon the plains.

After time began, the tribes of men and Morokanth warred among them-

selves for the best remaining spots on the plains. Losers were often forced across the River of Cradles into Vulture's Country, an arid region more blasted and desolate than Prax. In a few years, hardened by the life there, the exiles would recross the river to raid and harass their now-complacent foes, and then re-establish their niche in the ecology of the region.

The River of Cradles

The River of Cradles marks the division between the wasted Plains of Prax, and the more desolate Vulture's Country. Since Godtime, the river was used by giants to send their children to the sea in immense cradles. It is said that in the Second Age the Jrusteli God-Learners would intercept these cradles for the magical knowledge they contained. Eventually, tired of depending on the vagaries of currents and winds in the ocean, the Jrusteli established a settlement far up the River of Cradles, called Robcradle. This drew the wrath of the Giants, and was soon smashed, but its foundations provided the start for the great city of Pavis, which still maintains a precarious existence on the Plains.

After the devastation of Robcradle, the Giants slowly learned that their cradles were no longer reaching their proper destination and the cradles ceased to come down the river which still bears their name. Ancient God-Learner writings intimate that this was the end of the great Giant race of the Elder Wilds, and it was from this time that they ceased bearing young and be-

came sedentary, growing into the mountains that are known as the Eleven Big Giant Mountains.

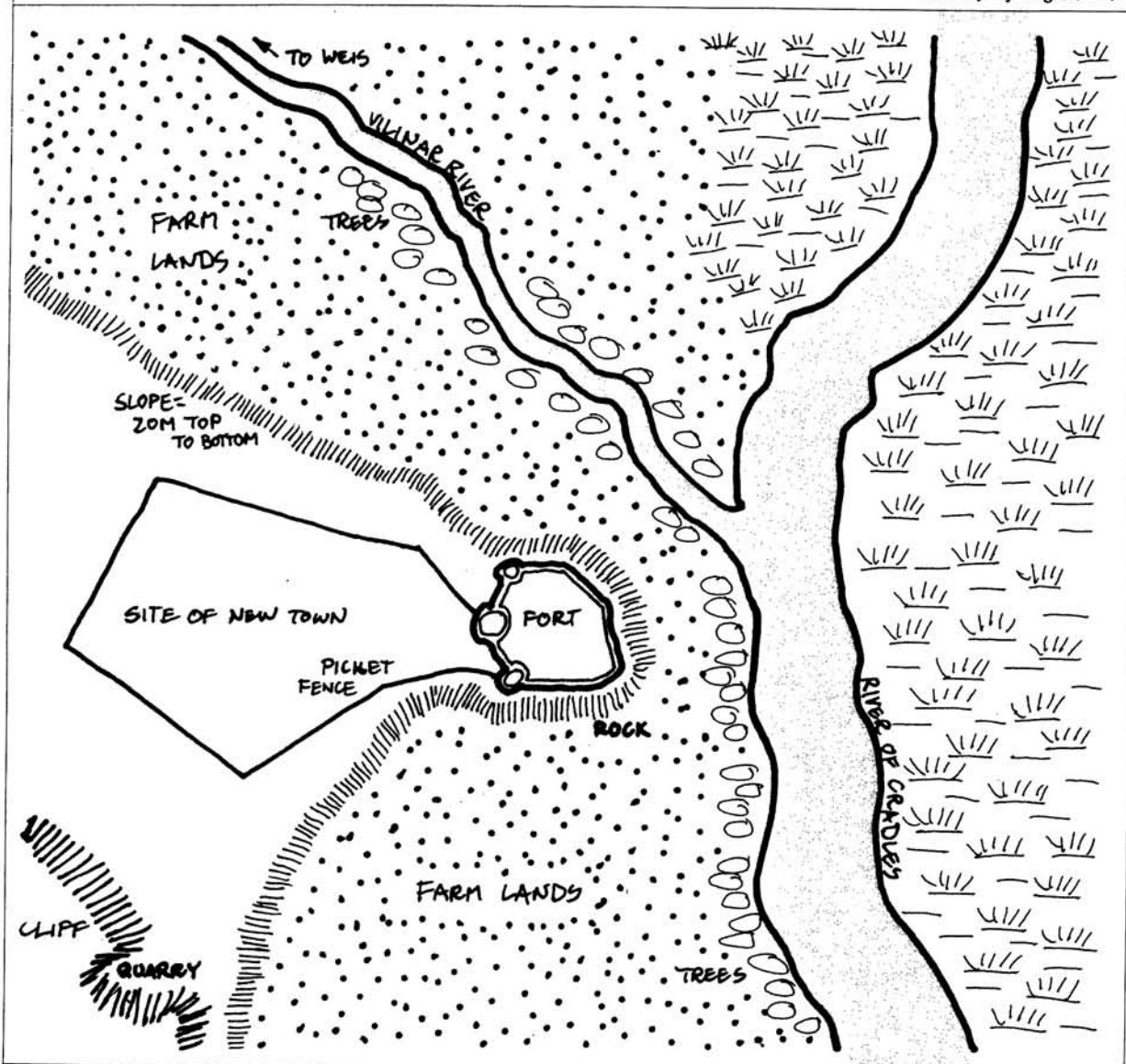
Giants are still breeding and bearing young, which seemingly gives the lie to this theory, but the God-Learners speculated that there were actually several species of giant, all of which looked alike from the low viewpoint of most sentient beings, and that the cradle giants were quite distinct from their barbaric brethren. They were magicians and philosophers, in their own way far closer to the wisdom of the gods than the so-called God-Learners, but the greed of the Jrusteli had destroyed the race and indirectly caused the great Closing of the Seas, presaging the end of the Second Age.

The Third Age and the Lunar Empire

Throughout the Third Age, the nomads of Prax kept to their ways virtually unchanged. The city of Pavis was demolished, becoming the Big Rubble, and Trolls invaded the Rubble to stay. For over 400 years, Jaldon Tooth-Maker led his warriors into Dragon Pass again and again, reincarnating each time the nomads needed him to lead them.

Civilization came once again. Settlers from Sartar arrived, trying to escape the doom foretold for their kingdom. Then appeared refugees from the Lunar invasion of Sartar, when Boldhome was sacked and the Lunar Empire triumphed over its long-defiant foe. Then came the Lunar army itself.

The nomad headmen were well-aware of the invasion. Storm Kahns and Kahns of all the tribes had predicted it, and each was sure it would



bring glory to them as they crushed the Chaos-worshipping Moon followers.

When the actual invasion began, the nomads were embroiled in one of their usual fratricidal conflicts. Despite pleas from the priestesses of the Paps who gathered all the Kahns together, only the Bison and Impala Kahns would lead their warriors against the invaders. In fact, the Sable Riders refused even to come to the gathering and showed up on the right flank of the Lunar army. None of the tribes realized that the famed Antelope Lancers of the Lunar Army were Sable Riders with close clan ties to their Praxian cousins.

The Battle of Moonbroth

The nomad host met the Lunars on the edge of the Good Place, near the

Moonbroth oasis where the Lunar army was assembling. The Bison Riders and Impala Riders had gathered Rhino Riders, Pavis Survivors, the Agimori, Newtlings, the Basmoli Berserkers, and the Bolo Lizard people to their side, along with some medicine bundles, a shaman-controlled Oakfed, and even a contingent of Broos.

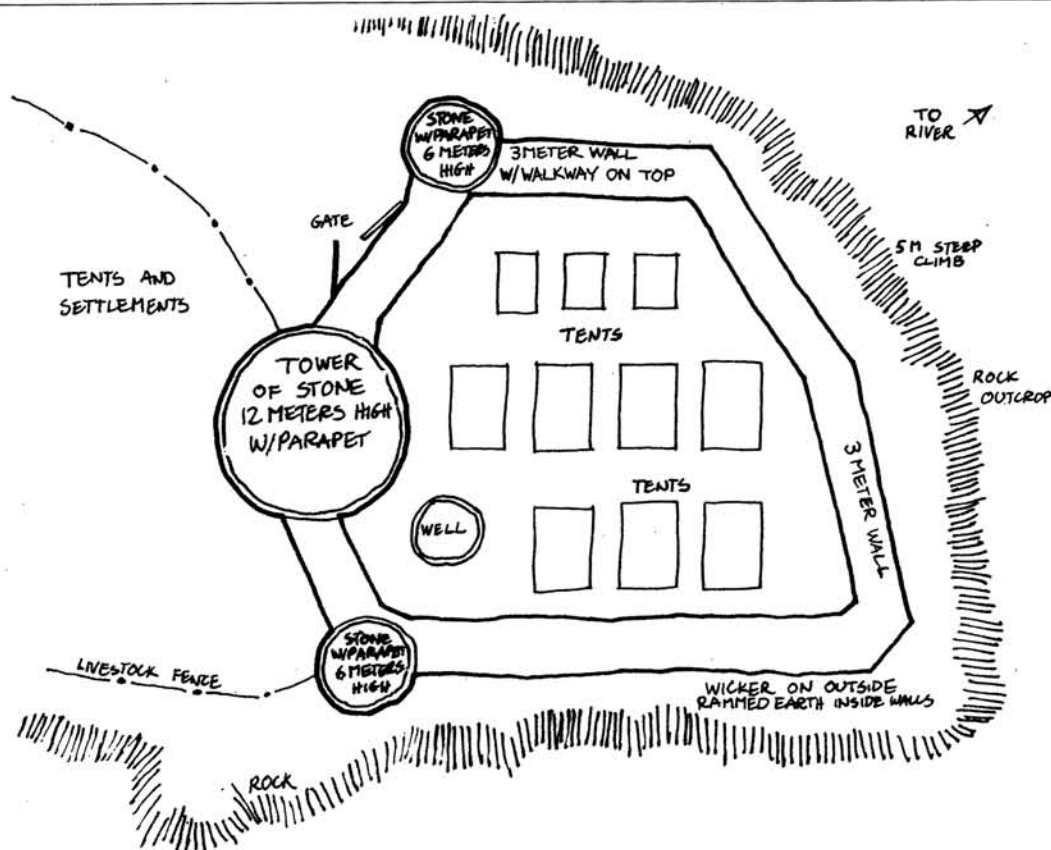
Despite the power of this coalition, it had no coherence, and the Lunar army used its strong mounted infantry to break the charge of the bison and rhinos. The nomads had never encountered caltrops before; the sharp spikes slowed down the assault so the Lunar hoplites could slaughter the oncoming hordes. The skirmishing Impalas and Pavis Survivors were met by the Sable Riders and grazelander and dragonewt

mercenaries and scattered to the winds. Agimori, Newtlings, Broos, and Berserkers were crushed by the march of the hoplites after their mounted allies were driven from the field. Oakfed could not withstand the Lunar magics; his shamans died again and again.

With the disaster at Moonbroth, all opposition to the Lunars ceased. The Impalas and Bisons were driven over the River; the Morokanth and High Llama withdrew beyond the Paps, and the Sable Riders were supreme between the Paps and the River, and occupied all the choice parts of the Good Place.

Lunar Settlements

The reasons for the Lunar invasion were twofold. First, they coveted the



port of Corflu. Second, the River of Cradles could be settled by old Lunar soldiers turned farmers and serve as the base for the eventual destruction of the animal-riding nomads' way of life, which had been the curse of Pelorian civilization since Time began.

However, while the Lunar armies could defeat organized opposition, the Plains of Prax were full of rootless outlaws and small tribes, and the river valley was a refuge for every exile and outlaw. To meet this new dilemma, the Empire solved this and a second problem with a single solution.

The second problem had to do with the clan feuds which disrupted the serenity of the Imperial government. Leading clans from two provinces had feuded politically for years, but suddenly the acrimony broke out into open warfare. One set of clans, those out of favor with the Red Emperor, was quashed by the Imperial Army, but their political standing was such that outright executions of the survivors, many of whom had had no direct involvement with the actual fighting, was impossible.

Instead, the leading men of the families who still professed full loyalty to

the Empire were given land grants along the river and their traditional family lands were confiscated by the Empire. The land was theirs to improve and protect. The Empire would send settlers, who would swear fealty to the noble and provided for the settling of the borderlands. The inspiration for the plan is said to be that of one Fazzur Wideread, who was commanding the Lunar possessions in Sartar at that time. From what is known of that sagacious leader, it seems only likely that he was, indeed, the idea's progenitor.

One of the nobles exiled with a River of Cradles land grant was Duke Raus of Rone. This scenario pack is his story.

Civilizing the Valley

The duke established his fort at the confluence of the River of Cradles and the Vilinar, and brought a full crew of laborers and craftsmen to begin his estate. The peasants of Weis also were laborers, since it was Fire season and they were not busy. Slave laborers would live inside the stockade when it was completed. The guards delighted in telling the slaves tales of morokanth

butchery, and perhaps because of that only one slave escaped during the entire period of construction. The stockade was built of earth, stone, wicker and timbers atop a low but abruptly rising stone shelf midway between the rivers and the western cliff wall.

The stockade was the first structure to be built, to protect stock and freemen from any nomad raids. Materials were accumulated in Pavis, then floated down the river to the site. The raft timbers were laid out to dry and to season, providing the main supports for the houses of the settlers to come.

The fort is still under construction. It must be finished before Dark season or it cannot be ready for two seasons longer, and will not properly shelter the duke and his household. The Flint-nail cult, hired from Pavis, oversees and manages the actual construction. When the slaves have completed the fort, they will rest for a week in celebration, then begin clearing and leveling the best bottom land in preparation for the first planting of the duke's crops.

The Setting: Prominent Features

General Description

The central setting for this campaign is a portion of the valley of the River of Cradles. The valley is the ancient bed for the River of Cradles, the only permanent river which flows through this desolate region. The river got its name centuries earlier from the fact that gigantic cradles, bearing gigantic infants, sailed to the sea from some mysterious source. The river is also called Zola Fel, which is the name of its god.

The western border of the valley is very steep and inaccessible even to most climbing animals, except for two canyons cut by tributaries. The western cliffs of that valley rise sharply to an average of 300 meters above the valley floor. The eastern wall rises much more gradually and is frequently climbable by mounted riders. Such slopes often are broken by steep falls and cliffs of 30-100 meters.

The eastern wall rises higher than that in the west, finally reaching 900 meters and Vulture's Country, which stretches away to the endless desert of the Genert Wastes.

The valley is a comparative land of plenty. Melt-off from the mountains far upriver floods the valley every spring, then river dwindles to a trickle just before Storm season. The flood plains are covered with thick, tough plants forming a treacherous mess called the Bogs. The bogs begin to grow with Storm season, are largest in Sea season, then subside over Fire, Earth, and Darkness seasons. The valley floor is runnelled with the collapsed ruins of ancient irrigation ditches.

The width and depth of the river varies with the season. At its shallowest the River of Cradles is a meter deep and ten meters wide. At the crest of a flood it might be 400 meters wide, and at least six meters deep, and be quite swift-flowing besides. It is normally a gentle river, slow-moving and without serious obstacles until above Pavis.

Vegetation

The bogs along the River of Cradles are a morass of mudpits, cypress, and cane. Everything grows here, and insects are thick and pesky. Unless a trail is used daily, it will grow over and disappear within a week. In Storm through Sea season, the bogs are at least half

water. In Fire and Earth seasons they dry up a bit and may become fire hazards.

The trees of the valley are the remnants of an extensive forest overgrazed by dinosaurs. Various attempts at farming the area eradicated more trees, but trees still exist on ground otherwise unsuitable for growing things. Scattered trees are present up the east rise of the valley nearly to the top.

The valley floor is a mass of brush and grasses. Wild herds and nomads have grazed the land sufficiently that much of the grass is fairly short, but, especially during Sea and Fire seasons, the grass is chest-high on a walking man. There are no roads, only animal trails.

The People

The Prax plateau, to the west, is a dry region of wandering barbarians. Tribes like the region and try to settle there permanently, but they are often driven off by more powerful, or hungrier, outsiders. At this time the region is fairly settled, with Agimori and Morokanth tribespeople maintaining an uneasy truce. The land is unsuited to farming.

Vulture's Country and the Genert plateau are even dryer and less hospitable than the western plateau. It was considered that even by the animal nomads for many years, but now they have been forced there by Lunar expansion, and still survive.

The presence of hungry, mounted barbarians on either side of this ribbon of valley has prevented any lasting settlement and exploitation of the excellent farmland for the last six centuries. It is considered prime grazeland property for the nomad's herds, and for centuries they have fought to live here. The powerful Lunar army has subdued them for the present, and ensured a relative peace from their wild chieftains.

Bilos Gap

This is a short valley leading from the River of Cradles up to the Prax plateau, one of the two ways to reach the plateau from the main river while in the duke's domain. The pass onto the plateau is rocky and slow to climb, but riders and mounts can pass if they keep to the ancient herd-beast route.

In the walls are large caves which are a favorite camping spot for Morocanth.

Bilos Creek

Flows from the mountains through the gap to the River of Cradles. Often is dry for years at a time.

Bogs

Marshy areas over which the River of Cradles floods. These areas retain moisture for much of the year, gradually dwindling over Fire, Earth, and Darkness seasons. They are thickly covered with brush, thorns, and hardwood trees. They are difficult to walk through, impossible to ride through, and very easy to hide in. The ground is treacherous and unstable. There are three bogs, the North bog, the Great bog, and the South bog.

Condor Crag

These tall, rounded crags of red sandstone rise from the edge of the eastern highlands. They are quite perpendicular and hard to climb. They range in height from 3-300 meters above the supporting ground. The condors which gave them their name thrive there. The crags can be seen from any part of this section of the valley, and are an unmistakable landmark.

The Desert Wind

Vulture's Country and the eastern highlands in general are the mere edge of the Genert Wastes, an unnatural region of excessive and irregular mythic influence. The high-pressure zone usually in residence over the Wastes helps generate the violent and powerful Desert Wind of Storm Bull. This magical wind is the Storm Bull's fury; it is warm and highly-charged with raw powers. The Wild Hunter often rides it.

When it blows, it blows both north and south, with strong winds in one direction and weak in the other. Mountains to the east and west help guide the winds. These howling blasts carry acidic dust, poisonous gases, and debris from the inland chaos devastation which Storm Bull still protects for his lord, Genert the Land God.

Storm season marks the height of the winds, when the south-gusting erratic storms rob the wastes and Prax

PRAX TEMPERATURE AND PRECIPITATION

Season	Normal Daily Temperature in Degrees Fahrenheit	Rainfall/Days of Rain	Prevailing Winds
Sea-Early	45-75	10"/21	Southwesterly
Sea-Late	50-85	4"/12	Southwesterly
Fire-Early	65-110	—	Southwesterly
Fire-Late	50-90	—	Southwesterly
Earth-Early	50-85	2"/2	Westerly
Earth-Late	45-75	3"/3	Westerly
Dark-Early	20-65	2"/4	Northwesterly
Dark-Late	25-45	4"/16	Northwesterly
Storm-Early	30-55	6"/28	Westerly
Storm-Late	30-65	10"/25	Westerly
Sacred Time	40-70	3"/9	Westerly

The 'early' portion of a season is the first four weeks: *Disorder, Harmony, Death, and Fertility*. The 'late' portion of a season is the last four weeks: *Stasis, Movement, Illusion, and Truth*.

NORMAL DAILY TEMPERATURE: average nightly low / average daily high.

RAINFALL / DAYS OF RAIN: in a typical year, this amount of rain will fall and this number of days will be rainy.

PREVAILING WINDS: the normal winds come from the listed direction.

of much of the rain of the wet westerlies. In Sea season the situation is often worse, for the Desert Wind often defeats even the southwesterly winds that should carry the rain inland. But because of such irregular patterns, droughts may occur for sever years.

Eastern Highlands

A general term denoting the eastern slope of the valley of the River of Cradles, and the first few kilometers of the lands beyond.

Eyes Rise

A broad ledge of rock on the east side of the River of Cradles. It is 10-60 meters high and the top is relatively flat. The edge is abrupt and cliff-like; there are only a few points up which riders may take their mounts.

The name is derived from the fact that it is a rise, and that the cliff face nearest the river is painted with ancient symbols which look like five eyes staring down on the river. These are a well-known landmark and have been used by people from time to time as temporary shelter, for at least one "eye" is the opening of a cave.

Horn Gate

Horn Gate is a white-walled oasis and a shrine of the Prax barbarian peoples. It lies near a mountain called Yiskoz, and includes ruins of the most ancient kind. An ancient holy place, considered to be haunted or cursed by

common folk, lies within the area as well and is said to run underground for miles until it reaches fabulous ruins underneath the distant mountain. Some elders say that the entry to those haunted ruins were once covered by Waha the Butcher with immense gates made of animal horns but that blasphemers ripped them down ages ago.

Horn Gate has year-round water, and as such is one of the rich places of the Prax plateau where people gather and settle. The oases are always fought over by the native tribes who want to 'own,' even temporarily, the lush land. Part of the property includes the thousand permanent residents.

The residents of Horn Gate are mostly mixed stock, including many blue-eyed people alien to the Praxian nomads. They live in conical huts of dried mud and palm-frond thatch within the walls. They grow herbs, dates, grain, and grapes.

The people are treated like slaves or animals by the nomads, as though incapable of organized resistance or of independent thought. The natives rarely do anything to counter that opinion. They gather, plant, harvest, and so on the way they have since time began. When ordered to do so they will bring foodstuffs and tribute to the nomads who currently own the oasis. Good chieftains will trade with the natives and treat them fairly. Meat raising is

generally forbidden to the oasis peoples and so gifts of it are greatly appreciated. They trade foodstuffs or child slaves.

The people speak a language unknown anywhere except in Horn Gate, and a similar situation exists at several other Prax oases. Some of them do speak known languages.

In addition to these permanent residents, occasional visitors also stay on. In this campaign, a Chalana Arroy priestess, with her entourage, did. The White Ladies favor this resting place during the conquest of Prax. Once they were favored in Pavis, where many still live, but one group protested Lunar rule and took up residence at Horn Gate, which was accessible to enemies of the empire who could not enter Pavis. Praxians, knowledgeable travellers, and even Lunar patrols discovered that the Chalana Arroy were there, and grew to rely upon them. The priestesses became reluctant to leave for fear of distressing the pattern of things, and stayed on until they were forcefully driven out by nomads many years after this campaign.

Hosar Mountain

The first mountain west of Bilos Gap. It is 580 meters high. Unclimbable, steep, and barren, it is the easternmost tip of the southern horn of the Head Acres.

Prax

Prax is that relatively flat region between the River of Cradles in the east and the hills and mountains which separate it from Dragon Pass and the Holy Country in the west, and between the mountains of Shadows Dance in the north and the coastal zone and the sea in the south.

This land was beloved of Eiritha and was fertile and pleasant, but its essence she gave to aid the Storm Bull against the Devil, so that now little will grow there, even though great amounts of rain may fall during Dark, Storm, and Sea seasons. Little rain falls the rest of the year. The surface of the land is now hard clay and sand, and the water runs off or goes underground, and is lost to the inhabitants. Adventurers frequently will see river-courses, but only a trickle of water will be in them. By Fire season, the number of streams flowing in the

center of Prax can be counted on one hand. Trees and bushes sometimes line the watercourses and tap underground waters beneath the dry soil. Still, it is possible to meet little more than rock and sand during a journey across the interior. Late summer thunderstorms have sometimes saved travelers from death by thirst in a land whose total rainfall can be as high as 50 inches a year.

River of Cradles

This river drains the mountains north of Prax into the Homeward ocean. It is navigable by small boat to Pavis and beyond for part of each year.

Spirit Mountain

West of Bilos gap, it is steep, barren, and unclimbable by normal means. It is about 650 meters high. Its name shows its repute.

Stone Tower

A fortification which was built centuries ago and still retains much of its integrity — a compliment to the builders! Nomads shun it. They will be glad to tell anyone that it is haunted, and that a vampire Rune lord named Nosferal has lived there spreading terror for years.

Valasa Mountain

Southwest of and flanking Yiskoz mountain, it is 670 meters high. It is steep, barren, and unclimbable by normal means.

Vilinar River

A stream which flows from underground sources to merge in Weis Cut and then joins the River of Cradles.

Vulture's Country

The (for a few weeks a year) more fertile area of the Genert Wastes, paralleling the River of Cradles.

Weis

A hamlet situated on safe, dry ground. The residents are sorry remnants of an ancient farming population, unable to free themselves from a miserable existence. They live by farming, but they are often robbed by nomads as their crops ripen, ruining the harvests. These farmers are part of the duke's Weis domain, but they have known other overlords before this,

Using Horn Gate

Horn Gate is to be used as the nearest source of special powers not attainable elsewhere: specifically, Cure All Disease, all Disease Curing spells, and Resurrection.

Curing diseases could be very important in the game. In addition to the filthy broods, illnesses can come to people who don't obey orders. The referee should stress the importance of proper health care.

Local people can attempt to cure the illness, but if it is unusual then the victim must be brought to Horn Gate. Important people may insist on the priestess coming to them, but this is rare, arrogant, and easily refused.

Resurrection is even more critical. It is a well-known event in the world, but it is never easily done. When the chances for resurrection are limited in number, then players get very cautious. When resurrection is distant, perhaps far enough away that the

body would be dead long enough to lose experience, players get downright careful!

Other exotic items could be found at Horn Gate. Chalana Arroy priestesses are adroit alchemists and herbalists, and other people, needed for whatever reason the players may establish, can be found there.

In general, Horn Gate is the nearest source for off-board acquisition and for PC visiting. Referees needing something unexpected should decide it is in Horn Gate. Sample quick reasons include (1) a nomad there has it, (2) a caravan stopped there with it, (3) the duke heard someone say they had it there, (4) a merchant, untrusting of the Lunars, is there.

It is possible that materials sought would be available at Corflu, Pavis, or at the Sun Dome Temple. Referees are urged to allow this if they wish.

sometimes nomads and sometimes even nonhumans. They are unimaginative and unnotable, except that they have a reputation for petty theft. Anyone of interest among them rose to fame and departed or died long ago.

Weis Cut

The northern break in the Prax Cliffs. This was cut by the Vilinar River, a year-round stream which is fed by underground springs draining Prax and by runoff from Dark season rains which cascade down the cliffs in

tiny waterfalls. Some people say that it is possible to reach the Paps by following the Vilinar underground and underwater. No one has tried. The actual cut is an ancient landslide, long-stable and dependable.

Yiskoz Mountain

A mountain, about 600 meters high, near Horn Gate. It is steep, barren, and unclimbable by normal means. It is the easternmost tip of the northern horn of the Head Acres. ■

The Duke and His Household

Duke Raus of Rone

The duke says little of his former life. His household is silent about what they remember. For all of them it is as if time began after their exile forced them to this wasteland.

Minimal facts are known to the adventurers: Raus is from the Redlands of the Lunar Empire, his ancestors were from Kostaddi, and he served with distinction in the Lunar army.

Though his household still uses them, the duke's titles and honors are now meaningless. The political authorities who stripped him of his previous

status also sent him, beyond the city of Furthest (the last city of Lunar civilization) to this place, a desolate land populated with monsters. Those in power gave exile like a reward, promised that caravans of peaceful Lunar farmers would follow Raus, and at the same time threatened him with death if he ever returned to the places that he loved.

Raus has determined to make the best of it. He recognizes the value and the potential of his new lands, and plans to make them the seat of whatever dynasty his descendants can forge

after him. He is sure that the Rones of Prax will have power in the future if he works hard now. There is a year before the first carts and wagonsful of Lunar settlers reach this area. In that year the region must be cleared of enemies, a fort built, and local alliances and friendships made.

Raus is aristocratic, and approves of class structure and distinction. He wants little to do with anyone in his employ – such matters are for his household to tend. Any employee's previous rank or deeds will be ignored; Raus will not think them great if they have led only to a humble living as an adventuring mercenary.

Raus loves his family and is devoted to his household. These family and

extended family bonds are recognized, appreciated, and nourished. There is no dissension among the NPCs: they will do whatever Raus decides, including holding opinions and grudges. Only Raus's hellion daughter, Jezra, will challenge her father – she takes contrary opinions just for the hell of it. As much as possible, Raus overlooks her youthful indiscretions and follies, giving the uncouth behavior the same cold disdain that he shows to street scum. In her calmer moments, Jezra melts Raus' heart.

Dealing with the player-characters, Raus will be formal and aloof. In the scenarios his speeches to them are quoted, and may be read aloud as coming from him. His is a background

part, the high and mighty employer, beyond the reach and ken of the hired adventurers.

Varrna, Wife of Raus

The duke's wife is a likable, attractive woman of 35 years. She appears to be too delicate for this frontier, however, and she does not conceal her dislike for its unsavory customs.

She is single-minded in her devotion to the well-being of her husband and daughter, now as always. Her aristocratic upbringing allows her to maintain a mask of formal good will even in her wretched surroundings. Unless shocked, she is cheerful and reserved, ever-gazing on her beloved husband.



Varna Raus Jezra

Her household screens any contact with foreigners from her.

Jezra, Daughter of Raus and Varrna

A young woman of 19 years, Jezra was raised with luxuries and a formal education which taught her everything except how to control her rage. The cause of her anger may well be only the frustration of a lonely young woman or they may stem from a deep-seated madness.

Referees should use or abuse Jezra as they wish. Lacking useful and constructive ideas, ignore her altogether, except as the scenario dictates.

Otherwise, her personality provides

a colorful opportunity for a mature and imaginative referee.

Daine, Chief of Mercenaries

Daine is an accomplished Sword of Humakt or, if necessary for the referee's campaign, Yanafal Tarnils. His entire life has been devoted to the service of his hereditary leader, Raus. When Raus was exiled, Daine could do nothing but accompany his lifelong friend.

Daine served with or assisted Raus through all their military experience. Daine has necessarily become much more devout in his religion while Raus has established a family, gained status, become exiled, and received another chance. They are very close.

Daine is a primary source for training in the region, and spends much of his time doing just that.

Daine is also the NPC through whom the referee will do most of his initial role-playing. He is a vital source of information for the player-characters, and since the referee should present as much data as possible in the first person, Daine is the character who does most of the talking.

Daine's loyalty to his friend and leader surpasses his loyalty to his god, and when Raus was exiled, Daine quit his status as Sword of Humakt, thereby giving back his allied spirit and many benefits. He still keeps his iron, and teaches, but no longer works for a temple.

RAUS OF RONE

STR 13	CON 17	SIZ 14	01-04	R LEG	10/7
INT 16	POW 19	DEX 14	05-08	L LEG	10/7
CHA 17			09-11	ABDOM	10/7
Move 8			12	CHEST	11/8
Hit Points 19			13-15	R ARM	10/6
Defense 25%			16-18	L ARM	10/6
			19-20	HEAD	10/7
Weapon	SR	Attk%	Damage	Parr%	Pts
1H bst. swd.	5	95%	1D10+1+1D4	75%	30
2H bst. swd.	5	90%	1D10+1+1D4	85%	30
Med. shield	—	—	—	95%	12
Hv. crs. bow	2	85%	2D6+2	40%	10
Lance	2	95%	1D10+1+(av. of 2D6)	55%	15

Spirits — allied spirit in bastard sword (iron) INT 14, POW 17.
Bound spirit in POW storage crystal INT 10, POW 15.

DAINE, Chief of Mercenaries for Raus

STR 16	CON 15	SIZ 17	01-04	R LEG	10/6
INT 12	POW 16	DEX 18	05-08	L LEG	10/6
CHA 15			09-11	ABDOM	10/6
Move 8			12	CHEST	11/7
Hit Points 17			13-15	R ARM	9/5
Defense 25%			16-18	L ARM	9/5
			19-20	HEAD	9/6
Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	4	120%	1D8+1+1D6	105%	30
2-H spear	3	110%	1D10+1+1D6	115%	15
Comp. bow	1	105%	1D8+1	75%	10
2-H axe	3	95%	2D6+2+1D6	90%	15
Med. shield	—	—	—	120%	18

Spirits — bound spirit in POW 8 storage crystal INT 14, POW 15.

DARYLI GODSPEAKER

STR 10	CON 10	SIZ 10	01-04	R LEG	3/4
INT 12	POW 16	DEX 18	05-08	L LEG	3/4
CHA 16			09-11	ABDOM	6/4
Move 8			12	CHEST	6/5
Hit Points 11			13-15	R ARM	3/3
Defense 20%			16-18	L ARM	3/3
			19-20	HEAD	4/4
Weapon	SR	Attk%	Damage	Parr%	Pts
1-H sword	5	75%	1D8+1	75%	20
2-H staff	5	75%	1D8	75%	15

Languages (R%/W%) — New Pelorian 85/90, Pavic 65/50, Praxian

Languages (R%/W%) — New Pelorian 85/90, Pavic 65/50, Praxian 50/0, Tradetalk 90/50.

Spells — Countermagic 3, Demoralize, Disrupt, Fanaticism, Healing 6, Protection 4 [Allied Spirit] Bladesharp 4, Dispel Magic 3, Farsee, Mobility, Repair, Spirit Shield 3 [Bound Spirit] Befuddle, Coordination, Glue, Speedart, Spirit Binding, Repair.

Skills — Evaluate Treasure 65%, Jumping 90%, Listen 65%, Map Making 95%, Oratory 95%, Ride 110%, Spot Hidden Item 75%, Spot Trap 65%.

Languages (R%/W%) — New Pelorian 95/35, Praxian 65/0, Sartar 75/25, Pavic 45/25, Tradetalk 80/25.

Magic Items — POW 8 storage crystal (with bound spirit inside), POW 12 storage crystal, iron armor & bastard sword, amulet Detection Blank 4, wrist band Ironhand 2.

Spells — Bladesharp 4, Countermagic 6, Demoralize, Repair [Bound Spirit] Healing 6, Protection 3, Speedart, Spirit Shield 4.

Skills — Camouflage 95%, Climb 65%, Hide in Cover 95%, Jump 90%, Map Making 95%, Move Quietly 90%, Oratory 65%, Riding 105%, Spot Hidden Item 90%, Spot Trap 105%, Swim 70%.

Languages (R%/W%) — New Pelorian 85%/60%, Praxian 65%/45%, Pavic 50/0, Tradetalk 50/0.

Magic Items — iron armor and broadsword, broadsword has Bladesharp 2 matrix & 500 L. gem in hilt (it is also a deathsword), ring with crystal of Spell Resisting 2.

Spells — Countermagic 3, Demoralize, Detect Enemies, Dispel Magic 2, Healing 6, Spirit Shield 2 [Allied Spirit] Befuddle, Bludgeon 3, Glamour, Protection 4, Repair, Strength.

Runes — Dismiss Elemental 3, Dismiss Elemental 2 (twice), Dismiss Elemental (thrice), Divination 6, Divine Intervention 2, Shield 2, Spell Teaching, Spirit Block 2.

Skills — First Aid 85%, Taste Analysis 95%, Treat Disease 35%, Treat Poison 65%, Worship 65%.

Spirits — allied spirit in staff INT 15, POW 20.

Daine also deals with the other 20 or so mercenaries who inhabit this campaign doing duties other than adventures. He is too important and too busy to be sent on the missions assigned to the player-characters.

Daryli Godspeaker, the Priest

The priest is the most open ended of the NPCs provided so that the referee can smooth the entry of established player-characters. Since the religious authorities are the most conservative and the most likely to be sticklers for petty details, the referee should decide upon the religion of the priest.

Remember, this priest (and possibly an extra Rune lord besides Daine) is the source for training in magic, both battle magic and one-use rune spells. Since the initiates are supposed to attend at least seasonal services, this

priest logically should service the largest number of worshippers, including the Duke's household.

Suggested adventurer religions are Orlanth, Yelmialio, or the Seven Mothers. Alternately, a relatively neutral Earth fertility goddess, such as Ernalda, can be a firm centered base beloved of virtually all the PCs. A priest of Ernalda will have many useful skills, but is rarely a fighter. Whatever is settled, the religious matters should not be pushed too hard.

Player-characters of different religions will have to attend services and learn spells elsewhere. Horn Gate could hold such a place. The alternate priest should be named and live near to the Chalana Arroy priestess, and otherwise ignored as much as possible. Concentrating on one NPC is hard enough!

The stats provided include a minimal number of necessary skills and spells. For safety's sake, the priest should have at least one use of all cult specialty spells as well.

Religion

All his immediate family share the duke's religion, for it is ancestor worship in the style of Daka Fal. There is an ancient family spirit bound in the Crown of Rone, a family heirloom which the duke still owns, which gives advice to whomever is the rightful heir to that crown.

Since this is a Daka Fal cult, the family members are not allowed to be initiates of other cults. The duke supports his priest to keep the rest of the community at peace and spiritually sustained, as well as providing services which the duke's cult cannot. ■

Terms and Finances for Characters

This is a campaign pack, planned to occur in a setting with NPC characters other than those which are played during adventure sessions. The player-characters are offered positions in a military mercenary force the total of which is about 25 full-time soldiers.

Each session is designed for 2-5 players and 4-7 characters. The normal adventurer status should comprise the bulk of the party, and would have most survival skills, including weapons, and a specialty skill, in the 60%-80% range, and other common skills in the 35%-65% range.

The actual number of players is up to the referee and his resources. Part of the art of refereeing is adjusting to the situation at hand, whether as referee or as game organizer. Everyone will want to or need to change details, and this is permission to do so.

Regular players who likely will be present for many sessions should have at least two characters ready to play and possibly more. One may be training or healing, or another might be some special type of barbarian, etc. instead of your usual characters. Non-played characters will be privy to the same information, etc., as active characters, and may be presumed to be on some of the other duty which goes on off-game. Later, toward the end of the campaign, the tough fighting is going to require several good characters ready to be used in succession. This

struggle will give the chance to use all player-characters if the defense is at all successful.

The use of many different characters gives more chances for role-playing, and this campaign offers many strange types who might be played experimentally. The duke's mercenary captain, Daine, hires even Morokanth if they agree to the terms of employment. It is not necessary to become attached to these experimental characters, and it is very enjoyable to experience their limitations for a while.

If players have a number of characters, they can put together a balanced party of characters for an adventure. The duke wants specialists around for certain needs, but these specialists often pull sentry duty until a special occasion arrives.

Established Characters

This campaign provides an easy excuse for almost any character to be allowed to join up with the duke's mercenaries. The frontier setting and duke's own exile make him sympathetic to anyone's personal beliefs. He is pragmatic enough to accept anyone's help with a minimum of resistance.

Note that this is not a campaign for established Rune masters. In this sort of campaign, such characters are retired, for they have reached the top of their social ladders. In this scenario pack, the Rune masters are NPCs who

lend authority and strength, but who rarely risk themselves against ordinary hazards. If the player-characters in this scenario were to come across something extraordinary, then these retired masters would certainly come forth and show their power. The assault upon the Five Eyes Temple is such an example.

The only exception urged is that characters who do attain Rune status in the course of these adventures be retired from normal service, but be the first to go if there seems to be heavy-weight trouble. Semi-retired PCs will make much better leaders in the newtling temple scenario than will referee-played NPCs. The last overland scenario is also useful for taking Rune masters out of retirement, and will give them a challenging situation.

It is possible for player characters to be placed into the scenarios in the roles of Daine, the duke, the wife, and the priest. However, this will either disrupt the plot or the plot will sometimes remove the characters from control of their players. Both problems should be avoided if possible.

The fate of established PCs after the scenario pack is completed is up to each referee to determine according to his own campaign. It is natural and likely that PCs who tamed the land might happily settle down to reap the benefits of the peace which they earned for the duke. It is just as likely

that they might wander off again after their term is up.

Chaosium Inc. offers other scenarios for such itchy-footed wanderers.

New Characters

It is possible to enlist new characters in this campaign. Again, it is also possible to be a colorful nomad from one of the animal-herding tribes of Prax, or even a morokanth or Agimori.

These scenarios presume that experienced PCs will enter into Lord Raus' service. It is important that the characters be established as a reasonable part of this milieu and that they not upset the background setting.

Even Lunar-hating and Yelmaliro-valling Lightbringers can work for a lord whose land grant is from the Lunar Empire.

The River of Cradles is a frontier, and the tough life makes most cultural prejudices less important than common sense and survival. Certain religious obligations must always be met, but practicality is never ignored. It takes brains to survive, and the NPC leaders are experienced survivors.

On this frontier, humans are not dominant. Humans are adaptable, but other races of creatures are even better suited for life here. People here are usually more willing to band together racially, despite religious differences, than they are likely to trust another species, even if both species worship the same god.

There are always exceptions. Player-characters are certainly allowed to be exceptional as well, if such is the flavor of the local game.

The civilized standards of many strict religious tabus will be ignored between friends, or ritualized into codes and greetings which conveniently satisfy the letter of the rule.

Religious tensions will be observed whenever someone wants them to be. For instance, the Lord Belvani, a Yelmaliro from the Sun Dome Temple, will always insist on a friendly challenge with his Orlanthi associates, but if the Orlanthi loses, he repays the gold which changes hands to prove his generosity to inferiors.

Many religious commandments cannot be broken. Anything controlled by priests will be done with the uttermost respect for tradition and rules. Priests are dependent upon such respect to increase their contact with their gods.

They are close to the holy powers and must perform that way. Most worshippers can ignore the parts of their religion which they dislike after they leave the temple grounds.

Lunars and Lightbringers

Lunar characters will be coming here because they've heard of the quick riches and easy adventures of this desolate spot. Likely they plan to stay for a couple of years, strike it rich, and go home and settle down.

Lightbringers are likely to have come here to escape the oppression of their peoples by the Lunar Empire. They might also be locals from Pavis.

If they are Orlanthi or associated cults, Horn Gate should have their nearest temple. This will motivate them to visit there and give a sense of pride to the players. Lightbringer priests can be sheltered by Chalana Arroy.

The important thing is to make an understandable structure and environment for the PCs. This campaign has no political and little social significance. It is a place in which, appropriately, to adventure against exotic foes under unusual circumstances.

Raus is in a neutral cult, there are major temples within travelling distance, and a neutral cult temple (such as Ernalda) can be established as the home base.

EMPLOYMENT

The Mercenary Contract

The first formal mercenary contract was drawn up during the Second Age,

MERCENARY OFFICER'S CONTRACT

Each officer will give his complete loyalty, in life and death, to the care and leadership of his employer, or any officer designated by the employer.

Each officer will receive:
Food and sustenance, equivalent to the amount to keep him healthy, satisfied, and enriched, delivered in any manner convenient to the employer.

Shelter, enough to keep him healthy and protected from the vile elements, as appropriate to his station.

Magical training, as is best for the situation.

Security, for his person and his goods, especially for personal possessions when the owner is absent, within the best means of the employer.

Protection, on lands, marches, and camps of his employer, from all outside forces which oppose the officer because

either by the Empire of the Wyrms' Friends or the Justeli God-learners. The ancient versions varied; every locale had regional specifics.

In a box are early soldier and officer contracts. Simple life-time employment is inferred, with no money or other guarantees at all.

On an opposing page are the exact terms of employment offered by Duke Raus. This document may be copied and given to each player. One single copy should be kept by the referee, and on the back he should have every player write down the name of the character joining up. The referee should date the document to keep it official.

Duke Raus's contract is typical of Praxian contracts offered by Lunar employers.

The Contract

Rations

... are minimal field rations, but would be supplied to anyone who did not eat at the table. The duke does not want non-humans at his board and will always only give them their own rations. Anyone with their own rations can cook and eat them in their barracks or nearby.

Theft

The duke promises to pursue thieves, and to subject the thieves to the same ruling they would get if his own goods were stolen. The following lines quote the duke's own laws of possession. "Any person employed by me who is found to possess an object vouchsafed as my own possession will forfeit all

of his foreign status, including laws, curses, and personal vendettas.

MERCENARY SOLDIER'S CONTRACT

Each hired man will give his complete loyalty, in life and death, to the care and leadership of his employer, or any officer designated by the employer.

Each hired man will receive:
Food and sustenance, equivalent to the amount to keep him healthy and satisfied, delivered in manner convenient to the employer.

Shelter, enough to keep him healthy and protected from the vile elements during periods of inaction or rest.

Security, for his person and his goods.

Protection, in the camps and lands of the employer from outside persons and peoples who oppose his foreign status.

MERCENARY CONTRACT OF RAUS, DUKE OF RONE

Each hired person will give his complete and utter loyalty in all matters, whether they lead unto life or unto death, to me, Raus, Duke of Rone, Lord of the Weis Domain, to be sworn in person by the oath of my choice.

Each warrior agrees to obey all officers appointed by me, as if they were me, except in matters which countermand orders given by me.

Each warrior agrees and understands that he places complete trust in me and my wisdom, and that my own interests include the well-being and trust of each individual in my employ, and that I will not abuse or needlessly risk anyone's life, and that risks will be undertaken only as it aids and serves to protect every loyal person of my group.

Each hired warrior will receive an equal share of food, delivered once a week, to include: ten kilos of unground barley, one kilo of fresh meat, three kilos of beans or other lentils, and one kilo of good animal fat; or board at the lower tables within my household.

Any person who brings his own horse will receive five kilos of grain, five kilos of fodder, and adequate water each day when it is used, as much as possible. Normal grazing in good ground with adequate water is guaranteed for all horses not in use but in hire.

Shelter will be provided within suitable barracks or tents, owned and provided by the duke.

Security will be provided for every person in my command, and it is guaranteed that myself, my captain, and my priest will serve as impartial witnesses to the ownership of private goods. Anyone in our employ may have his own items reviewed by us, establishing true and absolute ownership.

On my own word I guarantee that anything with our vouchsafed witness of private ownership will receive exactly the same protection by me and my staff as if the items were owned by us.

Protection for each warrior is guaranteed, with the understanding that the warriors obey instructions to the letter, and that they in no way behave purposefully with neglect or intent to harm me or my reputation.

I am Raus, Duke of Rone and Lord of the Weis Domain and I speak for the spirit of my family called from the Rone-jewel of my crown. The powers of this jewel protect me and mine from evil sorcery and wicked shamans' magics, and once with the aid of a priest I went to the spirit world where I fought enemy spirits, and I imprisoned one to prove my power. In my household lives a priest, sworn brother of mine, who knows many spells and prayers, and whose magic is fearsome to my enemies. All these will keep you healthy from enemy gods and devils who are sent against you for being in my service.

Furthermore, every year I will give each person in my employ one suit of cloth or of leather clothing of my choice, and replacement for all personal arms, armor, and horses which are lost in combat, and free repair of those damaged on duty.

Also, at one time each of the five seasons I place the services of my priest at the desires of my employees, and I guarantee the collection or debt of 500 L worth of spell teaching. Collection is at the availability of the priest and limited to spells known by the priest. Debt is cumulative until collected.

Furthermore, I recognize the existence of heirs, and will properly advance to them all items which come into my hands which I have reviewed and recognized as personal property.

Finally, each man will receive 10 L per week paid in cash, and also receive a fair share of any loot received according to normal conventions.

Now I demand oath and seal of you, and the recitation of the following:

By all that is Truth and Honor I swear by the power in my soul, by the mind within my body, by my feet upon the Earth, and by the weapons in my hands that I will give faith and fealty to Raus, Lord of the Weis Domain, until I am honorably released from this service, or death take me, or the world shall end.

Signature, Oath, or Sign of the mercenary

rights and safety of life, limb, and future, and his soul will be at the mercy of my good will." Furthermore, the duke's habit is to chop off the hands of petty thieves who snitch from his servants on the streets of Pavis, so his reputation as a source of justice is that "Far from him his justice is deadly, and harsher near his pocketbook."

Abrogation

Abrogation of the oath by the warrior will result in each of the attributes sworn upon failing him in crucial moments, at least one time for each. Thus, he may fail to cast a spell at a crucial moment, or fail to remember vital information when it is called for, or stumble when he must keep on his feet, or drop his weapons when faced by an enemy.

A Fair Share of Any Loot

This key phrase, so calmly tossed off in the duke's promises, is worth being prepared for. The duke won't talk about it, but Daine will.

The normal convention is that all loot gathered while in the employ of the duke will go to him and only him. When bodies are looted, the booty must be given to the duke. When cities are looted all the goods are supposed to be given to the employer. Permission is sometimes granted otherwise, commonly called "free plunder."

The interpretation of Fair Share is open. The duke uses "standard terms." The process is as follows.

All goods collected during a run are piled up and presented before the duke. If the player-characters are empty-handed, this is also presented.

The duke and Daine will then review everything, confer with the leader and the party, watch the priest for signals he detects, and then praise or condemn the actions which have occurred. If the players have followed orders then praise should result.

If there was something particularly noteworthy which occurred, and something noteworthy which was gained, then the immediate gifting is obvious. The actual value of the item is inconsequential unless the item is of heirloom value or is one of a kind. Even a smaller value item, if given with a flourish, surpasses its cash value to the recipient.

The duke always will be liberal with captured arms and armor for his mercenaries. Spears and arrows are free.

Armor can be upgraded on the spot by distributing armor which fits the PCs.

The referee should then make a fast estimate of the total cash value of the accumulated treasure, including that which has been given away. Divide the result by 20. If the result is more than 100 L, the duke will distribute cash or goods on the spot according to the formula below. If it is less then he will not give out any further money.

By the duke's standards, a Fair Share for an individual equals 5% of the total value of the loot, divided by the number of warriors, plus any share of the Leader's Portion.

The Leader's Portion

A leader of a party of mercenaries receives a large amount of money or value in addition to the standard wages of a mercenary. The amount, in fact, is generally equal to the total value of the rest of the party; i.e., 5% of the total value of the loot.

The responsibility assumed by leaders and the danger which that entails earn them more reward.

What the leader does with that portion varies, according to different standard methods. These follow.

The Orlanthi Method: The leader is responsible for further dividing the portions among his men. The leader keeps his enlisted share x 3 as a minimal amount. He is then responsible for dividing the rest among his followers according to how they did, in his estimation. Equal division is not the point here, but rather reward by merit.

The Yelm Method: The leader keeps the entire amount here, although popular favor traditionally comes to generous leaders. Any division, though, is strictly voluntary on the part of the leader. Peoples who adopt this method do not think it unfair.

The Adventurer's Pact: This is generally used for mixed parties. Each individual in the adventure will get an equal share of the Leader's Portion. Sometimes this includes heirs of killed members, sometimes it doesn't. Generally the count of members should be established first, for some people include familiars and allies and even slaves, while other people do not. Once established it should not be changed and whatever method is employed should be established before the first adventure.

Bonuses

The duke has a set of unwritten standards which he uses to reward his troops for loyal service. He would never reveal his formula, or even admit it exists, but it is one of the rewards he gives above and beyond even what he promises to give. This helps ensure the loyalty and happiness of his troops.

Whatever mental process the duke uses is irrelevant, and the methods he uses to measure it are impossible to collect. Instead we have this written interpretation, using the standard RQ money-for-service system.

Training is the most important method of paying bonuses. The values given can be applied to either magic spells or to training from any of the masters in the duke's household.

The debts can be accumulated to save up for an expensive spell or high-level training. The best method of doing this is for the players to record the amount owed them after each session, including the adventure on which the debt was gained.

Standard Bonus is gained for each dangerous mission. For our purposes this is every game session in which the PC is a principal character. The Standard Bonus per person is 100 L per week, or per mission, whichever is longer.

Extra Bonus is given if the character performs beyond the normal standards, or otherwise performs something outstanding. This is usually worth 500 L of training.

Great Bonus is gained when a character singlehandedly achieves some critical feat, performs some superlative deed, or excels all normal achievements of bravery. Such a reward is rare indeed, and should be granted on such an occasion as a single survivor returning with the duke's kidnapped daughter. This scenario makes little room for solo adventurers, but if a character performed deeds alone he might warrant a Great Bonus as well.

In general, a Great Bonus is the equivalent of 2000 L of training, but may be double that for truly monumental deeds. Deeds which deserve such an exalted reward also will warrant other appropriate presents, however, and the authors do not think that anything planned in this scenario pack deserves a Great Bonus if done with reliable teamwork. ■

THE PEOPLES OF THE CAMPAIGN

The Agimori

Introduction

Life is hard on the plains of Prax. Its peoples have grown expert in the fine art of survival in a desolate land. Even so, one tribe stands out from the rest in their ability to live in these god-blasted plains.

These are the Agimori, the Men-and-a-half, one of the ten independent tribes of Prax. Great hunters and deadly fighters in any land, they are considered by many to be the finest infantry of Glorantha.

Origins of the Agimori

Long ago, in the golden age of God-time, the young god Lodril wandered the lands of Glorantha. Exuberant with life and rowdy with new power, he saw and learned much, even witnessing the creation of the Elves, the people of the woods. This memory ever intruded into his thoughts.

In his wanderings, Lodril came to the fiery lands of Pamaltela, where he met the god Eurmäl. Eurmäl was very clever, and had learned the secret of making men. He, Lodril, and some others then set about fashioning a living race. Their first efforts were ridiculous, misproportionate, ungainly, and ugly, and most died in the unfamiliar hazards

of the world, though a few survived. On their last attempt, the gods achieved a race well suited for the hot, dry climate: the Agimori.

The created people were more than had been hoped for. Tall and strong, yet lithe and handsome, they revered Lodril greatly but had minds of their own. Lodril taught them how to live, how to fight, and how to survive where no other people could.

When chaos appeared and threatened the world, Lodril answered the call to battle. He gathered the Agimori together and led them north and east to Vithela. After many adventures, a much-depleted nation crossed a now-vanished land bridge into Fethlon. They then turned west to Prax, to fight chaos in Lodril's name.

After the Spike exploded and the world changed, the Agimori were stranded in Prax. During the Darkness, some of the Agimori wished to reproduce, but could not due to their fiery origin. Desperate to replace their battlefield losses, the tribal leaders begged Lodril for help. For once at a total loss, Lodril asked Ernalda, the Earth Mother, for help. Ernalda revealed to the tribe that they must first, in order to reproduce, take into themselves the anti-

thesis of their natures. Before any Agimori could conceive, he and she would have to drink untainted water to counteract their dry natures. In this way the tribe of the Men-and-a-half, the Agimori, were created.

Physical Characteristics

Average members of this tribe, both men and women, stand at least six feet tall and weigh more than 200 lbs. Their strength and endurance are commensurate with their size, making them formidable opponents in any situation.

The Agimori have other traits that make them unique. They do not sweat and they require much less water than other men. Their digestive system is super-efficient, allowing them to thrive where others would grow gaunt. Their bones are larger and stronger than those of other men; their hearts are larger and beat more slowly. Their sight is exceptionally keen, for sight is the sense associated with the element of Fire. For this reason, give all Agimori a 15% addition to their Spot Hidden and Spot Traps skills in addition to any bonuses that they gain from their natural characteristics.

Adult Agimori have a number of other peculiarities that give them a marked advantage over other races. The first is that when mature (age 16 years and up), the bare skin of the Agi-

mori is remarkably tough. Treat their adult skin as two-point armor. Children of five years or more have only one-point skin. Those younger are as vulnerable as the infants of any race.

The second advantage of the Agimori is also based on their relationship to the element of Fire: from birth to death they need surprisingly little moisture to survive. Indeed, a tribesman needs no more than a liter of liquid water to survive (the Agimori digestive tract can extract several more liters from their food), and can live on less. The major part of the liquid water ration is consumed during religious ceremonies every Friday.

A third advantage is that from physical maturity (16 years) onward, the Agimori shows an amazing immunity to the effects of heat. Any warrior of this tribe can work or fight in the hottest of climates. In combat the damage done by spells such as Fireblade, Firearrow, Sunspire, and the heat attack of a salamander is halved after penetrating any armor or protection that the warrior has on. The remaining damage (fractions round up) is then applied to the rolled hit location.

EXAMPLE:

Marlenus the Hoplite hits Scragga, the Agimori, with a shortsword with Fireblade cast on it. Scragga misses his parry and is struck in the right arm. His armor consists of Protection 2 and his natural two-point skin for a total of four points of armor. The damage rolled is ten; four points are subtracted by Scragga's armor and, since the damage is heat, the remaining six points are halved to three before the hit location is affected. Since three points of damage are not nearly enough to disable Scragga's arm, Marlenus may be in for it.

While heat has little effect on the Agimori, they are very susceptible to cold. The Men-and-a-half are so closely bound to the element of fire that cold affects them more than other humanoid races. For game purposes, the effects of cold upon the Agimori are described on the Cold Effects Chart.

Social Structure

The present day social structure of the Agimori is, of necessity, a simple and loose-knit one. They are nomads, freely wandering the length and breadth of Prax. There are no towns or villages to tie the tribe down, just a few places

where the trade routes meet or where there are holy shrines.

In peacetime, the extended family group is the basic tribal unit, consisting of 20 to 30 individuals, from grandparents to infants. Each group is led by a proven warrior and/or hunter, addressed as *Baba* (meaning parent). This title is largely one of respect and may be held by a woman or someone of relative youth. The criterion for leadership is ability and experience, not sex or age. Although this leader will accept advice from other family members, his or her formal spoken word is law and may not be disobeyed under pain of expulsion.

In times of war, each family group must supply the tribe with at least ten fighters or *spears*, and a leader. This *Leader of Ten* is elected by the fighters he will command.

Family groups will often travel with other groups they are bound to by blood or friendship, together making up a clan. Each clan is nominally led by the eldest *Baba* (family leader) and is titled *Koos* (chief). The authority of the *Koos* extends only to those matters that concern more than one family. The arbitration of the *Koos* is generally accepted; any who disagree may leave the clan. If the majority of the families do not agree, the *Koos* had better reconsider; a partial or overbearing *Koos* may find himself and his family driven out of the clan.

Each clan, in wartime, must supply the tribe with at least 50 spears, called a *line*, and a *Leader of Fifty* who is

usually the most experienced or renowned of the Leaders of Ten.

The Agimori are never found in groups larger than clan size except in times of natural disaster or war. When the clouds of war gather in Prax, all noncombatants and their guards withdraw to the Paps in the Sacred Ground and await the outcome of the conflict.

Way of Life

Unlike the five Great Nations of Prax, this tribe does not rely on domesticated herd animals for sustenance. The Men-and-a-half are first, and foremost, hunters. The hunt is both their chief occupation and their greatest pleasure. From the time a child is old enough to understand, he is taught how to stalk and track, how to kill and dress, and how to use the carcass for food, clothing and tools.

Everyone, old and young, must contribute in some way to the tribe's well being or they will be cast off as dead weight. Children are neither named nor recognized as tribal members until they have successfully hunted, no matter how small the prize.

The Agimori are ideally suited for their lives as hunters. Gifted from birth with great strength and endurance, they are taught patience and resourcefulness in the harsh school of Praxian survival where failure means death. Given time, an Agimori warrior can run down anything that walks. Thanks to the tutoring of his clan's Huntmasters and his own experience,

COLD EFFECTS CHART

DEGREES		EFFECTS
Centigrade	Fahrenheit	
10	50	Limit of comfort for Agimori
4-5	40	Loss of Perception Bonus
0	30-32	All Perception skills halved, will be no lower than basic; minus 3 to DEX; Defense bonus halved; loss of all other DEX-based bonuses.
-7	20	All Perception skills at basic %; minus 6 to DEX; loss of Defense; all DEX based skills at ½% including weapons.
-12	10	All perception at 05%; -9 to DEX; all DEX skills at basic %
-17 and less	0	Movement halved; all Perception and DEX skills are 05%; -12 to DEX; -6 to CON; death by freezing in minutes = current CON.

DEX and CON can never go below three. All effects are temporary if the victim is moved to an area of +50 degrees Fahrenheit before death.

tribesmen are capable of tracking and stalking in any type of terrain. Hunting is such a passion with this tribe that it is not unusual to find bands of Agimori far from their beloved Prax, searching for new trophies and glory. Any call for brave men to destroy a marauding beast or monster is sure to bring one or more Men-and-a-half racing, ready to dare anything to be in at the kill.

Life within the tribe seems unnecessarily harsh to outsiders. The crippled and the aged are not tolerated unless they are able to provide a valuable service to the tribe. Those who cannot are abandoned to fend for themselves or die. Most Agimori prefer to die with dignity in a traditional way. When life has become more of a burden than a joy to them, they will deliberately court death until it finds them. Prevented from doing so by illness or imprisonment, they will neither eat nor drink until death frees them.

Taboos

As with most primitive societies, the Agimori have a number of restrictions laid upon their actions by tradition or religion. Some of these taboos are more a matter of survival or pride than religious belief, but all are serious and are not lightly broken by any member of the tribe.

RIDING — No Agimori may ride an animal into battle. It is permitted to travel on a mount only in case of injury or illness.

COWARDICE — Anyone who is guilty of cowardice in the face of the enemy or at any time where the lives of others are involved will be slain out of hand. Due to the immense family pride of these people, the guilty one's relatives are usually the first in line. Cowardice cannot be tolerated because the lives of many often depend on the actions of one person.

THEFT — The theft of anyone's food, water, or personal weapons is punishable by death if the culprit is caught. Personal weapons are usually the favorite weapons of the owners. They may be gifts from honored friends or trophies taken in some memorable battle or duel. Whatever their origin, a fighter's personal weapons are easily recognized for they are always within reach of their master and are usually decorated so as to identify their owner's clan, family, and cult. This may take the form of feathers, carvings, precious stones and metals, or the scalps of enemies. These weapons

are used only for war or for certain ceremonies, such as the yearly Great Hunt. Spare weapons are used for lesser hunts and weapons practice. Lesser weapons are regarded as mere tools and their loss or theft is considered a minor inconvenience.

MURDER — Murder is unforgivable because the tribe can never afford to lose any healthy member: man, woman, or child. The penalty for murder is set by the victim's family and will be enforced by the entire tribe. Punishment may take one of two forms: (1) The slayer must take the victim's place in the family group for the rest of his life. (2) If the slaying was a fair fight the killer is given an hour's grace before the victim's avengers start after him. Under any other circumstances, the murderer is slaughtered like a pig.

Agimori will not hire out as mercenaries on opposing sides of a fight, for it will be considered murder if one is forced to kill another in battle.

SLAVERY — It is taboo to own a slave. The Agimori believe that other peoples are inferior and cannot survive their way of life. Therefore, any slave owner would have to adopt an easier lifestyle if he wanted his slaves to survive. The Men-and-a-half think that this softening of their life would reduce their abilities and lessen their chances to survive, both individually and as a people. For the same reason, Agimori rarely marry outsiders.

It is possible, however, to be adopted into the tribe. The candidate for adoption must be sponsored by an adult tribe member who already is a proven hunter and warrior. The candidate must be able to make his own weapons and live by his hunting prowess. After the prospective tribesman has met these criteria, he or she is brought before the priests of Lodril.

The priests will use Divination to test the candidate's motives and to test the candidate for chaotic taints. After passing these tests, the candidate must wait until the next holy day of Lodril. At noon of that day he is again brought before the priests and given a special potion to drink. Then he or she is taken to a cave nearby. There he is divested of everything he possesses, is sent naked into the cave, and then walled in. This signifies that the candidate is leaving behind all previous worldly ties.

The candidate must stay in the cave for two days, with neither food nor

drink. Most importantly, he must survive the drinking of the potion. This is abstracted by rolling the average of (POW + CON) x 5 as a percentage on D100. If the candidate survives, he gains the following: +6 to STR; +6 to CON to a maximum of 18; 1-point skin; and protection from heat as an Agimori (as well as vulnerability to cold as an Agimori). If he fails his roll, he has been rejected by Lodril and dies.

At the end of the two days, the new tribe-member must, unaided, break down the wall blocking the cave mouth and emerge into the light of day. He is then welcomed by joyful tribesmen as a newborn Agimori. His sponsor, who must now be regarded as his parent, and whose family is now his own, proudly presents the warrior with his weapons and his new name. His old name, and his past, are forgotten. A celebration then begins.

Breaking down the wall is not as difficult as it sounds. It is made of dry laid stone only one or two layers thick. A STR roll against the wall's STR of 15 will break through. This is not the usual initiation rite into the cult of Lodril. It is used only when someone wishes to join the tribe.

Religions

As a people who are of Prax, yet are not dependent on the great herds, the Agimori worship a different array of deities than do the other tribes of Prax. The following Agimori Cult Membership Chart is intended to supplement that given in *Cults of Prax*. As in that table, the first number is always the raw percentage of the tribe belonging to that cult. The second set of numbers (always in parentheses) is the actual D100 roll required to decide cult membership.

AGIMORI CULT MEMBERSHIP CHART

Cult	D100 Roll
Lodril.	5 (01-05)
Daka Fal.	15 (06-20)
Foundchild.	75 (21-95)
Others.	5 (96-00)

Foundchild (fully described in Griffin Mountain) is the most widely worshipped deity of the Agimori, as befits a tribe of hunters. All Agimori are at least lay members of this cult.

MILITARY ASPECTS

The Individual Warrior

The average Agimori warrior is a formidable foe. Standing six feet tall or more and out-massing a normal human, these fighters have the advantage in both reach and weight against the average soldier.

Toughened by their harsh life amidst the plains, the Agimori are capable of feats unthinkable for any other infantry. On good terrain they have been known to run 40 miles in a day and still be in fairly good fighting condition. In pursuit, they can run down almost anything that walks on Glorantha. They can maneuver through terrain that cavalry would find impassable. Agimori are effective fighters in mountain (except cold mountains), desert, or steppe, but are less effective in woodland, wet marshlands, or in the close quarters of street combat.

Their morale is excellent, for death is an old acquaintance to any adult tribe member. Thanks to their hunting experience, they are aware of the strengths and weaknesses of most non-humans and riding animals they may face. Agimori stand unflinching, even in the face of a full charge by Bison or Rhino riders.

Organization

The simple social structure of the Agimori allows them to mobilize for war in a short period of time. The structure of the Men-and-a-half prepared for war is that Ten fighters or *Spears* equals a **TEN**, Five Tens equal a **LINE**, Ten Lines equal a **WING**, and Two or more Wings equal an **IMPI**, or regiment.

An Impi is composed of 1000 to 2000 fighters and is commanded by an *Iduna*, who is generally an exceptional warrior with a proven talent for field command.

The Agimori will rarely field more than two Impis at one time, due both to limited numbers and to prevent excessive tribal losses if fate rules against them. It is believed that if the tribe is at war and the Impis march, there is an equal force guarding the non-combatants in the Sacred Ground.

Armor

In battle, a warrior is armored in the following manner:

HEAD — composite or open helm (3-4 points of armor)

ARMS — if available, cuirboilli vambraces (3 points)

AVERAGE AGIMORI ARMS AND WEAPON SKILLS

	SR	ATTACK	DAMAGE	PARRY	PTS
Pike	4	50%	2D6+1+1D6	50%	15
Spear*	5	80%	1D8+1+1D6	55%	15
Shortsword	7	30%	2D6+1	25%	20
Javelin*	3	65%	1D10+1D3	—	15
Lg. Shield	—	—	—	40%	16

* Each Agimori will have two long spears in addition to his pike; these spears are well-made and also can be used as javelins. Widely-travelled Agimori may be versed in the composite bow, but the average warrior will not be.

LEGS — if available, cuirboilli greaves (3 points)

CHEST — cuirboilli cuirass (3 pts)

ABDOMEN — heavy leather, sometimes with padding (2-3 points)

All Agimori have 2-point skin.

Special Notes on the Pike

The pike is the preferred melee weapon of the Agimori and is a devastating weapon in their hands.

Dimensions — The dimensions of the pike used by these people are as follows:

Length — 3.5 to 6.0 meters, or roughly 12 to 21 feet.

Diameter — (average) 7.8 cm or 3.1 inches at the point; 10 cm or 4.0 inches at mid-point; 8.0 cm or 3.2 inches at foot of shaft.

Weight — 6-8 kilograms or about 13 to 17.5 lbs. Pike head weighs about 2.0 kilos or 4.4 lbs. The shaft weighs 4-6 kilograms or from 8.8 to 13.2 lbs.

Preferred woods for the shafts of the spears are cornel, ash, and oak, in that order. Many pikes are equipped with a butt spike to aid in the bracing of the weapon against a cavalry charge.

The length of the pike is dependent on the warrior's position in the formation, or phalanx. Pikemen are usually arranged in lines of at least four men deep. In any case, no more than the front four will have their pikes lowered, the remaining ranks resting their pikes at vertical as a partial protection against missile fire. Of the first four ranks in the phalanx, the front line will have the shortest pikes: about 12 feet long. Each succeeding line will have pikes roughly three feet longer as there is approximately three feet between each line. This ensures that the pikes of the fourth line will extend the same distance in front of the phalanx as the pikes of the first three lines. To an attacker, this will present a roughly uniform wall of spear points.

To be set in the first rank of the phalanx is considered a great honor and is much sought after. Only the bravest and most experienced fighters are placed in the first line with the shortest pikes. The Agimori have a saying, "*Short Spear, Brave Heart.*"

Use of the Pike Against Charging Cavalry

For infantry to use the pike against massed charges of cavalry requires two things: training in the use of the pike, and courage.

Training in the pike rests solely in the hands of the Lodril cultists. Upon coming of age, both male and female members of the tribe are required to report to the weaponmaster charged with pike drilling. They learn to move in formation, to assume positions on order, and where to aim against different opponents.

When a warrior has been passed by the weaponmaster, he has a 25% chance of attack with braced pike against charging cavalry. It is the only training he will receive, so further increase in this skill comes solely through experience.

Because this skill involves bracing a spear to receive an active attack, it has some aspects that are decidedly different from other weapon skills:

(A) Attack bonuses are not allowed when using a braced pike.

(B) It is not possible to parry with a braced pike.

(C) Any Defense the pikeman has is halved, rounding down to the nearest 5%.

(D) Bladesharp may be used, but it will only add to damage, not to attack percentages.

(E) If a pike attack is successful, damage is determined by rolling 2D6+1 for the pike and by rolling the damage bonus of the *attacker's mount*, not the pikeman's damage bonus.

(F) If the pike is parried by another weapon, it does no damage. If parried

AGIMORI PIKE HIT LOCATION CHART For Use Against Charging Cavalry

D20	Location
01-02	right foreleg of mount
03-04	left foreleg of mount
05-09	forequarters of mount
10-12	head of mount
13-15	chest of rider
16-17	right arm of rider
18-19	left arm of rider
20	head of rider

AGIMORI CHARACTERISTICS

Characteristics	Average
STR 3D6+6	16-17
CON 1D4+14	16-17
SIZ 3D6+6	16-17
INT 3D6	10-11
POW 3D6	10-11
DEX 3D6	10-11
CHA 3D6	10-11

Move — 10
Treasure Factor — 19
Average Hit Points — 17-18

Spells — Bladesharp 2, Disruption, Mobility, Protection 2, Repair.
Skills, Armor, Weapons — see in text.

MOVEMENT — The Agimori are renowned for their ability to travel long distances and cross difficult terrain and remain in fighting trim. This may be approximated by allowing each Agimori warrior to run his STRx4 in kilometers on flat land, his STRx3 in kilometers on hilly land, his STRx2 in kilometers in mountainous or swampy land.

by a shield, the pike damage is rolled, but must get through the shield before injuring the target.

(G) All braced pikes are resolved at strike rank one for their attacks. The line of pike heads will not be exactly even; the pike heads of the first rank rest slightly in advance of the pikes of the men behind them. For this reason, resolve the first rank's attack, then the second's, third's, and fourth rank's, if any.

(H) If a pikeman fumbles, all the fighters directly behind him lose their attacks, in addition to his rolling on the fumble chart.

Since there is no parry possible with a braced pike, it takes iron courage to stand and await the charge of cavalry like rhino or bison riders. It is here that the cowardice of one man can cost the lives of many. If a fighter is wounded or slain, the men in the ranks behind can move forward to fill his place. But if even one man turns to run, he will disrupt the men to either side and block the men behind. This will open a breach in the spear wall, which must be filled by reserves, or the entire line may be penetrated and the phalanx destroyed. This is why cowardice is so unforgivable and always so swiftly punished.

Skills

Due to their way of life, Agimori are more proficient than most humans in some skills. The following is a list of skills a Man-and-a-half might be expected to have at the age of 25 years: Climbing 45%, Jumping 50%, Trap Set/Disarm 55%, Weapon Making 50%, Listen 65%, Spot Hidden 60%, Spot Traps 50%, Tracking 75%, Camouflage 65%, Hide in Cover 75%, Move Quietly 75%. As hunting is the work of all Agimori, children are taught these skills as

early as possible. The Stealth skills are taught while they are especially small, to offset their great size as adults.

Tactics

Field tactics of the Agimori vary with the type of foe they are facing. They are especially effective against all cavalry, thanks to their long spears and their iron morale. Having hunted every beast of Prax since their childhood, Agimori will not hesitate to brace pikes and face even the full charge of Rhino riders.

General tactics in Prax are to let the opposing force, usually cavalry, attack their formation. When the enemy has approached close enough, the *peltasts* will loose several flights of javelins. At this point, the phalanx will either ground pikes to receive the charge or leap forward to engage in melee. An unsuccessful charge or unsupported advance by an enemy will often find the tables turned, and the enemy may have to fight a desperate rearguard action to get out in one piece.

The Agimori usually limit offensive operations to surrounding attacks and ambushes, their hunting life proving excellent training in the art of moving silently and unseen in any type of terrain.

In any situation, an Iduna's first concern will be for the survival of his Impi. The loss of too many fighters, even in victory, may threaten the tribe's existence and should not be risked.

Peltasts

These are fighters who have specialized in the use of the javelin. They make up from 20% to 40% of any Impi, and will be positioned on the flanks of the pikemen. Any of the more widely travelled Men-and-a-half who have gained expertise in use of the bow or

other missile weapons will be stationed with them.

Politics and Relationships with the rest of Prax

While hunting may be the joy of the Agimori, war must sometimes be their business. It is only through mercenary service that the tribe can obtain the metals and arms (and, if necessary, food) needed to survive. That is why the tribe keeps all of its fighting on an impersonal level. It cannot afford to make personal, permanent enemies. For this reason, the Men-and-a-half will not hire out to nonhumans or to anyone involved in a religious war. Whoever they serve, the Idunas will never waste their men, because fighters are the only commodity that the tribe has to offer.

Chaos is an enemy; there are no exceptions. The Agimori will never serve the Lunar Empire because of its chaotic connections and because it is an invader of Prax.

Current Agimori History

Since the conquest of Prax, in which they were beaten along with many of the other independent tribes of Prax, the Agimori have accepted the current situation and deal with the Lunar occupation forces when necessary. In return, the Lunar occupation forces have avoided flaunting their Chaos abilities before the Men-and-a-half and have tried to bind these fierce warriors to alliance. The Agimori are wary of this courtship, but have not categorically declined it.

In the area of Duke Raus' holding, a tribe of Agimori under Chaku Ironspear live in a cave complex near the Weis Cut. They have expressed no hostility, and many of them seem aware of the Duke's previous record and hold him in some respect. ■

The Broos

Introduction

To many people, the race of broos is thought of as no more than another breed of chaos monsters. To others they are just a type of being with especially disgusting habits. In reality, broos are more than either of these. In numbers and in power, broos are strongest of the chaos folk. They have forced a definite niche for themselves in the ecology of Glorantha, much against the will of all other life. Their habits and biology, while seemingly degenerate and vile, aid them to continue their harsh lives.

History of the Broos

Long ago, the broos were just another race, related to the Beast People, and loyally serving their great parents, Ragnaglar and Thed. Ragnaglar hated his kinsman, the Storm Bull, for he was jealous of the Bull's great deeds. When Ragnaglar took Mallia for a second lover, the broos enthusiastically worshipped Mallia as well and aided her to the best of their abilities. When she transferred her originally fertile properties into the essence of pestilence, the broos cheerfully spread her catastrophic plagues among the nations of their foes, thus adding to the disorder of the God's War. When Ragnaglar finally became the Mad God and released the devil into the world, the broos revelled in serving the devil as well. This binding to chaos was termed the Turning by some historians studying the broos.

Before the Turning, though wild and fierce, broos were no more evil in themselves than were trolls or untamed sylphs. After becoming the slaves of Wakboth the devil, however, they became the leaders of the races of chaos, and made up large portions of the chaos hordes of that time. When the armies of the devil were blighted and scattered, the broos that escaped spread throughout Genertela and founded numerous tribes. Broo armies have not been seen since the I Fought We Won battle, but broo regiments and raids have been frequent throughout Time. Units of broos have aided the armies of various nations, including the forces of Nysalor, the Golden God, and the tribes of Prax during their constant internecine warfare. In the Gbaji wars, tens of thousands of broos aided the chaos god against

Arkat Humaktsson. Later on, the broos took advantage of the widespread destruction of the Empire of the Wyrms' Friends and ravaged both sides at will.

Habitat and Ecology

Broos are found in three habitats in Genertela: swamps and marshes, mountains, and desert wastes. In all areas, they are ferocious and wildly destructive predators. There are no broo cities or villages, though frequently they will be found inhabiting ruins originally built by some other race. Wild broos are usually nomads: setting up a home camp; foraging from there for a few months; then moving on. However, it is not uncommon for a group of broos to make a permanent home base and use it as a center of operations for many years.

Swamp broos live in bogs and fens all over Genertela. These tribes make it difficult for any other race to inhabit the marshy regions of Genertela in numbers. Partly due to the broos, swamps have a bad reputation on Glorantha. The famous Krjalki Bog in the center of Pent is famous for being "packed solid with broos" as the natives say. This is not true, of course, but there is a large number of unpleasant chaotic beings there. One of the few Genertela swamps not inhabited by fairly large tribes of broos is Delecti's Marsh of Dragon Pass, and even there small bands roam.

Mountain broos live in the Rockwoods, the famed Tunneled Hills, and anywhere else that trolls and dwarves do not prevent them. Mountain living does not seem to come as naturally to broos as does swamp or desert life, and there are several large mountain ranges in Genertela that have only negligible populations of broos living there. Mountain broos often make their camps in the rocky slopes of a mountain, but do all their hunting and raiding in the valleys beneath.

The desert tribes of broos are the most numerous and widespread branch. Desert broos range across Prax, Genert's desert, Pent, and other areas. These tribes are the most nomadic of the broos and occasionally small bands will penetrate into civilized areas, wreaking great destruction before being slain or driven out.

In the valley of the River of Cradles, the broos have had it easy, thanks to the constant warfare over the valley between the nomads. Despite the nomad fear and loathing of the broo, when they hit the campaign trail, a broo alliance is a necessary evil for their cause. No tribe wants the disease-bearing broo on his enemy's side. With the coming of the Duke, the broos are a bit more wary. His talk of bringing the civilized amenities, such as law and order, to the valley, do not sit well with the chaos brood.

An influential Rune priestess, Muriah, has sworn vengeance on the little village of Weis. She is rumored to have stepped up her timetable to accomplish her purpose before she is driven away from Weis.

Broos disdain riding animals except as food, and are known to dislike swim-



ming, although they are also known to do it well if necessary. Their arms and armor are likely to be a hodgepodge of stuff picked up from previous victims. Civilized and nomad folk alike fear to touch anything handled or worn by a broo.

Biology and Reproduction

Broos originally developed as a distant relative of the fertility-oriented Beast People. For many centuries they have worshipped the warped goddess Mallia, who in the beginning was a goddess of fertility and healing. Since the Turning, they have been irrevocably bound to the principle of chaos, the origin of everything in Glor'antha - the Primal Source. Naturally, broos tend to be abnormally fertile.

The warped appearance of broos has also been a matter for comment, since many broos have hooves rather than hands, or sport various kinds of heads, such as deer, goats, antelope, sheep, or even horses. This is generally ascribed to their chaotic nature, and much of the reason for their horrendous appearance is due to their connections with chaos. However, as much of the reason is their varied maternity.

Broos are essentially magical in nature, like all other forms of life, and have features peculiar to them. The most obvious feature of broos is that they usually appear to be male. This feature has been commented upon by many, but only a few know the reason behind this fact. Broos are predominantly male (only 15% female), with a fairly common mutation (05% of population) of hermaphroditism among them. The hermaphrodites appear wholly male to a casual observer. An obvious question is then, "how do they reproduce?"

A broo can mate with any other organism of suitable size and produce broo offspring. Each birth gives rise to a single larval broo, capable of movement at birth, and already possessing teeth. Every such mating, unless the target animal is already pregnant, will invariably produce such offspring. The larval broo will grow as a parasite in the viscera of the victim, and burst out of his abdomen at full term, causing 2D6 points of damage to the victim, healable by magic or by time. The gestation period for a broo is 2 seasons + 1D8 weeks. The new larval broo invariably will try to scuttle away from "mother" and escape into the wilds.

If other broos are present at the birthing, they will try to catch it and raise it with them, permitting it only what it can take from them by stealth or strength. Few larval broos die under this treatment, but only because of their renowned hardness. Broos are known to keep small flocks of sheep, goats and the like in order to continually increase the numbers of their tribe. Broos are also known to sneak into the corrals of Praxian beast-riders in order to beget young upon their beasts.

Despite this astounding ability, or perhaps because of it, broos are fairly lecherous. They, for obvious reasons, have no sexual taboos and but few social ones. They are unlikely to keep a captive human alive merely to use him or her as breeding stock. With their ability, mates are easy to find.

