RuneQuest 4013

Griffin Mountain

A Complete Wilderness Campaign for RuneQuest

By RUDY KRAFT
PAUL JAQUAYS
& GREG STAFFORD

CHAOSIUM INC.

RuneQuest

GRIFFIN MOUNTAIN

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This book is designed for use with the fantasy role-playing game system *RuneQuest*. It is recommended that the referee also own and be familiar with *Cults of Prax* and *Gateway Bestiary*, both available from Chaosium Inc. or at better game or hobby stores.

The authors and publishers of this book take no responsibility for inexperienced characters who may get trashed by these scenarios; nor do we accept responsibility for any referees who may get trashed by the players thereof. Seriously, these adventures are designed to provide a challenge to mixed level characters including Rune Masters. Even then, the going might be a little tough.

This book gives a detailed description of a large wilderness area. It can be used "as is" to provide the referee with a complete wilderness for his/her players to adventure in; or chopped up into bits and pieces to be used as supplements in the referee's own campaign. The Encounters chapter is easily adaptable to any campaign due to its flexible nature. Its various encounters and personalities can add spice to an otherwise routine random meeting on any encounter table. It is also quite possible to ignore everything in the book except the monster and character stats.

We, the authors, hope that you have as much fun playing these little scenarios as we had in designing them. Any questions or comments concerning these scenarios may be directed to Chaosium Inc. If you desire a personal response you must include a self-addressed return envelope bearing a 1 point Rune spell known as a first class postage stamp. Keep those cards and letters coming!

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INTRODUCTIONS

In looking through a completed manuscript I always find two feelings battling for control: the satisfaction with the project and everything in it that is done well, and the dissatisfaction with all its faults which I see so much clearer now that the project is finished. In the case of *Griffin Mountain* both these feelings are far stronger than usual. *Griffin Mountain*'s size and its history make such things inevitable.

Griffin Mountain was intended to be a small non-Gloranthan *RuneQuest* wilderness designed solely by myself. However, it was little more than a collection of monster stats and encounter tables. I ended up putting it aside for four months.

When I came back to the project I found that I had not regained my interest in it. Fortunately, I had at that time an offer from Paul Jaquays to collaborate on a project. As our first collaboration, *Duck Tower* (Judges Guild), involved my finishing one of his manuscripts, I thought it only fair that our second should see him completing one of mine. I sent the manuscript off, hoping not to see it again until it was ready for a publisher.

I got the manuscript back three months later doubled in length from its already massive size. I was quite pleased with what Paul had done. He had filled in the areas where my manuscript was weakest (personalities and scenarios) and he had reorganized the work completely.

I was thus completely happy with the manuscript when I presented it to Greg Stafford and Chaosium.

A couple days after I gave him the manuscript I heard from Greg. He said that it was excellent. It would need a few minor changes but nothing major and he could take care of them.

Every time I talked to Greg he mentioned more changes. Before too long his minor rewrite became my minor rewrite and soon it became a major rewrite converting the manuscript from a *RuneQuest* Gateway (non-Gloranthan) world to one set in a region of Glorantha adjacent to his precious Dragon Pass. Greg sent me a new table of contents, quite detailed. It had several completely new sections. So it was back to work for Paul and me.

In dividing the work, I was surprised that we each wanted to do different sections. Luckily there was no arguing over who would have to do what. It was decided that I would put together the final manuscript for resubmission to Chaosium.

We began plugging away, the work slowed by the fact that both of us have other things to do. Eventually I began getting packets of completed manuscript from Paul. I was moderately surprised when the first packet contained a completely new section not on Greg's table of contents (the Citadels chapter). It was an important section and Paul did an excellent job.

Eventually, I am not sure how, the job was finished. Overall, I am quite pleased. Not only is *Griffin Mountain* the largest and most complete book of its kind ever published, it is also quite adaptable. There are many detachable sections that are usable as independent adventures in any *RuneQuest* campaign.

I hope you enjoy playing *Griffin Mountain* as much as I enjoyed writing it.

Rudy

I keep doing this to myself. Everytime I try to write a small, concise, interesting adventure it becomes megalithic. Someday I'll learn.

Rudy's history of *Griffin Mountain* is basically correct; even though it glosses over the weeks spent at the typewriter, the long-distance phone calls made in the wee hours of the morning to discuss editorial changes, the frustration and anger of having to rewrite many pages of material when a computer file self-destructs, the anxiety of artwork in the mails, or the relief when you have finally finished – for the second time.

Historically, I have very little else to say about *Griffin Mountain*. However, I will do a little bit to fill in the time between paragraphs three and four of my illustrious partner's opener. After receiving a couple of copies of *Duck Tower* from Rudy and a cover letter suggesting future collaboration, I responded, and soon a nameless manuscript found its way to my mailbox . . . postage due! What a way to start a relationship. I spent bits and pieces of my summer adding new material. By the time I was done, the project had become the largest manuscript I had ever worked on (watch closely gang, as the snowball gets rolled down the hill). At GenCon, I showed Greg Stafford some of the maps I had done for the project. Not long thereafter, I completed the writing, spent a day photocopying the manuscript and mailed two copies to Rudy. Huzzah, huzzah! The accursed book was done. Now I could get back to my other projects.

Then the phone calls came. Greg was going to do some minor editorial rewrite. The next phone call – Greg wanted us to do it up for Glorantha. How did I feel about it? (Actually I felt pretty honored . . .) Soon the blue pages arrived. As Rudy said, we both got to do the rewrites and new material that we wanted. Oh, if only I knew then . . .

All summer I had banged away mercilessly on my Smith-Corona electric typo-maker. Like my care of a similar model year, it had served me well. However, I yearned for something better. Spending money I didn't have, I purchased a computer/word processor. I then mercilessly pounded away on my new toy for several weeks. My typing speed increased and the manuscript grew and grew. Finally, at long last and once and for all, it was finished. The cup passes.

When this book finally sees print, parts of it will be a surprise to me. There are sections that Rudy or Greg alone constructed, that will be new to me when I open a copy – just like anyone else.

Like Rudy, I am pleased with what we have done. Not bad work for a team who have never met each other. Enjoy!

Last paragraph is saved for dedications. This book is for Ruta, because she cares.

Paul

I don't like to make work for myself anymore than anyone else. I already labor 10-12 hours a day to just maintain my workload.

But when I had reviewed the Gateway scenario pack from Paul and Rudy I felt a twinge of jealousy that such colorful characters as Gondo Holst or the Barrelhead Troll Ball Team did not belong in Glorantha. Their submission maintained great consistency with the standard *RuneQuest* rules, and also had that tweak of creativity that sparks the imagination. I felt that their work was exceptional.

Except for a few flaws. The original geography had an apalling lack of realism. Even as magical geography it lacked enough familiarity to let me suspend my disbelief. Hence I told Rudy that it needed small changes.

When I studied the manuscript, I found more problems and (rather than eat up my time with work) I asked Rudy if he was willing to rework portions according to my outline of geographic necessities. He agreed and I set down to detailing what I thought significant.

After a full day, I realized the enormity of the seemingly simply job. It occurred to me that I was duplicating my years of effort to make a consistant Gloranthan universe with this unrelated work.

At the same time I was beset by another problem. My Sartar campaign had left most of the player-characters wanted by various authorities as either criminals or freedom fighters. The situation was hot and most of them saw the sense of leaving for cooler grounds for a while. But where could they go?

I also needed to teach new referees the details of how to run a campaign. Preparing the data and presenting it sensibly turned out to be quite a task and I found myself preparing notes to aid me. But I lacked a background which was suitable to illustrate the principles which I was explaining.

Griffin Mountain solved several problems for me. It served as a place for my established player-characters to go to on a great quest to recover the Wind Sword (or die trying). It was a suitable place for new players and referees to begin in, since most people are familiar enough with a neolithic culture to be able to play it without feeling ill at ease in strange surroundings. And this new book furthered the wonder and glory of Glorantha for those fans of the world anxious to learn more about it.

The problems didn't solve themselves. It took days and weeks of work from Rudy, Paul, and me. So much so that everyone agreed my name also belonged in the credits as co-author.

It was worth it. *Griffin Mountain* is a monumental effort, unique in its completeness and intentions. It should provide many hours of excitement for the players, and years of adventure for the characters. It is a place in a world, complete unto itself yet integrated into a greater whole. In addition, it is a landmark in the new art of role-playing games.

We hope you like it.

Greg

HOW TO READ THE STATS

The standardized *RuneQuest* format for monsters and non-player characters needs some explanation.

The first line gives the being's identity in bold type. It may be followed by its race, sex, and cult status in parenthesis. Then follows the characteristics, movement rate, total hit points, and defense bonus. To the right of these stats are the hit locations. The numbers in parenthesis represent the D20 roll for location hit. The number on the left of the slash is the points of protection provided by armor and the number to the right is the hit points that location can take.

Bluebird knows 16 battle magic spells. This is more than can be known by someone of his INT but he has a couple of spirits whose memory he can use. The spells known by spirits are listed along with Bluebird's under SPELLS for convenience.

RUNE MAGIC lists the Rune Spells known by Bluebird.

SKILLS lists the important skills Bluebird has. Those not listed are assumed to be at the level of base chance plus the character's bonus.

MAGIC lists the magic items carried by Bluebird.

TREASURE lists what monetary treasure Bluebird is carrying with him as well as what his ransom would be if captured. Usually this ransom represents a being's net worth plus his value to his cult or family. **Note that in *Griffin Mountain*, guilders are interchangeable with L(unars).**

LANGUAGES lists the languages Bluebird knows how to speak and write.

The last sections give details on Bluebird's spirits.

BLUEBIRD.....(Lankhor Mhy Rune Priest-Lord)

STR 11 CON 14 SIZ 14	Right Leg	(01-04)	7/6
INT 18 POW 18 DEX 17	Left Leg	(05-08)	7/6
CHA 13	Abdomen	(09-11)	7/6
	Chest	(12)	8/7
Move 8	Right Arm	(13-15)	7/5
Hit Points 16	Left Arm	(16-18)	7/5
Defense 25%	Head	(19-20)	7/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Staff	4	95%	1D8+1D4	85%	15
Self bow	1	50%	1D6+1		
Large shield				80%	16

SPELLS – Healing 3; Xenohealing 3; Protection 4; Detect Life; Spirit Binding; Binding; Disruption; Befuddle; Harmonize; Mobility; (known by Blood) Bludgeon 4; Dispel Magic 6; Mindspeech 1; (known by Palou) Strength; Coordination; Detect Magic.

RUNE MAGIC – Shield 4; Multispell 1; Analyse Magic; Truespeak; Spirit Block 4; Telekinesis.

SKILLS – Evaluate Treasure 90%; Bargaining 60%; General Knowledge 50%; Map Making 90%; Riding 95%; Swimming 85%; Listening 75%; Spot Hidden Item 90%; Oratory 90%.

MAGIC – 3 point Healing focussing crystal; ring with Invisibility matrix; 6 point Healing potion; 6 point spirit trapping crystal.

TREASURE – Carries 50 wheels; ransom is 7000 guilders.

LANGUAGES – Speak and Write Trade Talk 95%; Speak Esrolian 35%; Speak Old Pavic 50%; Speak and Write Dark Tongue 45%.

BLOOD.....(allied spirit in staff)
INT 9 POW 18

PALOU.....(bound spirit in spirit trapping crystal)
INT 11 POW 12

CHAPTER I

Geography & History

Glorantha

Glorantha is the name of the world which surrounds this scenario pack. It is a mythical cosmos which was built by gods and philosophies existing in innocent bliss for eons before mankind was made. The gods still live, though distantly, and the world is still their primitive and prehistoric design.

The realm of mortal races in Glorantha is in the center of a huge square of land which floats upon the Sea of Eternity. Around the edges of the world are lands known only through legend where immense and powerful races of beings live who defend the inner world from monstrous chaos demons living beyond the edges of the world.

Although the gods made the world, they are no longer its masters. They began existence by living in harmony but fell into hatred and war which destroyed most of their old world. Everything would have been destroyed during the Great Darkness except for the heroic struggles of the minor races to resist Death, even though their gods and most of their friends had fallen. Through their fight they found the threads of nature needed to survive. When the sun rose again, it followed the path of the first mortal being back into life from the darkness.

Time began with that historic sunrise. Dating begins from that day as Day One, Year 1, and the world was at the mercy of the mortal races.

HISTORY

History has three periods, the First, Second, and Third Ages. Each Age is about 500 years long and each ended in a series of cataclysms. During each period different forces were dominant or exploited by people.

The First Age is also called the Dawn Age. Non-human races, often called the Elder Races, were dominant through the world. There were some centers where humanity reigned.

The Dawn Age ended in the Chaos War, usually also called the Gbaji War after its primary opponent. This was a century-long conflict led by Arkat Humaktsson, who is also called Gbajibane, Oathbreaker, Mantroll, or Saint Knight. *Arkatsaga* covers half the continent and is one of Glorantha's best known tales.

The Second Age was dominated by two great trends. The first was the internecine warfare of the non-human Elder Races which resulted in their mutual exhaustion and downfall. The second trend was the synthesis of culture initiated by the Middle Sea Empire. These scholar merchants and warrior priests combined any aspect of magic and culture which they encountered in any manner which they saw fit, exploiting everything tremendously and straining nature to fit their schemes. They made a wondrous empire which ruled many lands for most of the era.

The disasters which ended the Second Age were led off by the violent overthrow of the Middle Sea Empire by the Elder Races who harnessed the outrage of the cosmos against the im-

pudent, short-sighted humans. Nature rose up and smashed their civilization, destroyed their peoples, and sank the very lands which had dared to support such upstarts. The oceans were cursed and all surface traffic was swept away. A few decades later a huge disaster struck many inland powers when their peoples were destroyed in the Dragonkill War of 1100.

Survivors of the Third Age were conservative. Middle Sea advances were forgotten and shunned. The old ways reasserted themselves. The oceans remained impassable. Only in Peloria did new forces stir and take root.

In 1247 the Red Moon rose from the earth and set itself into the northern sky. On earth an empire of descendants and worshippers spread widely over the land. The Lunar Empire crowded over Peloria.

The disasters ending the Third Age have yet to occur, though many priests and scholars feel they are overdue. But great magical energies are afoot, and the world is stirring again. It is a time for courage and opportunity for those who would seize it.

It is the start of the Hero Wars.

GEOGRAPHY

The lands of mortals are concentrated on two continents and the islands which dot the sea in-between.

The northern continent is Genertela and beyond it are cold lands of waste ice. Genertela is the most populated continent.

The southern continent is wilder than the northern. Its coastal lands are thick with people where the land allows it, and some deserts even have native nomads living in them. But most of it is steaming tropical jungle or marsh where pre-historic monsters still rule and equally frightening spirits reign in the absence of gods.

Genertela

The continent of Genertela is laced by immense mountain ranges and drained by awesome river complexes. These naturally divide the land. Perhaps coincidentally, each of those regions is named after the earth goddess believed to dominate in that land.

There are also cultural regions of note which surpass simple geography. Only the more important to this scenario pack are given here.

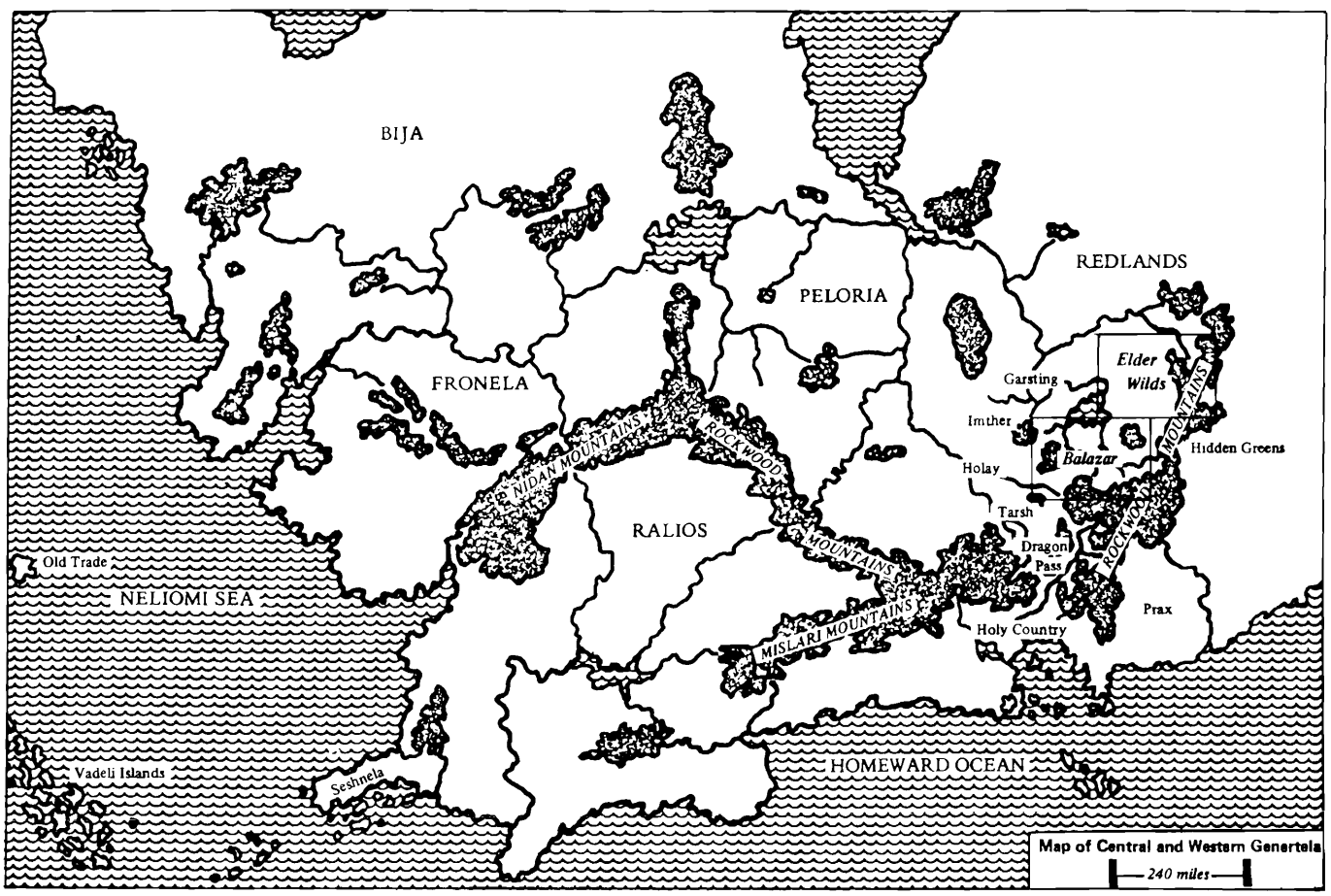
The Barbarian Belt is a region of central highlands which surrounds the western mountain ranges. It has always been a wild and rough place and its natives resist the taming influence of civilization.

The western lands are the ancient home of the Brithini or Seshnegi race who do not worship gods but use them through sorcery, and believe that men can rule the world with the gods as slaves.

The central regions are full of people who live in close harmony with the powerful deities and trade power with them through normal cult worship.

The eastern lands believe in neither man nor god but instead foster a relationship with powers and abstract concepts to give them inhuman magics and skills. They are a populous land of philosophy, jade emperors, rice-filled rivers, and warlords.

Dragon Pass is a unique region where the Rockwood Mountains are broken and the mystical races of Dragonkind live.



NEIGHBORING LANDS

Before discussing the regions detailed in this book it is fitting to have a brief understanding of the lands surrounding Balazar and the Elder Wilds.

REDLANDS

The Redlands got their name from the fact that they were soaked with blood through all their history. It is a middle ground between the fierce steppes nomads and the densely populated, soft civilizations of lowland Peloria. In current history the steppes horsemen have not visited this region for almost a century. About 100 years ago the Lunar Empire fought a legendary battle called The Nights of Horror which nearly annhilated the nomads and chased any survivors far into the wastes away from the Empire. There are some trappers and hunters in this region now, and a few farmers as well, but it is still lightly populated.

ROCKWOOD MOUNTAINS

The Rockwood Mountains are a sheer range thrust upward in Godtime to serve as an impassable wall separating the warring races of men. This wall has served its purpose well.

Parts of the mountains are ruled by dwarves who have vast cities tunneled deep into the rocks and spend most of their lives underground.

Other parts are inhabited by horrible huge mountain giants that cause rock and snow slides to kill any person stupid enough to try crossing them by climbing.

There are only three ways past the mountains applicable to this scenario pack. Dragon Pass, a huge break, is the one usually used, for it is wide and easy even for wagons or delicate travelers. Wyrms High Pass is a lofty valley which can be used by small parties, including horses, who are careful, crafty, or deadly. The Giants Pass is ruled by a member of that race and considered inaccessible to humans.

Many peaks of the Rockwoods are so high that they are permanently snowcapped, and in the winter the snow demons spread their realm lower on the slopes and invade the lands of men.

HIDDEN GREENS

This is a part of the dry and barren Desert of Genert. It is extremely dissimiliar to the Balazar and Elder Wilds regions north of the mountains and thus is not covered in the scenario pack. Its name is from the Praxian animal-nomads. Illusionary or semi-substantial lush lands fade and appear irregularly here, like real mirages. The usual process is for a 7 km square or so area to fade in and back out of reality over a week-long period.

SHADOWS DANCE AND DAGORI INKARTH

This deep mountain and rugged hill territory typifies the wretched terrain which most non-human races now occupy. It is not accidental that these inaccessible places can support their resident life, but unfortunately the Elder Races still must compete for them.

DRAGON PASS

The only lowland pass through the Rockwood Mountains, this geographic wonder is occupied by all manner of dragons and their kin. The natives are barbarians and worship the Orlanth and Lightbringer pantheons. Beyond the pass, to the south, lies a legendary city of the gods beside a body of water said to have no limits.

GLOWLINE

The Glowline is a semi-visible line marking the edge of the Red Moon's direct influence. Outsiders see it as a thin red sheen hanging in the air, accentuated by dust. Outside the Glowline the Red Moon is visible in the sky, but it changes its face daily through its seven-day cycle.

Once one passes into the Glowline region, the moon always appears to be in its full phase, and Lunar magics always work at full strength.

The Glowline is a magical effect produced on both the mundane and sacred planes only after great effort and trouble. The empire always strives to extend it but, due to the difficulty in doing so, it makes the attempt only into valuable territories. The Glowline is stable along the edge of Balazar.

Throughout the area covered in this book, the Red Moon is always visible in the sky. It does not rise or fall, but remains stationary and visible both day and night.

KINGDOM OF TARSH

A client state, the Lunar Empire counts Tarsh among its provinces. Tarsh governs itself and has a traditional dynasty of kings. Its leaders and many of the populace worship the Red Goddess; her priests are appointed by Lunar Imperial authorities. The kingdom pays annual tribute to the empire and sends the children of its elite there to be educated. Tarsh is agricultural and exports grain down-river from Furthest to the Black Eel River and then to the Oslir.

KINGDOM OF HOLAY

Holay is a client state similar to Tarsh. Its population is concentrated in the river valleys. It became a province in 1346 when it fell to the Conquering Daughter.

KINGDOM OF IMTHER

Imther is another client state. It fell to the Conquering Daughter in 1347. Its barbarian population is mixed herders and farmers; the state controls the Imther Mountain mines.

GARSTING

Garsting is a Blank Land.

Blank Lands are regions of Glorantha which will be left undeveloped by Chaosium Inc. for referees who would like to have a local campaign set in Glorantha, but who may be afraid to develop a region only to have it conflict with an official publication. For this reason, areas like Garsting have been left open.

Chaosium Inc. will not publish campaign packs concerning Blank Lands, nor will they authorize the commercial publication of them by others. However, this does not prohibit referees from privately distributing information for their own campaign.

See *Wyrms Footnotes 11* for an extensive treatment of the Blank Lands idea.

HOLY COUNTRY

The Holy Country is the magic land located south of Dragon Pass, ruled by the Pharoh who is a living god. With certain parts of the Lunar Empire, the Holy Country is among the most civilized regions in the world. The Holy Country is divided into six regions, each of which worships a major god of one of the five elements excluding the moon. The sixth region "worships" primitive technology.

PRAX

Prax is barren wasteland inhabited by barbarian nomad tribes who ride various beasts of Firitha. The only city, Pavis, is mostly ancient ruins. The Lunar Empire currently firmly controls Pavis and the tribes of Prax.

COMMON KNOWLEDGE

This information is commonly known to citizens of Imther, Holay, Tarsh, Sartar, Shadows Dance, the Redlands, and Garsting. It can easily be gathered from accessible sources such as popular ballads, local legends, trader's talk, and occasional contact with the natives of the land. It is generally vague enough to be believed and is mostly true.

BALAZAR

A rugged and thinly populated expanse of land, Balazar lies between the Elf Sea on the north and the Rockwood Mountains on the south. Its grassy plains and grassy hills support many herds of wild cattle and other such animals. Local barbarians and prides of smilodon hunt the herds.

The Elf Sea got its name from the First Age. The elves once grew wonderous shapes for trees and from them constructed magical ships and boats. From the Elf Sea they sailed northward upon the Argos River, and also portaged their boats from the Elf Sea overland to the Oslir River.

The forest which grew the boat parts was in the Balazar region but has since been destroyed, perhaps by Gbaji the Chaos God and his worshippers, or by Zorak Zoran, or even by some fire god.

During most of the Second Age trolls occupied the land. Some old ballads refer to this, and the Balazarings claim that their Founder himself conquered the trolls. Non-Yelmalios delight in pointing out that the trolls had already been exhausted by the elf wars.

The barbarians of the area are the Balazaring tribe. They trace their descent from the legendary Balazar, famous as a leader of a Yelmalio legion during the days before the Dragonkill War. He met, and wed, a local hunting nymph and they had three sons. Balazar marched to war with the True Golden Army while his sons were still boys. Like most members of that army he died in the Dragonkill War of 1100. Everyone knows that the sons quarreled afterwards for the inheritance and became dire enemies. Since that time there have been three tribal fortresses, housing the three kings of the tribes. The three forts are Dykene, Trilus, and Elkoi.

Third Age Balazar remained stable. Though area tribes might take over another's citadel or steal a herd of swine, the balance remained despite the petty squabbles. The land knew no outside intervention, for it is worthless to people who prefer bread to meat.

Refugees sought help or hiding in Balazar. Once the Balazar army even showed its teeth to the Imperial Army. No Balazaring victories are recorded, though their army shared victories with other more civilized forces.

The few contacts with the Lunar forces whetted the appetites of the Balazaring kings for Lunar plunder. The royal dynasties competed to descend from their wild hill fastnesses and raid away Lunar gold, cattle, and goods. They often lost, especially when local militia cavalry moved against them. The more skilled among them, the Rune Masters, sometimes succeeded.

In 1564 the Tarsh governor lost patience with the endless raiding and sent an army against the citadel of Elkoi. They seized it by a surprise assault and an impressive use of their overwhelming magic, then garrisoned it. Most of the Elkoini royal dynasty died, but the populace were well-treated and coaxed to remain. Since that time it has remained a Lunar outpost, and is surrounded by a small agricultural population.

ELDER WILDS

Dangerground is the border between Balazar and the Elder Wilds. The region has never been conquered by humans; to most peoples it is hostile territory. Its inhabitants have always been members of the Elder Races.

During the First Age this was an elf stronghold. The Aldryami forests grew to cover the Redlands, Garsting, Balazar, and spilled into Dragon Pass. At first, after the Dawning, elves were friendly with the nearby trolls and dwarves, and gave free access. But the races began quarreling about the time that the Second Council moved to Dorastor. Northern fire worshipper depredations dwindled the Redlands forests. Balazar was burned sometime in this era, too, though no one knows if by Gbaji the Chaos God, by Zorak Zoran, or by some Fire god.

The trolls harassed the land during the Second Age. From Balazar they conducted their war with the nearby elves and dwarves and thinning the once-dominant forests of the Elder Wilds.

When Balazar Lightson conquered and settled Balazar, the ousted trolls fled to the Elder Wilds, still pursuing their war against the elves. Some fled to the heights and fought dwarves as well. Now those racial struggles seem petty grievances in light of their mutual annhilation; the non-human races lurking here are leftovers from another age.

Even so, humans avoid this region. For the majority of the Third Age it has been left to itself.

Now magical energies are building and heroes are in the making, and old forces stir in the region, and reasons bloom for men to go seeking things in the forgotten lands. Just drop by any tavern in any town and you can find rumors of greatness for the price of a drink. . .

ELF SEA

The Elf Sea is an extremely large fresh-water lake located adjacent to both the Elder Wilds and Balazar. In the distant past it was inhabited by sea elves who did wonderous magicks while trading with their landbound cousins. This was long ago, though. Recently the sea has become infested with a plentiful supply of exotic and dangerous creatures, and it has become all but impassable.

Weather in Balazar

Due to its altitude and northern exposure, Balazar is temperate in clime. There is usually snow in Dark season and rain in Sea season, with warm, dry Fire seasons and pleasant Earth seasons. Within each season the temperature, precipitation, and wind are fairly stable.

When the referee decides to use weather, the Balazaring Weather Table is provided. We suggest that you take the time before a game to prepare the weather, perhaps even rolling the entire season beforehand. This makes the game flow easier and allows the referee to be prepared for Orlanth initiates who can foretell weather. This also gives dramatic continuity to the scenario since the referee is able to tie each day in with the one before and the one after.

To use the table a referee should start with the first day of the season at weather type 5. Each day he rolls a D4 and a D6. The D6 will tell him whether the day's result is positive or negative, with 1-3 indicating a positive result and 4-6 a negative. This result is applied to the next day, adding or subtracting the D4 result from the present weather type.

EXAMPLE

The day's weather is a 7 and it is Fire season, thus the weather is hot. Referee rolls D6 and gets 4, and a D4 and gets 2. The D6 tells that he must subtract the D4 result of 2 from the day's weather, giving a result of 5. The next day will also be hot.

Changing tables between months should be done carefully, but allow the weather to take incredible shifts, to occasionally let winter begin with a full ice storm to make everyone aware that things will be tough ahead.

On the table the horizontal line at the top gives the seasons. The verticle left-hand column gives the weather type of 1-10. The rest gives the weather description based on the weather type and season.

The description lists three conditions, each indicated by an abbreviation. These signify T = temperature, P = precipitation, and A = atmosphere. We leave the conditions generalized, since we have found little use in knowing the exact degree of temperature or the exact wind speed.

The weather for type 10 in Storm season includes typhoons, tornadoes, hurricanes, or similar major windstorms appropriate to the region (in Balazar tornadoes are appropriate; remember that they need not be, and probably shouldn't be, directly atop the player characters).

As a note of interest to those who have not seen a tornado or experienced the weather, the sky gets overcast, then the air begins to feel and smell different (from the ozone) and takes on a distictly greenish tint. You then see the characteristic black funnel cloud. Frequently lightning will accompany the funnel. There may be one or more funnels and they arbitrarily appear and disappear, rarely touching the ground consistently for more than a few kilometers at a time.

BALAZARING WEATHER TABLE

Type/D10	*Sea*	*Fire*	*Earth*	*Dark*	*Storm*
1	T – Cold P – None A – Clear	T – Warm P – Heavy Rain A – Storm	T – Hot P – None A – Clear	T – Cool P – None A – Clear	T – Cold P – Heavy Ice A – Storm
2	T – Cool P – None A – Cloudy	T – Warm P – Light Rain A – Cloudy	T – Warm P – None A – Clear	T – Cool P – None A – Cloudy	T – Cold P – Light Snow A – Cloudy
3	T – Cool P – Light Rain A – Cloudy	T – Warm P – None A – Windy	T – Warm P – None A – Clear	T – Cold P – None A – Clear	T – Cold P – Clear A – Clear
4	T – Cool P – Heavy Rain A – Storm	T – Warm P – None A – Clear	T – Warm P – None A – Clear	T – Cold P – None A – Cloudy	T – Cool P – None A – Lightly Cloudy
5	T – Cool P – Rain A – Cloudy	T – Hot P – None A – Clear	T – Warm P – None A – Clear	T – Cold P – Light Snow A – Cloudy	T – Cool P – None A – Windy
6	T – Warm P – Rain A – Cloudy	T – Hot P – None A – Clear	T – Cool P – None A – Clear	T – Cold P – Light Snow A – Cloudy	T – Cool P – None A – Clear
7	T – Warm P – Light Rain A – Cloudy	T – Hot P – None A – Clear	T – Cool P – None A – Windy	T – Cold P – Light Snow A – Storm	T – Cool P – None A – Cloudy
8	T – Warm P – None A – Clear	T – Warm P – None A – Clear	T – Cool P – Light Rain A – Cloudy	T – Cold P – Heavy Snow A – Storm	T – Warm P – Rain A –Windy
9	T – Warm P – None A – Clear	T – Warm P – None A – Clear	T – Cold P – Heavy Rain A – Storm	T – Cold P – Heavy Snow A – Storm	T – Warm P – Light Rain A – Windy
10	T – Hot P – None A – Clear	T – Warm P – None A – Clear	T – Cold P – Light Snow A – Storm	T – Cold P – Ice Storm A – Storm	T – Warm P – Varies A – Major Windstorm

History of Balazar

First Age

At the Dawning, whole of the region now called Balazar was included in the phrase Elder Wilds, and it is of that which follows. The region was dotted with clumps of gaunt trees where lonely elves huddled in bitter defense. Human families skulked in the shadows, seeking stark fare to eke out their miserable lives. Dwarves were buttressed in Greatway, but their interests had been in Dragon Pass and they had sent few patrols to this region. Only troll warparties stalked the land in strength, crossing the cold mountains from Dagori Inkarth to fulfill their pledge to fight and destroy chaos everyplace.

The ascent of the sun and the passage of the Lightbringers quickly brought back the old life to the land, and the ancient scrub woods blossomed into lush forests nearly as rich as the virgin woods which had once been there. Elves even planted some Great Trees of Shanassee in their strongholds. Game returned too, and the human hunters grew stronger.

The humans at this time were children of Votank, and his descendents were called Votanki.

During that time there was no fight between ancient races, for they still remembered their mutual struggle against chaos. Their greatest alliance was the First Council, made up of elves, dwarves, dragonewts, trolls, humans, and the otherwise unknown Gold Wheel Dancers. When ambassadors from the First Council came to Balazar they were quickly accepted, and for generations the region lived in peace and grew to health. The elves sailed their lake and rivers, carrying dwarf goods northward after being boated down to the Dwerrow River. Trolls continued their gustatory control of the dinosaurs and dragonewts settled several colonies. Humans hunted to their bellies' delight as animal herds grew, engaging in a silent struggle with trees for the good of the plains. At least one human from the area was famous enough to be accepted in the Contest for Uleria's Necklace held in Dragon Pass in 178.

When the wars began, many residents from the area joined armies and fought their foes. The troll population was greatly reduced by war, but the area was not invaded by the enemy horsemen from the north.

The Second Council was formed to rule the empire. When it moved to Dorastor, it was supported by many from Balazar who accompanied it, and Balazar seems to have drifted into drowsy peace lasting until the end of the age, when the Gbaji problems began.

The Second Council unveiled a plan to construct a god through the use of their own powers and those of the land of Dorastor. The trolls objected heavily and withdrew, followed shortly by the dragonewts. After that the government was called the Broken council.

The new god named himself Gbaji. He was a strikingly handsome godling and sensitive enough to break anyone's heart. One of his first, childish, acts was to curse the trolls and dragonewts. The dragonewts sluffed off their curse, sending it into the maws of a hungry dragon. But the trolls were overcome, and tragically began birthing trollkin instead of healthy children.

The struggle between council and troll also turned into a fight between all the Elder Races, and opening many old sores closed since the Dawn. The elves were aided by the council, and the trolls were driven from the Elder Wilds.

The elves of the Elder Wilds, with their allies, settled into a period of peace under the benevolent reign of Gbaji, the Golden One, the God of Peloria, who united Dragon Pass Lightbringers with lowland Sunfolk and horsemen. There were raids and fights with the damnable trolls in their ancient stronghold of Dagori Inkarth, but the miserable wretches were easily contained.

Elf and human warriors from the region are known to have served with the armies of the Broken Council in their wars against the west, though no details are known.

A foreign army landed in the Shadowlands, ruled by the trolls to the south of Dragon Pass. The trolls joined the army of the invader, and they marched north against the armies of Gbaji. The foreigner was Arkat Humaktsson, a knight from the far west whose life had been spent hunting the Golden God. The forces of the region mustered to drive off the foe.

The Battle of Traveling Stone was met and the result was a victory for Arkat and his allies, while the elves from Balazar were slain to nearly a one.

Afterwards Arkat became a troll and furthered their cause in the Elder Wilds. Terror and fear reigned. Tribes swarmed over the Wyrms High Pass and the Giants Pass to burn woods and kill elves. Some settled; the fighting went into the next age, after Arkat was long gone.

Second Age

As with many kingdoms of the Elder Races, the peoples of Balazar fought and troubled each other mercilessly through the Second Age. The dissension between elf, dwarf, troll, and dragonewt left the region badly weakened, and the Votanki humans were able to improve their own position by carefully playing one side against another to their own advantage. This made them half-enemies of all the non-human races and established a distrust that plagued relationships ever afterwards.

After two centuries of such troubles, the lands were broached by outsiders. In 717, a large army from the Redlands passed southward through the plains occupied by the Votanki, stealing and killing wherever they went. They seriously disrupted the herds when they passed, and many of the Votanki knew hunger the next winter.

When the westernmost clans of Votanki sighted the barbarians returning northward loaded with booty early the next summer, they hastened to their chiefs who determined to act together against the foe. They were aided by a few trolls and dragonewts as well, who desired to recapture some of the ancestral treasures stolen by the barbarians while plundering Dragon Pass.

In 718, the Redland barbarians were ambushed at Highbridge. Their forces were divided by the bridge and they were destroyed half at a time by the frantic hunters. Though many barbarians escaped the terrible slaughter, they did so without their plunder. The non-humans took their goods back, the rest was divided among the victors, and some items of great note were set aside to be returned to their owners in Dragon Pass.

The Voltanki king Hargaard Silverfist was the envoy who returned the treasure to the Empire of the Wyrms Friends in Dragon Pass in the year 720. His trip's profit surprised him, and he returned with tales of great wealth and splendor. Few were distressed when envoys from the empire came to the lands and solicited support. Hargaard consented and so did the local elves. These two forces, with Imperial dragonewt aid, suppressed the dwarves and drove the trolls back over their mountain, and then entered a period of relative peace. The trolls sacked the city and shallower tunnels of Greatway about this time, probably in the year 747, and also burned the forests covering the land now called Dangerground.

In 826 the rulers of the Empire of the Wyrms Friends altered their government to a magical theocracy bent upon reestablishing the magical powers of the Gods Age in their land through the manipulation of the unusual Dragon Magics. They called their new organization the Third Council. For some time this succeeded, but internal dissension began in 889, when the rulers ordered their subjects to worship them as gods. This brought protests, and the Aldryami of the Elder Wilds were the first to protest militarily. They seceded, and in 890 invaded with a strong raid which escaped unscathed.

Humans, less repulsed by the orders, fought the elves for some time, but the region was generally trucial. The elves were hard pressed by their traditional foes, the trolls, for the elves had no imperial aid. The humans gained the southern forests as their realm by promising the elves that they would kill trolls, and by telling trolls they would kill elves. This was the first clear-cut agreement which delivered any of the region to humans directly. The elves probably planned to retake it at their convenience, but that has not come about yet.

Dissatisfaction with the leaders of the Third Council grew until at last the Votanki peoples agreed to throw off their draconic yoke. Many other borderlands of the Third Council were also revolting. At first the Votanki were overrun by a brilliant raid by Third Council mercenaries. The Votanki asked for outside help, from bands of mercenary adventurers who thought they might seize themselves a kingdom while aiding the hunters. Many failed.

In 1082 the leader named Balazar came from the northwest lands with his cult of Yelmalio and made many friends with the Votanki, both through his military skills and through his wisdom in dealing with the simple hunters. Within five years he was hailed as the leader of all those peoples, and two years later he was crowned as King Balazar. His lands became the Lands of Balazar, later called simply Balazar after him. Ever since then the clans have revered him as their greatest hero and taken his name as their own.

Balazar built two citadels and tried to bring agriculture to the region. The soil was too poor for such work, though. Balazar did steal a magical idol of Mralota, the Sow Goddess, for his people, and since that time pigs have been raised at the citadels.

In 1042 the Third Council was ended by dragonewt betrayal. The lizardmen launched a great offensive against the heart of the council as invaders battered the borderlands, destroying armies and liberating the lands. The council fell and the lands were left to the dragonewt natives. In the Elder Wilds old antagonisms broke out anew, and the humans were hard-pressed to keep their lands because of many successful troll and elf ambushes in the wilds.

When peoples turned covetous eyes towards the dragon and lizard riches of Dragon Pass they often found, or made up, reasons to go raiding there. Soon all peoples turned upon their former dragonewt allies and began destroying their nests. The natives of Dragon Pass found allies and defended stoutly until their foes finally united in an attempt to destroy all bodies and eggs of the ancient race.

The invaders massed and called themselves the True Golden Horde. They approached from several routes, thinking thereby to gain enough entry to suffer some defeats and some victories, overwhelming the dragonewts by sheer numbers. This invasion was in 1100.

They had not counted on the help which dragonewts could muster from other realms. As the armies closed and entered the pass they were met by hundreds of dragons of all types, returning to protect their ancestral home. Dragons fell, both dream and true, but no army could withstand them. Thousands of people were slain in the war later called the Dragonkill War. Less than a hundred people survided, and only one single ghost is reported to have returned to the Balazarings to report the disaster.

After that the sons of Balazar decided that they would best suit themselves and their people by remaining at home, and for nearly the whole of the next age they did that. Dragon Pass was closed through fear and superstition, and Balazar entered a period of isolation and primitive squalor.

Third Age

The kingdom which Balazar had hoped to found was an empty dream in this unfertile land. The hunter chiefs who tended the children of Balazar raised each according to their own tribal interests, so the three sons were quarrelsome rather than cooperative. The division of the citadels was mutually acceptable. The former Kingdom of Balazar became the dull and empty Land of Balazar where robber barons hid deep in the wilds, safe with their gold behind ancient stone walls.

In 1250 a trio of giants began ravaging travelers near the citadel of Dykene, and then the king was killed in combat with them. Then they tore the citadel down almost to the ground and scattered the survivors. It remained in ruin until 1580 when rebuilding began under the direction of the great-grandfather to Skifil Hearthpiercer, the current ruler.

Around the year 1300 wanderers and refugees increasingly moved into Balazar from the west. These were mostly barbarians who worshipped Yelmalio or Orlanth, and who were retreating before the encroaching Lunar Empire. The tribes accepted some, many died, and more stayed or passed on as they wished. Many raised bands of hungry or greedy hunters who followed them into wars. Thus many Balazarings went away to the lower lands for several years, led by foreigners.

Many Balazarings were among the allies or in the pay of the newly-formed Tarshite army, which itself followed a pair of divine children. These children were the Twins, and they were the Founders of the Tarsh Kingdom. While still young they took their motley army against the glittering Lunar regulars. The Twins revealed their awesome earth-shaking powers and buried the Lunar host in the Battle of Falling Hills. This was 1362, and after that most of the anti-Lunar refugees went to Tarsh rather than bleak Balazar.

During the following period, the Balazar savages might be sought as skirmishers by any of the combatants, whether Lunar, Tarsh, or Nomad. The Balazarings were enough drained of fighters that clan chiefs preferred to keep their warriors at home where they could be used for important things like finding food and fighting for or against one or the other citadel king.

During this period the royal dynasties of the citadels changed often. Sometimes the throne was taken by a foreign adventurer, sometimes by a conservative great old chief, sometimes by some vigorous-thinking hunter with his grandfather's set of chainmail. There were a few clashes with trolls or elves, but life was little changed from the days when Balazar's sons ruled there. Beyond the borders of the lands the surge of Lunar tide washed from north to south. To the storytellers in the hills "Lunar" became another name for the lowland farmer.

Kings of the citadels made an occasional name for themselves, either through a wise and peaceful rule or a glorious bloody one. The citadel of Elkoi was ruled between 1526-1564 by the vigorous Vizkinni clan, who were clever and lucky in war. The greatest of them was the last, King Partobas the Bold, who so often led successful raids against the Lunar provinces that all of his soldiers rode Lunar mounts.

In 1563 the patience of the Lunar Provincial Commander gave way and he ordered a punitive expedition against the raiders. In the early spring of 1564 a small column of Lunar soldiers set off, rapidly made their way to Elkoi, then took the citadel after three days of seige and a single magical assault. They struck the head of Partobas atop the old gate and sold his relatives into slavery. The Lunars placed a loyal hunter named Bykotus who had guided them thence on the throne of the citadel and left loyal soldiers to help him. Ever since that time Elkoi has been occupied by troops under the distant command of the Lunar Provincial Commander, and Glyptus, the descendant of Bykotus still rules there.

Getting There

These scenarios provide motivation for already-known player characters to enter this region, hinting at the best known or most feared legends and treasures whose existence may tempt people to come.

Entry into the region may be from any noted point. Praxians may enter through Gonn Orta's castle. Dragon Pass residents might come in through the Wyrms High Pass or through Tarshford if they obey the Lunar laws. Lunar characters could come in from any of the kingdoms surrounding the region. Horse barbarians approach from the north. Any new players are urged to begin in Balazar.

WIND SWORD

This famous weapon was lost by an Orlanthi hero over 1000 years earlier, during wars against elves and chaos. Rumor says the sword is in Balazar. Legend adds that it detects chaos and was created to destroy it.

IRON CROWN

This is a famous magical item. Its properties are listed here. It once belonged to a Orlanthi worshipper from Aggar; it was stolen by ancient Balazar and subsequently lost.

The Iron Crown gives unlimited use of the spell Command Worshippers as described in the Orlanth section of *Cults of Prax*. However, it must successfully overcome the POW of all worshippers within its range or else it will fail to work for the wearer. Instead the crown will summon the cult spirit of reprisal, as listed in *Cults of Prax*. The crown is worth 10,000 L in gems alone.

HEARTPIERCER

Heartpiercer is the name of a magical spear said to return to its owner's hand upon command, and is also capable of being thrown for over a kilometer with total accuracy if the thrower overcomes its secrets. Owned by a succession of famous people through the centuries, it (like so much else) was lost during the Dragonkill War. But a bard from Dragon Pass came through once and told of Heartpiercer being owned by some petty savage magician in Balazar.

GIANT HAWKS

A new species of animal has been sighted coming out from the land of Balazar. It is a giant predatory bird marked similarly to a vrok hawk. Knowledge temples want to find out more and, ever since someone discovered that the birds could carry men, military types and adventurers are curious, too.

CASTLE OF GIANTS

Old tales relate that a part of the Giant Land is inhabited by a great, ancient, benevolent giant who is the treasurer of many magical things. He is indestructable (unlike his petrified mountain kin about him). He is said to be willing to trade magic items for magic items, sometimes even being interested in the most worthless object. He might even sell magic crystals.

DEATH TO CHAOS

There are several places in Glorantha where chaos found a weakness in the cosmic fabric and oozed through. There is one known to be stirring in Balazar of late, though what it has spawned is unknown. Some temples relate that this is a place called Festering Island but they know nothing else about it. Since most cults fear chaos, they will be willing to outfit an expedition to find Festering Island and fight the chaos it holds.

CASTLE OF VIVAMORT

A persistant rumor in this land says that a primeval fortress in Balazar was once frequented by Vivamort, the vampire god himself. He was driven out before Time began by his foes, but one of his officers has lived there ever since and is sitting on treasure accumulated for the last 1500 years and before.

REFUGE

There are many reasons for someone to wish to depart their civilized lands and take to the wilderness. Tough and bold foreigners might make fair livings in such a place, and even strike it rich before their term of exile is up. A caravan is outfitting: they won't hire guards for pay, but will feed them for the journey. . .

CHAPTER II

BALAZAR

BALAZARINGS

The three Balazaring tribes are similar to each other and are representative of hunter-gatherer societies throughout the Genertelan highlands. Although preferred cults and specialized social adaptations separate the widespread peoples, the harsh environment forces them to maintain similar lifestyles. The daily life of an Orlanthi hunter from distant Ralios differs little from that of a Balazaring hunter in his homeland.

The Balazaring peoples have a basic social unit averaging 416 individuals, of which 278 are adult. This is called a clan. A clan has approximately 70 family groups, called hearths, each group averaging four adults and two children. A hearth gets its name from the sacred fire which each family keeps in its care, from it lighting fires each time a new camp is made.

Members of a clan always treat each other with the respect born of kinship, never calling another in his clan an enemy. Meeting with a friendly clan hearth during the hunting is always cause for rejoicing, even if the meeting is brief. Whenever there is a decision to be made in a clan, it is made by popular acclaim, with each of the hunter initiates getting a single vote. Women may vote also if they are hunter initiates, though only about 10% of the hunters in any given tribe will be women. It is even rarer to find a female Rune-level hunter.

While the ties of the clan are close, those of the hearth are even closer. The hearth is considered an unbreakable family unit. Even though a man or woman might desert their clan brothers in a emergency, he or she will never desert a hearthmate.

The Balazarings worship several deities. Notable among them are Yelmalio (the patron to the tribal nobility who dwell in their massive citadels of cyclopean stone), Balazar (the Founder god of the nation), Rigtaina the hunting nymph (wife of Balazar and daughter to Foundchild), the Hearth Mother (preserving the sacred fire so necessary to life), and Foundchild the Hunting God (who blesses his grandchildren as they direct their lives in that pursuit). The people of Balazar have followed the way of the hunter for a hundred generations. They specialize in killing any available game, and each hunter has some ability in all appropriate skills, knowing how to track, trap, or pursue.

The tribe never domesticated riding animals even though the region has been exposed at one time or another to all the exotic cavalry of Genertela. They use dogs extensively, which are more suitable to their own lifestyle.

The size of the hunting parties varies according to the season and the game available. When game is most abundant the people congregate together. This is the only opportunity that the entire clan has to meet. It is traditional for clan meets to be held in the autumnal Earth season.

Seasonally the hunting is rated as in the Balazaring Hunting Party Size Table.

SOCIAL ORDER

Two groups of leaders top the Balazaring clan hierarchy, the secular hunting authorities and the priests. In most cases their dual purpose work toward the one common good, though difficulties arise.

The hunter/warrior hierarchy includes the Chief, elected at the death of the old Chief for a lifetime office, and the Council of Elders, which includes the best or most popular hunters. The traditional number of council members among the Bala-

BALAZARING HUNTING PARTY SIZE TABLE

Season	*Hunting Rating*	*Hearths Range (average)*	*Average Population*	*Hunters/Warriors*	*Women/Children*
Sea	Good	5D6 (17-18)	102	34	68
Fire	Fair	3D6 (10-11)	60	20	40
Earth	Excellent	7D6 (24-25)	150	50	100
Dark	Poor	1D6 (3-4)	18	6	12
Storm	Fair	3D6 (10-11)	60	20	40

zarings is seven, of which one is the Chief and two others clan holy people.

The holy people are the Rune Priests and Lords of the clan. On the average no more than 1% of the population are full-time Rune Priests or Lords fully committed to their spiritual occupations. This averages of four people per clan. One is always a hearth-mother, and the others have Yelmalio or Hunter orientation. Determine the religious leanings of a holy person as on the Balazar Holy Person Religion Table.

BALAZAR HOLY PERSON RELIGION TABLE

D100	*Deity*
01-35	Yelmalio
36-80	Found Child the Hunter
81-85	Both Yelmalio and the Hunter
86-90	Both Yelmalio and Balazar
91-00	Some other deity

Thus, each clan has nine leaders. One is the Chief (sometime king), who is also leader of the Council of Elders; two more are holy people, also members of the council; four more are council members, elected by popular concensus; and the last two are holy people not on the council.

There is a 2% chance that an encountered hunting party will be accompanied by a clan leader. Half the time it will be a member of the Council of Elders, and the other half will be a holy person not on the council. The Yelmalio/Balazar Priests will always be in their temples.

RIVALRIES

Normally the Balazarings are an open and peace-loving people. However, early in their history the sons of the legendary Founder quarreled and split forever, dividing their people into three tribes. Since then the citadels have been rivals for supremacy among the hunter clans.

The three tribes take their names from the citadels which house their kings. However, not all of the clans belong to one of the citadel tribes. Each of the citadels has a permanent population of its own, including a home clan (larger than average), peasants or slaves, and foreigners. They also vie for alliances with surrounding clans, offering protection and trade benefits to the chiefs who join them. This usually persuades clans close to the citadels, but just as often the clans further from the citadels remain independent.

Clan rivalries are widespread, though clans joined by alliance to a citadel avoid internecine strife. There are no set hunting territories for any of the clans, save for the sanctuary of their clan holy grounds, and they range wherever they need to go. Rival clans often meet in the wilderness and find it advantageous to attack each other.

Some clans have long-standing rivalries, much like the rivalries of the citadel owners. This intrigue occasionally becomes widespread and overwhelms the whole land, but dies quickly when more pressing business closes in on their simple lives.

Many clans have no hostility to others, and thus even meetings with strangers on the plains may bring friendship and joy.

Lately the Elkoi citadel has made many good alliances among the western clans, and their warriors and friends have been seen far from their fortress. Rumor says they all carry swords now, too.

WAR

The Balazarings are inferior in formal battle upon a set field. However, in their own country their sharpened hunter skills make them keen man-killers.

They make extensive use of ambushes and pursuit and are skilled at hit-and-run tactics. They like to strike quickly in raids, fleeing into the brush with whatever can be snatched up.

Balazarings do not believe in slavery. When they capture foes in battle, they must hold them, bound and weakened by hunger and thirst, until the next clan meeting (a full clan meets but once a year). Prisoners are then turned over to the Council of Elders who will decide their fate. If the man is an enemy tribesman he will most likely be traded in a prisoner exchange or held for ransom. If he is a known criminal he will probably be executed. He may also receive an offer to join the clan as an adult, or be sponsored until qualified to become an adult. Many times a clan will swell after a successful war, because the former prisoners recognize a winner when they see one and willingly join with loyalty.

Balazarings often treat outsiders differently, but when they capture someone they are as likely to attempt to turn a profit in ransom as they are to execute the prisoner.

WEAPONS

The weapons of the Balazaring people are primitive. They do not have metallurgy so it is rare to encounter a hunter with metal weapons. Weapons will normally be of flint or other stone, and armor will be leather or occasionally cuirboilli.

The types of weapons vary by personal preference. They will be taken from the following list: battle ax, hatchet, dagger, heavy club, light club, long spear, short spear, throwing ax, self bow, dart, javelin, or thrown rock. Items like flails and crossbows will seem magical to the average Balazaring. Most weapons will be wood or have polished stone heads or blades. Prized weapons will often be heavily decorated with feathers, paint, and occasionally rough gems and precious metal. A normal hunter will carry a melee weapon and at least one type of missile weapon. They also make their own small or medium shields. Great Hunters usually have metal weapons.

Citadel guards are usually better armed and armored since their lords control the centers of trade. They are sword-armed and usually wear good metal armor.

THE LANGUAGES OF BALAZAR

The native tongue of the region developed out of the language spoken by the Yelmalio cult, Fire Speech. The language, known as Balazaring, is especially suited for a hunting environment and can be rustically poetic. Each of the three tribes speaks a different dialect. These dialects reduce a character's ability by 5% when speaking to a member of a different tribe. Thus, Balazaring learned in Trilus loses 5% of its effectiveness when used in Dykene. Speakers know Fire Speech at 1% for each 10% of their ability in Balazaring. Speakers of Fire Speech may also understand Balazaring at 10% of their Fire Speech ability.

Other languages introduced by foreigners have been slow to catch on. Occasionally Trade Talk is learned. Residents of the Elkoi territory will have at least a 25% knowledge of Lunar, if they live in the citadel area.

DANGERGROUND
ELF SEA
Selkow's Hills
RONSWOOD
Firepoint
KINGDOM OF IMTHER
SOLDIER FERRY
OAK WOOD
Brothers Hills
TRILUS
ELMWOOD
Rodi's Gap
Bear Hills
Spit Hills
DYKENE
EAST PLAIN
ELKOI
KINGDOM OF HOLAY
HOLAY FORT
Dog Hills
WEST PLAIN
Lookhill
Valley of Hammers
SOUTH WOOD
TARSHFORD
HIGH WOOD
GREATWAY
THREE LITTLE GIANT MOUNTAINS
KINGDOM OF TARSH
BORNI'S LANDING
BALAZAR

DOGS

The Balazarings have intimate friendship with their dogs, one of their few domesticated animals. Every hearth has its own pack of hunting dogs and the chiefs of each clan maintain small packs of special fighting dogs. The children grow up with the pups and often share a dog-drag with a litter of puppies, lapping up blood pudding from the same food bag. The relation of man and dog is exemplified by the widespread Hunter sub-cult of Brother Dog. Few are the tribesmen who do not belong. The presence of these favored beasts makes it almost impossible to approach Balazarings, whether it be a group of women and children or a band of warriors, without the animals noticing and setting up a yammer.

It should be noted here that wolves, hyenas, and feral domestic breeds are disliked and not tolerated in the wild. The same species are distrusted even when tamed or when used as vehicles for bound or allied spirits. It is common for people with wolves, etc., as pets or bound spirits to give a gift to Balazaring dog owners to keep their packs back.

TYPES OF DOGS

There are two breeds of dog common to the Balazaring tribes. The first is a tawny common breed, sometimes called the hunting dog; the second is a larger brown type, usually called fighting dog.

Note that their beginning skill levels are occasionally different.

KNOCKBACK

An attacking fighting dog must first attempt to make his knockback ability roll. If the roll is not made, then the dog must make DEX x 5% or fall. If the dog falls, it cannot move or use Defense on the next round. If it does not fall, there is no further penalty. A fumbled knockback is treated as a normal fumble.

If the dog does make his knockback attack, it then makes a roll its STR + SIZ vs. the SIZ + DEX of the target on the Resistance Table. If the attempt succeeds, the target is knocked down. If the result is a critical roll (i.e., 5% of the amount nec-

Hunting Dog

Based on the "Ordinary Dog" from *Gateway Bestiary* by Sandy Petersen.

Characteristics		*Average*		
STR	2D6	7	Move	10
CON	3D6	10-11	Hit points average	9-10
SIZ	1D6+1	4-5	Defense	05%
POW	2D6	7		
DEX	2D6+6	13		

Weapon	*SR*	*Attack*	*Damage*
Bite	9	30%	1D6

OTHER SKILLS – (Note that * indicates maximum limit for that skill) Climbing 15%*; Jumping 45%; Swimming 55%; Listen 40%; Spot Hidden Item 10%*; Tracking by Scent 80%; Hide in Cover 15%; Move Quietly 20%.

Fighting Dog

Based on "Large Dog" from *Gateway Bestiary* by Sandy Petersen.

Characteristics		*Average*		
STR	2D6+6	13	Move	12
CON	3D6	10-11	Hit points average	10-11
SIZ	3D6	10-11	Defense	10%
POW	3D6	10-11		
DEX	2D6+6	13		

Weapon	*SR*	*Attack*	*Damage*
Knockback	8	45%	None (see text)
Bite	8	55%	1D8

ARMOR – 1 point skin.

OTHER SKILLS – (Note that * indicates maximum limit for that skill) Climbing 15%*; Jumping 45%; Swimming 55%; Listen 30%; Spot Hidden Item 15%; Tracking by Scent 50%; Hide in Cover 10%; Move Quietly 25%.

CANINE HIT LOCATION TABLE

Location	*D20*	*Points*
Right hind leg	01-02	3
Left hind leg	03-04	3
Hindquarters	05-07	5
Forequarters	08-10	5
Right fore leg	11-13	3
Left fore leg	14-16	3
Head	17-20	4

essary) then the target drops everything in its hands as well. In no case will the target take damage from the knockback.

If the dog makes its knockback attempt, but fails its roll on the Resistance Table, it may still roll for experience as normal.

If a target is attacked by more than one dog making a knockback attempt, then its chances of remaining standing are greatly reduced. The second dog which attacks roll on the Resistance Table vs. the SIZ + DEX divided by two, the third dog vs. the SIZ + DEX divided by three, the fourth divided by four and the fifth divided by five. Each successive attack animal must attack in a different strike rank, thus there cannot be more than five knockback attacks (assuming average dogs) per round, coming in at SR 8, 9, 10, 11, and 12.

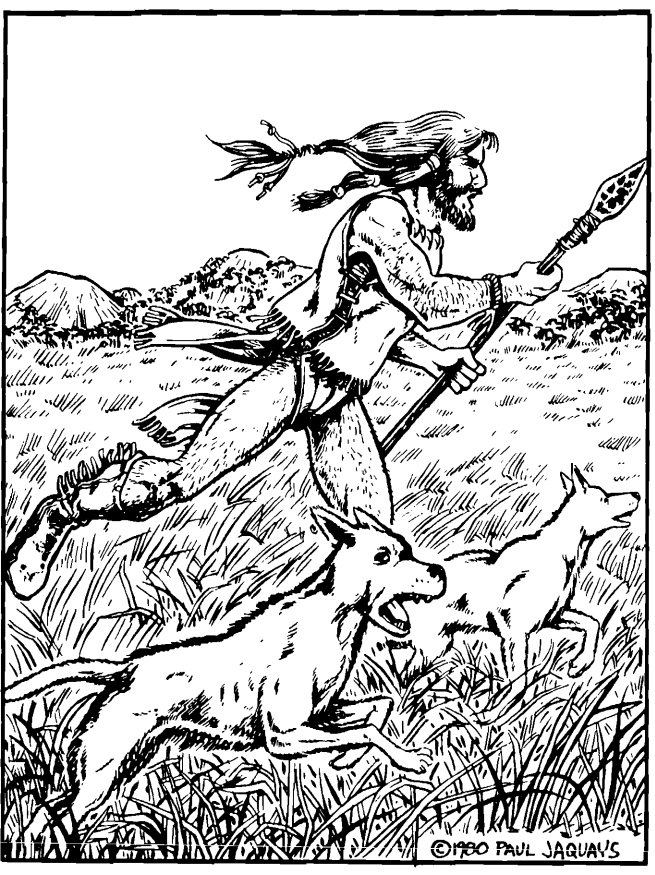
HUNTING DOGS IN PACK ACTIVITY

Hunting dogs do not normally attack a target with intent to kill. Their function is to bark, growl, and generally threaten their prey, enough so that it will be driven before them in fear as well as marking their own location by sound.

However, they will attack single targets or small groups when they greatly outnumber their prey. The key number is ten. There must be at least ten times as many dogs as there are targets. If there are any fewer dogs than this, then they will worry and harass, but not attack en masse. They will always snap back if attacked, but will likely scamper out of the way rather than keep fighting, even if their bite does connect. Thus, it is rare for a hunting dog to go much above their beginning percentage of 30% for bite.

A wounded target animal reduces the ratio to five times the number of dogs as there is prey. Therefore it is common for hunter/warriors to have their fighting dogs first attack and wound the prey, then sic the hunting dogs on it.

When a pack attacks with overwhelming odds (at least 10 to 1) then the referee should roll 1D8 for the number of dogs that will actually bite each round. The pack will continuously circle about its prey, leaping in to bite and then dodging back out again. These attacks can only come in at SR 9+, but two dogs may strike each rank. Thus, if there are seven dogs attacking; two would attack on SR 9, two on SR 10, two on SR 11, and the last on SR 12. This is in addition to any knockbacks by the fighting dogs.



All packs will have a leader. If members of a pack do not know what to do, they will always follow their leader's actions, imitating them to their best ability.

TRAINING DOGS

The Balazarings have a special Knowledge skill called Train Dogs. Beginning adults (13-16 years old) will know this at their Knowledge bonus plus 25%. Presuming that they spend their normal amount of time with the animals, they will be allowed a single experience roll per year, even if they don't do any full-time training.

This skill percentage gives the chance of telling the dog, in clear, unmistakable terms, a command. When a character wishes to give a dog a command, he must roll his Train Dog skill. If made, he has used his skill properly and communicated his desires.

These are the only commands that can be given to dogs: attack (versus whoever seems to be that target); hide; silence; run away; go home; follow (track); and come with me.

Dogs can only remember up to three commands at a time. If given a fourth, they will forget the command they have remembered the longest, substituting the newest for it.

CANINE AND BEAST SPEECH

There are two related skills dealing with understanding and communicating with animals.

Beast Speech is the skill of understanding animals. It involves training a person's perceptions to be alert enough to see and interpret warning signs, odors, movements, and other gestures made by animals. Speaking to an animal is not possible through this skill. Initiates into Brother Dog will understand Beast Speech at 05% plus Knowledge bonus.

Canine Speech allows the speaker to communicate directly with all dogs. It must be realized that dogs may not have much to say of interest to their masters. Brother Dog initiates have this skill at 05% plus Knowledge bonus.

Cost for both these skills is 500/1000/EXP.

When giving a command to a dog, it is possible to add the Canine Speech to the Train Dog ability when giving a command to a dog.

Remember that only trained animals can be ordered about this way, and that only a Master at Train Dogs can teach the animals. To train a single dog with a single person will require 4 weeks of intensive effort. After that all dogs will react the same to verbal commands from the people that own them.

HUNTING TACTICS

Man and dog hunting teams vary their tactics depending on their numbers, the prey at hand, the size of the herd and so on. They prefer ambushes if possible and employ many traps.

In general, the Balazarings creep as closely as possible to a herd and kill one or more animals as needed. If they have dogs which are trained enough to keep quiet, they will bring their animals to frighten off or distract the the bulls of the herd if they become antagonistic.

Balazarings usually find their way close to a herd by using the dogs to track. They will always follow a wounded animal to finish it off. The dogs rarely lose such a scent.

BALAZARING PLAYER CHARACTERS

It is possible for characters (and advised for new players) to begin as young Balazaring tribespeople. The Balazarings are a simple people, unsophisticated and unknowledgeable of the world. They approach the world like most new players: curious and eager; timid but bursting with the desire to try something. The natural environment of the Balazar grasslands provide them with the early experiences that will strengthen them for later, more wide-ranging and dangerous missions.

New characters should be rolled up normally, but should stop development before the "Increasing Characteristics" section in the *RQ* rules. Instead of using the standard Background Table, use the one provided in this section.

Because of their hardy life as children, all beginning characters will have additional skill bonuses added onto their beginning statistics. This simulates the natural learning they would get from their parents and hearthmates. A notation of 0% on the Beginning Balazaring Skills List means that the skill always begins at 0%, even though the normal bonus may be higher. For example, Read Own Language is always 0% for these hunters – who have neither the time, materials, nor interest in reading or writing, no matter how knowledgeable they are otherwise.

The list gives minimal skill levels for encounters with random tribesmen. Their skill levels will always be at least this good.

BEGINNING BALAZARING SKILLS LIST

Evaluate Treasure	05%	Trap Set/Disarm	30%
Read Own Language	0%	Butchering	50%
First Aid	25%	Listen	25%
Identify Healing Plants	10%	Spot Hidden Item	10%
Climbing	50%	Spot Trap	10%
Hide Item	10%	Tracking	35%
Jumping	45%	Camouflage	40%
Pick Lock	0%	Hide in Cover	55%
Map Making	0%	Move Quietly	15%
Riding	0%	Pick Pocket	0%
Swimming	45%	Train Dog	25%

BALAZARING BACKGROUND TABLE

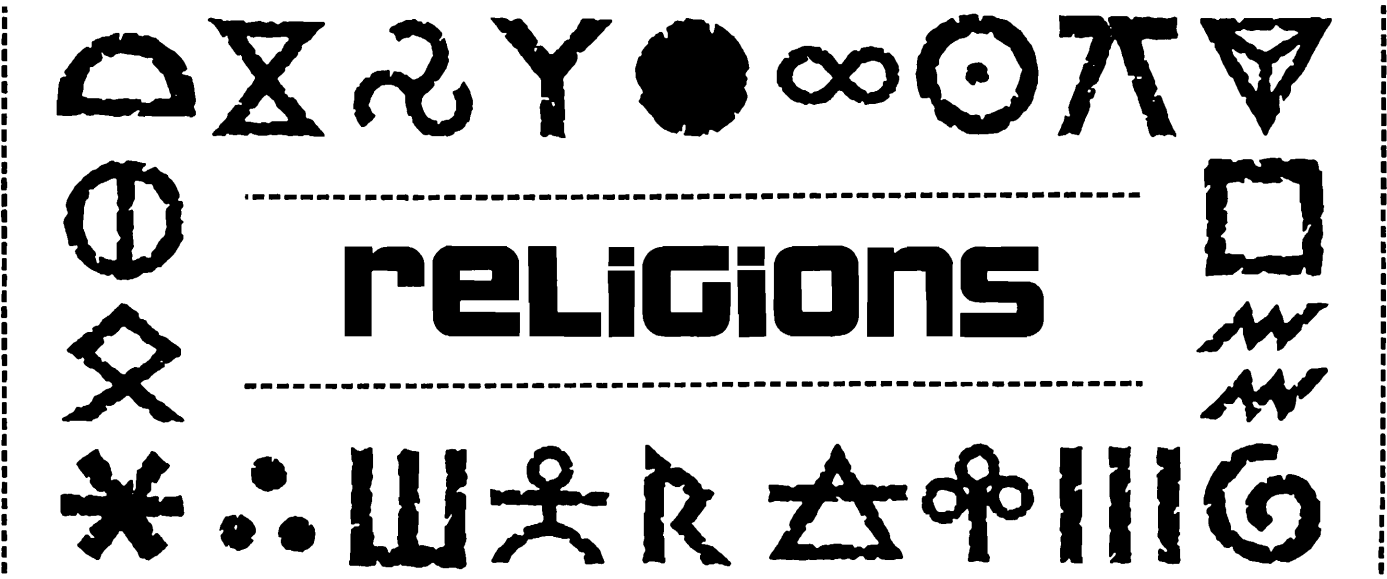
D100	*Background*	*Money**
01-12	Pig Tender†	5D10 L
13-18	Townsman†	1D100 L
19-97	Hunter	5D10 L**
98-99	Chieftain's Hearth	2D100 L**
00	Citadel King's Hearth	5D100 L/Game Year††

* Except in the case of the Citadel King, the amount of money listed can be assumed to be a value in trade goods that have been alloted to the character to start his career, or it may be actual adventuring items equal in value to the amount rolled.

† The pig tender is another name for peasant. Pig tenders and townsmen live only in the tribal citadels. They will come with all the normal gear of a peasant or townsman. Associated with citadel life, pig tenders and townsmen will tend to be warriors instead of hunters and will equip themselves with appropriate weapons.

** The hunters and children of chieftains are equipped as per a normal *RQ* barbarian. They have a 70% chance of possessing one or two of the Balazaring hunting dogs. Additionally, they can be expected to have leather armor and basic tribal weapons, usually a choice of flint-tipped spears, javelins, bow and arrow, wooden or stone-headed clubs or stone axes.

†† An offspring of the tribal king may or may not be an heir (depending on how the referee wishes to run his campaign) but he will usually be treated in all respects as a scion of a poor noble family. He must return to the tribal citadel once each year to collect his stipend. Unless he becomes the king himself (sorry, but the Balazarings are not quite open to accepting a queen yet), the character's funds will be cut off around his 20th year. Should the reigning family fall from power or access to the citadel be denied, the character loses his income. The funds received by a citadel nobleman may be in coins.



The religions of Balazar can be divided into two types: the indigenous hunting and gathering religion which has continued virtually unchanged since the neolithic First Age survivors of the Darkness, and the imported religions brought in by foreigners. These are the rival groups of Lightbringers or Lunar pantheons, plus a smattering of old Yelmalio worship.

INDIGENOUS CULTS

The native cults include: Hearth-Mother, Brother Dog, Balazar, Votanki, and Hunter (Found-Child).

HEARTH-MOTHER

The Hearth-Mother is an ancient and venerated figure in Balazar myth and religion. It was she who kept a desperate band of frightened humans alive during the Great Darkness, nurturing them on her own hope and magic after the world died. She found a young mewling godlet alone in the wastes and raised him to be a great warrior with her three famous meals. This was Found-Child, also called simply the Hunter. They had one child here, named Votanki, who populated this region with the tribespeople.

Hearth-Mother's cult is restricted to the women of the tribes. She is an idealized model for them and epitomizes their crafts. She is cited as the source of Cooking, Find Food Plants, Sewing, First Aid, and Treat Disease, and so her worshippers are adroit at those skills.

She also teaches Ignite, Healing, Bladesharp, Befuddle, Glue, Detect Enemies, Mobility, and Shimmer at half normal price, and so those spells are common among them.

In general each clan has a single leading elder, called Grandmother, rather like a Priestess. She is the only clan representative of the cult to have an allied spirit and to perform appropriate responsibilities. Magic is not learned by the women in the usual week-long manner, but instead they learn a point of magic per year of adulthood from the Grandmother (if the elder knows the spell, of course). This knowledge is passed on in group ceremonies each autumn which are part of the womens' secret rites.

Elder women form a band of teachers and officials for women and are always treated with care and respect. However, when an elder feels herself to be too much of a burden to her family, she will often go off into the grasslands to die.

It should be noted that the Grandmother also sits on the clan council.

The women usually gather about 60% of the daily food, except in Fire season when it is about 45%, and Dark season when it is about 15%. They also care for orphans and whelps.

BROTHER DOG

The loyal dog is an old friend of the hunters. It is said that Brother Dog approached Found-Child during the Darkness and said he'd prefer to be a friend than food. The two became brothers and have served each other ever since.

The cult is open to men or women. The ceremonies are usually performed during the Fire season, which is sometimes Dog-month, and is attended by young people and young animals both.

During the ceremony the spirit of Brother Dog appears and after worshippers sing a magical song everyone can speak one language for a while, whether it is dog-speech or people-speech. This song can be led by any council elder or holy person and so there are actually many smaller Brother Dogs which appear on this holy day. Even within a clan there are often more than one Brother Dog.

To belong to the cult one must only promise to treat his own dogs as brothers (i.e., feed and heal them), to never willfully harm a domestic dog (while dogs promise never to attack a Balazaring), and to attend the ceremonies once every two years. At the ceremony the worshippers must sacrifice all but one of their points of battle POW to their spirit for that whole day, and also to bring some meat to feed the spirit visiting them. After the ceremony is over the participants eat the remainder of the sacrifice.

Members of the Brother Dog subcult will learn Canine Speech at 5% after the initiation into the cult. This is a Knowledge skill, but it does not get the normal Knowledge bonus. It also goes up only by experience.

VOTANKI

Votanki is said to be a son of Hunter and Hearth-Mother by most people. He was wed to several different wives or mistresses and founded a widespread batch of sons. Ancient accounts say there were 25 but only ten sons are now known. Each of these is credited as the founder of one of the clans. In any case his descendants were numerous enough to name the region Votanki – a name which lasted until the coming of Balazar, and which is still used by the more traditional natives.

The worship of Votanki is ancestor-worship. It resembles that of Daka Fal as described in the *Cults of Prax* book. It is typical of the hero-cults. Votanki, though, impounds no special power or honor but, instead, is an eponomous ancestor who defines the community and social order.

BALAZAR

The cult of Balazar is another hero-cult. A foreigner, Balazar came to the region in the Second Age and made the kingdom his own. He built the citadels and left his children to care for them when he marched off with the True Golden Horde to plunder Dragon Pass. Like most participants in the Dragonkill War of 1100, Balazar was killed, but not until he had performed noteworthy deeds.

Balazar stole the sacred image Mralota the Sow Mother from dragons, and since then the spirit has allowed the citadels to raise those animals safely.

Balazar founded the dynasties which rule the three citadels, and so the nobles there, and many common people, trace their lineage to Balazar instead of to Votanki.

Since Balazar worshipped Yelmalio, his followers do also. The cult of Yelmalio is strong at the citadels (though stronger at the two uncontrolled by the Lunars). Balazar is sometimes considered a subcult of Yelmalio.

FOUND-CHILD

Found-Child is the name for the Hunter god. It is primarily a masculine cult. Details on the cult begin next page.

INDIGENOUS NON-HUMAN RELIGIONS

There are several religions native to the region but which are not popular with humans at all and occasionally are overlooked. Details on these cults can be found in *Cults of Prax*, or are listed here.

These include: Aldrya; Kyger Litor; Zorak Zoran; Cacodemon.

ALDRYA

This is the religion of the elves and their kin. They love their woods and trees and go to lengths to defend their most sacred groves and prevent dangers to wide expanses of woods, but they will not go into a frenzy over woodchopping or a small fire.

The upper hierarchy of this religion duplicates the hierarchy of the elves of the forest. These Aldryami are secreted away and would not show themselves to humans. Referees are urged to make up their own stats if needed.

KYGER LITOR

This is the basic troll religion. There is no set monolithic heirarchy among trolls of this region, though they all claim a similar origin and distantly common ancestry.

There are no set temples to this cult located here, but instead there are High Priestesses who carry sacred magical items for contacting the Higher Forces of their religion when necessary.

ZORAK ZORAN

This is the common troll wargod, noted for his brutality, cruelty, and lust for destruction. Many trolls dislike or distrust the god, but there are humans who follow him.

CACODEMON

Cacodemon is a monstrous chaos demon worshipped by troublesome or evil creatures. The cult details begin page 19.

IMPORTED CULTS

Several foreign cults have found their way to Balazar, and are worshipped by foreigners; usually at the population centers. Details on these cults can be found in *Cults of Prax*.

Imported cults used here include Yelmalio, Seven Mothers, and the Lightbringers group.

YELMALIO

The worship of Yelmalio was introduced in the Second Age, a period of revival among the cults of Fire and Light through Peloria, which overflowed into even the wilds of Balazar.

Balazar was the name of the hero who introduced the cult, and his hero-cult (mentioned previously) is considered indigenous to the region since he is worshipped nowhere else. He founded the noble families which have, ever since, provided heirs for the citadels of the land. The center of power is at Elkoi where the High Priest of Yelmalio lives.

The cult of Yelmalio is a specialized cult of the nobles and citadel dwellers, though occasional Balazaring hunters also join it to gain the noble status implied by the religion. The temple itself is a very poor affair, lacking even the meditation tower which is mentioned in *Cults of Prax*.

Yelmalio is popular among the elves, too, who have their own High Priest hidden away someplace in their strongholds.

SEVEN MOTHERS

The religion of the Seven Mothers is one of the subcults of the Red Moon. It appears to offer much in return for little and makes friends with the poor and downtrodden. It is primarily found in the Elkoi region, and occasionally among Balazaring tribesmen and women from the western part of the land.

LIGHTBRINGERS

This group includes people from the Orlanth, Lankhor Mhy, Chalana Arroy, and Issaries cults. They all share a common temple in the city of Trilus and are considered friendly to its king.

It should be noted that Lightbringer members are all friends, but that their intercult relationship is informal at best. The Issaries Priest and Lord have lived here far longer than the rest and view the newcomers as potential trouble on their trading plans.

MYTHOS AND HISTORY

BEFORE TIME

Found-Child was first discovered by Hearth-Mother during the Great Darkness. Though an infant when found, he rapidly grew to manhood. While doing so, he was nurtured and cherished by the woman, whose inner power had founded a group that struggled together to survive. Upon reaching adulthood, he taught them the use of death as a tool to bring life. He also taught the songs to send slain beasts' spirits back to their ancestors.

SINCE TIME BEGAN

After Time, Found-Child has chiefly been a god of hunters, and has many worshippers. His worship has developed into a fraternal society in which the strong are respected, and the weak are protected.

LIFE AFTER DEATH

The followers believe that they will go to a Happy Hunting Ground after death. They will stay there for many years before again entering the cycle of birth/rebirth. Found-Child's worshippers follow the burial customs of their tribe, or else place their dead on raised platforms.

RUNIC ASSOCIATIONS

The chief Runes associated with Found-Child are the Power Runes of Death and Harmory. Though Found-Child slays beasts, he does so in order to save life, hence the Harmony Rune.

NATURE OF THE CULT

REASON FOR CONTINUED EXISTENCE

Balazarings supplement their regular diet with game. The cult of Found-Child supplies the hunters for this purpose. Most of the best hunters belong to this cult, and it provides occasion for these hunters to meet together.

SOCIO-POLITICAL POSITION AND POWER

Found-Child's cult does not directly wield power in the tribes. The opinions of the hunters are always respected in tribal councils, and many fear those following Found-Child's path. This cult decreases as civilization and agriculture encroach, but nomads will probably always worship him, and outdwelling peasants who hunt deer and rabbits may call upon his name.

PARTICULAR LIKES AND DISLIKES

Found-Child is friendly towards Yelmalio and Orlanth. Those that wantonly slaughter animals without need incur his hatred. Born during the Great Darkness. Found-Child saw Chaos closely and firmly opposes it.

ORGANIZATION

INTER-CULT ORGANIZATION

As with many small nomadic cults, there is little or no communication between bands of worshippers. On the rare occasions that tribes meet for trade or festivals, the Found-Child worshippers seek each other out to boast, eat together, and trade hides.

INTRA-TEMPLE ORGANIZATION

The greatest hunter of the clan is traditionally the head of the cult. All others defer to him and show respect. He cannot command obedience, but he can request it. Each year, during the three weeks just prior to Sacred Time, there is the Great Hunt and all followers of Found-Child participate, attempting to bring in the most magnificent creature. The winner is designated the First Hunter and the head of the cult, the next few are designated Great Hunters, and the rest are simply Hunters. This is explained further in the initiates section.

CENTER OF POWER, HOLY PLACES

As a nomadic cult, there is no true center of power, but the strongest foci of this cult are among non-herding tribes. The only important holy place is the site where Found-Child was discovered, in the Dog Hills.

HOLY DAYS AND HIGH HOLY DAYS

The weeks of the Great Hunt are sacred, but no special rites are performed until Sacred Time, when the champion hunters are chosen.

LAY MEMBERSHIP – HUNTERS

REQUIREMENTS TO JOIN

The prospective member must be supported, at least partly, by hunting activity (whether by his parents or himself is irrelevant). This shuts out most townfolk. The member must also have at least a 30% skill with a missile weapon.

REQUIREMENTS TO BELONG

A lay member must hunt and donate one prey mammal or bird per season to the tribe. He must never leave a slain animal to rot.

MUNDANE BENEFITS

As this cult is an exclusive brotherhood, the lay member gains the social benefits of hob-nobbing with well-known hunters. He also gains the title Hunter and may go on the Great Hunt.

SKILLS

The Found-Child cult teaches appropriate missile skills and Tracking to members at half price, and Peaceful Cut at the rate of 300/500/1000/EXP.

SPELLS

Found-Child teaches his followers Speedart, Multimissile, and Silence at half price. He teaches no other spells.

INITIATE MEMBERSHIP – GREAT HUNTERS

REQUIREMENTS FOR INITIATION

An initiate is one who has brought in a prey animal during the Great Hunt that exceeds ten treasure factors in worth. He must have slain it alone and unarmored. If an initiate performs this feat three years running, he becomes a permanent initiate. Alternatively, if the prospect brings in a beast worth 11+ treasure factors alive, he is made a permanent initiate on the spot! Such beasts includes wild bison, bear, or anything similar. Intelligent animals are not acceptable. Also he must minimally know Peaceful Cut at 20%.

REQUIREMENTS TO REMAIN INITIATED

He is more strictly bound to never waste animal life, and is forbidden to slay an animal needlessly (hunger is sufficient need). He must bring a fitting donation to the cult thrice a season.

MUNDANE BENEFITS

Initiates receive more respect than lay members. If an initiate is injured or ill, and cannot feed himself or his family, the cult will care for him through food donations brought in by members. Permanent initiates may call themselves Great Hunters.

SKILLS

Initiates may learn Camouflage and Snare Setting at half price. They may also learn the Peaceful Cut for free and increase in it like a Waha member. They may be taught Spot Hidden Items, Hide in Cover, and Move Quietly, as well, but at normal prices.

SPELLS

If an initiate does not already know Speedart, it is taught to him for free. He may also learn Farsee, Binding, Mobility, Detect Life, Detect Traps, and Disruption (which is useful for small prey such as songbirds and rodents) at half price. Permanent initiates may sacrifice characteristic POW for one-use only cult special Rune Spells.

RUNE LORD MEMBERSHIP MASTER HUNTERS

GENERAL STATEMENT

Rune Lords are expected to be the epitome of Great Hunters. They should give freely and unselfishly of their catch to

those who need it, though they must first feed themselves. They must fearlessly fulfill the missions given them by tribal leaders. They are in great demand in wartime as scouts.

REQUIREMENTS FOR ACCEPTANCE

A Rune Lord must have a 90% ability in a missile weapon and Tracking. In addition, he needs three more 90% skills chosen from among the following: Camouflage, Hide in Cover, Move Quietly, Set Snare, Spot Hidden Item, Riding, Spot Trap, or the Peaceful Cut. He must also be a permanent initiate, and in the most recent Great Hunt have captured the beast with the highest treasure factor of any initiate. If he has captured a beast alive, it counts double for treasure factors. Thus, only one Rune Lord is accepted per area per year, unless two or more candidates tie for first place (a rare event).

RESTRICTIONS

Rune Lords must never show fear of an animal nor steal another's catch. If called upon for some task by his tribe or cult, such as ridding the herds of a particularly obnoxious predator, he must unfailingly fulfill it. He is under obligation to punish (though not slay) anyone abusing the skills of hunting by wantonly killing prey or other misuse. He must donate one prey animal per week.

BENEFITS

Rune Lords of this cult rarely wear much armor (and are not allowed to wear any during the Great Hunt) but if they desire it, and can obtain it, they may wear iron armor while on missions or during wartime. They have the usual benefits of Divine Intervention. They can command the obedience of other cult initiates or members in emergencies. A Rune Lord is qualified to be the head of the cult if he can win the Great Hunt by bringing in the greatest prize (measured in treasure factors, and this can include destructive intelligent beasts, such as dragons, or even giants).

RUNE PRIESTHOOD

GENERAL STATEMENT

Rune Priests organize the hunts and often lead hunting parties alongside the Master Hunters. They often deal with other members of the tribe, as Rune Lords tend to be conceited and aloof. They are required to be hunters, and their DEX based skills need not drop to DEX x 5%, but can continue to increase. They are not permitted to purchase training.

REQUIREMENTS FOR ACCEPTANCE

Priests must be permanent initiates, have a POW of 18+, and know Canine Speech to at least 80%.

RESTRICTIONS

Rune Priests have generally the same restrictions as Lords, but are not required to hunt and donate food to the tribe. Instead, they oversee the distribution of food to the needy.

BENEFITS

Rune Priests can keep for personal use 5% of the prey given to them for distribution. They command much respect, but not as much as Rune Lords. They may command the obedience of initiates and members in emergencies. They are allowed to participate in the Great Hunt, with an eye to becoming the head of the cult. The senior priest judges the contests and is required to be impartial. He also receives the winner's beast as a trophy (as an incentive to choose the most impressive).

RUNE SPELL COMPATIBILITY

Rune Priests of Found-Child are restricted to one point spells and Concealment from the standard Rune Spell list. They may not Dismiss Elementals, nor call upon them.

CULT SPECIAL RUNE SPELLS

SURESHOT — Cost – 1 POW point
Range – Touch — Duration – Until fired
Stackable – No limit — Resuable

This spell is cast on a missile of some kind, such as an arrow, rock, or even handax. When that missile is fired or hurled, it automatically hits the target, regardless of range, movment of target, or other factors, up the maximum range of the missile. It still misses with a roll of 96%+, and the character's % chance to impale and fumble remain the same as before casting the spell. A character may not roll for experience on the basis of a hit with a Sureshot. Each additional point of this spell allows one more missile to be affected. The Priest may not reuse this spell until the missiles have been used. If the Priest simultaneously casts a successful Divine Intervention, the missile automatically impales when it hits. This spell is stackable with Speedart.

DRAW BEAST — Cost – 1 POW point
Range – 320 meters — Duration – 15 minutes
Stackable – No limit — Reusable

When this spell is cast upon a non-intelligent beast of any sort, it causes that animal to move toward the caster at walking speed. The animal is allowed to resist the initial attack. For each additional point stacked, an additional beast may be affected.

BEASTMASTER — Cost – 1 POW point
Range – 160 meters — Duration – 15 minutes
Stackable – No limit — Reusable

This spell may be cast on non-intelligent mammals. If they fail to resist, then they must move as the priest directs for the duration of the spell, though they will refuse leaping off cliffs, or other obvious deaths. They will not fight for him, or otherwise serve. Once controlled, they may move out of the 160 meter range and will remain controlled. This is an active spell, and if the Priest is disturbed, the animals are freed from him. For each additional point of Beastmaster stacked with the original point, one additional beast may be targeted. It will work on riding animals.

SUBSERVIENT CULTS

SPIRIT OF REPRISAL

Members grossly violating the principles of the cult are cursed by Found-Child himself so that the culprit has a strong, foul odor. This will prevent him from sneaking up or stalking any beasts unless there is a strong wind blowing downwind, and incidentally makes him an outcast from his tribe until the odor goes away. It is only removed upon proper repentance by the hunter.

ASSOCIATED CULTS

WAHA

Waha provides Found-Child with the skill of Peaceful Cut, taught to initiates.

CACO-DEMON CULT

MYTHOS AND HISTORY

BEFORE TIME

Cacodemon is a demonic remnant of the Devil, remaining alive and embodied when his master died under the Spike during the War of the Gods. Cacodemon himself performed no deeds of great note during the War of the Gods. He did travel widely, sowing disorder and trouble wherever he went.

SINCE TIME BEGAN

Since time began Cacodemon has roamed the world destroying whatever he finds. He is fond of lurking in the few marshes and waterways. He occasionally appears to aid or menace his worshippers when they call upon him.

LIFE AFTER DEATH

Cacodemon promises no life after death. His worshippers must take their chance in the primordial chaos to which all things return.

RUNIC ASSOCIATIONS

The Runes associated with Cacodemon are Chaos, Disorder, and Death.

NATURE OF THE CULT

REASONS FOR CONTINUED EXISTENCE

The cult exists solely to spread disorder and increase the personal power of its members.

SOCIO-POLITICAL POSITION AND POWER

Except for among ogres and occasionally other chaotic beings, this cult has no political power. Upon occasion individual members of the cult can gain political power either though intimidation or by concealing their true nature.

PARTICULAR LIKES AND DISLIKES

The cult dislikes everyone and everything except other cults and beings of Chaos, and even these groups are not liked: they are merely treated as neutrals.

ORGANIZATION

INTER-CULT ORGANIZATION

A typical Cacodemon shrine is based around one Priest and a couple of Shamans (who can deal with Cacodemon directly on the spirit plane), with any Rune Lords available as main body guards.

INTRA-TEMPLE ORGANIZATION

Since the cult itself is liable to assassination and plotting, nothing like a major central temple, or extensive hierarchy exists. Individual shrines often squabble with each other. This internecine warfare has kept the Cacodemon cult as a very minor power.

CENTER OF POWER, HOLY PLACES

The cult has a center of power wherever ogres are common. It has holy places scattered throughout Glorantha. There are two holy places in the Elder Wilds qualifying as Cacodemon holy places. They are Festering Island and the Chaos Holy Ground.

HOLY DAYS AND HIGH HOLY DAYS

There are no set holy days. Each priest sets his own.

LAY MEMBERS

REQUIREMENTS TO JOIN

Membership in this cult is open to all. It especially welcomes humans and ogres. The candidates must usually prove themselves by aiding the cult in its destructive acts before being allowed admission.

REQUIREMENTS TO BELONG

Once this cult is joined there is no leaving it. Members must obey the orders of their cult superiors but there are no special requirements.

MUNDANE BENEFITS

There are no particular mundane benefits to being in this cult.

SKILLS

Cult members can receive training in Move Quietly, Hide in Cover, and Camouflage at half the normal cost. Occasional cult temples will have renegade alchemists who will teach poison brewing at discounted rates, but this is only known to be the case in the Rubble of Pavis.

SPELLS

There are no discounted rates for spells available to lay members.

INITIATE MEMBERSHIP

REQUIREMENTS FOR INITIATION

Those who wish to progress in the cult may strive to become initiates. Qualifying for this status is quite simple. A Priest invokes Cacodemon and the character must make a POW x 5% roll. If the roll is successful, Cacodemon has accepted him and he is given the mark of the cult, a severed hand tatooed on his breast. The tatoo is small and easily hidden. If unsuccessful, Cacodemon attacks him.

REQUIREMENTS TO REMAIN INITIATED

Initiates just serve Cacodemon more faithfully than lay members. They must take every opportunity to spread chaos and disorder.

MUNDANE BENEFITS

Initiates are taught the countersigns and secret codes which will gain him admission to any Cacodemon cult headquarters anywhere in the region. Lay members are only taught the recognition signs for their own shrine.

SKILLS

Initiates gain no further skill training benefits beyond those available to lay members. Generally initiates will have priority over lay members when training time is limited.

SPELLS

Initiates of Cacodemon gain the normal Divine Intervention benefits except that they may only attempt Divine Intervention once a calendar week and that the type of Divine Intervention available to them is the same limited type available to all Cacodemon worshippers.

Initiates of Cacodemon are taught the Disruption spell for free (if they don't already know it). Initiates may also gain the once-only use of any of the reusable Rune spells of the cult, for the permanent sacrifice of the usual POW requirement.

RUNE LORD MEMBERSHIP – CLAWS

GENERAL STATEMENT

Rune Lords of this cult, called Claws, are expected to be the epitome of Chaos. They respond to no one but Cacodemon, and they should fear no one at all – including Cacodemon.

REQUIREMENTS FOR ACCEPTANCE

A Claw must have 90% or better ability at five skills which must be related to death, destruction, and bushwhacking. Weapon skills, Set Trap, Hide in Cover, and Tracking are all welcome. As only initiates may qualify for Claw status and all initiates have already been accepted by Cacodemon, there is no further testing required once the appropriate skill level has been attained.

RESTRICTIONS

There are no restrictions on Claws. They behave as they believe necessary to further the goals of the cult and their own personal ends.

BENEFITS

Claws gain the same benefits as Rune Lords of any other cult (although their Divine Intervention ability is limited in the same way as that of Cacodemon Rune Priests). However, due to the unpopularity of the cult, claws rarely advertise their status by wearing iron armor or flaunting allied spirits. Claws may attempt to qualify as Rune Priests but they must have a DEX of at least 18 in order to maintain their skills at 90%.

RUNE PRIESTHOOD – TALONS

GENERAL STATEMENT

The Rune Priests of Cacodemon, called Talons, are the representatives of Cacodemon on the material plane. They lead and guide the lay members and initiates of the cult, organizing them into an effective force for assassination and disruption.

REQUIREMENTS FOR ACCEPTANCE

In order to qualify as a Talon, an initiate must fulfill a task of assassination or disruption assigned him by another Priest. The normal *RQ* POW and die roll requirements are in effect for Talons.

RESTRICTIONS

Talons are restricted as are Rune Priests, including the lack of time for training and maintenance of skill levels. All DEX-based skills will fall to a level of DEX x 5%.

BENEFITS

Rune Priests gain the unquestioning obedience of a body of lay members and initiates. At the start the group will be small until the Priest can enlist a group of supporters of his own.

RUNE SPELL COMPATIBILITY

Talons have access to all usual 1 point Rune spells except Divination and Dismiss Elemental I. They also have the 2 point spells of Concealment and Multispell II.

CULT SPECIAL RUNE SPELLS

CREATE GHOST — Cost – 1 POW point
Duration – Instantaneous — Range – 40 meters
Stacking – none — Reusable

Binds the spirit of a sacrificed victim into an area as a ghost, as described in *RQ*. The Priest must engage successfully for 1 round of spirit combat to create this binding. The victim need not volunteer.

CREATE SKELETON — Cost – 1 POW point
Duration – Instantaneous — Range – 40 meters
Stacking – none — Reusable

Using the bones of a victim, the Priest animates the skeleton at the victim's old level of competence (with a limit of DEX x 5%).

CREATE ZOMBIE — Cost – 2 POW points
Duration – Instantaneous — Range – 40 meters
Stacking – none — Reusable

This spell creates a zombie out of a newly-slain victim.

SEVER SPIRIT — Cost – 3 POW points
Duration – Instantaneous — Range – 160 meters
Stacking – none — Non-reusable

This spell acts as a sword to cut the bond between the body and the spirit of the target. The Priest must make a successful

POW vs. POW roll. If successful, the target dies. If unsuccessful, the victim takes 1D6 points of damage to his CON with effects similar to poison damage.

DIVINE INTERVENTION

One Rune spell used by the Priests of this cult is unlike its counterparts in other cults. The Divine Intervention spell has only one result. It summons Cacodemon. This embodied spirit cannot be killed, but the body can be destroyed, driving the spirit away for a week until it reforms again from some gorp or other chaotic mass in the swamps of Prax.

Cacodemon

Characteristics		*Average*		
STR	10D6*	35	Move	12/12
INT	3D6*	10-11		
POW	40	40		
CON	21	21		
DEX	4D6*	14		
SIZ	10D6*	35		

* The actual numbers vary with each incarnation.

Weapon	*SR*	*Attack*	*Damage*	*Parry*
Claw	6	100%	4D6	50%
Tail	6	90%	1D10+3D6	40%
Bite	6	60%	3D10	
Kick	6	60%	5D6	
Wing	6	60%	2D10	50%

All of the attack information is based on average characteristics. Given high rolls or exotic special features and he can be much fiercer. He will usually attack twice, with one claw at SR 6, and the other at SR 12, unless surrounded, in which case he will use a claw and his tail and parry with the other claw. The tail is a smashing attack, not a cutting attack.

As can be expected from such a chaotic creature, Cacodemon has a number of chaotic features. They are:

1. 10 point skin.
2. Confusing appearance to give a 40% defense.
3. Claws with blade venom of potency 20.
4. A bite with systemic poison of potency 20.
5. Its spirit attacks its slayer for 10 melee rounds after the body is killed.
6. 1D4 + 2 other chaotic features, changing every time it is summoned.

Cacodemon may be called once a week by a worshipper, and will answer no other calls from any member of the cult for the rest of the week. This does not count attempts, just successful summonings. This means that if one Priest calls the demon on the first day of the week, no one else in the cult will be able to call him until the next week.

After the first time a Priest calls on Cacodemon, the Priest will stand an increasing chance (POW as a percentage the second call, POW x 2% the third, etc.) of being attacked himself. This does not apply to Claws and initiates. Cacodemon prefers worship to responsibility.

Due to his highly chaotic nature, the features of the Cacodemon vary widely. A sample incarnation that Gondo and his followers may summon is given here.

CACODEMON

STR 45 CON 25 SIZ 40
INT 13 POW 40 DEX 21

Move 12/12
Hit Points 38

Defense 40%

Right Leg	(01-02)	10/13
Left Leg	(03-04)	10/13
Abdomen	(05-07)	10/13
Tail	(08-09)	10/13
Chest	(10)	10/14
Right Wing	(11-12)	10/12
Left Wing	(13-14)	10/12
Right Arm	(15-16)	10/12
Left Arm	(17-18)	10/12
Head	(19-20)	10/13

Weapon	*SR*	*Attack*	*Damage*	*Parry*
Claw	4	100%	1D6+4D6	50%
Claw	8	90%	1D6+4D6	45%
Bite	4	60%	3D10	
Tail	4	90%	1D10+4D6	40%
Kick	4	60%	2D6+4D6	
Wing	4	60%	2D10	

CHAOTIC FEATURES – 10 point skin; confusing appearance to give a 40% defense; claws with blade venom of potency 20; bite with systemic poison of potency 20; its spirit attacks its slayer for 10 melee rounds after the body is killed; it reflects 7 point or lower spells back at the caster; it regenerates 4 hit points per melee round; DEX +2D6; agonizing screams when moving; indetectable by use of magic; absorbs any 1 point spells (over 7 points that is) giving himself 1 point of POW.

SUBSERVIENT CULTS

SPIRIT OF REPRISAL

Cacodemon needs no spirit of reprisal. He and his worshippers kill anyone who leave the cult all by themselves.

MISCELLANEOUS

OGRES

Cacodemon welcomes all to his cult (as much as he welcomes anyone), but he is especially interested in all ogres. The ogre race claims it originated during the Great Darkness when a band of people, perhaps human, chose his disorderly way as the guide to their survival. Since then, all ogres have had connections with the demon.

Their connections with Cacodemon are not always intentional. Ogres may wish to join any cult, as long as they pass the worship requirements and can fool the investigators. But their primeval sympathies run deep, and whenever an ogre comes within eight kilometers of any Cacodemon holy place, the natural, blood-thirsty natures of the ogre race will reveal itself. This may occur without the ogre being aware that he is betraying himself. Of course, when a party member asks why he is eating his dead friend, even the ogre will realize that he blew his cover.

Many of these ogre holy places are known and, more likely than not, are heavily populated by members of that race. Two well-known and heavily populated regions of ogres are in Snakepipe Hollow in the forested regions to the south of the River, and in a patch of forest in the southwest corner of the Grazelanders' territory. There is also another holy place near the southern wall of the Rubble of Pavis.

Other spots, however, are secret even to ogres, becoming hazards to those who attempt to pass for humans.

Growing Up

This section is designed as the basis for play in introducing new players and/or new referees to a campaign game. The tasks are relatively simple and familiar to both players and referee. Be kind with and inquisitive about each other as you practice these actions. Concentrating on performing the actions intelligently and realistically, and use the few parts of the game rules noted until you are familiar with them. These provide a method of gradually familiarizing players with the capabilities of their beginning characters, and also familiarize beginning referees with their game mechanics.

Balazaring hunters have a social style and cultural level roughly equivalent to Pleistocene "cave men." Emphasizing this fact during the early play will help players concentrate on the game rather than the mechanics.

The text contains other hints.

OBSTACLE COURSE

I use this scenario, or a variant of it, to introduce new players to the game. It ignores everything but the D100 success roll and the skills listed.

When narrating to players be sure to explain the consequences of their actions when they succeed or fail at their percentile rolls.

A group of young people finishing their adolescence are about to prove that they are capable of taking care of themselves well enough to be admitted into the society of adults. They will do this by facing a battery of difficulties and overcoming them. There is no limit to the time they may take, but the first person to finish will be rewarded with 2 points of magic spells taught to them by the elders; everyone else must settle for 1 point.

Draw out the stylized map of the events on the battleboard. It is useful to make it beforehand. Notice that it is simply a series of stations with a notation of the skill to be used there. This list elucidates some of the stops.

1. JUMPING ROLL – off a cliff, failure means 1D6 damage to a leg.
2. SWIMMING ROLL – failure means washed downstream, rather than getting across, but no damage.
3. SPOT HIDDEN ITEM ROLL – here are carved wooden stakes hidden in the brush and undergrowoth, each character must find one before leaving the area.
4. CLIMBING ROLL – climb up out of the valley.
5. MOVE QUIETLY ROLL – if the dogs hear someone they will begin barking and the characters get no experience roll. If the dogs are silent they will get the chance to go up in the skill.
6. ARCHERY OR JAVELIN ATTACK ROLL – hit the target to finish the run.

If the scenario is too dragged out by one or a few characters having overly difficult times, then you should end it before they finish, for the sake of playability.

HUNTING

Hunting is a common experience. Beginning Balazaring player characters should have the chance to experience some common success. It is useful to run one or more of these simple exercises to help build up the survival skills emphasized in this scenario.

Hunting is done at first without dogs. I use this scenario and the next one to prove whether or not player characters are worthy of owning dogs. After the players and the referee know how to hunt without dogs, then try it with dogs.

Normally hunters will try to get downwind from a herd, then crawl forward to missile range and have everyone shoot at one single beast which is isolated from the rest.

Be sure to have the players use their Tracking skills to find and identify a herd. Then use Move Quietly, Hide in Cover,

possibly Set Trap and Camouflage if appropriate, and, of course, javelin or bow. If successful, then everyone also gets to make a Butchering skill roll.

If the animal is not killed by the first round of missiles, it will probably run away. If the characters fail to hide or to remain silent, then the creature is likely to run too. The target could also be a bull, or perhaps a protective bull will sense the situation and charge the characters. This gives the chance to use melee weapons, defense, First Aid, and maybe even prompt Divine Intervention.

PIT HUNTING

In some places the Balazarings have hunting trenches and pits kept in repair for centuries. Using them can be dangerous, especially if a larger than expected herd stampedes towards the people. This is normally done in the autumn, or Earth season.

Tactics are simple, and player characters can be among the chasers or the defenders. Everyone will spend a week or more repairing and sometimes camouflaging a long and deep trench – often crescent shaped, sometimes a round island surrounded by a hole. The women and children are put on one side, with the defenders. Then the chasers go out in the field and stampede the herd towards the pit or trench. They use noise, fire, and dogs, depending on need.

The herds will stampede into the pit, for such is their size.

They are at least 4 meters wide and 4 meters deep; though deer and antelope will frequently jump across, heavier herd animals will often fall in. Sometimes bodies piled in the pits let other animals climb out or run over them. These too are to be dispatched by the defenders. If all goes well, and the leaders haven't sent too many animals (so that the defenders are overrun by the crush), then the dead and captured beasts in the trench are butchered and hoisted out for the feast or flayed and dried to provide winter food.

This gives weapon skills, wilderness skills for the chasers, and a chance for player characters to show off in front of their families in the tribe.

Note too that it sometimes happens that some fiercer animal, like a cat or a bear, are caught in the stampede (or perhaps a lone troll?) and surprise the unwary.

CAVE BEARS

These savage creatures favor the hill regions but are occasionally found elsewhere. The same scenario may be run using smilodons or wolves, though tactics will be different in different terrain.