Culture of the Broos

Curiously, all female broos automatically become followers of Mallia, the disease goddess. Thed, the mother of broos, is said to be a jealous goddess who wants only males as worshippers. Those broos who are female, or who dislike all-male associations, usually end up as Mallia worshippers. As might be expected, Mallia-worshipping broos often set up semi-permanent, semi-monogamous relationships. Thed-worshippers have no such alliances, trusting to the solidarity of the tribe and replenishing their numbers by forced breedings which turn their captives' offspring into broos.

Broos are known man-eaters. Like most creatures of chaos, they will kill and eat other sentient life, including members of their own race. They tend to avoid eating other creatures of chaos except in times of extreme stress, and the reason for this is unknown. It may be that the broos simply wish to avoid the fierce fight that would ensue in an attack on a creature of chaos.

Within the tribes of the broos, foul deities worshipped nowhere else are found. Demons such as Mallia and Thed are the common gods of the broos. Their own proclivities lead them towards the paths of these beings. Since the broos have had a long time to choose their deities and have become accustomed to them, their gods fit them well.

All broos automatically are lay members of Mallia, in addition to any other cults they may join, and this also is true for the cult of Primal Chaos.

Broos are not creators. Their urges are towards vandalism and destruction. If broos hold items of value, their initial impulse will always be to destroy or mar them. Broos have little use for money, but delight in infecting it with diseases. Unless an item has some magical value to them, its fate is sealed. Broos will go out of their way to pluck up a flower or use a young sapling as a urinal (broo wastes are not good fertilizer and tend to kill plants).

The relationship of one broo to another is always that of slave to master. The stronger broo is the master, though he may not always be extraordinarily cruel to his so-called "slave", wishing to retain it as a useful servant. Broo relationships with other races are always those of hatred and hunger. Even other chaotic races are maltreated. If a member of another chaotic race is extremely strong, he will be respected, but not obeyed in most cases. Non-chaotic beings are seen only as objects for destruction or for pleasure, as the whim strikes.

Chaotic Features

Many players and referees treat chaotic features as invisible strengths for a given monster. In some cases this is true: in most cases this is not true. A chaos feature is not only a source of power to the broo or other chaos thing, but it is also a source of chaotic malformation. If a broo were, for example, to have the chaotic feature of +6 points of skin armor, it would very probably show on him in some way, such as enormous sagging bags of leathery skin, or as a mass of scabs over his body. A broo with the chaos feature of reflecting 1 point spells may very well have a reflective-appearing hide, or some feature of his body that visibly returns the spell (such as a third eye). No two broos look alike. ■

BROO CULT ALLEGIANCE

<i>D100</i>	<i>Cult</i>
01-03	Daka Fal
04	Seven Mothers
05-14	Primal Chaos
15-49	Mallia
50	Bagog
51-90	Thed
91-95	Thanatar
96-97	Krarsht
98	Gbaji
99-00	other

The Ducks

Like so many of the strange denizens of Glorantha, ducks originated in Dragon Pass during the Godtime. Their origins are obscure, though some tales tell of them as an avian folk who forswore their allegiance to Yelm to follow Orlanth, and were denied the sky as punishment. It is true that the majority of ducks worship Orlanth or his kin or associated gods, such as Humakt, Heler, and Ernalda.

Another peculiarity of duck physiognomy, said also to be a result of the curse, is the fact that they bear live young. Yelm is said to have denied them the sky and burdened them with their young. Instead of laying their eggs and being free to fly, ducks must bear their eggs within them until they hatch alive.

Duck children are like human children, helpless when very young, and not able to fully take their place among their fellow ducks for years. As a consequence, perhaps unintended by Yelm, ducks have a life expectancy equal to humans, rather than the short life of their ancestors.

Despite their small size and strength, ducks were long-respected for their keen intelligence and quickness, and were honored citizens of Dragon Pass for centuries. They kept to themselves in their stilt homes along The Creek, and under Sartar and his descendants they prospered.

Even after the Lunar conquest they were honored and treated as well as any other citizen of a conquered land, until the time of Starbrow's rebellion.

The result of that ill-conceived and disunited attempt to throw over the Lunars and install the ambitious Starbrow as Queen of Sartar was a shameful treaty that, in effect, made scapegoats of the duck population of Sartar. Ducks were outlawed throughout the Empire, and entire clans were slaughtered by Sartarite and Lunar alike. Those who could, fled to their kin in the Holy Country, or to desolate regions like Prax.

When the Lunar Empire extended its rule and its anti-duck policies to Prax, the emigre ducks were forced to flee into the Rubble, or to go downriver, dodging Lunar patrols and bounty hunters as they went.

When Raus of Rone came to take his domain in 1615, the worst of the

anti-duck fervor was over and, everywhere but Dragon Pass, ducks again were tolerated and accepted. By this time, however, many of them had settled into the lives of outlaws, and would not trust the uncertain mercies of the Empire. The River of Cradles became a perennial haunt for pirate ducks and brigands of every type. As Lunar river traffic increased, the Empire began a new crack-down on such pests.

Ducks and Swimming

Cursed ducks have always been able to swim faster than humans

underwater, averaging about a rate of 8 per melee round. Any duck can stay underwater without difficulty for 6 minutes, and needs only make one luck roll per full turn to be able to breathe for each full turn thereafter. After missing a roll, the duck will then begin to take 1D4 points damage to the abdomen each successive melee round.

Ducks are instinctively supple and dextrous underwater. Referees running underwater fights between ducks and natural surface-dwellers like humans may want to decrease the surface-dwellers' strike ranks and percentages to hit, while leaving the duck ratings the same above and below the surface of the water. ■

The Morokanth

Most people of Glorantha know only these things about the morokanth: they are one of the five great tribes of Prax, and they alone herd and eat men there. There is more to the story than that.

History and Origin of the Morokanth

In the Godtime the morokanth lived on the plains of Prax with the other worshippers of Storm Bull and Eiritha. There were two kinds of these people — the two-legs, called men, and the four-legs, called animals. They lived together as equals, sharing the bounty that came to them without effort. Prax was so rich and fertile then, that if you dropped a seed you had to spring back when the tree sprang up all covered with leaves and fruit.

Those who lived without struggle and effort could not survive when Oakfed and the Devil blasted the plains. The edible plants disappeared and only the coarse chaparral remained. Many men and animals starved, for they had never learned to seek their food, or what to look for, or how to prepare it if they did find something.

Then Waha was born to Eiritha. He taught the people new skills they needed to survive in a new, hostile world. Waha and Foundchild taught the people to hunt the food that no longer came to them. They learned to gather grubs, lizards, and other small creatures, roots, berries, and vegetables in those rare places where any food was to be found. The doom of the

plains was postponed, but not averted. Too much land had been blighted. Even Waha could not show the people food where there was none. Then Waha performed his greatest deed. He arranged the Survival Covenant. His mother, Eiritha, through her connections with Ernalda, would support most of the people with the plants she sent from her home beneath the earth. The other people would live on the bodies of those who ate the plants. The peoples of Prax, both men and animals, agreed that this sacrifice was necessary for the survival of all. The men and animals of Prax chose lots to see who would eat, and who would be eaten. In most cases men won. The exception was the morokanth. Of all the animals on the plains only they would treat men as their herd beasts. Neither side was satisfied with the outcome. Men thought they should dominate all the animals. Morokanth thought more animals should have been dominant. Each suspected the other of cheating to gain its position.

So a new way of life began on the plains. The herd creatures lived on the plains while the people lived on them. Waha taught the tribes the duties they had toward their herds in return for the sacrifice the herd creatures had made that all might live. From Waha the tribes learned to use weapons to fight their foes and protect the herds. They learned the Peaceful Cut to let their herd creature die peacefully and without fear. They learned to use the flesh, bone, skin, and sinew efficiently



that beasts might not die unnecessarily. From Eiritha they learned to find food and water for the herds, and how to bury the beast's tail (or hand in the case of the herd-men) with a special prayer to send the beast's soul back to the Mother of Herd-men.

Way of Life

Morokanth are said to herd humans, but this is false. Those who lost to the morokanth at the time of the Survival Covenant lost their humanity by divine mandate. The humans of Prax call these beings the slave-herds, but the morokanth call them herd-men.

Herd-men look exactly like humans to the untrained eye but there are differences. Like other herd beasts of Prax they have only animal intelligence. Spirits can be bound into them as familiars (spirits can not be bound into beings with an INT score). Herd-men are herbivorous — they can live on leaves, grass, bark and other vegetation of the chaparral. While they are close enough to humans to interbreed, any young will be unintelligent herd-men 50% of the time.

Since morokanth are too large to ride their herd-men they do not have the skill of Riding. They have a related skill, Animal Training. The morokanth cults of Waha and Eiritha require 90% in this skill for Rune Lord status instead of Riding. Beast Training is similar to Riding in teaching the herd-men skills, making the herd-man do something it has not been trained to do, in making the herd-man fight on command, and in choosing a herd-man for use.

Since morokanth do not ride, an ostentatious morokanth must use herd-men to carry a litter or draw a cart or chariot.

In addition to teaching ordinary body attack skills, such as fist, head butt, and kick, Beast Masters can teach herd-men to throw rocks and attack, but not parry, with a club or cestus. Herd-men have a 0% basic chance with weapons. Herd-men cannot learn weapons skills more complex than these.

Beast Training also measures a morokanth's ability to tell a beast from a person after a ten minute inspection. One who speaks is obviously a person, but there can be problems with mute humans. Is that mute a herd-man, a human in the last stages of Brain Fever, or a spy trying to sneak into your herd for cover? Is that impala just a beast or is it a rune lord's intelligent allied spirit?

Members of other Praxian tribes have an ability to make this distinction. This ability is important, because while it is permissible to eat herd creatures, it is cannibalism to eat people of any race. If the attempt to make the distinction is a fumble, the inspector will come to the wrong decision. If the attempt is inconclusive, a miss, the being in question will be forced to live off the chaparral for one week. If it thrives it is considered a beast. If not, it is considered a slave.

Morokanth keep intelligent human slaves in addition to their herd-men. Slavery is a common practice in Prax (and Glorantha generally). Morokanth take most of their slaves by tribal raiding. Humans rarely sell slaves to morokanth. Praxian humans keep slaves and eat beasts, including herd-men, but they do not regard this as a paradox. Their hard daily lives leave them little time for thinking about the matter.

Though morokanth are able to stand or walk on their hind legs for a time, to slash with their claws or to use tools, they prefer to walk on four legs when travelling any distance. They are like bears in this matter. A morokanth's forepaws are well fitted for fighting and walking but are too clumsy for fine manipulation skills. When calculating a morokanth's manipulation bonus for full body manipulation skills (agility-type skills) such as Climbing, Jumping, or Swimming, use its full DEX. When calculating a morokanth's hand manipulation skills such as Map Making, Lock Picking, or Weapons Making, use half its DEX rounded down. They also have difficulty in fine manipulation-related skills such as Writing or Picking Pockets. Additionally, morokanth have a base chance in these skills 05% worse than normal, so that their base chance in Picking Pockets (for example) is 00% instead of 05%. Their base chance in Map Making is only 05% instead of 10%, and so on. For this reason, a morokanth will pay top price for slaves with manipulation skills, and will usually keep skilled captives as slaves rather than free them for a ransom.

As with other Praxian tribes few morokanth read. Even fewer write. Most use human scribes for the few written records they keep. Most of the armor and weapons of the morokanth are made by their human slaves or

bought from outland traders whose greed is greater than their fear of the morokanth.

Human Attitudes Towards the Morokanth

While both Praxians and outlanders hate and fear the morokanth in varying degrees, their feelings have different roots. Praxians hate morokanth because they know them too well. Outlanders hate morokanth because they do not know them well enough.

All tribes wish to keep their herds intact, for the milk, and for the status of owning many tribal beasts. In order to get beasts for meat and hides they raid the herds of the other tribes. Much of the meat eaten is that of other tribes' beasts. This includes herd-men. There are also raids to rescue captives and beasts captured by the other tribes. In Prax, raiding is an occupation second only to herding.

For the most part, Praxian humans see morokanth as just one more rival for the resources of the plains and one more raider of the herds. This is not to say that they regard the morokanth in exactly the same way they regard the other tribes, merely that the disfavor Praxian humans feel for the morokanth differs more in degree than kind from their feelings for the other Praxian tribes. In human eyes, morokanth are also guilty of cheating at the time of the Survival Covenant, of not releasing skilled slaves for ransom, and generally of being Not-Like-Us. At the same time there is a bond between Praxian human and morokanth born out of a common life-style and common gods. Both know in their hearts, as an outlander never could, the feelings that make them stay on the harsh plains rather than search for a new way of life in more fertile surroundings.

Barring the rare individual friendship between human and morokanth, relationships are strained and formal.

Praxian humans cannot afford to turn all, or even most, of their weapons and hostility against the morokanth. There are three other tribes, not to mention the independents, waiting for the chance to do some raiding for themselves. Humans usually content themselves with morokanth-baiting, refusing to sell slaves to the morokanth, and raiding. When they occasionally try to carry the fighting farther than that, their own warlike natures are as much a protection as a threat to the morokanth. Tribal al-

ALTER CREATURE**Cost – 1 POW pt.****Duration – Permanent****Range – 160m****Stacking – none****One-Use Only**

This is a Waha Rune spell also available to the associated cult of Eiritha.

When the priest casts this spell on a creature, and makes a successful POW vs. POW attack, the role of the creature as determined in the Survival Covenant is reversed. Herd-things become persons and persons become herd-things. Alter Creature is binding only on those who agreed to the Survival Covenant: men, morokanth, impala, sable, bison, llama, and rhino. This spell takes one full round to work its transmutation, from strike rank one when the spell is thrown to strike rank twelve of the same round. If a Countermagic or Dispel Magic breaks the spell during this time this Rune spell will be totally ineffective. After the spell is completed it is permanent. Only another Alter Creature or Divine Intervention can turn the victim back to its original state.

A beast that becomes a human gains 3D6 Intelligence and 3D6 Charisma. It becomes omnivorous, requiring the same quality of food that people eat. He can still have fertile offspring with his former kind, but they will be unintelligent. The new person has his same attack skills plus or minus any bonus for intelligence. He will speak Praxian at his intelligence rounded to the nearest 05% (that is, a person with INT 13 will speak Praxian at 15%). The person can improve his skills and learn new skills and spells in the usual way. His outlook on life still will be that of a beast until taught otherwise.

A person who becomes a beast loses Intelligence and Charisma. It becomes herbivorous, able to live off the plains. It can no longer have intelligent offspring with its former kind. The beast will retain any non-weapon attack skills, minus or plus any bonus for its lost intelligence. It will forget any weapon and other skills and all spells. It cannot understand language, except simple commands taught it. Such beasts can improve skills only by being taught by a Beast Master. Any bound spirits are freed. An allied spirit will remain allied, but it is now linked to a creature which cannot understand language.

liances are unstable, usually ending with the allies falling out, and often falling on each other. When any tribe musters for war, the others soon join in a five-way battle to dominate the plains (until the next time).

Morokanth have a worse reputation than they deserve outside of Prax. Outlanders believe morokanth are vicious man-eaters. They frighten naughty children with tales of morokanth. This is due to ignorance. They do not know of the Survival Covenant. They have not experienced the hard life of the plains of Prax or they would know of the desperation that drove men and beasts to risk becoming herd-things in return for a chance to survive at all. Outlanders do not realize that the humans of Prax also eat and otherwise use herd-men. (Even when outlanders see herd-men in human camps their own expectations blind them: herd-men are seen as slaves rather than meat for the stew-pot.) They do not know that herd-men are unintelligent animals in human form. Thus it is that morokanth alone have the reputation for being “man-eaters”. Outside Prax morokanth are seen as either dangerous butchers by the common folk or sources of great profit by black-market slave traders. The greatest exception is the Lunar Empire, which accepts anyone or anything willing to obey the Lunar Way.

Herd-Beast to Man

The changes that took place in men and animals as a result of the Survival Covenant are not final. It is still possible to awaken the spark of intelligence in each herd-creature, or to extinguish it in each person. Since both humans and morokanth believe the other gained undue advantage by cheating at the time of the Survival Covenant they believe it only right to “correct the situation” by magic.

Instead of receiving an allied spirit, as with most cults, Rune lords and priests of Waha use Alter Creature with other ceremonies to awaken the intelligence of their tribal beasts to be an allied spirit (a Rune lord's Alter Creature is essentially a Divine Intervention that always takes one point of Power. He can use Alter Creature only to gain an allied spirit). There is a 95% chance of success rather than a POW vs POW attack in this case. If the spell does not succeed, the Rune lord or priest must sacrifice for a second spell before making another attempt.

Rune ladies and priestesses of Eiritha may, if they wish, use this method of allying a spirit.

The allied spirit is like a normal allied spirit except that it has the herd-beast's POW instead of 3D6+6, its POW gain roll is 21 minus current POW times 5% rather than a straight chance of 05%, and it perceives the world through its own senses. An allied spirit has the ability to speak Praxian equal to the Rune lord or priest which it is allied to – gaining this ability through their mindlink. If the allied spirit's body dies, the spirit will remain and may be bound into an inanimate object or other familiar, but from then on behaves as a normal allied spirit.

A person who becomes a beast, and who then has his Intelligence reawakened, will have the same basic feelings, outlook on life, and loyalties he originally had. For this reason Waha Rune lords and priests pick their potential allied spirits only from beasts of proven pedigree. A person thus changed back will have the same Intelligence he had before the transmutation, but his charisma will drop 1D3 points. He has a 10% chance for each full season as a beast of losing memories of his former life (maximum 90%). He checks this chance for each skill he possesses that is above base chance plus his characteristic bonuses, as well as for each battle magic spell, and for each non-reusable Rune spell.

If the beast has been taught skills, he may remember them as a person. If the beast has always been a herd-animal and is only now becoming intelligent, it can remember all of its former skills. If the beast was once intelligent, then changed into a herd-beast, then restored to intelligence, he may only remember skills learned as an animal by rolling his INT x 5 or less for each skill. It is possible to both forget a skill learned as a person while remembering the same skill taught as a herd-creature.

Alter Creature is used for many reasons besides gaining allied spirits – to humiliate enemies by turning them into beasts, to punish criminals guilty of ‘bestial’ crimes, to use a particularly desirable person as breeding stock for the herds, as an incentive to hurry back with a ransom, or to impersonate someone. Impersonation is done by taking an individual, turning him into a herd-creature, and binding a cooperative spirit into that body. You then

have a body that will do and say what you want it to. All you need is an explanation for his changed habits, such as vegetarianism.

Current Morokanth History

The Morokanth avoided involvement in the resistance to the Lunar in-

vasion, and after a period of isolation are now making their peace with the conquerors. They are still a populous tribe and, if anything, the official Imperial policy of tolerance of non-humans has helped their standing in the land.

A tribe of Morokanth lives in the

rubble around Bilos Gap, the southern approach from the west to Duke Raus' holdings on the river. Due to its relatively clement climate, many other tribes have made it a habit to come to this camp for their regular rituals. ■

The Newtlings

The larval stage of newtlings is totally aquatic and unintelligent. The larvae (tadpoles) resemble the adults in form but have 3 pairs of external gills on each side of the neck, are greyish brown, and smaller in size. They spend



Newtling Weapons

Weapon	Base %	Costs	STR/DEX	Damage	Hit Pts	Cost	ENC	SR
Trident	10%	200/500/1000	9/9	1D6+1	12	35	2	2
Net	05%	400/800/1600	7/13	Special	8	75	2/3	2/1

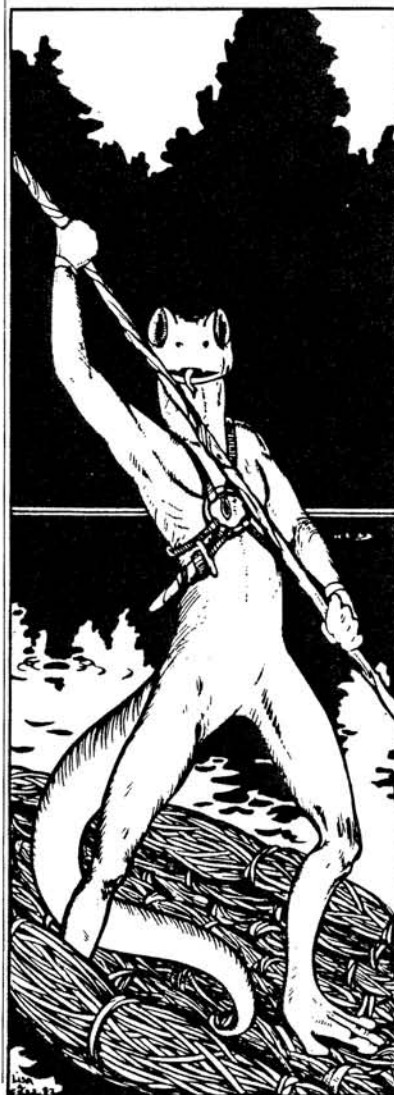
a year and a half in this stage, staying in guarded pools where outsiders are forbidden. In another season they metamorphose into the bachelor stage.

The bachelor stage is a sexually immature stage in which both sexes spend the next 30 years of their lives. The bachelor is terrestrial, has a thick, rough skin, is dark brown with yellow spots, and stores water in the fat of its large tail for travel. The bachelors are sometimes forced to leave the home area by crowding or food shortages. These become the Newtlings that are met at the far corners of the continent. In this stage they develop their skills and learn new things for the time when they will return to the water to breed.

After about 30 years of bachelorhood, the newtling gets an urge to return to the homeland (if he or she left it). The transitional period lasts for about a year and any newtling that does not return to the water by the end of this time is doomed. This is the third stage of newtling life; with sexual maturity is lost the ability to withstand drying. The skin becomes soft, smooth, and porous; the tail becomes smaller and can no longer store water (though it is better fit for swimming); and the color changes to a golden brown with orange spots. The newtling enters a village and begins life as a breeding adult. He guards the larvae, teaches what skills he can, and is now allowed to enter the priesthood (or lordship) of the newtling deities. This stage lasts an unknown length of time, as newtlings discourage others from looking into this.

Bachelor newtlings with a leaning for the priesthood often become shamans of minor river spirits to prepare for the priesthood. When the bachelor becomes an adult, he may pass the shamanism onto an apprentice or continue as a shaman, rather than become a priest.

The newtling trident is a 3-pronged, 1-handed short spear for dry land and underwater. River Horse weapons masters will instruct those converting from 1-hand short spear to trident for 400 L per 40-hour week. Conversion takes place at the rate of 15% weekly. ■



The Tusk Riders

Tusk riders are the offspring of trolls and men who allied together during the Great Darkness. They are somewhat larger and stronger than ordinary men, and their features combine some of the worst features of

both man and troll, including diminutive versions of the normal troll tusk.

Tusk riders are noteworthy for two things. The first is the giant boars which bear them over plain and mountain with equal facility. The other is the cult of the Bloody Tusk, which glorifies combat and blood sacrifice.

Since the beginning of time, the tusk riders have been distrusted by both men and trolls for their half-blood. In response, the tusk riders are defiant and proud, flaunting their bloody ways and openly assigning all other races and religions of the earth as their legitimate prey.

They will hire as mercenaries to any who meet their price of cash and blood. Their employer must provide sentient beings to torture and to kill. He who wishes an entire tribe of tusk riders (such as those of Dragon Pass) must deliver regiments of victims to them to satisfy their bloodlusts.

Where to Find Tusk Riders

Tusk riders originated in Dragon Pass and spread west and north throughout Peloria and Ralios during the First and Second Ages. They are little known in Prax, as the chaparral provides insufficient food for tuskers. However, when the Lunar Empire sacrificed a militia regiment to secure the tusk riders' aid in conquering Prax, many of the surviving mercenaries discovered the charms of the River of Cradles.

Returning riders spread the word to their people, and news of the relative freedom and lushness of the valley intrigued the Bloody Tuskers chafing under the growing restrictions of the Lunar Empire.



SOURCES: Treasures

This section consists of detailed descriptions of magic items, including some details on their history and probable location. It is recommended that the referee read this section and carefully decide which items he or she wants to include in his or her campaign. (Some of the items can be included in the campaign without player characters actually coming into possession of them; this factor should be considered in making the decision.)

While some of the encounters specifically designate plunder items, other listed items are not mentioned elsewhere in the campaign. Referees may tuck them into any of the scenarios or random encounters to spice up the play, or ignore them entirely.

Each listed magic item has the same general format. The format is explained below.

Description

This section describes the item's physical appearance including any observable evidence of magical power. Occasionally an item will be known by more than one name.

Cults

This section lists the relation of the item (and its possessor) with various cults. The standard terms from *Cults of Prax* are used to give a quick and easily understandable description. In most cases, the reaction will be neutral so no attempt has been made to list every group which would react neutrally. In this book, these items will have the following meanings:

ASSOCIATED — Members of these cults are the primary users and/or makers of the item. A member of an associated cult is likely to have heard of an item even if it is fairly obscure.

ENEMY — Members of enemy cults will generally attack the user of an item on sight (unless the user is obviously too powerful). Frequently, enemy cults are those which were defeated, abused, or otherwise offended when the item was originally made.

FRIENDLY — Members of a friendly cult have a presumed friendship with the possessor of an item.

HOSTILE — Members of hostile cults will have a strong tendency not to like users of the item. Hostility does not indicate that a battle will occur automatically, but the two parties will not get along together.

Knowledge

This section will list one or more words or phrases which have specifically defined meanings relating to the public knowledge of the item.

AUTOMATIC — The item's powers work automatically for nearly everyone if the item is used in an obvious way. For example, Frog Masks will work for anyone intelligent enough to put it on.

COMMON — Nearly everyone has heard of the item and knows how to use it. An example of a common item would be a bronze sword with a Bladesharp matrix.

CULT SECRET — The making and/or use of the item is known only to a particular cult or group of cults (usually those listed under associated cults). Use of such an item can only be obtained from the cult (though it might be possible to steal the necessary knowledge rather than gaining it otherwise.)

FAMOUS — The item is well-known and its general powers are thought to be common knowledge. Such an item counts as a showy magic item for the purposes of adding

+1 to CHA. This term will not be used in conjunction with common items.

FEW – Only a limited and small number of these items exist.

ONE OF A KIND – There is only one of these items in existence and it is not possible to make another (though on occasion, a difficult heroquest might allow the creation of a similar item).

OWNER ONLY – Some or all of the item's powers only can be used by its original owner (who is usually the creator of the item as well).

History

This section tells the history of an item. If the item is one which is normally made (rather than found), it will tell the story of the first person to make one of the items. If it is one which cannot be made, it will tell the story of how the item came to be. For items which are common, this section will frequently be left blank.

Procedure

This section explains the procedure for making the item. If there is no procedure which does not require heroquesting (or something even more difficult) this section will be left blank.

Powers

The items, powers and uses are explained along with details on who can or cannot make use of them.

Value

The value of the item on the open market is given here. This value is intended as the value player-characters could get when attempting to sell the item. It does not imply that anyone with the necessary amount of money could go out and buy the item. The items in this section are very rare and usually not for sale.

Balls of Tails

DESCRIPTION: Any number of severed Praxian animal tails tied together to form a ball.

CULTS: Associated – Chaos, Pure Horse Worshipers. Enemy – Eiritha, Storm Bull, Waha, and Prax nomads in general.

KNOWLEDGE: Famous, Owner Only.

HISTORY: The construction of this item is one way enemies of Prax (and its inhabitants) show their contempt for the entire nomad way of life. Anyone possessing one of these items is automatically an enemy of almost every resident of Prax and would be attacked on sight.

PROCEDURE: A Ball of Tails is built by first cutting off the tail of an Eiritha herd-beast and then killing the animal, immediately thereafter (the next round) binding the spirit of that beast into the tail using normal spirit binding. This procedure is repeated for more beasts, and as each new spirit is bound, its tail is tied to those of the earlier spirits. This process can go on without limit for as long as the beast killer can get away with it, but binding the spirits may draw the attention of the Protectress of the appropriate tribe who will then alert her priestesses to the offense.

POWERS: The owner of a Ball of Tails can use the POW of the bound spirits to cast spells without counting these spirits against that character's CHA limit for bound spirits. If the item is found by another person, it is useless. Beings who know the Peaceful Cut skill are able to release the spirits, one per day, from this binding if the releaser makes successful Peaceful Cut rolls.

VALUE: A nomad obtaining one of these balls would simply disassemble it using the Peaceful Cut skill, or else deliver it to one of his kahns to disassemble for him. A non-nomad has no use for one of these balls unless he is the Original owner. Nomads encountering non-nomads possessing one of these will try to kill him immediately, so a price for one of these items is difficult to estimate.

Death Sword

DESCRIPTION: A normal iron sword of any type (from knife to greatsword).

CULTS: Associated – Humakt, Yanafal Tarnils. Enemy – Zorak Zoran, Vivamort.

KNOWLEDGE: Cult Secret, Owner Only, Few

HISTORY: A Humakti hero named Dilfin Doomfarer first discovered this enchantment during the Gbaji Wars. Swords and Sword Priests of Humakt and, later, Yanafal Tarnils have sometimes sacrificed the power and attuned death swords as a final retributive stroke against their slayers.

PROCEDURE: A Rune lord or priest must permanently dedicate one point of POW and go through a ritual in which they dedicate their sword to the service of their patron god and call on him to strike down their murderer.

POWERS: If the possessor of a death sword is slain by an assassin's attack (from behind, by surprise, by deception, etc. – in the honest opinion of the possessor) the spirit of the possessor can use the sword for one thrusting attack on the assassin at 200% (or at the character's normal attack chance, if it is higher). At this attack chance, the impale chance is 40% and the critical hit chance is 10%.

Once the sword has been created anyone of any cult may attune the sword by sacrificing another point of POW to it. However, anyone who has a Death Sword has given up all hope of resurrection, for use of the sword inducts the slain warrior directly into the ranks of Humakt's (or Yanafal Tarnil's) own.

Dew Maid's Wand

DESCRIPTION: This is a wand made of a branch of chaparral bush. It is highly polished and the tip glistens faintly, as if wet.

CULTS: Associated – Dew Maid, Frog Woman, River Horse, Zola Fel.

KNOWLEDGE: Famous, Few, Current owner only.

HISTORY: The Dew Maid is a spirit who weeps constantly for the memory of having spurned the hand of a god later slain in the Gods War. Wherever she passes a mist forms which moistens the ground and grows plants immediately. The first time she so wept, her tears hit several mesquite bushes which suddenly grew straight and tall. The branches of the bushes gained the power of detecting water.

POWERS: By holding this wand in both hands, the user can use two points of Battle Magic POW to detect for the nearest water. If there is no water within 100 meters (including straight down) the wand will not move. If there is, the user will find the wand points toward the largest concentration of the water and he will know the exact distance (up to 100 meters) of the water. The wand will only detect fresh water.

VALUE: A Dew Maid's Wand is worth 5,000 Lunars.

Frog Mask

DESCRIPTION: A face mask made of cottonwood. It is shaped like a frog's face with a closed mouth and clear volcanic glass in the eyeholes, allowing the wearer to see out through them.

CULTS: Associated — Zola Fel, River Horse, Frog Woman, Dew Maid.

KNOWLEDGE: Automatic, Cult Secret, Few.

HISTORY: The first masks were created during the time of the glory of the city of Pavis by the cult of Zola Fel. They are an embodiment of their Breathe Water spell. The secret of making them is thought to be lost and many have been destroyed since their original creation, but a few still exist. They were originally used by Pavis spies to journey back and forth with underwater. They spied, wrote their findings on parchment and put the parchment into waterproof containers, then swam back to Pavis underwater, undetected.

PROCEDURE: The method of making the masks has been lost.

POWERS: A mask supplies a character with all the oxygen he needs for one hour underwater. At the end of that time, the mask must be left in the air to absorb more oxygen for an hour, when it can be used again.

VALUE: 2,000 for an air-breather.

Morokanth Thumbs

DESCRIPTION: Black clawed thumb-shaped lumps of flesh.

CULTS: Associated — Waha and Eiritha, morokanth branch.

KNOWLEDGE: Automatic, Famous

HISTORY: When the morokanth won the contest which allowed them to retain their intelligence, they were at a severe disadvantage because they lacked thumbs. While the humans were able to do all sorts of delicate manipulation, the morokanth had to work hard just to hold onto a weapon. Eiritha took pity on her children and provided the potential for certain morokanth to gain the use of thumbs.

PROCEDURE: Gaining the use of thumbs is possible in one of two ways. The normal procedure is to go on a minor but difficult heroquest. The other method involves finding a set of unused thumbs (usually only found on or near their dead former owners) and attack them while permanently sacrificing one point of characteristic POW per thumb (two maximum).

POWERS: These thumbs grant their owner the ability (if he is a morokanth) to perform all standard manipulation skills at 10% base chance as well as the ability to progress normally in all manipulation skills.

VALUE: Thumbs are typically worth 1,000 L to a morokanth.

Plenty Horn

DESCRIPTION: This is a magically glowing animal horn. It may be bison, impala, sable or rhino. The outside will be marked by many runes.

CULTS: Associated — Eiritha, Ronance

KNOWLEDGE: Common, Famous, Few, Current owner only

HISTORY: These horns are called shards of the original Horn of Plenty. They were created when Ragnaglar broke the original Horn of Plenty during the Godtime. Even though the Horn healed itself, the shards developed into small forms of the great Horn.

POWERS: A person wishing to use this item must sacrifice one point of permanent POW to attune the horn. Then, he may fill it with the sands of Prax and use one point of battle magic POW (recoverable normally) to make the sand edible and nourishing. Unless a cup of water is added, the sand costs the character one CON point (recoverable as with poison damage) to digest. Either salt or fresh water will do the job.

VALUE: A Plenty Horn is worth 10,000 Lunars.

Rhino Fat

DESCRIPTION: A clear, fatty gelatinous substance with a faint and unpleasant odor of burnt meat.

KNOWLEDGE: Common

PROCEDURE: Rhino Fat is made by taking hunks of fat from a dead rhino and simmering it in a pot for a week. During the process, the fat becomes inedible and shrinks in volume, so that a whole rhino will only provide enough fat for its SIZ in human SIZ points.

POWERS: When rubbed on the body, Rhino Fat provides one additional point of armor protection. Applying the fat takes ten minutes (plus the time to take off and put on the clothes worn over it) and once on, it will begin to wear off after an hour. By the end of five hours, the fat will be completely gone.

VALUE: Enough fat to completely cover one person will sell for 100 L.

Scala's Lance

DESCRIPTION: A long lance made out of carved white bone.

CULTS: Friendly — Rhino Riders

KNOWLEDGE: Automatic, One of a Kind

HISTORY: Scala was a Kahn/Rune priest of Waha from the Rhino Riders tribe. Once during a fight, he had the good fortune to critically hit a very large giant in the abdomen

with his mounted lance, doing over 30 points of damage in one blow. This killed the giant instantly. Scala was very happy about this but he feared that no one would believe that he could kill such a large giant single-handedly. To prove his claim, he cut off one of the giant's legs and dragged it back to his tribe with the help of his rhino. When he returned home, the elders of his tribe were so impressed that they took the bone of the giant's leg, carved it into a lance, and enchanted it with several matrices before returning it to Scala as a gift. In the hundred years since this happened, the lance has been lost to the tribe and its current location is unknown.

POWERS: As a normal lance 3.5 meters long except that it will take 40 points of damage. It holds the following matrices: Repair, Bladesharp 4, and Detect Enemies.

VALUE: 15,000 Lunars, but Rhino Riders will pay 20,000 Lunars (if the money is available, otherwise they will try to take it by force).

Spirit Chain

DESCRIPTION: A gemstone looking something like a Power storage crystal, but not as brilliant.

CULTS: Associated — Daka Fal, Kyger Litor, Thed

KNOWLEDGE: Little Known

HISTORY: These are thought to have the same origin as do Power storage crystals. They are activated by an unknown ritual. Its powers are unknown to virtually everyone but a few Lhankor Mhy sages, but if known, almost anyone would kill to obtain one.

PROCEDURE: The procedure for creating a Spirit Chain has been lost.

POWERS: When crushed, this stone will freeze all spirits within 40 meters to their place for 12 hours. If the spirit is moved out of the radius, the effect will continue on it for the full time period. Ghosts cannot move to attack, and spirits cannot leave bodies they inhabit. Even a slain person's spirit will stay with the body, though it will no longer animate it, and this effect will prolong the period before the spirit begins to lose knowledge of its spells and abilities by twelve hours.

The use of Sever Spirit will counteract the effect of this item on any one spirit within the radius.

The item can only be used once, then it becomes a simple gem, even if a Repair spell is used on it.

VALUE: 1D100 Lunars as a gem. If its properties are known, it may be worth up to 10,000 Lunars.

Storm Bull's Ear

DESCRIPTION: A piece of living flesh in the shape of a bull's ear.

CULTS: Associated — Storm Bull. Enemy — Chaos cults Friendly — Eiritha, Zorak Zoran

KNOWLEDGE: Automatic, Cult Secret, Famous, Few

HISTORY: During his fight with the Devil, the Storm Bull lost one of his ears and it was ripped into lots of little pieces. During the course of time, these ear-pieces have been scattered about Glorantha, although they are still most common in Prax.

PROCEDURE: There is no procedure for making more of

these items. To obtain the use of one of these items, it is necessary to cut off one's own ear, place the Storm Bull ear in its place, and permanently sacrifice one point of POW. If the being putting on the ear is untainted with Chaos, the ear will join to the person's head and, in addition to its magical powers, function as a normal ear.

POWERS: Anyone putting this ear on with the above procedure has their base Listen percentage raised from 25% to 100% (Perception and Experience bonuses are added onto this and it is still possible to further raise Listen ability with experience rolls.) Any Storm Bull initiate putting this ear on has his or her Sense Chaos ability raised 15% (including from 0% to 15%). Anyone wearing one of these ears will find that Storm Bull worshippers tend to react favorably to them.

VALUE: A Storm Bull Ear could probably be sold for 20,000 Lunars, but they are usually found attached to people who would not sell at any price.

Styx Water

DESCRIPTION: Black and exceptionally pure magical water.

CULTS: Enemy — Vivamort. Friendly — Humakt, some water cults.

KNOWLEDGE: Famous

HISTORY: This item is water obtained from the river Styx. It can be used by anyone, but obtaining it requires a heroquest to the river itself.

PROCEDURE: Go to the river Styx and remove some water.

POWERS: Any amount of this water (even a fraction of a drop) will completely and permanently annihilate a vampire. This is because vampires are undead and cannot touch the world of the dead.

VALUE: Assuming the water under question can be proved to be Styx water, a small flask of it could be sold for up to 20,000 Lunars.

Waha Ropes

DESCRIPTION: A high-quality brown rope.

CULTS: Associated — Waha

KNOWLEDGE: Cult Secret

HISTORY: The first of these ropes was made during Godtime by a priest of Waha. Many more were made during the Dawn Ages, but by the Second Age the techniques and powers necessary had been forgotten. The ropes are now commonly believed to be unmakeable.

POWERS: Anyone or anything tied with one of these ropes will be unable to release himself or to be released unless he knows the code word for that individual rope. In fact, no one except gods (Divine Intervention) can untie one of these ropes without the code word. The code words are usually in Old Pavic or Beast Speech and in any case, will never be from languages less than 1000 years old. A rope badly burnt by fire will cease to function. For obvious reasons this is not a good way to release someone from the rope.

VALUE: Unless the rope's code word is known, it will sell for only a little more than a normal rope. If the code word is known, it could sell for as much as 5000 Lunars. ■

SOURCES: A Brief Bestiary

Ankylosaurs

The ankylosaurs which roam the valley of the River of Cradles are armored monsters with little fear of predators. Their low birth rate and their disregard for their eggs when laid have kept ankylosaurs reasonably scarce, but the population has been growing lately, perhaps because fewer egg-eating nomads are passing through the valley.

These creatures are not herd beasts. They roam singly, creating paths through forest and bog alike as they graze. They have no more than beast-like intelligence and will not fight unless pressed. If engaged in battle, they can maneuver and bring their club-tipped tail around to strike a foe in front of them.

Their hit location table requires some explanation. The number given under *Points* is multiplied by the animal's total hit points to determine the number of hit points in that location. For example, an ankylosaur with 27 hit points would have 27 x .33 or 9 hit points in each leg, the head, and the tail.

Location	D20	Points
Tail	01-03	x.33
Right Hind Leg	04-05	x.33
Left Hind Leg	06-07	x.33
Hindquarters	08-11	x.4
Forequarters	12-15	x.4
Right Fore Leg	16	x.33
Left Fore Leg	17	x.33
Head	18-20	x.33

Ankylosaur

Characteristics	Average	
STR 3D6+30	40-41	Move - 6
CON 3D6+10	20-21	Hit Pts Avg - 27-29
SIZ 3D6+30	40-41	
POW 3D6	10-11	
DEX 3D6	10-11	

Weapon	SR	Attk%	Damage
Tail	7	60%	1D10+4D6
Trample	7	60%	8D6

Armor - 16 point legs, 20 points elsewhere

Condors and Vultures

These birds are a familiar sight in the skies above the River of Cradles. The river gives water, the cliffs make good nesting sites, and both sides of the river provide nourishment as animals die daily on the plains.

Neither condor nor vulture is likely to attack a healthy living creature - they are carrion feeders - though they may attack nearly dead animals or characters. The only time they will be found on the ground is while they feed. At all other times they will circle high in the sky, far above bow-shot range.

As with all flying creatures, characters trying to hit vultures or condors will halve their usual attack percentages.

The vultures are of standard size, and will not land unless sure their prey is dead (the longer dead, the better that

they like it). They will circle above potential food, such as lone adventurers travelling in inhospitable terrain or while attempting dangerous feats.

King condors, on the other hand, are immense creatures, as big as the legendary hawks of the Balazaring citadel of Dykene. These condors are known to attack still-living creatures and carry off small children. Several well-armed adventurers have disappeared in Condor Crag, along with their armor, weapons, and magic items, but no one in living memory has successfully scaled the pinnacles to search for treasure.

The Weis Domain is home to several king condors. These birds were once mounts of the Sky Gods during Godtime.

Bird Hit Location Table

Location	D20	Points
Right Hind Leg	01-02	4
Left Hind Leg	03-04	4
Body	05-08	6
Right Wing	09-12	5
Left Wing	13-16	5
Head	17-20	5

Vulture

Characteristics	Average	
STR 2D6+3	10	Move - 5/10 flight
CON 3D6	10-11	Hit Points Average - 9-10
SIZ 2D6	7	Defense - 05%
POW 2D6	7	
DEX 2D6+6	13	

Weapon	SR	Attk%	Damage
Bite	8	30%	1D6

Armor - none

Condor

Characteristics	Average	
STR 3D6+12	22-23	Move - 5/12 flight
CON 3D6	10-11	Hit Points Average - 12-13
SIZ 3D6+6	16-17	Defense - 05%
POW 2D6+6	13	
DEX 2D6+12	19	

Weapon	SR	Attk%	Damage
Bite	6	45%	1D8+1D6
Claw	6	45%	1D6

Armor - 2 point feathers

King Condor

Characteristics	Average	
STR 3D6+18	28-29	Move - 4/12 flight
CON 3D6	10-11	Hit Points Average - 15-16
SIZ 3D6+18	28-29	Defense - 0%
INT 1D6	3-4	
POW 2D6+8	15	
DEX 3D6+6	16-17	

Weapon	SR	Attk%	Damage
Bite	5	55%	1D8+3D6
Claw	5	55%	1D10

Armor - 5 point feathers

Deinonychus

These fast, bipedal, pack-running dinosaurs are about 3½ meters from snout to the tip of their balancing tail. They are clever and vicious predators and quite intelligent for dinosaurs. In attacking, they will grasp their prey with their forelegs and slash enthusiastically with their scimitar-like hindclaws.

These dinosaurs feed on muskrats, waterfowl, wandering herd beasts, anything else that won't eat them first. They will not attack a larger party of good-sized creatures, such as men on horseback, unless they are cornered.

In an attack, they will first try to grab their prey with their forelegs, and getting two foreclaw attacks per round until they have succeeded in grasping their victim. Then, they will retain their grip while they simultaneously bite and slash their victim with the hindclaw. When their prey is dead, they will immediately drop it and continue attacking living foes until all are dead. A special roll with the hindclaw indicates a slash result and the damage is rolled twice.

Hit Location Table

Location	D20	Points
Tail	01-02	4
Right Hind Leg	03-06	5
Left Hind Leg	07-10	5
Abdomen	11-12	6
Chest	13-14	6
Right Foreclaw	15-16	4
Left Foreclaw	17-18	4
Head	19-20	5

Characteristics	Average	
STR 2D6+12	19	Move — 12
CON 2D6+6	13	Hit Point Average — 14
SIZ 2D6+8	15	Defense — 05%
POW 2D6	7	
DEX 1D6+12	15-16	

Weapon	SR	Attk%	Damage
Foreclaw	6	70%	1D6 + grasps victim
Hind Slash	6	80%	2D6 + 1D6
Bite	6	35%	1D8 + 1D6

Armor — 3 point skin

Hadrosaurs

These huge reptilian creatures were born of immature dragon eggs, and so never matured into dragons. They are not exactly the dinosaurs of the Cenozoic, but the main difference is in their origin. They are intelligent and good magicians, also unsuited for physical combat.

Trachodons are the most common type in Dragon Pass, there are actually several varieties of these, including some unintelligent versions, all of which can be lumped under the term hadrosaur, or duck-billed dinosaur.

They are vegetarians and prefer to browse through rough vegetation such as that found in the River of Cradles. They will try to avoid outsiders, but if encountered in a friendly fashion by someone who knows their archaic speech, they will talk and share knowledge. Their knowledge, of course, tends to be limited to the hunting territory of various predators and where good grazing can be found. They are a fascinating combination of the herd beast and the sapient being.

Every trachodon encountered will have battle magic, and those with a POW of 18 or more will have 1D6 standard Rune spells. It is believed that they gain their magic training from their kin, the dragonewts.

Their hit location table is operated just like the table used by the ankylosaurs.

Hadrosaur Hit Location Table

Location	D20	Points
Tail	01-02	x.25
Right Hind Leg	03-05	x.33
Left Hind Leg	06-08	x.33
Abdomen	09-11	x.33
Chest	12	x.4
Right Fore Leg	13-14	x.25
Left Fore Leg	15-16	x.25
Head	17-20	x.33

Camptosaur

Characteristics	Average	
STR 2D6+8	15	Move — 8
CON 3D6	10-11	Hit Points Average — 12-13
SIZ 2D6+12	19	
INT 1D6	3-4	
POW 2D6+8	15	
DEX 1D6+6	9-10	

Weapon	SR	Attk%	Damage
Kick*	8	25%	1D6+1D6
Bite*	8	05%	1D6+1D3
Tail Lash†	7	45%	1D6

Armor — 2 point skin

Spells — None

Iguanodon

Characteristics	Average	
STR 2D6+18	25	Move — 9
CON 3D6+6	16-17	Hit Points Average — 24-25
SIZ 2D6+24	31	
INT 2D6	7	
POW 2D6+18	25	
DEX 1D6+6	9-10	

Weapon	SR	Attk%	Damage
Kick*	7	55%	1D6+2D6
Bite*	7	30%	1D6+1D6
Tail Lash†	6	75%	2D6

Armor — 4 point skin

Spells — Rare

Trachodon

Characteristics	Average	
STR 2D6+24	31	Move — 10
CON 3D6+12	22-23	Hit Points Average — 34-35
SIZ 2D6+36	43	
INT 3D6	10-11	
POW 2D6+24	31	
DEX 1D6+6	9-10	

Weapon	SR	Attk%	Damage
Kick*	7	65%	1D6+4D6
Bite*	7	45%	1D6+2D6
Tail Lash†	6	85%	4D6

Armor — 8 point skin

Spells — Trachodons have battle magic spells equal to their INT in points. In addition they may have 1D6 pts of standard Rune magic.

* A hadrosaur may bite and kick simultaneously vs. a foe.

† A hadrosaur may lash with his tail instead of biting and kicking. This may only be done against foes to his side or rear.

Hadrosaur Skills — Find Edible Plants 75%, Understand spoken Old Wyrms INT x 5%, Understand Tradetalk INT x 2%, Spot Trap 35%

Hyenas

Packs of Hyenas are found throughout Prax, the river valley, and Vulture Country. They are the vulture's main competition for carrion; they also are not afraid to hunt and kill their own prey. A typical pack consists of 2D6 hyenas on the plains, and 2D10 hyenas in the river valley, where game is more common. The hyenas will often lair in the cliffs of the river valleys, which are honeycombed with caves.

Hyenas are relatively smart. They will not attack a party which outnumbers them, and they will always approach from upwind, so that horses will not catch their scent. If they happen upon a lone wanderer, they may very well attack. Hyenas are familiar with missile weapons and will use all available cover to get close to a victim before attacking.

Hyena Hit Location Table

Location	D20	Points
Right Hind Leg	01-02	4
Left Hind Leg	03-04	4
Hindquarters	05-07	6
Forequarters	08-10	6
Right Fore Leg	11-13	4
Left Fore Leg	14-16	4
Head	17-20	5

Hyena

Characteristics	Average	
STR 2D6+8	15	Move - 9
CON 3D6	10-11	Hit Points Average - 10-11
SIZ 3D6	10-11	Defense - none
POW 2D6	7	
DEX 3D6	10-11	

Weapon	SR	Attk%	Damage
Bite	9	30%	1D8+1D4

Armor - 1 point fur

Skills - Tracking by Smell 60%, Spot Hidden 80%

Tigers

These great felines are uncommon in Prax. The pair which haunts the river valley is thought to be a pair of refugees from Shadows Dance, where the breed is more numerous. Before the battle of Moonbroth, tigers were unknown in the area, and it is thought that they may have belonged to some mercenary who did not come back from a mission: the tigers eventually released themselves from their confinement and went wild.

Tigers are crafty killers with no inclination to attack more than a single victim at a time. No sentient beings in the valley want to tangle with them, and so far they have not made a menace of themselves. However, neither human, nor duck, nor newtling, nor trachodon rest easily when the tiger's scream fills the sky.

Big Cat Hit Location Table

Location	D20	Points
Right Hind Leg	01-02	4
Left Hind Leg	03-04	4
Hindquarters	05-07	6
Forequarters	06-10	6
Right Fore Leg	11-13	4
Left Fore Leg	14-16	4
Head	17-20	5

Tiger

Characteristics	Average	
STR 3D6+12	22-23	Move - 10
CON 3D6	10-11	Hit Points Average - 12-13
SIZ 3D6+6	16-17	Defense - 05%
POW 3D6	10-11	
DEX 2D6+12	19	

Weapon	SR	Attk%	Damage
Bite*	5	45%	1D10+1D6
Claw*	5	70%	1D8+1D6
Ripping†	5	80%	2D8+2D6

Armor - 2 point skin

Skills - Move Quietly 75%, Hide in Cover 80%, Tracking 50%

* Cats get two claw attacks and one bite attack each round. All three attacks must be targeted against the same foe.

† If the tiger hits a foe with both claws in a single round, it will hang on and rip with its hind legs from then on. It will continue to bite as well.

Traskar Spirits

Traskars are spirit followers of the Frog Woman, one of the nomad water gods of Prax. They are rewarded for their faithfulness by being allowed to inhabit the bodies of giant frogs. The only places they can live are near where the primal ocean touches this plane. A small group live in the River of Cradles. They are free to move about the temple as if they were initiates and often attend ceremonies. Traskars are much like cliff toads in habit except that they are intelligent. They are not naturally fond of human flesh but will attack at their shaman's command.

Characteristics	Average	
STR 1-4D6	3-14	Move - walk 1/hop 3/D6 SIZ
CON 3D6	10-11	Hit Points Average - 8-12
SIZ 1-4D6	3-14	Treasure Factor - 7-10
INT 2D6+2	9	Damage Bonus - -1D4 to +2D6
POW 3D6	10-11	
DEX 3D6	10-11	

Weapon	SR	Attk%	Damage
Tongue	3	40%	1D6 + damage bonus
Swallow	3	90%	2 per D6 of SIZ

After the tongue hits, the victim will be swallowed on the following round. A missed swallow does 1D3 pts of damage plus the traskar's damage bonus.

Armor - 3 point skin

Spells - Heal 2; Protection 1D4

Skills - Swim 80%

Triceratops

These rhino-like horned dinosaurs are beaked and tough-skinned. They are pugnacious and often fight each other. They feed on tough woody matter and can do quite well on a diet of tree-trunks with a little extra vitamins and minerals.

Triceratops will instinctively turn to face their foes and can pivot quickly. Roll 1D10+10 for hit location, even in fighting other dinosaurs, unless the other dinosaur is at least as big as the triceratops. The head frill covers the body from the front and even missile fire would have to roll 1D10+10 to determine hit location unless the animal was completely unaware of its assailants.

The hit location table should be read as is the ankylosaur hit location table.

Triceratops Hit Location Table

Location	D20	Points
Tail	01-02	x.25
Right Hind Leg	03-04	x.33
Left Hind Leg	05-06	x.33
Hindquarters	07-08	x.4
Forequarters	09-10	x.4
Right Foreleg	11-12	x.33
Left Foreleg	13-14	x.33
Head	15-20	x.4

Triceratops

Characteristics	Average	
STR 3D6+50	60-61	Move — 10
CON 3D6+30	40-41	Hit Points Average — 52-54
SIZ 3D6+40	60-61	
POW 3D6	10-11	
DEX 2D6	7	

Weapon	SR	Attk%	Damage
Ram*	8	80%	2D10+7D6
Trample	8	80%	14D6

Armor — 21 point head; 14 point body and limbs

* If the triceratops charges, its ram attack has 1½ normal percentages to hit. The ram attack is always capable of impaling.

Whirlvish

Whirlvishes are the souls of people who have been caught by the Wild Hunter while wandering lost on the chaparral. They have the form of man-size duststorms and have been blowing on the winds for centuries.

If the whirlvish encounters anyone sentient, it will engage him in combat. If the target has Spirit Binding as a spell, he can bind the whirlvish as long as all the usual criteria for binding are met. However, to bind the whirlvish, he must have a leather bag available to put the whirlvish into. This is not usually a problem and most nomads carry a leather bag for just this purpose. The bag need not be large.

Once bound and imprisoned in the bag, the whirlvish will fight for its master once. The master need only release the bag's drawstring and tell the whirlvish to attack, and it will do so. If its attack succeeds, the Whirlvish will continue its mad dance across the plains of Prax until it encounters another victim. The whirlvish may only be used once per binding. It will not provide POW to its binder and has no INT for memorizing spells. It does count as a bound spirit against the limit of bound spirits that a character may have control of.

Unlike most ghosts and spirits, whirlvishes have a physical body that can be damaged normally. If the body is reduced to zero, the whirlvish becomes an ordinary spirit and departs for the Halls of the Dead. The previous binder, if any, no longer has control because he doesn't have a binding object for the spirit.

When a whirlvish engages an individual in combat, each round the victim is attacked both by spirit combat and by the whirlvish's special attack of abrasion.

Hit Location Table

Body 01-20

Characteristics	Average	
STR 0	0	Move 12
CON 3D6	10-11	Hit Points Average — 10-11
SIZ 3D6	10-11	Defense — 25%
POW 3D6	10-11	
DEX 30	30	

Weapon	SR	Attk%	Damage
Spirit Combat*	1	Auto.	As per normal spirit combat
Abrasion*	1	Auto.	1D3 pts of damage†

*Every round, the whirlvish attacks its target with both spirit combat and its own special attack of abrasion.

†This is 1D3 pts of damage to every hit location. This grinding of sand and dust will destroy armor, so that 5 point mail that has taken 2 points of damage will have only 3 pts of protection left. After armor is worn through, the abrasion will attack the body.

Wraiths

Wraiths are ghosts formed by people when their feelings at death were of overwhelming frustration and hate. Wraiths often are called 'spectres' by the ignorant, though the true spectre is a manifestation of the Illusion Rune. Wraiths are malignant to all forms of life and are friendly to undead. Wraiths usually inhabit ruins, abandoned temples, or other such places. Some wraiths have magic.

Wraiths, like normal ghosts, have POW, INT, and an automatic DEX of 20. To determine a wraith's INT and POW, the chart for random spirits in *RuneQuest* listed under shamans may be used, or else the Daka Fal Summon Ancestor table in *Cults of Prax*.

Wraiths exist on the ethereal plane, and this gives them peculiar powers and vulnerabilities. Wraiths rarely have POWs below 13. Unlike normal spirits wraiths have hit points. The number of hit points of a wraith equals its POW. Wraiths can be struck only by magic — thus, if a sword with Bladesharp 3 hit a wraith, it would take only 3 points damage, all from the Bladesharp. Fireblade would do a full 3D6 damage. Emotional spells such as Demoralize, Befuddle, or Harmonize will not affect a wraith. Spirit Block adds 10 points to an attacked character's pertinent characteristic, depending on what the wraith attacks (see below). Spirit Shield adds 2 points to the character's characteristic per point used. Countermagic absorbs damage done to a characteristic (just as Protection does against normal damage) and cannot be blown away by this kind of attack. If a wraith loses all its hit points, it dissolves and cannot reform for at least a week. Wraiths defend with POW as a percentage, making them difficult to hit.

In an attack, the wraith matches its POW against the victim's CON. If the victim fails to resist, he loses points from his STR, INT, or CON (depending on the type of wraith) equal in number to the current POW of the wraith. The wraith can attack in this manner only once per victim. (If a characteristic is reduced below 1, the victim dies.) On subsequent rounds the wraith must attack by a special form of spirit combat. If the wraith overcomes the victim's POW, he rolls on the POW loss table and the victim must take double the result as damage to a random part of his body. In this manner a wraith can do 2, 4, or 6 points damage.

Characteristics	Average
INT 3D6	10-11
POW 3D6+6	16-17
DEX 20	20

EXAMPLE

Flayli Floodhouse confronts a wraith. The wraith has a POW of 19, giving it a 19% defense. It attacks Flayli and overcomes his CON easily. This particular wraith attacks against STR, and Flayli loses 19 points of STR. Since Flayli's STR was only 10, so much for Flayli!

The wraith now attacks Flayli's partner, Bodo, who was smart enough to put on a 4-point Spirit Shield, and this increases his CON 12 to CON 20. The wraith attacks second



because Bodo's high **SIZ** and **DEX** give him a better strike rank, even though the wraith has **DEX** 20. Bodo reduces his 65% chance to hit by 19% (again, the wraith's defense equals its **POW**) to 46%, and rolls 33 – a hit. Bodo's sword has **Bladesharp** 2 on it, so he hits the being for 2 and thereby reduces its **POW** to 17. The wraith rolls against Bodo's reinforced **CON** of 20 with its now-17 **POW** and needs a 35% or less roll. It gets a 62, so Bodo loses only half of the wraith's **POW** in **STR**, rounded down. His player subtracts 8 from his **STR** of 14 and fights on with **STR** 6.

In the next round the wraith attacks **POW** against **POW**. the wraith overcomes Bodo and rolls on the **POW** loss table. The score is 35. Cross-indexing gives a result of 2, which is doubled to 4. Rolling for a random hit location, Bodo will now take 4 points damage there. The fight continues . . .

Characteristic points lost to a wraith are regained at the rate of one point per week. If Bodo survived the preceding example, he would regain his full **STR** in five weeks. ■

OTHER DESCRIPTIONS AND RULES

Spirit Cults

Throughout *Prax* many notable spirits receive worship who are not gods. Many remnants of ancient shrines from various periods of legend and history can be activated by shamans. If done successfully, then worshippers can sacrifice Power to the spirit, and in return receive limited, specialized Rune spells.

These places of worship are called shrines. True cults can grow from such humble beginnings, but much is needed to make it happen. The requirements are numerous and beyond the scope of this description.

Two examples of spirit cults are included here, and both are found in the Five-Eyes temple. These may be taken as general models for spirit cults.

The following items are true of any spirit cult.

Lay Membership

Whoever knows of it might be considered to be a lay member of a spirit cult. However, there is no benefit to the status, either to the spirit or to the lay member.

Initiate Status

The actual worshippers of the spirit are initiates of the cult. They have many of the benefits and responsibilities of a regular cult initiate, but are freer in their worship. Unless the spirit cult is an absolute enemy of a god cult, one can be an initiate of both with little trouble, or even an initiate of the spirit and a priest or Rune lord of the god. Being relatively weak, the spirits do their best not to be enemies of any god.

Initiate Divine Intervention will tend to be limited to feats in keeping with the spirit's attributes. About the

only request legitimate to a spirit is "Help!" The spirit will then help in any way it can, commensurate with its abilities.

Initiates of spirit cults can sacrifice for one use of cult rune spells.

Rune Lord Status

A Rune lord of a spirit cult is really no more than a super-initiate. He must use initiate Divine Intervention to gain iron armor enchantment, and cult spirits have no allied spirits for them. However, they do have enough power to allow their Rune lords to advance beyond 100% ability with their weapons and skills, as long as they are used in service to the cult.

Shamans

There are no Rune priests for these cults. Instead, shamans, by tying themselves to the spirit, gain what few Rune spells are available on a reusable basis (if the spells are reusable to begin with), and gain the ability to teach battle magic to their followers. This is

not the spell of Spell Teaching, which these spirits cannot provide. Instead, their tie to the spirit allows the spell teaching until such time as they break the tie to the spirit. If the shaman leaves the service of the spirit, his reusable spells become one-use spells and he can no longer teach battle magic. Aside from being considered an enemy of the cult until he uses the spells, there are no other disadvantages.

Establishing a Spirit Shrine

Activation of a spirit shrine requires several components.

A FOCUS OF POWER

This focus of power is generally a sacred idol, a divine relic, a holy object, or some other powerful item. It must have once been very close to the god or spirit, preferably being the center of power for a forgotten cult or something which a god or hero used. Not every idol or legendary person's possession will do; it must be something which contains enough of the essence of the spirit to serve as a clue to reaching it.

Some examples of known foci are statues of Frog Woman, magical waters, a fossil bone from a god, a magical weapon, a shred of wood, a tangled skein of yarn and hair, a necklace of teeth, a shield, a dried horse head, a leather bag full of red soil, an oar, a ladder.

A SHAMAN

The shaman must follow a special ritual to activate these shrines. This ceremony may be performed differently, as is usual among shamans, but all the ceremonies have common elements.

- The shaman will sacrifice permanently 1 point of POW from his own characteristic POW.
- The shaman will disincorporate, enter into the object, and then trace the flow of lost power into the spirit world. To trace the spirit, the player must roll the shaman's characteristic POW x 3. If this roll is missed there is no chance of finding the spirit without beginning the rite again, and sacrificing another point of POW. The shaman will return to his body.
- If found, the spirit must be convinced. This is generally not too hard since they are used to it. To find the

shaman's success match POW vs POW. The average spirit's POW is a normal spirit's: 3D6+6. The combat may go on and on until the shaman wins. Each lost round means that the shaman will be ill for a day later, but he has no danger of being possessed except by humanoid or chaotic spirits.

- Once convinced, the spirit must be okayed by the fetch of the shaman, which is currently inhabiting his body. This can be the most crucial part of the operation, for the fetch, if it decides in favor of the spirit, will become a devotee of the spirit along with the shaman, and also be allowed to use the Rune spells, just like a Rune priest's allied spirit. Without the agreement of the fetch, the agreement is useless. Despite possible advantages, a fetch may not wish the arrangement, as it loses autonomy and becomes subject to the cult spirit for the duration of the arrangement. There may be long-standing disagreements between fetch spirit and cult spirit which will manifest themselves only when the two come into contact through the shaman.

To determine if the fetch and cult spirit will agree, roll D100. A roll of 01-90 means that the agreement will take place; 91-00 indicates irreconcilable differences. To be a shaman, the fetch is absolutely necessary, so the agreement with the cult spirit will have to be abrogated. The shaman loses all the POW he sacrificed to make the agreement and may never try to contact that particular spirit again.

A CONGREGATION

At least ten initiates must be willing to keep actively worshipping the spirit for the next stage to be successful. The shaman will rise, in his body now, and lead everyone in a prayer praising the spirit, and each initiate will then sacrifice 1 point of battle magic POW to it. This will keep the spirit appeased for one week, whereupon the prayer and sacrifice must be repeated. This is part of the agreement.

For this relationship to continue normal cult standards must hold. The examples below provide standards for the River Horse cult and the Frog Woman cult, both river-oriented cults with much in common, including the same general conditions for worshippers.

To create other conditions which must be met by worshippers, a referee should study whatever is known about the spirit, and demand that the initiates

perform in a way satisfactory to the spirit. If it is offended, then it will leave, whether it wants to or not. Ancient laws must be followed, especially by such weaklings as these minor spirits. Killing frogs, for instance is full of ritual for the Frog Woman cult!

Cult of the River Horse

During the Great Darkness, the River Horse survived by moving from headwaters to headwaters through the spirit plane, one stroke ahead of pursuing chaos. Since time began, he has been worshipped for his ability to transport worshippers in the same way. He is particularly favored by relatively inoffensive beings such as the newtlings, who find themselves oppressed on many fronts, and often feel the need for sudden evacuations in the presence of their foes.

The identification with the headwaters of all water makes the spirit attractive to waterborne races. It has a horse's forebody and the hindquarters of a great fish. Its sheer beauty and grace often inspires worshippers. Like all the minor spirit cults, the River Horse is an extremely unjealous creature, and allows allegiance to any other god or spirit who is not the active enemy of water.

Newtling shamans often follow this cult in their bachelor days, as it is highly respected and helps them establish themselves as priests of river cults when they reach adulthood.

As with any water cult, holy days are on the Waterdays of each week. Due to the River Horse's movement powers, the holy week is Mobility week. The ideal time for founding a shrine is Waterday of Mobility week of Sea season. As this is also ideal for Frog Woman, joint shrines to both spirits are common.

The fetch of a River Horse shaman will take on the physical aspect of a river horse and acquire its teleportational powers. In addition, the shaman can summon River Horse, using the spell described below.

A shaman of River Horse is allowed to sacrifice for reusable spells of dismissing any size of elemental and summoning any size of undine, for the usual sacrifices. In addition, the River Horse allows the following Rune spells.

RIDE RIVER HORSE**Cost — 2 POW points****Duration — virtually instantaneous****Range — touch****Stacking — stackable****Non-reusable**

This spell summons a River Horse which can be mounted and ridden on its trip from one headwaters to another. The shaman must have a clear idea of the headwaters to be travelled to, or the River Horse will take the rider to a random headwaters. Anyone may ride

the River Horse summoned. This is a one-way trip. A return will need another summoning. There is a limit of ten passengers per spell used.

SUMMON RIVER HORSE**Cost — 1 POW point****Duration — 15 minutes****Range — 30 meters****Stacking — not stackable****Reusable**

This spell summons a manifestation of River Horse to aid the shaman. It

has an INT of 4D6 and a POW of 5D6. It will be visible but immaterial, and allow its POW to be used to power spells for the shaman. It is in mindlink with the Shaman, and generally acts as a normal friendly spirit. Every time the summoning is used by a particular shaman the same Horse will appear, so the shaman can also teach it spells for him to use later. If threatened with spirit combat, the River Horse will disappear to another headwater, thus throwing off the spirit combat.

Frog Woman Cult

Frog Woman is a water spirit who survived the destruction during the Great Darkness by staying one leap ahead of her foes. Since the Dawn of Time she has been worshipped as a shrine cult for her ability to transport her followers great distances through the air, and the intelligent Traskar spirits, her children, who can be summoned as controlled physical spirits. She is a particular favorite of newtling shamans.

The Frog Woman allows her shamans to dismiss any size elemental, and to summon undines of any size, for the usual point sacrifice. Also, her shaman can teach battle magic spells as long as he maintains his worship of Frog Woman, just as if he had the Spell Teaching spell, just as in other spirit cults.

Frog Woman demands of her devotees only that they butcher frogs and other amphibians with the Peaceful Cut.

Aside from the standard spells listed above, Frog Woman provides two special Rune spells.

LEAP**Cost — 2 points****Duration — one day****Range — none****Stacking — stackable****Non-reusable**

This spell allows the shaman to take ten followers in a leaping arc to any destination within 40 kilometers (approximately). The followers must be within 20 meters of the shaman and the landing place must be one known to the shaman and clear in his mind. The trip will take a full day.

SUMMON TRASKAR**Cost — 1 point****Duration — till death of Traskar****Range — touch****Stacking — not stackable****Non-reusable**

This spell summons a Traskar to the shaman which will act as a controlled spirit for him as long as he keeps POW on the spirit plane necessary to fulfill the usual controlled spirit contract. As the Traskar is a physical spirit, it cannot supply POW for spells nor attack in spirit combat. It will, however, attack in physical combat and carry its master.

The shaman need not sacrifice POW to the Traskar, as that is taken care of with the sacrifice for the spell. However, he must maintain POW in the spirit plane just as he would with an ordinary controlled spirit, to tie the spirit to him. ■

River Traffic

Newtling Reed Boats

The newtlings typically build their crafts out of bundles of reeds lashed together, though they will use other materials if reeds are unavailable. These boats are 4-6 meters long and usually require 2 newtlings to handle them, because they are rather heavy in the water for their size. They can be poled or paddled; oars and oar locks seem to be unused, though such craft could be braced and rigged for them. The passenger/cargo space is rarely more than a meter wide and three meters long. The duke's newtlings will not let more than two adventurer passengers into any one reed boat. Because of their wide beam, such boats are quite stable. They survive encounters with rocks and rapids well, because they are flexible. Once they

begin to come apart, though, they must be abandoned or rebuilt with new reed sections. The newtlings have a way of rigging a small sail in special situations by treating one newtling as a quasi-horizontal mast, while the other steers. By trading off, the newtlings can move under sail for several hours before becoming too tired.

Such reed boats are the most comfortable small boats in Glorantha.

Corflu Trade Craft

The River of Cradles is now too shallow to float ships, and the river traffic is only just reviving with the Lunar conquest of Corflu. Most of the traffic is down-river only, because wood itself is valuable there, and most river craft are disassembled when they

have disposed of their cargo.

Occasionally, there is cargo or passengers for the slow trip up-river to Pavis, but most of the returning rivermen sign on with a Lunar-protected caravan back across the plains to Pavis, then organize their next voyage south.

The craft are of two kinds, hulled boats and barges, and rafts. Rafts cost relatively little to assemble, but require at least two (and sometimes up to six) raftsmen to guide them — large rafts can be poled only, and can be very heavy. Hulled boats and barges are more compact and more expensive, offering more buoyancy than rafts for equal deck area. They can carry a lot of cargo with fewer men than rafts. Large skiffs also may have sails, and with proper winds may make the trip from Pavis to Corflu in a third of the time a raft takes. Though there are no standard plans for such trade craft, most displace less than ten tons.

Using Nets

Part of every culture in Glorantha, and in any other world, is the net. A net is usually a set of lines knotted together into a grid pattern, made to catch objects too big to fit through the holes of the grid. The mesh of a net can be small, for catching small fish, or large, for snaring larger prey, such as men.

For game purposes, there are three nets of interest: fishing nets, trapping nets, and combat nets. Their many similarities include their manner of construction.

Common Attributes of Nets

For game purposes, all nets have two attributes, SIZ and STR/hit points.

SIZ is the size (area) of the net. Combat nets rarely are larger than SIZ 20, the maximum size usable by a man with one hand. Fishing and trapping nets may be of any SIZ, but require one man per 20 points of SIZ if the entire net is to be manipulated at once. Any net must have a larger SIZ than its intended target or it cannot fully entrap that target.

There are two combat nets, the normal net and the large net. The normal combat net has a STR of 15 and the large combat net has a STR of 20. Fishing and trapping nets usually have a strength of 4D6+18 (average of 32). For all net types, STR also counts as its hit points in any one area. A being has four options to emerge from an ensnaring net: ripping it open, cutting it open, burning it open, or simply pulling it off.

RIPPING OPEN A NET — The character must match his STR vs. the net's STR on the resistance table in RUNE-QUEST. A successful roll means that the net now has a hole in it large enough to crawl through. A second successful roll lets the ripper walk through the hole. This assumes that the ripper has not been trussed up in the net and can still move his arms and hands, perhaps getting some leverage with his feet. Even a common net will usually be strong enough to hold a man, but those wanting to trap great trolls have stronger nets made.

CUTTING OPEN A NET — Only edged weapons work against nets. If the enmeshed being has an easily-reached sheathed knife, he may be

able to pull it out and cut with it. Edged weapons already in hand might also work in the referee's judgement, but all weapons used on a net from within do only 1D6 points of damage. Damage bonuses and Bladesharp spells will add to the cutting power. For the victim to cut his way out of the net, he must destroy the entire hit points of the net (they are the same as the STR of the net). The full hit points are present in every area of the net, and should one part of the net be cut open, other parts will have the same hit points.

BURNING OPEN A NET — Nets usually are flammable, and will take full damage from a torch or Fireblade, though damage bonuses will not count. Unless excessively dry, though, a net will usually not catch fire, so that the flaming object must be held against the net each turn until the hit points are burned away. Otherwise, burning a net acts just as does cutting one.

COMBINED ATTACKS — A net could be cut and burned at the same time to reduce its hit points, which also reduced its STR, and then the victim could apply his STR versus the weakened STR of the net and rip his way out.

PULLING OFF A NET — A character may well despair at his chances of ripping or cutting open his net, and may well just want to throw it off and get back into the fight. In such a case, the character must merely roll his DEXx5 once for every 20 SIZ points of the net to escape. He may roll once per round. Until he escapes, he may not parry or attack, and any foes striking at him have a +20% chance to hit him.

EXAMPLE:

Bjorn and Kurt are entrapped in a large (SIZ 60) net dropped from above. Since the net is not being held by foes, and is merely draped over them, they can try to escape. Bjorn decides to cut his way out, using his trusty dagger. Kurt, armed only with a club decides to try to simply wiggle out of the net. Bjorn, with a +1D4 damage bonus will do 1D6+1D4 points of damage to the net each round (unless he rolls 96-00) as the net is a very passive target. Kurt must

roll his DEXx5 once per 20 SIZ points of the net, or 3 times. He may try again and again until he has succeeded 3 times, not necessarily successively.

Fighting With Nets

Only combat nets are meant to be used in battle. Other nets usually are too big, and are weighted differently to fulfill their primary function. Any warrior trained in fighting with a net will be able to use a hunting or trapping net a half his normal ability with the combat net.

Fighting with a net is a unique combat skill. It requires a specially-made combat net. There are two combat nets, the normal net and the large net. Each has a basic chance of 05%, costs 100 Lunars to make, and has a nominal price to learn of 400/800/1600/EXP. The normal combat net has an ENC of 2, a STR of 15, and a strike rank of 2 when used in melee. The large net has an ENC of 3, a STR of 20, and a strike rank of 1.

A combat net may be snapped with (doing 1D4 damage), much as children do with wet towels, or it can ensnare an opponent. Fighters normally carry nets on the left arm, and in that position the net can be used as a shield. In absorbing blows from edged weapons, its hit points will be destroyed just as would a regular weapon's. Trainees in Net Fighting learn both attack and parry.

ATTACKING TO ENSNARE — A successful attack which is not parried allows the attacker a roll on a special hit location table.

01-10	legs caught, cannot move; arms, upper torso, and head are free.
11-12	arms caught; legs and head are free.
13-15	right arm and head caught.
16-18	left arm and head caught.
19-20	head caught, vision obscured, attack/parry halved.

The areas caught must be freed by ripping, cutting, or burning, as outlined above. If there is no tension on the net, the victim can simply unwind the net from himself. A D100 roll equal to or less than the victim's DEX as a percentage will accomplish the unwinding. Make the roll once per melee round. If the character's arms are pinned, he cannot unwind without help. Note that this is different (and harder) than escaping from a net that is simply draped over one.

DEFENDING AGAINST NETS – A net may be parried. The shield used to parry a net will be caught in the net, immobilizing the shield arm, unless the parrier rolls his DEX or less on D100. A weapon used to parry a net will be caught unless the parrying character makes a roll of DEX times 5 or less on D100. If the parrier's weapon

is caught in the net, it immobilizes his weapon arm unless he lets go of the weapon. However, having a weapon stuck in one's net renders it useless for casting at targets, since its balance is then destroyed.

A fishing or trapping net dropping upon a victim from above cannot be

parried, though the victim may be able to dodge it.

Combat nets may be thrown at the same percentage chance that the user has to use it in melee. If it strikes its opponent, it uses the same table for hit location as used in melee (see above). ■

Air / Water Fighting

Intelligent air-breathing, water-breathing, and amphibian creatures behave and fight differently in each others' environments.

Underwater, humans and other air-breathers always hit last against intelligent fish or amphibian species. Air-dwellers do not get damage bonuses underwater. Their chances to hit with slashing and smashing weapons are halved; thrusting weapons still receive the surface chance to hit. Surface missile weapons may not be used as missile weapons underwater, with the exception of metal-strung crossbows, the range of which is limited to 20 me-

ters or visibility, whichever is less.

Intelligent water-breathers will be at the same disadvantage when fighting in the air, and will drown in the air in the same fashion and at the same rates as humans drown in water.

Amphibians such as newtlings, or beings long-adapted to underwater experience such as ducks or seals will fight equally well in air or water.

Armor for air-breathers reduces their underwater chance of attack/parry by 5% for each point of ENC. Armor designed for water-breathers and amphibians to use in water does not reduce attack / parry chances. Air-

breathers can purchase such armor for twice the price of normal armor if they make a halved luck roll to find an armorer who can make it. The armorer's chance to make each piece correctly is half his normal ability.

The armor reduction of the attack / parry chance is figured before the half reduction for slashing and smashing weapons.

Armor for water-breathers does not have a similar disadvantage in air.

Movement rates above and below the surface vary with the species.

Use normal strike ranks for non-intelligent species in their proper environments; rank them last in any strange environment. ■

*Prax Map Scale – 1cm equals approx. 20km
Horn Gate, present on the left of The Domain map, is here in the lower right-hand corner. The major river is the same river dividing the map of The Domain. If shown on this map, that map would extend most of the way to the sea.*



Pre-Rolled Characters

For those referees who are just starting out with RuneQuest, or who do not have players whose characters will fit easily into this scenario pack, we provide the following squad of player-characters for your use. Of course, the characters can also be used for NPCs, for filling out PC groups to levels called for in a particular scenario, etc.

The Weapon Master

This individual has mastered his favorite weapons and a couple of skills. He feels no particular compulsion to join a cult as a Rune lord, but he is an lay member and, perhaps, even an initiate of several. He also has too much wanderlust to settle down to a career of teaching his skills to others. He is joining Duke Raus' mercenary band for the opportunity it offers to adventure, impress others with his prowess, and perhaps build up a stake to settle down somewhere in style.

The Veteran

This individual has seen far more

action than normally occurs in mercenary duty. Where he goes, action follows. He is proud of his abilities and very outgoing, especially to those of his companions he considers to be inferior to him. He is a good man in a fight and is capable of making very canny battle plans when called for.

The Barbarian

This individual is a consummate member of his tribe. In fact, he was a little too good, and the elders felt that he was setting himself above his brothers and, perhaps, getting too ambitious for the tribal chieftain's safety; an accusation with no truth whatsoever. He has been exiled from his tribe and feels a justifiable animosity towards his former brothers. He is joining Raus in an attempt to make good in civilized life. He dreams of leading cavalry charges through his former chieftain's camp.

The Remittance Man

This young man is the younger son of a younger son of a noble, and has

been exiled from his family lands for some transgression which can be as innocuous or as scandalous as the player or referee wishes. Since his traumatic exile, he has wandered about Peloria and neighboring lands, finally ending up in Pavis to take service with the duke. His initial purse of money has run dry and he wants to make a reputation of reliability for himself. He has gained competence in many skills during his travels and up-bringing.

The Mercenaries

These two stalwarts have just left their first enlistment in mercenary service with the White Horse Lancers, a Pavic mercenary company currently in the employ of the Lunar Empire. They have cavalry horses of their own, but they are not now white.

Two Barbarians

These two young bucks can be from any of the Praxian tribes, or from an outland, referee determined, tribe. They are tough and partially seasoned, with many barbarian skills.

THE WEAPONMASTER, master of crossbow, lance, 1H sword, 1H spear, medium shield, Ride, and Spot Hidden.

STR 16	CON 17	SIZ 17	01-04	R LEG	6/7
INT 13	POW 16	DEX 16	05-08	L LEG	6/7
CHA 12			09-11	ABDOM	7/7
Move 8			12	CHEST	8/8
Hit Points 19			13-15	R ARM	6/6
Defense 05%			16-18	L ARM	6/6
			19-20	HEAD	6/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	2	95%	1D10+1+bonus	50%	20
Bastard Sword	4	100%	1D10+1+1D6	90%	20
Greatsword	3	85%	2D8+1D6	90%	15
1H Spear	4	95%	1D8+1+1D6	75%	15
Heavy Crossbow	1	90%	2D6+2	25%	10
Medium Shield	—	—	—	95%	12

BOUND SPIRIT: (in crystal) INT 14, POW 15

SPELLS: Binding, Countermagic 2, Demoralize, Detect Enemies, Heal 4, Repair (2), Spirit Binding, Spirit Shield 2; (known by spirit) Bladesharp 4, Detect Life, Detect Magic, Dispel Magic 2, Disrupt, Light, Protection 4

SKILLS: Camouflage 55%, Climb 65%, Evaluate Treasure 60%, Hide in Cover 55%, Jump 55%, Listen 85%, Map Making 35%, Move Quietly 65%, Oratory 60%, Ride 90%, Spot Hidden 95%, Spot Trap 75%, Swim 85%, Track 65%

LANGUAGES: Lunar 35%, Pavic 85%, Praxian 40%, Sartarite 70%, Tradetalk 55%

MAGIC ITEMS: Bastard sword with Fireblade matrix; Healing Focussing 3 crystal; 8 pt POW storage crystal (currently containing spirit).

THE VETERAN

STR 14	CON 14	SIZ 12	01-04	R LEG	4/5
INT 12	POW 17	DEX 18	05-08	L LEG	4/5
CHA 14			09-11	ABDOM	7/5
Move 8			12	CHEST	7/6
Hit Points 15			13-15	R ARM	4/4
Defense 20%			16-18	L ARM	4/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	5	65%	1D10+1+1D4	55%	20
Composite Bow	1	80%	1D8+1	40%	10
Lance	3	75%	1D10+1+bonus	50%	15
1H Spear	4	70%	1D8+1+1D4	70%	15
Shortsword	6	70%	1D6+1+1D4	60%	20
Large Shield	—	—	—	80%	16

BOUND SPIRIT: (in crystal) INT 10, POW 16

SPELLS: Detect Enemies, Detect Traps (2), Dispel Magic 1, Disruption, Heal 3, Spirit Shield 3; (known by spirit) Bladesharp 2, Demoralize, Light, Protection 4, Repair (2)

SKILLS: Camouflage 60%, Climb 80%, Evaluate Treasure 50%, Jump 60%, Listen 80%, Hide in Cover 70%, Move Quietly 50%, Ride 85%, Spot Hidden 75%, Spot Trap 75%, Swim 25%, Track 30%

LANGUAGES: Lunar 75%, Old Pavic 45%, Praxian 45%, Tradetalk 65%

MAGIC ITEMS: Wristband with Countermagic 3 matrix; 10 pt POW storing crystal (currently contains spirit).

THE BARBARIAN

STR 17	CON 14	SIZ 15	01-04	R LEG	4/5
INT 17	POW 13	DEX 15	05-08	L LEG	4/5
CHA 15			09-11	ABDOM	6/5
Move 8			12	CHEST	6/6
Hit Points 15			13-15	R ARM	4/4
Defense 25%			16-18	L ARM	4/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	5	45%	1D10+1+1D4	35%	20
Battle Axe	6	70%	1D8+2+1D4	70%	15
Composite Bow	2	75%	1D8+1	40%	10
Lance	3	65%	1D10+1+bonus	60%	15
1H Spear	5	65%	1D6+1+1D4	60%	15
Small Shield	—	—	—	75%	8

SPELLS: Bladesharp 3, Demoralize, Detect Life, Fanaticism, Heal 3, Protection 4, Speedart, Xenoheal 3

SKILLS: Camouflage 65%, Climb 85%, Hide in Cover 80%, Jump Listen 65%, Move Quietly 90%, Oratory 65%, Ride 95%, Spot Hidden 75%, Spot Trap 70%, Track 85%

LANGUAGES: Lunar 40%, Old Pavic 35%, Praxian 85%, Sartarite 45%, Tradetalk 60%

MAGIC ITEM: Headband containing Silence matrix.

THE REMITTANCE MAN

STR 13	CON 16	SIZ 12	01-04	R LEG	6/6
INT 15	POW 14	DEX 17	05-08	L LEG	6/6
CHA 16			09-11	ABDOM	6/6
Move 8			12	CHEST	7/7
Hit Points 16			13-15	R ARM	6/5
Defense 15%			16-18	L ARM	6/5
			19-20	HEAD	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Arbalest	1	60%	3D6+1	35%	10
Lance	3	55%	1D10+1+bonus	45%	15
Rapier	5	80%	1D6+1+1D4	80%	12

SPELLS: Bladesharp 3, Demoralize, Detect Traps (2), Fanaticism, Glamour (2), Heal 3, Shimmer 3

SKILLS: Climb 65%, Evaluate Treasure 85%, Jump 65%, Oratory 85%, Ride 80%, Spot Hidden 55%, Swim 75%, Taste Analysis 60%, Make Weapons 95%

LANGUAGES: Lunar 75/70%, Old Pavic 65/25%, Praxian 45%, Sartarite 65/35%, Tradetalk 50/30%, Wyrnish 00/60%, Own language 90/80%

MAGIC ITEMS: Plate breastplate containing Protection 3 matrix; 7 pt POW storage crystal.

MERCENARY ONE

STR 16	CON 12	SIZ 17	01-04	R LEG	3/5
INT 15	POW 12	DEX 13	05-08	L LEG	3/5
CHA 12			09-11	ABDOM	4/5
Move 8			12	CHEST	5/6
Hit Points 14			13-15	R ARM	3/4
Defense 05%			16-18	L ARM	3/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	5	60%	1D10+1+1D6	50%	20
Lance	3	40%	1D10+1+bonus	30%	15
Medium Shield	—	—	—	30%	12

SPELLS: Bladesharp 1, Heal 2, Protection 1, Xenoheal 1

SKILLS: Camouflage 30%, Hide in Cover 30%, Ride 90%, Spot Hidden 30%, Spot Traps 30%, Track 55%

LANGUAGES: Pavic 60%, Praxian 30%, Tradetalk 40%, Own 75%

MERCENARY TWO

STR 14	CON 13	SIZ 16	01-04	R LEG	3/5
INT 14	POW 13	DEX 14	05-08	L LEG	3/5
CHA 12			09-11	ABDOM	4/5
Move 8			12	CHEST	5/6
Hit Points 14			13-15	R ARM	3/4
Defense 10%			16-18	L ARM	3/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	5	40%	1D10+1+1D4	35%	20
Lance	3	60%	1D10+1+bonus	55%	15
Medium Shield	—	—	—	35%	12

SPELLS: Bladesharp 1, Demoralize, Heal 1, Xenoheal 2

SKILLS: Camouflage 30%, Hide in Cover 55%, Ride 90%, Spot Hidden 30%, Spot Traps 30%, Track 30%

LANGUAGES: Pavic 60%, Praxian 30%, Tradetalk 35%, Own 70%

YOUNG BARBARIAN ONE

STR 13	CON 16	SIZ 13	01-04	R LEG	3/6
INT 13	POW 12	DEX 17	05-08	L LEG	1/6
CHA 10			09-11	ABDOM	4/6
Move 8			12	CHEST	5/7
Hit Points 17			13-15	R ARM	1/5
Defense 15%			16-18	L ARM	3/5
			19-20	HEAD	2/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Battle Axe	6	35%	1D8+2+1D4	30%	15
Composite Bow	1	55%	1D8+1	30%	10
Small Shield	—	—	—	30%	8

SPELLS: Heal 2, Protection 2

SKILLS: Camouflage 60%, Hide in Cover 60%, Oratory 30%, Ride 85%, Spot Hidden 30%, Spot Trap 30%, Track 30%

LANGUAGES: Pavic 25%, Praxian 15%, Tradetalk 40%

YOUNG BARBARIAN TWO

STR 14	CON 15	SIZ 12	01-04	R LEG	2/5
INT 13	POW 16	DEX 16	05-08	L LEG	2/5
CHA 10			09-11	ABDOM	3/5
Move 8			12	CHEST	4/6
Hit Points 15			13-15	R ARM	1/4
Defense 10%			16-18	L ARM	1/4
			19-20	HEAD	3/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Battle Axe	6	50%	1D8+2+1D4	45%	15
Composite Bow	1	30%	1D8+1	25%	10
Small Shield	—	—	—	25%	8

SPELLS: Disruption, Farsee, Heal 2

SKILLS: Camouflage 30%, Hide in Cover 30%, Oratory 30%, Ride 80%, Spot Hidden 55%, Spot Traps 30%, Track 55%

LANGUAGES: Pavic 25%, Praxian 75%, Tradetalk 40%



Borderlands

**THE REFEREE'S
ENCOUNTER
BOOK**

JOHN E. BOYLE, TONY FIORITO, REID HOFFMAN, JANET KIRBY
STEVE PERRIN, ELIZABETH WOLCOTT

A **CHAOSIUM** Publication



Borderlands

ENCOUNTER BOOK

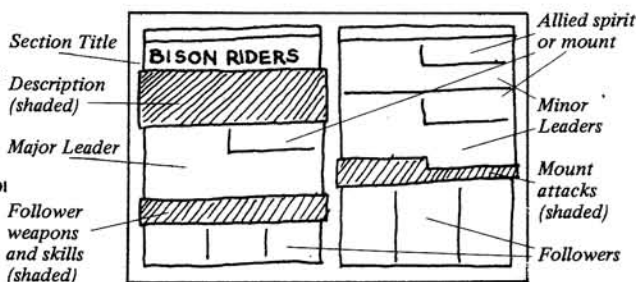
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GUIDE TO THE ENCOUNTERS

The statistics which follow will let the referee adjust the number of creatures in an encounter to the party of player-characters and the needs of the scenario. There are two types of encounters: sentient parties and animals. Sentient parties consist of intelligent beings such as the various nomad types, the newtlings, broos, or trachodons. Encounters which may include large numbers of creatures are given a two-page spread, as shown in the illustration at the right.



Three leaders are usually given, each with a unique personality. Usually the most important or highest ranking leader is presented just below the shaded description on the left-hand page. Subordinate leaders are presented on the right-hand page at the top. If the leader has an animal that he or she rides or an allied spirit bound into an animal, this is separated from the body of the leader's description.

Then, general weapons, spells, and skills statistics for all of the followers is given in another shaded area on the left. Several followers fill out the left page. The followers are virtually identical, though differentiated by different names or numbers. The right-hand page contains another shaded band just below the subordinate leaders. This band will sometimes contain information on attacks for mounts if the encounter includes animals.

Referees who want to individualize these cannon-fodder followers may add spells, change strike-ranks, and otherwise manipulate the data. The format of the followers was established to make it as easy as possible to run a large melee.

The animals are sometimes shown as a page of followers and, sometimes when the total number of beasts is small, are limited to half a page.

Referees should always tailor the encounters to the needs of the scenario. If the characters are on their way home victorious but bloodied, and the game has already lasted until midnight, it is not the time to suddenly hit them with a dozen Sable Riders, even if the dice say that they should appear. These random encounters are incidental to the scenarios.

Of course, an imaginative referee can create a whole new scenario using just the random encounters and the dice. Suppose that the characters are sent to bring back a Healer to fight the plague? Where will they go? Through the Agimori at Weis Cut (whom they probably alienated while scouting the land)? All the way down to Bilos Gap to go through the morokanth? What if a horde of screaming Impala Riders and Bison Riders decide to raid the fort or the town of Weis? The High Llama riders could persuade the duke to help them in a raid against the broos, since the characters have already done so well in the fourth scenario. What if the broos have teamed up with the Sable Riders?

There are many new stories to be found in this book. Have fun with them!

WANDERING MONSTERS

This region is not regularly crossed by hordes of voracious creatures, but it does have a natural ecology which occasionally reveals something dangerous to the player-characters. Use this chart to see if anything interesting confronts, or is close to, the characters. Many other insignificant things would occur, but are ignored here.

Every twelve game hours roll D100. A roll of 01-20 indicates an encounter.

ENCOUNTER TABLE: Roll D100 for specific encounter

<i>Encounter</i>	<i>Page</i>	<i>Prax</i>	<i>Valley</i>	<i>Bog</i>	<i>River</i>	<i>Eastern Highlands</i>	<i>Vulture's Country</i>
Ankylosaur	3	—	01-05	01-08	01-08	01-03	—
Agimori	4	01-04	06-07	09-10	09-10	04-08	01-06
Bison Riders	6	05-08	08-09	11	11-12	09-20	07-23
Broos	8	09-10	10-14	12-15	13-15	21-22	24
Centaurs	10	11-12	15-23	16-18	16-20	23-25	—
Cliff Toads	12	13	24-25	—	—	26-35	—
Deinonychus	13	14-17	26-33	19-23	21-26	36-42	25-27
Dream Dragon	14	18	34-35	24	27-28	43-45	28
Hyenas	15	19-29	36-43	25-28	29-33	46-53	29-35
High Llama Riders	16	30-50	44-48	29	34-42	54-62	36-48
Impala Riders	18	51-53	49	30	43-48	63-75	49-65
Morokanth Slavers	20	54-58	50-55	31-34	49-58	76-80	66-68
Morokanth Tribe	22	59-65	56-60	35-38	59-63	81-85	69-74
Newtlings	24	—	61-66	39-55	64-75	86	—
Rhino Riders	24	66	67	56	76-78	87-88	75-81
Sable Riders	26	67-78	68-72	57-58	79-85	89-90	82-83
Sartar Bandits	28	79	73	59-70	86-88	91	—
Tiger	29	—	74-75	71-80	89-91	—	—
Trachodon	29	80-83	76-80	81-82	92-94	92-93	84
Traskar	30	—	81-90	83-90	95-97	—	—
Triceratops	30	84-90	91-96	91-93	98	94-95	85-88
Vultures or Condors	31	91-95	97-99	94-99	99	96-98	89-94
Whirlvish	32	96-00	00	00	00	99-00	95-00

ANKYLOSAURS

A wide-spread herd of these armored behemoths is scattered through the river valley. Because of their near-invulnerability and the scarcity of dense vegetation, the creatures range widely and individually. One rarely will find more than two in any one area.

The creatures have confidence in their ability to take damage, and will not move aside for anyone. They can be

frightened by fire, however, as long as the fire is of obviously threatening size. A torch will not bother them at all.

The meat of one ankylosaur can feed a small tribe for a week. Therefore, there is a 15% chance that any ankylosaur encountered will have hunters from a Praxian tribe following it. A referee should refer to one of the tribal descriptions in this book if the possibility occurs.

Weapon	SR	Attk%	Damage
Tail Club	7	60%	1D10+4D6
Trample	7	60%	8D6

ANKYLOSAUR ONE

Move 6	Tail	01-03	20/10
POW 10	R H-leg	04-05	16/10
HP 28	L H-leg	06-07	16/10
DEX 8	Hind Q	08-11	20/12
	Fore Q	12-15	20/12
	R F-leg	16	16/10
	L F-leg	17	16/10
	Head	18-20	20/10

ANKYLOSAUR FOUR

Move 6	Tail	01-03	20/11
POW 9	R H-leg	04-05	16/11
HP 31	L H-leg	06-07	16/11
DEX 11	Hind Q	08-11	20/13
	Fore Q	12-15	20/13
	R F-leg	16	16/11
	L F-leg	17	16/11
	Head	18-20	20/11

ANKYLOSAUR SEVEN

Move 6	Tail	01-03	20/10
POW 12	R H-leg	04-05	16/10
HP 28	L H-leg	06-07	16/10
DEX 13	Hind Q	08-11	20/12
	Fore Q	12-15	20/12
	R F-leg	16	16/10
	L F-leg	17	16/10
	Head	18-20	20/10

ANKYLOSAUR TEN

Move 6	Tail	01-03	20/10
POW 12	R H-leg	04-05	16/10
HP 30	L H-leg	06-07	16/10
DEX 9	Hind Q	08-11	20/12
	Fore Q	12-15	20/12
	R F-leg	16	16/10
	L F-leg	17	16/10
	Head	18-20	20/10

ANKYLOSAUR THIRTEEN

Move 6	Tail	01-03	20/10
POW 12	R H-leg	04-05	16/10
HP 30	L H-leg	06-07	16/10
DEX 9	Hind Q	08-11	20/12
	Fore Q	12-15	20/12
	R F-leg	16	16/10
	L F-leg	17	16/10
	Head	18-20	20/10

ANKYLOSAUR TWO

Move 6	Tail	01-03	20/10
POW 15	R H-leg	04-05	16/10
HP 29	L H-leg	06-07	16/10
DEX 10	Hind Q	08-11	20/12
	Fore Q	12-15	20/12
	R F-leg	16	16/10
	L F-leg	17	16/10
	Head	18-20	20/10

ANKYLOSAUR FIVE

Move 6	Tail	01-03	20/10
POW 13	R H-leg	04-05	16/10
HP 28	L H-leg	06-07	16/10
DEX 7	Hind Q	08-11	20/12
	Fore Q	12-15	20/12
	R F-leg	16	16/10
	L F-leg	17	16/10
	Head	18-20	20/10

ANKYLOSAUR EIGHT

Move 6	Tail	01-03	20/10
POW 9	R H-leg	04-05	16/10
HP 29	L H-leg	06-07	16/10
DEX 12	Hind Q	08-11	20/12
	Fore Q	12-15	20/12
	R F-leg	16	16/10
	L F-leg	17	16/10
	Head	18-20	20/10

ANKYLOSAUR ELEVEN

Move 6	Tail	01-03	20/11
POW 14	R H-leg	04-05	16/11
HP 32	L H-leg	06-07	16/11
DEX 11	Hind Q	08-11	20/13
	Fore Q	12-15	20/13
	R F-leg	16	16/11
	L F-leg	17	16/11
	Head	18-20	20/11

ANKYLOSAUR FOURTEEN

Move 6	Tail	01-03	20/11
POW 14	R H-leg	04-05	16/11
HP 32	L H-leg	06-07	16/11
DEX 11	Hind Q	08-11	20/13
	Fore Q	12-15	20/13
	R F-leg	16	16/11
	L F-leg	17	16/11
	Head	18-20	20/11

ANKYLOSAUR THREE

Move 6	Tail	01-03	20/9
POW 7	R H-leg	04-05	16/9
HP 26	L H-leg	06-07	16/9
DEX 10	Hind Q	08-11	16/11
	Fore Q	12-15	20/11
	R F-leg	16	16/9
	L F-leg	17	16/9
	Head	18-20	20/9

ANKYLOSAUR SIX

Move 6	Tail	01-03	20/10
POW 13	R H-leg	04-05	16/10
HP 28	L H-leg	06-07	16/10
DEX 12	Hind Q	08-11	20/12
	Fore Q	12-15	20/12
	R F-leg	16	16/10
	L F-leg	17	16/10
	Head	18-20	20/10

ANKYLOSAUR NINE

Move 6	Tail	01-03	20/9
POW 12	R H-leg	04-05	16/9
HP 25	L H-leg	06-07	16/9
DEX 10	Hind Q	08-11	20/11
	Fore Q	12-15	20/11
	R F-leg	16	16/9
	L F-leg	17	16/9
	Head	18-20	20/10

ANKYLOSAUR TWELVE

Move 6	Tail	01-03	20/10
POW 10	R H-leg	04-05	16/10
HP 29	L H-leg	06-07	16/10
DEX 12	Hind Q	08-11	20/12
	Fore Q	12-15	20/12
	R F-leg	16	16/10
	L F-leg	17	16/10
	Head	18-10	20/10

ANKYLOSAUR FIFTEEN

Move 6	Tail	01-03	20/10
POW 10	R H-leg	04-05	16/10
HP 29	L H-leg	06-07	16/10
DEX 12	Hind Q	08-11	20/12
	Fore Q	12-15	20/12
	R F-leg	16	16/10
	L F-leg	17	16/10
	Head	18-10	20/10

AGIMORI

The Agimori, or Men-and-a-half, are mostly found in the area of Weis Cut, where Chaku Ironspear has established a more-or-less permanent camp in the caves there. They are aware of their broo neighbors, but have no fear of them.

The Agimori are hunters, not herders, and can be found throughout the river valley, as well as in Prax or Vulture's Country. Any particular band will have 2D4 hunters, and will probably be led by either Galazi or Ankubi. There is only a 10% chance that Chaku himself will be hunting; his main obligation is to the tribe, and he has nothing to prove.

Chaku is formidable on his own ground and will not want to leave it. He has no time for adventuring, for his tribe's affairs keep his hands more than full. He is suspicious of strangers, and may use Divination to check their motives. His pike is a prized family heirloom.

Galazi ranks as a leader of 50 during wartime, and wants to enhance her reputation. She has done more than her share of adventuring, which is how she got her armor and shortsword, both unusual for men-and-a-half. Galazi will join an expedition if the chance of fame and fortune is

good, but she is no fool. She is not easily duped and will look out for herself and for any personal followers first.

Ankubi is a loner who gained a reputation among the men-and-a-half and among the Storm Bull cult in Prax by tracking and destroying a small raiding party of broos who had kidnapped some children for sacrifice in Sog's Ruins. He brought the captives back alive. He will join almost any expedition against chaos, but socializes only with members of his own or associated cults. He hates Lunars. He is a bar-wrecker when drunk.

If they encounter the party before the Scouting the Land judgement between the Agimori and morokanth, the Agimori will be polite and aloof. If the party is encountered after the judgement, the attitude of the Agimori will depend on the judgement. If it was favorable, they will be all amiability. If against them, the Agimori will probably not attack, but will refuse any contact and perhaps hurl insults at the party.

DUKE'S POLICY — Do not antagonize the Agimori, as they control access to Horn Gate.

GALAZI FOE-HOUND (female initiate of Lodril, initiate of Found-child)

STR 23	CON 16	SIZ 19	01-04	R LEG	8/6
INT 16	POW 14	DEX 16	05-08	L LEG	8/6
CHA 15			09-11	ABDOM	6/6
Move 10			12	CHEST	7/7
Hit Points 18			13-15	R ARM	8/5
Defense 25%			16-18	L ARM	8/5
			19-20	HEAD	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Pike	2	80%	2D6+1+2D6	75%	15
(Braced Pike)	1	60%	2D6+1*	—	15
2H Spear	2	85%	1D10+1+1D6	80%	15
1H Spear	3	70%	1D8+1+1D6	50%	15
Shortsword	5	65%	1D6+1+1D6	45%	20
Javelin	1	75%	1D10+2D3	35%	10
Composite Bow	1	50%	1D8+1	40%	10
Large Shield	—	—	—	80%	16

SPELLS: Detect Magic, Disrupt, Healing 4, Mobility, Protection 2, Repair (2), Speedart

SKILLS: Bargaining 40%, Camouflage 85%, Climbing 55%, Evaluate Treasure 30%, First Aid 45%, Hide in Cover 85%, Hide Item 40%, Identify Animal 70%, Jumping 70%, Listen 70%, Map Making 70%, Move Quietly 80%, Oratory 55%, Peaceful Cut 40%, Spot Hidden Spot Trap 70%, Tracking 85%, Trap Set/Disarm 75%

LANGUAGES: Firespeech 60%, Pavic 25%, Praxian 80%, Trade 50%

MAGIC ITEMS: An 11-pt POW storing crystal and a fireblade matrix in a bronze shortsword

TREASURE: 150 L carried, ransom is 1500 Lunars

SPECIAL FEATURES: 2-pt skin, half damage from all heat attacks.

*plus damage bonus of whatever is the oncoming target.

Weapon	SR	Attk%	Damage	Parr%	Pts
Pike	4	40%	2D6+1+1D6	35%	15
(Braced Pike)	1	35%	2D6+1*	—	15
2H Spear	4	50%	1D10+1+1D6	45%	15
1H Spear	5	40%	1D8+1+1D6	30%	15
Javelin	3	35%	1D10+1D3	15%	10
Large Shield	—	—	—	40%	16

* plus damage bonus of whatever is the oncoming target.

SPELLS: Bladesharp 2, Disrupt, Healing 2, Mobility, Speedart
SKILLS: Bargaining 10%, Camouflage 40%, Climbing 30%, Evaluate Treasure 15%, Hide in Cover 50%, Identify Animals 40%, Jumping 35%, Listen 40%, Map Making 20%, Move Quietly 40%, Peaceful Cut 20%, Spot Hidden 45%, Spot Trap 40%, Tracking 50%, Trap Set/Disarm 35%

LANGUAGES: Firespeech 20%, Pavic 15%, Praxian 55%, Tradetalk 20%

TREASURE: 1D100 Lunars worth of trade goods.

SPECIAL FEATURES: 2-pt skin, half damage from all heat attacks.

AGIMORI ONE

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

AGIMORI FOUR

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

AGIMORI TWO

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

AGIMORI FIVE

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

AGIMORI THREE

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

AGIMORI SIX

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

CHAKU IRONSPEAR — male Rune priest of Lodril, initiate of Foundchild

STR 18	CON 17	SIZ 19	01-04	R LEG	5/7
INT 14	POW 18	DEX 16	05-08	L LEG	5/7
CHA 16			09-11	ABDOM	6/7
Move 10			12	CHEST	7/8
Hit Points 20			13-15	R ARM	5/6
Defense 20%			16-18	L ARM	5/6
			19-20	HEAD	6/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Pike	2	80%	2D6+1+1D6	80%	22
(Braced Pike)	1	60%	1D6+1+*	—	22
2H Spear	2	80%	1D10+1+1D6	80%	15
1H Spear	3	80%	1D8+1+1D6	75%	15
Shortsword	5	65%	1D6+1+1D6	50%	20
Javelin	1	80%	1D10+1D3	40%	10
Large Shield	—	—	—	80%	16

*plus damage bonus of whatever is the oncoming target.

ALLIED SPIRIT: Fire's Breath (in iron pike) INT 11, POW 19

SPELLS: Dispel Magic 4, Healing 6, Protection 4; (known by Fire's Breath) Disruption, Farsee, Light, Mobility, Multimissile 2, Repair Spirit Screen 2

RUNE SPELLS: Divination 6, Extension I, Multispell II, Shield 4, Spell Teaching, Spirit Block 1

SKILLS: Bargaining 50%, Camouflage 75%, Climbing 65%, Evaluate Treasure 50%, First Aid 45%, Hide in Cover 95%, Identify Animals 90%, Jumping 80%, Listen 75%, Map Making 75%, Move Quietly 90%, Oratory 85%, Peaceful Cut 75%, Spot Hidden 90%, Spot Trap 80%, Tracking 90%, Weapon Making 80%

LANGUAGES: Firespeech 85/85%, Pavic 45%, Praxian 90%, Tradetalk 65%

MAGIC ITEMS: Iron pike with Bladesharp 4 matrix and 13 pt POW storage crystal embedded in it. POW 4 Power enhancing crystal in amulet around neck.

SPECIAL FEATURES: 2-pt skin; half damage from all heat attacks.

TREASURE: 7 wheels and 25 Lunars; ransom is 2500 Lunars.

ANKUBI BROO-STALKER (male initiate of Storm Bull)

STR 17	CON 17	SIZ 22	01-04	R LEG	5/7
INT 10	POW 16	DEX 14	05-08	L LEG	5/7
CHA 13			09-11	ABDOM	5/7
Move 10			12	CHEST	9/8
Hit Points 20			13-15	R ARM	5/6
Defense 0%			16-18	L ARM	5/6
			19-20	HEAD	6/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Pike	2	65%	2D6+1+1D6	60%	15
(Braced Pike)	1	55%	2D6+1+*	—	15
2H Spear	2	75%	1D10+1+1D6	75%	15
1H Spear	3	65%	1D8+1+1D6	45%	15
Shortsword	5	60%	1D6+1+1D6	55%	20
Javelin	2	60%	1D10+1D3	25%	10
Large Shield	—	—	—	70%	16

*plus damage bonus to whatever is the oncoming target.

SPELLS: Bladesharp 4, Healing 5, Mobility; (known by Wingfleet) Detect Enemies, Detect Magic, Dispel Magic 3, Disrupt, Fanaticism 1, Farsee, Ignite, Light, Repair (2), Speedart

BOUND SPIRIT: Wingfleet (in hawk familiar):

STR 4	CON 9	SIZ 4	01-20	BODY	1/7
INT 14	POW 15	DEX 19			

RUNE MAGIC: Defend Against Chaos (one-use only)

SKILLS: Bargaining 50%, Camouflage 65%, Climbing 45%, Evaluate Treasure 50%, First Aid 55%, Hide in Cover 75%, Identify Animal Listen 65%, Map Making 50%, Move Silently 75%, Oratory 50%, Peaceful Cut 40%, Sense Chaos 60%, Spot Hidden 60%, Spot Trap 50%, Tracking 85%

LANGUAGES: Beast Speech 60%, Firespeech 25%, Pavic 20%, Praxian 50%, Tradetalk 40%

MAGIC ITEMS: Protection 4 matrix on bronze breastplate; Healing 6 potion

TREASURE: Carries 250 Lunars, ransom is 1800 Lunars

SPECIAL FEATURES: 2-pt skin, half damage from all heat attacks.

AGIMORI SEVEN

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

AGIMORI TEN

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

AGIMORI THIRTEEN

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

AGIMORI EIGHT

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

AGIMORI ELEVEN

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

AGIMORI FOURTEEN

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

AGIMORI NINE

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

AGIMORI TWELVE

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

AGIMORI FIFTEEN

POW 12	R LEG	01-04	2/6
DEX 11	L LEG	05-08	2/6
Defense 0%	ABDOM	09-11	5/6
HP 18	CHEST	12	6/7
Pike 15	R ARM	13-15	2/5
Spear 15	L ARM	16-18	2/5
	HEAD	19-20	5/6

BISON RIDERS

The Bison Riders are outcasts in Prax. The Lunar Empire is not actively hunting them, but the Lunar allies, the Sable Riders, are using their privileged status to try to exterminate their longtime enemies.

As usual, the bison riders have retreated across the River of Cradles into Vulture's Country, involuntarily toughening themselves. Naturally, the Bison Riders make continual forays over the river to scout out their enemies and gain glory for their young warriors.

Talkil One-Eye is a Bison Kahn who was an initiate during the disastrous battle of Moonbroth. He lost his eye there to a Sable Rider arrow and has no love for the tribe. He will do anything he can to harm Sable Riders.

Durinda Coweye is an initiate of the Eiritha cult and Talkil's wife. She longs for the familiar plains from which she has been exiled. She willingly follows her husband's lead in trying to find a way to return.

Arling Stronglance is a standard bison rider, true to his chief and disdainful of missile users. He loves strong drink; his favorite is fermented bison milk, a Bison Rider specialty.

This band will not pick a fight unless the potential targets are a small band of Sable Riders. Talkil will have 2D4+1 warriors in his entourage, and his main objective is information. For his purpose, the presence of armed and mounted warriors is enough, and he will avoid contact unless the other party is smaller than his. Despite the size and power of his animals, the armament of the Bison Riders is not as good as that of a well-trained mercenary band, and Talkil is well aware of this. He is very capable of determining whether there is iron present among the party, and just how competent the opposition seems.

DUKE'S POLICY — The duke has no wish to antagonize the Bison Riders, and might even want to recruit them, but has made no statement one way or another.

TALKIL ONE-EYE — Bison Kahn

STR 16	CON 16	SIZ 11	01-04	R LEG	6/6
INT 14	POW 16	DEX 13	05-08	L LEG	6/6
CHA 16			09-11	ABDOM	6/6
Move 8 (12 on bison)			12	CHEST	7/6
Hit Points 16			13-15	R ARM	6/5
Defense 15%			16-18	L ARM	6/5
			19-20	HEAD	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	4	115%	1D10+1+4D6	65%	20
Iron Bastard Sword	6	85%	1D10+1+1D4	70%	30
Javelins (3)	2	80%	1D10+1D2	25%	10
Dagger	8	65%	1D4+2+1D4	55%	12
Medium Shield	8	35%	1D6+1D4	120%	12

ALLIED SPIRIT: Sable Shredder (in bison);

STR 40	CON 15	SIZ 37	01-02	R H LEG	7/7
INT 17	POW 15	DEX 9	03-04	L H LEG	7/7
CHA 9			05-07	HIND Q	7/9
Move 12			08-10	FORE Q	7/9
Hit Points 22			11-13	R F LEG	7/7
Defense 0%			14-16	L F LEG	7/7
			17-20	HEAD	7/8

Weapon	SR	Attk%	Damage
Butt	7	85%	2D10+4D6
Trample	7	65%	8D6 to downed foe

Special Features: permanent 4 pt Protection spell (blessing from Waha) + 3 pt skin gives Sable Shredder 7 pts of armor.

SPELLS: Binding, Demoralize, Farsee, Mobility, Protection 4, Silence, Speedart, Vigor (4); (known by Sable Shredder) Blades-sharp 4, Dispel Magic 4, Healing 6, Multimissile 3

RUNE SPELLS: Summon Small Gnome, Warding I (one-use only)

SKILLS: Bargaining 35%, Camouflage 70%, Evaluate Treasure 65%, First Aid 70%, Hide in Cover 85%, Hide Item 55%, Identify Praxian Animals 90%, Jumping 85%, Listen 85%, Map Making 85%, Move Quietly 90%, Oratory 100%, Peaceful Cut 100%, Ride Bison 135%,

Spot Hidden 85%, Spot Trap 75%, Tracking 105%, Trap Set/Dis-arm 75%

LANGUAGES: Praxian 80/35%, Tradetalk 60%

MAGIC ITEMS: Iron bastard sword; a Waha Rope (see Plunder), which Talkil knows the code word to; 3 pt Spirit Supporting crystal in a medicine bag-type charm around neck.

TREASURE: Carries 20 Lunars, ransom is 1000 Lunars.

BISON RIDERS:

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	5	50%	1D10+1+3D6	30%	20
Broadsword	7	30%	1D8+1+1D4	20%	20
Javelins (3)	3	35%	1D10+1D2	15%	10
Medium Shield	—	—	—	40%	12

SPELLS: Binding, Bladessharp 1, Mobility, Protection 1

SKILLS: Bargaining 10%, Camouflage 25%, Evaluate Treasure 20%, First Aid 30%, Hide in Cover 40%, Identify (Praxian) Animals 45%, Jumping 35%, Listen 55%, Map Making 40%, Move Quietly 40%, Oratory 20%, Peaceful Cut 40%, Ride Bison 75%, Spot Hidden 30%, Spot Trap 35%, Track 40%

LANGUAGES: Praxian 55%

TREASURE: 1D20 Lunars

BISON RIDER ONE

POW 11	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword 20	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	4/5

BISON RIDER ONE'S BISON

POW 11	R H LEG	01-02	3/5
DEX 7	L H LEG	03-04	3/5
HP 17	HIND Q	05-07	3/7
Move 12	FORE Q	08-10	3/7
	R F LEG	11-13	3/5
	L F LEG	14-16	3/5
	HEAD	17-20	3/6

BISON RIDER TWO

POW 11	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword 20	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	4/5

BISON RIDER TWO'S BISON

POW 11	R H LEG	01-02	3/5
DEX 7	L H LEG	03-04	3/5
HP 17	HIND Q	05-07	3/7
Move 12	FORE Q	08-10	3/7
	R F LEG	11-13	3/5
	L F LEG	14-16	3/5
	HEAD	17-20	3/6

BISON RIDER THREE

POW 11	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	4/5

BISON RIDER THREE'S BISON

POW 11	R H LEG	01-02	3/5
DEX 7	L H LEG	03-04	3/5
HP 17	HIND Q	05-07	3/7
Move 12	FORE Q	08-10	3/7
	R F LEG	11-13	3/5
	L F LEG	14-16	3/5
	HEAD	17-20	3/6

DURINDA COWEYE (initiate of Eiritha)

STR 11	CON 14	SIZ 9	01-04	R LEG	4/5
INT 15	POW 17	DEX 14	05-08	L LEG	4/5
CHA 15			09-11	ABDOM	5/5
Move 8 (12 on bison)			12	CHEST	5/6
Hit Points 15			13-15	R ARM	4/4
Defense 20%			16-18	L ARM	4/4
			19-20	HEAD	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Hatchet* (3)	8	60%	1D6+1	55%	15
Thrown Axe*	2	55%	1D6	—	—
Dagger	8	40%	1D4+2	35%	12
Medium Shield	8	35%	1D6	65%	12

*same weapon

SPELLS: Befuddle, Binding, Healing 3, Ignite, Mindspeech 1, Repair (2), Xenohealing 6

SKILLS: Bargaining 55%, Camouflage 60%, Climb 45%, Evaluate Treasure 35%, Find Cattle Food 85%, Find Water 90%, First Aid 70%, Hide in Cover 35%, Hide Item 30%, Identify (Praxian) Animals 95%,

ARLING STRONGLANCE (initiate of Waha)

STR 12	CON 15	SIZ 14	01-04	R LEG	4/6
INT 11	POW 13	DEX 16	05-08	L LEG	4/6
CHA 10			09-11	ABDOM	6/6
Move 8 (12 on bison)			12	CHEST	6/7
Hit Points 16			13-15	R ARM	4/5
Defense 05%			16-18	L ARM	4/5
			19-20	HEAD	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	4	75%	1D10+1+3D6	45%	20
Broadsword	6	55%	1D8+1+1D4	30%	20
Dagger	8	40%	1D4+2+1D4	35%	12
Medium Shield	8	20%	1D6+1D4	65%	12

SPELLS: Binding, Bladesharp 2, Mobility, Protection 3**RUNE SPELLS:** Summon Spirit of Law (one-use only)**SKILLS:** Bargaining 10%, Camouflage 25%, Evaluate Treasure 35%,**BISONS:**

Weapon	SR	Attk%	Damage
Butt	8	50%	2D10+3D6
Trample	8	50%	6D6 to downed foe

HERDER (Durinda Coweye's Bison)

STR 36	CON 17	SIZ 34	01-02	R H LEG	3/7
POW 10	DEX 12		03-04	L H LEG	3/7
Move 12			05-07	HIND Q	3/9
Hit Points 23			08-10	FORE Q	3/9
			11-13	R F LEG	3/7
			14-16	L F LEG	3/7
			17-20	HEAD	3/8

Weapon	SR	Attk%	Damage
Butt	7	65%	2D10+3D6
Trample	7	55%	6D6 to downed foe

Jumping 45%, Listen 80%, Map Making 80%, Move Quietly 55%, Oratory 55%, Peaceful Cut 80%, Ride Bison 85%, Spot Hidden 45%, Spot Trap 65%, Track 75%, Trap Set/Disarm 25%

LANGUAGES: Praxian 90/35%, Tradetalk 45%, Understand Animal Speech 75%

MAGIC ITEMS: 7 pt Healing Focusing crystal**TREASURE:** Carries 10 clacks and 3 Lunars; ransom is 400 L.**GREYFLANK (Arling Stronglance's Bison)**

STR 37	CON 11	SIZ 35	01-02	R H LEG	3/5
POW 13	DEX 7		03-04	L H LEG	3/5
Move 12			05-07	HIND Q	3/7
Hit Points 17			08-10	FORE Q	3/7
			11-13	R F LEG	3/5
			14-16	L F LEG	3/5
			17-20	HEAD	3/6

Weapon	SR	Attk%	Damage
Butt	8	55%	2D10+3D6
Trample	8	50%	6D6 to downed foe

First Aid 40%, Hide in Cover 55%, Hide Item 35%, Identify (Praxian) Animals 45%, Jumping 35%, Listen 65%, Map Making 55%, Move Quietly 60%, Oratory 45%, Peaceful Cut 45%, Ride Bison 80%, Spot Hidden 35%, Spot Trap 45%, Track 65%, Trap Set/Disarm 30%

LANGUAGES: Praxian 55/10%**TREASURE:** Carries 5 Lunars, ransom is 200 Lunars.**BISON RIDER FOUR**

POW 11	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword 20	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	4/5

BISON RIDER FOUR'S BISON

POW 11	R H LEG	01-02	3/5
DEX 7	L H LEG	03-04	3/5
HP 17	HIND Q	05-07	3/7
Move 12	FORE Q	08-10	3/7
	R F LEG	11-13	3/5
	L F LEG	14-16	3/5
	HEAD	17-20	3/6

BISON RIDER FIVE

POW 11	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword 20	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	4/5

BISON RIDER FIVE'S BISON

POW 11	R H LEG	01-02	3/5
DEX 7	L H LEG	03-04	3/5
HP 17	HIND Q	05-07	3/7
Move 12	FORE Q	08-10	3/7
	R F LEG	11-13	3/5
	L F LEG	14-16	3/5
	HEAD	17-20	3/6

BISON RIDER SIX

POW 11	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword 20	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	4/5

BISON RIDER SIX'S BISON

POW 11	R H LEG	01-02	3/5
DEX 7	L H LEG	03-04	3/5
HP 17	HIND Q	05-07	3/7
Move 12	FORE Q	08-10	3/7
	R F LEG	11-13	3/5
	L F LEG	14-16	3/5
	HEAD	17-20	3/6

BISON RIDER SEVEN

POW 11	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword 20	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	4/5

BISON RIDER SEVEN'S BISON

POW 11	R H LEG	01-02	3/5
DEX 7	L H LEG	03-04	3/5
HP 17	HIND Q	05-07	3/7
Move 12	FORE Q	08-10	3/7
	R F LEG	11-13	3/5
	L F LEG	14-16	3/5
	HEAD	17-20	3/6

BISON RIDER EIGHT

POW 11	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword 20	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	4/5

BISON RIDER EIGHT'S BISON

POW 11	R H LEG	01-02	3/5
DEX 7	L H LEG	03-04	3/5
HP 17	HIND Q	05-07	3/7
Move 12	FORE Q	08-10	3/7
	R F LEG	11-13	3/5
	L F LEG	14-16	3/5
	HEAD	17-20	3/6

BISON RIDER NINE

POW 11	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword 20	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	4/5

BISON RIDER NINE'S BISON

POW 11	R H LEG	01-02	3/5
DEX 7	L H LEG	03-04	3/5
HP 17	HIND Q	05-07	3/7
Move 12	FORE Q	08-10	3/7
	R F LEG	11-13	3/5
	L F LEG	14-16	3/5
	HEAD	17-20	3/6

BROOS

Broos randomly encountered may or may not be part of the contingent from the Weis Cut. There are several tribes of broos in the area, all quite independent. Roll 2D6 for the number of broos in a band.

Broos are hated everywhere in Prax, but they also are sufficiently feared that most Praxians will treat with them if necessary. Most of the time, broos will either attack or flee, depending on their evaluation of their own abilities in comparison with the obvious competence of the party to be attacked. They are masters of the stealthy approach after dark, which they have perfected through centuries of fighting mounted nomads.

The Broo Priest may be a priest of Thed or Malia in the River of Cradles. The description shows a number of abilities and spells, which should be taken from the appropriate cult's special spells.

<i>D100</i>	<i>River of Cradles Broo Cults</i>
01-60	Malia
61-00	Thed

BROO WARLEADER

STR 17	CON 25	SIZ 13	01-04	R LEG	7/9
INT 13	POW 15	DEX 16	05-08	L LEG	7/9
CHA 11			09-11	ABDOM	7/9
Move 9			12	CHEST	7/10
Hit Points 26			13-15	R ARM	7/8
Defense 20%			16-18	L ARM	7/8
			19-20	HEAD	10/9

Weapon	SR	Attk%	Damage	Parr%	Pts
Head Butt	7	100%	1D6+1D4	—	—
Greatsword	4	95%	2D8+1D4	90%	15
Bastard Sword	5	90%	1D10+1+1D4	90%	20
Composite Bow	1	90%	1D8+1	40%	10
Dagger*	7	75%	1D4+2+1D4	75%	12
Thrown Dagger*	1	85%	1D4+1D2	—	—
Large Shield	7	25%	1D8+1D4	90%	16

*same weapon

The Broo Warleader is the main fighter and trainer for the others. He has gained decent armor over the years and the other members of the band are waiting until they can get as good as he so that they can take it from him. He is cruel, bloodthirsty, and cunning enough to avoid fights with armored adventurers if he can do so.

The Broo Focus of Chaos has been touched more than most by chaos. His powers make him both an object of awe and derision by his fellows. He has ambitions for the priesthood and is something of a berserker, ready to take on any group that doesn't completely overwhelm the band he is with.

The band of broos will avoid a direct confrontation with the adventurer's party unless they have overwhelming numbers or a good ambush position. If a fight goes against them, they will scatter to the winds.

DUKE'S POLICY — Warn broos away, and if they don't go, drive them out with all force necessary.

SPELLS: Bladesharp 4, Demoralize, Protection 4, Vigor (4)

SKILLS: Bargaining 35%, Camouflage 80%, Climb 75%, Evaluate Treasure 70%, First Aid 50%, Hide in Cover 95%, Identify (Praxian) Animals 65%, Jump 80%, Listen 95%, Move Quietly 95%, Oratory 60%, Spot Hidden 90%, Spot Traps 85%, Track 80%, Trap Set/Disarm 85%

LANGUAGES: Praxian 65%

MAGIC ITEMS: 15 pt POW storage crystal, 3 pt Spell Strengthening crystal, one Waha Rope (does not know code word)

TREASURE: 3 clacks; ransom is 1250 Lunars

CHAOTIC FEATURE: +4D6 CON (9 — already included in stats). Poison Touch (14 pt potency) must get through armor to operate. Generally only operates when the warleader's head butt attack penetrates armor. Note that the warleader's Vigor spell will raise his Hit Pts to 39 when cast (giving him 13 HP in his head).

Weapon	SR	Attk%	Damage	Parr%	Pts
Head Butt	9	50%	1D6+1D4	—	—
Maul	6	30%	2D8+1D4	30%	15
Shortsword	8	25%	1D6+1+1D4	25%	20
Sling	3	40%	1D8	—	—

SPELLS: Disruption, Healing 2, Speedart

SKILLS: Camouflage 25%, Climbing 40%, Evaluate Treasure 15%, First Aid 20%, Hide in Cover 40%, Identify (Praxian) Animals 45%, Jumping 40%, Listen 50%, Map Making 20%, Move Quietly 50%, Spot Hidden 30%, Spot Trap 30%, Tracking 50%, Trap Set/Disarm 25%

TREASURE: 1D6 Clacks

BROO ONE

POW 12	R LEG	01-04	2/6
DEX 12	L LEG	05-08	2/6
HP 17	ABDOM	09-11	3/6
Maul 15	CHEST	12	3/7
Shortsword 20	R ARM	13-15	2/5
	L ARM	16-18	2/5
	HEAD	19-20	4/6

Disease Carried: none

Chaotic Feature: spirit attacks slayer in spirit combat after death

BROO FOUR

POW 12	R LEG	01-04	2/6
DEX 12	L LEG	05-08	2/6
HP 17	ABDOM	09-11	3/6
Maul 15	CHEST	12	3/7
Shortsword 20	R ARM	13-15	2/5
	L ARM	16-18	2/5
	HEAD	19-20	4/6

Disease Carried: Wasting Disease

Chaotic Feature: absorbs 1 pt spells, adding 1 pt to own power

BROO TWO

POW 12	R LEG	01-04	2/6
DEX 12	L LEG	05-08	2/6
HP 17	ABDOM	09-11	3/6
Maul 15	CHEST	12	3/7
Shortsword 20	R ARM	13-15	2/5
	L ARM	16-18	2/5
	HEAD	19-20	4/6

Disease Carried: none

Chaotic Feature: explodes after dying, doing 3D6 damage to all within 3m

BROO FIVE

POW 12	R LEG	01-04	2/6
DEX 12	L LEG	05-08	2/6
HP 17	ABDOM	09-11	3/6
Maul 15	CHEST	12	3/7
Shortsword 20	R ARM	13-15	2/5
	L ARM	16-18	2/5
	HEAD	19-20	4/6

Disease Carried: none

Chaotic Feature: none

BROO THREE

POW 12	R LEG	01-04	2/6
DEX 12	L LEG	05-08	2/6
HP 17	ABDOM	09-11	3/6
Maul 15	CHEST	12	3/7
Shortsword 20	R ARM	13-15	2/5
	L ARM	16-18	2/5
	HEAD	19-20	4/6

Disease Carried: Wasting Disease

Chaotic Feature: none

BROO SIX

POW 12	R LEG	01-04	2/6
DEX 12	L LEG	05-08	2/6
HP 17	ABDOM	09-11	3/6
Maul 15	CHEST	12	3/7
Shortsword 20	R ARM	13-15	2/5
	L ARM	16-18	2/5
	HEAD	19-20	4/6

Disease Carried: Soul Waste

Chaotic Feature: none

BROO PRIEST (Roll to determine cult on chart above)

STR 15	CON 17	SIZ 13	01-04	R LEG	4/7
INT 14	POW 18	DEX 18	05-08	L LEG	4/7
CHA 9			09-11	ABDOM	6/7
Move 9			12	CHEST	6/8
Hit Points 19			13-15	R ARM	4/6
Defense 25%			16-18	L ARM	4/6
			19-20	HEAD	6/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Head Butt	7	90%	1D6+1D4	—	—
Iron 2H Spear	3	90%	1D6+1+1D4	75%	23
Shortsword (RH)	6	90%	1D6+1+1D4	75%	20
Dagger* (LH)	7	85%	1D4+2+1D4	75%	12
Thrown Dagger*	1	65%	1D4+1D2	—	12
Composite Bow	1	80%	1D8+1	40%	10

*same weapon

SPELLS: Bladesharp 4, Demoralize, Detection Blank 3, Healing 6; (known by the Malcathan) Dispel Magic 6, Multimissile 4

RUNE SPELLS: 1D4+3 pts of RunePower spells

SKILLS: Camouflage 80%, Climbing 70%, Evaluate Treasure 75%, First Aid 45%, Hide in Cover 85%, Identify (Praxian) Animals 55%, Jumping 80%, Listen 75%, Move Quietly 90%, Oratory 55%, Spot Hidden 80%, Spot Trap 85%, Tracking 65%, Trap Set/Disarm 80%

LANGUAGES: Praxian 70%

MAGIC ITEMS: Iron-shod 2H spear with a 15 pt POW storing crystal embedded in the haft; 10 applications of Rhino Fat (see Plunder)

TREASURE: Carries 7 clacks and 3 Lunars; ransom is 1000 Lunars.

SPECIAL FEATURES: Carries Creeping Chills; Possess Chaotic Feature — appears extremely dangerous

NOTES: If Mallia Cultist (additional):

SKILLS: Identify Disease 100%, Prepare Disease Potion 100%, Spread Disease 105%, Treat Disease 65%

SPECIAL FEATURES: Add a second disease; The Shakes.

ALLIED SPIRIT: The Malcathan — INT 11, POW 21 carries the disease of Soul Waste.

OTHER SPIRITS: Lacer (controlled spirit); INT 13, POW 11 carries The Shakes

If Thed (additional):

SPECIAL FEATURES: Additional chaos feature — Befuddle one opponent per turn in addition to other attacks.

ALLIED SPIRIT: The Malcathan (disembodied); INT 11, POW 17; possesses chaotic feature — never surprised.

BROO FOCUS OF CHAOS

STR 14	CON 17	SIZ 13	01-04	R LEG	12/6
INT 13	POW 16	DEX 14	05-08	L LEG	12/6
CHA 7			09-11	ABDOM	13/6
Move 9			12	CHEST	13/7
Hit Points 18			13-15	R ARM	12/5
Defense 15%			16-18	L ARM	12/5
			19-20	HEAD	16/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Head Butt	8	90%	1D6+1D4	—	—
2H Spear	4	70%	1D10+1+1D4	65%	15
Shortsword	7	65%	1D6+1+1D4	65%	20
Composite Bow	2	65%	1D8+1	25%	10
Dagger*	8	70%	1D4+2+1D4	70%	12
Thrown Dagger*	2	55%	1D4+1D2	—	—
Medium Shield	8	25%	1D6+1D4	60%	12

*same weapon

SPELLS: Befuddle, Bladesharp 4, Demoralize, Mobility, Protection 4

SKILLS: Camouflage 60%, Climbing 55%, Evaluate Treasure 55%, First Aid 35%, Hide in Cover 75%, Identify (Praxian) Animals 40%, Jump 60%, Listen 65%, Move Quietly 60%, Oratory 35%, Spot Hidden 65%, Spot Trap 60%, Track 50%, Trap Set/Disarm 50%

LANGUAGES: Praxian 65%

MAGIC ITEMS: 7 pt Spirit Resisting crystal

TREASURE: 3 clacks and 2 Lunars; ransom is 250 Lunars.

SPECIAL FEATURES: Reflects 1-2 pt spells back at caster. possesses four arms (usually fights with 2H spear, medium shield, and shortsword), +8 pt skin.

If Malia Cultist (additional):

SKILLS: Identify Disease 65%, Prepare Disease Potion 60%, Spread Disease 65%, Treat Disease 35%

SPECIAL FEATURES: Disease; Soul Waste

If Thed Cultist (additional):

RUNE SPELLS: Reverse Chaos (one-use only)

BROO SEVEN

POW 12	R LEG	01-04	2/6
DEX 12	L LEG	05-08	2/6
HP 17	ABDOM	09-11	3/6
Maul 15	CHEST	12	3/7
Shortsword 20	R ARM	13-15	2/5
	L ARM	16-18	2/5
	HEAD	19-20	4/6

Disease Carried: Fever

Chaotic Feature: undetectable by use of magic

BROO TEN

POW 12	R LEG	01-04	2/6
DEX 12	L LEG	05-08	2/6
HP 17	ABDOM	09-11	3/6
Maul 15	CHEST	12	3/7
Shortsword 20	R ARM	13-15	2/5
	L ARM	16-18	2/5
	HEAD	19-20	4/6

Disease Carried: Creeping Chills

Chaotic Feature: +17 STR, giving him 2D6 damage bonus and +20% to both attacks and parries

BROO EIGHT

POW 12	R LEG	01-04	2/6
DEX 12	L LEG	05-08	2/6
HP 17	ABDOM	09-11	3/6
Maul 15	CHEST	12	3/7
Shortsword 20	R ARM	13-15	2/5
	L ARM	16-18	2/5
	HEAD	19-20	4/6

Disease Carried: Creeping Chills

Chaotic Feature: none

BROO ELEVEN

POW 12	R LEG	01-04	2/6
DEX 12	L LEG	05-08	2/6
HP 17	ABDOM	09-11	3/6
Maul 15	CHEST	12	3/7
Shortsword 20	R ARM	13-15	2/5
	L ARM	16-18	2/5
	HEAD	19-20	4/6

Disease Carried: none

Chaotic Feature: can leap up to 10m

BROO NINE

POW 12	R LEG	01-04	2/6
DEX 12	L LEG	05-08	2/6
HP 17	ABDOM	09-11	3/6
Maul 15	CHEST	12	3/7
Shortsword 20	R ARM	13-15	2/5
	L ARM	16-18	2/5
	HEAD	19-20	4/6

Disease Carried: Brittleskin

Chaotic Feature: none

BROO TWELVE

POW 12	R LEG	01-04	2/6
DEX 12	L LEG	05-08	2/6
HP 17	ABDOM	09-11	3/6
Maul 15	CHEST	12	3/7
Shortsword 20	R ARM	13-15	2/5
	L ARM	16-18	2/5
	HEAD	19-20	4/6

Disease Carried: Brain Fever

Chaotic Feature: 30% defense

CENTAURS

This is a band of young centaurs out to prove themselves and see something of the world. They hired on as caravan guards for a trip from Sartar to Pavis, and are now wandering the valley.

Despite their previous occupation, they have little love for the Lunar Empire and, in their typical disorderly centaur way, will take opportunity to express this dissatisfaction. Initially, they will be verbal about it, but if their sentiments get them into trouble with the duke, they might resort to sniping or outright attacks, particularly if one of their number has been hurt.

Nomads do not know what to make of centaurs, and distrust them. The band is already suspected of a number of depredations which they did not commit (and of a few which they did commit).

There is only one group of centaurs in the valley. If they are killed or driven away, there will be no more centaur encounters.

It is up to the referee to determine how many centaurs should be encountered by the adventurers. All the centaurs are lay members of the cult of Hykim, god of beasts.

Baast Tavashirt is a young centaur with mercenary experience who is very confident of his abilities. He is particularly proud of his prowess with the bow and his favorite tactic is skirmishing and picking off his enemies from a distance. He loves to taunt authority figures, and considers the nomads of Prax to be uncivilized barbarians with no redeeming virtues.

Dass Naver is, if anything, more reckless than his leader. He and Baast have a long-term rivalry going which they attempt to cover up by challenging each other to feats of daring, all in the spirit of good fun. Dass has not had Baast's experience and is not his equal as a soldier, but is a much better harpist and balladeer. He often puts this to use making up satires on the people they meet and on Baast himself.

Hoon Dight is a soldier through and through. He likes to fight and he likes to drink. When he has had a lot to drink, he really likes to fight.

DUKE'S POLICY — Get these rowdies out of my valley.

BAAST TAVASHIRT

STR 22	CON 15	SIZ 32	01-02	RH LEG	2/6
INT 14	POW 15	DEX 19	03-04	LH LEG	2/6
CHA 14			05-06	HIND Q	3/8
Move 12			07-09	FORE Q	3/8
Hit Points 20			10-11	RF LEG	2/6
Defense 0%			12-13	LF LEG	2/6
			14	CHEST	3/8
			15-16	R ARM	4/6
			17-18	L ARM	4/6
			19-20	HEAD	5/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	1	75%	1D8+1	45%	10
Lance	1	65%	1D10+1+2D6	40%	20
Medium Shield	—	—	—	60%	12

SPELLS: Farsee, Healing 3, Mobility, Speedart

SKILLS: Play Lute 80%, Tracking 60%

TREASURE: Decorated Quiver worth 70 Lunars.

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	2	60%	1D8+1	30%	10
Lance	2	50%	1D10+1+2D6	35%	20
Medium Shield	—	—	—	50%	12

SPELLS: Healing 4, Mobility, Speedart

SKILLS: Jumping 50%, Play Lyre 60%, Swimming 30%, Tracking 50%

TREASURE: 1D20 Lunars

HARC

POW 13	R H LEG	01-02	2/6
DEX 14	L H LEG	03-04	2/6
HP 19	HIND Q	05-06	2/8
Lance 20	FORE Q	07-09	2/8
	R F LEG	10-11	2/6
	L F LEG	12-13	2/6
	CHEST	14	3/8
	R ARM	15-16	4/6
	L ARM	17-18	4/6
	HEAD	19-20	3/7

BAUDER

POW 13	R H LEG	01-02	2/6
DEX 14	L H LEG	03-04	2/6
HP 19	HIND Q	05-06	2/8
Lance 20	FORE Q	07-09	2/8
	R F LEG	10-11	2/6
	L F LEG	12-13	2/6
	CHEST	14	3/8
	R ARM	15-16	4/6
	L ARM	17-18	4/6
	HEAD	19-20	3/7

BAAL

POW 13	R H LEG	01-02	2/6
DEX 14	L H LEG	03-04	2/6
HP 19	HIND Q	05-06	2/8
Lance 20	FORE Q	07-09	2/8
	R F LEG	10-11	2/6
	L F LEG	12-13	2/6
	CHEST	14	3/8
	R ARM	15-16	4/6
	L ARM	17-18	4/6
	HEAD	19-20	3/7

KRAETOR

POW 13	R H LEG	01-02	2/6
DEX 14	L H LEG	03-04	2/6
HP 19	HIND Q	05-06	2/8
Lance 20	FORE Q	07-09	2/8
	R F LEG	10-11	2/6
	L F LEG	12-13	2/6
	CHEST	14	3/8
	R ARM	15-16	4/6
	L ARM	17-18	4/6
	HEAD	19-20	3/7

NESSUS

POW 13	R H LEG	01-02	2/6
DEX 14	L H LEG	03-04	2/6
HP 19	HIND Q	05-06	2/8
Lance 20	FORE Q	07-09	2/8
	R F LEG	10-11	2/6
	L F LEG	12-13	2/6
	CHEST	14	3/8
	R ARM	15-16	4/6
	L ARM	17-18	4/6
	HEAD	19-20	3/7

AMIKA

POW 13	R H LEG	01-02	2/6
DEX 14	L H LEG	03-04	2/6
HP 19	HIND Q	05-06	2/8
Lance 20	FORE Q	07-09	2/8
	R F LEG	10-11	2/6
	L F LEG	12-13	2/6
	CHEST	14	3/8
	R ARM	15-16	4/6
	L ARM	17-18	4/6
	HEAD	19-20	3/7

DASS NAVER

STR 20 CON 13 SIZ 26 01-02 RH LEG 2/5
 INT 13 POW 14 DEX 17 03-04 LH LEG 2/5
 CHA 11 05-06 HIND Q 3/7
 Move 12 07-09 FORE Q 3/7
 Hit Points 17 10-11 RF LEG 2/5
 Defense 0% 12-13 LF LEG 2/5
 14 CHEST 3/7
 15-16 R ARM 4/5
 17-18 L ARM 4/5
 19-20 HEAD 4/6

Weapon SR Attk% Damage Parr% Pts
 Composite Bow 1 65% 1D8+1 40% 10
 Lance 1 60% 1D10+1+2D6 40% 20
 Medium Shield — — — 55% 12
SPELLS: Binding, Healing 3, Mobility, Speedart
SKILLS: Acting 75%, Play Lute 90%, Spot Hidden 50%, Track 50%
TREASURE: Silver ring worth 40 Lunars and 3 doses of a Healing 3 potion.

HOON DIGHT

STR 21 CON 14 SIZ 28 01-02 RH LEG 2/5
 INT 12 POW 12 DEX 18 03-04 LH LEG 2/5
 CHA 10 05-06 HIND Q 2/7
 Move 12 07-09 FORE Q 3/7
 Hit Points 18 10-11 RF LEG 2/5
 Defense 0% 12-13 LF LEG 2/5
 14 CHEST 2/7
 15-16 R ARM 4/5
 17-18 L ARM 4/5
 19-20 HEAD 4/6

Weapon SR Attk% Damage Parr% Pts
 Composite Bow 1 60% 1D8+1 40% 10
 Lance 1 55% 1D10+1+2D6 40% 20
 Medium Shield — — — 55% 12
SPELLS: Detect Life, Healing 2, Mobility, Multimissile 2
SKILLS: Identify Plants 40%, Juggle 40%, Track 60%
TREASURE: 10 Lunars, 5 clacks.

ERCULE

POW 13 R H LEG 01-02 2/6
 DEX 14 L H LEG 03-04 2/6
 HP 19 HIND Q 05-06 2/8
 Lance 20 FORE Q 07-09 2/8
 R F LEG 10-11 2/6
 L F LEG 12-13 2/6
 CHEST 14 3/8
 R ARM 15-16 4/6
 L ARM 17-18 4/6
 HEAD 19-20 3/7

POSAIDON

POW 13 R H LEG 01-02 2/6
 DEX 14 L H LEG 03-04 2/6
 HP 19 HIND Q 05-06 2/8
 Lance 20 FORE Q 07-09 2/8
 R F LEG 10-11 2/6
 L F LEG 12-13 2/6
 CHEST 14 3/8
 R ARM 15-16 4/6
 L ARM 17-18 4/6
 HEAD 19-20 3/7

PHRODEI

POW 13 R H LEG 01-02 2/6
 DEX 14 L H LEG 03-04 2/6
 HP 19 HIND Q 05-06 2/8
 Lance 20 FORE Q 07-09 2/8
 R F LEG 10-11 2/6
 L F LEG 12-13 2/6
 CHEST 14 3/8
 R ARM 15-16 4/6
 L ARM 17-18 4/6
 HEAD 19-20 3/7

JULIUS

POW 13 R H LEG 01-02 2/6
 DEX 14 L H LEG 03-04 2/6
 HP 19 HIND Q 05-06 2/8
 Lance 20 FORE Q 07-09 2/8
 R F LEG 10-11 2/6
 L F LEG 12-13 2/6
 CHEST 14 3/8
 R ARM 15-16 4/6
 L ARM 17-18 4/6
 HEAD 19-20 3/7

ANTONIER

POW 13 R H LEG 01-02 2/6
 DEX 14 L H LEG 03-04 2/6
 HP 19 HIND Q 05-06 2/8
 Lance 20 FORE Q 07-09 2/8
 R F LEG 10-11 2/6
 L F LEG 12-13 2/6
 CHEST 14 3/8
 R ARM 15-16 4/6
 L ARM 17-18 4/6
 HEAD 19-20 3/7

OCTAVIUS

POW 13 R H LEG 01-02 2/6
 DEX 14 L H LEG 03-04 2/6
 HP 19 HIND Q 05-06 2/8
 Lance 20 FORE Q 07-09 2/8
 R F LEG 10-11 2/6
 L F LEG 12-13 2/6
 CHEST 14 3/8
 R ARM 15-16 4/6
 L ARM 17-18 4/6
 HEAD 19-20 3/7

LORICA

POW 13 R H LEG 01-02 2/6
 DEX 14 L H LEG 03-04 2/6
 HP 19 HIND Q 05-06 2/8
 Lance 20 FORE Q 07-09 2/8
 R F LEG 10-11 2/6
 L F LEG 12-13 2/6
 CHEST 14 3/8
 R ARM 15-16 4/6
 L ARM 17-18 4/6
 HEAD 19-20 3/7

KITTILITTIR

POW 13 R H LEG 01-02 2/6
 DEX 14 L H LEG 03-04 2/6
 HP 19 HIND Q 05-06 2/8
 Lance 20 FORE Q 07-09 2/8
 R F LEG 10-11 2/6
 L F LEG 12-13 2/6
 CHEST 14 3/8
 R ARM 15-16 4/6
 L ARM 17-18 4/6
 HEAD 19-20 3/7

RAMBOXAS

POW 13 R H LEG 01-02 2/6
 DEX 14 L H LEG 03-04 2/6
 HP 19 HIND Q 05-06 2/8
 Lance 20 FORE Q 07-09 2/8
 R F LEG 10-11 2/6
 L F LEG 12-13 2/6
 CHEST 14 3/8
 R ARM 15-16 4/6
 L ARM 17-18 4/6
 HEAD 19-20 3/7

CRANKUS

POW 13 R H LEG 01-02 2/6
 DEX 14 L H LEG 03-04 2/6
 HP 19 HIND Q 05-06 2/8
 Lance 20 FORE Q 07-09 2/8
 R F LEG 10-11 2/6
 L F LEG 12-13 2/6
 CHEST 14 3/8
 R ARM 15-16 4/6
 L ARM 17-18 4/6
 HEAD 19-20 3/7

RAMBUNCT

POW 13 R H LEG 01-02 2/6
 DEX 14 L H LEG 03-04 2/6
 HP 19 HIND Q 05-06 2/8
 Lance 20 FORE Q 07-09 2/8
 R F LEG 10-11 2/6
 L F LEG 12-13 2/6
 CHEST 14 3/8
 R ARM 15-16 4/6
 L ARM 17-18 4/6
 HEAD 19-20 3/7

SISERO

POW 13 R H LEG 01-02 2/6
 DEX 14 L H LEG 03-04 2/6
 HP 19 HIND Q 05-06 2/8
 Lance 20 FORE Q 07-09 2/8
 R F LEG 10-11 2/6
 L F LEG 12-13 2/6
 CHEST 14 3/8
 R ARM 15-16 4/6
 L ARM 17-18 4/6
 HEAD 19-20 3/7

CLIFF TOADS

Cliff toads can be found in Prax among the cliffs along the River of Cradles. They have been rigorously hunted by the nomads, and are not very common.

In the river valley itself, and in the Eastern Highlands, their cover is better and the food supply less active, and they are more common.

Cliff toads never try to eat something which is bigger than they are, and prefer items less than one-half their size. Their standard tactic is to stand on the side of a cliff or large rock formation and make a one-lick attack on a passing target. If unsuccessful, they will leap away to escape retribution.

If the cliff toad's attack succeeds, it will try to swallow its victim. If it fails to swallow its prey on the first attempt,

then the victim suffers ID6 pts of damage from constriction and is not released. This damage occurs to the area initially struck by the toad's tongue, and is not absorbed by armor. In the next round, the toad will again try to swallow its prey with the same 80% chance for success, and will continue in this manner until it succeeds. Once inside the mouth of the toad, a digestive acid with a POT of 24 goes to work on the victim. The only escape open to the victim is to kill the cliff toad very quickly.

Cliff toads are very similar to taskars, or river frogs. However, a cliff toad is not intelligent, and has nothing but similarity in form in common with the Frog Woman cult.

Generally, ID4 cliff toads will be encountered.

Weapon	SR	Attk%	Damage
Tongue	4	45%	3D6 each turn
Swallow	6	80%	24 pts acid damage

SIZ 42

Tongue range 36 meters

Only one swallow per cliff toad per day is allowed.

SKILLS: Hide in Cover 70%, Jump 80%, Listen 40%, Spot Hidden 40%.

CLIFF TOAD ONE

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

CLIFF TOAD TWO

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

CLIFF TOAD THREE

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

CLIFF TOAD FOUR

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

CLIFF TOAD FIVE

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

CLIFF TOAD SIX

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

CLIFF TOAD SEVEN

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

CLIFF TOAD EIGHT

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

CLIFF TOAD NINE

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

CLIFF TOAD TEN

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

CLIFF TOAD ELEVEN

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

CLIFF TOAD TWELVE

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

CLIFF TOAD THIRTEEN

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

CLIFF TOAD FOURTEEN

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

CLIFF TOAD FIFTEEN

POW 10	RH LEG	01-02 8/6
DEX 13	LH LEG	03-04 8/6
HP 17	HIND Q	05-07 8/7
Move 8	FORE Q	08-10 8/7
Leap 24	RF LEG	11-13 8/5
	LF LEG	14-16 8/5
	HEAD	17-20 8/6

DEINONYCHUS

There is only one pack of these creatures known to roam the duke's domain. At any given time, there will be 2D4 deinonychuses in the pack. A party might come upon them chewing on a kill, or dozing after having gorged themselves on a herd beast. If they decide that the party is food, they will each pick a prey and attack, rather than gang up on one target. For victory, they depend on the rapidity of their movement and the savagery of their attack. If their prey does not go down quickly, they will leave the scene and return again later.

If all the deinonychuses are killed, there will be no more of them until more migrate in from other regions. If any survive, they may breed and more of the creatures will appear.

DUKE'S POLICY — Get rid of the monsters before the farmers arrive with their domesticated animals.

PRONUNCIATION — (for the referee) Dine-o-NIGH-kus

Weapon	SR	Attk%	Damage
Bite	6	35%	1D8+1D6
Foreclaw	6	70%	1D6 + grabs victim
Hind claw	6	80%	2D6+1D6 (may slash)

SKILLS: Jump 75%, Spot Hidden 50%

SPECIAL: see notes in Referee's Book on deinonychus special abilities.

DEINONYCHUS ONE

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DEINONYCHUS FOUR

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DEINONYCHUS SEVEN

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DEINONYCHUS TEN

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DEINONYCHUS THIRTEEN

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DEINONYCHUS TWO

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DEINONYCHUS FIVE

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DEINONYCHUS EIGHT

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DEINONYCHUS ELEVEN

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DEINONYCHUS FOURTEEN

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DEINONYCHUS THREE

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DEINONYCHUS SIX

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DEINONYCHUS NINE

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DEINONYCHUS TWELVE

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DEINONYCHUS FIFTEEN

POW 7	TAIL	01-02	3/4
DEX 16	RH LEG	03-06	3/5
HP 14	LH LEG	07-10	3/5
Defense 05%	ABDOM	11-12	3/6
Move 12	CHEST	13-14	3/6
	R CLAW	15-16	3/4
	L CLAW	17-18	3/4
	HEAD	19-20	3/5

DRAGON

This is Krang, the dream dragon found in the 5-eyes temple scenario. Krang is never seen on the ground. He has very keen eyesight and when hunting goes very high and watches for appropriately-sized game animals removed from sentient observers. If he is "encountered" it means that the player-characters happened to see him when he was relatively close to the ground, and thereby distinguishable as a dragon. He will still probably be out of range of bowshot.

It is possible that Krang may be seen in company with the Scarlet King, the largest condor from the Condor Crag. If so, this will mean that both are very high, and only the keenest eyes will see them at all. Once seen, the fact that Krang is quite a bit larger than the Scarlet King will be immediately evident.

Krang and the Scarlet King are old Friends.

Look for Krang's stats in the 5-eyes temple scenario.

THE ETERNAL BATTLE

This encounter does not occur on the *Wandering Monsters Chart* in the front of this book. It is an event which should be used only when the referee chooses. A good indication that the Eternal Battle has happened by the player characters is if a 01 is rolled when checking to see if a random encounter did occur.

The Eternal Battle is a phenomenon particular to Prax, and feared by all the natives. It is a battle of immortals and the doomed who have fought since before the beginning of Time. The Eternal Battle wanders the length and breadth of the plains, frozen in the non-sequential reality of Godtime when the Cosmic Spike exploded.

The sky will turn dark and broiling clouds will tear the heavens with tremendous noise. The sun will go dark, totally obscured. Howling winds will come from all directions. 1D10+5 melee rounds after the darkening of the sky, an enormous funnel of swirling bodies and dust will crash to the ground within 1D10x10 meters of the characters. Instantly upon touching down 1D10 skeletons and 1D10 ghosts will be tossed from the funnel. The skeletons will land standing and will immediately dash for the party. Ghosts will attack characters in spirit combat. There is a 25% chance that the Avatar of Chaos will also appear.

The skeletons will simply attack. If the target is mounted, the skeleton will attack the mount first, then the rider.

The ghosts will attack to destroy POW. They will continue the attack, no matter what the results of the combat, until their target is destroyed or the time is up for the battle. They will then depart. POW lost in combat with the ghosts is regained normally, but anyone whose POW is destroyed is not actually slain, but simply turned into a walking dead or a ghost to join in the battle.

The Avatar of Chaos is also called the Chieftain of Ragnaglar. He appears as a gigantic broo 6 meters tall with matted, oozing fur all over his body; deep crimson eyes; and smoking foam about his mouth; and he constantly yips and howls to demoralize his foes. The Avatar will always attack the most powerful member of the party using his Sense Power and Sense Life abilities. He fights with claw and kick. He can make two attacks per round, at SR 6 and 12. He may use both claws, one claw and one kick, or any two attacks in any order he desires. If he uses only one claw to attack with, he may parry with the other. His acid spit is used to bring down fleeing characters with its 23 meter range.

All these warriors will combat the characters for 2D6+3 rounds before they are again swept up into the funnel and carried away into the sky.

Storm Bull worshippers have a 50% chance of not being attacked at all (except for the Chieftain of Ragnaglar) as the attackers may be Storm Bull followers. Roll once to settle the fate for all Storm Bull worshippers in the party. If they are attacked and survive, they automatically have permission to sacrifice for any one-use Rune spell from the nearest Storm Bull priest. A Storm Bull priest who is attacked gets an automatic Power Gain Roll.

The bodies and souls of characters slain through damage or spirit combat (and their possessions) will be carried off with the warriors when they depart, forever locked in this eternal struggle. Divine Intervention will not save them. The clouds will part and the sun reappear 2D10+5 melee rounds after the departure of the funnel. There will be no sign of there ever having been a fight.

HUMAN GHOST ONE

INT 10 POW 14

HUMAN GHOST TWO

INT 10 POW 12

HUMAN GHOST FOUR

INT 8 POW 10

HUMAN GHOST FIVE

INT 9 POW 12

SHADOW CAT GHOST

INT none POW 19

HUMAN GHOST THREE

INT 12 POW 15

IMPALA GHOST

INT none POW 13

CENTAUR GHOST

INT 7 POW 15

BROO GHOST

INT 9 POW 13 — infects with Wasting Disease

ELF GHOST

INT 14 POW 13

TROLL GHOST

INT 12 POW 18

WYRM GHOST

INT 13 POW 23

HUMAN SKELETON ONE

POW 1 R LEG 01-04 4/1

DEX 12 L LEG 05-08 4/1

Mdm Shield 12 ABDOM 09-11 5/1

Broadsword 20 CHEST 12 5/1

SR 7 R ARM 13-15 3/1

Attk 60% L ARM 16-18 3/1

Parr 60% HEAD 19-20 4/1

Damage 1D8+1

HUMAN SKELETON TWO

POW 1 R LEG 01-04 4/1

DEX 14 L LEG 05-08 4/1

Greatsword 15 ABDOM 09-11 6/1

SR 5 CHEST 12 6/1

Attk 70% R ARM 13-15 5/1

Parr 70% L ARM 16-18 5/1

Damage 2D8 HEAD 19-20 4/1

HIGH LLAMA SKELETON

POW 1 RH LEG 01-02 2/3

DEX 9 LH LEG 03-04 2/3

Kick HIND Q 05-07 2/3

SR 7 FORE Q 08-10 2/3

Attk 45% RF LEG 11-13 2/3

Damage 2D6 LF LEG 14-16 2/3

HEAD 19-20 2/3

HUMAN SKELETON THREE

POW 1 R LEG 01-04 6/1
 DEX 10 L LEG 05-08 6/1
 Mdm Shield 12 ABDOM 09-11 4/1
 Broadsword 20 CHEST 12 4/1
 SR 7 R ARM 13-15 6/1
 Attk 50% L ARM 16-18 6/1
 Parr 50% HEAD 19-20 5/1
 Damage 1D8+1

SCORPION MAN SKELETON

POW 1 RH LEG 01 3/1
 DEX 14 RC LEG 02 3/1
 Maul 15 RF LEG 03-04 3/1
 Sting LR LEG 05 3/1
 SR 4/7 LC LEG 06 3/1
 Attk 70%/70% LF LEG 07-08 3/1
 Parr 70%/00% TAIL 09-10 3/1
 Damage THORAX 11-12 3/1
 Maul 2D8+1D6 CHEST 13-14 3/1
 Sting 2D6 R ARM 15-16 3/1
 no poison L ARM 17-18 3/1
 HEAD 19-20 3/1

WIND CHILD SKELETON

POW 1 R LEG 01-03 0/1
 DEX 17 L LEG 04-06 0/1
 Small Shield 8 ABDOM 07-09 0/1
 Rapier 12 CHEST 10 0/1
 SR 5 R WING 11-12 0/1
 Attk 85% L WING 13-14 0/1
 Parr 85% R ARM 15-16 0/1
 Damage 1D6+1 L ARM 17-18 0/1
 HEAD 19-20 0/1

DRAGON SKELETON

POW 1 RH LEG 01-02 6/4
 DEX 13 LH LEG 03-04 6/4
 Bite HIND Q 05-06 6/4
 Claw TAIL 07-08 6/4
 SR 6/6 FORE Q 09-10 6/4
 Attk 65%/65% R WING 11-12 6/4
 Damage L WING 13-14 6/4
 5D6/5D6 RF LEG 15-16 6/4
 LF LEG 17-18 6/4
 HEAD 19-20 6/4

MINOTAUR SKELETON

POW 1 R LEG 01-04 5/2
 DEX 12 L LEG 05-08 5/2
 Pole Axe 12 ABDOM 09-11 5/2
 SR 3 CHEST 12 5/2
 Attk 60% R ARM 13-15 5/2
 Parr 60% L ARM 16-18 5/2
 Damage 5D6 HEAD 19-20 8/2

DRAGONSNAIL SKELETON

POW 1 SHELL 01-08 8/2
 DEX 10 BODY 09-14 4/2
 R Head Bite R HEAD 15-17 4/2
 L Head Bite L HEAD 18-20 4/2
 SR 7/7
 Attk 50%/50%
 Damage
 3D6/3D6

AVATAR OF CHAOS, CHIEFTAIN OF RAGNAGLAR

STR 57 CON 32 SIZ 53 01-04 R LEG 15/16
 INT 14 POW 50 DEX 23 05-08 L LEG 15/16
 CHA 2 09-11 ABDOM 15/16
 Move 10 12 CHEST 15/17
 Hit Points 47 13-15 R ARM 20/15
 Defense 35% 16-18 L ARM 20/15
 19-20 HEAD 15/16

CHAOTIC FEATURES: Reflects up to 6 pt spells; 12 POT acid spit three times per day; 15 pt skin, with 20 pt arms; regenerates 1D3 hit points in all locations every melee round; capable of leaping 30 meters

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	6	150%	7D6	90%	arm
Kick	6	120%	8D6	—	—
Bite	6	90%	2D10+6D6+POT 6 acid	—	—
Acid Spit	1	90%	Acid 12 POT, range 23 meters	—	—

SPELLS: Befuddle, Binding, Darkwall (2), Demoralize, Fanaticism 4, Harmonize (2), Mobility

SKILLS: Listen 90%, Sense Life 70%, Sense Power 90%, Spot Hidden 110%

HYENAS

There are several hyena packs in the River of Cradles. They inhabit the bogs and forests and the cliff faces. Despite their reputation as scavengers, they are in fact hunters in packs, and there will be 3D6 hyenas in any pack encountered.

Unless the party encountered is small and weak, hyenas will leave them alone, assaulting them only with their eerie

laughing-bark. A pack of hyenas may follow a party for many kilometers out of curiosity, or hoping that someone will drop dead, or in the expectation that the party will kill something that the hyenas can eat, thereby saving them some trouble. Actions like these have given them their reputation as scavengers, though they would consider it careful energy management, if they could think.