Use any spare cave map for this one. Fantasy role-players spend a lot of time walking around in the dark and this is a good place to let them begin practicing. Remind them that someone must hold the torch and perhaps send along a non-player character to do only that.

Urge the players to use their heads rather than just wade in and kill it. Also play the bear with some cunning. The caves may have a second opening, which a bear would surely use. You might also wish to surprise people with something other than a giant bear inside, like a hostile dwarf with a pet bruin, for instance. . .

RAIDING ENEMIES

Proving courage is important to the Balazarings, and they often raid each other to test their mettle. This is a keen test. Everyone knows that even the bravest warriors die regularly in this sport.

Leaders would prefer that everyone exercise their skills with care rather than prove their martial skills. They prefer to sneak up, raid quickly, and vanish into the dark again. They will always use dogs to cover their retreat, and without their dogs the robbed will usually not pursue.

CAPTURING A WATER WYRM

For some perverse reason, this has become a popular sport in Balazar. It has its tests to overcome, and its reward in the salvageable parts of the prey, but outsiders think it is particularly crazy.

The idea is to capture a water wyrm alive. This is more of a matter of problem-solving than of combat. It is common to use nets, which are usually too weak to hold long if they are light enough to cast or manipulate, stronger ropes, any magic imaginable, and a dollop of wits and guts.

Some common tactics include using horses to pull wyrms out of the water, outstanding individual heroism by people who leap on and use a shortsword to pin the mouth closed, aimed ax blows to chop off tails or fins, inflatable bags, and so on.

CHAPTER III

CITADELS

Background

Much of the activity in Balazar comes from the tribal fortresses of Trilus, Elkoi, and Dykene. These cities house the kings, priests, taverns, and information sources of the region. The citadels have been mapped, briefly described, and populated with various non-player characters, many with full statistics. Histories, population breakdowns, and encounter tables allow the referee to flesh out the towns as needed.

Each of the three tribes surrounds a famous, ancient citadel, named for one of the children of Balazar, their legendary founder. Most legends agree that Balazar built at least two of the citadels. In design, the fortresses are quite similar, differing only in detail.

These are not shining castles covering miles of countryside, nor do they have ivory towers reaching for the sky. In general, they are small and squalid with narrow and mud-choked streets providing perfect wallows for pigs. Which, coincidentally, is one of the primary reasons for the existence of the citadels – the Balazaring kings have a monopoly on domestic pigs. These supply the population of the fortresses with its basic diet. It is not surprising that visitors commonly bring foodstuffs as greeting-gifts to the kings.

Each citadel consists of a small enclosure or lower bailey and an upper palace area, both surrounded by massive walls of cyclopean stone. The walls are made of stones so massive that surely only a giant could have built them. Within the palace area is the king's dwelling place, complete with family, retainers, other selected individuals, and some luxury. The major temple of the city may be in the palace compound. The lower bailey was originally constructed as a refuge for the citizenry who live outside the citadel walls in huts, and come inside the walls only in times of peril, putting up temporary shacks. As time has passed, the influx of foreigners and their ideas has filled the lower enclosures with more permanent stone structures. Balazaring traditionalists claim that the adoption of such foreign customs will surely result in the downfall of the Balazaring peoples and they regularly seek to expel or eliminate the foreign presence from the citadels.

Each of the three citadels houses a temple that leads and serves the minor religions of the region. The temples are small and commonly have alcoves, shrines, and niches devoted to various deities. The temples are named for their predominant god. Dykene hosts the temple of the founder god, Balazar Lightson. Trilus has an edifice dedicated to the worship of Found-Child the Hunter. Elkoi houses the bee-hive temple of Yelmalio, son of the Sun. A temple to the Lunar deities, the Seven Mothers, is under construction at Elkoi in the Lunar compound outside the citadel. At Trilus, a worship hall has recently been consecrated to the Lightbringer pantheon. Also, each citadel will have a hero-shrine dedicated to that city's Balazar-scion founder.

The actual power of the kings of the citadels depends entirely upon their personal power and political skill. The clan chieftains have only voluntary obligations to keep them loyal to the citadel lords. In Balazar, might-of-arms rather than right-of-birth is the rule, heavily modified by practical wisdom, foresight, and luck.

The citadel kings exploit their market control and give exotic or special gifts and favors to followers and clan chieftains which maintain their support and friendship. They also provide a trained and experienced band of professional warriors who aid favored clans against their foes. If a situation gets too rough, the allied clans can send to their king for help.

There is well-known subterfuge in the statement that all kings descend from the ancient dynasties. The blood of the kings is widespread, and whatever chieftain can hold the citadel and can gain the support of the clans will be able to find a bloodline. Even the lowliest pig tender can claim descent from the Founder god by right of their ancestral inheritance or by citizenship in one of the citadel communities.

Special Encounters

When characters are in the citadels of Trilus, Elkoi, and Dykene, they will be exposed to encounters not normally met with in the wilds. Covered here are local children and personalities, two groups mentioned in those citadel Encounter Tables and a third section on the occupants of Balazaring lodging houses and taverns.

The following groups of little monsters and single NPCs are for use only in the citadels. They will not be met elsewhere. References to these personages are found only on the special encounter tables in each citadel section.

LOCAL CHILDREN

This is an encounter with a pack/group of 1D20 of the citadel's children who have heard rumors about the funny-looking foreigners traipsing around their territory and want to see them. The children range in age from toddlers to near-adults. Depending on the referee's interpretation of children, these tykes can either be the cutest kids you ever saw or a pack of insensitive brats tormenting any stranger who dare violate their domain, doing it just for a few laughs. Do not generate individual stats for each child since they are not being dealt with as separate entities but as a pack. If separate characters are required, the work is left up the referee. While children are not necessarily chaotic beings, their actions and reactions tend toward unpredictability. This is reflected by using the Local Children Reaction Table to determine the disposition of a pack of youngsters. Cross reference the result against the standard *RQ* Response Table and roll for results. The results can be interpreted as follows: In general, the children will follow foreigners wherever they go. Their mere presence as onlookers can be an irritating nuisance, especially if the adventurer is conducting some covert business.

LOCAL CHILDREN REACTION TABLE

D10	*Reaction*
01-04	Friendly
05-06	Neutral
07-10	Hostile

A friendly response indicates that the children have adopted the adventurer as a sort of hero or possibly a soft touch and will tag along, surrounding him with requests for gifts or food treats and stories. They dog his footsteps until he goes into a place forbidden to them, and wait patiently outside for his return. They will wait for a number of hours equal to the followee's CHA divided by 3.

A neutral response indicates a casual interest in the victim. The children follow him around at a respectful distance (at

least up to a full half meter) until their interest wanes or the victim goes in some place they may not enter. They will then disperse until the next encounter.

A response indicating active dislike or undisguised hatred means that the kids have decided to welcome the travelers by hurling anything from insults to offal and rocks (that do 1D4 of damage when thrown; these kids are pretty good, having at least 40% accuracy). Children can be particularly vicious.

How does one get rid of children? Well, one could attack them – resulting in the alienation of the entire tribe. Other suggestions include buying the little tykes off, scaring them away, or ignoring them. Thus a high CHA type might charm them away with a sweet and a kind word, while a non-charismatic type would do better to scare them off with a few well-placed snarls and bluffs. Threats of physical violence are acceptable as long as they are not carried out.

PERSONALITIES

Not all the people encountered in Balazar are members of a large encounter group. Some are just individuals who have found it convenient to be in this secluded land. Normally, these characters are for use in conjunction with the four encounter tables found in this section, including the three citadel encounter tables and Inn Habitants Table. However, at the referee's option, they may be placed elsewhere, or even substituted into the regular encounter section. The first five personalities on the Individual Personality Table is described in this section. Blueface, Halcyon Var Enkorth, and Marusa can be found in the Leaders chapter. Bluebird's stats are in the Introduction section of this book under How to Read the Stats. Jon Mith is in the Caravans chapter.

INDIVIDUAL PERSONALITY TABLE

D10	*Personality*
01	Waddle Greenbeak – male duck
02	Errap Barbacon – minstrel
03	Markhor Mhelm – thief
04	Eagle-Eye G'jorni – prospector
05	Cracktwig – renegade elf
06	Blueface the Shaman
07	Bluebird – Lankhor Mhy Priest-Lord
08	Trader Joh Mith
09	Halcyon Var Enkorth
10	Marusa – Priestess of Jalakeel the Witch

WADDLE GREENBEAK

Waddle is a duck, late of Duckpoint and youngest son of a poor noble family. Waddle's troubles go back very far. He seemed destined to lead a rough life. After serving three years at slave labor for theft, he tried to become a simple fisherman in his home city. However, a cousin fast-talked Waddle into more shady dealings and eventually back into thievery to pay his debts. In an attempt to make a grandstand play and eliminate witnesses, Waddle's cousin set him up to be killed. Waddle dispatched his assailant with a lucky shot and discovered the plot from the dying assassin. Soon after Waddle's cousin met a similar demise. Unfortunately for Waddle, his cousin's family knew of their son's wayward activities and still chose to hunt for his murderer. Waddle was a prime suspect and swiftly disappeared from Duckpoint. He joined a Humakti temple and became an initiate but a jealous comrade discovered his jaded past and tried to make the most of it. However, by the time his cousin's avengers reached the temple, Waddle was long gone.

His wanderings brought him to Balazar, where he is rightly considered quite an oddity. Waddle is looking for adventure. He would like to return to his temple, but fears that it is not safe for him. He needs money to buy off his assassins.

ERRAP BARBACON

He is a mysterious wandering minstrel from the south who speaks excellent Balazaring with an Elkoi accent. He will talk of all things but himself and usually earns his keep by singing songs and reciting epics. He is dressed in princely clothing that is showing signs of wear and discreet patching. He is young, not more than 19 years old, but seems experienced beyond his age. Errap is slight of build, which tends to disguise his strength. If a player character is familiar with at least two members of the ruling house of Elkoi and they make a successful Spot Hidden roll when around Errap, then the player character has noticed a similarity between Errap and the king's family.

For you see, Errap Barbacon is King Glyptus the Good's youngest son, Eraphion, who ran away as a child. Eraphion joined a player troupe and eventually became an initiate of their god Donandar. He has come north again to visit his homeland, see his family (whether or not they know him), and

WADDLE GREENBEAK ..... (male duck, Humakti initiate)

STR 13 CON 16 SIZ 8
INT 14 POW 11 DEX 14
CHA 7

Move 5
Hit Points 15
Defense 30%

Right Leg	(01-04)	3/5
Left Leg	(05-08)	3/5
Abdomen	(09-11)	4/5
Chest	(12)	4/6
Right Arm	(13-15)	3/4
Left Arm	(16-18)	3/4
Head	(19-20)	4/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Hvy crossbow	2	75%	2D6+2		
Short sword	7	70%	1D6+1	65%	20
Rapier	6	55%	1D6+1	50%	12
Dagger (LH)	8	45%	1D4+2	65%	20
Thwn dagger	2	60%	1D4		
Small shield				50%	8

SPELLS – Healing 4; Bladesharp 3; Multimissile 2; Countermagic 2; Befuddle; Mobility; Detect Enemies.
RUNE MAGIC – Turn Undead (one use only).
SKILLS – Evaluate Treasure 35%; Find Water 10%; First Aid 45%; Treat Poison 25%; Find Healing Plants 10%; Map Making 15%; Climbing 25%; Hide Item 20%; Jumping 35%; Lock Picking 75%; Trap Set/Disarm 55%; Riding 25%; Disguise 15%; Swimming 90%; Camouflage 35%; Hide in Cover 55%; Move Quietly 30%; Pick Pocket 55%; Listen 30%; Spot Hidden Item 50%; Spot Trap 45%; Taste Analysis 25%; Tracking 30%; Sense Assassin 15%; Oratory 10%; Bargaining 15%.
MAGIC – POW 11 storage crystal.
TREASURE – Carries 97 clacks and 105 L; he has no ransom.
LANGUAGES – Speak Sartar 75%; Speak Trade Talk 55%; Speak Lunar 15%; Speak Balazaring 25%.

pick up information and local legends. Both can mean money to him once he returns south.

The only adventure that interests Errap is the amorous kind. He has heard tales of King Skilfil of Dykene's concubines and would like to try one or two of them, if only for a night.

Errap will know 1D20 rumors. He is willing to sell these for 1D4 x 100 L each. See the Rumors section in the Information chapter.

MARKHOR MHELM

Crafty Markhor is an Esrolian thief, currently in Balazar to scout out possible jobs. He is absorbing information on the region and its treasures. He is particularly interested in stories about Griffin Mountain and the magical treasures of the citadel founders. Markhor is always accompanied by his familiar, Bandit the Raccoon. Bandit has some abilities at thieving, but is usually only a lookout. Markhor will not willingly reveal his profession. He likes to use people and discards them when they are no longer needed. He is not a professional killer and only fights to defend himself. Markhor keeps a low profile at all times. Underground rumor holds that he is going to build up a small crime syndicate in the area and is looking for underlings.

EAGLE-EYE G'JORNI

G'jorni is a crotchety old Lunar citizen who has spent his adult life seeking out precious metals and gems. He is a stereotypical prospector and should be played as such. He always has

ERRAP BARBACON ..... (male initiate of Donandar, the Players Cult)

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

Move 8
Hit Points 17
Defense 25%

Right Leg	(01-04)	2/6
Left Leg	(05-08)	2/6
Abdomen	(09-11)	6/6
Chest	(12)	6/7
Right Arm	(13-15)	1/5
Left Arm	(16-18)	1/5
Head	(19-20)	1/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Comp Bow	1	70%	1D8+1		
Bastard Sword	4	55%	1D10+1+1D4	60%	20
Rapier	4	60%	1D6+1+1D4	85%	12
Thwn Dagger	2	85%	1D4		
Medium shield				50%	12

SPELLS – Healing 6; Invisibility; Light; Darkwall; Bladesharp 3; (known by Littlefist) Repair; Detect Magic; Dispel Magic 3; Coordination; Glamour; Shimmer 2; Ironhand 3.

SKILLS – Evaluate Treasure 45%; General Knowledge 15%; Know Legends 45%; Play Harp 75%; Play Reed Pipes 45%; Disguise 90%; Impersonation 65%; Acting 60%; Climbing 55%; Hide Item 30%; Jumping 55%; Lock Picking 35%; Trap Set/Disarm 25%; Riding 80%; Swimming 55%; Camouflage 65%; Hide in Cover 60%; Move Quietly 40%; Pick Pockets 45%; Listen 70%; Spot Hidden Item 55%; Spot Trap 25%; Taste Analysis 15%; Tracking 15%; Oratory 80%; Bargaining 10%.

TREASURE – Carries 28 clacks and 84 L; a purple gem worth 308 L and jeweled golden cup worth 3000 L; gemstones worth 593 L and a map to a gold mine in the Rockwood Mountains; his ransom is 2500 L.

LANGUAGES – Speak and Write Esrolian 55%; Speak and Write Sartar 90%; Speak and Write Lunar 85%; Speak and Write Balazaring 75%; Speak and Write Tarshite 55%; Speak Aldryami 25%; Speak Mostali 35%; Speak Beast Speech 20%.

LITTLEFIST ..... (bound spirit in small monkey familiar)

STR 10 CON 10 SIZ 5
INT 15 POW 18 DEX10

Hit Points 9

Right Leg	(01-04)	0/3
Left Leg	(05-08)	0/3
Abdomen	(09-11)	0/3
Chest	(12)	0/4
Right Arm	(13-15)	0/2
Left Arm	(16-18)	0/2
Head	(19-20)	0/3

Weapon	*SR*	*Attack*	*Damage*
Bite	10	45%	1D4

MARKHOR MHELM ..... (male thief)

STR 13 CON 9 SIZ 15
INT 15 POW 12 DEX 20
CHA 8

Move 8
Hit Points 10
Defense 15%

Right Leg	(01-04)	2/4
Left Leg	(05-08)	2/4
Abdomen	(09-11)	2/4
Chest	(12)	2/5
Right Arm	(13-15)	1/3
Left Arm	(16-18)	1/3
Head	(19-20)	3/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Sling	0	65%	1D8		
Short sword	4	65%	1D6+1+1D4	50%	20
Dagger	5	60%	1D4+2+1D4	55%	12
Thwn dagger	1	90%	1D4+1D2		
Small shield				50%	8

SPELLS – Healing 4; Invisibility; Darkwall; Silence; Bladesharp 3; Coordination; (known by Bandit) Repair; Detect Magic; Detect Gem; Detect Gold; Non-Detection 3.

SKILLS – Evaluate Treasure 65%; General Knowledge 10%; Map Making 45%; Disguise 45%; Impersonation 15%; Climbing 80%; Hide Item 65%; Jumping 65%; Lock Picking 90%; Trap Set/Disarm 80%; Riding 35%; Swimming 25%; Camouflage 25%; Hide in Cover 80%; Move Quietly 70%; Pick Pockets 90%; Listen 65%; Spot Hidden Item 65%; Spot Trap 65%; Taste Analysis 65%; Tracking 15%; Bargaining 30%; Make Blade Venom of Potency 8; Make Systemic Poison of Potency 12.

TREASURE – Carries 242 clacks and 118 L; 1 wheel and a good brooch worth 198 L; 2 doses of blade venom of potency 8; his ransom is 1100 L.

LANGUAGES – Speak and Write Esrolian 75%; Speak and Write Sartar 45%; Speak and Write Lunar 35%; Speak Balazaring 25%; Speak Mostali 35%; Speak Draconic 25%.

BANDIT ..... (bound spirit in raccoon familiar)

STR 5 CON 11 SIZ 3
INT 9 POW 16 DEX 16

Move 5
Hit Points 9

Defense 10%

Right Hind Leg	(01-02)	0/1
Left Hind Leg	(03-04)	0/1
Hindquarters	(05-07)	0/3
Forequarters	(08-10)	0/3
Right Fore Leg	(11-13)	0/1
Left Fore Leg	(14-16)	0/1
Head	(17-20)	0/2

Weapon	*SR*	*Attack*	*Damage*
Bite	8	45%	1D4

SKILLS – Climbing 55%; Jumping 10%; Swimming 35%; Listen 85%; Spot Hidden Item 45%; Hide in Cover 75%; Move Quietly 80%; Pick Pockets 25%; Pick Lock 15%.

a scheme that will make him rich overnight. Currently, he is seeking Mostali's Crucible, a lost gold mine. He has a map that shows exactly where it lies. However, it is in the heart of the Rockwood Mountains – Dwarf Territory. They would like to keep the gold mine concealed. G'jorni is trying to hire guards for his journey to the Rockwoods. He has only the money he carries to offer and a promise of a cut in the mine's profits.

G'jorni is slightly paranoid. He never shows his map and spends most of his time alone. In a tavern, he will have his back to the wall so everyone is in sight. The dog Rockhound is always at his side. Rockhound likes children, but dislikes all adults except G'jorni. He will attempt to bite anyone who approaches the old prospector.

EAGLE-EYE G'JORNI . . . . . (male human prospector, Seven Mothers initiate)

STR 14 CON 14 SIZ 14			Right Leg	(01-04)	2/5
INT 14 POW 15 DEX 15			Left Leg	(05-08)	2/5
CHA 14			Abdomen	(09-11)	5/5
			Chest	(12)	7/6
Move 8			Right Arm	(13-15)	3/4
Hit Points 15			Left Arm	(16-18)	3/4
Defense 20%			Head	(19-20)	4/5
Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Hvy crossbow	2	55%	2D6+2		
Scimitar	6	70%	1D8+1+1D4	65%	20
Pick	6	55%	1D6+2+1D4	35%	15
Thwn dagger	2	45%	1D4		
Medium shield				50%	12

SPELLS – Healing 6; Detect Gold; Detect Silver; Detect Gem; Detect Magic; Light; Repair; (known by Rockhound) Bladesharp 2; Invisibility; Dispel Magic 3; Glue 2; Farsee.

RUNE MAGIC – Summon Small Salamander (one use only).

SKILLS – Evaluate Treasure 80%; Find Water 20%; First Aid 10%; Treat Poison 15%; Identify Minerals 75%; Find Healing Plants 20%; Map Making 75%; Climbing 85%; Hide Item 90%; Jumping 45%; Pick Lock 75%; Trap Set/Disarm 45%; Riding 80%; Swimming 35%; Camouflage 35%; Hide in Cover 30%; Move Quietly 20%; Pick Pocket 20%; Listen 60%; Spot Hidden Item 80%; Spot Trap 35%; Taste Analysis 45%; Tracking 25%; Oratory 15%; Bargaining 75%.

MAGIC ITEM – A 7 point twice POW yielding crystal.

TREASURE – Carries 56 clacks and 88 L; a necklace of rough gemstones worth 593 L and a map to a gold mine in the Rockwood Mountains; his ransom is 1000 L from the trader Cyriel Endlekar.

LANGUAGES – Speak and Write Lunar 75%; Speak Trade Talk 55%; Speak and Write Mostali 45%; Speak Balazaring 35%.

ROCKHOUND . . . . . .(bound spirit in hunting dog familiar)

STR 10 CON 8 SIZ 7			Right Hind Leg	(01-02)	0/1
INT 11 POW 18 DEX 16			Left Hind Leg	(03-04)	0/1
			Hindquarters	(05-07)	0/3
Move 10			Forequarters	(08-10)	0/3
Hit Points 8			Right Fore Leg	(11-13)	0/1
			Left Fore Leg	(14-16)	0/1
Defense 10%			Head	(17-20)	0/2
Weapon	*SR*	*Attack*	*Damage*		
Bite	8	45%	1D6		

SKILLS – Climbing 15%; Jumping 55%; Swimming 55%; Listen 45%; Spot Hidden Item 25%; Tracking 80%; Hide in Cover 25%; Move Quietly 25%; Obey Command 100%.

SMALL SALAMANDER

STR 11 SIZ 3x3x3 meters INT 4 POW 16
Move 6
Hit Points 2
Damage – 3D6 to CON

CRACKTWIG

Cracktwig is a renegade elf. He was refused entrance into the Aldrya cult and thereupon denounced his former peoples, joining the Lunar invaders. He was a friend of Strongbark, but the two have only formal relations now. Cracktwig has it in for elves. He will do all in his power to make trouble for any elves he knows in the area. He is more than willing to reveal the location of secret elven communities, special glades, and private lore. The elves have placed a price on his head, citing him as responsible for several recent attacks by giants and trolls. In addition to his hatred of elves, Cracktwig holds humans in contempt and hates trolls. For some reason though, the dwarves at least tolerate him, once they know his identity.

Cracktwig is willing to join up with a group of adventurers, but will attempt to sell them out if he stands to make a profit from the deal. Should the group he accompanies encounter elves, he will initiate combat, then slip into any cover available.

CRACKTWIG . . . . . (male elf, Seven Mothers initiate)

STR 13 CON 16 SIZ 6			Right Leg	(01-04)	4/6
INT 20 POW 17 DEX 19			Left Leg	(05-08)	4/6
CHA 16			Abdomen	(09-11)	6/6
			Chest	(12)	6/7
Move 9			Right Arm	(13-15)	4/5
Hit Points 16			Left Arm	(16-18)	4/5
Defense 35%			Head	(19-20)	5/6
Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Comp bow	0	85%	1D8+1		
Short sword	6	65%	1D6+1	50%	20
Javelin	0	70%	1D10		
Trwn dagger	1	90%	1D4+1D2		
1H spear	5	55%	1D6+1	60%	15
Small shield				75%	8

SPELLS – Healing 6; Multimissile 4; Speedart; Strength; Repair; Detect Magic; Invisibility; Bladesharp.

RUNE MAGIC – Mind Blast (one use only).

SKILLS – Evaluate Treasure 45%; Map Making 45%; Find Healing Plants 25%; Identify Plants 55%; Climbing 65%; Hide Item 50%; Jumping 55%; Pick Lock 35%; Trap Set/Disarm 50%; Riding 30%; Swimming 45%; Camouflage 55%; Hide in Cover 80%; Move Quietly 50%; Pick Pocket 45%; Listen 65%; Spot Hidden Item 65%; Spot Trap 35%; Tracking 45%; Bargaining 10%; Make Herbal Poison of Potency 10.

MAGIC – A wooden wand containing a Detect Gold matrix.

TREASURE – Carries 56 clacks and 81 L; 1 wheel and a piece of heirloom jewelry worth 12,000 L (this will be recognizable as a stolen elvish treasure); his ransom is 1300 L.

LANGUAGES – Speak and Write Aldryami 90%; Speak and Write Sartar 35%; Speak and Write Lunar 80%; Speak Balazaring 75%; Speak and Write Trade Talk 60%; Speak Mostali 65%; Speak Draconic 45%; Speak Beast Speech 25%.

Inns & Taverns

Inns are popular in the citadels of Balazar. They are the only places where people can freely congregate by paying for their drinks and staying out of trouble while inside. Thus they bring together people of common interests with personal convictions which might keep them apart. For instance, inns are popular places for gambling, a vice common to people of any social status, religion, or background.

Foreigners congregate in inns because inns have safe rooms to be rented. Foreigners always attract people curious for news of the outside world. Newcomers to these public places will always be objects of curiosity, and they should expect to trade information of the outside for local news from the residents. Often the news will be of who was here recently and what they said.

As such meeting places, the inns are natural places for beginning adventures. The tables for determining occupants are provided to help the referee generate atmosphere at the start of a game and to provide sources of information for the adventures planned. Speaking from experience, the referee ought to set up several inns full of occupants ahead of time for convenience during play. By reviewing a prepared list of occupants, a referee can maintain game flow rather than stopping play to start from scratch.

DETERMINING OCCUPANTS

STEP 1

Find the number of occupants by rolling 3D8.

STEP 2

Find the types of occupants. Three of the occupants are always the innkeeper, a bouncer, and a serving person. They will all be well-known by the locals. Roll for each of the other occupants on the Inn Habitants Table. Remember that similar types are likely to be together, but there is also a chance for general mingling at the tables. Stats for special occupants should be taken from their appropriate sections in the Encounters chapter.

STEP 3

Find any special activity going on by rolling on the Special Activity Table.

INN HABITANTS TABLE

D20	*Habitant*
01	Entertainer
02	Hooker
03	Errand boy
04-07	Town worker
08-10	Pig herder
11-14	Citadel warrior
15-16	Hunter
17	Roll on appropriate citadel Encounter Table
18	Roll on Individual Personality Table (later this chapter)
19	Local leader (roll again, ignoring rolls of 17+)
20	Roll on Special Occupants Table

SPECIAL OCCUPANTS TABLE

D10	*Occupant*
01	Elf
02	Dwarf
03	Troll
04	Ogre
05	Baboon
06	Orlanthi follower
07	Trollkin
08	Rune Master (roll 1D6 on this table for race)
09	Member of royal family incognito, no guards
10	Two beings of same type (reroll again, ignoring rolls of 10)

SPECIAL ACTIVITY TABLE

D8	*Activity*
1	Drunk
2	Errand boy
3	Mysterious stranger in corner
4	Informer (information for sale at 1D6 x 100 L for each bit)
5	Old man with wild story
6	Hunters boasting of deeds
7	None
8	Reroll 1D4 more times

CITADEL OF TRILUS

HISTORY

Trilus was the eldest of the three children of Balazar. After a quarrel, he agreed that the two citadels built by their father should be divided up by casting lots. The knucklebones were thrown and the western citadel was his. On the whole, Trilus has had a peaceful, almost eventless history. Without the constant internecine battling between the tribes, the citadel would have no real history at all. It has been a generation since the last major war, known as the Nobody-Won-War, fought with Dykene.

The most notable event of recent history was King Yalaring's "no pigs" edict in which the king forced all the pig tenders to leave the confines of the citadel walls and then erected a stockade outside to house them. King Yalaring came from a hunting clan and he'd taken control after outsting the dynasty that had reigned for over 200 years. He was nauseated by the domestic animals, but realized that as the staple of the community they were needed.

It was Yalaring who allowed the Lightbringers to set up their temple inside the lower bailey, slyly realizing the importance of letting these foreigners and their advanced technology into his area of control, and incidentally keeping them from King Skilfil of Dykene.

Lately the king has been approached by some elves of the Elder Wilds. They seek aid in their constant squabble with dwarven kind. Nothing has been agreed on yet, but an occasional group of elves will be found in Trilus.

POPULATION

A rough estimate of the population of Trilus is about 1320 total people. Of these, 440 are adult males, 440 adult females, and 440 children. This can further be broken down into 220 hearths.

The breakdown is: 160 warriors (chieftain and his retainers); 100 hunters; 13 Priests at the central temple (not including foreigners); 56 slaves, assistants, and artisans; 185 pig tenders; and 20 foreigners (an average at any given time). About 10% (6) of the Trilus citadel warriors are women.

ENCOUNTERS

While traversing the streets of Trilus, there is always a chance for a random encounter with some other person. This is checked for every hour while in Trilus. These encounters will take place only in public places like the streets, inns and taverns, the courtyards of the palace, and possibly even in the megaron (throne room) of the palace itself. There is a 75% chance that an encounter of some kind has occured. Roll on the Trilus Encounter Table. Use the standard *RQ* Response Tables. There is a 40% chance that King Yalaring will be accompanied by his wife Vania and son Yalvann.

TRILUS ENCOUNTER TABLE

D20	*Encounter*
01-05	Pig tender and pigs
06-07	Citadel warriors
08	King Yalaring and citadel warriors
09	The Master Hunter
10	The Orlanthi
11	Dushi Sone, Priestess of Chalana Arroy
12	Bluebird, Priest of Lhankor Mhy
13	Merchants
14	Strongbark and company
15-16	Balazaring hunter group
17	A messenger
18	A personality
19	Halcyon Var Enkorth and Lunar patrol
20	Local children

PERSONS OF PROMINENCE

KING YALARING MONSTERSLAYER

He is a dynamic former hunter who took the kingship of Trilus by force from the Gadaringer dynasty. He is well-liked by the citizens of Trilus and feared by his enemies. His stats can be found in the Leaders chapter.

QUEEN VANIA

The wife of Trilus' king is a worthy warrior in her own right. In battle, she is often at his side. She is an athletic, healthy woman whose attractiveness is measured more in charisma and dynamism than in fragile beauty. King Yalaring has had no need for concubines. She is the mother of Yalaring's three children, Yalvann, Melisseria, and the baby Gan-Gan. If

statistics are required for her, use the one for the sargeant in the Citadel Guard section in the Encounters chapter.

YALVANN

This is Yalaring's heir. The boy is approximately 13 years old and carries a chip on his shoulder. He is trained in weapon use and several skills. Where Yalaring has a natural rusticness, Yalvann has cultivated a high snobbery. The boy is class-conscious and tends not to deal with those of stations less than his, which means just about everybody.

MELISSERIA AND GAN-GAN

Yalaring's other two children, Melisseria is all of five years old and Gan-Gan (Gandogandaring) is a babe-in-arms.

THE MASTER HUNTER

This is one of several local Rune Masters of the hunter cult, Found-Child, who occupy this position on an annual basis. The referee should determine which of the three in the Trilus Group section in the Leaders chapter is Master Hunter this year. Or a new Master Hunter may be created using the guidelines set forth in the Found-Child cult. The Master Hunters tend to be aloof and mysterious. They do not associate with non-hunters.

DJIMM MITH

He is the son of Joh Mith and Zix Porub, the Issaries Rune Masters operating in this area. He aims to be a Rune Lord of the cult. Currently he operates one of the two lodging houses in Trilus, the Stuck Pig. He is a gaunt young man around 22 years old. Djimm tends to favor Lightbringers in his dealings (not being a totally neutral person) and is currently waging stiff competition against Rhegus Whitehair, the proprietor of the Red Bear Lodge. The Stuck Pig is also the local base of operations for Joh Mith and his caravan. Djimm acts as his father's agent and is the local buyer of goods when his parents are away. Djimm will attempt to better any deal offered by Rhegus (within reason though).

DJIMM MITH . . . . . (male Issaries initiate)

STR 13 CON 14 SIZ 13			Right Leg	(01-04)	2/5
INT 15 POW 15 DEX 17			Left Leg	(05-08)	2/5
CHA 16			Abdomen	(09-11)	2/5
			Chest	(12)	2/6
Move 8			Right Arm	(13-15)	1/4
Hit Points 15			Left Arm	(16-18)	1/4
Defense 25%			Head	(19-20)	1/5
Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Staff	3	75%	1D8+1D4	70%	15
Broadsword	5	90%	1D8+1+1D4	90%	20
Comp bow	1	80%	1D8+1		
Medium shield				70%	12

SPELLS – Healing 6; Protection 4; Disruption; Multimissile 3; Befuddle.

SKILLS – Tracking 65%; Spot Hidden Item 70%; Listen 65%; Camouflage 70%; Riding 70%; Bargaining 80%; Evaluate Treasure 55%; Evaluate Trade Goods 50%; Oratory 45%.

MAGIC – 3 point spell strengthening crystal.

TREASURE – Has 60 L in a strong box with Special Lock Rune spell placed on it; his ransom is 3000 L from his parents.

LANGUAGES – Speak and Write Trade Talk 85%; Speak Mostali 50%; Speak and Write Lunar 55%.

RHEGUS WHITEHAIR

Rhegus is the proprietor of the Red Bear Lodge and an initiate of the Lunar merchant cult, Etyries. He is a large man and has a distinctive shock of pure white hair. He is young, and strangely enough, his hair was not white when he first arrived in Trilus. A rumor circulates that he has had dealings with demons. Rhegus is not popular with the locals. They are wary of his connection with the Lunar Empire and fear that the rumors about him personally may be true. All Lunar citizens who travel through Trilus are advised to stay at his inn.

RHEGUS WHITEHAIR. . . . . (male Etyries initiate)

STR 9 CON 16 SIZ 16			Right Leg	(01-04)	1/6
INT 14 POW 14 DEX 13			Left Leg	(05-08)	1/6
CHA 13			Abdomen	(09-11)	1/6
			Chest	(12)	1/7
Move 8			Right Arm	(13-15)	1/5
Hit Points 17			Left Arm	(16-18)	1/5
Defense 10%			Head	(19-20)	0/6
Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Staff	3	65%	1D8+1D4	45%	15
Scimitar	5	60%	1D8+1+1D4	55%	20
Self bow	2	45%	1D6+1		
Large shield				50%	16

SPELLS – Healing 2; Protection 3; Befuddle; Bladesharp 4; Detect Enemies; Fire Arrow; Farsee; (known by Skwauk) Countermagic 3; Dispel Magic 2; Glamour.

SKILLS – Cooking 90%; Brewing 55%; Spot Hidden Item 55%; Hide in Cover 65%; Listen 55%; Camouflage 40%; Riding 40%; Evaluate Treasure 75%; Evaluate Trade Goods 80%; Taste Analysis 45%.

MAGIC – A ring with a Glue 3 matrix on it and a healing potion of potency 4.

TREASURE – His cash box contains 45 L and 4 wheels; his cellar contains trade goods equal in value to a treasure determined by a treasure factor of 35; his ransom is 700 L from the cult of the Seven Mothers at Elkoi.

SKWAUK . . . . . (bound spirit in large raven)

INT 11 POW 14

POINTS AND PLACES

[1] THE PENS

This derisive term is given to the area outside the cyclopean walls of the citadel. The king banished the pig tenders and their stock to this place. The encampment is surrounded by a high wooden palisade. It is not designed to be defendable. The round dwellings are constructed of earth packed around a wooden framework. The square buildings are constructed of unmortered stone. A long ramp leads up to the citadel proper.

[2] THE OUTER COURT

The buildings here are recent. Several craftsmen have regular shops here, including a butcher, a lampmaker and most recently a brewmaster. At the north end of an upwards-sloping court is the famous Griffin Gates of Trilus. Over the door is a massive triangular lintel with a pair of regal griffins carved in bas-relief upon it. They stare outwards, guardians of the city, or would stare had some thief or vandal in Trilus' past refrained from stealing the golden heads from the carvings. The gate may be sealed by a pair of massive wooden valves.

[3] THE HERO SHRINE OF TRILUS

This rude structure is almost no more than a pile of rocks with a hollow inside and is the shrine dedicated to the hero-founder of the city. As the patron of the city, the Triloi believe he protects them from harm and makes their pigs fat (a situation that would embarrass the hero had he known). Inside the shrine is a carving showing a griffin and below it pictographs tell of a journey to the north and finding a single mountain. Legend whispers that an aged Trilus died upon that mountain, and that he is not buried here.

[4] THE HALL OF THE MASTER HUNTER

This is the permanent residence of the Found-Child Rune Master who has won the annual election. It is always ready for him if he desires to dwell there. Many Master Hunters do not care for the confines of the citadel and prefer to live in the wilds. When official functions call them to the fortress, it is here that they stay. The compound consists of a walled enclosure with a wooden gate, a pen for the master's dogs, and a small dwelling, rustic but comfortably equipped. There is a well in the enclosure and the small building has two floors and a cellar. The building will comfortably (by nomad Balazaring standards) sleep the master's entire retinue. Cult gatherings requiring the attendance of more than one or two people are not held here, but usually take place in a nearby nomad camp.

[5] THE RED BEAR LODGE

A freshly painted sign of a large scarlet bear rampart, swings in the breeze outside this inn, one of two in the citadel. The Red Bear is run by Rhegus Whitehair, a Lunar citizen and an initiate of the mercantile Etyries subcult of the Seven Mothers cult. His inn is patronized mainly by traveling Lunar citizens, soldiers and the overflow from the Stuck Pig (the other inn at Trilus). Most of the locals believe the rumor that he has dealings with demons. The inn itself is cleaner and better-stocked than its competition, but this is due mainly to lack of customers. The inn has a commons room on the main floor with sleeping quarters upstairs and a small cellar for food and drink. The merchant's trade goods are kept in the building southwest of the inn. There will always be two guards at the storehouse. For their statistics use those of Joh Mith's merchant guard in the Caravans chapter.

[6] THE STUCK PIG LODGING HOUSE AND TAVERN

This is one of the two such places in Trilus. It is run by Djimm Mith, the son of the Issaries merchants Joh Mith and Zix Porub. Djimm uses the large building and the several smaller ones around it. The large building has two floors and a cellar. To members of Lightbringer cults, food and lodging is at normal *RQ* prices. To all others, it is twice the price. If a group contains a Lightbringer member, the price might apply to his entire company. Lunars are always charged the double fee. There is only a 65% chance that any alcohol will be present in the premises. Except for Elkoi beer (see the description of the stuff in the [5] King Inn lodging house section at Elkoi), most liquor is swilled as fast as it arrives. Djimm recently imported a brewmaster from Esrolia to supplement his supply, using local wild grain. Alcoholic beverages are always twice the normal price.

The main floor of the large building is the tavern and common room for meals and occasional entertainment. The upper floor is sleeping chambers. The cellar contains foodstuffs, wine and beer, and part of Joh Mith's warehouse. Its contents vary, but assume a treasure factor of 100. Using *RQ* Treasure Tables, determine the monetary value of the merchant's holdings. He will have trade goods to equal the value of the resulting treasure. For a suggested sampling of goods, see the Trade Goods & Price Lists section in the Caravans chapter.

There will always be at least one guard here, taken from Joh Mith's merchant guard in the Caravans chapter.

[7] LIGHTBRINGERS HALL

This is the semi-permanent home of almost all the members of the Lightbringer cults operating in the area. Here you will find the healer, Dushi Sone, and the mysterious scholar, Bluebird. In the moments that they are not chasing adventure, the Orlanthi will be found in these halls or at the Stuck Pig, relieving themselves of burdening silvers. Upon occasion, even Joh Mith and his party stay here. The building is a marvel by local standards. It stands three stories high and was specially built by King Yalaring to keep the foreigners in Trilus. He imported a foreign architect to construct it. The building will comfortably house up to 30 persons. There will always be at least a dozen or so people in the complex at any time, including Dushi Sone and several local women she is teaching. Portions of the building double as a hospital.

LIGHTBRINGERS HALL TABLE

D100	*Members Present*
01-05	No Lightbringers, citadel warriors only
06-30	Dushi Sone
31-40	One from the Lightbringers Table
41-50	Dushi Sone and one from the Lightbringers Table
51-85	Roll twice, ignoring rolls of 51+
86-95	Roll thrice, ignoring rolls of 51+
96-00	Everybody is home

LIGHTBRINGERS TABLE

D6	*Lightbringer*
1	Bluebird, Priest of Lhankor Mhy
2	Pay Surney, Priest of Orlanth Adventurous
3	Torath Manover, Rune Lord of Orlanth Adventurous
4	Zix Porub, Rune Lord of Issaries
5	Joh Mith, Priest of Issaries
6	Dushi Sone, Priestess of Chalana Arroy

Player characters who are members of one of the Lightbringer pantheon may stay here for the regular *RQ* room and board rate. Any character may stay in the hospital and heal twice as fast as normal. However, rates are as follows: first week – 500 L (or payment in kind); every week thereafter – 150 L. This cost represents the cost of rare herbs that are used to speed healing and the room and board incurred. Curing of disease, Resurrection, care for a riding mount, etc., are all additional charges. No training may be done while in the hospital.

If neither the merchant party nor the Orlanthi are in the hall, there will be a contingent of citadel guard on duty (see the Citadel Warriors section in the Encounters chapter.

[8] YALARING'S STABLES

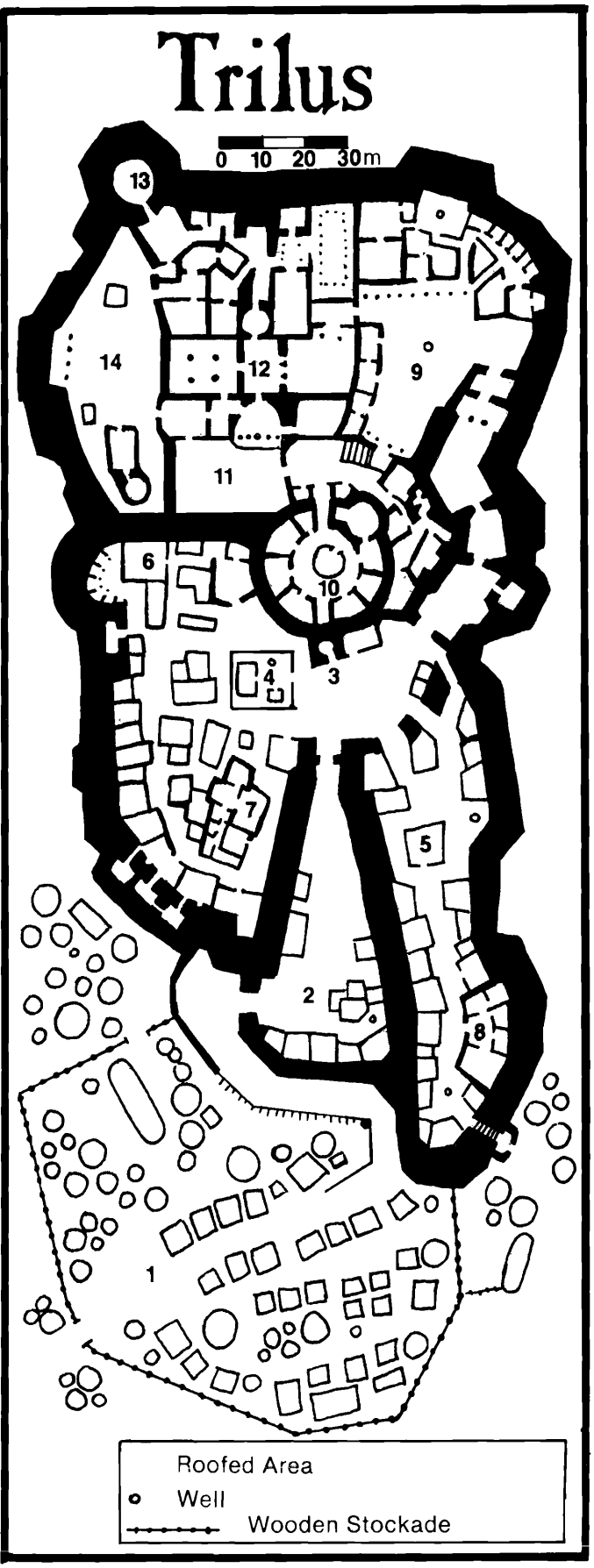
This is where the king of Trilus keeps his riding and war mounts. There will usually be 1D20 riding horses and 1D20 cavalry horses in here at any given time. There will always be a patrol of citadel warriors standing watch here (see the Citadel Warriors section in the Encounters chapter).

[9] WARRIORS PLAZA

So named because it is adjacent to the barracks of the citadel warriors.

[10] THE STOREHOUSES OF TRILUS

The store rooms of this complex contain the treasures of the kingdom, including many furs, tusks, horns, some gold and silver, and possibly some gems and jewelry. Assume a treasure factor of 300 for the total storehouse. One hundred of that will be in the form of standard treasure, the rest will be trade goods. One of the rooms contain dried meat and another has imported wine (at least 1 kiloliter) and a third a kiloliter of Elkoi beer and local wild grain. At the referee's discretion, other items may be placed in this storage area. There will always be at least one (normally two) contingent of the citadel warriors on guard here at any given time (see the Citadel Warriors section in the Encounters chapter).



[11] THE KING'S COURT

This area is a combination outdoor audience hall and sport arena for combat (both mock and otherwise). It is grassy and flat.

[12] THE PALACE OF TRILUS

The structure housing the number is the megaron or throne room complex. It is one of the consistent designs of Balazaring architecture. The room with the four pillars is the throne room proper.

[13] THE NORTH TOWER

This fortification is self-sufficient. It may be sealed off from the rest of the palace. It contains sufficient food to feed a score of men for a month. As an escape route (if necessary), Yalaring has a single hawk roosted in the top of the tower. The bird was a gift from King Skilfil of Dykene at Yalaring's coronation. The hawk is well-treated, but is an older bird and any great exertion will be its last. Its normal flying range is a third of that of a younger bird. It can be pushed beyond this, but it weakens the bird permanently. Each day of pushed flight will subtract 2 points from its CON. At the end of each day, a CON x 5% roll must be made or the creature dies. Additionally, each three consecutive days of normal flight weakens the bird's CON by 1. A CON x 1% roll must be made at least once every three days. For the bird's statistics, use those of the giant hawk number seven from the Hawks section in the Encounters chapter.

[14] THE NECROPOLIS

This park-like area of the palace grounds is where the kings of Trilus and their relatives are buried (or whatever, depending on the cult worshipped by the king). The structure near the south end of the enclosure houses the remains of the Gadaringer dynasty kings, including the last one who died at Yalaring's hands (a just end for a corrupt man). The crypt will have a treasure factor of 50.

CITADEL OF ELKOI

HISTORY

Through history, Elkoi has been famous in Balazar for three things: for the construction of the citadel by giants forced to serve the city-founder, Elkoi, for the occupation of the citadel in 1526 by Lunar/Tarshite forces, and since then, for the infamous Elkoi beer, brewed using imported Pelorian technology. Grain-based alcoholic beverages are a novelty in the region (until the last half century, there has been no organized agriculture in Balazar). The locals drink it up. Most foreigners equate it with a systemic poison of potency 3.

In the days following the Dragonkill war, when the sons of Balazar quarreled and separated, never to be one tribe again, Elkoi, the youngest of the three sons was denied an inheritance. His older brothers Trilus and Dykene took the two citadels built by their father. Not wishing to go further east or north, Elkoi went west, to the Dog Hills. He and his people began the construction of his citadel. However, the son had never learned the skills of the father and his people were more interested in hunting than in building. Elkoi disappeared for a time, seeking aid throughout the surrounding kingdoms. Legends do not tell where he discovered it, but the hero returned with three large giants from the far eastern mountains, kept docile by a magic ring. Elkoi commanded the trio of behemoths to build his citadel for him. Upon completion, he ordered them to forget what they had done and go home (they later remembered and mistakenly sacked Dykene in revenge).

Except for an early battle with Trilus in which the Triloi captured Elkoi for a year, Elkoi was relatively peaceful until a retalitory invasion by the Lunar Empire in 1526. The ruling dynasty was wiped out (occasionally some hunter claims the royal bloodline) and was replaced by a family acceptable to the conquerors. Since then the citadel has housed a Lunar garrison and at least one foreign Priest. The Lunars tolerate the worship of the local gods, but have been introducing their own religion.

Currently under construction in the Lunar Pavilion outside the citadel proper is a glistening temple devoted to the pantheon of the Seven Mothers cult. Because the invasion force destroyed most of the original structures in Elkoi's lower bailey, the buildings there now have all been constructed since the coming of the conquerors, with one or two exceptions.

Along with their religions, the conquerors brought agriculture, brewing, metallurgy, various crafts, and bureaucracy, along with a selection of transplanted Lunar citizens. Most of these people are either farmers or craftsmen imported to produce food and create the new Lunar Pavilion with its fortress walls and graceful temple.

Due to continued contact with the Lunars, Elkoi is evolving from its neolithic culture to a more civilized society. It has lost primitive innocence in the process. While still a far cry from the jaded cities of the empire, Elkoi still has much to offer, especially to the Balazarings, who still have yet to independently invent or adopt use of the wheel.

In spite of this contact, the local Balazaring peoples have yet to take full advantage of the benefits. Old traditions die hard. Only now, after almost a century of occupation, are local townsmen learning such crafts as blacksmithing, agriculture, and brewing.

The Lunars are uneasy about the presence of the Lightbringer Rune Masters who have been slipping into the region of late, pioneered by the merchant Priest Joh Mith. Wherever possible, they will station a Lunar agent to keep an eye on things. Currently, the conquerors maintain peace between the Balazaring citadels, contemplating the possible conquest of Trilus and Dykene. Common rumors condemn Lunar ambitions. The Lunars are interested in developing a trade route through Balazar to Prax, and are looking into a rumor of a pass in the Eleven Big Giants Mountains.

POPULATION

A rough estimate of the population of Elkoi is about 1750 total people, of which 583 are adult men plus equal numbers of women and children. This can further be broken down into 290 hearths. A breakdown of male occupants includes: 30 warriors (chieftain and his retainers); 50 hunters; 17 Priests at the central temple (including Lunars); 80 slaves, assistants, and artisans; 50 pig tenders; 256 farmers (the bulk of these people are situated in two small villages downriver – north from the citadel); 50 foreigners (an average at any given time); 200 soldiers at the Lunar garrison. About 10% of both the Elkoi citadel warriors and 20% of the Lunar occupation force will be women.

ENCOUNTERS

While straying about the streets of Elkoi, there is always a chance for a random encounter with some other person. This is checked for every hour while in Elkoi. These encounters will

take place only in public places such as the streets, inns and taverns, the courtyards of the palace, the Lunar Pavilion, and possibly in the megaron (throne room) of the palace itself. There is a 75% chance of an encounter occuring. Roll on the Elkoi Encounter Table. Use the standard *RQ* Response Tables.

ELKOI ENCOUNTER TABLE

D20	*Encounter*
01	Pig tender and pigs
02	Artisan
03-04	Farmer
05	Farmers with produce
06	Citadel warriors
07	King Glyptus and citadel warriors
08-09	Lunar patrol
10	Euryptus the Bold and Lunar patrol
11	Balazaring hunter group
12	A personality
13	Halcyon Var Enkorth
14	Cyriel Endlekar
15	Issaries merchants
16	Marusa, Priestess of Jalakeel the Witch
17	Taklong Woodheart, Priest of Balazar/Yelmalio
18	A messenger
20	A pack of local children

PERSONS OF PROMINENCE

KING GLYPTUS THE GOOD

A Lunar puppet, his dynasty was put in power by the conquerors. He is a weak, timid man who is king only because the empire supports him. In either of the other two tribes he would be an ex-king. Although the more complacent farmers and pig tenders consider him to be a good king, the hunters of the tribe mock both him and his authority. His stats can be found in the Leaders chapter.

QUEEN JOCESTIS

Glyptus' wife, at 35 years old, she is a domineering woman who controls Glyptus' life for him. She is a younger sister from a lesser family from within the Lunar Empire. She never leaves the confines of the palace unless she is carried in her ornate sedan. She is an initiate into the mysteries of Jalakeel the Witch, the Seven Mothers subcult. Jocestis works closely with the Priestess Marusa and is often party to her plots. It was she who arranged the agreement with the ogre Priest of the Cacodemon, Gondo Holst. She has given Glyptus two sons and a daughter. The queen is highly suspicious of foreigners and will attempt never to allow Glyptus to be alone with non-locals.

SYLVEIUS

He is Glyptus' 22-year-old heir. Sylveius is soft and thin, wearing his hair long like a woman's. Local rumor has it that he has skills of Disguise 75%, Hairdressing 55%, and magical dagger (1D8+2 damage, SR 8) with blade venom of potency 18 at 90%.

HECIS (known locally as "The Poisoner")

She is Glyptus' second child. At age 21, she has been widowed three times, all under mysterious circumstances. She is attractive in a painted sort of way, but is not a real beauty. She will attempt to arrange an evening with any foreign adventurers she has the opportunity to meet. After making love, she will introduce a systemic poison of potency 2D6+6 into her lover's drink. Often, her evening entertainment will never see the morning. Should she be crossed or caught in the act, she will just scream, which should bring half the household guard armed and on the run. Glyptus, Jocestis, Sylveius, and Hecis have been corrupted by serving a more advanced and sometimes decadent civilization.

ERAPHION

He is or was the youngest son of King Glyptus. Before he even reached adulthood, he ran away from home, disappearing forever. As such, he is somewhat of a local hero. Peasant tales hold that Eraphion will return with a large army and liberate the citadel from Lunar control. What actually occured was that the boy ran away from home, went south and eventually joined up with a wandering band of players. In seven years he traveled far and saw much. He has returned to Elkoi incognito as the mysterious wandering minstrel, Errap Barbacon (see the Special Encounters section in this chapter).

EURYTUS THE BOLD

This older, but still dynamic man is the commander of the local Lunar garrison. He is extremely short, and rumored to be incredibly strong. Rumors persist that he may be an ogre. Eurytus knows the ins and outs of Elkoi and is somewhat informed on Trilus. He is often a good source of information. His stats can be found in the Leaders chapter.

HALCYON VAR ENKORTH

A very self-important man, Halcyon is Aide to the Lunar Minister of Provincial Security. He is not a trustworthy person. The Priestess Marusa reports directly to him. If he is in the citadel, he is checking up on the latest plot. He is supposed to administer the area and advise provincial governors and garrison commanders. It is in keeping with his nature to exceed his authority and take covert actions. His stats are in the Leaders chapter.

CYRIEL ENDELKAR

A private citizen of the Lunar Empire and an Etyries Priest, Cyriel runs a large mercantile business in Elkoi. He is a friend to the King Glyptus and known for privately financing expeditions (although he would never go on one himself). See the Leaders chapter for his stats.

TAKLONG WOODHEART

He is the High Priest of Yelmalio for all Balazar. A very serious and quiet sort of man, he favors his own company. He has placed himself beyond petty inter-tribe rivalries. His stats are in the Leaders chapter.

MARUSA THE SHREW

The young Priestess of Jalakeel the Witch, she is Halcyon Var Enkorth's overseer in the Balazar district. She too favors his attitude towards covert actions. She often sponsors illicit missions against other Balazaring royalty. She is tolerant of non-Lunars and prefers to use foreigners for her missions. Her stats are in the Leaders chapter.

ELECORA KINDTONGUE

She is a very old woman, the first Lunar holy person to

take up residence in Elkoi. She is a High Priestess of the Seven Mothers. An extreme contrast to Marusa, she is well-loved by the residents of Elkoi. She gets around only with difficulty and spends most of her time supervising the final touches being placed on the temple in the Lunar Pavilion. See the Leaders chapter for her stats.

MORARING BROOM

Moraring is the innkeeper of Kings Inn. He is in his prime and rugged, but has a paunch. He is a Balazaring, the son of a pig tender, and a long-time native of Elkoi. He inherited the inn from his employer Orus Longnose when old Orus got a little too drunk one night and fell down the Pig Gate, breaking his neck in the process. Moraring is a lay member of the Yelmalio cult, but is strongly considering the Etyries merchant cult of the Red Moon religion. Moraring is a flashy dresser and wears most of his fortune on his back, buying expensive fabrics from Cyriel Endlekar when he can afford them.

MORARING BROOM.....(male Elkoi peasant)

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

Move 8
Hit Points 11

Right Leg	(01-04)	1/4
Left Leg	(05-08)	1/4
Abdomen	(09-11)	1/4
Chest	(12)	1/5
Right Arm	(13-15)	1/3
Left Arm	(16-18)	1/3
Head	(19-20)	0/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Self bow	3	35%	1D6+1		
Short sword	7	25%	1D6+1+1D4	30%	20
Grapple	8	50%	Special		

SPELLS – Healing 2; Coordination; Light; Repair.
SKILLS – Cooking 45%; Riding 40%; Bargaining 25%; Raise Pigs 45%; Butcher 35%; Carpentry 30%.
TREASURE – 16 clacks and 87 L in a strong box kept beneath the counter.
LANGUAGES – Speak Balazaring 60%; Speak and Write Lunar 45%.

POINTS AND PLACES

[1] THE SOUTHERN APPROACH AND GIANTS GATE

This is the original main approach to the city. The approach leads to the main gate of the citadel, known as the Giants Gate. The gate consists of a single, massive block of stone, 10 meters wide and 5 meters thick. The gate is hollowed out of the center. The gate may be sealed with a pair of massive wooden doors. This door has never been breached in the entire history of Elkoi. Carved over the entrance is a large Truth Rune and the phrase "Truth above all."

[2] ELKOI'S OAK

The city founder is said to have planted this tree upon the citadel's completion. Whether or not this is true, the massive black oak is incredibly ancient. It shows no sign of disease and all its limbs are healthy. The acorns from this tree are collected by the pig tenders to feed their stock. The peasants claim that pigs so fed are fatter and more fertile. There is something supernatural about the tree. Anyone standing under the tree's branches during the day is affected by a spell similar to that of the Pavis cult's City Harmony Rune magic. The spell keeps anyone affected from becoming excited. The intensity of it will vary, as if the spell were stacked with 1 to 4 points of POW. The POW of the caster will always be 18. All targets must be overcome with one die roll.

[3] THE HERO SHRINE OF ELKOI

This pyramidal structure is the chapel dedicated to the city's founder. It was created several hundred years after the founder died of old age (Elkoi was one of history's few heroes who died in bed). Its interior is lit by magical light, renewed in a ceremony each week by the High Priest of the Yelmalio temple. The inside walls of the shrine are decorated with paintings depicting the heroic acts of Elkoi, including the building of the citadel by giants. The murals are of old design, but have recently been repainted. Carefully painted on the hand of Elkoi is the image of a gold ring set with several gems.

[4] MEETING HALL

Until recently, this structure served as the local temple to the Seven Mothers. It consists of a single large room with benches lining the walls. There are several doors in it leading to buildings next door. Lately, it has stood empty, but more often it is used as a stable for horses.

[5] KINGS INN

Elkoi's major lodging house and tavern, it is run by Moraring Broom, a local peasant who made good on an inheritance from his employer. Room and board rates are as listed in the *RQ* rules. However, alcoholic beverages other than the locally brewed beer are at twice the normal cost. The staple of the house is bread and pork, fried, boiled, or roasted. The building has three floors and a basement. The top floor is a dormitory-like arrangement and is usually half-full with Lunar guardsmen temporarily bunked here. The second floor has shared and private rooms. There is one superior room that is available for 10 L a night. It has a bath tub and a giant bed. This room is usually occupied by Halcyon Var Enkorth. He has it on permanent reservation (half the 10 L is a bribe for Moraring). The basement of the structure contains the stores and provisions.

ELKOI BEER

Although it is rather weak, Elkoi beer has a strange kick to it. Persons drinking it for the first time must make a resistance roll as if against a poison of potency 6. Failure to make the roll means instant nausea and a loss of 1D8 STR for 1D4 hours. Thereafter it is harmless, however, very few foreigners touch the stuff again.

[6] PIG TOWN

This section of Elkoi was razed during an invasion. The ruins are gone, but they have been replaced with the earth and timber mounds that the pig tenders call home. These traditional Balazaring dwellings are slowly being forced out as the larger, rectangularly styled buildings encroach. Eventually, all the hogans will be outside the citadel, if they exist at all.

[7] PIG GATE

This is a narrow stairway carved into the stone of the cyclopean walls. It is normally used by the peasant pig tenders and thus is its name derived. The Pig Gate will always have a Lunar guard at it, since the position is too demeaning for the citadel warriors.

[8] THE NORTH OR RED MOON GATE

This gate is of recent construction (or excavation, as the case may be). It leads to the Lunar Pavilion and eventually to Elkoi-outside-the-walls. There will always be two Lunar guards here. This gate can be sealed with a pair of heavy wooden doors at each end.

[9] HOME OF THE SEVEN MOTHERS PRIESTESSES

Both of the women mentioned in the Persons of Prominence section as being holy people of the Lunar religion will dwell here. Each has her own separate quarters. The building is ornate on the inside and out, constructed and decorated in a style more appropriate to the cities in the empire. There is a cabinet in Elecora's chambers that contain ten healing potions of varying potencies, ranging from 1 to 10. The building has two floors. One room will be a chapel to the Seven-Natured cult.

[10] THE LUNAR PAVILION AND TEMPLE TO THE SEVEN MOTHERS

A ramp and stair leads down from the north gate to this symbol of Lunar occupancy. Surrounded by a paved plaza, the pristine whiteness of the temple's marble columns and pediment stands in mute contrast to the dark and heavy walls of the hostage citadel. The stones for the temple were cut deep in the empire and shipped over the years to this lonely outpost, to be put in place by several generations of imported craftsmen. The project is in its final stages now. The interior of the shrine consists of seven chapels, each devoted to one of the subcults. The largest cubicle is reserved for the Red Goddess herself. Each chapel contains a small, stone statue of the deity hallowed therein. The temple is removed from the outside world by a wooden stockade, erected as a temporary protection about 50 years past. It is slowly being replaced by the sturdier mortared-stone wall that surrounds part of the Lunar garrison.

[11] LUNAR GARRISON

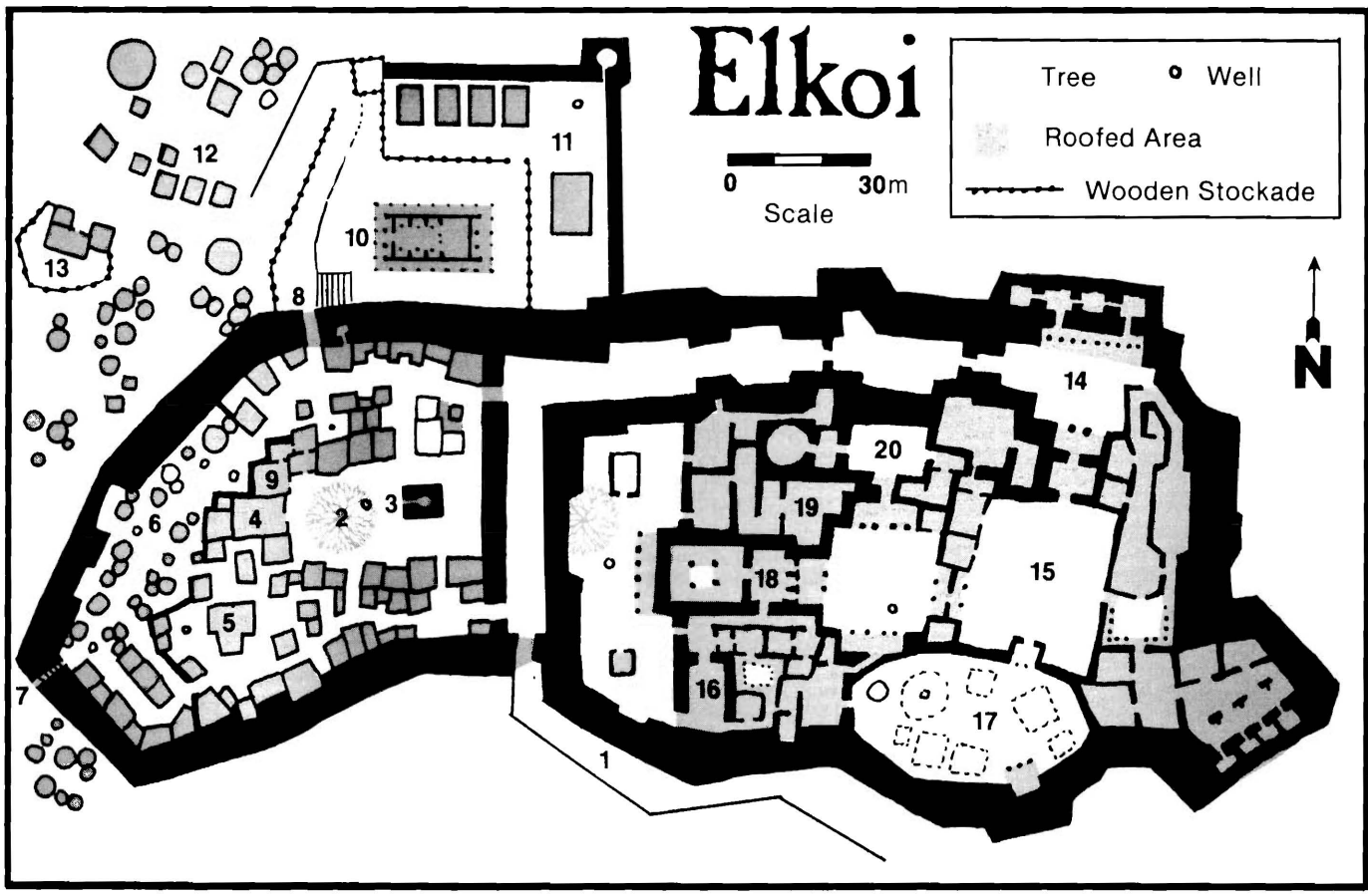
This fortress-outside-a-fortress is home to approximately 200 Lunar troops. This normally means that at any given time, there are 150 to 170 able-bodied soldiers available. The four smaller buildings along the north wall are the garrison bunkhouses. Each sleeps about 40 men. The rest are stationed at other points throughout the city, including the Kings Inn. The larger, single building is the camp mess hall and the offices/living quarters for the garrison commander, Eurytus the Bold, a career soldier from the Doblian Sultanate who is on what will probably be his last assignment. The garrison is surrounded by a combination of stone and wooden walls. The fortress has two watch towers and a well.

[12] ELKOI-OUTSIDE-THE-WALLS

There isn't enough room in the citadel proper to house the ever-expanding population. Abandoning the protection offered by the ponderous walls, many citizens have chosen to build their homes outside. The settlement consists of many of the pig tenders' earthen hogans, along with more recent buildings of Lunar design. Included in this collection are the shop/homes of several craftsmen, a brewery, a granary, and another inn known as the White Eubuck. The lodging house has prices similar to those of the Kings Inn. Its primary customers are pig tenders and farmers.

[13] THE TRADER'S WAREHOUSE

This compound is owned, operated and occupied by Cyriel Endelkar, Etyries initiate and canny merchant. He has a virtual monopoly on trade in the town and takes a little out of the till of every shop inside and outside the citadel. His shop is well-stocked and lavishly furnished. The building itself is four stories tall and sturdily constructed. Cyriel carries every item listed in the *RQ* price list. However, anything that is not manufactured locally, such bronze weapons, armor, or tools will be 1D4+1 times the listed cost of the item. He also sell horses, mules, and once in a great while a Praxian riding beast of some sort. In his warehouse are trade goods equal in value to a treasure rolled up using a treasure factor of 120. Additionally, he will have a treasure hoard of 1054 clacks, 686 L, 27 wheels, and a jeweled brass breastplate worth 503 L. There will always be a trio of watchmen on guard. For their statistics, use those of Joh Mith's merchant guard in the Caravans chapter. In ad-



dition to these guards, the district is patrolled by Cyriel Endelkar's gargoyle dog.

[14] THE COURT OF BATTLES

This is one of the several courts that form the ceremonial approach to the palace and the throne room of the king.

[15] THE OUTER COURT

The second of the approach courts. This area is also used for the training of citadel warriors.

[16] THE WARRIOR BARRACKS

This area houses many of the 80 warriors who serve King Glyptus.

[17] THE NECROPOLIS

This is the burial ground of dead Elkoini kings and their families. The tombs are all underground and have not been looted, due to their proximity to the palace. The tomb with the small square in the center is reputed to be the burial place of the legendary Elkoi. This is truth. Rumor has it that he was buried with the magical ring that gave him control over the giants.

[18] THE PALACE OF ELKOI

The structure housing the number is the megaron or throne room complex. It is one of the consistent design features of each of the three citadels. The room containing the four pillars is the throne room/audience hall. The rest of the palace rooms are overdone with lavish furnishings. Most of the decorating was supervised by Queen Jocestis and her oldest son Slyveius. Each of the members of the royal family has a private room that reflects his or her jaded tastes.

[19] THE TREASURY OF ELKOI

This is the king's storage room. It contains mostly trade goods and household valuables that are not currently in use. The total value of all such items in the storage rooms is 5000 L. The king also has an actual treasure which he keeps in the farthest room. It consists of 8950 clacks, 302 L, 243 wheels, a crown shaped like a golden hawk's head worth 300 L, and a gaudy bracelet cast off by Sylveius worth 48 L. In addition there is a scroll in a bone case that will teach the reader +20% ability in 1H warhammer. It is written in Dark Tongue. The treasure is guarded by a contingent of citadel warriors (use those in Citadel Warriors section in the Encounters chapter).

[20] THE TEMPLE OF YELMALIO AT ELKOI

This area includes a court, a rude bee-hive shaped domed temple (no gold encased ceiling here), a pair of side chapels to Balazar and Found-Child the Hunter, and living quarters for the High Priest, Taklong Woodheart.

CITADEL OF DYKENE

HISTORY

Popular legends hold that Balazar had three sons who founded the three tribes. According to the Dykeneans, popular legend is wrong. Balazar had two sons and a daughter, Dykene. Raised by her hunter-nymph mother, Dykene was just as aggressive as her older and younger brothers, if not more so. After the quarrel that separated the tribes forever, Trilus took as his inheritance the citadel which now bears his name, a fortress safely away from border of the Edler Wilds; leaving the eastmost citadel for his younger brother Elkoi. Dykene, left out of the male-dominated inheritance rights, took the eastern citadel by force before Elkoi could react, and refused to relinquish her control. A secretly relieved Elkoi then went west, eventually discovering a way to force several giants to construct a third citadel for him near the Morande River.

Then Elkoi made up a song, and not long after clever minstrels in Elkoi and Trilus contrived to reduce the embarassment of their heroic founders by changing popular legend. According to the new song's version, Balazar had three sons, not two and a daughter. Additionally the choosing of the citadels was supposedly by lot. The tricky balladeers could not change the gender of the new brother's name. The Dykeneans have taken this in stride and it is still a great joke to tell that Trilus and Elkoi no longer have a sister, but a female brother and then extend on the idea to make some vulgar comments about the sexual virility/preference of the other two Balazar-sons.

The descendants of Dykene weathered attacks by neighboring Trilus tribesmen, internal struggles, and a troll seige or two without suffering major harm to either the fortress or its inhabitants. However, around 1250 a trio of giants, seeking revenge for their former slavery when they had been forced to build Elkoi's citadel, discovered Dykene and confused it with Elkoi (giants can be a little slow at times). The giants destroyed the fortress, turning it to rubble not worth living in.

Not until the dynasty established by King Skilfil's great-grandfather was any attempt made to rebuild, for the Balazarings lacked the technology to construct massive fortifications. Through arrangements with the dwarves of the Rockwood Mountains, the fortress of Dykene was rebuilt in its present state. Still missing, however, is the great lower bailey that was once the pride of the citadel.

In spite of their small citadel, the Dykenens possess items that their brethren in the other tribes do not – numerous bronze weapons and armor. In his early wanderings Skilfil Hearthpiercer had made friends with a young dwarf named Rokheart Veinseeker. This friendship later smoothed the expansion of a Dykenean relationship with the dwarves of Greatway. Each season, one or more groups of Dykenean hunters are taken to the dwarf region of the Rockwood Mountains, where they hunt the various game that the dwarves cherish but do not pursue due to lack of skill and racial agorophobia. In return, each hunter receives one or two bronze items of his choice. "One item" is usually a spear head, five arrowheads, a dagger, a short sword, or some minor piece of armor. The dwarves never reveal the secret of making and forging the weapons, being reluctant to give up their technological secrets.

This agreement is one of the reasons that the dwarves may be in the citadel: Rockheart has come north to collect another group of hunters.

POPULATION

A rough estimate of the population of Dykene is about 830 total people. 550 are adults, of which one half are men. This is 138 hearths in and about the citadel. This includes: 30 warriors (chieftain and his retainers); 100 hunters; 8 Priests at the central temple; 32 slaves, assistants, and artisans; 100 pig tenders (low grade fighters); 5 foreigners (average at any given time). About 20% (6) of the Dykenean citadel warriors are women.

ENCOUNTERS

While wandering about fair Dykene, there is always a chance of a random encounter with some other person. This is checked once every hour while in Dykene. These encounters will take place only in public places like the city streets, the lodging house/bar, the courtyards of the palace, and possibly in the megaron (throne room) of the palace itself. There is a 75% chance of an encounter of some kind occuring. Roll on the Dykene Encounter Table. Use the standard *RQ* Response Tables.

DYKENE ENCOUNTER TABLE

D20	*Encounter*
01-05	Pig tenders and pigs
06-07	Citadel warriors
08	King Skilfil and citadel warriors
09	Sylvanthi Brighteyes, Priest of Balazar
10	Rokheart Veinseeker and three bodyguards
11	Baboon family group
12	The Orlanthi
13	The merchants
14-15	A personality
16	Gondo Holst and his caravan or Karazar with Praxenia, Calamene, and Chana Greeneyes
17	Starnia and three bodyguards
18	A non-local Balazaring hunter group
19	A messenger
20	A pack of local children

PERSONS OF PROMINENCE

KING SKILFIL HEARTHPIERCER

The king is an older, heroic man. He dwells in the palace. His stats are in the Leaders chapter.

PRAXENIA

She is the newest and youngest of the king's three concubines. She is extremely charismatic and beautiful, using her charm as weapon and shield. Born in the Lunar Empire, Praxenia brought her ways with her to Dykene. Skilfil is enamored of her and often listens to and takes her advice, not knowing that she does not have the interests of the Balazaring people at heart. In fact she is an enemy in their midst, an agent of the Lunar Empire, acting under the directions of Marusa, the Priestess of Jalakeel the Witch at Elkoi. She is an initiate of the cult and has learned the one-use Rune magic, Summon Small Lune. She has been directed to use this magic against Skilfil and or any of his successors. If Skilfil's young son Karazar is kidnapped by the ogre Gondo Holst and crew, she will be the inside person responsible. Should Skilfil die for any reason, she will attempt to place blame on any foreigners currently in Dykene, then quietly slip out of the citadel.

SMALL LUNE . . . . . .
STR 10 SIZ 3x3x3 meters INT 5 POW 22
Hit Points 10

(See *Cults of Prax*, cult of the Seven Mothers, for more information.)

CALAMENE

She was Skilfil's first concubine, and has stayed on because she has accepted the duties of surrogate mother to the king's heir. Although no longer a young girl, she is still extremely attractive (just older). She has been ignored by her lord for the last ten years. She has taken up other interests, including the Balazar Priest, Sylvanthi Brighteyes; and occasionally Bodoni Boldface, commander of the citadel warriors (both men are widowers). Furthermore, she is preparing to become a Priestess of the Hearth Mother cult. Calamene gets along with Chana Greeneyes, the third of Skilfil's harem; but absolutely hates Praxenia, accusing her of many crimes (her accusations may be true).

CHANA GREENEYES

While no longer Skilfil's favorite, she is still active. She is also very attractive, but not extremely bright. In tense situations she often giggles. Skilfil keeps her around just for that: many dangerous situations in the throne room have been broken up by Chana's inappropriate laughter. She also tends to fall in love (for at least a week) with the most charismatic male member of any adventuring party she encounters. Skilfil tolerates her waywardness and occasionally has a good laugh by bursting in on her while she is with her latest beau, making blustery threats to the hapless lad. King Skilfil will usually be backed up by at least four warriors who are his personal guard and in on the joke. Chana has seen this enough to play along if she feels like it.

KARAZAR

This is Skilfil's young heir. He is approximately 10 years old. He is the king's only legitimate child, born to the Skilfil's late wife who died in childbirth. Since then he has been raised by Calamene and considers her his mother. Karazar is a quiet lad and prefers to study rather than fight. The Lhankor Mhy Priest, Bluebird, has visited the citadel upon occasion and entranced the young heir with his tales and foreign habits. Karazar has learned to read several of the foreign tongues but his father does not encourage him in this endeavor. Skilfil wants Karazar to continue the hereditary line of command established by his great-great grandfather. If statistics are needed for the boy, use those of Shep in Gondo Holst's Caravan section in Points of Interest chapter. Make these changes:

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Short spear	6	35%	1D6+1	30%	15

SKILLS – Swimming is base chance only; Hide in Cover 30%; Move Quietly 25%.
LANGUAGES – Speak and Write Trade Talk 45%; Speak and Write Tarshite 25%.

OSTAKKER THREE-SCAR

Ostakker is a jovial man well past his prime, but still in excellent shape for an innkeeper. He runs the Stabbing Cat Lodging House and Tavern. He is a former Esrolian mercenary, and served under King Skilfil's father in the war against Trilus (The -Nobody-Won-War). When the battle came to an inconclusive end the mercenary company moved on. However, Ostakker had become a companion of Skilfil and they spent a great deal of time together seeking out adventure. Their last expedition,

OSTAKKER THREE-SCAR . . . . . .

STR 14 CON 15 SIZ 13			Right Leg	(01-04)	1/6
POW 15 DEX 16 INT 14			Left Leg	(05-08)	1/6
CHA 13			Abdomen	(09-11)	1/6
			Chest	(12)	1/7
Move 6			Right Arm	(13-15)	1/5
Hit Points 16			Left Arm	(16-18)	1/5
Defense 10%			Head	(19-20)	0/6
Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Javelin	1	70%	1D10+1D2		
Broadsword	5	65%	1D8+1D4	60%	20
Self bow	1	60%	1D6+1		
Medium shield				60%	12

SPELLS – Healing 6; Bladesharp 2; Protection 4; Disruption; (known by Mouser) Befuddle; Glamour; Repair; Spirit Shield 2.
SKILLS – Tracking 55%; Spot Hidden Item 80%; Listen 55%; Camouflage 65%; Spot Traps 30%; Riding 45%; Bargaining 65%; Evaluate Treasure 55%; Evaluate Trade Goods 60%.
MAGIC – 3 point spell resisting crystal and a piece of gray featureless stone that glows red when anyone (or anything) enters the inn with intent to do harm to him in any way.
TREASURE – Has 82 L and 10 wheels in an ash box in a back room; also, in his cellar, there is an amount of trade goods equal in value to a treasure with a treasure factor of 40; his ransom is 1000 L from the nearest Issaries Priest.
LANGUAGES – Speak and Write Trade Talk 85%; Speak and Write Mostali 45%; Speak Darktongue 40%; Speak and Write Lunar 55%; Speak Esrolian 75%; Write Esrolian 45%.

MOUSER. . . . . **(bound spirit in a housecat familiar)**
INT 9 POW 17 SIZ 1 DEX 17
Move 8
Hit Points 8
Defense 15%

an encounter with a sabre-toothed cat, left Ostakker with a crippling limp and three parallel scars running across his face. Ostakker once disappeared from Dykene only to reappear many years later as an Issaries initiate and guide for Joh Mith and his caravan. He set up this inn and acts as a local buyer for the Issaries Priest. He will normally pay a little over half what an item is worth.

SYLVANTHI BRIGHTEYES

He is a Priest of the Founder god, Balazar, and also of Yelmalio. He is a middle-aged, physically attractive and somewhat charismatic man. He has an air of mystery about him. His stats are in the Leaders chapter.

STARNIA STORMRENDER

Starnia is a Rune Lord of the Yelmalio cult and an initiate of the Balazar religion. She is a daughter of King Skilfil. She will always be accompanied by three cult initiates.

BODONI BOLDFACE

Bodoni commands the citadel warriors. He is intensely loyal to both his king and his Priest. Bodoni is an initiate of the Balazar cult and also of Yelmalio. He is nearing the qualifications for Rune Lord. For Bodoni's stats, use those of the citadel guard sargeant with his javelin, spear, and bow stats all raised to at least 80%. He is currently having relations of a sort with Calamene, King Skilfil's first concubine. To mention this would bring him great disgrace and earn his undying hatred.

POINTS AND PLACES

[1] BALAZAR'S GATE

This is one of the few parts remaining from the original citadel, left standing miraculously by the giants.

[2] THE RUINS

The rocks here are from the original city walls. They are rumored to contain the ghosts of Dykene's dead.

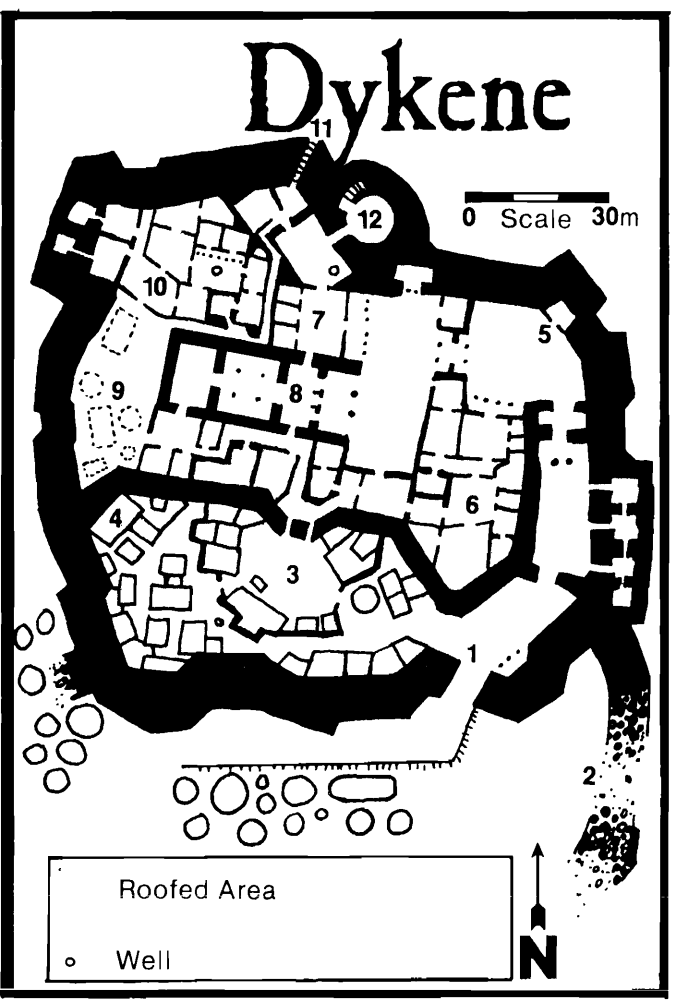
[3] KINGS PLAZA

The central meeting ground of the village within the citadel. It is surrounded by low buildings, most of them homes to one or more pig tending hearths.

[4] THE STABBING CAT LODGING HOUSE AND TAVERN

This is the only public house or inn in the citadel and is run by a former Esrolian mercenary named Ostakker Three-Scar. Traffic in these parts is rare but the proprietor seems to do all right. The lodging house has two floors and a cellar, both unusual commodities in Dykene. Both food and lodging are twice what is listed in the *RQ* rules. Food other than pork is four times as much and alcoholic beverages are also at quadruple cost, unless of course you want something imported and that is eight times the cost in *RQ* (the only thing that isn't considered imported is weak Elkoi beer which some travelers equate with systemic poison of potency 3). Ostakker sells food and drink to his friends and the locals at normal *RQ* prices, except for imported booze which is at five times the price.

The cellar is Ostakker's warehouse. It will contain goods he has for sale and which he holds for Joh Mith, the Issaries Rune Priest. Its contents vary. Assume a treasure factor of 40. Using the *RQ* tables, determine the monetary value of his holdings. He will have trade goods to equal that value (usually local stuff like skins and flint weapons).



[5] HERO-SHRINE TO DYKENE

This is a small alcove dedicated to the citadel's heroic founder Dykene. In the shrine is a crude terra-cotta (ceramic) figurine of the heroine and several smaller, obscure votive figures.

[6] WARRIOR ENCLAVE

This area is the residence of the citadel's warrior detachment. These warriors do not tend pigs and only rarely hunt.

[7] YELMALIO TEMPLE BUILDINGS

This is the public temple to Yelmalio where worship services are held on holy days.

[8] THE PALACE OF KING SKILFIL

This includes the entire area beyond the inner wall, but in this case it refers to the quarters of the king and his family and the megaron or throne room. The megaron is the series of heavily walled rooms in the center of the palace area. The room of four pillars is the audience chamber. It is lit only by light filtering in from the square hole in the roof.

[9] THE COURT OF TOMBS

This is the burial area of recent Dykenean kings. There is very little treasure worth digging up in these tombs. However, rumor has it that the tomb of Dykene is somewhere within the citadel and that it contains a treasure undreamed of (at least by the average Dykenean).

[10] TEMPLE QUARTERS

This is the dwelling place of the citadel's detachment of eight religious personnel and their attendants. Local cult leaders include Sylvanthi Brighteyes, Priest of Balazar, Yelmalio, and Hawkmaster; and Starnia Stormrender, Lightdaughter of Yelmalio. Note their private inner temple.

[11] THE ESCAPE TUNNEL

This is a secret cut into the cyclopean walls that leads out of the citadel. It is known only to Skilfil and Sylvanthi.

[12] THE TOWER OF THE HAWKS

In the northwest is a door that leads up to Skilfil's giant hawk eyrie. Up here he keeps seven giant hawks, all trained for riding and combat, along with a dozen or so small vrok-type hawks. The eyrie is large and extends over the roofs of many nearby rooms. Old Skilfil often spends his spare moments up here. For the hawk stats see the Hawks section in the Encounters chapter.

SCENARIOS——

On Duty

The citadel warriors are sworn followers of the tribal kings. The king supports them so that they can help him in proving his kingly strength. They are expected to follow his every order and to die for him if need be. Though they do this with varying intensity, it is commonplace that the bravest are also the most rewarded.

Warrior tasks are dangerous. They earn their armor. This list hints at the tasks they perform.

It is possible and likely that Balazaring hunters who have proved their worth to their king could be accepted into the guard. It is also likely that sons (and occasional daughters) of these stalwarts will enter the guard right after their initiation.

Note, too, that the kings are as likely to hire some tribesmen into his service without making them guardsmen. Both have particular skills which are (hopefully) complementary for the task at hand.

There are no set payments given for the tasks presented in this section because these warriors are sworn followers of the king. They are bound, by tradition, duty, and oath, to do whatever the king asks them to do, without question, even unto death. To do otherwise would be disgraceful and cause a warrior to be distrusted by all who know of his shame, and force him to be the brunt of many cruel jokes and taunting challenges.

In return for this loyalty, the king rewards his subjects appropriately. Generosity is always a virtue in a leader, and one expects that a generous leader will have more contented followers.

Payment by the king is usually in armor and weapons at first. He gives out training to his followers on a regular basis and may also grant further gifts of training where he wishes.

Payment after that is usually in the form of spell points. These are not taught by the king himself but by the Priests of his command; he won't give away spells they don't know.

Further payment is usually in the form of money or flashy gifts. Gold armbands are common, plus expensive armor (which isn't any better for protection, of course). A horse is a great gift.

As guidelines, though, a warrior will receive full food and board for time on duty (all the time). As further pay, he will get 10 L per week or the equivalent in trade goods, plus use of the king's horses as needed. A warrior would be wise not to abuse this last benefit. In addition there is a cumulative expected rate of the equivalent of 500 L worth of magic per season, accruable according to the desires of the recipient.

Outstanding activities by a player character will be rewarded by anywhere between 100 L and 1000 L worth of money or goods, plus a point of magic. Some incredible feat will earn more money if it is good for fame, but if a character helps the king or his family he will receive a generous bonus of magic spells, 1-4 points depending on the deed. Doing something special, like being the first to bring in some coveted news, will cause a special favor to be granted by the king to the player character.

It is normal practice for warriors to give all their plunder to their king, for the welfare of the warrior is given to the hands of the king. A generous king returns a large proportion, or all, to his followers, while a stingy one keeps much. Special items are rarely returned to the individual, except as a note of their valor or their cleverness in getting them.

Remember that there is little to spend money on in these places, save for scrubby inns or training. Status among the warriors is determined by their fame and wealth. Of course it is possible to save money, perhaps to buy a horse or to prepare for that day when one will ask his lord for a leave of absence to go exploring to other lands. . .

But for now it is enough to be one of the chosen few to serve the king in his guard, and to ride upon a horse, and wear metal like it was leather, and have furry tribesmen and women turn and respectfully watch you pass.

GUARD DUTY

Citadel guard duty will be a major task for these soldiers. Each day or night of duty certainly should not be played out, but I suggest playing one or two so that everyone is familiar with the general layout of their home.

Guard duty is likely to be one of two types in the citadel. The first is as a simple sentry: the character spends the entire time at one place or in a small area and watches over a particular thing, whether it be doorway or horizon. The other is the patrol, usually with a sergeant or other officer making circuits of the sentry posts and responding to emergencies. A citadel is likely to have two patrols, one in the upper portion and a smaller one in the lower portion. Sentries will be more common in the upper, noble, portion.

To spice the duty you may wish to have the players on duty when one of the theft scenarios is attempted by non-player characters. You must read those scenarios to play them.

When defending against theft or trouble with trained and fixed forces such as these, everyone should be aware of rapid and practiced responses to emergencies. Figure out some of the movement rates around your citadel to get an idea of emergency response time. These defenses are made to be guarded easily and efficiently, and they should be. Troops can be mustered fast, especially in the upper bailey where no crowds are allowed.

MOUNTED PATROL

A mounted patrol is a specialty of these warriors. They are the only mounted natives and their horses give them a clear superiority in melee, pursuit, or flight over other Balazarings. They command and deserve a healthy respect.

A mounted patrol will usefully describe the land where the players live. Use the Encounter Table in the Encounter chapter for action, and include special features and landmarks.

Patrols have several simple responsibilities. They will check

in with friendly tribespeople to help them, get news, and get a free meal. Many friendly tribespeople will be families. The warriors should report the locales of these friends to their lord in case their aid is needed for some other reason (a muster, etc.). These tribespeople may report minor difficulties which the warriors should investigate.

Patrols may encounter strangers. They are always careful with strangers. They usually question tribespeople to assure they are not enemies. Foreigners and non-humans must be brought to the lord for questioning.

Patrols should follow enemies, or try to kill them. Enemies are always reported immediately. The kings rarely fool around with known enemies but muster appropriate forces to capture or destroy them, or at least to drive them off.

Patrols will also encounter herd beasts. Hunting is one of their regular tasks. Small groups are usually sent off to kill and butcher something for the party to eat. Thus they live by foraging if possible, but they also carry rations for emergencies or times when speed is important. They may also be spent specifically out to hunt a lot of food. These scenarios are usually fun and useful for mounted weapons skills.

Normal size of a patrol would be a sergeant and at least ten soldiers. Some may be foraging, one might be carrying dispatches, and two might be scouts. These outriders should be kept in mind when encountering these parties.

ESCORT FOR THE KING

This scenario is useful for getting the warriors about the country and away from their home citadel for a while. This way they can get some rumors from other citadels, visit old friends and favorite hangouts, or otherwise learn what other cities provide. Using the Encounter Table in the Encounters chapter, you will provide the chances to be called away to adventures or dangerous combat. This will also familiarize everyone with their land and its features.

POACHERS!

One of the expected occurances on patrol or other duty in their citadel's lands (vague though those boundaries may be) is that a warrior party will chance upon someone or something killing game but leaving the carcasses unblessed by normal Hunter rites. This means the souls of the animals aren't being sent back to their beast ancestor for rebirth, thereby damaging future generations of the beasts.

GIANT ANT . . . . . .

STR 14 CON 13 SIZ 7
POW 10 DEX 13

Move 10
Hit Points 12

Defense 05%

Right Hind Leg	(01)	3/3
Right Mid Leg	(02)	3/3
Left Hind Leg	(03)	3/3
Left Mid Leg	(04)	3/3
Abdomen	(05-08)	3/5
Thorax	(09-12)	3/6
Right Fore Leg	(13-14)	3/3
Left Fore Leg	(15-16)	3/3
Head	(17-20)	3/5

Weapon	*SR*	*Attack*	*Damage*
Bite	8	30%	1D10
Sting	8	30%	1D6+poison of potency 4

Citadel warriors may or may not be members of the Hunter cult, but they would normally be expected to clear this up themselves or get help if they need it. Such action always ingratiates the king to his whimsical subjects; a contented king should gift his warriors accordingly.

The poachers may not be humans or even humanoid. This monster here is given to be used in this or any other surprise scenario when the players get too complacent or lazy. It is taken from *Gateway Bestiary*, by Sandy Petersen. One stat is given, and referees should copy it exactly for as many as they feel appropriate. One per normal character is tough, but two for a Rune Master is not bad.

I WANT A MAP

The king wants for brave or foolhardy warriors to volunteer to enter the dangerous Elder Wilds and to return with an accurate map. It may be necessary to provide a map-making non-player character for that task, and any appropriate follower should be used. The map-maker should be a trusted follower of the employer.

On such duty it would not be necessary to investigate anything too closely, but neither is it expected to shun too much. Nor is one expected to engage anything in a life or death struggle, for it is much more important to return alive than fight something and die.

This will allow characters to explore the more dangerous regions but not with undue danger as long as they remain mobile. There may be an ulterior motive (undisclosed by the king but dictated by the non-player character) to reach some specific place.

DRAGONEWT WORK

A band of dragonewts, under the leadership of Inoi Sessela, are interested in speaking with citadel warriors. Whenever one applies they will be treated nicely and will learn why the dragonewts are here at all. They are seeking for a human being who killed one of their number and made a suit of armor out of the skin. This is extremely dishonoring for a dragonewt and this band is bent on killing the person who performed the heinous deed.

The person will be described as red-haired, probably of Tarshite or similar origin, probably a worshipper of the Red Moon, extremely skilled with a spear, and "with a deeply troubled aura." He was hunting the Wind Sword here but the dragonewts have lost track of his presence.

The dragonewts have no reason to distrust the warriors, who are likely the only people who would recognize and report the stranger. The dragonewts have no intention of tricking their informants and expect the same in return. They are greatly respected (and feared) in this region and everyone agrees it would be unwise to try to defraud them.

They are offering 500 L for information leading to the whereabouts of their victim. They will pay 50 L in advance for information and the rest after the information proves to be true. They also offer 5000 L for the person alive. They will pay nothing for his death, which they wish to deliver.

The victim may be anyone, perhaps a known non-player character, perhaps someone who is long-gone from the region. Another interesting possibility is to have the player character inherit or steal the armor and then be noticed by the dragonewts. . .

CHAPTER IV

LEADERS

Wherever there are sentient creatures, there is usually someone in charge. The persons included here are the community leaders available as non-player characters (NPCs). These people will motivate and pay the player characters to undertake the scenarios, provide leadership and heavier magic support when necessary, or become enemies of the players. Some are temporal leaders, others spiritual, but each is a distinct personality. Included are kings, major Rune Priests and Lords of the region, leaders of troops, sellers of goods and information, and causers of unrest. The Scenarios chapter is organized so that there are blanks left in some of the spaces. Referees should fill these in with appropriate names from this chapter to suit his campaign.

EXAMPLE

On the first adventure, a party of new player characters volunteer to help hunt down the cave bear. Though the fight is tough, they are successful. Their clan leader rewarded the characters with the skin and claws of the bear. Their prize is valuable to traders, and so the player characters take the opportunity to travel to the tribal citadel to barter their pelt. On the way, they encounter and befriend Torath Manover and his company. In the citadel, the local Yelmalio Priest refuses to buy the pelt because he believes the player characters are Orlanthi sympathizers and scolds them for not knowing better. Let the players decide what to do, but they have already been faced with cult favoritism and experienced the problems of choosing a leader.

Remember that it is not necessary for players to know what covert political, adventuresome, or illicit activity their employer is engaging in, but these motives will help the referee give purpose to the overall campaign. This will develop the leaders' personalities as they act or react, even in secret out-of-play referee decisions. By encouraging or insisting on certain attitudes from their employees, leaders can effect spontaneous activity generated by the apparently random encounter tables or take offense from seemingly harmless actions of the player characters.

The leaders have been organized by the location that serves as their base of operations. Except for shaman Blue Face, all the leaders are located in the tribal citadels of Dykene, Trilus, and Elkoi. Blue Face ignores tribal barriers and resides where he will. Each leader is described verbally and statistically. *RQ* NPC Record Forms may be filled out to complete the description as needed. Not all the leaders' stats are in this chapter. Some descriptions will refer you to other chapters in the book where the particular stats are found.

TRILOI

KING YALARING MONSTERSLAYER

Yalaring is king of Trilus by right of conquest. He and his followers overthrew the despotic Gadaringer dynasty that had controlled the citadel for over two hundred years. He now commands what his predecessors lacked, the love and respect of his subjects and retainers. He is a former hunter and son of a clan chief. Early in life he wanted to become a Master Hunter, but destiny led him elsewhere. The 31-year-old king has a colorful and adventurous history, including farings into the Elder Wilds and raids on Elkoi and Dykene. It was on an adventure that he earned his title "Monsterslayer" by single-handedly defeating an unclassifiable creature of chaos. He misses the adventuring life, but his duties to the citadel and his love for his family keep him at home.

Yalaring is a rustic, though king for almost ten years, and is still given to hunter prejudices. It was from such prejudice that he issued the "No Pigs" edict banning swine from the inside of the citadel. His hunter sensibilities could not stand confinement with domesticated animals. The king has strong likes and dislikes, but rarely (except in the case of the pigs) makes them apparent. He hates the Lunar Empire. It was only by great toleration that he allowed Rhegus Whitehair into Trilus. Rather than act against the Lunars, he has shown his desires by acting in favor of the Lightbringer cults, allowing them to set up a communal temple within the citadel walls, to the consternation of the Yelmalio Priests surviving Yalaring's conquest. He strongly favors members of the Hunter cult and will go out of his way to ensure the comfort of the Master Hunter. He tolerates captured Dykenean tribesmen, but resents the raiding Elkoini, usually dealing harshly with them.

Yalaring loves his wife. Any ill remarks about her will certainly lead to a personal challenge of some sort. Often, instead of combat, a hunting challenge will be sounded. The rules: no armor, equal weapons. He who brings in the beast with the greatest treasure factor wins, and may demand an apology (whether deserved or not) from the loser. Most losing foreigners are banned from Triloi tribal regions.

Should either his wife or children be harmed, Yalaring will hunt down and slay the perpetrators.

MASTER HUNTERS

This annual position is held by the Rune level hunter winning the Great Hunt. The Master Hunter leads the Found-Child the Hunter cult for the next year. The Great Hunt is usually held during Earth season of each year at the great clan gatherings. The best hunters of each clan meet at a special place and seek out their quarries. The Rune level hunter who brings in the beast with the greatest treasure factor wins the hunt and becomes the cult head for that year. We suggest you select one of the following three Rune Masters to be the current Master Hunter. This position may change each year. To determine this, each Earth season, roll 1D4. A roll of 1-2 indicates that the incumbent has retained his or her position. A 3-4 result means that one of the other two will hold the position during the next year. Additional Found-Child Rune Masters may be created by using the cult write-up and these characters as guidelines.

This position is also open to player characters who qualify. However, the mechanics of the Great Hunt are left up to the

KING YALARING MONSTERSLAYER ..... (male Hunter initiate, Brother Dog initiate, Yelmalio, Balazar)

STR 15 CON 18 SIZ 12
INT 15 POW 17 DEX 17
CHA 20

Move 8
Hit Points 19
Defense 20%

Right Leg	(01-04)	4/7
Left Leg	(05-08)	4/7
Abdomen	(09-11)	5/7
Chest	(12)	5/8
Right Arm	(13-15)	4/6
Left Arm	(16-18)	4/6
Head	(19-20)	6/7

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H spear	3	90%	1D10+1+1D4	85%	15
1H spear	4	85%	1D8+1+1D4	85%	15
Javelin	1	85%	1D10+1D2		
Battle ax	6	65%	1D8+2+1D4	75%	15
Self bow	1	85%	1D8+1		
Dagger	6	45%	1D4+2+1D4	35%	20
Medium shield				65%	16

SPELLS – Countermagic 2; Repair; Disruption; Protection 3; Healing 6; Befuddle; (known by Tug) Light; Detect Enemies; Invisibility; Silence; Multimissile 3: (known by Fareye) Detect Life; Detect Magic; Farsee; Ignite; Speedart.

RUNE MAGIC – Sureshot; Beastmaster (both one-use only).

SKILLS – Evaluate Treasure 45%; First Aid 55%; Treat Disease 35%; Treat Poison 40%; Find Healing Plants 55%; Identify Plants 25%; Identify Animals 65%; Map Making 25%; Climbing 60%; Hide Item 45%; Jumping 70%; Set Snare 85%; Dog Training 75%; Peaceful Cut 65%; Camouflage 85%; Hide in cover 75%; Move Quietly 85%; Listen 90%; Spot Hidden Item 75%; Spot Trap 55%; Taste Analysis 45%; Tracking 80%; Oratory 55%; Bargaining 45%.

MAGIC – A cloak that automatically gives the wearer a 100% Camouflage ability; a medicine bundle that contains a single Resurrection (POW 20) spell that will affect one attuned to it; a potion of Invisibility; a blade venom antidote of potency 15; a single magic arrow that will attack the victim with a POW 18 Sever Spirit if it does damage (one use only).

TREASURE – Carries 43 L and 2 wheels; ransom is 4500 L.

LANGUAGES – Speak Balazaring 65%; Speak Trade Talk 50%; Speak Canine 50%; Speak Aldryami 45%.

TUG ..... (bound spirit in fighting dog familiar)

STR 14 CON 12 SIZ 13
INT 9 POW 17 DEX 17

Move 12
Hit Points 13

Defense 20%

Right Hind Leg	(01-02)	1/3
Left Hind Leg	(03-04)	1/3
Hindquarters	(05-07)	1/5
Forequarters	(08-10)	1/5
Right Fore Leg	(11-13)	1/3
Left Fore Leg	(14-16)	1/3
Head	(17-20)	1/4

Weapon	*SR*	*Attack*	*Damage*
Knockback	7	65%	Special
Bite	7	75%	1D8+1D4

SKILLS – Climbing 15%; Jumping 75%; Swimming 65%; Listen 55%; Spot Hidden Item 45%; Tracking by Scent 75%; Hide in Cover 65%; Move Quietly 45%; Obey Command 100%.

FAREYE ..... (bound spirit in hawk familiar)

STR 4 CON 9 SIZ 4 INT 11 POW 16 DEX 16
Move 36/2
Hit Points 1/7

Weapon	*SR*	*Attack*	*Damage*
Peck	10	45%	1D4

referee, as the hunt is an adventure in itself.

The stats for the following Master Hunters may be found in the Encounters chapter of this book, in the Balazaring Hunters section.

OGOLORPH WINDSHAPER

Ogolorph is a Rune Lord-Priest. He is in his mid-20s and quite popular with the other hunters. Although he is the younger brother of King Yalaring Monsterslayer, he tends to spend most of his time away from Trilus. He hates the smell of pigs. He is unmarried. He has often boasted that he would like to hunt the plains-stalking thunder lizards. Use Hunter Rune Lord-Priest stats from the Balazaring Hunters section of the Encounter chapter. Ogolorph owns a pack of ten hunting dogs and two fighting dogs.

WILLARNIA OAKBOW

A Rune Lord, Willarnia is one of the few Balazaring tribeswomen aspiring to the predominantly male Hunter hierarchy. She is not popular with the women of her clan, who usually refuse to talk with her. Now in her late 20s, Willarnia was married, but her husband and children were captured in a raid by Elkoini warriors. She was left for dead. After that incident she took the path of the Hunter. She constantly seeks the whereabouts of her family (it has been many years since their disappearance; Willarnia has not been particularly faithful to her missing husband). As Master Hunter, she spends all her non-hunting time secluded in her Trilus lodge or at the Stuck Pig lodging house. She likes the Lightbringers and is neutral towards the Lunars. Use the Rune Lord stats from the Balazaring Hunters section of the Encounters chapter. Willarnia has a pack of seven hunting dogs and one fighting dog.

STENN THE STRONG

Stenn is a mysterious Rune Lord-Priest who only appears each Earth season to take part in the Great Hunt. Should he win, he will remain at the Trilus lodge, rarely seen by any. Should he lose, Stenn disappears for another year. By rumor he leads a mysterious clan living in the Elder Wilds. Some say he is half ogre. Use the Rune Lord-Priest stats from the Balazaring Hunters section of the Encounters chapter. Stenn has a pack of five hunting dogs and four pure black fighting dogs.

LIGHTBRINGERS

These are the representatives of the foreign cult groups collectively known as the Lightbringers. Included are Orlanth, Issaries, Chalana Arroy, and Lankhor Mhy. These people normally live in Trilus (for various reasons) with the permission of King Yalaring. The Lightbringers leaders are friends and their intercult relationships are informal. As gregarious as he is, Joh Mith is often at odds with the others over best policy for the area. Usually not all the Lightbringers will be present at once.

TORATH MANOVER

Wind Lord of Orlanth Adventurous, approaching middle age, Torath is approximately 30 years old and a former Sartarite. He entered the cult and reached the position of Rune Lord only after a long, arduous struggle, during which he failed to make himself popular with the ruling priests. For this reason he left Sartar and has since been adventuring wherever fate and rumor lead him, taking along his band of followers. He is intelligent and is good-looking in a rough way. He dresses immaculately, but not flashily. Honest and straightforward, he occasionally is haughty towards strangers.