Weapon	SR	Attk%	Damage
Bite	9	30%	1D8+1D4

SKILLS: Spot Hidden 60%, Track by Smell 80%

HYENA ONE

POW 7 RH LEG 01-02 1/3
 DEX 11 LH LEG 03-04 1/3
 HP 11 HIND Q 05-07 1/5
 Move 9 FORE Q 08-10 1/5
 RF LEG 11-13 1/3
 LF LEG 14-16 1/3
 HEAD 17-20 1/4

HYENA FOUR

POW 7 RH LEG 01-02 1/3
 DEX 11 LH LEG 03-04 1/3
 HP 11 HIND Q 05-07 1/5
 Move 9 FORE Q 08-10 1/5
 RF LEG 11-13 1/3
 LF LEG 14-16 1/3
 HEAD 17-20 1/4

HYENA TWO

POW 7 RH LEG 01-02 1/3
 DEX 11 LH LEG 03-04 1/3
 HP 11 HIND Q 05-07 1/5
 Move 9 FORE Q 08-10 1/5
 RF LEG 11-13 1/3
 LF LEG 14-16 1/3
 HEAD 17-20 1/4

HYENA FIVE

POW 7 RH LEG 01-02 1/3
 DEX 11 LH LEG 03-04 1/3
 HP 11 HIND Q 05-07 1/5
 Move 9 FORE Q 08-10 1/5
 RF LEG 11-13 1/3
 LF LEG 14-16 1/3
 HEAD 17-20 1/4

HYENA THREE

POW 7 RH LEG 01-02 1/3
 DEX 11 LH LEG 03-04 1/3
 HP 11 HIND Q 05-07 1/5
 Move 9 FORE Q 08-10 1/5
 RF LEG 11-13 1/3
 LF LEG 14-16 1/3
 HEAD 17-20 1/4

HYENA SIX

POW 7 RH LEG 01-02 1/3
 DEX 11 LH LEG 03-04 1/3
 HP 11 HIND Q 05-07 1/5
 Move 9 FORE Q 08-10 1/5
 RF LEG 11-13 1/3
 LF LEG 14-16 1/3
 HEAD 17-20 1/4

HIGH LLAMA RIDERS

The High Llama people did not actively oppose the Lunar invasion of Prax. Their kahns decided that the presence of the Empire would make no appreciable difference to their way of life, and refused to muster to fight the incursion.

Since the battle of Moonbroth, the High Llama people have found that the overweening Sable riders have monopolized the lands along the River of Cradles, and that, after all, the presence of the imperial regiments did make a difference to the balance of power.

At this time, the High Llamas have no policy. Most of their herds and camps have been withdrawn to west of the Paps and south of The Dead Place. The only High Llamas found in the River of Cradles are hunting and raiding parties, seeking to make their presence felt by the other tribes.

Vian Hornsaddle is a Storm Kahn, a Rune lord of the Storm Bull. He has recently come to this rank and is very serious about his role as a chaos fighter. He also believes all the common superstitions about the Lunars as chaotics and

seeks to do what he can against them and their minions. "Minions" includes the character party. He is also interested in finding his kinsman Almeed.

Saberak Spiritrider is a shaman, who is present only to keep the little band safe and healthy and to guard them against disease. She attempts to act as a pacifying influence on Vian, with some success.

Maharo Bullarm is a Storm Bull initiate and faithful follower of Vian's. He is an accomplished warrior but not very clever. His undying loyalty is to his chief. When not smiting chaos, Maharo is noted for his riding skill and his capacity for fermented high llama milk.

Unless a party is blatantly chaotic, this little band will rarely attack straight on. They might conspire to steal or kill a party's animals, or strike from ambush. Anyone with news of the location of Almeed will be their sworn friends, no matter what their affiliation. Besides the three leaders, there will be 2D4+1 followers.

DUKE'S POLICY — Do not antagonize native peoples.

VIAN HORNSADDLE, Storm Kahn of Storm Bull cult

STR 15	CON 16	SIZ 14	01-04	R LEG	7/6
INT 12	POW 17	DEX 13	05-08	L LEG	7/6
CHA 16			09-11	ABDOM	7/6
Move 8 (12 on llama)			12	CHEST	7/7
Hit Points 18			13-15	R ARM	7/5
Defense 20%			16-18	L ARM	7/5
			19-20	HEAD	7/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword*	6	105%(+05%)	1D10+1+1D6	90%(+05%)	22
Dagger	8	75%	1D4+2+1D6	65%	12
Javelins (3)	2	100%	1D10+1D3	35%	10
Lance	3	105%	1D10+1+4D6	75%	20
Medium Shield	8	50%	1D6+1D6	100%	12

* magical Sword of Sharpness — see below under magic items.

ALLIED SPIRIT: Truefriend (in bastard sword); INT 17, POW 17

SPELLS: Binding, Demoralize, Healing 5, Mobility, Protection 4; (known by Truefriend) Befuddle, Bladesharp 4, Disruption, Countermagic 4, Dispel Magic 2, Silence, Vigor (4)

SKILLS: Bargaining 30%, Camouflage 70%, Climbing 70%, Evaluate Treasure 55%, First Aid 65%, Hide in Cover 80%, Identify (Praxian) Animals 90%, Jumping 80%, Listen 85%, Map Making 75%, Move Quietly 90%, Oratory 70%, Peaceful Cut 75%, Ride High Llama 105%, Sense Chaos 95%, Spot Hidden 85%, Spot Trap 80%, Track 95%, Trap Set/Disarm 70%

RIPTEETH, High Llama mount of Vian Hornsaddle

STR 36	CON 14	SIZ 37	01-02	RH LEG	2/6
POW 16	DEX 11		03-04	LH LEG	2/6
Move 12			05-07	HIND Q	2/8
Hit Points 21			08-10	FORE Q	2/8
			11-13	RF LEG	2/6
			14-16	LF LEG	2/6
			17-20	HEAD	2/7

Weapon	SR	Attk%	Damage
Bite*	7	50%	2D8
Kick*	7	65%	3D6

*may attack one or two foes simultaneously.

LANGUAGES: Praxian 70/20%, Tradetalk 55/00%

MAGIC ITEMS: Sword of Sharpness (bronze bastard sword), has +05% attack and parry, does +1 damage, has +2 hit pts; Flawed POW 4 crystal, when first attuned takes 4 POW pts permanently, but will increase user's strength when in melee as if a Strength spell were cast on him (another Strength spell or a Vigor spell may still be cast on him), and this effect lasts until the user is out of melee. This effect has already been included in Vian's skills.

TREASURE: Carries 7 clacks and 4 Lunars; ransom is 1200 L.

SPECIAL FEATURES: When fighting from high llama, roll enemy hit location as 1D10+10.

HIGH LLAMA RIDERS

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	7	25%	1D8+1	25%	20
Javelins (3)	3	30%	1D10	15%	10
Lance	5	45%	1D10+1+3D6	30%	20

SPELLS: Binding, Bladesharp 1, Mobility, Protection 1

SKILLS: Bargaining 10%, Camouflage 25%, Evaluate Treasure 20%, First Aid 25%, Hide in Cover 35%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 35%, Oratory 20%, Peaceful Cut 40%, Ride High Llama 70%, Spot Hidden 25%, Spot Trap 35%, Track 40%

LANGUAGES: Praxian 55%

TREASURE: 1D10 Lunars, ransom is 50 Lunars

HIGH LLAMA RIDER ONE

POW 12	R LEG	01-04	3/4
DEX 11	L LEG	05-08	3/4
HP 12	ABDOM	09-11	4/4
Broadsword 20	CHEST	12	4/5
Lance 20	R ARM	13-15	3/3
	L ARM	16-18	3/3
	HEAD	19-20	4/4

LLAMA RIDER ONE'S LLAMA

POW 11	RH LEG	01-02	2/5
DEX 7	LH LEG	03-04	2/5
HP 17	HIND Q	05-07	2/7
Move 12	FORE Q	08-10	2/7
	RF LEG	11-13	2/5
	LF LEG	14-16	2/5
	HEAD	17-20	2/6

HIGH LLAMA RIDER TWO

POW 12	R LEG	01-04	3/4
DEX 11	L LEG	05-08	3/4
HP 12	ABDOM	09-11	4/4
Broadsword 20	CHEST	12	4/5
Lance 20	R ARM	13-15	3/3
	L ARM	16-18	3/3
	HEAD	19-20	4/4

LLAMA RIDER TWO'S LLAMA

POW 11	RH LEG	01-02	2/5
DEX 7	LH LEG	03-04	2/5
HP 17	HIND Q	05-07	2/7
Move 12	FORE Q	08-10	2/7
	RF LEG	11-13	2/5
	LF LEG	14-16	2/5
	HEAD	17-20	2/6

HIGH LLAMA RIDER THREE

POW 12	R LEG	01-04	3/4
DEX 11	L LEG	05-08	3/4
HP 12	ABDOM	09-11	4/4
Broadsword 20	CHEST	12	4/5
Lance 20	R ARM	13-15	3/3
	L ARM	16-18	3/3
	HEAD	19-20	4/4

LLAMA RIDER THREE'S LLAMA

POW 11	RH LEG	01-02	2/5
DEX 7	LH LEG	03-04	2/5
HP 17	HIND Q	05-07	2/7
Move 12	FORE Q	08-10	2/7
	RF LEG	11-13	2/5
	LF LEG	14-16	2/5
	HEAD	17-20	2/6

SABERA SPIRITRIDER, Shaman

STR 13	CON 11	SIZ 10	01-04	R LEG	4/5
INT 14	POW 21	DEX 11	05-08	L LEG	4/5
CHA 15			09-11	ABDOM	5/5
Move 8 (12 on llama)			12	CHEST	5/6
Hit Points 13			13-15	R ARM	4/4
Defense 20%			16-18	L ARM	4/4
			19-20	HEAD	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Battle Axe	8	50%	1D8+2	45%	20
Dagger	9	55%	1D4+2	55%	12
Thrown Axe (2)	3	55%	1D6	35%	15
Medium Shield	9	20%	1D6	50%	12

FETCH AND BOUND SPIRIT: Fetch Farstrider, INT 11, POW 21; Controlled spirit — Krinder, INT 12, POW 16

SPELLS: Demoralize, Disrupt, Healing 6, Xenohealing 6; (known by Farstrider) Binding, Countermagic 1, Dispel Magic 4, Mobility, Protection 4

SKILLS: Bargaining 25%, Camouflage 45%, Climbing 45%, Evaluate Treasure 70%, First Aid 55%, Hide Item 30%, Hide in Cover 55%, Identify (Praxian) Animals 95%, Jump 55%, Listen 80%, Map Making 55%, Move Quietly 55%, Oratory 65%, Peaceful Cut 35%,

MAHARO BULLARM, Initiate of Storm Bull

STR 17	CON 13	SIZ 11	01-04	R LEG	4/5
INT 8	POW 15	DEX 13	05-08	L LEG	4/5
CHA 10			09-11	ABDOM	6/5
Move 8 (12 on high llama)			12	CHEST	6/6
Hit Points 13			13-15	R ARM	4/4
Defense 0%			16-18	L ARM	4/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	6	65%	1D10+1+1D4	60%	20
Dagger	8	75%	1D4+2+1D4	65%	12
Javelins (3)	2	65%	1D10+1D2	25%	10
Lance	4	70%	1D10+1+3D6	55%	20
Medium Shield	8	20%	1D6+1D4	70%	12

SPELLS: Binding, Bladesharp 3, Disruption, Healing 4 (2 pts actually in mind), Mobility

SKILLS: Camouflage 60%, Climbing 45%, Evaluate Treasure 35%,

CHARBOLE, High Llama mount of Sabera Spiritrider

STR 33	CON 15	SIZ 36	01-02	RH LEG	2/6
POW 12	DEX 12		03-04	LH LEG	2/6
Move 12			05-07	HIND Q	2/8
Hit Points 21			08-10	FORE Q	2/8
			11-13	RF LEG	2/6
			14-16	LF LEG	2/6
			17-20	HEAD	2/7

Weapon	SR	Attk%	Damage
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Bite* 7 60% 2D8

Kick* 7 65% 2D6

*may attack one or two foes simultaneously.

Ride High Llama 55%, Spot Hidden 65%, Spot Trap 65%, Track 45%, Trap Set/Disarm 40%

LANGUAGES: Praxian 85/35, Tradetalk 80/65

MAGIC ITEMS: 13 pt POW storage crystal; secret technique scroll written in Esrolian giving +10% to 1H sword skill.

TREASURE: carries 6 clacks, 3 Lunars; ransom is 700 Lunars.

SPECIAL FEATURES: Stored Power (in spirit world) — 3 pts; cure disease (see shaman rules); return from death (see shaman rules)

GREYHAIR, High Llama mount of Maharo Bullarm

STR 35	CON 12	SIZ 37	01-02	R LEG	2/6
POW 14	DEX 9		03-04	L LEG	2/6
Move 12			05-07	HIND Q	2/8
Hit Points 19			08-10	FORE Q	2/8
			11-13	RF LEG	2/6
			14-16	LF LEG	2/6
			17-20	HEAD	2/7

Weapon	SR	Attk%	Damage
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Bite* 7 50% 2D8

Kick* 7 50% 2D6

First Aid 35%, Hide in Cover 55%, Hide Item 25%, Identify (Praxian) Animals 70%, Jump 45%, Listen 70%, Map Making 50%, Move Quietly 60%, Oratory 20%, Peaceful Cut 55%, Ride High Llama 95%, Spot Hidden 60%, Spot Traps 55%, Track 70%, Trap Set/Disarm 65%

MAGIC ITEMS: 2 uses of Rhino Fat (see plunder section)

TREASURE: 7 clacks and 6 Lunars; ransom is 200 Lunars.

HIGH LLAMAS	Weapon	SR	Attk%	Damage	SPECIAL:
	Bite	8	25%	2D8	Rider rolls 1D10+10 for hit location vs. foes due to the height of this animal
	Kick	8	45%	2D6	

HIGH LLAMA RIDER FOUR

POW 12	R LEG	01-04	3/4
DEX 11	L LEG	05-08	3/4
HP 12	ABDOM	09-11	4/4
Broadsword 20	CHEST	12	4/5
Lance 20	R ARM	13-15	3/3
	L ARM	16-18	3/3
	HEAD	19-20	4/4

LLAMA RIDER FOUR'S LLAMA

POW 11	RH LEG	01-02	2/5
DEX 7	LH LEG	03-04	2/5
HP 17	HIND Q	05-07	2/7
Move 12	FORE Q	08-10	2/7
	RF LEG	11-13	2/5
	LF LEG	14-16	2/5
	HEAD	17-20	2/6

HIGH LLAMA RIDER SEVEN

POW 12	R LEG	01-04	3/4
DEX 11	L LEG	05-08	3/4
HP 12	ABDOM	09-11	4/4
Broadsword 20	CHEST	12	4/5
Lance 20	R ARM	13-15	3/3
	L ARM	16-18	3/3
	HEAD	19-20	4/4

LLAMA RIDER SEVEN'S LLAMA

POW 11	RH LEG	01-02	2/5
DEX 7	LH LEG	03-04	2/5
HP 17	HIND Q	05-07	2/7
Move 12	FORE Q	08-10	2/7
	RF LEG	11-13	2/5
	LF LEG	14-16	2/5
	HEAD	17-20	2/6

HIGH LLAMA RIDER FIVE

POW 12	R LEG	01-04	3/4
DEX 11	L LEG	05-08	3/4
HP 12	ABDOM	09-11	4/4
Broadsword 20	CHEST	12	4/5
Lance 20	R ARM	13-15	3/3
	L ARM	16-18	3/3
	HEAD	19-20	4/4

LLAMA RIDER FIVE'S LLAMA

POW 11	RH LEG	01-02	2/5
DEX 7	LH LEG	03-04	2/5
HP 17	HIND Q	05-07	2/7
Move 12	FORE Q	08-10	2/7
	RF LEG	11-13	2/5
	LF LEG	14-16	2/5
	HEAD	17-20	2/6

HIGH LLAMA RIDER EIGHT

POW 12	R LEG	01-04	3/4
DEX 11	L LEG	05-08	3/4
HP 12	ABDOM	09-11	4/4
Broadsword 20	CHEST	12	4/5
Lance 20	R ARM	13-15	3/3
	L ARM	16-18	3/3
	HEAD	19-20	4/4

LLAMA RIDER EIGHT'S LLAMA

POW 11	RH LEG	01-02	2/5
DEX 7	LH LEG	03-04	2/5
HP 17	HIND Q	05-07	2/7
Move 12	FORE Q	08-10	2/7
	RF LEG	11-13	2/5
	LF LEG	14-16	2/5
	HEAD	17-20	2/6

HIGH LLAMA RIDER SIX

POW 12	R LEG	01-04	3/4
DEX 11	L LEG	05-08	3/4
HP 12	ABDOM	09-11	4/4
Broadsword 20	CHEST	12	4/5
Lance 20	R ARM	13-15	3/3
	L ARM	16-18	3/3
	HEAD	19-20	4/4

LLAMA RIDER SIX'S LLAMA

POW 11	RH LEG	01-02	2/5
DEX 7	LH LEG	03-04	2/5
HP 17	HIND Q	05-07	2/7
Move 12	FORE Q	08-10	2/7
	RF LEG	11-13	2/5
	LF LEG	14-16	2/5
	HEAD	17-20	2/6

HIGH LLAMA RIDER NINE

POW 12	R LEG	01-04	3/4
DEX 11	L LEG	05-08	3/4
HP 12	ABDOM	09-11	4/4
Broadsword 20	CHEST	12	4/5
Lance 20	R ARM	13-15	3/3
	L ARM	16-18	3/3
	HEAD	19-20	4/4

LLAMA RIDER NINE'S LLAMA

POW 11	RH LEG	01-02	2/5
DEX 7	LH LEG	03-04	2/5
HP 17	HIND Q	05-07	2/7
Move 12	FORE Q	08-10	2/7
	RF LEG	11-13	2/5
	LF LEG	14-16	2/5
	HEAD	17-20	2/6

IMPALA RIDERS

The Impala people are small and pygmyish. Together with the Bison Riders they opposed the Lunar invasion of Prax, and together with the Bison Riders they were driven into the reaches of Vulture's Country.

In the two years since the defeat, the Impala people have raided back and forth across the river, attempting to make their presence felt by the Lunar-loving Sable Riders. As such, the Impala Riders are hunted actively by the Sable Riders and are rarely found in the river valley itself, as the territory there robs them of their major weapon, mobility.

The party described below is on an information-gathering and raiding mission against the Sable Riders. They actually have no wish to attack Lunar soldiers or even mercenaries, but they will if they are given the chance to slaughter a smaller number of foes. At any given time, the band will number 2D4+1 Impala Riders, as well as the leaders below. Their basic tactics are shoot and run.

N'krun Longarrow is a Waha priest who has achieved mastery with the bow as well. He is a cautious leader and will not risk his following needlessly. He will, however, challenge anyone he finds using a crossbow to a contest, and be most upset if he loses.

Lalira Horndaughter is an Eiritha woman priestess who is following her mate N'krun. She is an embodiment of all that is good in the Eiritha cult, but will have no mercy to anyone who harms one of her people.

K'ruta Swiftback is a Waha initiate and Foundchild initiate who is an excellent hunter. He is part of this band because the relatively quiet life of a herdsman is not for him. He wants to raid for animals and slay enemies. He is quick to take offense at any slurs at himself or his people. Even for an Impala Rider he is very short.

DUKE'S POLICY — Do not antagonize the natives.

N'KRUN LONGARROW, Rune priest of Waha

STR 13	CON 16	SIZ 6	01-04	R LEG	4/6
INT 16	POW 18	DEX 16	05-08	L LEG	4/6
CHA 15			09-11	ABDOM	5/6
Move 8 (10 on impala)			12	CHEST	5/7
Hit Points 16			13-15	R ARM	4/5
Defense 20%			16-18	L ARM	4/5
			19-20	HEAD	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	1	90%	1D8+1	35%	10
Dagger	8	70%	1D4+2	70%	12
Darts (5)	1	75%	1D6	30%	6
Shortsword	7	65%	1D6+1	60%	20
Small Shield	8	20%	1D4	60%	8

SPELLS: Binding, Demoralize, Farsee, Firearrow (2), Mobility, Multimissile 4, Protection 4, Silence, Speedart; (known by Edgehoof) Dispel Magic 2, Healing 6, Xenohealing 6

RUNE MAGIC: Shield 2, Summon Small Gnome, Summon Spirit of Law, Warding 1

SKILLS: Bargaining 45%, Camouflage 55%, Evaluate Treasure 50%, First Aid 55%, Hide in Cover 70%, Hide Item 40%, Jump 65%,

ALLIED SPIRIT: Edgehoof (impala);

STR 17	CON 17	SIZ 13	01-02	RH LEG	0/6
INT 14	POW 17	DEX 15	03-04	LH LEG	0/6
CHA 10			05-07	HIND Q	0/8
Move 10			08-10	FORE Q	0/8
Hit Points 19			11-13	RF LEG	0/6
Defense 15%			14-16	LF LEG	0/6
			17-20	HEAD	0/7

Weapon	SR	Attk%	Damage
Kick	8	70%	2D4

Listen 70%, Map Making 65%, Move Quietly 85%, Oratory 70%, Peaceful Cut 85%, Ride Impala 95%, Spot Hidden 70%, Spot Trap 75%, Track 80%, Trap Set/Disarm 55%

LANGUAGES: Praxian 85/35%, Tradetalk 75%

MAGIC ITEMS: A dagger which is a Yelmatio cult relic. It is gilded and possesses the matrices for Lightwall, Lantern 2, and Blade-sharp 2 on it; also possesses 10 pt POW storage crystal.

TREASURE: Carries 6 clacks and 28 Lunars; dagger is worth 3500 Lunars (5000 to Yelmatio cult); ransom is 1000 Lunars.

IMPALA RIDERS

Weapon	SR	Attk%	Damage	Parr%	Pts
Darts	2	35%	1D6	20%	6
Self Bow	2	45%	1D6+1	25%	6
1H Short Spear	6	30%	1D6+1	20%	15

SPELLS: Binding, Disruption, Mobility, Speedart

SKILLS: Bargaining 10%, Camouflage 25%, Evaluate Treasure 20%, First Aid 25%, Hide in Cover 40%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 40%, Oratory 20%, Peaceful Cut 40%, Ride Impala 75%, Spot Hidden 30%, Spot Trap 30%, Track 40%

LANGUAGES: Speak Praxian 55%

TREASURE: 1D6 Lunars, ransom is 25 Lunars

IMPALA RIDER ONE

POW 12	R LEG	01-04	2/4
DEX 13	L LEG	05-08	2/4
HP 10	ABDOM	09-11	2/4
Defense 05%	CHEST	12	2/5
Spear 15	R ARM	13-15	2/3
	L ARM	16-18	2/3
	HEAD	19-20	3/4

IMPALA RIDER ONE'S IMPALA

POW 11	RH LEG	01-02	0/3
DEX 13	LH LEG	03-04	0/3
HP 12	HIND Q	05-07	0/5
Defense 05%	FORE Q	08-10	0/5
	RF LEG	11-13	0/3
	LF LEG	14-16	0/3
	HEAD	17-20	0/4

IMPALA RIDER TWO

POW 12	R LEG	01-04	2/4
DEX 13	L LEG	05-08	2/4
HP 10	ABDOM	09-11	2/4
Defense 05%	CHEST	12	2/5
Spear 15	R ARM	13-15	2/3
	L ARM	16-18	2/3
	HEAD	19-20	3/4

IMPALA RIDER TWO'S IMPALA

POW 11	RH LEG	01-02	0/3
DEX 13	LH LEG	03-04	0/3
HP 12	HIND Q	05-07	0/5
Defense 05%	FORE Q	08-10	0/5
	RF LEG	11-13	0/3
	LF LEG	14-16	0/3
	HEAD	17-20	0/4

IMPALA RIDER THREE

POW 12	R LEG	01-04	2/4
DEX 13	L LEG	05-08	2/4
HP 10	ABDOM	09-11	2/4
Defense 05%	CHEST	12	2/5
Spear 15	R ARM	13-15	2/3
	L ARM	16-18	2/3
	HEAD	19-20	3/4

IMPALA RIDER THREE'S IMPALA

POW 11	RH LEG	01-02	0/3
DEX 13	LH LEG	03-04	0/3
HP 12	HIND Q	05-07	0/5
Defense 05%	FORE Q	08-10	0/5
	RF LEG	11-13	0/3
	LF LEG	14-16	0/3
	HEAD	17-20	0/4

LALIRA HORNDAUGHTER, Rune priestess of Eiritha

STR 13	CON 12	SIZ 6	01-04	R LEG	4/4
INT 15	POW 18	DEX 10	05-08	L LEG	4/4
CHA 13			09-11	ABDOM	5/4
Move 8 (10 on impala)			12	CHEST	5/5
Hit Points 12			13-15	R ARM	4/3
Defense 15%			16-18	L ARM	4/3
			19-20	HEAD	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Hatchet	10	50%	1D6+1	50%	15
Self Bow	3	50%	1D6+1	25%	6
Thrown Axe (3)	3	50%	1D6	—	—
Small Shield	10	15%	1D4	50%	8

SPELLS: Binding, Heal 6, Ignite, Mobility, Xenoheal 6; (known by Kirest) Dispel Magic 8, Mindspeech, Protection 4, Silence
RUNE MAGIC: Bless Herd, Pathway 2, Shield 2, Speak to Beast

SKILLS: Bargaining 40%, Camouflage 50%, Evaluate Treasure 40%, First Aid 60%, Hide in Cover 50%, Hide Item 45%, Identify (Praxian) Animals 95%, Jump 50%, Listen 80%, Map Making 90%, Move

ALLIED SPIRIT: Kirest (impala);

STR 13	CON 16	SIZ 13	01-02	RH LEG	0/5
INT 16	POW 14	DEX 15	03-04	LH LEG	0/5
CHA 9			05-07	HIND Q	0/7
Move 10			08-10	FORE Q	0/7
Hit Points 17			11-13	RF LEG	0/5
Defense 10%			14-16	LF LEG	0/5
			17-20	HEAD	0/6

Weapon	SR	Attk%	Damage
Kick	8	50%	2D4

Quietly 50%, Oratory 60%, Peaceful Cut 50%, Ride Impala 90%, Spot Hidden 65%, Spot Trap 70%, Track 50%, Trap Set/Disarm 40%

LANGUAGES: Praxian 80/35%, Tradetalk 60%, Understand Animal Speech 85%

MAGIC ITEMS: 13 pt POW storing crystal, and 8 pt Healing Focusing crystal.

TREASURE: Carries 6 clacks; ransom is 1500 Lunars.

K'RUTA SWIFTBUCK, Initiate of Waha and Foundchild

STR 13	CON 15	SIZ 4	01-04	R LEG	4/5
INT 12	POW 12	DEX 16	05-08	L LEG	4/5
CHA 12			09-11	ABDOM	5/5
Move 8 (10 on impala)			12	CHEST	5/6
Hit Points 13			13-15	R ARM	4/4
Defense 15%			16-18	L ARM	4/4
			19-20	HEAD	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	1	85%	1D8+1	25%	10
Dagger	8	65%	1D4+2	60%	12
Darts (3)	1	65%	1D6	25%	6
Shortsword	7	60%	1D6+1	60%	20
Small Shield	8	10%	1D4	55%	8

SPELLS: Binding, Disruption, Mobility, Multimissile 4, Protection 3, Speedart

SKILLS: Bargaining 20%, Camouflage 60%, Evaluate Treasure 35%, First Aid 40%, Hide in Cover 90%, Hide Item 20%, Identify (Praxian)

SIRETH, Impala mount for K'ruta Swiftbuck

STR 16	CON 15	SIZ 15	01-02	R LEG	0/5
POW 11	DEX 17		03-04	L LEG	0/5
Move 10			05-07	HIND Q	0/7
Hit Points 16			08-10	FORE Q	0/7
Defense 10%			11-13	RF LEG	0/5
			14-16	LF LEG	0/5
			17-20	HEAD	0/6

Weapon	SR	Attk%	Damage
Kick	6	55%	2D4

Animals 95%, Jump 50%, Listen 80%, Map Making 75%, Move Quietly 90%, Oratory 35%, Peaceful Cut 75%, Ride Impala 90%, Spot Hidden 80%, Spot Trap 70%, Track 80%, Trap Set/Disarm 60%

LANGUAGES: Praxian 60%

MAGIC ITEM: A hunter's good luck charm (no visible value)

TREASURE: Carries no money; ransom is 400 Lunars

IMPALAS	Weapon	SR	Attk%	Damage
	Kick	8	25%	2D4

IMPALA RIDER FOUR

POW 12	R LEG	01-04	2/4
DEX 13	L LEG	05-08	2/4
HP 10	ABDOM	09-11	2/4
Defense 05%	CHEST	12	2/5
Spear 15	R ARM	13-15	2/3
	L ARM	16-18	2/3
	HEAD	19-20	3/4

IMPALA RIDER FOUR'S IMPALA

POW 11	RH LEG	01-02	0/3
DEX 13	LH LEG	03-04	0/3
HP 12	HIND Q	05-07	0/5
Defense 05%	FORE Q	08-10	0/5
	RF LEG	11-13	0/3
	LF LEG	14-16	0/3
	HEAD	17-20	0/4

IMPALA RIDER SEVEN

POW 12	R LEG	01-04	2/4
DEX 13	L LEG	05-08	2/4
HP 10	ABDOM	09-11	2/4
Defense 05%	CHEST	12	2/5
Spear 15	R ARM	13-15	2/3
	L ARM	16-18	2/3
	HEAD	19-20	3/4

IMPALA RIDER SEVEN'S IMPALA

POW 11	RH LEG	01-02	0/3
DEX 13	LH LEG	03-04	0/3
HP 12	HIND Q	05-07	0/5
Defense 05%	FORE Q	08-10	0/5
	RF LEG	11-13	0/3
	LF LEG	14-16	0/3
	HEAD	17-20	0/4

IMPALA RIDER FIVE

POW 12	R LEG	01-04	2/4
DEX 13	L LEG	05-08	2/4
HP 10	ABDOM	09-11	2/4
Defense 05%	CHEST	12	2/5
Spear 15	R ARM	13-15	2/3
	L ARM	16-18	2/3
	HEAD	19-20	3/4

IMPALA RIDER FIVE'S IMPALA

POW 11	RH LEG	01-02	0/3
DEX 13	LH LEG	03-04	0/3
HP 12	HIND Q	05-07	0/5
Defense 05%	FORE Q	08-10	0/5
	RF LEG	11-13	0/3
	LF LEG	14-16	0/3
	HEAD	17-20	0/4

IMPALA RIDER EIGHT

POW 12	R LEG	01-04	2/4
DEX 13	L LEG	05-08	2/4
HP 10	ABDOM	09-11	2/4
Defense 05%	CHEST	12	2/5
Spear 15	R ARM	13-15	2/3
	L ARM	16-18	2/3
	HEAD	19-20	3/4

IMPALA RIDER EIGHT'S IMPALA

POW 11	RH LEG	01-02	0/3
DEX 13	LH LEG	03-04	0/3
HP 12	HIND Q	05-07	0/5
Defense 05%	FORE Q	08-10	0/5
	RF LEG	11-13	0/3
	LF LEG	14-16	0/3
	HEAD	17-20	0/4

IMPALA RIDER SIX

POW 12	R LEG	01-04	2/4
DEX 13	L LEG	05-08	2/4
HP 10	ABDOM	09-11	2/4
Defense 05%	CHEST	12	2/5
Spear 15	R ARM	13-15	2/3
	L ARM	16-18	2/3
	HEAD	19-20	3/4

IMPALA RIDER SIX'S IMPALA

POW 11	RH LEG	01-02	0/3
DEX 13	LH LEG	03-04	0/3
HP 12	HIND Q	05-07	0/5
Defense 05%	FORE Q	08-10	0/5
	RF LEG	11-13	0/3
	LF LEG	14-16	0/3
	HEAD	17-20	0/4

IMPALA RIDER NINE

POW 12	R LEG	01-04	2/4
DEX 13	L LEG	05-08	2/4
HP 10	ABDOM	09-11	2/4
Defense 05%	CHEST	12	2/5
Spear 15	R ARM	13-15	2/3
	L ARM	16-18	2/3
	HEAD	19-20	3/4

IMPALA RIDER NINE'S IMPALA

POW 11	RH LEG	01-02	0/3
DEX 13	LH LEG	03-04	0/3
HP 12	HIND Q	05-07	0/5
Defense 05%	FORE Q	08-10	0/5
	RF LEG	11-13	0/3
	LF LEG	14-16	0/3
	HEAD	17-20	0/4

MOROKANTH SLAVERS

Keenclaw is the leader of a band of morokanth slavers who raid the humans of Prax, not just their herds. He is primarily looking for humans with hand manipulation skills to do the work that morokanth cannot, such as armor-making and writing. Other captives will be ransomed or sold. Copperclaw is Keenclaw's wife and a would-be herd sister of Eiritha. She goes with the band looking for physically superior humans (possessing STR, CON, SIZ, or DEX of 16 or more) to change into herd-men for the improvement of the breeding of the herds. She cannot do this herself but takes the slave back to the tribal Rune priests who use Alter Creature. Stronghand is a herd-man Copperclaw has trained to follow her about quietly and attack on command. Whitetooth is Keenclaw's chief assistant. He is most interested in the wealth brought in by the sale and ransom of captives.

Manhunter is a typical experienced member of the slaver band.

Plainsfriend is Keenclaw's allied spirit. He was originally a herd-man but was raised to human intelligence by use of the Alter Creature spell. Smallclaw is the result of a mating between a captive human and a herd-man. Keenclaw's mother noticed his intelligence early and raised him as a member of the morokanth tribe. He has no other home and looks on Keenclaw as an elder brother, with all the love and rivalry that implies.

Since few humans will sell slaves to the morokanth, Keenclaw gets his by direct capture.

A typical slaving operation starts with Plainsfriend and Smallclaw presenting themselves to a small group of humans (such as a caravan or party of adventurers). They pose as soldiers of fortune looking for work. They travel with the group for a few days, learning its strengths and weaknesses. Keenclaw keeps track of them and gets reports through his Mindlink with Plainsfriend. If the group is too strong, the slaver band will not attack, though they may try to separate and capture a particular individual.

If the slaver band does attack it will be on a night when people are sleeping and unarmed. This attack will be co-

ordinated by Keenclaw using his Mindlink and a network of Mindspeech spells. The morokanth will wait until Plainsfriend, Smallclaw, or both are on watch. The members of the slaver band cast Silence on themselves. Those who have Invisibility use it. Those who do not, cast a round of Befuddle. Then the general attack begins. Keenclaw will use his POW of 20 and his Multispell II to Befuddle the three most dangerous targets. Whitetooth will use his heavy crossbow to intimidate if possible or kill if necessary. Copperclaw seldom attacks directly. She remains on the sidelines, supporting the band with spells and Healing. The rest use weapons or spells at will.

When a human is Befuddled, surrenders, or is functionally incapacitated, he is bound with rope or leather thongs. When the group has been subdued, Copperclaw brings up her pack bison carrying bronze shackles and chains. Once all members of the slaver band are healed, Copperclaw will also heal the captives as power becomes available.

Remember, morokanth can use two or four legs, and so can Harmonize riding beasts as well as humans.

BIND CAPTIVE

Manipulation 15%

200/400/800/1600

Bind Captive is a slaver skill used to bind someone quickly (in 1 melee round) with a rope or thong so that he cannot escape. If the slaver makes a special roll (rolls 20% or less of his skill%) the captive cannot escape unless unbound by outside assistance. If the slaver succeeds normally, the captive can only escape by rolling his Dexterity as a percentage after two full turns of obvious struggle. If the slaver does not succeed, the captive need only roll Dexterity times 5 at the end of a full turn of non-obvious struggle to escape. If the slaver fumbles, the captive is not bound at all.

This skill only works against subdued, incapacitated, or otherwise inactive captives.

VARAEMA COPPERCLAW, Initiate of Eiritha

STR 19	CON 15	SIZ 17	01-04	R LEG	8/6
INT 14	POW 16	DEX 13	05-08	L LEG	8/6
CHA 12			09-11	ABDOM	9/6
Move 8			12	CHEST	9/7
Hit Points 17			13-15	R ARM	8/5
Defense 05%			16-18	L ARM	8/5
			19-20	HEAD	8/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	7	65%	1D6+1D6	50%	—
Battle Axe	6	60%	1D8+2+1D6	50%	15
Thrown Axe	2	50%	1D6+1D3	50%	15

STRONGHAND, Copperclaw's attack beast

STR 14	CON 14	SIZ 10	01-04	R LEG	2/5
POW 11	DEX 12		05-08	L LEG	2/5
Move 8			09-11	ABDOM	2/5
Hit Points 14			12	CHEST	2/6
			13-15	R ARM	2/4
			16-18	L ARM	2/4
			19-20	HEAD	2/5

Weapon	SR	Attk%	Damage
Club	8	50%	1D8+2
Fist	9	50%	1D3
Thrown Rock	3	50%	1D4

SPELLS: Dispel Magic 4, Harmonize (2), Heal 4, Xenoheal 3; (known by bound spirit in bison) Befuddle, Countermagic 2, Invisibility (3), Light, Silence, Vigor (4)

RUNE MAGIC: Concealment (one-use only)

SKILLS: Beast Training 100%, Find Beast Food 80%, Find Water 70%, First Aid 85%, Hide in Cover 90%, Listen 55%, Move Quietly 75%, Spot Hidden 65%, Spot Trap 65%, Track 65%, Treat Disease 75%

LANGUAGES: Praxian 80%, Tradetalk 60%, Understand Animal Speech 80%

MAGIC ITEMS: Healing Focussing crystal 4

TREASURE: 90 Lunars carried; ransom is 1500 Lunars.

BOUND SPIRIT: (in bison);

STR 32	CON 14	SIZ 39	01-02	RH LEG	3/7
INT 12	POW 17	DEX 10	03-04	LH LEG	3/7
Move 12			05-07	HIND Q	3/9
Hit Points 22			08-10	FORE Q	3/9
			11-13	RF LEG	3/7
			14-16	LF LEG	3/7
			17-20	HEAD	3/8

Weapon	SR	Attk%	Damage
Butt	7	30%	2D10+3D6

KAREEL KEENCLAW, Morokanth slaver and Rune priest of Waha

STR 20	CON 17	SIZ 17	01-04	R LEG	11/7
INT 17	POW 20	DEX 12	05-08	L LEG	11/7
CHA 16			09-11	ABDOM	11/7
Move 8			12	CHEST	11/8
Hit Points 20			13-15	R ARM	11/6
Defense 10%			16-18	L ARM	11/6
			19-20	HEAD	10/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	8	90%	1D6+1D6	60%	—
Maul	5	80%	2D8+1D6	75%	15
2H Spear	4	70%	1D10+1+1D6	65%	15

SPELLS: Befuddle, Binding, Demoralize, Harmonize (2), Heal 2, Invisibility (3), Light, Mindspeech 4, Mobility, Silence; (known to Plainsfriend) Bludgeon 4, Countermagic 6, Glamour (2), Ironhand 1, Protection 4; (known to bound spirit in owl) Detection Blank 2, Detect Life, Dispel Magic 6, Disrupt, Extinguish (2), Farsee, Vigor (4)
RUNE SPELLS: Dismiss Elemental I, Extension I x 2, Multispell II, Shield 4, Summon Small Gnome, Vision; one use only — Alter Creature

SKILLS: Bargaining 30%, Beast Training 75%, Bind Captive 80%, Hide in Cover 65%, Listen 75%, Move Quietly 70%, Oratory 70%, Peaceful Cut 80%, Spot Hidden 85%, Spot Trap 80%, Track 95%, Trap Set/Disarm 60%

LANGUAGES: Lunar 30/25%, Old Pavic 30%, Praxian 90%, Sartarite 20%, Tradetalk 85/35%, Understand Animal Speech 75%

MAGIC ITEMS: 12 pt POW storage crystal; amulet containing Lightwall matrix; maul containing Repair matrix; 2 sets of slave bracelets

TREASURE: Carries 100 Lunars; ransom is 2000 Lunars.

SHURATH WHITETOOTH, Assistant Slaver, initiate of Daka Fal

STR 19	CON 12	SIZ 15	01-04	R LEG	8/5
INT 13	POW 17	DEX 13	05-08	L LEG	8/5
CHA 12			09-11	ABDOM	10/5
Move 8			12	CHEST	10/6
Hit Points 14			13-15	R ARM	8/4
Defense 15%			16-18	L ARM	8/4
			19-20	HEAD	9/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	7	75%	1D6+1D6	50%	—
Heavy Crossbow	2	85%	2D6+2	35%	10
2H Spear	3	55%	1D10+1+1D6	55%	15
Shortsword	6	60%	1D6+1+1D6	50%	20

SPELLS: Harmonize (2), Heal 3, Invisibility (3), Multimissile 2, Silence, Speedart; (known by bound spirit in cat) Befuddle, Blade-sharp 2, Countermagic 2, Dullblade 2, Firearrow (2), Ironhand 2, Mindspeech 1, Mobility, Xenoheal 2

DALRON SMALLCLAW, Human/Herd-man slaver

STR 15	CON 14	SIZ 14	01-04	R LEG	6/5
INT 15	POW 12	DEX 16	05-08	L LEG	6/5
CHA 15			09-11	ABDOM	6/5
Move 8			12	CHEST	6/6
Hit Points 14			13-15	R ARM	7/4
Defense 10%			16-18	L ARM	7/4
			19-20	HEAD	7/5

SPELLS: Befuddle, Countermagic 2, Glamour (2), Heal 2, Invisibility (3), Ironhand 1, Mindspeech 1, Silence

KAZAAN MANHUNTER, Experienced slaver

STR 17	CON 14	SIZ 18	01-04	R LEG	6/6
INT 11	POW 13	DEX 11	05-08	L LEG	6/6
CHA 12			09-11	ABDOM	10/6
Move 8			12	CHEST	10/6
Hit Points 16			13-15	R ARM	6/5
			16-18	L ARM	6/5
			19-20	HEAD	8/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	8	60%	1D6+1D6	30%	—
Heavy Mace	7	55%	1D10+1D6	50%	20
2H Spear	4	45%	1D10+1+1D6	40%	15

ALLIED SPIRIT: Ahnar Plainsfriend (awakened herd-man);

STR 18	CON 14	SIZ 14	01-04	R LEG	8/6
INT 17	POW 17	DEX 14	05-08	L LEG	8/6
CHA 13			09-11	ABDOM	7/6
Move 8			12	CHEST	7/7
Hit Points 16			13-15	R ARM	7/5
Defense 20%			16-18	L ARM	7/5
			19-20	HEAD	7/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	6	50%	1D10+1+1D4	45%	20
Hvy Mace	7	75%	1D8+2+1D4	65%	20
Medium Shield	—	—	—	55%	12

SKILLS: Beast Training 70%, Bind Captive 60%, Camouflage 60%, Disguise 30%, Hide in Cover 75%, Listening 90%, Move Quietly 70%, Oratory 85%, Spot Hidden 85%, Spot Trap 75%, Track 75%, Trap Set/Disarm 85%

LANGUAGES: Lunar 30/30%, Old Pavic 30%, Praxian 90%, Sartarite 20%, Tradetalk 85/45%, Understand Animal Speech 75%

MAGIC ITEMS: 1 dose systemic poison 6, 4 doses blade venom 4

BOUND SPIRIT: (in Owl);

STR 8	CON 8	SIZ 3	01-02	R CLAW	0/2
INT 18	POW 20	DEX 23	03-04	L CLAW	0/2
Move 4/12 in flight			05-08	BODY	0/4
Hit Points 7			09-12	R WING	0/3
Defense 35%			13-16	L WING	0/3
			17-20	HEAD	0/3

Weapon	SR	Attk%	Damage
Dive	7	50%	2D3

BOUND SPIRIT: (in cat);

STR 3	CON 8	SIZ 2	01-20	BODY	0/6
INT 15	POW 15	DEX 22			
Move 9					
Hit Points 6					
Defense 25%					

Weapon	SR	Attk%	Damage
Bite	7	40%	1D3

SKILLS: Beast Training 70%, Bind Captive 65%, Hide in Cover 75%, Listen 60%, Move Quietly 75%, Spot Hidden 70%, Spot Trap 60%, Track 80%, Trap Set/Disarm 90%

LANGUAGES: Lunar 25%, Praxian 85%, Tradetalk 85%, Understand Animal Speech 65%

MAGIC ITEMS: Power enhancing crystal 6, amulet containing Dispel Magic 4 matrix, 9 doses of blade venom 5

Weapon	SR	Attk%	Damage	Parr%	Pts
Battle Axe	6	50%	1D8+2+1D4	45%	15
Thrown Axe (3)	1	30%	1D6+1D2	25%	15
Fist	7	35%	1D3+1D4	—	—
Medium Shield	—	—	—	30%	12

SKILLS: Bind Captive 40%, Disguise 30%, Hide in Cover 55%, Jump 45%, Listen 30%, Move Quietly 55%, Oratory 55%, Spot Hidden 35%

LANGUAGES: Praxian 60%, Tradetalk 50%, Understand Animal Speech 45%

SPELLS: Befuddle, Heal 2, Invisibility (3), Mindspeech 1, Mobility, Silence

RUNE SPELLS: Summon Ancestor (one-use)

SKILLS: Beast Training 55%, Bind Captive 45%, Hide in Cover 55%, Listen 40%, Move Quietly 45%, Spot Hidden 60%, Spot Trap 60%, Track 75%, Trap Set/Disarm 50%

LANGUAGES: Praxian 60%, Tradetalk 30%, Understand Beast Speech 40%

TREASURE: 20 Lunars; ransom is 100 Lunars.

MOROKANTH TRIBE

The morokanth are one of the five main tribes of Prax. One large clan of this tribe have set up a semi-permanent camp in Bilos Gap. No one knows why they have established this camp, but other clans seem to drop in every week, and leave a week later. Many ceremonies seem to be going on.

Any Morokanth found outside Bilos Gap will be hunting or herding parties, 2D6 in number. The herds, of course, consist of herd men, who look human but are actually animals. The attitude of the Morokanth towards the humans will depend on how the judgment during the Scouting the Land scenario went. If the judgment was favorable, the Morokanth will treat the humans with a wary respect. If it was unfavorable, the Morokanth will be verbally hostile and refuse to deal with the humans. If the humans are small in number and seem weak, the Morokanth may very well attack.

Velakol Surestrike, like other Kahns of Waha, is foremost a protector of the herds of his tribe and a raider of the herds of other tribes. When he has the time, his favorite recreations are sports and contests of physical prowess.

One way to gain his respect is to best him in such a contest. His special joy is his chariot with its team of four matched herd-men, which he races against teams belonging to other Morokanth. In both work and play his competitive nature comes to the fore. This is his vulnerable point. Though his honor and self-confidence are such that he would not cheat, once his need to win is aroused, he may take chances and make mistakes he would not ordinarily make.

Flarat Spirittalker is a "Daka Fal" priest. While Velakol is unlikely to be seen outside the Bilos Gap camp, Flarat often wanders with the herds or the hunters. He heartily dislikes Keenclaw the slaver, and may befriend anyone who has done hurt to Keenclaw. While Morokanth have no reason to worship Daka Fal, Flarat is a priest of the equivalent Morokanth cult, called Grandfather Morokanth.

Vishiswaw Windclaw is a Storm Bull initiate. He is very anti-Lunar and will deliberately insult its followers under any circumstances. He is disdainful of humans and proud of his proficiency with the bronze claws he can fasten to his forefeet.

DUKE'S POLICY — Do not antagonize the Morokanth.

VELAKOL SURESTRIKE, Morokanth chieftain and Kahn of Waha

STR 20	CON 18	SIZ 17	01-04	R LEG	14/7
INT 16	POW 17	DEX 15	05-08	L LEG	14/7
CHA 18			09-11	ABDOM	14/7
Move 8			12	CHEST	15/8
Hit Points 21			13-15	R ARM	14/6
Defense 25%			16-18	L ARM	14/6
			19-20	HEAD	14/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	7	110%	1D6+1D6	65%	—
Battle Axe	6	75%	1D8+2+1D6	65%	15
Thrown Axe (3)	2	75%	1D6+1D3	50%	15
2H Spear	3	90%	1D10+1+1D6	90%	23

SPELLS: Binding, Disrupt, Harmonize (2), Heal 3, Ironhand 4, Mobility, Multimissile 4; (known by Blackhair) Bladesharp 4, Countermagic 6, Repair (2), Vigor (4)

SKILLS: Beast Training 105%, Camouflage 80%, Climb 55%, Evaluate Treasure 20%, Hide in Cover 75%, Hide Item 30%, Jump 70%, Listen 85%, Map Making 35%, Move Quietly 70%, Oratory 90%, Peaceful Cut 100%, Spot Hidden 80%, Spot Trap 90%, Track 95%, Trap Set/Disarm 60%

LANGUAGES: Lunar 45%, Praxian 90%, Sartarite 30%, Spirit-speech 10%, Tradetalk 75/15%, Understand Animal Speech 55%

MAGIC ITEMS: Twice Power yielding crystal 7, armband with Dispel Magic 4 matrix, 4 doses blade venom antidote 6, 1 dose of

ALLIED SPIRIT: Yarin Blackhair (awakened herd-man);

STR 16	CON 17	SIZ 12	01-04	R LEG	7/6
INT 16	POW 17	DEX 15	05-08	L LEG	7/6
CHA 12			09-11	ABDOM	7/6
Move 8			12	CHEST	7/7
Hit Points 18			13-15	R ARM	6/5
Defense 20%			16-18	L ARM	6/5
			19-20	HEAD	6/

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	6	50%	1D10+1+1D4	50%	20
Javelin (2)	2	75%	1D10+1D2	40%	10
1H Spear	5	80%	1D8+1+1D4	65%	15
Medium Shield	—	—	—	45%	12

SKILLS: Beast Training 100%, Camouflage 85%, Climbing 55%, Evaluate Treasure 20%, Hide in Cover 75%, Hide Item 45%, Jump 55%, Listen 80%, Map Making 40%, Move Quietly 85%, Oratory 85%, Peaceful Cut 80%, Spot Hidden 85%, Spot Trap 90%, Track 95%, Trap Set/Disarm 70%

LANGUAGES: Praxian 90%, Tradetalk 75/25%, Understand Animal Speech 55%

systemic poison 8, Iron 2H Spear, Morokanth thumb on right foreclaw.

TREASURE: Chariot with 4 trained herd-men; carries 200 Lunars; ransom is 5000 Lunars.

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	8	50%	1D6+1D6	45%	—
Heavy Mace	7	40%	1D10+1D6	40%	20
2H Spear	4	45%	1D10+1+1D6	45%	15

SPELLS: Demoralize, Dispel Magic 1, Heal 2, Ironhand 2, Protection 2
SKILLS: Beast Training 25%, Climb 50%, Hide in Cover 50%, Jump 30%, Listen 50%, Move Quietly 65%, Spot Hidden 45%, Spot Trap 30%, Track 65%
LANGUAGES: Praxian 60%, Understand Beast Speech 25%

MOROKANTH ONE

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH TWO

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH THREE

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

FLARAT SPIRITTALKER, Rune priest of Grandfather Morokanth

STR 19	CON 18	SIZ 18	01-04	R LEG	4/8
INT 16	POW 21	DEX 14	05-08	L LEG	4/8
CHA 12			09-11	ABDOM	6/8
Move 8			12	CHEST	6/9
Hit Points 22			13-15	R ARM	4/7
Defense 20			16-18	L ARM	4/7
			19-20	HEAD	5/8

Weapon	SR	Attk%	Damage	Parr%	Pts
Claw	7	70%	1D6+1D6	60%	—
2H Spear	4	70%	1D10+1+1D6	70%	15

FETCH: Manlover; INT 10, POW 16

SPELLS: Countermagic 2, Demoralize, Dispel Magic 3, Heal 6, Spirit Binding, Spirit Shield 2; (known by Manlover) Befuddle, Bladesharp 2, Coordination (2), Demoralize, Harmonize (2), Strength (2)

RUNE MAGIC: Discorporation, Extension II x 2, Resurrection, Spirit Block 2, Summon Ancestor, Summon Specific Ancestor, Warding 2

SKILLS: Climb 55%, Find Cattle Food 50%, Find Water 45%, Hide in Cover 60%, Jump 65%, Listen 75%, Move Quietly 70%, Spot Hidden 45%, Track 55%

LANGUAGES: Praxian 90%, Spirit speech 95%, Tradetalk 40%, Understand Animal Speech 35%

TREASURE: Carries 10 Lunars; ransom is 600 Lunars.

VISHISWAW WINDCLAW, Storm Bull Initiate

STR 24	CON 20	SIZ 23	01-04	R LEG	8/8
INT 12	POW 15	DEX 16	05-08	L LEG	8/8
CHA 13			09-11	ABDOM	9/8
Move 8			12	CHEST	9/9
Hit Points 23			13-15	R ARM	8/7
			16-18	L ARM	8/7
			19-20	HEAD	9/8

Weapon	SR	Attk%	Damage	Parr%	Pts
RH Bronze Claw	5	90%	1D6+2+2D6	85%	7
LH Bronze Claw	10	80%	1D6+2+2D6	60%	7
Maul	2	80%	2D8+2D6	80%	15

SPELLS: Bladesharp 4, Bludgeon 2, Coordination (2), Demoralize, Heal 3

RUNE MAGIC: Defend Against Chaos (one-use)

SKILLS: Camouflage 45%, Climb 75%, Hide in Cover 75%, Jump 70%, Listen 55%, Move Quietly 80%, Oratory 60%, Spot Hidden 65%, Spot Trap 50%, Track 85%, Trap Set/Disarm 45%

LANGUAGES: Praxian 80%, Storm speech 35%, Tradetalk 55%

MAGIC ITEMS: 8 pt POW storage crystal; harness containing Protection 3 matrix.

TREASURE: Carries 22 Lunars; ransom is 1000 Lunars.

MOROKANTH FOUR

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH SEVEN

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH TEN

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH THIRTEEN

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH SIXTEEN

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH FIVE

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH EIGHT

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH ELEVEN

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH FOURTEEN

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH SEVENTEEN

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH SIX

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH NINE

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH TWELVE

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH FIFTEEN

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

MOROKANTH EIGHTEEN

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	6/5
Mace 20	CHEST	12	6/6
Spear 15	R ARM	13-15	4/4
	L ARM	16-18	4/4
	HEAD	19-20	5/5

NEWTLINGS

This is a hunting party from the 5-eyes temple scenario. They will be led by a bodyguard type and otherwise be standard newtlings. There are 2D6 newtlings in an encounter.

When away from their temple, the newtlings are not aggressive unless they encounter the duke's newtlings. They come from competing tribes and are antagonistic on sight. The 5-eyes newtlings also consider the ducal auxiliaries to be traitors to their race.

These newtlings have a definitely different air about them, compared to the duke's hirelings. They all wear a 5-eyes insignia on their harness, and their harnesses are all the same cut and style. They actually seem to be wearing a uniform. If caught and questioned, they will die before

admitting anything which might hurt the temple, though they will freely express their hatred of most humans and the duke in particular.

If a party of newtlings is destroyed in an encounter, do not subtract them from the 5-eyes newtling contingent. Croaker and Quicktail are constantly recruiting, and they will have a full force to meet any incursion.

It is possible (referee's option) that one or two Traskars will be with the newtling hunting party. They will fight with the newtlings and bear them away on their backs if the newtlings are hard-pressed.

DUKE'S POLICY — Any enemies of my newtlings are enemy newtlings. Run 'em off, or slay 'em all.

RHINO RIDERS

The Rhino Riders of Prax are a rough and brutal people. As an independent tribe, not one of the five main tribes, they have had to fight for their place many times, and the charge of their mammoth beasts is feared throughout the plains.

Rhino Riders fought alongside the Bison and Impala Riders at the battle of Moonbroth and share their fate.

This band of Rhino Riders is engaged in a show-the-rhino mission to the river, attempting to stake out a place on their old hunting grounds. They are Orlanthi (Rhino Riders have the greatest proportion of members who worship Orlanth of all the tribes of Prax) and are fervid in their hatred of Chaos worshippers and those who work for chaos. However, they are unlikely to charge right into a party unless their Storm Bull initiate makes a successful Oratory roll and incites them into assaulting the foe. There will be 2D3 followers with the three leaders.

Mosha Thunderhoof is an Orlanthi priest and a crafty warleader who has only recently attained his status as a priest. He is a firm believer in proper courtesies to fellow

Lightbringers, but he looks askance at any Lightbringer working for a Lunar puppet (which is his estimation of the situation). He is also a firm believer in hospitality and will never harm a person who has shared a meal with him in the past week.

Grettir Lancehorn, a Storm Bull initiate, is the epitome of the Storm Bull. He is very close to Rune lord and seeks combat to bring him to the edge of greatness. He carries around heads of his enemies (including a couple of broos) which he will sometimes throw at a foe to shake him up. He is an excellent rabble-rouser and loves to hear himself talk, particularly when the result is an attack on a chaos-spawn.

Kranaka Windfriend is an Orlanthi initiate who embraced Orlanth to get away from the restrictions of the Eiritha role-model. She glories in combat and the power of her animal, but is not a berserker. She is Mosha's main advisor on matters tactical, but has a regrettable inclination to be swayed by Grettir's eloquence.

DUKE'S POLICY — Do not antagonize the natives.

GRETTIR LANCEHORN, initiate of Storm Bull

STR 17	CON 16	SIZ 18	01-04	R LEG	6/6
INT 11	POW 15	DEX 10	05-08	L LEG	6/6
CHA 14			09-11	ABDOM	7/6
Move 8 (8 on rhino)			12	CHEST	7/7
Hit Points 18			13-15	R ARM	6/5
Defense 0%			16-18	L ARM	6/5
			19-20	HEAD	7/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	6	85%	1D10+1+1D6	80%	20
Heavy Mace	7	80%	1D10+1D6	60%	20
Javelins (4)	3	75%	1D10+1D3	20%	10
Lance	4	90%	1D10+1+4D6	60%	20
Large Shield	—	—	—	90%	16

SPELLS: Binding, Bladesharp 4, Disruption, Mobility, Protection 4

SKILLS: Bargaining 30%, Camouflage 45%, Evaluate Treasure 55%, First Aid 55%, Hide in Cover 55%, Hide Item 30%, Identify (Praxian) Animals 90%, Jump 65%, Listen 115%, Map Making 60%, Move Quietly 50%, Oratory 95%, Peaceful Cut 65%, Ride Rhino 95%,

STOMP, Grettir Lancehorn's mount

STR 37	CON 16	SIZ 40	01-02	RH LEG	5/7
POW 15	DEX 9		03-04	LH LEG	5/7
Move 8			05-07	HIND Q	5/9
Hit Points 23			08-10	FORE Q	5/9
			11-13	RF LEG	5/7
			14-16	LF LEG	5/7
			17-20	HEAD	5/8

Weapon	SR	Attk%	Damage
Bite*	7	65%	1D10
Butt*	7	75%	1D10+4D6
Trample*	7	75%	8D6 to downed foes

*one attack per melee round

Sense Chaos 85%, Spot Hidden 75%, Spot Trap 60%, Track 80%, Trap Set/Disarm 65%

LANGUAGES: Praxian 55%

MAGIC ITEMS: Storm Bull's Ear (attached)

TREASURE: Carries 3 Lunars, ransom is 300 Lunars

RHINO RIDERS

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	7	30%	1D8+1+1D4	20%	20
Lance	5	45%	1D10+1+4D6	30%	20
Large Shield	—	—	—	30%	16

SPELLS: Binding, Bladesharp 1, Heal 2, Mobility, Protection 1

SKILLS: Hide in Cover 30%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Move Quietly 30%, Peaceful Cut 40%, Ride Rhino 70%, Spot Hidden 25%, Spot Trap 35%, Track 40%

LANGUAGES: Praxian 55%

TREASURE: carries 3 clacks; ransom is 50 Lunars

MOSHA THUNDERHOOF, Wind priest of Orlanth Adventurous

STR 16	CON 14	SIZ 10	01-04	R LEG	6/5
INT 15	POW 18	DEX 16	05-08	L LEG	6/5
CHA 15			09-11	ABDOM	7/5
Move 8 (8 on rhino)			12	CHEST	7/6
Hit Points 15			13-15	R ARM	6/4
Defense 20%			16-18	L ARM	6/4
			19-20	HEAD	7/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	6	80%	1D10+1+1D4	60%	20
Heavy Mace, 1H	7	70%	1D10+1D4	65%	20
Javelins (3)	1	80%	1D10+1D2	30%	10
Lance	3	80%	1D10+1+4D6	55%	20

ALLIED SPIRIT: Gale (in sword); INT 8, POW 23

SPELLS: Befuddle, Binding, Bladesharp 4, Countermagic 1, Demoralize, Disruption, Mobility, Protection 4, Silence; (known by Gale) Dispel Magic 2, Healing 6

RUNE MAGIC: Guided Teleportation, Shield 3, Telekinesis

SKILLS: Bargaining 35%, Camouflage 45%, Evaluate Treasure 45%, First Aid 75%, Hide in Cover 45%, Hide Item 40%, Identify (Praxian) Animals 90%, Jump 70%, Listen 80%, Map Making 70%, Move

KRANAKA WINDFRIEND, Orlanth initiate

STR 11	CON 18	SIZ 10	01-04	R LEG	6/6
INT 16	POW 14	DEX 13	05-08	L LEG	6/6
CHA 14			09-11	ABDOM	7/6
Move 8 (8 on rhino)			12	CHEST	7/7
Hit Points 18			13-15	R ARM	6/5
Defense 10%			16-18	L ARM	6/5
			19-20	HEAD	7/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	6	65%	1D8+1	60%	20
Javelins (4)	2	60%	1D10	25%	10
Light Mace	7	55%	1D8	40%	20
Lance	4	60%	1D10+1+4D6	30%	20
Medium Shield	—	—	—	60%	12

SPELLS: Bladesharp 4, Binding, Disruption, Healing 5, Mobility, Protection 4

SKILLS: Bargaining 45%, Camouflage 50%, Evaluate Treasure 55%, First Aid 45%, Hide in Cover 60%, Hide Item 35%, Identify Prax-

RUMBLEHOOF, Mosha Thunderhoof's mount

STR 41	CON 16	SIZ 38	01-02	RH LEG	5/7
POW 11	DEX 10		03-04	LH LEG	5/7
Move 8			05-07	HIND Q	5/9
Hit Points 23			08-10	FORE Q	5/9
			11-13	RF LEG	5/7
			14-16	LF LEG	5/7
			17-20	HEAD	5/8

Weapon	SR	Attk%	Damage
Bite*	7	65%	1D10
Butt*	7	75%	1D10+4D6
Trample*	7	75%	8D6 to downed foe

*uses one attack per melee round

Quietly 45%, Oratory 75%, Peaceful Cut 80%, Ride Rhino 100%, Spot Hidden 70%, Spot Trap 65%, Track 75%, Trap Set/Disarm 65%

LANGUAGES: Praxian 85/35%, Stormspeech 85%, Tradetalk 50%

MAGIC ITEMS: Lightning Band around forearm (see plunder); 10 pt POW storing crystal

TREASURE: Carries 10 Lunars; ransom is 800 Lunars.

HURRICANE, Kranaka Windfriend's mount

STR 42	CON 13	SIZ 37	01-02	RH LEG	5/6
POW 9	DEX 9		03-04	LH LEG	5/6
Move 8			05-07	HIND Q	5/8
Hit Points 20			08-10	FORE Q	5/8
			11-13	RF LEG	5/6
			14-16	LF LEG	5/6
			17-20	HEAD	5/7

Weapon	SR	Attk%	Damage
Bite*	7	60%	1D10
Butt*	7	65%	1D10+4D6
Trample*	7	75%	8D6 to downed foe

*one attack per round

ian) Animals 65%, Jump 60%, Listen 60%, Map Making 65%, Move Quietly 60%, Oratory 80%, Peaceful Cut 55%, Ride Rhino 90%, Spot Hidden 70%, Spot Trap 65%, Track 70%, Trap Set/Disarm 60%

LANGUAGES: Praxian 80%, Stormspeech 65%, Tradetalk 50%

TREASURE: Carries 2 Lunars, ransom is 300 Lunars

RHINO	Weapon	SR	Attk%	Damage
	Butt	8	50%	1D10+4D6 on charge.
	Trample	8	75%	8D6 to downed foe only

RHINO RIDER ONE

POW 12	R LEG	01-04	5/5
DEX 9	L LEG	05-08	5/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

RHINO RIDER ONE'S RHINO

POW 10	RH LEG	01-02	5/5
DEX 7	LH LEG	03-04	5/5
HP 18	HIND Q	05-07	5/7
Move 8	FORE Q	08-10	5/7
	RF LEG	11-13	5/5
	LF LEG	14-16	5/5
	HEAD	17-20	5/6

RHINO RIDER FOUR

POW 12	R LEG	01-04	5/5
DEX 9	L LEG	05-08	5/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

RHINO RIDER FOUR'S RHINO

POW 10	RH LEG	01-02	5/5
DEX 7	LH LEG	03-04	5/5
HP 18	HIND Q	05-07	5/7
Move 8	FORE Q	08-10	5/7
	RF LEG	11-13	5/5
	LF LEG	14-16	5/5
	HEAD	17-20	5/6

RHINO RIDER TWO

POW 12	R LEG	01-04	5/5
DEX 9	L LEG	05-08	5/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

RHINO RIDER TWO'S RHINO

POW 10	RH LEG	01-02	5/5
DEX 7	LH LEG	03-04	5/5
HP 18	HIND Q	05-07	5/7
Move 8	FORE Q	08-10	5/7
	RF LEG	11-13	5/5
	LF LEG	14-16	5/5
	HEAD	17-20	5/6

RHINO RIDER FIVE

POW 12	R LEG	01-04	5/5
DEX 9	L LEG	05-08	5/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

RHINO RIDER FIVE'S RHINO

POW 10	RH LEG	01-02	5/5
DEX 7	LH LEG	03-04	5/5
HP 18	HIND Q	05-07	5/7
Move 8	FORE Q	08-10	5/7
	RF LEG	11-13	5/5
	LF LEG	14-16	5/5
	HEAD	17-20	5/6

RHINO RIDER THREE

POW 12	R LEG	01-04	5/5
DEX 9	L LEG	05-08	5/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

RHINO RIDER THREE'S RHINO

POW 10	RH LEG	01-02	5/5
DEX 7	LH LEG	03-04	5/5
HP 18	HIND Q	05-07	5/7
Move 8	FORE Q	08-10	5/7
	RF LEG	11-13	5/5
	LF LEG	14-16	5/5
	HEAD	17-20	5/6

RHINO RIDER SIX

POW 12	R LEG	01-04	5/5
DEX 9	L LEG	05-08	5/5
HP 13	ABDOM	09-11	5/5
Lance 20	CHEST	12	5/6
Broadsword 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

RHINO RIDER SIX'S RHINO

POW 10	RH LEG	01-02	5/5
DEX 7	LH LEG	03-04	5/5
HP 18	HIND Q	05-07	5/7
Move 8	FORE Q	08-10	5/7
	RF LEG	11-13	5/5
	LF LEG	14-16	5/5
	HEAD	17-20	5/6

SABLE RIDERS

The Sable Riders of Prax are at the top of the political heap at this time, due to their alliance with the Lunar Empire. The tribe considers itself the final victor in the centuries-long wars for dominance of Prax. Most of their leaders have become vainglorious and overweening, and are already unbearable to their moon-worshipping allies.

This band is typical of the high-spirited and cocksure bravos wandering the plains on sable-back these days. Away from the towns, they have no reminder that their position is ensured by Lunar hoplites, and they are more than willing to take all the credit onto themselves. Mere mercenaries in the employ of a Lunar governor are nothing to the brave conquerors of the plains, and they wilfully misuse such people, given the slightest instigation. The leaders of this band will have 2D4+1 followers.

Joshfar Wildbow is the leader of the pack. He is young, exuberant, and charismatic. He is likely to lead his young toughs into mischief rather than battle, though they will

quickly defend themselves if their practical jokes draw return fire. He is disdainful of all horse riders, and will make another's horse the object of his mischief, rather than the rider.

Delenda Axesister barely managed to persuade the Eiritha women of her tribe to let her join the cult, and she is rapidly reaching the stage where spirits of retribution may start to visit her. Despite her cult affiliation, she would rather be out raising hell with the boys, and only her status as a chieftain's daughter keeps her from seriously considering the Storm Bulls as her cult of choice.

Samuar Moonrider is a recent initiate to the Lunar missionary cult and takes his responsibilities very seriously. He does not really approve of the antics of his old playmates, but hasn't broken the spell of Joshfar's eloquence yet. He is very proud of his new scimitar and his prowess with it.

DUKE'S POLICY — Never antagonize the Sable Riders.

JOSHFAR WILDBOW, Waha initiate

STR 12	CON 14	SIZ 11	01-04	R LEG	4/5
INT 13	POW 16	DEX 14	05-08	L LEG	4/5
CHA 15			09-11	ABDOM	5/5
Move 8 (12 on sable)			12	CHEST	5/6
Hit Points 14			13-15	R ARM	4/4
Defense 15%			16-18	L ARM	4/4
			19-20	HEAD	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Dagger	8	45%	1D4+2	40%	12
Lance	4	55%	1D10+1+2D6	30%	20
Self Bow	2	60%	1D6+1	30%	6
Scimitar	6	65%	1D8+1	50%	20
Medium Shield	8	—	—	55%	12

PRIMUS, Joshfar Wildbow's mount

STR 25	CON 11	SIZ 20	01-02	RH LEG	1/4
POW 10	DEX 13		03-04	LH LEG	1/4
Move 12			05-07	HIND Q	1/6
Hit Points 13			08-10	FORE Q	1/6
			11-13	RF LEG	1/4
			14-16	LF LEG	1/4
			17-20	HEAD	1/5

Weapon	SR	Attk%	Damage
Bite*	7	45%	2D4
Butt*	7	45%	1D12+2D6
Kick*	7	45%	3D6

*uses one per melee round

SPELLS: Binding, Bladesharp 2, Disruption, Mobility, Protection 3

SKILLS: Camouflage 50%, Evaluate Treasure 45%, First Aid 40%, Hide in Cover 50%, Hide Item 40%, Identify (Praxian) Animals 55%, Jump 40%, Listen 60%, Map Making 45%, Move Quietly 40%,

Oratory 35%, Peaceful Cut 50%, Ride Sable 80%, Spot Hidden 40%, Spot Trap 45%, Track 55%, Trap Set/Disarm 55%

LANGUAGES: Lunar 40%, Praxian 65%

TREASURE: 6 clacks, 3 Lunars; ransom is 150 L

SABLE RIDERS

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	5	45%	1D10+1+2D6	30%	20
Scimitar	7	25%	1D8+1	15%	20
Self Bow	3	25%	1D6+1	20%	6
Medium Shield	—	—	—	25%	12

SKILLS: Binding, Bladesharp 2, Heal 2, Mobility
Camouflage 25%, Evaluate Treasure 20%, First Aid 25%, Hide in Cover 35%, Identify (Praxian) Animals 45%, Jump 30%, Listen 50%, Map Making 35%, Move Quietly 35%, Oratory 20%, Peaceful Cut 40%, Ride Sable 70%, Spot Hidden 25%, Spot Trap 35%, Track 40%

LANGUAGES: Lunar 20%, Praxian 55%

TREASURE: carries 2D6 clacks and 1D4 Lunars; ransom is 60 Lunars

SABLE RIDER ONE

POW 12	R LEG	01-04	4/4
DEX 12	L LEG	05-08	4/4
HP 11	ABDOM	09-11	6/4
Lance 20	CHEST	12	6/5
Scimitar 20	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	5/4

SABLE RIDER ONE'S SABLE

POW 11	RH LEG	01-02	1/4
DEX 13	LH LEG	03-04	1/4
HP 14	HIND Q	05-07	1/6
Move 12	FORE Q	08-10	1/6
	RF LEG	11-13	1/4
	LF LEG	14-16	1/4
	HEAD	17-20	1/5

SABLE RIDER TWO

POW 12	R LEG	01-04	4/4
DEX 12	L LEG	05-08	4/4
HP 11	ABDOM	09-11	6/4
Lance 20	CHEST	12	6/5
Scimitar 20	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	5/4

SABLE RIDER TWO'S SABLE

POW 11	RH LEG	01-02	1/4
DEX 13	LH LEG	03-04	1/4
HP 14	HIND Q	05-07	1/6
Move 12	FORE Q	08-10	1/6
	RF LEG	11-13	1/4
	LF LEG	14-16	1/4
	HEAD	17-20	1/5

SABLE RIDER THREE

POW 12	R LEG	01-04	4/4
DEX 12	L LEG	05-08	4/4
HP 11	ABDOM	09-11	6/4
Lance 20	CHEST	12	6/5
Scimitar 20	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	5/4

SABLE RIDER THREE'S SABLE

POW 11	RH LEG	01-02	1/4
DEX 13	LH LEG	03-04	1/4
HP 14	HIND Q	05-07	1/6
Move 12	FORE Q	08-10	1/6
	RF LEG	11-13	1/4
	LF LEG	14-16	1/4
	HEAD	17-20	1/5

DELENDAXISISTER, Eiritha initiate

STR 13	CON 11	SIZ 10	01-04	R LEG	4/4
INT 15	POW 13	DEX 11	05-08	L LEG	4/4
CHA 13			09-11	ABDOM	6/4
Move 8 (12 on sable)			12	CHEST	6/5
Hit Points 11			13-15	R ARM	4/3
Defense 05%			16-18	L ARM	4/3
			19-20	HEAD	6/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Battle Axe	8	45%	1D8+2	40%	15
Dagger	9	60%	1D4+2	55%	12
Thrown Axe (3)	3	50%	1D6	20%	15
Medium Shield	—	—	—	50%	12

SPELLS: Binding, Heal 3, Ignite, Mobility, Xenoheal 2

SKILLS: Camouflage 40%, Evaluate Treasure 35%, First Aid 45%, Hide in Cover 55%, Hide Item 50%, Identify (Praxian) Animals 65%, Jump 35%, Listen 50%, Map Making 55%, Move Quietly 50%, Oratory 20%, Peaceful Cut 55%, Pickpocket 35%, Ride Sable 75%,

GHOST, Delenda Axesister's sable

STR 27	CON 14	SIZ 21	01-02	RH LEG	1/5
POW 14	DEX 17		03-04	LH LEG	1/5
Move 12			05-07	HIND Q	1/7
Hit Points 17			08-10	FORE Q	1/7
			11-13	RF LEG	1/5
			14-16	LF LEG	1/5
			17-20	HEAD	1/6

Weapon	SR	Attk%	Damage
Bite*	6	35%	2D4
Butt*	6	55%	1D12+2D6
Kick*	6	50%	3D6

*uses one per melee round

Sense Cattle Food 30%, Sense Water 30%, Spot Hidden 45%, Spot Trap 40%, Track 50%, Trap Set/Disarm 45%

MAGIC ITEM: 12 pt POW storage crystal

TREASURE: 12 clacks and 8 Lunars; ransom is 500 L (she is the chieftain's daughter)

SAMUAR MOONRIDER, Seven Mothers initiate

STR 13	CON 11	SIZ 6	01-04	R LEG	4/4
INT 14	POW 15	DEX 17	05-08	L LEG	4/4
CHA 11			09-11	ABDOM	7/4
Move 8 (12 on sable)			12	CHEST	7/5
Hit Points 10			13-15	R ARM	4/3
Defense 25%			16-18	L ARM	4/3
			19-20	HEAD	5/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Composite Bow	1	60%	1D8+1	35%	10
Dagger	8	65%	1D4+2	55%	12
Lance	4	50%	1D10+1+2D6	30%	20
Scimitar	6	60%	1D8+1	60%	20
Medium Shield	—	—	—	65%	12

SPELLS: Binding, Bladesharp 3, Disruption, Mobility, Protection 3, Speedart

SKILLS: Bargaining 20%, Camouflage 40%, Evaluate Treasure 45%,

ECLIPSE, Samuar Moonrider's mount

STR 25	CON 14	SIZ 26	01-02	RH LEG	1/5
POW 9	DEX 13		03-04	LH LEG	1/5
Move 12			05-07	HIND Q	1/7
Hit Points 18			08-10	FORE Q	1/7
			11-13	RF LEG	1/5
			14-16	LF LEG	1/5
			17-20	HEAD	1/6

Weapon	SR	Attk%	Damage
Bite*	6	35%	2D4
Butt*	6	50%	1D12+2D6
Kick*	6	50%	3D6

*uses one per melee round

First Aid 50%, Hide in Cover 45%, Hide Item 25%, Identify (Praxian) Animals 50%, Jump 50%, Listen 60%, Map Making 50%, Move Quietly 50%, Oratory 25%, Peaceful Cut 40%, Ride Sable 85%, Spot Hidden 45%, Spot Trap 50%, Track 60%, Trap Set/Disarm 45%

TREASURE: 6 clacks and 3 Lunars; ransom 125 L

SABLES	Weapon	SR	Attk%	Damage
	Bite*	7	25%	2D4
	Butt*	7	35%	1D12+2D6
	Kick*	7	35%	3D6

*uses one per melee round.

SABLE RIDER FOUR

POW 12	R LEG	01-04	4/4
DEX 12	L LEG	05-08	4/4
HP 11	ABDOM	09-11	6/4
Lance 20	CHEST	12	6/5
Scimitar 20	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	5/4

SABLE RIDER FOUR'S SABLE

POW 11	RH LEG	01-02	1/4
DEX 13	LH LEG	03-04	1/4
HP 14	HIND Q	05-07	1/6
Move 12	FORE Q	08-10	1/6
	RF LEG	11-13	1/4
	LF LEG	14-16	1/4
	HEAD	17-20	1/5

SABLE RIDER SEVEN

POW 12	R LEG	01-04	4/4
DEX 12	L LEG	05-08	4/4
HP 11	ABDOM	09-11	6/4
Lance 20	CHEST	12	6/5
Scimitar 20	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	5/4

SABLE RIDER SEVEN'S SABLE

POW 11	RH LEG	01-02	1/4
DEX 13	LH LEG	03-04	1/4
HP 14	HIND Q	05-07	1/6
Move 12	FORE Q	08-10	1/6
	RF LEG	11-13	1/4
	LF LEG	14-16	1/4
	HEAD	17-20	1/5

SABLE RIDER FIVE

POW 12	R LEG	01-04	4/4
DEX 12	L LEG	05-08	4/4
HP 11	ABDOM	09-11	6/4
Lance 20	CHEST	12	6/5
Scimitar 20	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	5/4

SABLE RIDER FIVE'S SABLE

POW 11	RH LEG	01-02	1/4
DEX 13	LH LEG	03-04	1/4
HP 14	HIND Q	05-07	1/6
Move 12	FORE Q	08-10	1/6
	RF LEG	11-13	1/4
	LF LEG	14-16	1/4
	HEAD	17-20	1/5

SABLE RIDER EIGHT

POW 12	R LEG	01-04	4/4
DEX 12	L LEG	05-08	4/4
HP 11	ABDOM	09-11	6/4
Lance 20	CHEST	12	6/5
Scimitar 20	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	5/4

SABLE RIDER EIGHT'S SABLE

POW 11	RH LEG	01-02	1/4
DEX 13	LH LEG	03-04	1/4
HP 14	HIND Q	05-07	1/6
Move 12	FORE Q	08-10	1/6
	RF LEG	11-13	1/4
	LF LEG	14-16	1/4
	HEAD	17-20	1/5

SABLE RIDER SIX

POW 12	R LEG	01-04	4/4
DEX 12	L LEG	05-08	4/4
HP 11	ABDOM	09-11	6/4
Lance 20	CHEST	12	6/5
Scimitar 20	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	5/4

SABLE RIDER SIX'S SABLE

POW 11	RH LEG	01-02	1/4
DEX 13	LH LEG	03-04	1/4
HP 14	HIND Q	05-07	1/6
Move 12	FORE Q	08-10	1/6
	RF LEG	11-13	1/4
	LF LEG	14-16	1/4
	HEAD	17-20	1/5

SABLE RIDER NINE

POW 12	R LEG	01-04	4/4
DEX 12	L LEG	05-08	4/4
HP 11	ABDOM	09-11	6/4
Lance 20	CHEST	12	6/5
Scimitar 20	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	5/4

SABLE RIDER NINE'S SABLE

POW 11	RH LEG	01-02	1/4
DEX 13	LH LEG	03-04	1/4
HP 14	HIND Q	05-07	1/6
Move 12	FORE Q	08-10	1/6
	RF LEG	11-13	1/4
	LF LEG	14-16	1/4
	HEAD	17-20	1/5

SARTAR BANDITS

Rattell Poisonknife was a bandit before the Lunars sacked Boldhome. His current exile has not improved his morals, but he has seized it as an excuse to pose as a Sartar patriot. No right-thinking Sartarite would help this lowlife, but in the wilds of Prax he is a mysterious and romantic figure. He attempts to inveigle the inhabitants of the river valley to join him in his great patriotic struggle, and has managed to gain the ear of Quicktail the newtling shaman.

Rattell and his two followers will be friendly and accommodating in the extreme to any chance-met encounters, unless the person encountered is alone and obviously no threat. Rattell has already tried to convince the duke that he should receive a share of the valley to act as the duke's regent. The duke chased him out of the fort and set dogs on him. Rattell got away.

Rattell Poisonknife is an Orlanth initiate and makes punctual visits to the Orlanth priest at Horn Gate to renew his status, as a worshipper of Orlanth Adventurous in his

thief guise. Rattell never attacks directly when a surprise attack is possible.

Golgotti Guildersnatcher is an Issaries Goldentongue initiate of the type that gives Issaries merchants a bad name. He never gives a sucker an even break. He enjoys con-games and has several pieces of fake truestone, sets of phony slave bracelets, and so-called POW storage crystals ready to sell to obvious marks. He also has 'maps' to all the great treasures of Prax, which he will sell for outrageous prices.

Bork Bonebreaker looks very large and powerful. As an ogre, he should. He professes a worship of Orlanth, but in fact is an initiate of Cacodemmon. Rattell is aware of the deception — Golgotti is not. Bork is not very bright for an ogre, and follows Rattell around because Rattell has promised him a personal torture chamber when he becomes wealthy.

DUKE'S POLICY — These curs are not worth bothering about. If they get in the way, slay them.

RATTELL POISONKNIFE, Orlanth initiate

STR 13	CON 12	SIZ 15	01-04	R LEG	7/5
INT 15	POW 16	DEX 16	05-08	L LEG	7/5
CHA 10			09-11	ABDOM	4/5
Move 8			12	CHEST	4/6
Hit Points 13			13-15	R ARM	4/4
Defense 20%			16-18	L ARM	4/4
			19-20	HEAD	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	4	65%	1D8+1+1D4	55%	20
Composite Bow	1	80%	1D8+1	40%	10
Dagger	6	50%	1D4+2+1D4	50%	12
Thrown Knife	1	50%	1D4+1D2	—	—

GOLGOTTI GUILDERSNATCHER, Issaries initiate

STR 12	CON 13	SIZ 11	01-04	R LEG	4/5
INT 14	POW 13	DEX 15	05-08	L LEG	4/5
CHA 13			09-11	ABDOM	4/5
Move 8			12	CHEST	4/6
Hit Points 13			13-15	R ARM	4/4
Defense 10%			16-18	L ARM	4/4
			19-20	HEAD	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Fist	8	70%	1D3	—	—
Shortsword	7	45%	1D6+1	45%	20
Staff	4	60%	1D8	55%	15

SPELLS: Disruption, Glamour (2), Glue 2, Mindspeech 1, Mobility, Protection 2

SKILLS: Bargaining 60%, Climb 40%, Camouflage 45%, Evaluate Treasure 70%, First Aid 50%, Hide in Cover 35%, Jump 45%, Listen 55%, Map Making 65%, Move Quietly 40%, Oratory 65%, Ride Horse 25%, Spot Hidden 45%, Spot Trap 40%, Track 20%, Trap Set/Disarm 25%

BORK BONEBREAKER, Cacodemmon initiate and ogre

STR 22	CON 15	SIZ 16	01-04	R LEG	4/6
INT 7	POW 12	DEX 13	05-08	L LEG	4/6
CHA 6			09-11	ABDOM	6/6
Move 8			12	CHEST	6/7
Hit Points 16			13-15	R ARM	4/5
Defense 00%			16-18	L ARM	4/5
			19-20	HEAD	6/6

SPELLS: Bladesharp 2, Bludgeon 1, Disruption, Protection 2

SKILLS: Camouflage 25%, Climb 55%, First Aid 30%, Hide in Cover 40%, Identify (Praxian) Animals 65%, Jump 65%, Listen 70%,

SPELLS: Disruption, Farsee, Heal 6, Multimissile 4, Spirit Shield 3

SKILLS: First Aid 50%, Hide in Cover 70%, Move Quietly 65%, Ride Bison 45%, Ride Horse 80%, Spot Hidden 80%, Spot Trap Trap Set/Disarm 65%

LANGUAGES: Lunar 60%, Praxian 45%, Sartarite 75/75%, Storm-tongue 25/25%, Tarsh 50/50%, Tradetalk 55%

MAGIC ITEMS: Silver ring worth 15 L, set with an 8 pt POW storing crystal, and including a matrix for Shimmer 3

TREASURE: Carries 10 L

LANGUAGES: Lunar 55/25%, Praxian 70/15%, Sartarite 70/60%, Tradetalk 60%

MAGIC ITEMS: worthless stone that Golgotti believes to be a powerful magic crystal (that he hasn't dared to attune); 3 pt POW storage crystal; Ironhand 3 matrix on ring.

TREASURE: 3 pieces of fake 'truestone'; 11 sets of phony slave bracelets; 2 worthless clear stones ('magic crystals'); 3 gems worth 5, 11, 78 L respectively; a gem Golgotti believes is worth 18L but is really worth 3210L (a foreign, hard-to-evaluate stone — chance for Evaluate Treasure x ¼); 17 false treasure maps; a scroll which says if the possessor is in danger, all he need do is throw all his weapons away from him and say "Teleport" and he will be teleported to the spot he slept in 2 days ago (this is false, and Golgotti knows it);

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Battle Axe	6	55%	1D8+2+1D6	40%	15
Maul	4	65%	2D8+1D6	40%	15
Large Shield	—	—	—	50%	16
Fist	7	45%	1D3+1D6	40%	arm
Kick	7	50%	1D6+1D6	40%	leg

Move Quietly 40%, Spot Hidden 20%, Spot Trap 15%, Trap Set/Disarm 40%

LANGUAGES: Praxian 35%

MAGIC ITEM: Maul is a troll artifact with a Bludgeon 4 matrix.

TIGERS

The tigers are strangers to this area and rather frustrated. There are only two of them and they hunt separately. If both are killed, there will be no more tigers. Tigers are not dumb enough to attack a man, unless wounded and desperate and the man is alone.

Because of their presence, there is a rumor that the cult of the Tiger is establishing a temple in the area.

A tiger will attempt to move in as closely as possible and then pounce on his intended prey. He gets a bite and two claw attacks. If both claws hit, he will hang on and rip during the following round.

DUKE'S POLICY — Treat as any other carnivore. Leave them alone unless they attack the herd animals.

TIGER ONE

STR 20	CON 10	SIZ 18	01-02	RH LEG	2/4
POW 12	DEX 16		03-04	LH LEG	2/4
Move 10			05-07	HIND Q	2/5
Hit Points 12			08-10	FORE Q	2/5
Defense 0%			11-13	RF LEG	2/4
			14-16	LF LEG	2/4
			17-20	HEAD	2/4

Weapon	SR	Attk%	Damage
Bite	6	45%	1D10+1D6
Claw	6	70%	1D8+1D6
Rip	6	80%	2D8+2D6

SKILLS: Hide in Cover 80%, Move Silently 75%, Track 50%

TIGER TWO

STR 20	CON 10	SIZ 23	01-02	RH LEG	2/5
POW 13	DEX 21		03-04	LH LEG	2/5
Move 10			05-07	HIND Q	2/6
Hit Points 13			08-10	FORE Q	2/6
Defense 05%			11-13	RF LEG	2/5
			14-16	LF LEG	2/5
			17-20	HEAD	2/5

Weapon	SR	Attk%	Damage
Bite	4	45%	1D10+2D6
Claw	4	70%	1D8+2D6
Rip	4	80%	2D8+4D6

SKILLS: Hide in Cover 80%, Move Silently 75%, Track 50%

TRACHODONS

Trachodons go where they will, and these have wandered down to the River of Cradles. They are looking for food, not for trouble. As vegetarians, they have little interest in the carnivorous interests of the other residents of the valley, and they are slow to anger.

Given half a chance, they will talk to adventurers and pass along information. They are unlikely to join in any expeditions, for they have to spend most of their waking time feeding their faces.

As an associate Rune priest of a water cult, Ruupar is sympathetic to Quicktail and might help him out in a time of trouble. Referees who feel that an invading group of player-characters will overwhelm the newtlings might add the trachodons to the newtlings for extra muscle.

DUKE'S POLICY — Leave them alone.

RUUPAR, Rune priest of Zola Fel

STR 37	CON 20	SIZ 42	01-02	TAIL	8/8
INT 14	POW 29	DEX 11	03-05	R LEG	8/11
Move 10			06-08	L LEG	8/11
Hit Points 32			09-11	ABDOM	8/13
			12	CHEST	8/13
			13-14	R PAW	8/8
			15-16	L PAW	8/9
			17-20	HEAD	8/11

Weapon	SR	Attk%	Damage
Bite*	7	55%	1D6+2D6
Kick*	7	60%	1D6+4D6
Tail Lash*†	7	45%	4D6

*may use all attacks simultaneously.

†may only be used vs. foes to the rear.

SPELLS: Befuddle, Coordination (2), Detect Life, Detect Traps, Farsee, Heal 2, Lightwall (4)

RUNE MAGIC: Divination 1, Shield 1, Spirit Block 1, Summon Small Undine (INT 4, STR 10, POW 15, HP 21); Dismiss Small Elemental (one-use)

SKILLS: Bargaining 35%, Find Plants 80%, Identify Plants 60%, Listen 70%, Oratory 40%, Spot Hidden 50%.

LANGUAGES: Old Wyrnish 80%, Waterspeech 60%, Beastspeech 50%, Tradetalk 50%.

MAGIC ITEMS: 7-point Power storage crystal (in stomach), braided tanglevine Protection 4 matrix (tied about neck by Quicktail).

TREASURE: POW storage crystal is worth 450L.

MARDOK

STR 38	CON 22	SIZ 44	01-02	TAIL	8/9
INT 13	POW 35	DEX 10	03-05	R LEG	8/12
Move 10			06-08	L LEG	8/12
Hit Points 35			09-11	ABDOM	8/14
			12	CHEST	8/14
			13-14	R PAW	8/9
			15-16	L PAW	8/9
			17-20	HEAD	8/12

Weapon	SR	Attk%	Damage
Bite*	7	60%	1D6+2D6
Kick*	7	80%	1D6+4D6
Tail Lash*†	7	80%	4D6

*may use all three attacks simultaneously.

†may only be used vs. foes to the rear.

SPELLS: Countermagic 2, Demoralize, Detect Spirit, Farsee, Heal 2, Lightwall (4), Mindspeech 2

SKILLS: Bargaining 10%, Find Plants 80%, Identify Plants 40%, Listen 85%, Oratory 20%, Spot Hidden 60%.

LANGUAGES: Old Wyrnish 50%, Waterspeech 40%, Beastspeech 60%, Tradetalk 40%.

TREASURE: nose ring worth 24L.

TRASKARS

These traskars are either Croaker's controlled spirits, or tied to those spirits. As stated in the traskar description (see the Handbook), these creatures do not perform most of the functions of controlled spirits, but if called upon they will fight for their shaman.

Their intelligence is not a well-known fact. To most people, they are simply aquatic cliff toads. If found alone, the

traskar is probably spying for Croaker. This will not prevent the traskar from snatching a quick lunch from the party if the opportunity offers.

Due to their need to live near headwaters of rivers, they are only found in the river itself or in one of the bogs.

DUKE'S POLICY — If they disrupt commerce or steal livestock, eradicate them.

Weapon	SR	Attk%	Damage
Tongue	4	60%	2D6
Swallow	2	80%	1D8 per melee round*

*to total hit points — the victim's thinnest armor counts vs. this damage

SPELLS: Heal 2, Protection 2, Xenoheal 2

SKILLS: Hide in Cover 80%, Jump 80%, Listen 75%, Move Quietly 40%, Spot Hidden 65%, Swim 95%

TRASKAR ONE

POW 14	RH LEG	01-03 3/6
DEX 15	LH LEG	04-06 3/6
HP 14	HIND Q	07-08 3/6
Move 8/24	FORE Q	09-12 3/6
	RF LEG	13-14 3/4
	LF LEG	15-16 3/4
	HEAD	17-20 3/5

TRASKAR TWO

POW 14 1/2	RH LEG	01-03 3/6
DEX 15	LH LEG	04-06 3/6
HP 14	HIND Q	07-08 3/6
Move 8/24	FORE Q	09-12 3/6
	RF LEG	13-14 3/4
	LF LEG	15-16 3/4
	HEAD	17-20 3/5

TRASKAR THREE

POW 14	RH LEG	01-03 3/6
DEX 15	LH LEG	04-06 3/6
HP 14	HIND Q	07-08 3/6
Move 8/24	FORE Q	09-12 3/6
	RF LEG	13-14 3/4
	LF LEG	15-16 3/4
	HEAD	17-20 3/5

TRASKAR FOUR

POW 14	RH LEG	01-03 3/6
DEX 15	LH LEG	04-06 3/6
HP 14	HIND Q	07-08 3/6
Move 8/24	FORE Q	09-12 3/6
	RF LEG	13-14 3/4
	LF LEG	15-16 3/4
	HEAD	17-20 3/5

TRASKAR FIVE

POW 14	RH LEG	01-03 3/6
DEX 15	LH LEG	04-06 3/6
HP 14	HIND Q	07-08 3/6
Move 8/24	FORE Q	09-12 3/6
	RF LEG	13-14 3/4
	LF LEG	15-16 3/4
	HEAD	17-20 3/5

TRASKAR SIX

POW 14	RH LEG	01-03 3/6
DEX 15	LH LEG	04-06 3/6
HP 14	HIND Q	07-08 3/6
Move 8/24	FORE Q	09-12 3/6
	RF LEG	13-14 3/4
	LF LEG	15-16 3/4
	HEAD	17-20 3/5

TRICERATOPS

There is a small herd of triceratops in the valley. Due to the scarcity of appropriate grazing, the herd has scattered widely. Individual triceratops will be found alone, though easily located by the wide trail they make through any sort of vegetation.

While unintelligent, they are crafty fighters, and will never let themselves be surrounded. If circled, they will charge one part of the circle, force their way through, then spin to take on the hunters again. Because of their

strong head armor, they do not believe in running from a foe. A cornered triceratops, with its back to a wall or a river, is the most dangerous of all, for it can ignore its relatively unprotected rear and concentrate on slaughtering its attackers.

DUKE'S POLICY — Decrease the population of the monsters before the farmers arrive and the triceratops destroy the crops.

Weapon	SR	Attk%	Damage
Ram	8	60%	2D10+7D6*
Trample	8	80%	14D6

SKILLS: Listen 50%

SPECIAL FEATURES: Roll 1D10+10 to determine hit location when attacked unless triceratops is unaware of opponent or opponent is SIZ 30+.

TRICERATOPS ONE

POW 11	TAIL	01-02 14/12
DEX 7	RH LEG	03-04 14/15
HP 45	LH LEG	05-06 14/15
Move 10	HIND Q	07-08 14/18
	FORE Q	09-10 14/18
	RF LEG	11-12 14/15
	LF LEG	13-14 14/15
	HEAD	15-20 28/18

TRICERATOPS TWO

POW 11	TAIL	01-02 14/12
DEX 7	RH LEG	03-04 14/15
HP 45	LH LEG	05-06 14/15
Move 10	HIND Q	07-08 14/18
	FORE Q	09-10 14/18
	RF LEG	11-12 14/15
	LF LEG	13-14 14/15
	HEAD	15-20 28/18

TRICERATOPS THREE

POW 11	TAIL	01-02 14/12
DEX 7	RH LEG	03-04 14/15
HP 45	LH LEG	05-06 14/15
Move 10	HIND Q	07-08 14/18
	FORE Q	09-10 14/18
	RF LEG	11-12 14/15
	LF LEG	13-14 14/15
	HEAD	15-20 28/18

VULTURES & CONDORS

For the most part, these creatures will be seen in the distance, quietly circling on the air currents. The only time they will be found on the ground is when there is a dead animal on which to feed. If a wounded character is desperately crawling across the river valley, these creatures will come closer.

The vultures are standard-sized vultures, but the king condors are immense creatures, as big as the legendary giant hawks of Dykenc. The large birds, which have only a 10% chance of appearing, might attack a still-living character, or carry off a child. The king condors will always carry off any body they are feeding on, if at all possible. The birds are thought to have carried off several bodies of adventurers including their various magical items, but no one in living memory has climbed Condor Crags to see if there is any treasure there.

King Condors prefer to not attack unless attacked first by bows, etc. If thus provoked, they will swing into action. A condor in flight is difficult to hit, and the chance to hit one is halved before subtracting the condor's defense bonus from an attacker's chances to hit. Condors can swoop down and carry away a being of SIZ 12 or less. A condor's favorite tactic is to swoop down, grab his victim, soar upward, and then drop his victim a distance of 15 meters for 5D6 pts of damage.

To use these statistics for condors, add 30% to *bite* attack; 5 to the total *HP*; 1 to the hit points in each hit location; and 3 points of armor. Be sure to also look in the *Condor Crags* scenario for complete condor stats.

DUKE'S POLICY — Observe the birds carefully anywhere they are seen and report their habits and numbers.

Weapon	SR	Attk%	Damage
Bite	8(7)	30%	1D6 (condors do 1D8+2D6)
(Condor Claw)	7	60%	1D10

SPECIAL FEATURES: The chance to hit a vulture in flight is cut in half. The vulture's defense still counts for full effect.

VULTURE ONE

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

VULTURE FOUR

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

VULTURE SEVEN

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

VULTURE TEN

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

VULTURE THIRTEEN

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

VULTURE TWO

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

VULTURE FIVE

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

VULTURE EIGHT

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

VULTURE ELEVEN

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

VULTURE FOURTEEN

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

VULTURE THREE

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

VULTURE SIX

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

VULTURE NINE

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

VULTURE TWELVE

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

VULTURE FIFTEEN

POW 7	R CLAW	01-02	0/2
DEX 13	L CLAW	03-04	0/2
HP 9	BODY	05-08	0/4
Defense 05%	R WING	09-12	0/3
Move 5/10	L WING	13-16	0/3
	HEAD	17-20	0/3

WHIRLVISHES

Whirlvishes come in groups of 1D10. If there are more whirlvishes than party members, the unengaged whirlvishes will pass mindlessly on. Whirlvishes attack randomly — roll appropriate dice to determine which members of the party are attacked. Always allow some party members to be totally ignored while others are engaged, and unengaged whirlvishes move along on their mad dance across the plains.

Whirlvishes are fairly common in Prax, and experienced barbarian characters will know how to handle them. A stranger to the plains should be taken by surprise. It is up to the referee just how much information has been given to outlander mercenaries about the peculiarities of Prax.

Weapon **SR** **Attk%** **Damage**
Abrasion* 12 100% 1D3 to all hit locations
Spirit Combat 1 Auto. as per normal spirit combat
*armor protects only until destroyed

SKILL: Sense Intelligent Life 60%

WHIRLVISH ONE

POW 13 BODY 01-20 10
DEX 30 Defense 25%
Move 12

WHIRLVISH FOUR

POW 13 BODY 01-20 10
DEX 30 Defense 25%
Move 12

WHIRLVISH SEVEN

POW 13 BODY 01-20 10
DEX 30 Defense 25%
Move 12

WHIRLVISH TEN

POW 13 BODY 01-20 10
DEX 30 Defense 25%
Move 12

WHIRLVISH THIRTEEN

POW 17 BODY 01-20 15
DEX 30 Defense 25%
Move 12

WHIRLVISH SIXTEEN

POW 19 BODY 01-20 19
DEX 28 Defense 20%
Move 12

WHIRLVISH NINETEEN

POW 14 BODY 01-20 14
DEX 25 Defense 20%
Move 12

WHIRLVISH TWENTY-TWO

POW 18 BODY 01-20 16
DEX 24 Defense 15%
Move 12

WHIRLVISH TWENTY-FIVE

POW 10 BODY 01-20 25
DEX 30 Defense 25%
Move 12

WHIRLVISH TWO

POW 13 BODY 01-20 10
DEX 30 Defense 25%
Move 12

WHIRLVISH FIVE

POW 13 BODY 01-20 10
DEX 30 Defense 25%
Move 12

WHIRLVISH EIGHT

POW 13 BODY 01-20 10
DEX 30 Defense 25%
Move 12

WHIRLVISH ELEVEN

POW 13 BODY 01-20 10
DEX 30 Defense 25%
Move 12

WHIRLVISH FOURTEEN

POW 22 BODY 01-20 13
DEX 25 Defense 15%
Move 12

WHIRLVISH SEVENTEEN

POW 17 BODY 01-20 32
DEX 45 Defense 40%
Move 12

WHIRLVISH TWENTY

POW 16 BODY 01-20 20
DEX 38 Defense 30%
Move 12

WHIRLVISH TWENTY-THREE

POW 18 BODY 01-20 50
DEX 15 Defense 05%
Move 12

WHIRLVISH TWENTY-SIX

POW 15 BODY 01-20 28
DEX 40 Defense 35%
Move 12

WHIRLVISH THREE

POW 13 BODY 01-20 10
DEX 30 Defense 25%
Move 12

WHIRLVISH SIX

POW 13 BODY 01-20 10
DEX 30 Defense 25%
Move 12

WHIRLVISH NINE

POW 13 BODY 01-20 10
DEX 30 Defense 25%
Move 12

WHIRLVISH TWELVE

POW 13 BODY 01-20 10
DEX 30 Defense 25%
Move 12

WHIRLVISH FIFTEEN

POW 14 BODY 01-20 24
DEX 33 Defense 30%
Move 12

WHIRLVISH EIGHTEEN

POW 9 BODY 01-20 44
DEX 30 Defense 25%
Move 12

WHIRLVISH TWENTY-ONE

POW 13 BODY 01-20 27
DEX 17 Defense 10%
Move 12

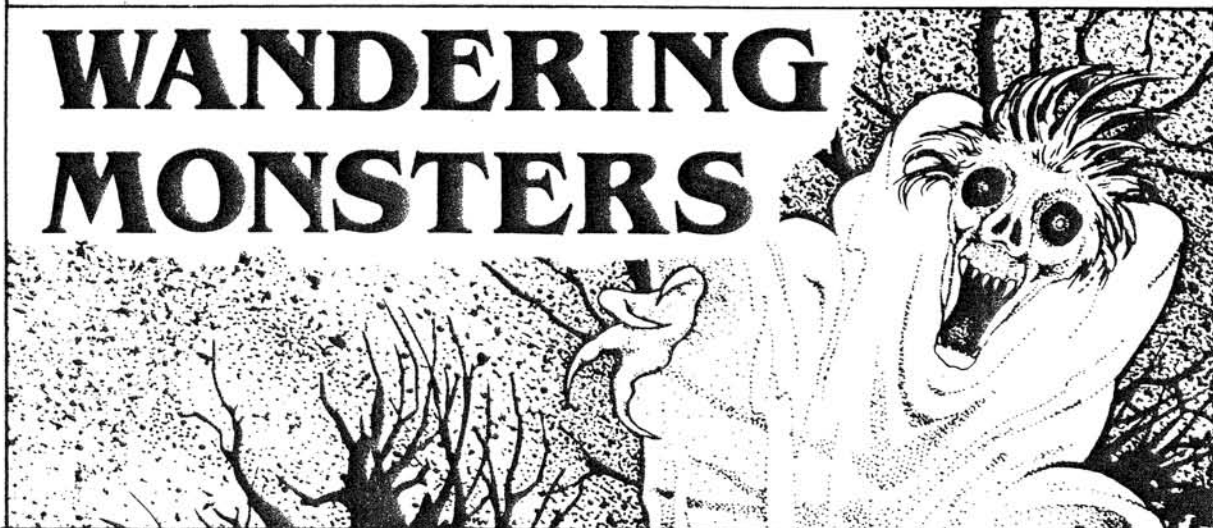
WHIRLVISH TWENTY-FOUR

POW 30 BODY 01-20 30
DEX 30 Defense 30%
Move 12

WHIRLVISH TWENTY-SEVEN

POW 20 BODY 01-20 31
DEX 50 Defense 50%
Move 12

WANDERING MONSTERS



This region is not regularly crossed by hordes of voracious creatures, but it does have a natural ecology which occasionally reveals something dangerous to the player-characters. Use this chart to see if anything interesting confronts, or is close to, the characters. Many other insignificant things would occur, but are ignored here.

Every twelve game hours roll D100. A roll of 01-20 indicates an encounter.

ENCOUNTER TABLE: Roll D100 for specific encounter

<i>Encounter</i>	<i>Page</i>	<i>Prax</i>	<i>Valley</i>	<i>Bog</i>	<i>River</i>	<i>Eastern Highlands</i>	<i>Vulture's Country</i>
Ankylosaur	3	—	01-05	01-08	01-08	01-03	—
Agimori	4	01-04	06-07	09-10	09-10	04-08	01-06
Bison Riders	6	05-08	08-09	11	11-12	09-20	07-23
Broos	8	09-10	10-14	12-15	13-15	21-22	24
Centaurs	10	11-12	15-23	16-18	16-20	23-25	—
Cliff Toads	12	13	24-25	—	—	26-35	—
Deinonychus	13	14-17	26-33	19-23	21-26	36-42	25-27
Dream Dragon	14	18	34-35	24	27-28	43-45	28
Hyras	15	19-29	36-43	25-28	29-33	46-53	29-35
High Llama Riders	16	30-50	44-48	29	34-42	54-62	36-48
Impala Riders	18	51-53	49	30	43-48	63-75	49-65
Morokanth Slavers	20	54-58	50-55	31-34	49-58	76-80	66-68
Morokanth Tribe	22	59-65	56-60	35-38	59-63	81-85	69-74
Newtlings	24	—	61-66	39-55	64-75	86	—
Rhino Riders	24	66	67	56	76-78	87-88	75-81
Sable Riders	26	67-78	68-72	57-58	79-85	89-90	82-83
Sartar Bandits	28	79	73	59-70	86-88	91	—
Tiger	29	—	74-75	71-80	89-91	—	—
Trachodon	29	80-83	76-80	81-82	92-94	92-93	84
Traskar	30	—	81-90	83-90	95-97	—	—
Triceratops	30	84-90	91-96	91-93	98	94-95	85-88
Vultures or Condors	31	91-95	97-99	94-99	99	96-98	89-94
Whirlvish	32	96-00	00	00	00	99-00	95-00

1

SCENARIO ONE

In this scenario the player-characters meet their new employer — Raus, Duke of Rone, and his liegeman and friend, Daine. It is the duke who gives the orders, but it is Daine who does most of the talking and who the characters will most often see. Think of Raus as captain and of Daine as senior non-com.

The duke has several armed men already, but he needs a group of adventurers specifically to make safe the lands to which he and his family have been exiled.

This scenario is a series of peaceful rides to familiarize everyone with the land and its inhabitants and their leaders. Stress that this adventure is not combative. Characters should gather information, ask lots of questions, and be ready to entertain you as much as they are being entertained. This is role-playing.

Scouting the Land

Player's Information

Give the players the large regional map — or a copy of the small one included in this scenario — at the start of the run. Let them write on it, study it, etc. The map will be one of their primary references.

Common Knowledge

In Pavis, where the characters have been hired, they can get glimpses of the story of the duke's exile by querying Imperial Sable Riders and Imperial garrison troops. Common knowledge of Weis is that it is a nowhere place with no future. The duke is said to be a good guy who has fallen and who will never rise again.

Daine's Briefing [Waterday, Truth week, Sea season]

After laying the map before the characters, Daine will say, "Our route takes us first to Horn Gate, over the Long Dry. Fortunately, it is in the last week of Sea season, and the trip should not be too much of a burden.

"At Horn Gate the duke and a couple of bodyguards will stay behind to find and bring slave-labor to the fort. He'll appoint a second-in-command under me, or let you elect a leader from among you. We will circuit the domain. We will inform the inhabitants that we are coming to stay and shall expect that the honors and respect due the duke are his. As the duke's representatives, and therefore as agents of the duke, we will administer minor justice, being sure to deal fairly with all concerned, whatever his race or cult.

"Our route will take us first to Weis Cut, to the Agimori. They are a proud, warlike people, and could make good allies for us. From there, we will travel to Bilos Gap, to the Morokanth. Though they are non-human, they are a populous tribe, one of the five great tribes of Prax. They must not be antagonized.

"We will descend Bilos Gap into the valley and cross the River of Cradles at what is called 'the easy ford.' It is in the middle of the southern bog, but the trail is easy to find and follow. Once across the river, we must pass south of the 5-eyes cliffs and proceed up into the eastern highlands. There we will scout the stone tower of Nosferal. It is reputed to be the home of a vampire, but the vampire has not been reliably reported in fifty years. In any case, we will not assail the castle. And, whoever the residents may be, if any, we will treat with them fairly and will not provoke them.

"From the tower of Nosferal, we'll proceed up the highlands to the Condor Crags. It is said that many great condors live in them, and have from the Godtime. In any case, they might be ideal as watchtowers, if any of the crags can be climbed.

"From the crags we'll go to the north bog, where we'll join the duke and where he will show you something.

"We will then proceed to Weis, that you may acquaint yourself with the low form of citizen his Grace has to rule over until the Lunar farmers arrive next year. From Weis we will go to the site of the fort and the new village we call Ronegarth."

Daine will then answer any questions, though he has given the best information he has already. The referee should make up suppositions on Daine's part which may or may not be sound. Alternately, Daine can answer, "That's why we're sending you to find out."

If any players do not have horses, he will provide riding horses and spare mounts. He does not have cavalry horses available. He can also equip characters with the armor of a medium infantryman and the arms of a light cavalryman. He has no other gear available. One-half the normal cost of this gear will be taken out of the characters' pay at a rate not to exceed half his normal pay each payday. Thus, if a character spends a week doing nothing special, earning 10 Lunars, the duke's paymaster will deduct 5 Lunars to pay an installment on the horse, arms, and armor.

Referee Information

The first leg of the journey will be a ride across the Long Dry to Horn Gate. Everyone must be able to ride or otherwise keep up with the party. At Horn Gate, the duke will stay with his personal bodyguard to conduct business. He instructs Daine and the characters to survey his territory, meeting him at the northern bog, where he will describe the player-characters' first mission.

The Long Dry [Clayday to Wildday, Truth week, Sea season (4 days)]

The referee should take this time to describe the desolation of the Praxian desert. The party will meet the high llama riders out of the Encounters book.

Note that the newtlings of 5-eyes have a high llama rider as a prisoner. The high llamas are looking for him, and will ask for any news.

Horn Gate [*Wildday and Godsday, Truth week, Sea season*]

Horn Gate is described in the Referee's Handbook.

This is a rest spot. The characters are free to interact with the NPCs here at will. The duke will go off with the leaders and talk to them.

This is an opportunity to introduce the major NPCs in Horn Gate, especially the Chalana Arroy.

The party can rest all night, even though it is early in the day. The duke is busy. He will return to the party late at night and report that the leaders here are amiable enough, and there should only be peace between them.

The party will see that the current lords of Horn Gate are sable riders, who are riding the crest of their alliance with the Empire.

The next day, the duke announces that he will have to stay at Horn Gate for at least a week, as he is trying to arrange for slave labor to construct the walls of his fort.

He gives Daine and the party his war banner and instructs them to follow the planned route and familiarize themselves with his holding. They have authority to administer his justice in small matters, but at no time are they to engage in protracted combat. Avoid conflict whenever possible, but act as responsible representatives of his power and influence.

He will expect to meet them on the western verge of the northern bog in two weeks.

Prax Plains [*Freezeday, Disorder week, Fire season*]

While crossing the upper plains between Horn Gate and Weis the party will see a group walking slowly toward them. They are morokanth leading a coffle of chained baboons and trollkin, and unchained humans. The people seem to be blank-eyed and beastlike.

The morokanth will see the party after the party sees the morokanth. They will then simply stop, make the slaves and humans lie down in a wall as shields from missile fire, and take up defensive positions behind them. They will not attack, but their chieftain will be willing to talk to the humans. He is Kareel Keenclaw, from the Encounters Book.

This is essentially a test to see how the PCs will react to this species. The morokanth will go on their way after speaking with the humans.

If the morokanth hears that powerful humans are living along the Vilinar, he will show some displeasure, but not speak about it at all.

If pressed, Keenclaw will simply say that he is a warrior and that these chained beings are his cattle.

In fact, the humans are all herd men (see the morokanth section in the Handbook) and the baboons and trollkin are being taken to Horn Gate to be sold as slaves, since they do not fall under the Covenant of Waha and cannot be affected by an Alter Creature spell and converted to herd men.

Weis Cut [*Waterday, Disorder week, Fire season*]

This region is currently inhabited by a clan of Agimori tribesmen. They range widely to hunt, but their families have taken residence in some caves at the top of the cut.

The personalities and peoples are explained in other books. The tribe is covered in the Referee's Handbook. The personalities are in the Encounters book.

Chaku Ironspear will greet the characters and, once he hears who they are, will demand justice.

Two of his hunters have been caught by the morokanth of Bilos Gap and are to be turned into herd men. He demands that the duke's justice save his hunters from the fate of ignoble beastdom.

He is an important chieftain, and the characters will have little choice but to accede to his demands to intervene.

Chaku himself, with Galazi and 20 warriors, will follow the party to the morokanth camp. The Agimori can keep pace easily with the characters' riding animals.

Bilos Gap [*Windsday, Disorder week, Fire season*]

There are no incidents on the 2 day ride here. This area is currently occupied by morokanth. Their species is described in the Handbook. Their leader is described in the Encounters book.

Previous actions should affect this meeting. If the slaver morokanth was treated badly, that will reflect on the reception granted the player-characters. If he was treated well, it will have no effect.

The morokanth want a toll for every person and animal which passes. The duke provided money for it. It is 5 L per person. Once paid, the morokanth will demand more, but this should not be paid. The morokanth may make threats, but these should be ignored.

The Agimori will demand the return of their warriors.

The morokanth will bring out two tall Agimori and say, "We caught these two thieves attempting to hunt our herd men. Like any herd thief they must be punished. If we were human, we would simply kill them. Instead, our punishment for such as these, who come under the Covenant of Waha, is to be made herd men. Surely the justice of the duke will not prohibit so just a retribution for their crime?"

If questioned, the Agimori will loudly proclaim their pride in hunting the herd men, and state that surely no true hunter would fail to hunt any animal. The morokanth were fortunate that they themselves were not being hunted by the Agimori.

The Agimori under Chaku show firm support for their own people against the morokanth, whatever the situation.

The referee should be ready to emphasize that the Agimori are a small tribe, while the morokanth are a large one. Also, the duke has a distinct policy of not antagonizing non-humans.

Furthermore, the party is now in a morokanth encampment of over two hundred morokanth, with more coming in every hour. Obviously an important ritual is approaching, and the altering of the Agimori is probably one of the main events.

Aside from these hints, the party should be allowed to make their own decision. Whichever way they decide, the other party will be upset, and this can affect further scenarios.

They cannot take the prisoners away with them for the duke's own justice. Neither side wants them out of their sight, and while both are willing for the moment to abide by the duke's proxy decision, they have no great trust for this invader. The decision must be made on the spot.

Daine will not decide. He will offer the problem to the player-characters, as a test of their mettle. If asked afterwards, he will say that there was no right solution, that both sides are deceivers, and never should be trusted, and that neither care a whit for life nor honor.

The Easy Ford [*Fireday, Disorder week, Fire season*]

Only animals are here, drinking, when the party approaches. The beasts will scatter.

This ford is in the middle of the southern bog area. In Fire season, the bog is just drying up. The trail is soggy, but free of quagmires, and there are easily seen game trails leading up to the ford.

The wilderness-experienced members of the party will see that the river is relatively wide and shallow. It could be forded almost anywhere, but the easy ford area has firmer ground and gentler banks than most other areas of the river. The course of the river from Fire season through Dark season flows through well-defined, meter-high, steep banks. The bog areas are flatter but, except in the case of the easy ford, full of treacherous mud pits, quicksand, and heavy underbrush, making travel difficult and dangerous.

In Storm season through Sea season, the river overflows and sometimes rises far above its normal level. The bogs are impassable except by veteran bogwalkers who know all the trails and dry spots, or by water-related species such as ducks and newtlings.

The Stone Tower [*Fireday, Disorder week, Fire season*]

In the evening, as the party approaches the tower, they may or may not see the two patrolling tusk riders. Roll the tusk rider's Perception skills to see who sees whom first.

The tusk riders will approach the party at a trot. They will be holding shields but not weapons, and holding their right hands up in a peace greeting. Their approach should, in general, be the same as the Agimori and Morokanth approaches.

The tusk riders will approach the party closely, and when they are a safe distance away the tusk riders will pretend they are having trouble controlling their pigs, which will walk forward as the riders perform antics designed to amuse and distract the party. The tusk riders are actually casting defensive spells at this time.

When the pigs are among the party, they will both attack horses, trying to damage them as much as possible, then breaking past and free. Once the attack starts, the riders will draw weapons and the melee will begin. The tusk riders will parry the people while their mounts try to destroy the horses. The tusk riders have no qualms about trying to withdraw if they have to, or dying if they must. If fleeing, they will throw Binding on pursuing animals.

This activity directly contradicts what the referee told the players at the beginning of the game. There is no reason to feel bad about this. It is the job of the referee to mislead the players in plot matters at times. In other games you might look the players in the eye and tell them they are going to die that day. The players will feel good when they are not killed, and in this instance they shouldn't feel bad when they do have to fight. Most players will be itching for a fight anyway.

The Stone Tower

The tower will be locked and guarded. If the player-characters insist on exploring it despite the duke's orders,

then let them and go right to the tower scenario, Jezra's Rescue, without the captive girl.

The tower is easily defended. Fight the tusk riders hard and smart, and make sure that the roof is covered. The tusk riders will not sally from the tower under these conditions.

Condor Crag [*Godsday, Disorder week, Fire season*]

When the adventurers ascend the eastern slopes, be sure to roll on the encounter table to see which type of barbarian is watching from the brush. Observers are almost always around, but never stay to talk. When spotted, they will always mount up and ride off to the east.

At the crags, the adventurers will see many reddish pinacles soaring skyward. The tallest is some 300 meters above the ground. Far above, a few enormous birds circle and land on the crags — these are the famous king condors of Prax, birds the size of a horse with vast wings for sailing in the desert air.

Any character with Climb skill who makes his or her Climb roll determines that most if not all of the crags are climbable, even though they are reputedly unclimbable.

The Eastern Highlands [*Freezeday and Waterday, Harmony week, Fire season*]

The adventurers will slowly pick their way along the barren, rock-strewn edge of the highlands. There are a few ponds and streams yet, and some brilliant wildflowers at their sides cheer the bleak landscape. But everyone realizes that the flowers and water will soon leave, for the desert is invincible.

They will follow the highlands until they come north of the Great Bog. They then will descend to the valley floor and follow the river north to the North Bog, where they will rendezvous with the duke. There may be an attack from a random encounter, depending on the time left in the session.

The North Bog [*Clayday, Harmony week, Fire season*]

The player characters will come up on this bog from the east side of the river and see the duke's party, including a coffle of about thirty slaves, waiting for them on the west side.

When they rendezvous with the duke, he will point out two paths leading into the bog, which the player characters may have already seen. According to the duke's newtling mercenaries, the two paths should lead to the most probable lair of the outlaw ducks, led by the infamous bandit Pinfeather. This is to be the players' first real mission.

First, however, the duke has another duty for his mercenaries. His hired newtlings caught some others of their breed spying on the duke's camp last night. The duke wants them executed.

This is not a fight, it is an execution. The two newtlings are bound and blindfolded. The characters must cut off their heads and tails, in full view of the duke and his slaves and the river, where other newtlings may lurk. The duke hopes that the newtlings see this object lesson.

As the characters carry out the assignment, they hear a splashing sound from the river. One of the duke's newtlings suddenly jabbars something and pulls the duke's sleeve, pointing at the river. The characters will find out later that they saw a newtling riding a giant frog leap out into the water and swim downstream.

Weis [Windsday, Harmony week, Fire season]

This is the opportunity to familiarize everyone with this squalid village. There is nothing of importance in the place except visitors such as the duke and the players.

The village has twenty ramshackle huts lashed together. There are about 80 people here, poor and sickly and weak. Their gardens are hand tended. They have no domestic beasts except housecats. It's a dump.

The native language is Old Pavic, in a crude guttural dialect. There are also many Praxian loan-words, and so the language is very foreign unless you are used to it.

One person is of interest, and he is a nimble young man who calls himself the mayor. Oddly enough, everyone seems to obey him as well, so the duke has acknowledged the position. The mayor's name is Tarnak, and he says he was born here, travelled a while, and then returned for the simple life.

Tarnak will ask the duke how his daughter is with untoward familiarity, which the duke will treat with aloof cordiality. Tarnak also hints about an invitation to visit the fort, but the duke puts him off. As they look around the village, the characters will notice that Tarnak and Daine are talking animatedly. They seem quite friendly.

The Fort [Fireday, Harmony week, Fire season]

Finally, the duke leads his mercenaries to the new fort, which he has grandly dubbed Fort Rone.

At this time, a Flintnail Master Mason and a small group of journeymen and apprentices have been supervising the

work of about 150 slaves, mostly human. The first floor of the main tower is complete and the duke's family has moved into it. The other two tower foundations have been laid and tied into the packed earth walls being built inside wicker frames. One row of river stones have been laid around the circumference of the walls, the first level of eight meters of wall which will guard the confluence of the Villinar and Cradles rivers. The Flintnail masons are gathering the materials from both the river and a quarry dug into the nearby cliffs.

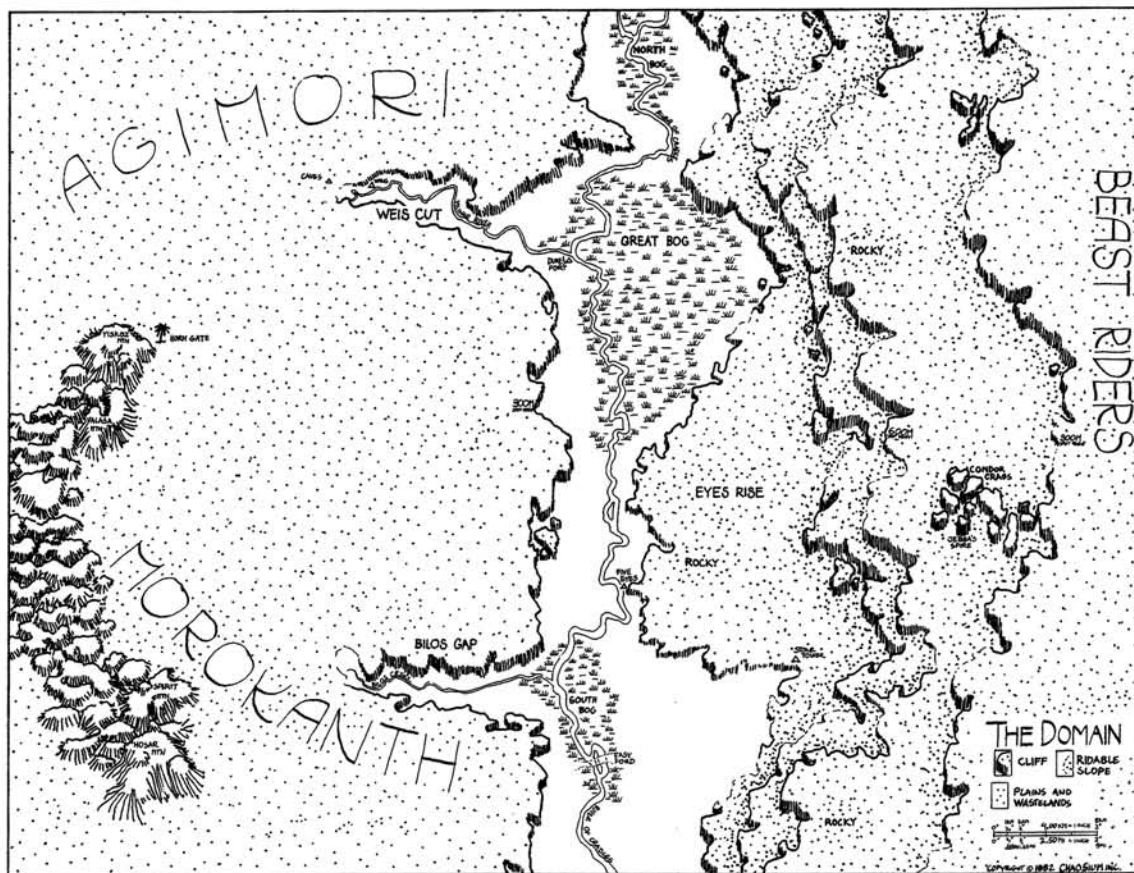
Barbarian mercenaries may look with wonder at mortar being made to cement the stones of the walls together.

Between the fort and the cliffs, the duke has laid the outline of the village that will be built by the immigrating farmers due in Sea season of the next year. He is proud of this exercise in city-planning and will show every detail to the characters, including the site of his villa.

For now, the characters live in tents. Eventually, barracks rooms will be built into the packed-earth walls, giving them further support, and they should be snug and warm when the storms come in Storm season.

Wrap Up

Afterwards everyone should review their feelings on the places and peoples encountered. The referee should provide provocative remarks and be ready to point out subtleties. The intent is to solidify the PCs reaction towards the different characters here.



2

SCENARIO TWO

For the last year, seasonal shipping on the River of Cradles has been more uncertain than usual, due to the existence of a persistent and annoying band of pirates who operate from what have become the duke's lands. The Lunar governor of Prax has requested that the duke clean up this menace. The duke turns to his newly-hired mercenaries to perform the task.

The river pirates are a band of ducks, some with previous criminal experience, who are even more desperate than that apparently accursed race usually is. They have holed up in the north bog of the Domain, a few hours' ride from the fort. The duke would have preferred to wait until the bog was drier, but the angry Governor was very insistent . . .

Outlaw Hunt

Player Information

The Duke's Information

The duke does not rise as the mercenaries take their places before his table. He is aloof and distant. As yet, he knows none of these men well. He is abrupt and formal. Standing beside him is Daine. The duke speaks.

"I have been commissioned by Sor-Eel, Governor of Prax, to eradicate all menaces which infest this river valley. In particular, a band of renegade ducks has been making river trade hazardous, and they have stolen personal items of our Governor.

"I will lead you against these pirates, for their lair is known to me. We leave in two days. Get your affairs in order and be ready to leave as Yelm ascends the sky."

"Daine will give you pertinent details and answer any questions you may have." Daine then leads the mercenaries out and fills in the characters.

Daine's Briefing

Daine motions the characters around the table and lays out a sketch map of the north bog.

He points to the trail on the map and states "There seems to be a trail running roughly north and south along here. It seems fairly dry, but who knows in that mess. Their lair is somewhere in the area of this knoll. There are some ruins along the trail. That may be where they are.

"The newtlings will boat you up to the southern edge of the bog. From there you will enter the bog from one or both ends of the trail, as the duke will decide, and proceed along cautiously, looking for sign of the pirates. Once you find them, engage them and slay them or drive them into the river, where the newtlings can get at them. Remember, you'll take care of the land side; it's the newtling's job to cover the river.

"Now, you may ask, how do we prove to his mightiness Sor-Eel that we have done his wishes? I'm glad you asked. One of these featherheads wears a distinctive jeweled eyepatch, and he seems to be the leader of the flock. If you bring back that eyepatch, the duke will be happy, and so will the Governor. All right? Any questions?"

To probable questions, Daine will answer that:

- The area was mapped by looking down on the bog from the eastern highlands.
- The party is going by boat because the duke said so.

- Horses and other animals would probably get stuck in the quicksand, anyway.
- They can't go directly to the site of the probable lair because there's too much junk in the river. The newtlings will, of course, swim to the area.
- Daine is not coming along; he will mind the fort while the duke is away.
- No one has any idea of what the ruins were: perhaps they were built by the Empire of the Wyrms' Friends?
- The ducks have never been known to attack anyone directly — they are thieves.
- Bring melee weapons and go easy on the armor, because the ducks have been known to overturn boats.

Other Information

From other sources around the fort, the characters will learn that the ducks' usual modus operandi is to surprise small boats, chase off the 1-2 boatmen, and then loot the skiff or raft at their leisure. They masqueraded as a merchant party, but no one is fooled by that one now. The leader with the eye patch is a canny duck and very tricky.

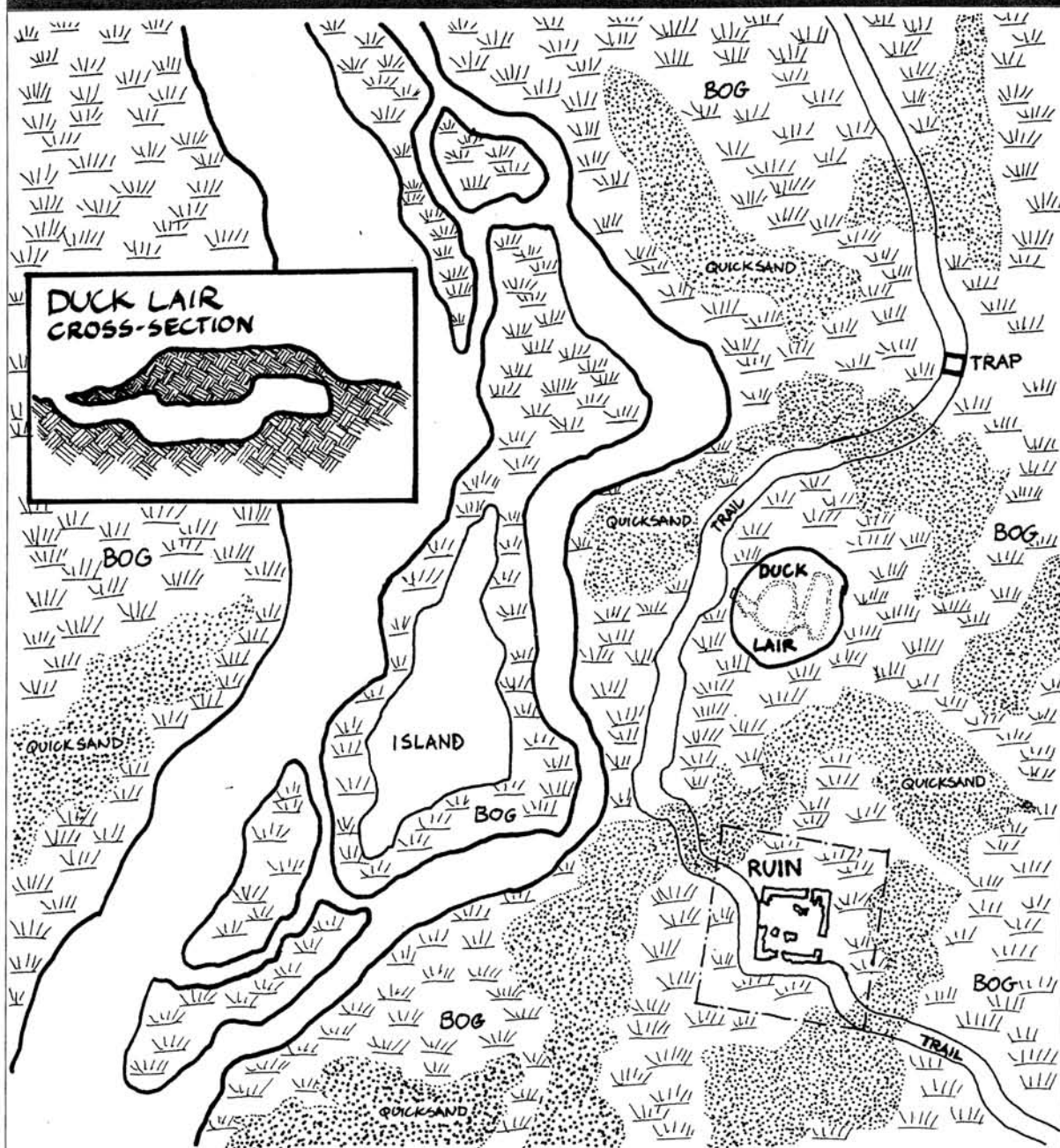
If the characters ask the newtlings, they will say that they will come out of the water and help the adventurers, but they want the promise of much money from the characters before they will do so. This can either be prearranged or merely left as an emergency measure. If the player-characters do this, they will pay out of their own pockets — the duke will not pay mercenaries only to be sub-contractors. If informed of any such deal, the duke will disapprove it, for reasons of his own.

Referee Information

In this simple raid scenario, the player-characters must destroy the duck menace, which should give them some difficulty, but no trauma. Emphasize that this task will prove the worth of the characters to the duke, or at least of those who participate. Do not allow the party to overwhelm the competition by mere numbers.

There should be no more than eight player-characters, two each as passengers in the newtling reed boats, each boat with two newtlings as crew. If you do not have at least six, add newtlings or NPCs. A careless party might get destroyed or fail the mission, but if the party is careful and smart, there should be no casualties.

North Bog Detail



and Lair of the Ducks

Note

The duck with the eyepatch is not the leader. Pinfeather is too smart to make himself so obvious. Quackwad, the one-eyed duck, likes to play at being leader and loves the eyepatch.

The Ducks and Their Loot

As the river traffic has increased, the ducks have become bolder and more hard-working, but they do not touch more than one craft in 50 that pass. They do not like to attack at the same time, or at the same place; they will not attack craft with large crews. They have never killed a riverman. An attack usually consists of two ducks slipping aboard at night, cutting a few ropes, and quickly pushing a crate or two over the side with a great splash. They prefer cargo which will sink, for underwater a duck is superior to a man. The rivermen usually hasten from the spot (cursing ducks as they go), allowing the ducks to leisurely inspect their ill-gotten gains below the surface. If the loot is something ordinary, they will raft it to their lair. If something precious, they may take it there underwater, for they know that the animal nomads have keen eyes for gold, jewels, and magic items.

These ducks, because they can hide underwater, are allowed to survive and occupy a small nook in the economic ecology of Prax. By themselves they could never do anything with the loot they take, but the presence of several powerful nomad tribes in the immediate region gives them perfect places to sell their ordinary loot (water-soaked cloth, grains, cook ware, armor, weapons too large for ducks, and so on). The presence of several tribes means some buyer competition, so that the ducks can ask reasonable prices. They always try to price such stuff below what Horn Gate or Pavis would charge, so that they will keep good relations with the Agimori and the morokanth. They have found things which they cannot sell, but which are entertaining, such as the crate owned by the wife of the Governor of Prax which was filled with naughty toys. The ducks have arranged them in an amusing display on a wall of their lair. They also have money, precious metals, and jewels. Sometimes they rob single rivermen of everything. In the last year they have made ten or twelve times what they might have, had they become mercenaries for some provincial hardhead (as Pinfeather puts it).

While lolling about, they casually have planned to continue their piracy until someone makes a serious attempt to drive them off, at which time they will try to get passage to the Holy Country with the morokanth, dodging the Lunars as best they may. The ducks do know of the duke and of the grant of his domain, but have no idea that the end of their reign as the chief menace on the river is at hand.

Encounters on the Way

RANDOM ENCOUNTERS — There are two possibilities for random encounters on the journey to the Bog. Roll twice on the river chart in the Encounter book.

THE VITAL MESSAGE — Just as the little flotilla is approaching the southern border of the bog, another newtling craft, frantically paddled by three newtlings, approaches from the south.

The boat is tended by friendly newtlings. They bear an important message from the duke. His wife has abruptly taken ill, showing chronic Shakes. He must return.

The duke will board the messenger craft and instruct the party to finish the fight. The newtlings then will bear him downriver to the fort.

The party will continue on, electing a leader or following the one selected by the duke.

NEWTLING AMBUSH — As the party enters the bog, and loses sight of the edge of the bog, they will be attacked by newtlings and traskars. Use the newtling party from the Encounter book. The duke's newtlings will be uneasy and crowd the boats together just before the attack, and the players should get the opportunity to realize that something is amiss and ready their gear for a fight.

The attacking newtlings are out to avenge their fellows who were executed by the adventurers before. Their main targets are the duke's newtlings, but they will fight the player-characters if they get in the way. If more than two of the attackers or one of the traskars is killed, the attackers will flee downriver.

Some of the duke's newtlings will want to follow (if any are still alive) but the leader will remind them of their duty and they will push on. If asked, the newtlings will call the attackers "shaman spawn" and curse them as troublemakers. They have no idea where the attackers come from, except that it is downriver, towards Corflu.

Quicksand

All year round, the bogs have quicksand pits in them. The pits are very deceptive, as they look like patches of sandy ground with plants growing on them. However, a man stepping on the quicksand will immediately start sinking.

Contrary to popular mythology, it is hard to drown in quicksand. Quicksand is thicker than water; if a person can float in water, he can float in quicksand. The best thing for a character to do, in fact, is to put himself on his back and swim out, using a backstroke. This information is no more widely known in Glorantha than it is in 20th century America. If a character remains standing straight up, he will not sink above his head unless he is carrying more ENC than he has SIZ. If totally unencumbered, the character will only sink up to his waist. If half-encumbered, he will sink up to his upper chest. A standing character cannot move sideways. Momentum will carry a victim at least two meters into a pool before he realizes what he's fallen into.

If characters want to pull a fallen partner out of the quicksand, they can pull him one meter towards shore every melee round on which they make a roll of STR versus victim's SIZ plus ENC on the resistance table. A party should have a rope handy for this purpose.

Web feet allow ducks to walk across quicksand as if walking across mud, unless they have ENC equal to half their SIZ, at which point they must swim. A newtling can swim across quicksand at one-half walking speed, as long as he is not totally encumbered.

The Newtlings

There are eight newtlings escorting the characters to the raid. Six of them (and two adventurers) will pole the four skiffs, and two will swim in and around the boats and keep an eye out for underwater hazards. Seven of them are regular mercenary newtlings; they are led by a longtail (sergeant) known as Stiffail. Assuming they are not killed by the encounter with Quicktail's hunters, the newtlings will leave the skiffs at the edge of the bog and swim up the river to

the general area of the lair, where they will watch for ducks going into the water and attack any that reach it. If the characters give the agreed-on signal, the newtlings will swim to the beach and paddle through the quicksand to help with the fight. Newtlings are capable of sinking into the quicksand and leaving just their eyes out to watch, and might ambush the ducks that way if the situation calls for it.

Newtling tail is a delicacy, a fact well-known to the characters. The duke's policy is to protect the newtlings, and Daine will enforce this if any questions are asked in the briefing. The duke's newtlings will rage and fight if the tail of a fallen comrade is chopped off for consumption.

The Ruins

The path runs through some ancient ruins. There was a small central building and a wall around that. The central building is marked by low crumbled walls. It will take a Spot Hidden roll at -50% ability (a character with a 60% Spot Hidden would have a 10% chance for success) to see the outer walls.

A character following the path past the small building will be attacked by a wraith. There are notes on wraiths in the Handbook. There is nothing of value in the building.

Wraith Stats

INT	10	Defense	18%
POW	18	Attacks vs.	STR
DEX	20		

Once it has attacked, the wraith will follow its victim to the edge of the outer walls, but it will attack only characters who pass within 2 meters of the small building. This wraith will not be pacified: it must be killed or avoided.

The ducks know of the wraith and depend on it to warn them of intruders, as its attack is accompanied by a fierce howl. They do not expect anyone to pass the wraith without this warning, and are not alert to other sounds from this direction.

The North Path

The path coming from the north has two small quicksand pits and one pit trap. A normal Spot Traps roll will find the pit trap.

The trap is as wide as the trail and is 6 meters deep. A set of sharp stakes waits at the bottom. The walls of the trap are smooth stone; this once was a tower and its entrance was sealed up for an unknown reason. Silt and the years have buried it. The ducks cleaned it out. Their light weight (SIZ+ENC = 10 or less) will not spring the trap. The fall will do 3D6 + 1D10+1 damage 1D4 times to a character. Breaking the trap covering by falling in will jar a set of pirated temple bells, warning the ducks. The bells also ring if the trap is probed with a pole, has a rock tossed on it, or is otherwise disturbed. A further Spot Traps roll is necessary if the party avoids the trap by walking around it to the south, as the rope leading to the bells goes in that direction and if they disturb the rope, the bells will ring.

The actual bells are next to the outlaw lair. A successful Listening roll is necessary for the party to hear them ringing. The ducks can hear them easily.

The Ducks' Lair

The ducks' lair is a cavern inside the knoll, which is actually another ruined building, now totally buried. In all but the present Fire season the entrance to the buried room is under water, a situation for which the ducks are grateful.

There are two rooms in the cavern. The pool room is where the entrance is, and consists of a pool and a higher beach/floor area. The second room is somewhat higher and is where the ducks store their loot.

Their takings over the past year have not been enormous. That which they are not carrying on their persons is mostly trade goods which they have been accumulating to offer to the Agimori. There are several bronze weapons which the ducks cannot use and have not sold, including a few greatswords, broadswords, and metal shields.

The total worth of all items and money stored or carried by the ducks is 6000 lunars. Every duck who escapes carries 1000 lunars; the remaining sum will be found in their lair.

The Beach

The entire beach between the lair and the inlet of the river is quicksand. The ducks have no problem walking across it, but most other races will sink, and a newtling must swim.

Duck Tactics

If the ducks hear the ring of the bells or the scream of the wraith, Pinfeather will send two of their number in the appropriate direction to check out the situation.

When they see what is happening, the scouts will squawk according to the following code:

- One squawk means, "Attack, there's four or less of them and they don't look tough!"
- Two squawks mean, "Hide!" which means that the ducks dive into their lair. This will do no good during Fire season, because the river is too shallow and the opening to their lair is exposed.
- Three squawks means, "Run for it; there's too many of them!"

At this time, Dreamwing and Quackwad will be on duty.

If pressed, the ducks will skirmish with their slings until they can reach the river, then dive in and swim. They have a working arrangement with Quicktail's newtlings and do not know of the duke or his newtling mercenaries. If attacked by the newtlings, they will retreat into the bog and use the quicksand pits, which they know very well, to shake off pursuit.

Final Refuge

Surviving ducks will head for the River Horse temple at 5-eyes, there to take refuge with Quicktail and support him in later scenarios.

Reward

The duke will have Daine receive the returning warriors and perform the loot split. Unless one of the mercenaries has thoroughly distinguished himself, Daine will keep the Shimmer matrix (if it was captured) for later reward to an outstanding character. The rest of the money found will be split according to the contract's interpretation of a Fair Share. In effect, the party will split 10% of the treasure collected from the ducks, mostly in money.

Pinfeather and the Ducks

Pinfeather is a duck thief of long standing. Pinfeather will try to avoid a fight. He was wounded once a long time ago when he was driven out of Apple Lane.

Pinfeather

STR 7	CON 11	SIZ 5	01-04	R LEG	3/4
INT 12	POW 13	DEX 18	05-08	L LEG	3/4
CHA 9			09-11	ABDOM	2/4
Move 5			12	CHEST	2/5
Hit Points 10			13-15	R ARM	3/3
Defense 20%			16-18	L ARM	3/3
			19-20	HEAD	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	45%	1D6+1 (-1D4)	50%	20
Thrown Knife	1	55%	1D4	—	12
Small Shield	—	—	—	45%	8

SPELLS: Bladesharp 2, Demoralize, Heal 2, Protection 3, Silence, Speedart

SKILLS: Climb 50%, Evaluate Treasure 65%, Hide in Cover 45%, Hide Item 60%, Move Silently 50%, Pick Locks 60%, Set/Disarm Traps 50%, Spot Hidden 70%, Spot Traps 60%, Swim 80%

LANGUAGES: Speak/Read Duck 90%, Speak/Read Lunar 60%, Speak Tradetalk 50%

TREASURE: Carries 7 guilders, 2 wheels, and a small statue of Issaries worth 60L.

Dreamwings

STR 12	CON 15	SIZ 5	01-04	R LEG	3/5
INT 11	POW 12	DEX 14	05-08	L LEG	3/5
CHA 4			09-11	ABDOM	3/5
Move 5			12	CHEST	3/6
Hit Points 14			13-15	R ARM	1/4
Defense 15%			16-18	L ARM	1/4
			19-20	HEAD	3/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	8	45%	1D6+1	35%	20
Sling	2	65%	1D8	—	—
Small Shield	—	—	—	45%	8

SPELLS: Healing 2, Silence

SKILLS: Hide in Cover 50%, Move Quietly 50%, Spot Hidden 40%, Swim 90%, Tracking 35%

LANGUAGES: Speak Duck 80%, Speak Sartarite 50%

TREASURE: Carries 4 guilders, 16 clacks, and 3 bolgs.

Quackwad

STR 11	CON 10	SIZ 4	01-04	R LEG	3/3
INT 15	POW 12	DEX 18	05-08	L LEG	3/3
CHA 11			09-11	ABDOM	2/3
Move 5			12	CHEST	2/4
Hit Points 8			13-15	R ARM	1/2
Defense 20%			16-18	L ARM	1/2
			19-20	HEAD	3/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	50%	1D6+1	40%	20
Sling	1	65%	1D8	—	—
Small Shield	—	—	—	50%	8

SPELLS: Countermagic 2, Detect Gold, Healing 2, Mobility

SKILLS: Climb 60%, Hide in Cover 50%, Move Quietly 40%, Spot Hidden 50%, Swim 80%, Track 30%

LANGUAGES: Speak Duck 80%, Speak Tradetalk 40%, Speak Tarsh 60%

TREASURE: 1 wheel and a jeweled eyepatch worth 83L.

Kwackar

STR 7	CON 14	SIZ 6	01-04	R LEG	2/5
INT 13	POW 8	DEX 12	05-08	L LEG	2/5
CHA 11			09-11	ABDOM	2/5
Move 5			12	CHEST	2/6
Hit Points 13			13-15	R ARM	3/4
Defense 10%			16-18	L ARM	3/4
			19-20	HEAD	3/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	9	50%	1D6+1	35%	20
Small Shield	—	—	—	40%	8

SPELLS: Bladesharp 2, Disruption, Healing 2

SKILLS: Climb 40%, Evaluate Treasure 50%, Jump 25%, Move Quietly 40%, Swim 80%

LANGUAGES: Speak/Write Duck 80%, Speak Old Pavic 25%, Speak Tradetalk 40%

TREASURE: A copper ring with a Shimmer 2 matrix on it. Also carries 15 guilders.

Nar Rucker

STR 9	CON 14	SIZ 5	01-04	R LEG	3/5
INT 9	POW 7	DEX 16	05-08	L LEG	3/5
CHA 6			09-11	ABDOM	2/5
Move 5			12	CHEST	2/6
Hit Points 13			13-15	R ARM	3/4
Defense 10%			16-18	L ARM	3/4
			19-20	HEAD	3/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	50%	1D6+1	35%	20
Sling	1	65%	1D8	—	—

SPELLS: Healing 2, Invisibility (3), Multimissile 4.

SKILLS: Hide in Cover 55%, Listen 45%, Move Quietly 65%, Spot Hidden Item 70%, Swim 85%

LANGUAGES: Speak Duck 80%, Speak Tradetalk 60%

TREASURE: Carries 5 guilders and a small gem worth 60 L.

Web Smile

STR 8	CON 13	SIZ 6	01-04	R LEG	2/4
INT 12	POW 12	DEX 13	05-08	L LEG	2/4
CHA 7			09-11	ABDOM	3/4
Move 5			12	CHEST	3/5
Hit Points 12			13-15	R ARM	1/3
Defense 20%			16-18	L ARM	1/3
			19-20	HEAD	3/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Short Sword	8	30%	1D6+1	25%	20
Small Shield	—	—	—	40%	8

SPELLS: Bladesharp 2, Extinguish, Heal 1

SKILLS: Hide Item 40%, Pick Pockets 40%, Swim 80%

LANGUAGES: Speak Duck 90%, Speak Praxian 35%

TREASURE: Carries 12 guilders



The Duke's Newtlings

Raus has hired about 20 mercenary newtlings to act as boatmen and scouts on the river. This is his first experience with the breed, as they are little-known in the Empire. He does not expect them to do heavy fighting except, perhaps, in the water.

Any party of newtlings will consist of one sergeant and from three to nine troopers. The sergeant-newtlings have seen combat and have much experience; the troopers are mostly new bachelors, newly-awakened to sentience and cheerfully serving their bachelorhood in exile, as so many newtlings do.

Unknown to this band, the newtlings inhabiting 5-eyes temple are long-standing hereditary enemies. The duke's newts had no idea that Quicktail and his followers were in the area until one of their number was assassinated a week or so ago.

These newtlings stats should be used anytime a scenario calls for them, particularly in scenario 5, 5-Eyes Temple.

SERGEANT-NEWTILING STIFFTAIL

STR 12	CON 09	SIZ 09	01-04	R leg	2/3
INT 11	POW 11	DEX 14	05-08	L leg	2/3
CHA 10			09-11	Abdom	5/3
Move 8			12	Chest	5/4
Hit Points 9			13-15	R arm	2/2
Defense 10%			16-18	L arm	2/2
			19-20	Head	5/3

Weapon	SR	Attck%	Damage	Parr%	Pts
Sling	2	60%	1D8	—	—
Trident	6	55%	1D6+1	55%	12
Net	4	45%	1D4	35%	15
Small shield	—	—	—	50%	8

SPELLS: Demoralize, Disruption, Dispel Magic 2, Healing 3.

SKILLS: Hide in Cover 55% (90% in river), Listen 50%, Move Quietly 50%, Spot Hidden 45%, Swim 80%, Track 50%.

NEWTILING TROOPERS

Weapon	SR	Attck%	Damage	Parr%
Sling	3	50%	1D8	—
Trident	5	45%	1D6+1	35%
Net	5	45%	1D4	35%
Small shield	—	—	—	55%

Spells — Bladesharp 1, Heal 2, Multimissile 2, Shimmer 2.

Skills — Hide in Cover 40% (70% in river), Listen 40%, Move Quietly 50%, Spot Hidden 45%, Swim 80%.

APHID EATER

POW 11	R leg	01-04	2/3
DEX 13	L leg	05-08	2/3
Defense 25%	Abdom	09-11	2/3
HP 9	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

BOG HOPPER

POW 13	R leg	01-04	2/4
DEX 9	L leg	05-08	2/4
Defense 00%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

COWSPOOKER

POW 10	R leg	01-04	2/3
DEX 14	L leg	05-08	2/3
Defense 10%	Abdom	09-11	2/3
HP 9	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

DUCK DUNKER

POW 11	R leg	01-04	2/3
DEX 13	L leg	05-08	2/3
Defense 25%	Abdom	09-11	2/3
HP 9	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

EARLESS

POW 13	R leg	01-04	2/4
DEX 9	L leg	05-08	2/4
Defense 00%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

FOREFINGER

POW 10	R leg	01-04	2/3
DEX 14	L leg	05-08	2/3
Defense 10%	Abdom	09-11	2/3
HP 9	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

GREEN EYES

POW 11	R leg	01-04	2/3
DEX 13	L leg	05-08	2/3
Defense 25%	Abdom	09-11	2/3
HP 9	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

HOLE GRUBBER

POW 13	R leg	01-04	2/4
DEX 9	L leg	05-08	2/4
Defense 00%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

IREFULL

POW 10	R leg	01-04	2/3
DEX 14	L leg	05-08	2/3
Defense 10%	Abdom	09-11	2/3
HP 9	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

KICK RUMP

POW 11	R leg	01-04	2/3
DEX 13	L leg	05-08	2/3
Defense 25%	Abdom	09-11	2/3
HP 9	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

LASHER

POW 13	R leg	01-04	2/4
DEX 9	L leg	05-08	2/4
Defense 00%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

MUDMOUTH

POW 10	R leg	01-04	2/3
DEX 14	L leg	05-08	2/3
Defense 10%	Abdom	09-11	2/3
HP 9	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

NURDLE

POW 11	R leg	01-04	2/3
DEX 13	L leg	05-08	2/3
Defense 25%	Abdom	09-11	2/3
HP 9	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

ODDBERT

POW 13	R leg	01-04	2/4
DEX 9	L leg	05-08	2/4
Defense 00%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

PREENER

POW 10	R leg	01-04	2/3
DEX 14	L leg	05-08	2/3
Defense 10%	Abdom	09-11	2/3
HP 9	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

3

SCENARIO THREE

This is a rescue scenario, meant to test the fighting skills and the planning skills of the player-characters.

This is also a test of how well the characters interpret the words and wishes of their superior, the duke. The referee should stress to the players that what is said by non-player-characters is not necessarily what is wanted by non-player-characters. Despite the the duke's statements in the following speeches, a hundred dead tusk riders will not compensate for the loss of his only child. If the referee needs, he should have Daine say just that — by now, nobody should doubt Daine.

The player-characters will have to make their own decisions and make up their own tactics for this one, but do not forget to send along Tarnak if he is needed.

Jezra's Rescue

Player Information:

The characters are called into the duke's audience chamber and asked to stand around his desk. The duke himself is standing and shows the signs of a sleepless night and an uncharacteristic lack of care in dress.

He speaks. "As you know, I had intended to send you to the Healer at Horn Gate for aid against the plagues that now afflict us. However," and here he takes a long breath, "I must change your mission."

Then he looks to an adjoining room where his wife lies dying. Taking another deep breath, he continues. "My Jezra is missing. This is not one of her pranks. She has been kidnapped by the tusk riders living in Nosferal's Tower." Here he motions to a scrap of vellum and two ruby earrings on the table before him. "That is the old stone tower to the south of the holding," he adds absently.

"They threaten vile deeds against Jezra, of course. I have not the ransom they request. I cannot trust them to live up to an agreement in any case. And I have sent them a messenger with this message, though I instructed him to ride slowly. There is time — the tusk riders give me five days to gather money and an answer — for one quick, decisive raid against them. They must not know of our plans any sooner than possible, so that they have no reason to prepare for assault.

"I want you to travel to the tower and destroy the tusk riders. My daughter's life is secondary." He stops, grits his teeth, and continues. "The important thing is to stop these bandits before they run wild throughout the holding."

With that, he stamps out of the room. On the desk, the ruby earrings glint in the morning sun.

As the characters leave the duke's chamber, they are met by his liegeman Daine. Daine takes them to his own rooms, where he provides them with a further briefing. Daine, too, looks to have stayed up all night, and the room has all the signs of being where he stayed. Maps and scrolls are everywhere and his iron armor is scattered about the room. He still wears his padding. A discerning character will realize he probably had his armor half on when the Duke stopped him from going out personally to rescue Jezra.

He says, "You warriors have been near the tower, you know the country. Going direct from here, you have two possible routes. First, you can cross the river above the central bog and travel on the east side of the valley until you reach the tower. That's the route the Duke's courier took,

and if you push your horses you'll probably overtake him. I don't recommend it, 'cause that is still untamed area up there, and some nomad warband could hit you and keep you pinned for a couple of days, and then you'll be too late.

"The other way is for the newtlings to haul you down by boat. You'll have to leave your horses, but the trip will be faster, and you won't have any interruptions." He looks you over, then asks, "Anyone here climb good?"

If the answer is no one climbs better than 70%, he says, "We'll get the 'Mayor' to help us. He's sweet on the girl anyway, and climbs like a squirrel."

He then asks for questions. (At this point the referee answers player questions.)

If anyone asks about the vampire in the tower, he will say that Nosferal hasn't been seen for fifty years. Then again, maybe the tusk riders are actually Vivamort initiates, come to help their leader?

He will supply stakes, garlic, and three vials blessed by a Zola Fel priest twenty years ago when he was going into a similar situation. He's kept them all these years, "just in case."

If asked about the tusk rider's previous history, Daine will say that they only arrived about five years ago and took over the tower. He suspects that they may be the same tusk riders who massacred a Tarsh village five years before, back when the duke was working for the Empire in Tarsh.

If anyone asks what they should really be after, Daine will tell them that if they return with tusk rider heads and the body of Lady Jezra, they can expect to be looking for a new job, though they'll be paid for this one. If they return with Jezra, leaving the tusk riders still alive, they can always go back and clean them out later. If they fail at both, don't bother coming back.

As the characters leave Daine's rooms, one of the duchess's ladies-in-waiting stops them and asks them to accompany her to her lady's bedside.

Once there, the duchess will sit herself up in bed, obviously striving to keep the debilitating Shakes at bay for these few minutes, and says, very carefully and precisely, "You warriors are the hope of this settlement. I'll die soon," she stops and takes a deep breath, her hands shaking, "and Jezra is the only one who can support his Grace through this difficult period. Please ... you must ... save my daughter." At this point she collapses again crying and shaking, and the lady-in-waiting guides you out of the room.

If indeed no adventurer can Climb better than 70%, the 'Mayor' will be sent for, and it will take three hours for him to appear at the fort. These are his statistics. One of the players should operate him as one of his own characters for this run.

Tarnak

STR 11	CON 15	SIZ 10	01-04	R LEG	1/5
INT 14	POW 12	DEX 17	05-08	L LEG	1/5
CHA 15			09-11	ABDOM	2/5
Move 8			12	CHEST	2/6
Hit Points 15			13-15	R ARM	1/4
Defense 20%			16-18	L ARM	1/4
			19-20	HEAD	0/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	6	65%	1D6+1	65%	20
Dagger	7	90%	1D4+2	60%	12
Thrn. Dag.	1	85%	1D4	—	—

SPELLS: Detect Magic, Glue 2, Heal 3, Shimmer 3, Silence, Speedart.

SKILLS: Climb 85%, Evaluate Treasure 50%, Hide in Cover 90%, Hide Item 65%, Jumping 60%, Listen 75%, Lock Picking 55%, Move Quietly 75%, Oratory 60%, Ride 35%.

LANGUAGES (Speak/Read-Write): New Pelorian 50/0, Praxian 35/0, Pavic 65/25, Weisian 90/0.

Referee Information

As Daine said, there are two routes to the Tower.

The River Route

The river journey will be uneventful until the players reach the end of the central bog. Just as they are coming out of this morass, they will encounter giant frogs (Traskars). The frogs are big enough to swallow a man. Each frog will single out one target and, whether or not the tongue attack is successful, will bound away after one try.

As the boats pass 5-eyes, the characters will see that the newtlings are especially alert and nervous. If questioned, they will say that they were once ambushed by some enemy newtlings in the area, but fought them off with no casualties. Characters making their Spot Hidden rolls in the vicinity of the 5-eyes cave may discover some interesting features, so the referee should be familiar with the 5-eyes scenario and be ready with detail for the players.

The referee may also want the party to encounter a hunting party of newtlings from 5-eyes. The 5-eyes newtlings are enemies with the duke's newtlings.

The Overland Route

If the characters ride to the tower, they will first encounter the ducal courier. The courier is dead, and his head and hands have been cut from him. He is still carrying the duke's message. There are the signs of an arrow attack on him, and a skillful tracker (-40% chance) can find the signs of ridden Impalas near the body.

Among the crags near the tower, the characters will run into another group of giant frogs (Traskars). These are even larger, large enough to eat a horse, and that is what they will aim for. Characters making successful dismount rolls can escape the fate of their horses. These frogs are naturally camouflaged against discovery, and their tactics are identical to those of the river frogs.

The Tusk Rider Patrol

Whichever way the characters approach the tower, they will meet the tusk rider patrol. If they have killed the orig-

inal patrol during the land tour, this will be another pair of tusk riders who have recently arrived. They can be rolled up straight from the RuneQuest book. One has previous heavy cavalry mercenary experience, the other has barbarian-type previous experience. Their tactics will depend on how the rescuers are approaching.

If the party is afoot or mostly afoot, the two riders go into their two-pass attack tactic, after putting on protective spells.

On the first pass, Creatuck, the mercenary veteran, will attempt a Demoralize on one person while trying to lance another victim. Swinging around and galloping back through on the return sweep, he will then try to pick up the first person he hit with the Demoralize while throwing Demoralize at a second victim. Should he successfully grapple the victim, he will take up the victim and head back to the tower.

Meanwhile, Redune, the rookie, will fire a Binding at one target and use his lance on another on the first pass, and then repeat this procedure on the second pass, aiming his lance for the Binding victim.

While their riders are attacking, the tuskers will gore anything which gets in their way, aiming especially for any horses in the party. After the two passes, the tusk riders will hightail it for the tower, whether or not any of their attacks were successful.

If the party is mounted, the tusk riders will see that these are some of the same characters who were fooled last time by the countryboy approach, and will not try it again. Instead, they will try the same attack as above if the party numbers four or less characters, and otherwise head for the tower to warn their partners. They will not think the party bears Jezra's message and stop to negotiate with them, for they told the duke to not send more than one messenger with the ransom.

If the party ends up closer to the tower than the tusk riders, the patrol will keep away from the party and attempt to attack when the party is diverted by some happening around the tower.

The Tower Defense

Once warned, the tusk riders will hole up in their impregnable tower, shouting insults to the party and reminding them that there are only a couple of days until they take the girl apart. They might bring the girl to one of the windows and show her off. She will roundly curse the tusk riders for holding her, and the party for taking their time rescuing her.

The tusk riders have no fear of invasion from the roof, and will have no one guarding that access, for reasons which will become clear below.

The Tower

The tower is located in a desolate area. It appears as though even the large boulders normal to the area have been rolled away to leave the immediate area clear for defensive fire. It is twelve meters tall with three stories, including the roof.

The ground floor is windowless and admittance can be gained only through a set of massive formidable doors which are approximately four meters across. The outside of these doors bears the scars of many attempts to force entry, all unsuccessful.

The entire outside of the tower gleams in the sun as though it were just polished; the smoothness of its surface seems to defy any hope of scaling it. However, running up the entire height of the building is a chimney which obviously was added at a later date. It is roughhewn and appears to be climbable, with some risk.

Another possible entrance to the tower is one of the windows which are found eight meters up the building. They appear to be large enough for a man to shinny through, though they would not admit someone in plate armor if the person was larger than SIZ 9.