He likes and respects King Yalaring of Trilus and gets along famously with the tribal hunters, having participated in several hunts stripped down to just a loincloth. The hunters in return have made him an adopted Balazaring and hold him great respect. The Yelmalio worshippers in the citadel begrudge his popularity with the people and often lecture those who deal favorably with him or his follower.

He is in the Balazaring region for several reasons: to seek after adventure (always a good reason); to quest after the legendary Windsword; to protect the Chalana Arroy Priestess who has made her home here; and to be near his compatriot Pay Surney, who in turn has made it her mission to protect her aunt, Dushi Sone. He feels that he has finally found a home in the Balazaring region.

Torath Manover is convinced that the Lunar Empire is an oppressive and evil empire "to the west" which if bent upon conquering the whole world and which will stop at nothing to achieve its end. He will spout this opinion anytime where it seems appropriate and is actively engaged in convincing others to join his crusade.

Other Lightbringers will agree with Torath's opinion and stoutly defend their friend, but they are not quite so hard-bitten about it.

The relation between Torath and Pay is rather complex; they are both engaged in friendly competition to find the Windsword. They are attracted to each other, but are embarrassed to deal with it, and so the relationship goes unfulfilled. He is several years her senior and is beginning to develop a bit of paunch around the waist (normally occuring during the winter and disappearing about midway through an adventure) that makes him slightly self-conscious.

Torath is particularly interested in rumors concerning the Windsword. He wants to convert new followers to his god and enjoys expanding his personal entourage with other Orlanthi.

Torath Manover's stats may be found in the Encounters chapter under Balazaring Hunters.

DUSHI SONE

Dushi is an elderly Priestess of Chalana Arroy who has seen much in her youth and now only wishes to find a place where she can live in peace and help those in need. She feels that she has found such a place in Trilus of Balazar. She was originally an ill-treated Lunar slave who escaped to the Grazelands and later committed her entire life to healing others through Chalana Arroy. Pay Surney is her neice through marriage and the two share a family devotion. After her husband, an Arroin Priest, was killed in their house by a slavering, chaotic horror that left nothing to Resurrect, she left her home near Rich Post forever, seeking solace elsewhere in the world. In Alone, where Torath was battling marauding giants, Dushi and her niece were reunited, and determined then to travel together. Thus she has come to love Trilus. She now has several disciples among the local women and hopes to see one become a Priestess before she herself goes on to join the goddess.

As mentioned before, Dushi Sone is an old woman, about 52 or 53. She is in good health, but is not really fit for adventuring. The last years of traveling with Torath and Pay aged her greatly. She is extremely patient and loves small children (don't kick annoying brats while she's around). She is a busy body and also considers herself to be a matchmaker. She is always trying to "set up" the followers of Torath and Pay with each other and with other Lightbringers who may be passing through.

While she likes almost everybody, she distrusts the Lunars, dislikes Rhegus White-Hair and thinks that Issaries Priest Joh Mith is a little too formal in his dealings with her.

Of all the Lightbringers, she alone has met the mysterious shaman Blue Face. She has a vague memory of being saved in her flight from slavery by a strange, blue-grey-colored sword-toothed cat. Local legend has it that this was Blue Face. Since coming to Trilus, she has encountered him once. He required her aid to heal several hunters who had been badly mangled by a stampede. They were brought in by four huge docile bisons led by a wiry old man with a face tatooed bright blue.

DUSHI SONE . . . . . (Chalana Arroy Rune Priestess)

STR 8 CON 9 SIZ 13	Right Leg	(01-04)	6/4
INT 14 POW 18 DEX 14	Left Leg	(05-08)	6/4
CHA 10	Abdomen	(09-11)	6/4
	Chest	(12)	6/5
Move 8	Right Arm	(13-15)	6/3
Hit Points 11	Left Arm	(16-18)	6/3
Defense 15%	Head	(19-20)	7/4

SPELLS – Healing 6; Protection 4; Sleep 4; (known by allied spirit in walking stick) Farsee; Countermagic 5; Preserve Herbs; Befuddle.

SKILLS – First Aid 90%; Treat Poison 60%; Treat Disease 75%; Oratory 75%; Riding 65%; Hide in Cover 70%, Move Quietly 65%.

RUNE MAGIC – Create Neutral Ground; Resurrection; Shield 4; Refine Medicine 2; Heal Area; Telekinesis; (known by allied spirit in walking stick) Resurrection.

MAGIC – Healing potion of potency 6; 12 point POW storage crystal.

TREASURE – Carries 50 guilders; ransom is 10,000 guilders but anyone holding a healer for ransom will have angered almost every cult in the area.

LANGUAGES – Speak and Write Trade Talk 90%.

ALLIED SPIRIT . . . . . (in walking stick)
INT 16 POW 23

Remember that the healer will not directly intervene in any battle (except to heal). She will usually only use her offensive spells (Sleep and Befuddle) if she herself is attacked and she will not allow anyone affected by the spells to be slaughtered.

Dushi will usually use the spirit's Resurrection Rune magic spell because its higher POW makes it more likely to succeed.

BLUEBIRD

The mysterious Bluebird is a Rune Lord-Priest of the Lankhor Mhy cult and hails from far-off Esrolia. Bluebird is 25 years old. He is sharp-featured and dark-haired. The ends of his hair and beard show that they were once dyed grey. He tends to favor blue clothing. He also favors a limp in his left leg (some claim that this is contrived and have seen him favoring the other leg occasionally). He is silent when around strangers and rarely talks unreservedly even in the presence of the other Lightbringers leaders. His only close friend and companion, Valka Runewolf, disappeared recently. Bluebird has been unable to learn his whereabouts.

The reason for Bluebird's presence in Balazar is a secret. While he has sought information about Griffin Mountain, none but himself and Valka know that they are fugitives. Bluebird is wanted by the Esrolians, by the cult of Lankhor Mhy, and by the Lunar Empire. His crime was to prevent the theft of important documents from the Lankhor Mhy temple at New Crystal City. During the encounter, he caused the thief to tumble off the roof of the temple, while Valka Runewolf slew his accomplice outright. The documents, clutched in the hand of the thief, floated off into the night, never to be seen again. Bluebird and Valka were immediately accused of murder, theft, and destruction of knowledge by a priest who was in on the plot. The dead thief was a Lunar official named Halcyon Var Enkorth (who was later resurrected) and his accomplice was an unnamed ogre (a fact that was never revealed).

The fiasco aborted an important trade deal with the Lunars, cast the Lankhor Mhy temple into disgrace, and found both the scroll and Bluebird missing. Through deductive work, he discovered that the missing scroll concerned the location of a particularly vile chaos holy ground in the Balazar/Elder Wilds region. Secretly he came north and was not surprised to find that Halcyon Var Enkorth, recently back from the dead, had preceded him, accompanied by another familiar name, Marusa, Priestess of Jalakeel the Witch. Aside from his questings into the locale of Griffin Mountain and other various phenomenons, Bluebird wants to determine whether or not the Lunar agents did get the scroll and what (if anything) they are going to do with it. He fears the worse for his missing friend, Valka.

Bluebird's stats may be found in the Introduction section of this book, under How to Read the Stats.

JOH MITH

Joh is an Issaries Priest and a traveling trader by profession. He is an older man, in his late 30s and rather overweight, in spite of the rigors of caravan life. He carries himself well, and always has a smile and a good word. Joh is a good fighter, but if push comes to shove, he will defer combat to his younger wife, the Issaries Rune Lord Zix Porub and their various guards. He is no slacker though, and will usually keep them backed up with Rune magic.

Joh and his companions are regular merchants who make the rounds from citadel to citadel and then to civilized areas. They take out the furs and feathers of the natives and bring in metal ware and trade goods. They also make occasional appearances at clan meetings and so on, but this is often left to his assistants. Joh and his crew predate the other Lightbringer worshippers in this area and first came to the region with a former Esrolian mercenary Ostakker Three-Scar. Joh maintains a friendly and informal relationship with the other Lightbringers, attempting to keep as neutral as possible, but he sees them as potential trouble in his trading plans.

Because of his journeys through Balazar, Joh considers himself an expert on the region. Though he is not always right, most outsiders take his word as fact.

One secret that Joh keeps is the existence of a giant merchant's castle in the far-off mountains in the Elder Wilds. He has been there at least twice and is considering going again. His first journeys were extremely profitable. These journeys give Joh Mith a knowledge of the Elder Wilds that few other humans equal.

The Issaries organization in Trilus is a family affair. The caravan is run by Joh and his second wife Zix Porub. Zix is 27 and has been married to Joh since she was 16. The lodging house in Trilus, the Stuck Pig, is run by Joh's son by his first wife, Djimm Mith. Joh is very proud of his boy. Joh has three children by Zix. They are Tahm, Treesha, and Dushi (named after the healer). They can usually be found at the Lightbringer hall, dogging the steps of "Aunt" Dushi Sone.

Joh is a friend and former adventuring companion of Gringle Goodsell, the Issaries Rune Lord who resides in Apple Lane, Sartar. He is always interested in learning news of his friend and will trade one good story about him to hear another about him.

Joh Mith's stats may be found in the Caravans chapter.

ELKOINI

KING GLYPTUS II

Called the Good, Glyptus is the weak, timid puppet king that the Lunars propped on the throne of Elkoi. In either of the other two tribes, he would be an ex-king quickly. While the pig tenders of the citadel feel he is a good king, he wields authority over the hunter clans only through Lunar might. Glyptus is 38 years old and has been king during the 20 years since his father's mysterious death from poisoning. Glyptus is a Balazaring in name only. He and his jaded family fully embrace the Lunar lifestyle and culture. Early in life, the king spurned the local religions and embraced the cult of the Seven Mothers. Upon reaching maturity, he married the daughter of a minor Pelorian noble house. His wife, the domineering Queen Jocestis, has given him three children, two sons and a daughter. Although trained to fight, he is not good at anything. He will use his one-use Rune magic in an emergency only to save his own life. A squad of loyal warriors and his familiar, Everwatch the fighting dog, usually accompany Glyptus.

HALCYON VAR ENKORTH

He is the Aide to the Lunar Minister of Provincial Security. The distant minister is a high authority in the Lunar Empire. He might never appear in a backwater like Balazar, and instead sends his intermediaries. Halcyon is his mouthpiece for this region. Halcyon can be found in any of the Lunar regions on the map, but has for various reasons been in the Balazaring section more and more of late.

Halcyon is a haughty, self-important man. At 25, he is

KING GLYPTUS THE GOOD . . . . . (male initiate of Seven Mothers)

STR 15 CON 14 SIZ 11
INT 16 POW 12 DEX 12
CHA 10

Move 8
Hit Points 14
Defense 05%

Right Leg	(01-04)	7/5
Left Leg	(05-08)	7/5
Abdomen	(09-11)	8/5
Chest	(12)	7/6
Right Arm	(13-15)	7/4
Left Arm	(16-18)	7/4
Head	(19-20)	6/5

Weapon	*SR*	*Attack*	*Defense*	*Parry*	*Points*
Scimitar	7	75%	1D8+1+1D4	65%	20
Javelin	3	55%	1D10+1D2		
1H spear	6	45%	1D8+1+1D4	35%	15
2H spear	5	65%	1D10+1+1D4	55%	15
Comp. bow	3	35%	1D8+1		
Dagger	7	60%	1D4+2+1D4	50%	30
Large shield				45%	16

ARMOR – The king will wear this armor everywhere except in the palace. In the palace he will always wear a chainmail and 1 point leather hauberk for 6 points of protection on his torso.

SPELLS – Healing 6; Invisibility; Detection Blank 2; Countermagic 3; Befuddle; Detect Enemies; (known by Everwatch) Dispel Magic 3; Mobility; Strength; Bladesharp 4; Fanaticism 3.

RUNE MAGIC – Shield 3; Summon Small Salamander (one use only).

SKILLS – Evaluate Treasure 55%; Treat Poison 30%; Map Making 35%; Climbing 35%; Hide Item 60%; Jumping 35%; Set/Disarm Trap 10%; Camouflage 25%; Hide in Cover 15%; Move Quietly 45%; Listen 85%; Spot Hidden Item 65%; Spot Trap 60%; Taste Analysis 65%; Oratory 25%; Bargaining 25%; Play Lyre 35%; Dance 45%.

TREASURE – Carries jewelry worth 5000 L, 53 L, 15 wheels, and two gems worth 340 and 260 L; ransom is 15,000 L.

LANGUAGES – Speak and Write Lunar 90%; Speak Balazaring 90%; Speak and Write Trade Talk 55%; Speak and Write Tarshite 45%; Speak and Write Esrolian 35%.

EVERWATCH . . . . . (bound spirit in fighting dog familiar)

STR 14 CON 16 SIZ 15
INT 13 POW 8 DEX 18

Move 12
Hit Points 16

Defense 10%

Right Hind Leg	(01-02)	1/4
Left Hind Leg	(03-04)	1/4
Hindquarters	(05-07)	1/6
Forequarters	(08-10)	1/6
Right Fore Leg	(11-13)	1/4
Left Fore Leg	(14-16)	1/4
Head	(17-20)	1/5

Weapon	*SR*	*Attack*	*Damage*
Knockback	2	75%	Special
Bite	6	55%	1D8+1D4

SKILLS – Climbing 15%; Jumping 45%; Swimming 55%; Listen 30%; Spot Hidden Item 65%; Tracking by Scent 75%; Hide in Cover 40%; Move Quietly 45%; Obey Command 100%.

SMALL SALAMANDER . . . . . .

STR 7 SIZ 3x3x3 meters INT 4 POW 19
Move 6
Hit Points 16
Damage – 3D6 to CON

young for his position. Officially, he administers the area and advises provincial governors and garrison commanders. Unofficially, it is his job to see that border communities are weakened by unrest, to eventually be conquered by the Lunar Empire. He is not trustworthy, finds it easy to lie through his teeth, would stab a friend in the back for a decent profit, and steals from the elderly for fun. Needless to say, he is perfect for his job. The official front he puts up is one of a dignified ambassador easily hurt by accusations.

Halcyon recently returned with the Priestess Marusa from a mission to the south, where the pair relieved a Lankhor Mhy temple of an important scroll relating the location of a special chaos holy ground. A slight mishap resulted in Halcyon's death and subsequent resurrection (costing Marusa all the Divine Intervention she had stored up). Halcyon now seeks the whereabouts of a Lankhor Mhy Priest named Bluebird. The Priestess of Jalakeel the Witch, Marusa, is directly subordinate to him.

HALCYON VAR ENKORTH ..... (male initiate of Seven Mothers)

STR 13 CON 13 SIZ 15
INT 14 POW 12 DEX 16
CHA 17

Move 8
Hit Points 14
Defense 10%

Right Leg	(01-04)	7/5
Left Leg	(05-08)	7/5
Abdomen	(09-11)	6/5
Chest	(12)	6/6
Right Arm	(13-15)	6/4
Left Arm	(16-18)	6/4
Head	(19-20)	6/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H spear	3	90%	1D10+1+1D4	85%	15
Rapier	4	85%	1D6+1+1D4	55%	15
Comp. bow	1	65%	1D8+1		
Scimitar	4	55%	1D8+1+1D4	75%	15
Dagger [RH]	6	65%	1D4+2+1D4	55%	20
Dagger [LH]	6	90%	1D4+2+1D4	90%	20
Medium shield				65%	16

SPELLS – Repair; Heal 6; Invisibility; Disruption; Befuddle; Detect Magic; (known by Firewater) Countermagic 4; Protection 4; Fireblade; Speedart; Multimissile 2.

RUNE MAGIC – Summon Small Salamander; Extention 1; Summon Small Lune (all one use only).

SKILLS – Evaluate Treasure 75%; General Knowledge 35%; Intrigue 80%; First Aid 35%; Find Healing Plants 10%; Identify Plants 15%; Identify Animals 15%; Map Making 85%; Climbing 75%; Hide Item 90%; Jumping 70%; Set Snare 25%; Riding 80%; Camouflage 85%; Hide in Cover 75%; Move Quietly 85%; Listen 90%; Spot Hidden Items 85%; Spot Traps 75%; Taste Analysis 60%; Tracking 35%; Oratory 65%; Bargaining 55%; Make Blade Venom of Potency 10; Make Healing Potion of Potency 6; Make Systemic Mineral Poison of Potency 8.

MAGIC – A 5 point POW storage crystal; a 3 cm diameter red stone sphere that will function as complete protection from the attacks of fire elementals when 4 points of POW are placed into it; two doses of healing potion of potency 6; three doses of blade venom of potency 10; one dose of mineral poison of potency 6.

TREASURE – Carries 63 L and 22 wheels; ransom is 5000 L.

LANGUAGES – Speak and Write Lunar 90%; Speak and Write Tarshite 85%; Speak Balazaring 65%; Speak and Write Trade Talk 85%; Speak and Write Aldryami 45%.

FIREWATER ..... (bound spirit in POW storage crystal)
INT 15 POW 19

SMALL SALAMANDER .....
STR 7 SIZ 3x3x3 meters INT 4 POW 18
Move 6
Hit Points 20
Damage – 3D6 to CON

SMALL LUNE .....
STR 11 SIZ 3x3x3 meters INT 4 POW 17
Move 12
Hit Points 9
Attack 20%

CYRIEL ENDELKAR

Cyriel is a private citizen of the Lunar Empire and Priest of the Etyries subcult of the Seven Mothers cult. He is a lean, charismatic man of 40. He is in excellent shape for a man who lives as well as he does. Cyriel runs a large mercantile business in Elkoi. He imports the stone for the temple, the food that feeds the troops and the various items necessary for civilized life. He exports the raw materials of Balazar: horn, hide, exotic meat, and captured Dykenean and Triloi slaves from the other tribes. The last category is the most profitable. Cyriel privately finances many adventuring expeditions in the Balazaring region, and pays well. The king, Glyptus, is a close friend of his. He lives in a walled compound outside the city.

CYRIEL ENDELKAR . . . . . (male Rune Priest of Etyries/Seven Mothers)

STR 12 CON 14 SIZ 13
INT 18 POW 18 DEX 13
CHA 16

Move 8
Hit Points 15
Defense 10%

Right Leg	(01-04)	2/5
Left Leg	(05-08)	2/5
Abdomen	(09-11)	3/5
Chest	(12)	3/6
Right Arm	(13-15)	1/4
Left Arm	(16-18)	1/4
Head	(19-20)	1/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H spear	3	65%	1D10+1+1D4	65%	15
Staff	4	65%	1D8+1D4	65%	15
Comp. bow	1	65%	1D8+1		
Scimitar	4	55%	1D8+1+1D4	65%	15
Dagger	8	45%	1D4+2+1D4	50%	20
Medium shield				55%	12

SPELLS – Detect Magic; Fireblade; Glue 3; Dispel Magic 4; Detect Gold; Strength; Farsee; Disruption; (known by Nightwatch) Heal 6; Repair; Befuddle; Invisibility; Light; Glamour; (known by Blackie) Countermagic 4; Protection 4; Bludgeon 3; Bladesharp 2.

RUNE MAGIC – Summon Small Sylph; Lock; Dismiss Elemental 1; Create Market; Special Lock; Spell Trading; Path Watch; Matrix Creation 2; Summon Medium Lune; Extention 1; Spell Teaching.

SKILLS – Evaluate Treasure 75%; Evaluate Trade Goods 90%; General Knowledge 45%; First Aid 45%; Find Healing Plants 10%; Identify Plants 10%; Identify Animals 35%, Map Making 45%; Climbing 45%; Hide Item 90%; Jumping 70%; Set/Disarm Trap 40%; Riding 40%; Camouflage 35%; Hide in Cover 35%; Move Quietly 45%; Listen 60%; Spot Hidden Item 75%; Spot Trap 65%; Taste Analysis 70%; Tracking 25%; Oratory 75%; Bargaining 80%; Disguise Potion 85% (the ability to make a worthless mixture appear like the real thing).

MAGIC – An animated stone dog stature (gargoyle), this creature prowls the yard of the merchant's compound (see stats below); a flawed wand of Invisibility, it requires only 2 POW points but its only function is to cause all non-living items on the caster's person to become invisible for duration of the spell (often called Elecora's Embarrassment, after the Priestess who fumbled while making it); and three healing potions of potency 6.

TREASURE – Carries 35 L and 16 wheels; ransom is 5525 L.

LANGUAGES – Speak and Write Lunar 90%; Speak and Write Tarshite 90%; Speak Balazaring 90%; Speak and Write Trade Talk 90%; Speak and Write Aldryami 60%; Speak and Write Draconic 45%; Speak and Write Mostali 35%.

NIGHTWATCH . . . . . **(allied spirit in staff)**
INT 15 POW 16

BLACKIE . . . . . **(bound spirit in raven familiar)**
INT 13 POW 16

SMALL SYLPH . . . . .
STR 11 SIZ 3x3x3 meters INT 5 POW 18
Move 12
Hit Points 11
Damage – 1D6 falling damage

MEDIUM LUNE . . . . .
STR 23 SIZ 3x6x3 meters INT 1 POW 17
Move 12
Hit Points 23

DOG/GARGOYLE . . . . .
STR 27 CON 12 SIZ 17
INT 5 POW 9 DEX 15

Move 5
Hit Points 14

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

Weapon	*SR*	*Attack*	*Damage*
Bite	7	55%	1D8+2D6

SKILLS – Hide in Cover 65%; Spot Hidden Item 45%; Move Quietly 35%; Obey Command 85%.

SPELLS – Countermagic 2; Protection 3.

TAKLONG WOODHEART

An old man, Taklong is High Priest of Yelmalio at Elkoi. Officially, the Lunars tolerate him as long as he tolerates them. The Lunars do not encourage worship of Yelmalio here and the ruling family no longer patronizes the temple. Taklong himself is a quiet, serious man who prefers his own company. He is given to moments of compassion; it hurts him to see his people falling under the sway of Lunar civilization. He cares little for tribal rivalry, placing himself beyond the petty squabbling. Taklong is one of the few Balazarings who can travel freely between citadels. Most of Taklong's time is taken up with leading worship for the faithful and teaching them spells.

The temple is staffed only by Taklong and two Priests. A few initiates lend a hand. The temple outlined in *Cults of Prax* is a luxurious dream for such a congregation. Their "dome" is an enclosed "bee-hive" chapel of roughly-dressed stone. There are no Priests in a lonely tower staring at the sun either. Anyone who ever had such an urge went away to one of the famous Sun Dome temples.

MARUSA THE SHREW

Recently arrived in Elkoi is the young Priestess of Jalakeel the Witch, Marusa. Dynamic and extremely attractive physically, Marusa has a shrewish temperament, a tongue like a poisoned dagger, and a violent temper. Very few people who have crossed her have lived long afterwards. She dresses conservatively to cover the fact that she continually wears armor. Marusa enjoys covert actions and revels in stealth, darkness, and slow lingering deaths. Officially, her presence in Elkoi is that of junior Priestess at the new temple of the Seven Mothers. Her real reason is that she is working under Halcyon Var Enkorth to assassinate the various Balazaring royalty not under the thumb of the Lunars. She tolerates non-Lunars and prefers to use foreigners for her missions. Marusa will usually swear minions to secrecy. However, she may have her underlings executed should they prove too expensive or too troublesome.

ELECORA KINDTONGUE

Elecora is the High Priestess of the Seven Mothers at Elkoi. She is a very old woman. The impression she gives is that of a favorite grandmother. In contrast to Marusa (and most Lunars in general), she is well-loved by the residents of Elkoi. She gets around with difficulty, spending most of her time supervising the final touches being placed on the temple in the Lunar Pavilion.

TAKLONG WOODHEART . . . . . (male High Priest of Yelmalio)

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

Move 8
Hit Points 20
Defense

Right Leg	(01-04)	7/7
Left Leg	(05-08)	7/7
Abdomen	(09-11)	8/7
Chest	(12)	8/8
Right Arm	(13-15)	6/6
Left Arm	(16-18)	6/6
Head	(19-20)	7/7

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H spear	2	85%	1D10+1+1D4	85%	15
1H spear	3	85%	1D8+1+1D4	85%	15
Javelin	1	85%	1D10+1D2		
Bast. sword	4	75%	1D10+1+1D4	75%	20
Comp. bow	1	85%	1D8+1	(Horse Archery)	
Dagger	6	55%	1D4+2+1D4		
Large shield				90%	16

SPELLS – Vigor; Countermagic 3, Spirit Shield 3; Repair; Dispel Magic 4, Disruption; (known by Morningbrightness) Detect Magic; Healing 6; Light; Invisibility; Befuddle; (known by Goldentree) Countermagic 6; Detect Gold; Detect Enemies; Detect Gems; Detect Life; Detect Silver; Detect Spirit; Detect Undead; (known by Greybeak) Detect Traps; Farsee; Silence; Demoralize; Speedart; Multimissile 4; Harmonize.

RUNE MAGIC – Catseye; Cloud Clear 2; Sunripen; Sunbright; Speak to Birds 2; Discorporation 2; Dismiss Elemental 2; Summon Small Salamander; Summon Medium Salamander 2; Reflection 2; Shield 3; Spell Teaching 3; Spirit Block 2; Warding 4 (one use only – Sunspear 3; Divine Intervention 6); (known by Morningbrightness) Discorporation; Absorption 2; Divination 4; Summon Small Salamander; Mind Link; Extension 1; Extension 2; (one use by Morningbrightness – Divine Intervention 3).

SKILLS – Evaluate Treasure 65%; First Aid 45%; Treat Disease 55%; Treat Poison 60%; Find Healing Plants 45%; Identify Plants 30%; Map Making 90%; Climbing 45%; Hide Item 45%; Jumping 50%; Trap Set/Disarm 60%; Riding 85%; Horse Archery 85%; Camouflage 75%; Hide in Cover 65%; Move Quietly 75%; Pick Pocket 35%; Listen 90%; Spot Hidden Item 90%; Spot Trap 75%; Taste Analysis 55%; Tracking 65%; Oratory 90%; Bargaining 55%.

MAGIC – POW 16 storage crystal; blade venom potion of potency 15; a scroll, stolen from Joh Mith the Trader, showing a map of how to get to Gonn Orta's castle; herbal poison potion of potency 10; a bottle of ink that is used for special messages, only the receiver of the message can read it.

TREASURE – Carries 50 wheels and a gem worth 300 L; ransom is 4000 L.

LANGUAGES – Speak Balazaring 90%; Speak and Write Lunar 60%; Speak and Write Firespeech 90%; Speak and Write Tarshite 55%; Speak and Write Trade Talk 90%; Speak Beast Speech 45%; Speak and Write Mostali 40%; Speak and Write Aldryami 45%; Speak and Write Esrolian 40%.

YELMALIO GIFT – Gift of languages (learn at half cost).

YELMALIO GEASES – Always immediately challenge worshippers of Kyger Litor or Zorak Zoran; never eat the meat of birds.

MORNINGBRIGHTNESS . . . . (allied spirit in hawk familiar)
STR 5 CON 11 SIZ 4 INT 12 POW 18 DEX 19
Move 36/2
Hit Points 1/10

Weapon	*SR*	*Attack*	*Damage*
Peck	7	55%	1D4

GOLDENTREE . . . . . (bound spirit in hawk familiar)
STR 4 CON 10 SIZ 4 INT 14 POW 17 DEX 15
Move 36/2
Hit Points 1/9

Weapon	*SR*	*Attack*	*Damage*
Peck	9	45%	1D4

GREYBEAK . . . . . (bound spirit in hawk familiar)
STR 4 CON 11 SIZ 4 INT 12 POW 16 DEX 14
Move 36/2
Hit Points 1/10

Weapon	*SR*	*Attack*	*Damage*
Peck	9	60%	1D4

SMALL SALAMANDER . . . . . .
STR 11 SIZ 3x3x3 meters INT 2 POW 16
Move 6
Hit Points 19
Damage – 3D6 to CON

SMALL SALAMANDER . . . . . .
STR 8 SIZ 3x3x3 meters INT 1 POW 15
Move 6
Hit Points 19
Damage – 3D6 to CON

MEDIUM SALAMANDER . . . . . .
STR 16 SIZ 3x6x3 meters INT 3 POW 21
Move 6
Hit Points 40
Damage – 3D6 to CON

MEDIUM SALAMANDER . . . . . .
STR 20 SIZ 3x6x3 meters INT 1 POW 9
Move 6
Hit Points 24
Damage – 3D6 to CON

Elecora loves cats. Wherever she goes, she is surrounded by at least ten of the furry felines. Three of these will be her bound spirits. She fears dogs, especially the trained dogs of the Balazarings.

Elecora rarely sponsors missions of any kind. She is unaware of the underhanded missions and practices of the other Lunar Priests and officials in Elkoi.

EURYPTUS THE BOLD

To look at him, one would not guess that this tiny, bald man is the feared and respected commander of the Elkoi Lunar garrison. Coming from a long, colorful career in the Lunar legions, Euryptus accepted Balazar as his last comission before retiring to a good farm given to him by the state for his services. He is 55 and would like to see out this last assignment in relative peace. It grates on him to be subordinate to Halcyon Var Enkorth. Euryptus knows the locals and can effectively deal with them, using an iron hand if he has to, though force has rarely been required. He disapproves of the aide's underhanded techniques and dislikes the covert activity. He prefers everything honest and open.

Euryptus is an initiate of the Seven Mothers subcult Yanafals Tarnils. He is an extremely honorable man and is fair in all his dealings with everyone, regardless of cult, race, or national origin. Through various magical gifts, Euryptus has managed to raise his STR to 21. Untrue rumors suggest that Euryptus is an ogre, but he constantly trains to maintain his strength.

Euryptus knows the ins and outs of Elkoi and is kept informed on Trilus. Most regional intelligence eventually crosses his desk or meets his ears. He will know of any group entering Elkoi and has a 10% cumulative chance per day of discovering why they are in town, what their mission is, who they have seen, and where they have come from (a roll of 96-100 will always mean failure). If newcomers to town seem to represent a threat to security, they will be detained until the matter is certain.

ELECORA KINDTONGUE..... .....(female High Priestess of Seven Mothers)

STR 11 CON 15 SIZ 13
INT 15 POW 18 DEX 18
CHA 16

Move 8
Hit Points 17
Defense 20%

Right Leg	(01-04)	6/6
Left Leg	(05-08)	6/6
Abdomen	(09-11)	6/6
Chest	(12)	7/7
Right Arm	(13-15)	7/5
Left Arm	(16-18)	6/5
Head	(19-20)	6/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Scimitar	5	75%	1D8+1	80%	20
Javelin	1	65%	1D10		
1H spear	4	75%	1D8+1	70%	15
2H spear	3	70%	1D10+1	55%	15
Battle ax	6	55%	1D8+2	45%	15
Hvy crossbow	1	50%	2D6+2		
Comp. bow	1	75%	1D8+1		
Dagger	7	45%	1D4+2	40%	30
Medium shield				75%	12

ARMOR – When encountered in Elkoi, she will normally be unarmored, since she is not particularly warlike. If encountered in the wilds or in another citadel, she will be armored as above.

SPELLS – Vigor; Detect Magic; Light; Disruption; Dispel Magic 6; Repair; (known by Catface) Healing 6; Invisibility; Spirit Shield 4; Befuddle; (known by Cinders) Multimissile 4; Fireblade; Farsee; Demoralize; Detect Spirit; Detect Life; Detect Enemies; Binding; Ignite; Light; (known by Tiger) Bladesharp 4; Mind Speech 1; Protection 4; (known by Boots) Xenohealing 6; Firearrow; Extinguish; Harmonize; Strength; Silence; Mobility.

RUNE MAGIC – Regrow Limb; Chaos Gift; Summon Large Lune; Summon Small Gnome; Truesword; Mindblast; Summon Small Lune; Extention 1; Spirit Block 1; Mind Link 1; Shield 2; Dismiss Elemental 3; Divination 5 (one use – Divine Intervention 4); (known by Catface) Discorporation 1; Summon Small Salamander; Madness; Summon Medium Lune.

SKILLS – Evaluate Treasure 45%; First Aid 75%; Treat Disease 85%; Treat Poison 70%; Find Healing Plants 65%; Identify Plants 55%, Identify Animals 45%; Map Making 35%; Climbing 45%; Hide Item 45%; Jumping 45%; Trap Set/Disarm 35%; Camouflage 35%; Hide in Cover 35%; Move Quietly 45%; Listen 90%; Spot Hidden Item 75%; Spot Trap 65%; Taste Analysis 55%, Tracking 35%; Oratory 65%; Bargaining 55%; Make Healing Potion of Potency 15; Make Antidote for All Systemic Poisons of Potency 12; Make Blade Venom Antidote of Potency 10, Make 2 Point Battle Magic Potions.

MAGIC – A golden amulet shaped like a cat's head that confers an ability to speak Feline Speech equal to INT/2 x 5%, it must be attuned like a crystal; a glass ball that is activated by 1 POW point, it will then forecast the next day's weather; a wooden wand that has a special Disruption 3 matrix that takes 4 POW points to operate and places 3 Disruption spells on one hit location rolled once as a 3 point spell; 2 doses of healing potion of potency 15; 1 dose each of antidote of potency 12 for spider venom, wyvern venom, scorpion venom, poison gas, mineral poison, and herbal poison.

TREASURE – Carries 47 L and 10 wheels; ransom is 2300 L.

LANGUGES – Speak and Write Lunar 90%; Speak Balazaring 90%; Speak and Write Trade Talk 85%; Speak and Write Tarshite 65%; Speak and Write Aldryami 45%; Speak Beast Speech 45%; Speak Sartar 50%; Speak and Write Esrolian 45%.

CATFACE ..... **(allied spirit in iron dagger)**
INT 14 POW 19

CINDERS ..... **(bound spirit in gray cat familiar)**
INT 16 POW 15

TIGER ..... **(bound spirit in tawny cat familiar)**
INT 9 POW 17

BOOTS ..... **(bound spirit in white cat familiar)**
INT 16 POW 17

SMALL LUNE .....
STR 11 SIZ 3x3x3 meters INT 3 POW 16
Move 12
Hit Points 10
Attack 20%

MEDIUM LUNE .....
STR 23 SIZ 3x6x3 meters INT 1 POW 20
Move 12
Hit Points 18
Attack 40%

LARGE LUNE .....
STR 27 SIZ 3x9x3 meters INT 5 POW 16
Move 12
Hit Points 31
Attack 60%

SMALL GNOME .....
STR 16 SIZ 3x3x3 meters INT 6 POW 11
Move 3
Hit Points 33
Damage – 4D6 per leg

SMALL SALAMANDER .....
STR 11 SIZ 3x3x3 meters INT 5 POW 19
Move 6
Hit Points 21
Damage – 3D6 to CON

MARUSA . . (Jalakeel/Seven Mothers Rune Priestess)

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

Move 8
Hit Points 18
Defense 50%

Right Leg	(01-04)	7/6
Left Leg	(05-08)	7/6
Abdomen	(09-11)	6/6
Chest	(12)	7/7
Right Arm	(13-15)	7/5
Left Arm	(16-18)	6/5
Head	(19-20)	6/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Scimitar	5	85%	1D8+1	80%	20
Javelin	1	75%	1D10		
1H spear	4	75%	1D8+1	70%	15
2H spear	3	65%	1D10+1	55%	15
Battle ax	6	45%	1D8+2	45%	15
Dagger	1	50%	1D4		
Comp. Bow	1	75%	1D8+1		
Dagger	7	60%	1D4+2	50%	30
Large shield				85%	16

ARMOR – When encountered in Elkoi, she will normally be wearing 3 points of armor on all parts of her body, hidden under heavy robes. If encountered in the wilds or in another citadel she will be armored as above.

SPELLS – Repair; Bladesharp 4; Countermagic 4; Protection 4; Detect Magic; Light; (known by Redeye) Healing 6; Invisibility; Befuddle; Disruption; (known by Flit) Spirit Shield 3; Dispel Magic 3; Fireblade; Multimissile 2; (known by Rogue) Detect Magic; Silence; Non-Detection 2; Strength.

RUNE MAGIC – Summon Small Lune; Summon Small Salamander; Divination 1; Discorporation; Madness; Mind Blast.

SKILLS – Evaluate Treasure 65%; First Aid 35%; Treat Disease 35%; Treat Poison 30%; Find Healing Plants 25%; Identify Plants 15%; Identify Animals 25%; Map Making 90%; Climbing 75%; Hide Item 90%; Jumping 65%; Trap Set/Disarm 60%; Camouflage 75%; Hide in Cover 80%; Move Quietly 80%; Listen 90%; Spot Hidden Item 90%; Spot Trap 85%; Taste Analysis 75%; Tracking 45%; Oratory 75%; Bargaining 60%; Make Blade Venom of Potency 10; Make Mineral Poison of Potency 8; Make Acid of Potency 12.

MAGIC – A black stone disk that on days of the black moon (once per week on Clayday) allows her to be Invisible in cast shadows for one hour; a composite bow with Firearrow matrix; a POW 8 storage crystal; 3 doses of blade venom of potency 10; 1 dose of mineral poison of potency 8; 1 dose in padded bottle of acid of potency 12; a map showing all Balazar, indicating citadels and known points of interest written in Lunar.

TREASURE – Carries 47 L and 10 wheels; ransom is 5000 L.

LANGUAGES – Speak and Write Lunar 90%; Speak Balazaring 75%, Speak and Write Trade Talk 90%, Speak and Write Tarshite 85%; Speak and Write Aldryami 65%; Speak and Write Mostali 55%; Speak Sartar 60%, Speak Esrolian 55%.

REDEYE. . . . . .(allied spirit in silver scimitar)
INT 11 POW 14

FLIT. . . . . (bound spirit in bat familiar)
INT 12 POW 17

ROGUE. . . . . (bound spirit in sleek rat familiar)
INT 6 POW 13

SMALL LUNE . . . . . .
STR 10 SIZ 3x3x3 meters INT 6 POW 21
Move 12
Hit Points 11
Attack 20%

SMALL SALAMANDER . . . . . .
STR 8 SIZ 3x3x3 meters INT 2 POW 20
Move 6
Hit Points 16
Damage – 3D6 to CON

EURYPTUS THE BOLD. . .(Yanafals Tarnils initiate)

STR 21 CON 18 SIZ 7
INT 18 POW 17 DEX 17
CHA 17

Move 8
Hit Points 17
Defense 30%

Right Leg	(01-04)	7/6
Left Leg	(05-08)	7/6
Abdomen	(09-11)	7/6
Chest	(12)	7/7
Right Arm	(13-15)	6/5
Left Arm	(16-18)	6/5
Head	(19-20)	6/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Scimitar	5	90%	1D8+1+1D4	90%	20
2H spear	3	85%	1D10+1+1D4	85%	15
Rapier & dagger	5/12	90%	1D6+1+1D4/ 1D4+2+1D4	90%	12/20
Javelin	1	75%	1D10+1D2		
Comp. bow	1	80%	1D8+1		
Dagger	1	75%	1D4+1D2		
Large shield				85%	16

SPELLS – Bladesharp 4; Healing 6; Coordination; Detect Enemies; Fireblade; (known by Longtooth) Detect Undead; Glamour; Protection 4; Repair; Parry 3; Befuddle; Countermagic 4.

RUNE MAGIC – Summon Small Salamander; Truesword (one use).

SKILLS – Evaluate Treasure 45%; First Aid 85%; Treat Disease 50%; Treat Poison 75%; Find Healing Plants 45%; Map Making 55%; Climbing 65%; Hide Item 45%; Jumping 60%; Trap Set/Disarm 55%; Riding 80%; Swimming 55%; Camouflage 60%; Hide in Cover 75%; Move Quietly 80%; Listen 90%; Spot Hidden Item 85%; Spot Trap 45%; Taste Analysis 45%; Tracking 60%; Detect Assassin 55%; Armor/Weapon Making 55%; Oratory 85%; Bargaining 35%.

MAGIC – 6 point POW storage crystal; potion of Healing 6; a stone that changes slowly from red to black and back again, relating the phases of the moon; 3 doses of Bladesharp 3 potion; 2 doses of mineral poison antidote of potency 20; a ring with an Invisibility matrix.

TREASURE – Carries 50 L, 10 wheels, a gem worth 1000 L, and a ring worth 50 L, ransom is 10,000 L.

LANGUAGES – Speak and Write Lunar 90%; Speak and Write Tarshite 55%; Speak Sartar 45%; Speak Balazaring 80%; Speak and Write Mostali 50%; Speak Aldryami 25%; Speak Draconic 35%.

LONGTOOTH . . . . . .(bound spirit in cat familiar)
INT 17 POW 16

SMALL SALAMANDER . . . . . .
STR 12 SIZ 3x3x3 meters INT 3 POW 11
Move 6
Hit Points 18

DYKENEANS

KING SKILFIL HEART-PIERCER

He is the descendant of Hero-King Balazar Founder, slayer of Marene and his Moon-friend. Skilfil is a famous warrior king. However, he is 40 now and shows his age. He is still good, but is no longer great. He is noted for the daring exploits of his youth that brought him both the friendship of the Rockwood Mountain Dwarfs and several of the exotic weapons he is known to collect.

First of fame among his noted weapons is his javelin, named Heart-Piercer. It is a Sureshot Rune magic matrix plus an automatic return to the hand of the caster on the following melee round. For hand-to-hand combat, he uses a magic long spear called Breaknot that will automatically repair itself unless completely shattered with one blow. He also owns a small golden shield that adds 20% to his defense against missiles.

He is an excellent bird trainer and has a unique flock of seven giant hawks. He has trained them to bear riders. He is rarely foolish enough to get them in arrow or spell range of his enemies, but his speed at delivering messages among his followers is famous.

Skilfil is a widower. His wife died ten years past while giving birth to his one legitimate son and heir, Karazar. Even before then he had kept concubines. Currently he has three, but pays attention only to the two younger ones, Praxenia and Chana Greeneyes. The third, Calamene, mothers young Karazar. Skilfil is much enamored of his newest concubine, Praxenia, a Lunar citizen, and often takes her advice, not knowing that she is actually a Lunar agent sent to eventually slay him. While he is occasionally aware of Chana Greeneyes' liasons with other men, he knows nothing of Calamene's amorous activities.

While Karazar is his only legitimate heir, Skilfil has several acknowledged illegitimate sons and daughters and uncountable unknown ones scattered among the clans. Of his acknowledged children, two are mentioned in this book. The first, Starnia Stormrender, is a Rune Lord of Yelmalio. The second, Eucleia Stormfollower, is an Orlanth initiate officially disavowed by her father at the urging of the Yelmalio priests. Skilfil loves his two adventuring daughters and will avenge them if they come to an ill end.

Old Skilfil has various friends throughout Balazar and the Elder Wilds. Among them are the Dwarf Priest Rokheart Veinseeker; Ostakker Three-Scar, proprietor of the Stabbing Cat Lodging House in Dykene; Razorbeak the Griffin (Adult Griffin Number One in Points of Interest chapter) from Griffin Mountain.

Friendly towards strangers, he fears intervention by the Lunars.

KING SKILFIL HEART-PIERCER ..... **(male Balazaring initiate)**

STR 14 CON 14 SIZ 12
INT 14 POW 15 DEX 18
CHA 17

Move 8
Hit Points 14
Defense 15%

Right Leg	(01-04)	0/5
Left Leg	(05-08)	0/5
Abdomen	(09-11)	8/5
Chest	(12)	8/6
Right Arm	(13-15)	5/4
Left Arm	(16-18)	5/4
Head	(19-20)	7/4

Weapon	*SR*	*Attack*	*Defense*	*Parry*	*Points*
2H spear	3	90%	1D10+1+1D4	85%	15
1H spear	4	75%	1D8+1+1D4	85%	15
Javelin	1	90%	1D10+1D2		
Battle ax	6	75%	1D8+2+1D4	65%	15
Self bow	1	85%	1D8+1		
Dagger	6	55%	1D4+2+1D4		
Large shield				90%	16
Small shield				85%	8

SPELLS – Countermagic 3; Repair; Disruption; Detect Magic; Healing 6; Befuddle; (known by Racer) Detect Gold; Light; Detect Enemies; Invisibility; Dispel Magic 4; Multimissile 3.

SKILLS – Evaluate Treasure 45%; First Aid 35%; Treat Disease 25%; Treat Poison 40%; Find Healing Plants 45%; Identify Plants 15%; Map Making 45%; Climbing 50%; Hide Item 45%; Jumping 80%; Trap Set/Disarm 45%; Hawk Riding 90%; Hawk Archery 85%; Hawk Training 90%; Riding 80%; Horse Archery 75%; Camouflage 65%; Hide in Cover 65%; Move Quietly 75%; Listen 90%; Spot Hidden Item 75%; Spot Trap 45%; Taste Analysis 35%; Tracking 55%; Oratory 65%; Bargaining 35%.

MAGIC – A magic javelin called Heart-Piercer with a Sureshot matrix permanently inscribed (non-removable) on it, with an automatic return to the hand of the caster next melee round; a long spear, Breaknot, that will automatically repair any damage done to it, so long as it is not sundered in a single stroke; a POW 10 storage crystal; three doses of Heal 6 potion; a golden small shield that adds 20% to the carrier's defense against missiles.

TREASURE – Carries 20 wheels and a gemmed golden circlet (crown) worth 5000 L; ransom is 6000 L.

LANGUAGES – Speak Balazaring 85%; Speak Lunar 25%; Speak Firespeech 40%; Speak Trade Talk 50%; Speak Beastspeech 50%; Speak Mostali 40%; Speak and Write Esrolian 25%.

YELMALIO GIFT – Permanent Farsee ability.

YELMALIO GEASES – Never wear armor on legs; never eat meat on Fireday; never wear leather armor on arms.

RACER ..... **(bound spirit in vrok hawk familiar)**

STR 8 CON 7 SIZ 4 INT 13 POW 16 DEX 12
Move 36/2
Hit Points 1/5

Weapon	*SR*	*Attack*	*Damage*
Peck	10	35%	1D4

SYLVANTHI BRIGHTEYES

He is the Dykenean Rune Lord-Priest of Yelmalio and Balazar. He appears to be in his mid-thirties, but is actually 73 years old, a fact he will not reveal. No great note of this has been taken, since Sylvanthi tends to move around and has only been Dykene for less than five years. An air of mystery hangs about him. The women of Dykene find him both physically attractive and extremely charismatic. Unmarried, Sylvanthi has relations with King Skilfil's oldest concubine, Calamene.

He is the Chief Priest of the Dykene temple, but not the High Priest, deferring that title to Taklong Woodheart of Elkoi, seat of the Yelmalio religion in Balazar. He prefers Balazar to pure Yelmalio.

Sylvanthi's origin is a mystery. Obviously a Balazaring, he is not a member of any of the three tribes – at least he has never registered on a Detect Enemy spell cast by any Balazaring, regardless of tribe. Some think that he is a member of a lost clan reputed to be dwelling in the Elder Wilds. Others say that he is Balazar reincarnated and encourage Sylvanthi to unite Balazar under his rule and crush the invading foreigners.

However, only Sylvanthi knows his true origin. As a small child, he was found wandering in the wilderness and was raised by a loving hearth of a Dykenean hunter clan. He has no prior memories, except that of a blue-grey sabre tooth cat who protected and fed him. He never mentioned this and later learned that legend holds that the great shaman, Blue Face, supposedly stalks the plains of Balazar in the guise of a smilodon. Putting one and one together, Sylvanthi suspects that Blue Face is his father.

It is possible that the vigor of Blue Face has been passed on to the son. The possibility is increased by the fact that Blue Face, like Sylvanthi, appears to be of no specific tribe.

Although interest in the woman Calamene is a factor that keeps him in Dykene, Sylvanthi is anxious to move on. If an adventuring group is interested in exploring the Elder Wilds, he may offer to join them. He seeks his father and wishes to become a shaman under him.

SYLVANTHI BRIGHTEYES ..... **(male Rune Priest of Yelmalio, Rune Priest/Lord of Balazar)**

STR 18 CON 16 SIZ 14
INT 14 POW 18 DEX 21
CHA 17

Move 8
Hit Points 18
Defense 30%

Right Leg	(01-04)	4/6
Left Leg	(05-08)	4/6
Abdomen	(09-11)	5/6
Chest	(12)	5/7
Right Arm	(13-15)	4/5
Left Arm	(16-18)	4/5
Head	(19-20)	6/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H spear	2	105%	1D10+1+1D4	100%	15
1H spear	3	95%	1D8+1+1D4	90%	15
Javelin	0	95%	1D10+1+1D2		
Comp. bow	0	90%	1D8+1	(Horse Archery)	
Comp. bow	0	100%	1D8+1	(Hawk Archery)	
Dagger	6	85%	1D4+2+1D4	75%	30
Large shield				90%	16
Medium shield				85%	12

SPELLS – Healing 6; Protection 4; Countermagic 4; (known by Bluesky) Befuddle; Dispel Magic 4; Xenohealing 6; (known by Highliter) Detect Gold; Light; Coordination; Multimissile 4; Speedart; Strength; Vigor; Harmonize (known by bound spirit in crystal) Invisibility; Lantern 3; Detection Blank 4; Bladesharp 2.

RUNE MAGIC – Catseye; Cloud Clear; Sunbright; Summon Small Salamander; Summon Medium Salamander; Spell Teaching; Speak to Birds; Sunripen; Multispell 2; Matrix Creation 2; (known by Bluesky) Mind Link 1; Dismiss Elemental 2; Sunbright. One use by Sylvanthi – Divine Intervention 3; Sunspear.

SKILLS – Evaluate Treasure 65%; First Aid 55%; Treat Disease 45%; Treat Poison 25%; Find Healing Plants 25%; Identify Plants 15%; Map Making 80%; Climbing 50%; Hide Item 45%; Jumping 90%; Trap Set/Disarm 40%; Riding 80%; Hawk Riding 90%; Hawk Training 105%; Horse Archery 90%; Hawk Archery 100%; Weapon Making 35%; Camouflage 55%; Hide in Cover 50%; Move Quietly 65%; Listen 95%; Spot Hidden Items 90%; Spot Traps 65%; Taste Analysis 45%; Tracking 45%; Oratory 65%; Bargaining 50%.

MAGIC – POW 5 storage crystal (with bound spirit); POW 13 storage crystal; Irippi Ontor map of Elder Wilds; dagger with Silence Matrix; composite bow with Multimissile 2 matrix; shield with Lantern 2 matrix; ring with Disruption matrix; healing potion of potency 8; herbal poison antidote of potency 20; mineral poison antidote of potency 20.

TREASURE – Carries 10 wheels; ransom is 3000 L.

LANGUAGES – Speak Balazaring 100%; Speak and Write Trade Talk 80%; Speak Fire Speech 95%; Speak Lunar 45%; Speak and Write Mostali 35%; Speak Aldryami 20%; Speak Beast Speech 45%.

YELMALIO GIFTS – Mind Speech with all horses.

YELMALIO GEASES – Never bathe; always immediately challenge worshippers of Kyger Litor or Zorak Zoran; never eat any meat but bird; never use a sword of any kind.

BLUESKY ..... **(allied spirit in vrok hawk)**
STR 9 CON 10 SIZ 4 INT 13 POW 21 DEX 15
Move 36
Hit Points 1/8

Weapon	*SR*	*Attack*	*Damage*
Peck	6	55%	1D4

HIGHLIGHTER ..... **(bound spirit in great hawk familiar)**
STR 32 CON 16 SIZ 30
INT 17 POW 18 DEX 16

Move 12/4 on ground
Hit Points 22

Right Leg	(01-03)	2/7
Left Leg	(04-06)	2/7
Abdomen	(07-08)	2/8
Chest	(09-11)	2/9
Tail	(12)	2/6
Right Wing	(13-14)	2/7
Left Wing	(15-16)	2/7
Head	(17-20)	2/7

Weapon	*SR*	*Attack*	*Damage*
Bite	6	55%	1D8+1+3D6
Claw	6	60%	1D6+1+3D6

TRUTH ..... **(bound spirit in crystal)**
INT 16 POW 15

SMALL SALAMANDER .....
STR 8 SIZ 3x3x3 meters INT 6 POW 12
Move 6
Hit Points 19
Damage – 3D6 to CON

MEDIUM SALAMANDER .....
STR 19 SIZ 3x6x3 INT 5 POW 19

BLUEFACE

BLUEFACE THE SHAMAN

There are other shamans in Balazar, but there is only one Blueface. Balazarings say that shaman Blueface is centuries old. Obscure tales place Blueface at the founding of Elkoi and in other ancient events. It is known that the shaman was legendary even when the fathers and grandfathers of the current tribal elders were but children. He is rumored to be nearing godhood.

The truth of the matter is that Blueface, the original Blueface, was an unnamed son of Dykene who took the shaman path. The vigor of the gods ran in his veins and he had an extremely long life, aided by his shamanistic powers. To ensure that the god-like qualities of long life and vigor remained in his offspring, Blueface always abandons his children (begat upon Balazaring tribeswomen) to the wilderness, unaided by humans. It is cruel, and most die; but any survivors will unerringly grow in power and strength and then seek out their father. One of these children eventually become shaman and take the place of his father when the older shaman joins the spirit plane on a permanent basis. The average life span of the Blueface shamans is 100 years.

The current shaman bearing the name Blueface is the most powerful of the line since its founder. He is over 200 years old. He appears as an incredibly ancient, physically powerful man with a long white beard. His face is tatooed with stylized runic whorls and swirls, all brilliant blue.

Blueface has HeroQuested many times in his long life. Successful trips have gained special abilities such as his Possession and Endurance powers along with magic items like the Eubuck staff.

Blueface is above tribal bickering. He goes wherever special healing or curative powers are needed in Balazar, appearing only when he wishes. Otherwise he cannot be found. He is highly respected and feared, even by the Lunars. Occasionally he performs magic for a fee. He is likely to be found wherever some poor hunter is ill, during his traditional curing for the tribe. Often he may employ others to do tasks for him.

The Priest of Yelmalio at Dykene, Sylvanthi Brighteyes, is a son of Blueface. He is ready to become a shaman like his father, but Blueface is not ready to pass on his title.

BLUEFACE . . . (Hunter/Brother Dog Shaman-Priest)

STR 14 CON 15 SIZ 14
INT 18 POW 21 (15)*
DEX 17 CHA 20

Move 8
Hit Points 17
Defense 20%

Right Leg	(01-04)	1/6
Left Leg	(05-08)	1/6
Abdomen	(09-11)	1/6
Chest	(12)	1/6
Right Arm	(13-15)	1/5
Left Arm	(16-18)	1/5
Head	(19-20)	0/6

* The number in parentheses represents the POW that Blueface has stored on spirit plane. Out of the 15 points, he has 9 available for use.

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H spear	3	85%	1D10+1+1D4	85%	15
1H spear	4	85%	1D8+1+1D4	85%	15
Javelin	1	85%	1D10+1D2		
Battle ax	6	85%	1D8+2+1D4	85%	15
Self bow	1	85%	1D8+1		
Dagger	6	85%	1D4+2+1D4	85%	20
Medium shield				65%	16

SPELLS – Healing 6; Repair; Disruption; Vigor; Befuddle; (known by Moonbane) Dispel Magic 6; Invisibility; (known by Wildwind) Detect Spirit; Detect Life; Protection 4;

Shimmer 4; (known by Bonegrinder) Countermagic 8; Detect Magic; Farsee; Ignite; Speedart; Light; Strength; (known by Tigerling) Silence; Binding; Multimissile 4; Mobility; Ignite; Extinguish; Firearrow; Detect Magic; (known by Darkfang) Fireblade; Bladesharp 4; Xenohealing 6.

RUNE MAGIC – Sureshot 2; Draw Beast 2; Beastmaster 2; Absorption 3; Discorporation 3; Divination 5; Divine Intervention 10; 2 Extention 1; Matrix Creation 4; Mind Link 4; 2 Multispell 1; Reflection 3; Shield 3; Spell Teaching 3; Spirit Block 3, Warding 6; (known by Moonbane) Sureshot; Beastmaster; Draw Beast; Divine Intervention 6; Extention 1; Mind Link 1; Spirit Block 2.

SKILLS – Evaluate Treasure 90%; Evaluate Trade Goods 65%; General Knowledge 35%; Find Water 50%; Find Cattle Food 65%; First Aid 90%; Treat Disease 90%; Treat Poison 90%; Find Healing Plants 185%; Identify Plants 95%; Identify Animals 85%; Identify Minerals 65%; Map Making 55%; Make Antidote of Potency 15 for All Poisons; Make Any 4 Point Battle Magic Spell Potions; Climbing 80%; Hide Item 75%; Jumping 80%; Set Snare 85%; Trap Set/Disarm 65%; Pick Pocket 55%; Disguise 85%; Riding 30%; Hawk Riding 55%; Train Dog 85%; Peaceful Cut 85%; Camouflage 85%; Hide in Cover 85%; Move Quietly 85%; Listen 90%; Spot Hidden Item 90%; Spot Trap 90%; Taste Analysis 90%; Tracking 85%; Oratory 85%; Bargaining 75%.

SHAMAN ABILITIES – Store 15 POW points on spirit plane; Cure Disease with laying on of hands 95%; return from dead within one hour; control of five spirits on spirit plane.

MAGIC – POW 11 storage crystal; POW 5 storage crystal (contains Darkfang); staff with eubuck head carved on one end – the carrier of this staff may place himself in Mindlink with Blueface once per week (the shaman often gives it to persons performing services for him), Blueface may summon the staff back to himself at any time (staff will fly through the air at a rate of 500 km a day); a golden bottle that is always filled with fine Pelorian wine; a furry ball that, if thown at victim (usually backed up with Sureshot), hits that person with Discorporation and a form of Spirit Block that prevents the discorporate spirit from attacking anyone within 160 meters of his body, this is usable but once per season.

POTIONS – Assume that Blueface has access to antidotes of potency 15 for all poisons. He will also have herbs to cure all diseases. He can also make up to 4 point battle magic spell potions.

TREASURE – Carries 32 L and 3 wheels; ransom is 2100 L.

LANGUAGES – Speak Balazaring 90%; Speak and Write Trade Talk 90%; Speak Canine 90%; Speak Aldryami 65%; Speak Mostali 85%; Speak Beastspeech 65%; Speak Lunar 55%, Speak Draconic 25%; Speak Spirit Speech 45%.

SPECIAL POWERS

POSSESSION – This ability allows Blueface to occupy the body of any unintelligent animal. Unlike spirit possession, it is only temporary, the duration is 6 hours. To be enacted, the spirit must win a round of spirit combat with the intended victim. At the end of the duration of Possession, the creature's spirit reoccupies the body.

The use of the body may be extended by winning another round of spirit combat with the victim. Death of the host body does not adversely affect Blueface, who is merely returned to his original body. Blueface has use of this power once per week.

ENDURANCE – Blueface may run or fight for days without physically tiring. For each full or partial day that he does this, it costs him a permanent point of characteristic POW. In addition to allowing all day/all night running, it also puts constant Mobility on him for the duration of the run. This means that in open, flat country he may cover approximately 100 km in a 24 hour period. This can also be used when he is occupying a beast form of some kind.

MOONBANE . . . . . (fetch)
INT 9 POW 18

WILDWIND . . . . . (bound spirit in hawk familiar)
STR 6 CON 10 SIZ 4 INT 10 POW 18 DEX 15
Move 36/2
Hit Points 1/8

Weapon	*SR*	*Attack*	*Damage*
Peck	11	45%	1D4

BONEGRINDER. . . . . .(bound spirit in fighting dog familiar)
STR 16 CON 15 SIZ 12
INT 16 POW 17 DEX 16
Move 12
Hit Points 16
Defense 40%

Right Hind Leg	(01-02)	1/4
Left Hind Leg	(03-04)	1/4
Hindquarters	(05-07)	1/6
Forequarters	(08-10)	1/6
Right Fore Leg	(11-13)	1/4
Left Fore Leg	(14-16)	1/4
Head	(17-20)	1/5

Weapon	*SR*	*Attack*	*Damage*
Knockback	7	75%	Special
Bite	7	45%	1D8+1D4

SKILLS – Climbing 15%; Jumping 65%; Swimming 55%; Listen 60%; Spot Hidden Item 35%; Tracking by Scent 65%; Hide in Cover 55%; Move Quietly 55%; Obey Command 100%.

TIGERLING . . . . . .(bound spirit in cat familiar)
INT 16 POW 18

DARKFANG . . . . . .(bound spirit in crystal)
INT 14 POW 15

CONTROLLED SPIRITS

Spirit	*INT*	*POW*
Spine Chiller	12	19
The Beast	9	11
Rat Heart	11	15
Vrog the Tireless	14	26
The Mighty One	18	41

GREYRUNNER RUNEFANG

During an early HeroQuest, the original Blueface met and aided a great, unique creature known as Greyrunner Runefang. Greyrunner was a huge tiger with flashing fangs which protruded down from between his lips. After the quest, the two made many blood-pacts and declared each other friends and allies, and the pacts have extended to Blueface's descendants.

Whenever needed by Blueface, he need only speak the great cat's name aloud, and Greyrunner will appear in 1D10 melee rounds. Blueface may then attempt to possess the body of Runefang. When in this form, Blueface may use Greyrunner's INT and POW in the casting of spells. Additionally, Blueface may occupy the body of his friend for 24 hours before having to overcome the spirit of Greyrunner again.

The only rumors, such as they are, known about Greyrunner that will be told to player-characters are known to Dushi Sone and Sylvanthi Brighteyes.

If Greyrunner should be slain, Blueface will hunt the slayers with undying hatred to avenge his friend.

Greyrunner gets two claw and one bite attacks in the same round (the bite can impale). These must all be used against the same opponent. If the cat hits a foe with both claws, it will hang on and rip with its hind legs from then on. It may continue to attack by biting as well. It may not use its front claws when ripping.

GREYRUNNER RUNEFANG . . . (saber-tooth tiger)

STR 30 CON 17 SIZ 27
INT 16 POW 18 DEX 25

Move 12
Hit Points 23

Defense 25%

Right Hind Leg	(01-02)	5/8
Left Hind Leg	(03-04)	5/8
Hindquarters	(05-07)	5/9
Forequarters	(08-10)	5/9
Right Foreleg	(11-13)	5/8
Left Foreleg	(14-16)	5/8
Head	(17-20)	5/8

Weapon	*SR*	*Attack*	*Damage*
Bite	4	85%	1D10+1+3D6
Claw	4	90%	1D8+3D6
Rip	4	90%	2D8+6D6

SKILLS – Move Quietly 80%; Hide in Cover 90%; Tracking 90%; Leaping (15 meters) 75%.

NPC RECORD FORM

To ensure continuity of the personalities of the various leaders and persons of prominence in Balazar, we present the *RQ* NPC Record Form. This is a convenient form used to record the personality and other notes about non-player characters (NPCs) likely to be met by the player characters. This should be used by the referee to keep track of the NPCs in his campaign, thereby insuring maintenance of consistent characters. The form has information contained in the character's description, and also should contain additional material created by the referee as the character interacts with other player and non-player characters.

The top left section contains basic identification notes about the character. The entries should be self-evident, though some may be inappropriate for certain characters; in such cases, ignore them. The listing "MASTER OF" provides space to list the 90%+ skills which the person knows. This is useful for promising to train or impress someone, or to otherwise inform them of importance (barbarians are taken to boasting, such as "I am master of spear and sword"). The listing of "TOTAL STATS FOUND AT" should be followed by a reference to the location of the full character stats.

The top right section contains the outward appearance of the person. Again, some of these may not be appropriate to some characters. Do not feel compeled to fill in blanks just because they are there. The "SYNOPSIS" entry is intended to be a short description of the overall appearance of the character. This might describe the character physically or possibly by a visible projection of the personality. Suitable entries of both types include: handsome, beautiful, plain, ugly, hideous, skinny, noble, slovenly, dynamic, heroic, effeminate, masculine, fat, crude, and so on.

The "PERSONALITY FACTORS" section poses a series of opposite reactions to situations which may be used in a fantasy role-playing setting. To use the form, fill in the central blank with a number from 01-100. The number may be selected by the referee or determined randomly by the roll of a D100. This numerically represents the feelings that the character usually exhibits. When you, as the referee, are unsure of how the character would act in a given circumstance, then find an appropriate factor and roll D100. If the number is smaller than the entry, then the reaction will be dictated by the left hand column. If the number is larger, then the response will be based on the right hand column.

An optional possibility here is to allow characters to use a successful Oratory roll to move a dice roll result, making it more favorable to them. If a successful Oratory roll is made, the character may add or subtract (whichever moves the rolled score in the desired direction) half his Oratory roll from the NPCs roll. Thus a particularly stubborn king might have his mind changed by a player character's verbal eloquence.

This list summarizes the character's personality. Look first for any significantly low (01-30) or significantly high (70-100) ratings to see at which points the personality is most visible. For instance, someone with an 85% rating on the "PATIENT-NERVOUS" listing would usually appear quite nervous, or the same rating on the "ENERGETIC-LAZY" axis would indicate a normally slothful person.

"INTERESTS" should be noted with a check in the appropriate box. The referee is urged to remember that people only have limited time to culture interests. Most of the NPCs in the book will have 1D6 special interests complementing their occupations in some way.

The "ATTITUDES" section provides a quick reference of how the character feels about a variety of subjects and peoples. This should be used cautiously and in conjunction with the Personality Factors section. The blank spots should be filled in with an appropriate, single word. Suggested words include: panicky, fearful, groveling, subservient, dutiful, loving, adoring, affectionate, respectful, peer, friendly, ritualized, formal, courteous, protective, neutral, inquisitive, cautious, contemptuous, rude, distrustful, open dislike, anger, provocative hostility, uncontrolled rage, hatred, truthful, dishonest, generous, stingy, cruel, violent.

Finally, use the back of each record sheet to keep track of interactions with player characters. Note dates and interactions, keep track of people who are friends or enemies of each leader. This is especially important if more than one referee uses the book. Keeping track of such events draws together the warp and woof of the world into the fabric of the world.

RuneQuest NPC Record Form

NAME _____

TITLE _____

SEX _____ AGE _____

RACE _____

NATIONALITY _____

TRIBE _____

CLAN _____

RESIDENCE _____

CULTS/STATUS _____

_____

MASTER OF _____

_____

LANGUAGES _____

_____

STR ___ CON ___ SIZ ___ INT ___

POW ___ DEX ___ CHA ___

DEFENSE _____ HIT POINTS _____

FULL STATS FOUND AT _____

_____

PERSONALITY FACTORS

AGGRESSIVE ___ PASSIVE
IMPULSIVE ___ CAUTIOUS
EXTROVERT ___ INTROVERT
OPTIMISTIC ___ PESSIMISTIC
STUBBORN ___ RECEPTIVE
PHYSICAL ___ MENTAL
PATIENT ___ NERVOUS
EMOTIONAL ___ CALM
TRUSTING ___ SUSPICIOUS
LEADER ___ FOLLOWER
GREEDY ___ GENEROUS
ENERGETIC ___ LAZY
HONORABLE ___ DISHONORABLE
BRAVE ___ COWARDLY
CURIOUS ___ INCURIOUS
DEPENDABLE ___ UNRELIABLE
PIOUS ___ IRRELIGIOUS
HONEST ___ DISHONEST
CLEVER ___ DULL
HUMOROUS ___ DOUR
INNOVATIVE ___ CONSERVATIVE
___
___
___
___
___
___

APPEARANCE

SYNOPSIS _____

HEIGHT _____ WEIGHT _____

CLOTHING _____

HAIR COLOR _____ HAIR STYLE _____

SKIN COLOR _____ EAR FEATURE _____

EYE COLOR _____ EYE FEATURE _____

VOICE QUALITY _____

VOICE PITCH _____ ODOR _____

OTHER _____

_____

_____

_____

_____

INTERESTS

☐ WEAPONS
☐ DRINKING
☐ RELIGIONS
☐ HORSES
☐ SEX
☐ MAGIC
☐ BRAWLING
☐ GAMBLING
☐ CLOTHING
☐ MONEY
☐ TRADING
☐ LANGUAGES
☐ HISTORY
☐ GEOGRAPHY
☐ LEGENDS
☐ THIEVERY
☐ TECHNOLOGY
☐ FOREIGN LANDS
☐ ARTIFACTS
☐ FOOD
☐ PLANTS
☐ GEMS
☐ LOCAL POLITICS
☐ OTHER POLITICS
☐ PLEASURE
☐ HUNTING
☐ DOGS
☐
☐
☐
☐
☐
☐
☐
☐

ATTITUDES

FAMILY _____

OTHER KIN _____

OVERLORDS _____

RELIGIOUS LEADERS _____

_____

DEITIES _____

ACQUAINTANCES _____

EQUALS _____

STRANGERS _____

UNDERLINGS _____

CHILDREN _____

TROLLS _____

ELVES _____

DWARVES _____

DRAGONEWTS _____

LUNARS _____

LIGHTBRINGERS _____

CHAOS _____

ANIMALS _____

_____

_____

_____

_____

_____

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TASKS

Once a character is known by the king or other leader by name or fame, he is likely to be in those select groups sent on special tasks for the king. These will be emergencies or secret activities. Only the most trusted are called first, and it is a great honor to be given such a task. People who prove themselves here are the leaders of the future.

Some of these tasks may also be jobbed out to foreign adventurers who will keep their mouth closed for money if caught. This is a good subterfuge for the local leaders who can then blame it on an acceptable enemy other than themselves. Attempts to cheat the employer will lead to reprisals of some sort.

I WANT SOMETHING STOLEN

A leader is interested in obtaining an item owned by someone else. He is willing to pay hard cash for this mission, as long as the deed is not traceable to him. He will arrange for you to meet him or his agent at a secluded place in or near the citadel to make the drop-off and payment.

The scenario format for this is as follows: the name of the commission leader is first, then the object, followed by the object's current owner, followed by the location where it can be found, and finally the payment.

EMPLOYER Rokheart Veinseeker the dwarf Priest
OBJECT Throne of Dykene – made of magic elven wood
OWNER King Skilfil Heartpiercer
LOCATION Throne room of the Dykene Palace
PAYMENT 20,000 L if it is in one piece, 5000 L if broken

EMPLOYER Marusa, Priestess of Jalakeel the Witch at Elkoi
OBJECT Eubuck staff
OWNER Blueface the shaman
LOCATION ?
PAYMENT 16,000 L

EMPLOYER Halcyon Var Enkorth
OBJECT The magic spear Heartpiercer
OWNER King Skilfil of Dykene
LOCATION King's private quarters in the Dykene Palace
PAYMENT 25,000 L

EMPLOYER Cyriel Endlekar the merchant
OBJECT Map to the castle of Gonn Orta
OWNER Taklong Woodheart, High Priest of Yelmalio at Elkoi
LOCATION The Priest's private chambers on the temple grounds
PAYMENT 6000 L

EMPLOYER Rokheart Veinseeker
OBJECT The dog gargoyle that guards the compound
OWNER Cyriel Endlekar the merchant at Dykene
LOCATION The merchant's warehouse [13] at Elkoi
PAYMENT 15,000 L

EMPLOYER Bluebird
OBJECT A dwarvish pistol or hand grenade
OWNER Bodyguards of Rokheart Veinseeker
LOCATION They are known to frequent Dykene
PAYMENT 8000 L for an intact item, 4000 L if broken

EMPLOYER Elecora the High Priestess of the Seven Mothers
OBJECT A keg of magic wine stolen from the temple
OWNER Currently in the possession of Gondo Holst
LOCATION Caravan wagon number two
PAYMENT 7500 L

EMPLOYER Rhegus Whitehair, proprietor of the Red Bear Lodge
OBJECT Put a special poison in the beer casks at the Stuck Pig at Trilus
OWNER Djimm Mith
LOCATION The cellar of the Stuck Pig Lodging House
PAYMENT 300 L per cask poisoned

EMPLOYER Cyriel Endlekar the merchant at Elkoi
OBJECT Waylay and rob Joh Mith's merchant caravan

OWNER Joh Mith, Priest of Issaries
LOCATION Home base is Trilus, could be anywhere
PAYMENT 10,000 L plus whatever the caravan carries.

EMPLOYER Cyriel Endlekar
OBJECT Map of Mostali's Crucible, lost dwarvish gold mine
OWNER Eagle-Eye G'jorni the prospector
LOCATION On G'jorni's person, he could be anywhere
PAYMENT 10,000 L

EMPLOYER Queen Jocestis of Elkoi
OBJECT Magic bottle of ink
OWNER Taklong Woodheart, the High Priest of Yelmalio at Elkoi
LOCATION The Priest's private quarters in the temple
PAYMENT 3000 L

EMPLOYER Marusa, Priestess of Jalakeel the Witch at Elkoi
OBJECT A letter that is being sent back to the empire by Euryptus the Bold, complaining of her tactics
OWNER Currently Euryptus; after that, a messenger
LOCATION The office of Euryptus, Lunar compound, Elkoi
PAYMENT 2500 L

SOMEONE MUST DIE

In this scenario the leader wishes the characters to kill an enemy. The leader is willing to pay hard cash for the assassination so long as the deed is not traceable back to him or her. Payment will be made after the death has been announced publicly. Negotiation will be required to determine if payment will still be made should the victim be resurrected.

This section uses this format: the name of the commissioning leader is first, then the victim, followed by the location of the victim (if it is known), and finally the payment. Payment is usually negotiable within a range of plus or minus 50%.

EMPLOYER Marusa, Priestess of Jalakeel the Witch
TARGET Blueface
LOCATION ?
PAYMENT 30,000 L

EMPLOYER Halcyon Var Enkorth
TARGET Bluebird
LOCATION Trilus
PAYMENT 10,000 L

EMPLOYER Marusa, Priestess of Jalakeel the Witch
TARGET King Yalaring Monsterslayer or King Skilfil Heartpiercer
LOCATION Trilus or Dykene
PAYMENT 20,000 L each

EMPLOYER Halcyon Var Enkorth
TARGET Minstrel Errap Barbacon (Eraphion)
LOCATION Usually at the Kings Inn in Elkoi but he could be anywhere
PAYMENT 5000 L

EMPLOYER Unknown (offer and payment are made by a stranger staying at an inn)
TARGET Dragonewt Inoi Sessela
LOCATION ?
PAYMENT 5000 L
NOTES The stranger was employed by a friend of the person who has made armor out of the skin of Inoi Sessela. The stranger will not wait around to pay successful assassins. Should the characters succeed in killing Inoi Sessela they will be in trouble because Inoi will hunt them down. It is up to the individual referee to determine whether Inoi will put the characters at the top of his list or if he will first try to find the person who has made armor out of his skin. For more information on this subplot consult the Dragonewt section of the Encounters chapter.

CARRY THIS MESSAGE

This scenario makes the player-characters into the messengers who may be encountered in the Citadel Warriors section of the Encounters chapter. They will be instructed to bring a message, either verbal or written, to some friend of the king. They are also likely to be given some sort of token to denote their special status when they arrive at their destination. They may also be instructed to give the message to anyone, someone specific, or to one of a number of people.

The message may be going to another citadel, where the kings are formal but friendly; to some clan chieftain; to a semi-human ally (elf or dwarf); or perhaps to a neutral cult in a distant place.

SAVE MY SON!

The citadel king's son and acknowledged heir has been kidnapped. Divination revealed that he was captured by a Priest whose caravan recently left the citadel. A second Divination has shown that the perpetrators were chaotic. Suspicion is high that they may be ogres. No ransom has been demanded and the king fears for his son's life. It would be unwise for the king to go himself. Some citadel warriors tried but were recognized and ambushed. Some were killed, some went mad. The king will try again or allow local or foreign adventurers to accomplish the feat. The caravan headed toward the Elder Wilds sometime during the last two days. It consists of two wagons, four bisons, three guards, two drivers, and the Priest. Bring the boy back alive and make sure the kidnappers pay for their crime.

This scenario may be used with either the citadels of Trilus or Dykene. The kidnapped son of King Skilfil of Dykene will be Karazar. The son of King Yalaring of Trilus is Yalvann. The deed has been committed by the ogre Priest Gondo Holst and his merry crew of creatures. They will be headed straight for the chaos holy ground to pick up some extra Divine Intervention. This plot has been masterminded by Halcyon Var Enkorth and Marusa (Lunar officials at Elkoi) who were also responsible for ambushing the citadel warriors. They hope to disrupt the other non-Lunar citadels in Balazar. The ogres will have at least a two day head start.

An heir is invaluable. The king will pay 25,000 L in trade goods, coins, jewelry, or magic training if his son is returned, plus up to 3 points of magic taught free. However, should the boy die, don't go back.

EVER HEARD OF WINDBERRIES?

These legendary fruits are a well-known tale, but few people have actually attempted to find them. Recent research has indicated their location to one of the leaders who is outfitting an expedition to go and find out for sure. If the expedition is Lunar, the research will have come from an Irripi Ontor temple; others likely have learned through divination or inspiration.

If the kings of Trilus or Dykene outfit the group, they will want a liter of intact berries delivered to them. They will pay 5000 L for the goods and probably turn them over to their temple, or to other knowledgeable researchers.

Halcyon Var Enkorth, the notorious Lunar villain, has more ambitious desires and will also pay more. He wants some berries returned, but also seeks the destruction of the tree. His instructions will include chopping two large branches off the tree which he hopes will kill it. To prove this one branch must be returned to him, the expedition can keep the other. Halcyon will make a big deal about how well off they are with that branch and try to use it as an excuse for reducing his promised payment. Note that Halcyon really has no knowledge of the tree or how it can be used and will give no information concerning that to the characters.

Halcyon is paying up to 20,000 L for proof of success. He will begin bargaining at half that, though. If the party fails in their quest he still wants them to return and will pay each survivor 1000 L for complete silence afterwards.

DEATH TO CHAOS!!

In this situation, adventurers are sought to seek out and destroy the inhabitants of Festering Island. This general scenario applies to almost any cult, including the Lunar religion whose priests dislike broos as much as anyone most of the time. Note that motivation is most likely to be from a religious source, and that payment is given here in Lunars worth of Spell Teaching, not cash. All the temple authorities prefer to pay this way. As further payment, the survivors may keep any of the treasure they find. These religious leaders are likely to urge adventurers onward with stories of empty hope, too, such as saying that they think the Iron Crown is there, or glass butterflies, or the Wind Sword. Referees will have to decide if the former pair are, in fact, there or just a rumor.

Dissemination of information about the island should be done through normal channels, though a cult hiring adventurers will freely give away any information they have.

Payment for finding the island and returning with a good map is 2000 L worth of spells for the leaders, plus 500 L worth for his followers. This is to be paid only once since the temple needs only one map.

Payment for destroying the inhabitants will be given to the leader to be distributed as he sees fit. Payment will be 500 L of spells for each living chaos thing killed and not resurrected, plus suitable larger rewards for more dangerous monsters as the Priest sees fit.

Priests will also bless parties out on cult business to insure that their souls will go to the right god instead of to chaos if they are slain.

COURAGEOUS WARRIORS WANTED

Torath Manover is looking for volunteers to accompany him and his friends on a search of the Elder Wilds. They are seeking a powerful magic item which he has good reason to believe is hidden somewhere in that wilderness. Members of Lightbringer cults are particularly welcome on this journey.

Torath will not reveal what item they are searching for and where it is to be found until the party is well on its way. This is to avoid security leaks. Torath's party will basically consist of the Orlanthi encounter (see the Encounters chapter of the book). The number of non-player characters should be reduced, however, so that the party does not become too unwieldy.

Torath seeks the Wind Sword which he knows is hidden somewhere on or near Griffin Mountain. He also knows that the griffins are unaware of its presence and location. He hopes to be able to deal with the griffins in order to obtain a free hand in searching the mountain. This he will get once he offers payment of 2000 L (or more). However, the griffins will not allow him into their caves and that is where the sword is hidden. Eventually Torath will have to either attack the griffins or tell them what he is looking for and hope that they can find it for him. The individual referee will have to decide which option he takes.

Payment is 6 L a day plus an equal share of the treasure (excluding the Wind Sword itself). Starting point is Trilus.

GET ME THAT RING

Everyone in Balazar knows that the ancient king, Elkoi, had a magic ring which could be used to control giants. It is believed to be buried with him in his tomb in the graveyard of his citadel. It is a very valuable item, coveted by many different people.

The employer may be kept a secret, especially if it is a Lunar citizen intent on robbing an imperial ally. For instance, Halcyon Var Enkorth is a likely suspect in this plot, especially since he might be able to subvert guard patrols or get heavy magical aid to conceal their desecration.

Other possible employers could be either of the two citadel kings or anyone in the Lightbringers group. They would want as much secrecy, of course, but are unlikely to be able to produce as much close cover and aid.

Danger is everyplace. The object is inside Elkoi tribal territory which is patrolled by Lunar soldiers as well as the local inhabitants. It is inside the citadel, in the keep, and buried. Divination might find the right grave beforehand but even so there is a known danger of terrible guardians set over the grave by ancient Priests, and Divination cannot tell what they are.

Payment for the task is set at 30,000 L for the item, plus the desecrators can keep anything else they find.

Following this description is a map and description of the crypt at Elkoi. Referees may wish to modify this scenario and place it in a different citadel with a different magical treasure as object. It is also useful as a chance encounter stumbled upon in the forgotten wilds.

Crypt of Elkoi

Legend tells that Elkoi built the citadel with the aid of three giants. He supposedly had a ring bending the wills of the behemoths to his purpose. Where he got the ring the gods only know, for that legend is lost, but after an arduous quest in remote lands he returned with it. Elkoini claim that their hero is buried in one of the tombs in the city's necropolis. However, the exact location is unknown, intentionally concealed to foil theives. Buried with Elkoi, claims legend, is his fabulous ring which controlled the giants.

With slight variations this scenario may also be used with the other citadels of Dykene and Trilus. The format remains the same, the treasure is different.

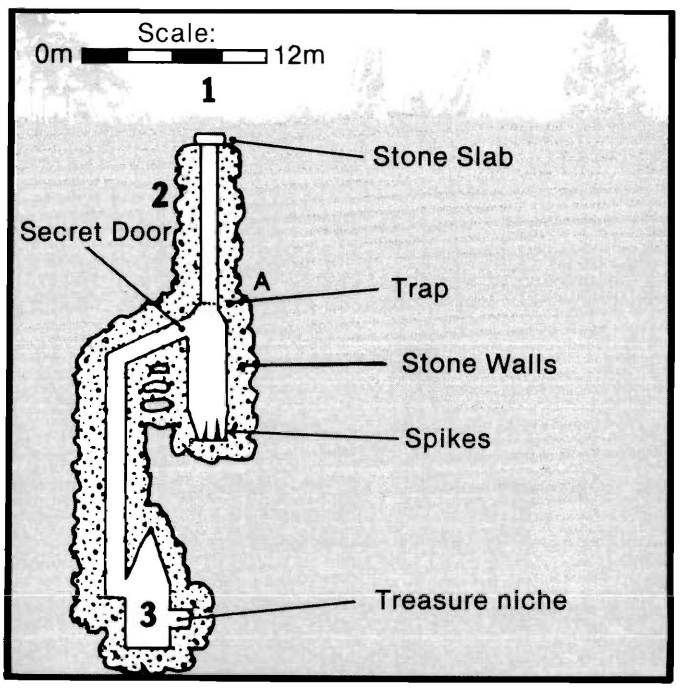
[1] THE SURFACE GROUNDS

The crypt is unmarked. Most of the older tombs are indicated only by a shallow depression in the ground. Divination will reveal which tomb is Elkoi's. So will a lot of digging.

It will take three man-hours of digging with shovels to uncover the slab that covers the shaft enough to allow room for leverage. The slab is gold-colored stone, roughly a meter and a half across. There is writing on the slab in Fire Speech. It says: "The resting place of Elkoi."

To remove the stone, its resistance of 50 vs. STR must be overcome. Up to four people may attempt to lift it at one time. An Idea roll or appropriate skill will allow the use of levers to remove the stone effectively.

Once the stone is removed, a 1 meter-wide shaft downward will be revealed. It descends 10 meters to an abrupt end. The walls are made of rough-dressed stone similar to the citadel's walls.



The Crypt of Elkoi

[2] THE SHAFT

The shaft descends 10 meters to the dirt floor of point A. This is a trap. A thin layer of dirt is spread over rotton wood. A being of more than SIZ 8 will break the floor and fall down a pit. Each 3 points of encumbrance equals 1 point of SIZ. The trap is 8 meters deep with two stone spikes in the bottom. Each spike will do 1D10+1+4D6 points of damage. Anyone who falls down the shaft must make a POW x 3% roll or be impaled on one of the spikes. A fumble based on the score needed indicates that both spikes do full damage (35 points). Missing the spikes means that only 4D6 of falling damage is taken.

SPOT HIDDEN – A 15 minute search of the walls below the trap's floor will reveal a group of stones set deeper than the surrounding shaft wall. This is the secret entrance to the crypt. The secret tunnel leads to a short sloping shaft which connects to another downward shaft. The stone here is uncharacteristically warm.

The second shaft leads downward for 15 meters and ends in a small, beehive tomb.

[3] THE TOMB

FIRST GLANCE – The tomb is flat-floored and roughly ovoid and comes to a point at the top. The floor diameter is about 3 meters. The tomb has seven crude ceramic urns and 9 votive statues of obscure deities. Entry is by a hole in the wall about 3 meters off the floor.

CLOSER LOOKS – In the wall of the tomb is a niche containing a few bones, some rags of cloth and wood and bronze from the collapsed chest that once contained Elkoi's treasure. Several piles of charred and crumbled bone litter the floor of the room.

TRAPS – The perimeter of the room is surrounded by an 8 point Ward Rune magic that will do 8D3 points of Disruption damage to one hit location. Normally the Ward is passed through from above, at a level just centimeters below the floor of the shaft. The protection of 7 to 9 points of Countermagic will effectively stop this attack, but will be lost in the process. To remove the Ward, Dispel Magic 16 is required. Take note: getting at the treasure in the niche requires breaking the Ward again. The border of the Ward separates the treasure niche from the rest of the chamber.

DENIZENS – The Flaming Guardian. When one character enters the tomb a ball of flame will begin forming in the room's center. Striking the ball of fire will do 33 points of non-repairable damage to the weapon. Any damage exceeding weapon damage is done directly to the arm holding the weapon. No armor will give protection. The ball of fire will coalesce in four full melee rounds into a flaming, ghostly duplicate of the intruder.

FLAMING GUARDIAN

STR 33 SIZ 33 INT 11 POW 33 DEX 20
Move 8
Hit Points 33
Defense 25%

ATTACK – 100% at SR of the intruder's weapon and damage at intruder's weapon damage plus 3D6 (see text).
HIT LOCATION – Guardian has no hit locations. All damage is done to hit points.

SMALL SALAMANDER

STR 11 SIZ 3x3x3 meters INT 2 POW 15
Move 6
Hit Points 24
Damage – 3D6 to CON

The guardian attacks by overcoming the POW of its opponent. The rolled weapon damage is then done to the hit points of the victim at the SR of the weapon. Regular leather or bronze armor will not protect against this damage, but Shield and Protection spells will, as will Rune metal armor which will only absorb normally. A special hit (20% of the score needed to hit) will cause double damage.

If the guardian is reduced below 20 POW or is met with multiple attackers, it will summon a small salamander to attack, in addition to its own attacks. The guardian is unaffected by the salamander. It may summon up to three salamanders.

Protection and Shield will protect against physical damage done by the guardian. Spirit Block will reduce the guardian's STR, SIZ, POW, and hit points by 5 points for each point of spell. A Rune metal weapon or weapon with parry, Bladesharp, Bludgeon, or a damage point enhancing spell on it will allow the opponent to parry blows. Weapons will take damage normally, except that they will be unrepairable. Only weapons with Bladesharp or Bludgeon on them will do damage to the guardian. Damage will be equal to the points of the spell. Fireblade or Firearrow will regenerate 3D6 of the guardian's hit points up to the maximum currently possible. A guardian will continue to attack regardless of damage or POW loss.

To create other guardians, roll 1D6+30 for POW, STR, SIZ, and hit points will be the same. INT is 3D6 and DEX is 20. Attack will be 100%. Defense will vary.

TREASURE – 781 coppers, 3300 silver pieces (not Lunars), 111 gold pieces, a begemmed silver torque worth 1800 L and a gold-plated sceptre worth 25,000 L, carved with a dog's head which barks every noon.

SPECIAL ITEMS – A lantern with Ignite matrix on it, a map showing the location of Gonn Orta's pass, and a seemingly useless scroll.

Elkoi's Ring

The arm ring is a solid gold band with ten dead black stones and two glowing red gems set around its circumference. It has two charges left. When these are gone, the ring is dead and powerless. To use it, the possessor must spend one melee round concentrating to activate the ring and then overcome the POW of the intended giant. The ring will have one of two effects, depending of the desires of the caster. It will either give the wielder complete control over the giant for a week, or cause the creature to be a friend for the duration of the wielder's possession of the ring.

FINAL NOTES

This scenario may be used with the other citadels or placed in remote parts of Balazar or the Wilds. When used in such a fashion, the Ring of Elkoi should be replaced by another legendary, powerful magic item. New treasure may also be rolled using a treasure factor of 75. Possible magic items may include the Wings of Trilus – magical bird wings which grant flight to the user; the Orb of Dykene – a crystalline artifact shielding the bearer from all harm by elementals. Another source for ideas is *Plunder*, the book of *RQ* treasure, by Rudy Kraft.

CHAPTER V

CARAVANS

TRAVEL

In the primitive world of Glorantha, there are few fast methods of transportation. A few cults have instant Teleport spells and a few others have access to flying beasts of burden, but most people travel only where their feet can carry them.

This means that travel is almost non-existent for most people. Excluding far-ranging nomads, most people in Glorantha will never travel more than a day's walk from their birthplaces.

Those people who do move about are thus quite exceptional by normal standards, and stand apart from humble farmers and herders. Those exceptions include nobles, whose business takes them beyond their own borders, the faithful retainers of the nobility, merchants who carry rare or necessary goods from source to market, pilgrims and medicants, soldiers or mercenaries (whose personal wants have been superseded by the needs of the state), wandering adventurers, thieves and outlaws (whose personal choice has set them apart from normal people), specialists (like minstrels), and the curiosity-seekers, who are crazy by normal standards.

Civilized regions can be quite thick with this road traffic. Such movement is a result of civilization and each depends upon the other for existence. Eliminate both busy roads and the cities, civilization disappears, as in thinly-populated wilds.

But travel in Balazar is common and occasionally widespread. The neolithic tribespeople are counted among those nomads who are excepted from the sedentary masses of the world. In a year they may travel a hundred miles (160 km) from their clan-center, covering hundreds of kilometers in all. This is primarily territorial, always bordered by the edges of the East or West Plains. Once a year a hunter is also likely to visit the nearest, or friendliest, citadel too, though hearth women and children are sometimes kept out with wild tales of frightening things.

The citadels are centers of trade in Balazar. The wild hunters bring their extra furs, special feathers, exotic wooden statuary, local spices, meat, and unusual mineral items, and exchange them for cloth, metal goods, pots and pans, and, occasionally, salt.

The citadels are self-sufficient in food from pigs, resident hunters, and collected stocks of nearby wild grains. Each has its own potters, tanners, carpenters, masons, and so on, though there are no metalsmiths in Trilus or Dykene. Instead they are replaced by superb stone cutters who make beautiful flint weapons which are also one of Balazar's prize exports.

Though little other trade passes through Balazar, the rest of this chapter deals with those few caravans.

This chapter can be used in any of several ways. At the very least it provides a method of quick cross-country movement. Balazar is wild and dangerous, but since these caravans travel as a protected group, they are little-bothered by ambushing natives or randomly-encountered monsters.

Caravans can also generate scenarios. Several are suggested at the end of the chapter, while the text will suggest more.

Finally, caravan journeys will reveal the land and peoples of Balazar. Considerable thought and study has been put into how and what is described. The simplicity of the trade allows for an easy study of a basic mercantile situation. Analysis of the final results show why it is unlikely that the land could support many full-time merchants like Joh Mith.

DISTANCES

The Distance Table shows the average distances between points of significance and the average number of days, rounded up, it takes to travel between such places at a rate of 20 miles (30 km) daily.

DISTANCE TABLE

Between	*Distance*	*Time*
Elkoi/Tarshford	60 mi/ 96 km	3 days
Elkoi/Soldier Ferry	60 mi/ 96 km	3 days
Elkoi/Holay Fort	70 mi/112 km	4 days
Elkoi/Trilus	75 mi/120 km	4 days
Trilus/Dykene	120 mi/168 km	6 days
Dykene/Wyrms High Pass	90 mi/145 km	5 days
Wyrms High Pass/Alone	40 mi/ 60 km	4 days*
Dykene/Swim Here	150 mi/240 km	8 days
Swim Here/Griffin Mtn	120 mi/192 km	6 days
Swim Here/Giant Castle	135 mi/210 km	10 days*
Dykene/Giant Castle	185 mi/296 km	18 days*

* Extra time is needed between these points because of the rough ground traveled on this route.

CARAVAN SCHEDULES

There is little regular trade through Balazar, so the knowledgeable people in clans and citadels will know the general facts discussed in this section. Inhabitants of the citadels will generally know their local trade schedule as well. In general, the information is well-publicized so that Joh will have many people waiting for his infrequent arrivals. The irregularity, though, also forces Joh to plan on waiting for some time at places he visits, as shown in the schedule.

SUPPLY CARAVANS

The regular Lunar supply caravans to Elkoi primarily provide the garrison with food. There are 200 solders, plus another 200 camp-followers, builders, and temple personnel who cannot be long sustained by hunting and the miserable local farming. Without these supplies starvation would begin at the fort.

Lunar administration is evident in the makeup of these caravans. The Lunars calculate consumption rates and storage needs, then distribute the actual supply from three points within the Provincial Military District. As a point of information, each caravan is supposed to carry 5200 lbs (11,440 kg) of food to Elkoi.

Each supply point is the same distance from Elkoi, and every caravan is the same size. They are made up of 41 mules, 5 animal handlers, 3 mounted officers, and 15 guards (5 mounted); or 49 animals and 23 people.

The makeup of these caravans is of interest, both as a curiosity and in case player characters actually ambush one. Thus out of the 41 mules, their loads are scheduled as follows: 26 carry food to the citadel; 6 carry food which will be eaten on the way to Elkoi; 1 carries grain to feed the guard horses on

CARAVANS TO ELKOI

SEA SEASON
- 6 supply caravans
- Joh Mith and Elkoi hunters from Trilus

FIRE SEASON
- 6 supply caravans
- (Late Fire season) Dykenean Yelmalios from Dykene (via Trilus)

EARTH SEASON
- 6 supply caravans
- (Early) Dykenean Yelmalios to Dykene (via Trilus)

DARK SEASON
- None

STORM SEASON
- 6 supply caravans
- Elkoi hunters to Trilus

CARAVANS TO TRILUS

SEA SEASON
- (Early) Joh Mith to/from Elkoi
- Great Hunters depart

FIRE SEASON
- (Early) Joh Mith and Djimm Mith to Dykene
- (Late) Dykenean Yelmalios pass through to Elkoi; Djimm Mith returns

EARTH SEASON
- (Early) Dykenean Yelmalios pass through from Elkoi
- (Late) Joh Mith returns from Dragon Pass

DARK SEASON
- None

STORM SEASON
- Elves from/to Elder Wilds
- (Late) Great Hunters from all across Balazar arrive

CARAVANS TO DYKENE

SEA SEASON
- (Early) Great Hunters return from Trilus celebrations

FIRE SEASON
- (Early) Joh Mith Passes through to Dragon Pass; Djimm Mith remains to trade
- (Late) Yelmalio worshippers depart to attend Elkoi festivals; Djimm Mith accompanies as far as Trilus

EARTH SEASON
- (Early) Yelmalio worshippers return from Elkoi (via Trilus)
- (Late) Joh Mith arrives from Dragon Pass, goes to Trilus

DARK SEASON
- Dwarves from/to Greatway

STORM SEASON
- (Late) Great Hunters depart for Trilus celebrations

the return trip; 4 carry military supplies; 1 carries temple-owned goods; 1 carries supplies for the caravan (pots and pans, bedrolls, etc.); and 2 carry trade goods or referee's specials.

Each season the caravans are scheduled to arrive in the same order, although delays of several weeks are common. If two or more caravans arrive in Elkoi at once, the place is a teeming mess and tangle of people and tired animals. They try to avoid this if possible.

The usual arrival schedule is listed in the Supply Caravan Schedule.

SUPPLY CARAVAN SCHEDULE

Disorder (first) Week	From Tarshford
Harmony (second) Week	From Holay Fort
Death (third) Week	From Soldier Ferry
Stasis (fifth) Week	From Tarshford
Movement (sixth) Week	From Holay Fort
Illusion (seventh) Week	From Soldier Ferry

The horses are common cavalry horses, trained to be ridden in battle but not to fight.

The guards may be Lunar peltast types, as given in the Lunars section in the Encounters chapter, or they might be commoner hill barbarian types, as outlined in Joh Mith's Caravan section in this chapter. They might even be loyal Balazarings, as given in the Balazaring Hunters section in the Encounters chapter.

The officers are likely to change from caravan to caravan. Sometimes it is only an organizational supervisor, and merchant number three from Joh Mith's Caravan section may be used. It could also be a Rune Master from Etyries, the Lunar trade goddess, in which case the stats (but not personalities) of Joh Mith or Zix Porub, from Joh Mith's Caravan section, would be appropriate.

These uncertainties do much to aid the Lunar defense and they often employ subterfuge to augment their strength. For instance, it is common for them to prop a fat man in expensive clothing up and keep him awake with medicines, thereby making the untutored natives think there is an Etyries priest there with the Pathwatch spell on, even though the person is but a lay member of the cult.

A common practice of late has been to replace some mules with trained herd-stock, especially Lunar deer. These are butchered and sold in Elkoi.

It should also be noted that the caravans returning to the Lunar Empire typically bring slaves from Elkoi as a major item of export. These slaves are often used to carry goods too.

STANDARD HIRING RATES

The term standard hiring rates is used when referring to payment for Balazarings in service of Joh Mith or others. This is a traditional amount. Few expect it to change much, though everyone haggles.

Joh hires tribespeople in groups of six. Joh deals only with the leader of the six, who is responsible for hiring and paying the other five, and insuring their loyalty. Joh pays the leader 1 L or 10 clacks per day, and the leader then parcels out the payment to the others in his group.

Of these six, five must carry bundles each day while the last one hunts to feed them all. The hunter is usually the leader, but hunting often rotates among some or all of the others too.

If a Rune Master or someone of equivalent fame is hired, then the payment is usually set at 5 L per day for him, plus additional silver for his sworn followers as can be haggled, usually 3 clacks per day each.

Joh Mith's Buying Prices

Remember that money rarely change hands in these exchanges. Most trade is done by bartering goods of approximate value and Bargaining.

When Joh wishes to buy, or is offered, imported items which he carries in stock, then he will pay only half price for them. If this is unacceptable, then the sellers must find a private purchaser.

SKINS & FURS

Wild cattle	1 L
Giant sable	6 L
Impala	1 L
Eubuck*	
Barking deer	2 L
Red sable	3 L
Northern bison	5 L
Medium bear	12 L
Large bear	22 L
Wolf	5 L
Smilodon	30 L
Small animal	1 C

* The Eubuck is sacred to Balazarings and Joh Mith will not offend them by purchasing these skins.

EXOTIC GOODS

Unusual feathers (per bird)	1 C
Exotic feathers (per bird)	1 L
Local spices (per ounce)	5 L
Flint spearhead*	1 C
Flint knife*	5 L

* Only the finest quality craftsmanship are acceptable.

SLAVES

Joh Mith, as noted elsewhere, does not purchase slaves. However, this unfortunate practice is common among the Balazarings and the Lunar merchants. These are average prices.

Healthy adult	25 L
Child	5 L
Troll	12 L
Elf	10 L
Baboon	8 L
Dragonewt	0 L

GOODS FOR SALE

These prices may be taken as "standard prices" in all three citadels of Balazar. There may be some local variances, such as slightly cheaper weapons from King Skilfil or Cyriel Endelkar (if they would deign to sell one of their prized items), and bargaining may change the prices slightly, but these are acceptable.

Note that locally-produced goods are usually left off the listings. These items of wood or leather can be manufactured by the locals and native player characters would take a day off to make them rather than purchase them, if possible. If they are purchased, use the same prices as in *RQ*.

Special orders, for any item not on this list, may be given to Joh Mith. However, he cannot get them until his next journey to Dragon Pass or Elkoi, and that means a wait of at least a year in most cases. Furthermore, Joh will charge exhorbitant prices for special items.

As a guideline to prices on the list, double most common goods from the *RQ* price list. Most weapons, though, are three times what they are in *RQ*, except for shortswords and daggers. Armor, a bulkier item, is five times what it is in *RQ*.

LIVING COSTS

FOOD	
Cheap meal	5 C
Good meal	1 L
Banquet (per person)	3 L
Pemmican (per week)	5 L

DRINK (not including container)	
Mug beer	½ C
Mug ale	1½ C
Cask ale	12 C
Keg ale	20 C
Mug wine	8 C
Cask wine	7 L
Keg wine	20 L

ROOM (per day)	
Common room floor	2 C
Dormitory	1 L
Shared room (per person)	2 L
Private room	4 L
Hot water	3 C

STABLE COSTS (per day)	
Stall	2 C
Stall and fodder	1 L
Grain feeding	1½ L
Trail oats (week)	10 L

CLOTHING (suit of clothes)

Local linen	20 L
Imported linen	100 L
Wool	50 L
Leather	5 L
Cotton	25 L
Winter cloaks	
Deer	10 L
Bison	30 L
Bear	65 L
Smilodon	80 L
Imported (light)	100 L
Imported (heavy)	200+ L

RIDING GEAR

Saddle	50-500 L
Tack	5-50 L

ANIMALS

Riding horse	500 L
Cavalry horse	4000 L
Mule	700 L
Mature pig	20 L
Wild hawk*	100 L
Live small animal	100 L

* Suitable for binding spirits.

TOOLS

Woodworking set	150 L
Stone mason set	120 L
Fish hooks (bone)	2 per 1 C
Writing tools	20 L
Paper (sheet)	1 L
Hasp locks	40-100 L
Shovel	50 L
Pick	60 L
15 meter rope	6 L

CAMPING GEAR

Metal pot or pan	7 L
Small tent	10 L
Medium tent	25 L
Large tent	40 L
Fire-starter	1 L
Back pack	2 L
Climbing pack	120 L
Adventurer's pack*	65 L
Lamp	10 L
Small sack	2 C
Lamp oil (per load)	35 L
Candle	1 C
Large sack	5 C
Blanket	10 L

* Contains gear as in *RQ*.

EXOTIC ITEMS

Dyes (per batch)	50 L
Mordants (per batch)	50 L
Good salt (per ounce)	1 L
Spices (per ounce)	50 L
1½ x 6 meter cotton cloth	75 L

CONTAINERS

Wine skin	1 L
Flask	1 L
Jug (2 liter)	2 L
Cask (5 liter)	10 L
Keg (15 liter)	30 L
Barrel (50 liter)	50 L

POTIONS (per point of potency)

Acid	100 L
Antidote	as countered agent
Blade venom	200 L
Systemic poison	80 L
Battle magic	400 L
Healing	400 L
POW restoring	900 L

HEALING PLANTS

Per point of possible potency	400 L

WEAPONS

For bronze. Iron is ten times.

Battle ax	120 L
Great ax	150 L
Pole ax	225 L
Dagger	30 L
1H war hammer	150 L
2H great hammer	150 L
Heavy mace	120 L
Light mace	45 L
Maul	120 L
Rapier	300 L
Shortsword	50 L
Spearhead	40 L
Bastard sword	225 L
Broadsword	150 L
Greatsword	450 L
Arbalest	500 L
Heavy crossbow	300 L
Light crossbow	200 L
Bolts (4 arbalest, 6 heavy, or 10 light)	100 L

ARMOR

BY THE SUIT	
Light leather	40 L
Heavy leather	80 L
Curboilli	600 L
Ring mail	1275 L
Light scale	700 L
Heavy scale	1000 L
Chainmail	2000 L
Plate	3000 L

BY THE PIECE	
Plate greaves (pair)	600 L
Chain trews	600 L
Light scale skirt	150 L
Heavy scale skirt	300 L
Chainmail skirt	500 L
Ringmail hauberk	400 L
Light scale hauberk	200 L
Heavy scale hauberk	300 L
Chainmail hauberk	1000 L
Ringmail byrnie	250 L
Chainmail byrnie	600 L
Heavy scale cuirasse	200 L
Brigandine cuirasse	875 L
Platemail cuirasse	1000 L
Chainmail sleeves (pair)	375 L
Plate vanbraces (pair)	500 L
Composite helm	50 L
Open helm	75 L
Closed helm	150 L
Full helm	250 L

Joh Mith's Caravan

The following stats are given in several sets. First are stats and additional personality notes for Joh Mith, wife Zix Porub, and troll bodyguard Xigxag. They are almost always found together.

Then follow stats for merchants numbered four and five. These may be used as common shopkeepers in any citadel, or as extras likely to be along on a caravan.

Then there are five merchant guards. These are given as hill barbarian types, common to the lands all about Balazar.

These same stats may be used for any human caravan in this book by simply eliminating the names from the Rune Masters and adding the appropriate number of guards and mules.