Approaching closer to the tower reveals that the outer sheen of the walls is probably the residue of some illusion spell cast ages ago. Erosion of the stone and occasional earthquakes have created enough bumps and cracks in the walls to allow a good climber to scale the seemingly sheer wall. The character would have to make a Climb roll at -20% at the top of every story (three times). Conversely, the very promising chimney is actually a deathtrap for a climber. The stones are so loose that the Climb roll would have to be made at -50% to be successful.

If any member of the party makes a successful Spot Hidden roll directed at the rooftop, they will see what seem to be two heads of statues; no matter how long they are watched, the heads will remain immobile. They cannot be seen at night.

If the Mayor is along to do the climbing, he will immediately see that the chimney is a problem and go up the wall of the tower. Once at the top, he will not climb up onto the roof. Instead, he will fasten a grapple he carried along to the roof wall and descend on the rope. If asked, he will say "I'll hold the horses. I'm not getting paid to fight."

If for any reason he is attacked while holding the horses, with no member of the party around to guard him, he will release the horses and gallop away, successfully making it back to the duke to report the party slain and all hope lost, whether that is truth or not.

If the party came by boat, he will hang around the outside of the tower and run back to the newtlings with the same story if threatened in any way.

In either case, the referee must determine whether the duke and/or the newtlings believe him.

The Tower Interior

The tower is foul. Tusk riders are not known for their housekeeping skills. The structure is in general disrepair, and it is cluttered with dirt, with discarded items from past and present owners, and with some objects that are best left alone and unmentioned.

During the day, the roof is well lit, as is the middle story where the windows are located. The ground floor, however, has light only when the entrance doors are open and the dungeon beneath the tower is always pitch black unless torches are lit.

In addition to the physical appearance of the tower, there is also the stench of the tuskers gently wafting up through the place, as the beasts are stabled on the ground floor. The tusk riders love this delicate aroma.

The Central Stairway

The stairs of the central stairway are open to the sky and are either clean, if it is the rainy season, or covered with dust and debris, if it isn't. Centuries of rain have made the top stairs smooth and rounded.

The center of the stairwell is a hollow masonry cylinder. Each stair is very slightly slanted toward the cylinder and has a hole leading into the cylinder. Rainwater from the stairs flows into the cylinder and drops to the cistern on the stable floor. The stairs descend past ground level to end six meters below ground in a tunnel that leads to Room 8, the torture room/dungeon.

The trap door going from the flight of stairs between stable and dungeon to the pool in the grave vault is known to all the tusk riders and carefully avoided. Lady Jezra has no idea of its existence.



The Tusk Riders

The most infamous group of wandering monsters in the vicinity is, naturally, the band of tusk riders who reside in the tower. From this safe haven, this small band of marauders has, with impunity, terrorized the locals for some time. This cocky group scoffs at the suggestion that they could be successfully attacked. The arrogant Fanltiog leads the raiders. More feared than admired, Fanltiog's words are closely heeded. The grizzled veteran, Creatuck, is Fanltiog's second-in-command.

Fanltiog

Fanltiog's strategies are simple and direct. He will do anything to keep his band combat-ready. Fanltiog possesses a POW-storing crystal containing 11 points of POW. Before engaging in combat, Fanltiog will activate his Coordination and Bladesharp spells by using the crystal. Given 5 rounds, Fanltiog will put Blade Venom on his broadsword. If Fanltiog has cut himself, and not his opponent, he will have to fight his own Blade Venom.

Determine the effects of Blade Venom by the potency of the venom, which "attacks" the CON of the victim. The resistance table must be used. In a successful poisoning, the victim takes the number of damage points equal to the venom's potency (10). This damage is taken in the hit location of the body hit. An unsuccessful poisoning results in the character taking damage equal to half of the Blade Venom's potency (5).

If really pressed, Fanltiog will use his Rune magic, but not before. He has a wand, valued at 500 lunars, which has a Harmonize matrix. He also owns a necklace worth 300 lunars which has an Extinguish matrix on it. Traditionally, Fanltiog's attacks begin with Harmonize and Befuddle, and thereafter he improvises.

Fanliotig, Initiate of the Bloody Tusk

STR 13	CON 10	SIZ 9	01-04	R LEG	3/4
INT 15	POW 16	DEX 13	05-08	L LEG	3/4
CHA 4			09-11	ABDOM	4/4
Move 8			12	CHEST	5/5
Hit Points 10			13-15	R ARM	3/3
Defense 10%			16-18	L ARM	3/3
			19-20	HEAD	5/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	5	90%	1D10+1 + 3D6	65%	20
2H Spear	5	80%	1D10+1	85%	12
Broadsword	7	80%	1D8+1	70%	20
Mdm Shield	—	—	—	75%	12

SPELLS: Befuddle, Bladesharp 2, Coordination, Countermagic 1, Dispel Magic 1, Disruption, Healing 6, Protection 1.

RUNE SPELLS: (all one-use) Extension I, Multispell I, Shield I, Spirit Block I

SKILLS: Camouflage 50%, Listen 60%, Ride 115%, Spot Hidden 60%, Spot Traps 65%, Tracking 55%

MAGIC: 11-point POW storage crystal; a wand with a Harmonize matrix carved on it; a necklace with an Extinguish matrix carved on it.

POTIONS: Fanliotig always carries two doses of Blade Venom 10.

Fanliotig's Tusk

STR 28	CON 15	01-02	R HIND LEG	4/6
SIZ 30	POW 15	03-04	L HIND LEG	4/6
DEX 5		05-07	HIND Q	4/8
Move 10		08-10	FORE Q	4/8
Hit Points 20		11-13	R FORE LEG	4/6
Defense 0%		14-16	L FORE LEG	4/6
		17-20	HEAD	4/7

Weapon	SR	Attk%	Damage
Gore	8	50%	5D6
Trample	8	75%	5D6 to downed foes only.

OTHER TUSK RIDERS

Amiliog

Torture is Amiliog's life and he will only remain with Fanliotig as long as the supply of fresh victims is constant. It doesn't matter to Amiliog who leads or who follows; he holds himself aloof from what he considers to be petty intra-gang squabbling. Amiliog isn't treasure-oriented and would pursue his line of work for free if need be. He does own, however, 25 Lunars and a massive belt buckle worth 150 Lunars.

Amiliog

STR 15	CON 12	SIZ 10	01-04	R LEG	(6)0/4
INT 7	POW 9	DEX 9	05-08	L LEG	(6)0/4
CHA 4			09-11	ABDOM	(5)2/4
Move 8			12	CHEST	(5)2/5
Hit Points 12			13-15	R ARM	(4)1/3
Defense 0%			16-18	L ARM	(4)1/3
			19-20	HEAD	(4)0/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	5	60%	1D10+1 + 2D6	40%	20
Broadsword	7	65%	1D8+1 + 1D4	45%	20
Mdm Shield	—	—	—	50%	12

NOTE: Armor values in parentheses apply if Amiliog has time to put on the armor hanging on a rack in the torture room.

SPELLS: Bladesharp 3, Glue, Healing 2, Protection 1

SKILLS: Camouflage 45%, Ride 90%, Spot Traps 55%, Track 50%

Amiliog's Tusk

STR 22	CON 13	01-02	R HIND LEG	4/5
SIZ 28	POW 14	03-04	L HIND LEG	4/5
DEX 6		05-07	HIND Q	4/7
Move 10		08-10	FORE Q	4/7
Hit Points 17		11-13	R FORE LEG	4/5
Defense 0%		14-16	L FORE LEG	4/5
		17-20	HEAD	4/6

Weapon	SR	Attk%	Damage
Gore	8	50%	3D6
Trample	8	75%	4D6 to downed foes only

Creatuck

Creatuck is the oldest of the tusk riders and the best-liked by his comrades. Most of the tusk riders — Readune and Sheatiog in particular — would prefer Creatuck to be the group's leader, but this old campaigner is in awe of Fanliotig's magic and will provoke no confrontation. Creatuck has accumulated a treasure totaling 81 Lunars.

Creatuck

STR 14	CON 14	SIZ 12	01-04	R LEG	6/5
INT 13	POW 15	DEX 12	05-08	L LEG	6/5
CHA 6			09-11	ABDOM	4/5
Move 8			12	CHEST	5/6
Hit Points 14			13-15	R ARM	6/4
Defense 25%			16-18	L ARM	6/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	5	80%	1D10+1 + 2D6	60%	20
2H Spear	5	75%	1D10+1 + 1D4	60%	12
Broadsword	6	75%	1D8+1 + 1D4	45%*	20
Mdm Shield	—	—	—	80%	12
Grapple	8	80%	Special	—	—

SPELLS: Countermagic 3, Demoralize, Disruption, Healing 6

SKILLS: Camouflage 50%, Hide in Cover 55%, Move Quietly 60%, Ride 110%, Spot Traps 75%, Tracking 80%

Creatuck's Tusk

STR 24	CON 15	01-02	R HIND LEG	4/8
SIZ 26	POW 12	03-04	L HIND LEG	4/6
DEX 6		05-07	HIND Q	4/8
Move 10		08-10	FORE Q	4/8
Hit Points 19		11-13	R FORE LEG	4/6
Defense 0%		14-16	L FORE LEG	4/6
		17-20	HEAD	4/7

Weapon	SR	Attk%	Damage
Gore	8	50%	3D6
Trample	8	75%	4D6 to downed foe only

Readune

Every group seems to have its own young, hot-tempered, trigger-happy punk kid, and, in this group, Readune is it. He needs a firm hand and guidance which is why Fanliotig has teamed him with Creatuck. Readune has 17 Lunars to his name.

Readune

STR 15	CON 13	SIZ 10	01-04	R LEG	4/5
INT 16	POW 9	DEX 8	05-08	L LEG	4/5
CHA 2			09-11	ABDOM	4/5
Move 8			12	CHEST	4/6
Hit Points 13			13-15	R ARM	5/4
Defense 0%			16-18	L ARM	5/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	6	55%	1D10+1 + 2D6	25%	20
Broadsword	7	45%	1D8+1 + 1D4	45%	20
Mdm Shield	—	—	—	50%	12

SPELLS: Binding, Healing 2, Protection 2

SKILLS: Camouflage 40%, Ride 80%, Spot Traps 50%, Track 50%

Readune's Tusker

STR 23	CON 17	01-02 R HIND LEG	4/6
SIZ 27	POW 8	03-04 L HIND LEG	4/6
DEX 4		05-07 HIND Q	4/8
Move 10		08-10 FORE Q	4/8
Hit Points 21		11-13 R FORE LEG	4/6
Defence 0%		14-16 L FORE LEG	4/6
		17-20 HEAD	4/7

Weapon	SR	Attk%	Damage
Gore	8	50%	3D6
Trample	8	75%	4D6 to downed foes only

Sheatiog

Another of the younger tusk riders, Sheatiog considers himself a follower of Creatuck, not Fanltiog. In combat, Sheatiog favors the use of his Dullblade and Glue whenever possible. He carries 12 Lunars on him in a side pouch.

Sheatiog

STR 12	CON 15	SIZ 12	01-04 R LEG	3/5
INT 9	POW 13	DEX 9	05-08 L LEG	3/5
CHA 5			09-11 ABDOM	4/5
Move 8			12 CHEST	5/6
Hit Points 15			13-15 R ARM	3/4
Defense 0%			16-18 L ARM	3/4
			19-20 HEAD	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	5	60%	1D10+1 + 2D6	40%	20
Broadsword	7	55%	1D8+1 + 1D4	45%	20
Mdm Shield	—	—	—	60%	12

SPELLS: Bladesharp 2, Countermagic 1, Detect Enemies, Dullblade 1, Glue, Healing 3

SKILLS: Camouflage 45%, Hide in Cover 25%, Move Quietly 25%, Ride 90%, Spot Traps 50%, Track 50%

Sheatiog's Tusker

STR 22	CON 16	01-02 R HIND LEG	4/6
SIZ 32	POW 8	03-04 L HIND LEG	4/6
DEX 5		05-07 HIND Q	4/8
Move 10		08-10 FORE Q	4/8
Hit Points 21		11-13 R FORE LEG	4/6
Defence 0%		14-16 L FORE LEG	4/6
		17-20 HEAD	4/7

Weapon	SR	Attk%	Damage
Gore	8	50%	3D6
Trample	8	75%	4D6 to downed foes only

Shiogan

The baby brother of Fanltiog, Shiogan is devoutly loyal to his elder sibling and brooks no criticism of his brother. Shiogan uses his Dullblade first and then commences to fight. Shiogan's loot totals 29 Lunars and a necklace worth 70 Lunars.

Shiogan

STR 13	CON 16	SIZ 10	01-04 R LEG	6/6
INT 8	POW 9	DEX 8	05-08 L LEG	4/6
CHA 5			09-11 ABDOM	5/6
Move 8			12 CHEST	5/7
Hit Points 16			13-15 R ARM	4/5
Defense 0%			14-16 L ARM	4/5
			19-20 HEAD	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	6	60%	1D10+1 + 3D6	30%	20
2H Spear	6	50%	1D10+1 + 1D4	50%	12
Broadsword	7	45%	1D8+1 + 1D4	25%	20
Mdm Shield	—	—	—	50%	12

SPELLS: Dullblade 2, Healing 2, Protection 1

SKILLS: Camouflage 40%, Ride 95%, Spot Traps 50%, Track 55%

Shiogan's Tusker

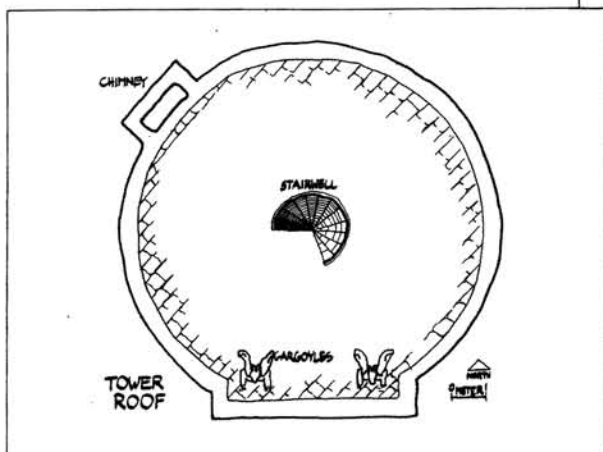
STR 25	CON 14	01-02 R HIND LEG	4/6
SIZ 31	POW 13	03-04 L HIND LEG	4/6
DEX 1		05-07 HIND Q	4/8
Move 10		08-10 FORE Q	4/8
Hit Points 19		11-13 R FORE LEG	4/6
Defense 0%		14-16 L FORELEG	4/6
		17-20 HEAD	4/7

Weapon	SR	Attk%	Damage
Gore	8	50%	4D6
Trample	8	75%	4D6 to downed foes only

Room 1: The Roof

INITIAL DIE ROLLS:

Day: None, both gargoyles are present
 Night: 01-50 Furchard and Bloody Eye
 51-70 Furchard alone
 71-90 Bloody Eye alone
 91-00 No one present



Furchard, a gargoyle

STR 21	CON 11	SIZ 18	01-03 R LEG	6/5
INT 3	POW 11	DEX 10	04-06 L LEG	6/5
Move 5/9			07-09 ABDOM	6/5
Hit Points 13			10 CHEST	6/6
Defense 0%			11-12 R WING	6/4
			13-14 L WING	6/4
			15-16 R ARM	6/4
			17-18 L ARM	6/4
			19-20 HEAD	6/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Javelin	3	45%	1D10+1D3	20%	10
Claws	8	85%	2D6	—	—

SPELLS: Shimmer 2, Speedart

Bloody Eye, a gargoyle

STR 24	CON 9	SIZ 20	01-03 R LEG	6/4
INT 4	POW 10	DEX 12	04-06 L LEG	6/4
Move 5/9			07-09 ABDOM	6/4
Hit Points 11			10 CHEST	6/5
Defense 0%			11-12 R WING	6/3
			13-14 L WING	6/3
			15-16 R ARM	6/3
			17-18 L ARM	6/3
			19-20 HEAD	6/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Javelin	3	75%	1D10+1D6	25%	10
Claws	8	60%	3D6	—	—

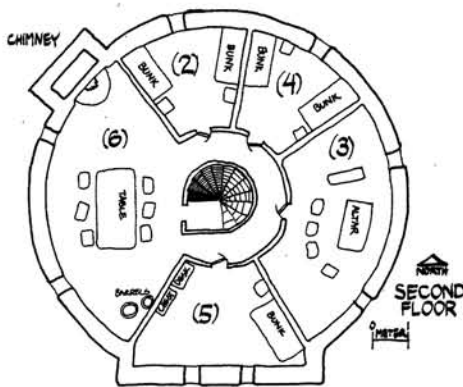
SPELLS: Demoralize, Healing 2, Multimissile 1

Having at great cost finally achieved a fragile peace with the roof-dwelling gargoyles, the tusk riders avoid the roof of the tower. The gargoyles spar with one another to while away the time. Thus, the tusk riders have become conditioned to the sounds of combat on the rooftop; noise overhead will not alarm them.

At night, one or both gargoyles may be out hunting. If any gargoyles are present, they will be sitting over the gates, looking like statues.

Situated behind one of the gargoyles is a loose brick. A successful Spot Hidden roll is required to find it; it takes one person 15 minutes to locate this brick.

TREASURE: A small hollow exists behind the loose brick. Secreted in this niche is a single necklace valued at 900 Lunars, and the rusted hilt of a dagger.



Room 2: Tusk Rider Room

The door to this room is always locked during the day. It is always empty during the day and at night, Creatuck and Readune bunk in this room.

Two beds are shoved up against the outer wall with a chest at the foot of each bed. Miscellaneous trash is strewn everywhere.

The only items which seem worth further investigation here are the chests. One chest is locked, the other is unlocked. Both are filled with dirty, smelly old clothes.

Care should be taken when tampering with the locked chest, as there is a dart hidden inside and it is wired so that when the chest lid is opened, the dart is fired. It hits 45% of the time, doing 1D8 points of damage.

TREASURE — In the locked chest is an ornately decorated small shell worth 200 lunars, several uncut agates of no monetary value, and an ancient Jrusteli scroll-plan for a lifting machine, worth 150 lunars at any knowledge temple.

Room 3: Altar Room

The door to this room is kept locked except during services.

OVERVIEW: Dominated by a massive altar to the Bloody Tusk, this room is surprisingly well-kept. Three candles, in ornate holders, burn continuously on the altar and five stools squat in a semi-circle in front of the altar. Murals adorned the walls at one time, but have faded to the point that it is impossible to distinguish the subject matter.

SPOT HIDDEN: In the center of the altar there is a loose brick which, if pried up, reveals a scroll. A successful Spot Hidden roll must be made in order to locate this brick and it will take one person 20 minutes to search for it.

TRAP: Tampering with the loose brick in the altar results in a large block falling from the ceiling doing 3D6 points of damage to each of two hit locations. To avoid being crushed, the character must roll his DEXx2 or less on 1D100.

Whoever reaches into the niche is in for a surprise as there is a special herbal poison on the sharp edge inside the niche. This poison has a potency of 15 and, three rounds after contact, the character will begin to feel its effects, taking 1 point of constitutional damage on each of the next 15 rounds (and eventually reaching a total of 15 points of damage). Should the character make a successful resistance roll using CON vs. a poison POT of 15, the damage is only 1 point for each of the next 7 rounds. An antidote to this type of poison can be found in the desk drawer in room 5.

TREASURE: Each candlestick holder is worth 50 Lunars while the scroll describes how to increase a character's Lance attack by 5%, if the character has less than 50% ability with the Lance. The referee may determine the amount of time this process takes.

Room 4: Tusk Rider Room

INITIAL DIE ROLLS:

Day: 01-50 Shiogan present

51-00 No one present

Night: Sheatiog and Shiogan present

The door to this room is always locked.

This room is almost identical in appearance to Room 2. The party will find, once again, two beds shoved against the outer wall, each with a chest at its foot. This assumes, of course, that something can be found in amongst the piles of rubbish.

Exploration of the premises reveals that this is the living quarters of Sheatiog and Shiogan. Sheatiog and Shiogan distrust each other and both chests are securely locked.

TRAP: The lock on the second chest (Sheatiog's) is booby-trapped with a wire such that, if the trap is not detected and disarmed, the unfortunate individual opening the chest will be greeted by a weighted shortsword swinging out at him. This sword has a 55% chance of hitting and does 1D6+1 points of damage.

TREASURE: Tucked away in the bottom of the first locked chest is a medallion worth 50 Lunars. The second chest contains a gem valued at 20 Lunars and a pouch containing 35 Lunars.

Room 5: Tusk Rider Leader's Room

INITIAL DIE ROLLS:

Day or Night: 01-50 Fanltiog present

51-00 Room empty

If Fanltiog is present, the door, which leads to the hallway, is unlocked. Prudently, he locks the door when he is not there. The door swings into the room. A nondescript desk and chair are pushed against the inner wall.

As befits his status as the head of the tusk riders, Fanltiog's quarters are somewhat larger than either of the previous tusk rider's chambers and are also slightly better kept.

TREASURE: Fanltiog has hidden two potions in his top desk drawer — three doses of Blade Venom 10 and three doses of the antidote to the poison in the altar niche in room 3. Their written descriptions are in Darktongue. The ornate chest holds worn clothing, but the chest itself is worth 372 lunars. The second chest holds clothes, a pouch containing 32 clacks, and a small inlaid tube worth 5 lunars.

Room 6: Main Hall

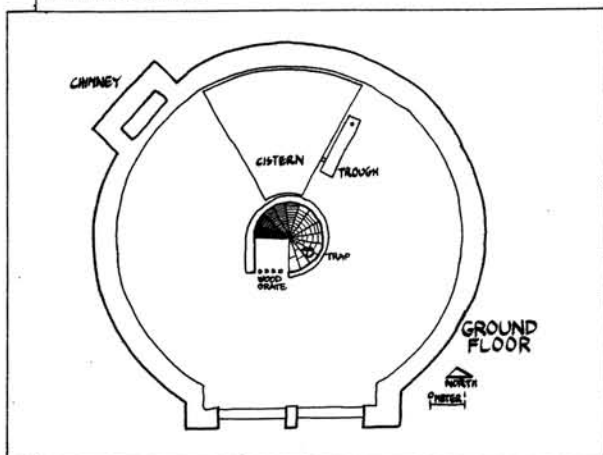
INITIAL DIE ROLLS:

Day or Night: 01-25 Sheatiog and Fanltiog present
 26-50 Sheatiog alone present
 51-00 Sheatiog and Shiogan present

The door to the stairway is always unlocked.

OVERVIEW: A table has been drawn close to the large stone fireplace and six chairs are scattered around it. The room and hallway are filthy. An unusual odor comes from the barrel of rotting meat; the keg is filled with drinkable wine. There is a lance leaning against the fireplace.

TREASURE: The barrel (minus the meat) is worth 100 lunars, the wine is worth 20 lunars, and the well-made lance is worth 30 lunars.



Room 7: Giant Tusker Pen

INITIAL DIE ROLLS:

Day or Night: 01-15 Fanltiog present along with the tuskars
 16-80 Only tuskars present
 81-00 Shiogan caring for the tuskars

Here are feed troughs, straw, hay, and the lovely smells and refuse associated with quartered animals. Unless Creaktuck and Readune are in for the night, there are only four animals stabled here. There is no fire in the fireplace but smoke drifts up the chimney from the dungeon below. A cistern and an animal water trough also are present.

TRAPS: Halfway down the stairway to Room 8 are four steps which will give way when weight in excess of 10 kilos is placed on any of them. A character has a chance of DEXx2% of grabbing a handhold before he falls through the stairway trap. If he misses his chance, he falls straight down for 30 meters into a 12-meters-deep pool.

If a successful Jump is made, a falling character sustains 1D6 damage to a player-specified hit location. Missing the Jump chance causes 2D6 damage to two random hit locations. Armor will absorb damage from the fall. Once in the water, any armor will weigh down the character.

To determine whether or not the character took a breath before hitting the water, roll POWx5% or less as a chance. If successful, the referee must determine whether or not the character can get out of the pool, and how quickly.

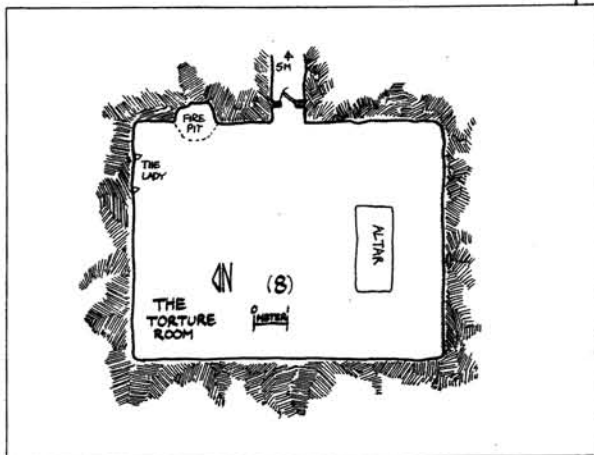
If the POWx5 roll is missed, drowning may begin. During the second to fifth rounds after being submerged, a character must roll his CONx5 or less on D100 or take 1D8 damage each round as he inhales water. In the sixth round he must roll CONx4, in the seventh round CONx3, and in the eighth round CONx2. In the ninth to sixteenth rounds, a successful roll must be made against CONx1. After that, 1D8 chest damage can be avoided only by rolling 01-05 on D100.

TREASURE: Hidden in tusker manure is a pouch with 248 lunars in small gems.

Room 8: Torture Chamber

INITIAL DIE ROLLS:

Day or Night: 01-90 Amiliog only
 91-00 Both Amiliog and Fanltiog



There are torture instruments and bloodstains scattered about. The blazing fire in the fireplace cheerily heats pokers to a sizzle. Amiliog, the torturer, is engrossed with a corpse on the altar to the Bloody Tusk. Several older bodies are stacked in a corner. The Lady Jezra is manacled next to the fireplace.

She is in good shape, judging by the taunts she is hurling at an oblivious Amiliog. Foul-mouthed and self-centered, she is also tough, and may help the adventurers if they have to fight their way out.

There is a bedroll against the western wall where Amiliog sleeps. He dislikes getting away from his work. His armor rack is next to the bedroll.

HIDDEN SPOTS: The stairs beneath the altar are discovered only by a successful Spot Hidden roll; search time for one person is thirty minutes.

TREASURE: In a crack is a small gem worth 72 lunars.

Lady Jezra

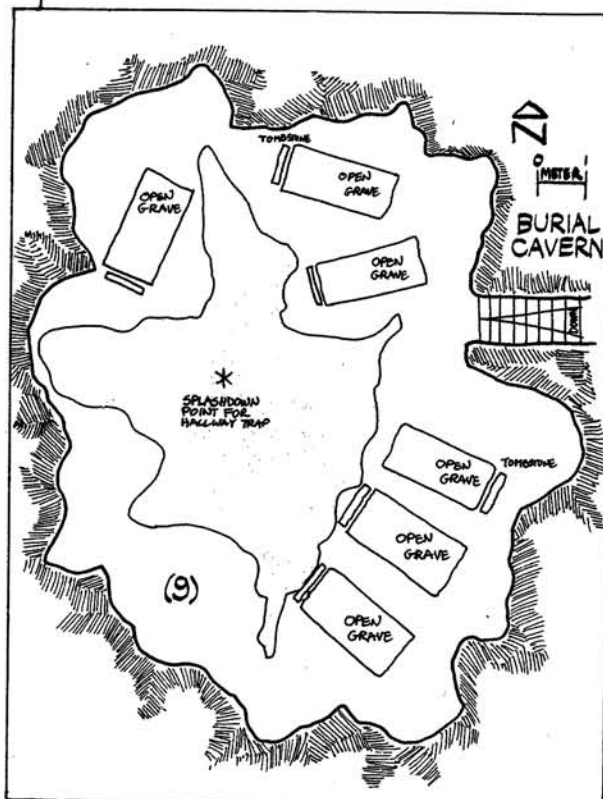
STR 9 CON 17 SIZ 11 01-04 R LEG 0/6
INT 14 POW 12 DEX 15 05-08 L LEG 0/6
CHA 14 09-11 ABDOM 0/6
Move 8 12 CHEST 0/7
Hit Points 17 13-15 R ARM 0/5
Defense 15% 16-18 L ARM 0/5
19-20 HEAD 0/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Kick	8	65%	1D6	—	—
Hatchet	7	65%	1D6+1	25%	15
Self Bow	2/9	55%	1D6+1	25%	6
Mdm Shield	—	—	—	60%	12

SPELLS: Befuddle, Detect Life, Healing 2, Ironhand 2

SKILLS: Camouflage 25%, Climbing 35%, Evaluate Treasure 15%, Hide in Cover 30%, Jumping 55%, Listen 35%, Lock Picking 20%, Move Silently 40%, Pick Pockets 20%, Riding 45%, Spot Trap 25%, Tracking 20%, Trap Set/Disarm 25%

LANGUAGES: Darktongue 15/00%, Tradetalk 35/10%, Pelorian 75/50%.



Room 9: Stone Burial Cavern

INITIAL DIE ROLLS: None

A large, roughhewn natural cavern which is 48x24 meters in size. Since this is a burial ground, it is a place which is shunned, as the build-up of dust, dirt, and debris silently attests. In the center of the cavern is a pool (6x6x12 meters). Six tombstones grace six open graves; six skeletons lie about.

The six skeletons are animated. Each will disintegrate if a weapon pierces its armor and causes any damage — therefore ignore CON and hit points for them. When their tomb

is violated, they immediately will rise and advance upon the transgressor. No skeleton will enter the water, though nothing will happen to one if it is thrown into the pool.

Skeleton 1

STR 9 SIZ 7 3 point armor
POW 1 DEX 15 Any hit through the armor destroys a skeleton
Move 8
Defense 05%

Weapon	SR	Attk%	Damage	Parr%	Pts
Hatchet	8	75%	1D6+1	75%	15
Mdm Shield	—	—	—	75%	12

Skeleton 2

STR 9 SIZ 15 2 point armor
POW 1 DEX 12
Move 8
Defense 0%

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	60%	1D6+1	60%	20
Mdm Shield	—	—	—	60%	12

Skeleton 3

STR 12 SIZ 10 2 point armor
POW 1 DEX 13
Move 8
Defense 05%

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	6	65%	1D8+1	65%	20
Mdm Shield	—	—	—	65%	12

Skeleton 4

STR 12 SIZ 11 3 point armor
POW 1 DEX 11
Move 8
Defense 0%

Weapon	SR	Attk%	Damage	Parr%	Pts
Hatchet	9	55%	1D6+1	55%	15
Lg Shield	—	—	—	55%	16

Skeleton 5

STR 12 SIZ 12 2 point armor
POW 1 DEX 10
Move 8
Defense 0%

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	7	50%	1D8+1	50%	20
Mdm Shield	—	—	—	50%	16

Skeleton 6

STR 9 SIZ 11 3 point armor
POW 1 DEX 17
Move 8
Defense 10%

Weapon	SR	Attk%	Damage	Parr%	Pts
Hatchet	7	85%	1D6+1	85%	15
Mdm Shield	—	—	—	85%	12

HIDDEN SPOTS: One of the tombstones differs slightly in construction from the others and will separate along a hair-line fissure near the base. A successful Spot Hidden roll is needed to discover this and it takes thirty minutes to conduct the search.

TREASURE: Inside the tombstone with the hairline fissure are 80 clacks and 155 Lunars. In one grave is an iron spear point. On one of the skeletons is an old, tarnished, copper alloy ring embossed with Elven designs and valued at 287 Lunars.

4

SCENARIO FOUR

Disease is rampant in the hamlet of Weis and throughout the valley of the River of Cradles south of the Vilinar. Even the duke's camp has been hit, despite careful measures. The duke's wife is dead, and so are half the citizens of Weis, as are several of the duke's servants and slaves. Perhaps because of their constant activity, none of the duke's mercenaries have been infected — but it is surely only a matter of time until many are.

Broos have been along the upper Vilinar. Since this stream provides both the water for Weis and for the duke's fort, the presence of broos is both a deadly threat and a promise that if the broos are eliminated, so will be the source of the plagues ravaging the region.

Revenge of Muriah

Player Information

The duke calls the characters together early one morning. They are in his audience chamber. The walls are draped in black for mourning — the duchess died last night. She held on long enough to live, to see the return of her daughter, and then died the next day.

The duke stiffly rolls out the map of his lands. It has more details than it did the last time the characters saw it. "This is the Vilinar river, and here is the fort," he says. "The Vilinar comes out of the cliffs at this point, at the edge of Agimori country. The river is deep enough for small boats to go all the way to its source. My newtlings will take you up the river, and it will be your job to find the broos causing this plague, to kill them or to drive them far away forever, so that clean water flows through my lands.

"If anyone here cannot face broos, he is not obliged to take this mission. He may instead take a horse and ride from here, for he no longer has my lordship." The duke waits to see if anyone wishes to flee the valley.

"May your skills and good fortune bring you success," he says. "Daine will provide what you need for this job."

Daine's Briefing

Daine has been touched by the plague, and he is hollow-cheeked and wan. He has an iron constitution which allows him to do his duties whether or not he is ill.

"These packets," he says, handing five packages to the leader of the party, "are from the Chalana Arroy healer who has come from Horn Gate to help us. Two packets are an herbal remedy for the Shakes, two combat, the Creeping Chills, and one treats Brain Fever. These are all she can spare for now from her current needs here, so be careful if you do find the broos.

He picks up a larger bundle. "If you kill any broos, use these linen gloves and blankets to stack the bodies into a pyre and burn them — and be careful to stay up wind from the smoke.

"The broos may be anywhere along the river, and that's why you're going up the Vilinar by boat. But I think that they're at the headwaters, since the hut people up in Weis are even worse off than we are — something like half the people have died there. But probably somebody's still alive in the place." Daine's days had been tried by several petty thieves whom he believed lived in Weis, and it is clear that

he hopes his unknown foes now are dead and unmourned. "Before he died, the head man at Weis sent word twice that broos had been seen in the area — it's the best evidence we have to go on." He also tells them that Tarnak is still alive.

When the characters embark, if any make their Spot Hiddens they will see what appear to be newtling heads appear and then disappear. There is no consequence, and any amount of searching by the party uncovers nothing.

Up River

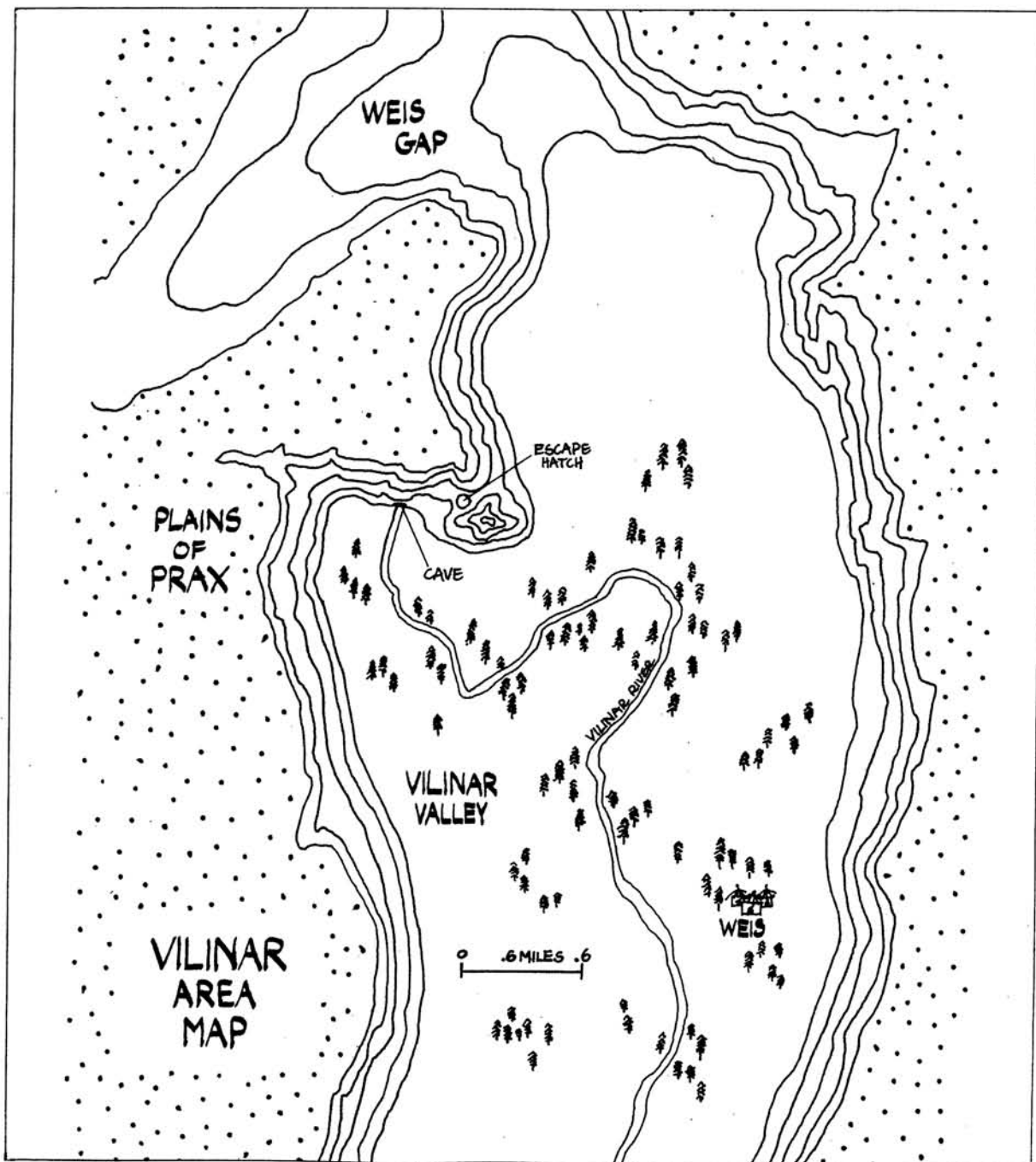
If the characters go to Weis, they will find perhaps a score of roundish brush and mud huts among a grove of trees above the river. As they near the huts, they will smell rotting corpses. If they press on, they will find a survivor tending her chickens.

"It is Muriah," she will declare. "Muriah cursed us when she left. Twenty years passed, and we forgot, but now the death is on us like she promised."

After several promptings, the old woman will tell this tale:

A generation ago Muriah and her mother and father lived in Weis. They were the poorest and most despised of the folk of Weis, for the father had been proven to have stolen what he could from the others who lived in Weis. At that time all were poverty-stricken and in constant fear of the nomads who burnt and robbed. Muriah and her family were forced to live by the river, apart from the town, and soon after her mother and father became seriously ill. Muriah, only a child, went from hut to hut, seeking aid for those she loved. But all doors were closed to her in revenge for the thefts. By the next day her mother and father had died, and she was alone. She came again to the village and told all that a day would come when all the doors of Weis were shut by Death, as they were shut against her dying parents. Then she left Weis forever, and all supposed her dead. But then the head man had a dream in which Muriah spoke to him and said, "It is twenty years — prepare your people for their end." And the next day the first death occurred.

If asked, the old woman will say that she has heard that the Vilinar river comes out of a cave, but that she has never gone near the place, because it is bad luck to go into a cave, as everyone knows. "There was a man here who knew the caves well," she cackles, "but he died."



Referee Information

The head man's vision was a true one. Muriah, as only a child could be, was obsessed by her dreams of vengeance. She wandered for a week or so, and then was snatched up by a band of broos down river. They found her pure in her hate, and told her how she could worship Mallia, and thereby become proud and terrible. This was what she sought. Muriah grew into a great Disease Master of Mallia, cunning, implacable, and fierce. But her responsibilities to the cult also grew, and it was not until Lunar influence penetrated Prax (and thereby weakened the barbarian foes of Mallia)

that she could with good faith find the resources for her private vengeance.

She sent a lesser Disease Master, two Initiates, and nine lay member broos to thoroughly pollute the water that all Weis must drink. This they do by spells and potions, by bathing and defecating in the water, and by binding a spirit of disease to a bottle of disease potion and hiding it near the hamlet. Her agents were careless in not foreseeing that they might rouse the wrath of the duke, if in fact they did bother to reconnoiter out to the River of Cradles.

Scenario Level

This adventure is designed for a small, experienced party. The presence of a Rune priest or Rune lord in the group is recommended.

Spells Used

Many of the broo spells in this adventure come from the book *CULTS OF TERROR*. Referees may replace any unfamiliar spells with those more familiar, as desired.

Level of Observation

The broos have killed the one person who came near the caves since they arrived, and may feel that their presence is still a secret. They may be careless or scrupulous in guarding the caves, as desired and as the general proficiency of the search party should indicate.

The Headwaters of the Vilinar

Broos will be found only at the headwaters of the river. A referee may toss in an occasional broo footprint to keep the characters headed toward the caves, but no broo should be found outside the caves.

As the scenario map shows, the Vilinar river flows directly out of the side of the cliff. It is too rocky and shallow for the first 200 meters for boats to go directly to the cliff face, so the newtlings will halt at that point, and the party must decide which side of the river on which to advance to the cave entrance. If he wants a quicker game, the referee should help out with more footprints or other broos sign on the south side of the river, so that the characters more quickly find the foot passage leading into the mountain.

Framed on either side by groves of pines, the mouth of the headwaters cave is easily seen from the place at which the newtlings must beach their boats. To the right of the cave mouth the canyon wall juts out, then falls back along a notch from a free-standing pinnacle. The cliffs tower for hundreds of meters overhead. Like a silver tongue, the river flows from the cave in a smooth shallow sheet over now-smoothed rock falls. The land to either side of the river is flat up to the cliffs, with occasional boulders, and little grass except a fringe right at the water — an indication to the sharp-eyed that the underground flow of the Vilinar rarely varies.

To the right of the cave mouth the canyon wall curves out, then bends away in another direction. At the tip of the bend, it falls back from a pinnacle which is free-standing for most of its height (nearly that of the main canyon wall). In the crotch of the "V" between the canyon wall and the pinnacle is the 'escape hatch' of the broos, some 70 meters above the canyon floor. Though vertical to this height, the wall thereafter falls back enough that careful individual climbers stand some chance of reaching the plateau above. It will take many hours, however, and even a foot party could reach the top by the Weis Gap (or Cut) long before unaided climbers could scale the 300 meter walls.

At the mouth, the headwaters cave is 21 meters wide and 12 meters high. Six of the horizontal meters are filled by the Vilinar's rushing waters. Both the river and its two sources are (after a short shelf) more than 3 meters deep. If it is necessary, find a particular depth by rolling 1D4+2 in meters. All waters in this scenario are rapid and deep, but

are swimmable with some skill. It is up to the referee as to just what that skill level is. The rivers are swimmable in both directions. All cave roofs are at least 4 meters high.

Any person missing a Swim roll demanded by the referee will be swept downstream — such crossings are dangerous! An alternative method of crossing these waters is usually provided, though such methods also will have inherent risks.

The two sources of the Vilinar are of different temperatures: when facing the cave mouth from the outside, the left-hand, southern source is quite warm (18° C), while the right-hand, northern source is nearly freezing cold (3° C). There is always condensation where the two flows meet, and referees may postulate fog or vapors in part of the room if they wish. The bridge at Point 2 always will be slick with condensation from the warm water.

Point 1: The Entry Room

INITIAL DIE ROLLS:

01-30 Revor and Broo Two

31-50 Revor and Broos Two and Three

51-00 Revor and Broos One, Two and Three

OVERVIEW: It will be hard for the party to orient itself once entering the cave. The darkness, the roar of the water, and the drifting fog combine to defeat the normal senses and may make communication difficult. It will be impossible to whisper and be heard anywhere near the water. As the party penetrates further into the large room surrounding Point 1, the darkness will become complete, broken only by a dim glow of light up the warm branch of the river.

At the fork of the "Y" forming the Vilinar, there is a beach roughly 6 x 12 meters; it can be reached only by swimming.

As shown, six boulders large enough to hide behind are strewn across the major portion of this part of the cave.

SPOT HIDDEN: A successful Spot Hidden roll directed up the warm branch of the river reveals the bridge near Point 2; a successful Spot Hidden directed at the isolated beach in the fork of the "Y" will locate the hilt of a buried weapon, but nothing more about the weapon can be determined without grasping the hilt and pulling the weapon out of the sand.

TRAP: At the point marked "X" in the tunnel leading from Point 1 to Point 2, there is a camouflaged pit placed squarely in the middle of the tunnel.

This trap is avoidable for the party if any member can make his or her Spot Trap roll. Failure by successive party members results in a 50% chance that the individual falls into the pit, landing on needle-sharp stakes 3 meters below.

A victim takes 1D6+1+1D8 damage to 1D4 random hit locations. There is a 20% chance with each hit that it will impale. Further, each stake is coated with Brain Fever potion, and to avoid this dread disease the victim must roll his CONx5 or less on D100.

TREASURE: On the beach is the hilt of a scimitar long ago fashioned by a master craftsman; because of its superior workmanship it has an automatic +1 damage add. A Fireblade matrix is on the pommel. In New Pelorian, it bears the inscription "True Sword of the Fire."

Of the broos near Point 1, only Revor has any treasure. He carries 2 wheels, 18 lunars, and 12 clacks, and wears a gaudy ruby ring worth 315 lunars.

Point 2: The Stone Bridge

INITIAL DIE ROLL IF NO ALARM HAS BEEN RAISED:

01-50: Broo Six lurks between Point 3 and the bridge, on watch.

51-00: Asha, and Broos Four, Five and Six are all gathered around Point 3, and no watch is being kept.

OVERVIEW: As with the tunnel, the bridge is also man-made. It looks weak and as though it could break at any moment, and player-characters may be suspicious of it, but it is fundamentally sound, and will support any reasonable weight or activity. The bridge is 1 meter wide and 6 meters long in all.

Because it is over the warm branch, slimy fine moss grows everywhere on the bridge and the first meter of stone to either side of the bridge along the tunnel. The surface is very slick, and there are no railings at the sides of this natural rock slab.

From here the glow of the fire at Point 3 will be bright, and any shadows or movement from Point 3 can be seen from the other side of the bridge.

SPOT HIDDEN: A successful Spot Hidden to specifically detect a guard is necessary to notice Broo Six if she is on watch across the bridge.

TRAP: The bridge can act as a trap. Its moss and moisture make very slippery footing. To cross it standing upright, the character must roll his DEX x 3 or less on D100. If crawling, he must roll his DEX x 5 or less on D100. Failure to make the appropriate roll will send the character cartwheeling into the suspiciously warm torrent below. To determine the results of the fall, consult the Drowning rules in the appendices of RUNEQUEST.

COMMENT: Characters crossing the bridge may come under missile fire from guard broos. The effects of such bombardment are left to the referee, except that characters crossing the bridge must do so in single file.

Point 3: The Broo Guard Station

INITIAL DIE ROLL:

01-20: Asha and Broo Four

21-50: Asha and Broos Four and Five

51-00: Asha and Broos Four, Five, and Six

If some or all of these broos have been activated already, they will not be in this room.

OVERVIEW: There are scattered boulders near this Point, rising out of a sandy floor. Such a floor is handy for walking on silently, and provides a medium with which to put out a fire almost instantly. The fire is exactly at Point 3.

Four bedrolls are close to the fire. Near the one furthest from the entrance to this room is a small chest, securely padlocked.

HIDDEN SPOTS: A timber 12 meters long is buried in the sand along the wall of the room nearest to the warm branch of the Vilinar; a successful Spot Hidden roll will find it. The broos use it to cross the cold branch of the river to get to Point 4 and beyond, and have long since grown careless in constantly hiding it and digging it up. There are also ropes at the river crossing which allow a dry, quick crossing.

TRAPS: The chest belongs to Asha. Though it is old and battered, it guards possessions that she values highly. She has coated the lock with manticores poison (potency 13). If the opener does not notice this, he will be poisoned in trying to pick the lock. This poison attacks the CON of the opener on the RUNEQUEST resistance table. Should the poison overpower the victim, it will do 13 points damage to the character's CON. If the attack fails, it will do 6 points of damage to the opener's CON.

TREASURE: Asha's chest holds two additional doses of manticores poison, as well as jewel-encrusted broo ceremonial dagger which she won in a fight to the finish from a rival. It has a value of 475 lunars, and is of sentimental value to Asha as well.

Broos Four, Five, and Six each carry 2 lunars, 7 clacks.

Point 4: The Rope Crossing

INITIAL DIE ROLL: none

OVERVIEW: By the faint light coming from the fire at Point 6 (and Point 3 if it has not been extinguished), the characters will see 3 ropes hanging from the cavern ceiling far overhead. Two are tied to the riverbank nearest Point 3, and one is tied to the other side of the river. Between flows the river, cold, dark, and too noisy for conversation lower than a shout.

The ropes are frayed and decaying; they have hung here a long time, and cannot be guaranteed to safely transport a passenger across the river by swinging, though that was and is their function.

The ropes also are slick. To determine if a character can hold on all the way across the river, refer to the resistance table in RUNEQUEST, comparing the SIZ of the character against his STR. Should SIZ win, the character plunges into the chilly waters below. Refer to the RQ drowning rules to discover his fate in that case.

Anyone attempting to jump across the river should have his or her Jump roll reduced by two-thirds (round up to nearest 5%).

Missile fire from the vicinity of Point 5 directed at characters swinging across on the ropes will be at normal rates of accuracy.

Point 5: The Sand Cavern

INITIAL DIE ROLL: none.

OVERVIEW: The room on the far side of the cool branch of the river has no keyed residents. With its sand and boulders, it resembles the room around Point 3.

Any broo keyed to either Point 1 or Point 3 who has not been encountered previously will be in this room. If all have been met, then this room may be empty.

SPOT HIDDEN: In the sand near the river is buried another 12 meter timber which can be used as a bridge. It is more carefully hidden, and requires both a successful Spot Hidden Item roll and a search time of 20 minutes.

Outside of the sand, boulders, timber, and any broos, there is nothing else here.

Point 6: The Inner Sanctum

INITIAL DIE ROLL: none.

OVERVIEW: The corridor leading back to the room surrounding Point 6 is narrow, and will be slick if wet.

The room resembles those of Point 3 and Point 5, except that the floor is rock slab, rather than sand.

A stockpile of supplies — food, firewood, extra bedrolls and so on — piled high in the southwest corner shows that the broos are prepared for a siege. The bedrolls being used are closer to the fire, which is exactly at Point 6. There is a small, jewelled chest with one bedroll.

HIDDEN SPOTS: Within Qad's armor is a key to the chest. A successful Spot Hidden roll is needed if this key is to be located, and it will take 25 minutes.

TRAPS: Poised on a crude but powerful spring, a scimitar waits within the chest. Both a successful Spot Traps and a successful Disarm Trap roll are needed to avoid becoming a victim of the trap. Failing either roll, the blade will hit 75% of the time, doing double damage (2D8+2) due to the strength of the spring. Roll for hit location.

TREASURE: The chest is worth 1500 lunars on the open market. Qad carries 2 wheels, 7 lunars, and 12 clacks in a pouch. Qad also wears a heavy gold medallion studded with rubies with a value of 3,250 lunars. He carries three gem stones worth 110, 215, and 613 lunars respectively. Each of the other three broos in the room carry 6 lunars, 12 clacks.

Within the chest is a set of manuscripts in Old Wyrnism. These papers are worth 5500 lunars to the right buyer.

OPTIONAL TACTIC: On an hourly basis, a broo from each room signals to rearward defenders that all is well. Any break in the procedure will indicate to Qad that something is amiss. Once alerted, Qad will station his best missile people by Point 2 or Point 4, as indicated.

Point 7: The Escape Hatch

INITIAL DIE ROLL: none

OVERVIEW: A rock chimney leads upward at a sharp angle from Point 7, and debouches outside — 70 meters up the face of the cliff, from where good climbers would spend several hours getting to the top of the plateau.

The chimney is about 1 meter square, with many handholds. If pursuing, the pursuer can see and engage only the last broo in such an arrangement. There is a tiny ledge where the chimney opens out, but it is large enough for only three broos to stand upon, or for one to lie upon.

A Different Player-Character Strategy

The player-characters may decide at some time to dam up the river and drown the broos rather than to fight and kill them directly. It will be possible for them to dam up the Vilinar at the cave mouth in a reasonable amount of time (1D3 days). The broos will attempt a surprise attack once, but if that fails they will climb the cliff face, re-enter the valley through the Weis Gap, slay everyone in Weis (or believe that they have done so), and then report to Muriah that their mission succeeded.

The Broo Defenders

Revor is a young broo making steady, unspectacular progress as an Initiate of Mallia. He is not the sort on whom a superior would call if initiative or imagination was needed. He and his companions have orders to inflict casualties on any interlopers in the cave, and to alert the rest of the broos. They will fall back along the tunnel connecting Points 1 and 2 as soon as one of them is hurt or killed, but they will not panic, and may attempt to ambush the player-character party before the party reaches the bridge.

If Revor hears or sees the adventurers, he immediately will send back Broo Two (who has Mobility) to warn the rest of the broos.

Revor is boorish and arrogant. He does not get along with Asha, the other Initiate, or with Qad, the Rune priest. If they can do it safely, they will leave Revor to the tender mercies of the adventurers.

Asha is one of the most competent of the younger broos. To her dismay, she is the same age as Revor, and often finds herself saddled with him on missions, where the friction between them is continuous and serious. She resents his arrogance and wealth, and (secure as second-in-command and as Qad's lover) has begun to scheme the death of annoying Revor.

If Revor sends his messenger to her, the messenger will continue on to Qad, at Point 6, while Asha prepares to defend the bridge. Depending on the information given her, she may move her group forward to aid Revor (and possibly kill him at an opportune moment). If she defends the bridge, she will fight until three adventurers are across the bridge, and then will retreat across the cool branch of the Vilinar, and defend Point 4.

Qad is an older male priest who reports directly to Muriah herself. Many in the cult (though not Revor) feel that when Qad speaks, they hear the words of Muriah. Qad is straight-forwardly brutal. A mate to Asha, he is considering throwing Revor down the cliff when the group's mission is complete.

If he hears of the fighting, Qad will lead his three broos toward it. He and his broos form by far the most powerful fighting force for the broo party. He will try to unite with any broos near Point 3; if that is impossible he will try to defend the crossing at Point 4. He will make a serious effort to defeat the intruding adventurers, and will try to carry out a successful retreat through the escape hatch if all else fails. He may use his Divine Intervention 6 in situations that are particularly serious.

Revor					
STR 17	CON 17	SIZ 17	01-04	R LEG	4/7
INT 15	POW 16	DEX 15	05-08	L LEG	4/7
CHA 7			09-11	ABDOM	4/7
Move 9			12	CHEST	4/8
Hit Points 19			13-15	R ARM	4/6
Defense 15%			16-18	L ARM	4/6
			19-20	HEAD	4/7

Weapon	SR	Attk%	Damage	Parr%	Pts
2-H spear	4	80%	1D10+1+1D4	75%	15
Bow	3	75%	1D4+2+1D4	25%	6
Dagger	8	65%	1D4+2+1D4	50%	12
Thrnw. Dag.	3	70%	1D4	—	—

SPELLS: Bladesharp 2, Countermagic 3, Dispel Magic 2, Healing 3, Protection, Sneeze 2, Speedart, Spirit Shield.

RUNESPELLS: Cause Shakes (1 use), Cause Brain Fever (1 use).

SKILLS: Bargain 30%, Camouflage 45%, Climb 80%, Hide in Cover 60%, Identify Disease 65%, Jump 70%, Listen 60%, Lock Pick 40%, Move Quietly 50%, Oratory 45%, Prepare Soul Waste Potion 50%, Spot Hidden 65%, Spot Trap 60%, Spread Disease 40%, Swim 30%, Track Set/Disarm 65%, Treat Disease 60%.

LANGUAGES: Tradetalk 30%.

MAGIC ITEM: POW storage crystal (POW 8).

POTIONS: 3 doses Soul Waste, Healing 6 salve.

CHAOTIC FEATURE: reflects 1-point spells back at caster.

DISEASE: carries Soul Waste.

Broo One, female lay member of Mallia.

STR 18	CON 13	SIZ 14	01-05	R LEG	3/8
INT 9	POW 20	DEX 12	06-08	L LEG	3/5
CHA 6			09-11	ABDOM	3/5
Move 9			12	CHEST	3/6
Hit Points 15			13-15	R ARM	3/4
Defense 5%			16-18	L ARM	3/4
			19-20	HEAD	3/5

Weapon	SR	Attk%	Damage	Parr%	Pts
2-H spear	4	40%	1D10+1+1D4	40%	15
Comp. bow	4	40%	1D8+1	—	—
Head butt	9	45%	1D6+1D4	—	—

SPELLS: none.

SKILLS: Camouflage 40%, Climb 45%, Hide in Cover 30%, Jump 50%, Listen 35%, Move Quietly 25%, Spot Hidden Item 20%, Spot Traps 25%, Swim 30%.

CHAOTIC FEATURE: has (1) huge right leg and (2) an eye in the back of its head making it difficult to surprise her.

DISEASE: carries Shakes.

Broo Two, male lay member of Mallia.

STR 10	CON 18	SIZ 11	01-04	R LEG	3/6
INT 10	POW 9	DEX 10	05-08	L LEG	3/6
CHA 4			09-11	ABDOM	3/6
Move 9			12	CHEST	3/7
Hit Points 18			13-15	R ARM	3/5
Defense 0%			16-18	L ARM	3/5
			19-20	HEAD	3/6

Weapon	SR	Attk%	Damage	Parr%	Pts
1-H spear	6	40%	1D8+1	35%	15
Head butt	9	40%	1D6	—	—
Bow	4	45%	1D6+1	—	—
Med shield	—	—	—	40%	12

SPELLS: Mobility.

SKILLS: Camouflage 15%, Climb 40%, Hide in Cover 20%, Jump 45%, Listen 30%, Move Quietly 15%, Spot Hidden Item 15%, Spot Trap 10%, Swim 35%, Tracking 20%.

CHAOTIC FEATURE: has extra thumb on his nose.

DISEASE: carries the Shakes.

Broo Three, male lay member of Mallia.

STR 21	CON 15	SIZ 16	01-04	R LEG	4/6
INT 11	POW 14	DEX 15	05-08	L LEG	4/6
CHA 7			09-11	ABDOM	4/6
Move 9			12	CHEST	4/7
Hit Points 16			13-15	R ARM	4/5
Defense 05%			16-18	L ARM	4/5
			19-20	HEAD	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts
1-H spear	4	65%	1D8+1+1D6	50%	15
Short sword	7	55%	1D6+1+1D6	45%	20
Comp. bow	3	50%	1D8+1	—	—
Head butt	7	60%	2D6	—	—
Med. shield	—	—	—	60%	12

SPELLS: none.

SKILLS: Camouflage 20%, Climb 55%, Hide in Cover 35%, Jump 60%, Listen 40%, Move Quietly 40%, Spot Hidden Item 35%, Spot Trap 40%, Swim 70%, Tracking 30%.

CHAOTIC FEATURE: additional 6 points STR (already included in the statistics).

DISEASE: carries the Shakes.

Asha, female Initiate of Mallia

STR 15-	CON 18	SIZ 15	01-04	R LEG	6/8
INT 17	POW 17	DEX 18	05-08	L LEG	6/8
CHA 10			09-11	ABDOM	7/7
Move 12			12	CHEST	7/8
Hit Points 20			13-15	R ARM	6/6
Defense 65% (40% chaotic feature plus 25% natural)			16-18	L ARM	6/6
			19-20	HEAD	9/7

Weapons	SR	Attk%	Damage	Parr%	Pts
Rapier	4	90%	1D6+1+1D4	80%	12
Shortsword	5	85%	1D6+1+1D4	85%	20
Comp. bow	2	90%	1D8+1	—	—

BOUND SPIRIT: small lizard of POW 16, INT 7.

SPELLS: Bind Spirit, Bladesharp 3, Countermagic 3, Detect Spirit, Healing 6, Sneeze, Speedart. [lizard] Dispel Magic 3, Mind Speech 1, Protection 3.

RUNESPELLS: Cause Chills, Dismiss Elemental, Spirit Block (all 1-used spells).

SKILLS: Bargaining 40%, Camouflage 60%, Climb 90%, Hide in Cover 75%, Identify Disease 80%, Jump 95%, Listen 70%, Lock Pick 45%, Move Quietly 75%, Oratory 60%, Prepare Brain Fever Potion 65%, Spot Hidden Item 65%, Spot Trap 85%, Spread Disease 60%, Swim 70%, Tracking 90%, Treat Disease 75%.

LANGUAGES: Darktongue 30%, Tradetalk 35%.

MAGIC ITEM: flawed POW 10 storage crystal (whenever this crystal is attuned to a new owner, it will bestow a random chaotic feature upon him).

POTIONS: Blade Venom 15 (1 dose), Brain Fever potion (2 doses), Healing 6 salve (two doses), 6-point POW restoring potion (1 dose).

CHAOTIC FEATURE: (1) movement class 12, (2) appearance is confusing (treat as added 40% defense, already included in stats).

DISEASE: carries Creeping Chills.

Broo Four, male lay member of Mallia

STR 15	CON 13	SIZ 15	01-04	R LEG	3/5
INT 14	POW 14	DEX 07	05-08	L LEG	3/5
CHA 5			09-11	ABDOM	3/5
Move 9			12	CHEST	3/6
Hit Points 14			13-15	R ARM	3/4
Defense 0%			16-18	L ARM	3/4
			19-20	HEAD	6/5

Weapons	SR	Attk%	Damage	Parr%	Pts
1-H spear	6	55%	1D8+1+1D4	50%	15
Comp. bow	5	45%	1D8+1	—	—
Head butt	9	55%	1D6+1D4	—	—
Thrw. Dag.	5	50%	1D4	—	—

SPELLS: Bladesharp 2, Countermagic, Healing 2, Sneeze.

SKILLS: Camouflage 20%, Climb 50%, Hide in Cover 45%, Jump 60%, Listen 45%, Move Quietly 40%, Spot Hidden Item 40%, Spot Trap 30%, Swim 70%.

CHAOTIC FEATURE: has double-jointed left leg.

DISEASE: carries Creeping Chills.

Broo Five, male lay member of Mallia.

STR 13	CON 14	SIZ 13	01-04	R LEG	2/5
INT 9	POW 6	DEX 13	05-08	L LEG	2/5
CHA 5			09-11	ABDOM	2/5
Move 9			12	CHEST	2/6
Hit Points 15			13-15	R ARM	2/4
Defense 10%			16-18	L ARM	2/4
			19-20	HEAD	3/5

Weapons	SR	Attk%	Damage	Parr%	Pts
Shortsword	8	45%	1D6+1+1D4	40%	20
Bow	3	50%	1D6+1	—	—
Head butt	8	50%	1D6+1D4	—	—
Med. shield	—	—	—	45%	12

SPELLS: none.

SKILLS: Camouflage 15%, Climb 40%, Hide in Cover 20%, Jump 35%, Listen 40%, Move Quietly 25%, Spot Hidden Item 30%, Spot Traps 20%, Swim 70%, Tracking 15%.

CHAOTIC FEATURE: red, green, and purple hair grows on his head in parallel stripes.

DISEASE: carries Blotches.

Broo Six, female lay member of Mallia.

STR 15	CON 15	SIZ 13	01-04	R LEG	3/6
INT 11	POW 13	DEX 4	05-08	L LEG	3/8
CHA 7			09-11	ABDOM	3/6
Move 9			12	CHEST	3/7
Hit Points 16			13-15	R ARM	3/5
Defense 0%			16-18	L ARM	3/5
			19-20	HEAD	3/6

Weapons	SR	Attk%	Damage	Parr%	Pts
2-H spear	9	30%	1D8+1+1D4	30%	15
Shortsword	11	30%	1D6+1+1D4	30%	20
Head butt	11	35%	1D6+1D4	—	—

SPELLS: none.

SKILLS: Camouflage 15%, Climb 30%, Hide in Cover 10%, Jump 25%, Listen 30%, Spot Hidden Item 10%, Spot Trap 10%, Swim 70%, Tracking 10%.

CHAOTIC FEATURE: is missing one toe.

DISEASE: carries Thunder Lung.

Qad, Rune priest of Mallia.

STR 21	CON 26	SIZ 14	01-04	R LEG	8/9
INT 18	POW 19	DEX 21	05-08	L LEG	8/9
CHA 12			09-11	ABDOM	8/9
Move 9			12	CHEST	8/10
Hit Points 28			13-15	R ARM	8/8
Defense 30%			16-18	L ARM	8/8
			19-20	HEAD	11/9

Weapons	SR	Attk%	Damage	Parr%	Pts
2-H spear	2	110%	1D10+1+1D6	100%	15
Rapier	4	100%	1D6+1+1D6	95%	12
Comp. bow	1	130%	1D8+1	—	—
1H bast. swd.	4	95%	1D10+1+1D6	80%	20
Med. shield	—	—	—	95%	12

ALLIED SPIRIT: Brain Fever in spear (POW 16, INT 11).

SPELLS: Bladesharp 4, Detect Detection, Detect Spirit, Dispel Magic 3, Glue, Mind Speech, Sneeze, Speedart, Spirit Binding, Spirit Shield 2; [Brain Fever] Befuddle, Countermagic 3, Detect Enemies, Healing 6.

RUNESPELLS: Cause Brain Fever, Cause Chills, Cause Plague, Cause Shakes, Cure Chills, Cure Shakes, Divine Intervention 6, Minor Infection, Spirit Block, and Summon Small Darkness Elemental.

SKILLS: Bargaining 50%, Bribery 35%, Camouflage 60%, Climb 95%, Hide in Cover 70%, Identify Disease 95%, Jump 100%, Listen 75%, Lock Pick 55%, Move Quietly 60%, Oratory 65%, Prepare Brain Fever 95%, Prepare Soul Waste 95%, Spot Hidden Item 90%, Spot Trap 95%, Swim 70%, Tracking 120%, Trap Set/Disarm 95%, Treat Disease 100%.

LANGUAGES: Tradetalk 90%, Darktongue 50%, Spiritspeech 55%.

MAGIC ITEMS: POW 2 enchancing crystal, POW 6 spirit-trapping crystal; one dose for each of the following — Repair potion, POW 6 Restoring potion, Healing 6 salve, Blade Venom 15, Soul Waste potion.

CHAOTIC FEATURES: has 10 points additional CON (already included in the statistics).

DISEASES: carries Soul Waste and Brain Fever.

Broo Seven, male lay member of Mallia.

STR 16	CON 13	SIZ 10	01-04	R LEG	4/5
INT 13	POW 11	DEX 14	05-08	L LEG	4/5
CHA 6			09-11	ABDOM	4/5
Move 9			12	CHEST	4/6
Hit Points 13			13-15	R ARM	4/4
Defense 10%			16-18	L ARM	4/4
			19-20	HEAD	7/5

Weapons	SR	Attk%	Damage	Parr%	Pts
2-H spear	4	60%	1D10+1+1D4	60%	15
Shortsword	8	50%	1D6+1+1D4	50%	20
Comp. bow	3	50%	1D8+1	—	—
Head butt	8	50%	1D6+1D4	—	—

SPELLS: Dispel Magic, Healing 2, Sneeze 2, Speedart.

SKILLS: Camouflage 25%, Climb 60%, Hide in Cover 40%, Jump 55%, Listen 45%, Move Quietly 35%, Spot Hidden Item 40%, Spot Trap 30%, Tracking 50%.

MAGIC ITEM: spear has Bladesharp 2 matrix carved into it.

CHAOTIC FEATURE: can cast one Befuddle spell per round without POW loss.

DISEASE: carries Slow Withers.

Broo Eight, male lay member of Mallia.

STR 15	CON 16	SIZ 13	01-04	R LEG	3/6
INT 10	POW 12	DEX 14	05-08	L LEG	3/6
CHA 5			09-11	ABDOM	3/6
Move 9			12	CHEST	3/7
Hit Points 17			13-15	R ARM	3/5
Defense 05%			16-18	L ARM	3/5
			19-20	HEAD	3/6

Weapons	SR	Attk%	Damage	Parr%	Pts
Rapier	6	70%	1D6+1+1D4	60%	12
Comp. bow	3	60%	1D8+1	—	—
Head butt	8	80%	1D6+1D4	—	—
Med. shield	—	—	—	70%	12

SPELLS: Speedart.

SKILLS: Camouflage 15%, Climb 60%, Hide in Cover 30%, Jump 50%, Listen 35%, Move Quietly 20%, Spot Hidden 25%, Swim 70%, Spot Trap 20%, Tracking 25%.

CHAOTIC FEATURE: eyes glow in dark.

DISEASE: carries the Shakes.

Broo Nine, female lay member of Mallia

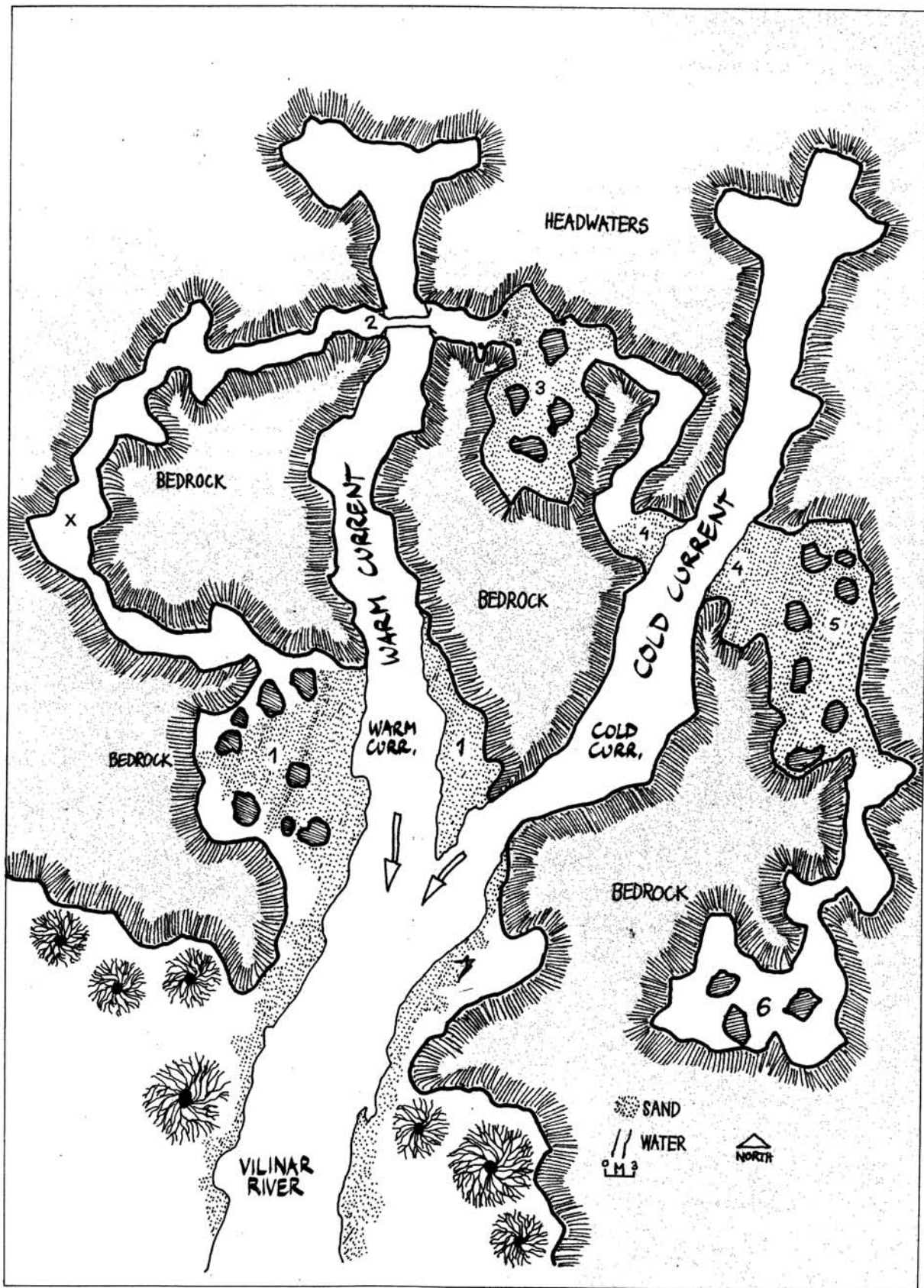
STR 21	CON 16	SIZ 15	01-04	R LEG	6/6
INT 13	POW 14	DEX 12	05-08	L LEG	6/6
CHA 9			09-11	ABDOM	7/6
Move 9			12	CHEST	7/7
Hit Points 17			13-15	R ARM	6/5
Defense 05%			16-18	L ARM	6/5
			19-20	HEAD	9/6

Weapons	SR	Attk%	Damage	Parr%	Pts
1-H spear	5	85%	1D8+1+1D6	70%	15
Rapier	6	70%	1D6+1+1D6	55%	12
Comp. bow	4	70%	1D8+1	—	—
Head butt	8	85%	1D6+1D6	—	—
Med. shield	—	—	—	85%	12

SKILLS: Camouflage 40%, Climb 75%, Hide in Cover 55%, Jump 70%, Listen 55%, Move Quietly 45%, Spot Hidden 50%, Spot Trap 40%, Swim 70%, Tracking 75%.

CHAOTIC FEATURE: reflects all 1- and 2-point POW spells back at caster.

DISEASE: carries Convulsions.



5

SCENARIO FIVE

This adventure is the largest of the seven. Be prepared for a run of several evenings or a weekend. There will be several natural stopping points.

The characters should scout the temple and its strength. If they solve the mystery of Daine, so much the better. But they should strive to eliminate the 5-Eyes newtlings as rivals to the duke's power.

The actual assault on the temple may prove to be multi-stage, with the adventurers going for reinforcements, renewing the assault, etc. Allow the newtlings to recruit more newtlings, to collapse tunnels, to build barricades, and to find allies such as Rattail Poisonknife, one of the trachodons, or some morokanth or other nomads who want to bring down the duke a peg or two.

5-Eyes Temple

Player Information

The Duke's Briefing

It is Dark season. The broods of the Vilinar are destroyed, although other brood parties have been seen in the area and Muriah is still at large. The plague is gone as if it had never been. In the fields outside the fort the beginnings of a family crypt beside the walls of the duke's steadily-building villa mark the sorrow of the duke for the woman who followed him so far from home.

There is a typical mist in the valley. Yelm has just begun his daily assault on the dark. The characters are roused by the duke's valet, a grizzled old veteran of a hundred campaigns with his master and Daine.

No one has seen Daine for a week.

In the duke's office the walls are draped in black in mourning for his wife. The death of her mother has seemed to mature Lady Jezra. There are flowers in the vases, just as there were when her mother was alive.

Jezra has become her father's confidante. The characters see her leaving the duke by the family entrance as they enter by the main entrance. The duke calls them around him and he directs their attention to a sketch map on the table. He begins:

"Recently I have been informed that the newtlings who oppose my jurisdiction are concentrated around the 5-eyes cliff area. I sent Daine with a party of my newtlings downriver to scout out the situation. Only the newtlings returned.

"They brought back this map which Daine drew before re-entering the caves." This is one of the player hand-outs, and should be given to them now.

"Aside from the map, the newtlings have no other information.

"Daine left a week ago. He has not returned.

"You will have to go by boat. You will scout the caves. If the opposition does not seem excessive, you will destroy the newtling pirates. If you find Daine, rescue him if he is still alive."

The duke will dismiss the characters to prepare for the ride to 5-eyes.

Other Information

The characters will also hear that Tarnak the mayor is missing. If they question the villagers, they will find that he was last seen leaving town with Daine.

The party will have four small boats, each poled by a single newtling.

The Duke's Second Briefing

When the scouting party returns, they will tell the duke of what they have learned. That evening he will make his plans, and call his men together the next morning.

Along with most of the other fighting men of his force, the duke keeps the adventurers waiting for a few minutes, then strides in, acknowledges their greetings, and spreads the new map of the Five-Eyes temple across the desk top. He is grimmer than they have ever seen him.

"Warriors, I have a mission for you which means everything to my rule here. These newtlings will not recognize the authority of the Governor in these lands. They have slaughtered my newtling mercenaries; the rest of my newtlings have forsworn their oaths to me and left.

"You will enforce my authority in this river valley. You may use whatever force is necessary, but you must roust those little lizards out of their temple and teach them the folly of opposing the Empire and the danger of opposing me.

"There are no boats available. The newtlings took them all. You will have to proceed overland to the caves.

"This is not a volunteer mission. Those who are not chosen will form a reserve here with me."

Referee Information

Geography

The 5-eyes cliff rises from a spot several hundred meters from the fire season bank of the River of Cradles. During Storm and Sea seasons, the water rises, sometimes enough to flow into the caves if brush and timber block the river-course. A short walk through rounded boulders and hardy bushes brings anyone up to the cliff. The cliff varies in height, up to a 60 meter drop. The actual 'eyes' are caves with gently sloping floors opening a meter or so above the foot of the cliff. It is an easy scramble to a cave entrance.

Behind the cliff is a low plateau that merges with the loftier eastern highlands some kilometers away. Climbing the 5-eyes cliff is difficult, but a short march to the north or south will bring the wanderer to more broken ground allowing easy access to the cliff top. A careful examination

will show no escape holes in the cliff top. All the entrances to the temple are in the cliff face.

Overview of 5-Eyes Cave Complex

No one knows whether the five caves in the cliff face were carved into it because of the need for 5 eyes, or whether the name 5-eyes came from the five caves in the cliffside. Whatever their origins, the five caves have each served many purposes in times past. Even with the newtling River Horse temple in residence, two of the caves have little to do with the rest.

Starting from the left (North), the first, third, and fourth caves all connect in some fashion with the newtling temple and are consequently full of newtlings. The inhabitants are well-coordinated and ready to oppose any incursion from any of the three caverns.

The second cave is independent. It is an ancient shrine. The newtlings have wisely left it alone after discovering its purpose the hard way. They hope that invaders will barge into the place and be destroyed by the guardian spirits.

The fifth, or southernmost, cave actually is connected to the temple by a long, low tunnel leading to a well in one of the temple rooms. The newtlings are unaware of this, but have little to fear, thanks to the dream dragon guarding the front opening to the cave. Krang knows of his neighbors and is friendly towards them, but he feels little obligation to aid them, and could peacefully sleep while the entire tribe of newtlings were slaughtered. Similarly, the newtlings will not come to Krang's aid unless they feel they can profit thereby.

Dragon Schedule

Sedentary Krang spends most days at home, dozing. Occasionally he stirs, launches himself from the cave mouth, and soars over the valley, hunting. Scarlet King, the largest condor on Condor Crag, is a real friend. It is conceivable that one might aid the other, if circumstances warranted it.

The Scouting Party

Encounters on the Way

By now, the river is fairly quiet, and the scouting party should have little trouble getting to 5-eyes. However, use the River Encounter table in the Encounters book when the characters are in the middle of the Great Bog, and as they come out of the bog.

The referee should keep a battle from happening unless the characters run into a newtling hunting party from the temple. In that case, the newtlings will attempt to pick off the 'traitor' newtlings on the boats and to harass the party. They will not close for combat and will keep to the river water to discourage human pursuit. The hunting party should outnumber the four newtlings who are poling the boats.

The Trip

The objective is to find Daine. It is possible that a sufficiently strong force of player characters could work their way through the temple complex from left to right, but that is not the purpose. At the end of the scenario, the player characters should have run into the dragon, found

Daine, and realized that there is a complete newtling temple in the caves, one hostile to the duke's plans for the region.

The referee should direct the players towards that end.

After the Scouting Trip

The player characters leaving the cave complex will find that the boats and newtlings they left at the river are gone. Perhaps they will find the signs of a fight, and even a newtling body or two. The 5-eyes sign will be painted on a nearby rock or tree, with two words in Tradetalk saying, "Stay Away." Quicktail's people found the boat newtlings and slaughtered them.

If the party seems to be about to assault the caves (and hasn't already slaughtered everyone there) they will find a large group of newtlings (easily twice the number of characters) advancing on them. There will be at least three Traskars with the newtlings, and one of the newtlings will be shouting for the characters to get out and stay out.

Again, the idea is to chase the characters away, not engage in a main battle with them at this point. The characters will have to march home. Roll encounters as usual.

Temple Trashing

Encounters on the Way

When the duke's assault force moves out, the party's route will be along the eastern highlands. The referee should check for encounters on that chart at least four times during the trip, which will take two full days. As the character party should be fairly large, they are unlikely to have serious opposition, unless they run into a major nomad raiding party.

When they reach the low plateau atop the 5-eyes temple area, they will encounter a group of crested dragonewts, complete with more demi-birds than they need. These are the dragonewt priest's escorts, there to watch the birds until the priest is ready to go. They will not fight unless pressed and, unaware of the political complexities of the region, they will give information to the characters if asked for it and perhaps bribed. They have not been in the temple, but will speak long about the many brave newtlings and eater-frogs (the traskars) and horse-spirits of the temple. They should exaggerate the temple size by at least twice.

If the dragonewts realize that the party is going to attack the place, and therefore harm their master, they will skirmish-attack the party and try to discourage them. They might even enter the caves after the party, if the party ignores their attempts at distraction. Crested dragonewts are timorous, with little liking for close-in melee, but they have an obligation to protect their master. They may simply try to persuade the party to let their master alone.