JOH MITH ..... (Issaries Rune Priest)

STR 13 CON 15 SIZ 15
INT 15 POW 18 DEX 14
CHA 13

Move 8
Hit Points 17
Defense 15%

Right Leg	(01-04)	6/6
Left Leg	(05-08)	6/6
Abdomen	(09-11)	7/6
Chest	(12)	7/6
Right Arm	(13-15)	6/5
Left Arm	(16-18)	6/5
Head	(19-20)	10/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Staff	5	70%	1D8+1D4	70%	15
Sword	6	50%	1D8+1+1D4	30%	20
Medium shield				70%	12

SPELLS – Countermagic 2; Befuddle; Mobility; Healing 6; Protection 4; (known by Jhirmack) Mind Speech 2; Bludgeon 4; Detect Magic; Dispel Magic 2.

RUNE MAGIC – Spell Trading; Path Watch; Spell Teaching; Create Market; Telekinesis; Lock; Special Lock; Shield 4; Multispell 2; (one use only) Turn Undead; Cure All Disease; Sureshot; (known by Jhirmack) Analyse Magic.

SKILLS – Bargaining 105%; Oratory 75%; Spot Hidden Item 50%; Listen 50%; Evaluate Treasure 95%; Riding 75%.

MAGIC – 3 point spell reinforcing crystal; 11 point POW storage crystal; a hat which is as good as 10 point armor.

TREASURE – A sack with 25 clacks and 5 L; a hidden sack with 20 L and 2 wheels; another hidden sack with 3 gems worth 25 L each.

LANGUAGES – Speak and Write Trade Talk 105%; Speak Fire Speech 55%; Speak and Write Dark Tongue 60%; Speak Aldryami 35%; Speak Balazaring 80%; Speak Sartar 85%.

JHIRMACK ..... (allied spirit kept in staff)
INT 12 POW 18

JOH MITH

Joh is a Rune Priest of Issaries Goldentongue. He is a fat, jovial character, given to cheering smiles and friendly winks. A complete history/personality may be found in the Leaders chapter of this book.

ZIX PORUB

She is Joh Mith's wife of ten years and a Rune Lord of the Issaries Goldentongue cult. She is a native of Pavis and is uncomfortable around these barbarians. Despite the age difference (Zix is 27 and Joh is 37), she is very much in love with her husband. She is however, an almost exact opposite of him. Where he is pudgy and jovial, she is lean and mirthless (at least in public). She is the mother of three of their children, but has

ZIX PORUB ..... (Issaries Rune Lord)

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

Move 8
Hit Points 14
Defense 30%

Right Leg	(01-04)	7/5
Left Leg	(05-08)	7/5
Abdomen	(09-11)	7/5
Chest	(12)	8/6
Right Arm	(13-15)	7/4
Left Arm	(16-18)	7/4
Head	(19-20)	10/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Staff	5	115%	1D8+1D4	110%	15
Broadsword	5	95%	1D8+1+1D4	80%	30
Bow	2	95%	1D6+1		
Large shield				100%	24

SPELLS – Demoralize; Harmonize; Mobility; Countermagic 3; Mind Speech 3; Disruption; Protection 4; (known by Anjoli) Bludgeon 4; Healing 6.

SKILLS – Bargaining 90%; Oratory 95%; Spot Hidden Item 65%; Listen 95%; Evaluate Treasure 80%; Tracking 65%; Riding 90%; Find Healing Plants 75%.

MAGIC – Iron sword; iron full helm; iron large shield; 8 point twice POW yielding crystal.

TREASURE – Carries 30 wheels.

LANGUAGES – Speak and Write Trade Talk 90%; Speak Dark Tongue 50%; Speak Balazaring 60%; Speak Pavic 85%.

ANJOLI ..... (allied spirit kept in broadsword)
INT 10 POW 18
RUNE MAGIC – Shield 4; Telekinesis.

done little to raise them, delegating that task to various nurses and servants. Having children, even though two of them were born long before she became a cult member, was not her idea. She is more than happy to have Dushi Sone look after them.

Zix is rather close-mouthed and will not be free with information about anything, except to her husband. If there is a profit to be made she will see that she gets it. She does not particularly like Balazar, but puts up with it for her husband's sake. She recently gave birth to their last child, Dushi, and has been cooped up in Trilus for almost a year while she was pregnant and then getting back in shape. Zix is anxious to do some serious trading, preferably as far from Trilus as is possible.

XIGXAG

Xigxag is a large dark troll who is Joh Mith's personal bearer and bodyguard. Xigxag was originally a troll ball player from the Sazdorf Wackers & Tacklers. The clan, and the team, had an unfortunate meeting with a Humakt temple and Xigxag has been wandering ever since. Joh Mith took a liking to the troll, who has sworn allegiance to the merchant in return for protection from the kill-crazy creatures they are likely to meet.

Xigxag carries Joh's select pack of goods. It is a sturdy canvas pack which is sewed completely closed and regularly protected by a Lock spell. The troll has no idea what is in it.

In an emergency Xigxag is instructed to keep close to Joh Mith and help defend him. This leaves the Priest free to view the situation and use his magic effectively, and to escape with some important goods if need be.

It is normal for Xigxag to carry the two large shields, but he can drop them and use his maul or mace to attack. He is brave and experienced in battle.

Xigxag has had enough experience with other races to have overcome his dislike of them, but not his distrust. He will be uneasy around dwarves and elves, and try to stay close to Joh Mith to avoid a fight.

In the wild, Xigxag's troll senses are a keen addition to the merchant's defensive abilities.

XIGXAG.....(dark troll)

STR 21 CON 21 SIZ 16
INT 15 POW 17 DEX 21
CHA 10

Move 8
Hit Points 24

Right Leg	(01-04)	3/8
Left Leg	(05-08)	3/8
Abdomen	(09-11)	3/8
Chest	(12)	3/9
Right Arm	(13-15)	3/7
Left Arm	(16-18)	3/7
Head	(19-20)	9/7

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
RH lg shield	5	50%	2D6	65%	12
LH lg shield	7	40%	2D6	70%	12
2H maul	1	60%	2D8+1D6	45%	15
1H mace	4	75%	1D8+2+1D6	65%	20
Thrown mace	1	80%	2D6		
Fist	5	90%	1D3+1D6		
Kick	5	65%	2D6		

SPELLS – Healing 6; Disruption; Bludgeon 4.
RUNE MAGIC – (one use only) Crush; Darksee; Blinding.
SKILLS – Climbing 85%; Hide Item 20%; Jumping 90%; Trap Set/Disarm 15%; Catch Trollkin 85%; Pass Trollkin 55%; Listen 55%; Spot Hidden Item 45%; Tracking 20%; Camouflage 15%; Hide in Cover 85%; Move Quietly 35%.
LANGUAGES – Speak Dark Tongue 85%; Speak Trade Talk 55%; Speak Sartar 30%.

MERCHANT NUMBER FOUR.....(female Issaries initiate)

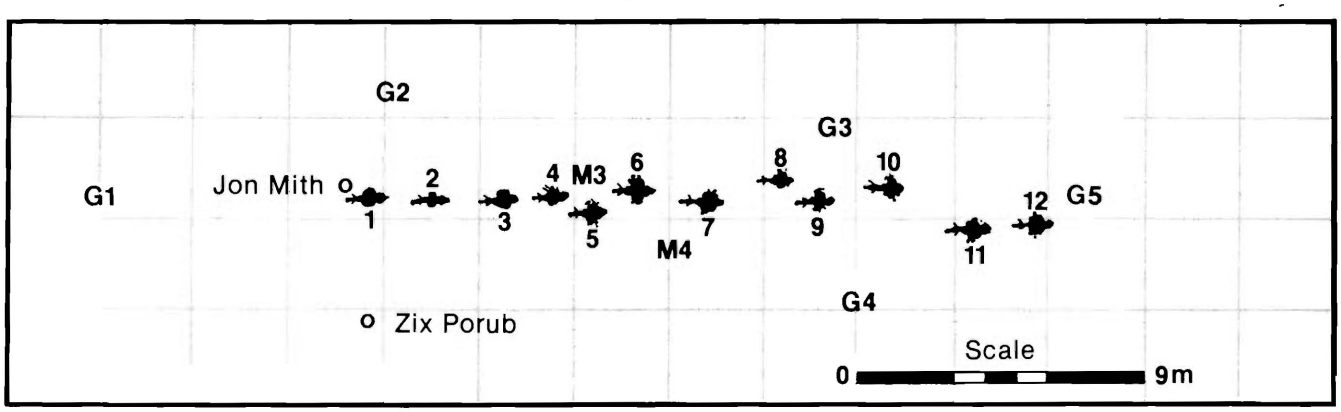
STR 15 CON 11 SIZ 16
INT 16 POW 12 DEX 10
CHA 15

Move 8
Hit Points 12
Defense 10%

Right Leg	(01-04)	5/4
Left Leg	(05-08)	5/4
Abdomen	(09-11)	6/4
Chest	(12)	6/5
Right Arm	(13-15)	5/3
Left Arm	(16-18)	5/3
Head	(19-20)	5/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Staff	5	55%	1D8+1D4	55%	15
Broadsword	5	45%	1D8+1+1D4	40%	20
2H spear	4	75%	1D10+1+1D4	65%	15
Bow	3	60%	1D6+1		
Medium shield				50%	12

SPELLS – Countermagic 1; Bludgeon 4; Demoralize; Harmonize; Mobility; Disruption; Healing 2; Protection 4.
SKILLS – Bargaining 70%; Oratory 65%; Spot Hidden Item 45%; Listen 45%; Evaluate Treasure 65%; Riding 50%.
TREASURE – Carries 10 wheels.
LANGUAGES – Speak Balazaring 85%; Speak Trade Talk 40%; Speak Lunar 25%.



Jon Mith's Merchant Caravan

G Guard Mule M Merchant

MERCHANT NUMBER FIVE. .(male Issaries initiate)

STR 12 CON 17 SIZ 16
INT 10 POW 14 DEX 12
CHA 12

Move 8
Hit Points 18

Right Leg	(01-04)	3/6
Left Leg	(05-08)	3/6
Abdomen	(09-11)	6/6
Chest	(12)	6/7
Right Arm	(13-15)	3/5
Left Arm	(16-18)	3/5
Head	(19-20)	5/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Staff	5	55%	1D8+1D4	50%	15
Broadsword	5	45%	1D8+1+1D4	40%	20
2H spear	4	60%	1D10+1+1D4	50%	15
Bow	3	55%	1D6+1		
Medium shield				50%	12

SPELLS – Bludgeon 3; Mobility; Disruption; Healing 2; Protection 3.
SKILLS – Bargaining 65%; Oratory 55%; Spot Hidden Item 65%; Listen 50%; Evaluate Treasure 55%; Riding 50%.
MAGIC – Bronze ring with Glue 2 matrix.
TREASURE – Carries 8 wheels and 14 L.
LANGUAGES – Speak and Write Trade Talk 80%; Speak Balazaring 105%; Speak Lunar 35%; Speak Sartar 30%.

MERCHANT GUARD NUMBER ONE . . . . . (female)

STR 15 CON 9 SIZ 13
INT 14 POW 9 DEX 11
CHA 12

Move 8
Hit Points 10
Defense 05%

Right Leg	(01-04)	4/4
Left Leg	(05-08)	4/4
Abdomen	(09-11)	4/4
Chest	(12)	4/5
Right Arm	(13-15)	4/3
Left Arm	(16-18)	4/3
Head	(19-20)	5/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Broadsword	6	65%	1D8+1+1D4	65%	20
2H spear	5	60%	1D10+1+1D4	85%	15
Bow	3	45%	1D6+1		
Medium shield				45%	12

SPELLS – Countermagic 4; Bladesharp 3; Demoralize; Mobility; Healing 2; Protection 3, Befuddle.
SKILLS – Spot Hidden Item 50%; Listen 65%; Tracking 60%.
TREASURE – Carries 35 guilders.
LANGUAGES – Speak Trade Talk 85%.

MERCHANT GUARD NUMBER TWO. . . . . .(male)

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

Move 8
Hit Points 13
Defense 05%

Right Leg	(01-04)	4/5
Left Leg	(05-08)	4/5
Abdomen	(09-11)	4/5
Chest	(12)	4/6
Right Arm	(13-15)	4/4
Left Arm	(16-18)	4/4
Head	(19-20)	5/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Broadsword	5	50%	1D8+1	40%	20
2H spear	4	50%	1D10+1	50%	15
Bow	2	60%	1D6+1		
Medium shield				85%	12

SPELLS – Countermagic 2; Bladesharp 4; Healing 2; Protection.
SKILLS – Spot Hidden Item 40%; Listen 70%; Tracking 50%.
TREASURE – Carries 55 guilders.
LANGUAGES – Speak Trade Talk 75%; Write Trade Talk 35%.

MERCHANT GUARD NUMBER THREE. . . . .(male)

STR 9 CON 10 SIZ 13
INT 17 POW 9 DEX 11
CHA 10

Move 8
Hit Points 11
Defense 05%

Right Leg	(01-04)	4/4
Left Leg	(05-08)	4/4
Abdomen	(09-11)	4/4
Chest	(12)	4/5
Right Arm	(13-15)	4/3
Left Arm	(16-18)	4/3
Head	(19-20)	5/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Broadsword	6	55%	1D8+1	50%	20
2H spear	5	45%	1D10+1	55%	15
Bow	3	55%	1D6+1		
Medium shield				50%	12

SPELLS – Bladesharp 4; Demoralize; Mobility; Healing 6; Disruption; Protection 4.
SKILLS – Spot Hidden Item 45%; Listen 60%; Tracking 85%.
TREASURE – Carries 48 guilders.
LANGUAGES – Speak and Write Trade Talk 90%.

MERCHANT GUARD NUMBER FOUR. . . . (female)

STR 9 CON 7 SIZ 11
INT 11 POW 12 DEX 8
CHA 13

Move 8
Hit Points 7

Right Leg	(01-04)	4/3
Left Leg	(05-08)	4/3
Abdomen	(09-11)	4/3
Chest	(12)	4/4
Right Arm	(13-15)	4/2
Left Arm	(16-18)	4/2
Head	(19-20)	5/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Broadsword	7	60%	1D8+1	40%	20
2H spear	6	55%	1D10+1	45%	15
Bow	4	50%	1D6+1		
Medium shield				45%	12

SPELLS – Countermagic 2; Demoralize; Mindspeech 1; Bladesharp 2; Healing 2; Protection 3.
SKILLS – Spot Hidden Item 40%; Listen 55%; Tracking 40%.
TREASURE – Carries 62 guilders and 23 clacks.
LANGUAGES – Speak Trade Talk 40%; Write Trade Talk 40%.

MERCHANT GUARD NUMBER FIVE . . . . (female)

STR 12 CON 10 SIZ 8
INT 18 POW 15 DEX 10
CHA 18

Move 8
Hit Points 10
Defense 10%

Right Leg	(01-04)	4/4
Left Leg	(05-08)	4/4
Abdomen	(09-11)	4/4
Chest	(12)	4/5
Right Arm	(13-15)	4/3
Left Arm	(16-18)	4/3
Head	(19-20)	5/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Broadsword	6	50%	1D8	45%	20
2H spear	5	45%	1D10+1	40%	15
Bow	3	55%	1D6+1		
Medium shield				35%	12

SPELLS – Countermagic 2; Bladesharp 4; Demoralize; Disruption; Healing 6; Protection 4.
SKILLS – Oratory 50%; Spot Hidden Item 45%; Listen 70%; Tracking 55%.
TREASURE – Carries 51 guilders.
LANGUAGES – Speak and Write Trade Talk 95%; Speak and Write Mostali 60%; Speak Dark Tongue 55%.

Joh Mith's Travels

Joh Mith is a Goldentongue Issaries who delights in trekking across this primitive land and trading trinkets for flint arrowheads, or bronze daggers for piles of hides. He is accompanied by his dour wife and a band of loyal guards, each of them Issaries initiates. He is usually further accompanied by hired guards, either from the foreign refugees who associate with the Lightbringers temple, from citadel warriors detached by their king for the purpose, or from the Balazaring clans.

Joh has a permanent residence at Trilus, and is a Priest of Issaries for the Lightbringers temple there. However, he often is absent from his home and is the only regular traveler in the whole of Balazar. He visits each of the citadels and also regularly journeys southward, over the mountains, to Dragon Pass. He is also reputed to have traveled to the legendary Gonn Orta's castle.

Each of his travels is notable in some way and each is explained separately here.

TO ELKOI

Joh Mith visits Elkoi once per year. He has no love for the Lunar invaders but does not dislike their silver and trade goods. Joh is the only regular contact between Elkoi and the interior of Balazar, thus is a main source of their furs and other goods. In return Elkoini merchants supply the cheapest and most convenient trade goods, such as cloth, Elkoi beer, metalware, spices, and occasional weapons.

Joh is always careful to remain within the protection of the Issaries and Etyries cults while dealing with the authorities in Elkoi. This means that he is under the personal protection of Cyriel Endelkar during his stay in that citadel, and Joh will only go to certain holy places. However, in this respect he is also the trusted bearer of a certain box with a Lock spell on it which he delivers to Cyriel from Rhegus Whitehair of Trilus. Just as Joh would not think of violating the box, so Cyriel would never consider violating his oath of Etyries to protect Joh. This way each is assured of safety and mutual profit.

The protection of Issaries and Etyries also forces Joh Mith to perform a task he finds very distasteful, but is a cost of his status. Joh and his wife, like all good Issaries, dislike the practice of purchasing humans (or other intelligent life) as slaves, but each Sea season they bring a large number of slaves from Trilus to Elkoi. Their receipts are in the locked box delivered from Rhegus to Cyriel.

Joh always travels with a large mule train to Elkoi. It is sometimes uneconomic for him to do so but he persists, probably to keep up a good front for the Lunars he encounters.

His usual caravan is made up of 12 mules, 14 guards (4 mounted), 4 animal handlers, plus whatever slave guards Rhegus sends along. In addition, Joh always travels with the Elkoini hunters returning home from Found-Child celebrations held over Sacred Time at Trilus.

Of the mules, 9 carry fur and other goods, and 3 carry grain for feeding. They carry less bulky goods on their return trip.

Joh usually leaves Trilus in the first week, travels for four days, remain in Elkoi for seven days, then spends four days returning. Thus he gets back to Trilus about the fourth week of the season.

SOUTHWARD JOURNEY

Each Fire and Earth season, Joh Mith leaves Trilus with mules, porters, and guards to travel to Dykene. He carries Elkoini trade goods, Balazaring furs, feathers, and spices, and Lightbringer items. Lately his son accompanies, leaving his tavern in temporary control of his employees.

At Dykene, Joh and his family trade for weapons and other metal goods which the Dykeneans got from the dwarves over the last winter. Joh usually bargains with King Skilfil (who owns the weapons) by promising to bring special items from Dragon Pass. Joh also picks up local items from his friend, Ostakker Three-Scar.

Then the family divides. Djimm, some guards, and all the mules (carrying furs and metal goods) accompany the Yelmalio worshippers to Trilus where Djimm again sets up shop.

Joh and his wife continue southward. They travel with mules to carry food for the second leg of their journey (once they are south of the mountains). The beasts also carry the goods destined for Dragon Pass. These are the rarest spices, the best carvings, the most exotic feathers, and the most unusual furs. At Dykene, Joh hires porters to carry the food which they'll eat as far as the pass.

At the mountains, Joh makes a traditional speech to the hunters exhorting them to bravery and offering to pay them to accompany him to the far side of the pass. Some go, sometimes fight a skirmish or two, and are paid and dismissed on the far side of the pass and return without the Issaries protection, dispersing to return to their hearths.

Several weeks later, Joh will again approach the pass (now from the south), cross over, and make his way to Dykene. Hunters often wait nearby to be hired by Joh, and he usually does so. This is the weakest point of his trip, for he is tired, has a small escort, and carries many valuables.

The valuables are scrolls, weapons, and civilized goods which are light and useful. He usually has extra mules and horses too. He has spices unusual to Balazar, amulets and charms, and bright dyes.

After reaching Dykene, Joh rests, trades, then returns to Trilus by middle or late Earth season, as it grows colder.

The typical caravan which leaves Dykene includes 11 mules, 2 mounted Rune Masters, 13 guards (5 mounted), 3 animal handlers, 1 spare horse, 15 porters, and 3 hunters. This comes to 11 mules, 8 horses, and 36 people. Of the 11 mules, 4 carry goods to trade in Dragon Pass, and the other 7 carry food for themselves and the horses. The return trip will have similar arrangements.

TO GONN ORTA'S CASTLE

Joh Mith is rumored to have been to the legendary castle in the distant mountains, but most people who have gone with him are loyally silent and do not give away the route. These are also the first people asked to accompany him on the next trip, thus further insuring their loyalty. Although some are always killed on the journey, Joh pays special bonuses to survivors when they return to Trilus.

The makeup of Joh's caravan varies each time he ventures forth. This is typical of its makeup: 4 mules, 2 Rune Masters, 5 mounted guards, 5 guards/animal handlers, 1 spare horse, 20 bearers, and 4 hunters. This comes to 12 animals and 36 people. If the journey goes without serious mishap, this will be enough food to reach the castle and return. The porters become scouts as their food is consumed and remain with Joh until he returns to Trilus.

Other Caravans

DYKENEAN YELMALIOS

Each Fire season there is a High Holy Day of Yelmalio on Fireday/Truth week, the end of the season. The temple at Elkoi holds celebrations for its worshippers which are as extravagant as this region allows. Afterwards there is a large local fair, overseen by Cyriel Endelkar, occasionally attended by buyers from the Lunar Empire, and taxed by the king.

Yelmalio worshippers are urged to attend from all across Balazar, and some do attend annually. Others go more irregularly or never go at all, preferring local priests to the comparative extravagance of the citadel softheads.

There is a usual showing of Dykene worshippers who appear each year. They travel from Dykene to Trilus, rest a while with old friends, then continue on with the friends to Elkoi for the rites. They will stay about two weeks then return by the same route.

Thus they depart Dykene in Movement week, leave Trilus in Illusion week, remain in Elkoi for Truth/Fire week and maybe for Disorder/Earth, then return to Trilus on Disorder or Harmony week of Earth season, and back to Dykene during Harmony or Death week of Earth season. This is a five or six week journey in all for residents of Dykene, almost an entire season away from their homes and their king.

The makeup of the party varies widely, but there are always at least six citadel guards, mounted, and twice as many porters and pilgrims. Sylvanthi Brighteyes will attend once every five years or so. If he does, the retinue would be as many as 15 riders, 15 pack horses, and 30-40 accompanying Balazarings from Dykene-area clans. Finally, Starnia is the most likely personality to appear in Elkoi for the worship since she likes to show off her hawks and companions, and to flout the independence of distant Dykene.

The Dykenean Yelmalio travelers are routinely accompanied by other people desiring to cross the land. Djimm Mith, for example, always accompanies them from Dykene to Trilus on the first leg of the journey. Travelers may pay to be protected, if that is their way, or agree to accompany the party and do their part in protecting it. They must place themselves under the Yelmalio officer and will receive no pay, but will be treated as equals with the other soldiers and warriors. As if often noted, the Yelmalio officers learn to be good leaders, and these subalterns are close to their men.

FOUND-CHILD CELEBRATION

As noted in the Found-Child cult writeup in the Balazar chapter, each year the hunters have a contest to see who is the most qualified to be the Master Hunter. There are many centers of this cult, each with their local priests and their own local contests. But there is an ancient site venerated by tradition to be the place where Found-Child's eldest son, Votanki, was born and raised. This site is also known as the Shrine of the Great Hunter, and it is now located within the citadel of Trilus.

Each year many of the Great Hunters from all across Balazar, each with a few followers, trek to Trilus. They leave home and arrive in the end of the Storm season, remain for a few days, leave their followers, and then return with their game sometime in the two weeks of Sacred Time. They will stay in Trilus for a few days afterwards and then travel home again, early in Sea season.

There are usually organized groups of hunters from the clans of the Elkoi and Dykene tribes who meet at the citadels and travel together, both to and from Trilus. They are often accompanied by other travelers desiring protection during that season. Joh Mith, for instance, regularly accompanies the Elkoi hunters from Trilus to Elkoi each Sea season when they return.

ELVES TO TRILUS

An elf party regularly visits Trilus. Usually it is a small party led by Strongbark who is making a personal visit to the king. Sometimes he brings many bearers who carry bulky packages into the king's chambers under the watchful eyes of the warriors.

The main reason for the visits is a slave or prisoner exchange. King Yalaring of Trilus has made it known that he pays a bounty for lives elves captured, and he always pays it. He later exchanges these elves for humans and then either ransoms them or sells them into slavery.

The elves have no apparent beasts of burden. But they seem to have no trouble feeding themselves since they can eat hundreds of types of vegetation undigestable to humans. Even when carrying packs they can move faster than humans, but their habit of never traveling fully loaded partially explain this.

The elves trade the humans many herbal and some copper items for the elf captives as well as leather goods, cloth, and stone weapons.

Once, the elves hired some humans to help them carry goods away from Trilus. They paid copper money for bearers and escorts to a place near the Troll Hills, where the two parties separated. Most of the Balazarings returned and spoke of their journey. It has not occurred since.

DWARVES AT DYKENE

Rockheart Veinseeker visits Dykene at irregular intervals throughout the year. At those times he is only with his guards.

Each Dark season, Rockheart also leads a caravan of dwarf bearers from Greatway to Dykene. They travel in the Dark season because their magic allows them to move in cold, snowy weather without much danger. Also, Rockheart figures that only trolls will be abroad then, and he's not afraid of them above ground.

Rockheart brings metal items, including weapons and armor, and trades them to King Skilfil of Dykene. The king trades many leather goods, meats, and furs to them, and also items which he gets from Joh Mith. Joh knows that Rockheart is anxious to get any Mostal-related item back to the hands of its rightful owners and so brings those from Dragon Pass.

Part of Rockheart's deal with King Skilfil is that the king will send five accomplished hunters to the Dwerrow River Monsterstop to be there on the first day of each season (except for Storm season, when they can travel with Rockheart back from Dykene). These five will be met by a dwarf who tells them some particular game to hunt for the next two weeks, and at the end of each day or three days they should bring the meat to that spot at dusk. At the end of the time the dwarf will give the hunters either a dagger or two spearheads, or eight arrowheads, all of bronze.

SCENARIOS——

Going Places

These scenarios include both general types (ambush, guard duty, transport) and specific ones. Referees are urged to remember that player-characters may participate in any of these scenarios as hirelings. As such they may become engaged in a larger action, allowing the referee to match their skills with appropriate foes. Even a beginning player-character may venture into the Elder Wilds under the protection of the great and mighty, enduring danger and hardship but not engaging themselves in tasks beyond their capacity.

PORTERS

Joh Mith and many others hire porters to carry goods during their travels. These are good places for beginning player-characters to run their characters to build up their skills, and also to move about the country and gain knowledge of the land.

The "Standard Hiring Rates" section in this chapter explains further the basic situation. If six player-characters attend the merchant, then each of them will receive an opportunity to test their hunting skills during a week-long voyage.

The schedule of caravans explains the best-known opportunities for a job and provides many ideas for action scenarios.

SCOUTS AND GUARDS

Joh Mith and the others commonly hire local Balazarings as guards. They will be paid standard hiring rates but be spared the odious task of carrying goods. Instead they will either form a close escort as foot guards or scout ahead and about the caravan.

Balazaring hunters are more likely to be used as scouts, sometimes traveling ahead of the party for a day or two and then returning with information. Guards are not normally expected to feed themselves during this time but neither is it inappropriate to hunt while they search about.

Citadel guards, exiled foreigners, or common adventurers are also likely to be hired. They are usually better-armed and often mounted, and these both mean they are most likely to be used as close guards for the animals. If scouts bring in word of a prepared ambush ahead, these heavier-armed warriors may be sent ahead to surprise the surprisers, or to cover the road as the Balazarings do it.

All guards, whether hired for pay or as sworn initiates of a cult, are expected to follow the orders of the caravan leader. This is explained to everyone who joins the caravan. Persons who disobey commands are likely to jeopardize everyone and will hardly be trusted by the leaders afterward. Persons who fail to follow orders commonly are not paid for their work, too.

Caravans are generally well-organized and well defended. Anyone who has enough money to outfit one will have enough sense to defend it properly or hire to someone who will. Guards, especially initiates who spend much time with the leader, will be well trained in tactics to meet different problems. Standard procedures include scouting, watches and defensive perimeters at night, and use of magic when appropriate. For specific combat tactics we suggest you refer to *Rune Master* by Bill Keyes.

In general, escorts will be used to their best abilities and not treated carelessly. Guards are paid to endure danger when it comes, not to be thrown about thoughtlessly in an emergency.

NEW CARAVAN FORMING

EMPLOYER – Cyriel Endelkar
PLACE – Elkoi (at Trilus, Rhegus Whitehair may hire persons and send them to Cyriel at Elkoi)
REQUIREMENTS – Normal hiring requirements: loyalty, some appropriate skill, and a promise to remain until the end of the job are a must.
PAYMENT – Standard hiring rates
ESTIMATED TIME – 4 weeks
OTHER – Cyriel Endelkar is outfitting a caravan which will travel directly from Elkoi to Dykene. They carry the same types of trade goods which Joh Mith gets there and Cyriel hopes to undercut his market that way. This is clearly an experimental undertaking for the Etyries Priest.

HUNTING IN DANGERGROUND

EMPLOYER – Any Balazaring Great Hunter
PLACE – Any clan center
REQUIREMENTS – Any Balazaring hunter qualifies, but a Great Hunter will always give preference to his own clanspeople. Hunters with their own dogs are preferred.
PAYMENT – Balazarings rarely deal with money unless it is gained from outsiders. Instead they offer a fair share of the proceeds of the hunt. Experience from the journey is the most important payment received.
ESTIMATED TIME – These parties may depart any time; they usually return in four to eight weeks.
OTHER – Dangerground and the lands beyond are not well known to the Balazarings. Joh Mith, Halcyon Var Enkorth, Torath Manover, and others often require that an employee of theirs have experience in surviving in the Elder Wilds. The purpose of these 'hunting' expedition is for the participants to gain this experience. They may set off for an amount of time, or to attempt to scout a pathway to some known geographic objective, such as Griffin Mountain.

HALCYON IS SEEKING ADVENTURERS

EMPLOYER – Halcyon Var Enkorth
PLACE – Elkoi
REQUIREMENTS – Halcyon requires people whose loyalty can be bought. He makes this fact clear. He also makes it clear that persons who cross him after taking his money will suffer a horrible fate at the claws of the Nightstomper Demon (referees decide whether or not this is a fact). Furthermore, Halcyon requires that the person he hires have been

to the place he wants to go. He uses the Lunar temple's Detect Truth spell to determine this.

PAYMENT – Halcyon will pay double standard hiring rate. Furthermore, he will offer generous rewards (up to 1000 L) to persons who especially please him on a special task (for instance, to the person who saves his life or heroically slays a foe). For this money Halcyon demands absolute loyalty.

ESTIMATED TIME – Halcyon says he is hiring for up to eight weeks, but that he will pay after the trip is over, depending upon the actual length of time. The actual time needed will vary depending on the place sought.

OTHER – Halcyon may be hiring for any of many purposes. He could be planning to ambush Torath Manover or Joh Mith, seeking Gonn Orta's castle or Griffin Mountain, hunting dinosaur eggs or seeking Vivamort's castle. Whatever the actual deed intended, Halcyon will keep it a secret or, if pressed, hedge or lie. Halcyon never feels obliged to inform his inferiors of anything he intends. The actual scenario is left to the referees.

JOH MITH IS HIRING!

EMPLOYER – Joh Mith

PLACE – Trilus

REQUIREMENTS – Joh will always give preference to persons he knows and trusts, preferably people who have traveled with him before. After them he will hire people with fighting skills and who have references from people Joh knows. Joh will require everyone to join the Issaries cult as a lay member and also to take a loyalty oath.

PAYMENT – Joh will pay standard hiring rates

ESTIMATED TIME – The actual time needed will be estimated according to the job to be done. This depends on which leg of the journey Joh is making, as outlined elsewhere this chapter. If Joh is hiring for an expedition to Gonn Orta's castle then he will hire for a full season (8 weeks).

OTHER – Joh's travels and methods of outfitting are discussed in their own sections.

TORATH MANOVER WANTS LOYAL WARRIORS

EMPLOYER – Torath Manover

PLACE – Trilus

REQUIREMENTS – Torath requires that his employees belong to a Lightbringers cult, and he prefers initiates to lay members. Torath is careful about his employees and does his best to screen out Lunar sympathisers and trouble makers. He also prefers his employees to have had some experience in the Elder Wilds and always questions them closely to discover their knowledge of the wilds.

PAYMENT – Torath always pays standard hiring rates

ESTIMATED TIME – Torath wishes to hire people from Sea season to Earth season or less, if they take less time.

OTHER – Torath will not reveal his destination before having left Trilus. He will then reveal that he is traveling to Griffin Mountain. His caravan will be much like Joh Mith's to Gonn Orta's castle, but Torath will not bring the mules, preferring instead to hunt along the way.

HEARD WHAT THE PRIEST SAID?

EMPLOYER – Could be any cult, as represented by the local priest.

PLACE – Appropriate temple

REQUIREMENTS – A cult which outfits a caravan at its own expense will almost always require that the hirelings be initiates of their religion. Referee discrection is urged since most religious matters follow very conservative programs.

PAYMENT – Pay by the temple is likely to depend upon the status of the member. Rune Masters already work full time and reap great benefits, and so their payment is likely to be little more than normal. This type of task is, after all, the reason that temples support Rune Lords and Priests. Initiates will be offered free training in spells or skills, usually at the rate of 500 L per week on the task. This will always be paid after return.

ESTIMATED TIME – The temple wishes to reserve the right to twelve weeks employment on this job.

OTHER – Cults will likely gift volunteers for this task with some sort of magical gifts. If they don't use the 'lesser' types during the trip, the volunteers may be allowed to keep the gifts afterwards. A lesser gift would be a choice of potions, use of a matrix, or something similar. Temples will also commonly lend out greater items, such as a Rune spell matrix (Resurrection is popular). They will also offer many prayers said for the souls of the deceased.

AMBUSHING A CARAVAN

Any of the caravans here may be ambushed by enemies. A successful ambush can be a very lucrative experience, and the larger the caravan the larger the profits. Of course, a larger caravan has a larger guard force and is more dangerous as well.

Methods of ambushing a caravan vary, depending upon the ground and forces involved. An ambush may be a single rushed attack, a night attack on the camp, or a running series of small engagements.

Attackers with lots of time can harry a caravan across the country, ambushing a scouting party here and a forage party there, gradually whittling down the defenses. They have time to eliminate aerial scouts. Most important, they choose the land to attack from. Only a few routes are traversable for larger numbers of horses or men, and a good ambush will cover available routes, harassing a caravan slowly as forces gather from other regions.

Defense of the caravan is done by the caravan master sending scouts, either people or bound spirits in aerial creatures to probe dangerous areas ahead. Someone like Joh Mith, who has traversed the terrain many times, will have a good knowledge of dangerous points and act accordingly. There will be close guards trained and ready with horn signals to summon scouts and prearranged defense plans. Animal handlers will know how to draw the animals quickly together and make them lie down for cover.

A large attack upon a caravan is a desperate measure likely to succeed only with large losses. Such an act would be a major task for most Balazaring leaders. Clan chieftains currently believe that it would require 4-7 Great Hunters and 40-50 warriors to eliminate the guards of one of Joh Mith's caravans, and twice that number to eliminate a Lunar guard detail.

Also remember that a clan chieftain might be able to organize such an effort, but that killing Joh Mith would deal a severe blow to all of Balazar. Joh has many friends, both in the citadels and among the clans, and anyone foolish enough to eliminate him would earn the emnity of many and would scarcely enjoy his plunder for long.

Only the Lunar Empire might attempt such a thing, or the trolls, or some broos. Of course, there are always surprises in such a wild land. . .

CHAPTER VI

INFORMATION

INFORMATION FROM BALAZARINGS

The Balazarings know their ancient land. The features shown on maps on pages 11 and 80 are the facts they would share with adventurers for some gratuity (1D20 L expected). Those features are also known to all player characters who begin as natives, and they would probably know any found encounters in their region, too.

Remember that these people do not know how to read maps but they do know the information which maps convey to us. Referees should occasionally remind the players of that fact.

The following tidbits of information are known about the places on the map by all Balazaring natives. In addition, tribespeople have a more intimate knowledge of the regions within 100 km of their clan meeting place, including the lairs of dangerous creatures, common routes of travel, watering places, salt licks, and odd geographic landmarks. They may be convinced to impart that information as well.

This information may also be available from the foreigners who live here now, or from well-informed Lunar sources.

SELKHOW'S HILLS – A range of wooded hills which separate Elmwood from Garsting. Hunters loyal to the Kingdom of Imther frequent these regions.

SOLDIER FERRY – A fort built by Imther many years ago. It is a trading post used by many western Balazaring clans, and is also a fort guarding the shallows of the West River. A permanent ferry, with outbuildings on the south side of the river, exists for a toll of 1 clack per person or dog, or five rabbit furs; and 3 clacks per horse. Wagons are negotiable, 1D3 guilders.

WEST RIVER – A typical river of the region with spreads of calm water often broken by whitewater rapids. It originates in the Imther Mountains.

ELMWOOD – This is the stretch of forest between Elf Sea and Dog Hills. It is very rich gathering land, but poorer in herds. Despite its name, elms are only one of the hardwood trees in the forest. The woods here are broken by clearings and are much less dense than elf woods.

MORANDE RIVER – One of the raging Elf Sea sources, the Morande River is noted for the monsters which frequent it, especially in Sea season when it floods with melted snow from the mountains. Every four years it is filled with unique Elf Sea salmon seeking the source waters.

MONSTERSTOP – This is the normal upper limit to monsters living in the Morande, Dwerrow, Kintals, West, and Brother Rivers. Upstream from that, the rivers are counted as 'tame.'

DOG HILLS – A large range of rolling, rocky hills in west Balazar. The region is usually claimed by Elkoi, and the clans centered there are usually its allies.

LOOKHILL – The highest point in the West Plain. From it one can see east or west, since it is the watershed for West Plain.

TARSHFORD – A shallow place in the Whitefall River which can be crossed by people, animals, or wagons any season except during the Sea season meltoff. A Lunar palisade with permanent garrison guards it, there is a toll.

PEBBLEFORD – A shallow part of the river, fordable any time except Sea season, when it is flooded by melting snows.

KINTALS RIVER – One of the 'tame rivers.' Belying that name, it rages with whitewater rapids for most of its length, with occasional stretches of calm.

WEST PLAIN – The western region of Balazar, it is a grassy plain, occasionally dotted with trees or broken by rolling hills.

SOUTH WOOD – The forests of southern Balazar to the west of the Valley of Hammers, these extend from the Kintals River to the upper slopes of the Rockwood peaks. They are mostly conifers on the upper slopes, but deciduous on the lower regions around the river.

VALLEY OF HAMMERS – A region of the upper Dwerrow River leading into the Greatway Mountain. It is devoid of vegetation. It is said to be the road made by dwarves long ago to get safely down from Greatway to the lowlands. It is still often used for this, though they also use more secret routes.

DWERROW RIVER – A great river deep enough to be occasionally occupied by huge monsters from the Elf Sea, it is rightly known as deadly; most natives recommend avoiding it. It effectively breaks Balazar into two regions. It is one of the rivers used by the Elf Sea salmon every four years.

OLD ROPE BRIDGE – This is a rope bridge made in the fashion of men for a footbridge. However, it was made by giants, probably during the Gbaji Wars when they were friendly with the dwarves, who

were surely the source for the remarkable and mysterious material composing it. Since giants made it for their own footbridge, it is huge, and even horses are able to walk across it if they are careful.

HIGHBRIDGE – An unnatural geographic feature spanning the Dwerrow River between East Plain and West Plain, it is a stone arch 5 meters wide and 50 meters long, curving gracefully over the dangerous waters 10 meters below. It is believed to be of dwarf-make. Legend says anyone who tries to own it will be cursed.

TURTLE LANDING – A well-known clear place on the Dwerrow River. The water here is wide and calm, and some clans have canoes or rafts hidden around to cross the water. The origin of the place name is unknown.

SPIT HILLS – This short range of hills houses Trilus. It separates Elmwood and Oakwood.

ELKOI – One of the ancient citadels founded by Balazar and occupied by the tribal kings ever since.

TRILUS – One of the ancient citadels made by Balazar and occupied by tribal kings ever since.

DYKENE – One of the ancient citadels founded by Balazar but destroyed by giants and only recently resettled.

EAST PLAIN – The eastern open grasslands of Balazar. Some trees dot it, and some occasional rolling, low hills break its flatness.

OAKWOOD – The forest between Highbridge and the Elf Sea, located to the center of Balazar and rich in available gathering foods, it is also noted for the many birds which can be caught there.

HIGHWOOD – The southern forest of eastern Balazar, it is mostly conifers. It is usually thought to be the wildest of Balazar's woods, though this is more rumor than fact. It lies mostly between the Billini River and the Rockwood Mountains.

BILINI RIVER – It is one of the tame rivers and also one populated each four years by the Elf Sea salmon.

SUMMERFORD – A shallow fording place on the Bilini River which can always be used in Fire season, and sometimes in the other seasons except Sea season, when it can never be used because of the rushing flooded waters.

RAPIDWATER – This is a narrow and wild river, almost impossible to boat or swim.

BEAR HILLS – The hills marking the easternmost region of Balazar, they were said to house the King of Bears at one time, until Balazar ate his children, aided by Brother Dog.

BEAR WOODS – The woods covering the Bear Hills and regions north of it, they are mostly conifers, except close about the river. Generally considered to be beyond the lands of Balazar.

RODI'S GAP – This is a clear plain between East Plain and Dangerground, and also between Brothers Hills and Bear Hills.

BROTHERS HILLS – The original home of the three Balazar brothers, and the place where Dykene hid when they feared the dragons would attack.

RONSWOOD – The forest east of Elf Sea. It is mostly hardwood deciduous trees.

FIREPOINT – A holy place for the Balazaring tribes, believed to be where Hearthmother learned her Ignite spells, it is a crack in the ground atop a hill where blue-flamed fire always hisses forth. It marks the most northern part of Balazar.

DANGERGROUND – The plains to the north of Balazar's East Plain and east of the Elf Sea. Balazaring tribesmen avoid the region, knowing it to be frequented by trolls, elves, and dwarves.

ORMFANG – The westernmost peak of the Rockwoods, it is named after a snow dragon which lived there in the first and second ages, and may be there yet.

DWARFHAT – A mountain which is known to be inhabited by dwarves.

GREATWAY – The major dwarf settlement, the beautiful town is carved upon the slope of the mountain outside, and an extensive city honeycombs the interior.

WYRMS HIGH PASS – A high pass over the Rockwoods, its name is believed to imply that it is too high for even wyrms to fly through. It is usually open in Earth and Fire seasons, sometimes in Sea and Storm seasons, and never in Dark season.

GAKS LOOKOUT – A peak in the Rockwood Mountains, it is named after an ancient troll hero who used it as his observation post and hideaway.

ILFAGOR – One of the Three Little Giant Mountains in the Rockwoods.

CORMELION – One of the Three Little Giant Mountains in the Rockwoods.

VAFTHANGOR – One of the Three Little Giant Mountains in the Rockwoods.

THREE LITTLE GIANT MOUNTAINS – A cluster of snow-peaked mountains in the Rockwood Mountains, between Dagori Inkarth and Balazar. They were once a trio of giants but were turned to stone long ago (they are better known in Pavic Myth from the southlands).

YRSUS RIVER – One of the tame rivers, but one avoided by most Balazarings since it flows away from their native lands.

INFORMATION ON ELDER WILDS

Much of the Elder Wilds detail are left for the referee to specify. It is generally unknown to humans except for the most general facts. Much of the campaign should be made up of exploring and mapping this region in search of old magic and new adventure.

This information may generally be gotten from Balazaring people, or from informed Lunar and other civilized sources.

DANGERGROUND – The plains to the south of the Seronde River which mark the edge of human land, the Elder Races try to avoid the region, except for the most powerful or bravest.

BEAR WOODS – The southernmost woods of the Elder Wilds. This is the place where the Bear Spirit once tried to hide after he and an elf god were defeated in battle.

ELEVEN BIG GIANT MOUNTAINS – A cluster of very high, ice-capped mountains in the Rockwood chain, they are said to be ancient giants who rebelled against the gods and were turned to stone. Some creatures say that they are still alive, waiting patiently. Rumor says there is a magic castle somewhere there.

TROLL HILLS – A set of steep and craggy hills, much dotted by tumbled rocks, where the dark trolls lived before and now. There are no trees left. The hills are covered with very tough brambles and brush as well as the common high grass.

NORTH PLAIN – The central plains region of the Elder Wilds, it is big and empty, devoid even of the rolling hills which dot Balazar. There are occasional large groves or small forests of deciduous trees.

BLUE DOG GAP – A large clear region with only occasional clumps of trees, it lies between Dangerground and North Plain, or between Nandwood and Bear Woods. It is crossed by the Seronde River.

SWIM HERE – A wide, slow part of the Seronde River located in the Blue Dog Gap, Balazarings believe it good luck to cross the river there and often cite their own crossing experiences. May be used at any time but Sea season, and often freezes over in Dark season.

SERONDE RIVER – Lazy and slow in spots, it is never inhabited by the Elf Sea salmon, but to those that fish, it is pretty good yearround.

YRSUS RIVER – A tributary to the Seronde, it is calm enough to be paddled for most of its length by competent canoemen in a fair craft. It provides good fishing.

MALARA'S RIVER – It is a body of water which must be crossed to reach Griffin Mountain. Little else is known of it.

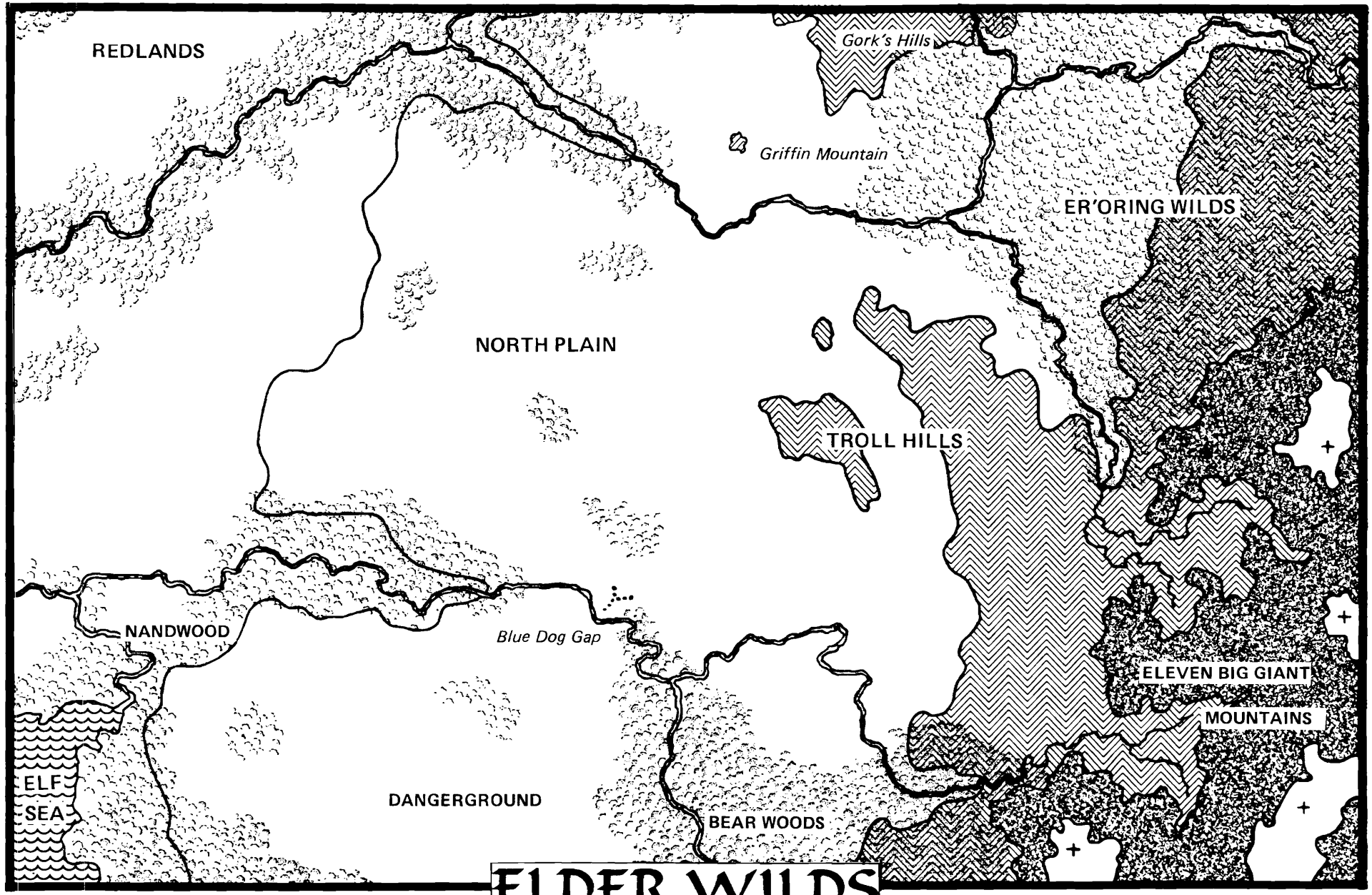
GRIFFIN MOUNTAIN – A great lonely peak in the Elder Wilds lying beyond North Plain and across Malara's River, it is steep and high. To observers standing in clear ground or perched in a treetop, it is visible from 75 km.

GORKS HILLS – Rolling, wooded hills in northern Elder Wilds, trolls are believed to live there.

REDLANDS – The wide plains to the north, inhabited by savage and smelly horse barbarians, it is much too dangerous for foot hunters.

ER'ORING WILDS – The ancestral home of the Aldryami of the Elder Wilds, elves are thick there.

TREETOP MOUNTAINS – It is the peak where Shanassee was first planted, before he walked downslope and resettled himself and began his forest uncounted ages before.


REDLANDS
Gork's Hills
Griffin Mountain
ER'ORING WILDS
NORTH PLAIN
TROLL HILLS
NANDWOOD
Blue Dog Gap
ELEVEN BIG GIANT
MOUNTAINS
ELF
SEA
DANGERGROUND
BEAR WOODS

ELDER WILDS

Player characters will frequently need or want more information than is immediately available to them before they proceed with their activities. This is particularly true if the player characters are foreigners and know practically nothing about the land and its people.

One solution is to have information available to player characters for a price. To guide the referee in setting up such a system we have included information for sale on 17 subjects from 13 sources. There are less than 221 different entries because some sources know nothing about certain subjects and some know the same thing.

The player characters should be informed of the chance to purchase information. They should also be reminded that temples of knowledge (Lankhor Mhy and Irripi Ontor) are good sources of information. They should also be told what other people and institutions make good information sources. The rest should be left up to the players. With the exception of con artists, no information source will seek out the player characters. The characters must know what information they want and where to get it.

The items of information for sale included in this book are not all-inclusive. There are many more subjects than could ever be included in a book smaller than an encyclopedia. When the occasion arises, the individual referees are encouraged to create new entries on subjects of interest to the characters. At first most of these entries should be available from one or more of the 13 sources already included in the book. However, as time goes by, additional non-player characters may become important and the referee should expand the campaign by making them into information sources.

STANDARD INFORMATION

Standard information is no different than other information for sale. However, since the subjects are better-known and misinformation is less likely to be given out, there is only one entry for each subject.

When a source is consulted for a standard information subject, the referee should charge the appropriate price as if nothing were out of the ordinary. For example, if the character wanted to know about broos, they could get the information from a good number of sources but they would have no way of knowing this. If they went to the Irripi Ontor temple, they would be charged 1000 L. If they went to Joh Mith, they would be charged 250 L.

BROOS

The broos of the Elder Wilds are considered to be particularly nasty even for broos. Unlike the broos of some other areas, these will never agree to work for anyone who is not both powerful and tainted by chaos. They are thought to live on an island in the wilderness known as Festering Island but the actual existence of the island is considered debatable.

Source	*Price in Lunars*
Dykenean Balazarings	50
Elkoini Balazarings	50
Euryptus the Lunar Commander	250
Irripi Ontor Temple	1000
Issaries in Market	250
Joh Mith	250
Taverns	50
Triloi Balazarings	50
Typical Balazarings	50

DWARVES

No dwarves live in Balazar or the Elder Wilds. A large number of dwarves do live in the Rockwood Mountains bordering those regions. The dwarves' major city (mostly underground, of course) is known as the Greatway and is located in the southeastern section of mountains bordering on Balazar.

In general the dwarves do not like strangers in "their" mountains, so caution is advised when journeying through them. It is wise to bring along a good supply of gold to pay any tolls which might be demanded.

It is believed that dwarves can be frequently found at Dykene.

Source	*Price in Lunars*
Dykenean Balazarings	50
Elkoini Balazarings	100
Euryptus the Lunar Commander	250
Gonn Orta	250
Irripi Ontor Temple	1000
Joh Mith	250
Triloi Balazarings	100

DYKENE

With a population of approximately 800, Dykene is one of the three citadels founded by the children of Balazar. The founder was Balazar's middle son.

Dykene is currently ruled by King Skilfil Heartpiercer who is actively working to keep his citadel independent of Lunar influence. As Dykene is the citadel closest to the Elder Wilds, trolls, dwarves, and elves are seen in Dykene with greater frequency than elsewhere in Balazar. Another distinction of Dykene is that, relative to the rest of Balazar, bronze weapons are quite common. Most of its hunter citizens use stone weapons, of course, but the king's guards have their own metal weapons.

Source	*Price in Lunars*
Taverns	50
Irripi Ontor Temple	1000
Joh Mith	250
Issaries in Market	250
Imperials in Empire	500
Random Balazarings	50
Elkoini Balazarings	50
Triloi Balazarings	50

ELKOI

With a population of about 1500, Elkoi is one of the three citadels founded by the children of Balazar. In this case the founder was Elkoi, the youngest of Balazar's three sons. Elkoi was conquered by forces of the Lunar Empire years ago, and remains under Lunar control.

Currently the citadel is ruled by King Glyptus the Good. He is a weak-willed Lunar puppet allowed to rule as he wishes because the Lunars have no interest in taking care of Elkoini day-to-day affairs.

In addition there are the Lunar occupation authorities. Their leader is a soldier named Eurytus. Eurytus is a good but unambitious soldier who is quite friendly with both the natives and visiting strangers.

The Lunars are also building a temple outside the citadel. There are Priestesses of Lunar cults overseeing the construction. Their magic is very powerful there.

Source	*Price in Lunars*
Taverns	50
Irripi Ontor Temple	1000
Bluebird	250
Joh Mith	250
Issaries in Market	250
Imperials in Empire	500
Random Balazarings	50
Dykenean Balazarings	50
Triloi Balazarings	50

ELVES

The elves of the Elder Wilds do their best to avoid contact with all non-Aldryami races. Their primary goal is to protect those forests which still remain. To this end they will occasionally contact humans and seek their aid for missions against trolls.

The best known elf (to humans) is Strongbark, who has made several trips to Balazar. He has been seen in Trilus upon occasion. Strongbark seems to be basically friendly.

Source	*Price in Lunars*
Dykenean Balazarings	100
Elkoini Balazarings	100
Eurytus the Lunar Commander	250
Gonn Orta	250
Irripi Ontor Temple	1000
Joh Mith	250
Triloi Balazarings	50

TRILUS

With a population of around 1300, Trilus is one of the three citadels founded by the sons of Balazar. Trilus was the oldest of Balazar's sons.

Currently Trilus is ruled by King Yalaring Monsterslayer who was a mighty hunter in his youth. More recently he is best known for his "No Pigs" edict, making it illegal to keep pigs within the confines of the citadel. King Yalaring has instituted a policy of religious tolerance. This led to the settlement of several Lightbringer Priests in Trilus, and it is believed that this policy is intended to serve as a partial defense against Lunar activity in the kingdom.

Source	*Price in Lunars*
Dykenean Balazarings	50
Elkoini Balazarings	50
Irripi Ontor Temple	1000
Issaries in Market	250
Joh Mith	250
Taverns	50
Typical Balazarings	50

TROLLS

The trolls of the Elder Wilds live in the hilly regions. For the most part the trolls keep to themselves but they do occasionally leave their homes to raid the elves, dwarves, or, infrequently, the Balazarings.

No Balazaring citadel is thought to have regular contact with trolls.

Source	*Price in Lunars*
Dykenean Balazarings	100
Elkoini Balazarings	100
Euryptus the Lunar Commander	250
Gonn Orta	250
Irripi Ontor Temple	1000
Joh Mith	250
Triloi Balazarings	100

INFORMATION SOURCES

DINOSAURS IN BALAZAR/ELDER WILDS
- Irripi Ontor Temple
- Joh Mith
- Taverns
- Typical Balazarings

FESTERING ISLAND
- Con Artists
- Dykenean Balazarings
- Elkoini Balazarings
- Euryptus the Lunar Commander in Elkoi
- Irripi Ontor Temple
- Joh Mith
- Taverns
- Triloi Balazarings
- Typical Balazarings

GIANT LAND
- Con Artists
- Dykenean Balazarings
- Euryptus the Lunar Commander in Elkoi
- Gonn Orta
- Joh Mith
- Taverns (2 entries)
- Typical Balazarings

GIANT'S CASTLE
- Euryptus the Lunar Commander in Elkoi
- Irripi Ontor Temple
- Issaries in Market
- Joh Mith

GRIFFIN MOUNTAIN
- Bluebird
- Dykenean Balazarings
- Euryptus the Lunar Commander in Elkoi
- Imperial Authorities
- Irripi Ontor Temple
- Joh Mith
- Taverns
- Typical Balazarings

GRIFFINS
- Dykenean Balazarings
- Euryptus the Lunar Commander in Elkoi
- Gonn Orta
- Irripi Ontor Temple
- Issaries in Market
- Joh Mith
- Triloi Balazarings
- Typical Balazarings

LUNAR PLANS
- Con Artists
- Elkoini Balazarings
- Euryptus the Lunar Commander in Elkoi
- Gonn Orta
- Imperial Authorities
- Irripi Ontor Temple
- Issaries in Market (2 entries)
- Taverns (2 entries)

RIVER OF THE DAMNED
- Con Artists
- Euryptus the Lunar Commander in Elkoi
- Irripi Ontor Temple
- Joh Mith
- Taverns

WINDBERRIES
- Bluebird
- Gonn Orta
- Irripi Ontor Temple
- Issaries in Market

VAMPIRE OF GORK HILLS
- Con Artists
- Dykenean Balazarings
- Irripi Ontor Temple
- Joh Mith
- Taverns
- Triloi Balazarings
- Typical Balazarings

INFORMATION FROM SPECIFIC SOURCES

BLUEBIRD

Bluebird is a wandering priest of Lankhor Mhy. His personality and abilities are detailed in the Leaders chapter.

Bluebird likes to make a profit and he will sell his information to anyone except creatures of chaos or Lunar spies (thus he will sell to Lunar citizens who freely admit their citizenship). This information is based on second-hand research he has done, as he has only been in the area a short while and has not been out to investigate things himself. But the information is fairly accurate because Bluebird will not discuss things about which he is ignorant. He also has the knowledge commonly available from the Lankhor Mhy cult.

Bluebird gives a 50% price discount to members of Lightbringer cults who successfully out-bargain him. He also trades information to people who can give him details on his enemies, Marusa the shrew and Halcyon von Enkorth.

GRIFFIN MOUNTAIN Price – 4000 L

Growing somewhere on Griffin Mountain is one of the world's few windberry trees.

WINDBERRIES Price – 8000 L

Windberries have the ability to act as a Shimmer spell when they are eaten. In addition, large numbers of windberries can be used to make extra powerful Shimmer potions. However, care must be taken with windberries as they spoil easily and they ripen very infrequently. There is a windberry tree on Griffin Mountain.

CON ARTISTS

Nobody deliberately seeks out con artists to obtain reliable information. In many cases a con artist might discover that the player characters seek information on a particular subject and try to take advantage of the situation. It is left up to the individual referee to determine exactly how con artists should be introduced into the campaign, but it must be emphasized that it requires some skill and experience as a referee to do the job properly. If the con artists are introduced improperly, the characters will never fall for the con and everyone's time will have been wasted. This is not to say that a good adventure could not come out of a group of characters attempting revenge on a con artist, but that it also would be good if, once or twice, the characters are badly fooled. It will teach them caution.

No general statements can be made about the availability of discounts or bargaining from con artists. Needless to say, con artists try to get as much as they can without losing their sale.

VAMPIRE OF GORK HILLS Price – 3500 L

The vampire of Gork Hills is a powerful and old vampire "living" in the Elder Wilds. The vampire is thought to have an immense treasure, stolen from all its victims over the many years it has existed. Recently this person and a couple of his friends were in the Elder Wilds, exploring some hills when they came upon a small ruin. As they approached the ruin, they were attacked by a pack of wolves who chased them and cornered them at the bottom of a gully. Surprisingly, the wolves made no attempt to attack and, instead, were satisfied to keep the three men trapped. Shortly after dark a vampire appeared and, after looking them over, announced that this night he only needed two people. The vampire left, taking the speaker's two friends with him, while the wolves herded the speaker for several kilometers before slinking off into the darkness. The speaker made a map showing the location of the ruin which he will sell for an additional 2000 L (although if pressed he will sell for less).

LUNAR PLANS Price – 2000 L

Once the Lunar temple complex at Elkoi is finished, the Lunars plan to remove their military forces and leave the control of Balazar to their missionaries. Eventually, the Lunar Empire will control all of Balazar through their religion. The empire believes that it would be very difficult, at best, to physically conquer bands of roving nomads but that they will be easily converted once the superior strength of the Lunar religion becomes clear.

RIVER OF THE DAMNED Price – 3500 L

The River of the Damned is one of the wonders of the world. It is located in the northern Elder Wilds. The river flows down out of the Rockwood Mountains, meanders across the flatlands, and empties into a deep hole in the ground. It is said that someone sailing in the center of the river when it enters the hole will find themselves swept safely all the way under the earth and into Hell. Of course, once they get to Hell their safety is in doubt, but it is said that the gods always give a clever mortal a way out.

FESTERING ISLAND Price – 4000 L

Festering Island really exists. Despite rumors to the contrary, it is located in the Elf Sea about 500 meters off the southeastern shore. The island is well-guarded, not just by its resident broos and ogres but also by some chaos-twisted water wyrms who patrol the waters around the island and thereby make it all but impossible for enemies to reach the island. A successful attack on the island would be worthwhile because the island contains a truly vast treasure from the many years of raiding that its inhabitants have pursued.

GIANT LAND Price – 2500 L

Giant Land is located in the Rockwood Mountains east of Balazar and north of Prax. It is reliably reported that the giants of Giant Land are very rich. One giant, Hen Cik, is known to have spent many years with humans in another part of the world and to have returned home with a large collection of gold and exotic magic items.

DYKENEAN BALAZARINGS

This information source represents persons of prominence in Dykene (i.e., King Skilfil or one of his assistants). The information is not necessarily reliable as it is almost always biased to the needs of the Dykene government.

Information may be given free to friends and allies of Dykene's leaders and they can be bargained with. If the character makes the Bargaining roll, the price will be reduced by 25%.

FESTERING ISLAND Price – 500 L

Festering Island is a broos-ridden chaos nest located somewhere in the Elder Wilds. Upon occasion, its inhabitants raid Balazar and must be driven off by the brave soldiers of Dykene. Despite the threat the island poses to all Balazar, neither Elkoi or Trilus ever assisted in the battles with these broos. In fact, now that Elkoi is under Lunar domination, it is thought that Elkoi now supports the presence of a chaos nest as a potential Lunar ally.

GIANT LAND Price – 500 L

Giant Land is in the mountains to the east. It is inhabited by all manner of creatures (including, of course, giants), and is very dangerous for smaller creatures to venture into it. Joh Mith the Issaries Priest has been known to go there to trade with the giants.

GRIFFIN MOUNTAIN Price – 250 L

Griffin Mountain is the residence of a small family of griffins who occasionally fly into Dykene to trade. They usually trade gold or arms and equipment (probably taken from humans they have killed) for potions and battle magic matrices.

GRIFFINS Price – 500 L

The griffins who occasionally visit Dykene are residents of Griffin Mountain. They come to Dykene to trade gold for potions and battle magic matrices. One of the griffins is a friend of King Skilfil Hearthpiercer and visits more frequently than the rest.

VAMPIRE OF GORK HILLS Price – 300 L

Nothing has been heard of the vampire of Gork Hills for many years. It is generally thought that it has been destroyed.

ELKOINI BALAZARINGS

This information source represents persons of prominence in Elkoi (i.e., King Glyptus and his assistants). The information is not very reliable because it is doubly distorted. Once by the king, to serve his purposes, and a second time by the Lunars, who are the primary source of information for the Elkoi leaders.

The information may be given free to friends and allies of Elkoi's leaders. They also can be bargained with. If the character makes the Bargaining roll, the price will be reduced by 25%.

FESTERING ISLAND Price – 300 L

Festering Island is rumored to be a chaos nest aligned with the king of Dykene. It is believed that in the near future the Dykeneans will join the Festering Islanders in a raid upon Trilus and Elkoi. The island's exact location is a secret known only to its inhabitants and the king of Dykene.

LUNAR PLANS Price – 750 L

The Lunars have made it clear to local leaders that once their temple complex (now under construction) is completed, all Lunar military force will be withdrawn from Elkoi. The Lunars will maintain a continual religious presence, of course. For this reason, Elkoini leaders wish to keep things calm for the next year or two, as disturbance, war, or other sud-

den change in the situation may cause the Lunars to change their plans.

EURYPTUS THE LUNAR COMMANDER IN ELKOI

Euryptus sells information with the approval of his superiors. This is a secret. It is generally thought that the money paid to him is a bribe to persuade him to violate Lunar security.

Euryptus' information is generally considered good, particularly when it deals with areas of concern to the Lunars, but in reality it is often nothing more than propaganda designed to serve the Lunar cause. Euryptus, by the way, does not enjoy his information-selling, but he must follow orders.

Euryptus will give 25% discount to acquaintances and repeat-customers, and he can be bargained with. If the character makes a Bargaining roll, the price will be dropped another 25%.

FESTERING ISLAND Price – 3000 L

Festering Island exists but its residents (thought to be primarily broos) are of no interest to the Lunar Empire. They are too weak and too disorganized to be useful as allies and they are far enough away to present no current threat to any empire interest. The island is located in the so-called River of the Damned.

GIANT LAND Price – 1500 L

The giants of Giant Land, located in the Rockwood Mountains to the east, do not seem to venture out of their own territory very much; they are therefore thought not to be much of a threat to the Lunar presence in Balazar.

GIANT'S CASTLE Price – 2500 L

Giant's Castle is the home of the giant Issaries Rune Priest, Gonn Orta. Gonn Orta rarely leaves home, so he is not a threat to the Lunar Empire. He is believed to be immensely rich and is thought to deal frequently with other Issaries Priests.

GRIFFIN MOUNTAIN Price – 3000 L

Griffin Mountain is a tall mountain located in the Elder Wilds. It is inhabited by griffins who occasionally fly into Balazar. The mountain and its resident griffins are deemed to be no threat to the Lunar Empire although there are rumors of a great treasure to be found at the mountain.

GRIFFINS Price – 3000 L

Almost all griffins encountered in Balazar are believed to originate from Griffin Mountain in the Elder Wilds. These griffins are no threat to the Lunar Empire or the residents of Balazar, and so are of no great concern. They may possess a great deal of treasure but that is speculation, not fact.

LUNAR PLANS Price – 4000 L

Euryptus will state that his instructions make it clear that he is to take no offensive actions toward the rest of Balazar. If Elkoi is attacked, he will defend it, but there are, as far as he knows, no plans to conquer either Trilus or Dykene. In fact, Euryptus will state that he would like to be friends with the kings of the two other citadels, but that they have, so far, refused to deal with him. The Lunar Empire will, of course, continue to explore Balazar and the Elder Wilds but that is only because it is a Lunar policy to gain all possible information about adjacent territories.

RIVER OF THE DAMNED Price – 2000 L

The River of the Damned is a heavily-polluted minor river which flows into the Seronde River. It is the river on which the chaos nest, Festering Island, is located. The river is not inhabited by water wyrms, sea elves, or newtlings and is, in fact, believed to be extremely poisonous.

GONN ORTA

Gonn Orta, the giant Priest of Issaries, is covered in detail in the Giant Land and Giant's Castle section of the Points of Interest chapter. Obviously, information can only be purchased from Gonn Orta by characters visiting Giant's Castle. Gonn Orta's information is fairly accurate but there are many subjects which he will not discuss, even though he is quite knowledgeable, because he does not want to do anything which might hurt himself or his friends.

Gonn Orta does not discount information but he can be bargained with in the same manner as Joh Mith.

GIANT LAND Price – 3000 L

All the mountains surrounding Giant's Castle are part of Giant Land. It is recommended that all non-residents stay out of these mountains because, aside from the giants living at Giant's Castle, most of the giants are not friendly to strangers. The Eleven Tall Mountains of Giant Land are the stone remains of the eleven ancestral giants who first came to Genertela. All giants descend from two or more of these giants.

GRIFFINS Price – 3000 L

Griffins occasionally fly over the Rockwood Mountains from the Elder Wilds to trade with Gonn Orta. Gonn says that they usually trade gold or extremely valuable windberries but they have, on occasion, traded assorted human arms and equipment. The griffins are quite friendly and usually spend the entire day trading stories with Gonn and whoever else happens to be around at the time. Usually only three or four griffins appear but six different griffins have visited at various times.

LUNAR PLANS Price – 3000 L

Gonn Orta has been approached by representatives of the Lunar Empire to assist in the annexation of Giant Land. Although the Lunars offered him immense wealth and power if he could bring Giant Land into the empire peacefully, Gonn turned them down. He did not believe that the other giants would be easily convinced to join the empire and as a faithful Lightbringer he opposes the empire on general principles. Gonn fully expects the empire to make another attempt to convince him.

WINDBERRIES Price – 9000 L

Gonn Orta will always buy properly preserved windberries. He also knows the exact details of their powers, which he will tell for this price (see the description in the Griffin Mountain section of the Points of Interest chapter). Note that Gonn will reveal nothing concerning the potential uses of a branch of the windberry tree.

IMPERIAL AUTHORITIES

This information source consists of Lunar officials within the Lunar Empire. This information is only available when it suits the Lunar interests and it will never be sold to known enemies of the empire. In general this information is fairly accurate.

Neither bargaining or discounting is possible with this information, but those characters who have Lunar officials as friends might be able to obtain the information for free. Note that much of this information is available from Halcyon Var Enkorth should he decide to sell it, but it is most unlikely that he will do so.

GRIFFIN MOUNTAIN Price – 8000 L

Griffin Mountain is of no great significance except for the presence of a windberry tree somewhere on the mountain. As the windberry tree is holy to the Air gods (enemies of the Red Moon goddess), the Lunar Empire would not object to the destruction of the tree but presently no efforts are being made to achieve that goal.

LUNAR PLANS Price – 6000 L

The Lunar Empire wishes to be kept informed of any destabilizing developments in Balazar. They would particularly like to be informed of dead or dying leaders, clans unhappy with their tribal kings, and so forth. The empire will pay well anyone who bring in significant amounts of this information. Currently the empire plans nothing in Balazar but to keep its citadel (Elkoi). These plans could change if the situation changes, but presently the political situation in Balazar is such that any manipulated change would require more trouble than it is worth to the Lunars.

IRRIPI ONTOR TEMPLE

This information source is not located in Balazar or the Elder Wilds. It exists in any major Lunar city. Irripi Ontor is the Lunar version of Lankhor Mhy, the sage god. Each temple serves as combination library, school, research center, and temple. One of the ways these temples finance their activities is by selling valuable information at high prices.

The only subjects listed in this book for sale by Irripi Ontor temples are those that relate to Balazar or the Elder Wilds. Each temple actually has information dealing with many other subjects, but it would be foolish to attempt even a partial listing in a book of this scope. The referee should remember, though, that if a subject has been studied on Glorantha, somewhere there is a temple of Lankhor Mhy or Irripi Ontor which will know something about it.

The accuracy of information from Irripi Ontor temples is quite high and can usually be trusted completely. Unfortunately the temples do not bargain and will only sell at their high price (although Red Moon initiates get a 10% discount from Irripi Ontor temples and Lightbringer initiates get a 50% discount from Lankhor Mhy temples).

DINOSAURS IN BALAZAR/ELDER WILDS Price – 2500 L

There are a small number of dinosaurs in the Elder Wilds. Most of these are elasmosauri who inhabit Elf Sea but upon occasion swim up the various rivers. As elasmosauri are unable to travel on land, these are not too serious a threat. There is also small number of allosauri living in the Elder Wilds. These creatures are extremely dangerous. These allosauri have left eggs in the Elder Wilds; the temple of Irripi Ontor will pay 2500 L for each intact egg brought in.

FESTERING ISLAND Price – 5000 L

Festering Island definitely exists and is located somewhere in the River of the Damned. It is inhabited by broos and gorp as well as at least one other chaotic monster. It is believed (but not certain) that the island is a place of power for chaos, one of those (fortunately) rare places where the stuff of chaos leaks into Glorantha. If this is the case, it would require great efforts on both the spirit and mundane planes to completely clear the island of chaos. Without such efforts, any attack on the island, no matter how successful, would be basically meaningless.

GIANT LAND Price – 2000 L

Giant Land is a mountainous region located east of the Elder Wilds. It is inhabited by a large number of giants of varying sizes. The southern portion of the regions gives birth to the River of Cradles which flows into Prax, and it is these giants who, long ago, used to float their babies down the river to the sea. Nowadays the giants rarely venture from their home territory. Most giants ignore or kill strangers, but one, Gonn Orta, is an Issaries Priest. Gonn Orta lives in Giant's Castle and he welcomes all visitors and trades with them to their mutual profit.

GIANT'S CASTLE Price – 3000 L

Giant's Castle is the residence of a powerful giant Issaries Priest, Gonn Orta. Gonn is friendly to all strangers who come in peace and he will trade with almost anybody. The castle itself is a huge stone structure which completely blocks the pass, the only way through the Rockwood Mountains for hundreds of kilometers in both directions. The region around Giant's Castle is inhabited by a small tribe of trolls loyal to Gonn Orta.

GRIFFIN MOUNTAIN Price 4000 L

Griffin Mountain is a small (2700 meters high) mountain located in the Elder Wilds. The mountain is scalable by well equipped, skilled climbers, although the actual climb may be difficult because of the griffins who inhabit the mountain's peak. These griffins are extremely jealous of their territory and will attack (usually by dropping rocks from a height) anyone who attempts to climb the mountain. It is believed that the mountain hold an abandoned gold mine.

GRIFFINS Price – 3000 L

The only griffins in the Balazar/Elder Wilds region live on Griffin Mountain. There are believed to be more than a dozen and fewer than two dozen griffins living on this mountain. The griffins are hostile to intruders but they do occasionally leave their home grounds to trade peacefully with others.

LUNAR PLANS Price – 3000 L

The Lunar Empire would very much like to extend the glowline into Balazar and the Elder Wilds. However, it would not be worth the great trouble to do so unless the glowline could be extended all the way into the Rockwood Mountains. As such an effort would require the defeat of not only the Balazarings, but the giants of Giant Land and the dwarves of Dwarf Mountains, as well as some of the barbarians of the Redlands, it is unlikely that such an attempt will be made in the near future. The Lunar Empire will continue to investigate Balazar and the Elder Wilds to discover anything of significant value.

RIVER OF THE DAMNED Price – 500 L

The River of the Damned is approximately 75 km long and it ends by flowing into the Seronde River. It is heavily polluted by all sorts of chaos stuff from Festering Island, located somewhere along the river's course.

VAMPIRE OF GORK HILLS Price – 3000 L

This vampire is thought to be a powerful old vampire dating from the Empire of the Wyrm's Friends period. However, no fresh word of the vampire has been had for at least 50 years and no definite report for 86 years.

WINDBERRIES Price – 5000 L

Windberries are a spikey orange fruit which, when examined closely, seem to shimmer. The fruit is tied to the Air and Travel Runes and therefore is sacred to Orlanth worshippers. The exact powers of the fruit are known by few. They are believed to aid in making potions and in making matrices for several spells. It is also thought that the branches of windberry trees are themselves magical but this is unconfirmed.

ISSARIES IN MARKET

This information source represents knowledge concerning a particular subject which might be gotten from a typical Issaries trader. As few merchants (other than Joh Mith) travel through Balazar with any regularity, it is usual to search through markets outside of Balazar in order to find a merchant with the information sought. It is up to the individual referee whether to play out the search for the information or whether to just charge the characters the appropriate amount of time and money and be done with it.

The reliability of this information is usually good. The merchants selling the information believe in it because the sales are almost always performed within an Issaries market.

Few Issaries merchants will discount to any but their closest friends, but it is possible to bargain with them. The bargaining procedure is the same as that for Joh Mith. To determine the Bargaining skill for a random merchant, use 50% + (2D6 x 5%).

GIANT'S CASTLE Price – 2000 L

Giant's Castle is a legendary (but real) trading post in the Rockwood Mountains. It is believed to be, along with the small troll village of Crabtown, one of the two best places to buy strange and exotic magic items.

GRIFFINS Price 2000 L

The griffins from the region of the Elder Wilds are thought by many Issaries to be exceedingly rich and powerful. They have been known to trade in markets as far away as the Holy Country. The griffins usually offer gold or exotic magic items in exchange for training in spells.

LUNAR PLANS Price – 500 L

The Lunar Empire is always looking for more regions to conquer. Despite its poverty, Balazar is no exception. One need only look at the temple complex being built at Elkoi: the Lunars do not spend large sums of money building temples and importing powerful Priestesses unless they are in an area to stay.

LUNAR PLANS Price – 500 L

The Lunar Empire is unlikely to keep a significant force in Balazar for very long simply because of the primitive level of Balazaring civilization. There is nothing of interest for the Lunar Empire anywhere in Balazar. Prax, which is almost as primitive as Balazar, has access to the sea and so is of some value.

WINDBERRIES Price – 2500 L

Windberries are a magical fruit holy to the Orlanth cult. Some believe that they grant a limited and temporary flying ability but most believe that they are merely useful in making some types of potions.

JOH MITH

Joh Mith's personality and abilities are discussed in detail in the Leaders chapter.

Joh Mith is a Priest of Issaries and, like all Priests of Issaries, he is always ready to make more money. Therefore he is quite willing to sell information concerning his various journeys into and through the Elder Wilds. The accuracy of Joh Mith's information is considered high but it can be flawed when dealing with areas outside his direct experience.

Joh Mith does not give a discount to anyone but he can be bargained with. If both parties miss or make their respective Bargaining rolls, the price remains where it started. If the character makes his or her roll while Joh Mith misses his, the price goes down by 25%. If the opposite happens, the price rises by 50%. As Joh Mith is good at bargaining, the price usually rises.

DINOSAURS IN BALAZAR/ELDER WILDS Price – 1500 L

Joh Mith has heard all the usual stories about dinosaurs in the Elder Wilds but in his several trips through the region he has never encountered any. He suspects the stories are false.

FESTERING ISLAND Price – 1500 L

Festering Island definitely exists but it is not located near any of the normal Issaries paths through the Elder Wilds. The broos who inhabit the island are completely untrustworthy and will attack almost everything they encounter. They cannot be bought off.

GIANT LAND Price – 2000 L

Giant Land is located in the Rockwood Mountains to the east of the Elder Wilds. It is inhabited by lots of giants. For the 2000 L Joh Mith also provides a map to Giant Land.

GIANT'S CASTLE Price – 4000 L

Joh Mith has been to Giant's Castle twice, where he has traded with the owner of the castle, Gonn Orta. Gonn Orta is an Issaries Priest. In addition to Gonn Orta two other smaller giants live in the castle. These giants, Hen Cik and Sa Mita, are both Issaries initiates. A small tribe of trolls, loyal to Gonn Orta, lives around the castle. Strangers are welcome to visit the castle as long as they do not cause trouble. Merchants are particularly welcome. Included in the 4000 L price is a map showing the route to the castle.

GRIFFIN MOUNTAIN Price – 3000 L

Griffin Mountain is a fairly tall mountain located in the Elder Wilds. It is inhabited by a family of griffins who are friendly to passers-by. In fact, the griffins have been known to trade with Priests of Issaries, usually offering gold for potions or battle magic matrices (if they are in a form usuable by a griffin). For the 3000 L Joh Mith also provides a map to the mountain.

GRIFFINS Price – 2000 L

The griffins of Griffin Mountain are good customers and Joh has dealt with them on several occasions. They usually want to buy potions or battle magic matrices but they once asked him to teach one of their number a Healing 6 spell. The griffins have always paid him in gold.

RIVER OF THE DAMNED Price – 100 L

The River of the Damned is a minor river which flows into the Seronde River. The river is not located along any of the Issaries trade paths in the Elder Wilds.

VAMPIRE OF GORK HILLS Price – 1000 L

Joh Mith knows nothing of the vampire except for the usual stories. He has been into the Elder Wilds several times and has never run across the vampire. Significantly, Joh says that the trolls of the Elder Wilds travel about at night without fear for the dangers a vampire would bring.

TAVERNS

Information "purchased" in taverns is usually of low reliability. This should be expected, considering the drunken state of the sources. The referee should keep in mind that the standard 50 L price for information in a tavern does not indicate that there is one drunk who will discuss anything for 50 L but rather that it will typically cost that much in drinks before the players can find someone who knows something about the particular subject in question.

As the bulk of the 50 L price goes to buy drinks, there are no discounts for tavern information, nor can it be bargained down to a lower price.

DINOSAURS IN BALAZAR/ELDER WILDS Price – 50 L

There are definitely several types of carnivorous dinosaurs found in the Elder Wilds. The most dangerous and most common ones are believed to be a large herd of allosauri who roam throughout the grasslands of the Elder Wilds.

FESTERING ISLAND Price – 50 L

Festering Island is an evil place of chaos inhabited by broos and other horrible monsters. This story is told by a person who is nearly always drunk. He claims to have been captured and taken to the island where he was forced to watch two of his friends eaten alive. Then for inexplicable reasons, he was released. He was too shocked and dazed to think of mapping the route back from the island so he can provide no details concerning its location.

GIANT LAND Price – 50 L

Giant Land is a place in the Rockwood Mountains to the east. The giants who live there are not very friendly and frequently they come out of the mountains to raid surrounding lands.

GIANT LAND Price – 50 L

Giant Land is located in the Rockwood Mountains just east of the Elder Wilds. The tallest mountains in the area are said to have once been giants who were turned to stone by some powerful chaos god. That story is, of course, not true. Giant Land is known to be the location of the legendary Giant's Castle where, it is rumored, giants deal with creatures of all races in equal terms.

GRIFFIN MOUNTAIN Price – 50 L

Griffin Mountain is a tall, practically unclimbable mountain located somewhere in the Elder Wilds. Griffins are thought to live on its peak. The teller of this story knows this because she was once in the Elder Wilds near a mountain and she saw griffins circling overhead.

LUNAR PLANS Price – 50 L

Even now the Lunar Empire schemes to conquer Dykene and Trilus. In a couple of seasons, the Lunar army marches against Trilus, complete with magicians, heroes, and the Crimson Bat.

LUNAR PLANS Price – 50 L

The Lunar Empire does not particularly care about Balazar and the Elder Wilds. Presently they are more concerned with Dragon Pass. Once they have completely conquered Dragon Pass, Prax, and the Holy Country, they may return and conquer Balazar, but until that time they will leave Balazar alone if Balazar leaves the empire alone.

RIVER OF THE DAMNED Price – 50 L

The River of the Damned is a short, badly-polluted river located in the northern part of the Elder Wilds. Its water is not fit to drink. The person knows all this because he once traveled with a Priest of Lankhor Mhy who told a story of having visited the river.

VAMPIRE OF GORK HILLS Price – 50 L

Off in the Elder Wilds, hidden somewhere in the legendary Gork Hills, is the "final" resting place of a powerful vampire whose real name is not known. This vampire is believed to be the senior-most vampire of the entire region (in fact, the only vampire in this area of the world who exceeds him in seniority is Delecti of Dragon Pass).

TRILOI BALAZARINGS

This information source represents persons of prominence in Trilus (i.e., King Yalaring or one of his assistants). The information is not necessarily reliable, as it is almost always biased to suit the needs of the Triloi government.

Information may be given free to friends and allies of the Triloi government and its leaders. They may be bargained with. If the character makes the Bargaining roll, the price will be reduced by 25%.

FESTERING ISLAND Price – 250 L

Festering Island is a trivial chaos nest located beyond Dykene. Once in a while the inhabitants of the island, currently thought to be mostly broos, raid Dykene but the broos are so pitifully weak that Dykene beats them off before Triloi assistance can arrive. The island is no threat to anyone.

GRIFFIN MOUNTAIN Price – 150 L

Griffin Mountain is believed to be the residence of a small army of griffins in league with the ruler of Dykene.

GRIFFINS Price – 300 L

The only griffins in the area are those who live at Griffin Mountain and who are allies of the king of Dykene. These griffins are believed to be hostile to humans who are not allies of Dykene.

VAMPIRE OF GORK HILLS Price – 500 L

No one has anything current to say about the vampire but they do tell the story that 90 years ago the vampire was responsible for a series of disappearances from Trilus. After taking one person a night for two weeks, the vampire announced that it would only cease if victims were freely provided. The vampire promised that any victims who came willingly would not be seriously harmed but that if victims were not provided freely, the citadel would be depopulated one by one. The citadel did not give in. After several more disappearances, a house-to-house search found the coffin of a vampire, which was destroyed. This was not "the vampire," of course, but, after reappearing to vow eventual revenge, "the vampire" left and Trilus has not been bothered since.

TYPICAL BALAZARINGS

GRIFFINS Price – 50 L

There are griffins in Balazar. They usually ignore humans but they have been known to visit the city of Dykene.

VAMPIRE OF GORK HILLS Price – 100 L

The vampire of Gork Hills is a fearsome creature known to venture as far as Trilus in search of blood. Each Balazaring encountered can report some relative who was killed by the vampire.

Referee's note: each story should be different. Furthermore, the only trustworthy stories (i.e., those where a vampire was clearly responsible for the death) should concern the distant past, 40+ years ago. The more recent stories should be rarer and involve only unexplained disappearances.

DINOSAURS IN BALAZAR/ELDER WILDS Price – 200 L

An elderly Balazaring tells the story of adventuring near the mouth of the Dwerrow River as a youth. He and his friends camped there for several days while fishing. Late one afternoon, while he tended the fire and cleaned the morning's catch, a huge and ugly reptilian head surfaced from the river and swallowed one of his friends in one gulp. Before the other could react, the monster got him too. The storyteller was in no danger because he was far from the river's shore; nevertheless, he fled in panic. Later in his life he learned that the monster was an elasmorsaurus. Since then the storyteller has never gone near any river.

FESTERING ISLAND Price – 150 L

Festering Island, if it really exists, is not located on the Black Eel, West, Morande, or Dwerrow Rivers. It is probably inhabited by broos, because they are the creatures of chaos most frequently encountered in the Balazar and Elder Wilds region.

GIANT LAND Price – 100 L

Giant Land is located in the mountains somewhere to the east. The giants who live there are very large, very rich, and very dangerous.

GRIFFIN MOUNTAIN Price – 100 L

Griffin Mountain is a barren rocky mountain rising from the midst of the Elder Wilds. The Balazaring with this information knows little about it but can draw a rough map giving its location.

Maps

These maps and information are intended to be given out to characters. Chaosium grants permission to photocopy the maps as needed for personal use.

The maps can be used in several ways. Some have specific uses, such as Eagle-Eye Gjorni's map to his gold mine. Others show methods of getting from one place to another, as with Joh Mith's maps. Others establish nonspecific sites for scenario settings, the exact nature of which is left to the referee.

Giving these maps to the players is a matter for the individual referee. We like to make an adventure out of an information-gathering session, as noted in the scenarios in this chapter. Remember that some of these maps, which have a specific source cited, might already have been passed around a lot. For example, everyone knows how secretive Eagle-Eye Gjorni is with his map, but it may already have been stolen from him!

Be sure to mention to the players that some of these maps, in whole or part, may be incorrect. This is sometimes intentional, sometimes the inadvertant error of the character credited with making it. However, once the referee has told the players that, he should remember that the characters who have the maps would not ever admit that there would be an error!

There are three types of maps used:

A. GOVERNMENT ISSUE MAPS – These are neat and fancy maps which are printed in various parts of this book. The origin of these is a Knowledge temple.

B. HAND-MADE MAPS – These commonly show a route from one area to another, or a sketch of a region.

C. VERBAL DESCRIPTIONS – These are verbal descriptions meant to be read aloud to the players. These come from people who don't draw maps, and who typically are illiterate as well, such as the hunters of Balazar.

Only a couple of examples of this type are given as samples for referees to get an idea of how to make others themselves. Once the party leaves the citadel they will encounter mostly illiterate people who have a good knowledge of their land but no ability to draw maps. Referees should prepare for these meetings by simply jotting a description of distances traveled, etc., for the areas which will be explained. Remember to take into account the presumed rates of travel for the speakers, for they may run one whole day and creep around the next, but each will be a single day's travel.

LIST OF MAPS

A. GOVERNMENT ISSUE
1. Balazar
2. Elder Wilds
3. Giant Land
4. Festering Isle

B. HAND-MADE
1. Joh Mith's Map to Gonn Orta's Castle 1
2. Joh Mith's Map to Gonn Orta's Castle 2
3. Joh Mith's Map to Gonn Orta's Castle 3
4. Gjorni's Gold Mine Map
5. From a Located Landmark
6. From a Found Landmark

C. VERBAL DESCRIPTIONS
1. Travel with the Elves
2. An Adventurer's Account

MAP DATA FORMAT

The following information is given for each of the maps:

NUMBER – These correspond to the list given below.
TITLE – A name for the map.
SOURCE – Where it comes from, originally.
COST – The cost from its original source.
LOCATION – This will give an area which surrounds the map.
NOTES – Additional information.

A.1.
STANDARD ISSUE MAP OF BALAZAR
SOURCE – Lankhor Mhy or Irrippi Ontor temples.
COST – 1000 L.
LOCATION – Forthoffer Atlas Territory H-51.
NOTES – May be found in Geography & History chapter, and on the large hex-gridded foldout map.

A.2.
STANDARD ISSUE MAP OF ELDER WILDS
SOURCE – Lankhor Mhy and Irrippi Ontor temples.
COST – 1000 L.
LOCATION – Forthoffer Atlas Territory H-52.
NOTES – May be found in this chapter, and on the large hex-gridded foldout map.

A.3.
STANDARD ISSUE MAP OF GIANT LAND
SOURCE – Lankhor Mhy and Irrippi Ontor temples.
COST – 2000 L.
LOCATION – Forthoffer Atlas Territory H-52.
NOTES – Originally drawn in the Second Age, unrevised since then. See Points of Interest chapter.

A.4.
STANDARD ISSUE MAP OF FESTERING ISLE
SOURCE – Lankhor Mhy and Irrippi Ontor temples, other major temples.
COST – 1200 L.
LOCATION – Unknown.
NOTES – Believed to be a source of chaos.

B.1.
JOH MITH'S MAP TO GONN ORTA'S CASTLE 1
SOURCE – Joh Mith the Trader.
COST – 1200 L.
LOCATION – A route from Dykene to Gonn Orta's castle.
NOTES – This is the most common of Joh's maps. He carries one of these on his person and keeps another in a secret pocket in his saddle bag.

The number in a circle is the number of days travel with mules.

This may also be available from any number of other people who have been curious and rich enough to approach Joh. His own followers may sell copies to people at a price lower than Joh's own standard.

B.2.
JOH MITH'S MAP TO GONN ORTA'S CASTLE 2
SOURCE – Joh Mith.
COST – 2400 L.
LOCATION – Dykene to Gonn Orta's castle.
NOTES – Joh keeps this one in his head only. He will sell it to friends, allies, and very rich people. He will surrender it only under duress.

The number in the circle is the number of days he traveled that section of the route.

B.3.
JOH MITH'S MAP TO GONN ORTA'S CASTLE 3
SOURCE – Joh Mith.
COST – 2400 L.
LOCATION – From Dykene to Gonn Orta's Castle.
NOTES – Joh has this one memorized only, but will draw it for the right price.

The circles indicate the number of days traveled in that section of the trip.

B.4.
GJORNI'S GOLD MINE MAP
SOURCE – Eagle-Eye Gjorni.
COST – Not for sale!
LOCATION – From a secret location into the steep mountains.
NOTES – This location should be made by the referee.

B.5.
FROM A LOCATED LANDMARK
SOURCE – A citadel warrior.
COST – 800 L.
LOCATION – To be located.
NOTES – The starting point on this map is intended to be known. It is, in fact, clan hearth 3 (Elders Rock).

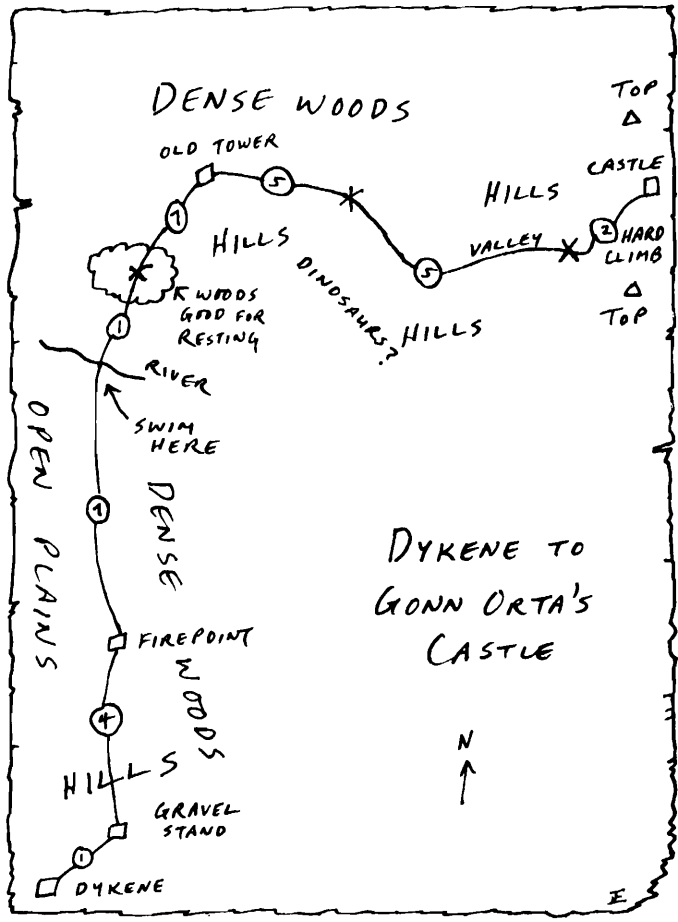
B.6.
FROM A FOUND LANDMARK
SOURCE – Treasure.
COST – Danger.
LOCATION – Unknown.
NOTES – Make the staring point of this map into a well-recognized but yet unknown place in your campaign. Release this map into the treasure in an earlier adventure. Later, in their travels, the referee may remind them of this map when they chance across the stated landmark. The players' own actions will determine the scenario then, depending on whether or not they sold or even remember the map!

C.1.
TRAVEL WITH ELVES
SOURCE – A Balazaring warrior, who is quoting all of his father's story.
COST – Some piece of metal armor or weapon.
LOCATION – Relates travel from Trilus in the winter into the Elder Wilds. There is no story of the return.
NOTES – None.

C.2.
AN ADVENTURER'S ACCOUNT
SOURCE – An adventurer, citadel warrior, or temple initiate.
COST – Varies according to referee.
LOCATION – Depicts a journey from Trilus to Two-Stone and back, via Elder Wilds.
NOTES – The teller of this tale hedges on all of his details as he tells this. There are some unexplained things (were they actually pursued for seven days as they fled south?). Let the mystery lie. This teller may be willing to go himself (as a non-player character) and lead people back.

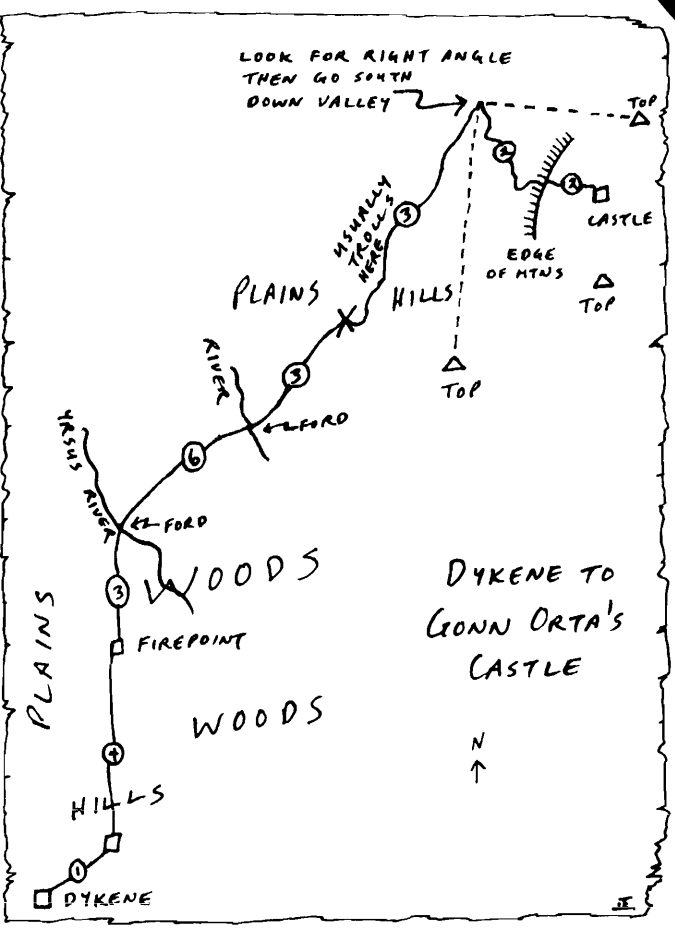
HAND-MADE MAPS

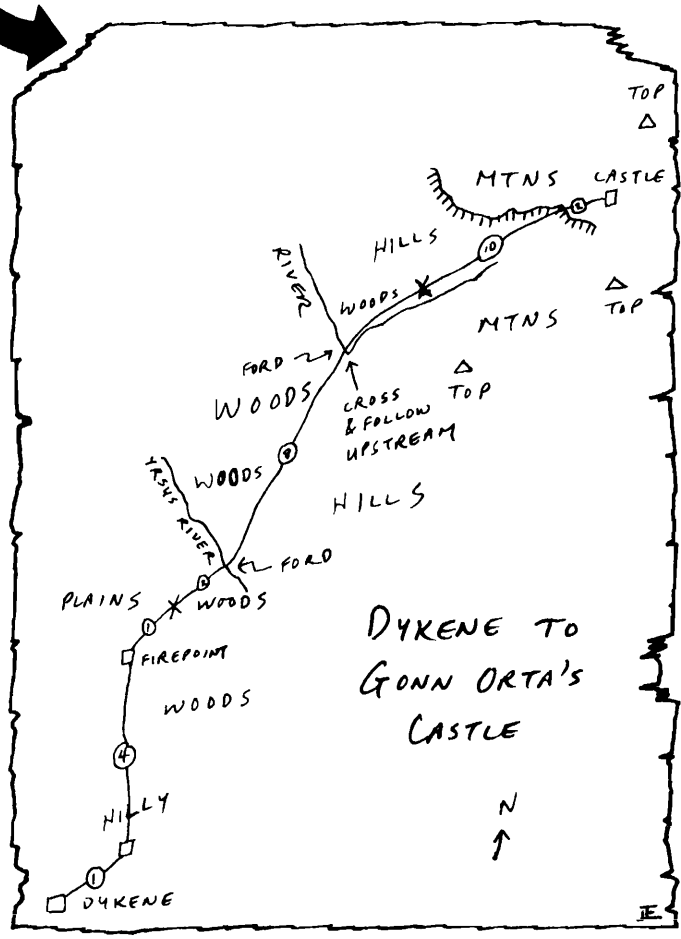
B.1. JOH MITH'S MAP TO GONN ORTA'S CASTLE 1



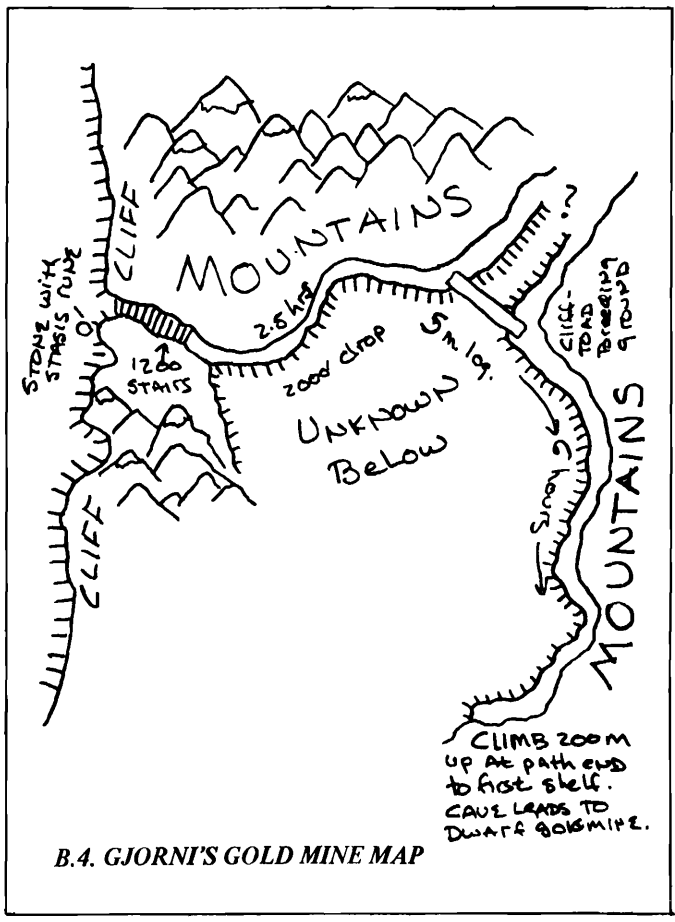
B.3. JOH MITH'S MAP TO GONN ORTA'S CASTLE 3

B.2. JOH MITH'S MAP TO GONN ORTA'S CASTLE 2

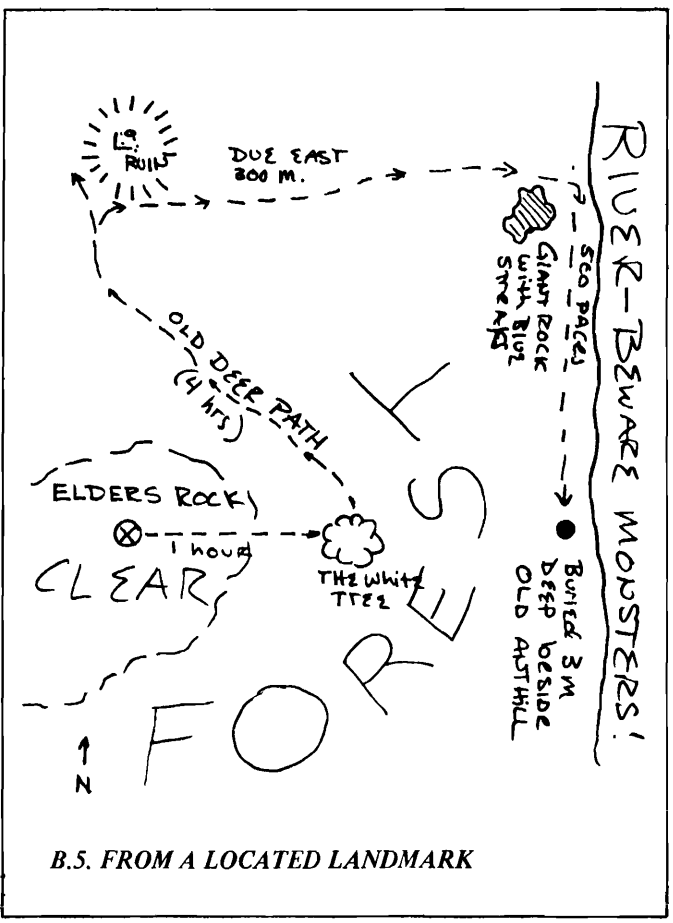




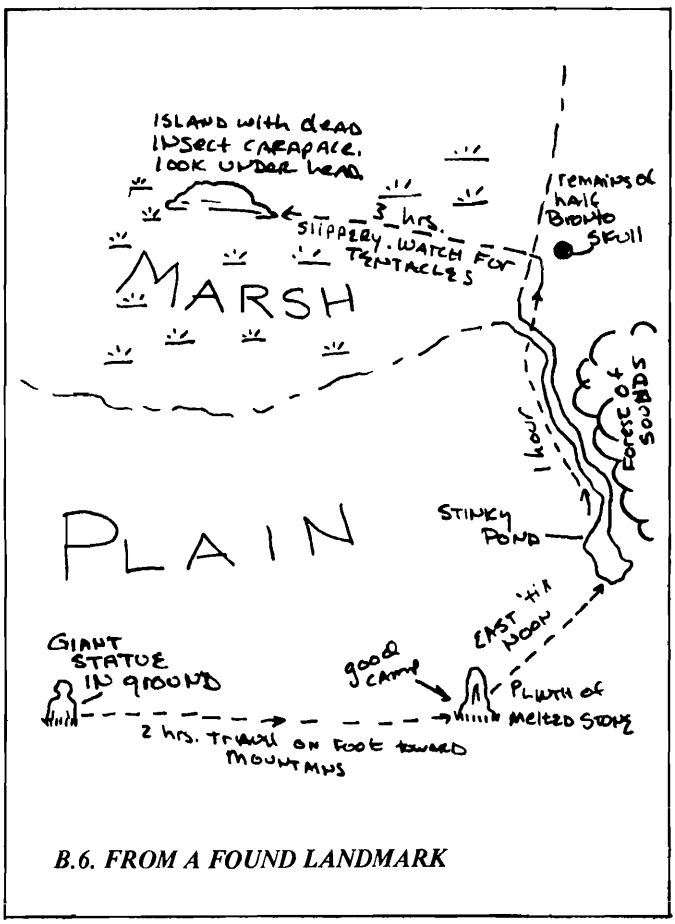
HAND-MADE MAPS



B.4. GJORNI'S GOLD MINE MAP



B.5. FROM A LOCATED LANDMARK



B.6. FROM A FOUND LANDMARK

VERBAL DESCRIPTIONS

C.1. TRAVEL WITH ELVES

DAY 1 – Left the city of Trilus at dawn, entering the forest a short while later. Once we left the hills about the city, the going was fairly easy. We traveled eastward toward the river Dwerrow.

DAY 2 – Again awoke at dawn. The elves seemed nervous and eager to get underway. All through the day Taklong Woodheart kept up a fast pace; we even ate on the move. Soon I knew why. The woods ended in late afternoon and we took to traveling in the open. The elves were decidedly nervous. Toward evening we came to the High Bridge and crossed without incident. Once across the river we turned north, keeping to the bank. Shortly before midnight we got to another wood. Here we spent the night.

DAY 3 – Kept a slower pace today. Everybody seemed tired from yesterday's push. Stopping for a meal at mid-day, a party of three elves, including one of the Priests, left for the deeper wood. We continued without them. An hour later we left the river as we turned to a more northerly direction.

DAY 4-5 – Continued travel through the woods. The elves who left returned on the fifth day looking tired. They spoke with Taklong, and then headed back into the woods. At the end of the fifth day we came upon another river that Taklong said we had to cross. We convinced him to wait until morning.

DAY 6 – The next morning we were crossing the river when the first log suddenly slipped below the water. One hunter and two slaves made it away, though two more were not seen again. There were no other attacks though several thought they felt something moving below the water. We traveled that day through forest without further mishap. That night the elf leaders met to decide the direction the next day. I didn't speak the language of the trees, but I asked one about the meeting later. He said that they had decided to take the longer, but safer route through the forest rather than head across the plains and possibly meet trolls.

DAY 7-10 – We traveled through continual forest, heading mostly north.

DAY 11-13 – We came upon a river yesterday, and we spent the next three days traveling along it, coming at last to the forest edge. Taklong said that we would need to travel quickly through the open ground to the ford. Many elves made prayers to ward against trolls. We made the ford, and the better swimmers (mostly our hunters) helped the others across the river. This took half the day, and by the time we were done it was night. We traveled another four hours until we came to a small wood. The Aldryami were visibly relieved. Taklong ordered two days rest before continuing. The Aldryami Priests spent one day in ritual. Ontoo Whipstick said that they magicked the woods to grow more swiftly in the coming season.

DAY 14 – We started at dawn, heading northeast across the plains again. Many elves kept looking over their shoulders toward the long line of low hills to the east. Toward the end of the day their fears were justified, and a troll outparty attacked. Our casualties were light, and we felled about half their number. May I never offend an elf in the woods again after seeing their accuracy with their bows.

DAY 15-17 – More continual travel across the plains. Ahead grows a forest of great size. I could not see its end to either side. The end of the third day we came to yet another river. Just across was the darkness of that enormous wood, and we could see the peak of a lone mountain some distance away. Taklong here relieved us of our duties and bid us a safe journey home.

C.2. AN ADVENTURER'S ACCOUNT

We left Trilus and traveled over Highbridge to Two-Stone. We rested there a while and hired native bearers. Two-Stone is the place where the red dogs come from.

It took about a day to travel through the hills to the wood's edge, where we rested overnight. It took another whole day to work our way through Ronswood. There wasn't anything to bother us through there.

We then went northeast a bit over some wide plains. We heard everyone has bad luck in the woods of Dangerground and so we avoided the trees. On the second day we saw some heads far to the west of us sticking way above the ground. Looked like a woods without leaves. They was a good ten miles off too, and we realized they was dinosaurs! No one wanted to find out if they ate plants or people.

After three days and two nights we got to Swim Here. Everyone knows it's good luck to cross there for some reason. Some sez there was an ancient hero who made it safer, but everyone forget his name now. It's true about this being safe, though. We got across next morning without any trouble.

After we swam across we went north for about a day and then we were ambushed. It was late afternoon and we were closed by some trees. They killed all our horses with arrows and most of the bearers ran off into the brush. We figgered it was elves but didn't want to stick around and find out. We sneaked out towards the south and the east, dodging and creeping in gullies and creeks for cover. We did that for three days because we saw lots of signs of trolls, even killed a party of trollkin once when they fell on top of us near dawn. Two of our guys were killed, we never found their bodies. Trolls probably got 'em and took 'em off to eat. We finally came to a swift river with marks of monsters on its banks, but we had to swim because we figured there was lots of trolls behind us and no monsters visible in front of us. One guy drowned, but he was sick already.

We were pretty tired by then but didn't dare stop to make fire or rest too long. We went south on the plains for two days until we found some woods. We traveled through them for two more days and nights until we forded a wide flat creek. Then we couldn't go no more. We killed a big deer and ate it for days, even after most of us got sick from eating too much. After that we went south again, and in half a day came out of the woods just north of Firepoint. We reached those flames by nightfall and were sure that the trolls woundn't be chasing us anymore. After that we found some natives and everyone traveled back to Two-Stone. It took about six days to go from Firepoint to Two-Stone.

RUMORS

The rumors provided here are generally intended as spurs to adventure. Each day that the characters hang around in an area in which rumors could reasonably be encountered (e.g., towns and cities, but not wildernesses), they will encounter one rumor randomly generated from the Rumor Table. The referee should take care to present the rumors in an interesting and realistic way. He or she should not simply announce that today's rumor is . . . Rather, the rumor should be gathered from some sensible environment (i.e., overheard while in a bar, deliberately informed by a local official, or whatever).

All the rumors in this section of the book concern the region of Balazar and the Elder Wilds. It is to be assumed that all rumors concerning the rest of the world will be handled by the individual referee. If you wish to direct the characters out of Balazar, such rumors should be fairly common, but otherwise they should be all but non-existent.

The Rumor Table is a mechanism for selecting which of the 93 provided rumors will be heard by the player characters in a given period of time.

To generate a rumor, two rolls of 1D10 are necessary. The first die roll is modified by the social class of the leader of the party. If the leader is a noble (whether from Balazar or from elsewhere), subtract 1 from the die roll. If the leader is a hunter/nomad from the plains of Balazar, add 1 to the die roll. Other character types do not affect this die roll.

Modify the second die roll by adding 1 if the characters are located in Balazar at the time they hear the rumor and subtract 1 if they are located outside Balazar (primarily in the Lunar Empire or Dragon Pass).

Treat die rolls of 0 as rolls of 1; treat die rolls of 11 as rolls of 10.

If the same rumor is rolled a second time, it should be used again but retold in such a way that it is not recognizable as a repeated earlier rumor.

Treat each of the rumors listed only as a guideline. Do not read the rumors word-for-word to the players, but instead reword each rumor to fit the situation in which it is encountered. For example, if Rumor 1 (the gold mines in the Rockwood Mountains) was encountered by the characters while hanging around a bar, they would probably hear a long-drawn-out story told by a drunk. The story might be full of claims of great treasures left behind when the mines were abandoned. On the other hand, if the same rumor is heard from a high-ranking noble, it might be quickly followed with a detailed explanation of why the rumor is probably false.

Each of the listed rumors is prefaced by a single letter code which deals with the basic veracity of that rumor.

RUMOR TABLE

		In Lunar Empire ←				*Second Die Roll*					*→ In Balazar*
		1	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
Noble	1	54	7	25	36	71	57	61	69	1	26
↑	2	6	1	2	3	4	5	8	9	11	72
First Die Roll	3	10	13	14	17	18	19	20	22	23	16
	4	92	24	35	36	37	38	39	40	41	27
	5	34	43	44	45	48	49	50	52	53	28
	6	42	54	56	57	58	61	62	63	65	29
	7	66	67	68	69	70	15	73	74	75	30
	8	82	76	77	78	79	80	81	83	84	31
↓	9	89	85	86	87	88	90	91	93	21	32
Hunter	10	X	12	46	47	51	55	59	60	64	33

X = no rumor

RUMOR INDICATORS

T – This indicates that the rumor is true.
F – This indicates that the rumor is false.
M – This indicates that the rumor is so general as to be meaningless.
R – This indicates that the rumor may or may not be true at the referee's option.
B – This indicates that the rumor is generally true but that it also has a substantial false component. For example, Rumor 11 is correct as so far as Blue Bird does believe in non-violence, but he will still fight to protect himself and his friends.

RUMORS

1 F There are abandoned gold mines in the Rockwood Mountains beyond the Elder Wilds.
2 F At the top of a mountain in the midst of the Rockwood Mountains is a huge pile of treasure. The treasure is guarded by the spirits of everyone who has died attempting to climb the mountain.
3 T A pair of huge carnivorous dinosaurs roam the plains of the Elder Wilds and Balazar.
4 F There is a chaos nest in the Elder Wilds known as Gorp Ridge.
5 T There is a chaos nest in the Elder Wilds known as Festering Island.
6 M The Balazarings must be dealt with very carefully to avoid dangerous misunderstandings.
7 T The King of Trilus owns two glass butterflies.
8 T The vampire of Gork Hills has been destroyed.
9 T The Elder Wilds is inhabited by elves.
10 F The water of the Dwerrow River is unfit to drink.
11 B Bluebird, the Grey Lord, believes in non-violence and will not fight under any circumstances.
12 F The trolls of the Elder Wilds are friends of the dwarves of the Dwarf Mountains.

13 T Griffin Mountain is located in the Elder Wilds.
14 T At the top of a mountain in the Elder Wilds lives a family of griffins.
15 F A person who jumps off the peak of Griffin Mountain while facing south-southwest towards the Traveling Stone will gain the power of flight for one year.
16 T Last year a dragonewt was killed in Balazar and his skin made into a suit of armor. A party of dragonewts is now searching for the person who committed this atrocity.
17 R There used to be a powerful sea elf civilization in the Elf Sea but it was destroyed by sea trolls.
18 F There is a mighty sea elf empire in the Elf Sea.
19 R There are only a few sea elves still living in the Elf Sea because most of them have been eaten by huge monsters and fish.
20 M The giants of Giant Land are friendly.
21 F The Trilus branch of the Balazaring tribes is planning a massive raid to capture Elkoi from the Lunars.
22 R Now that Dragon Pass is peaceful, the Lunars plan to capture Trilus and Dykene.
23 T The most powerful inhabitant of the Elder Wilds region is a giant named Gonn Orta.
24 T Deep in the Rockwood Mountains is a huge castle which serves as a trading post for all manners of creatures.
25 T A powerful spirit of fire is imprisoned somewhere in the Elder Wilds.
26 F Torath Manover cannot return to Sartar because he is an outlaw both to his tribe and to the Lunar occupying authorities.
27 R The Balazaring tribe centered around Elkoi is planning to attack Trilus.
28 R The Balazaring tribe centered around Elkoi is planning to attack Dykene.
29 R The Balazaring tribe centered around Trilus is planning to attack Elkoi.
30 R The Balazaring tribe centered around Trilus is planning to attack Dykene.
31 R The Balazaring tribe centered around Dykene is planning to attack Elkoi.
32 R The Balazaring tribe centered around Dykene is planning to attack Trilus.
33 F Joh Mith cannot be trusted. In fact, he is so untrustworthy that even most other Issaries will not deal with him.
34 T Somewhere in the Elder Wilds is a rare and valuable Windberry Tree.
35 T A huge bear has been terrorizing the lands around Trilus.
36 B Euryptus, the Lunar Commander in Elkoi, can be bribed to reveal secrets.
37 B The king of the broos of the Elder Wilds is known as Gargudd Halfhorn.
38 F The citadel of Dykene is built over some abandoned caves.
39 B Gonn Orta, a famous giant, sells almost any magical item in existence.
40 F A herd of Tyrannosauri Rex roam the Elder Wilds eating anything that moves.
41 T There is a pair of carnivorous dinosaurs who live in the Elder Wilds.
42 F King Yalaring Monsterslayer of Trilus will betray his kingdom for Lunar gold.
43 R The mysterious shaman, Blueface, is said to be several centuries old.
44 T Dykene is in league with dwarves.
45 T Somewhere in the Elder Wilds is a shrine devoted to chaos. Creatures of evil regularly pilgrimage there.
46 T A group of orgres has been in Elkoi recently. It is believed that they headed eastward, deeper into Balazar.
47 B The Lunars are formenting plots to overthrow Trilus and Dykene.
48 T Trolls have been seen again recently in eastern Balazar.
49 R A great white bison has been seen.
50 F There is an old dwarf ruin on the shores of the Elf Sea. Hidden in this ruin is a magical canoe.
51 R The trolls are mustering to move south to attack and to occupy the Bear Woods.
52 T The Dykeneans are preparing to send a group of hunters south to the Rockwood Mountains.
53 F The Dykeneans sacrifice living men to creatures living in the Rockwood Mountains.
54 T There is a healer with Resurrection ability in Trilus.
55 T Bluebird, the Lankhor Mhy Rune Lord-Priest at Trilus has a price on his head.
56 F Griffins have been carrying off small children from distant parts of Balazar.
57 T Bluebird, the Lankhor Mhy priest, seeks information concerning Lunar officials at Elkoi.
58 T The hero Elkoi was buried with a fabulous ring that gives power over giants.
59 R A Dykenean hunter was found crucified on a dead tree, fastened to it by elvish arrows.
60 R Hunters have claimed to have seen four small men who sparkled in the sunlight, walking through the plains. When hailed they spoke with thunder and smoke, slaying one man outright and crippling another.
61 T King Skilfil of Dykene has a marvelous spear named Heartpiercer. It always hits its target and then returns.
62 R Big lizards have recently been seen dancing around the tall standing stones.
63 T The northeastern mountains of the Rockwood Mountains are said to be sleeping giants, put to rest by the gods before Time as a warning to giantkind.
64 R King Glyptus' youngest son will return to Elkoi with an army and free them from the Lunar yoke.
65 F Trilus is in league with elves.
66 T The Lunars recommend staying at the Red Bear Lodge when in Trilus.
67 T There is a demand for the antlers of the red sable in the Lunar Empire.
68 R Someone has claimed to have seen and heard a bird which spoke like a man.
69 T The trader, Joh Mith, has made several mysterious trips into the Elder Wilds, disappearing for months at a time.
70 F Only crazy people or heroes go into the Elder Wilds.
71 F Trolls discovered a way to bind spirits into hatched dinosaurs, a feat which is otherwise impossible.
72 F Adventurers passing through Balazar plundered a ruin in the North Plain region of the Elder Wilds.
73 F The elves of Er'oring invited Lunar Priests to set up a temple in their forest.
74 F A wizard from the far west has built an enchanted castle in the Elder Wilds.
75 F A magic turtle was seen talking to a group of Balazaring clansmen at last year's tribal gathering.
76 F Dragonewts have seized High Bridge and are charging a toll.
77 F The Old Rope Bridge has been chopped down by a giant.
78 F Dragonewts have been moving stones out of Balazar by floating them through the air.
79 F Last winter phantom dragonewts were ween dueling with the spirit of Balazar in the clouds.
80 F Imther has founded a colony at the mouth of the West River on the shores of the Elf Sea.
81 F Torath Manover has discovered a Boat Tree in Ronswood.
82 F A Sartar army of refugees has crossed the Wyrms High Pass and moved into Balazar.
83 F The Greatway has been stormed by giant spiders.
84 F A true dragon was seen visiting Elkoi at night.
85 F Redlands horsemen have moved their herds into North Plain and Dangerground.
86 F A Lunar imperial fleet has entered the Elf Sea from the north.
87 F Gonn Orta has hired an army of Praxian barbarians.
88 T The elves know the exact location of Festering Island.
89 F A plague has broken out among the animals of Balazar.
90 R Outlaws have a hideout at Firepoint.
91 T Blueface the shaman has said that demon worship has sprung up recently in Balazar.
92 F The Seronde River is so shallow that it can be waded anywhere along its course.
93 F There is a tree in the Elder Wilds with bright red fruit. Picked, wrapped in leather, and kept for four weeks, the fruit transforms into low grade, but still valuable gemstones.

GETTING INFORMATION

Gathering information is worth an entire play session if properly played. It gives the players a chance to interact with each other and a large number of non-player characters. It gives opportunity to explore a citadel or other regions in search of information. And it will suggest many play opportunities to the referee: Do the players get abusive and make enemies? Are they meek and get picked on? Do they meet rivals during their travels? How many barroom brawls are they in? Do they meet any old friends or make new ones?

Referees should also use this period to give out general background information and to set the campaign mood. Stress the poverty of Balazar and its inhabitants; show how its natives react to the adventurers. Make the players aware of the great world beyond their characters. Do the crowds part for them in the citadels? Are the hunters respectful or afraid of them? Are the player-characters the type which will have strangers buy drinks to make friends? Are they well-known enough to get respect from the citadel kings?

The time is also useful to give out information which will be useful in a later scenario. The players may be seeking information on the route to Vivamort's castle and meet Eagle-Eye Gjorni in a bar. They aren't interested in going to look for a gold mine on speculation, but in a later play session they may again be approached, then in yet a later one someone new may come and offer to sell them Gjorni's map! Had they been friendly to Gjorni? How do they feel? Is there a scenario here?

CON MEN

Whenever the characters are seeking information there is always the possibility that they will meet a con man. They may be from any culture, either slick Lunar agent or simple Balazarian tribesman.

What is important to remember is that the con men will attempt to get something for nothing. They will gladly make up maps and sell them, spin off long tales and description, and otherwise do everything possible to please the characters and make them part with their hard-earned cash. The con men will not, of course, go on an expedition or otherwise expose themselves to danger.

If there is a lull in the campaign as the player-characters are catching up on their training about the citadel, they may, once again, run into their 'friend' in some tavern or town square.

CHAPTER VII

ENCOUNTERS

Terrain

The terrain of Balazar and the Elder Wilds is mostly open grassland with an occasional low, broad hill. But there is some variety. The type of terrain is important in determining how far a party moves overland and also which encounter the referee will use.

OPEN GRASSLANDS

This is prairie, level and with good footing. Unlike those of Balazar, the lands of the Elder Wilds are scattered with small boulders or large rocks. The grass grows 1-2 meters high except in Dark season when it is battered down by winter, and Storm season when it is beginning to grow again.

FORESTS

These are densely tree-covered regions. Those of Balazar are more open than those of the Elder Wilds. The forests are the homes of elves and other Aldryami who live in the region. In the Elder Wilds, in addition to the normal encounter indicated by the tables, it would be safe to assume that some Aldryami are aware of anyone in the woods. The elves will not always show themselves.

In addition to the forests shown on the maps, there are other clumps of trees about, even on the grasslands, especially along the water-courses.

HILLS

The hills of the region are widespread and occasionally steep but they are rarely very high. Those of the Elder Wilds tend to be steeper than those in Balazar. Hills are usually covered with a fair amount of brush and bushes.

MOUNTAINS

Mountains are very steep and rugged. They are difficult to pass through on foot and impossible for horses. Movement in mountains requires 3 Climbing rolls each day for each member in a party. A fumble result indicates a serious mishap (3D6 damage to a hit location). If the majority of the party does not succeed in the Climbing roll, then the group has made no progress that day.

SNOW

Snow terrain is mountain terrain which is covered the year round in snow. For game purposes consider it impassable by humans. The areas marked on the map as snow are full-year snow areas. In Dark season, a much greater portion of the mountains are temporarily covered by snow and therefore temporarily impassable.

RIVER

River terrain is self-explanatory. River encounters are only used when the party is in or on the river or moving along its banks. Otherwise the terrain of the rest of the hex dictates the appropriate encounter.

DEEP WATER

The deep water area is the Elf Sea. Player characters are advised to avoid traveling in deep water.

Movement

Three modes of movement are available to any party moving through the wilderness: search, travel, and pursuit.

SEARCH

Search mode involves a slow and methodical checking of the entire hex area. Use this mode for hunting or treasure-seeking, and occasionally for mapping.

TRAVEL

Travel mode is normal movement through the terrain, making a good, but not strained, speed. Travel mode always follows paths when they are available.

PURSUIT

Pursuit mode is fast movement. It is exhausting, and can only be maintained for two days. Pursuit mode may be used by both the pursued and the pursuers.

Each party traveling through a wilderness has a number of movement points equal to the movement class of its slowest member. This number, which will range from 1 to 12, will also be the number of movement points available to a party per day. The Movement Table gives the movement point cost per hex depending on terrain and movement mode.

MOVEMENT TABLE

Terrain Type	*Movement Point Cost Per Hex*		
	Pursuit	*Travel*	*Search*
Clear	2	4	6
Hills	6	12	18
Mountains	8	16	24
Forest	4	8	12
River (crossing)	+1	+1	+1
Along path	x½	x½	x½

This system has the disadvantage of yielding fractions of hexes traveled in fractions of days but usually the characters will be traveling through a series of similar hexes so that the numbers should work out eventually. Of course, the referee is free to simply approximate the fractions as they appear, or to pro-rate the fraction to indicate the actual time of day at which the hex edge is reached.

River Crossings

The rivers shown on the maps in this book are all year-round rivers whose flow varies with the season, as outlined below. In addition to these there are many smaller streams which may require characters to swim across. Referees are urged to mark these on their maps since they may be important on a cross-country pursuit or for some long-range scheme.

Sea season is a time of raging icy water in the rivers as the mountain snow melts. The last of the plains and hill snows melt too, and the plain is cut by raging streams also fed by gradually less frequent storms. Most rivers are unfordable or unswimmable at this time.

Fire season sees the plains dry up, save for the occasional thunderstorm that brings a flash flood. The fords marked on the map are all generally accessible at this time, and most small streams disappear.

Clouds and rain gradually increase in Earth season, but most streams are still easy to ford or swim.

Dark season has the most precipitation in the form of snow or freezing rain. Most of the rivers freeze at the edges, and regularly will freeze over enough for people to cross on the colder days. Some of the slower rivers usually freeze over at spots.

Storm season sees some of the plains and hill streams awakened again as the storms warm the lower regions and prepares for the battle against the ice gods upon the mountain peaks which occurs each Sacred Time. But it sometimes snows, rains, or even freezes over, making the streams difficult to cross.

These differences are accounted for in the River Crossing Table. The table shows the number of rolls a character must make to swim across a river of given size in a given season. Streams dry up in Fire, Earth, and Dark seasons.

RIVER CROSSING TABLE

River Size	*Swimming Rolls Required*				
	Sea	*Fire*	*Earth*	*Dark*	*Storm*
Major	10*	3	5	†	6**
Minor	8***	2	2	†	2****
Stream	5**	0	0	0	1****

* -50% to Swimming ability
** -20% to Swimming ability
*** -30% to Swimming ability
**** -10% to Swimming ability
† No swimming, icy water

REACTION

The following tables have been provided to assist the referee in playing the various groups which may be encountered. There are two separate tables. The first lists the various allegiances of groups which may be encountered and guages each group's reaction to each other group as one of three results: hostile, neutral, or friendly. The second table details the specific attitude of a particular group based on its overall reaction to a type of party.

It should be noted that Reaction Table One provides only general guidelines and that the referee should feel free to alter it to suit special circumstances.

Once the overall reaction of the two parties is determined, the referee should roll D100 and consult Reaction Table Two. The referee should realize that this table is, once again, only a guideline. There will be times that hostile groups will be forced to cooperate by circumstances beyond their reactions to each other. Under no circumstances should a referee use this table to the exclusion of good sense, fun gaming, or balanced play.

REACTION TABLE TWO

Hostile	*Neutral*	*Friendly*	*Response*
01-05	01-10	01-15	Encountered creature(s) is extremely friendly to the party, and amenable to suggestions.
06-15	11-30	16-75	Encountered creature(s) is willing to let the party proceed unhindered. Talk and trade are possible.
16-25	31-70	76-85	Encountered creature(s) is unsure and will wait for something significant or telling to occur. Limited talk or trade is possible.
26-85	71-90	86-95	Encountered creature(s) takes an active dislike to the party.
86-00	91-00	96-00	Encountered creature(s) cannot conceal hatred and contempt for the party. Combat is very likely.

REACTION TABLE ONE

	Animals	Dykenean Balazarings	Triloi Balazarings	Elkoini Balazarings	Issaries Worshippers	Other Lightbringers	Etyries	Other Lunars	Chaos	Yelmalios	Other Foreigners	Other Balazarings	Trolls	Elves	Dwarves	Other Non-Humans
Animals	N	N	N	N	N	N	N	N	H	N	N	N	N	N	N	F
Dykenean Balazarings	N	F	H	H	N	N	N	N	H	F	N	F	H	N	F	N
Triloi Balazarings	N	H	F	H	N	F	N	N	H	F	N	F	H	N	N	N
Elkoini Balazarings	N	H	H	F	N	N	F	F	H	F	N	F	H	N	N	N
Issaries Worshippers	N	N	N	N	F	F	N	N	H	N	F	N	N	N	N	N
Other Lightbringers	N	N	F	N	F	F	N	H	H	N	N	N	N	N	N	N
Etyries	N	N	N	F	N	N	F	F	N	N	N	N	N	N	N	N
Other Lunars	N	N	N	F	N	H	F	F	N	N	H	H	H	N	H	N
Chaos	H	H	H	H	H	H	N	N	N	H	H	H	H	H	H	H
Yelmalios	N	F	F	F	N	N	N	N	H	F	N	F	H	F	N	N
Other Foreigners	N	N	N	N	F	N	N	H	H	N	N	N	N	N	N	N
Other Balazarings	N	F	F	F	N	N	N	H	H	F	N	F	H	N	N	N
Trolls	N	H	H	H	N	N	N	H	H	H	N	H	F	H	H	N
Elves	F	N	N	N	N	N	N	N	H	F	N	N	H	H	F	N
Dwarves	N	F	N	N	N	N	N	H	H	N	N	N	H	H	F	N
Other Non-Humans	N	N	N	N	N	N	N	N	H	N	N	N	N	N	N	N

F Indicates a basically friendly reaction.
N Indicates a basically neutral attitude.
H Indicates hositility.

ENCOUNTERS

Travel across the lands of Balazar and the Elder Wilds often results in meeting other travelers, either animal, human, or monster. The Encounter Table assists in determining such meetings. They represent the 'average traveling encounter rates' on the plains.

THERE IS A 20% CHANCE OF AN ENCOUNTER EVERY SIX HOURS

If the referee rolls 20 or less on D100 during a six hour period (day or night), then he should roll on the Encounter Table to see what it was. The column on the Encounter Table should match the area where the party was at the mid-point of the period.

ENCOUNTER REGIONS

There are twelve differentiated terrain types for this region. The twelve types, and their regions, are:

BALAZARING FORESTS – Elmwood, Oakwood, Southwood, and Highwood.
BALAZARING GRASSLANDS – West Plain, and East Plain.
BALAZARING HILLS – Dog Hills, Trilus Hills, Brother Hills, and Bear Hills.
DANGERGROUND – Rodi's Gap, Ronswood, Dangerground, Nandwood, Bearwood, and Bluedog Gap.
ELDER WILDS FOREST – Er'oring Wilds (including the hilly forests by the mountains), and the woods around Malara's River.
ELDER WILDS GRASSLANDS – North Plain, and the area surrounding Griffin Mountain.
ELDER WILDS HILLS – Gork's Hills, and Troll Hills.
DWARF MOUNTAINS – All the Rockwoods bordering on Balazar.
GIANT MOUNTAINS – All the mountain regions not guarded by dwarves (the Three Little and the Eleven Big Giant Mountains).
ELF SEA – This is deep water and includes only the Elf Sea.
WILD RIVERS – The lower part of all rivers which empty into the Elf Sea (up to the points marked Monsterstop).
TAME RIVERS – All rivers which are not wild rivers (rivers which do not empty directly into the Elf Sea – upper parts of the wild rivers past Monsterstop).

ENCOUNTER TABLE

Encounter	Balazaring Forests	Balazaring Grasslands	Balazaring Hills	Danger-ground	Elder Wilds Forests	Elder Wilds Grasslands	Elder Wilds Hills	Dwarf Mountains	Giant Mountains	Elf Sea	Wild Rivers	Tame Rivers
1. Allosauri	01	01-02		01-04	01-03	01-07	01-05					
2. Baboons	02-07	03-06	01-03	05-08	04-06	08-10	06-08	01-06	01-04		01-04	01-05
3. Balazaring Hunters	08-27	07-26	04-23	09-10				07-09				
4. Bears	28-40	27-28	24-25	11-15	07-16	11-13	09-12	10-14	05-18		05-09	06-10
5. Big Fish										01-15	10-11	
6. Broos	41-42		26-28	16-21	17-24	14-23	13-16		19-24		12-20	11-15
7. Citadel Warriors	43-46	29-38	29-44	22-25				15-17				16-20
8. Crocodiles										16-30	21-31	21-25
9. Dragonewts	47-54	39-40	45-49	26-29	25-29	24-27	17-20	18-20	25-26		32-34	26-30
10. Dwarves	55-56	41-42		30-33				21-50	27-32			
11. Elasmosauri										31-45	35-43	
12. Elves	57-62	43-44		34-39	30-62	28-29					44-46	
13. Giants				40-45	63-68	30-33	21-32	51-56	33-54			
14. Griffins	63-64	45-48	50-53	46-50	69-70	34-41	33-38	57-62	55-56	46-54	47-52	31-35
15. Hawks	65-69	49-56	54-63	51-56	71-72	42-45	39-42	63-69	57-58	55-57	53-60	36-45
16. Herd Beasts	70-81	57-76	64-78	57-69	73-76	46-63	43-52					46-55
17. Lunar Patrol	82-87	77-80	79-82	70-71								
18. Newtlings										58-66	61-70	56-80
19. Orlanthi	88-89	81-84	83-87	72-73	77-78	64-65	53-54	70-72	59-60		71-73	
20. Smilodons	90-93	85-86	88-96	74-79	79-81	66-69	55-64	73-80	61-72			
21. Succubus	94-95			80-83	82-91	70-77	65-70	81-84	73-74			
22. Trolls		87-88		84-91		78-86	71-92	85-89	75-82		74-82	81-90
23. Walktapus	96			92-95	92-96	87-90	93-96	90-92	83-88	67-76	83-85	
24. Water Wyrms										77-00	86-00	91-95
25. Wolves	97-00	89-00	97-00	96-00	97-00	91-00	97-00	93-00	89-00			96-00

1. ALLOSAURI

There are only two of these horrible monsters in the Balazar/Elder Wilds region. If the monsters are killed, no further allosauri will move into the area for at least several years. However, the female allosaurus does frequently lay eggs (see Found Encounters section) and so the referee could provide for the hatching of baby allosauri.

Allosauri are carnivores and may attack anything they encounter unless they have just eaten a very large meal.

MALE ALLOSAURUS

STR 87 CON 33 SIZ 46
POW 9 DEX 12

Move 12
Hit Points 42

Tail	(01-02)	14/11
Right Leg	(03-06)	14/14
Left Leg	(07-10)	14/14
Abdomen	(11-12)	14/17
Chest	(13-14)	14/17
Right Claw	(15)	14/ 5
Left Claw	(16)	14/ 5
Head	(17-20)	14/14

Weapon	*SR*	*Attack*	*Damage*
Bite	7	135%	1D10+7D6
Claw	7	135%	1D6+7D6

FEMALE ALLOSAURUS

STR 91 CON 32 SIZ 58
POW 11 DEX 14

Move 12
Hit Points 44

Tail	(01-02)	16/11
Right Leg	(03-06)	16/15
Left Leg	(07-10)	16/15
Abdomen	(11-12)	16/18
Chest	(13-14)	16/18
Right Claw	(15)	16/ 5
Left Claw	(16)	16/ 5
Head	(17-20)	16/15

Weapon	*SR*	*Attack*	*Damage*
Bite	6	145%	1D10+8D6
Claw	6	145%	1D6+8D6

2. BABOONS

Like the human hunters, the local baboon population is migratory, wandering about eastern Balazar and the Elder Wilds. They have little to do with humans, though it is not unusual for a family group to come to a citadel to trade for magic and mundane goods. The baboons here are divided into two groups.

The first group is a warparty, led by a Rune Priest of Daka Fal. They are unattached bachelors. They are looking for trouble, so they will treat all meetings as hostile, especially if hated Death worshippers are among the encountered group. The leader of this group is personalized and may be used as an interactive non-player character if desired.

The second baboon band is a family group: adults, youngsters, and 1D8 immature and infant baboons. The baboons are 50% male. Family groups will treat encounters with a 50% chance of ignoring any encountered party and a 50% chance of being friendly towards the party. If attacked, the baboons either fight or run. They will be especially interested in trading items with the adventurers. Generally, baboons will have furs worth 2D100 L and have 1D6 healing plants that will be good for the remainder of the current season.

Baboons encountered on a river will always be family groups and will always be rafting downstream on crudely lashed together logs. If the adventurers have regular boats, the baboons will desire those boats.

Create personalized baboons by selecting a name from the Baboon Name Table. Use the NPC Record Form provided in the Leaders chapter to flesh out the character and allow for continuity should that character be re-encountered.

BABOON NAME TABLE

D20	*Name*	*D20*	*Name*
01	Garki	11	Karsh
02	Horuk Horukki	12	Torukaku
03	Chaka Chan	13	Makkash Khan
04	Kakrek Kreekro	14	Ark-Arka-Tark
05	Kiki Riki	15	Galkrask Tigerclaw
06	Chazreek Chanzeek	16	Goreek
07	Grisk	17	Arak
08	Ork Grizzek	18	Kazzo
09	Barbeek	19	Kochak
10	Bozakibarska	20	Grok

BABOON WARPARTY

GAREEKI CHAZ

He is the leader of a baboon warparty. Gareeki dislikes all humans, but can pretend he doesn't. His group is currently staging a raid on another baboon encampment about 5 km from the encounter. Once encountered, he will be friendly and suggest that the adventuring party join him in his excursion, offering plausible reasons. He will then lead the adventurers to the enemy camp and give the command to attack. While the adventurers charge and fight, he and his group will disappear into the surrounding cover, waiting to see the outcome. They will then attack whichever group survives. The enemy camp contains a full warparty and two family groups. Gareeki lies about the size, of course.

GAREEKI CHAZ ..... (male baboon Rune Priest of Daka Fal)

STR 21 CON 16 SIZ 13
INT 15 POW 18 DEX 15
CHA 13

Move 10
Hit Points 18
Defense 25%

Right Leg	(01-04)	4/6
Left Leg	(05-08)	4/6
Abdomen	(09-11)	4/6
Chest	(12)	4/7
Right Arm	(13-15)	4/5
Left Arm	(16-18)	4/5
Head	(19-20)	4/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	8	60%	1D6+1D6		
Teeth	8	75%	1D8+1D6		
Sling	2	75%	1D8		
Spear	3	75%	1D6+1+1D6	75%	15

SPELLS – Clawsharp 4; Furstiff 2; Disruption; Healing 6; Repair; (known by Deathbane) Detect Enemies; Harmonize; Befuddle; Silence; Detect Life.
RUNE MAGIC – Summon Ancestor 3; Summon Specific Ancestor; Summon Spirit Teacher; Warding 1; Mind Link 2.
SKILLS – Tracking 85%; Spot Hidden Item 50%; Spot Traps 90%; Swimming 85%.
MAGIC – A used truestone which can hold 7 points of Shield and which currently holds 3 points (valued at roughly 6000 guilders); 10 point POW storage crystal; a Dullblade 4 matrix in a bronze, finger-sized mace.
TREASURE – Carries 50 wheels and two gems (worth 500 L and 1000 L respectively); ransom is 2500 L.
LANGUAGES – Speak Beast Speech 90%; Speak Trade Talk 70%; Write Trade Talk 15%; Speak Dark Tongue 45%; Speak Balazaring 25%.

DEATHBANE ..... **(allied spirit in neck amulet)**
INT 9 POW 18

Through past experience with the Summon Ancestor spell, Gareeki has become aware of five ancestral spirits. In general, when the Summon Specific Ancestor spell is available, one of the four non-hostile spirits will be summoned rather than taking a chance on another random ancestor. If that spell is not available roll normally on the Ancestral Summons Chart (page 16 in *Cults of Prax*).

ANCESTRAL SPIRIT 1 ..... **(neutral)**
INT 7 POW 12

ANCESTRAL SPIRIT 2 ..... **(malign)**
INT 12 POW 12
SPELLS – Clawsharp 4; Detect Undead.

ANCESTRAL SPIRIT 3 ..... **(friendly)**
INT 16 POW 22
SPELLS – Detect Gems; Coordination; Detect Life.
RUNE MAGIC – Free Ghost.

ANCESTRAL SPIRIT 4 ..... **(neutral)**
INT 10 POW 25
SPELLS – Furstiff 1; Mobility; Glue 2.
RUNE MAGIC – Resurrection.

ANCESTRAL SPIRIT 5 ..... **(friendly)**
INT 11 POW 16

WARPARTY BABOON NUMBER ONE .....

STR 19 CON 10 SIZ 11
INT 14 POW 17 DEX 17
CHA 8

Move 10
Hit Points 11
Defense 25%

Right Leg	(01-04)	2/4
Left Leg	(05-08)	2/4
Abdomen	(09-11)	2/4
Chest	(12)	2/5
Right Arm	(13-15)	2/3
Left Arm	(16-18)	2/3
Head	(19-20)	2/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	7	85%	1D6+1D4		
Teeth	7	80%	1D8+1D4		
Sling	1	85%	1D8		
Spear	4	90%	1D6+1+1D4	75%	15

SPELLS – Clawsharp 2; Furstiff 2; Disruption; Healing 2; Mobility; Fanaticism 6.
SKILLS – Tracking 65%; Spot Hidden Item 65%; Spot Trap 95%; Swimming 35%.
MAGIC – 12 point POW storage crystal.
TREASURE – Carries 50 guilders; ransom is 800 L.
LANGUAGES – Speak Beast Speech 90%; Speak Trade Talk 80%.

WARPARTY BABOON NUMBER TWO .....

STR 15 CON 12 SIZ 14
INT 11 POW 14 DEX 10
CHA 9

Move 10
Hit Points 13

Right Leg	(01-04)	1/5
Left Leg	(05-08)	1/5
Abdomen	(09-11)	3/5
Chest	(12)	3/6
Right Arm	(13-15)	1/4
Left Arm	(16-18)	1/4
Head	(19-20)	1/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	9	70%	1D6+1D4		
Teeth	9	75%	1D8+1D4		
Sling	3	65%	1D8		
Spear	6	80%	1D6+1+1D4	75%	15

SPELLS – Clawsharp 2; Furstiff 2; Disruption; Healing 6.
SKILLS – Tracking 65%; Spot Hidden Item 75%; Spot Trap 35%; Swimming 35%.
MAGIC – 6 point double POW yielding crystal.
TREASURE – Carries 10 wheels; ransom is 500 L.
LANGUAGES – Speak Beast Speech 85%; Speak Trade Talk 40%.

WARPARTY BABOON NUMBER THREE.....

STR 21 CON 11 SIZ 14
INT 11 POW 17 DEX 13
CHA 7

Move 10
Hit Points 11
Defense 15%

Right Leg	(01-04)	2/5
Left Leg	(05-08)	2/5
Abdomen	(09-11)	2/5
Chest	(12)	2/6
Right Arm	(13-15)	2/4
Left Arm	(16-18)	2/4
Head	(19-20)	2/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	8	60%	1D6+1D6		
Teeth	8	45%	1D8+1D6		
Sling	2	75%	1D8		
Spear	5	50%	1D6+1+1D6	50%	15

SPELLS – Clawsharp 4; Furstiff 2; Disruption; Healing 6.
SKILLS – Tracking 85%; Spot Hidden Item 60%; Spot Trap 70%; Swimming 30%.
MAGIC – 7 point POW storage crystal.
TREASURE – Carries 15 wheels; ransom is 450 L.
LANGUAGES – Speak Beast Speech 85%; Speak Aldrami 55%.

WARPARTY BABOON NUMBER FOUR.....

STR 19 CON 8 SIZ 7
INT 11 POW 14 DEX 15
CHA 13

Move 10
Hit Points 7
Defense 05%

Right Leg	(01-04)	2/3
Left Leg	(05-08)	2/3
Abdomen	(09-11)	2/3
Chest	(12)	2/3
Right Arm	(13-15)	2/2
Left Arm	(16-18)	2/2
Head	(19-20)	2/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	8	65%	1D6+1D4		
Teeth	8	50%	1D8+1D4		
Sling	2	55%	1D8		
Spear	5	60%	1D6+1+1D4	65%	15

SPELLS – Clawsharp 2; Furstiff 2; Disruption; Healing 2; Repair; Fanaticism 2.
SKILLS – Tracking 55%; Spot Hidden Item 30%; Spot Trap 35%; Swimming 30%.
TREASURE – Carries 15 guilders; ransom is 250 L.
LANGUAGES – Speak Beast Speech 80%.

WARPARTY BABOON NUMBER FIVE .....

STR 14 CON 13 SIZ 9
INT 13 POW 15 DEX 18
CHA 10

Move 10
Hit Points 13
Defense 15%

Right Leg	(01-04)	1/5
Left Leg	(05-08)	1/5
Abdomen	(09-11)	1/5
Chest	(12)	1/6
Right Arm	(13-15)	1/4
Left Arm	(16-18)	1/4
Head	(19-20)	1/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	7	60%	1D6		
Teeth	7	55%	1D8		
Sling	1	55%	1D8		
Spear	4	50%	1D6+1	45%	15

SPELLS – Clawsharp 2; Furstiff 2; Disruption; Healing 4; Repair; Fanaticism 2.
SKILLS – Tracking 40%; Spot Hidden Item 40%; Spot Trap 55%; Swimming 45%.
MAGIC – Silver bracelet with Strength matrix.
TREASURE – Carries 20 wheels; ransom is 300 L.
LANGUAGES – Speak Beast Speech 85%; Speak Dark Tongue 55%.

WARPARTY BABOON NUMBER SIX.....

STR 16 CON 9 SIZ 13
INT 11 POW 14 DEX 16
CHA 11

Move 10
Hit Points 10
Defense 10%

Right Leg	(01-04)	3/4
Left Leg	(05-08)	3/4
Abdomen	(09-11)	3/4
Chest	(12)	3/5
Right Arm	(13-15)	3/3
Left Arm	(16-18)	3/3
Head	(19-20)	3/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	7	50%	1D6+1D4		
Teeth	7	45%	1D8+1D4		
Sling	1	35%	1D8		
Spear	4	60%	1D6+1+1D4	50%	15

SPELLS – Clawsharp 1; Furstiff 2; Disruption; Healing 2; Mobility; Repair; Fanaticism 2.
SKILLS – Tracking 40%; Spot Hidden Item 40%; Spot Trap 55%; Swimming 75%.
TREASURE – Carries 15 wheels; ransom is 250 L.
LANGUAGES – Speak Beast Speech 80%.

WARPARTY BABOON NUMBER SEVEN.....

STR 18 CON 9 SIZ 8
INT 12 POW 15 DEX 18
CHA 10

Move 10
Hit Points 8
Defense 10%

Right Leg	(01-04)	1/3
Left Leg	(05-08)	1/3
Abdomen	(09-11)	1/3
Chest	(12)	1/4
Right Arm	(13-15)	1/2
Left Arm	(16-18)	1/2
Head	(19-20)	1/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	7	60%	1D6+1D4		
Teeth	7	40%	1D8+1D4		
Sling	1	65%	1D8		
Spear	4	65%	1D6+1+1D4	50%	15

SPELLS – Clawsharp 4; Furstiff 2; Disruption; Healing 4; Mobility.
SKILLS – Tracking 50%; Spot Hidden Item 35%; Spot Trap 30%; Swimming 60%.
TREASURE – Carries 25 wheels; ransom is 200 L.
LANGUAGES – Speak Beast Speech 80%.

WARPARTY BABOON NUMBER EIGHT

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

Move 10
Hit Points 12
Defense 10%

Right Leg	(01-04)	3/4
Left Leg	(05-08)	3/4
Abdomen	(09-11)	3/4
Chest	(12)	3/5
Right Arm	(13-15)	3/3
Left Arm	(16-18)	3/3
Head	(19-20)	4/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	8	55%	1D6+1D4		
Teeth	8	60%	1D8+1D4		
Sling	2	50%	1D8		
Spear	6	60%	1D6+1+1D4	55%	15

SPELLS – Clawsharp 2; Furstiff 3; Disruption; Healing 6.
SKILLS – Tracking 50%; Spot Hidden Item 45%; Spot Trap 45%; Move Quietly 65%; Swimming 45%; Hide in Cover 55%; Camouflage 45%.
MAGIC – Potion of Healing 6.
TREASURE – Carries 25 L; Ransom is 200 L.
LANGUAGES – Speak Beast Speech 75%; Speak Trade Talk 40%.

WARPARTY BABOON NUMBER NINE

STR 19 CON 16 SIZ 12
INT 15 POW 15 DEX 17
CHA 14

Move 10
Hit Points 16
Defense 10%

Right Leg	(01-04)	4/6
Left Leg	(05-08)	4/6
Abdomen	(09-11)	4/6
Chest	(12)	4/7
Right Arm	(13-15)	3/5
Left Arm	(16-18)	3/5
Head	(19-20)	4/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	7	55%	1D6+1D4		
Teeth	7	65%	1D8+1D4		
Sling	1	80%	1D8		
Spear	5	75%	1D6+1+1D4	70%	15

SPELLS – Clawsharp 3; Furstiff 4; Disruption; Healing 2; Mobility; Befuddle.
SKILLS – Tracking 60%; Spot Hidden Item 45%; Spot Trap 50%; Move Quietly 35%; Swimming 50%; Oratory 25%; Bargaining 35%.
TREASURE – Carries 10 L and 1 wheel; ransom is 250 L.
LANGUAGES – Speak Beast Speech 80%; Speak Trade Talk 50%.

WARPARTY BABOON NUMBER TEN

STR 17 CON 16 SIZ 14
INT 13 POW 13 DEX 14
CHA 7

Move 10
Hit Points 17
Defense 10%

Right Leg	(01-04)	3/6
Left Leg	(05-08)	3/6
Abdomen	(09-11)	3/6
Chest	(12)	3/7
Right Arm	(13-15)	3/5
Left Arm	(16-18)	3/5
Head	(19-20)	4/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	8	50%	1D6+1D4		
Teeth	8	45%	1D8+1D4		
Sling	2	55%	1D8		
Spear	6	60%	1D6+1+1D4	65%	15

SPELLS – Clawsharp 2; Furstiff 3; Disruption; Healing 4; Multimissile 3.
SKILLS – Tracking 45%; Spot Hidden Item 30%; Spot Trap 45%; Move Quietly 80%; Swimming 50%; First Aid 25%; Find Healing Plants 30%.
MAGIC – Ring with Bladesharp 2 matrix.
TREASURE – Carries 20 L, 1 wheel, and a gem worth 15 L; ransom is 300 L.
LANGUAGES – Speak Beast Speech 65%; Speak Mostali 40%; Speak Trade Talk 35%.

BABOON FAMILY GROUP

ADULT BABOON NUMBER ONE (family group leader)

STR 14 CON 15 SIZ 8
INT 13 POW 13 DEX 11
CHA 12

Move 10
Hit Points 14
Defense 15%

Right Leg	(01-04)	3/5
Left Leg	(05-08)	3/5
Abdomen	(09-11)	3/5
Chest	(12)	4/6
Right Arm	(13-15)	2/4
Left Arm	(16-18)	2/4
Head	(19-20)	4/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	9	85%	1D6		
Teeth	9	55%	1D8		
Sling	3	70%	1D8		
Spear	6	80%	1D6+1	75%	15

SPELLS – Clawsharp 3; Furstiff 2; Disruption; Healing 6; Mobility.
SKILLS – Tracking 70%; Spot Hidden Item 65%; Spot Trap 45%; Swimming 85%.
MAGIC – Special POW focusing crystal which only works on Furstiff but will double a Furstiff 2 (thus giving 4 points of protection).
TREASURE – Carries 10 wheels; ransom is 550 L.
LANGUAGES – Speak Beast Speech 85%; Speak Trade Talk 50%.

SKYEYE .....(bound spirit in vrok hawk familiar)
STR 7 CON 12 SIZ 4 INT 10 POW 13 DEX 14
Move 36
Hit Points 1/10
Defense 05%

Weapon	*SR*	*Attack*	*Damage*
Peck	9	50%	1D4

ADULT BABOON NUMBER TWO

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

Move 10
Hit Points 11
Defense 05%

Right Leg	(01-04)	1/4
Left Leg	(05-08)	1/4
Abdomen	(09-11)	1/4
Chest	(12)	1/5
Right Arm	(13-15)	1/3
Left Arm	(16-18)	1/3
Head	(19-20)	1/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	7	35%	1D6+1D4		
Teeth	7	45%	1D8+1D4		
Sling	1	50%	1D8		
Spear	4	40%	1D8+1+1D4	50%	15

SPELLS – Clawsharp 2; Furstiff 2; Disruption; Healing 4; Repair.
SKILLS – Tracking 45%; Spot Hidden Item 35%; Spot Trap 45%; Swimming 80%.
TREASURE – Carries 85 guilders; ransom is 350 L.
LANGUAGES – Speak Beast Speech 80%.

ADULT BABOON NUMBER THREE

STR 15 CON 11 SIZ 13
INT 15 POW 14 DEX 11
CHA 8

Move 10
Hit Points 12
Defense 05%

Right Leg	(01-04)	3/4
Left Leg	(05-08)	3/4
Abdomen	(09-11)	3/4
Chest	(12)	3/5
Right Arm	(13-15)	2/3
Left Arm	(16-18)	2/3
Head	(19-20)	3/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	9	80%	1D6+1D4		
Teeth	9	75%	1D8+1D4		
Sling	3	60%	1D8		
Spear	7	70%	1D6+1+1D4	75%	15

SPELLS – Clawsharp 4; Furstiff 2; Disruption; Healing 6; Befuddle.
SKILLS – Tracking 55%; Spot Hidden Item 40%; Spot Trap 45%; Move Quietly 35%; Swimming 45%; Identify Plant 40%.
MAGIC – Blade venom potion of potency 7.
TREASURE – Carries 15 L; ransom is 200 L.
LANGUAGES – Speak Beast Speech 85%; Speak Trade Talk 50%.

ADULT BABOON NUMBER FOUR

STR 17 CON 8 SIZ 10
INT 8 POW 15 DEX 9
CHA 7

Move 10
Hit Points 8

Right Leg	(01-04)	3/3
Left Leg	(05-08)	3/3
Abdomen	(09-11)	3/3
Chest	(12)	3/4
Right Arm	(13-15)	2/2
Left Arm	(16-18)	2/2
Head	(19-20)	2/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	8	60%	1D6+1D4		
Teeth	8	65%	1D8+1D4		
Sling	3	45%	1D8		
Spear	6	70%	1D6+1+1D4	55%	15

SPELLS – Clawsharp 2; Furstiff 2; Disruption; Healing 2.
SKILLS – Tracking 35%; Spot Hidden Item 45%; Spot Trap 35%; Move Quietly 40%, Swimming 50%.
TREASURE – Carries 30 L and 1 wheel; ransom is 150 L.

ADULT BABOON NUMBER FIVE

STR 17 CON 15 SIZ 15
INT 10 POW 15 DEX 13
CHA 8

Move 10
Hit Points 16
Defense 05%

Right Leg	(01-04)	4/6
Left Leg	(05-08)	4/6
Abdomen	(09-11)	3/6
Chest	(12)	4/7
Right Arm	(13-15)	3/5
Left Arm	(16-18)	3/5
Head	(19-20)	4/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	7	50%	1D6+1D4		
Teeth	7	50%	1D8+1D4		
Sling	2	45%	1D8		
Spear	5	60%	1D6+1+1D4		

SPELLS – Clawsharp 3; Furstiff 2; Disruption; Healing 2; Mobility; Befuddle.
SKILLS – Tracking 45%; Spot Hidden Item 60%; Spot Trap 65%; Move Quietly 40%; Swimming 55%; Camouflage 35%.
TREASURE – Carries 9 L, ransom is 200 L.
LANGUAGES – Speak Beast Speech 55%.

YOUNG BABOON NUMBER SIX

STR 14 CON 11 SIZ 6
INT 7 POW 12 DEX 10
CHA 10

Move 10
Hit Points 10

Right Leg	(01-04)	1/4
Left Leg	(05-08)	1/4
Abdomen	(09-11)	1/4
Chest	(12)	1/5
Right Arm	(13-15)	1/3
Left Arm	(16-18)	1/3
Head	(19-20)	1/4

Weapon	*SR*	*Attack*	*Damage*
Claw	10	25%	1D6
Teeth	10	15%	1D8

SKILLS – Tracking 25%.
TREASURE – Ransom is 150 L.
LANGUAGES – Speak Beast Speech 75%.

YOUNG BABOON NUMBER SEVEN

STR 8 CON 13 SIZ 8
INT 9 POW 10 DEX 12
CHA 10

Move 10
Hit Points 12

Right Leg	(01-04)	1/4
Left Leg	(05-08)	1/4
Abdomen	(09-11)	1/4
Chest	(12)	1/5
Right Arm	(13-15)	1/3
Left Arm	(16-18)	1/3
Head	(19-20)	1/4

Weapon	*SR*	*Attack*	*Damage*
Claw	9	30%	1D6
Teeth	9	20%	1D8

SKILLS – Tracking 30%.
TREASURE – Ransom is 100 L.
LANGUAGES – Speak Beast Speech 80%.

YOUNG BABOON NUMBER EIGHT

STR 14 CON 12 SIZ 6		Right Leg	(01-04)	1/4
INT 14 POW 6 DEX 14		Left Leg	(05-08)	1/4
CHA 8		Abdomen	(09-11)	1/4
		Chest	(12)	1/5
Move 10		Right Arm	(13-15)	1/3
Hit Points 11		Left Arm	(16-18)	1/3
Defense 10%		Head	(19-20)	1/4

Weapon	*SR*	*Attack*	*Damage*
Claw	9	40%	1D6
Teeth	9	30%	1D8

SKILLS – Tracking 35%.
TREASURE – Ransom is 200 L.
LANGUAGES – Speak Beast Speech 85%.

YOUNG BABOON NUMBER NINE

STR 18 CON 7 SIZ 14		Right Leg	(01-04)	1/3
INT 10 POW 12 DEX 17		Left Leg	(04-08)	1/3
CHA 6		Abdomen	(09-11)	1/3
		Chest	(12)	1/4
Move 10		Right Arm	(13-15)	1/2
Hit Points 8		Left Arm	(16-18)	1/2
Defense 10%		Head	(19-20)	1/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	7	40%	1D6+1D4		
Teeth	7	30%	1D8+1D4		
Sling	1	40%	1D8		
Spear	4	40%	1D6+1+1D4	40%	15

SPELLS – Furstiff 2.
SKILLS – Tracking 30%.
LANGUAGES – Speak Beast Speech 80%.

3. BALAZARING HUNTERS

This encounter represents a meeting with a group of Balazarings. It is not always a hunting group and might range from a meeting with several women who are gathering nuts, berries, and herbs, to coming upon the entire Balazaring campsite in the middle of the Earth season clan meeting. More information on the actions and reactions of these people is in the Balazar chapter.

This section varies from the other encounter sections. Instead of providing full sets of statistics for a group of average Balazarings, hunters, and Rune Masters, we have set up sample characters representing the whole, since each group is much like another and each character a near simulacrum of others in the group.

Individuals may be created by modifying these stats to show your own character preferences. A short list of typical Balazaring names is provided. Select or randomly determine a name from the Balazaring Name Table and apply it to the desired character. The table includes an optional list of titles that can be added on to a name to give it more flavor and individuality, such as Wulgar Tigerteeth or Banari Oneshot. This is especially helpful when the leader of a clan or a Hunter cult Rune Master is needed.

Balazaring encounters can be determined by using the Balazaring Encounter Table. For a full camp, determine the number of hearths by using the Balazaring Hunting Size Table in the Balazar chapter (page 9). Multiply the number of hearths by two to determine the number of hunters, and by three to determine the number of hunting dogs. There is also a Rune Master for every four hearths in a full camp.

BALAZARING ENCOUNTER TABLE

D20	*Encounter*
01-06	1D10 women and children gatherers
07-10	Full camp
11-16	1D10 hunters, 1D4 hunting dogs
17-19	1D20 hunters, 1D6 hunting dogs
20	1D20 hunters, 1D10 hunting dogs, 1 Rune Master

BALAZARING NAME TABLE

D20	*Name*	*D20*	*Title*
01	Altazar	01	Running Dog
02	Vararing	02	Twelvespear
03	Banari	03	The Rock
04	Goomor	04	Hawkeye
05	Rylenthi	05	Goldtongue
06	Orori	06	Skyspeaker
07	Vazaar	07	Sabletoe
08	Kolaring	08	The Sly
09	Bobandi	09	Tigerteeth
10	Gordril	10	Oathbreaker
11	Vooril	11	The Snake
12	Yalarni	12	The Swift
13	Vylonthi	13	Leatherskin
14	Morari	14	Greyeyes
15	Wulgar	15	Bullstopper
16	Tarkaril	16	Oneshot
17	Krillandi	17	Thundercaster
18	Allani	18	Dog Friend
19	Polonthi	19	The Pup
20	Ruklong	20	The Slasher

RUNE LORD/PRIEST OF HUNTER CULT

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

Move 8
Hit Points 18
Defense 20%

Right Leg	(01-04)	2/6
Left Leg	(05-08)	2/6
Abdomen	(09-11)	4/6
Chest	(12)	2/7
Right Arm	(13-15)	1/5
Left Arm	(16-18)	1/5
Head	(19-20)	0/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Self bow	1	115%	1D6+1		
Javelin	1	100%	1D10+1D2		
1H spear	4	95%	1D6+1+1D4	85%	15
2H spear	3	90%	1D8+1D4	90%	15
Battle ax	5	75%	1D8+2+1D4	75%	15
Hatchet	6	80%	1D6+1	65%	15
Dagger	6	60%	1D4+2+1D4	45%	12
Medium shield				65%	16

SPELLS – Speedart; Multimissile 4; Binding; Mobility; Detect Life; Detect Trap; Disruption; Farsee; Invisibility; Befuddle; (known by allied spirit) Healing 6; Protection 4; Light; (known by bound spirit) Ignite; Extinguish; Xenohealing 2; Firearrow.

RUNE MAGIC – Sureshot 2; Draw Beast 2; Beastmaster; Concealment; Extention 1; Divination 3; Multispell 1; Spell Teaching 2; Spirit Block; Shield 3; Discorporation.

SKILLS – Evaluate Treasure 35%; Find Water 25%; Treat Disease 15%; Treat Poison 15%; Identify Animals 85%; Climbing 60%; Hide Item 25%; Jumping 70%; Set Snare 105%; Train Dog 90%; Peaceful Cut 90%; Camouflage 110%; Hide in Cover 90%; Move Quietly 85%; Listen 65%; Spot Hidden Item 75%; Spot Trap 80%; Taste Analysis 45%; Tracking 75%; Oratory 25%; Bargaining 20%; Butchering 75%.

MAGIC – POW 9 storage crystal; self bow has Multimissile 4 matrix on it.

TREASURE – Carries 2 L, 8 clacks, three griffin claws worth 10 L each, a rough pink gem worth 341 L and a gold armband worth 200 L; ransom is 1000 L worth of trade goods.

LANGUAGES – Speak Balazaring 65%; Speak Trade Talk 50%; Speak Canine 90%.

ALLIED SPIRIT . . . . . (in vrok hawk familiar)

STR 9 CON 10 SIZ 4 INT 11 POW 16 DEX 12

Move 36/2
Hit Points 1/8

Weapon	*SR*	*Attack*	*Damage*
Peck	10	40%	1D4

BOUND SPIRIT . . . . . (in fighting dog familiar)

STR 12 CON 10 SIZ 16
INT 9 POW 16 DEX 15

Move 12
Hit Points 11

Defense 10%

Right Hind Leg	(01-02)	1/2
Left Hind Leg	(03-04)	1/2
Hindquarters	(05-07)	1/4
Forequarters	(08-10)	1/4
Right Foreleg	(11-13)	1/2
Left Foreleg	(14-16)	1/2
Head	(17-20)	1/3

Weapon	*SR*	*Attack*	*Damage*
Knockback	7	95%	Special
Bite	7	85%	1D8+1D4

SKILLS – Climbing 15%; Jumping 50%; Swimming 55%; Listen 60%; Spot Hidden Item 40%; Tracking by Scent 80%; Hide in Cover 55%, Move Quietly 55%; Obey Command 100%.

RUNE LORD OF HUNTER CULT

STR 16 CON 13 SIZ 17
INT 17 POW 15 DEX 18
CHA 16

Move 8
Hit Points 15
Defense 30%

Right Leg	(01-04)	2/5
Left Leg	(05-08)	2/5
Abdomen	(09-11)	4/5
Chest	(12)	2/6
Right Arm	(13-15)	1/4
Left Arm	(16-18)	1/4
Head	(19-20)	1/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Self bow	1	100%	1D6+1		
Javelin	1	105%	1D10+1D3		
1H spear	4	90%	1D6+1+1D6	80%	15
2H spear	3	95%	1D8+1D6	90%	15
Battle ax	5	60%	1D8+2+1D6	55%	15
Hatchet	6	90%	1D6+1+1D6	65%	15
Dagger	6	50%	1D4+2+1D6	45%	12
Medium shield				80%	16

SPELLS – Speedart; Multimissile 4; Binding; Mobility; Detect Life; Detect Trap; Farsee; Disruption; Silence; Firearrow; Strength; Befuddle; (known by allied spirit) Healing 6; Protection 4.

RUNE MAGIC – Sureshot; Draw Beast (one use only).

SKILLS – Evaluate Treasure 35%; First Aid 80%; Identify Healing Plants 45%; Find Water 30%; Identify Animals 85%; Climbing 60%; Hide Item 30%; Jumping 90%; Set Snare 95%; Train Dog 100%; Peaceful Cut 90%; Camouflage 100%; Hide in Cover 95%; Move Quietly 90%; Listen 75%; Spot Hidden Item 65%; Spot Trap 70%; Tracking 80%; Oratory 35%; Bargaining 25%; Butchering 70%.

MAGIC – A snare that will always lure a small beast into it once per day.

TREASURE – Carries a silver armband worth 50 L and a gold wristband worth 234 L; ransom is 865 L worth of trade goods.

LANGUAGES – Speak Balazaring 85%; Speak Trade Talk 45%; Speak Canine 90%.

ALLIED SPIRIT . . . . . (in fighting dog familiar)

STR 15 CON 10 SIZ 14
INT 10 POW 12 DEX 16

Move 12
Hit Points 11

Defense 15%

Right Hind Leg	(01-02)	1/2
Left Hind Leg	(03-04)	1/2
Hindquarters	(05-07)	1/4
Forequarters	(08-10)	1/4
Right Foreleg	(11-13)	1/2
Left Foreleg	(14-16)	1/2
Head	(17-20)	1/3

Weapon	*SR*	*Attack*	*Damage*
Knockback	7	65%	Special
Bite	7	75%	1D8+1D4

SKILLS – Climbing 15%; Jumping 55%; Swimming 60%; Listen 30%; Spot Hidden Item 30%; Tracking by Scent 60%; Hide in Cover 35%; Move Quietly 35%; Obey Command 100%

EXCELLENT BALAZARING HUNTER ..... (permanent initiate of Hunter Cult)

STR 14 CON 12 SIZ 13
INT 13 POW 10 DEX 12
CHA 9

Move 8
Hit Points 13
Defense 05%

Right Leg	(01-04)	2/5
Left Leg	(05-08)	2/5
Abdomen	(09-11)	4/5
Chest	(12)	2/6
Right Arm	(13-15)	1/4
Left Arm	(16-18)	1/4
Head	(19-20)	1/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Self bow	3	85%	1D6+1		
Javelin	3	75%	1D10+1D2		
1H spear	6	65%	1D6+1+1D4	50%	15
2H spear	5	65%	1D8+1+1D4	60%	15
Battle ax	5	45%	1D8+2+1D4	35%	15
Hatchet	6	25%	1D6+1	30%	15
Dagger	6	35%	1D4+2+1D4	35%	12
Medium shield				50%	16

SPELLS – Speedart; Multimissle 2; Binding; Mobility; Detect Life; Detect Traps; Farsee; Disruption; Healing 2; Befuddle; Ignite.

RUNE MAGIC – Sureshot (one use only).

SKILLS – Evaluate Treasure 25%; First Aid 40%; Identify Healing Plants 25%; Find Water 15%; Identify Animals 35%; Climbing 60%; Hide Item 20%; Jumping 70%; Set Snare 45%; Train Dog 55%; Peaceful Cut 65%; Camouflage 75%; Hide in Cover 75%; Move Quietly 75%; Listen 55%; Spot Hidden Item 65%; Spot Trap 50%; Tracking 60%; Butchering 65%.

TREASURE – Carries ½ L, 2 clacks, and a necklace worth 65 L; ransom is 150 L worth of trade goods.

LANGUAGES – Speak Balazaring 65%; Speak Trade Talk 25%; Speak Canine 50%.

AVERAGE BALAZARING HUNTER ..... (initiate of Hunter Cult)

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

Move 8
Hit Points 13

Right Leg	(01-04)	1/5
Left Leg	(05-08)	1/5
Abdomen	(09-11)	3/5
Chest	(12)	2/6
Right Arm	(13-15)	1/4
Left Arm	(16-18)	1/4
Head	(19-20)	0/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Self bow	3	55%	1D6+1		
Javelin	3	45%	1D10		
1H spear	7	45%	1D6+1	30%	15
2H spear	6	45%	1D8	35%	15
Battle ax	5	25%	1D8+2	25%	15
Hatchet	6	40%	1D6+1	35%	15
Dagger	6	25%	1D4+2	25%	12
Medium shield				40%	16

SPELLS – Speedart; Multimissile 1; Silence; Mobility; Disruption; Healing 2.

SKILLS – Evaluate Treasure 25%; First Aid 30%; Identify Healing Plants 25%; Find Water 05%; Identify Animals 25%; Climbing 55%; Hide Item 15%; Jumping 50%; Set Snare 35%; Train Dog 40%; Peaceful Cut 10%; Camouflage 45%; Hide in Cover 60%; Move Quietly 45%; Listen 35%; Spot Hidden Item 35%; Spot Trap 20%; Tracking 45%; Butchering 55%.

TREASURE – Outside of weapons, rarely has anything of value.

LANGUAGES – Speak Balazaring 55%; Speak Trade Talk 10%; Speak Canine 15%.

DOGS OF BALAZARING HUNTERS

FIGHTING DOG NUMBER ONE .....

STR 16 CON 11 SIZ 15
POW 13 DEX 12

Move 12
Hit Points 12

Defense 10%

Right Hind Leg	(01-02)	1/2
Left Hind Leg	(03-04)	1/2
Hindquarters	(05-07)	1/4
Forequarters	(08-10)	1/4
Right Foreleg	(11-13)	1/2
Left Foreleg	(14-16)	1/2
Head	(17-20)	1/3

Weapon	*SR*	*Attack*	*Damage*
Knockback	8	55%	Special
Bite	8	60%	1D8+1D4

SKILLS – Climbing 15%; Jumping 50%; Swimming 55%; Listen 30%; Spot Hidden Item 20%; Tracking by Scent 50%; Hide in Cover 15%, Move Quietly 25%; Obey Command 50%.

FIGHTING DOG NUMBER TWO .....

STR 15 CON 10 SIZ 9
POW 10 DEX 13

Move 12
Hit Points 10

Defense 10%

Right Hind Leg	(01-02)	1/2
Left Hind Leg	(03-04)	1/2
Hindquarters	(05-07)	1/4
Forequarters	(08-10)	1/4
Right Foreleg	(11-13)	1/2
Left Foreleg	(14-16)	1/2
Head	(17-20)	1/3

Weapon	*SR*	*Attack*	*Damage*
Knockback	8	45%	Special
Bite	8	55%	1D8

SKILLS – Climbing 15%; Jumping 45%; Swimming 55%; Listen 30%; Spot Hidden Item 15%; Tracking by Scent 50%; Hide in Cover 10%; Move Quietly 25%; Obey Command 40%.

HUNTING DOG NUMBER ONE – PACK LEADER .

STR 8 CON 12 SIZ 6
POW 5 DEX 11

Move 10
Hit Points 11

Defense 15%

Right Hind Leg	(01-02)	1/2
Left Hind Leg	(03-04)	1/2
Hindquarters	(05-07)	1/4
Forequarters	(08-10)	1/4
Right Foreleg	(11-13)	1/2
Left Foreleg	(14-16)	1/2
Head	(17-20)	1/3

Weapon	*SR*	*Attack*	*Damage*
Bite	10	75%	1D6

SKILLS – Climbing 15%; Jumping 65%; Swimming 75%; Listen 50%; Spot Hidden Item 25%; Tracking by Scent 90%; Hide in Cover 35%; Move Quietly 55%; Obey Command 100%.

HUNTING DOG NUMBER TWO

STR 7 CON 11 SIZ 7	Right Hind Leg	(01-02)	1/2
POW 8 DEX 14	Left Hind Leg	(03-04)	1/2
	Hindquarters	(05-07)	1/4
Move 10	Forequarters	(08-10)	1/4
Hit Points 10	Right Foreleg	(11-13)	1/2
	Left Foreleg	(14-16)	1/2
Defense 10%	Head	(17-20)	1/3

Weapon	*SR*	*Attack*	*Damage*
Bite	8	40%	1D6

SKILLS – Climbing 15%; Jumping 45%; Swimming 55%; Listen 40%; Spot Hidden Item 15%; Tracking by Scent 80%; Hide in Cover 15%; Move Quietly 25%; Obey Command 50%.

HUNTING DOG NUMBER THREE

STR 8 CON 15 SIZ 7	Right Hind Leg	(01-02)	1/3
POW 8 DEX 15	Left Hind Leg	(03-04)	1/3
	Hindquarters	(05-07)	1/5
Move 10	Forequarters	(08-10)	1/5
Hit Points 13	Right Foreleg	(11-13)	1/3
	Left Foreleg	(14-16)	1/3
Defense 05%	Head	(17-20)	1/4

Weapon	*SR*	*Attack*	*Damage*
Bite	8	35%	1D6

SKILLS – Climbing 15%; Jumping 45%; Swimming 60%; Listen 40%; Spot Hidden Item 10%; Tracking by Scent 85%; Hide in Cover 15%; Move Quietly 20%; Obey Command 45%.

HUNTING DOG NUMBER FOUR

STR 8 CON 12 SIZ 2	Right Hind Leg	(01-02)	1/2
POW 7 DEX 13	Left Hind Leg	(03-04)	1/2
	Hindquarters	(05-07)	1/4
Move 10	Forequarters	(08-10)	1/4
Hit Points 10	Right Foreleg	(11-13)	1/2
	Left Foreleg	(14-16)	1/2
Defense 05%	Head	(17-20)	1/3

Weapon	*SR*	*Attack*	*Damage*
Bite	9	30%	1D6

SKILLS – Climbing 15%; Jumping 45%; Swimming 55%; Listen 40%; Spot Hidden Item 10%; Tracking by Scent 80%; Hide in Cover 15%; Move Quietly 20%; Obey Command 45%.

HUNTING DOG NUMBER FIVE

STR 10 CON 8 SIZ 7	Right Hind Leg	(01-02)	1/1
POW 8 DEX 16	Left Hind Leg	(03-04)	1/1
	Hindquarters	(05-07)	1/3
Move 10	Forequarters	(08-10)	1/3
Hit Points 7	Right Foreleg	(11-13)	1/1
	Left Foreleg	(14-16)	1/1
Defense 05%	Head	(17-20)	1/2

Weapon	*SR*	*Attack*	*Damage*
Bite	7	30%	1D6

SKILLS – Climbing 15%; Jumping 45%; Swimming 55%; Listen 40%; Spot Hidden Item 10%; Tracking by Scent 80%; Hide in Cover 15%; Move Quietly 20%; Obey Command 35%.

4. BEARS

The typical party of bears consists of a mother and 1D3 cubs (although the adult bear may be encountered alone). In general, the bears will leave people alone unless the people are wounded or the bears are very hungry. Bears will fight back if attacked. There is a 35% chance that 1D3 curious cubs will approach a party. If this happens, the mother will attack when when the cub or cubs appear to be in danger.

ADULT BEAR NUMBER ONE

STR 25 CON 18 SIZ 21	Right Leg	(01-04)	1/7
POW 8 DEX 13	Left Leg	(05-08)	1/7
	Abdomen	(09-11)	1/7
Move 9	Chest	(12)	1/8
Hit Points 21	Right Arm	(13-15)	1/6
	Left Arm	(16-18)	1/6
	Head	(19-20)	1/7

Weapon	*SR*	*Attack*	*Damage*
Claw	7	65%	1D6+2D6
Bite	7	70%	1D6+1+2D6

BEAR CUB NUMBER TWO

STR 14 CON 15 SIZ 11	Right Leg	(01-04)	1/5
POW 10 DEX 9	Left Leg	(05-08)	1/5
	Abdomen	(09-11)	1/5
Move 9	Chest	(12)	1/6
Hit Points 15	Right Arm	(13-15)	1/4
	Left Arm	(16-18)	1/4
	Head	(19-20)	1/5

Weapon	*SR*	*Attack*	*Damage*
Claw	9	45%	1D6+1D4
Bite	9	40%	1D6+1+1D4

BEAR CUB NUMBER THREE

STR 12 CON 9 SIZ 10	Right Leg	(01-04)	1/4
POW 11 DEX 11	Left Leg	(05-08)	1/4
	Abdomen	(09-11)	1/4
Move 9	Chest	(12)	1/5
Hit Points 9	Right Arm	(13-15)	1/3
	Left Arm	(16-18)	1/3
	Head	(19-20)	1/4

Weapon	*SR*	*Attack*	*Damage*
Claw	9	45%	1D6
Bite	9	40%	1D6+1

BEAR CUB NUMBER FOUR

STR 14 CON 14 SIZ 10
POW 6 DEX 15

Move 9
Hit Points 14

Right Leg	(01-04)	1/5
Left Leg	(05-08)	1/5
Abdomen	(09-11)	1/5
Chest	(12)	1/6
Right Arm	(13-15)	1/4
Left Arm	(16-18)	1/4
Head	(19-20)	1/5

Weapon	*SR*	*Attack*	*Damage*
Claw	8	50%	1D6
Bite	8	45%	1D6+1

5. BIG FISH

BIG FISH

STR 203 CON 41 SIZ 182
POW 13 DEX 1

Move 12
Hit Points 84

Tail	(01-06)	20/32
Body	(07-14)	23/66
Head	(15-20)	23/28

Weapon	*SR*	*Attack*	*Damage*
Bite	10	150%	23D6

The big fish is comparable in size to a small whale. It is not very intelligent. The big fish is usually hungry and will attack and eat anything of SIZ 25 or greater (including most boats).

The fish usually attacks by swallowing its prey whole. Anything under SIZ 90 can be so swallowed. In being swallowed, the food suffers no damage. However, creatures trapped inside the fish suffer 1 point of damage from the fish's digestive processes every melee round.

The exact number of big fishes living in the Elf Sea is unknown, but there are several.

If a big fish is killed, cut open, and thoroughly searched, it will be found to contain 200 treasure factors worth of treasure (metal and gemstones only).

The inside of the fish has 15 points of armor protection. Characters fighting their way out will do damage to a single hit location, the body.

6. BROOS

The broos of this region originate from Festering Island. Most of the broos are merely occasional residents of the island while others are full time residents or former residents evicted for some offense.

The broos will likely be hostile although they are not stupid and will not attack obviously stronger parties without good reason.

The most powerful and famous broo in the Elder Wilds is Gargudd Halfhorn. He will accompany a party of broos 25% of the time. There is a distinct possibility that a party led by Gargudd will not be hostile (or, at least, not directly so) if such behavior would further Gargudd's current plans.

The typical broo party consists of 2D4+1 members. The broos included here are not an exclusive list of all those living in the Elder Wilds. If more are needed feel free to use those living in Festering Island or to reuse ones already killed.

Any character wounded by a broo has a 25% chance per wound of contracting a disease (most likely the wasting disease).

GARGUDD HALFHORN

Gargudd is a notorious leader of the broos. His better traits include a vile temper, disgusting eating habits and preferences, uncleanliness, sadism, untrustworthiness, hatred of most things, and pure and simple meanness. He is feared and hated by both his enemies and those he leads. Distinctive features of Gargudd include pitch black hair all over his body, and a broken left horn from an encounter with adventurers, whom he hates with a passion. Gargudd has no chaotic feature himself, but he recently did a mission for a Lunar Priest who paid him with a one use ability of the Rune spell Feature of Chaos. Note that his hit points reflect some odd physical features.

GARGUDD HALFHORN ..... (male broo)

STR 18 CON 18 SIZ 12
INT 11 POW 14 DEX 17
CHA 7

Move 9
Hit Points 18
Defense 30%

Right Leg	(01-04)	5/3
Left Leg	(05-08)	4/8
Abdomen	(09-11)	5/6
Chest	(12)	15/7
Right Arm	(13-15)	4/7
Left Arm	(16-18)	8/5
Head	(19-20)	5/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H spear	4	85%	1D8+1+1D4	80%	15
1H spear	5	75%	1D6+1+1D4	65%	15
Javelin	1	70%	1D10+1D2		
Magic club	6	90%	1D8+1D4 plus disease	75%	15
Butt	6	85%	1D6+1D4		

SPELLS – Healing 6; Ignite; Befuddle; Invisibility.
RUNE MAGIC – Feature of Chaos (one use only).
SKILLS – Evaluate Treasure 25%; Identify Animals 25%; Climbing 60%; Hide Item 35%: Jumping 60%; Set Snare 45%; Camouflage 45%; Hide in Cover 65%; Move Quietly 45%; Listen 85%; Spot Hidden Item 50%; Spot Trap 65%; Tracking 70%.
MAGIC – Club is made of a secret, rare wood; normally known only to broos of disease related cults. Any creature hit by it must make a CON x 5% roll. Failure indicates the victim is temporarily diseased by the heaves. The heaves renders a being to be unable to attack or defend for 1D3 rounds while the digestive track violently purges itself. This club may only be used by those immune to disease (i.e., the broos). All others will get the heaves by merely touching it.
TREASURE – Carries 55 L, ransom is 215 L.
LANGUAGES – Speak Beast Speech 65%; Speak Trade Talk 80%.

BROO NUMBER ONE

STR 9 CON 16 SIZ 14
INT 12 POW 13 DEX 7
CHA 8

Move 9
Hit Points 17

Right Leg	(01-04)	2/6
Left Leg	(05-08)	2/6
Abdomen	(09-11)	3/6
Chest	(12)	3/7
Right Arm	(13-15)	3/5
Left Arm	(16-18)	3/5
Head	(19-20)	3/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	10	30%	1D6		
Club	9	40%	1D8	30%	15
Spear	7	40%	1D6+1	35%	15

SKILLS – Tracking 45%; Spot Hidden Item 35%.
CHAOTIC FEATURE – Befuddles one opponent per melee round in addition to other attacks.
TREASURE – Carries 23 clacks and 11 guilders.
LANGUAGES – Speak Trade Talk 80%.

BROO NUMBER TWO

STR 15 CON 16 SIZ 8
INT 14 POW 14 DEX 13
CHA 6

Move 9
Hit Points 15
Defense 10%

Right Leg	(01-04)	3/5
Left Leg	(05-08)	3/5
Abdomen	(09-11)	3/5
Chest	(12)	3/6
Right Arm	(13-15)	5/4
Left Arm	(16-18)	2/4
Head	(19-20)	3/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	8	60%	1D6		
Club	7	40%	1D8	45%	15
Spear	5	40%	1D6+1	40%	15

SKILLS – Tracking 55%; Listen 60%.
CHAOTIC FEATURE – Apparently invincible.
TREASURE – Carries 5 wheels.
LANGUAGES – Speak Trade Talk 85%.

BROO NUMBER THREE

STR 16 CON 16 SIZ 13
INT 10 POW 13 DEX 14
CHA 5

Move 9
Hit Points 17
Defense 05%

Right Leg	(01-04)	5/6
Left Leg	(05-08)	5/6
Abdomen	(09-11)	3/6
Chest	(12)	3/7
Right Arm	(13-15)	3/5
Left Arm	(16-18)	3/5
Head	(19-20)	3/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	8	50%	1D6+1D4		
Club	7	30%	1D8+1D4	30%	15
Spear	5	35%	1D6+1+1D4	40%	15

SKILLS – Tracking 45%; Listen 25%.
CHAOTIC FEATURE – Can leap up to 10 meters.
TREASURE – Carries 20 wheels.
LANGUAGES – Speak Trade Talk 80%.

BROO NUMBER FOUR

STR 15 CON 16 SIZ 13
INT 10 POW 15 DEX 14
CHA 7

Move 9
Hit Points 17
Defense 05%

Right Leg	(01-04)	1/6
Left Leg	(05-08)	1/6
Abdomen	(09-11)	3/6
Chest	(12)	3/7
Right Arm	(13-15)	4/5
Left Arm	(16-18)	4/5
Head	(19-20)	3/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	8	65%	1D6+1D4		
Club	7	45%	1D8+1D4	40%	15
Spear	5	40%	1D6+1+1D4	55%	15

SKILLS – Tracking 65%; Spot Hidden Item 50%.
CHAOTIC FEATURE – Absorbs 1 and 2 point spells.
TREASURE – Carries 35 guilders.
LANGUAGES – Speak Trade Talk 80%.

BROO NUMBER FIVE

STR 9 CON 18 SIZ 16
INT 15 POW 5 DEX 11
CHA 9

Move 9
Hit Points 19
Defense 05%

Right Leg	(01-04)	10/7
Left Leg	(05-08)	10/7
Abdomen	(09-11)	10/7
Chest	(12)	10/8
Right Arm	(13-15)	11/6
Left Arm	(16-18)	11/6
Head	(19-20)	9/7

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	8	65%	1D6+1D4		
Club	7	30%	1D8+1D4	25%	15
Spear	5	60%	1D6+1+1D4	50%	15

SKILLS – Tracking 70%; Spot Hidden Item 40%.
CHAOTIC FEATURES – +6 point skin.
TREASURE – Carries 20 wheels.
LANGUAGES – Speak Trade Talk 85%.

BROO NUMBER SIX

STR 8 CON 15 SIZ 20
INT 11 POW 12 DEX 15
CHA 12

Move 9
Hit Points 15

Right Leg	(01-04)	4/5
Left Leg	(05-08)	4/5
Abdomen	(09-11)	2/5
Chest	(12)	2/6
Right Arm	(13-15)	5/4
Left Arm	(16-18)	5/4
Head	(19-20)	3/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	7	45%	1D6+1D4		
Club	6	45%	1D8+1D4	35%	15
Spear	4	55%	1D6+1+1D4	40%	15

SKILLS – Tracking 55%; Spot Hidden Item 40%.
TREASURE – Carries 100 guilders and a gem worth 1050 guilders.
LANGUAGES – Speak Trade Talk 80%.

BROO NUMBER SEVEN

STR 14 CON 28 SIZ 15	Right Leg	(01-04)	3/10
INT 6 POW 10 DEX 12	Left Leg	(05-08)	3/10
CHA 7	Abdomen	(09-11)	2/10
	Chest	(12)	2/11
Move 9	Right Arm	(13-15)	6/ 9
Hit Points 29	Left Arm	(16-18)	1/ 9
	Head	(19-20)	3/10

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	8	55%	1D6+1D4		
Club	7	30%	1D8+1D4	40%	15
Spear	5	40%	1D6+1+1D4	30%	15

SKILLS – Tracking 45%, Spot Hidden Item 35%.
TREASURE – Carries 50 guilders.
LANGUAGES – Speak Trade Talk 75%.

BROO NUMBER EIGHT

STR 16 CON 16 SIZ 10	Right Leg	(01-04)	4/6
INT 6 POW 9 DEX 20	Left Leg	(05-08)	4/6
CHA 9	Abdomen	(09-11)	2/6
	Chest	(12)	2/7
Move 9	Right Arm	(13-15)	6/5
Hit Points 16	Left Arm	(16-18)	6/5
Defense 05%	Head	(19-20)	3/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	6	45%	1D6+1D4		
Club	5	40%	1D8+1D4	55%	15
Spear	3	50%	1D6+1+1D4	60%	15

SKILLS – Tracking 40%; Spot Hidden Item 40%.
TREASURE – Carries 5 wheels.
LANGUAGES – Speak Trade Talk 75%.

BROO NUMBER NINE

STR 12 CON 34 SIZ 12	Right Leg	(01-04)	4/12
INT 17 POW 12 DEX 14	Left Leg	(05-08)	4/12
CHA 10	Abdomen	(09-11)	5/12
	Chest	(12)	5/13
Move 9	Right Arm	(13-15)	5/11
Hit Points 34	Left Arm	(16-18)	5/11
Defense 05%	Head	(19-20)	3/12

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	8	50%			
Club	7	40%	1D8	40%	15
Spear	5	60%	1D6+1	40%	15

SKILLS – Tracking 45%; Spot Hidden Item 30%.
TREASURE – Carries 14 guilders and 44 wheels.
LANGUAGES – Speak Trade Talk 90%.

7. CITADEL WARRIORS

This encounter can be with one of three separate groups. Two groups are soldiers of a citadel king's personal guard. The third, with Starnia and her bodyguard, represents a more specialized encounter with a Rune Lord of Yelmalio, her bodyguards, and their exotic mounts.

While only Starnia and her group are personalized, warrior groups can be too. Choose a name from the Balazaring Name Table in the Balazaring Hunters section, then develop a character using a copy of the NPC Record Form provided in the Leaders chapter. This will aid in continuity, should these characters be encountered again.

The Citadel Warriors Encounter Table lists the probabilities for encountering each group. The first column indicates the chances in most areas of Balazar and the Elder Wilds. The second column indicates the chances in the proximity of the Dykenean citadel and its territories. Starnia, a resident of Dykene, will be found more often in her native tribal area.

CITADEL WARRIORS ENCOUNTER TABLE

(1) D100	*(2) D100*	*Encounter*
01-55	01-50	1D2 messengers
56-95	51-85	Sargeant and his stalwarts
96-00	86-00	Starnia and her bodyguard

CITADEL WARRIORS ORIGIN TABLE

D100	*Origin*
01-60	Nearest Citadel
61-80	Elkoi
81-90	Trilus
91-00	Dykene

The Citadel Warriors Origin Table reveals the citadel or tribe to whom these warriors belong. Use this only when the guard is encountered outside a citadel and the group is not Starnia's band. Citadel warriors from Elkoi met outside a city may be accompanied by a Lunar patrol.

MESSENGERS

These are two men of the many warriors who bear messages between kings and their chieftains or even to kings and spies in other citadels. Each messenger is fully armed and provisioned. Both messengers have been provided with cavalry horses as mounts. However, should the messenger prove to be from Dykene, he will be mounted upon a great hawk. Messengers will try to outrun, rather than outfight assailants.

MESSENGER NUMBER ONE

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

Move 8
Hit Points 14
Defense 05%

Right Leg	(01-04)	4/5
Left Leg	(05-08)	4/5
Abdomen	(09-11)	3/5
Chest	(12)	4/6
Right Arm	(13-15)	4/4
Left Arm	(16-18)	4/4
Head	(19-20)	6/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Shortsword	4	40%	1D6+1	40%	20
2H spear	3	45%	1D10+1+1D4	40%	15
1H spear	4	40%	1D8+1+1D4	40%	15
Lance	3	50%	1D10+1+2D6	35%	20
Self bow	1	55%	1D6+1		
Medium shield				35%	12

SPELLS – Xenohealing 2; Healing 2; Detect Gold; Light; Repair; Coordination.
SKILLS – Riding 80%, Map Making 25%; Spot Hidden Item 50%, Spot Trap 50%, Hide in Cover 30%, Camouflage 30%; Tracking 30%.
MAGIC – Systemic poison potion of potency 8.
TREASURE – Carries 1 wheel; ransom is 400 L.
LANGUAGES – Speak Balazaring 65%; Speak and Write Trade Talk 35%.

MESSENGER ONE'S CAVALRY HORSE

STR 26 CON 15 SIZ 26
POW 4 DEX 10

Move 12
Hit Points 19

Right Hind Leg	(01-02)	1/6
Left Hind Leg	(03-04)	1/6
Hindquarters	(05-07)	1/8
Forequarters	(08-10)	1/8
Right Foreleg	(11-13)	1/6
Left Foreleg	(14-16)	1/6
Head	(17-20)	1/7

MESSENGER NUMBER TWO (Yelmalio/Balazar initiate)

STR 14 CON 11 SIZ 16
INT 13 POW 9 DEX 10
CHA 9

Move 8
Hit Points 12
Defense 05%

Right Leg	(01-04)	4/4
Left Leg	(05-08)	4/4
Abdomen	(09-11)	3/4
Chest	(12)	4/5
Right Arm	(13-15)	4/3
Left Arm	(16-18)	4/3
Head	(19-20)	6/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H spear	4	45%	1D10+1+1D4	50%	15
1H spear	5	35%	1D8+1+1D4	40%	15
Lance	4	50%	1D10+1+2D6	35%	20
Self bow	3	50%	1D6+1	Horse Archery	
Medium shield				35%	12

SPELLS – Healing 2; Xenohealing 2; Befuddle; Repair.
SKILLS – Riding 80%; Map Making 15%; Spot Hidden Item 50%; Camouflage 30%; Hide in Cover 30%; Spot Trap 30%; Tracking 30%; Horse Archery 50%.
MAGIC – 1 dose of cure all diseases potion.
TREASURE – Carries 15 L; ransom is 500 L.
LANGUAGES – Speak Balazaring 75%; Speak and Write Trade Talk 65%; Speak and Write Fire Speech 35%.
GIFTS AND GEASES – Permanent Farsee ability. Never bathe; never use sword of any kind; never eat the meat of horses; challenge all Darkness creatures on sight.

MESSENGER TWO'S CAVALRY HORSE

STR 25 CON 12 SIZ 21
POW 11 DEX 11

Move 12
Hit Points 15

Right Hind Leg	(01-02)	1/4
Left Hind Leg	(03-04)	1/4
Hindquarters	(05-07)	1/6
Forequarters	(08-10)	1/6
Right Foreleg	(11-13)	1/4
Left Foreleg	(14-16)	1/4
Head	(17-20)	1/5

MESSENGER TWO'S GREAT HAWK (Dykenean only)

STR 28 CON 14 SIZ 30
POW 11 DEX 16

Move 12/4
Hit Points 19

Right Leg	(01-03)	2/6
Left Leg	(04-06)	2/6
Abdomen	(07-08)	2/7
Chest	(09-11)	2/8
Tail	(12)	2/5
Right Wing	(13-14)	2/7
Left Wing	(15-16)	2/7
Head	(17-20)	2/7

Weapon	*SR*	*Attack*	*Damage*
Bite	5	45%	1D8+2+3D6
Claw	5	50%	1D6+2+3D6

SARGEANT AND HIS STALWARTS

This is a standard citadel patrol, be it scouting, night watch, or bodyguard. These warriors are light cavalry. They will try to fight from the advantage of horseback, via bow or lance. A trained group, they will always fight with competent tactics. If a situation looks bad, they will not start a losing battle, but if it is their duty to defend at all costs, each man will lay down his life before shirking his duty. Assume that at least two men in any group are hearthmates.

SARGEANT OF THE CITADEL GUARD ..... (Yelmalio/Balazar initiate)

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

Move 8
Hit Points 14
Defense 20%

Right Leg	(01-04)	6/5
Left Leg	(05-08)	6/5
Abdomen	(09-11)	3/5
Chest	(12)	4/6
Right Arm	(13-15)	4/4
Left Arm	(16-18)	4/4
Head	(19-20)	6/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Shortsword	5	65%	1D6+1	65%	20
2H spear	4	90%	1D10+1+1D4	75%	15
1H spear	5	65%	1D8+1+1D4	75%	15
Lance	0	80%	1D10+1+3D6	55%	20
Self bow	2	65%	1D6+1	Horse Archery	
Large shield				75%	16
Medium shield				85%	12

SPELLS – Healing 6; Xenohealing 2; Coordination; Detect Enemies; Detect Gold; Light; Repair; Mindspeech.
RUNE MAGIC – Sunbright (one use).
SKILLS – Riding 90%; Map Making 45%; Spot Hidden Item 65%; Oratory 70%, Camouflage 45%; Hide in Cover 60%; Spot Traps 50%; Tracking 45%.
MAGIC – Wooden wand with Dispel Magic 4 matrix.
TREASURE – Carries 73 L, 5 wheels, and three gems worth 103, 0, and 22 L respectively; ransom is 900 L.
LANGUAGES – Speak Balazaring 80%; Speak and Write Trade Talk 35%; Speak and Write Fire Speech 45%.
GIFTS AND GEASES – Permanent Farsee ability. Celibacy during Truth week of each season; never wear leather armor on legs.

SARGEANT'S CAVALRY HORSE .....

STR 30 CON 16 SIZ 29
POW 10 DEX 13

Move 12
Hit Points 21

Right Hind Leg	(01-02)	1/6
Left Hind Leg	(03-04)	1/6
Hindquarters	(05-07)	1/8
Forequarters	(08-10)	1/8
Right Foreleg	(11-13)	1/6
Left Foreleg	(14-16)	1/6
Head	(17-20)	1/7

CITADEL WARRIOR NUMBER ONE .....

STR 16 CON 10 SIZ 14
INT 15 POW 15 DEX 16
CHA 13

Move 8
Hit Points 11
Defense 10%

Right Leg	(01-04)	4/4
Left Leg	(05-08)	4/4
Abdomen	(09-11)	3/4
Chest	(12)	4/5
Right Arm	(13-15)	4/3
Left Arm	(16-18)	4/3
Head	(19-20)	6/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Shortsword	4	20%	1D6+1	20%	20
2H spear	3	60%	1D10+1+1D4	55%	15
1H spear	4	20%	1D8+1+1D4	15%	15
Lance	0	40%	1D10+1+3D6	35%	20
Self bow	1	40%	1D6+1		
Medium shield				35%	12

SPELLS – Xenohealing 2; Healing 2; Detect Gold; Light; Repair.
SKILLS – Riding 75%, Map Making 15%, Spot Hidden Item 55%; Camouflage 30%; Hide in Cover 30%; Spot Trap 35%; Tracking 30%.
MAGIC – 2 doses of Speedart potion.
TREASURE – Carries 73 L and 9 wheels; ransom is 400 L.
LANGUAGES – Speak Balazaring 75%.

WARRIOR ONE'S CAVALRY HORSE .....

STR 36 CON 14 SIZ 31
POW 10 DEX 10

Move 12
Hit Points 19

Right Hind Leg	(01-02)	1/6
Left Hind Leg	(03-04)	1/6
Hindquarters	(05-07)	1/8
Forequarters	(08-10)	1/8
Right Foreleg	(11-13)	1/6
Left Foreleg	(14-16)	1/6
Head	(17-20)	1/7

CITADEL WARRIOR NUMBER TWO ..... (Yelmalio/Balazar initiate)

STR 14 CON 14 SIZ 18
INT 14 POW 13 DEX 15
CHA 16

Move 8
Hit Points 16
Defense 15%

Right Leg	(01-04)	4/6
Left Leg	(05-08)	4/6
Abdomen	(09-11)	3/6
Chest	(12)	4/7
Right Arm	(13-15)	4/5
Left Arm	(16-18)	4/5
Head	(19-20)	6/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Shortsword	5	80%	1D6+1	80%	20
2H spear	3	60%	1D10+1+1D4	80%	15
1H spear	4	80%	1D8+1+1D4	60%	15
Lance	3	40%	1D10+1+3D6	30%	20
Self bow	2	60%	1D6+1	Horse Archery	
Medium shield				80%	12

SPELLS – Xenohealing 2; Healing 5; Multimissile 3; Speedart; Detect Gold; Light.
RUNE MAGIC – Speak to Birds (reusable via geas).
SKILLS – Riding 80%; Map Making 25%; Spot Hidden Item 55%; Camouflage 50%; Hide in Cover 30%; Spot Trap 30%; Tracking 30%.
MAGIC – 1 dose of spoiled potion antidote.
TREASURE – Carries 64 L and 4 wheels; ransom is 500 L.
LANGUAGES – Speak Balazaring 70%; Speak Trade Talk 65%; Speak and Write Fire Speech 10%.
GIFTS AND GEASES – Speak to Birds Rune magic. Never use small shield; never wear metal armor on arms.

WARRIOR TWO'S CAVALRY HORSE .....

STR 30 CON 13 SIZ 29
POW 4 DEX 9

Move 12
Hit Points 18

Right Hind Leg	(01-02)	1/5
Left Hind Leg	(03-04)	1/5
Hindquarters	(05-07)	1/7
Forequarters	(08-10)	1/7
Right Foreleg	(11-13)	1/5
Left Foreleg	(14-16)	1/5
Head	(17-20)	1/6

CITADEL WARRIOR NUMBER THREE

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

Move 8
Hit Points 11

Right Leg	(01-04)	4/4
Left Leg	(05-08)	4/4
Abdomen	(09-11)	3/4
Chest	(12)	4/5
Right Arm	(13-15)	4/3
Left Arm	(16-18)	4/3
Head	(19-20)	6/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Shortsword	6	50%	1D6+1	50%	20
2H spear	5	50%	1D10+1	50%	15
1H spear	6	50%	1D8+1	40%	15
Lance	5	30%	1D10+1+2D6	30%	20
Self bow	3	30%	1D6+1		
Medium shield				60%	12

SPELLS – Xenohealing 2; Healing 2; Bladesharp 1; Detect Gold; Light; Repair.
SKILLS – Riding 65%, Map Making 05%, Spot Hidden Item 45%; Camouflage 30%; Hide in Cover 50%; Spot Trap 30%; Tracking 30%.
MAGIC – Wand with Disruption matrix; dagger with Silence matrix.
TREASURE – Carries 67 L, 6 wheels, and 1 jewelry worth 55 L; ransom is 450 L.
LANGUAGES – Speak Balazaring 70%.

WARRIOR THREE'S CAVALRY HORSE

STR 30 CON 15 SIZ 20
POW 9 DEX 6

Move 12
Hit Points 17

Right Hind Leg	(01-02)	1/5
Left Hind Leg	(03-04)	1/5
Hindquarters	(05-07)	1/7
Forequarters	(08-10)	1/7
Right Foreleg	(11-13)	1/5
Left Foreleg	(14-16)	1/5
Head	(17-20)	1/6

CITADEL WARRIOR NUMBER FOUR

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

Move 8
Hit Points 14

Right Leg	(01-04)	4/5
Left Leg	(05-08)	4/5
Abdomen	(09-11)	3/5
Chest	(12)	4/6
Right Arm	(13-15)	4/4
Left Arm	(16-18)	4/4
Head	(19-20)	6/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Shortsword	5	50%	1D6+1	50%	20
2H spear	4	30%	1D10+1	35%	15
1H spear	5	50%	1D8+1	55%	15
Lance	4	30%	1D10+1+3D6	35%	20
Self bow	2	30%	1D6+1		
Large shield				45%	16
Medium shield				35%	12

SPELLS – Xenohealing 2; Healing 2; Bladesharp 1; Detect Gold; Light.
SKILLS – Riding 65%; Map Making 20%; Spot Hidden Item 45%; Camouflage 50%; Hide in Cover 30%; Spot Trap 30%; Tracking 30%.
MAGIC – 3 doses of poison gas antidote of potency 20.
TREASURE – Carries 5 wheels; ransom is 350 L.
LANGUAGES – Speak Balazaring 75%; Speak Trade Talk 45%.

WARRIOR FOUR'S CAVALRY HORSE

STR 30 CON 14 SIZ 32
POW 12 DEX 13

Move 12
Hit Points 19

Right Hind Leg	(01-02)	1/6
Left Hind Leg	(03-04)	1/6
Hindquarters	(05-07)	1/8
Forequarters	(08-10)	1/8
Right Foreleg	(11-13)	1/6
Left Foreleg	(14-16)	1/6
Head	(17-20)	1/7

STARNIA AND HER BODYGUARDS

These four warriors hail from the citadel of Dykene. Their leader, Starnia, is a Rune Lord of Yelmalio/Balazar and they are the initiates entrusted with her protection. This group differs from the other two in that they only will be mounted on the giant great hawks which are both their mounts and their familiars. This band escorts the king of Dykene on missions outside the citadel, goes on general adventures, and does long-range scouting. In combat, they will attempt to remain aloft at all times, firing with magically enhanced bows or raking opponents with the massive talons of their steeds.

STARNIA STORMRENDER

Starnia is an acknowledged illegitimate daughter of King Skilfil Hearthpiercer of Dykene. She has another half-sister who is an initiate of the Orlanth cult, following Torath Manover. Officially, Starnia has disinherited this wayward sibling, but if Eucleia Stormfollower has been captured or killed suspiciously, Starnia will spare no effort to rescue or revenge her, and Eucleia will do the same for her half-sister. Starnia ranks very high in her father's favor. Were she male, he might have made her his heir. She goes out of her way to prove that she is more than any man could ever be. Her goal is to become a Hero, and she is willing to take on almost any task. She is extremely devoted to her cult. Denied rulership, she has made Yelmalio an all-consuming passion. She follows the laws of her faith to the letter. To challenge such a law to her face is to risk personal combat. This fiery woman is also very lonely. She is required only to love Earth cultists, of which there are a dearth in the non-agricultural Balazar region. She is very close friends with her three bodyguards. Their death would be a blow to her, since she has allowed few persons to become close to her. As well as a Yelmalio Light Daughter, she is also an initiate into the mysteries of the Father-god Balazar Light Son. Starnia takes great pride in her gold-plated iron breastplate, magical iron shield, and golden ceremonial spear. All are items normally unattainable by most Balazaring Rune Lords.

SKYLER WARHAWK

He loves the woman he protects, but her strict following of Yelmalio prevents her from seeing him as anything but a friend. Skyler openly detests the dwarves with whom the Dykeneans trade and refuses to deal directly with them. He realizes that their technical skill allows him to possess bronze weapons, but he resents their possessiveness of metal-working skills. It is Skyler's goal to bring metallurgy to his tribe, no matter how it is done. He is currently considering a pilgrimage to lands to the south of which he has heard rumor, where the traders and other foreigners come from. There he hopes to obtain the knowledge of metal he desires.

STARNIA STORMRENDER . . . . . (female Rune Lord of Yelmalio, Balazar initiate)

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

Move 8
Hit Points 13
Defense 25%

Right Leg	(01-04)	7/5
Left Leg	(05-08)	7/5
Abdomen	(09-11)	8/5
Chest	(12)	10/6
Right Arm	(13-15)	6/4
Left Arm	(16-18)	6/4
Head	(19-20)	7/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Lance	3	80%	1D10+2D6	70%	15
Comp. bow	1	110%	1D8+1	Hawk Archery	
2H spear	3	95%	1D10+1+1D4	75%	15
1H spear	4	85%	1D8+1+1D4		
Javelin	1	105%	1D10+1D2		
Large shield				105%	24
Small shield				85%	8

SPELLS – Bladesharp 4; Healing 6; Protection 4; Disruption; (known by Sunrider) Multimissile 6; Repair; Detect Gold; Repair; (known by Farlight) Befuddle; Dispel Magic 3; Detect Magic; Countermagic 3; Mindspeech 1.

RUNE MAGIC – Sunbright (one use); (known by Sunrider) Small Salamander; Sunbright; Dismiss Large Elemental.

SKILLS – Map Making 80%; Hawk Riding 100%; Riding 80%; Listen 65%; Move Quietly 65%; Spot Hidden Item 55%; Horse Archery 85%; Hawk Archery 85%; Hide in Cover 45%; Spot Trap 60%; Tracking 55%; Evaluate Treasure 55%; Climbing 45%; Jumping 85%; Camouflage 45%; Oratory 45%; Bargaining 35%; Find Healing Plants 35%; Identify Plants 30%; First Aid 25%.

MAGIC – Leather-covered iron large shield (when Starnia uses it in combat, it is the source of a continuous 1 point Shield Rune magic); potion of 10% Perception enhancement; 7 point POW storage crystal; 10 point healing potion (gift from Rokheart Veinseeker).

TREASURE – Carries 20 wheels; ransom is 165 wheels.

LANGUAGES – Speak Balazaring 85%; Speak and Write Trade Talk 75%; Speak and Write Fire Speech 80%; Speak Darktongue 45%; Speak Mostali 55%; Speak Aldryami 50%.

GIFTS AND GEASES – Permanent Farsee ability. Never eat the meat of horses; distrust all Darkness creatures; never love any but Earth cult members.