These are Zji Xog's crested dragonewt scouts. Their tactics, like their philosophy, consists of avoiding problems.

Srii Jak

STR 10	CON 15	SIZ 9	01-04	R LEG	1/5
INT 16	POW 9	DEX 18	05-08	L LEG	1/5
CHA 11			09-11	ABDOM	1/5
Move 7			12	CHEST	1/6
Hit Points 15			13-15	R ARM	1/4
Defense 20%			16-18	L ARM	1/4
			19-20	HEAD	1/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Self Bow	1	50%	1D6+1	30%	6
Shortsword	6	40%	1D6+1	30%	20
Small Shield	—	—	—	35%	8

SPELLS: Disruption, Extinguish, Healing 3, Mobility, Shimmer 4, Speedart

SKILLS: Find North 80%, Hide in Cover 50%, Move Quietly 50%

Luurr Kaszwa

STR 7	CON 14	SIZ 9	01-04	R LEG	1/5
INT 13	POW 7	DEX 15	05-08	L LEG	1/5
CHA 8			09-11	ABDOM	1/5
Move 7			12	CHEST	1/6
Hit Points 14			13-15	R ARM	1/4
Defense 15%			16-18	L ARM	1/4
			19-20	HEAD	1/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Self Bow	2	50%	1D6+1	35%	6
Shortsword	7	45%	1D6+1	40%	20
Small Shield	—	—	—	40%	8

SPELLS: Detect Life, Detect Magic, Disruption, Farsee, Healing 3, Mobility, Multimissile 2, Shimmer 2, Speedart

SKILLS: Camouflage 50%, Hide in Cover 40%, Move Quietly 40%

Gloc Patnok

STR 7	CON 12	SIZ 7	01-04	R LEG	1/4
INT 13	POW 7	DEX 17	05-08	L LEG	1/4
CHA 10			09-11	ABDOM	1/4
Move 7			12	CHEST	1/5
Hit Points 11			13-15	R ARM	1/3
Defense 20%			16-18	L ARM	1/3
			19-20	HEAD	1/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Self Bow	1	50%	1D6+1	30%	6
Shortsword	6	35%	1D6+1	35%	20
Small Shield	—	—	—	40%	8

SPELLS: Disruption, Healing 3, Mobility, Multimissile 2, Protection Shimmer 2, Speedart

SKILLS: Camouflage 50%, Hide in Cover 50%, Listen 40%, Move Quietly 40%

Rji Kaee

STR 9	CON 13	SIZ 5	01-04	R LEG	1/4
INT 14	POW 9	DEX 15	05-08	L LEG	1/4
CHA 11			09-11	ABDOM	1/4
Move 7			12	CHEST	1/5
Hit Points 12			13-15	R ARM	1/3
Defense 15%			16-18	L ARM	1/3
			19-20	HEAD	1/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Self Bow	2	50%	1D6+1	25%	6
Shortsword	8	30%	1D6+1	30%	20
Small Shield	—	—	—	35%	8

SPELLS: Disruption, Healing 3, Mobility, Protection 3, Shimmer 4, Speedart

SKILLS: Camouflage 40%, First Aid 25%, Hide in Cover 40%, Move Quietly 50%

Referee Notes

This is a major expedition. The duke wants these newtlings cleaned out. The characters' job is to take the information they already have and use it wisely to destroy the newtlings. The newtlings are tough, and are defending their

temple and home. This is not intended to be a quick in-and-out battle. Be prepared to extend the fighting, or a series of raids, over many hours.

If possible, the players should bring up all the characters they have in the campaign, perhaps leaving a corporal's guard to man the fort. Let the duke decide. As a last resort, the duke himself and/or his priest might join the battle.

After the Adventure

It is likely that the adventure will not explore all of the parts of the 5-eyes complex. For instance, the troll tomb may not get explored, the fish demon temple may get passed by, the players may ignore the dragon, etc. The referee can use these as independent short games, simply as part of the cleanup process, perhaps only playing with one or two characters and no more than four characters.

FOUND ITEMS LIST

1. The lower jaw of a tusk rider.
2. A finely-crafted silver coin of unknown origin, worth 5L.
3. A crude stone hatchet.
4. A hand-carved stone.
5. A book on fossils, written in Sartarite.
6. A small fragment of a dragon's tooth on a silver chain.
7. An arbalest bolt thrust two inches into the wall.
8. A POW 5 storage crystal that is also a convex lens.
9. A non-magical clay amulet from the impala tribe.
10. A small fish hook.
11. Dried blood on the floor (it is troll blood).
12. A small corked and wax-sealed ceramic bottle full of dirt.
13. An invitation, written in Old Pavic and etched in brass, to a wedding.
14. A partly-illegible score to an Aldryami victory song.
15. A half-meter of corroded bronze chain, worth 3L.
16. A perfumed lace handkerchief.
17. Three sewing bones.
18. A lump of coal.
19. A bronze belt buckle with the Truth Rune on it, worth 50L.
20. A ruby set in a gold ring worth 1000L.

The Newtlings

Quicktail and his newtlings are bachelors temporarily exiled from the rest of their race, which lives primarily in the Holy Country and lands west. They survive the Long Drys by storing water in their tails.

Quicktail and his two bodyguards, Whitetail and Brighttail, were guards on a convoy of flatboats moving downriver to Corflu. An old merchant told them a story about the 5-eyes caves and they came back to explore the limestone caverns. When they found the old temple they decided to clean it out and to begin worship there. Though newtlings worship various water deities, most worship the River Horses, and Quicktail hoped one day to be shaman of this group.

After settling in one of the abandoned rooms, the three summoned the rest of their band. Fifteen came. Seven of the original fifteen were killed clearing out the caves. Quicktail called upon a small band of ten led by Croaker, an old friend and Frog Woman shaman. Guard posts were set and fish were caught and put into the springs. Quicktail sacrificed all his POW but one point on a Waterday of Harmony week in Sea season and the light began to shine above the basin and water filled it. The water spirits had returned!

Now there are 24 guardnewts under Quicktail and Croaker. There are also four newtlings from other bands who wandered in (the unattached newtlings). Quicktail commands his two bodyguards and fourteen other newtlings. Croaker commands ten newtlings plus bodyguard. Croaker concedes command to the inspired Quicktail. The unattached newtlings take orders from just about everyone else. Everyone gets along fairly well. The only major problem at present is the manticore. One of the skilled newtlings, often Croaker, watches over it.

Whitetail and Brighttail are very close twin brothers. If either one is killed the other will go berserk (as the Zorak Zoran spell of Berserker) until he or the killers are dead.

Quicktail is a shaman of the River Horse cult. He'll have apprentices arriving as soon as he establishes his temple.

Croaker has become a shaman of the Frog Woman cult. He does not seek apprentices, but has been befriending and encouraging the giant frogs (traskars) of the river.

Placement of the Newtlings

The newtlings guard their new-found temple. The guard shifts are set so that the posts are always covered. Quicktail moves around. Croaker usually watches over the manticore in room 14. The unattached newtlings take care of the day-to-day chores around the temple. By Quicktail's order, all the newtlings always are armed. The bodyguard not on guard duty stays with his leader.

Newtlings on guard normally will be alert, still fresh with enthusiasm for their new temple.

LEADER PLACEMENT

To place Quicktail:

D100 Location

- 01-05 Interrogating prisoners, room 23
- 06-25 At ritual in temple, room 21
- 26-40 Inspecting random guard post, roll 1D8: 1 - room 1
2 - room 12
3 - room 15
4 - room 18
5 - room 19
6 - room 20
7 - room 22
8 - room 12

41-50 Conference with Croaker, room 25

51-60 Conference with dragonewts, room 24

61-80 Temple duties, room 21

81-00 Sleeping, room 25

To place Croaker, if not with Quicktail:

D100 Location

- 01-30 Room 15
- 31-35 Room 12
- 36-40 Room 19
- 41-50 Conference with some of his newtlings, room 19
- 51-70 Temple duties, room 21
- 71-00 Asleep in room 19

Either leader can be summoned in 1D20 melee rounds.

Newtling Guard Roster

Quicktail and Croaker have organized their followers and the unattached newtlings into rotating guards. In order to give every newtling a variety of guard times, the three shifts rotate every five hours. When determining who is on duty, first roll 1D6 and then 1D10 on the Shift Table.

SHIFT TABLE

1D6	On Duty	1D10	Hours left in Shift
1-2	A	1-2	5 (Previous watch may still be at post)
3-4	B		
5-6	C	3-4	4
		5-6	3
		7-8	2
		9-10	1 (new watch may be at post early)

Newtlings generally do not sleep more than five hours at any one time.

TABLE OF NEWTLINGS ON SHIFT

Shift A			
Room	Newtling	Commander	Notes
1	Squeech	Croaker	—
	Boi	unattached	—
12	Splasher	Quicktail	—
	Redspot	Croaker	—
15	Toadrunner	Quicktail	—
	Fineous	Quicktail	—
18	Muckraker	Croaker	—
19	Scalesniffer	Quicktail	—
20	Longtongue	Quicktail	—
22	Whitetail	Quicktail's bodyguard	watch commander

Shift B			
Room	Newtling	Commander	Notes
1	Poker	Croaker	—
	Clack	Croaker	—
12	Duckfoot	Quicktail	—
	Abasir	Croaker	—
15	Kermie	Quicktail	—
	Goi	unattached	—
18	Player	Croaker	—
19	Gillbert	Quicktail	—
20	Bigwatts	Quicktail	—
22	Brighttail	Quicktail's bodyguard	watch commander

Shift C			
Room	Newtling	Commander	Notes
1	Maare	Croaker	—
	Foi	unattached	—
12	Grubeater	Quicktail	—
	Seekar	Croaker	—
15	Neptune	Quicktail	—
	Hoi	unattached	—
18	Rumple	Croaker	—
19	Crosseye	Quicktail	—
20	Shorttongue	Quicktail	—
22	Flysnapper	Quicktail	—
roving	Croaker	—	watch commander
	Blue Eye	Croaker	bodyguard

Croaker often lets Blue Eye act as watch commander. Croaker additionally may act as overall watch commander at odd moments during each of the three shifts.

Newtling Locations During the Day

Normal Day of the Week (not Waterday)

- 1 shift is on duty.
- 1 shift is sleeping.*
- 1 shift's members are either (roll 1D6)
 - 1 — on the river hunting.
 - 2 — performing housekeeping chores in their sleeping room.*
 - 3-4 — performing housekeeping chores in the temple.
 - 5-6 — visiting the guards on shift at their duty station.

On Waterday

- 1 shift is on duty.

The other two shifts are either all sleeping or all participating in temple rites. There is a 50% chance that rites will be going on, as Quicktail holds them three times in a 24 hour period for 4 hours each time.

During the rite, Quicktail and Croaker will be in the temple with whichever bodyguards are not on duty as watch commander. Optash and the dragonewts will participate in the rites as lay members.

* Newtling Sleeping Areas

The newtling sleeping areas are scattered throughout the temple area. The disposition of the newtlings reflects the differing philosophies of their commanders. Croaker has concentrated all of his people in one room. Quicktail's are dispersed throughout the complex, even though it would only take two rooms to hold them all. The unattached newtlings are all in one room for security reasons.

Sleeping Room Inhabitants

Room 19	Croaker and all of his people
Room 20	Five of Quicktail's command
Room 22	Eight of Quicktail's command, including his bodyguards
Room 26	Three of Quicktail's command
Room 27	The four unattached newtlings

Tactics

The newtlings will go on alert when they become aware of a party trying to enter any of the caves. Everyone will be awakened and armed. Reinforcements and scouts will be sent to the threatened area. Quicktail and Croaker will try to determine the attack strength. Should the newtlings have the edge or if it is roughly even, Quicktail and Croaker will go directly to the temple and do three things. First they will set the wards. Then they will summon their fetches and as many traskar spirits as Croaker can. Last, they will try to lure the adventurers deep within the caves where an all out attack can be launched. Croaker is in command of the material troops and Quicktail leads the magical and spiritual contingent. Should the newtlings begin to lose, they will fall back behind closed doors. They will try to get to the river by alternate routes. Quicktail may try to enlist the guest's aid or to use prisoners as hostages. He will never force the healer to do anything. The newtlings will regroup a short way downriver to plan a counter-assault.

Quicktail

STR 9	CON 15	SIZ 4	01-04	R LEG	4/5
INT 15	POW 21	DEX 18	05-08	L LEG	4/5
CHA 15			09-11	ABDOM	5/5
Move 6/12			12	CHEST	5/6
Hit Points 15			13-15	R ARM	3/4
Defense 35%			16-18	L ARM	3/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Trident	5	90%	1D6+1	60%	15
Net	3	75%	1D4	80%	15
Darts	1	60%	1D6	40%	6
Small Shield	—	—	—	65%	8

SPELLS: Bladesharp 2, Countermagic 2, Extinguish (2), Healing 4, Mobility, Shimmer 4; (fetch) Demoralize, Dispel Magic 4, Disrupt, Farsee, Light, Protection 4

SKILLS: First Aid 45%, Hide in Cover 45% (75% in water), Oratory 70%, Spot Hidden 55%, Swim 90%

LANGUAGES: Dragonewt 65%/00%, Esrolian 65%/00%, Praxian 40%/00%, Tradetalk 50%/00%

MAGIC ITEMS: Simple copper ring with combination powered crystal — 3 point Healing focussing and 3 point spell resisting.

FETCH — Laar Blue (River Horse spirit) INT 16 POW 20

Croaker

STR 10	CON 13	SIZ 8	01-04	R LEG	3/5
INT 12	POW 18	DEX 16	05-08	L LEG	3/5
CHA 14			09-11	ABDOM	4/5
Move 6/12			12	CHEST	4/6
Hit Points 13			13-15	R ARM	3/4
Defense 15%			16-18	L ARM	3/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Trident	5	60%	1D6+1	50%	12
Net	5	80%	1D4	80%	15
Dart	1	70%	1D6	25%	6
Small Shield	—	—	—	80%	8

SPELLS: Dispel Magic 2, Extinguish (2), Healing 6, Shimmer 2; (fetch) Demoralize, Detect Life, Dispel Magic 2, Disruption, Mobility, Protection 4

SKILLS: Hide in Cover 50% (80% along river), Listen 65%, Move Quietly 75%, Spot Hidden 65%, Swim 90%

LANGUAGES: Esrolian 60%/00%, Praxian 50%/00%, Trade 50%/00%

MAGIC ITEMS: Wristband with Protection 4 matrix

FETCH: Longleg INT 16 POW 19

Brighttail, Quicktail's bodyguard

STR 13	CON 15	SIZ 10	01-04	R LEG	3/5
INT 10	POW 12	DEX 15	05-08	L LEG	3/5
CHA 10			09-11	ABDOM	4/5
Move 6/12			12	CHEST	4/6
Hit Points 15			13-15	R ARM	3/4
Defense 15%			16-18	L ARM	3/4
			19-20	HEAD	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Trident	5	75%	1D6+1	50%	15
Net, large	4	55%	1D4	65%	20
Dart	2	60%	1D6	20%	6
Small Shield	—	—	—	70%	8

SPELLS: Bladesharp 2, Detect Enemies, Detect Life, Disrupt, Healing 2, Protection 2

SKILLS: Hide in Cover 50% (80% in river), Listen 50%, Move Quietly 55%, Spot Hidden 50%, Swim 85%

LANGUAGES: Dragonewt 40%, Esrolian 50%, Praxian 35%, Tradetalk 40%

Whitetail, Quicktail's other bodyguard

STR 12	CON 17	SIZ 10	01-04	R LEG	3/6
INT 9	POW 12	DEX 13	05-08	L LEG	3/6
CHA 9			09-11	ABDOM	4/6
Move 6/12			12	CHEST	4/7
Hit Points 17			13-15	R ARM	4/5
Defense 10%			16-18	L ARM	4/5
			19-20	HEAD	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Trident	5	60%	1D6+1	55%	15
Net	5	85%	1D4	55%	15
Dart	2	70%	1D6	20%	6
Small Shield	—	—	—	60%	8

SPELLS: Bladesharp 2, Detect Enemies, Detect Life, Disruption, Healing 2, Protection 2

SKILLS: Hide in Cover 55% (85% in river), Listen 40%, Move Quietly 40%, Spot Hidden 60%, Swim 85%

LANGUAGES: Dragonewt 35%, Esrolian 45%, Praxian 30%, Trade-talk 35%

Blue Eye, Croaker's bodyguard

STR 13	CON 14	SIZ 7	01-04	R LEG	3/5
INT 9	POW 12	DEX 17	05-08	L LEG	3/5
CHA 8			09-11	ABDOM	4/5
Move 6/12			12	CHEST	4/6
Hit Points 13			13-15	R ARM	3/4
Defense 20%			16-18	L ARM	3/4
			19-20	HEAD	4/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Trident	4	75%	1D6+1	70%	15
Net, large	3	50%	1D4	65%	20
Dart	1	75%	1D6	25%	6
Small Shield	—	—	—	80%	8

SPELLS: Bladesharp 2, Detect Enemies, Detect Life, Disruption, Healing 2, Protection 2

SKILLS: Hide in Cover 65% (95% in river), Listen 55%, Move Quietly 65%, Spot Hidden 60%, Swim 85%

LANGUAGES: Dragonewt 35%, Esrolian 45%, Praxian 30%, Trade-talk 40%

TEMPLE NEWTLINGS**NEWTLINGS**

Weapon	SR	Attk%	Damage	Parr%	Spells — Bladesharp 1, Heal 2, Shimmer 2, Speedart
Trident	5	60%	1D6+1	12	
Net	5	45%	1D4	15	Skills — Hide in Cover 40% (70% in river), Listen 40%, Move Quietly 50%, Spot Hidden 45%, Swim 80%
Dart	2	55%	1D6	20%	
Small Shield	—	—	—	55%	

ABASIR

POW 11	R leg	01-04	2/2
DEX 13	L leg	05-08	2/2
Defense 25%	Abdom	09-11	2/2
HP 6	Chest	12	2/3
Trident 12	R arm	13-15	2/1
Net 15	L arm	16-18	2/1
	Head	19-20	2/2

BIGWARTS

POW 13	R leg	01-04	2/4
DEX 9	L leg	05-08	2/4
Defense 00%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

BOI

POW 10	R leg	01-04	2/3
DEX 14	L leg	05-08	2/3
Defense 10%	Abdom	09-11	2/3
HP 9	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

CLACK

POW 13	R leg	01-04	2/4
DEX 18	L leg	05-08	2/4
Defense 20%	Abdom	09-11	2/4
HP 12	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

CROSSEYE

POW 11	R leg	01-04	2/4
DEX 15	L leg	05-08	2/4
Defense 20%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

DUCKFOOT

POW 10	R leg	01-04	2/4
DEX 11	L leg	05-08	2/4
Defense 05%	Abdom	09-11	2/4
HP 10	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

FINEOUS

POW 10	R leg	01-04	2/5
DEX 14	L leg	05-08	2/5
Defense 10%	Abdom	09-11	2/5
HP 13	Chest	12	2/6
Trident 12	R arm	13-15	2/4
Net 15	L arm	16-18	2/4
	Head	19-20	2/5

FLYSNAPPER

POW 10	R leg	01-04	2/4
DEX 16	L leg	05-08	2/4
Defense 05%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

FOI

POW 10	R leg	01-04	2/5
DEX 14	L leg	05-08	2/5
Defense 10%	Abdom	09-11	2/5
HP 13	Chest	12	2/6
Trident	R arm	13-15	2/4
Net 15	L arm	16-18	2/4
	Head	19-20	2/5

GILLBERT

POW 12	R leg	01-04	2/4
DEX 11	L leg	05-08	2/4
Defense 10%	Abdom	09-11	2/4
HP 10	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

GOI

POW 11	R leg	01-04	2/3
DEX 11	L leg	05-08	2/3
Defense 05%	Abdom	09-11	2/3
HP 7	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

GRUBEATER

POW 13	R leg	01-04	2/4
DEX 13	L leg	05-08	2/4
Defense 00%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

KERMIE

POW 16	R leg	01-04	2/3
DEX 17	L leg	05-08	2/3
Defense 25%	Abdom	09-11	2/3
HP 9	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

MUCKRAKER

POW 9	R leg	01-04	2/4
DEX 12	L leg	05-08	2/4
Defense 10%	Abdom	09-11	2/4
HP 10	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

PLAYER

POW 9	R leg	01-04	2/4
DEX 13	L leg	05-08	2/4
Defense 10%	Abdom	09-11	2/4
HP 12	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

RUMPLE

POW 10	R leg	01-04	2/3
DEX 15	L leg	05-08	2/3
Defense 10%	Abdom	09-11	2/3
HP 8	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

SHORTTONGUE

POW 13	R leg	01-04	2/4
DEX 13	L leg	05-08	2/4
Defense 10%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

TOADRUNNER

POW 15	R leg	01-04	2/6
DEX 14	L leg	05-08	2/6
Defense 15%	Abdom	09-11	2/6
HP 16	Chest	12	2/7
Trident 12	R arm	13-15	2/5
Net 15	L arm	16-18	2/5
	Head	19-20	2/6

EXTRA THREE

POW 10	R leg	01-04	2/4
DEX 13	L leg	05-08	2/4
Defense 10%	Abdom	09-11	2/4
HP 10	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

EXTRA SIX

POW 8	R leg	01-04	2/4
DEX 15	L leg	05-08	2/4
Defense 15%	Abdom	09-11	2/4
HP 12	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

HOI

POW 8	R leg	01-04	2/4
DEX 13	L leg	05-08	2/4
Defense 05%	Abdom	09-11	2/4
HP 10	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

MAARE

POW 10	R leg	01-04	2/5
DEX 15	L leg	05-08	2/5
Defense 05%	Abdom	09-11	2/5
HP 14	Chest	12	2/6
Trident 12	R arm	13-15	2/4
Net 15	L arm	16-18	2/4
	Head	19-20	2/5

POKER

POW 12	R leg	01-04	2/4
DEX 14	L leg	05-08	2/4
Defense 10%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

SCALESNIFFER

POW 11	R leg	01-04	2/4
DEX 12	L leg	05-08	2/4
Defense 00%	Abdom	09-11	2/4
HP 12	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

SPLASHER

POW 11	R leg	01-04	2/5
DEX 13	L leg	05-08	2/5
Defense 05%	Abdom	09-11	2/5
HP 15	Chest	12	2/6
Trident 12	R arm	13-15	2/4
Net 15	L arm	16-18	2/4
	Head	19-20	2/5

EXTRA ONE

POW 12	R leg	01-04	2/4
DEX 13	L leg	05-08	2/4
Defense 05%	Abdom	09-11	2/4
HP 10	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

EXTRA FOUR

POW 10	R leg	01-04	2/4
DEX 14	L leg	05-08	2/4
Defense 15%	Abdom	09-11	2/4
HP 12	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

EXTRA SEVEN

POW 8	R leg	01-04	2/4
DEX 13	L leg	05-08	2/4
Defense 10%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

LONGTONGUE

POW 12	R leg	01-04	2/4
DEX 14	L leg	05-08	2/4
Defense 10%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

NEPTUNE

POW 12	R leg	01-04	2/3
DEX 16	L leg	05-08	2/3
Defense 15%	Abdom	09-11	2/3
HP 9	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

REDSLOT

POW 7	R leg	01-04	2/4
DEX 15	L leg	05-08	2/4
Defense 10%	Abdom	09-11	2/4
HP 10	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

SEEKAR

POW 10	R leg	01-04	2/4
DEX 13	L leg	05-08	2/4
Defense 05%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

SQUEECH

POW 12	R leg	01-04	2/3
DEX 15	L leg	05-08	2/3
Defense 15%	Abdom	09-11	2/3
HP 9	Chest	12	2/4
Trident 12	R arm	13-15	2/2
Net 15	L arm	16-18	2/2
	Head	19-20	2/3

EXTRA TWO

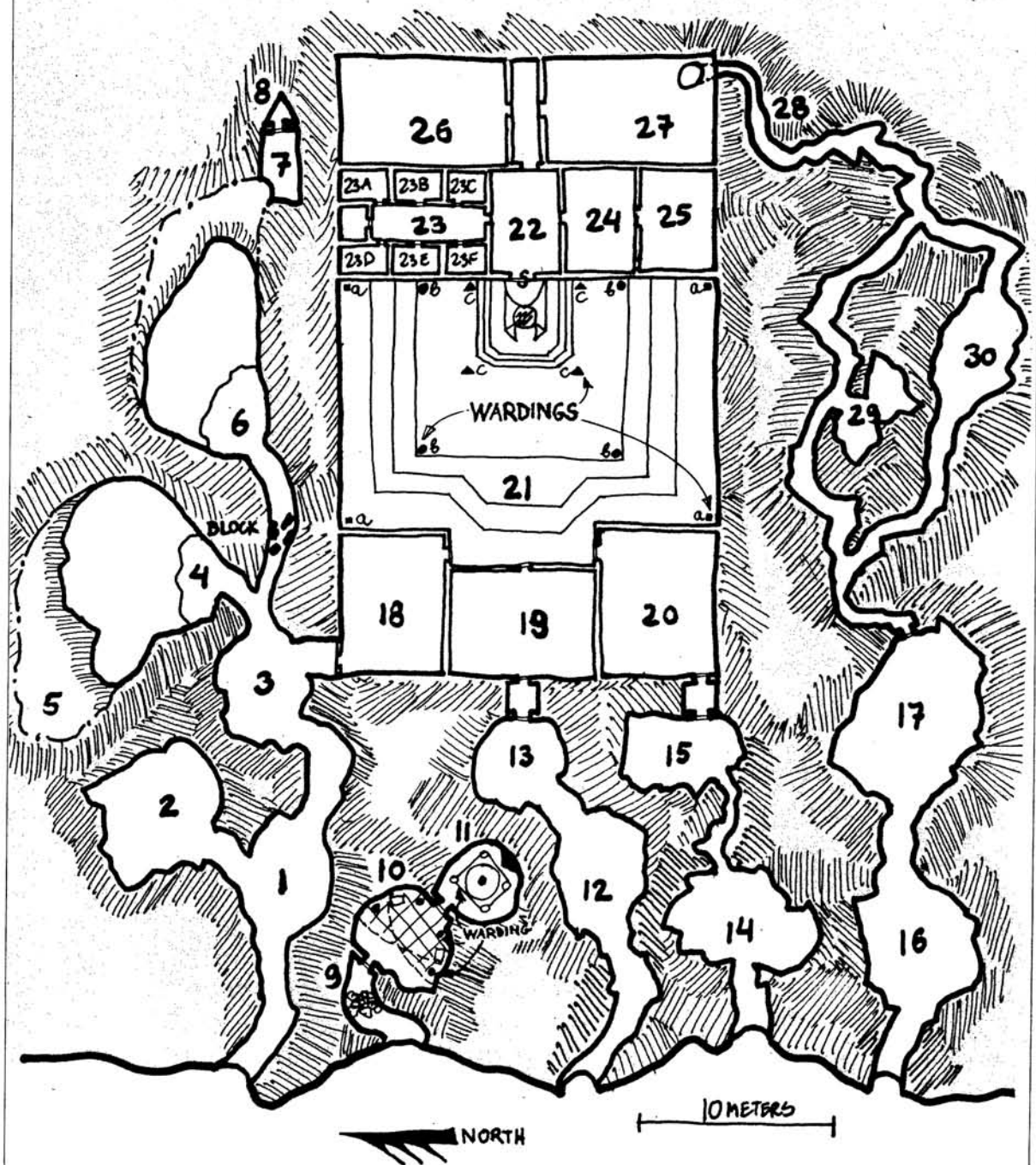
POW 12	R leg	01-04	2/4
DEX 14	L leg	05-08	2/4
Defense 10%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

EXTRA FIVE

POW 10	R leg	01-04	2/4
DEX 15	L leg	05-08	2/4
Defense 10%	Abdom	09-11	2/4
HP 11	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4

EXTRA EIGHT

POW 14	R leg	01-04	2/4
DEX 16	L leg	05-08	2/4
Defense 05%	Abdom	09-11	2/4
HP 10	Chest	12	2/5
Trident 12	R arm	13-15	2/3
Net 15	L arm	16-18	2/3
	Head	19-20	2/4



5-eyes temple

Room 1. Guard Post

INITIAL DIE ROLLS:

D100

01-34 2 of Croaker's command

35-00 1 of Croaker's command, 1 unattached newtling

OVERVIEW: A small Water Rune is inscribed one meter up in the center of the north wall. It will take 15 minutes to search the entire chamber. There is a 3% chance of a found item.

TRAPS: A trip cord goes across the tunnel which runs from room 1 to room 3. All the newtlings are aware of it. It takes a Spot Hidden roll to see it. If the adventurers charge down the tunnel, roll 1D6 for each character. On a one or two that player has tripped. After that the cord is down, but each succeeding adventurer has a DEX x5% chance of not falling over each previously tripped man.

Room 2. Stupidity Trap

OVERVIEW: The tunnel from Room 1 slopes down to an extremely sturdy metal-bound door. When pushed, the door will swing slowly inward. Scattered about the room are eight dead humanoids in various states of decay. All are apparently human. Six of the bodies have tattered pieces of armor on, none of it useful. There are fragments of several weapons scattered around: the adventurers will find pieces of swords, spears, and tridents. Scrawled on the wall directly across from the door is "Enter quick and bar the way". It is written in Tradetalk. If the door is ever released, it will close quickly. If it should close completely, the adventurers will find that the door will not open from room 2. It is a one-way door.

Buried in the dirt floor, directly beneath the writing, is a small yellow stone. By temporarily sacrificing five points of battle magic POW to this stone, the bearer will cause the door to swing slowly open, then slowly close. The only way to find this out is from a newtling. Human-sized beings will be able to get in or out for about three minutes. The stone will open only this door. It will take 30 minutes to search the cavern. ~~There is a 4% chance of a found item.~~

COMMENT: If the entire party is foolish enough to all enter the cavern, they are trapped. The stone is buried several inches deep and can only be found by magic or by digging up the floor. The newtlings placed the stone and know its purpose. They regularly check this place with a Detect Life. After allowing hunger to take its toll, the newtlings will take the survivors captive. They will then either ransom them or sell them.

Room 3. Gathering Room

OVERVIEW: If the floor is examined closely, there is a smoothed section running down the passage from room 1, continuing through the other tunnel into room 4 and ending underwater. The passage to room 6 is blocked and will require 5 man hours to clear. There is a secret door in the south wall that opens to a short, cut-rock corridor ending in a temple outer door. There is an 05% chance of a found item in this chamber.

SPOT HIDDEN: The south wall will take ten minutes to search and will reveal the secret door on a Spot Hidden roll. Total search time for this room is 20 minutes.

COMMENT: If some ducks survived the Outlaw Ducks scenario, they have taken refuge with the newtlings and act as a ready reserve for them. In this case, they cleared the passage to room 6 and now live there. Like the newtlings, they know nothing of rooms 7 and 8.

TEMPLE OUTER DOORS

These doors are brass-bound and made of extremely hard wood. They will not burn. Not even Ignite spells will get them going. There is a four cm clearance under each door. This is to let water flow freely when the river rises. They will only be unbarred when the proper knock signals are given. These change every few days. They are also locked to the outside. Quicktail has the only two keys. One is kept in his personal quarters and the other is always on his belt.

There are temple doors at the outside entrances of rooms 18, 19, and 20.

Room 4. The Pool

OVERVIEW: The cavern floor (as entered from room 3) slopes downward toward a spring-fed pool. The dry area of the floor is about two meters across and six meters wide. The slope increases considerably (to 60 degrees) soon after the cavern floor enters the water. The water is five meters deep.

Several flat rocks and some small flint tools are on the floor. On the east wall hangs a small fishing net. The pool contains numerous live fish, all common edible species from the River of Cradles.

It will take ten minutes to search the dry area. There is a 10% chance of a found item.

COMMENT: There are three flint knives that may be used as daggers with two exceptions to dagger rules. They do only 1D4 points of damage and will break after absorbing only 8 points of damage.

Room 5. Underwater Alcove

OVERVIEW: A carved-out niche in the north wall of the underwater area holds the newtling treasure hoard. The niche is covered with a fine mesh net, extremely hard to see. The niche is accessible only from the underwater cavern in room 4.

It will take 25 minutes with good light to search the underwater area. There is a 40% chance of having a waterproof found item in with the hoard.

SPOT HIDDEN: It will take a successful Spot Hidden roll to find the cleft and another to spot the fine mesh net.

TRAPS: The treasure is guarded by a special warding spell that will deliver three Disruptions (POW 18) to any non-newtling who puts any part of their body into the niche. The net is there to keep the fish out and to hide the cleft.

TREASURE: 16 Wheels, a gold bracelet worth 650 Lunars, and a silver ring with a Shimmer 2 matrix.

Room 6. Spring Room

OVERVIEW: There is a four-square meter dry area in the SW corner where the corridor enters, the rest of the room is covered with water.

The room contains a forgotten spring. The pool glows with natural phosphorescence from the rocks and microscopic creatures in the water. Near the water's edge is evidence of past activity. There are fish bones, pieces of netting, and fragments of flint tools. The floor slopes at 20° into the water. The slope quickly increases to 60° about two meters into the water. The floor extends underwater further than the east wall. On the south wall underwater, one meter above the floor, are glowing runes which read "Sacrifice your power to the Water Lords here." It appears in Watertongue. There is a door in the southeast corner underwater. It is made of very hard wood and doesn't seem to be affected by the long immersion.

It will take 15 minutes to search the dry area. There is a 7% chance for a found item. It will require thirty minutes to search the underwater area, with a 4% chance for a waterproof found item.

DENIZENS: None, unless some of Pinfeather's ducks escaped. If so, they have joined forces with the newtlings and are headquartered in this cave. They do not share guard duty. They do form a ready reserve for the Temple defense.

Room 7. Altar Alcove

OVERVIEW: In the water-filled chamber there is a statue of a fish demon, one meter tall, standing in the southeast corner.

The floor has a thin layer of silt over the light blue tiles. Under the silt is a line of red tiles running from the north wall to the south about halfway across the room. There are water (W) and disorder (D) runes carved in the east door.

SPOT HIDDEN: A ring (described below) is buried in the silt in the SW corner. It will take a Spot Hidden roll to see, if the silt remains undisturbed. Once the silt is stirred up, it will be all but impossible to find except by a Detect Gems spell. It will take 90 minutes to search the room carefully enough not to disturb the silt if there is enough light. There is a 10% chance for a waterproof found item.

TRAPS: Crossing the red tile line releases the guardian ghost.

DENIZENS: The ghost, a weak Disorder Rune spirit.

LOMAR

INT 11 POW 14 DEX 20

TREASURE: The ring is alloyed copper with a semi-precious stone. Its value is 50L.

COMMENT: This is the room described in the map found in room 25.

Room 8. Adytum

OVERVIEW: A one-meter-deep water-filled alcove carved into the wall behind the door. The walls are covered with small writing. There is a large black stone on a white tile floor.

The stone is 20 kilograms of irregularly-shaped black obsidian that radiates both chaos and magic. The writing

is in Seatongue, mostly illegible. The readable parts refer to various evil deeds done by the fish demons during the golden age of Prax. The stories are parts of common local legends used to scare small children.

Under the large black stone a tile has been removed and a hole cut in the floor. There is a 1-liter sealed ceramic jug. Anyone moving the stone will discover the jug.

It will take 15 minutes to search the entire alcove, with a 4% chance for a found item.

TREASURE: The bottle contains a holy liquid of the fish demon cultists. After imbibing the entire contents and reducing one's personal POW to one, a fish demon spirit (INT 18, POW 24) will possess the drinker's body and go on a murder spree. He must murder an intelligent being within 24 hours or go insane. The insanity will take the form of acute hydrophobia (not rabies - fear of water).

Drinking this potion is a great honor among chaos water cultists. The demon will lay dormant for an indefinite period of time until the POW requirement is met. If the person resists possession the spirit will destroy the drinker's spirit first, then inhabit the soulless husk that remains.

Room 9. Dark Man Crypt

INITIAL DIE ROLLS:

D100

01-50 1D3 random spirits (POW 3D6+6, INT 3D6) attack party as they stand outside the crypt.

51-00 nothing

OVERVIEW: A blocked two-meter corridor. The walls show signs of having once been covered with fresco. The rubble will take twenty man-hours to clear. This much activity has a 90% chance of being noticed by the newtlings. Once cleared, the entire tunnel has a length of six meters. The walls are covered with crudely painted frescoes of trolls killing men, trolls killing elves, trolls killing dwarves, trolls killing broos, trolls killing morokanth, trolls killing trollkin, trolls destroying undead, and even trolls killing other trolls. The passage ends in a brass-bound wooden door. There is a solid black circle painted in the center of the door, and one gash in the wood. There is no apparent handle. The door actually swings inward but is barred on the other side. In front of the door is a withered newtling corpse. It has been dead about three years. There is no apparent cause of death.

SPOT HIDDEN: Behind a painted figure of a troll slaying a trollkin, a small gem is set in the plaster. It will take 10 minutes to search the chamber and there is a 03% chance of a found item on the body of the newtling.

TRAPS: If the door is damaged in any way the guardian spirit will attack.

DENIZENS: The guardian spirit;

INT 14 POW 15 DEX 20

TREASURE: The gem on the wall is a Spirit Chain. Apparent worth is 10L. See the referee's handbook. Spirit Chain is a plunder item listed there.

COMMENT: Opening the door will involve overcoming a STR of 30 on the resistance table. Up to three characters may combine their STR to attack the door, but due to the angle of the door and the footing, if more than one char-

acter tries the door, divide the total STR of all attackers by 2. Thus, if three characters with STRs of 15, 14, and 13 attempted the door, their combined STR equals 42, which divided by 2 means that they have a STR of 21 to compare against the STR of the door. The referee should allow the characters to think up mechanical methods of increasing their STR attack (such as battering rams, digging around the door's edges, etc.).

Room 10. Worship Area

OVERVIEW: The floor is tiled. There is a large circular black door in the back. The floor is tiled in three colors. The dominant color is black. Brown and red are mottled into the black to form two semi-circular areas around two small black altars on either side of the door in the back wall. The door in the back wall is circular and made of very hard black wood. Two black candles burn on the floor about halfway between either altar and the center of the door. Above the door four runes are carved. Man, Death, and Harmony are directly above the door; above them is Darkness. Two more black candles burn about one meter inside the semi-circles on either side of the cavern. There is a simple Troll litany written on the wall with charcoal. It is written in Darktongue, Old Pavic, and Old Mantongue.

The other door, to room 11, is locked.

SPOT HIDDEN: Concealed in the eastern altar is a scroll. Buried under the western altar is a second scroll. It will take 20 minutes to search the room and there is a 12% chance for a found item.

TRAPS: There are two watchdog ghosts. One is bound to each of the semi-circular tiled areas. As soon as a character is within the area, the spirits will attack and they will pursue until the character leaves the entire cave tomb area. The black candles are the wards for a Warding 2. Crossing the boundary with a stick or spear to knock down the candles counts as entering the ghosts' domain.

DENIZENS: There are two guard spirits.

ONE	TWO
INT 12	INT 12
POW 14	POW 16

TREASURE: The first scroll is in Darktongue. It is a description of a newtling, including taste, anatomy, and cooking instructions. The newtlings will not be amused if they find this scroll on someone's person. The second scroll is a letter of introduction for a long-dead Zorak Zoran worshipper to a Kyger Litor priestess in Adari. 5 L.

Room 11. Inner Shrine

OVERVIEW: There is a black circle in the center of the floor surrounded by four glowing skulls. A large green gem glows on the back wall.

The skulls are made of stone and are open on top. In each burns a black candle. A line of tiles runs around the skulls in a circle and also in a line from skull to skull. The edges of the circles around the skulls just reach the walls. In the center of the back wall is a large green gem of high apparent value. On either side of the gem is a troll prayer on one side in Darktongue and the other side in an unknown (dead) troll dialect. There are two scrolls under the gem (in the wall). There is a large lump in the center of the black sand circle.

TRAPS: The first person to enter the room will be attacked by the door guard, which will materialize instantly before him and always get first strike (fear shock plus claw). Two guardian spirits in the rearward two skulls will attack if their skulls are touched. The candles are wards for a Warding 3. The first person to touch the green gem will be hit with a POW 20 Sever Spirit. This is a one-shot thing.

DENIZENS: The door guardian, a medium Shade, and two ghosts;

SHADE, MEDIUM

SIZ 54 cubic meters (3mx6mx3m)

STR 17 POW 20 Hit Points 22

Weapon	SR	Att%	Damage
Claw	6	40%	2D6

GHOST ONE GHOST TWO

INT 10 INT 12

POW 12 POW 13

TREASURE: One of the scrolls behind the gem is a rough map keyed in Darktongue to a troll tower in Shadow's Dance, marking the tower as an abandoned Xiola Umbar temple. The other scroll describes the ritual procedure for making the ever-burning candles. Some ingredients are newtling fat, broo horn, Aldryami ears (preferably dryad), mostali beard, and trollkin blood for coloring. The ritual procedures are described in detail. The candles, once lit, burn forever and give off only light, no heat. They can be blown out normally and relit with the same effect.

The lump in the center of the circle is a lead matrix for Extinguish set with a 6 point POW storage crystal.

The green gem is worth 6774 Lunars.

Room 12. Central Guard Post

INHABITANTS: One of Croaker's guards and one of Quicktail's.

OVERVIEW: There are two piles of ten flint darts each, one in the northwest corner and one in the northeast.

It will take fifteen minutes to search the room and there is a 5% chance of a found item.

TRAPS: There is a trip wire across the tunnel leading to the river, just as the tunnel enters the cavern. There is a second trip wire in the tunnel leading to room 13, about two meters into the passage. The newtlings know of both traps. See room 1 for details on trip traps.

COMMENT: The newtlings on guard can see any creature entering from the river. The light from behind easily outlines targets and also makes the interior that much harder to see. They will throw the darts into the intruders and then engage in hand-to-hand combat.

Room 13. Storeroom

OVERVIEW: The room stinks of fish. There are six large wooden crates (50cm x 60cm x 80cm) along the north wall. They contain dried fish, some of the newtlings' famine supply. There is a secret door in the west part of the room that opens into a two-meter-long cut corridor that ends in a temple outer door (see room 3 for notes).

SPOT HIDDEN: It will take 20 minutes to search the entire

room. There is a 20% chance for a found item. The secret door and any found items will take a Spot Hidden to find.

TREASURE: Each crate of fish is worth 10L.

Room 14. Abandoned Guard Post

OVERVIEW: There are bodies of three dead newtlings in the northeast corner. They have leather armor, tridents, and flint daggers. Ten flint darts are piled along the south wall. There is a tunnel barely a half-meter wide which leads to room 15.

SPOT HIDDEN: It will take 20 minutes to completely search the room and bodies. One of the dead newtlings has 10 Lunars in a small pouch. There is a cloth pouch hidden at the base of the north wall. There is a 15% chance for a found item.

DENIZENS: One manticore;

Manticore

STR 29	CON 13	SIZ 31	01-02 R Hindleg	4/6
INT 9	POW 11	DEX 11	03-04 L Hindleg	4/6
CHA 5			05-06 H Quarters	4/7
Move 9			07-08 Tail	4/6
Hit Points 18			09-10 F Quarters	4/7
Defense 0%			11-12 R Wing	4/5
			13-14 L Wing	4/5
			15-16 R Foreleg	4/6
			17-18 L Foreleg	4/6
			19-20 Head	4/6

Weapon	SR	Attk%	Damage
Claw	7	45%	4D6
Sting	7	45%	4D6 (injects POT 13 poison)

SPELLS: Protection 1

TREASURE: None.

COMMENTS: The manticore came in here and killed the three guards on duty. It then attempted pursuit, but was stopped by the narrow passage. It's waiting, thinking that the newtlings are trapped in room 15.

Room 15. Watch Post

OVERVIEW: A spare trident, a net, and five flint darts lay near the north wall.

SPOT HIDDEN: There is a secret door in the east wall that opens into a carved-out passage which ends in a temple outer door. (See the note to room 3.)

Just inside the passage are two doses of potency 12 manticore antidote in liquid form. It takes fifteen minutes to search the room and there is a 15% chance of a found item.

DENIZENS:

D100

- 01-34 2 of Quicktail's command.
- 35-00 1 of Quicktail's command and 1 unattached newtling.

TREASURE: The poison antidotes are worth 100L each.

COMMENT: The newtlings usually put their better fighters on watch here. If intruders enter and fight the manticore, they'll move to attack as soon as the manticore or the intruders fall. Either way their enemies will be weakened by the melee, and they'll have enough time to spread an alarm.

Room 16. The Foyer

INITIAL DIE ROLLS:

D100

- 01-40 1D3 stake snakes
- 41-00 nothing

OVERVIEW: Various bits of bone and scraps of flesh are scattered around. The body of a half-eaten human male is in the southeast corner. All that remains is the lower torso and the legs. Written with charcoal on the south wall (in Old Pavic) is "Sacrifice a point of power to the shades of this cave or be forever accursed."

There is a two-meter tunnel sloping downward from the east wall to room 7.

It will take fifteen minutes to search the entire chamber. There is a 5% chance for a found item.

First Stake Snake

STR 2	CON 13	SIZ 3	01-06 Tail	0/4
POW 7	DEX 11		7-14 Body	0/5
Move 4			15-20 Head	1/4
Hit Points 11				
Defense 05%				

Weapon	SR	Attk%	Damage
Spring	3	30%	1D6+1, range 3m

Second Stake Snake

STR 4	CON 14	SIZ 3	01-06 Tail	0/4
POW 9	DEX 12		07-14 Body	0/5
Move 4			15-20 Head	1/4
Hit Points 12				
Defense 05%				

Weapon	SR	Attk%	Damage
Spring	3	30%	1D6+1, range 3m

Third Stake Snake

STR 3	CON 13	SIZ 2	01-06 Tail	0/4
POW 10	DEX 10		07-14 Body	0/5
Move 4			15-20 Head	1/4
Hit Points 11				
Defense 05%				

Weapon	SR	Attk%	Damage
Spring	3	30%	1D6+1, range 3m

TREASURE: None.

Room 17. Krang's Lair

OVERVIEW: A roughly rectangular four by five limestone cavern. There is a large pile of coins in the back of the cave. Krang will usually be found sitting on top of the coins.

SPOT HIDDEN: A secret panel behind a rock in the back of the cave opens into tunnel 28.

DENIZENS: A small dream dragon.

Krang

STR 31	CON 18	SIZ 22	01-02 R Hindleg	8/8
INT 17	POW 18	DEX 13	03-04 L Hindleg	8/8
CHA 17			05-06 H Quarters	8/9
Move 7/12			07-08 Tail	8/7
Hit Points 22			09-10 F Quarters	8/9
Defense 15%			11-12 R Wing	8/7
			13-14 L Wing	8/7
			15-16 R Foreleg	16/8
			17-18 L Foreleg	16/8
			19-20 Head	18/8

Weapon	SR	Attk%	Damage	Parr%
Bite	7	65%	2D10	—
R Claw	6	85%	3D6	60%
L Claw	6	70%	3D6	80%
Tail	12	80%	2D6*	—
Flame	2	70%	18 pts flame	—

* Always a knockback in addition to damage.

SPELLS: Countermagic 4, Healing 6, Ignite, Protection 2, Spirit Shield 4

LANGUAGES: Auld Wyrnish 90%, Firespeech 90%, Pavic 90%, Sartarite 65%, Tradetalk 60%

TREASURE: Krang's hoard; 2974 clacks, 681 Lunars, 34 Wheels, and five gems (worth respectively 14L, 45L, 82L, 670L, and 1540L).

COMMENT: About 10% of the time, usually at night, Krang will not be present. He will be hunting and/or visiting with the Scarlet King. He is erratic about his hunting habits and could be gone for 5 minutes or a day. Since he is fond of his treasure, the time is usually closer to an hour than a day.

As dream dragons go, Krang is young, but he is smart and battle-wise. In exchange for letting a Lhankor Mhy sage live with him for a year a century or so back, he learned a few defensive spells and languages. He now contentedly hunts herd beasts, visits with his high-flying condor friend, and gathers money from adventurers foolish enough to enter his cave.

When the party enters, Krang will pretend to be dozing. However, he will immediately open his eyes, flick on an appropriate defensive spell, and say, "Think quickly. You have two choices. Dump all your money and leave *or* leave me your best ... (-looking woman, singer, storyteller, fattest, whatever he is in the mood for), and leave. You have one minute."

If the party hasn't done anything in thirty seconds, he will flame the nearest members and jump to the attack.

If the party proves tough, he will back into passageway 28 so that only his head, claws, and forequarters are targetable, and continue to fight. Note that his grotesque bony skull and forelimbs make him very difficult to scratch in those sections. Use 1D8 for hit locations on Krang when he is in the passageway.

1D8	Hit Location
1	Forequarters
2-3	Right Foreleg
4-5	Left Foreleg
6-8	Head

Room 18. Storage Area

OVERVIEW: The floor is covered with reeds. There is a large fishing net drying on the east wall. Several small sacks of dried fish lay against the north wall. A small chest (4 liters) sits in the northeast corner.

On the north wall in the west corner is a temple outer door (see note to room 3). A door in the east corner of the south wall opens into room 21; normally it is barred on the room 21 side.

It will take 20 minutes to search the room. There is a 20% chance for a found item.

TRAPS: If the chest is opened without pressing a small catch hidden in the back (Spot Hidden roll needed to find) a puff of poison gas is released (POT 15) which will affect every person in that quarter of the room. The poison will dissipate in five minutes.

DENIZEN: One of Croaker's command on guard duty. If threatened from room 3, he will alert the guard and sleepers in room 19.

TREASURE: In the chest are personal possessions of Croaker and his guards. In a purple cloth pouch is a small white spherical stone set on a chain of silver. Its apparent value is 50L. It is actually an amulet made by an obscure Daka Fal subcult that will become warm to the touch when the wearer is within 30 meters of a ghost. There is a set of three yellow arrow feathers in a small wooden box. When fletched to a iron-tipped arrow of a Kuschile horse archer, the arrow will always fly as if it had Speedart cast upon it. If the target is of Rune level in any darkness cult, the arrow will strike as if the archer had 200% ability with a bow, except 96-00 is still a miss.

Also, there is a ring worth 40 Lunars, an uncut gemstone worth 80 Lunars, and two Wheels. If the chest is searched carefully, it can be seen that there is a false compartment in the bottom containing a small bunch of herbs useful in healing Soul Waste (worth 150 Lunars to a healer but valueless to anyone else).

Room 19. Sleeping Area

OVERVIEW: There are reeds all over the floor with 12 woven reed mats regularly spaced around the room. Some fish scraps lie about. Net bags hang from pegs on the wall.

A temple outer door (see note for room 3) in the west wall opens into a passage leading to room 13. A door in the center of the east wall opens into room 21. It is normally barred on the room 21 side.

It will take 30 minutes to completely search this room and there is a 40% chance for a found item.

SPOT HIDDEN: There is a small gem worth 40 Lunars hidden in the southeast corner under some reeds.

DENIZENS: One of Quicktail's command. This is also the dormitory for all of Croaker's people, including Croaker.

Room 20. Guard Station

OVERVIEW: This is a six by eight meter rectangular room. Five reed mats lie along the north wall. Two spare tridents, a net, a small shield, and ten flint darts are piled along the east wall. There are some fish scraps on the floor.

There is a temple outer door (see note to room 3) along the west wall in the south end, opening to a corridor to room 15. A door in the east end of the north wall opens into room 21 and is normally barred on the room 21 side.

DENIZENS: One of Quicktail's command on guard. Five of Quicktail's newtlings, including the guard, sleep here.

COMMENT: The guards on duty are waiting for the signal from the newtlings watching the manticore. On the signal, the newtlings on duty will wake the sleeping ones up and move to attack. It will be the duty of one newtling to spread the word through the rest of the temple.

Room 21. The Temple

OVERVIEW: This is a water temple. There is an altar in the center of the room. Glowing eyes are spaced around the walls and floor. Some eyes, more brilliant, seem to watch over the temple constantly. The large, white stone altar is in the center of the east wall. It is roughly six by six meters in size. There are three steps up which go all the way around with an aluminum basin on top. Above the basin, which is filled with ever-turbulent water, glows a sphere of soft white light. There are three corresponding steps running around the outer part of the room effectively creating a moat around the altar. There is a half-meter of water in this moat. Several species of small fish and river plants float in the pool. There are three sets of wands made of aluminum set into the floor as shown on the map. Each step is a one meter drop.

There are three doors in the west wall. They all open inward and normally are barred. They lead to rooms 18, 19, and 20.

It will take 50 minutes to search the entire room. There is a 12% chance for a found item.

SPOT HIDDEN: There is a secret door behind the altar leading to room 22.

TRAPS: If a person not associated with a water cult touches the basin or the water in the basin with part of his body, a beam of white light will shoot out from the glowing ball and do 2D4 points of damage to whatever part of the body touched the water. This damage is done directly, armor does not help, though Protection or Shield does. There are three sets of four wards (each marked as a, b, or c). The first set (a) are the Temple Wards. They act as a Warding 1, and only members of the cult may pass (all the newtlings are members, prisoners and slaves don't count, and guests are conferred temporary initiate status). The next two sets (b and c) are on only during ceremonies or whenever Quicktail applies the five minute ritual. The outer set of wards (b) will only let full initiates or Rune levels of the cult cross. The inner set of wards (c) will let only the hierarchy of the temple pass. Both b and c are Warding 3.

DENIZENS: See the prefatory section for inhabitants.

TREASURE: The aluminum basin and ward props would be worth much to any water cult, but they cannot be removed normally.

COMMENT: This is the old altar to Zola Fel and as long as water worshippers protect the temple, he will protect the basin. The water in the basin is a minor Headwaters where the Primal Ocean touches this plane. If the water is drunk directly from the altar by a water cult being, that being will have 1D6 hit points healed and 1D4 POW points returned. It will affect any single creature only once per day.

Room 22. Guard Post

INITIAL DIE ROLLS:

D100

01-67 One of Quicktail's bodyguards on duty.

68-00 One of Quicktail's other newtlings on duty.

The bodyguards and six of Quicktail's command sleep here.

OVERVIEW: Eight reed mats are placed around the room. Four spare tridents, three nets, a small shield, and fifteen flint darts are stacked against the east wall. Two sets of cuirboilli limb armor are with the weapons. There is a small (40cm x 60cm x 30cm) chest also against the east wall. The keys to the cells hang on a peg on the north wall about a meter away from the door.

There is a door in the south wall's east end leading to room 24. There is a heavily-bound door leading to room 23 in the center of the north wall. It is locked and barred on this side.

SPOT HIDDEN: There is a secret door in the center of the west wall leading to room 21. It will take 20 minutes to completely search the room. There is a 12% chance of a found item:

TRAPS: There is a poison needle (coated with POT 14 systemic poison) that shoots out of the chest's lock when anything, like a key or pick, is inserted. The lock is very small and a character must take off any hand protection to work the lock. The newtlings are aware of the trap and cover the spot where the needle shoots out with a coin before they open it. The trap can be reset while the chest is open.

TREASURE: The chest contains 92 Lunars and two gems, worth respectively 140 and 290 Lunars. There is also a partial map of a ruined barracks in old Pavis.

THE 5-EYES TEMPLE RITE OF THE RIVER HORSE

This is a brief description of a River Horse rite at this temple as performed by a full shaman of the cult.

The 5-eyes which are present along the east and west walls all appear to be open and alive, watching people move past, on the days of the ritual. The worshippers know that during the ceremony there is a Warding spell drawn across the room from eye to eye to segregate the worshippers. The rear-most eyes produce a Warding 1, and visitors to the temple who are not even lay members must stay behind it or trip the alarm. The second eye will generate a Warding 2 between lay members and initiates, and the third eye, between the initiates and Rune levels, produces a Warding 3. Only Quicktail and Croaker know the true size and boundaries of the Warding spells.

Anyone crossing the lines defined by the fourth eye is attacked by a small Undine, and crossing the fifth eye's lines results in an attack by a medium Undine. There are two elementals of each type, one per eye. These will not activate against Rune levels of Water cults.

During the ceremony the water in the basin appears to flood over the edges and fill the chamber. A couple of fish may swim out and begin to swim about in the air of the temple. Then the River Horse will appear, coming out of the fountain. It will land itself and be approached by the shaman who offers special foods, etc. to it, and words of brotherhood and praise. At this point the shaman repeats a certain prayer, and then each of the worshippers gives his point of POW to the river horse he sees.

On some occasions the River Horse will cross the eye-lines and go among the initiates. If the River Horse appears to nuzzle one with pleasure, it is a good sign for that person.

The River Horse occasionally sends one of its own type to this place permanently, and in those cases the River Horse is escorted out of the complex to the river, where it goes to live. It may be called sometimes by those initiates to whom it showed favor. These River Horses are also generally friendly to the temple, perhaps even domesticated.

COMMENT: The door leading to the prison area is locked and barred on the room 22 side. There are two keys to the door. One is carried by Quicktail, the other by the Chalana Arroy healer.

Room 23. Prison

INITIAL DIE ROLLS:

D100

01-30 Healer in another prisoner's cell.
31-35 Healer in storeroom 26.
36-00 Healer in personal cell.

OVERVIEW: A five by eight meter rectangular limestone walled room. Both long sides of the room are subdivided into three cells a little over two meters wide by two meters deep. Each is barred with bronze bars and they have locked doors. The cells are separated by the walls, so the prisoners are completely isolated.

In cell 'A' is Almeed, the high llama warrior. In cell 'B' is Har Lansang, the Sun Dome templar. Cell 'C' holds Harzak, the Pavis Survivor's warrior. Cell 'D' has an ancient human skeleton clothed in rags and scraps of leather. Optash, the healer, lives in cell 'E'. All the cells are locked except for the healer's cell. Quicktail has the keys. The healer has some food (bread, fish, vegetables) and simple cooking utensils.

There is a door in the center of the south wall. It is locked and opens outward to room 22. It is normally barred on the other side.

SPOT HIDDEN: Buried in cell D is a small gem that changes colors as someone holds it. It takes 40 minutes to search all of the cells. There is a 5% chance for a found item.

The Prisoners

The prisoners have nothing. Their weapons and armor are stored in room 26.

Almeed (high llama tribesman)

STR 9	CON 12	SIZ 15	01-04	R LEG	4/5
INT 13	POW 12	DEX 9	05-08	L LEG	4/5
CHA 14			09-11	ABDOM	2/5
Move 8			12	CHEST	2/6
Hit Points 13			13-15	R ARM	4/4
Defense 05%			16-18	L ARM	4/4
			19-20	HEAD	0/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	6	25%	1D8+1	25%	20
Javelin	3	40%	1D10	20%	10
Mounted Lance	4	55%	1D10+1	45%	15

SPELLS: Countermagic 2, Demoralize, Disruption

SKILLS: Peaceful Cut 45%, Ride High Llama 75%, Spot Hidden 55%, Tracking 55%

LANGUAGES: Praxian 80%, Tradetalk 25%

NOTES: Almeed is an initiate of Waha. He hates the city of Pavis and seeks to destroy anything to do with the city.

Almeed heard strange rumors about huge treasures in 5-eyes. He tried to get a group together in Corflu to explore but everyone thought he was crazy (rumors are still around about the crazy tribesman). He entered the caves alone and killed a couple of guards. They jumped him and captured him. The healer has healed all his wounds.

Har Lansang

STR 9	CON 16	SIZ 14	01-04	R LEG	3/6
INT 12	POW 15	DEX 16	05-08	L LEG	3/6
CHA 9			09-11	ABDOM	4/6
Move 8			12	CHEST	4/7
Hit Points 17			13-15	R ARM	1/5
Defense 05%			16-18	L ARM	1/5
			19-20	HEAD	0/6

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Short Spear	4	40%	1D8+1	40%	15
Self Bow	1	55%	1D6+1	25%	6
1H Short Spear	5	25%	1D6+1	25%	15

SPELLS: Bladesharp 3, Detect Gold, Healing 3, Light, Protection 2

SKILLS: Map Making 30%, Riding 60%, Spot Hidden 50%, Spot Traps 40%

LANGUAGES: Firespeech 50/00%, Sartarite 85/85%

TREASURE: Imbedded under the skin on Har's right arm is a small pendant of a golden bird. This is an amulet from Yelmadio's associate cult of Vrimak which makes the bearer's presence known to any Vrok hawk within a kilometer. Apparent value is 100L.

NOTES: Har is an initiate of Yelmadio and was gifted with the permanent ability to Farsee (as per the spell). He is learning the Kus-chile archery skill but hasn't earned his yellow feather yet. His geases are to never wear leather body armor (his current body armor is ring mail), never love any but earth cultists, and never use any but cult weapons. Har has sacrificed for one point of Shield.

Har was travelling from Pavis to Corflu down the River of Cradles. A freak storm blew in from Vulture's Country and he took shelter in one of the cave entrances. The newtlings took him captive. He was carrying dispatches to the local shrine in Corflu but they were lost in the storm.

Harzak

STR 14	CON 10	SIZ 14	01-04	R LEG	4/4
INT 9	POW 7	DEX 14	05-08	L LEG	4/4
CHA 12			09-11	ABDOM	7/4
Move 8			12	CHEST	7/5
Hit Points 11			13-15	R ARM	4/3
Defense 05%			16-18	L ARM	4/3
			19-20	HEAD	0/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	50%	1D6+1+1D4	45%	20
Mounted Lance	4	35%	1D10+1	35%	15
Composite Bow	2	40%	1D8+1	25%	10

SPELLS: Detect Spirit, Heal 2, Multimissile 2, Speedart

SKILLS: Evaluate Treasure 40%, Lock Pick 30%, Ride (Zebra) 60%, Spot Hidden 30%

LANGUAGES: Old Pavis 75/75%

NOTES: An initiate of the Pavis cult, Harzak is one of the mercenary Pavis Survivors who are destined to roam the plains, living by their strict military codes. Harzak hates all Storm Bull worshippers and classes them in the same category as he places trolls and broo.

Harzak was travelling on the border of Vulture's Country when he was surprised by a newtling patrol. He killed one and was killed in return. His own Divine Intervention brought him back. He is now here and Quicktail hopes to ransom him.

Optash

STR 10	CON 14	SIZ 15	01-04	R LEG	4/6
INT 17	POW 19	DEX 13	05-08	L LEG	4/6
CHA 13			09-11	ABDOM	2/6
Move 9			12	CHEST	2/7
Hit Points 16			13-15	R ARM	4/5
Defense 15%			16-18	L ARM	4/5
			19-20	HEAD	0/6

No Weapons Skills

SPELLS: Healing 6, Preserve Herbs, Shimmer 4, Sleep 2, Spirit Shield 1, Xenohealing 3

SKILLS: Find Healing Plants 50%, First Aid 90%, Ride 40%, Spot Hidden 40%, Treat Disease 50%, Treat Poison 60%

LANGUAGES: Sartarite 60/00%, Tarsh 80/80%, Tradetalk 65/00%

NOTES: Optash is very friendly and helpful to the newtlings. He is an exile from Lunar Tarsh who seeks a quieter road. After this errand, Optash believes the temple will let him enter the priesthood.

Quicktail met Optash outside of Corflu and persuaded him to see the old temple. Optash decided he was needed and wants to stay. Optash has two magic powders on his person that he saves for emergencies. One, mixed with wine, works as a Healing 6 spell. The other is a special potion that is normally given to very badly wounded individuals. Mixed with water and given to any humanoid, it will put that person into a deep healing trance. When in the trance healing spells need only half POW (a Healing 6 is still needed to reknit a limb but it would only take 3 points of POW from the caster). Chalana Arroy healers get a 20% bonus on all healing skill rolls on patients under this trance. However, the imbiber can take no action for the duration of the trance (ten minutes) and will passively sleep even if cut to pieces.

TREASURE: The gem is a flawed crystal. It is flawed by the Mobility Rune. It must be attuned, and has a Power of 8 for attunement purposes. Each day at dawn the actual ability of the crystal changes. Roll 1D20+2 on the magic crystal table on page 96 of RuneQuest to determine the precise ability of the crystal each day — it will have the ability rolled with 8 points of Power. The attuned user always knows what power the crystal has.

COMMENTS: Optash takes care of the prisoners with food that Quicktail provides. Optash can go anywhere he wants and is not being held there against his will. He is friendly with all the newtlings and the guards often sit with Optash and exchange stories.

NOTES ON PRISONERS: Quicktail will probably ransom the three warriors to help pay for his temple, but before he releases them he wants to strengthen his position in 5-eyes. He'll release them as soon as the ransom is paid and another company of newtlings arrives. He would like the healer to stay but will never force him to.

Room 24. Guest Quarters

OVERVIEW: Fresh reeds are thickly spread over the floor. The walls are hung with large fishing nets to cover the bleak stone. There are crossed ornamental tridents on the south wall. Painted on the east wall is the 5-eyes symbol.

A door in the north wall at the east end goes to room 22. It opens inward and bars on this side. There is a one-meter-wide opening in the west end of the south wall that leads to room 25.

HIDDEN SPOTS: It takes 20 minutes to search this entire room. There is a 30% chance for a found item.

DENIZENS: There are two dragonewt emissaries here delivering messages from their leaders. If a fight develops they will remain neutral, but if threatened they'll fight for the newtlings. The emissaries are Zji Xoa, a young tailed priest, and his guard Ru Ojt, a beaked dragonewt.

Ru Ojt

STR 23	CON 17	SIZ 21	01-04 R LEG	3/7
INT 12	POW 13	DEX 13	05-08 L LEG	3/7
CHA 13			09-11 ABDOM	3/7
Move 7			12 CHEST	3/8
Hit Points 20			13-15 R ARM	3/6
Defense 05%			16-18 L ARM	3/6
			19-20 HEAD	3/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Klanth	5	65%	1D10+1+2D6	40%	20
Composite Bow	2	65%	1D8+1	35%	10
Javelin	2	55%	1D10+1D6	30%	10
Sling	2	60%	1D8	—	—
Medium Shield	—	—	—	60%	12

SPELLS: Bladesharp 2, Disrupt, Healing 2, Mobility, Protection 3, Shimmer 2, Speedart

SKILLS: Camouflage 55%, Hide in Cover 60%, Move Quietly 60%

LANGUAGES: Auld Wyrnish 80%, Old Pavic 50%, Tradetalk 40%

Zji Xoa

STR 14	CON 18	SIZ 16	01-04 R LEG	2/7
INT 13	POW 19	DEX 12	05-08 L LEG	2/7
CHA 13			09-11 ABDOM	2/7
Move 8			12 CHEST	2/8
Hit Points 20			13-15 R ARM	2/6
Defense 10%			16-18 L ARM	2/6
			19-20 HEAD	2/7

Weapon	SR	Attk%	Damage	Parr%	Pts
Pole Axe	5	60%	3D6+1D4	60%	12
Klanth	6	60%	1D10+1+1D4	60%	20
Composite Bow	3	60%	1D8+1	25%	10
Medium Shield	—	—	—	60%	12

SPELLS: Bladesharp 4, Disruption, Healing 6, Protection 2
RUNE SPELLS: Divination 2, Extension I, Multispell II, Shield 3

SKILLS: Camouflage 50%, Hide in Cover 60%, Move Quietly 50%, Oratory 60%, Ride Demi-Bird 60%

LANGUAGES: Aldryami 35/00%, Auld Wyrnish 90/90%, Old Pavic 70/00%, Tradetalk 60/00%

MAGIC ITEMS: 7 point POW storage crystal

TREASURE: Zji Xoa carries 8 wheels. Wrapped in cloth in his pack is an untempered lead slingstone and an untempered copper dagger.

MISCELLANEOUS NOTES: Depending on the success of his mission to the newtlings, Zji Xoa will begin his quest for an allied spirit. He could probably use some good warriors and it is rumored that allied spirits are commonly gained in the area known as Snakepipe Hollow. He has four crested dragonewts out scouting the 5-eyes area, and tending his demi-birds.

Room 25. Quicktail's Personal Quarters

OVERVIEW: Fresh reeds are strewn on the floor. There is a thickly woven mat in the northeast corner. Hanging on the north wall from pegs are two sandy-colored hooded cloaks and two pairs of high soft leather boots. (If Quicktail is not presently in the complex, one of these sets will be gone.) There is a small weapons and armor rack built on the east wall. There are two tridents, two bronze daggers, a small shield, and a set of leather limb armor on the rack. Painted on the south wall is the 5-eyes symbol that Quicktail uses.

SPOT HIDDEN: There is a secret door to room 27. There is also a loose stone on the east wall that has a small hollow behind it. Inside there are five aluminum slingstones with a Water Rune on each of them, an iron arrowhead, and a

wand with a Detect Silver matrix in it (if Quicktail is not in the complex, the wand will be gone). There is also hidden 14 wheels, and 2 scrolls.

TREASURE: The slingstones are worth 20 Lunars each to a Water cult or to an Issaries trader. The arrowhead is worth 20 Lunars. One scroll increases one person's percentage to hit with a thrusting weapon by 1D4x05%. It is written in Old Pavic. The other scroll is a map to room 7. Quicktail found it recently in the temple and means to investigate it when he has the time and the newtlings free to clear the passage to room 6. If ducks have moved into room 6, he is waiting until either they move out or until he feels that he can fully trust them.

Room 26. Strong Room

OVERVIEW: There are various barrels, crates, weapons, and cloaks around the room.

There are eight crates of dried fish stacked in the SE corner. Four sets of desert cloaks and boots hang on pegs along the north half of the east wall. The 5-eyes symbol is on all the clothing. There are three casks of cheap Corflu wine in the northwest corner. Four small fishing nets hang on the north wall. Six tridents are on a weapons rack by the west wall. Two stacks of ten flint darts each are in front of the weapons rack. Clean, fresh reeds are strewn on the floor. There are three reed sleeping mats near the center of the room.


EXITS: The only door is in the center of the south wall. It opens into the long wall of a two- by six-meter corridor.

SPOT HIDDEN: It will take 40 minutes to search the chamber with a 7% chance for a found item.

DENIZENS: 3 of Quicktail's command sleep here, one on each shift.

Room 27. Storeroom and Well

OVERVIEW: The door is in the center of the north wall. The floor is covered with reeds and there are various things stacked against the wall. There is a round hole in the floor in the southwest corner.

There are two chests in the northeast corner of the room along the east wall. Both are open. They are full of newtling cloaks (10 in each chest). The light blue cloaks have a silver water rune  embroidered on each back. Here also are the weapons and armor of the prisoners in room 26.

Hanging on pegs along the east wall are two sets of human-sized leg manacles made of bronze. The keys hang from them on leather thongs. Stacked along some of the east wall is dry firewood, about fifty logs, 4 cm in diameter and a meter long each.

In the southeast corner is a well, 1.5 meters wide and about 10 meters deep. The water is about 7 meters below the floor. There is a bucket with a rope attached next to the hole.

Along the south wall are five large chests, all open, full of tools. There are flint chipping tools, net-making tools, snares, small game traps, cooking utensils, several flint and steel sets in watertight skin pouches, some leatherworking tools, 50 meters of rope, some armoring tools, and some weapons repair equipment.

Along the west wall in the southern corner are six crates of dried fish. In the center of the west wall are four barrels, one meter high and ½ meter wide at their fattest, full of dried river plants.

In the center of the floor are four reed mats.

There is one door to this room in the center of the north wall. It opens into the center of the wall of a six by two meter corridor. There are two other doors in the corridor, one directly across from the exit and leading to room 26, and one in the west end of the corridor to room 22. There is also a secret door known only to Quicktail leading to his quarters in room 27.

SPOT HIDDEN: About 4 meters down on the south side of the well hole is a secret door that opens into the hidden passage 28. Hidden under one of the mats is a pair of ivory dice. It will take 40 minutes to search the room and there is a 15% chance for a found item. It will take one hour to search the well with rope and adequate light and there is a 10% chance for a waterproof found item in the bottom of the well. Hidden in the bottom of one of the plant barrels is a packet of rare water herbs, useful against the Shakes.

DENIZENS: The four unattached newtlings sleep here.

TREASURE: The cloaks are worth 5L apiece to a Water cult. However, they will want to know where they came from. The ivory dice are worth 20L (for the pair). The herb packet is worth 100L to an alchemist or healer.

Corridor 28. Daine's Passage

INITIAL DIE ROLLS:

D100

01-40 2D4 rubble runners

41-00 Nothing

OVERVIEW: This is a twisting natural passage one meter high and two meters wide, extremely irregular and twisting.

There are four exits: the secret door to cavern 17, the secret door into the well in room 27, cavern 30, and the opening in the north passage to room 29.

SPOT HIDDEN: There are two secret doors. It will take 40 minutes to search the whole passage with a 03% chance for a found item.

DENIZENS: The rubble runners.

Rubble runner 1

STR 5	CON 12	SIZ 3	01-02 R Hindleg	2/3
POW 8	DEX 14		03-04 L Hindleg	2/3
Move 6			05-07 HQuarters	2/5
Hit Points 10			08-10 FQuarters	2/5
Defense 10%			11-13 R Foreleg	2/3
			14-16 L Foreleg	2/3
			17-20 Head	2/4

Weapon	SR	Attk%	Damage
Bite	9	25%	1D6

Rubble runner 2

STR 4	CON 15	SIZ 2	01-02 R Hindleg	2/4
POW 9	DEX 12		03-04 L Hindleg	2/4
Move 6			05-07 HQuarters	2/6
Hit Points 13			08-10 FQuarters	2/6
Defense 05%			11-13 R Foreleg	2/4
			14-16 L Foreleg	2/4
			17-20 Head	2/5

Weapon	SR	Attk%	Damage
Bite	10	20%	1D6

Rubble runner 3

STR 3 CON 11 SIZ 3
 POW 10 DEX 13
 Move 6
 Hit Points 9
 Defense 10%

01-02 R Hindleg 2/2
 03-04 L Hindleg 2/2
 05-07 HQuarters 2/4
 08-10 FQuarters 2/4
 11-13 R Foreleg 2/2
 14-16 L Foreleg 2/2
 17-20 Head 2/3

Weapon SR Attk% Damage
 Bite 9 30% 1D6

Rubble runner 4

STR 6 CON 15 SIZ 3
 POW 12 DEX 16
 Move 6
 Hit Points 13
 Defense 10%

01-02 R Hindleg 2/4
 03-04 L Hindleg 2/4
 05-07 HQuarters 2/6
 08-10 FQuarters 2/6
 11-13 R Foreleg 2/4
 14-16 L Foreleg 2/4
 17-20 Head 2/5

Weapon SR Attk% Damage
 Bite 8 25% 1D6

Rubble runner 5

STR 1 CON 11 SIZ 2
 POW 9 DEX 17
 Move 6
 Hit Points 9
 Defense 15%

01-02 R Hindleg 2/2
 03-04 L Hindleg 2/2
 05-07 HQuarters 2/4
 08-10 FQuarters 2/4
 11-13 R Foreleg 2/2
 14-16 L Foreleg 2/2
 17-20 Head 2/3

Weapon SR Attk% Damage
 Bite 8 20% 1D6

Rubble runner 6

STR 6 CON 9 SIZ 1
 POW 10 DEX 14
 Move 6
 Hit Points 7
 Defense 10%

01-02 R Hindleg 2/2
 03-04 L Hindleg 2/2
 05-07 HQuarters 2/4
 08-10 FQuarters 2/4
 11-13 R Foreleg 2/2
 14-16 L Foreleg 2/2
 17-20 Head 2/3

Weapon SR Attk% Damage
 Bite 9 30% 1D6

Rubble runner 7

STR 4 CON 14 SIZ 2
 POW 9 DEX 16
 Move 6
 Hit Points 12
 Defense 10%

01-02 R Hindleg 2/3
 03-04 L Hindleg 2/3
 05-07 HQuarters 2/5
 08-10 FQuarters 2/5
 11-13 R Foreleg 2/3
 14-16 L Foreleg 2/3
 17-20 Head 2/4

Weapon SR Attk% Damage
 Bite 8 25% 1D6

Rubble runner 8

STR 4 CON 5 SIZ 4
 POW 12 DEX 12
 Move 6
 Hit Points 3
 Defense 05%

01-02 R Hindleg 2/1
 03-04 L Hindleg 2/1
 05-07 HQuarters 2/3
 08-10 FQuarters 2/3
 11-13 R Foreleg 2/1
 14-16 L Foreleg 2/1
 17-20 Head 2/2

Weapon SR Attk% Damage
 Bite 10 20% 1D6

COMMENT: This passage was discovered by Daine and Tarnak while they were exploring the cave complex. Tarnak's betrayal took place here. He stabbed Daine in the back as he was mapping a section of corridor. Daine then fled to 29, seeking refuge. Tarnak followed and slew him.

Room 29. Daine's Final Rest

OVERVIEW: There is an armored body near the left wall. It is Daine, who was betrayed here by the thief, Tarnak. His body has been partially stripped. He still wears an iron chest plate and has an iron dagger on his belt. In a pouch inside his armor is a ring, a crystal, and a scroll.

EXITS: There is a one-meter-high opening from corridor 28.

SPOT HIDDEN: It will take 15 minutes to search this alcove. There is a 03% chance for a found item.

TREASURE: In addition to the untempered iron, there is the ring, the crystal, and the scroll. The ring is silver, worth only 10L, but its stone is a crystal of spell resisting with POW 2. The scroll is a map of the local area showing 5-eyes in relation to the major landmarks. The crystal is a POW storage crystal with a capacity of 8 points of POW.

Room 30. Daine's Vengeance

OVERVIEW: For a stretch of five meters the one meter tunnel widens to a maximum of four meters and then it thins again. In the center of this chamber is a body. As the body is approached, the wraith of Tarnak will begin to form above it. The body is human, young, lying flat on its face with a well-made iron sword driven through it and into the stone floor a few centimeters. The body is covered with leather armor. A shortsword lies nearby. The wraith will attack anyone within three meters of the body, but will vanish if the sword is pulled out (use STR vs. STR with an equivalent STR of 20 for the buried sword).

HIDDEN SPOTS: High on the north wall is a simple inscription, "Daine is avenged ..."

DENIZENS: Tarnak's wraith.

INT 14 Attacks POW vs. CON and
 POW 12 affects STR of target.
 DEX 20

His object of restriction is the planted sword.

TREASURE: The sword is made of iron with a 500L gem set in the pommel. It is matrixed for Bladesharp 2. The name "Daine" is inscribed in the sword near the hilt.

COMMENT: Tarnak slew Daine from behind, but in Daine's last breath he called on his sword's Death Sword attribute. The sword cut Tarnak down and he was bound to this plane as a wraith. The irony here is that Tarnak's wraith must defend his body even though he would be freed by someone pulling the sword free.

The Fate of Daine

The reason for Tarnak's slaying of Daine and thereby meeting his own doom is not something easy for anyone to know. Whatever happened between them is lost to the ages, and short of a Lhankor Mhy Reconstruction spell there is no way anyone will ever know.

However, for those readers who are really curious, or those Lhankor Mhy priests who decide to use their Reconstruction spells and somehow manage to pin down the appropriate 15 minute period to look into, this is what happened.

Daine was lucky. When he approached the right-hand cavern, the stake snakes were out laying in the sun and didn't even notice him. He slipped by them and looked into the

next cavern. Once again, he was lucky, as Krang was out hunting.

Motioning to Tarnak, he slipped into Krang's lair, immediately discovering the hoard. Instantly, he knew where he was, and did not need the smoke stains on the wall to give him a clue.

Tarnak looked at the hoard, and immediately proposed that they take armfuls of the gold and silver and retreat back to the river. He even let slip that, with this much money, he could perhaps impress the duke enough to let him court Jezra.

Daine was tolerant of Tarnak's interest in Jezra, but not friendly towards the notion. He told Tarnak that he was looking above his station, and besides, they were there to scout the area, not steal treasure. He then made the mistake of turning his back on Tarnak, finding the secret door to corridor 28, and entering the short tunnel.

Tarnak was incensed. He followed Daine and, as the old Rune lord listened for sounds of rubble runners, stabbed his partner in the back. Daine staggered into room 29 and activated his Death Sword. Tarnak fled the sword and died in room 30.

Daine's Replacement

When the characters return from the final expedition into 5-eyes, the duke (and the referee) will have to make a difficult decision. Daine is dead, and the duke needs a new second-in-command. This new second-in-command could be chosen from among the player-characters, if any of them seem to have the right stuff for such a position.

The right stuff might be that the character has caught the duke's eye because of consistent success, or maybe the duke admires reliability and persistent effort.

If none of the player-characters has particularly distinguished himself in the preceding scenarios, or if none have the experience and maturity for the job, the referee can assume that someone else is ready to step into the position, perhaps a captain of the guard within the fort, or an old battlemate of the duke's who is currently in Pavis or Corflu, or some other such person. Perhaps, if the game has presented the opportunity, Ratell Poisonknife has made himself useful and might con the duke into giving him the position, which will no doubt complicate the players' lives.