SUNRIDER . . . . . (allied spirit in vrok hawk familiar)

STR 4 CON 13 SIZ 4 INT 11 POW 18 DEX 17
Move 36
Hit Points 1/12
Defense 20%

Weapon	*SR*	*Attack*	*Damage*
Peck	8	55%	1D4

FARLIGHT . . . . . (bound spirit in great hawk riding beast)

STR 33 CON 13 SIZ 29
INT 9 POW 18 DEX 14

Move 12/4
Hit Points 19

Right Leg	(01-03)	2/5
Left Leg	(04-06)	2/5
Abdomen	(07-08)	2/6
Chest	(09-11)	2/7
Tail	(12)	2/4
Right Wing	(13-14)	2/6
Left Wing	(15-16)	2/6
Head	(17-20)	2/6

Weapon	*SR*	*Attack*	*Damage*
Bite	6	75%	1D8+2+3D6
Claw	6	85%	1D6+2+3D6

SMALL SALAMANDER . . . . . .

STR 11 SIZ 3x3x3 meters INT 1 POW 14 DEX 20
Move 6
Hit Points 20
Damage – 3D6 to CON

SKYLER WARHAWK. . . . . (male Yelmalio initiate)

STR 14 CON 17 SIZ 9
INT 15 POW 16 DEX 11
CHA 13

Move 8
Hit Points 17
Defense 05%

Right Leg	(01-04)	4/6
Left Leg	(05-08)	4/6
Abdomen	(09-11)	3/6
Chest	(12)	7/7
Right Arm	(13-15)	4/5
Left Arm	(16-18)	4/5
Head	(19-20)	5/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H spear	5	80%	1D10+1	65%	15
1H spear	6	55%	1D8+1	60%	15
Javelin	3	75%	1D10		
Self bow	3	80%	1D6+1	Hawk Archery	
Large shield				50%	16
Small shield				45%	8

SPELLS – Healing 6; Bladesharp 2; Detect Enemies; Multimissile 2; Coordination; Repair; (known by Flametongue) Xenohealing 6; Protection 4; Invisibility.

RUNE MAGIC – Catseye (reusable).

SKILLS – Riding 45%; Hawk Riding 80%; Hawk Training 50%; Map Making 45%; Spot Hidden Item 55%; Evaluate Treasure 25%; Climbing 45%; Jumping 65%; Listen 55%; Spot Trap 45%; Tracking 50%; Camouflage 40%; Hide in Cover 35%; Move Quietly 25%.

MAGIC – Lantern matrix on small shield.

TREASURE – Carries 7 wheels; ransom is 950 L.

LANGUAGES – Speak Balazaring 75%; Speak and Write Trade Talk 35%, Speak and Write Fire Speech 35%.

GIFTS AND GEASES – Catseye Rune magic. Never bathe; distrust all dwarves.

FLAMETONGUE . . . . . (bound spirit in great hawk familiar/riding beast)

STR 29 CON 18 SIZ 33
INT 13 POW 15 DEX 11

Move 12/4
Hit Points 24

Right Leg	(01-03)	2/6
Left Leg	(04-06)	2/6
Abdomen	(07-08)	2/7
Chest	(19-11)	2/8
Tail	(12)	2/5
Right Wing	(13-14)	2/7
Left Wing	(15-16)	2/7
Head	(17-20)	2/7

Weapon	*SR*	*Attack*	*Damage*
Bite	7	60%	1D8+2+3D6
Claw	7	55%	1D6+2+3D6

WURLURING BRIGHTEYES

Wurluring has no Balazaring blood. His mother was an escaped Lunar slave from Elkoi who found refuge in a Dykenean tribe. He resents the Lunars, who enslaved and raped his mother and now encroach on his land. Even though he is of full Lunar blood, he burns with hatred for things Lunar. He claims that his mother came to him in a vision and told him that his father is a merchant in Elkoi named Cyriel Endelkar. Confused, Wurluring has sworn to kill his father. As yet he has not worked up the courage to go to the enemy citadel where he assumes the man to be.

GASTAZAR

Early in life, Gastazar survived a troll raid that destroyed most of his camp and all of his hearthmates. He was adopted into another hearth, but is haunted by memories of that dark night, giving rise to a rather morbid personality. A geas forbids him to trust Darkness creatures. Likely as not, he will kill any troll he encounters, regardless of its attitude towards him. Gastazar is a closed person. He allows no one to get overly friendly with him. The only real friends he has are Starnia and Ostakker Threescar, proprietor of the Stabbing Cat Inn, where Gastazar gets regularly and morosely drunk.

WURLURING BRIGHTEYES(male Yelmalio initiate)

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

Move 8
Hit Points 16
Defense 10%

Right Leg	(01-04)	3/6
Left Leg	(05-08)	3/6
Abdomen	(09-11)	3/6
Chest	(12)	7/7
Right Arm	(13-15)	4/5
Left Arm	(16-18)	4/5
Head	(19-20)	5/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H spear	3	75%	1D10+1+1D4	70%	15
1H spear	4	55%	1D8+1+1D4	60%	15
Javelin	1	65%	1D10+1D2		
Self bow	1	75%	1D6+1	Hawk Archery	
Large shield				45%	16
Small shield				55%	8

SPELLS – Healing 2; Multimissile 3; Coordination; Detect Enemies; Countermagic 2; Befuddle; Detect Gold; (known by Skyking) Xenohealing 6; Protection 3; Light.
RUNE MAGIC – Catseye (reusable).
SKILLS – Hawk Riding 80%; Riding 65%; Map Making 30%; Spot Hidden Item 55%; Camouflage 35%; Hide in Cover 45%; Spot Traps 35%; Tracking 50%; Evaluate Treasure 30%; Climbing 40%; Jumping 60%; Swimming 40%; Listen 70%; Identify Plants 25%; Find Healing Plants 40%.
MAGIC – 10 point POW storage crystal; human ankle bone with Binding matrix on it.
TREASURE – Carries 125 L (beaten into shapeless lumps), 4 wheels, and one gem worth 198 L; ransom is 1000 L.
LANGUAGES – Speak Balazaring 65%; Speak and Write Trade Talk 55%; Speak and Write Fire Speech 35%.
GIFTS AND GEASES – Catseye Rune magic. Never use sword of any kind; never wear metal armor on the legs; never eat meat during Fire season.

SKYKING . . (bound spirit in great hawk familiar/riding beast)

STR 30 CON 16 SIZ 27
INT 10 POW 17 DEX 13

Move 12/4
Hit Points 20

Right Leg	(01-03)	2/6
Left Leg	(04-06)	2/6
Abdomen	(07-08)	2/7
Chest	(09-11)	2/8
Tail	(12)	2/5
Right Wing	(13-14)	2/7
Left Wing	(15-16)	2/7
Head	(17-20)	2/7

Weapon	*SR*	*Attack*	*Damage*
Bite	6	70%	1D8+2+3D6
Claw	6	65%	1D6+2+3D6

GASTAZAR . . . . . (male Yelmalio initiate)

STR 17 CON 15 SIZ 14
INT 14 POW 16 DEX 17
CHA 9

Move 8
Hit Points 16
Defense 20%

Right Leg	(01-04)	4/6
Left Leg	(05-08)	4/6
Abdomen	(09-11)	3/6
Chest	(12)	5/7
Right Arm	(13-15)	4/5
Left Arm	(16-18)	4/5
Head	(19-20)	5/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H spear	3	55%	1D10+1+1D4	60%	15
1H spear	4	65%	1D8+1+1D4	60%	15
Javelin	1	65%	1D10+1D2		
Self bow	1	90%	1D6+1	Hawk Archery	
Large shield				45%	16
Small shield				55%	8

SPELLS – Healing 6; Coordination; Detect Gold; Light; Repair; multimissile 2; (known by Sunshine) Xenohealing 6, Protection 3; Disruption; Farsee; Countermagic 2.
SKILLS – Hawk Riding 75%; Riding 40%; Map Making 45%; Spot Hidden Item 50%; Camouflage 45%; Hide in Cover 50%; Spot Trap 55%; Tracking 35%; Evaluate Treasure 40%; Jumping 55%; Swimming 45%; Trap Set/Disarm 45%; Listen 45%.
MAGIC – 4 point twice POW yielding crystal.
TREASURE – Carries 151 L (beaten into lumps of silver), 7 wheels, one piece of jewelry worth 65 L, and one worthless stone; ransom is 755 L.
LANGUAGES – Speak Balazaring 70%; Speak and Write Trade Talk 30%; Speak and Write Fire Speech 40%; Speak Mostali 25%.
GIFTS AND GEASES – Mastery of Hawk Archery. Distrust all Darkness creatures; never eat meat during Fire season; never wear metal armor on body; never eat the meat of birds; never let a horse suffer needlessly.

SUNSHINE . (bound spirit in great hawk familiar/riding beast)

STR 25 CON 13 SIZ 30
INT 13 POW 12 DEX 18

Move 12/4
Hit Points 18

Right Leg	(01-03)	2/5
Left Leg	(04-06)	2/5
Abdomen	(07-08)	2/6
Chest	(09-11)	2/7
Tail	(12)	2/4
Right Wing	(13-14)	2/6
Left Wing	(15-16)	2/6
Head	(17-20)	2/6

Weapon	*SR*	*Attack*	*Damage*
Bite	5	55%	1D8+2+3D6
Claw	5	60%	1D6+2+3D6

8. CROCODILES

Elder Wilds crocodiles vary tremendously in size. Some of the largest extend 18+ meters in length; most are about 3 meters long.

All crocodiles will be hostile. They may not attack if they are not hungry or if the potential victims are more than 50 meters distant.

When crocodiles are encountered in a river, 35% of the time they will be 1D3+1 3-meter crocodiles; 25% of the time they will be 1D2 9-meter crocodiles; 15% of the time it will be 1D2 18-meter crocodiles; the rest of the time they will be a mixed group (the exact mixture being left up to the referee).

When crocodiles are encountered in the Elf Sea, they will always be 18 meters long (the referee may wish to add a few smaller ones).

Crocodiles do not keep treasure, although the referee may allow a chance that the larger crocodiles have swallowed something of value.

18-METER CROCODILE NUMBER ONE

STR 61 CON 29 SIZ 60
POW 11 DEX 7

Move 7
Hit Points 41

Tail	(01-02)	15/14
Right Hind Leg	(03-04)	15/14
Left Hind Leg	(05-06)	15/14
Abdomen	(07-09)	15/15
Forequarters	(10-12)	15/15
Right Foreleg	(13-14)	15/14
Left Foreleg	(15-16)	15/14
Head	(17-20)	15/14

Weapon	*SR*	*Attack*	*Damage*
Bite	8	85%	1D10+7D6
Tail lash	8	85%	1D6+7D6

18-METER CROCODILE NUMBER TWO

STR 65 CON 34 SIZ 61
POW 9 DEX 10

Move 7
Hit Points 47

Tail	(01-02)	15/16
Right Hind Leg	(03-04)	15/16
Left Hind Leg	(05-06)	15/16
Abdomen	(07-09)	15/17
Forequarters	(10-12)	15/17
Right Foreleg	(13-14)	15/16
Left Foreleg	(15-16)	15/16
Head	(17-20)	15/16

Weapon	*SR*	*Attack*	*Damage*
Bite	7	95%	1D10+7D6
Tail lash	7	95%	1D6+7D6

9-METER CROCODILE NUMBER THREE

STR 44 CON 21 SIZ 47
POW 11 DEX 9

Move 7
Hit Points 26

Tail	(01-02)	10/ 9
Right Hind Leg	(03-04)	10/ 9
Left Hind Leg	(05-06)	10/ 9
Abdomen	(07-09)	10/10
Forequarters	(10-12)	10/10
Right Foreleg	(13-14)	10/ 9
Left Foreleg	(15-16)	10/ 9
Head	(17-20)	10/ 9

Weapon	*SR*	*Attack*	*Damage*
Bite	7	60%	1D10+5D6
Tail lash	7	60%	1D6+5D6

9-METER CROCODILE NUMBER FOUR

STR 38 CON 23 SIZ 42
POW 13 DEX 9

Move 7
Hit Points 27

Tail	(01-02)	10/ 9
Right Hind Leg	(03-04)	10/ 9
Left Hind Leg	(05-06)	10/ 9
Abdomen	(07-09)	10/10
Forequarters	(10-12)	10/10
Right Foreleg	(13-14)	10/ 9
Left Foreleg	(15-16)	10/ 9
Head	(17-20)	10/ 9

Weapon	*SR*	*Attack*	*Damage*
Bite	7	50%	1D10+4D6
Tail lash	7	50%	1D6+4D6

3-METER CROCODILE NUMBER FIVE

STR 23 CON 12 SIZ 28
POW 8 DEX 10

Move 6
Hit Points 16

Tail	(01-02)	5/6
Right Hind Leg	(03-04)	5/6
Left Hind Leg	(05-06)	5/6
Abdomen	(07-09)	5/7
Forequarters	(10-12)	5/7
Right Foreleg	(13-14)	5/6
Left Foreleg	(15-16)	5/6
Head	(17-20)	5/6

Weapon	*SR*	*Attack*	*Damage*
Bite	7	35%	1D10+2D6
Tail lash	7	35%	1D6+2D6

3-METER CROCODILE NUMBER SIX

STR 29 CON 14 SIZ 27
POW 9 DEX 8

Move 6
Hit Points 18

Tail	(01-02)	5/6
Right Hind Leg	(03-04)	5/6
Left Hind Leg	(05-06)	5/6
Abdomen	(07-09)	5/7
Forequarters	(10-12)	5/7
Right Foreleg	(13-14)	5/6
Left Foreleg	(15-16)	5/6
Head	(17-20)	5/6

Weapon	*SR*	*Attack*	*Damage*
Bite	8	40%	1D10+3D6
Tail lash	8	40%	1D6+3D6

3-METER CROCODILE NUMBER SEVEN

STR 30 CON 15 SIZ 27
POW 13 DEX 13

Move 6
Hit Points 19

Tail	(01-02)	5/7
Right Hind Leg	(03-04)	5/7
Left Hind Leg	(05-06)	5/7
Abdomen	(07-09)	5/8
Forequarters	(10-12)	5/8
Right Foreleg	(13-14)	5/7
Left Foreleg	(15-16)	5/7
Head	(17-20)	5/7

Weapon	*SR*	*Attack*	*Damage*
Bite	6	50%	1D10+3D6
Tail lash	6	50%	1D6+3D6

3-METER CROCODILE NUMBER EIGHT

STR 24 CON 13 SIZ 24
POW 11 DEX 10

Move 6
Hit Points 16

Tail	(01-02)	5/6
Right Hind Leg	(03-04)	5/6
Left Hind Leg	(05-06)	5/6
Abdomen	(07-09)	5/7
Forequarters	(10-12)	5/7
Right Foreleg	(13-14)	5/6
Left Foreleg	(15-16)	5/6
Head	(17-20)	5/6

Weapon	*SR*	*Attack*	*Damage*
Bite	7	35%	1D10+2D6
Tail lash	7	35%	1D6+2D6

9. DRAGONEWTS

No dragonewts actually live in Balazar or the Elder Wilds but there are many of them in nearby Dragon Pass so their presence is not unknown. Dragonewts do not travel very far without a specific purpose in mind, and the party of dragonewts currently in the region is no exception.

The leader of the party, Inoi Sessela, was recently killed by a treasure-hunting human whose name he does not know. After killing Inoi, this human skinned him and used his skin to make himself a set of dragonewt-skin armor. No dragonewt

INOI SESSELA.....(Tailed Priest)

STR 15 CON 21 SIZ 13
INT 13 POW 18 DEX 15
CHA 11

Move 8
Hit Points 23
Defense 30%

Right Leg	(01-04)	3/8
Left Leg	(05-08)	3/8
Abdomen	(09-11)	5/8
Chest	(12)	5/9
Right Arm	(13-15)	3/7
Left Arm	(16-18)	3/7
Head	(19-20)	10/8

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Great ax	5	75%	3D6+1D4	75%	15
Klanth	6	75%	1D10+1D4	75%	20
Short sword	7	75%	1D6+1+1D4	75%	20
Bow	2	75%	1D6+1		
Medium shield				75%	12

SPELLS – Healing 2; Protection 2; Disruption; Mobility; Fireblade; Binding; Repair.
RUNE MAGIC – Shield 4; Multispell 2; Extension 2.
SKILLS – Ride Demi-Bird 90%; Camouflage 75%; Move Quietly 65%; Hide in Cover 85%; Tracking 80%; Listen 60%.
MAGIC – 8 point double POW yielding crystal; klanth is also a Bladesharp 3 matrix.
TREASURE – Carries 10 wheels; ransom is 4000 guilders.
LANGUAGES – Speak and Write Auld Wyrmish 90%; Speak Trade Talk 75%.

RERSHI TETELSA.....(Tailed Priest)

STR 13 CON 21 SIZ 17
INT 11 POW 19 DEX 13
CHA 12

Move 8
Hit Points 24
Defense 10%

Right Leg	(01-04)	4/8
Left Leg	(05-08)	4/8
Abdomen	(09-11)	7/8
Chest	(12)	7/9
Right Leg	(13-15)	4/7
Left Leg	(16-18)	4/7
Head	(19-20)	8/8

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Great ax	4	65%	3D6+1D4	65%	15
Klanth	5	65%	1D10+1D4	65%	20
Short sword	6	65%	1D6+1+1D4	65%	20
Bow	1	65%	1D6+1		
Medium shield				75%	12

SPELLS – Speedart 1; Healing 2, Bladesharp 2; Disruption; Mobility; Fireblade; Binding; Repair.
RUNE MAGIC – Shield 4; Dismiss Elemental 3.
SKILLS – Ride Demi-Bird 75%; Camouflage 65%; Move Quietly 70%; Hide in Cover 60%; Swimming 65%; Evaluate Treasure 70%; Listen 60%.
MAGIC – 14 point POW storage crystal.
TREASURE – Carries 15 wheels; ransom is 3500 guilders.
LANGUAGES – Speak and Write Auld Wyrmish 85%; Speak Trade Talk 50%; Speak Balazaring 90%.

DEMI-BIRD NUMBER ONE

STR 30 CON 16 SIZ 23
POW 13 DEX 8

Move 12
Hit Points 19

Right Leg	(01-04)	2/7
Left Leg	(05-08)	2/7
Abdomen	(09-10)	2/7
Chest	(11-13)	2/8
Right Wing	(14-15)	2/6
Left Wing	(16-17)	2/6
Head	(18-20)	2/7

Weapon	*SR*	*Attack*	*Damage*
Peck	8	40%	1D8+2D6
Kick	8	40%	1D12+2D6

DEMI-BIRD NUMBER TWO

STR 30 CON 9 SIZ 22
POW 10 DEX 15

Move 12
Hit Points 12

Right Leg	(01-04)	2/4
Left Leg	(05-08)	2/4
Abdomen	(09-10)	2/4
Chest	(11-13)	2/5
Right Wing	(14-15)	2/3
Left Wing	(16-17)	2/3
Head	(18-20)	2/4

Weapon	*SR*	*Attack*	*Damage*
Peck	6	50%	1D8+2D6
Kick	6	50%	1D12+2D6

BEAKED DRAGONEWT NUMBER ONE

STR 18 CON 16 SIZ 19
INT 11 POW 14 DEX 18
CHA 15

Move 7
Hit Points 18
Defense 05%

Right Leg	(01-04)	6/7
Left Leg	(05-08)	6/7
Abdomen	(09-11)	7/7
Chest	(12)	7/8
Right Arm	(13-15)	6/6
Left Arm	(16-18)	6/6
Head	(19-20)	6/7

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Klanth	4	45%	1D10+1+1D6	40%	20
Spear	3	40%	1D6+1+1D6	35%	15
Shortsword	5	55%	1D6+1+1D6	50%	20
Sling	1	55%	1D8		
Bow	1	50%	1D6+1		
Small shield				50%	8
Medium shield				30%	12

SPELLS – Healing 2; Disruption; Mobility; Shimmer 3, Bladesharp 2; Repair.
SKILLS – Hide in Cover 60%; Move Quietly 65%; Camouflage 70%; Spot Hidden Item 50%; Listen 65%; Ride Demi-Bird 80%.
TREASURE – Carries 45 guilders.
LANGUAGES – Speak and Write Auld Wyrmish 80%; Speak Trade Talk 50%.

BEAKED DRAGONEWT NUMBER TWO

STR 14 CON 19 SIZ 17
INT 7 POW 16 DEX 17
CHA 9

Move 7
Hit Points 21

Right Leg	(01-04)	3/8
Left Leg	(05-08)	3/8
Abdomen	(09-11)	3/8
Chest	(12)	3/9
Right Arm	(13-15)	3/7
Left Arm	(16-18)	3/7
Head	(19-20)	3/8

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Klanth	4	35%	1D10+1+1D4	35%	20
Spear	3	40%	1D6+1+1D4	40%	15
Shortsword	5	60%	1D6+1+1D4	60%	20
Sling	1	70%	1D8		
Bow	1	75%	1D6+1		
Small shield				50%	8
Medium shield				45%	12

SPELLS – Healing 2; Disruption; Shimmer 2; Bladesharp 2.
SKILLS – Hide in Cover 50%; Move Quietly 50%; Camouflage 55%; Spot Hidden Item 60%; Listen 65%; Ride Demi-Bird 80%.
TREASURE – Carries 2 wheels.
LANGUAGES – Speak and Write Auld Wyrmish 75%.

DEMI-BIRD NUMBER FOUR

STR 34 CON 15 SIZ 18
POW 7 DEX 13

Move 12
Hit Points 17

Right Leg	(01-04)	2/6
Left Leg	(05-08)	2/6
Abdomen	(09-10)	2/6
Chest	(11-13)	2/7
Right Wing	(14-15)	2/5
Left Wing	(16-17)	2/5
Head	(18-20)	2/6

Weapon	*SR*	*Attack*	*Damage*
Peck	7	55%	1D8+2D6
Kick	7	55%	1D12+2D6

DEMI-BIRD NUMBER THREE

STR 32 CON 12 SIZ 23
POW 9 DEX 14

Move 12
Hit Points 15

Right Leg	(01-04)	2/5
Left Leg	(05-08)	2/5
Abdomen	(09-10)	2/5
Chest	(11-13)	2/6
Right Wing	(14-15)	2/4
Left Wing	(16-17)	2/4
Head	(18-20)	2/5

Weapon	*SR*	*Attack*	*Damage*
Peck	6	50%	1D8+2D6
Kick	6	50%	1D12+2D6

will allow such a deed to go unavenged. Inoi has vowed to spend as much time and as many lives as is necessary to seek out this unknown person, kill him, and destroy the armor. This will make an interesting scenario.

The dragonewts will not fight unless they are attacked or until they encounter the man they seek. As dragonewts go, this group will be remarkably friendly as they constantly

BEAKED DRAGONEWT NUMBER THREE .....

STR 22 CON 18 SIZ 19
INT 6 POW 16 DEX 19
CHA 15

Move 7
Hit Points 20

Right Leg	(01-04)	5/7
Left Leg	(05-08)	5/7
Abdomen	(09-11)	5/7
Chest	(12)	5/8
Right Arm	(13-15)	5/6
Left Arm	(16-18)	5/6
Head	(19-20)	5/7

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Klanth	4	40%	1D10+1+2D6	40%	20
Spear	3	35%	1D6+1+2D6	35%	15
Shortsword	5	50%	1D6+1+2D6	50%	20
Sling	1	65%	1D8		
Bow	1	65%	1D6+1		
Small shield				60%	8
Medium shield				40%	12

SPELLS – Healing 2; Disruption; Shimmer 3.
SKILLS – Hide in Cover 55%; Move Quietly 50%; Camouflage 55%; Spot Hidden Item 60%; Listen 70%; Ride Demi-Bird 85%.
TREASURE – Carries 1 wheel, 14 guilders, and 11 clacks.
LANGUAGES – Speak Auld Wyrmish 75%; Write Auld Wyrmish 50%.

DEMI-BIRD NUMBER FIVE .....

STR 30 CON 11 SIZ 21
POW 13 DEX 15

Move 12
Hit Points 14

Right Leg	(01-04)	2/6
Left Leg	(05-08)	2/6
Abdomen	(09-10)	2/6
Chest	(11-13)	2/7
Right Wing	(14-15)	2/5
Left Wing	(16-17)	2/5
Head	(18-20)	2/6

Weapon	*SR*	*Attack*	*Damage*
Peck	6	50%	1D8+2D6
Kick	6	50%	1D12+2D6

CRESTED DRAGONEWT NUMBER ONE.....

STR 5 CON 9 SIZ 8
INT 9 POW 12 DEX 14
CHA 12

Move 7
Hit Points 8
Defense 05%

Right Leg	(01-04)	1/3
Left Leg	(05-08)	1/3
Abdomen	(09-11)	1/3
Chest	(12)	1/4
Right Arm	(13-15)	1/2
Left Arm	(16-18)	1/2
Head	(19-20)	1/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	2	40%	1D6+1		
Sling	2	50%	1D8		
Javelin	2	45%	1D10		
Short sword	7	35%	1D6+1	50%	20
Small shield				30%	8

SPELLS – Disruption; Mobility; Shimmer; Healing 2; Speedart 2.
SKILLS – Hide in Cover 50%; Move Quietly 50%; Camouflage 45%.
TREASURE – Carries 8 guilders; ransom is 150 guilders.
LANGUAGES – Speak Auld Wyrmish 80%.

search out information.

To the human eye, all dragonewts of a given caste or type look alike even to the extent of possessing identical personalities. If they do possess individuality, dragonewts do not display it in the presence of non-dragonewts. In dealings with others, the dragonewts follow a strict code. They will not speak to a non-dragonewt unless spoken-to first. Only the minimum required answer will be given. Only the senior-most dragonewt may speak with any other race. If he is unable to communicate because of language barrier, then no communication with the group is possible, regardless of whether or not any other member of the dragonewt party speaks the proper tongue.

The dragonewts are not easily coerced by force. They do not fear physical death. Only spiritual destruction is for them true death.

CRESTED DRAGONEWT NUMBER TWO.....

STR 8 CON 15 SIZ 8
INT 10 POW 7 DEX 11
CHA 12

Move 7
Hit Points 14

Right Leg	(01-04)	1/5
Left Leg	(05-08)	1/5
Abdomen	(09-11)	1/5
Chest	(12)	1/6
Right Arm	(13-15)	1/4
Left Arm	(16-18)	1/4
Head	(19-20)	1/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	3	35%	1D6+1		
Sling	3	40%	1D8		
Javelin	3	35%	1D10		
Short sword	8	40%	1D6+1	45%	20
Small shield				35%	8

SPELLS – Disruption; Mobility; Shimmer; Healing 3; Speedart 3.
SKILLS – Hide in Cover 20%; Move Quietly 40%; Camouflage 30%.
TREASURE – Carries 5 guilders; ransom is 150 guilders.
LANGUAGES – Speak Auld Wyrmish 80%.

CRESTED DRAGONEWT NUMBER THREE .....

STR 10 CON 15 SIZ 8
INT 9 POW 10 DEX 13
CHA 17

Move 7
Hit Points 14
Defense 05%

Right Leg	(01-04)	1/5
Left Leg	(05-08)	1/5
Abdomen	(09-11)	1/5
Chest	(12)	1/6
Right Arm	(13-15)	1/4
Left Arm	(16-18)	1/4
Head	(19-20)	1/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	2	30%	1D6+1		
Sling	2	35%	1D8		
Javelin	2	30%	1D10		
Short sword	7	35%	1D6+1	45%	20
Small shield				10%	8

SPELLS – Disruption; Mobility; Shimmer; Healing 2; Speedart 2.
SKILLS – Hide in Cover 35%; Move Quietly 30%; Camouflage 45%.
TREASURE – Carries 6 guilders; ransom is 150 guilders.
LANGUAGES – Speak Auld Wyrmish 80%.

CRESTED DRAGONEWT NUMBER FOUR .....

STR 8 CON 14 SIZ 7
INT 13 POW 11 DEX 8
CHA 14

Move 7
Hit Points 13

Right Leg	(01-04)	1/5
Left Leg	(05-08)	1/5
Abdomen	(09-11)	1/5
Chest	(12)	1/6
Right Arm	(13-15)	1/4
Left Arm	(16-18)	1/4
Head	(19-20)	1/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	4	40%	1D6+1		
Sling	4	45%	1D8		
Javelin	4	30%	1D10		
Short sword	9	40%	1D6+1	45%	20
Small shield				45%	8

SPELLS – Disruption; Mobility; Shimmer; Healing 6; Speedart 2.
SKILLS – Hide in Cover 20%; Move Quietly 25%; Camouflage 40%.
TREASURE – Carries 14 guilders; ransom is 150 guilders.
LANGUAGES – Speak Auld Wyrmish.

CRESTED DRAGONEWT NUMBER FIVE .....

STR 4 CON 9 SIZ 9
INT 6 POW 6 DEX 11
CHA 11

Move 7
Hit Points 9

Right Leg	(01-04)	1/3
Left Leg	(05-08)	1/3
Abdomen	(09-11)	1/3
Chest	(12)	1/4
Right Arm	(13-15)	1/2
Left Arm	(16-18)	1/2
Head	(19-20)	1/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	3	30%	1D6+1		
Sling	3	30%	1D8		
Javelin	3	25%	1D10		
Short sword	8	40%	1D6+1	15%	20
Small shield				30%	8

SPELLS – Disruption; Mobility; Shimmer; Healing 1; Speedart 1.
SKILLS – Hide in Cover 25%; Move Quietly 40%; Camouflage 35%.
TREASURE – Carries 3 guilders; ransom is 150 guilders.
LANGUAGES – Speak Auld Wyrmish.

10. DWARVES

The dwarves encountered in this region are all residents of the Rockwood Mountains. This range, lying to the south of Balazar, is home to thousands of the children of Mostal. However, because of racial agoraphobia (fear of being outside), dwarves spend most of their time underground and are encountered only rarely, even in the midst of their mountains.

One may occasionally meet a dwarf in the territory of Dykene. King Skilfil of Dykene has a special trade agreement with the dwarves, exchanging the services of his hunters for dwarven bronze weapons and armor. At least once a season, a party of dwarves leads a new band of hunters south to the mountains.

Two distinct dwarf groups have been provided. The first consists of the Priest, Rokheart Veinseeker and his three heavily armed and deadly bodyguards. Personalities have been provided for them for use as interactive non-player characters.

The second group is a less specific dwarf patrol. They are neither powerful nor pushovers. They are unnamed, but a Dwarven Name Table has been provided. If a particular dwarven non-player character is desired, simply select or randomize a name from the table and use the NPC Record Form (see Leaders chapter) to flesh out the character.

Encountered in the open, dwarves will try to avoid making contact (although they will attack racial enemies such as trolls and elves). If the dwarves are encountered in their own mountains, they will stop all intruders to insure that no hostile parties wander about their domain. If the adventuring party reveals that they carry gold, the dwarves will demand 50 wheels as trespass fee. If the party refuses to pay and/or does not have that much gold with them, the dwarves will attack if they think they might win. The dwarves want 50 wheels, not its equivalent in silver or gems. This applies only to the patrol of unnamed dwarves, not to Rokheart and his followers.

If the dwarven patrol is encountered, there is a 10% chance that a reknowned Priest of Dwarf-Father, Mostal the Maker, will accompany them. Such a group will be cooler headed, owing the wisdom of the Priest. The dwarven patrol will be found throughout the territory as either guards, scouts, or adventurers in search of new treasures.

DWARVEN NAME TABLE

D20	*Name*	*D20*	*Name*
01	Morken Stonehammer	11	Arble Chips
02	Sureaxe Woodfoe	12	Stonefriend
03	Olgam Oakfeller	13	Kelrick Longeye
04	Hardhelm Granitemoss	14	Rocknose Rhine
05	Darjem Deepstar	15	Phlint Rockbind
06	Igneous Mash	16	Lightlak Longtunnel
07	Loam the Metaller	17	Sandy Saltpeterson
08	Delver Darkshaft	18	Ruby Goldenvane
09	Threlm the Grinder	19	Wrong Jhon Silver
10	Rhetric Runekrafter	20	Manguld the Axe

ROKHEART VEINSEEKER'S GROUP

Rokheart's group is involved in a variety of missions on the outside world. He and his bodyguards may sometimes be met in the citadel of Dykene, picking up a new band of hunters, or searching out heroic types to undertake a mission, or out in the wilds seeking the source of a rumor.

The members of Rokheart's band carry non-standard *RQ* weaponry. Included are the flintlock pistols packed by the three bodyguards and the pair of hand grenades owned by Shellstone Grim. The dwarves are jealous of their technical items; should these weapons fall into the hands of adventurers, the dwarves will seek them out and probably use violence to reclaim the weapons.

The pistols are one-shot flintlocks. They fire a metal projectile (normally bronze) at high velocity. They do crushing damage, like a sling stone, rather than the impaling damage of a crossbow quarrel. The velocity of the missile adds the 2D6 damage bonus. Flintlock pistols must be reloaded between shots, taking 4-10 melee rounds depending on the reloading skill of the pistoleer.

The grenades carried by Shellstone Grim and Old Rock are a dwarvish innovation getting first trials in the outside world. The grenades are bronze or iron balls with extremely knobby surfaces about the size of an orange. Possessors of grenades wear a wrist bracelet with a special Delayed Ignite spell matrix engraved upon it (early models had the Rune engraved on the bomb itself, but that wasted good Rune Magic). The Delayed Ignite spell is like Ignite, except that once cast it takes 5 full strike ranks to start the flame, allowing the thrower time to hurl his bomb after priming it. Much of the skill involved in grenade lobbing (separating it from simple rock throwing) is the timing involved in getting it to explode at the proper instant.

The damage done by a hurled grenade is detailed on the Grenade Damage Table. When the grenade hits (a miss usually only means that particular placement is off, not a real miss), it will do the damage listed to one hit location. If a victim in range is shielded (hiding behind a medium or large shield or lying prone behind something), the shield absorbs blast damage to half its normal capacity. Rokheart carries one iron grenade that does double damage to trolls and elves.

GRENADE DAMAGE TABLE

Distance from Impact in Meters	*Damage*
0-1	5D6
1-2	4D6
2-4	3D6
4-6	2D6
6-8	1D6

ROKHEART VEINSEEKER

"Old Rock" as he is often called, is well-known and greatly respected among the dwarves of the Rockwoods as a Priest of Mostali. He often travels between the dwarven communities and acts as a liason with the humans of Balazar. Currently he only deals with his friend, King Skilfil of Dykene. Rokheart is occasionally found in that citadel and usually stays at the Stabbing Cat Inn where he continually beats innkeeper Ostakker Three-Scar at chess. Rok is older, but still in fighting trim. Like most dwarves, he is terse of speech, but he has a well-developed sense of humor. If found in Dykene, the reasons for his presence will be two-fold. He is openly there to pick up this season's band of hunters to take to the mountains. Covertly, he wants adventurer/thieves – preferably non-locals, to undertake a mission for him. The king of Dykene has many things old Rokheart has his sharp eyes on. If found with the dwarven patrol, he will tend to keep his followers in check. He has not achieved his powerful position by waylaying wandering humans who refuse to pay the dwarven trespass fee. He may pay the fee himself and attempt to exact service from the trespassers in exchange. However, should the rest of the dwarves attack against his wishes he will support them with full gusto.

HARC SKYBRAVER

This young but experienced dwarf is interested in all aspects of human culture. Its nuances intrigue him greatly. He is especially fascinated by human architecture, primitive though it may be. He thinks it possesses some vibrancy not found in the technical precision of dwarven structures. If given the chance, he would like to see the world and would willingly join an adventuring group if he got Rok's permission to leave. Harc has other undwarf-like behavior patterns. Once during a trading session with the griffins at Dykene Harc accepted a ride on the back of one of the younger beasts. He was thrilled (Rok was shocked!). He is anxious to find Griffin Mountain, so that he can meet his friend again (griffin number 11 in Points of Interest chapter). Furthermore, Harc once saved the life of Woodfriend the elf when the two of them were threatened by trolls.

SHELLSTONE GRIM

The son of an impoverished dwarven nobleman, Shellstone took up adventuring and eventually entered the service of the Mostal Priest. Shellstone is black-haired and full-bearded, with dark purple eyes. He has burn scars across his face, the result of an acid grenade exploding too soon. Shellstone is even-tempered and level-headed. He likes to fight, but knows that fighting is not always in the best interest of his master. Shellstone was chosen as a companion to Rok because of his tolerance for humans. That tolerance does not extend to elves or trolls: there is an 85% chance that he will shoot an elf or troll on sight. He will fire both pistols backed with his full Multimissile spell. Rok is not aware of this trait in his bodyguard. If Shellstone ever exhibits it Rok will make him ex-bodyguard (after the fight).

RUNI DARKWIND

Runi is a bland dwarf who is interested only in obtaining a large hoard of gold, gems, and dwarf items, and safely killing as many elves and trolls as he must before selecting a wife and becoming a fat, happy craftsman in his home village complex. He will not take any great risks unless so directly ordered. He never volunteers. Oddly, Runi collects weapons, particularly foreign weapons from places like Dragon Pass, Prax, or Peloria. He will pay more for them than they are worth. He normally carries at least one extra weapon, usually a sword of exotic manufacture.

ROKHEART VEINSEEKER . . . . . (dwarf male Mostali Rune Priest)

STR 21 CON 16 SIZ 6
INT 15 POW 20 DEX 20
CHA 20

Move 6
Hit Points 15
Defense 25%

Right Leg	(01-04)		6/5
Left Leg	(05-08)		6/5
Abdomen	(09-11)		6/5
Chest	(12)		6/6
Right Arm	(13-15)		6/4
Left Arm	(16-18)		6/4
Head	(19-20)		6/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Warhammer	5	95%	1D6+2+1D4	85%	15
Ax	5	70%	1D8+2+1D4	85%	15
5 shot cross bow					
	0	90%	2D4+2 (Multimissile 3 matrix)		
Grenade	0	50%	Special		
Small shield				85%	8

SPELLS – Detect Gold; Spirit Binding; Protection 4; Healing 6; Mobility; Harmonize; (known by Stonesee) Detect Magic; Dispel Magic 4; Detect Gems; Countermagic 3; Bludgeon 4; (known by Earthquirst) Mindspeech 2; Glue; Demoralize; Repair; (known by Thundercut) Detect Trap; Detect Silver; Detect Enemies; Detect Life; Detect Spirit; Detect Undead; Detection Blank 2.

RUNE MAGIC – Extension 2; Dismiss Elemental 1; Shield 2; Spirit Block 2; Summon Small Gnome; Summon Medium Gnome.

SKILLS – Armoring 60%; Evaluate Treasure 90%; Spot Trap 80%; Spot Hidden Item 65%; Set/Disarm Trap 75%; Listen 80%; Oratory 90%; General Knowledge 45%; Make all potency 15 acids, antidotes, blade venom, system poisons, and healing potions; Make 4 point battle magic potions; Make 5 point POW restoring potion.

MAGIC – A 5 shot crossbow with a Multimissile 3 matrix on it. This is a weapon usable only by a dwarf. If any other uses it, the first shot will be an automatic fumble, with a separate roll being made for each extra magical missile. The weapon will then collapse into a pile of rotting wood and corroding metal; a 10 point POW storage crystal; a 10 point healing potion; a mineral poison of potency 15; a potion of 15% manipulation enhancement; an ointment of Protection 2 (may be applied to two hit locations); a wrist band with a special Delayed Ignite matrix; an iron hand grenade.

TREASURE – Carries 50 wheels, a red gem worth 2000 guilders, and a green gem worth 450 guilders; ransom is 8000 guilders.

LANGUAGES – Speak and Write Mostali 90%; Speak and Write Trade Talk 75%; Speak Balazaring 60%; Speak and Write Dark Tongue 40%.

STONESEE . . . . . (allied spirit in medallion)
INT 13 POW 16

EARTHQUIRST . . . . . .(bound spirit in shadowcat familiar)
STR 10 CON 13 SIZ 4
INT 9 POW 21 DEX 22

Move 10
Hit Points 13

Defense 30%

Right Hind Leg	(01-02)	0/4
Left Hind Leg	(03-04)	0/4
Hindquarters	(05-07)	0/6
Forequarters	(08-10)	0/6
Right Foreleg	(11-13)	0/4
Left Foreleg	(14-16)	0/4
Head	(17-20)	0/5

Weapon	*SR*	*Attack*	*Damage*
Bite	7	55%	1D6
Rip	7	80%	2D6

SKILLS – Move Quietly 65%; Hide in Cover 55%.

THUNDERCUT . . . . . (bound spirit in bat familiar)
INT 8 POW 14

SMALL GNOME . . . . . .
STR 13 SIZ 3x3x3 meters INT 2 POW 20
Move 3
Hit Points 33

MEDIUM GNOME . . . . . .
STR 22 SIZ 3x6x3 meters INT 3 POW 14
Move 3
Hit Points 56

HARC SKYBRAVER . . . . . .(male dwarf)

STR 23 CON 17 SIZ 10
INT 14 POW 11 DEX 17
CHA 17

Move 6
Hit Points 17
Defense 15%

Right Leg	(01-04)	6/6
Left Leg	(05-08)	6/6
Abdomen	(09-11)	6/6
Chest	(12)	6/7
Right Arm	(13-15)	6/5
Left Arm	(16-18)	6/5
Head	(19-20)	7/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Ax	4	70%	1D8+2+1D6	65%	15
Warhammer	7	55%	1D6+2+1D6	60%	15
Crossbow	1	40%	1D8		
RH pistol*	1	90%	1D4+2+2D6		
LH pistol*	7	75%	1D4+2+2D6		
* simultaneous fire					
	4	65%			
Small shield				55%	8

SPELLS – Detect Gems; Bladesharp 3; Disruption; Protection 3; Healing 6, (known by Redloam) Multimissile 3; Repair.

SKILLS – Armoring 50%; Evaluate Treasure 80%; Spot Trap 70%; Set/Disarm Trap 60%; Reload Pistol 90% (reload time is 4 melee rounds); Make System Poison Antidote of Potency 15; Make Systemic Poison of Potency 12; Make 2 Point Battle Magic Potions; Pick Lock 25%; Hide in Cover 45%.

MAGIC – 2 single-shot, flintlock pistols with 20 reload cartridges; 1 dose of Healing 10 potion; 1 dose of Vigor potion; 1 flask of mineral poison of potency 12.

TREASURE – Carries 1 gem worth 400 L; ransom is 750 L.

LANGUAGES – Speak and Write Mostali 85%; Speak Dark Tongue 25%; Speak Trade Talk 50%; Speak Balazaring 45%.

REDLOAM . . . . . .(bound spirit in poisonous snake familiar)
INT 14 POW 16 (normally in a sack tied at the waist)

SHELLSTONE GRIM .....(male dwarf)

STR 17 CON 14 SIZ 12
INT 15 POW 16 DEX 18
CHA 13

Move 6
Hit Points 14
Defense 15%

Right Leg	(01-04)	6/5
Left Leg	(05-08)	6/5
Abdomen	(09-11)	6/5
Chest	(12)	6/6
Right Arm	(13-15)	6/4
Left Arm	(16-18)	6/4
Head	(19-20)	6/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Ax	5	75%	1D8+2+1D4	60%	15
Warhammer	9	80%	1D6+2+1D4	70%	15
Crossbow	1	45%	2D4+2		
RH pistol*	1	75%	1D4+2+2D6		
LH pistol*	7	65%	1D4+2+2D6		
*Simultaneous fire					
	4	50%			
Grenade	1	50%	Special		
Small shield				65%	8

SPELLS – Detect Magic; Detect Silver; Detect Gold; Bladesharp 3; Healing 2; Multimissile 4; Disruption; Protection 2.
SKILLS – Armoring 65%; Evaluate Treasure 80%; Spot Trap 90%; Set/Disarm Trap 65%; Reload Pistol 85% (reload time is 4 melee rounds); Make acid of potency 8; Make 4 point healing potion; Taste Analysis 45%; Riding 45%.
MAGIC – 4 point POW storage crystal; two single-shot flintlock pistols with 20 reload cartridges; two 4 point healing potions; a well padded, heavy glass flask containing acid of potency 8; two hand grenades.
TREASURE – Carries 50 L and 2 wheels; ransom is 1000 L.
LANGUAGES – Speak and Write Mostali 80%; Speak Trade Talk 45%; Speak Balazaring 55%.

RUNI DARKWIND .....(male dwarf)

STR 22 CON 17 SIZ 8
INT 18 POW 11 DEX 13
CHA 10

Move 6
Hit Points 16
Defense 15%

Right Leg	(01-04)	6/6
Left Leg	(05-08)	6/6
Abdomen	(09-11)	6/6
Chest	(12)	6/7
Right Arm	(13-15)	6/5
Left Arm	(16-18)	6/5
Head	(19-20)	6/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Ax	5	65%	1D8+2+1D4	65%	15
Warhammer	6	75%	1D6+2+1D4	80%	15
Crossbow	2	55%	2D4+2		
RH pistol*	2	65%	1D4+2+2D6		
LH pistol*	9	45%	1D4+2+2D6		
*Simultaneous fire					
	5	45%			
Small shield				60%	8

SPELLS – Bladesharp 2; Multimissile 4; Detect Gems; Detect Gold; Detect Magic; Detect Silver; Detect Life; Detect Spirit; Detect Enemy; Healing 2; Disruption; Protection 2.
SKILLS – Armoring 55%; Evaluate Treasure 75%; Spot Trap 55%; Set/Disarm Trap 80%; Make blade venom of potency 10; Make 1 point battle magic potions; Move Quietly 45%; Listen 65%; Spot Hidden Item 50%; Taste Analysis 45%; Reload Pistol 55% (reload time is 5 melee rounds).
MAGIC – Copper bracelet with Countermagic 3 matrix; two single-shot flintlock pistols and 20 reload cartridges.
TREASURE – Carries 60 L; ransom is 400 L.
LANGUAGES – Speak and Write Mostali 75%; Speak and Write Trade Talk 55%; Speak Balazaring 25%.

DWARF PATROL

DWARF NUMBER ONE.....

STR 16 CON 16 SIZ 10
INT 14 POW 8 DEX10
CHA 8

Move 6
Hit Points 16
Defense 05%

Right Leg	(01-04)	6/6
Left Leg	(05-08)	6/6
Abdomen	(09-11)	6/6
Chest	(12)	6/7
Right Arm	(13-15)	6/5
Left Arm	(16-18)	6/5
Head	(19-20)	6/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Ax	6	50%	1D8+2+1D4	45%	15
Warhammer	7	60%	1D6+2+1D4	55%	15
Crossbow	3	60%	2D4+2		
Small shield				45%	8

SPELLS – Detect Magic; Detect Gems; Bladesharp 4; Disruption; Protection 2; Healing 2.
SKILLS – Armoring 55%; Evaluate Treasure 75%; Spot Trap 65%; Set/Disarm Trap 65%.
MAGIC – Gold wheel with Detect Gold matrix on it; a potion of 4 point healing; a potion of battle magic spell Vigor.
TREASURE – Carries 55 guilders; ransom is 400 guilders.
LANGUAGES – Speak and Write Mostali 85%; Speak Darktongue.

DWARF NUMBER TWO.....

STR 20 CON 16 SIZ 7
INT 9 POW 12 DEX 11
CHA 14

Move 6
Hit Points 15

Right Leg	(01-04)	6/5
Left Leg	(05-08)	6/5
Abdomen	(09-11)	6/5
Chest	(12)	6/6
Right Arm	(13-15)	6/4
Left Arm	(16-18)	6/4
Head	(19-20)	6/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Ax	6	40%	1D8+2+1D4	40%	15
Warhammer	7	70%	1D6+2+1D4	70%	15
Crossbow	3	70%	1D8		
Small shield				40%	8

SPELLS – Bladesharp 4; Disruption; Protection 2; Healing 2.
SKILLS – Armoring 75%; Evaluate Treasure 70%; Spot Trap 90%; Set/Disarm Trap 75%.
MAGIC – 2 point POW enhancing crystal; a flask of acid of potency 10.
TREASURE – Carries 50 guilders; ransom is 400 guilders.
LANGUAGES – Speak and Write Mostali 80%; Speak Trade Talk 70%.

DWARF NUMBER THREE

STR 16 CON 16 SIZ 3
INT 14 POW 14 DEX 15
CHA 7

Move 6
Hit Points 14
Defense 15%

Right Leg	(01-04)	6/5
Left Leg	(05-08)	6/5
Abdomen	(09-11)	6/5
Chest	(12)	6/6
Right Arm	(13-15)	6/4
Left Arm	(16-18)	6/4
Head	(19-20)	6/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Ax	6	40%	1D8+2	40%	15
Warhammer	7	40%	1D6+2	40%	15
Crossbow	3	50%	2D4+2		
Small shield				40%	8

SPELLS – Detect Gold; Bladesharp 3; Disruption; Protection 3; Healing 6.
SKILLS – Armoring 65%; Evaluate Treasure 80%; Spot Trap 70%; Set/Disarm Trap 60%.
MAGIC – 8 point POW storage crystal; two potions of 3 point healing.
TREASURE – Carries 65 guilders; ransom is 400 guilders.
LANGUAGES – Speak and Write Mostali 85%; Speak Trade Talk 45%.

DWARF NUMBER FOUR

STR 17 CON 13 SIZ 2
INT 9 POW 9 DEX 9
CHA 4

Move 6
Hit Points 11
Defense 05%

Right Leg	(01-04)	6/4
Left Leg	(05-08)	6/4
Abdomen	(09-11)	6/4
Chest	(12)	6/5
Right Arm	(13-15)	6/3
Left Arm	(16-18)	6/3
Head	(19-20)	6/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Ax	7	35%	1D8+2	40%	15
Warhammer	8	35%	1D6+2	40%	15
Crossbow	3	35%	2D4+2		
Small shield				60%	8

SPELLS – Detect Gems; Bladesharp 2; Disruption; Protection 2; Healing 2.
SKILLS – Armoring 50%; Evaluate Treasure 55%; Spot Trap 55%; Set/Disarm Trap 80%.
MAGIC – 9 point POW storage crystal; potion of Coordination; potion of Healing 6; mineral poison potion of potency 12.
TREASURE – Carries 20 guilders; ransom is 400 guilders.
LANGUAGES – Speak and Write Mostali 80%.

DWARF NUMBER FIVE

STR 11 CON 16 SIZ 8
INT 13 POW 11 DEX 10
CHA 16

Move 6
Hit Points 15
Defense 05%

Right Leg	(01-04)	6/5
Left Leg	(05-08)	6/5
Abdomen	(09-11)	6/5
Chest	(12)	6/6
Right Arm	(13-15)	6/4
Left Arm	(16-18)	6/4
Head	(19-20)	6/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Ax	6	35%	1D8+2	30%	15
Warhammer	7	35%	1D6+2	30%	15
Crossbow	3	55%	2D4+2		
Small shield				40%	8

SPELLS – Detect Magic; Detect Gems; Detect Silver; Detect Gold; Bladesharp 2; Disruption; Protection 3; Healing 2.
SKILLS – Armoring 70%; Evaluate Treasure 80%; Spot Trap 60%; Set/Disarm Trap 70%.
MAGIC – Potion of 20% perception enhancement; potion of Farseeing.
TREASURE – Carries 40 guilders; ransom is 400 guilders.
LANGUAGES – Speak and Write Mostali 85%; Speak Trade Talk 60%.

DWARF NUMBER SIX

STR 13 CON 15 SIZ 10
INT 6 POW 12 DEX 9
CHA 11

Move 6
Hit Points 15

Right Leg	(01-04)	6/5
Left Leg	(05-08)	6/5
Abdomen	(09-11)	6/5
Chest	(12)	6/6
Right Arm	(13-15)	6/4
Left Arm	(16-18)	6/4
Head	(19-20)	6/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Ax	6	35%	1D8+2	40%	15
Warhammer	7	45%	1D6+2	50%	15
Crossbow	3	25%	2D4+2		
Small Shield				30%	8

SPELLS – Bladesharp 2; Disruption; Protection 3.
SKILLS – Armoring 50%; Evaluate Treasure 70%; Spot Trap 50%; Set/Disarm Trap 75%.
TREASURE – Carries 40 guilders; ransom is 400 guilders.
MAGIC – Ax with Bladesharp 3 matrix; potion of Glue 2.
LANGUAGES – Speak and Write Mostali 75%.

ELASMOSAURUS

STR 39 CON 21 SIZ 48
POW 16 DEX 16

Move 12
Hit Points 30

Tail	(01-04)	9/10
R Hind Flipper	(05)	9/ 8
L Hind Flipper	(06)	9/ 8
Hindquarters	(07-10)	9/12
Forequarters	(11-14)	9/12
R Front Flipper	(15)	9/ 8
L Front Flipper	(16)	9/ 8
Head	(17-20)	9/10

Weapon	*SR*	*Attack*	*Damage*
Bite*	6	60%	1D10+4D6
Tail	6	60%	1D6+4D6

[11]

ELASMOSAURI

The elasmosauri living the Elf Sea and its tributaries are vicious and dangerous creatures who normally hunt alone. When an elasmosaurus is encountered, it will attempt to grab one victim and swim off with him or her. Elasmosauri never stay to fight if the fight becomes difficult, although they might return for more after eating their first victim.

The number of elasmosauri living in the Elf Sea region is unknown but there are at least a dozen.

* If the target is 1/3 the SIZ of the elasmosaurus, or smaller, and the bite result is a special hit, the victim has been grabbed and carried off. The elasmosaurus will usually carry such victims away and hold them underwater to drown them.

12. ELVES

All Aldryami encountered in this region live in forests to the north and east of Balazar, in the section known as the Elder Wilds. There are two groups of elves in this book. Unless stated otherwise, encounters with elves will usually be with a scouting party (75%). However, it is also possible that the scouts could be an advance patrol for Strongbark's group.

SCOUTING PARTY

The first group is the elf scouting party. These are slightly more generic elves, four above-average Aldryami warriors assigned to patrol the wilds. They are unnamed, but the Elven Name Table has been provided for names similar in tone and texture to those of Strongbark's band. These stats may be easily fleshed out by selecting or randomly choosing a name and using the NPC Record Form (in the Leaders chapter) to round out the character.

ELVEN NAME TABLE

D20	*Name*	*D20*	*Name*
01	Starflower	11	Woodwise
02	Greentree	12	Red Willow
03	Everbloom	13	Moonshadow
04	Oakleaf	14	Warmwood
05	Black Cherry	15	Silverloam
06	Elmstem	16	Snaptwig
07	Root Tender	17	Bluebud
08	Bluebranch	18	Bronzetrunk
09	Greymoss	19	Treetop
10	Gilden Glade	20	Turnleaf

Scouting parties watch areas adjacent to the forest, insuring that few, if any, enemies approach undetected. An encountered adventuring party will not be interfered with unless it contains known racial or cult enemies (i.e., trolls, dwarves, or worshippers of Zorak Zoran or Kyger Litor). Other parties are considered neutral. Note that all elves encountered on rivers will be scouting groups riding in special canoes. These canoes are made of still living wood (much similar to the special elven bow) and any destruction of them will greatly anger all elves who hear of it. In all other respects, treat these craft as normal canoes.

Strongbark's group are adventurer elves. They too will attack racial enemies if it doesn't look overly dangerous, but they are also on a special mission. They will be open to suggestions of mutual missions, if the prospect does not involve conflict with friends. Strongbark is special envoy to the human king at Trilus, to negotiate a treaty/alliance between that tribe of humans and themselves with a goal of overthrowing mutual enemies – namely the Dykeneans who in recent years have aligned themselves with the dwarves of the Rockwood Mountains. It is possible that the elves may ambush Dykenean hunter groups.

ELF SCOUT NUMBER ONE . (male Elf cult initiate)

STR 12 CON 12 SIZ 10
INT 17 POW 14 DEX 20
CHA 9

Move 9
Hit Points 12
Defense 20%

Right Leg	(01-04)	4/4
Left Leg	(05-08)	4/4
Abdomen	(09-11)	5/4
Chest	(12)	5/5
Right Arm	(13-15)	4/3
Left Arm	(16-18)	4/3
Head	(19-20)	5/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Elf bow	0	80%	1D8+1		
1H spear	4	65%	1D6+1	50%	15
Javelin	0	75%	1D10		
Shortsword	5	55%	1D6+1	60%	20
Small shield				40%	8

SPELLS – Healing 6; Multimissile 4; Extinguish; Shimmer 2; Silence; Foodsong.
SKILLS – Identify Plants 80%; Move Silently 50%; Climbing 65%; Listen 40%; Hide in Cover 75%; Spot Hidden Item 50%; Find Healing Plants 45%; Tracking 60%; Camouflage 55%.
MAGIC – Elf bow stores 10 POW points; copper ring with Befuddle matrix.
TREASURE – Carries 30 L; ransom is 1000 L.
LANGUAGES – Speak Aldryami 85%; Write Aldryami 60%; Speak and Write Trade Talk 60%; Speak Balazaring 35%; Speak Beast Speech 30%.

ELF SCOUT NUMBER TWO (female Elf cult initiate)

STR 12 CON 13 SIZ 9
INT 10 POW 17 DEX 18
CHA 16

Move 9
Hit Points 14
Defense 15%

Right Leg	(01-04)	5/5
Left Leg	(05-08)	5/5
Abdomen	(09-11)	5/5
Chest	(12)	5/6
Right Arm	(13-15)	4/4
Left Arm	(16-18)	4/4
Head	(19-20)	5/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Elf bow	1	65%	1D8+1		
1H spear	4	50%	1D6+1	45%	15
Javelin	1	55%	1D10		
Shortsword	6	50%	1D6+1	50%	20
Small shield				60%	8

SPELLS – Healing 2; Multimissile 3; Shimmer 2; Befuddle; Speedart.
SKILLS – Hide in Cover 45%; Move Quietly 50%; Camouflage 45%; Spot Hidden Item 60%; Identify Plants 65%; Find Healing Plants 40%; Hide Item 35%; Set Snares and Traps 40%; Oratory 35%; Bargaining 25%.
MAGIC – Elf bow that stores 9 POW points.
TREASURE – Carries 1 wheel and 18 L; ransom is 400 L.
LANGUAGES – Speak Aldryami 55%; Write Aldryami 35%; Speak Trade Talk 40%.

ELF SCOUT NUMBER THREE(male Elf cult initiate)

STR 7 CON 15 SIZ 11
INT 11 POW 15 DEX 18
CHA 9

Move 9
Hit Points 15
Defense 10%

Right Leg	(01-04)	3/5
Left Leg	(05-08)	3/5
Abdomen	(09-11)	3/5
Chest	(12)	3/6
Right Arm	(13-15)	3/4
Left Arm	(16-18)	3/4
Head	(19-20)	4/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Elf bow	1	60%	1D8+1		
1H spear	5	45%	1D6+1	50%	15
Javelin	1	50%	1D10		
Shortsword	6	45%	1D6+1	35%	20
Small shield				50%	8

SPELLS – Healing 3; Multimissile 2; Invisibility; Befuddle.
SKILLS – Hide in Cover 45%; Move Quietly 40%; Camouflage 35%; Listen 50%; Spot Hidden Item 35%; Identify Plants 40%; Find Healing Plants 45%.
MAGIC – Elf bow that stores 8 POW points.
TREASURE – Carries a gem worth 10 L and a ring worth 20 L; ransom is 300 L.
LANGUAGES – Speak Aldryami 85%; Write Aldryami 40%; Speak Trade Talk 50%.

ELF SCOUT NUMBER FOUR(female Elf cult initiate)

STR 9 CON 11 SIZ 12
INT 12 POW 19 DEX 21
CHA 12

Move 9
Hit Points 11
Defense 10%

Right Leg	(01-04)	4/4
Left Leg	(05-08)	4/4
Abdomen	(09-11)	4/4
Chest	(12)	4/5
Right Arm	(13-15)	4/3
Left Arm	(16-18)	4/3
Head	(19-20)	5/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Elf bow	0	50%	1D8+1		
1H spear	4	40%	1D6+1	40%	15
Javelin	0	50%	1D10		
Shortsword	5	50%	1D6+1	45%	20
Small shield				45%	8

SPELLS – Healing 2; Multimissile 1; Demoralize; Extinguish.
SKILLS – First Aid 30%; Hide in Cover 50%; Move Quietly 45%; Camouflage 60%; Listen 35%; Spot Hidden Item 40%; Identify Plants 15%.
MAGIC – Elf bow that stores 7 POW points.
TREASURE – Carries 25 clacks, 3 L, and a gem worth 5 L; ransom is 200 L.
LANGUAGES – Speak Aldryami 65%; Write Aldryami 30%; Speak Trade Talk 45%; Write Dark Tongue 25%.

STRONGBARK'S GROUP

The second group is known as Strongbark and company. There are ten elves, one of them an Elf cult Rune Priest, and the rest are better than average. We created personalities for this group, so that they can be used for more than just a combat encounter with a party of elves. Interesting scenarios can develop from non-player personalities. Take a look at their motivations and determine how they will interact with player characters.

STRONGBARK

He is the spiritual but not temporal leader of any elven group he may be a part of. He is a very slight-appearing elf and looks older than his compatriots. The elf Pine Daughter is his own daughter and he will do anything he can to protect her. As powerful as he is, Strongbark is loathe to take life and will

STRONGBARK . .(male elf Rune Priest of Aldryami)

STR 7 CON 9 SIZ 7
INT 21 POW 18 DEX 19
CHA 10

Move 9
Hit Points 9
Defense 40%

Right Leg	(01-04)	5/3
Left Leg	(05-08)	5/3
Abdomen	(09-11)	6/3
Chest	(12)	6/4
Right Arm	(13-15)	5/2
Left Arm	(16-18)	5/2
Head	(19-20)	6/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	1	95%	1D8+1		
Javelin	1	95%	1D10		
Shortsword	5	95%	1D6+1	95%	20
Copper staff	4	80%	2D8	65%	15
Small shield				85%	8

SPELLS – Healing 6; Speedart 5; Protection 4; Multimissile 6; (known by Sapeye) Detect Life; Vigor; Harmonize; Befuddle; Demoralize.
RUNE MAGIC – Concealment; Shield 4; Divination 1; Arrow Trance; Heal Body; (known by Sapeye) Create Warrior of Wood 2.
SKILLS – Find Healing Plants 80%; Hide in Cover 70%; Move Quietly 65%; Listen 65%; Camouflage 70%; Spot Hidden Item 80%.
MAGIC – 9 point POW storage crystal; copper staff; gold ring with Lantern 4 matrix (gift from Yelmalio cult).
TREASURE – Carries 10 wheels; ransom is 5500 guilders.
LANGUAGES – Speak Firespeech 45%; Speak and Write Aldryami 100%; Speak and Write Trade Talk 60%; Speak Balazar 70%.

SAPEYE . . . . . .(allied spirit in staff)
INT 17 POW 23

GREENSHRUB. . . . . .(male elf)

STR 7 CON 9 SIZ 10
INT 18 POW 15 DEX 16
CHA 13

Move 9
Hit Points 9
Defense 20%

Right Leg	(01-04)	4/3
Left Leg	(05-08)	4/3
Abdomen	(09-11)	4/3
Chest	(12)	4/4
Right Arm	(13-15)	4/2
Left Arm	(16-18)	4/2
Head	(19-20)	4/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	1	60%	1D8+1		
Javelin	1	45%	1D10		
Shortsword	6	60%	1D6+1	45%	20
Small shield				50%	8

SPELLS – Healing 6; Detect Life; Speedart 3; Multimissile 2; Protection 4; Befuddle; Demoralize.
SKILLS – Hide in Cover 50%; Move Quietly 45%; Camouflage 55%; Listen 45%; Spot Hidden Item 50%.
MAGIC – 8 point double POW yielding crystal.
TREASURE – Carries 20 wheels; ransom is 1000 guilders.
LANGUAGES – Speak and Write Aldryami 90%; Speak Trade Talk 60%.

usually act as if demoralized for 1D8 days after a conflict in which he has been required to kill. Greenshrub, Strongbark's nephew, tends to keep an eye on the older elf, pulling him through tough situations. They will always be found together.

GREENSHRUB

He is the nephew of Strongbark and the cousin of Pine Daughter. He watches over Strongbark and gives the older elf moral support when he is depressed. He is also the husband of the elf Rivertree. He knows that both his wife and his cousin can look out for themselves; if he discovers that they have been killed or mutilated, he will track down the offenders and slay them.

SILVER RUNNING

A female elf of good family, she loves adventuring. If asked, she will immediately join an encountered group of adventurers. Though intelligent, Silver Running is impetuous and will do rash, even stupid things at times. ("These rotten trolls only outnumber us three to one . . . c'mon charge!")

SHRUBFEEDER

He is a male elf with an ax to grind. Regardless of the attitude of the rest of the elves in the group, he hates humans with a passion eating at him like a cancer. He will do anything within his power to secretly slay any human he encounters, for his family and home were destroyed by the Lunar Empire's expansion into his home forest. To slay humans, he would desert his comrades and even sell himself to Chaos. He has no friends except the female elf Greenwood, who feels sorry for him.

RIVERTREE

She is a female elf, the wife of Greenshrub. She is one of the few elves ever to travel to the Lunar city of Furthest and feels more comfortable around humans than most of her com-

SILVER RUNNING .....(elf female)

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

Move 9
Hit Points 15
Defense 05%

Right Leg	(01-04)	2/5
Left Leg	(05-08)	2/5
Abdomen	(09-11)	4/5
Chest	(12)	4/6
Right Arm	(13-15)	2/4
Left Arm	(16-18)	2/4
Head	(19-20)	4/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	3	50%	1D8+1		
Javelin	3	40%	1D10		
Shortsword	8	45%	1D6+1	30%	20
Small shield				50%	8

SPELLS – Healing 2; Speedart 3; Multimissile 3; Protection 3; Harmonize; Befuddle; Demoralize.
SKILLS – Hide in Cover 45%; Move Quietly 50%; Camouflage 35%; Listen 60%; Spot Hidden Item 40%.
TREASURE – Carries 40 guilders and 3 wheels; ransom is 1000 guilders.
LANGUAGES – Speak and Write Aldryami 85%.

SHRUBFEEDER.....(elf male)

STR 8 CON 8 SIZ 10
INT 14 POW 15 DEX 14
CHA 11

Move 9
Hit Points 8
Defense 10%

Right Leg	(01-04)	2/3
Left Leg	(05-08)	2/3
Abdomen	(09-11)	6/3
Chest	(12)	6/3
Right Arm	(13-15)	3/2
Left Arm	(16-18)	3/2
Head	(19-20)	5/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	2	50%	1D8+1		
Javelin	2	50%	1D10		
Shortsword	7	60%	1D6+1	55%	20
Small shield				40%	8

SPELLS – Healing 6; Detect Life; Protection 2; Vigor; Befuddle; Demoralize.
SKILLS – Hide in Cover 40%; Move Quietly 70%; Camouflage 55%; Listen 45%; Spot Hidden Item 60%.
TREASURE – Carries 10 wheels.
LANGUAGES – Speak and Write Aldryami 85%; Speak Trade Talk 70%.

RIVERTREE .....(elf female)

STR 6 CON 13 SIZ 11
INT 12 POW 11 DEX 10
CHA 14

Move 9
Hit Points 13

Right Leg	(01-04)	4/5
Left Leg	(05-08)	4/5
Abdomen	(09-11)	6/5
Chest	(12)	6/6
Right Arm	(13-15)	4/4
Left Arm	(16-18)	4/4
Head	(19-20)	6/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	3	55%	1D8+1		
Javelin	3	30%	1D10		
Shortsword	8	35%	1D6+1	55%	20
Small shield				50%	8

SPELLS – Healing 2; Multimissile 2; Protection 4; Harmonize; Befuddle; Demoralize.
SKILLS – Hide in Cover 50%; Move Quietly 40%; Camouflage 60%; Listen 80%; Spot Hidden Item 50%.
MAGIC – 11 point POW storage crystal.
TREASURE – Carries 15 wheels; ransom is 1000 guilders.
LANGUAGES – Speak and Write Aldryami 80%; Speak Trade Talk 40%.

SILVAN GROWTH.....(elf male)

STR 9 CON 12 SIZ 6
INT 12 POW 16 DEX 15
CHA 12

Move 9
Hit Points 11
Defense 05%

Right Leg	(01-04)	3/4
Left Leg	(05-08)	3/4
Abdomen	(09-11)	4/4
Chest	(12)	4/5
Right Arm	(13-15)	3/3
Left Arm	(16-18)	3/3
Head	(19-20)	4/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	2	50%	1D8+1		
Javelin	2	45%	1D10		
Short sword	7	60%	1D6+1	50%	20
Small shield				40%	8

SPELLS – Healing 6; Speedart 1; Protection 4; Demoralize.
SKILLS – Hide in Cover 35%; Move Quietly 40%; Camouflage 30%; Listen 45%; Spot Hidden Item 50%; Tell Story 70%; Sing 80%; Play Harp 50%; Play Reed Pipes 75%.
TREASURE – Carries 40 guilders.
LANGUAGES – Speak and Write Aldryami 80%.

rades. While she is very much in love with her husband, she does not care for the way he over-protects his uncle Strongbark.

SILVAN GROWTH

He is a happy-go-lucky elf. Life is a big joke. He takes few things seriously. He is along for the ride and acts as a morale booster. He likes to sing and tell stories. At the first encounter with an acting troupe or player cult, he will probably join them. His love for Pine Daughter is unrequited.

PINE DAUGHTER

She is the only child of the Priest Strongbark. She leads any group of elves she joins. Normally her father will be in the group. She is unaware of her father's inner turmoil. Pine Daughter knows how to get the most out of her followers. If she commands, add 1/3 to their movement rate regardless of terrain. Pine Daughter cares only for action and leading the action. She is often unaware of the feelings of others, seeing her comrades as things, not people. She does not know of Silvan Growth's feelings for her and has very little use for the "idler."

BLOSSOM YELLOW

A shy young elf female, she will not speak in the presence of humans or other races.

GREENWOOD

She is a female elf and the lover of Woodfriend. She feels sorry for the tormented Shrubfeeder and the attention she shows the bilious elf causes Woodfriend distress. Once extremely attractive, a fire set by trolls badly scarred her face. Her feelings toward trolls help her understand what Shrubfeeder feels. However, she has not let hate run her life. She tends to see the worst side of things and makes everyone aware of her feelings. If her lover was to be killed, she would be des-

PINE DAUGHTER .....(elf female)

STR 10 CON 13 SIZ 7
INT 15 POW 14 DEX 13
CHA 17

Move 9
Hit Points 11
Defense 15%

Right Leg	(01-04)	4/4
Left Leg	(05-08)	4/4
Abdomen	(09-11)	5/4
Chest	(12)	5/5
Right Arm	(13-15)	4/3
Left Arm	(16-18)	4/3
Head	(19-20)	6/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	2	60%	1D8+1		
Javelin	2	60%	1D10		
Short sword	7	50%	1D6+1	45%	20
Small shield				45%	8

SPELLS – Healing 4; Detect Life; Protection 4; Speedart 2; Harmonize; Befuddle; Demoralize.
SKILLS – Hide in Cover 45%; Move Quietly 55%; Camouflage 45%; Listen 75%; Spot Hidden Item 50%.
MAGIC – Bronze wand with Disruption matrix.
TREASURE – Carries 40 wheels; ransom is 1000 guilders.
LANGUAGES – Speak and Write Aldryami 85%; Speak and Write Trade Talk 55%.

BLOSSOM YELLOW .....(elf female)

STR 7 CON 7 SIZ 10
INT 15 POW 12 DEX 17
CHA 8

Move 9
Hit Points 7
Defense 20%

Right Leg	(01-04)	4/3
Left Leg	(05-08)	4/3
Abdomen	(09-11)	6/3
Chest	(12)	6/4
Right Arm	(13-15)	4/2
Left Arm	(16-18)	4/2
Head	(19-20)	6/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	1	50%	1D8+1		
Javelin	1	55%	1D10		
Short sword	6	55%	1D6+1	40%	20
Small shield				40%	8

SPELLS – Healing 6; Detect Life; Speedart 1; Multimissile 1; Protection 4; Befuddle; Demoralize.
SKILLS – Hide in Cover 55%; Move Quietly 75%, Camouflage 45%; Listen 60%; Spot Hidden Item 60%.
MAGIC – 6 point POW storage crystal.
TREASURE – Carries 50 guilders; ransom is 1000 guilders.
LANGUAGES – Speak and Write Aldryami 85%.

GREENWOOD .....(elf female)

STR 10 CON 15 SIZ 11
INT 12 POW 12 DEX 17
CHA 8

Move 9
Hit Points 15
Defense 10%

Right Leg	(01-04)	3/5
Left Leg	(05-08)	3/5
Abdomen	(09-11)	4/5
Chest	(12)	4/6
Right Arm	(13-15)	3/4
Left Arm	(16-18)	3/4
Head	(19-20)	5/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	2	50%	1D8+1		
Javelin	2	55%	1D10		
Short sword	7	60%	1D6+1	60%	20
Small shield				55%	8

SPELLS – Healing 2; Detect Life; Befuddle; Demoralize; Harmonize; Protection 4; Multimissile 1.
SKILLS – Hide in Cover 50%; Move Quietly 45%; Camouflage 40%; Listen 55%; Spot Hidden Item 40%.
MAGIC – Short sword has Bladesharp 3 matrix.
TREASURE – Carries 15 guilders; ransom is 1000 guilders.
LANGUAGES – Speak and Write Aldryami 80%.

WOODFRIEND.....(elf male)

STR 7 CON 9 SIZ 10
INT 17 POW 11 DEX 16
CHA 11

Move 9
Hit Points 9
Defense 15%

Right Leg	(01-04)	4/3
Left Leg	(05-08)	4/3
Abdomen	(09-11)	4/3
Chest	(12)	4/4
Right Arm	(13-15)	4/2
Left Arm	(16-18)	4/2
Head	(19-20)	4/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bow	1	65%	1D8+1		
Javelin	1	55%	1D10		
Short sword	6	45%	1D6+1	60%	20
Small shield				40%	8

SPELLS – Healing 6; Detect Life; Speedart 1; Multimissile 1; Protection 4; Harmonize; Befuddle; Demoralize.
SKILLS – Hide in Cover 55%; Move Quietly 45%; Camouflage 60%; Listen 40%; Spot Hidden Item 40%.
MAGIC – 10 point POW storage crystal.
TREASURE – Carries 20 wheels and 5 clacks; ransom is 1000 guilders.
LANGUAGES – Speak and Write Aldryami 90%.

pondent rather than vengeful. If hit by a Demoralize spell, she will immediately give up.

WOODFRIEND

If there is such a thing as a "barbarian elf," it is Woodfriend. As a child he was raised by the Balazarings and did not discover his "elfness" till nearly grown. He just thought that he was odd. He has many friends amongst the hunters and they hold him a blood brother. Woodfriend is partially responsible for the good feeling currently existing between elves and the hunters. He discovered his elfness when he and several riders rescued a young elf maid being tortured by trolls. He fell in love with the girl, Greenwood, and has since traveled with her. Woodfriend is intensely jealous of Shrubfeeder because of the attention that Greenwood gives to her childhood friend. He wouldn't mind if Shrubfeeder's hatred of humans finally did him in.

13. GIANTS

The presence of giants in and around Balazar is legendary, dating back to Elkoi's enslavement of three of the mammoth hulks to build his citadel. Importantly, the giants described here are in no way connected with the giants of Gonn Orta's castle. One may visit the castle, but this is rare. All giants are aware of the castle's presence.

When a giant is encountered, use the Giant Encounter Table to determine which of the three giants or groups of giants has been met. Their reaction to adventurers is fairly random, usually dependent on the personality of the giant. Use Reaction Table Two, neutral column, to determine this. It can be expected, however, that if attacked they will return the attack and will rarely molest anyone who offers them a substantial bribe.

GIANT ENCOUNTER TABLE

D100	*Giant Encountered*
01-25	Bunscotto the Kind Giant
26-70	Warren's Favorite Giant
71-00	The Slugger Gang

BUNSCOTTO THE KIND GIANT (10 meter tall female)

STR 85 CON 15 SIZ 87
INT 12 POW 9 DEX 11
CHA 7

Move 12
Hit Points 34

Right Leg	(01-04)	7/12
Left Leg	(05-08)	7/12
Abdomen	(09-11)	6/12
Chest	(12)	6/13
Right Arm	(13-15)	6/11
Left Arm	(16-18)	6/11
Head	(19-20)	6/12

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Maul	4	115%	2D8+10D6	45%	20
Thrown rock	3	100%	8D4		

SPELLS – Healing 6; Vigor.
SKILLS – Find Healing Plant 15%.

WARREN'S FAVORITE GIANT (10 meter tall male)

STR 79 CON 14 SIZ 52
INT 10 POW 13 DEX 8
CHA 10

Move 12
Hit Points 24

Right Leg	(01-04)	12/8
Left Leg	(05-08)	12/8
Abdomen	(09-11)	6/8
Chest	(12)	6/9
Right Arm	(13-15)	6/7
Left Arm	(16-18)	6/7
Head	(19-20)	6/8

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Maul	5	105%	2D8+7D6	80%	20
Thrown rock	4	80%	7D4		
Peashooter	4	60%	1D8+2+3D6		

SPELLS – Farsee; Multimissile 2; Protection 4.

BUNSCOTTO THE KIND GIANT

Bunscotto is a motherly female giant. She treats all encounters as friendly whether it is with a Chalana Arroy Priestess or the vilest of broos. She thinks that little people are cute and treats all non-giants like small children. Bunscotto is interested in helping people and has learned Healing 6 and has limited knowledge of healing plants. However, 60% of any such plants found will be too large for convenient use by adventurers. Anyone willing to trust Bunscotto will always obtain a free meal and a safe place to sleep for the night. Unless sorely pressed, Bunscotto will never try to kill anyone. If she does, she feels terrible about it for years.

WARREN'S FAVORITE GIANT

Where he got his name, even the giant doesn't remember. However, it is the only name he knows and the one he goes by, using the full title whenever he refers to himself. Warren's Favorite Giant is capricious and will usually treat all encounters as neutral. Normally, his favorite entertainment is using the Farsee spell to get his range and then use his peashooter to fire a fist-sized rock into the midst of an adventuring group. He can effectively fire in this manner up to a full kilometer or more, depending on terrain and weather conditions. His attack percentage for this long range attack is half the score listed for a direct attack. Should he score a hit in this fashion, a booming belly-laugh will be heard across the countryside.

THE SLUGGER GANG

This group of unruly behemoths consists of three more or less young giants who have banded together to cause mischief and occasional destruction. They treat all encounters as hostile and will often instigate combat. They are cowardly, however, and will run if things look bad.

RED ROCKHAMMER

The leader of the gang, he is a vile-tempered giant. He uses foul language and has no respect for anybody. He likes vandalism. His heroes are the three giants who decimated Dykene, a deed he hopes to emulate someday. Elves of the Elder Wilds reconize him on sight and will either hide or do everything in their power to destroy him. He alledgedly destroyed a sacred elven glade.

KARL THE MIDGET

Karl was cursed. He is the oldest member of the gang, but he may never grow any taller than he already is. This frustration makes him ornery. He deeply hates the hunters of Balazar. He will always attack hunting parties, even going so far as attacking the herd beasts themselves. His extreme hatred comes from a curse placed on him decades ago when he disturbed the musings of the shaman, Blueface. A Dispel Magic 4 will remove the curse, but Karl has never thought to try that. He thinks all the misfortune in his life came because he never grew beyond 4 meters in height.

TINY TREEKICKER

The youngest of the gang, Tiny likes knocking over trees. His devotion towards this can be single-minded. He often needs to be dragged away by Red and Karl. Red has promised to lead Tiny to an elven forest someday. He has heard of the Aldryami Warriors of Wood, and is itching to knock them to kindling.

RED ROCKHAMMER ..... (8 meter tall male)

STR 60 CON 14 SIZ 70
INT 11 POW 11 DEX 9
CHA 10

Move 12
Hit Points 29

Right Leg	(01-04)	12/10
Left Leg	(05-08)	12/10
Abdomen	(09-11)	6/10
Chest	(12)	6/11
Right Arm	(13-15)	6/ 9
Left Arm	(16-18)	6/ 9
Head	(19-20)	6/10

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Maul	4	90%	2D8+7D6	40%	20
Thrown rock	3	60%	6D4		

KARL THE MIDGET ..... (4 meter tall male)

STR 41 CON 16 SIZ 39
INT 12 POW 11 DEX 15
CHA 10

Move 12
Hit Points 23

Right Leg	(01-04)	12/8
Left Leg	(05-08)	12/8
Abdomen	(09-11)	6/8
Chest	(12)	6/9
Right Leg	(13-15)	6/7
Left Leg	(16-18)	6/7
Head	(19-20)	6/8

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Maul	3	80%	2D8+4D6	55%	20
Thrown rock	2	45%	4D4		

TINY TREEKICKER ..... (4 meter tall male)

STR 33 CON 16 SIZ 42
INT 12 POW 10 DEX 6
CHA 12

Move 12
Hit Points 24

Right Leg	(01-04)	12/8
Left Leg	(05-08)	12/8
Abdomen	(09-11)	6/8
Chest	(12)	6/9
Right Arm	(13-15)	6/7
Left Arm	(16-18)	6/7
Head	(19-20)	6/8

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Maul	5	60%	2D8+4D6	35%	20
Thrown rock	4	30%	3D4		

14. GRIFFINS

All the griffins encountered in this region inhabit Griffin Mountain. The referees should keep careful track of which griffins have been killed since they won't later be encountered.

When griffins are encountered within two hexes of Griffin Mountain there will be 2D6 (including 1D3 young) griffins. All but one adult will circle overhead out of range of spells and missiles while the one will land and parley. The griffins want to know what the party is doing near Griffin Mountain. With satisfactory answers, the party will be allowed to proceed. Otherwise the griffins will keep a close watch on the party and attack when a good opportunity appears.

When encountered more than two hexes from Griffin Mountain there will only be 1D6 griffins and no more than one young one (25% chance of one young griffin). These griffins will generally be out on a long journey, so there is a 20% chance of finding them resting on the ground. Encountered on the ground they may talk or fight, depending on the actions of the party. If encountered while flying, they will ignore any party which leaves them alone, unless the party is made up of known enemies. In that case they will attack when good opportunity presents itself. Some known enemies are trolls, dwarves, and parties of player characters who have previously attacked griffins.

For further information on these griffins, including stats, see the Griffin Mountain section of the Points of Interest chapter.

15. HAWKS

The hawks of the Balazar region can be divided into two varieties: the normal hawks, wild versions of the vrok hawk used by the Yelmalio cult as familiars; and the great hawks, giant creatures capable of bearing an armored warrior into battle. The great hawks may be raised and trained only by Dykenean royalty.

WILD VROK HAWKS

The hawks will always be encountered flying overhead. In most cases, the smaller vrok-type hawks will ignore parties on the ground. However, should the group contain one or more troll members and be in or near the region of Balazar, one of the hawks will veer off towards the nearest citadel and report the discovery to the Yelmalio Priests who may dwell there. They in turn will inform their kings, who will then take some form of action against trollish invaders. Usually a war party will be dispatched from the citadel at forced march or cavalry speed. One or two of the remaining hawks will follow the trollish types until the warriors catch up with them.

Should the party attack the hawks without provocation, the hawks will follow the procedure outlined above, and the attackers treated as trolls until proven otherwise.

Normally 1D4+1 vrok-type hawks will be encountered.

NOTE – Hit locations are not included for these hawks because they are best treated as having but one hit location.

WILD VROK HAWK NUMBER ONE

STR 9 CON 12 SIZ 4 POW 5 DEX 12
Move 36
Hit Points 1/10

Weapon	*SR*	*Attack*	*Damage*
Peck	10	45%	1D4

WILD VROK HAWK NUMBER TWO

STR 7 CON 5 SIZ 4 POW 8 DEX 12
Move 36
Hit Points 1/3
Defense 05%

Weapon	*SR*	*Attack*	*Damage*
Peck	8	55%	1D4

WILD VROK HAWK NUMBER THREE

STR 7 CON 14 SIZ 4 POW 3 DEX 16
Move 36
Hit Points 1/12

Weapon	*SR*	*Attack*	*Damage*
Peck	8	45%	1D4

WILD VROK HAWK NUMBER FOUR

STR 7 CON 12 SIZ 4 POW 11 DEX 14
Move 36
Hit Points 1/10

Weapon	*SR*	*Attack*	*Damage*
Peck	8	50%	1D4

WILD VROK HAWK NUMBER FIVE

STR 4 CON 13 SIZ 4 POW 4 DEX 16
Move 36
Hit Points 1/11

Weapon	*SR*	*Attack*	*Damage*
Peck	8	40%	1D4

Skilfil and his followers are pledged to do their best to stop anyone else from using the hawks the way they do. They have a reputation for maintaining their flying monopoly with undying determination, and would jealously pursue heroes across the world to keep every precious bird safely under their control.

GREAT HAWK NUMBER ONE

STR 26 CON 15 SIZ 31
POW 13 DEX 15

Move 12/4
Hit Points 20

Right Leg	(01-03)	2/5
Left Leg	(04-06)	2/5
Abdomen	(07-08)	2/6
Chest	(09-11)	2/7
Tail	(12)	2/4
Right Wing	(13-14)	2/6
Left Wing	(15-16)	2/6
Head	(17-20)	2/6

Weapon	*SR*	*Attack*	*Damage*
Bite	6	45%	1D8+2+3D6
Claw	6	50%	1D6+2+3D6

GREAT HAWK NUMBER TWO

STR 28 CON 15 SIZ 24
POW 8 DEX 13

Move 12/4
Hit Points 18

Right Leg	(01-03)	2/5
Left Leg	(04-06)	2/5
Abdomen	(07-08)	2/6
Chest	(09-11)	2/7
Tail	(12)	2/4
Right Wing	(13-14)	2/6
Left Wing	(15-16)	2/6
Head	(17-20)	2/6

Weapon	*SR*	*Attack*	*Damage*
Bite	7	40%	1D8+2+2D6
Claw	7	45%	1D6+2+2D6

Even the "wild" giant hawks are considered to be under Skilfil's guardianship, and it is commonly believed that anyone who harms one of them will become Skilfil's enemy. This has often caused concern for people who find their horses suddenly prey for the hungry bird. In addition to this distant threat, each bird is capable of rending even armored men limb from limb, preferring though to pick up troublemakers then drop them from a height.

These birds rarely appear in numbers over two. If two are encountered they will be a mated pair. Mated pairs are often very touchy and hostile when strangers approach within 10 km (2 hexes) of their nests in Sea or Fire seasons, and may attack without much warning.

GREAT HAWK NUMBER THREE

STR 34 CON 16 SIZ 25
POW 11 DEX 15

Move 12/4
Hit Points 20

Right Leg	(01-03)	2/5
Left Leg	(04-06)	2/5
Abdomen	(07-08)	2/6
Chest	(09-11)	2/7
Tail	(12)	2/4
Right Wing	(13-14)	2/6
Left Wing	(15-16)	2/6
Head	(17-20)	2/6

Weapon	*SR*	*Attack*	*Damage*
Bite	6	50%	1D8+2+3D6
Claw	6	55%	1D6+2+3D6

GREAT HAWK NUMBER FOUR

STR 28 CON 14 SIZ 30
POW 9 DEX 17

Move 12/4
Hit Points 19

Right Leg	(01-03)	2/6
Left Leg	(04-06)	2/6
Abdomen	(07-08)	2/7
Chest	(09-11)	2/8
Tail	(12)	2/5
Right Wing	(13-14)	2/7
Left Wing	(15-16)	2/7
Head	(17-20)	2/7

Weapon	*SR*	*Attack*	*Damage*
Bite	5	40%	1D8+2+3D6
Claw	5	45%	1D6+2+3D6

GREAT HAWK NUMBER FIVE

STR 32 CON 16 SIZ 30
POW 13 DEX 10

Move 12/4
Hit Points 21

Right Leg	(01-03)	2/6
Left Leg	(04-06)	2/6
Abdomen	(07-08)	2/7
Chest	(09-11)	2/8
Tail	(12)	2/5
Right Wing	(13-14)	2/7
Left Wing	(15-16)	2/7
Head	(17-20)	2/7

Weapon	*SR*	*Attack*	*Damage*
Bite	7	35%	1D8+2+3D6
Claw	7	40%	1D6+2+3D6

GREAT HAWK NUMBER SIX

STR 33 CON 13 SIZ 24
POW 10 DEX 11

Move 12/4
Hit Points 16

Right Leg	(01-03)	2/5
Left Leg	(04-06)	2/5
Abdomen	(07-08)	2/6
Chest	(09-11)	2/7
Tail	(12)	2/4
Right Wing	(13-14)	2/6
Left Wing	(15-16)	2/6
Head	(17-20)	2/6

Weapon	*SR*	*Attack*	*Damage*
Bite	7	25%	1D8+2+3D6
Claw	7	30%	1D6+2+3D6

GREAT HAWK NUMBER SEVEN

STR 32 CON 14 SIZ 28
POW 9 DEX 15

Move 12/4
Hit Points 18

Right Leg	(01-03)	2/5
Left Leg	(04-06)	2/5
Abdomen	(07-08)	2/6
Chest	(09-11)	2/7
Tail	(12)	2/4
Right Wing	(13-14)	2/6
Left Wing	(15-16)	2/6
Head	(17-20)	2/6

Weapon	*SR*	*Attack*	*Damage*
Bite	6	40%	1D8+2+3D6
Claw	6	45%	1D6+2+3D6

[16]

HERD BEASTS

Along with some small animals and a variety of birds, the herd beasts are the vital resource of the Balazaring peoples. They draw their entire way of life from the hunting of these creatures. The beasts roam freely among the plains and hill country of Balazar and surrounding territories, often there will be predators of some kind stalking nearby. Whether they are present, and if they be man or beast, is left up to the referee.

No statistics have been provided for the herd beasts. If they

HERD BEAST TABLE

D100	*Beast*
01-30	Wild Cattle
31-35	Giant Sable
36-50	Impala
51-52	Eubuck
53-65	Barking Deer
66-75	Red Sable
76-95	Northern Bison
96-00	Brontosaurs

HERD SIZE TABLE

D100	*Size*	*Number*	*Average*
01-25	Small	3D6	10-11
26-85	Medium	6D6	21
86-00	Large	6D6+30	51

become necessary, either because the party is stalking prey or wish to go in single handed combat with a creature, the referee should check the short descriptions that follow and use the appropriate stats. Most herd beasts will be completely average. However, there will be a lead bull in a herd who has close to maximum stats.

Remember that part of successful hunting is avoiding being in front of a herd when you attack. An attack usually panics the rest of the beasts and causes a stampede. Character caught in front of a medium-sized or larger herd may do little to save themselves.

When an encounter with herd beasts is rolled, use the Herd Beast and Herd Size Tables to determine the type and number of beasts.

WILD CATTLE

These creatures resemble shaggy long-horn cows, but are leaner. For their stats, use those of the standard horse.

GIANT SABLE

These massive antelope resemble the Praxian riding beast, but are much larger. Use the normal sable stats, but substitute 3D6+24 for STR and SIZ (average of 34-35). Damage bonus will average 3D6.

IMPALA

These are the standard *RQ* beasts.

EUBUCK

The Balazarings hold this beast sacred. No local hunter would kill one, and they do not feel kindly toward foreigners who slay their sacred animals. The Eubuck is a very large antelope with tall, straight spiral antlers. For its stats, use those of the sable.

BARKING DEER

This animal resembles the hart or white-tailed deer. They have a rack of multi-pronged antlers, mottled fur, and are known for the warning sound they make, resembling the bark of a dog. For its stats, use those of the impala.

RED SABLE

Also known as the Lunar deer, this creature uses the same stats as its Praxian cousin, but is distinguished by a rust- or orange-colored coat. The horns are bright red and much prized as trophies and for use in jewelry, each pair being worth 10 x 1D10 L.

NORTHERN BISON

Like the bison of Prax, these are formidable beasts when gathered en masse, and are even bigger and shaggier than their southern cousins. Legend has it that Balazar introduced them to the region as a challenge to his hunting offspring. These beasts are the goal of many a hunter in the annual Great Hunt. Occasionally (05% chance), there will be a white bison in a herd. White bison hides are extremely valuable (3000 to 20,000 L, depending on condition). Use standard bison stats for northern bison, but add an additional 1D6 to both STR and SIZ, making those stats 4D6+24 with an average of 38. This gives them an average of 4D6 bonus damage.

BRONTOSAUR

Though rare now, these monsters are largely responsible for the destruction of much forest land in the earlier ages. Unlike the other herd animals, brontosaurs come in herds of 2D4. Brontosaurs tend to ignore everything except very large carnivores (SIZ 30 or greater). If something smaller wounds a brontosaur, it will begin to pay attention to the wound but it will take a little while for it to connect the wound with any tiny creatures in the area.

One set of brontosaur stats have been included here for those referees who do not own *Gateway Bestiary*.

BRONTOSAUR NUMBER ONE

STR 68 CON 42 SIZ 109
POW 27 DEX 4

Move 10
Hit Points 70

Tail	(01-03)	20/23
Right Hind Leg	(04-05)	20/18
Left Hind Leg	(06-07)	20/18
Hindquarters	(08-10)	20/28
Forequarters	(11-13)	20/28
Right Foreleg	(14-15)	20/18
Left Foreleg	(16-17)	20/18
Head/Neck	(18-20)	20/23

Weapon	*SR*	*Attack*	*Damage*
Tail	9	90%	1D6+10D6
Trample	9	90%	20D6

17. LUNAR PATROL

The Lunar patrol included here is one of several which might be found in the Balazar region. The patrol is under the orders of commander Euryptus, the Lunar military chief in Elkoi, who will accompany the patrol 15% of the time. Usually they are led by a patrol leader.

The patrol has been told to travel about Balazar and meet with the inhabitants. They will be keeping a sharp look out for any hostility (overt or otherwise) towards the Lunar Empire. The patrol will also be mapping Balazar with an eye towards future military needs.

When the patrol is encountered they will be friendly and inquisitive. They will only fight if they are attacked first or if they encounter obvious enemies who are clearly weaker.

Lunar patrols do not carry much of value. The commander might carry as much as 50 L and the others would carry no more than 3D6 L each. However, they usually have a good map of the region.

It is not recommended that the characters encounter the same patrol time after time (unless there is some sensible reason for doing so). Construct additional patrols by using the patrol members pretty much unchanged while modifying the leader and granting him (or her) a new name and personality. For the last, use the NPC Record Form in the Leaders chapter.

PATROL LEADER FOREE SUSSER

Foree is a career Lunar army officer. He is ambitious and seeks to distinguish himself, though his current assignment does not leave much of an opening for displaying brilliance. Foree might go overboard in attempting to accomplish something worth notice. He is not stupid, however, so it is unlikely his blunder would be severe enough to wipe out his patrol.

FOREE SUSSER (31 year old male Lunar patrol leader)

STR 14 CON 15 SIZ 12
INT 17 POW 15 DEX 16
CHA 15

Move 8
Hit Points 15
Defense 25%

Right Leg	(01-04)	7/5
Left Leg	(05-08)	7/5
Abdomen	(09-11)	8/5
Chest	(12)	8/6
Right Arm	(13-15)	7/4
Left Arm	(16-18)	7/4
Head	(19-20)	7/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Javelin (2)	3	95%	1D10		
Short spear	5	95%	1D6+1+1D4		
Scimitar	5	95%	1D8+1+1D4	90%	20
Mtd lance	3	75%	1D10+2D6	55%	20
Medium shield				80%	12

SPELLS – Protection 4; Demoralize; Disruption; Farsee; Bladesharp 4; Healing 6; Light; Detect Enemy; Detect Life; Befuddle.

SKILLS – Riding 80%; Spot Hidden Item 65%; Listen 70%; Camouflage 65%; Tracking 80%; Move Quietly 60%.

LUNAR PELTAST NUMBER TWO (23 year old male)

STR 16 CON 13 SIZ 13
INT 10 POW 14 DEX 21
CHA 8

Move 8
Hit Points 14
Defense 15%

Right Leg	(01-04)	2/5
Left Leg	(05-08)	2/5
Abdomen	(09-11)	5/5
Chest	(12)	5/6
Right Arm	(13-15)	2/4
Left Arm	(16-18)	2/4
Head	(19-20)	5/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Javelin (2)	3	65%	1D10		
Short spear	4	65%	1D6+1+1D4		
Scimitar	4	65%	1D8+1+1D4	55%	20
Medium shield				60%	12

SPELLS – Protection 3; Demoralize; Healing 2; Bladesharp 4; Multimissile 3.

SKILLS – Spot Hidden Item 45%; Listen 50%; Camouflage 30%; Tracking 45%; Move Quietly 45%.

LUNAR PELTAST NUMBER THREE (20 year old male)

STR 18 CON 15 SIZ 15
INT 14 POW 12 DEX 16
CHA 9

Move 8
Hit Points 16
Defense 10%

Right Leg	(01-04)	2/6
Left Leg	(05-08)	2/6
Abdomen	(09-11)	5/6
Chest	(12)	5/7
Right Arm	(13-15)	2/5
Left Arm	(16-18)	2/5
Head	(19-20)	5/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Javelin (2)	3	60%	1D10		
Short spear	4	60%	1D6+1+1D6		
Scimitar	4	60%	1D8+1+1D6	55%	20
Medium shield				60%	12

SPELLS – Protection 4; Demoralize; Farsee; Disruption; Healing 6; Speedart.

SKILLS – Spot Hidden Item 35%; Listen 45%; Camouflage 20%; Tracking 25%; Move Quietly 50%.

LUNAR PELTAST NUMBER FOUR (22 year old female)

STR 14 CON 18 SIZ 11
INT 9 POW 16 DEX 11
CHA 14

Move 8
Hit Points 18

Right Leg	(01-04)	2/6
Left Leg	(05-08)	2/6
Abdomen	(09-11)	5/6
Chest	(12)	5/7
Right Arm	(13-15)	2/5
Left Arm	(16-18)	2/5
Head	(19-20)	5/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Javelin (2)	3	75%	1D10		
Short spear	7	75%	1D6+1+1D4		
Scimitar	7	75%	1D8+1+1D4	65%	20
Medium shield				55%	12

SPELLS – Protection 4; Disruption; Bladesharp 4; Healing 2.

SKILLS – Spot Hidden Item 40%; Listen 45%; Camouflage 20%; Tracking 30%; Move Quietly 45%.

LUNAR PELTAST NUMBER FIVE (21 year old female)

STR 16 CON 11 SIZ 14
INT 7 POW 11 DEX 13
CHA 16

Move 8
Hit Points 12

Right Leg	(01-04)	2/4
Left Leg	(05-08)	2/4
Abdomen	(09-11)	5/4
Chest	(12)	5/5
Right Arm	(13-15)	2/3
Left Arm	(16-18)	2/3
Head	(19-20)	5/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Javelin (2)	3	65%	1D10		
Short spear	6	65%	1D6+1+1D4		
Scimitar	6	65%	1D8+1+1D4	60%	20
Medium shield				65%	12

SPELLS – Demoralize; Disruption; Bladesharp 3; Healing 2.

SKILLS – Spot Hidden Item 40%; Listen 55%; Camouflage 35%; Tracking 25%; Move Quietly 50%.

LUNAR PELTAST NUMBER SIX (20 year old female)

STR 16 CON 9 SIZ 12
INT 16 POW 13 DEX 13
CHA 12

Move 8
Hit Points 9
Defense 10%

Right Leg	(01-04)	2/3
Left Leg	(05-08)	2/3
Abdomen	(09-11)	5/3
Chest	(12)	5/4
Right Arm	(13-15)	2/2
Left Arm	(16-18)	2/2
Head	(19-20)	5/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Javelin (2)	3	70%	1D10		
Short spear	6	70%	1D6+1+1D4		
Scimitar	6	70%	1D8+1+1D4	60%	20
Medium shield				55%	12

SPELLS – Protection 4; Disruption; Farsee; Bladesharp 4; Healing 6.

SKILLS – Spot Hidden Item 60%; Listen 55%; Camouflage 50%; Tracking 95%; Move Quietly 45%.

LUNAR PELTAST NUMBER SEVEN ..... (23 year old female)

STR 15 CON 13 SIZ 14		Right Leg	(01-04)	2/5
INT 12 POW 14 DEX 9		Left Leg	(05-08)	2/5
CHA 8		Abdomen	(09-11)	5/5
		Chest	(12)	5/6
Move 8		Right Arm	(13-15)	2/4
Hit Points 14		Left Arm	(16-18)	2/4
Defense 05%		Head	(19-20)	5/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Javelin (2)	3	45%	1D10		
Short spear	7	45%	1D6+1+1D4		
Scimitar	7	45%	1D8+1+1D4	45%	20
Medium shield				60%	12

SPELLS – Protection 4; Demoralize; Disruption; Bladesharp 4; Healing 2.
SKILLS – Spot Hidden Item 50%; Listen 45%; Camouflage 30%; Tracking 30%; Move Quietly 45%.

LUNAR PELTAST NUMBER EIGHT..... (18 year old male)

STR 13 CON 14 SIZ 8		Right Leg	(01-04)	2/5
INT 13 POW 12 DEX 13		Left Leg	(05-08)	2/5
CHA 11		Abdomen	(09-11)	5/5
		Chest	(12)	5/6
Move 8		Right Arm	(13-15)	2/4
Hit Points 14		Left Arm	(16-18)	2/4
Defense 10%		Head	(19-20)	5/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Javelin (2)	3	55%	1D10		
Short spear	6	55%	1D6+1		
Scimitar	6	55%	1D8+1	50%	20
Medium shield				40%	12

SPELLS – Protection 4; Disruption; Bladesharp 1; Healing 6.
SKILLS – Spot Hidden Item 50%; Listen 50%; Camouflage 30%; Tracking 25%; Move Quietly 55%.

LUNAR PELTAST NUMBER NINE..... (19 year old male)

STR 14 CON 16 SIZ 11		Right Leg	(01-04)	2/6
INT 12 POW 13 DEX 11		Left Leg	(05-08)	2/6
CHA 9		Abdomen	(09-11)	5/6
		Chest	(12)	5/7
Move 8		Right Arm	(13-15)	2/5
Hit Points 17		Left Arm	(16-18)	2/5
Defense 05%		Head	(19-20)	5/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Javelin (2)	3	60%	1D10		
Short spear	5	60%	1D6+1+1D4		
Scimitar	5	60%	1D8+1+1D4	50%	20
Medium shield				50%	12

SPELLS – Protection 4; Disruption; Bladesharp 4; Healing 2.
SKILLS – Spot Hidden Item 30%; Listen 45%; Camouflage 25%; Tracking 35%; Move Quietly 40%.

18. NEWTLINGS

Although the newtlings are amphibious creatures they feel safer when they can remain in water. The newtlings in this area are only found near the river (in fact, 90% of the time they will be found in the water).

Newtlings encountered out of water will in all cases be timid and peaceful (at least until they can get back into the water). If they are encountered while in a river, they will react according to the situation. They will be friendly to groups which appear to be friendly and they will fight hostile groups. If involved in a battle which they appear to be losing, they will retreat below the surface of the water and swim away.

To collect the ransom for a newtling, one must be released into the river to deliver the ransom message. No newtling will tell a non-newtling the location of their underwater village.

Newtling behavior and activity, while not nearly as incomprehensible to humans as those of their distant cousins, the dragonewts, are generally unintelligible to humans. For this reason no effort has been made to give personalities to the individual newtlings. However, if the individual referee feels a need for newtling personalities, the NPC Record Form in the Leaders chapter will come in handy.

NEWTLING NUMBER ONE..... (female)

STR 11 CON 13 SIZ 3		Right Leg	(01-04)	2/4
INT 13 POW 14 DEX 17		Left Leg	(05-08)	2/4
CHA 13		Abdomen	(09-11)	2/4
		Chest	(12)	2/5
Move 6/10 in water		Right Arm	(13-15)	2/3
Hit Points 11		Left Arm	(16-18)	2/3
Defense 30%		Head	(19-20)	2/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Trident	5	60%	1D6+1	50%	12
Sling	1	65%	1D8		
Small shield				75%	8

SPELLS – Protection 4; Healing 6; Bladesharp 1.
SKILLS – Swimming 85%; Tracking 60%; Hide in Cover 60%; Spot Trap 65%; Listen 60%.
TREASURE – Carries 45 guilders; ransom is 1000 guilders.
LANGUAGES – Speak Trade Talk 45%; Speak Sea Tongue 85%.

NEWTLING NUMBER TWO. . . . . (female)

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

Move 6/10 in water
Hit Points 11

Right Leg	(01-04)	2/4
Left Leg	(05-08)	2/4
Abdomen	(09-11)	2/4
Chest	(12)	2/5
Right Arm	(13-15)	2/3
Left Arm	(16-18)	2/3
Head	(19-20)	2/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Trident	6	55%	1D6+1	60%	12
Sling	3	55%	1D8		
Small shield				60%	8

SPELLS – Protection 3; Healing 2; Bladesharp 4; Disruption; Befuddle.
SKILLS – Swimming 80%; Tracking 50%; Hide in Cover 75%; Spot Trap 40%; Listen 50%.
TREASURE – Carries 25 guilders; ransom is 500 guilders.
LANGUAGES – Speak Trade Talk 55%; Speak Sea Tongue 80%.

NEWTLING NUMBER THREE . . . . . (female)

STR 8 CON 11 SIZ 5
INT 10 POW 15 DEX 14
CHA 11

Move 6/10 in water
Hit Points 10
Defense 05%

Right Leg	(01-04)	2/4
Left Leg	(05-08)	2/4
Abdomen	(09-11)	2/4
Chest	(12)	2/5
Right Arm	(13-15)	2/3
Left Arm	(16-18)	2/3
Head	(19-20)	2/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Trident	6	40%	1D6+1	40%	12
Sling	2	45%	1D8		
Small shield				70%	8

SPELLS – Protection 4; Healing 2; Bladesharp 3; Disruption.
SKILLS – Swimming 85%; Tracking 65%; Hide in Cover 45%; Spot Trap 65%; Listen 55%.
MAGIC – 5 point POW storage crystal.
TREASURE – Carries 35 guilders; ransom is 400 guilders.
LANGUAGES – Speak Trade Talk 35%; Speak Sea Tongue 80%.

NEWTLING NUMBER FOUR . . . . . (female)

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

Move 6/10 in water
Hit Points 11
Defense 05%

Right Leg	(01-04)	2/4
Left Leg	(05-08)	2/4
Abdomen	(09-11)	2/4
Chest	(12)	2/5
Right Arm	(13-15)	2/3
Left Arm	(16-18)	2/3
Head	(19-20)	2/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Trident	5	45%	1D6+1	45%	12
Sling	2	50%	1D8		
Small shield				75%	8

SPELLS – Protection 4, Healing 2; Bladesharp 2; Disruption; Befuddle.
SKILLS – Swimming 85%; Tracking 70%; Hide in Cover 65%; Spot Traps 55%; Listen 50%.
TREASURE – Carries 30 guilders; ransom is 400 guilders.
LANGUAGES – Speak Trade Talk 50%; Speak Sea Tongue 80%.

NEWTLING NUMBER FIVE . . . . . .(male)

STR 10 CON 10 SIZ 11
INT 16 POW 8 DEX 11
CHA 7

Move 6/10 in water
Hit Points 10
Defense 05%

Right Leg	(01-04)	2/4
Left Leg	(05-08)	2/4
Abdomen	(09-11)	2/4
Chest	(12)	2/5
Right Arm	(13-15)	2/3
Left Arm	(16-18)	2/3
Head	(19-20)	2/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Trident	6	50%	1D6+1	65%	12
Sling	3	55%	1D8		
Small shield				50%	8

SPELLS – Protection 4; Healing 6; Bladesharp 4; Disruption; Befuddle.
SKILLS – Swimming 85%; Tracking 50%; Hide in Cover 60%; Spot Trap 55%; Listen 55%.
MAGIC – Tiny bronze mace with Dullblade 3 matrix.
TREASURE – Carries 43 guilders; ransom is 400 guilders.
LANGUAGES – Speak Trade Talk 50%; Speak and Write Sea Tongue 85%.

NEWTLING NUMBER SIX. . . . . .(male)

STR 10 CON 15 SIZ 9
INT 9 POW 11 DEX 12
CHA 5

Move 6/10 in water
Hit Points 15

Right Leg	(01-04)	2/5
Left Leg	(05-08)	2/5
Abdomen	(09-11)	2/5
Chest	(12)	2/6
Right Arm	(13-15)	2/4
Left Arm	(16-18)	2/4
Head	(19-20)	2/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Trident	6	55%	1D6+1	40%	12
Sling	3	45%	1D8		
Small shield				40%	8

SPELLS – Protection 3; Healing 2; Bladesharp 2; Disruption; Befuddle.
SKILLS – Swimming 80%; Tracking 55%; Hide in Cover 55%; Spot Trap 40%; Listen 50%.
TREASURE – Carries 60 guilders; ransom is 300 guilders.
LANGUAGES – Speak Trade Talk 40%; Speak and Write Sea Tongue 80%.

NEWTLING NUMBER SEVEN. . . . . (female)

STR 8 CON 11 SIZ 9
INT 13 POW 11 DEX 13
CHA 9

Move 6/10 in water
Hit Points 10
Defense 10%

Right Leg	(01-04)	2/4
Left Leg	(05-08)	2/4
Abdomen	(09-11)	2/4
Chest	(12)	2/5
Right Arm	(13-15)	2/3
Left Arm	(16-18)	2/3
Head	(19-20)	2/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Trident	5	60%	1D6+1	45%	12
Sling	2	60%	1D8		
Small shield				50%	8

SPELLS – Protection 3; Healing 6; Bladesharp 3; Disruption.
SKILLS – Swimming 90%; Tracking 70%; Hide in Cover 60%; Spot Trap 65%; Listen 55%.
MAGIC – 3 point POW enhancing crystal.
TREASURE – Carries 50 guilders; ransom is 350 guilders.
LANGUAGES – Speak Sea Tongue 85%.

NEWTLING NUMBER EIGHT . . . . . .(male)

STR 14 CON 11 SIZ 5
INT 12 POW 14 DEX 12
CHA 8

Move 6/10 in water
Hit Points 10

Right Leg	(01-04)	2/4
Left Leg	(05-08)	2/4
Abdomen	(09-11)	2/4
Chest	(12)	2/5
Right Arm	(13-15)	2/3
Left Arm	(16-18)	2/3
Head	(19-20)	2/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Trident	7	55%	1D6+1	55%	12
Sling	3	65%	1D8		
Small shield				45%	8

SPELLS – Protection 2; Healing 6; Bladesharp 2; Disruption; Befuddle.
SKILLS – Swimming 80%; Tracking 75%; Hide in Cover 55%; Spot Trap 50%; Listen 55%.
TREASURE – Carries 40 guilders and 1 jewel worth 950 guilders.
LANGUAGES – Speak Trade Talk 60%; Speak and Write Sea Tongue 80%.

NEWTLING NUMBER NINE . . . . . (female)

STR 9 CON 18 SIZ 11
INT 13 POW 12 DEX 13
CHA 10

Move 6/10 in water
Hit Points 18
Defense 10%

Right Leg	(01-04)	2/6
Left Leg	(05-08)	2/6
Abdomen	(09-11)	2/6
Chest	(12)	2/7
Right Arm	(13-15)	2/5
Left Arm	(16-18)	2/5
Head	(19-20)	2/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Trident	5	65%	1D6+1	50%	12
Sling	2	50%	1D8		
Small shield				40%	8

SPELLS – Protection 4; Healing 6; Bladesharp 2; Disruption.
SKILLS – Swimming 90%; Tracking 75%; Hide in Cover 70%; Spot Trap 50%; Listen 40%.
TREASURE – Carries 55 guilders; ransom is 500 guilders.
LANGUAGES – Speak Trade Talk 45%; Speak and Write Sea Tongue 85%; Speak Dark Tongue 35%.

19. ORLANTHI

This party consists of two groups, mergeable into one if the need arises. Each group is composed of four followers of Orlanth Adventurous, led by either a Wind Lord or an experienced Wind Voice (Priest). As might be expected if encountered in the wilderness, they are roaming around in search of adventure.

At the referee's option, either one or both groups may be on a mission. A legend has brought them to this area now dominated by Lunar chaos. They seek the location of one of the mysterious elemental weapons created long ago to battle chaos. Wind Lord Torath Manover and Wind Voice Pay Surney have a friendly competition to be the first to discover the legendary Wind Sword, rumored to be hidden on a mountain somewhere northeast of Elf Sea.

The base of operations for the Orlanthi is the Lightbringer Hall in the citadel of Trilus. The Air worshippers are disliked by the Fire/Sky Yelmalio cultists, but the king of Trilus overlooks such small differences in underwriting the cultural advancements that the foreigners bring.

The Orlanthi are friendly towards all other Lightbringers as well as to the local Yelmalio and Found-Child followers, although any dealings with worshippers of Yelmalio will be restrained and formal (for specific information on how Torath Manover is required to behave in certain situations, see page 81 of *Cults of Prax*). Since they are in a Lunar-dominated area, Torath and company temporarily put aside their overt hatred of things Lunar to avoid unnecessary conflict. But if a lone Lunar party presents an opportunity, the opportunity will be taken.

In general, this group (or groups) will not attack without provocation. If the potential for gain seems great enough, they might launch an unwarranted attack.

The adventurers definitely will attack anything which seems to be tainted by chaos (but only after Torath has issued his challenge). If the chaos is too powerful for either group (or even the combined group) they will retreat to organize a counter-attack.

TORATH MANOVER'S GROUP

TORATH MANOVER

He is a Wind Lord of Orlanth Adventurous and leader of this band of worthy adventure-seekers. His nature is described in detail in the Leaders chapter. Briefly, he is an honest and forthright man, slightly past his prime (and self-conscious about it), who is occasionally haughty in his dealings with strangers.

THROGGAR GIANT-BAITER

He is a young Wind Voice of Orlanth Adventurous on his

first assignment as a wandering Priest. He is a barbarian and a native of Prax and his beast is a zebra, not a horse as are those of his compatriots. He is lucky to be a Priest, since his CHA is extremely low. He only holds the position because a mission that he led returned a minor cult artifact to its rightful home. His personal goal is to gain additional CHA, by whatever means possible. His nickname stems from an episode where lack of wisdom caused him to open fire on a large giant who had carried off his riding beast. Very loyal to Torath Manover, he resents Pay Surney's rivalry with his leader. He too would like to share the glory in discovering the legendary Wind Sword. Throggar is also devious. If an attack for gain is launched against a party, he will be behind it.

TORATH MANOVER.....(Orlanth Adventurous Rune Lord)

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

Move 8
Hit Points 14
Defense 25%

Right Leg	(01-04)	7/5
Left Leg	(05-08)	7/5
Abdomen	(09-11)	11/5
Chest	(12)	11/6
Right Arm	(13-15)	7/4
Left Arm	(16-18)	7/4
Head	(19-20)	7/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Broadsword	4	105%	1D8+1+1D4	75%	30
Lance	3	105%	1D10+1+3D6	75%	15
Comp. bow	2	60%	1D8+1		
Large shield				95%	24

SPELLS – Bladesharp 4; Disruption; Demoralize; Farsee; Healing 6; (known by Windwise) Strength; Multimissile 4; Xenohealing 4.
RUNE MAGIC – Guided Teleportation (one use only).
SKILLS – First Aid 50%; Treat Poison 40%; Oratory 100%; Bargaining 45%; Riding 100%; Climbing 80%; Map Making 75%; Spot Hidden Item 60%; Hide in Cover 70%; Move Quietly 60%; Listen 75%.
MAGIC – Iron sword; iron large shield; iron breastplate; 12 point POW storage crystal; 3 point POW storage crystal with Detect Enemies matrix.
TREASURE – Carries 50 wheels and 3 gems worth 750 L each; ransom is 10,000 L from the nearest temple of Orlanth.
LANGUAGES – Speak and Write Trade Talk 90%; Speak and Write Storm Speech 90%; Speak Dark Tongue 40%; Speak Fire Speech 40%; Speak Balazar 40%.

WINDWISE .....(allied spirit in iron sword)
INT 10 POW 18

TORATH MANOVER'S WARHORSE .....

STR 27 CON 13 SIZ 33
INT 5 POW 12 DEX 18

Move 12
Hit Points 19

Right Hind Leg	(01-02)	6/6
Left Hind Leg	(03-04)	6/6
Hindquarters	(05-07)	6/8
Forequarters	(08-10)	6/8
Right Foreleg	(11-13)	6/6
Left Foreleg	(14-16)	6/6
Head	(17-20)	6/7

Weapon	*SR*	*Attack*	*Damage*
Bite	5	60%	1D10
Kick	5	60%	1D8
Rear and plunge	5	75%	2D10+3D6
Trample	5	75%	3D6

LYSON OF SWENSTOWN

He is a Sartarite townsman. His friendship with Throggar goes back to their pre-Orlanthi adventuring days. They are similar men, though Lyson usually will be the vote of conscience in any plot made by the group, especially if it looks like he might get killed in the process. He did gain his power crystal by arranging for a Yelmalio Initiate of noble birth to be killed during the course of a mission and although no one is aware that his actions caused the deed, he is extremely fearful that the noble's family arranged for Divination and knows his secret. Lyson is paranoid about followers of Yelmalio and will either avoid them or keep in the background when they are around. Lyson is unofficially betrothed to an innkeeper's daughter back in Swenstown.

EUCLEIA STORMFOLLOWER

She is an ambitious woman whose goal is to become a Wind Lord of her cult. She is a native Balazaring and an acknowledged illegitimate daughter of King Skilfil Hearthpiercer,

THROGGAR GIANT-BAITER ..... (Orlanth Priest)

STR 15 CON 16 SIZ 15
INT 17 POW 18 DEX 16
CHA 5

Move 8
Hit Points 18
Defense 20%

Right Leg	(01-04)	6/6
Left Leg	(05-08)	6/6
Abdomen	(09-11)	6/6
Chest	(12)	7/6
Right Arm	(13-15)	5/5
Left Arm	(16-18)	5/5
Head	(19-20)	6/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Bastard sword	4	75%	1D10+1+1D4	55%	20
Lance	2	45%	1D10+1+2D6	40%	20
Self bow	1	50%	1D6+1		
Large shield				60%	16

SPELLS – Healing 6; Disruption; Befuddle; Harmonize; Countermagic 3; Invisibility; (known by Oberon) Repair; Dispel Magic 2; Bladesharp 2; Spirit Binding.
RUNE MAGIC – Telekinesis; Analyze Magic.
SKILLS – Riding 85%; Evaluate Treasure 50%; Climbing 40%; Jumping 45%; Trap Set/Disarm 50%; Listen 50%; Spot Trap 55%; Hide in Cover 45%; Camouflage 30%.
MAGIC – Self bow with Firearrow matrix.
TREASURE – Carries 100 L, 20 wheels, and a gem worth 200 L; ransom is 4000 L from the nearest temple of Orlanth.
LANGUAGES – Speak and Write Storm Speech 65%; Speak Praxian 85%; Write Praxian 35%; Speak and Write Trade Talk 55%.

OBERON..... (allied spirit in cat familiar)
INT 13 POW 20 SIZ 2
Hit Points 4

THROGGAR GIANT-BAITER'S CAVALRY HORSE

STR 31 CON 15 SIZ 19
POW 8 DEX 14

Move 12
Hit Points 17

Right Hind Leg	(01-02)	1/5
Left Hind Leg	(03-04)	1/5
Hindquarters	(05-07)	1/7
Forequarters	(08-10)	1/7
Right Foreleg	(11-13)	1/5
Left Foreleg	(14-16)	1/5
Head	(17-20)	1/6

Lord-master of the citadel Dykene. However, her choice to break with Balazaring tradition and join an Air cult severed her family ties. In spite of his official stance, the king still cares for his child and keeps track of her activities. Were she killed, the king would covertly arrange for the demise/punishment of her slayer(s). There is extreme rivalry between Eucleia and her half-sister Starnia, Lightdaughter of Yelmalio. However, should either of the two be in trouble, one will spare no expense to save the other. Eucleia is currently free of emotional ties.

RAVEENA

She is the newest of Torath's personal entourage. She replaced a warrior who died in a tavern scuffle with a few drunken Balazarings. The incident increased the tension between the adventurers and the locals. Raveena formerly served with the Orlanth Priest, Pay Surney, as part of her entourage; but was traded to the Rune Lord for two horses and a bronze sword. She is completely unhappy with the deal. Since she loved with another member of Pay's troupe, Dalfar Skyseeker. Raveena is a former resident of Apple Lane in Sartar – the daughter of the local sheriff, Dronlan Swordsharp. Upon coming of age, she joined a mercenary company and has not been home since.

LYSON OF SWENSTOWN ..... (Orlanth initiate)

STR 13 CON 16 SIZ 10
INT 17 POW 16 DEX 13
CHA 9

Move 8
Hit Points 16
Defense 20%

Right Leg	(01-04)	6/6
Left Leg	(05-08)	6/6
Abdomen	(09-11)	6/6
Chest	(12)	6/7
Right Arm	(13-15)	5/5
Left Arm	(16-18)	5/5
Head	(19-20)	7/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Broadsword	6	55%	1D8+1+1D4	25%	20
Comp. bow	2	25%	1D8+1		
Heavy mace	7	50%	1D8+2+1D4	40%	20
Rapier	6	20%	1D6+1+1D4	10%	12
Fist	8	40%	1D3+1D4		
Kick	8	40%	1D6+1D4		
Medium shield				15%	12

SPELLS – Healing 2; Harmonize; Befuddle; Detect Magic; Countermagic 2; Invisibility; Bladesharp 4; Repair.
RUNE MAGIC – Telekinesis (one use only).
SKILLS – Evaluate Treasure 40%; Climbing 30%; Jumping 35%; Lock Picking 35%; Swimming 35%; Listen 25%; Spot Hidden Item 60%; Spot Trap 25%; Tracking 25%; Camouflage 30%; Move Quietly 25%; Riding 55%.
MAGIC – 12 point POW storage crystal.
TREASURE – Carries 3 wheels, 18 L, and 10 clacks; ransom 1200 L.
LANGUAGES – Speak Sartarite 85%; Write Sartarite 25%; Speak Trade Talk 50%; Speak Balazaring 70%.

LYSON OF SWENSTOWN'S CAVALRY HORSE ...

STR 21 CON 13 SIZ 29
POW 8 DEX 7

Move 12
Hit Points 18

Right Hind Leg	(01-02)	1/5
Left Hind Leg	(03-04)	1/5
Hindquarters	(05-07)	1/7
Forequarters	(08-10)	1/7
Right Foreleg	(11-13)	1/5
Left Foreleg	(14-16)	1/5
Head	(17-20)	1/6

EUCLEIA STORMFOLLOWER . . . (Orlanth initiate)

STR 12 CON 12 SIZ 13
INT 14 POW 9 DEX 10
CHA 9

Move 8
Hit Points 13
Defense 05%

Right Leg	(01-04)	4/5
Left Leg	(05-08)	4/5
Abdomen	(09-11)	6/5
Chest	(12)	6/6
Right Arm	(13-15)	4/4
Left Arm	(16-18)	4/4
Head	(19-20)	7/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Broadsword	7	70%	1D8+1+1D4	45%	20
Lance	5	55%	1D10+1+2D6	60%	20
Self bow	3	70%	1D6+1		
Large shield				50%	16

SPELLS – Bladesharp 4; Healing 2; Protection 2; Disruption; Demoralize; Multimissile 4.
SKILLS – Riding 60%; Spot Hidden Item 50%; Hide in Cover 70%; Listen 55%; Tracking 45%; Evaluate Treasure 55%.
TREASURE – Carries 65 L; ransom is 600 L.
LANGUAGES – Speak and Write Storm Tongue 45%; Speak and Write Trade Talk 85%; Speak Mostali 50%; Speak Sartarite 70%.

EUCLEIA STORMFOLLOWER'S..... .....CAVALRY HORSE

STR 30 CON 13 SIZ 23
POW 11 DEX 12

Move 12
Hit Points 16

Right Hind Leg	(01-02)	1/5
Left Hind Leg	(03-04)	1/5
Hindquarters	(05-07)	1/7
Forequarters	(08-10)	1/7
Right Foreleg	(11-13)	1/5
Left Foreleg	(14-16)	1/5
Head	(17-20)	1/6

RAVEENA ..... (Orlanth initiate)

STR 12 CON 10 SIZ 8
INT 9 POW 10 DEX 12
CHA 12

Move 8
Hit Points 9

Right Leg	(01-04)	4/3
Left Leg	(05-08)	4/3
Abdomen	(09-11)	5/3
Chest	(12)	5/4
Right Arm	(13-15)	4/2
Left Arm	(16-18)	4/2
Head	(19-20)	5/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Broadsword	7	45%	1D8+1	50%	20
Lance	5	50%	1D10+1+2D6	45%	20
Self bow	3	30%	1D6+1		
Large shield				60%	16

SPELLS – Bladesharp 4; Healing 2; Protection 3; Disruption.
TREASURE – Carries 40 L; ransom is 500 L.
LANGUAGES – Speak and Write Trade Talk 80%; Speak and Write Storm Speech 25%; Speak Sartarite 45%; Speak Balazaring 80%.

RAVEENA'S CAVALRY HORSE .....

STR 30 CON 12 SIZ 31
POW 13 DEX 13

Move 12
Hit Points 17

Right Hind Leg	(01-02)	1/5
Left Hind Leg	(03-04)	1/5
Hindquarters	(05-07)	1/7
Forequarters	(08-10)	1/7
Right Foreleg	(11-13)	1/5
Left Foreleg	(14-16)	1/5
Head	(17-20)	1/6

PAY SURNEY (Orlanth Adventurous Rune Priestess)

STR 10 CON 13 SIZ 11
INT 14 POW 18 DEX 14
CHA 8

Move 8
Hit Points 14
Defense 25%

Right Leg	(01-04)	7/5
Left Leg	(05-08)	7/5
Abdomen	(09-11)	7/5
Chest	(12)	8/6
Right Arm	(13-15)	7/4
Left Arm	(16-18)	7/4
Head	(19-20)	7/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Broadsword	6	70%	1D8+1	70%	20
Lance	4	70%	1D10+1+2D6	60%	20
Self bow	2	35%	1D6+1		
Staff	4	65%	1D8	65%	15
Large shield				70%	16

SPELLS – Healing 6; Protection 4; Disruption; Demoralize; Multimissile 1; Befuddle; (known by Summer Breeze) Bladesharp 4; Farsee; Strength; Countermagic; (known by Boots) Dispel Magic 3; Repair; Light; Firearrow.

RUNE MAGIC – Teleportation; Guided Teleportation; Telekinesis; Shield 4; Medium Sylph; Multispell 2.

SKILLS – Oratory 90%; Riding 70%; Map Making 65%; Listen 60%; Spot Hidden Item 60%; Evaluate Treasure 45%; Climbing 50%; Hide in Cover 60%; Spot Trap 45%; Move Quietly 55%; Jumping 50%; Bargaining 25%.

MAGIC – 4 point spell resisting crystal; a dose of spoiled potion antidote; a scroll, written in Esrolian, telling of the assumed location of Griffin Mountain.

TREASURE – Carries 30 L and 1 gem worth 500 L; ransom is 3000 L from the Lightbringers Hall in Trilus.

LANGUAGES – Speak and Write Trade Talk 90%; Speak and Write Storm Tongue 80%; Speak Balazaring 15%; Speak Lunar 35%.

SUMMER BREEZE . . . . . **(allied spirit in staff)**
INT 11 POW 15

URCHIN . . . . . **(bound spirit in cat familiar)**
INT 13 POW 11

MEDIUM SYLPH . . . . . .
STR 12 SIZ 3x6x3 meters INT 1 POW 14
Move 12
Hit Points 24

PAY SURNEY'S WARHORSE . . . . . .

STR 32 CON 14 SIZ 30
INT 6 POW 12 DEX 9

Move 12
Hit Points 19

Right Hind Leg	(01-02)	6/6
Left Hind Leg	(03-04)	6/6
Hindquarters	(05-07)	6/8
Forequarters	(08-10)	6/8
Right Foreleg	(11-13)	6/6
Left Foreleg	(14-16)	6/6
Head	(17-20)	6/7

Weapon	*SR*	*Attack*	*Damage*
Bite	7	50%	1D10
Kick	7	50%	1D8
Rear and plunge	7	50%	2D10+3D6
Trample	7	75%	3D6

PAY SURNEY

She is an experienced Wind Voice of Orlanth Adventurous. She is a friend to Torath Manover and would like to be more than a friend to him if possible. They are currently engaged in an unofficial competition to be the first to discover and return with the legendary Wind Sword. Pay is not really a good leader. Her group tends to get lost often and she is not competent with decisions. In times of stress, she lets others make the hard choices. Her authority has been misplaced, but she is not totally incompetent: she is a powerful Priestess who knows how to use her abilities so long as she doesn't need to tell others how to use theirs. She often relies on a recent addition to her group, Andretta Wolfhelm, as co-leader, even though Andretta is not the most powerful of the troop. While Pay considers her mission of prime importance, the safety of her aunt, Dushi Sone, the Chalana Arroy healer, also concerns her. Because of this, Pay will spend much time in Trilus at the Lightbringer Hall.

FRETTRIC VONVEST OF SARTAR . . . . . (Orlanth initiate)

STR 14 CON 14 SIZ 9
INT 17 POW 17 DEX 14
CHA 9

Move 8
Hit Points 15
Defense 20%

Right Leg	(01-04)	6/5
Left Leg	(05-08)	6/5
Abdomen	(09-11)	12/5
Chest	(12)	6/6
Right Arm	(13-15)	5/4
Left Arm	(16-18)	5/4
Head	(19-20)	8/5

Weapon	*SR*	*Attack*	*Damage*	*SR*	*Attack*
1H bastard sword	6	50%	1D10+1	25%	20
Hvy crossbow	2	50%	2D6+2		
Heavy mace	7	50%	1D8+2	40%	20
Dagger	8	45%	1D4+2	40%	12

SPELLS – Healing 6; Speedart; Bladesharp 1; Countermagic 1; Detect Magic; Demoralize.

SKILLS – Evaluate Treasure 25%; Listen 45%; Spot Hidden Item 40%; Camouflage 25%; Hide in Cover 20%; Move Quietly 20%; Pick Pockets 20%; Bargaining 20%.

MAGIC – 5 point POW storage crystal.

TREASURE – Carries 98 L and 2 wheels; ransom is 1500 L from his family in Wilm's Church.

LANGUAGES – Speak Sartarite 85%; Write Sartarite 40%; Speak Storm Tongue 10%; Speak and Write Trade Talk 55%; Speak Balazaring 50%.

GRANITEMIST . . . . . **(bound spirit in cat familiar)**
INT 11 POW 14

FRETTRICK VONVEST OF SARTAR'S CAVALRY HORSE . . . . . .

STR 26 CON 9 SIZ 23
POW 3 DEX 14

Move 12
Hit Points 12

Right Hind Leg	(01-02)	1/3
Left Hind Leg	(03-04)	1/3
Hindquarters	(05-07)	1/5
Forequarters	(08-10)	1/5
Right Foreleg	(11-13)	1/3
Left Foreleg	(14-16)	1/3
Head	(17-20)	1/4

FRETTRICK VONVEST OF SARTAR

Frettrick is the heir of a noble house in Sartar whose lands were confiscated when the Lunars conquered the region. The family retained their wealth, though, and now live in Wilm's Church, Sartar. Frettrick does not like the Lunar Empire. He also does not care for either Lyson or Throggar of Torath's group and will do what he can to avoid contact with them. Frettrick is loose with his money. He can be counted on to buy several rounds of drinks if he likes you. He is extremely devoted to his Priestess, more so than most people realize. It frustrates him that she is more interested in the aging Torath Manover than in him.

ANDRETTA WOLFHEIM

She is a Grazelander who possibly has more charisma than she can handle. She cannot walk into a room without having people notice her. Part of it is her fantastic good looks but more is an aura that seems to hang about her, saying "here is someone to watch." She is compulsively fastidious about her appearance. A disfiguring scar might break her spirit. Andretta is a good friend of Pay Surney and secretly pities her ineptness at leadership. Andretta is a heartbreaker: she will not become involved more than casually with a man.

DALFAR SKYSEEKER

Another Grazelander from Northpost, he stresses honor and bravery above all. He would rather die than be thought a coward. He loves adventure and is happy in Balazar. He hopes to make a small fortune so he can take home Raveena, the woman he loves (and also a member of Torath Manover's group) to settle down raising horses and children. If she were to be killed, Dalfar would spare no expense in revenging himself on her killers. Dalfar is also good friends with one of Joh Mith's home guard, a young mercenary by the name of Ruidhy (merchant guard number two from Joh Mith & Crew section in Caravans Chapter).

HARKENSEYE

A native Esrolian, he is also known as Harkenseye the Arsenal. Hark packs as many weapons on his mount as he can. His favorite is an ancient arbalest he got from a dwarven smith whose life he once saved. Dwarves are jealous of their technology; he is lucky to possess such a powerful item. He keeps it cocked and in easy reach on his horse. In a fight, he prefers to fire it first, then charges in swinging. He was a Storm Bull initiate before he joined the Orlanth cult. Since they are both Air cults and hate Chaos, he sees no problem in being a member of both. Harkenseye is a trifle surly in his dealings with others, a bit paranoid, and always assumes that people try to take advantage of him.

ANDRETTA WOLFHEIM..... (Orlanth initiate)

STR 11 CON 11 SIZ 9
INT 15 POW 12 DEX 12
CHA 18

Move 8
Hit Points 11
Defense 05%

Right Leg	(01-04)	4/4
Left Leg	(05-08)	4/4
Abdomen	(09-11)	5/4
Chest	(12)	5/5
Right Arm	(13-15)	4/3
Left Arm	(16-18)	4/3
Head	(19-20)	5/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Broadsword	7	45%	1D8+1	55%	20
Lance	5	50%	1D10+1+2D6	55%	20
Self bow	3	35%	1D6+1		
Large shield				60%	16

SPELLS – Healing 2; Disruption; Demoralize; Befuddle; Protection 2.
SKILLS – First Aid 35%; Riding 60%; Climbing 55%; Spot Hidden Item 60%; Hide in Cover 50%; Move Quietly 40%; Listen 50%.
TREASURE – Carries 25 L; ransom is 300 L.
LANGUAGES – Speak Balazaring 75%; Speak Trade Talk 50%, Speak Grazelander 90%.

DALFAR SKYSEEKER..... (Orlanth initiate)

STR 18 CON 14 SIZ 8
INT 10 POW 17 DEX 14
CHA 7

Move 8
Hit Points 14

Right Leg	(01-04)	7/5
Left Leg	(05-08)	7/5
Abdomen	(09-11)	7/5
Chest	(12)	6/6
Right Arm	(13-15)	6/4
Left Arm	(16-18)	6/4
Head	(19-20)	6/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Broadsword	6	60%	1D8+1+1D4	60%	20
Lance	5	50%	1D10+1+2D6	55%	20
Battle ax	7	45%	1D8+2+1D4	50%	20
Comp. bow	2	40%	1D8+1		
Fist	8	40%	1D3+1D4		
Grapple	8	45%	Special		
Large shield				75%	16

SPELLS – Healing 2; Speedart; Disruption, Countermagic 1; Dispel Magic 2; Bladesharp 1; Demoralize, Protection 1.
SKILLS – First Aid 40%; Riding 70%; Spot Hidden Item 40%; Hide in Cover 55%; Move Quietly 60%; Listen 60%; Climbing 35%.
MAGIC – Bronze ring with Coordination matrix; 13 point POW storage crystal.
TREASURE – Carries 50 L; ransom is 500 L.
LANGUAGES – Speak and Write Trade Talk 80%; Speak Dark Tongue 45%; Speak Fire Speech 35%; Speak Balazaring 20%.

ANDRETTA WOLFHEIM'S CAVALRY HORSE....

STR 31 CON 14 SIZ 32
POW 13 DEX 13

Move 12
Hit Points 19

Right Hind Leg	(01-02)	1/6
Left Hind Leg	(02-04)	1/6
Hindquarters	(05-07)	1/8
Forequarters	(08-10)	1/8
Right Foreleg	(11-13)	1/6
Left Foreleg	(14-16)	1/6
Head	(17-20)	1/7

DALFAR SKYSEEKER'S CAVALRY HORSE .....

STR 30 CON 15 SIZ 31
POW 13 DEX 10

Move 12
Hit Points 20

Right Hind Leg	(01-02)	1/6
Left Hind Leg	(03-04)	1/6
Hindquarters	(05-07)	1/8
Forequarters	(08-10)	1/8
Right Foreleg	(11-13)	1/6
Left Foreleg	(14-16)	1/6
Head	(17-20)	1/7

HARKENSEYE..... (Orlanth/Storm Bull initiate)

STR 16 CON 16 SIZ 10
INT 14 POW 15 DEX 16
CHA 9

Move 8
Hit Points 16

Right Leg	(01-04)	4/5
Left Leg	(05-08)	4/6
Abdomen	(09-11)	5/6
Chest	(12)	5/7
Right Arm	(13-15)	5/5
Left Arm	(16-18)	5/5
Head	(19-20)	7/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Broadsword	5	45%	1D8+1+1D4	50%	20
Lance	3	40%	1D10+1+2D6	45%	20
Arbalest	1	40%	3D6+1		
Self bow	1	35%	1D6+1		
Heavy mace	6	40%	1D8+2+1D4	40%	20
Javelin/dart	1	30%	1D6+1D3		
Fist	7	35%	1D3+1D4		
Large shield				50%	16

SPELLS – Multimissile 1; Healing 2; Protection 4; Fanaticism; Dispel Magic 1; Disruption; Bladesharp 3; Demoralize.
SKILLS – First Aid 40%; Riding 70%; Spot Hidden Item 45%; Hide in Cover 45%; Move Quietly 70%; Listen 55%; Camouflage 35%; Bargaining 10%; Lock Picking 25%.
MAGIC – 2 point healing focussing crystal.
TREASURE – Carries 45 L; ransom is 500 L.
LANGUAGES – Speak and Write Trade Talk 80%; Speak Beast Speech 15%; Speak Sartar 70%; Speak Balazar 15%.

HARKENSEYE'S CAVALRY HORSE.....

STR 31 CON 9 SIZ 19
POW 13 DEX 8

Move 12
Hit Points 11

Right Hind Leg	(01-02)	1/3
Left Hind Leg	(03-04)	1/3
Hindquarters	(05-07)	1/5
Forequarters	(08-10)	1/5
Right Foreleg	(11-13)	1/3
Left Foreleg	(14-16)	1/3
Head	(17-20)	1/4

20. SMILODONS

The hills of Balazar are one of the last refuges of *Smilodon Gloranthus*, a powerful predator whose numbers have steadily declined since the God Time. The smilodon (pronounced SMYE-lo-don) is a sabre-toothed tiger. Striped, it resembles its tropical cousin but is striped in varying shades of brown and gold. The smilodon's prominent sabre-like fangs are capable of doing impaling damage. The hunters of Balazar give these creatures great respect. Only the bravest or most foolhardy hunter will attempt to bring in a smilodon during the Great Hunt.

Though doing terrific damage, the great cat cannot outrun game, its short legs unable to attain the speeds necessary to chase down a foe. Smilodons normally lie patiently downwind of a watering hole or trail until a possible dinner comes by. The smilodon then springs, stabbing the victim's neck with its great teeth and digging in the victim's side or back with its massive claws. Few natural creatures can long survive such an attack. The cat rarely bothers with men, but if attacked or very hungry, they will tear into hunters or adventurers with gusto.

The smilodon is particularly vicious in combat. Each smilodon gets two claw attacks and one bite attack per round, though all against the same opponent. If the cat hits a victim with both front paws, it will continue to hold on, ripping with its hind legs from that point on, and continuing to attack by biting until the victim dies.

Balazar is rife with legends about these brutes. It is rumored that a giant cat stalks the plains, so massive that the earth shakes beneath its feet. Another legend has it that a ghostly smilodon sneaks into camps at night, bringing death to the sick and elderly. A third story concerns the mysterious shaman, Blueface, who sends forth his spirit to occupy an enormous blue-grey sabre-toothed tiger. Hunting parties swear that they have seen such a giant cat standing over a fresh kill, and that the smilodon mentally commanded them to leave for their own safety. Many such legends in Glorantha are based on truth.

Two groups of smilodons are listed. The first is a mated pair. The male is a massive creature, larger than average.

The second is a small pride of young smilodons. They are not yet mated, though the male tends to lead. They do not hunt as African lions do, where the male allows the females to do the dirty work. Here, each tiger pulls its own weight.

SMILODON NUMBER ONE.....(male)

STR 36 CON 14 SIZ 28
POW 12 DEX 22

Move 9
Hit Points 18

Right Hind Leg	(01-02)	3/6
Left Hind Leg	(03-04)	3/6
Hindquarters	(05-07)	3/7
Forequarters	(08-10)	3/7
Right Foreleg	(11-13)	3/6
Left Foreleg	(14-16)	3/6
Head	(17-20)	3/6

Weapon	*SR*	*Attack*	*Damage*
Bite	4	45%	1D10+1+3D6
Claw	4	70%	1D8+3D6
Ripping	4	80%	2D8+6D6

SKILLS – Move Quietly 75%; Hide in Cover 80%; Tracking 50%.

SMILODON NUMBER TWO.....(female)

STR 30 CON 15 SIZ 24
POW 11 DEX 22

Move 9
Hit Points 18

Right Hind Leg	(01-02)	3/6
Left Hind Leg	(03-04)	3/6
Hindquarters	(05-07)	3/7
Forequarters	(08-10)	3/7
Right Foreleg	(11-13)	3/6
Left Foreleg	(14-16)	3/6
Head	(17-20)	3/6

Weapon	*SR*	*Attack*	*Damage*
Bite	4	45%	1D10+1+2D6
Claw	4	65%	1D8+2D6
Ripping	4	75%	2D8+4D6

SKILLS – Move Quietly 75%; Hide in Cover 80%; Tracking 50%.

YOUNG SMILODON NUMBER THREE .....(male)

STR 27 CON 16 SIZ 25
POW 11 DEX 22

Move 9
Hit Points 20

Right Hind Leg	(01-02)	3/7
Left Hind Leg	(03-04)	3/7
Hindquarters	(05-07)	3/8
Forequarters	(08-10)	3/8
Right Foreleg	(11-13)	3/7
Left Foreleg	(14-16)	3/7
Head	(17-20)	3/7

Weapon	*SR*	*Attack*	*Damage*
Bite	4	35%	1D10+1+2D6
Claw	4	55%	1D8+2D6
Ripping	4	65%	2D8+4D6

SKILLS – Move Quietly 60%; Hide in Cover 65%; Tracking 35%.

YOUNG SMILODON NUMBER FOUR .... (female)

STR 24 CON 18 SIZ 18
POW 10 DEX 19

Move 9
Hit Points 20

Defense 05%

Right Hind Leg	(01-02)	3/7
Left Hind Leg	(03-04)	3/7
Hindquarters	(05-07)	3/8
Forequarters	(08-10)	3/8
Right Foreleg	(11-13)	3/7
Left Foreleg	(14-16)	3/7
Head	(17-20)	3/7

Weapon	*SR*	*Attack*	*Damage*
Bite	5	40%	1D10+1+2D6
Claw	5	50%	1D8+2D6
Ripping	5	60%	2D8+2D6

SKILLS – Move Quietly 55%; Hide in Cover 60%; Tracking 30%.

YOUNG SMILODON NUMBER FIVE ..... (female)

STR 24 CON 14 SIZ 21
POW 10 DEX 19

Move 9
Hit Points 17

Right Hind Leg	(01-02)	3/6
Left Hind Leg	(03-04)	3/6
Hindquarters	(05-07)	3/7
Forequarters	(08-10)	3/7
Right Foreleg	(11-13)	3/6
Left Foreleg	(14-16)	3/6
Head	(17-20)	3/6

Weapon	*SR*	*Attack*	*Damage*
Bite	4	30%	1D10+1+2D6
Claw	4	55%	1D8+2D6
Ripping	4	65%	2D8+4D6

SKILLS – Move Quietly 60%; Hide in Cover 65%; Tracking 35%.

21. SUCCUBUS

Only one succubus resides in the Balazar/Elder Wilds region. Should it be destroyed, no further succubi will be encountered. When an encounter with one is indicated, re-roll the dice. (Stats and details for the succubus were constructed by Greg Stafford and saw original publication in issue 14 of *The Dungeoneer* magazine, published by Judges Guild.)

The succubus is an insubstantial creature capable of creating a temporary body to satisfy carnal desire and create trouble. They appear to solitary people, such as watchmen or night wanderers, and try to seduce the victim. They assume the form of either sex, as required.

Use the succubus' CHA versus the victim's POW to simulate the hypnotic powers of the demon. If the victim is overcome, then he or she takes 1D6 points of damage to his or her hit points. Only time cures this damage. Magical healing will not work.

A victim once taken by a succubus will be approached again each night thereafter until the creature is rebuffed or the victim is dead. The succubus gets an accumulating 10% chance of success for each previous success against a particular victim.

SUCCUBUS.....

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

Move 8
Hit Points 15
Defense 05%

Right Leg	(01-04)	0/5
Left Leg	(05-08)	0/5
Abdomen	(09-11)	0/5
Chest	(12)	0/6
Right Arm	(13-15)	0/4
Left Arm	(16-18)	0/4
Head	(19-20)	0/5

SPELLS – Invisibility, Detection Blank 2; Spirit Shield 2.

22. TROLLS

Two different troll parties are encountered in this region. One of them is a troll family group only to be encountered in the Troll Hills or the Giant Mountains. The other group is a Zorak Zoran war party encounterable in the mountains but usually found elsewhere.

In the mountains, 75% of the trolls encountered will be family groups. Since most members of most troll families are trollkin, such groups usually are not powerful and will generally avoid combat. But any troll will question and be generally hostile toward non-trolls they find in their mountains. They will always attack elves, dwarves, and creatures of chaos.

A Zorak Zoran war party is a small group of fairly powerful trolls looking for trouble. They will attack all normal troll enemies but they will also attack anybody else who appears weak enough to defeat. They will not hesitate to use tricks to achieve that end, and may pretend friendship with a party to later catch them napping.

QUARGA ZAR . . . . . (Kyger Litor Priestess)

STR 19 CON 11 SIZ 15
INT 15 POW 18 DEX 14
CHA 12

Move 8
Hit Points 13
Defense 15%

Right Leg	(01-04)	7/5
Left Leg	(05-08)	7/5
Abdomen	(09-11)	7/5
Chest	(12)	8/6
Right Arm	(13-15)	7/4
Left Arm	(16-18)	7/4
Head	(19-20)	7/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H mace	7	70%	1D8+2+1D6	65%	20
1H mace	7	70%	1D8+2+1D6	70%	20
Sling	2	70%	1D8		
Large shield				70%	16

SPELLS – Bludgeon 4; Disruption; Protection 4; Healing 6; Darkwall; Demoralize; Detect Enemies; (known by Muncher) Darkwall; Demoralize; Detect Enemies; Fanaticism 6.
RUNE MAGIC – Shield 4; Divine Intervention 3; Divination 3; Crush 2; Large Shade 3; Summon Ancestor; Multispell 2.
SKILLS – Oratory 75%; Camouflage 65%; Spot Hidden Item 60%; Listen 55%; Move Quietly 60%; Map Making 85%.
MAGIC – 13 point POW storage crystal.
TREASURE – Carries 40 wheels; ransom is 1000 guilders from other trolls in the mountains (but frequently a party will be sent to attempt a rescue rather than paying the reward).
LANGUAGES – Speak and Write Dark Tongue 95%; Speak Trade Talk 60%; Speak Fire Speech 35%.

MUNCHER . . . . . (allied spirit in giant beetle)

STR 36 CON 17 SIZ 21
INT 14 POW 18 DEX 9

Move 8
Hit Points 21

Right Hind Leg	(01-02)	5/7
Left Hind Leg	(03-04)	5/7
Tail	(05-08)	5/8
Body	(09-12)	5/8
Right Foreleg	(13-15)	5/7
Left Foreleg	(16-18)	5/7
Head	(19-20)	5/7

Weapon	*SR*	*Attack*	*Damage*
Munch	8	60%	1D8+3D6

SKILLS – Listen 90%; Spot Hidden Item 70%.
LANGUAGES – Understand Dark Tongue 70%.

TROLL FAMILY GROUP

QUARGA ZAR

She is the mother of the trollkin who accompany her. Haughty in her dealings with other "acceptable" races, she loves her stunted children, and anyone harming one must face her wrath. Due to her pride, Quarga Zar will not speak directly (unless she absolutely has to) to non-trolls, instead directing her eldest daughter (Trollkin Number One) to speak for her.

If the trolls clearly out-power the trespassing adventurers, Quarga will kidnap 1-3 members of the party and demand a ransom of either 2000 guilders apiece or that the adventurers waylay a band of dwarves that she knows of and return with two dwarven heads for each captive. The trolls will then direct the adventurers to a nearby dwarven camp (use those stats in Dwarves section of this chapter). The trolls will not aid in the attack. Should the adventurers fail, the trolls probably will eat them.

TROLLKIN

The trollkin are Quarga Zar's children. They obey her every order implicitly, out of fear and devotion. They will always protect their mother first.

TROLLKIN NUMBER ONE . . . . . (female)

STR 10 CON 10 SIZ 10
INT 11 POW 9 DEX 17
CHA 6

Move 6
Hit Points 10
Defense 10%

Right Leg	(01-04)	2/4
Left Leg	(05-08)	2/4
Abdomen	(09-11)	2/4
Chest	(12)	2/5
Right Arm	(13-15)	2/3
Left Arm	(16-18)	2/3
Head	(19-20)	2/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Mace	6	45%	1D6+2	55%	20
Spear	4	55%	1D6+1	50%	12
Sling	1	55%	1D8		
Small shield				55%	8

SPELLS – Protection 2.
SKILLS – Spot Hidden Item 35%; Listen 40%.
TREASURE – Carries 6 clacks; no ransom.
LANGUAGES – Speak Dark Tongue 55%.

TROLLKIN NUMBER TWO. . . . . (female)

STR 10 CON 10 SIZ 12
INT 8 POW 7 DEX 13
CHA 10

Move 6
Hit Points 10

Right Leg	(01-04)	2/4
Left Leg	(05-08)	2/4
Abdomen	(09-11)	2/4
Chest	(12)	2/5
Right Arm	(13-15)	2/3
Left Arm	(16-18)	2/3
Head	(19-20)	2/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Mace	7	30%	1D6+2	40%	20
Spear	5	45%	1D6+1	45%	12
Sling	2	40%	1D8		
Small shield				50%	8

SPELLS – Healing 2; Bladesharp 2; Disruption.
SKILLS – Spot Hidden Item 40%; Listen 45%.
TREASURE – Carries 5 clacks; no ransom.
LANGUAGES – Speak Dark Tongue 45%.

TROLLKIN NUMBER THREE.....(male)

STR 8 CON 16 SIZ 8
INT 13 POW 9 DEX 13
CHA 4

Move 6
Hit Points 15
Defense 10%

Right Leg	(01-04)	2/5
Left Leg	(05-08)	2/5
Abdomen	(09-11)	2/5
Chest	(12)	2/6
Right Arm	(13-15)	2/4
Left Arm	(16-18)	2/4
Head	(19-20)	2/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Mace	7	45%	1D6+2	30%	20
Spear	5	40%	1D6+1	40%	12
Sling	2	50%	1D8		
Small shield				50%	8

SPELLS – Healing 2.
SKILLS – Spot Hidden Item 35%; Listen 40%.
TREASURE – Carries 4 clacks; no ransom.
LANGUAGES – Speak Dark Tongue 65%.

TROLLKIN NUMBER FOUR.....(male)

STR 7 CON 9 SIZ 7
INT 13 POW 4 DEX 14
CHA 7

Move 6
Hit Points 8
Defense 05%

Right Leg	(01-04)	2/3
Left Leg	(05-08)	2/3
Abdomen	(09-11)	2/3
Chest	(12)	2/4
Right Arm	(13-15)	2/2
Left Arm	(16-18)	2/2
Head	(19-20)	2/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Mace	7	45%	1D6+2	40%	20
Spear	5	40%	1D6+1	45%	12
Sling	2	35%	1D8		
Small shield				50%	8

SPELLS – Disruption.
SKILLS – Spot Hidden Item 50%; Listen 45%.
TREASURE – Carries 1 clack.
LANGUAGES – Speak Dark Tongue 60%.

TROLLKIN NUMBER FIVE .....(male)

STR 11 CON 9 SIZ 12
INT 8 POW 6 DEX 14
CHA 7

Move 6
Hit Points 9

Right Leg	(01-04)	2/3
Left Leg	(05-08)	2/3
Abdomen	(09-11)	2/3
Chest	(12)	2/4
Right Arm	(13-15)	2/2
Left Arm	(16-18)	2/2
Head	(19-20)	2/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Mace	7	40%	1D6+2	35%	20
Spear	5	35%	1D6+1	40%	12
Sling	2	40%	1D8		
Small shield				45%	8

SPELLS – Demoralize.
SKILLS – Spot Hidden Item 45%; Listen 50%.
TREASURE – Carries 6 clacks; no ransom.
LANGUAGES – Speak Dark Tongue 45%.

TROLLKIN NUMBER SIX.....(female)

STR 9 CON 11 SIZ 8
INT 8 POW 5 DEX 14
CHA 5

Move 6
Hit Points 10

Right Leg	(01-04)	2/4
Left Leg	(05-08)	2/4
Abdomen	(09-11)	2/4
Chest	(12)	2/5
Right Arm	(13-15)	2/3
Left Arm	(16-18)	2/3
Head	(19-20)	2/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Mace	7	40%	1D6+2	45%	20
Spear	5	45%	1D6+1	45%	12
Sling	2	35%	1D8		
Small shield				50%	8

SPELLS – Protection 3.
SKILLS – Spot Hidden Item 45%; Listen 40%.
TREASURE – Carries 3 clacks and 1 guilder; no ransom.
LANGUAGES – Speak Dark Tongue 50%.

ZORAK ZORAN WARPARTY

GERAG MIDEM

Gerag Midem leads these rampaging trolls. She is short of temper: add 15 to any rolls made on response tables. Any character familiar at all with the local troll communities will have heard of the troll ball team that she sponsors, the Barrelheads (referees should tell the characters this if this information should be known). Depending upon the current standing of her team, mentioning the team might change her attitude concerning the encounter. The response check is not rerolled, merely modified to reflect the change in Gerag Miden's mood. See the Gerag Midem Response Modifier Table.

Chances are, that if she is really irritated, she will attempt to capture the adventurers and force them to play her team at troll ball. (For troll ball rules, see *Wyrm's Footnotes* 7.)

GERAG MIDEM RESPONSE MODIFIER TABLE

D100	*Barrelheads' Season*	*Modifier*
01-05	Really rotten, in the cellar	+2D6+20
06-25	Unusually bad, far behind	+1D6+10
26-45	Poor season	+1D6+4
46-80	Average	- 1D4+1
81-90	Good season	- 1D6+4
91-96	In a race for first place	+1D4
97-00	Out in the clear	- 1D6+20

KAG TABA

Kag Taba is of better temper than his erstwhile leader. If it looks like a fight may be a little tough, he will suggest negotiation and maybe some ritual combat in the case of non-racial enemies. A special geas was laid upon him to slay followers of other cults incorporating the Death Rune into their pantheon.

DEGLA WAT

He is a mentally unbalanced dark troll warrior. Some years back, he took a blow on the head and now he treats all encounters as hostile ones with a +4 response. He always urges Gerag Miden to violence in any encounter and often has to be verbally restrained by Priest Kag Taba. Degla will always try to spur an encounter to violence by whatever means possible, be it name calling or slinging excrement. Given the opportunity, he will sneak off to ambush any previously encountered party. Even though he personifies much of the cult discipline, he has not endeared himself to either of his commanders; they will have only a 50% chance of ransoming or rescueing him.

GERAG MIDEN . . . . . (great troll Death Lord)

STR 24 CON 15 SIZ 26
INT 10 POW 15 DEX 16
CHA 13

Move 7
Hit Points 19

Right Leg	(01-04)	7/7
Left Leg	(05-08)	7/7
Abdomen	(09-11)	8/7
Chest	(12)	8/8
Right Arm	(13-15)	7/6
Left Arm	(16-18)	7/6
Head	(19-20)	7/7

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Maul	3	95%	2D8+2D6	65%	15
2H mace	4	105%	1D12+2D6	105%	20
1H mace	4	80%	1D8+2D6	60%	20
Sling	1	90%	1D8		
Large shield				95%	16

SPELLS – Protection 4; Healing 6; (known by Macer) Bludgeon 4; Darkwall; Disruption; Demoralize; Detect Enemies; Fanaticism 2.

SKILLS – Oratory 95%; Ambush 75%; Sense Ambush 80%; Move Quietly 65%; Map Making 70%.

MAGIC – Lead large mace; suit of lead plate; 6 point double POW yielding crystal.

TREASURE – Carries 10 wheels and 30 L; ransom is 4000 L but her people would prefer to rescue her and kill her captors.

LANGUAGES – Speak and Write Dark Tongue 80%; Speak Trade Talk 60%.

MACER. . . . . (allied spirit in lead mace)
INT 10 POW 18
RUNE SPELLS – Seal Wound.

KAG TABA. . . . . (dark troll Death Priest)

STR 18 CON 12 SIZ 18
INT 16 POW 18 DEX 16
CHA 14

Move 8
Hit Points 15
Defense 05%

Right Leg	(01-04)	7/5
Left Leg	(05-08)	7/5
Abdomen	(09-11)	8/5
Chest	(12)	8/6
Right Arm	(13-15)	7/4
Left Arm	(16-18)	7/4
Head	(19-20)	7/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
1H mace	5	80%	1D8+1D6	80%	20
Sling	1	65%	1D8		
Large shield				80%	16

SPELLS – Bludgeon 4; Darkwall; Disruption; Protection 4; Healing 6; (known by Macie) Demoralize; Detect Enemies; Fanaticism 6.

RUNE MAGIC – Medium Shade; Crush 3; Seal Wound; Shield 4; Divination 2.

SKILLS – Oratory 80%; Ambush 60%; Sense Ambush 65%; Move Quietly 45%.

MAGIC – Lead mace; 12 point POW storage crystal; 3 doses +1 to DEX for 2 hours potion.

TREASURE – Carries 50 guilders; ransom is 2000 guilders.

MACIE . . . . . (allied spirit in lead mace)
INT 14 POW 18

DEGLA WAT . . . . . (dark troll)

STR 17 CON 10 SIZ 17
INT 9 POW 13 DEX 11
CHA 11

Move 8
Hit Points 12

Right Leg	(01-04)	7/4
Left Leg	(05-08)	7/4
Abdomen	(09-11)	8/4
Chest	(12)	8/5
Right Arm	(13-15)	7/3
Left Arm	(16-18)	7/3
Head	(19-20)	7/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H mace	7	60%	1D12+1D6	60%	20
1H mace	7	75%	1D8+1D6	60%	20
Sling	3	45%	1D8		
Large shield				60%	16

SPELLS – Bludgeon 3; Disruption; Protection 3; Healing 2.

RUNE MAGIC – Berserker (one use only).

SKILLS – Ambush 60%; Sense Ambush 50%; Move Quietly 55%.

MAGIC – One dose 12 point healing potion.

TREASURE – Carries 15 guilders; ransom is 200 guilders but usually Gerag Miden will attempt to rescue him by force.

LANGUAGES – Speak Dark Tongue 80%; Write Dark Tongue 40%.

HEKA IWOG. . . . . (dark troll)

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

Move 8
Hit Points 18
Defense 05%

Right Leg	(01-04)	7/6
Left Leg	(05-08)	7/6
Abdomen	(09-11)	8/6
Chest	(12)	8/7
Right Arm	(13-15)	7/5
Left Arm	(16-18)	7/5
Head	(19-20)	7/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H mace	8	65%	1D12+1D4	50%	20
1H mace	8	85%	1D8+1D4	70%	20
Sling	3	50%	1D8		
Large shield				55%	16

SPELLS – Bludgeon 4; Disruption; Demoralize; Protection 4; Healing 2; Fanatacism 3.

SKILLS – Ambush 60%; Sense Ambush 65%; Move Quietly 50%.

MAGIC – 7 point POW storage crystal.

TREASURE – Carries 15 guilders; ransom is 200 guilders but Gerag Miden will usually attempt to rescue him by force.

LANGUAGES – Speak Dark Tongue 85%; Write Dark Tongue 75%; Speak and Write Trade Talk 55%.

HEKA IWOG

He is an average troll. He has a burning hatred of dwarves, and will go out of his way to encounter and fight them. He accompanies the Priest Kag Taba and they normally will fight together, each looking out for the other.

ANTA VARDA

She is sister to Kag Taba. If ever encountered alone, she will like the company of humans and will be very interested in traveling to see the Lunar Empire some time. She may be convinced to join an adventuring group as an equal partner.

TASTA MAGIG

Tasta Magig is very sly and sneaky. She wants Kag Taba as a mate and she will do anything to become his lover. She is intensely and unreasoningly jealous of Anta Varda and Yilke Pand, the other two female dark trolls in the group. She will try to betray the other two females or to embarrass them in some way.

GOSH DASW

Gosh Dasw is a slow-thinker with a sense of humor (he even laughs at dark troll jokes). A close friend of all members of the warparty, his death would make them very violent and interested only in slaying his killers. He is extremely amiable for a Zorak Zorani; subtract 15 from his response rolls.

YILKE PAND

She is an average warrior. She is from a different village than the rest of the group and speaks Dark Tongue with a strange accent. She is minus 20 in all dealings with reptilian creatures: she favors them. She has never seen a human.

ANTA VARDA ..... (dark troll)

STR 18 CON 14 SIZ 24
INT 13 POW 12 DEX 11
CHA 8

Move 8
Hit Points 17

Right Leg	(01-04)	7/6
Left Leg	(05-08)	7/6
Abdomen	(09-11)	8/6
Chest	(12)	8/7
Right Leg	(13-15)	7/5
Left Leg	(16-18)	7/5
Head	(19-20)	7/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H mace	6	65%	1D12+2D6	45%	20
1H mace	6	90%	1D8+2D6	60%	20
Sling	3	60%	1D8		
Large shield				70%	16

SPELLS – Bludgeon 4; Darkwall; Disruption; Protection 4; Healing 2; Fanaticism 1.
SKILLS – Oratory 55%; Sense Ambush 50%; Move Quietly 45%; Map Making 35%; Ambush 50%.
TREASURE – Carries 50 guilders; ransom is 200 guilders but usually Gerag Miden will attempt to rescue her by force.
LANGUAGES – Speak and Write Dark Tongue 85%.

GOSH DASW ..... (dark troll)

STR 17 CON 11 SIZ 16
INT 8 POW 15 DEX 9
CHA 15

Move 8
Hit Points 12

Right Leg	(01-04)	7/4
Left Leg	(05-08)	7/4
Abdomen	(09-11)	8/4
Chest	(12)	8/5
Right Arm	(13-15)	7/3
Left Arm	(16-18)	7/3
Head	(19-20)	7/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H mace	8	45%	1D12+1D6	50%	20
1H mace	8	50%	1D8+1D6	50%	20
Sling	3	50%	1D8		
Large shield				50%	16

SPELLS – Bludgeon 2; Disruption; Demoralize; Detect Enemies; Protection 3.
SKILLS – Ambush 55%; Sense Ambush 50%; Move Quietly 40%.
TREASURE – Carries 4 wheels; ransom is 200 guilders but Gerag Miden will usually attempt a rescue by force.
LANGUAGES – Speak and Write Dark Tongue 75%.

TASTA MAGIG ..... (dark troll)

STR 14 CON 8 SIZ 18
INT 14 POW 10 DEX 10
CHA 16

Move 8
Hit Points 10

Right Leg	(01-04)	7/4
Left Leg	(05-08)	7/4
Abdomen	(09-11)	8/4
Chest	(12)	8/5
Right Arm	(13-15)	7/3
Left Arm	(16-18)	7/3
Head	(19-20)	7/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H mace	8	70%	1D12+1D4	75%	20
1H mace	8	65%	1D8+1D4	55%	20
Sling	3	40%	1D8		
Large shield				50%	16

SPELLS – Bludgeon 4; Disruption; Protection 4; Demoralize; Detect Enemies; Healing 2; Fanaticism 1.
SKILLS – Ambush 65%; Sense Ambush 50%; Move Quietly 35%.
TREASURE – Carries 5 wheels; ransom is 200 guilders but Gerag Miden will usually attempt a rescue by force.
LANGUAGES – Speak and Write Dark Tongue 85%; Speak Trade Talk 45%.

YILKE PAND ..... (dark troll)

STR 20 CON 9 SIZ 16
INT 14 POW 11 DEX 12
CHA 11

Move 8
Hit Points 10
Defense 05%

Right Leg	(01-04)	7/4
Left Leg	(05-08)	7/4
Abdomen	(09-11)	8/4
Chest	(12)	8/5
Right Arm	(13-15)	7/3
Left Arm	(16-18)	7/3
Head	(19-20)	7/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H mace	8	70%	1D12+1D6	70%	20
1H mace	8	70%	1D8+1D6	60%	20
Sling	3	60%	1D8		
Large shield				85%	16

SPELLS – Bludgeon 4; Protection 3; Demoralize; Healing 6.
SKILLS – Ambush 70%; Sense Ambush 45%; Move Quietly 45%.
MAGIC – 10 point POW storage crystal.
TREASURE – Carries 50 guilders; ransom is 200 guilders but usually Gerag Miden will attempt to rescue her by force.
LANGUAGES – Speak and Write Dark Tongue 85%; Speak Auld Wyrmish 70%.

23. WALKTAPUS

The exact number of walktapi in the Elder Wilds is not known with any great accuracy, so stats have been provided for only one – if more are needed the same one should be re-used, perhaps with minor changes.

A walktapus always attacks anything it encounters and fights it to the death. People avoid these creatures unless they have the magical spells and the abilities necessary to destroy one from a distance.

WALKTAPUS

STR 26 CON 16 SIZ 28
POW 12 DEX 9

Move 7
Hit Points 20

Right Leg	(01-02)	4/7
Left Leg	(03-04)	4/7
Abdomen	(05)	4/7
Chest	(06)	4/8
Right Arm	(07-08)	4/6
Left Arm	(09-10)	4/6
Tentacle 1	(11)	4/6
Tentacle 2	(12)	4/6
Tentacle 3	(13)	4/6
Tentacle 4	(14)	4/6
Tentacle 5	(15)	4/6
Tentacle 6	(16)	4/6
Tentacle 7	(17)	4/6
Tentacle 8	(18)	4/6
Head	(19-20)	4/7

Weapon	*SR*	*Attack*	*Damage*
Tentacle*	7	40%	2D6
Constrict			4D6

Special – 3 meter diameter cloud of potency 16 systemic poison.

* Can use four at once. If two have struck the same target, they will constrict every round. Armor will protect only until its absorbtion rate is overcome, then it is broken.

24. WATER WYRMS

Unlike normal, everyday flying wyrms, water wyrms have no wings but swim at a movement rate of 12; they breath water as well as air. When encountered water wyrms will attack 90% of the time. If seriously wounded, they will dive beneath the water's surface to heal, possibly allowing the party to escape. They often simply dump boats over by rising beneath them.

WATER WYRM NUMBER ONE

STR 39 CON 9 SIZ 36
INT 13 POW 18 DEX 14
CHA 10
Move 6/12 in water
Hit Points 16

Tail	(01-06)	8/6
Abdomen	(07-11)	8/7
Chest	(12-16)	8/7
Head	(17-20)	8/6

Weapon	*SR*	*Attack*	*Damage*
Bite	6	90%	1D10+4D6

SPELLS – Countermagic 5; Befuddle; Fanatacism 1; Detect Enemies; Invisibility; Healing 2.
TREASURE – 300 guilders and 25 wheels kept in nest at bottom of river.
LANGUAGES – Speak Auld Wyrmish 90%; Speak Trade Talk 50%.

WATER WYRM NUMBER TWO

STR 37 CON 12 SIZ 36
INT 13 POW 18 DEX 9
CHA 9
Move 6/12 in water
Hit Points 16

Tail	(01-06)	8/7
Abdomen	(07-11)	8/8
Chest	(12-16)	8/8
Head	(17-20)	8/7

Weapon	*SR*	*Attack*	*Damage*
Bite	7	75%	1D10+4D6

SPELLS – Countermagic 5; Befuddle; Fanatacism; Protection 4; Healing 2.
TREASURE – 550 guilders and 30 wheels kept in nest at bottom of river.
LANGUAGES – Speak Auld Wyrmish 90%.

WATER WYRM NUMBER THREE

STR 28 CON 13 SIZ 48
INT 14 POW 14 DEX 16
CHA 15
Move 6/12 in water
Hit Points 22

Tail	(01-06)	8/8
Abdomen	(07-11)	8/9
Chest	(12-16)	8/9
Head	(17-20)	8/8

Weapon	*SR*	*Attack*	*Damage*
Bite	5	80%	1D10+4D6

SPELLS – Countermagic 5; Befuddle; Fanatacism; Detect Enemies; Invisibility; Healing 3.
TREASURE – 300 guilders, 15 wheels, and 1 gem worth 1000 guilders kept in nest at bottom of river.
LANGUAGES – Speak Auld Wyrmish 85%.

25. WOLVES

The wolves included here are an average family group. If they are encountered during the day, they will attack 25% of the time, but if they are encountered at night, they will attack 75% of the time. If they are attacked first, they will always fight.

ADULT WOLF NUMBER ONE

STR 13 CON 12 SIZ 5	Right Hind Leg	(01-02)	1/3
POW 15 DEX 16	Left Hind Leg	(03-04)	1/3
	Hindquarters	(05-07)	1/5
Move 12	Forequarters	(08-10)	1/5
Hit Points 11	Right Foreleg	(11-13)	1/3
	Left Foreleg	(14-16)	1/3
Defense 05%	Head	(17-20)	1/4

Weapon	*SR*	*Attack*	*Damage*
Bite	8	30%	1D6+1

ADULT WOLF NUMBER TWO

STR 12 CON 14 SIZ 7	Right Hind Leg	(01-02)	1/4
POW 10 DEX 13	Left Hind Leg	(03-04)	1/4
	Hindquarters	(05-07)	1/6
Move 12	Forequarters	(08-10)	1/6
Hit Points 13	Right Foreleg	(11-13)	1/4
	Left Foreleg	(14-16)	1/4
Defense 05%	Head	(17-20)	1/5

Weapon	*SR*	*Attack*	*Damage*
Bite	8	30%	1D6+1

ADULT WOLF NUMBER THREE

STR 11 CON 13 SIZ 6	Right Hind Leg	(01-02)	1/3
POW 8 DEX 11	Left Hind Leg	(03-04)	1/3
	Hindquarters	(05-07)	1/5
Move 12	Forequarters	(08-10)	1/5
Hit Points 12	Right Foreleg	(11-13)	1/4
	Left Foreleg	(14-16)	1/3
	Head	(17-20)	1/4

Weapon	*SR*	*Attack*	*Damage*
Bite	8	25%	1D6+1

ADULT WOLF NUMBER FOUR

STR 13 CON 15 SIZ 10	Right Hind Leg	(01-02)	1/4
POW 10 DEX 15	Left Hind Leg	(03-04)	1/4
	Hindquarters	(05-07)	1/6
Move 12	Forequarters	(08-10)	1/6
Hit Points 15	Right Foreleg	(11-13)	1/4
	Left Foreleg	(14-16)	1/4
Defense 05%	Head	(17-20)	1/5

Weapon	*SR*	*Attack*	*Damage*
Bite	8	30%	1D6+1

ADULT WOLF NUMBER FIVE

STR 11 CON 13 SIZ 7	Right Hind Leg	(01-02)	1/3
POW 10 DEX 12	Left Hind Leg	(03-04)	1/3
	Hindquarters	(04-07)	1/5
Move 12	Forequarters	(08-10)	1/5
Hit Points 12	Right Foreleg	(11-13)	1/3
	Left Foreleg	(14-16)	1/3
	Head	(17-20)	1/4

Weapon	*SR*	*Attack*	*Damage*
Bite	9	25%	1D6+1

YOUNG WOLF NUMBER SIX

STR 13 CON 10 SIZ 3	Right Hind Leg	(01-02)	1/2
POW 7 DEX 13	Left Hind Leg	(03-04)	1/2
	Hindquarters	(05-07)	1/4
Move 12	Forequarters	(08-10)	1/4
Hit Points 8	Right Foreleg	(11-13)	1/2
	Left Foreleg	(14-16)	1/2
Defense 10%	Head	(17-20)	1/3

Weapon	*SR*	*Attack*	*Damage*
Bite	9	30%	1D6+1

YOUNG WOLF NUMBER SEVEN

STR 12 CON 9 SIZ 3	Right Hind Leg	(01-02)	1/2
POW 8 DEX 14	Left Hind Leg	(03-04)	1/2
	Hindquarters	(05-07)	1/4
Move 12	Forequarters	(08-10)	1/4
Hit Points 8	Right Foreleg	(11-13)	1/2
	Left Foreleg	(14-16)	1/2
Defense 10%	Head	(17-20)	1/3

Weapon	*SR*	*Attack*	*Damage*
Bite	9	30%	1D6+1

YOUNG WOLF NUMBER EIGHT

STR 12 CON 12 SIZ 5	Right Hind Leg	(01-02)	1/3
POW 10 DEX 18	Left Hind Leg	(03-04)	1/3
	Hindquarters	(05-07)	1/5
Move 12	Forequarters	(08-10)	1/5
Hit Points 11	Right Foreleg	(11-13)	1/3
	Left Foreleg	(14-16)	1/3
Defense 10%	Head	(17-20)	1/4

Weapon	*SR*	*Attack*	*Damage*
Bite	8	35%	1D6+1

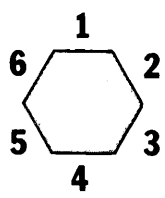
FOUND ENCOUNTERS

Found encounters are those items, places, or happenings which can occur throughout Balazar and the Elder Wilds. These encounters are unusual enough to warrant special mention but too trivial to be given their own detailed description.

Found encounters are rolled for every hex the party enters, rather than for a certain time period. They never occur when the party is in pursuit mode, but otherwise occurs 3% of the time per hex. Double chances if the party is in search mode, in hills, or in the Elder Wilds. This effect is cumulative, so a party searching in the hills in the Elder Wilds will have a 24% chance per hex of a found encounter.

Once it has been determined that a particular hex contains a found encounter, the referee consults the Found Encounter Table to determine the particular encounter. Usually that encounter is crossed off the table and its location marked on the referee's wilderness hex map. However, as detailed in the explanation of notes, there are exceptions. If the die roll ever indicates an encounter which is no longer available, the referee should reroll until a still-available encounter is generated.

The individual referee is, of course, free to place the encounters throughout the wilderness as he or she wishes.



DIRECTION RANDOMIZER

Several Found Encounters require that a hex be located at a random distance from the encounter and in a random direction. Roll 1D6 and locate the needed hex the rolled distance (a second roll depending on the individual situation) from the indicated hex side.

FOUND ENCOUNTER TABLE

D100	*Notes*	*Encounter*
01-04		1 A Pile of Human Bodies
05-06	H	2 A Baboon Totem
07-08	H	3 A Large, Old Chest
09-16		4 A Standing Mummy
17-28		5 An Open Expanse of Ground
29-32		6 A Stone Statue
33-34	M	7 Diseased Warrior of Wood
35-38	R	8 Crucified Broos
39-45	R	9 Old Road
46-47	M	10 A Hawk Alights
48-51	R	11 A Cry for Help
52-53		12 Pyramid of Skulls
54	R N	13 The Air and Sky Grow Cold
55-56		14 Dark Clearing
57-58	M	15 A Dazed Elf
59	H	16 A Glint in the Grass
60-61		17 A Feeling of Weakness
62-65	R	18 Burning Sensation
66-69		19 An Abandoned Village
70	H	20 A Mound with a Hole in It
71-72	R	21 A Crack in the Ground
73-80	R	22 Three Statues
81-82		23 A Burial Mound
83-84	R H	24 Dinosaur Eggs
85-88	R N	25 Hot Weather
89		26 A Stone Sphere
90-91	R	27 A Fruit Tree of Odd Color
92-94	H	28 A Gleaming Pool
95	R N	29 The Elsewhere Hex
96-98		30 A Longboat
99	N	31 A Vision in the Sky
00		32 Dead Place

EXPLANATION OF NOTES

R These encounters are repeatable. When first rolled, do not cross them off the list, though they are still marked on the map. Each separate encounter with one such item indicates a different but similar occurance. The referee should vary details from encounter to encounter.

M These encounters are mobile. When they are first met, they should not be crossed off the list. Their location is noted on the referee's map since they do not stay in one fixed location. Of course, if the mobile encounter is a living being which is killed, then that being will not be encountered again.

N These encounters do not have a fixed location. When they are generated, their effects are taken into account but they are not marked on the map.

H These encounters are hidden. When first generated, note their location on the referee's map but do not inform the players of their existence unless the players conduct a search of the hex and make a successful Spot Hidden Item roll.

FOUND ENCOUNTERS

[1] A PILE OF HUMAN BODIES

There is a pile of six dead human bodies. A Spot Hidden Item rolled successfully while searching the bodies or a Detect Magic spell reveals the presence of a silver ring with an Invisibility matrix on it.

[2] A BABOON TOTEM

This encounter is a baboon totem consisting of a sharp stick thrust into the ground. Set on the stick is a weathered baboon skull with various Runes painted upon it. OPTIONAL – A ghost of INT 12 and POW 19 has been bound to the totem.

[3] A LARGE, OLD CHEST

A large, old chest, half-covered with sod and small plants, it contains rotted packing; three fist-sized clear glass balls that are worth 1000 guilders each to the Lankhor Mhy cult since they are useful for scrying knowledge, otherwise they are worth 500 guilders each; and a fang snake.

FANG SNAKE

STR 6 CON 13 SIZ 1	Tail	(01-06)	0/4
POW 12 DEX 10	Body	(07-14)	0/5
Move 4	Head	(15-20)	0/4
Hit Points 11			

Weapon	*SR*	*Attack*	*Damage*
Bite	10	25%	1D4+potency 4 poison

[4] A STANDING MUMMY

A mummified great troll (definitely and completely dead) wearing SIZ 26 lead chainmail and holding a large lead battle ax. The troll is standing, as if waiting for something.

[5] AN OPEN EXPANSE OF GROUND

A large open expanse or clearing with a Fire/Sky Rune meters in diameter delineated on the ground in powdered chalk. If Detect Magic is used, it will glow slightly within the area of the spell. It is Yelmalio holy ground.

[6] A STONE STATUE

An ancient stone statue of 5-meters tall giant (very, very realistic looking) is buried up to its waist in earth. There are vines and various small plants growing out of crevices and cracks in the figure.

[7] DISEASED WARRIOR OF WOOD

An eternally living warrior made of wood wanders about the wilderness. It has a diseased spirit and is hostile to all elves. It will treat humans and others as neutrals (use *RQ* response tables to determine warrior's attitude towards adventurers). The presence of an elf means that the entire group is treated as hostile. A result of active dislike or worse on the part of the warrior will cause it to attack.

The vegetable nature of the warrior of wood is what allows it to take such fantastic damage without much notice. In addition, the following restrictions should be noted:

Only slashing weapons such as swords and axes will do full value damage.

Crushing weapons such as maces and mauls will do half the rolled damage.

Impaling weapons such as arrows, crossbow bolts, and spears can hit the warrior and become stuck as per the impaling rules, but they will do only 1 point of damage after piercing any armor.

Spells such as Disruption and Harmonize will have no effect.

If the warrior is near destruction, he will attempt escape. Even if badly wounded, he can use his Hide in Cover ability while in forest or lightly wooded areas.

WARRIOR OF WOOD

STR 32 CON 15 SIZ 28	Branch in use*	(01-06)	2/15
INT 11 POW 12 DEX 11	Other in use†	(07-09)	2/15
Move 7	Other Branch**	(10-15)	1/
Hit Points 19	Trunk	(16-20)	5/19

* Once a fighting limb is completely destroyed, 3 points of damage will be done to the creature's CON.

† Each 10 points of damage done to the creature's non-usable limbs does 1 point damage to the wood warrior's CON.

** For this location to be destroyed, it must take the warrior's full CON value in damage.

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Branch	4	55%	2D8+3D6	55%	15

(tree has 5 branches available)

SPELLS – Bludgeon 2; Counter magic 3; Detection Blank 2; Extinguish.

SKILLS – Hide in Cover 90%; Move Quietly 85%.

MAGIC – 10 point POW storage crystal.

TREASURE – A red gem worth 100 guilders; a sparkling blue crystalline gem worth 9000 guilders (this treasure and the POW crystal are wedged in the crotch of the tree's branches. To find them, a Spot Hidden Item roll must be made on the trunk. A Detect Magic spell will also reveal the location).

[8] CRUCIFIED BROOS

Three broos are hung upside down on crosses (use Broo Numbers One, Two, and Three from the Festering Island section in the Points of Interest chapter). They have each taken 13 points of damage.

[9] OLD ROAD

One hundred meters of six-meter wide road, paved with one-meter square stone blocks.

[10] A HAWK ALIGHTS

A hawk bearing a message alights on a group member's shoulder (preferably a Yelmalio worshipper). The note says that Starnia, the leader of the hunters (also a Rune Lord), has been captured by trolls (Zorak Zoran warparty) and offers her ransom of 55 wheels for her freedom. The note is written in Trade Talk.

[11] A CRY FOR HELP

A voice cries for help from the distance. Not far from them, the adventurers see a tree (regardless of the terrain, there will be a tree!). Surrounding it are prevalent local predators. They seem to be feeding on something and menacing the hapless victim perched in the upper limbs of the tree. Will our heroes rescue this man in distress?

To set this scenario up, go to the Individual Encounter Table in the Citadels chapter and roll 1D6 to determine who is up in the tree. Make the situation logical. If Eagle-Eye G'Jorni could not be in that tree (he's dead or he's in the Lightbringer Hall hospital suffering from the Wasting Disease that he man-

aged to contract while prospecting in a broo dung-pile), then by all means reroll. The more unlikely the situation, the more interesting it may turn out.

[12] PYRAMID OF SKULLS

A three-meter-tall pyramid of skulls, nearly every kind of creature is represented here.

[13] THE AIR AND SKY GROW COLD

At mid-day, the sun goes dark unnaturally for 1D6 hours and a supernatural storm rages across the sky. During the storm, all who do not find shelter will be Demoralized, as per the spell, for the duration but Storm Bull cultists will act as if under the effects of Fanaticism. Those who make a Spot Hidden whilst gazing skyward will see a ghostly image of a gargantuan bull racing across the heavens.

[14] DARK CLEARING

A ten-meter-diameter circle composed of 16 perfect one-meter spheres formed of black rock. This is an ancient Darkness holy spot.

[15] A DAZED ELF

A single elven adventurer, dazed and confused, roll on the Elf Found Encounter Table. The elves can be found in the Elves section in this chapter.

ELF FOUND ENCOUNTER TABLE

D10	*Elf*	*D10*	*Elf*
01	Strongbark	06	Silvan Growth
02	Greenshrub	07	Pine Daughter
03	Silver Running	08	Blossum Yellow
04	Shrubfeeder	09	Greenwood
05	Rivertree	10	Woodfriend

[16] A GLINT IN THE GRASS

Half-covered by shrubbery is a golden decorated shield with a Protection 3 matrix inscribed upon it.

[17] A FEELING OF WEAKNESS

An ancient chaotic sacrificial ground, the ground itself is defiled and will attack the POW of every character crossing it with its own POW of 25, draining 1D4 POW each time it is successful. Area is 100 meters in diameter. One attack is made per round against all crossers. Ten points of lost battle magic POW equal 1 point permanent POW loss.

[18] BURNING SENSATION

A field of poisonous plants, walking upon them and crushing the leaves exudes both a potency 9 poison gas and acts as a 1 point acid that slowly eats away protection and then eats into flesh. A second Spot Hidden Item roll will be required to notice these plants once characters are in them: they are small waxy-leaved ground-huggers, dark green with sharp tips to the leaves.

[19] AN ABANDONED VILLAGE

Decaying and falling apart, the village has no bodies or occupants.

[20] A MOUND WITH A HOLE IN IT

A one-meter-wide opening in the top of a large mound leads downward through a three-meters-long shaft into a cylindrical room, 10 meters across and 5 meters high. The room is made of fieldstone, and is empty.

[21] A CRACK IN THE GROUND

The crack issues forth a noxious vapor.

[22] THREE STATUES

Standing out in the open are three way life-like stone statues. They are people who have been turned into stone by a cockatrice.

[23] A BURIAL MOUND

An ancient burial mound is protected by a cockatrice who dwells nearby. Buried about two meters down are 200 guilders and 2 wheels. Buried three meters below that is the real treasure: a green gem worth 10,000 guilders; a silver pendant containing a small vial with Runes on it; a vial of Vigor battle magic potion that refills itself each week; a gem worth 300 guilders; a torque worth 50 guilders; a flawed gem worth 13 guilders; a semi-precious stone worth 2 guilders; a gemmed ring worth 180 guilders; a gold bracelet with a Detect Spirit matrix inscribed upon it; a gold gem worth 120 guilders; and a pink gem worth 140 guilders. Bound into the green gem is a ghost.

COCKATRICE

STR 12 CON 16 SIZ 9
POW 16 DEX 16

Move 8
Hit Points 16

Defense 05%

Right Hind Leg	(01-02)	2/6
Left Hind Leg	(03-04)	2/6
Hindquarters	(05-07)	2/7
Forequarters	(08-10)	2/7
Right Wing	(11-12)	2/5
Left Wing	(13-14)	2/5
Right Foreleg	(15-16)	2/6
Left Foreleg	(17-18)	2/6
Head	(19-20)	5/6

Weapon	*SR*	*Attack*	*Damage*
Peck	7	30%	1D10+petrifies

GHOST

INT 12 POW 16

[24] DINOSAUR EGGS

Half-buried in warm sand is a nest of dinosaur eggs. These leathery ova are nearly as big as a man. The clutch contains six eggs. Two have already been broken and the contents partially devoured (skeletal remains only). A third is dead (impossible

INFANT ALLOSAUR ONE

STR 16 CON 14 SIZ 17
POW 14 DEX 14

Move 10
Hit Points 16

Tail	(01-02)	4/4
Right Leg	(03-06)	4/5
Left Leg	(07-10)	4/5
Abdomen	(11-12)	4/6
Chest	(13-14)	4/6
Right Claw	(15)	4/2
Left Claw	(16)	4/2
Head	(17-20)	4/5

Weapon	*SR*	*Attack*	*Damage*
Bite	7	30%	1D10+1D6
Claw	7	30%	1D6+1D6

INFANT ALLOSAUR TWO

STR 15 CON 13 SIZ 15
POW 12 DEX 17

Move 10
Hit Points 14

Tail	(01-02)	4/4
Right Leg	(03-06)	4/5
Left Leg	(07-10)	4/5
Abdomen	(11-12)	4/6
Chest	(13-14)	4/6
Right Claw	(15)	4/1
Left Claw	(16)	4/1
Head	(17-20)	4/5

Weapon	*SR*	*Attack*	*Damage*
Bite	6	35%	1D10+1D4
Claw	6	35%	1D6+1D4

INFANT ALLOSAUR THREE

STR 14 CON 13 SIZ 18
POW 7 DEX 14

Move 10
Hit Points 15

Tail	(01-02)	4/4
Right Leg	(03-06)	4/5
Left Leg	(07-10)	4/5
Abdomen	(11-12)	4/6
Chest	(13-14)	4/6
Right Claw	(15)	4/2
Left Claw	(16)	4/2
Head	(17-20)	4/5

Weapon	*SR*	*Attack*	*Damage*
Bite	7	30%	1D10+1D6
Claw	7	30%	1D6+1D6

to sense without a Detect Life spell). The rest are in good shape. If left alone, they will hatch in 1D6 weeks. The creatures that emerge are baby allosaurs. They will will be the size of a man (see stats) and, if they eat well, will mature and grow rapidly to full size (see the Allosaurs section in this chapter).

If allowed to grow to maturity, these creatures will gain a full 6 points per year in the following stats up to the maximum possible, listed in parenthesis: STR (+13D6); CON (+3D6); SIZ (+7D6). After two years, move becomes 12. Figure damage bonus based on stats, up to 7D6 total. Two points of skin protection is gained each year.

[25] HOT WEATHER

The sun becomes abnormally hot today and remains so for 1D10 worth of days. Unless characters are in heavy forest, it is so hot that wearing armor becomes unbearable. To wear armor, a character must roll his CON x 5% or be unable to stand the heat. Each day it becomes more difficult to keep the armor on. To reflect this, subtract 5% from the score needed on the second day of the heat (thus a 65% becomes 60%), 10% on the third day (65% becomes 55%), and so on. The heat is tolerable at night. Any animals encountered will have a 50% chance of being either too torpid to move or will be so crazed by the heat that they attack on sight with no thought to life or death. Intelligent creatures will suffer as characters, bearing the blunt of the no-armor penalties.

Optional – Successively add 05% per day to response rolls.

[26] A STONE SPHERE

A large, roughly spherical stone with a diameter of 2 meters is sunk almost half into the earth. There is a faint tracery of carving all over the stone, but it is too vague to be read (a 90% ability in Read Earth Tongue will have a chance equal to the character's INT of making sense of the writing and understanding the purpose of the stone). The stone acts in the same way as a Spell Strengthening Crystal, but with these differences: it will absorb the first point of magic thrown at it. It is then activated and will Detect as magic. The stone now will work as a Spell Strengthening Crystal for all who touch it. The POW point put into the stone will last for 15 minutes.

[27] A FRUIT TREE OF ODD COLOR

A single tree of slightly chaotic nature bearing fruit indistinguishable from normal cherries. The fruit are "cherry bombs." When struck sharply or when great pressure is applied (such as biting) they will explode for 1D4 point of damage. The explosion is a mutation designed to scatter seeds. They may also be thrown like a rock. Up to 10 may be hurled at one time. Roll a 1D10 (or dice equal to number thrown) to determine how many strike the body if successful throw is made. Roll hit hit location for each berry that strikes. If multiple hits are made on a single location, the damage is rolled together. Instead of attacks at 1D4, the damage is treated as one attack of 2D4.

In addition, the fruit is poisonous, having a 1D10 potency level.

As the fruit ages after picking, there is a 05% chance on the first day of cherry exploding on its own. On the second day, there is a 10% chance. On the third day, a 20% chance. On the fourth day a 40% chance and so on. All cherries will explode on their own by the sixth day. Also, there is a 30% chance that an exploding cherry will set off cherries stored with it (remember the multiple explosion damage).

[28] A GLEAMING POOL

This is a magical pool which will heal 1D6 hit points to each hit location immersed in it. The water is non-magic if removed from the pool. Numerous healing plants can be found around this pool. Eight searches for healing plants per 4 hour period may be made in the area surrounding the pool.

[29] THE ELSEWHERE HEX

A group of adventurers passing through this hex will find themselves mysteriously transported 1D6+1 hexes away in a random direction (use Direction Randomizer to determine direction). This happens approximately as a group is passing the center of a hex. The effect is gradual, such that even a shift to a mountain hex from a plains hex would require a Spot Hidden Item roll to really be aware of the change. A group that does not fully cross the hex (halfway in then out again) triggers the transition as they leave. If a group of adventurers splits up into smaller sub groups for whatever reason, then each group will roll direction and distance separately.

[30] A LONGBOAT

Sitting in the midst of nowhere, this sailing ship is in perfect condition, except that its furled sail hangs in tatters. Anyone entering the ship will be trapped by an invisible force. There are several skeletons of humanoid creatures and small animals in here. To escape, a POW of 20 must be overcome (1 roll per day). The evil ship will drain 1 point of characteristic POW permanently from each victim per day. One of the skeletons is of a human adventurer. A search of his body will reveal 45 guilders and a 2 point healing focussing crystal.

[31] A VISION IN THE SKY

As the adventurers travel, one of them begins to notice a giant image forming in the air, several kilometers ahead of them.

As the image grows clearer, it is obviously several kilometers tall. It begins to move and is revealed as a struggle between a hero and a vile, disgusting, snake-like creature that virtually oozes venom from every pore. The battle seems to last only a few moments as the hero slays the creature. Suddenly, there is a sound as if the sky rips in half. A painfully brilliant light flashes, blinding all who have been watching the struggle. The blindness lasts for 5 minutes. Those who still see will witness fire streaking down from the sky to strike the ground.

Use the Direction Randomizer to determine the hex where the fire impacted in relation to the characters. Roll 1D3 and place the impact area that distance from the hex side indicated by following the instructions with the Direction Randomizer.

When the fire hits the ground, the earth shakes mightily and a thunder that pales all mere terrestial storms nearly deafens the party, bringing to mind the powerful magics of the Tarsh Shaker cult. All characters must make a DEX x 2% roll or fall to the ground. Anyone mounted must make both a DEX roll and a Riding roll or be thrown to the ground for at least 1D6 damage. This is followed by a scorching rain of debris that does 1D4 points of damage to 1D4 hit locations. Armor will absorb the damage but, if the same hit location is rolled twice, the damage is totaled together before the armor protection is subtracted.

If the impact area is located, a huge crater will have formed. The ground will be torn up and scorched for a kilometer in all directions, like a piece of hell packaged and sent to earth. In the center of this carnage is a crater, 30 meters across and 10 meters deep. It will remain unbearably hot for seven days after impact. If a Spot Hidden Item roll is made inside the crater, metals may be found ready to be used for whatever purpose desired. Each successful search will yield 1D6 encumbrance points of unalloyed metal. A number of searches by each character may be made equal to the character's INT. After that, nothing will be found. An Evaluate Treasure roll is required the first time a specific metal is found to determine exactly what has been discovered. Whenever a blob of metal is found, use the Metal Table.

METAL TABLE

D10	*Metal*
01-02	Iron
03-05	Silver
06	Gold
07	Copper
08	Aluminum
09	Lead
10	Zinc

[32] DEAD PLACE

No magic will function in this place. Anything kept functioning by magic ceases to function. Bound spirits will become unbound, and crystals will be drained of stored POW or become unattuned. The area is roughly 100 meters in diamter and roughly circular, devoid of all large vegetation. Only scruby grass grows here.

CHAPTER VIII

POINTS of INTEREST

Various places, most of them located in the Elder Wilds, are points of interest; locations which have exotic inhabitants or features. Each point is intended for use in a particular part of the Elder Wilds but with minimal modifications any or all of them can be detached and used separately as the referee wishes.

Each point of interest has a specific or general location for which it was designed. In some cases the individual referee can determine the exact location according to the instructions given below.

CHAOS HOLY GROUND

Place this point of interest in an out-of-the-way hex in the Elder Wilds (except river and forest). Its general location is known to many trolls of the Elder Wilds; its exact location is known to the ogre Rune Priest Gondo Holst and to the broos' Rune Lord.

DRYAD'S GROVE

The referee should put this point of interest on the edge of any forest in the Elder Wilds. Its location will be known to most of the elves in the Elder Wilds. It can be reused many times as other groves.

FIRSHALA'S PRISON

Place this location in any plains hex of the Elder Wilds. Choose a location well off the normal trade routes.

GIANT LAND

A map of Giant Land is provided. This map shows where Giant Land is in respect to the rest of the Elder Wilds and several sites where Gonn Orta's castle might be located.

GONDO HOLST'S CARAVAN

Gondo is usually seen traveling in the wilds of Balazar. He is presently on his way to a Chaos shrine in the Elder Wilds.

GRIFFIN MOUNTAIN

The exact location of Griffin Mountain is noted on all maps of the Elder Wilds.

RIVER OF THE DAMNED

This river and its three islands are shown on a map of their region. The location of the river is discussed in the River of the Damned section in this chapter.

TROLL TOMB

Locate the Troll Tomb in the Troll Hills or Gork's Hills. Only a few living trolls know its location.

WATER WYRM ISLAND

Water Wyrm Island should be placed in any river in the Elder Wilds. We suggest you use a river other than the River of the Damned.

CHAOS

HOLY GROUND

Also known as the Shrine of the Devil, the holy ground is used by a variety of Chaos-worshipping cults to perform their ceremonies. Users include the followers of Mallia (mother of Disease), Thed (mother of the broos), Vivamort (the vampire god), Thanatar (the cursed head stealer), and of course Cacodemon, violent scion of the Devil. It is to this shrine that the ogre Priest of the Cacodemon, Gondo Holst, will lead his unwary victims.

The holy ground itself consists of a 50 meter diameter irregular expanse of mud and muck. Ragged, rust-colored plants dot the area. Near its center stand four 5-meter-tall plinths carved out of a shimmering green stone. A sort of fur grows in splotches inside the plinths, and there too is an area of blood red-stained mud which takes the rough shape (a little imagination is required here) of a winged and tailed humanoid figure. No normal plants grow here ever. An Aldryami stepping onto this bare spot will take 1D6 of Disruption damage, attacked by a POW of 25. Legend says this is a spot where the Cacodemon was cast to the earth in a scuffle during Godtime. He then laid here and bled power into the earth leaving it forever tainted.

If a seed is planted here, 1 POW point is permanently sacrificed to it, and it is watered with sentient blood daily, then it will sprout in one week to become some sort of chaotic vegetable life. The plant's seeds will never breed true. The nature of the plant is then left up to the individual referee, but the cherry bomb tree is one such plant.

The mud and muck surrounding the holy ground is magical and chaotic, and as such it has an unusual property. Those creatures and beings tainted by chaos can walk in the mud, slinking only slightly, while those who are untainted will sink 1 meter deep per 3 meters past the perimeter.

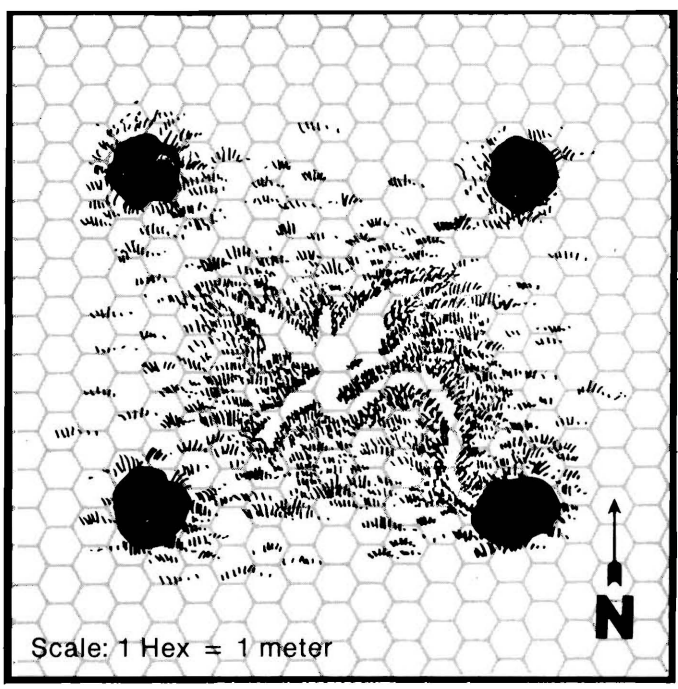
The holy ground has a specific purpose. It is not dedicated to a single god but to all Chaos. Priests of all Chaos gods can sacrifice living victims here in order to gain Divine Intervention from their patron deities. The process goes thusly:

A single victim must be sacrificed initially, allowing the blood to flow into the bare spot. A Magic Rune is then traced in blood upon each plinth. This sets up a Warding spell equal to 1 point of Warding for each 3 points of POW possessed by the victim. The spell only works from sunset to sunrise. In addition to the ward, the entire area of the holy ground inside the plinths glows with a pale violet light.

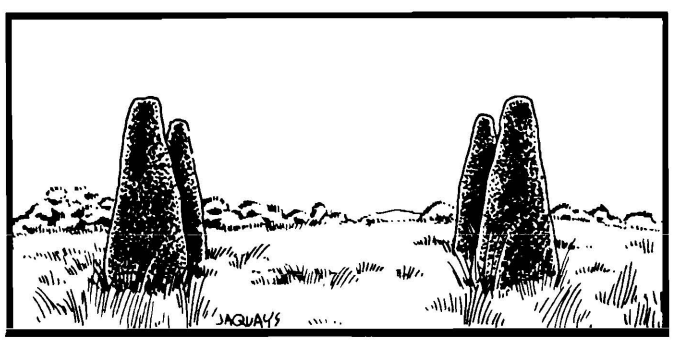
Then the Priest must give up 1 point of Divine Intervention to his deity to attract its attention. This works 95% of the time. Three hours are then required to perform each individual ritual sacrifice. A maximum of four sacrifices can be performed in one night, with the blood of each individual victim being smeared onto a single plinth to form the Runes of the Priest's cult.

Divine Intervention is then gained in this way. The POW of all the victims from a single night's sacrifice is totalled up and divided by 10. The resultant dividend is rounded down to a non-fractional whole number and that is the number of points of Divine Intervention gained.

The ceremony must be performed on the night following a holy day, or High Holy Day of the Priest's cult, or upon Wilday of Disorder week of any season. Certain bonuses are gained for doing the ceremony on holy days though. Sacrifices performed on a cult holy day result in the total victim POW being divided by 8 instead of 10. Victims sacrificed on a cult High Holy Day will have their POW total divided by 6.



Chaos Holy Ground



LOCAL POPULATIONS TO THE RESCUE!!

Just because characters have been captured by some scummy chaotic Priest looking for some cheap Divine Intervention does not mean that they have no chance for survival. The local populations know of this unholy ground, although they are unable to damage it. There will usually be a patrol of some kind in the area on Wilddays of Disorder weeks each season. Most likely it is a troll patrol.

Rescue is obtained as follows: average the POW of all the victims present and multiply the result by 5. This is the percentage chance that the character's luck holds out. They may be rescued. At least the rescuers will show up. Halve this number is the sacrifice day is not a Wildday of a Disorder week.

The rescueing party will be determined by the Rescue Table. The rescueing party will be composed as a normal encounter for the indicated group.

As indicated on the Rescue Table, not all the would-be rescuers are human, nor are they necessarily "good guys." If a rescue group is chaotic, they are probably here to sacrifice victims of their own and would like to have possession of both the shrine and the current occupants' available victims. Many rescuing groups will demand payment in some fashion for their efforts, perhaps some deed done.

The Orlanth adventurers will never ask for payment, although they will accept anything given. This place is chaotic and it should be trampled!

Trolls in a berserkergang may just finish off the victims, too.

RESCUE TABLE

Wildday	*Non-Wildday*	*Rescuers*
01-05	01-06	Baboons
06-07	07-08	Broos
08-11	09-15	Dragonewts
12-15	16-19	Giants*
16-22	20-26	Griffins
23-35	27-46	Torath Manover
36-38	47-50	Human explorers
39-43	51-60	Human merchants
44-48	61-72	Balázarings
49-50	73-74	Ogres†
51-00	75-00	Trolls**

* There is a 10% chance that this will be the giant Hen Cik from the giant's castle along with one other random giant taken from the giant encounter section.

† If Gondo Holst and company are the captors of the victims being sacrificed, reroll, ignoring rolls indicating ogres.

** There is a 75% chance that this will be the Zorak Zoran warparty.

DRYAD'S GROVE

The Dryad's Grove is at the edge of a forest in the Elder Wilds. It appears as an ancient tree surrounded by a ring of 20 younger trees. The grove was once the center of a much larger wooded area but during some forgotten battle much of the forest was destroyed leaving the grove exposed. The ancient tree is inhabited by a crotchety and lonely old dryad, who for obvious reasons, has hated non-elves for centuries. Darkflower, the dryad, will usually not appear to intruders, but instead remain hidden in the brush surrounding her tree. She usually attempts to molest, harm, or kill non-elf invaders. If dealt kindly with by elves in the group, she may change her attitude and become helpful.

Darkflower will never willingly attack other creatures physically. Instead, she will use her magics and summoned beings to do her bidding. She will use the small gnome as a normal elemental and transform the two medium gnomes into gnome/gargoyles. In addition, she can create two warriors of wood. She will use her battle and Rune magics to back up her magical warriors. Her secret hiding hole is beneath her tree. Entrance is protected by a Ward 3 spell. Using her bound and allied spirits as eyes, she need never leave her hiding place, activating her guardians as they are necessary. The two small lizard familiars normally stay in the recesses of a 1 meter diameter hollow beneath the tree's roots.

She will also usually have elves nearby to aid her. Use stats from the Elves section in the Encounters chapter.

DARKFLOWER . . . . . (Aldrya Rune Priestess)

STR 10 CON 10 SIZ 9	Right Leg	(01-04)	2/4
INT 21 POW 22 DEX 17	Left Leg	(05-08)	2/4
CHA 17	Abdomen	(09-11)	2/4
	Chest	(12)	2/5
Move 9	Right Arm	(13-15)	1/3
Hit Points 12	Left Arm	(16-18)	1/3
Defense 35%	Head	(19-20)	5/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Staff	3	85%	1D8	85%	15

SPELLS – Healing 6; Vigor; Strength; Harmonize; Detect Life; Food Song; Demoralize; Detection Blank 3; (known by Treesweet) Repair; Protection 4; Extinguish; Dullblade; (known by Tanbark) Shimmer 4; (known by Grassloper) Speedart; Invisibility.

RUNE MAGIC – Concealment; Extension 2; Mindlink 3; Divine Intervention 5; Absorption; Dismiss Elemental 3; Spirit Block; Warding 3; (known by Treesweet) Summon Small Gnome; Summon Medium Gnome 2; Gnome to Gargoyle 2; Heal Body; Chameleon.

SKILLS – Spot Plant 90%; Find Healing Plants 65%; Listen 60%; Spot Hidden Item 50%; Tracking 40%; Camouflage 90%; Hide in Cover 90%; Move Quietly 80%.

MAGIC – An 11 point POW storage crystal; a wooden ring with a light matrix inscribed upon it; a small red crystalline sphere that acts as an Absorption spell against all Disruption spells cast at the person attuned to it.

TREASURE – 3410 clacks; 1400 L; 217 wheels; a flawed blue gem worth 49 L; a bag of 5 pretty but worthless stones; a well-made golden necklace worth 600 L and a green gem worth 600 L (the entire treasure is buried about a meter and a half down beneath the base of the dryad's tree).

LANGUAGES – Speak and Write Aldryami 90%; Speak and Write Trade Talk 60%; Speak Spirit Speech 40%; Speak Beast Speech 35%.

TREESWEET . . . . . (allied spirit in tree)
INT 9 POW 23

TANBARK . . . . . (bound spirit in small lizard familiar)
INT 12 POW 18

GRASSLOPER . . . . . (bound spirit in small lizard familiar)
INT 7 POW 12

SMALL GNOME . . . . . .
STR 17 SIZ 3x3x3 meters INT 1 POW 23
Move 3
Hit Points 36

MEDIUM GNOME/GARGOYLE NUMBER ONE . . . . . .

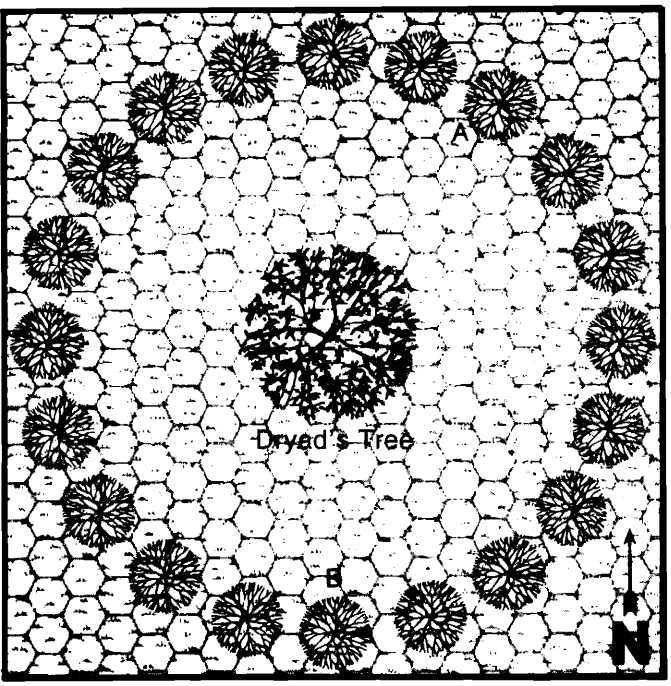
STR 25 CON 14 SIZ 66	Right Leg	(01-04)	6/10
INT 2 POW 19 DEX 15	Left Leg	(05-08)	6/10
	Abdomen	(09-11)	6/10
Move 5	Chest	(12)	6/11
Hit Points 29	Right Arm	(13-15)	6/ 9
	Left Arm	(16-18)	6/ 9
	Head	(19-20)	6/10

Weapon	*SR*	*Attack*	*Damage*
Claw	6	40%	1D6+5D6

MEDIUM GNOME/GARGOYLE NUMBER TWO . . . . . .

STR 23 CON 18 SIZ 63	Right Leg	(01-04)	6/11
INT 5 POW 15 DEX 11	Left Leg	(05-08)	6/11
	Abdomen	(09-11)	6/11
Move 5	Chest	(12)	6/12
Hit Points 31	Right Arm	(13-15)	6/10
	Left Arm	(16-18)	6/10
	Head	(19-20)	6/11

Weapon	*SR*	*Attack*	*Damage*
Claw	7	30%	1D6+4D6



The Dryad's Grove

A = Warrior of Wood One
B = Warrior of Wood Two
Scale: 1 Hex = 5 meters

WARRIOR OF WOOD NUMBER ONE

STR 27 CON 17 SIZ 25
INT 11 POW 5 DEX 13
CHA 7
Move 7
Hit Points 20

Branch in use*	(01-06)	2/15
Other in use†	(07-09)	2/15
Other Branch**	(10-15)	1/
Trunk	(16-20)	5/20

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Branch	4	65%	2D8+2D6	35%	15

(tree has 5 branches available)

WARRIOR OF WOOD NUMBER TWO

STR 30 CON 17 SIZ 25
INT 14 POW 10 DEX 11
CHA 3
Move 7
Hit Points 21

Branch in use*	(01-06)	2/15
Other in use†	(07-09)	2/15
Other Branch**	(10-15)	1/
Trunk	(16-20)	5/21

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Branch	4	55%	2D8+2D6	25%	15

(tree has 5 branches available)

* Once a fighting limb is completely destroyed, 3 points of damage will be done to the creature's CON.
† Each 10 points of damage done to the creature's non-usable limbs does 1 point damage to the wood warrior's CON.
** For this location to be destroyed, it must take the warrior's full CON value in damage.

These warriors will fight until destroyed.