But, let us assume that one of the player-characters has consistently done well, perhaps doing excellent duty as expedition leader against the newtlings, and/or Muriah's broods and/or the tusk riders. If so, and the referee feels the character would sufficiently appeal to the judgement of the duke, that player-character could be given Daine's position, or one as a lieutenant with the probability of promotion.

If more than one character has distinguished himself, the choice for duke and referee is harder, and may indicate a good reason for an NPC to get the job.

The final choice will be made from good reasons from the duke's point of view. If the best leader in the party has been making passes at his daughter, the duke may attempt to discourage him by not promoting him, or perhaps will promote him and marry him off to Jezra at the same time. This depends on the previous conduct of the characters and the referee's play of Jezra.

There are a number of other intangibles for the duke to consider. Is one of the characters more obviously Lunar in

sympathy than the others? Is one of the characters a man of noble birth, and thus better suited to command (and to marry Jezra)? Is the character a member of a rival clan? If so, the duke might want to cement relationships, or prevent them, with his choice. Will the duke promote a competent barbarian over an adequate Lunar citizen? Have any of the characters gone out of their way to pledge fealty and support to the duke?

The referee has to take all of these considerations in mind when making the duke's choice. The referee must also make a choice which will be good for the game campaign. Is the character's player a dynamic game leader? Will other players let his characters give orders to theirs? Is this important to the campaign? And most importantly, is the character's player willing to give up his character? If the character is to see any more game action, he will have to see it as Raus' employee, on Raus' missions. The character's player should know this, and know all the possibilities before he allows his character to accept the position.

By taking this post the character has "won the game". He has attached his fortunes to the duke's and now has no reason to adventure and bushwhack around the countryside, for he has privileges and responsibilities. If he has become a Rune lord or priest, he must give up his allied spirit and take associate status with his cult (which is usually permissible for any cult in these circumstances). He becomes part of the duke's entourage, and he is set for life. In payment for his new career, he can no longer be a casual mercenary. If he fights, he must do it for the duke's reasons and at the duke's orders.

The Promotion

If a player-character takes on the job, the referee should make a major ceremony out of this promotion. He should create a hoopla, assemble the surviving NPCs, invite whatever chieftains might be alive, such as the morokanth, the Agimori, etc.

The ceremony should include the character pledging his fealty, once again, to the duke, but be sure to alter the oath to make it more binding.

Then all the mercenaries should take their former oath again. The duke will then make a formal introductory speech introducing his new officer to the warriors. Even though everyone present already knows the new officer, this formality will establish his new relationship with his former peers.

New Duties, Responsibilities, and Privileges

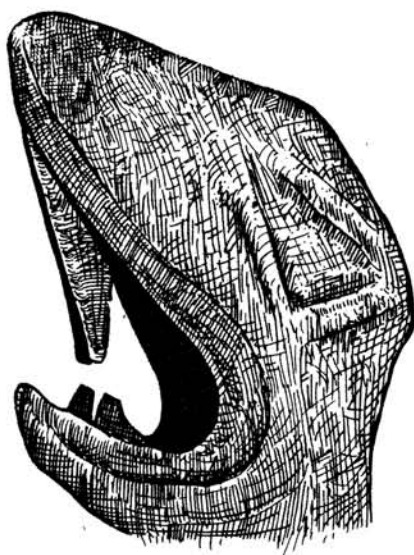
The new war leader no longer receives a salary. He uses what he needs out of the duke's treasury and pays what he makes back into the treasury, except for anything he owes as a cult initiate. He now lives in Daine's old quarters, outside the barracks, and eats with the duke and his family. Needless to say, the food will be better. He also has his pick of the duke's weapons and horses.

The new war leader is on probation. The duke will be watching his work and making sure he made the best choice. The character will have to show leadership, bravery, intelligence, and diplomacy. If he gives an order and no one follows it, the duke will think he has made a bad choice. The duke will not hesitate to correct his error.

The new war leader's duties include maintaining the war gear, controlling the guard, and training his former

peers. Though he may not do any of this himself, he must make sure that it gets done. His is the final responsibility for the safety of the duke, the duke's family, and the entire fort. It is a heavy responsibility.

Despite its burdens, a job like this is the goal of any normal adventurer in Glorantha. He has attained a position of power and respect in his society, and can settle down, concluding his footloose life of danger and uncertainty. Such jobs are not for wet-behind-the-ears adventurers, and the duke will not choose such a one for such a job.



6

SCENARIO SIX

Everyone who knows the River of Cradles knows the Condor Crag. These amazing red sandstone pinnacles rise abruptly from the eastern highlands, unmistakable landmarks on the river route from Pavis to Corflu. Scores of the jagged crags, in all sizes and shapes, crowd together like the towers of some mystical city. No one has ever climbed the highest and most dangerous pinnacle, Jebba's Spire, soaring 300 meters above its base.

The product of erosion (and, some say, magic), these pinnacles are a superb haven for every sort of bird. Notably, atop the highest crags nest the king condors of Prax, birds so large they could be the mounts of kings if tamed.

The duke wants some of their eggs.

Condor Crag

Players' Information

With the coming of first Darkness season and then the Storm season, everyone took shelter, especially from the ravages of the Storm Bull and the Wild Hunter, and the domain has been peaceful. The new chief of mercenaries has gained the confidence of duke and adventurers alike. When the duke calls them all before him, the chief of mercenaries takes the opportunity to remind the player-characters that their one-year contract is about to expire, and that they should decide if they will stay another year.

The chief also says that a new adventure will be offered, but one about which the duke is very secretive.

When they are assembled, the duke greets them informally and says, "Your year is nearly done. You have served me well. If you wish to take your final pay now and leave, you shall be mentioned honorably to my ancestors, but if you stay a while longer, I have two more missions for you, ones important to me for which I will pay well.

"I am sponsoring a trading caravan to the north. I must have certain items which you must collect for me. Those who perform the collection must be dextrous and careful, and at least one must have good climbing skills. There is some danger involved." The duke will then ask if any do not wish this task. If any so state, he will wish them the grace of their fathers' fathers, asking them to stay yet awhile at the fort. He has another mission they might like better, which will soon begin.

When only characters willing to participate in this adventure remain, he will say, "I need you to gather eggs of the king condor from Condor Crag. Our hunters can tell you which crags hold their nests." The duke indicates the pinnacles on his map, which Jezra has now beautifully colored for him. "You must bring the eggs back to me unharmed, and you should not discuss your purpose with outsiders. The ultimate use of these curiosities is of high importance to my house."

"In going to the crags, stay well clear of the Great Bog. Treacherous and unnatural things thrive there. Go north of the bog, and ascend the gentler highlands. It may take you two days to get to the crags, for the ground is wet and slick, and the temporary rivers are high. Do not dally, however, for those eggs must go north soon. Be back by the fifth day from today, or send word of your fortune. I do advise that you do not ascend the pinnacles on Windsday," he jokes.

Everyone agrees that to chase the young of birds of the air up pinnacles hundreds of meters high on a day devoted to gods of the air and wind would be foolish.

"I do not want the condors killed. There are few in existence, and I know of no other place where they live. I wish to protect their existence, for they may be creatures unique to my domain. Again then, do not steal all of the condor eggs. I want three at a minimum, for there is no way to tell a male from a female egg, and I want a nesting pair, but do not take more than four eggs.

"To aid your journey I have but one item to aid you, and it must be returned." The duke crosses the room and fumbles through an old, well-worn trunk sitting by the door. "This is a length of rope which I once gained from Bagra the Witch in a contest of stick throwing. The rope has the ability of supporting any number of people without breaking and may only be cut by weapons made of Rune metals. But do not cut this rope. It will also temporarily increase a person's skill at climbing. (Each point of power temporarily sacrificed to the rope will increase that person's skill in climbing by 05%.) Each person must sacrifice for himself, and the climbing increase will last for two minutes. Knots tied with this rope will not untie until requested to do so. Take great care of it, for it has been useful to me a number of times." The rope is 11 meters long.

"So ask your questions now. I'll answer them as best I can, though the fort hunters may be of more use to you. Choose your equipment well, take plenty of rope, and may your grandfathers watch over you."

The duke has supplied a specially-made padded box with four interior divisions to hold the eggs which the adventurers find. The box will be the responsibility of the chosen leader of the party.

Other Information

The fort hunters know little more of the habits of the king condor than does the duke, though they will say that the condors definitely nest atop the highest of the pinnacles, called Jebba's Spire. They will tell rumors of small children and lightly-built adventurers carried off by the birds, and others tell of treasure lost at the top of the crags after the birds disposed of the owners. All will say that no one has ever climbed to the top and returned. They will say none of this very believably.

The hunters know more about the topography of the area. The hunting is bad, the ground is rocky and uneven. Anyone who would enter the area should fear beast riders from Vulture's Country. Other hostile animals and races have plenty of hiding places among the rocks and rough ground.

The Condor Craggs themselves are a grouping of spires and pinnacles formed when unnatural rains washed away loose sandstone except for areas protected by rocks and boulders. The sandstone is easy enough to find handholds in, but is also crumbly.

The king condors and ever-present vultures nest on the rocks which make up the tops of these pinnacles and which have protected the pinnacles from erosion. The vultures do not build formal nests, but lay their eggs in hollows in the rocks. The king condors gather branches, rocks, and bones to fashion huge nests. The eggs of the king condor are rough-textured and ivory-colored. The eggs are gently conical, and this allows the egg to roll in a circle rather than off the edge of their lofty nests. Such an egg is large, but can be grasped by one hand of a man.

If any of the characters successfully makes his or her Oratory roll when questioning the hunters, then they will hear one further rumor. Among all the king condors there is one that is well-known and easily identified, called Scarlet King. He appears as a huge ruby-red bird with rust-covered talons. He is rarely seen but appears to live atop Jebba's Spire, the highest of the pinnacles. The hunter who tells this tale to the adventurers will also mention rumors of Scarlet King's phenomenal intelligence (for a bird), and his apparent position of leadership among the king condors.

The hunters suggest that the characters take along smallish newtling nets in order to defend themselves from the birds once they have gained the top of the pinnacle. The nets will be of no use during the climb.

Referee's Information

The primary danger in this adventure will be the climb up Jebba's Spire. The duke will be sure to include at least one experienced climber in the group, of at least 50% skill. The duke will discourage inexperienced adventurers from participating; he greatly desires the eggs and would not want to risk them or the characters' lives.

The party may travel the entire distance to the crags by horse provided that they travel north far enough to avoid the steepest cliffs near the Great Bog. The ground of the eastern highlands is rough, but passable to horses. The going will be slow. The party must picket any animals at the base of the pinnacles.

If there are animals picketed near the talus of the pinnacle the adventurers climb, any random encounter rolls indicating the presence of vultures or king condors will mean that they are circling low over the horses, making the animals nervous and causing them to whinny loudly. If there are no picketed animals, then such encounter rolls mean that the birds are circling above the climbing party members, waiting for one to fall.

Any humanoids encountered on the eastern highlands will be travellers, except for broods who may be temporarily infesting the area. Ignore normal random encounters once the pinnacles are being climbed. Nothing but the birds and animals listed in the special pinnacle encounter section will be met.

The Journey About the Great Bog

INITIAL DIE ROLLS: Check for a random encounter every 12 hours with a 40% chance of one occurring. If the party is travelling through the bog, any encounter roll above 95% means that the lead member of the party has fallen into quicksand unless he successfully makes his DEXx3% roll. Horses must be led through the bog.

OVERVIEW: Greenery is appearing now in the Great Bog. Only a few weeks before, the bog was flooded with silent, sullen waters up to waist deep or more. Though the waters have subsided, there are many standing pools and the mud is deep. Slime covers old trees, and there is a foul, heavy stench to the place. The flood was not high enough to seriously harm the brush and trees which often impede movement and visibility. Quicksand is always a problem in the Great Bog.

Through the Eastern Highlands

INITIAL DIE ROLLS: Roll on the random encounter chart every 12 hours with standard chances for an encounter.

OVERVIEW: The highlands stretch away forever. Far to the west, the characters can see the dim shapes of the mountains near Horn Gate. Though the boulders of the highlands are rarely higher than man-height, there are countless smaller rocks scoured to sharp edges by the Storm Bull's breath. The horses must be carefully guided and not pushed, or there is a possibility of injury.

One of the reasons it will take so long to go to the crags is that the River of Cradles is quite high from the Dark and Storm season rains. The characters know where the river is crossable, and do cross it both ways without complication, but doing so for the whole party will involve packing and unpacking the horses, swimming over and back to establish a safety line, and convincing the horses of the necessity of swimming across also. Each crossing will take 1D4+1 hours for the entire party.

Be sure to have the player-characters indicate march order and climbing order. Characters also should outline their strategy for climbing the pinnacle once they get to its base.

At the Condor Craggs

INITIAL DIE ROLLS:	01-08	brood party
	09-40	cliff toads
	41-47	king condors
	48-50	Scarlet King
	51-59	another adventuring party
	60-90	circling vultures
	91-00	wild whirlvish

OVERVIEW: The Condor Craggs are a cluster of pinnacles varying in height from 3 meters to 300 meters. Each pinnacle is topped by a stone, varying in size. The larger the stone atop the pinnacle, the thicker and higher the pinnacle is. Around the base of these spires, the ground is very rough and rocky. There are many sheltered places to leave the horses.

HIDDEN SPOTS: If the party waits for a while and watches, they will see vultures and condors land atop one pinnacle or another. Near the center of the pinnacle formation sits the tallest, Jebba's Spire, jutting a grand 300 meters into the sky. Nothing of the top can be seen from the spire's base using normal vision. If the party uses Farsee and makes a successful Spot Hidden roll, they will be able to see darker stone and scrub brush at the top.

Climbing Jebba's Spire or Any Other Pinnacle

Accompanying this scenario are some simple supplemental climbing rules. Use them to climb up pinnacles. Jebba's Spire will subtract 20% from the climbing skills of any of the party, and will require 6 rolls (climbing the pinnacle involves going over 6 places which are particularly rough or tricky) to make it to the top. The condors will attack after the fourth roll has been made. The final roll is made to actually climb into the condor nest.

Ascent of Jebba's Spire

INITIAL DIE ROLLS: All die rolls are the same as for the base of the crags, while the characters are climbing the spire.

HIDDEN SPOTS: At some point while the characters are climbing the spire, make a Spot Hidden roll and then an INTx3% roll. If they make the Spot Hidden, then they have seen several large rocks jutting from the side of the spire. The stones are dark rock not otherwise present in the region. If any of the characters succeeds in making the INT roll after seeing the stones, they will realize that these stones have been worked. They show a rough edge, and are extremely worn from rain and abrasion. If the characters examine the stones more closely, digging a little deeper into the side of the spire, they will find that it is far larger than any of the rocks used to build the fort. It would take hours of digging to free the stone from the side of the pinnacle.

As they near the top the characters should attempt another Spot Hidden roll. If made, they will see a dark stone wall on the southern side of the spire top jutting 3 meters into the sky. The northern side of the top doesn't have this dark wall.

If the condors are circling the characters and the characters appear to be nearing the top of the pinnacle (thereby threatening the birds' eggs), then the condors will begin to attack the characters. They will try to knock the characters off the pinnacle face, to fall to their deaths, rather than trying to pick them up to peck at them or to claw them.

Attack of the Condors

Scarlet King and the other condors will attack any party members climbing up the side of the pinnacle by trying to knock them off. This is accomplished by having them first making a successful Claw attack roll and then comparing their STR vs the STR and SIZ of the party member being attacked. If the condor's attack succeeds, then the party member has fallen off of the pinnacle. If he is roped to other climbers, then they may save him (see the special

climbing rules in this scenario). The condors will attack the topmost party members first, trying to knock them off and force them to knock off other members.

If the party manages to make it to the nest, then the condors will attempt to grab them, carry them a short distance away and drop them. When the eggs are threatened, the condors will attack persistently.

If Scarlet King attacks the party, he will first cast Protection 3 on himself, then cast Fanaticism on himself and one other condor. If the party members are not immediately visible but he knows that they are there, he will use his Detect Enemies spell to find them. In any case, Scarlet King occasionally uses his Detect spell at random to detect the egg-stealing cliff toads.

THE KING CONDORS

Scarlet King

STR 31	CON 14	SIZ 34	01-02	R CLAW	3/6
INT 6	POW 18	DEX 20	03-04	L CLAW	3/6
CHA —			05-08	BODY	3/8
Move 4/12			09-12	R WING	3/7
Hit Points 21			13-16	L WING	3/7
Defense —			17-20	HEAD	3/7

Weapon	SR	Attk%	Damage
Bite	4	75%	1D8+3D6
Claw	4	85%	1D10

SPELLS: Detect Enemies, Fanaticism 2, Protection 3

Condor 1

STR 21	CON 9	SIZ 28	01-02	R CLAW	3/4
INT 4	POW 11	DEX 24	03-04	L CLAW	3/4
Move 4/12			05-08	BODY	3/6
Hit Points 13			09-12	R WING	3/5
			13-16	L WING	3/5
			17-20	HEAD	3/5

Weapon	SR	Attk%	Damage
Bite	4	55%	1D8+2D6
Claw	4	50%	1D10

Condor 2

STR 31	CON 9	SIZ 29	01-02	R CLAW	3/4
INT 3	POW 6	DEX 17	03-04	L CLAW	3/4
Move 4/12			05-08	BODY	3/6
Hit Points 14			09-12	R WING	3/5
			13-16	L WING	3/5
			17-20	HEAD	3/5

Weapon	SR	Attk%	Damage
Bite	5	55%	1D8+3D6
Claw	5	70%	1D10

Condor 3

STR 32	CON 13	SIZ 31	01-02	R CLAW	3/5
INT 3	POW 9	DEX 17	03-04	L CLAW	3/5
Move 4/12			05-08	BODY	3/7
Hit Points 18			09-12	R WING	3/6
			13-16	L WING	3/6
			17-20	HEAD	3/6

Weapon	SR	Attk%	Damage
Bite	5	60%	1D8+3D6
Claw	5	55%	1D10

Condor 4
STR 29 CON 14 SIZ 32 01-02 R CLAW 3/6
INT 4 POW 9 DEX 23 03-04 L CLAW 3/6
Move 4/12 05-08 BODY 3/8
Hit Points 19 09-12 R WING 3/7
13-16 L WING 3/7
17-20 HEAD 3/7

Weapon	SR	Attk%	Damage
Bite	4	60%	1D8+3D6
Claw	4	75%	1D10

Condor 5
STR 31 CON 16 SIZ 30 01-02 R CLAW 3/6
INT 5 POW 15 DEX 18 03-04 L CLAW 3/6
Move 4/12 05-08 BODY 3/8
Hit Points 21 09-12 R WING 3/7
13-16 L WING 3/7
17-20 HEAD 3/7

Weapon	SR	Attk%	Damage
Bite	5	55%	1D8+3D6
Claw	5	55%	1D10

Condor 6
STR 29 CON 11 SIZ 25 01-02 R CLAW 3/4
INT 2 POW 14 DEX 22 03-04 L CLAW 3/4
Move 4/12 05-08 ABDOM 3/6
Hit Points 15 09-12 R WING 3/5
13-16 L WING 3/5
17-20 HEAD 3/5

Weapon	SR	Attk%	Damage
Bite	4	60%	1D8+2D6
Claw	4	80%	1D10

Condor 7
STR 34 CON 9 SIZ 29 01-02 R CLAW 3/4
INT 2 POW 11 DEX 17 03-04 L CLAW 3/4
Move 4/12 05-08 BODY 3/6
Hit Points 14 09-12 R WING 3/5
13-16 L WING 3/5
17-20 HEAD 3/5

Weapon	SR	Attk%	Damage
Bite	5	60%	1D8+3D6
Claw	5	70%	1D10

Condor 8
STR 30 CON 10 SIZ 26 01-02 R CLAW 3/4
INT 4 POW 11 DEX 20 03-04 L CLAW 3/4
Move 4/12 05-08 ABDOM 3/6
Hit Points 14 09-12 R WING 3/5
13-16 L WING 3/5
17-20 HEAD 3/5

Weapon	SR	Attk%	Damage
Bite	4	60%	1D8+2D6
Claw	4	55%	1D10

Condor 9
STR 30 CON 14 SIZ 30 01-02 R CLAW 3/6
INT 2 POW 9 DEX 22 03-04 L CLAW 3/6
Move 4/12 05-08 ABDOM 3/8
Hit Points 19 09-12 R WING 3/7
13-16 L WING 3/7
17-20 HEAD 3/7

Weapon	SR	Attk%	Damage
Bite	4	60%	1D8+3D6
Claw	4	70%	1D10

To the Top and Inside the Nest

INITIAL DIE ROLLS:

01-50	1D6 cliff toads trying to get some of the condor eggs
51-85	1D4 king condors attack party for trying to steal eggs
86-00	Scarlet King plus 1D4 condors attack party

OVERVIEW: The last four meters to the top of the pinnacle are made of very hard rock. Around the edge of the top of the spire was once a wall of stone 3 meters high and 2 meters thick. Many of the stones making the wall along the north side have fallen down the side of the spire. More of the wall is intact along the west and east sides, and it exists unchanged along the southern side.

Inside the wall the characters can make out a circular area 12 meters in diameter, filled with branches, stones, and occasional bones. This matting stands slightly higher than the north portion of the wall. One female condor has remained in this huge nest to defend and care for any eggs. She will attack the first character over the wall, trying to topple him from the edge, and will continue to attack until she is no longer threatened or until she is no longer able to fight.

HIDDEN SPOTS: Once the last condor is immobilized or killed, the party will be able to search the nest at their leisure. The condors built their nests against the southern, higher, wall, to protect them from the fierce winds of winter. There are six nests currently in use and the characters must successfully make Spot Hidden rolls to find each one. Each nest will contain 1D3-1 conical, ivory eggs. It will take several minutes to find each nest.

While searching for the eggs, if any of the characters succeed in rolling a special Spot Hidden (20% of the amount needed to make the roll) then they have found something other than a condor egg. The referee should roll on the Found Items chart below to determine just what the character found.

TRAPS: Every five minutes spent looking for the condor eggs or in climbing down the pinnacle will give a cumulative 5% chance of additional condors flying to the top of Jebba's Spire to attack the egg robbers. The characters will be able to clearly hear the screams and cries of the condors as they approach. If these condors are indicated, 1D8 will appear. If Scarlet King has not yet fought with the party and lost, or if he was driven away, he will appear leading this last group. If these are defeated, or if no condors appear in an hour and a half after the taking of the eggs, then the party will not be bothered by condors for the duration of the trip.

Found Items List

The following are all items which may be found in the condor nest atop Jebba's Spire. If more than one item is found, ignore rerolls of the same item and roll again.

Three of the items described below (the hand of rings, the closed helm, and the small box) will be indicated by a Detect Magic spell.

Expanded Climbing Rules

The methods described for climbing in the RuneQuest rules are inadequate when applied to mountains or cliffs. They should be used when a single character is trying to climb alone a short vertical distance, such as a house or city wall. In those cases, make one climbing roll for each 10 meters scaled. If the climbing roll is missed, then the character has slipped and may fall unless he makes a DEXx3% roll to catch himself.

When climbing a mountain or cliff, only the skill of the lead climber is of paramount importance. Climbing skills are needed only for the most difficult portions of the journey. Mountain climbing is a function of strength, dexterity, and knowledge, and no other rolls need be made.

Mountain climbing is also a matter of hours and days, sometimes weeks. If in a role-playing game, the referee required the characters to attempt their climbing rolls every melee round, the time needed to scale even a small mountain would take weeks of real time. Instead, the real time needed to climb a mountain should be relatively short. Key the mountain climbing to the experience of the lead climber, presumably the character with the most climbing experience. The referee should evaluate the cliff or mountain to be climbed, dividing the journey into a small number of rolls (maybe one climbing roll per day unless the mountain being climbed is particularly dangerous). When a climbing roll is needed only the lead climber need make it. The other players should also roll the percentile dice, but the results of their rolls are only significant if they fumble their climbing roll.

If the lead climber makes his climbing roll, and none of the other climbers fumble theirs, then the day's climbing was accomplished without serious injury.

If the lead climber makes his climbing roll, but one or more climbers behind have fumbled theirs, then the fumblees have slipped and threatened to pull the rest of the climbers down along with them. Add the SIZ and ENC of the slipping climber and match the total against the combined STR of the climbers on either side of him (or them, if two or more have slipped). If the STR of the stable climbers overcomes the weight of the slipping climber then everyone is safe and the slipping climber will fall no further than the length of the slack in the rope. This slack may vary depending on circumstances, but may be judged at about 3 meters average when climbing slightly difficult stretches. If there is a particularly rough passage, then one climber will climb that portion alone, then stand at the top and belay the other climbers up.

If the lead climber misses his climbing roll, he will fall unless he makes a roll of DEXx3%. If he fumbles his roll he falls without the chance for a DEX roll. The rest of the party has the same chance of stopping him as with any other fallen member.

If a member of the party falls, and the roll of STR vs his SIZ and STR is unsuccessful, either the party member above or below the fallen member will lose his grip and fall. If there are party members above and below, roll randomly to determine which one lets go unless only one is an experienced climber. In this case, the other climber will be the one to go. The party members next in line may then once again attempt to hold the others and keep from being peeled off the cliff face. These rolls continue in the same way until either the fall has been stopped or the entire party is falling. If the entire party falls, each will have a fall of 1D10x3 meters before they hit part of the pinnacle they might cling to. First assess the damage, then, if the character is still capable of action, his player may attempt a DEXx3% roll to hold on to the pinnacle and keep from falling further. He may then attempt to hold the rest of the party.

Found Items List

D100 Found Item

- | | |
|-------|--|
| 01-15 | A trapezoidal stone 38cm across at the bottom, 25cm high, and 20cm deep. The stone will be found set into the top southern wall. In the top of this stone has been drilled a 6cm wide hole 11cm deep. The hole is irregular, having been greatly worn about the top. On the inside face of this stone are some markings written in a language that none of the characters can understand (Jrusteli). If they make a copy of the markings or if they dislodge the stone (set with a STR of 50) and take it to a well-established knowledge temple and have the markings translated, it will be found to read "View of Chamber Gully and Vulture's Country". |
| 16-40 | A bronze plate cuirass for a SIZ 11 person. |
| 41-47 | A severed decaying hand bearing three rings. The person picking up the hand must make a DEXx5% roll or 1D3 rings will fall off, and he must spend an additional 15 minutes searching for each ring. Ring 1 is worth 4 L; ring 2 is worth 26 L and will detect magically. It is also a 4 pt POW storage crystal. Ring 3 is worth 134 L. |
| 48-60 | An 8" circular container made of bronze with a fitted lid. Persons opening the lid are sprayed with spores from a thick mold growing on whatever was in the container. Any persons within a meter of the container when opened must attempt CONx4% rolls. Failure results in those characters developing a case of Joint Rot (see Mallia, in <i>Cults of Terror</i>). |
| 61-70 | A tin closed helm for a SIZ 12 person. |
| 71-87 | A leather quiver with four warped arrows fletched in black and yellow. |
| 88-00 | A small gold, wood, and leather box. The box is held shut with a permanent Glue spell of 30 STR (a Glue 3). Except for extreme weathering, the box is in good shape. When the box is opened, a guardian spirit bound to the box (the binding runes are inside the lid) of POW 22 will first cast a Detect Magic spell using the 6 points of POW stored in the box and then attack the highest POW character not using any magic. If that character moves beyond 3 meters from the box, it will again cast Detect Magic and attack the next highest power character. |
- The box itself is magical and may be attuned once the guardian is destroyed. The attuning strength is 14. The box will work as a POW 6 storage crystal and the Glue 1 spell will work automatically. The attuned person may open the box easily; everyone else must overcome the STR of the Glue.
- Inside the box are three things: a small rotting leather pouch with 14 strangely minted wheels worth 3 times their value if sold to a coin collector; a pretty bracelet made of turquoise, non-magical, and worth 346 Lunars; and a scroll. Anyone handling the scroll must make a DEXx3% roll or it will begin to disintegrate. On the scroll, written in Jrusteli, is a log of sightings of giant's cradles floating down the river. The scroll is dated from 926 S.T. and is worth 3475 Lunars from any knowledge establishment.

The Journey Home

The referee should treat the climb down the pinnacle and the trip home the same as the journey to and up the crags. When the adventurers reach the fort they will be met by the duke and Daryli, who are anxious to examine the eggs. Jezra will want to see the eggs as well, and may flirt with the leader of the party.

Daryli will take the eggs to the shrine of Queen Dee'zola to insure they are fertile and to determine the balance of the sexes. If there are two eggs, one will be male and one will be female. If there are three eggs, one will be male and two will be female. If there are four eggs, two will be male and two will be female.

By the side of the duke stands a sour-looking stranger, a fat man dressed in travelling furs. About his waist, suspended on his left side from a belt of braided animal hair, are three leather pouches. His brown hair is long and tied back in the Praxian manner.

In the interior of the fort stable hands can be seen unpacking a half-dozen mules and horses. In another area perhaps 20 men, women, and children are cooking or lolling at open fires. They are the first settlers from the Empire, and they are tired after their trek. They and their picketed livestock fill the interior of the little fort to overflowing.

A Token of Appreciation

In gratitude for the dangerous work, the duke will give each man of the party 30 lunars, and the leader of the party and the lead climber will each get an extra 10 lunars — or 20 if the two are the same. More than that, however, the duke subtly communicates to them that they are now more than loyal employees, and that as friends of the house of Rone there may come a time of need when the support of him, his ancestors, or his descendants will be worth much. The adventurers will leave the room with the feeling that they have done something very worthwhile and which they long will remember.

What Happened If They Didn't Get the Eggs?

The relevance of the concluding scenario is compromised if the adventurers manage to botch the climb, so the referee should encourage their success as much as possible, as consistent with his or her own integrity. Inevitably, however, some groups just cannot get the job done. In this case the referee should indicate that the duke also sent out three of his best hunters, who took advantage of the diversion which the adventurers created and scaled a lower crag at the other end of the pinnacles. They succeeded, and so the caravan north will proceed as scheduled. The player-characters do get 15 lunars each in that case, and are not allowed to bask in the duke's appreciation and gratitude. The money will be given to them by the chief of mercenaries.

Interview with the Duke

The new chief of mercenaries for the duke will relay the following information.

The stranger with the duke is Beetis Sharpdealer. This man eyes the adventurers like well-used and not-too-valuable merchandise. The chief of mercenaries will then go on to quote a portion of the conversation.

"Well, Raus," Beetis said, "were those to be my allies and companions through Vulture's Country? I had no idea of the sorriness of your army. Do your children do the

work of men? Have you no warriors here? I'll be stolen blind!"

The duke replied, "Beetis, those men have served me well. I will be trusting them with my most prized heirloom. Did I not know your sour disposition better, I would take insult." The duke's tone was firm, but said with a hint of a smile.

Beetis suddenly laughed. "Well, although I think little of their appearances, I'll only have to put up with them as far as the Valley of Avalanches!"

"You'll be there in no time," the duke replied, also laughing.

Then the duke turned to the chief of mercenaries, who had been biting his lip to avoid saying something undiplomatic. "Your face tells me of your anger. Forgive my old friend Beetis. His journey has been long. Now is not the time for explanations. He shall talk more fully tomorrow. In the meantime, I shall try to improve his manners." The duke picked up a pitcher of wine. "With some of this," he added.

7

SCENARIO SEVEN

Duke Raus has learned that an ancient, magical sword created by his ancestors is held by Gonn Orta at the giant's legendary castle, and he wants to trade for it the condor eggs collected in the last scenario. The duke knows that Yalaring Monsterslayer of Trilus, a king of Balazar, wants the eggs to compete with another Balazaring king who presently rides giant birds.

The party going to Gonn Orta's will not be able to carry enough food, so hunting skills will be essential. The group will likely meet Praxian nomads and other denizens of Vulture's Country.

To continue the adventures of the player-characters participating in these scenarios, we present ideas for integration into GRIFFIN MOUNTAIN at the end.

To Giantland!

Player Information

A day later the characters find themselves in the duke's quarters. With the duke are three other people: Daryli Godspeaker (priest of the fort), Beetis Sharpdealer (the merchant who sneered at the player-characters behind their backs), and a new stranger, weathered and rough-looking. He is obviously a new-comer to Prax. His eyes are aware of everything in the room. His headband is wide and colorfully-patterned, and three feathers sprout from it. His shirt and trousers are of deer skin. By his side is a well-made self bow, a short spear, and a medium shield. Two shaggy red dogs nap at his moccasined feet. From outside come the sounds of people yelling and cursing, of animals complaining, and of much equipment and supplies being moved about.

The duke says, "Your chief has informed you of a journey ahead. By your presence I assume that you all agree to undertake it. You will be travelling some of the most difficult terrain in the world, chancing your lives against savage conditions to survive. The trip will last a little under two seasons. The wage is one full year's pay. I will not reveal your mission nor your destination until you have re-sworn your oath to me upon these terms. Should you desire to remain here at your normal tasks and pay, I will fully honor that decision, for all I ask is that each of you be true to your desires in the matter. However, if you do wish to remain here, I must ask you to leave the room now. For the journey ahead, you must depend on one another, and I want no one with personal reservations about the trip or about your companions to start the trip and then abandon it. Make your decision now."

After several minutes, the duke will say to those who remain, "Good. I am proud to have such loyal men in my employ. You'll know wonders of which you never dreamed. Your final destination is the castle of Gonn Orta, famed giant and master merchant of the Rockwood mountains."

While the player-character absorbs the news, the duke introduces Narin Kinscald, a native of Balazar and the far north, who will guide the party, and who is also an excellent hunter and tracker. Beetis Sharpdealer, well-travelled and experienced trader of goods, will negotiate with the giants and with any nomads. Daryli will act in the duke's behalf and represent a reserve of magic and Power.

If the duke has chosen a non-player-character as chief of mercenaries, then he will inform the player-characters that they must now follow for the entirety of this adventure the

player-character he now chooses, who will be responsible for the expedition as a whole and who will command it. He cannot afford to have his chief of mercenaries away for so long.

Conversely, if one of the player-characters is already chief of mercenaries, then he is glad to have such a capable and trustworthy man to lead the collecting of his rightful heirloom. In either case, the duke believes this character to be the most resourceful, the most capable, and the finest leader available.

If the chosen player-character offers argument, the duke will say, "I am an excellent judge of character, and I want no excuses. An increase in salary, the leader's share of any profits from this adventure, and the right to declare danger bonuses are yours when you return. Well?"

The Route North

Once the leadership of the expedition is complete, all of the characters enter into detailed discussions of the route and objectives. The normally aloof duke remains, doffs his cap of authority, and treats all the characters with equal friendship, though he reserves the power to make the final decisions. Player-characters should take this change in behavior as notice of how important it is to the duke that this journey be completed successfully.

The route determined is that shown on the accompanying map. The party goes upriver to Helmbold's Crossing, where the fording will be easiest this time of year, and then to the Sun Dome temple. The duke already has arranged for most of the supplies to be awaiting the party there, as well as an additional mount. The adventurers will then travel to a tiny town that Beetis calls Far End, there re-stocking what supplies they can. From then on they'll travel through Vulture's Country, along the foothills, trying to find the elusive Hidden Green, a seasonal oasis. Dangers may come from the nomads who also will use the Green, since they are possessive of water and grazing. The party will want to rest at the Green.

The next stage of the journey will be travelling up the Valley of Avalanches to Toothsome gap. There will be game and fodder there, but danger also.

Once into the gap, there will be three days of very tough uphill travel to the great castle of Gonn Orta. Only Narin has been through the pass, and he says that the other passes there lead to death and starvation. He will know the right pass by landmarks, about which he will say no more.

Provisions

As they study the situation, the party understands that food will be a problem. The duke states bluntly that the travellers will be under-rationed, and that if he sent enough to feed the expedition and a reasonable escort that he would need 90 horses and thousands of kilos of grain — enough to strip them of food at the fort — and such a slow caravan that the eggs would hatch long before they got even to Gonn Orta.

Each will have one horse plus another carrying food. By being careful with it, the food will last 11 days for each person and his or her two mounts. The horses will forage for additional food at the end of each day, which means that the actual riding time per day must be not more than 6-7 hours. The loss of more than a few horses will spell serious trouble for the adventurers.

Referees are urged to keep track of the food and fodder situation, and to force the player-characters to deal in terms of it.

The Object of the Journey: The Rone Sword

As well as other goods, the party will be taking those newly-gathered condor eggs, to be traded for an ancient family heirloom of the duke's, the possession of which will allow his family to rise to their proper station once again. The Rone sword was crafted in a bastard sword style, with the iron folded and formed many times. Matrices for spells of spirit defense and control were forged into the blade as the sword was created, and a teardrop-shaped crystal was imbedded into the base of the blade near the guard. The pommel was made of a fine filament of silver wound tightly about the iron tang of the blade. Carefully balanced and proportioned, the sword feels light and easy in the hand.

The duke further says that a spirit of an ancestor will attack everyone who grips the sword by the pommel unless they speak the name of a member of the Rone family, and bear the image of that person in their minds as they heft the weapon. He tells them that Daryli knows all of the sword's description and powers, but that this is as much information as he decently can provide.

Itinerary of the Expedition

the Fort to Helmbold's Crossing = 46.5 km (28 miles) = one long day's ride

Helmbold's Crossing; fording the river; upriver to the Sun Dome temple = 72 km (45 miles) = three days. At the temple meet livermen from Pavis with fodder and more animals

Sun Dome temple to junction of Scritha river with the River of Cradles = 42.5 km (27 miles) = one long day's ride

Up the Scritha to Far End = 75 km (47 miles) = two days of travel at fast rate

Reprovisioning; Far End to Hidden Green = 333 km (206 miles) = 14 days of difficult travel, with foraging

Hidden Green to Toothsome gap = 163 km (101 miles) = seven days rough travel.

Toothsome gap to Gonn Orta's = 50 km (31 miles) = three days of rough travel

TOTAL DAYS OF TRAVEL = 31, not including rests or other delays

Referee Information

The Keeper of the Eggs

In order to keep the eggs warm, so that they maintain their fertility, a special leather body case has been built to specifications provided by Irippi Ontor and Etyries temples in Pavis. Once the player-characters are ready to set out, they will have to elect a keeper of the eggs from among themselves, who constantly will wear the container and heat it with his or her body heat. The eggs are carried in protected, fitted compartments within the garment. The egg-carrier will be guarded by the other members of the party to the best of their ability, shielded from unpleasantness as much as possible, and not allowed to fight (except with magic) unless absolutely necessary. The referee should use this character function as a way to keep the goal of the journey omnipresent in the players' minds.

If there are relatively few player-characters, or if no one seems up to the task, Daryli should be the egg-bearer.

More Data on the Rone Sword

The Rone Sword was forged of virgin iron by the duke's great-great-great-great-grandfather, Rehn. His son and grandson, both powerful Runemasters, worked on the enchantments of the Rone Sword throughout their lives. Assil of Rone, the son of Rehn, had his son Vandik bind his (Assil's) spirit to the sword so that his magics, skills, and knowledge never would be lost. But the sword was lost during the rampage of the Mad Sultanate when Brutus of Rone was killed in battle. Since that time, no ancestors of the house of Rone more ancient than Vandik could be summoned by the house of Rone, a desperate situation for followers of the ways of Daka Fal, diminishing greatly the lore and learning available to the family, and contributing to the duke's present exile.

The Rone Sword is formed like a bastard sword. Matrices for Detect Spirit, Spirit Screen 4, and Spirit Binding were formed into the fabric of the blade when it was forged. The sliver of tear-drop-shaped crystal holds Assil of Rone's spirit. Were Assil no longer in the crystal, it could store 14 points of Power.

Any member of the Rone family will be protected from all non-ancestral spirits by a Spirit Block 1 cast by Assil. He knows three castings of the spell and will cast it whenever spirits are about.

The spirit of Assil will attack the wielder of the sword if he is not a family member or a close friend of the family. He will continue to attack while the sword is held until his Power drops to 5 points or less. He then will retreat into the crystal until he regains his Power. He then will attack again, as necessary.

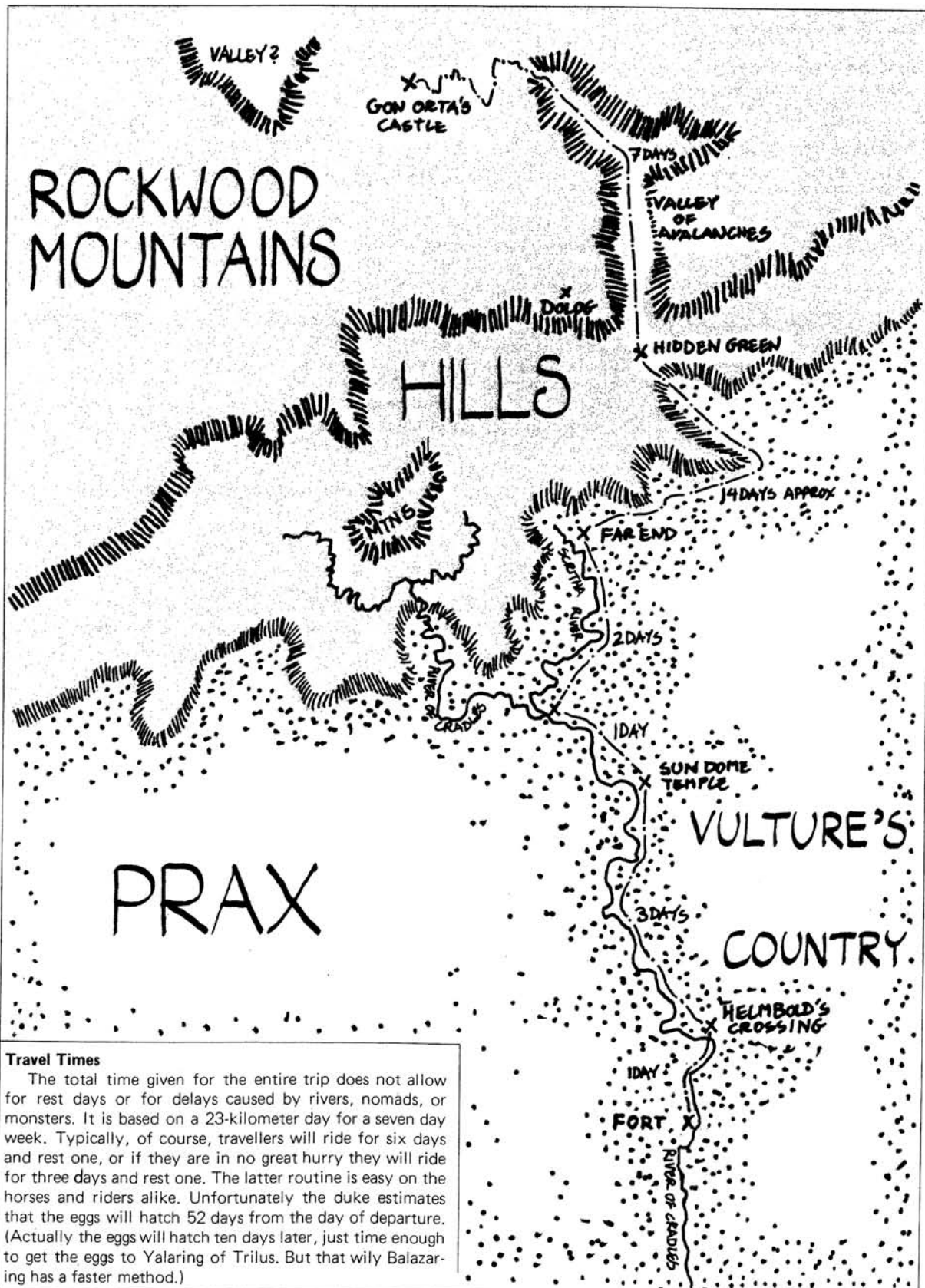
The monetary value of the sword is roughly 50,000 lunars, including the value of the spirit. It is far more valuable than that to the house of Rone, for possession of the sword creates a bridge to countless generations of ancestors.

Spirit of Assil of Rone

INT 16 POW 20

SPELLS: Bladesharp 4, Coordination, Healing 5, Mind Speech 1, Repair, Strength.

RUNESPELLS: Resurrection 1, Spirit Block 1-2, Summon Ancestor 2, Summon Specific Ancestor 2.



Travel Times

The total time given for the entire trip does not allow for rest days or for delays caused by rivers, nomads, or monsters. It is based on a 23-kilometer day for a seven day week. Typically, of course, travellers will ride for six days and rest one, or if they are in no great hurry they will ride for three days and rest one. The latter routine is easy on the horses and riders alike. Unfortunately the duke estimates that the eggs will hatch 52 days from the day of departure. (Actually the eggs will hatch ten days later, just time enough to get the eggs to Yalaring of Trilus. But that wily Balazar-ing has a faster method.)

Non-Player-Characters

Beetis Sharpdealer the Trader

Beetis is dressed in the skins and cloth of a barbarian, but in fact he is Lunar, originally from a farm 30 kilometers from the city of Alkoth. He seeks unusual trade goods and potential markets in the barbarian lands. He escorts his goods back to the Empire every year or two, and has established several solid territories in which to dispose of barbarian curiosities.

He knows that the Lunar Empire does not yet know the exact location of Gonn Orta's castle, and he will gain much favor if he can supply the information. More selfishly, it also may bring him much profit if he can establish and hold the route. It is his intention to follow the route on to Trilus and thereby supplant or be able to compete with Joh Mith. To this end he hopes to entice away as many of the player-characters as possible, to continue over the mountains with him. He is not, however, interested in stealing the Rone Sword from Raus, and will actively protect it as he can. The important thing is to get to Gonn Orta's; he will sacrifice without compunction some of the party members if it seems necessary.

Beetis Sharpdealer the Trader, Rune priest of Etyries.

STR 14	CON 16	SIZ 12	01-04	R LEG	3/6
INT 13	POW 18	DEX 11	05-08	L LEG	3/6
CHA 10			09-11	ABDOM	3/6
Move 8			12	CHEST	4/7
Hit Points 17			13-15	R ARM	2/5
Defense 20%			16-18	L ARM	2/5
			19-20	HEAD	3/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Staff	5	55%	1D8+1D4	80%	15
Comp bow	3	55%	1D8+1	15%	10
Shortsword	8	55%	1D6+1+1D4	45%	20
Med. shield				40%	12

SPELLS: Glue 2, Mind Speech 2, Mobility, Screen 3.

RUNESPELLS: 3 Lock 1, Spell Trade 1.

SKILLS: Acting 55%, Bargaining 90%, Evaluate Trade 85%, Evaluate Treasure 55%, Oratory 50%, Spot Hidden 60%.

LANGUAGES (Speak/Read): Praxian 65/0, New Pelorian 65/30, Trade 90/60.

Narin Kinscald

Narin is a Balazaring tribesman who found employment with the duke, sent to him by contacts of the duke's in Pavis. The Balazaring left his home to investigate the fabulous tales told by his elders of the lands beyond the mountains, but all he found when he crossed them was forbidding desert, inhospitable barbarians, new and vicious monsters, and the hot breath of Vulture's Country.

Once finding civilization he learned citadel guard skills, an appreciation of money and leisure, and a mercenary's attitude to life. He wants as much gold as he can gather.

He knows that the duke will pay well for his guiding the party to Gonn Orta, but he also is impressed by the value the duke places on the eggs and by glimpses of the magic items that members of the party carry. At several times during the journey, Narin will mention the value of their goods to a group member. Depending on the reaction of the player he will then entice the player to quietly help him steal one or two of the magical items, or he will quickly drop the subject. All through the adventure he will emphasize the items and note their value.

If none of the characters has sided with Narin, then he will try to blackmail the whole party for more money. Once the group has passed the oasis and are well up the Valley of Avalanches, he will balk at leading them further. He will say that there are five possible routes through the mountains, each with at least one branching, and that only he knows the proper way to go. He will demand a tenth of the money value of the goods then carried by the party as additional payment. If paid, then he will lead the party correctly (and run off when a good opportunity presents itself so that the other members do not kill him once they gain the castle). If the party does not pay, then he will seem to give in, but will try to steal one of the magical items himself (he does not want the eggs — they are of no use to him) and leave the party immediately.

Always he will head back to Balazar. With his new skills and wealth he believes he will carve a good life for himself there.

Narin Kinscald

STR 13	CON 16	SIZ 10	01-04	R LEG	1/6
INT 11	POW 14	DEX 15	05-08	L LEG	1/6
CHA 12			09-11	ABDOM	3/6
Move 8			12	CHEST	2/7
Hit Points 16			13-15	R ARM	1/5
Defense 25%			16-18	L ARM	1/5
			19-20	HEAD	0/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Self bow	2	60%	1D6+1	—	6
1-H spear	6	65%	1D6+1	40%	15
Javelin	2	40%	1D10	—	15
Dagger	8	55%	1D4+2	30%	12
Med. shield				50%	12

SPELLS: Detect Life, Disruption, Farsee, Healing 3, Ignite, Mobility, Protection 2, Silence.

SKILLS: Butchering 40%, Climbing 35%, Find Water 25%, First Aid 45%, Hide Item 60%, Identify Animal 45%, Listen 75%, Move Quietly 60%, Peaceful Cut 50%, Pick Pockets 55%, Riding 75%, Spot Hidden Item 50%, Tracking 60%.

LANGUAGES (Speak/Read): Balazaring 60%/0, Praxian 40%/0, Tradetalk 70%/0.

On the Trail

From the Fort to Far End

Travel between the fort and Far End will have a 20% chance of an encounter from the River Valley section of the Encounters Book. This is some of the most civilized land in Prax, and they will see one or more farmhouses or villages every 25 kilometers, and there they and their animals can eat. The availability of food is partly reflected in the fast travel time on the Itinerary of the Expedition. Offer the player-characters the opportunity of making a quick trip to Far End in the hope of buying food there. If they hurry, they will shorten the early journey by 2-3 days.

At Far End

Far End is a semi-permanent tent village of some 200 nomads. It is one of the few places where nomads regularly gather to trade with farmers. It exists under an uneasy informal treaty of peace by the various nomad nations of Prax, similar to but weaker than the area of neutrality by which the infrequent oases of Prax survive. The village has existed for three years, carefully fostered by the Lunar overlord of the area. Merchants are beginning to travel to Far

End with increasing frequency. A small caravan of oxen and wagons can be seen among the tents.

The caravan belongs to a merchant named Stubbins Twonail. He will bargain nose-to-nose with the bargainer chosen by the player-characters. The bargainer should make a D100 roll and compare the result below to determine how much food and grain is available per one person/two horses of the party. The food and fodder will cost the party 50+2D10 lunars.

Far End Food Availability Chart

D100 roll	number of days of food/fodder available per one person/two horses
bargainer's POW x 1	5 days
bargainer's POW x 2	4 days
bargainer's POW x 3	3 days
bargainer's POW x 4	2 days
bargainer's POW x 5	1 day
bargainer's POW x 5+	no food available

From Far End to the Hidden Green

This portion of the trip will take about 14 days, unless the Hidden Green is difficult to find. There is a 15% chance of an encounter each 12 hours. If an encounter is indicated, roll on the Vulture's Country encounter chart in the Encounters book.

The party travels along the desolate edge of this barren land, where little but tanglevine sage and varieties of cactus and other succulents grow. The main animal life is small burrowing creatures whose holes and mounds provide endless opportunities to break a horse's leg or throw a rider.

The line of hills to the left guides the party, for they must parallel the hills until Narin sees the proper landmark which tells him to turn into the mountains. Far beyond the hills the player-characters can see the awesome snow-clad crags of the Rockwood Mountains in the morning and in the evening.

From the mountains and hills run many small streams still high from Storm season's great storms. Along them many seasonal plants grow. Both streams and plants will fade by about the third week of Fire season, and it will be only the nomads who can find enough to eat even this close to the hills.

Aside from the random encounters, the seasonal streams form the only other real threat to the characters. The party will encounter 2D8 streams at random points along the route that will require special care to cross. By the time the party returns, no more than 1D4 streams will be more than knee-deep.

Travel time from Far End to Hidden Green assumes a party speed of 23 kilometers a day, allowing the horses to forage for 5 kilos of fodder daily. The horses will need 5 more kilos of grain from the carried fodder each day. If the characters do not hunt for food along the way, they have enough for themselves and for the horses to last 11 days. Therefore they will have no food for the last three days of travel. Alternatively, the players can hunt more and add days to their travel time.

If the referee wishes to abstract the procedure of hunting, the hunters will succeed 60% of the time. For each day they dedicate to hunting and succeed, they will bag 1D3 days food. The foraging horses will be able to go a full day without grain and not weaken if they are given a day's rest after each such day.

Crossing the Streams

It is up to each player-character to lead his horses safely across swollen streams. This requires one Riding roll per horse led, plus one Swimming roll by the character for each trip across the stream. If the Swimming roll is missed, then the character is swept downstream and takes 1D8 water damage. Any horse led by a character who is swept downstream must also make a Swimming roll of 25% or take 1D8 damage. If a successful Swimming roll is made on the second try, then the character and/or horse has reached the opposite bank 1D10+20 meters downstream. Failure the second time means that the character or horse takes an additional 1D8 damage and is swept another 1D10+20 meters further away. The procedure continues until the individual is drowned or is saved.

Of the supplies carried by a horse swept downstream 1D100% will be lost. If the merchant for the party makes his luck roll (POWx5%), then the most valuable thing on the horse was not lost. Otherwise it was the first thing to go.

If the egg-bearer is swept downstream, the eggs will not suffer even if he drowns, if the body can be recovered and the eggs transferred to a new keeper within ten minutes. If this is not possible, there is only an egg-bearer luck roll or less chance at the end of the trip that a particular egg is still fertile.

At the Hidden Green

After travelling the 330 kilometers from Far End to the approximate location of the Green, both Narin and Daryli may attempt Spot Hidden rolls to find landmarks. They must then make luck rolls to find the Green from there.

There is one 40% chance of a random encounter while riding up to the Hidden Green. Determine the exact nature of the encounter on the Vulture's Country portion of the encounter table in the Encounters book.

OVERVIEW: The Hidden Green is a seasonal oasis nestled in the hills near the mouth of the Valley of Avalanches. It is called the Hidden Green because its location shifts with the winds and can vary by as much as 20 kilometers.

The nomads of Prax usually trade with the giants of Gonn Orta in Fire season when the giants descend from their mountain retreat to the Green. Some nomads then accompany the giants to the castle, to return the nest spring.

The trading ground of the giants, the trading of Humans [Far End], and all oases are protected by a truce of the desert. The inhospitable sands of Vulture's Country breed a fierce toughness of character in the nomads, and though their nations persist in raids and devastating war, all recognize and revere water. The founder, Waha, taught that no man should be denied shade, food, and water.

Approaching the Hidden Green, the player-characters will see a cluster of low trees, acres of bright grasses, and several grazing llamas, two bison, and one rhino.

As they approach, two Bison Riders and two Llama Riders round a nearby hill at a fast trot to intercept the player-characters before they reach the oasis. When the nomads come within shouting distance, one of the High Llama riders will yell in a crude, heavily-accented form of Trade-talk, "Hold position! Approach no closer the oasis! We do not like horse riders, we do not want our water spoiled. It would be unfit even for our animals to bathe in! There are far too many here now. We do not want you. Turn back. Re-enter the wastes from where you came, or become a resting place for our hundred spears!" The nomads will rein-in, and intently watch the characters. The players may decide to depart, to negotiate, or to charge.

If the party departs, they will be watched until they are out of sight. The same procedure will occur if they return.

If the party charges to attack, these four nomads will counter-charge, melee, and cry for additional aid from the oasis (use the statistics for the High Llama and Bison Riders given in the Encounters book). After 3D6 melee rounds, 15 more riders will come pouring out from the oasis to aid or to avenge their bretheren. These will be a motley mix of nomad types, including one High Llama and one Rhinoceros priest, and one Bison Rune lord. If the characters defeat these nomads, they will be able to enter the oasis without further trouble.

If, instead of fleeing or fighting, the party sends forward someone to negotiate, they will find the nomads willing to talk, and the players will hear innumerable stories about the skill and prowess of these nomads, and adamant refusals to allow the players to water their horses or to collect fruit and grasses for themselves and their animals. If the negotiating character succeeds with Oratory, he learns that five ritual contests may win the party what they desire.

The Rules of the Games

One of the nomads, Allani the Swift, will explain the contests to the characters. "To win the right to water and feed at this oasis, you must prove that you are as quick, as smart, and as skillful as we are."

He continues, "For each contest you must choose one party member to compete against our chosen champion. Each of our champions will represent a different tribe in each contest. If you can win three of these contests, then the defeated tribe with the fewest numbers will leave the oasis and you will be allowed to remain with us and to trade if you like." The duke's party will choose only one contest, and will be chased away with weapons and insults if they refuse to participate in any of them. In the weapons-wielding contests the characters will be allowed to use weapons with which they feel most comfortable and competent.

All of the nomads of the oasis, including several women and children who were not evident to the characters before, form on the top of a low rise between the characters and the Green. Allani says, "We will compete in five contests, one for each of the four nomadic tribes at the oasis now, and one to be chosen by you. If you wish, you may choose whether your contest will come first, second, third, fourth, or last." He will wait for the characters to choose where they would like their contest to be ranked. "These contests are to test both your worthiness to water and to feed at this oasis. We will test your knowledge against ours, your skill against ours, the courage behind your weapons against ours, and the strength of your riding beasts against ours."

"Five judges will determine the winner of each contest. You foreigners have the right to choose one of the judges. Make sure that he is a man of honesty and integrity. The sands of the desert will scour the skin from the bones of a liar."

After the players have chosen their judge and the position of their contest, Allani will motion to the mass of nomads and wave down one from each tribe. "These are to be our choices for judges. Shemsee, an Eiritha woman of great gentleness and fairness of mind hails from the Llama nation. Kartulain Bouncer, famous impala master and father of nearly half a nation, is another. Greyskinned Grik, without rhinoceros, also will judge. The bison-person Tovda completes our choices.

About Judges and Judging

Each of the judges will try to be fair, but three have marked biases. Shemsee the Eiritha priestess will judge for the characters if the Praxians seem to be using trickery against them, for she knows that her people have certain advantages and may try to use them unfairly in what are supposed to be even contests. Kartulain, the oldest nomad that the players have ever seen, will halt any contest in which one or the other contestant looks to be killed, and will always vote for the other side if one person dies. Grik always will vote for the nomads unless the foreigners obviously have won.

To aid the referee in determining the votes of the judges in the contests, the **Votes For Players** chart is provided just below. Use this chart to determine how the nomad judges vote, given general contest results. The player-characters' judge should be assigned to one of the players (who will not be participating) or his vote could be rotated between non-participating players.

To use the chart, the referee must decide which contest result listed along the left-hand side most closely corresponds to the actual outcome. Then, reading across the chart to the right, refer to the 1-6 range assigned to each nomad judge for that result. If the referee rolls 1D6 within the range given, then that judge had voted for the player-character as the winner of the contest. If not, then that judge voted for the nomads.

VOTES FOR PLAYERS

result	Shemsee	Kartulain*	Grik	Tovda
player-characters obviously win, even if cheating	1-6	1-5	1-3	1-4
disputed winner	1-4	1-2	1	1-2
obvious tie	1-4	1-3	1	1-2
characters lose	1-2	0	0	0

* Unless one contestant dies; in that case Kartulain will vote for the side suffering the death.

"0" indicates that the judge will not vote for the player-characters in that situation.

EXAMPLE -

Shemsee the Eiritha priestess is very concerned with honesty and honor. As a result she is likely to vote for the characters since the nomads will take every opportunity to cheat. If both the nomads and the player-characters achieve a result which is disputed by both sides as to who is the winner, then she will vote for the players on a roll of 1-4 on 1D6. Grik, obviously anti-horse, will vote for the characters only in a disputed contest on a roll of 1.

Voting Order

After each contest the nomads will require the judge chosen by the characters to declare his choice of winner first. Then each of the other judges will vote in the order shown on the vote chart, just above.

Explanations to Players

The referee should fully explain the position of their characters to the players. They can see that the nomads obviously are going to enjoy these contests, and they can hear some of the closer ones trying to bet on the contests, but hear very few nomads betting in favor of the characters. The nomads will offer their animals and weapons to the players, but riding the Praxian animals will halve the player-characters' riding skills, and they must use any unfamiliar weapons at base percentages.

The referee should advise caution and ingenuity in the contests, and that if they choose to use their own animals and weapons then these should be used in the characters' own styles. Characters above all should not be intimidated into using animals and weapons improperly or in an unaccustomed manner.

The Contests

After the characters have chosen their judge, contest, and position of contest, Allani will indicate that the contests now must begin. The nomad contests will be played in the following order. Insert the player-characters' choice in its proper position.

The First Contest: Beast Against Beast

Contest one compares the relative strength of the riding beasts. The nomad Mangrula, warrior of the Bison Riders, challenges the champion of the foreigners to a head-butting contest until one animal or the other falls and is unable to rise. Mangrula has 85% Riding and his bison (head hit points of 9, armored with 3 hit points) has a Head Butt of 60%. With each clash, the riders must make their Riding roll and the animals must make their Head Butt roll. Apply any damage and butt again.

Since everyone knows this is an unfair contest, no one will think it unfair if the horse Kicks or Tramples instead, and everyone will think the characters are fools if they play according to the 'rules.'

The Second Contest: The Obstacle Course

The second contest tests the mastery of man over his beast. the nomads' champion will be Kemmin Birdspringer, master of the impala. The contest is a ride on an animal through a short series of obstacles. This can be broken into five parts. (1) They must ride along the crest of that ridge and pluck off one of the feathers being fixed to the lone tree. (2) Then they must scramble down the hillside, (3) spring across the creek, (4) jump across the bushes with the blanket over them, and (5) duck beneath the High Llama beside Allani.

Kemmin has STR 14, DEX 15, Riding 80%, and his impala is 65% Jumping.

To catch the feather requires a DEXx5 roll for the animal rider.

To scramble down the side of the hill will require a DEXx5 roll from the animal.

Both the jump across the creek and the leap over the bush requires the animal to make its Jumping roll.

The duck under the High Llama may be tricky. It is SIZ 40, with space under its belly for a SIZ 14 creature to easily pass. For both rider and impala to pass beneath will require Kemmin to slip to the side of the animal with one leg hooked over its back. This requires a roll of one-half Riding or less, plus a STRx3 roll to stay mounted.

For the player-character's mount to fit under the High Llama requires that the SIZ of his mount fail when rolled against the SIZ 14 space beneath the llama. The character may try a small horse, or he may borrow an impala, but only half the Riding skill will apply when riding this new animal. When the character tries to scoot under the llama, he may therefore use only one-fourth his Riding percentage.

The Third Contest: The Joust

This contest judges the mastery of weapons. The nomad champion is Hargrakk Stonebender, fierce rhino rider and master of the lance. He is also a master of boasts and slurs, and these he happily throws at the player-characters before the contest begins. The first champion to be thrown from his animal is the loser.

The joust requires a lance and shield. If the characters do not forbid the use of animal attacks, the rhino will attempt to butt the horse, as well as his rider attempting his lance attack. When the two contestants meet, they first must make their lance attacks. Hargrakk has Lance 95%, Shield 80%, Riding 70%; rhino Head Butt is 65%.

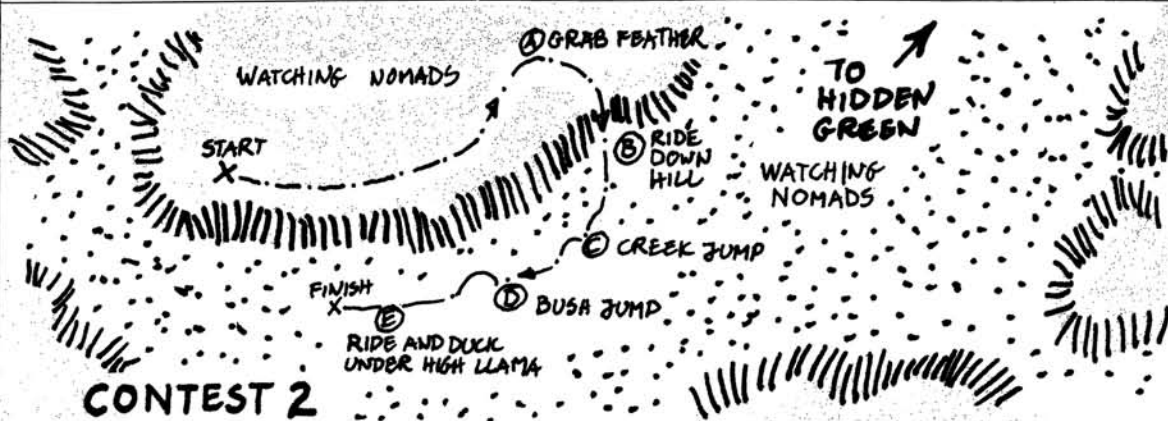
The Fourth Contest: Conformance with the Covenant

For the last nomad contest, Allani will be the champion. He has Riding 90%, Lasso 75%, and Peaceful Cut 85%.

Two young impalas will be brought in, and the two champions must lasso an animal, kill it properly with the Peaceful Cut, and then skin it and butcher it so that no part is wasted.

A lasso is a length of rope with a loop at one end used to catch and hold animals. It can be thrown standing or riding, and must be constantly practiced to master it. Base chance with a lasso is 05%. A successful skill roll means that the animal sought was captured, usually around the neck or leg, with the rope. A lasso has a range of 0-6 meters. If riding an animal, the roper also must make a Riding roll.

If the contestants miss their lasso throws, the startled young impalas may nervously excrete, slickening the ropes and thereby halving the contestants' lasso percentages.



Losing the Contests

If the characters won three or more of the contests, the smallest tribe defeated by a character-champion will be forced to leave.

If the characters lose, they are still free to attack the nomads. They also could try to wait until the nomads leave (a 5% chance daily as long as the nomads know the player-characters are around, but 30% daily after they think the characters have left), or they could stay true to their agreement and retreat from the oasis and try to hunt enough food to continue.

With the attraction of the oasis, a hunter may be able to collect more than one day's food in a single day. A failed tracking roll means that nothing was gotten. A successful tracking and missile roll means that one day's food was captured. An 'impaled' tracking roll means that 2 days food was gotten, and a critical tracking roll means that 1D3+2 days food was found. The horses will be able to forage for themselves, and will be strengthened by the rest.

Journey Through the Valley of Avalanches

The Valley

There is a 20% chance of a random encounter from the valley floor section of the encounter chart in the Encounters book. Change the "dragon" chance of occurrence to that of "avalanche."

The characters will see occasional small avalanches. If the encounters chart indicates an avalanche, the leader of the party will have to make his luck roll, or 1D3 characters will be hurt for 1D10 hit points each in a random hit location, and two horses will die.

OVERVIEW: The Valley of Avalanches is extremely narrow, often closing to 50 meters across. Along the floor runs a small seasonal stream, still bubbling and cold. The characters will find adequate food for their horses and for themselves for each day if they spend a full week travelling the valley. If they go faster, they must feed themselves off the backs of their horses. The valley is 100 kilometers long, and the very steep ridges to either side are piled high with snow. The valley walls are slick with run-off. Anyone trying to climb the cliffs to either side must do so at one-fourth their normal Climbing. The only other ways out are forward or backward.

Treachery From Narin

At some point along the valley, Narin will attempt to blackmail the party into paying him more money, or he will attempt to steal one or more of the magical items that they carry (depending on how many of the characters he has enticed into his service).

Reaching Toothsome Gap

If Narin is still with the party, then he will guide them carefully up the Gap, past several deep valleys, and to the castle of Gonn Orta. This will take a full three days, with a 30% chance of a random encounter every six hours. Roll for the encounter type on the Eastern Highlands portion of the encounter chart.

If the party no longer includes Narin, then they must guess which route to take. A day's full scouting reveals two

actual entrances into the mountains — Narin was lying. A successful luck roll by the leader means that the party chose the correct pass. Use the information in the previous paragraph for encounter information. If the luck roll is not made, then the party has chosen the wrong passage. It will take them 1D6+3 days to discover their mistake if they go forward that long, and the same amount of time to reverse course. Again, the chance of an encounter remains the same for each day.

Gonn Orta's Castle

The party will be travelling a long, winding canyon when they come to a high stone wall blocking off further travel. A huge giant sits behind the wall, outlined against the sky. He never moves. As the party approaches, they will see several trollkin scurrying about behind the huge, broken gate. As they come closer, one of the trollkin will approach, carrying a huge bronze shield. Peering from around the shield, which he can hardly carry, he will call out, asking the characters' names and business. He says that he is Pan-eye, chief of trollkin and emissary for the giants of the castle. As he speaks, another giant appears above the top of the wall and strides to the gate.

He says, "I am Boshbisil, merchant of Issaries and trader for Gonn Orta. I know the sword of which you speak. It has acted very hostilely whenever I attempt to evaluate it. It has lain at the bottom of my jar for many months. If you truly have the eggs of the king condor, plus other items, then we may be able to bargain." His Bargaining is 90%.

Boshbisil will go to retrieve the sword. He will instruct the players to gather the items that they wish to trade and to ready their bargainer. Hours of hard bargaining follows. Boshbisil wants all of the condor eggs and all of the magic items for the Rone sword. The bargainer can attempt to bargain him down to the eggs plus two magic items. If the bargaining succeeds, they may sell the remaining items to the giants for their full value. If they are not successful, then they must give the magical items and the eggs to Boshbisil before he relinquishes the Rone sword. When the trade is made, a courier is summoned, given the eggs, and promptly disappears — on his way via Guided Teleport to Yalaring.

Along with any booty items which the characters may have gathered, Daryli has the following items:

*A Befuddle ring, set in silver with an emerald, worth 3000 L.
A Bludgeon 3 nail, of iron, to be set into wood, worth 4250 L.
A Detect Gems wand of carved ivory, worth 1800 L.
Mobility sandals, rather worn, worth 1700 L.
Strength gloves, of an unknown hide, 1500 L.
Power 6 storage crystal, agate, worth 6500 L.*

Boshbisil will let the players camp for the night outside the castle gate. Nothing will bother them that night. They will be able to buy food and fodder and other supplies from the trollkin, who have a 75% bargainer, for 1D6+2 lunars per day's food.

Boshbisil will tell them that they must leave the next day. If the characters wish to descend into Balazar, he will carefully scoop them up and carry them to outside the wall at the other end of the castle, and bid them farewell. If they wish to return to the duke, then they must return the way that they came.

What You Learned in Pavis —

THE BLOCK — Before Time began, a great mountain of Truth called the Spike sat in the center of the world. During the God Wars a chaos army invaded the Spike and their profanity caused it to explode, sending pieces of truestone hurtling through the cosmos. One huge chunk bounced off the sky and hurtled to earth. It landed in Prax where the Storm Bull was wrestling the Devil. The huge rock smashed into the Devil, smearing him across the plain and removing him from his body.

The rock, now called the Block, still sits in Prax, a half-kilometer on each side and two kilometers tall, flanked by hills of dirt. Beneath are the Devil's remains, eroding under the ministrations of the Good River.

The Block, the world's largest piece of truestone, is rarely mined. The stone is nearly unbreakable. Only adamant, a mythic metal of forged truestone, can cut raw truestone. Any tool made of truestone is a god-treasure, unknown to men.

Further, the Block is a Storm Bull holy place, guarded by his worshippers. They believe that removing any truestone aids the Devil. They prevent mining and patrol to keep anyone from searching the hills to find impact fragments of truestone. They sometimes will trade truestone they have confiscated from others.

The Block is 130 kilometers southwest of Pavis.

CORFLU — This port was initially built on the Defender's Shore by the Jrusteli God Learners in the Second Age (c. 750). For a while it was prosperous, trading with the Praxian nomads and waxing fat off the Cradle which floated down the River of Cradles, full of Giant children and great magical items.

When the Giants took their revenge on the Jrusteli, Zola Fel, the River God, swore a great oath to assist them. Silt began to pile up in the harbor of Corflu. For a century the Jrusteli dredged channels and tried to propitiate the god Zola Fel, but in vain. When the Jrusteli fell, the seas were closed, Corflu was sacked and abandoned, and for centuries was just a spooky watering place for nomads. The silting was so great that the course of the river shifted, and now the River of Cradles empties some 20 kilometers east of Corflu.

With the conquest of Prax by the Lunar Empire, Corflu has sought a new prosperity. The Empire is attempting to turn the ruin into a thriving port.

THE VALLEY OF CRADLES — Cradles once floated down the River of Cradles. Their records appear in Godtime archives, and sporadically in the First and Second Ages. Jrusteli God-learners plundered the cradles for the many magical artifacts meant to keep the giant children safe and help them grow into powerful giants. Zola Fel is the river god of the River of Cradles.

At first the Jrusteli boarded the cradles at sea, but too many evaded them and reached their destination. The greedy Jrusteli built the city of Corflu on the mouth of the river, only to find that the nomads of Prax were robbing cradles before they reached that point. Finally, about 750, the Jrusteli founded the city of Robcradle further up the valley to catch the cradles before the nomads got them.

Robcradle was destroyed by the giants, and the river itself doomed Corflu. By the start of the Third Age, the valley was calm and serene, but barren of cradles.

Since the beginning of the Third Age, the river valley has provided an excellent grazing ground for the warring tribes of Prax to fight over. Now that the Lunar Empire has arrived, the valley is being pacified for Lunar farmers to settle and work the fertile river valley.

DEAD PLACE — In his fight against the Devil the Storm Bull was thrown to earth, nearly dead. His mate, Eiritha, hiding in the earth, stripped the ground of its power, and gave it all to her lover. Revived and resurgent, the Storm Bull sprang again at his foe and fought him off until the Block pinned the Devil to his death.

The area of Prax which Eiritha stripped of its potency has remained dead to this day. Only the hardest plants grow there, and they are mainly poisonous. When the flash floods or sprinkles rush water into this region it dries quickly, leaving a fine alkaline dust which hangs in the air, damaging lungs and burning skin, kicked up by feet in the windless, ghostly region of gullies. Brigands and outlaws often use it as a safe place, for normal folk will have nothing to do with it.

Among its most noxious traits it is impossible to regain used POW while within its boundaries, and any Rune Magic used will be one-use, demanding re-sacrifice for it once the user is out of the area. The land sucks up all power used within its confines. Perhaps, if magic is constantly used in the Dead Place for many centuries, the land will once again be at least as yellow as the rest of Prax, but no one seems inclined to sacrifice to do so.

The Dead Place is 80 kilometers southwest of Pavis.

LUNAR EMPIRE — This nation is the political manifestation of the Red Moon, a goddess created in 1220 by several renegade priests and shaman from other cults. The goddess left behind her empire and ascended to the heavens 27 years later, bringing the first moon to the skies of Glorantha since the Godtime. The Empire has used its ties with chaos to control it and put it to work. This attitude has made them many enemies throughout Glorantha, but it has also made them very powerful. The Imperial History chronicles major victories and minor defeats, then more major victories and minor defeats, and the records are accurate.

At this time, the Empire has conquered its inland regions and extended south to Dragon Pass and the Kingdom of Sartar, then marched into Prax, seeking a sea port at Corflu. The entire Valley of Cradles is under Lunar sway. The dominant barbarian tribe in the area, the Sable Riders, is an ally.

THE PAPS — The Paps are the holy ground of Eiritha and her son, Waha. The Paps themselves are a maintained ruin dating from the Godtime, when the earth was far more fertile. The priests and priestesses in the Paps maintain a luxurious existence, quite removed from the toils of the nomadic life. Vestiges of many cults no longer worshipped anywhere can be found at the Paps.

The Paps are 70 kilometers south/southwest of Pavis.

PAVIS [Pavis-Outside-the-Walls] — In 1575 a band of settlers moved from Sartar and founded a prosperous trading post and fort outside the cyclopean walls of the Rubble of Pavis. The Spirit of Pavis, which had protected the ruins of the Rubble, made compact with Orlanth and moved to the new settlement for a new life.

In 1610, only 35 years after it was settled, the new Pavis surrendered to a Lunar army. Since then it has grown as a major stopping-place on the road from the Empire to Corflu, and as a center for settlement of the Valley of Cradles by hardy Lunar frontiersmen.

The nearby Rubble is a major attraction for adventurers who wish to mine for robber's loot, treasure, or ancient artifacts.

Pavis is on the north bank of the River of Cradles.

RUBBLE [Old Pavis] — In the year 800 the Giants revolted against the treatment their cradles were receiving at the hands of the Jrusteli Godlearners at Robcradle and Corflu. A band of giants smashed Robcradle and in its place erected the cyclopean walled city of Paragua to watch over the progress of their cradles, and waited for their ally, the river Zola Fel, to weaken Corflu.

But in 830 the hero Pavis fought the giants and drove them from Paragua. He moved his people within the immense walls and began the first human habitation of the site.

The city of Pavis was a firm ally of the Empire of the Wyrms Friends, sometimes friend and sometimes foe of the surrounding nomads for 300 years. At last, during the fall of the Empire, the mighty city fell to Jaldon Goldentooth, the nomad hero.

Since then the ruins have been furtively occupied by humans, boldly dominated by trolls, and often used as a place of refuge by outlaws or a place of adventure by the foolish.

The giant-built walls are properly in scale with their makers, and the ruins of many cultures lie inside, as well as many troll dug-outs and outlaw hideaways. It is well-known that treasures lie amid its ruins and death lurks in its shadows.

The Pavis spirit, long destitute of proper worship, moved from the Rubble to a new temple in Pavis. Thus, the Pavis Rubble, deprived of its spirit, is now simply the Big Rubble.

SARTAR — The kingdom of Sartar was a proud kingdom of hill barbarians in Dragon Pass which unsuccessfully fought off the encroachments of the Lunar Empire. During its last years, a prince of the royal house brought settlers and founded the city of Pavis. In 1602 the Lunar Empire finally overcame Sartar, which is now a client state with a puppet monarch. Pavis is full of Sartar refugees, and the Imperial forces there are constantly on the alert for disaffection and plots to liberate Sartar.

The capital of Sartar, Boldhome, is west of Pavis about 190 kilometers.

MERCENARY CONTRACT OF RAUS, DUKE OF RONE

Each hired person will give his complete and utter loyalty in all matters, whether they lead unto life or unto death, to me, Raus, Duke of Rone, Lord of the Weis Domain, to be sworn in person by the oath of my choice.

Each warrior agrees to obey all officers appointed by me, as if they were me, except in matters which countermand orders given by me.

Each warrior agrees and understands that he places complete trust in me and my wisdom, and that my own interests include the well-being and trust of each individual in my employ, and that I will not abuse or needlessly risk anyone's life, and that risks will be undertaken only as it aids and serves to protect every loyal person of my group.

Each hired warrior will receive an equal share of food, delivered once a week, to include: ten kilos of unground barley, one kilo of fresh meat, three kilos of beans or other lentils, and one kilo of good animal fat; or board at the lower tables within my household.

Any person who brings his own horse will receive five kilos of grain, five kilos of fodder, and adequate water each day when it is used, as much as possible. Normal grazing in good ground with adequate water is guaranteed for all horses not in use but in hire.

Shelter will be provided within suitable barracks or tents, owned and provided by the duke.

Security will be provided for every person in my command, and it is guaranteed that myself, my captain, and my priest will serve as impartial witnesses to the ownership of private goods. Anyone in our employ may have his own items reviewed by us, establishing true and absolute ownership.

On my own word I guarantee that anything with our vouchsafed witness of private ownership will receive exactly the same protection by me and my staff as if the items were owned by us.

Protection for each warrior is guaranteed, with the understanding that the warriors obey instructions to the letter, and that they in no way behave purposefully with neglect or intent to harm me or my reputation.

I am Raus, Duke of Rone and Lord of the Weis Domain and I speak for the spirit of my family called from the Rone-jewel of my crown. The powers of this jewel protect me and mine from evil sorcery and wicked shamans' magics, and once with the aid of a priest I went to the spirit world where I fought enemy spirits, and I imprisoned one to prove my power. In my household lives a priest, sworn brother of mine, who knows many spells and prayers, and whose magic is fearsome to my enemies. All these will keep you healthy from enemy gods and devils who are sent against you for being in my service.

Furthermore, every year I will give each person in my employ one suit of cloth or of leather clothing of my choice, and replacement for all personal arms, armor, and horses which are lost in combat, and free repair of those damaged on duty.

Also, at one time each of the five seasons I place the services of my priest at the desires of my employees, and I guarantee the collection or debt of 500 L worth of spell teaching. Collection is at the availability of the priest and limited to spells known by the priest. Debt is cumulative until collected.

Furthermore, I recognize the existence of heirs, and will properly advance to them all items which come into my hands which I have reviewed and recognized as personal property.

Finally, each man will receive 10 L per week paid in cash, and also receive a fair share of any loot received according to normal conventions.

Now I demand oath and seal of you, and the recitation of the following:

By all that is Truth and Honor I swear by the power in my soul, by the mind within my body, by my feet upon the Earth, and by the weapons in my hands that I will give faith and fealty to Raus, Lord of the Weis Domain, until I am honorably released from this service, or death take me, or the world shall end.

Signature, Oath, or Sign of the mercenary

TEMPLE

UNDERWATER
~~TEMP~~
PASSAGE

BEACH

ROOM
W/POOL

MAP
TO

TEMPLE

DEAD
END