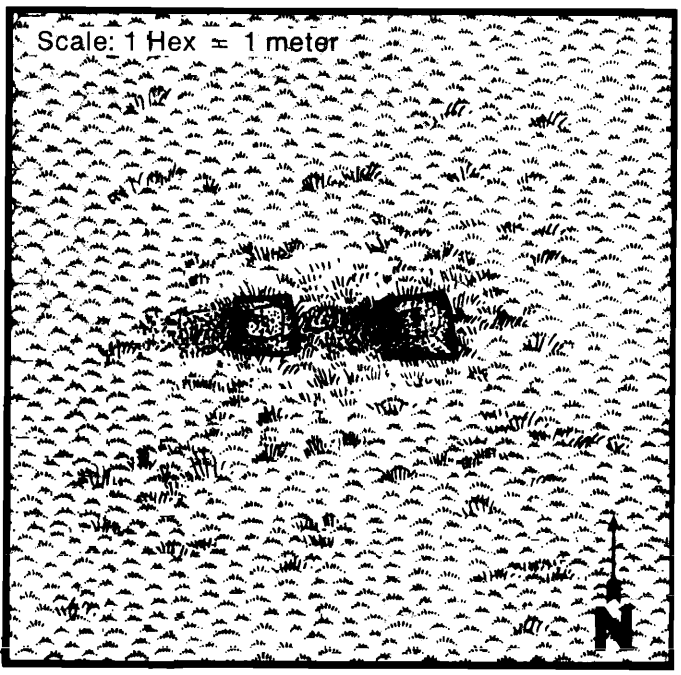
FIRSHALA'S PRISON

This area appears as a low mound topped by a pair of 4-meter-tall stone plinths made of a bluish, translucent stone with a waxy texture. Unless a Detect Magic spell is cast on the plinths, no examination will reveal any further information concerning the nature or structure of the plinths. However, when a Detect Magic is cast upon the plinths, it will show the otherwise invisible figure of a woman in the region between the plinths.

The woman is the physical manifestation of a powerful and benign fire spirit named Firshala. During Godtime she was worshipped to a limited extent, but during the God Wars she was imprisoned between these magical plinths. With the coming of Time, her worshippers have disappeared. Her power and intelligence dropped to their current level.

Firshala can be released from her imprisonment by a Dispel Magic 4 cast upon her glowing form. If released, she will gift the releasing character with a small chip of stone from one of the plinths before fading from sight. The gifted character will know that this stone permits him or her to call upon Firshala (as per Divine Intervention, see below) once at any time so long as the stone is still possessed. The gift is not transferable.

Once Firshala is released she will once again wish to be worshipped. The characters who release her will be invited to be among her first worshippers. Firshala is able to provide her Priestesses with all 1 point Rune spells as well as three Daka Fal Ancestor Summoning spells (see below) and the 1 point Summon Small Salamander. She also grants the use of her own 1 point spell, Soulfire, described below. In addition, Firshala's Divine Intervention functions in an unusual way (again, see below).



Firshala's Runes are Fire and Spirit. She will require 2 points of POW to be sacrificed to her on her cult holy days (to be determined by the referee but her High Holy Day will be the day the characters free her). She has no love for any Water-related deity or for the elven cult of Aldrya. She is not a hater of Darkness cults and has had no first-hand experience with things of Chaos. She will suggest to her worshippers that they reduce the cost at which they sell the following spells to their fellow worshippers: Detect Spirit, Disruption, Ignite, Spirit Binding, Firearrow, Fireblade, and Spirit Shield. She will ask that the price on Extinguish be increased. She favors the use of the bow and the spear.

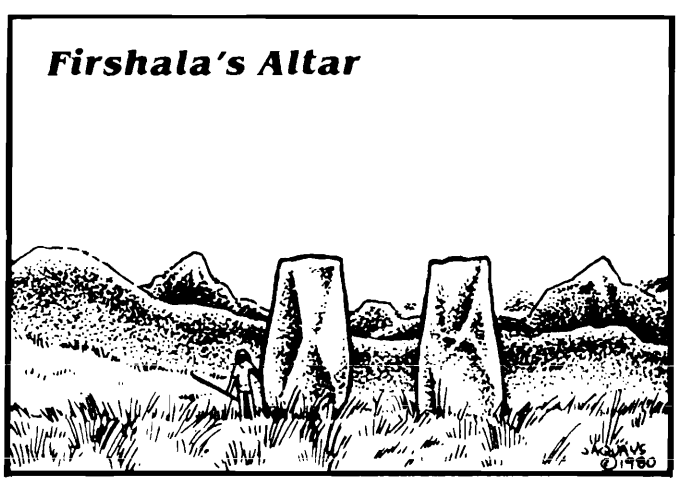
At this point, the referee is basically given *carte blanche* to develop the cult of Firshala as he sees fit. It might even be a good idea to allow the character who frees her to develop the cult.

SOULFIRE — Cost – 1 POW point
Range – 80 meters — Duration – 15 minutes
Non-stackable — Reusable

This spell must be cast upon one person. For the duration of the spell any Disruption spells cast by the Soulfired person will do 1D3+1 damage instead of the normal 1D3. The victim will feel a painful burning sensation instead of the normal wound.

DIVINE INTERVENTION

This spell may be used to summon the physical presence of the being. A successful divine intervention will cause the spirit of the Firshala to possess the caller. To do this she must first enter into spirit combat with the summoner and if successful will possess the body for up to 15 minutes. During this time



the host's body is possessed as if a shaman's fetch was taking over his/her body. However, the body takes on the physical attributes of Firshala herself, i.e., the host becomes female, glows slightly bluish and has its characteristics modified to those of the being's. The host's spirit finds it's way to the spirit plane and stays there, to be guarded over by Firshala's own personal fetch, and may participate in any combat as an allied spirit or fetch. At the end of the 15 minutes, the goddess returns to the spirit plane and the host reoccupies his or her body. However, the spell is not without side effects. The host character must roll under an average of his POW and CONx5% or his body retain the female form of the goddess.

FIRSHALA'S POSSESSION

STR	2x host's	Move 9
CON	+2D6	Average Hit Points 21-22
SIZ	Host's	Average Defense 35-40%
INT	16	
POW	29	
DEX	2x host's	
CHA	24	

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Any		DEXx5%	+1D4	DEXx5%	

SPELLS – All spells known by host (who is used as a sort of allied spirit) plus Heal 6; Countermagic 4; Protection 4; Harmonize; (known by fetch) Dispel Magic 4; Detect Enemies; Detect Spirit; Detect Magic; Detect Life; Disruption.

RUNE MAGIC – Absorption; Discorporation; Dismiss Elemental 1; Divination, Divine Intervention; Extention 1; Matrix Creation; Mind Link; Multispell 1; Shield; Spell Teaching; Spirit Block; Warding; Summon Ancestor; Summon Specific Ancestor; Summon Spirit Teacher; Soul Fire; Summon Small Salamander 2.

SKILLS – Host's +20%.

LANGUAGES – Has the permanent ability of Mindspeech with all living beings. Also may use host's language ability.

FETCH
INT 9 POW 21

SMALL SALAMANDER NUMBER ONE.
STR 10 SIZ 3x3x3 meters INT 3 POW 21
Move 6
Hit Points 21

SMALL SALAMANDER NUMBER TWO
STR 11 SIZ 3x3x3 meters INT 6 POW 12
Move 6
Hit Points 18

GIANT LAND

The Rockwood Mountains were made in Elder Days. When the world was growing bad, the gods made an effort to separate the combatants, and they did that by making walls of mountains. Opposites cooperated when the mountains were made, and this range was shared by Larnste, god of change, and Acos, god of immobility. Thus the range grew from the soil, stretching many heads to the sky.

Since then the inhospitable range has done its job, making it almost impossible to cross them. Dragon Pass, far distant, is a great break in the mountains, and there are only a few other passages. Humans cannot live there, and instead the peaks are now inhabited by the Elder Races who have fled from mankind. One will find giants, dwarves, or trolls in the mountains, but few others. Some stretches hold sizable populations of these rejected races. Thus the Greatway is a dwarf city south of Balazar and Giant Land is a center of giant population.

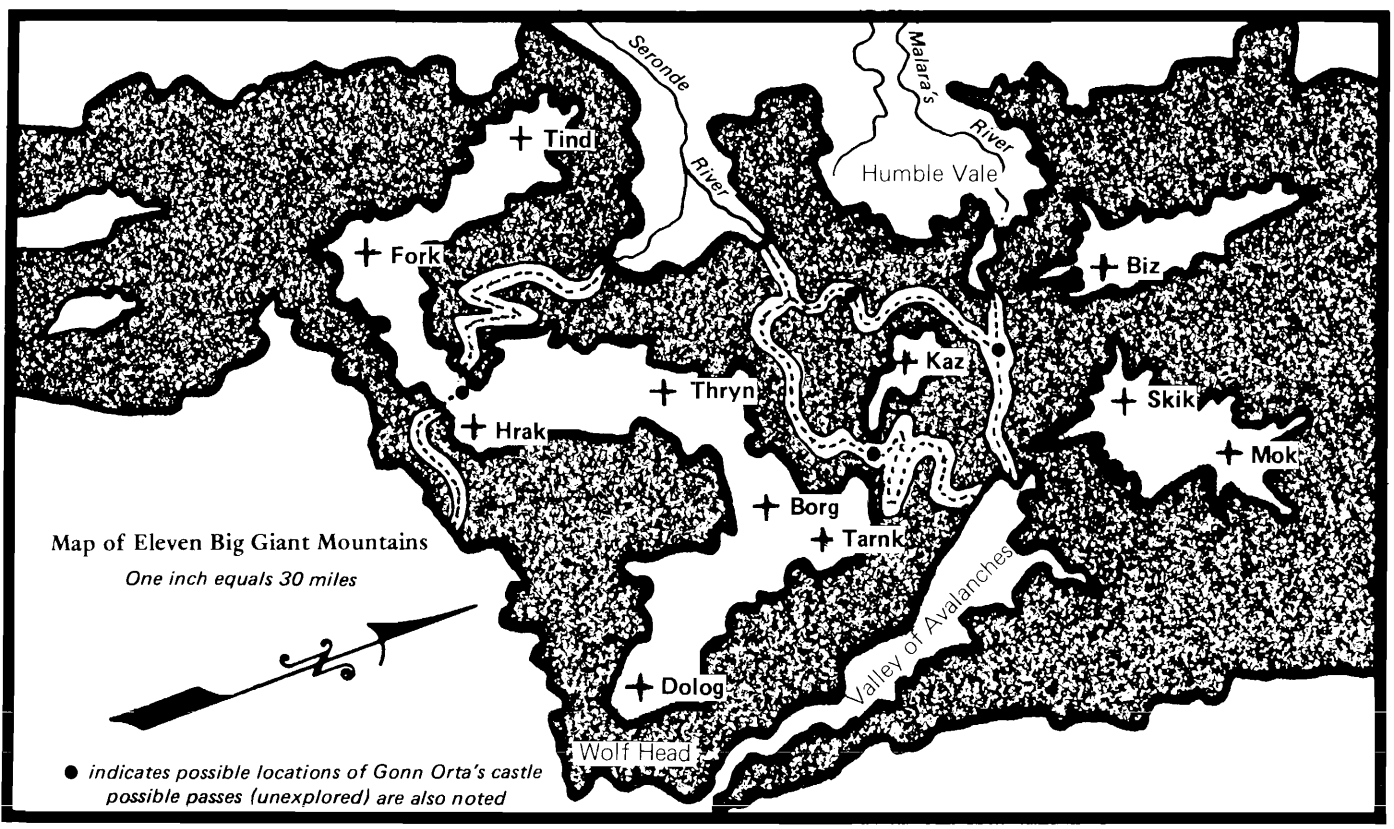
Giant Land is a high, mountainous region mostly inhabited by giants and trolls. It is located in the Rockwood Mountains east of the Elder Wilds. Giants Pass stretches through the middle of Giant Land; the pass reaches from the Humble Vale to the Valley of Avalanches.

Deep snow blocks most of Giant Land through four of the five seasons and during this time is passible to none but the hardiest creatures. The mountain peaks themselves are covered by snow throughout the year, while snow fills Giants Pass except during Fire season, late Sea season, and the early part of Earth season.

The eleven tallest mountains in Giant Land are known as the Eleven Big Giant Mountains. By legend, they are the stoney remains of the ancestors of the first giants in the world. Most giants in the area claim descent from at least one mountain and will point to it with pride. Some giants say that the mountains are not dead but only sleeping and that one day the ancestral giants will rouse to life. This story primarily scares young giants or enemies of older giants. The trolls of Giant Land do not believe this story because they live in tunnels cut into many of these mountains (they are smart enough not to directly dispute the matter with giants).

The names of the Eleven Big Giant Mountains are Biz, Skik, Mok, Tarnk, Borg, Thryn, Dolog, Hrak, Tind, and Fork. Skik is the highest of the mountains but Tind is the best known because it can occasionally be seen from Balazar.

Dolog is the only mountain whose specific tale is known on the Prax side of the mountain. The nomads view this ancient giant as something of a friend. Dolog was a friend of Tada, the ancient hero of this land, and fought at his side often. One



time Tada was wounded by a Chaos monster called Chavgaz the God-gobbler, sometimes called Canis Chaos, Father of the Chaos Wolves. No one could kill this awful thing, so Dolog said farewell and went to fight it alone. He did not kill it, but he did hurt it a lot, and then he sat down upon it, burying the monster under tons of rocky giant which has not moved since. Sometimes, when times are evil, the head of the titanic monster can be seen barking and snapping at unseen enemies beyond its reach. Wolfs Head is the name of one point of the mountain.

The mountains block travel most of the time to anyone except giants (who ignore climates inhospitable to humans) and the snow trolls. Snow trolls are dark trolls who live in these frigid regions, and they have taken to wearing white furs and camouflage which causes many tales to be told about them.

A long and narrow crevice cuts through the mountains. Some people say that it is a sword wound struck by Orlanth, who was a famous giant cleaver. Whatever its origin it is the only pass through the Rockwood for hundreds of kilometers, and it is impassible much of the year. If the trolls and giants continued in their old ways the pass would be impassible still, for they loved to ambush people or send down rock and snow slides from high above. Such practices were curtailed by Gonn Orta.

GONN ORTA'S CASTLE

Four giants, Gonn Orta, Boshbisil, Hen Cik, and Sa Mita live there, along with approximately 50-70 trollkin, and about 20 other intelligent inhabitants; the most important of whom are detailed elsewhere.

Four giants live there, approximately 50-70 trollkin, and about 20 other intelligent inhabitants, the most important of whom are detailed elsewhere. There are also frequent elf or Praxian nomad visitors. Occasionally others, such as Joh Mith, also come.

The whole castle is squeezed between two steep cliffs and is 30 meters wide at its narrowest and 70 meters wide at its widest. It is approximately 200 meters long from wall to wall.

Approaching from either direction, normal-sized people will see Gonn Orta outlined against the sky, surrounded by seemingly towering walls with a great gaping gate.

The ground within the castle is irregular and broken, littered with rocks and broken stone. Rank weeds spring up during the warm months. Trollkin often build their shanties among the rocks, or dig burrows there, or set up makeshift tents.

Notable are the six silos. Their origin is unknown but probably of dwarf work. Some think that Gonn Orta made them. They average about 4 meters in height and about 2 meters wide. The cylinders are topped with a huge stone but (usually) have no other openings.

These silos are used by the giants as storage areas for their goods. They are the only people capable of easily lifting the massive rocks off the tops of the silos. Possessive of their goods, they will likely kill anyone found tampering with the storage silos.

Gonn Orta's castle is a well-known site for trollball games. Teams from the Elder Wilds and Dagori Inkarth occasionally travel here for championship games. Two of the giants act as referee. The trolls usually dislike Hen Cik to referee, but do not argue if he is appointed to do so.

TROLLKIN

In broken-down shacks outside the castle live a clan of trollkin. These trollkin are under the protection of Gonn Orta.

The exact number of trollkin varies from time to time as new trollkin arrive and old trollkin occasionally leave. There are between 50-70 present at any one time. Gonn Orta has strong attachment to few of the trollkins but all are under his protection so he will deal harshly with anyone who harms them. In particular, he will kill trolls who come here searching for trollkin who have deserted them.

Upon occasion Priestesses of Xiola Umbar come here to hold prayer services for the trollkin. These Priestesses invariably bless Gonn Orta for what he has done to protect his charges. Boshbisil always thanks them kindly and asks them to leave within the week. Boshbisil wants the trollkin loyal to him and without a permanent Priestess of Xiola Umbar to obey.

No stats are provided for these trollkin because they have no significant special abilities and will rarely fight. If stats are needed use those for the trollkin in the Trolls section in the Encounters chapter.

AREA DESCRIPTIONS

[1] WEST WALL

This wall is approximately 7 meters tall. It is made of cyclopean stone, often jumbled and overthrown by the landslides which plague the pass. The way is open, with neither lintel nor gate to bar its way.

The gateway is protected by two Market spells. One lies inside the other, effectively making it necessary to go through both to pass the gateway. The set of sticks for the outer market are hidden within the stones of the wall and cannot be removed. The inner set are visible in the gateway.

The spells are normally inactive, but can be quickly activated by Boshbisil in case of an emergency.

[2] THE SHOVEL

This is Hen Cik's giant snow shovel used to make a passage for Boshbisil every season. It is large even for Hen, but he figures he will grow into it. It is 5 meters long. It rests against the side of the mountain.

[3] HEN CIK'S AREA

This region is relatively flat. It is where Hen Cik sits, sleeps, or eats.

[4] HEN CIK'S SILO

This silo has no Lock spell on it, nor traps. Its top is a SIZ 40 stone disc. There is little of value inside, mostly bits of rotting plants or old meat which Hen Cik secreted. His proudest possession is there, too, a polished thighbone from a gorgosaur. He keeps his dice here, sometimes.

[5] DICE DEPRESSION

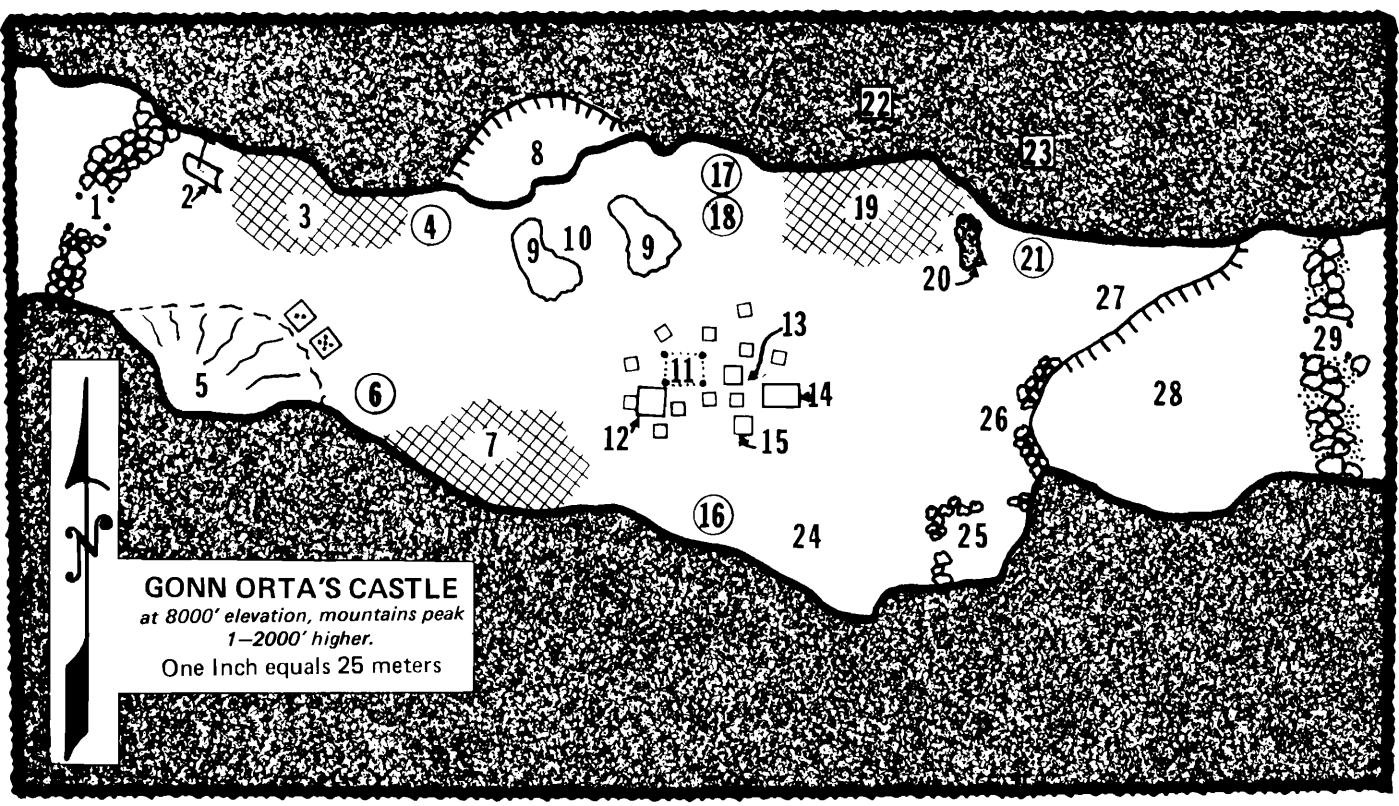
This is a dip in the ground with a sharp down-slope. At the bottom, the floor is levelled with many rock chips. The wall at the bottom is chipped and scarred.

At the top usually are a pair of giant six-sided dice. They measure about 2 meters to a side and appear to be made of green stone. However, their weight is only SIZ 35. They are an ancient artifact.

These are Hen Cik's favorite toy and he often amuses himself by pushing both of them down the depression and playing craps. He also likes to play craps with strangers and visitors for stakes. He does have money, but Boshbisil keeps it for him. Boshbisil disapproves of the gambling but never hesistates to pay as much money as Hen has. He never has more than 1D100 L, though, and Boshbisil won't (and Hen Cik can't) ever pay more than he has.

Hen Cik is dumb but he knows his crap rules. He will play with anyone as long as they do not cheat. People and elves and trolls must use levers and fulcrums to roll the dice over the edge and Hen loves to push them back uphill for anyone who plays with him. (If you are unfamiliar with the rules of craps, see any standard game book, such as Hoyle.)

Gonn Orta can tell of the origin of the dice. They were made by the gods of Law and Change before Time began. Each god made one at the same time and went about presenting his as moral lesson or empirical truth proving that god's position. The god of Law showed that the average chance of any number coming up was constant. The god of Change proved that any number could come up next. In the Golden



Age these two gods occasionally met and played with both dice, craps being the only game to which they both agreed about the rules.

Joh Mith has been heard to mutter that Gonn Orta may be waiting for those gods to return for another game, but this is unprovable.

[6] SA MITA'S SILO

This is where Sa Mita keeps her personal goods. The top is SIZ 45 but is well-fitted, making it harder to remove. The inside is clean, by giant standards, and contains a sack of silver coins worth 238 L, plus a huge bolt of cloth which Sa Mita has been saving to make into a bonnet. There is also a bronze long spear with a hole in one end to use as a needle, 200 meters of heavy rope (very tangled), and a bronze two-handed great sword which she uses to cut the cloth. There are also five very wilted giant flowers which Boshbisil gave her about 20 years ago. They came from distant Dragon Pass.

[7] SA MITA'S PLACE

This is where the giantess sits, sleeps, and eats. It is flat and fairly smooth, and she also spends time sweeping and raking it with trees.

[8] GONN ORTA'S SEAT

This is a ledge where Gonn Orta sits. It is about 30 meters off the valley floor and is mostly occupied by his rump. His head towers another 90 meters over, and on the cliff behind him is a place where he sometimes rests it.

[9] GONN ORTA'S FEET

The huge giant sometimes moves his feet, but not much. He wears giant leather shoes, by the way, but they have holes in the bottom and his horney skin can be seen inside.

[10] TROLLKIN SHELTERS

Between Gonn Orta's feet are many hovels and covered holes where trollkin live. They always gathered there in the cold months, taking shelter from the avalanches by hiding half under Gonn Orta. They are sometimes driven out, but always return in the winter.

[11] THE MARKET

This market is always active and is where most trading is done. Since the giants are too big to actually fit inside they always rest one hand flat inside it when dealing. The four posts are made of ironwood and are extremely handsome.

[12] GLOCKMOOR'S HOUSE

This is a very handsome house made by a Orlanthi nobleman long ago. It is much broken now and unrepaired. Inside it is a shambles, but perfectly suited for Glockmoor and his bears.

[13] PANEYE'S HOUSE

This house actually has workable locks. Paneye has seen the interior of the Pillow and Greatness Hall, and done his best to imitate his betters with makeshift furniture. Most of it is nomadic in origin and often is thrown in a heap. In addition to Paneye, his personal bodyguards also stay here.

[14] GREATNESS HALL

This is the only inn in town. It is run by Mr. Greatness, who is explained elsewhere. As a Morokanth, the doors are suited for his shambling gait, too low for humans to enter without bending over. Whenever anyone enters a room that way, Mr. Greatness will say "No need to bow," and continue with his work. His work usually consists of admiring his thumb, as mentioned elsewhere.

The inn is considered a safe establishment, protected fairly well by Mr. Greatness and his employees. However, no food or drinks are served here, and when anyone eats, Mr. Greatness will insist upon joining the meal. Rates are as in *RQ*.

[15] TEMPLE TO RENT

This is a simple box-like structure rentable from Boshbisil by almost anyone. The Priest will bless it with his Create Neutral Ground spell and allow any non-Chaoitc worship there. Cost is 100 L per day or night, with no reduced rates for longer service.

[16] WATER SILO

There is no water source here in the summer. This is filled with snow every winter, which melts. Several workable spigots, evidently of dwarf work, adorn the sides of the silo.

[17] BOSHBISIL'S FIRST SILO

This contains Boshbisil's personal goods, including his spare set of clothing, and his huge flute.

[18] BOSHBISIL'S OTHER SILO

This one holds many of his trade goods.

[19] BOSHBISIL'S PLACE

This is where the boss giant rests, sleeps, eats, and entertains others. This area is specially contoured for comfort while sleeping.

[20] THE PILLOW

This is a hollowed rock whose interior has been designed for the safety and comfort of human-sized beings. It has several rooms of different size and a large eating/cooking room where Scree lives and works.

People who are favorites of Boshbisil are invited to stay here at his

expense. This is reserved only for a select few, such as great or rich chieftains from Prax or men like Joh Mith.

The pillow is the safest place to be in the winter, when the castle is sometimes inundated by avalanches. There is one discomfort: Boshbisil snores when he sleeps.

[21] BOSHBISIL'S THIRD SILO

This one actually has a door at its bottom to allow access by Scree, for here are kept the majority of the household goods needed for the pillow. There are also several pieces of furniture kept in here which is changed according to the preferences of the visitors. It has a finely worked metal chair from the dwarves, exquisite elvish wooden furniture, and a set of sturdy bird-perches capable of supporting human-sized creatures, though this race is unknown here.

[22] A CAVE

This is another cave full of Boshbisil's trade goods. It can be reached with considerable difficulty by climbing up the cliff. Slang and Scree are occasionally sent to do that, or are lifted up to this cave by Boshbisil.

[23] ANOTHER CAVE

This is another cave with trade goods. It is impossible to reach by climbing, even by the most experienced. The rock around the mouth of the cliff is polished slick and smooth to discourage climbing. There is also a SIZ 82 rock plug jammed into the opening.

This cave contains many of the more exotic items which Boshbisil and Gonn Orta have collected. Neither of Boshbisil's servants are allowed to enter this cave. Rumor says that it is guarded by a multiplicity of Warding spells, traps, and a couple of unknown monsters whose stirrings are sometimes heard, and whose vapory breath occasionally steams from the cave when it is opened. No one other than Boshbisil and Gonn Orta know why this is and they are not telling.

[24] TENT AREA

This area has been roughly cleared and flattened enough to allow visiting Praxian nomads to set up their tents. There are usually a few Praxians here during the summer season, but they almost always leave when it gets cold.

[25] CORRAL

A stone fence with wooden gates holds the private riding mounts of the nomadic visitors and merchants. The giants all know they are not allowed to eat the animals kept there.

[26] WALL AND GATE

This is a two-meter stone wall which spans the climbable area of the cliff face. There is a wooden gate there. It was made to keep the animals penned at one end.

[27] THE CLIFF FACE

This is a 3 meter high cliff, climbable by humans with one Climbing roll, but impassable to hooved animals. It is a natural formation.

[28] THE ANIMAL PENS

This area is where herd beasts are stored which the nomads plan to sell to Gonn Orta. They are considered food, and creatures here are available for snacking by the giants.

[29] EAST WALL

This wall is about 5 meters tall, but is usually in a poor state of repair. It usually suffers worse from the annual landslides than does the western gate. There are usually trollkin working on the stones and repairing the wall.

This gateway has a wooden gateway which the nomads swing closed to keep their animals in. The wood is often broken and repaired and is quite ragged.

The gateway is protected like the West Gate with two Market spells.

INHABITANTS

GONN ORTA

Gonn Orta is an ancient and well-known giant. He was born in Godtime, a native to this region. During the Darkness he was in Fronela and Ralios, usually seen with dwarves. He was relatively young and small at the Dawning, measuring a puny 12 meters tall. In the First Age, Gonn Orta lived in Fronela, which then was thinly populated by men. At the end of the First Age, Gonn Orta fought Gbaji, again with cooperation of the dwarves.

Gonn Orta's friendship with the dwarves soured during the Second Age, as did so many inter-species relations. He was instrumental in the famous Giant Revolt during the Second Age which smashed many dwarf strongholds and released the Jolanti class of giants. Since that time Gonn Orta has distrusted dwarves, though never holding blind hatred or automatic rudeness.

Gonn Orta traveled about for a couple centuries before coming to Balazar in the end of the Second Age. He settled in his present home in the year 1042, founding his market and remaining there ever since.

Gonn Orta is the world authority on all giant artifacts, and he is an intelligent observer and knows many facts of history which people find useful in their investigations. He has always been curious about magic items in general and has handled a significant number of them in his centuries of life. He is always interested in trading magic items or other goods, sometimes to simply keep items around until he studies them. All of these are good reasons for people to continue to seek him out over the centuries to speak with him.

In addition, Gonn Orta himself is a wonder to behold. He is 150 meters tall now, a walking mountain when he moves about. But he rarely moves now, at least at a speed which people can recognize. Growing contemplative in his middle age, he often sits for seasons on end without moving at all. Weather means nothing to him. Sometimes his lofty head is as covered by ice as the greater mountains around him.

Gonn Orta seems slow to most people who try to speak with him. Many people think that he has come here to turn into a mountain like his more ancient kin all about. Others think he is here because he is waiting for something. Rumors sometimes say he waits until the new World Age to act, and more rumors remind us that such change in the world is coming soon.

When Gonn Orta does respond to someone, Mindspeech is the best method. His vocal speech is slow and basso, rumbling through the mountain valleys like great moans, causing landslides and scaring trollkin to death. Few beings can get Gonn Orta to respond at all. These few include Boshbisil the Trader, Hen Cik, and Sa Mita, and any Rune Priest of Issaries who wishes to spend a day or two jumping up and down on the giant's knee to get his attention.

Gonn Orta often appears to be looking for someone. In elder days, he had overwhelming curiosity about the little people and he used to spend weeks kneeling over a human city and studying it. When he first made his castle, he arranged it to make it easy for him to bend over the 'miniature quarters' and watch, or simply to pluck the roof off a building and stare curiously down into the revealed rooms. As years passed, this activity lessened, but it has never quite ceased. At odd moments ancient Gonn Orta will stoop over his fortress and pluck off a beam and shingle section to gaze at whatever appears.

Gonn Orta still occasionally has one of the smaller giants pick someone up and put him into his hand for closer scrutiny. For two centuries Gonn Orta stared at every duck that came into town but he never seemed to find the one he wanted, or else got bored and lost interest. Ducks are now treated like everyone else.

No stats are included for Gonn Orta because the possibility of killing him is far beyond the scope of any *RQ* character, and the few reasons he would disturb himself are far beyond making a die roll for success. Save him for the Hero Wars.

Use of Gonn Orta is in the hands of the referee, but we suggest that the giant be reserved for mysterious actions, long-term plot developments, and exotic advice or information.

BOSHBISIL THE MERCHANT

Boshbisil is a young active giant compared to his elderly lord. Boshbisil springs from a race of surly, untrustworthy behemoths, yet paradoxically, he is jovial and friendly and the Priest of peace-stressing, anti-chaotic cult. This is a result of years of contact with Gonn Orta during Boshbisil's youth when they traveled together through Peloria. They parted for years, and Boshbisil became an Issaries initiate, beginning his career as a caravan guard for the Dara Happan Empire.

Boshbisil remained a neutral Issaries during the Carmanian dominance, and was present in Raibanth when that city surrendered to the Lunar Empire. A century after that Boshbisil moved to the Imther Mountains; after a couple centuries there he came to help his old friend Gonn Orta.

Boshbisil is the self-appointed leader of the castle now. No one remembers Gonn Orta saying this, but neither has he protested. The other giants do not complain and the little ones have no choice.

Boshbisil speaks freely, using Gonn Orta's name and authority. Everyone will deal directly with this younger merchant who, in turn, reports to the contemplative titan. If Gonn Orta wishes to inquire further he may act himself, or have Boshbisil speak again.

Boshbisil treats the castle as his home and acts precipitously in its defense. The whole compound is called a temple, but only the area currently under the Market spell is protected by magical defenses. When there is trouble, Boshbisil is likely to toss a few huge boulders, squashing indiscriminately, and then ask questions when he has thought of some.

If Boshbisil finds anyone inside his private quarters, he will always squash first and ask questions later.

Boshbisil is not a native to this region, hailing from the Yolp Mountains in Peloria. He is currently having a casual (28 years) affair with Sa Mita, the giantess, but he places no special attachment to her.

Boshbisil has distinct eating habits. He eats once per season. In Sea and Earth seasons he travels to the bottom of the Bala-

BOSHBISIL. (12 meter tall Issaries Rune Priest giant)

STR 88 CON 16 SIZ 89	Right Leg	(01-04)	10/13	
INT 17 POW 18 DEX 14	Left Leg	(05-08)	10/13	
CHA 12	Abdomen	(09-11)	10/13	
	Chest	(12)	10/14	
Move 12	Right Arm	(13-15)	10/12	
Hit Points 37	Left Arm	(16-18)	10/12	
	Head	(19-20)	10/13	

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Tree	2	190%	2D8+10D6	170%	20
Thrown rock	2	95%	8D4		

SPELLS – Protection 4; Xenohealing 6; Healing 6; (known by Treestaff) Mobility; Dispel Magic 6; Befuddle; Harmonize.

RUNE MAGIC – Spell Trading; 4 Create Markets; Dispel Elemental 1; Dispel Elemental 2; Dispel Elemental 3; 3 Lock 1; 2 Special Lock 2; 2 Path Watch; Shield 4; Matrix Creation 4; Heal Area; Multispell 3; Extension 2; Spell Training; (the following are one use spells which Boshbisil has traded for) Oath; Turn Undead; Concealment; Defend Against Chaos; Summon Medium Sylph; Guided Teleportation; plus up to 8 points of others.

SKILLS – Listen 65%; Spot Hidden Item 80%; Hide Item 65%; Bargaining 90%; Oratory 75%; Play Flute 15%.

MAGIC – A used piece of truestone which can hold up to 12 points of Spirit Block – it currently holds 5 points; 12 point POW storage crystal; 11 point POW storage crystal; attuned crystal of 5 point combined Spirit Supporting/Spell Resisting.

TREASURE – Carries 400 wheels; owns most goods in the castle.

LANGUAGES – Speak Trade Talk 210%: Write Trade Talk 105%; Speak Aldryami 75%; Speak Mostali 70%; Speak Dark Tongue 80%; Speak Pelorian 140%; Speak Sartar 60%; Speak Balazaring 90%; Speak Praxian 90%; Speak Draconic 15%; Speak Horse Barbarian 35%.

TREESTAFF . . . . . (allied spirit in tree)
INT 10 POW 18

HEN CIK. . . . . (6 meter tall giant)

STR 43 CON 16 SIZ 54	Right Leg	(01-04)	10/ 9	
INT 6 POW 16 DEX 11	Left Leg	(05-08)	10/ 9	
CHA 16	Abdomen	(09-11)	10/ 9	
	Chest	(12)	10/10	
Move 12	Right Arm	(13-15)	10/ 8	
Hit Points 26	Left Arm	(16-18)	10/ 8	
	Head	(19-20)	10/ 9	

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Maul	3	65%	2D8+5D6	40%	20
Thrown rock	3	75%	4D4		

SPELLS – Healing 6.

MAGIC – 6 point double POW yielding crystal.

SKILLS – Listen 65%; Spot Hidden Item 50%; Bargaining 70%; Evaluate Treasure 20%.

TREASURE – Carries 4 wheels; is owed 11 wheels and 14 L.

LANGUAGES – Speak and Write Trade Talk 30%; Speak Mostali 30%; Speak Dark Tongue 30%.

SA MITA. . . . . (6 meter tall Issaries initiate giant)

STR 40 CON 16 SIZ 53	Right Leg	(01-04)	10/ 9	
INT 13 POW 10 DEX 11	Left Leg	(05-08)	10/ 9	
CHA 16	Abdomen	(09-11)	10/ 9	
	Chest	(12)	10/10	
Move 12	Right Arm	(13-15)	10/ 8	
Hit Points 26	Left Arm	(16-18)	10/ 8	
	Head	(19-20)	10/ 9	

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Maul	3	60%	2D8+5D6	35%	20
Thrown rock	3	60%	4D4		

SPELLS – Healing 6; Protection 4; Strength; Befuddle.

RUNE MAGIC – Heal Area 3 (one use only).

SKILLS – Listen 55%; Spot Hidden Item 80%; Bargaining 50%; Oratory 55%; Evaluate Treasure 45%.

MAGIC – 7 point POW storage crystal.

TREASURE – Carries 11 wheels; is owed 8 wheels, 5 L, and 6 clacks.

LANGUAGES – Speak Trade Talk 90%; Speak Aldryami 50%; Speak Fire Speech 10%; Speak Praxian 60%; Speak Balazaring 60%.

zaring side of the pass and meets a band of elves who have brought him load upon load of vegetable matter to eat. It does not matter to him that much of it is old and decomposed. In Fire and Storm seasons, he descends to the Hidden Greens side where he meets with Praxian nomads who trade him huge numbers of cattle and herd beasts for whatever goods he has.

After every meal Boshbisil naps for three days and nights, and every Darkness season he snuggles down under the snow of the pass and sleeps for a solid six weeks.

Boshbisil is seeking the loyal service of someone who can teach his trollkin some militia skills.

HEN CIK

Hen Cik is a young, slow-witted giant. Hen is a native to Giant Land and claims descent from the mountains Dolog and Thryn. He befriended Gonn Orta many years ago and has been adamantly loyal ever since. He has not really transferred his loyalty to Boshbisil, a fact the younger Issaries Priest accepts with giantish resignation.

Hen Cik is enamored of the giantess Sa Mita. He often silently follows her about, squatting and waiting patiently as she does whatever she is doing. He still waits to find out if, after eight years, she has any feelings for him.

Boshbisil treats Hen Cik kindly and puts the eager strength to work. Hen's usual duties are to travel up and down the valley to see what is coming, to climb mountains and peer towords the end of the world for excitement, and to shovel the snow out of the pass every winter when Boshbisil is going down to have his meals. For this purpose, a huge flat shovel leans in a corner of the castle.

Hen Cik always picks up whatever food is left over and carries it up to the castle for himself and Sa Mita. His appetite is erratic. Sometimes he eats nothing for a year or two, and then occasionally gorges himself weekly.

SA MITA

Sa Mita is a young (72 years), impressionable female giant. Like Hen Cik, she joined the cult of Issaries because the two elder giants did so. Intelligent and sensitive in a giantish way, she has deep respect for Boshbisil. Unbeknownst to the older giant, she is now pregnant with his child. Ignored for years at a time by her lover, she is undaunted, waiting with giant patience for his love to grow. She knows Hen Cik's feelings but does not wish to disrupt her long-term future plans with Boshbisil.

Sa Mita is a local giantess who claims descent from the mountains Fork, Borg, Mok, and Ilifagor (from a different group). She firmly believes that the mountains are her sleeping ancestors. She has heard rumors that the local trolls are cruelly digging through them. This worries her, but she does not normally speak of it.

PANEYE THE TROLLKIN

Paneye is the chief trollkin in the castle. He is skilled at his task of repairing the ancient fort each spring and summer. His employer is Boshbisil.

The actual work done each year is questionable, even though Paneye and his crews are always visible, bustling about doing work, carting and cutting stone, and hoisting them about. But unless Paneye is there, the work is as destructive as creative and so progress is slow.

Paneye is aware of his responsibilities and does his best to fulfil them, but has also developed a practical point of view. Boshbisil has never been seen to instruct or reprimand Paneye and so his work is considered satisfactory.

Paneye has no notable combat skills or spells useful to a builder. He makes no pretentions about this and is easily cowed by stronger people, but will fall back on his friendship with Boshbisil for defense. Boshbisil likes the miserable wretch.

GLOCKMOOR THE POLICEMAN

Glockmoor is a trollkin, the self-appointed policeman of the castle. He is accepted by the natives, most of whom are trollkin. Glockmoor himself is of little note, even in combat

PANEYE.....(superior type trollkin)

STR 8 CON 12 SIZ 6			Right Leg	(01-04)	3/5
INT 17 POW 17 DEX 15			Left Leg	(05-08)	3/5
CHA 17			Abdomen	(09-11)	3/5
			Chest	(12)	3/6
Move 6			Right Arm	(13-15)	3/4
Hit Points 13			Left Arm	(16-18)	3/4
Defense 35%			Head	(19-20)	5/5
Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Spear	6	60%	1D6+1	50%	15
Club	6	50%	1D6+2	45%	15
Small shield				60%	8

SPELLS – Glue 4; Repair; Protection 4; Healing 2; Demoralize.

SKILLS – Oratory 80%; Engineering 55%; Administration 25%; Spot Hidden Item 50%.

LANGUAGES – Speak and Write Dark Tongue 90%; Speak and Write Trade Talk 65%.

GLOCKMOOR .....(superior type trollkin)

STR 12 CON 13 SIZ 8			Right Leg	(01-04)	3/5
INT 16 POW 17 DEX 14			Left Leg	(05-08)	3/5
CHA 9			Abdomen	(09-11)	3/5
			Chest	(12)	3/6
Move 6			Right Arm	(13-15)	3/4
Hit Points 13			Left Arm	(16-18)	3/4
Defense 20%			Head	(19-20)	5/5
Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Maul	6	50%	2D8	45%	15
Self bow	2	65%	1D6+1	25%	6
Small shield				40%	8

SPELLS – Bludgeon 4; Healing 6; Protection 4; Befuddle.

SKILLS – Train Bears 90%; Listen 65%; Spot Hidden Item 70%; Scent 90%; Fast-Talking 45%.

LANGUAGES – Speak Dark Tongue 90%; Speak Trade Talk 65%; Speak Beast Speech 45%; Speak Fire Speech 35%.

HUGGER .....(bound spirit in cave bear)

STR 25 CON 10 SIZ 27			Right Hind Leg	(01-02)	3/4
INT 15 POW 16 DEX 11			Left Hind Leg	(03-04)	3/4
			Hindquarters	(05-07)	3/6
Move 8			Forequarters	(08-10)	3/6
Hit Points 14			Right Foreleg	(11-13)	3/4
			Left Foreleg	(14-16)	3/4
			Head	(17-20)	3/5
Weapon	*SR*	*Attack*	*Damage*		
Bite	7	60%	1D8+2D6		
Claw	7	40%	1D6+2D6		
Hug	7	40%	5D6		

SKILLS – Listen 60%; Spot Hidden Item 60%; Scent 80%.

skills, but he is in charge of four trained white cave bears. Some people suspect correctly that one of the bears is a bound spirit.

Glockmoor is very intelligent and spent several years outside of the castle before finally finding refuge here. He rarely insults strangers and looks out for his own interests.

MR. GREATNESS

Mr. Greatness is a morokanth, the owner of Greatness Hall (the inn). He is neither exceptionally smart nor clever, and owns the inn only because he managed to win it in a crap game with Hen Cik. Mr. Greatness no longer gambles at all.

Mr. Greatness has a magical Morokanth Thumb (as described in *Plunder*, by Rudy Kraft). This is a source of continual amazement and pride to him, and for hours he will sit around and wiggle it, clutching things, and offer to arm wrestle with strangers.

Mr. Greatness considers morokanth the epitome of creation, and himself to be the pinnacle of morokanthdom. He graciously refuses to argue this, but treats everyone with condescending disdain.

MR. GREATNESS .....(morokanth)

STR 18 CON 12 SIZ 17
INT 13 POW 12 DEX 9
CHA 10

Move 12
Hit Points 14

Right Hind Leg	(01-02)	4/4
Left Hind Leg	(03-04)	4/4
Hindquarters	(05-07)	6/6
Forequarters	(08-10)	6/6
Right Foreleg	(11-13)	4/4
Left Foreleg	(14-16)	4/4
Head	(17-20)	6/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Claw	8	55%	1D6+1D6		
Spear	4	40%	1D6+1+1D6	35%	15

SPELLS – Healing 2; Protection 3; Disruption.
SKILLS – Hide Item 25%; Write Own Name 25%.
LANGUAGES – Speak Dark Tongue 80%; Speak Trade Talk 40%.

SLANG

Slang is a very odd creature which is kept by Boshbisil to act as his 'fine manipulation.' That is, whenever there is something too small or too fine for Boshbisil to see or pick up, he will have Slang do it. (If there is a lot of this work to be done, Scree also helps sometimes.)

Slang is a medium-sized bear who has blue fur, human hands, and who wears a paper mache mask of a human face. He can waddle about on his hind legs or move very quickly on all fours. He seems to be of low intelligence and is capable of only primitive speech which is barely indistinguishable from bear talk. He is intractably loyal to Boshbisil who, in return, has an odd affection for the strange creature.

SLANG..... (blue bear)

STR 20 CON 14 SIZ 13
INT 4 POW 8 DEX 17
CHA 4

Move 8
Hit Points 15

Right Hind Leg	(01-02)	2/4
Left Hind Leg	(03-04)	2/4
Hindquarters	(05-07)	2/6
Forequarters	(08-10)	2/6
Right Foreleg	(11-13)	2/4
Left Foreleg	(14-16)	2/4
Head	(17-20)	2/5

Weapon	*SR*	*Attack*	*Damage*
Bite	7	55%	1D8+1D6
Claw	7	40%	1D6+1D6
Hug	7	40%	3D6

SKILLS – Climbing 55%; Swimming 75%; Spot Hidden Item 80%; Scent 95%.
LANGUAGES – Speak Beast Speech 40%.

SCREE

Scree is an enlightened chimpazee, as shown by his high INT. He came to this area with Boshbisil and so is getting quite old. This has given him a well developed sense of humor and irony. Because he is from much warmer climates, Scree is taken is wearing warm clothing and furs when it is chilly, and is also trained in herbal remedies to cure himself if he catches cold.

Scree is an employee of Boshbisil's and serves as his 'fine manipulation' when asked. This means he may be chosen to go

SCREE ..... (intelligent chimp)

STR 19 CON 12 SIZ 7
INT 15 POW 12 DEX 21
CHA 11

Move 8
Hit Points
Defense 30%

Right Leg	(01-04)	2/4
Left Leg	(05-08)	2/4
Abdomen	(09-11)	2/4
Chest	(12)	2/5
Right Arm	(13-15)	2/3
Left Arm	(16-18)	2/3
Head	(19-20)	2/4

Weapon	*SR*	*Attack*	*Damage*
Bite	6	55%	1D6+1D4
Hand	6	55%	1D4+1D4

SPELLS – Healing 6; Protection 3; Befuddle.
SKILLS – Climbing 85%; Cooking 95%; Find Healing Plants 65%; First Aid 80%; Treat Disease 60%; Treat Poison 45%.
LANGUAGES – Speak and Read Trade Talk 90%; Speak and Read Beast Speech 90%; Speak Dark Tongue 50%.

GAPER ONE..... (Boshbisil's bound spirit)

STR 15 CON 12 SIZ 24
INT 13 POW 17 DEX 8

Move 2
Hit Points 16

Right Hind Leg	(01-02)	3/4
Left Hind Leg	(03-04)	3/4
Hindquarters	(05-07)	3/6
Forequarters	(08-10)	3/6
Right Foreleg	(11-13)	3/4
Left Foreleg	(14-16)	3/4
Head	(17-20)	3/5

Weapon	*SR*	*Attack*	*Damage*
Lunge	4	100%	1D6+1D6+swallow
Bite	8	55%	1D6+1D6

GAPER TWO .....

STR 22 CON 15 SIZ 29
POW 9 DEX 11

Move 2
Hit Points 20

Right Hind Leg	(01-02)	3/6
Left Hind Leg	(03-04)	3/6
Hindquarters	(05-07)	3/8
Forequarters	(08-10)	3/8
Right Foreleg	(11-13)	3/6
Left Foreleg	(14-16)	3/6
Head	(17-20)	3/7

Weapon	*SR*	*Attack*	*Damage*
Lunge	3	100%	1D6+2D6+swallow
Bite	7	40%	1D6+2D6

into a silo to find something which is beyond Boshbisil's sight or else pick a specific coin or jewel from a chestful.

Scree is also an excellent cook, gained (he will tell you) during his enslavement by a volcano-Priest in Esrolia. He does not discuss his manumission with anyone.

Scree is also in charge of the pillow and keeps it neat. He has his own room there which is stocked with books that he reads in his spare time.

TWO GAPERS

These unusual creatures are possessed by spirits under the control of Boshbisil or Gonn Orta. They are always kept hidden to outsiders, though the trollkin know of them. They appear only in case of defense, when they get a Mobility spell cast upon them to reach the site quickly, and then will attack when ordered to by Boshbisil. The origin of these oddities is unknown to most of the world who accept them as part of the giant merchant's strange wares.

HRILL THE ROC

Hrill is a roc who is a friend of Gonn Orta's. The bird is usually absent but has a long-standing pact with Gonn Orta to watch over and help defend the ancient castle. It will appear in emergencies and can sometimes be seen far overhead in Balazar and Prax. Other than that it rarely bothers with humans.

HRILL .....(roc)

STR 62 CON 16 SIZ 41	Right Claw	(01-02)	12/18
INT 17 POW 19 DEX 12	Left Claw	(03-04)	12/18
CHA 16	Body	(05-08)	12/30
	Right Wing	(09-12)	12/19
Move 12 (actually faster)	Left Wing	(13-16)	12/19
Hit Points 45	Head	(17-20)	12/19

Weapon	*SR*	*Attack*	*Damage*
Bite	5	120%	1D8+6D6
Claw	5	75%	1D6+6D6

SPELLS – Healing 8; Fanaticism 1; Mobility; Befuddle; Xeno-healing 6.
SKILLS – Disguise 05%.
LANGUAGES – Speak Bird Speech 100%; Speak Trade Talk 100%.

TRADE

Gonn Orta welcomes anyone who comes to Giants Castle to trade. He does have two rules which he requires all guests to obey. The first rule is that there will be no fighting. Even trolls and elves are required to behave themselves when at or near Giants Castle. Gonn Orta will pledge to attack and kill all members of a group initiating conflict. His protection applies to the entire Giants Pass region, and such is the fear of Gonn Orta that few groups will risk combat even when they know they are safely away from the castle. Gonn will assist in peace-keeping by forbidding mutually-hostile groups from leaving within 24 hours of each other.

The second rule is that no one trades at the castle except with Gonn or Boshbisil. This allows Gonn to make a profit as the middleman on all transactions.

TRADE GOODS

The individual referee will have to determine what Gonn has for sale at any time, but a few examples have been included to give some idea as to what types of groups come here and what they have to sell. Remember that all sales must go through Gonn Orta and that he will take a good profit.

Prices in general are the same as in the Caravans chapter. In addition there are special items for sale. The value of the item on the open market is given here. This is the value which a player-character might expect to get when attempting to sell an item. It does not imply that items are for sale for this amount. In fact, it implies that these are half what the player-character might pay in cash for an available item.

AVAILABILITY OF MAGIC ITEMS

Not every item is always available at the castle. The natives make some things and are in an excellent position to trade everything else. Still, some things are rare and only occasionally pass through Gonn Orta's castle.

To find out whether something is available, it is necessary to tell Boshbisil what the character wants. Boshbisil will then determine the price and availability.

Formulae:

MATRIX – (9 minus points of magic) x 10%
ATTUNEABLE CRYSTAL – (10 minus POW points) x 05%
POW STORAGE CRYSTAL – (20 minus POW points) x 05%

Examples:

Multimissile 4 matrix: (9-4) x 10% = 50%.
3 point attuned crystal: (10-3) x 05% = 35%.
12 point POW storage crystal: (20-12) x 05% = 40%.

MAGICAL ITEMS

Use the following formulae:

MATRICES – A spell matrix is worth the cost to learn the spell plus 1000 L additional for 'labor' in making it. There may be a further cost of materials. It is common to increase the worth of an already rare magical item with valuables.

If a matrix is for more than one spell then each point of Divine Intervention needed to make it increases the cost of the magical labor at the rate of 1000 L per point of Divine Intervention.

Thus a Detect Enemies matrix is worth 1300 L, and a Fireblade matrix is worth 3000 L. However, a combined Detect Enemy and Fireblade matrix is worth 5300 L. It would commonly be placed on a broadsword blade, worth at least 50 L, but such a princely treasure woud likely be decorated with silver and gems worth another 1500 L. Thus the total is 6850 L for this magical sword.

POW STORAGE CRYSTALS – Each point of POW capacity is worth 1000 L. There may also be an intrinsic value to the crystals equivalent to their jewel quality. A common 12 point POW storage crystal is, then, worth 12,000 L. However, an emerald which is also a 12 point POW storage crystal might be worth 24,000 L.

ATTUNED CRYSTALS – Attuned crystals all have a base value of 2000 L, and an additional value of 5000 L per point capacity. Thus a Healing Focus 4 crystal is worth 22,000 L.

TRUESTONE – Truestone is valued at 100,000 L per point of magic capacity. Each point of Rune magic stored in it is worth an additional 10,000 L as well. Some truestone may further have an intrinsic value as a gem, or be set into something of rare value. This price should indicate how rare truestone is and we caution referees to restrict excessive use of it.

Examples:

Prices given are Cost of Matrix + (Cost of setting or intrinsic value) = Total Worth.

BEFUDDLE RING – Set in silver with an emerald; 2500 + (1000) = 3500 L.
BINDING MEDALLION – Made of copper, square shaped, with an embossed hand on it; 2500 + (100) = 2600 L.
BLADESHARP 4 SWORDBLADE – Inlaid with silver; 5000 + (1050) = 6050 L.
BLUDGEON 3 NAIL – Bronze, made to be driven into a piece of wood; 4000 L.
COORDINATION BELT – Good worked leather with a silver matrix holding the matrix; 2500 + (150) = 2650 L.
COUNTERMAGIC 3 HOOD – Simple linen with dyed designs; 4000 L.
DARKWALL WAND – Wooden stick with a lead macehead stamped with the matrix; 2550 L.
DEMORALIZE RING – Simple silver ring; 2580 L.
DETECT ENEMY RING – On a gold band; 1600 L.
DETECT ENEMY RING – On a silver band; 1300 L.
DETECT GEMS WAND – Handsome but simple wooden stick; 1000 + (300) = 1300 L.
MOBILITY BOOTS – Good worked leather; 2550 L per pair.
MULTIMISSILE 4 BOW – Common self bow with matrix on grip; 6000 + (50) = 6050 L.
PROTECTION 4 CUIRASSE – Standard bronze armor; 6000 + (200) = 6200 L.
DISPEL MAGIC 5 WAND – Fancy wooden rod with silver trimming; 8500 + (200) = 8700 L.
FIREARROW WITH 5 POINT POW STORAGE CRYSTAL – 3000 + 5000 + (100) = 8100 L.
PROTECTION 4 BEARSKIN CLOAK – 6000 + (65) = 6065 L.
STRENGTH GLOVES – Fine leather; 2500 + (50) = 2550 L.
TISKALI'S SWORD – Bladesharp 4 and Detect Undead matrices, plus 7 point POW storage crystal, on a simple iron broadsword blade; matrices 6000 + 1300 + 1000 = 8300 L; crystal 7000 L; blade 500 L; total 15,800 L.
COMBINATION CRYSTAL – Spell Reinforcing 3 and Spell Storing 3 on a silver hawk-shaped medallion; 32,000 + 1300 = 33,300 L.

RULES OF THE HOUSE

1. No sale without Boshbisil as go-between.
2. Matrices are sold at twice value shown here.
3. Will trade matrices for other items at cost.
4. Will trade items for items at values shown.
5. Will buy items for value shown.

Gonn Orta prefers trade items to cash.

VISITORS

There is a 10% chance per week of a caravan showing up at Gonn Orta's castle. They stay for 1D4 weeks to trade and to rest, then depart. When there is an encounter, roll on the Visitors Table to determine who it is, or make up your own visitors. Stats for many of these are given in various sections of this book. Others may be made up. Since Gonn Orta does not allow fighting in his castle then there should be little reason to need full stats anyway.

VISITORS TABLE

1D20	*Visitor*
01-02	Griffins
03	Trolls
04-07	Elves
08-10	Giants
11	Dragonewts
12-14	Dwarves
15	Praxian foot tribe
16	Bison People
17	High Llama People
18	Sable People
19	Impala People
20	Morokanths

GONDO HOLST'S CARAVAN

Gondo Holst appears to be an elderly Priest of an obscure Fire cult traveling into the wilds of Balazar to perform some ritual for a nomad chieftain (see the scenario section for more details on this).

In reality, Gondo Holst is on a journey to obtain a greater ability to call on his god, Cacodemon.

He will attempt to lure player-characters into his trap and then sacrifice them when they are helpless. To accomplish his ends he is assisted by three initiates of his cult (also ogres); two zombie drivers (wrapped up in heavy robes); and three zombie warriors (not all human). In addition he keeps two jack o'bears on hand to assist him. The jack o'bears are intensely loyal (or as loyal as chaos things can be) to the Priest. In one of the wagons are three prisoners: an adventurer, a trollkin, and a peasant boy. Large draft bison pull the two wagons.

If a stronger group of ogres is required, it is suggested that 20 or 30% additional weapon ability and, perhaps, one to two Rune spells be added to each ogre guard.

The ogres will attempt to conceal their nature. If they think they are about to be discovered, they will attack without warning.

GONDO HOLST . . . . . (ogre Cacodemon Rune Priest)

STR 20 CON 15 SIZ 17
INT 16 POW 20 DEX 10
CHA 15

Move 8
Hit Points 18
Defense 10%

Right Leg	(01-04)	6/7
Left Leg	(05-08)	6/7
Abdomen	(09-11)	12/7
Chest	(12)	6/8
Right Arm	(13-15)	6/6
Left Arm	(16-18)	6/6
Head	(19-20)	6/7

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Broadsword	7	50%	1D8+1+1D6	50%	20
Self bow	3	50%	1D6+1		
1H spear	7	45%	1D6+1D6	45%	12
Medium shield				50%	12

SPELLS – Bladesharp 3; Healing 6; Befuddle; Speedart; Detection Blank 2; Disruption; Detect Magic; (known by Irony) Countermagic 3; Protection 4; Invisibility; Silence.

RUNE MAGIC – Bind Ghost; Create Zombie (see *Cults of Prax*); Multispell 1; Divine Intervention (will only call forth the Cacodemon into corporealness); Shield 2.

SKILLS – Hide Item 65%; Riding 60%; Disguise 90%; Listen 80%; Spot Hidden Item 55%; Tracking 45%; Hide in Cover 60%; Move Quietly 65%; Oratory 50%.

MAGIC – A black cloak with a Darkwall matrix inscribed upon it; an iron ring with a Spirit Shield 1 matrix engraved upon it; and a scroll written in the Esrolian tongue that will improve all of a character's knowledge skills by 15%.

TREASURE – Carries 20 L and a gem worth 68 L.

LANGUAGES – Speak and Write Trade Talk 80%; Speak and Write Dark Tongue 45%; Speak Beast Speech 40%.

IRONY . . . . . (allied spirit kept in iron ring)

INT 11 POW 23

RUNE MAGIC – Warding 4; Sever Spirit (see *Cults of Prax*). Normally the spirit will cast the Sever Spirit spell unless Gondo has been drawing heavily upon the spirit's POW.

GONDO HOLST

He appears to be a large spry old man. That is part of his disguise, for Gondo Holst is an ogre and a Priest of the despicable Cacodemon cult. He is currently seeking persons to guard his troupe of travelers.

Gondo is on a mission to a particular Chaos shrine in the Elder Wilds. In several months he is going to attempt to summon the Cacodemon for the first time. He has been directed (and promised good pay) by Marusa, the Priestess of Jalakeel the Witch at Elkoi, to slay one of the Balazaring citadel kings.

To summon the Cacodemon, he must have Divine Intervention sacrificed for. Rather than expend his own POW, the Priest has found that by sacrificing living victims at a certain Chaos shrine, he can obtain additional points of Divine Intervention at the rate of 1 point of Divine Intervention for each 10 points of POW of the victim. The POW of the victims is cumulative, so a sacrifice of a victim with a POW 5 and one with a POW of 15 would yield a total of 20 to be traded for 2 points of Divine Intervention. No other Rune magics may be gained in this fashion. Currently, Gondo has but 1 point of Divine Intervention saved up, giving him but a 10% chance of summoning the deity.

GONDO HOLST'S WARHORSE. . . . . .

STR 30 CON 15 SIZ 32
INT 5 POW 10 DEX 12

Move 12
Hit Points 20

Right Hind Leg	(01-02)	1/6
Left Hind Leg	(03-04)	1/6
Hindquarters	(05-07)	1/8
Forequarters	(08-10)	1/8
Right Foreleg	(11-13)	1/6
Left Foreleg	(14-16)	1/6
Head	(17-20)	1/7

Weapon	*SR*	*Attack*	*Damage*
Kick	7	40%	1D8+3D6
Rear and plunge	7	35%	2D8+3D6
Trample	7	75%	4D6
Bite	7	35%	1D10

Gondo trusts but does not necessarily like the ogres who are his bodyguard. The feeling is mutual. Though he is a Priest of their cult, they don't like him.

Gondo sees most of the sapient life of the area as tools to achieve his own aims.

OGRE GUARD NUMBER ONE.....(male)

STR 19 CON 13 SIZ 14
INT 15 POW 15 DEX 15
CHA 16

Move 8
Hit Points 14
Defense 10%

Right Leg	(01-04)	4/5
Left Leg	(05-08)	4/5
Abdomen	(09-11)	4/5
Chest	(12)	4/6
Right Arm	(13-15)	4/4
Left Arm	(16-18)	4/4
Head	(19-20)	7/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Heavy mace	6	80%	1D8+2+1D4	60%	20
2H spear	4	45%	1D10+1+1D4	85%	15
Self bow	2	40%	1D6+1		
Large shield				80%	16

SPELLS – Bludgeon 3; Healing 3; Multimissile 2; Disruption.
SKILLS – Hide in Cover 65%; Move Quietly 75%; Spot Hidden Item 50%; Tracking 50%; Disguise 60%; Riding 65%.
TREASURE – Pink gem worth 480 L; orange gem worth 440 L; a horned silver skull worth 30 L (reputedly a talisman of the dreaded Thanatar Headhunter cult); and a flashy belt knife worth 12 L.
LANGUAGES – Speak and Write Trade Talk 55%.

OGRE NUMBER ONE'S HORSE.....

STR 26 CON 11 SIZ 26
POW 7 DEX 8

Move 12
Hit Points 15

Right Hind Leg	(01-02)	1/4
Left Hind Leg	(03-04)	1/4
Hindquarters	(05-07)	1/6
Forequarters	(08-10)	1/6
Right Foreleg	(11-13)	1/4
Left Foreleg	(14-16)	1/4
Head	(17-20)	1/5

OGRE GUARD NUMBER TWO.....(male)

STR 19 CON 11 SIZ 9
INT 10 POW 16 DEX 12
CHA 16

Move 8
Hit Points 12

Right Leg	(01-04)	5/4
Left Leg	(05-08)	5/4
Abdomen	(09-11)	9/4
Chest	(12)	7/5
Right Arm	(13-15)	4/3
Left Arm	(16-18)	4/3
Head	(19-20)	7/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
1H bastard sword	7	65%	1D10+1+1D4	40%	20
Heavy mace	8	40%	1D8+2+1D4	40%	20
Large shield				65%	16

SPELLS – Detect Enemies; Protection 2; Befuddle; Healing 2.
SKILLS – Disguise 55%; Move Quietly 40%; Spot Hidden Item 50%; Spot Trap 45%.
TREASURE – Carries 10 Land 10 wheels; ransom is 450 L.
LANGUAGES – Speak Trade Talk 65%; Write Trade Talk 20%.
CHAOTIC FEATURE – Has the ability to Demoralize all who gaze upon him. Resistance roll against a POW of 36. This ogre normally has his entire body covered and uses this power only when he takes off his full helm.

OGRE GUARDS

Each of the ogre guards is an initiate of the Cacodemon cult. While they have no Rune spells as yet, they each have the ability to attempt once each week to summon up the Cacodemon as per regular cult initiate Divine Intervention.

ZOMBIES

The zombies are divided into two categories, the drivers and the warriors. The drivers can fight quite effectively, but must be specifically commanded to do so by Gondo Holst, otherwise they will sit and do nothing. Their weapons lay within reach underneath the wagon seats. It takes two full melee rounds to ready their weapons. These zombies may be attack-

OGRE GUARD NUMBER THREE.....(female)

STR 20 CON 15 SIZ 13
INT 11 POW 13 DEX 18
CHA 14

Move 8
Hit Points 16
Defense 10%

Right Leg	(01-04)	5/6
Left Leg	(05-08)	5/6
Abdomen	(09-11)	9/6
Chest	(12)	7/7
Right Arm	(13-15)	4/5
Left Arm	(16-18)	4/5
Head	(19-20)	7/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Maul	4	50%	2D8+1D6	45%	15
Heavy mace	6	45%	1D8+2+1D6	40%	20
Comp. bow	1	90%	1D8+1		
Large shield				50%	16

SPELLS – Healing 2; Speedart 2; Multimissile 3; Befuddle.
SKILLS – Disguise 55%; Move Quietly 45%; Riding 45%; Spot Hidden Item 45%; Listen 75%.
MAGIC – A lead ring with Disruption spell matrix.
TREASURE – A purple gem worth 86 L, 30 clacks, and 5 wheels.
LANGUAGES – Speak Trade Talk 65%; Write Trade Talk 45%.

ZOMBIE DRIVER NUMBER ONE.....(female)

STR 23 CON 24 SIZ 11
POW 1 DEX 8

Move 6
Hit Points 24

Right Leg	(01-04)	3/8
Left Leg	(05-08)	3/8
Abdomen	(09-11)	3/8
Chest	(12)	3/9
Right Arm	(13-15)	3/7
Left Arm	(16-18)	3/7
Head	(19-20)	3/8

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Maul	7	40%	2D8+1D6	20%	15
Fist	10	40%	1D3+1D6		

ZOMBIE DRIVER NUMBER TWO.....(male)

STR 27 CON 21 SIZ 18
POW 1 DEX 11

Move 6
Hit Points 23

Right Leg	(01-04)	3/8
Left Leg	(05-08)	3/8
Abdomen	(09-11)	3/8
Chest	(12)	3/9
Right Arm	(13-15)	3/7
Left Arm	(16-18)	3/7
Head	(19-20)	3/8

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Maul	5	50%	2D8+2D6	25%	15
Fist	8	55%	1D3+2D6		

ed, and they will not defend themselves unless ordered to do so.

The zombie warriors will fight to their complete destruction. They will stay hidden in the back of the second wagon until ordered to come out and attack. Even then, they must be given specific targets or they will attack anything that moves besides themselves and Gondo, be it ogres, bison, or player-characters.

JACK O'BEARS

The horrific creatures are very loyal to Gondo. He feeds them and takes care of them, approving of the things they do. They like that and will do what they can to aid the man. Even if it means being cooped up in the back of a wagon for several weeks. They know not to leave the wagon without Gondo's permission because of the special protection he puts on it.

ZOMBIE WARRIOR NUMBER ONE .....(male)

STR 18 CON 24 SIZ 12
POW 1 DEX 12

Move 6
Hit Points 24

Right Leg	(01-04)	4/8
Left Leg	(05-08)	4/8
Abdomen	(09-11)	6/8
Chest	(12)	6/9
Right Arm	(13-15)	4/7
Left Arm	(16-18)	4/7
Head	(19-20)	6/8

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H great ax	7	60%	3D6+2+1D4	30%	15
Fist	9	60%	1D3+1D4		

ZOMBIE WARRIOR NUMBER TWO..... (female)

STR 27 CON 20 SIZ 9
POW 1 DEX 7

Move 6
Hit Points 20

Right Leg	(01-04)	7/7
Left Leg	(05-08)	7/7
Abdomen	(09-11)	7/7
Chest	(12)	6/8
Right Arm	(13-15)	7/6
Left Arm	(16-18)	7/6
Head	(19-20)	7/8

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Heavy mace	9	35%	1D8+2+1D6	20%	20
Fist	8	35%	1D3+1D6		

ZOMBIE WARRIOR NUMBER THREE.....
.....(male dark troll)

STR 26 CON 18 SIZ 20
POW 1 DEX 12

Move 6
Hit Points 20

Right Leg	(01-04)	5/7
Left Leg	(05-08)	5/7
Abdomen	(09-11)	5/7
Chest	(12)	5/8
Right Arm	(13-15)	5/6
Left Arm	(16-18)	5/6
Head	(19-20)	7/7

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H poleax	5	60%	3D6+2D6	30%	12
Fist	9	60%	1D3+2D6		

PRISONERS

The three prisoners are kept in the second wagon with the zombies, in a secret compartment near the front of the wagon. They are all Harmonized from exposure to the jack o'bears. In addition to this, the adventurer Valka Runewolf has been bound with slave bracelets, reducing his POW to 3 points when worn. Applying force to the bracelets is the only method of removing them (other than forcing Gondo to take them off, something he will do a day before sacrificing poor Valka). The bracelets have a STR of 45 each and each round that an attempt to remove the bracelets is made, the wearer will take 1D6 points of damage (see page 106 of *Cults of Prax* for further details). Gondo has not had a real chance yet to search his captives.

VALKA RUNEWOLF

He is the scion of a poor noble house of New Crystal city in Esrolia. He accompanied his master, the Lankhor Mhy Rune Master Bluebird, north when the Priest was forced to flee Esrolia. He met Gondo Holst in Trilus and was swayed by the ogre's claim of knowledge concerning Griffin Mountain. He joined the caravan immediately, trusting the Priest to send a messenger to Bluebird – a misplaced trust. The first night, Gondo and friends jumped and Harmonized him. The Darkwall cloak that Gondo Holst wears was his. The evil Priest happened to notice the matrix on it while he was applying the slave bracelets. Valka will attempt to retrieve the cloak if possible.

JACK O'BEAR NUMBER ONE .....

STR 17 CON 17 SIZ 19
INT 6 POW 18 DEX 10
CHA 7

Move 10
Hit Points 20

Right Leg	(01-04)	3/7
Left Leg	(05-08)	3/7
Abdomen	(09-11)	3/7
Chest	(12)	3/8
Right Arm	(13-15)	3/6
Left Arm	(16-18)	3/6
Head	(19-20)	3/7

Weapon	*SR*	*Attack*	*Damage*
Claw	8	45%	1D6+1D6
Claw	12	45%	1D6+1D6

SKILLS – Hide in Cover 55%; Move Quietly 60%.
LANGUAGES – Speak Beast Speech 50%.
CHAOTIC FEATURE – Special Harmonize ability.

JACK O'BEAR NUMBER TWO .....

STR 23 CON 17 SIZ 14
INT 5 POW 19 DEX 16
CHA 14

Move 10
Hit Points 19

Right Leg	(01-04)	3/7
Left Leg	(05-08)	3/7
Abdomen	(09-11)	3/7
Chest	(12)	3/8
Right Arm	(13-15)	3/6
Left Arm	(16-18)	3/6
Head	(19-20)	3/7

Weapon	*SR*	*Attack*	*Damage*
Claw	7	55%	1D6+1D6
Claw	11	45%	1D6+1D6

SKILLS – Hide in Cover 55%; Move Quietly 55%.
LANGUAGES – Speak Beast Speech 25%.
CHAOTIC FEATURE – Special Harmonize ability.

GORKI GRINLIPS

He is a young trollkin veteran of several troll raids. He still bears several bad scars from an adventure that left his mouth in a perpetual smile, hence the name. Gorki happened to be on the road at the wrong time one night. He rounded the corner in the human village where he was serving as a night watchman and was Harmonized by the jack o'bear who was lurking in the shadows. Being just a mere trollkin, he was not searched carefully and they missed the crystal and coins sown into the lining of his jerkin. The dagger is strapped inside his left thigh. It has a very sharp blade giving it a +05% to hit and +1 damage. Gorki rather likes the company of men, prefering their xenophobia to the out-and-out hatred he receives from his troll brethren. After his litter mates were casually sacrificed by a Zorak Zoran Priest in combat, he left the troll clans far behind. If paid at least 1000 L he would lead a group of persons, regardless of their intent, to any of the troll villages he knows.

SHEP

He is a peasant boy from near Elkoi. He became too curious about one of the wagons and was apprehended by an ogre guard. Shep is about 9 years old and thinks that he can take on the world. He is pretty good with a thrown rock, but can't put any "oomph" behind it to do real damage. Shep's only outstanding feature is his CHA. Anyone of a good nature who meets the kid usually likes him (roll Shep's CHA vs. character's POW).

VALKA RUNEWOLF.....(Lankhor Mhy initiate)

STR 16 CON 16 SIZ 14		Right Leg	(01-04)	7/6
INT 17 POW 15 DEX 16		Left Leg	(05-08)	7/6
CHA 7		Abdomen	(09-11)	8/6
		Chest	(12)	7/7
Move 8		Right Arm	(13-15)	7/5
Hit Points 17		Left Arm	(16-18)	7/5
Defense 15%		Head	(19-20)	6/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
1H bastard sword	5	30%	1D10+1+1D4	30%	20
Arbalest	1	40%	3D6+1		
1H hvy mace	6	55%	1D8+2+1D4	35%	20
Fist	7	45%	1D3+1D4		
Kick	7	45%	1D6+1D4		
Thrown rock	1	55%	1D4+1D4		

SPELLS – Healing 2; Disruption; Detect Magic; Countermagic 1; Dispel Magic 1.
SKILLS – Evaluate Treasure 25%; Climbing 35%; Map Making 30%; Listen 45%; Spot Hidden Item 30%; Spot Trap 15%; Tracking 25%; Hide in Cover 15%; Move Quietly 15%; Oratory 05%.
MAGIC – 12 point POW storage crystal (half full); potion of Healing 6; systemic poison potion of potency 12; blade venom potion of potency 8; potion of Healing 3.
TREASURE – 28 L; 6 wheels; a red gem worth 2000 L; a scroll and two folios written in Dark Tongue on the subject of ancient history (The language here is slightly archaic and will subtract 10% from a character knowing Dark Tongue's ability to read it. The scroll will tell of a wasted area surrounding Ghost Rock); ransom is 2000 L.
LANGUAGES – Speak and Write Trade Talk 90%; Speak and Write Dark Tongue 25%.

WAGON NUMBER ONE

Wagon is drawn by bisons number one and two, driven by zombie driver number one, guarded by ogre guard number two, and contains both jack o'bears, along with a separate compartment holding enough provisions for ten people to comfortably survive two months. In addition, there are three tents and cooking gear, several changes of clothing, and a large water barrel containing adequate water to last the entire group for a week. In a locked chest there are 1000 L, 58 clacks and 2 wheels, along with a map locating the Chaos holy ground.

Close observation of this wagon (Spot Hidden Item roll) reveals that only Gondo Holst enters this wagon and that it reeks of animal smell. A Detect Magic cast on the wagon will sense a powerful emanation as if the entire structure were magicked.

Fully a third of foodstuffs the wagon carries is dried meat. If tasted, it will have pork-like flavor. It is jerked human flesh.

TRAP – The wagon is protected by a Warding 4 spell. The wands are inside and are not visible. The jack o'bears have been informed of the presence of the Ward and will not leave until they know the Ward is down. If the Warding is breached,

GORKI GRINLIPS..... (trollkin)

STR 14 CON 11 SIZ 12		Right Leg	(01-04)	3/4
INT 9 POW 8 DEX 16		Left Leg	(05-08)	3/4
CHA 5		Abdomen	(09-11)	3/4
		Chest	(12)	3/5
Move 6		Right Arm	(13-15)	3/3
Hit Points 11		Left Arm	(16-18)	3/3
Defense 05%		Head	(19-20)	3/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
2H spear	3	40%	1D10+1+1D4	35%	15
Light mace	6	25%	1D6+2+1D4	25%	20
Sling	1	25%	1D8		
Small shield				45%	8

SPELLS – Disruption; Healing 2.
SKILLS – Spot Hidden Item 40%.
TREASURE – 2 L; a dagger worth 300 L; and 4 point spell reinforcing crystal.
LANGUAGES – Speak Dark Tongue 65%; Speak Trade Talk 40%.

SHEP..... (peasant boy)

STR 11 CON 10 SIZ 7		Right Leg	(01-04)	0/3
INT 12 POW 9 DEX 9		Left Leg	(05-08)	0/3
CHA 14		Abdomen	(09-11)	1/3
		Chest	(12)	1/4
Move 7		Right Arm	(13-15)	1/2
Hit Points 9		Left Arm	(16-18)	1/2
		Head	(19-20)	0/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Club	8	25%	1D8	25%	15
Fist	9	25%	1D3		
Kick	9	25%	1D6		
Thrown rock	3	35%	1D4		

SKILLS – Climbing 45%; Swimming 40%.
TREASURE – 3 clacks.
LANGUAGES – Speak Lunar 45%.

it will set off an intense keening and do 4D3 points of Disruption damage to one hit location of the trespasser.

WAGON NUMBER TWO

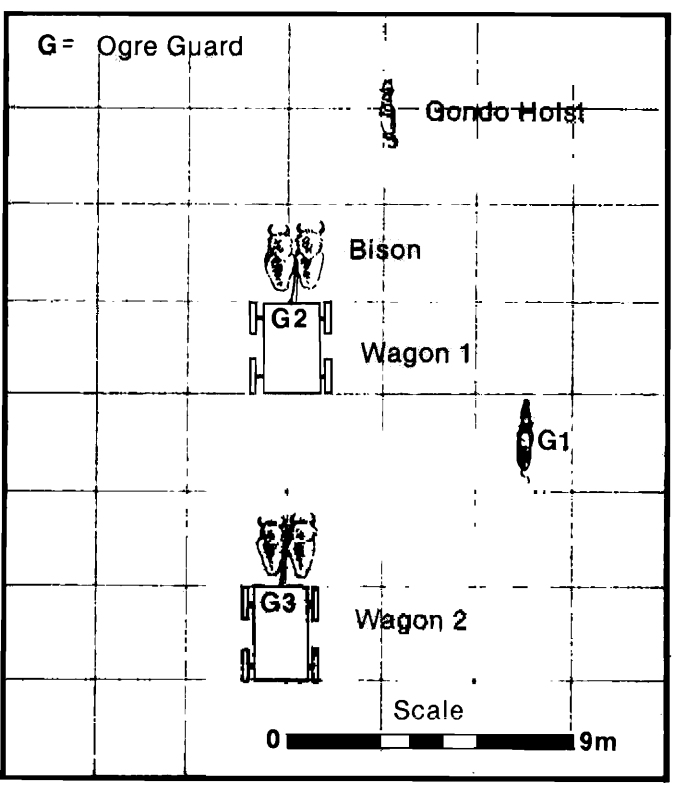
This wagon is drawn by bisons number three and four. It is driven by zombie driver number two and guarded by ogre guard number three. In addition, it contains the three zombie warriors; the three prisoners (Valka Runewolf, Gorki Grinlips, and Shep, who are all in a separate chamber of the wagon); and several large chests with Gondo's ceremonial accoutrements and vestments. All the chests are locked.

Close observations of the wagon (Spot Hidden Item) reveals that only Gondo Holst enters it and that it reeks of decay. A Detect Magic cast on the wagon shows a powerful emanation from it as if the whole thing were magic.

The zombies inside will respond to the commands of any of the ogres.

MAGIC – There is a keg of a magically potent wine that was stolen from an alchemist's shop, brewed to use in small doses as a sleeping potion. The first time that it is imbibed, regardless of amount taken, the referee rolls 3D6 and uses the resulting number as an attack against the drinker's CON. If the "attack" is successful, the drinker falls gently off to sleep, not to awaken until 2D4 hours have elapsed or he is brusquely shaken to consciousness. If an unsuccessfully attacked drinker continues to sip, 1D4 of potency is added for each sip and another resistance roll is made. Maximum potency for the wine is 20. If the maximum potency level is reached and the drinker still does not succumb to its morphiating effects, then the drinker is immune to it. The wine will detect as magic.

TRAP – This wagon is only protected by a Warding 1 spell. Its cargo is less valuable, and it may throw off any snoopers who assume that the other wagon must have Warding 1, too, and who will be zapped when their Countermagic is blown away.



BISON

The draft bison are similar to the bison ridden by Praxian barbarians, except that they have been bred/trained to complacency rather than surley feistiness. If mounted upon as riding beasts they will be disinterested. At best they may amble along looking for a new patch of tasty grass. All except bison number one, that is. He is an old, retired war-bison. He remembers battle and the squish of blood beneath his hooves. If he is mounted and mastered he will serve as a sturdy battle mount.

BISON NUMBER ONE.....(male gelding)

STR 37 CON 14 SIZ 42
POW 14 DEX 8

Move 12
Hit Points 24

Right Hind Leg	(01-02)	3/7
Left Hind Leg	(03-04)	3/7
Hindquarters	(05-07)	3/9
Forequarters	(08-10)	3/9
Right Foreleg	(11-13)	3/7
Left Foreleg	(14-16)	3/7
Head	(17-20)	3/8

Weapon	*SR*	*Attack*	*Damage*
Butt	8	40%	2D10+4D6
Trample	8	45%	3D6+4D6

BISON NUMBER TWO.....(female)

STR 32 CON 5 SIZ 41
POW 10 DEX 6

Move 12
Hit Points 15

Right Hind Leg	(01-02)	3/4
Left Hind Leg	(03-04)	3/4
Hindquarters	(05-07)	3/6
Forequarters	(08-10)	3/6
Right Foreleg	(11-13)	3/4
Left Foreleg	(14-16)	3/4
Head	(17-20)	3/5

BISON NUMBER THREE.....(female)

STR 32 CON 16 SIZ 37
POW 8 DEX 10

Move 12
Hit Points 21

Right Hind Leg	(01-02)	3/6
Left Hind Leg	(03-04)	3/6
Hindquarters	(05-07)	3/8
Forequarters	(08-10)	3/8
Right Foreleg	(11-13)	3/6
Left Foreleg	(14-16)	3/6
Head	(17-20)	3/7

BISON NUMBER FOUR.....(female)

STR 31 CON 11 SIZ 37
POW 14 DEX 7

Move 12
Hit Points 16

Right Hind Leg	(01-02)	3/5
Left Hind Leg	(03-04)	3/5
Hindquarters	(05-07)	3/7
Forequarters	(08-10)	3/7
Right Foreleg	(11-13)	3/5
Left Foreleg	(14-16)	3/5
Head	(17-20)	3/6

GRIFFIN MOUNTAIN

Griffin Mountain is a small mountain approximately 2700 meters tall located in the midst of the North Plains. Sixteen Griffins live in a large cave near the mountain's summit; there usually are 1D6+1 adult griffins and 1D4 young griffins home.

Whenever a party enters Griffin Mountain's hex, they automatically will be confronted by a party of griffins. For details of this confrontation see the Griffins section of the Encounters chapter. If the party enters the hex at night they will not be noticed until the next morning unless they make light or noise near the mountain itself.

If a party attempts to climb Griffin Mountain, they automatically will be attacked by all griffins at home. The griffins will not confront the party to melee but instead will drop rocks on them in an attempt to knock them down the mountain. Should anyone make it into the cave, they will be attacked by any griffins present.

When forced to engage in hand-to-claw combat, the griffins will delay one melee turn while casting Fanaticism spells. They will then try to gang up on some of their enemies while leaving other unattacked. Any young griffins will be ordered away from the fight and, with the exception of griffin 13, they will obey.

CLIMBING GRIFFIN MOUNTAIN

Griffin Mountain is not an easy climb and the players should be so warned by the referee. If they persist, the procedure is as follows:

1. No armor other than leather may be worn.

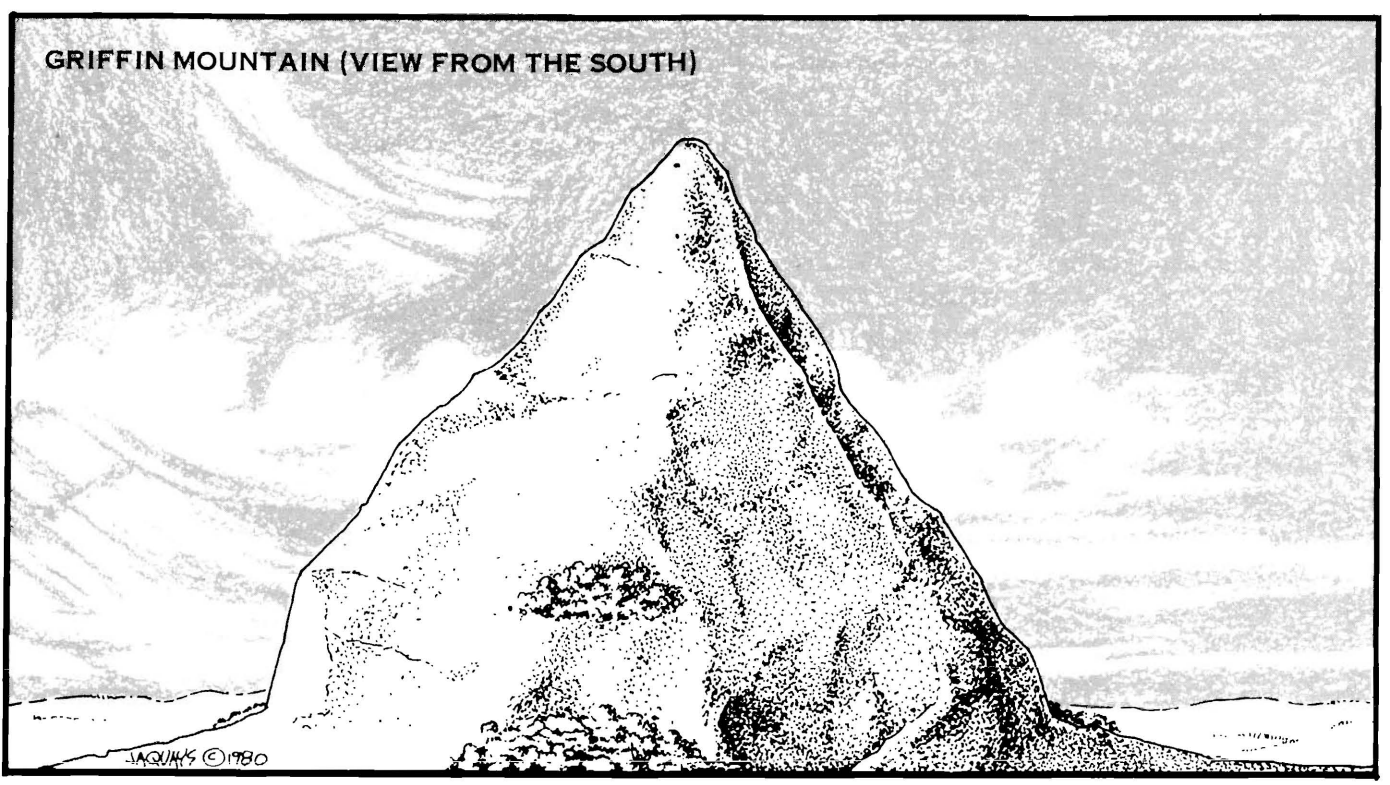
2. The characters must make a Climbing roll every hour. Failure results in a fall. The character may attempt to roll his/her DEX x 2% to save him/herself. Barring a magical escape, all falls will be fatal.

3. The players may elect to rope themselves together. If so, in addition to the DEX saving roll, the two (or, in some cases, one) characters adjacent to the falling character may attempt to save him. That saving roll must be less than or equal to the saving character(s)'s combined STR x 3%. The D100 roll is also compared to the two characters' Climbing abilities. If the roll exceeds either of them, the appropriate character also falls, causing the procedure to be repeated with the next member or members of the party. The fall of one character may lead to the entire party falling. If a player reacts quickly enough, he should be allowed to cut the rope and save himself.

4. It is up to the referee as to whether falling characters should be allowed to throw spells. In any case, allied spirits in weapons and other objects should be permitted to cast spells, but those in falling animals are subject to the same rules as other falling creatures.

5. The climb will take 10 hours (or ten Climbing rolls).

6. The climb down takes just as long and is run in the same



ways as the climb up.

7. No climbing may be done at night without some light source.

FLYING UP THE MOUNTAIN

Any character with an Orlanth Telekinesis spell may use it to reach the mountain's summit. Assuming there is no interference by the griffins (an unlikely assumption if any are still alive) the flight will take nearly 15 minutes. Therefore it will take an Extention 2 or a second Telekinesis to get back down the mountain.

DROPPED ROCKS

If characters attempt to climb the mountain while living griffins are around, they will be attacked. Each available griffin will, in turn, fly over the party and drop a rock at a randomly-chosen character. The chance of the rock hitting is the griffin's DEX x 4%. If the rock strikes, it will have a percentage chance equal to the griffin's STR of causing the affected character to fall. Falls after the first hour of the climb are always fatal.

The griffins will drop rocks until all the characters have fallen, the griffins are all dead, or it is nighttime.

No climbing is possible while rocks are being dropped.

FIGHTING WHILE CLIMBING

Since the griffins will not close with climbing characters, it is not necessary to go into much detail except to mention spells. When the griffins are dropping their rocks they will be within the range of all spells except those which require touching. A character may throw spells at a griffin if the two characters adjacent to him/her on the rope do nothing that round. If the climbers are not roped together then a character must make a successful Climbing roll in order to cast a spell. Failure to make the Climbing roll results in a fall, but the spell will work.

If for some reason a hand-to-hand combat situation should develop, it is left to the referee as to how it should be handled.

COMMENTARY

It is probably obvious at this point that successfully reaching the top of Griffin Mountain is no easy matter. In fact, it is suicidal to try without the right combination of talents and good sense. The characters should have some warning about this but they need not be told the exact nature of the difficulties. Instead they should be allowed to figure it out or experience it themselves.

These final three points should be made:

1. Orlanth worshippers are very useful. If a couple of the characters can fly up to the mountain's summit it will save everybody a lot of trouble. In fact, if an extended Concealment spell is used with a Telekinesis it might be possible to rob the griffins without being caught.

2. An attempt to climb the mountain before all the griffins have been killed is suicidal.

3. Any character with a Climbing ability of less than 75% or 80% is almost certain to get killed. If the party ropes themselves together, a falling character may take a couple of people with him/her.

YOUNG GRIFFINS

If griffins are captured and subdued at an early-enough age they can be trained as mounts for very small riders (SIZ 5 or less). For that reason living young griffins are exceedingly valuable. Of the four young griffins who live on Griffin Mountain only three are still young enough to be trained (griffin 13 is too old).

The actual procedure by which the griffins are subdued is both complicated and highly variable. For that reason it is best left up to the individual referee. However it must be noted that no method is fool-proof and some chance should always be given for the griffin to escape.

A young griffin successfully returned to within the Lunar Empire can be sold for 10,000 L.

Griffin Cave

The griffin cave is a natural cave, carved out of the volcanic rock of the mountain. Its floor is rough, but mostly flat except where indicated by elevation changes. The ceiling is roughly as high as the width of the rooms, and therefore it varies. Griffins may make high, flight-assisted leaps in rooms 2 and 3D.

FOUND OBJECTS

Like all caves or complexes where beings live, some items are collected or find their way into living quarters and then are forgotten, misplaced or buried under a melange of personal effects, garbage, excretement etc. Griffin Cave is no different. Found objects are the more unusual items present in a given room. Each room/area has a given percentage chance of a found object being present. The referee may wish to pre-roll all the rooms and locate the objects therein or place them as the adventure progresses. Each object may be encountered but once.

AREA DESCRIPTIONS

[1] CAVE MOUTH

FOUND OBJECTS – 25% chance. Any found object will be around the base of a tree.

FIRST GLANCE – The rock of the mountain slopes up to a cave mouth roughly 8 meters wide and 6 meters tall. This funnels down to a short 4-meter-diameter tunnel that rises about 3 meters upward as it pierces the side of the mountain. To the left of the cave opening are three trees, all alive and growing.

CLOSER LOOKS – Nothing unusual about the cave. There are bones scattered about, mostly of wild cattle. The three trees are of different varieties, though. Tree A is a sturdy pine. Tree B is a fruit tree of some kind. During Sea season it will have pale orange flowers; during Fire season it will have spikey fruit (35% chance of being ripe); during Earth and Dark seasons the fruit will be on the tree yet and will be half green and half moldy/puffy; and during Storm season the tree will either have green fruit or be bare. Tree C is a scraggly pin oak.

HIDDEN SPOTS – A general search reveals any found items. A Spot Hidden Item made on the trees will reveal the nature of the fruit (if any) on tree B. Tree B is windberry tree, a very prized and very rare bit of vegetation. The trees only grow in the high places of the earth and can never be tamed or cultivated. Even the elves have yet to control this tree.

[2] MAIN CAVERN

FOUND OBJECTS – 35% chance.

FIRST GLANCE – Dim shafts of sunlight poke through cracks in the ceiling, lighting the cavern for only 4 hours at

midday. The cavern is 45 meters long and varies in width, averaging about 9 meters. Ceiling height is roughly 11 meters. Several openings are visible in the walls.

FOUND OBJECT TABLE

1D10 Found Object

01 A silver dagger with the hardness of bronze. It has a Bladesharp 4 matrix upon it. The spell may only be cast upon the dagger and not on any other weapon.

02 A great troll skull with four lead teeth.

03 A finely tooled copper bowl of 2 liter capacity. Value is 50 L.

04 A good long spear with a bronze spear head.

05 A fragment of iron chainmail (roughly 4 cm across) valued at 450 L.

06 A small ceramic statue of Orlanth, slightly chipped.

07 A jumbled pile of bones. There will be a ghost attached to this pile who will attack in spirit combat if the pile is touched.

GHOST . . . . . .
INT 15 POW 24

08 A sick griffin (use griffin number six minus 1D8 POW). In a fight with the broos at Festering Island, this beast contracted soul waste in its chronic form. Since then he lies about as the disease slowly eats at him. If cured, he will agree to serve his healer for a full year at no cost, accompanying him always. He will not attack his own kind nor permit his master to loot the griffin treasure unless all the griffins are dead or gone and even then he will ask for more than an equal share. At the end of the year, the griffin will seek to right any wrong done to him or his tribe.

09 A wand of green-colored wood that always points north when dropped to an earthen or non-worked rock surface resting naturally in the ground.

10 A leather satchel. Inside this bag are 20 smaller packages containing healing herbs and plants. The satchel was acquired within the current season and all plants therein are preserved to be potent for the remainder of the season. The plants are listed as to the disease or problem they cure and the type of item they are. To know what these plants are good for, a character must successfully roll under his Find Healing Plants ability. To determine the potency of the plants, use the Plant Potency Table, cross-referencing the plant part against the current season.

If a character does not know the use or type of the healing herbs, have him roll a 1D20 to determine which item he randomly chooses. If a character chooses to apply a certain type of herb, i.e., only a root or only a stem, then have him roll a 1D6 and count through the available herbs of that type.

CLOSER LOOKS – Openings in walls seem to be side chambers. In the center of the cavern is a large, domelike stone mound. The floor is littered with bones and useless random fragments.

HIDDEN SPOTS – A search of the floor will turn up a found object ofter a half hour's diligent search. A search of the walls will reveal ledges capable of easily supporting a full-grown griffin. The ledges may be placed at any place convenient to the referee. There are at most ten and they range in height 1D6+1 meters. If the ledges are searched, there will be a chance equal to 10+(5x the number of ledges searched)% of a found object being on a ledge. A found object on a ledge is in plain sight (if you happen to be on the ledge). A Spot Hidden Item made onto lower ledges from a higher one will reveal if a found object is there. Only one found object will be present, regardless of the number ledges.

DENIZENS – Any surviving adult griffin will be successfully hidden on the ledges, attacking from advantage if undiscovered.

HEALING PLANTS IN LEATHER SATCHEL [10]

1D20	*Disease Cured*	*Type*
01	Creeping Chills	Leaf
02	Wounds	Root
03	Brain Fever	Flower
04	Soul Waste	Root
05	Wounds	Root
06	Systemic Poison	Flower
07	Wounds	Root
08	Shakes	Leaf
09	Shakes	Seed
10	Soul Waste	Leaf
11	Wasting Disease	Leaf
12	Creeping Chills	Flower
13	Shakes	Flower
14	Systemic Poison	Stem
15	Blade Venom	Stem
16	Soul Waste	Seed
17	Wasting Disease	Other
18	Wounds	Seed
19	Systemic Poison	Seed
20	Wounds	Other

PLANT POTENCY TABLE

Part	*Spring*	*Summer*	*Fall*	*Winter*	*Storm*
Flower	1D12	1D8	1D6	–	1D4
Leaf	1D8	1D12	–	1D4	1D6
Stem	1D6	1D8	1D12	–	1D4
Root	1D6	–	1D4	1D12	–
Seed	1D6	–	1D8	1D4	1D12
Other	1D6	1D12	1D6	1D4	1D12

[3] NESTING AREAS

AREA A

FOUND OBJECTS – 10% chance.

FIRST GLANCE – A low-ceilinged room lined with straw and animal fur. It is roughly 9 meters long and 3 meters wide.

CLOSER LOOKS – Reread First Glance.

HIDDEN SPOTS – A 10-minute search will unearth any found objects.

WINDBERRY TREES

These trees produce a spikey orange fruit every two years that is highly prized. A Spot Hidden Item made on the tree shows that the fruit seems to shimmer slightly. It does. If picked (a character must make his DEX x 5% roll to be able to pick this fruit) and eaten, one berry will give the imbiber an additional 05% to his Defense as per the Shimmer spell. This effect lasts 2 minutes (10 melee rounds). In the raw state even 20 berries do no more than one. However, these berries may be refined into a battle magic spell potion for Shimmer at no additional material or POW cost. Each 10 berries included in the potion will give 2 doses of Shimmer 2: 20 berries, 2 doses of Shimmer 4; 30 berries, 2 doses of Shimmer 6; etc. The character making such a potion must have Alchemy ability to make a 1 point battle magic potion.

If Preserve Herbs is cast upon the berries, they will last for a season. Otherwise, they rot in seven days. To preserve them for potion-making, the berries must be mashed, and the mash put in a sealed flask. The mash is now useless until refined into potion.

The fruit ripens on a 2-year schedule. Ripe fruit will be present only during Fire season every other year. After Fire season, ripe fruit swiftly turn puffy and moldy, to be blown by the mercy of the winds of Storm season to a possible fertile resting place. Perhaps the wind gods fertilize these seeds, since seeds planted by man or elf never germinate.

Normally, there will only be 1D100 berries available to be picked (in reach as it were, even by climbing the tree). If the tree is cut down, or a ladder is available or Telekinesis is used, the number of berries may be doubled.

Even more valuable than the berries are the boughs of the living windberry tree. Each tree will have 1D3+1 boughs available that may be turned into a 2-meter-long staff of Telekinesis (as per the Orlanth 1-point Rune spell). Each limb cut off has a 25% chance of killing the tree, making all further limbs cut off dead and useless.

To become a functional staff, the following ceremony must be performed. The bough must be stripped of all bark, then Air and Mobility Runes must be carved into both ends of the staff. This must be performed within a day of cutting. The staff must then be thrust upright into the ground and left to the winds for at least a full week until the next Windsday. Upon Windsday, the staff is uprooted and the portions that touched the earth are cut off. A Magic and a Mastery Rune are then carved into the wood. It will now function as a Staff of Telekinesis.

AREA B

FOUND OBJECTS – 15% chance.

FIRST GLANCE – A low-ceilinged chamber lined with straw and animal furs. It is roughly 4x6 meters in size.

CLOSER LOOKS – See First Glance.

HIDDEN SPOTS – A 10-minute search will reveal a found object if any.

AREA C

FOUND OBJECTS – 15% chance.

FIRST GLANCE – This chamber is long-unused. There are a few scraps of fur or straw. The dimensions of the room are about 6x9 meters and roughly triangular.

CLOSER LOOKS – Anyone taking the time to search this area will get a very uncomfortable feeling. They will feel the sense of an evil, malignant presence; not in the room, but nearby.

HIDDEN SPOTS – A 10 minute search of this chamber will reveal only the found object, if any.

AREA D

FOUND OBJECT – 45% chance. There is a 20% chance that any found objects in here will be in the pool. If it is the satchel of herbs, each herb has an 80% chance of being ruined.

FIRST GLANCE – There are several piles of fur and straw in this large chamber. The floor has a small pool in the center. Dimensions are roughly 21x13 meters.

CLOSER LOOKS – The floor has a large, meter-deep depression in the center. The pool is shallow, not more than 25 cm deep.

HIDDEN SPOTS – A 25 minute search of the room will reveal any found object. A Spot Hidden Item made on the water will reveal that it is stagnant. A taste analysis will do the same.

[4] MOUND

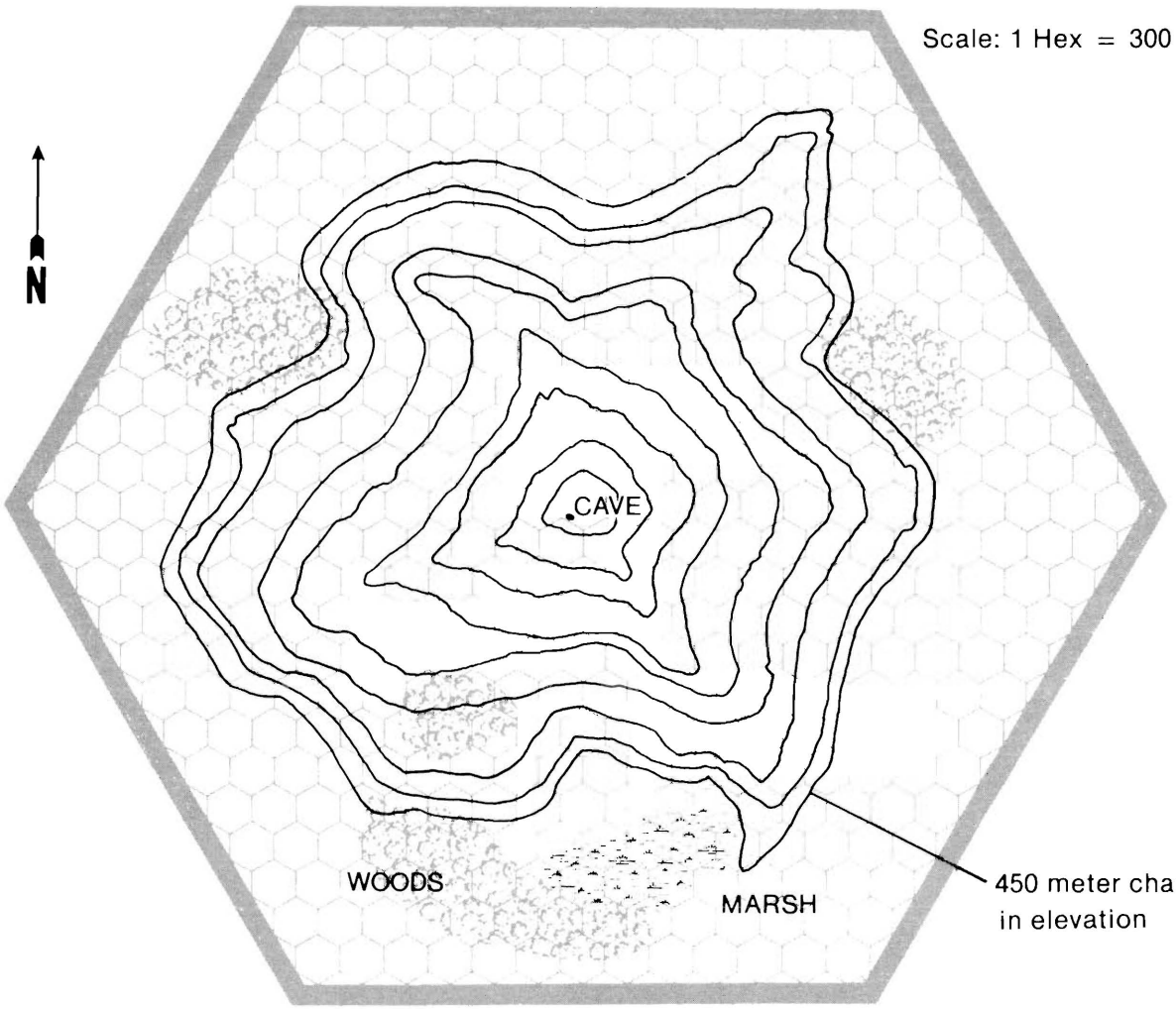
FOUND OBJECTS – 30% chance. The only thing that won't be found here is the sick griffin.

FIRST GLANCE – The mound looks like a stone bubble, roughly 7 meters in diameter and 3 meters high at the apex.

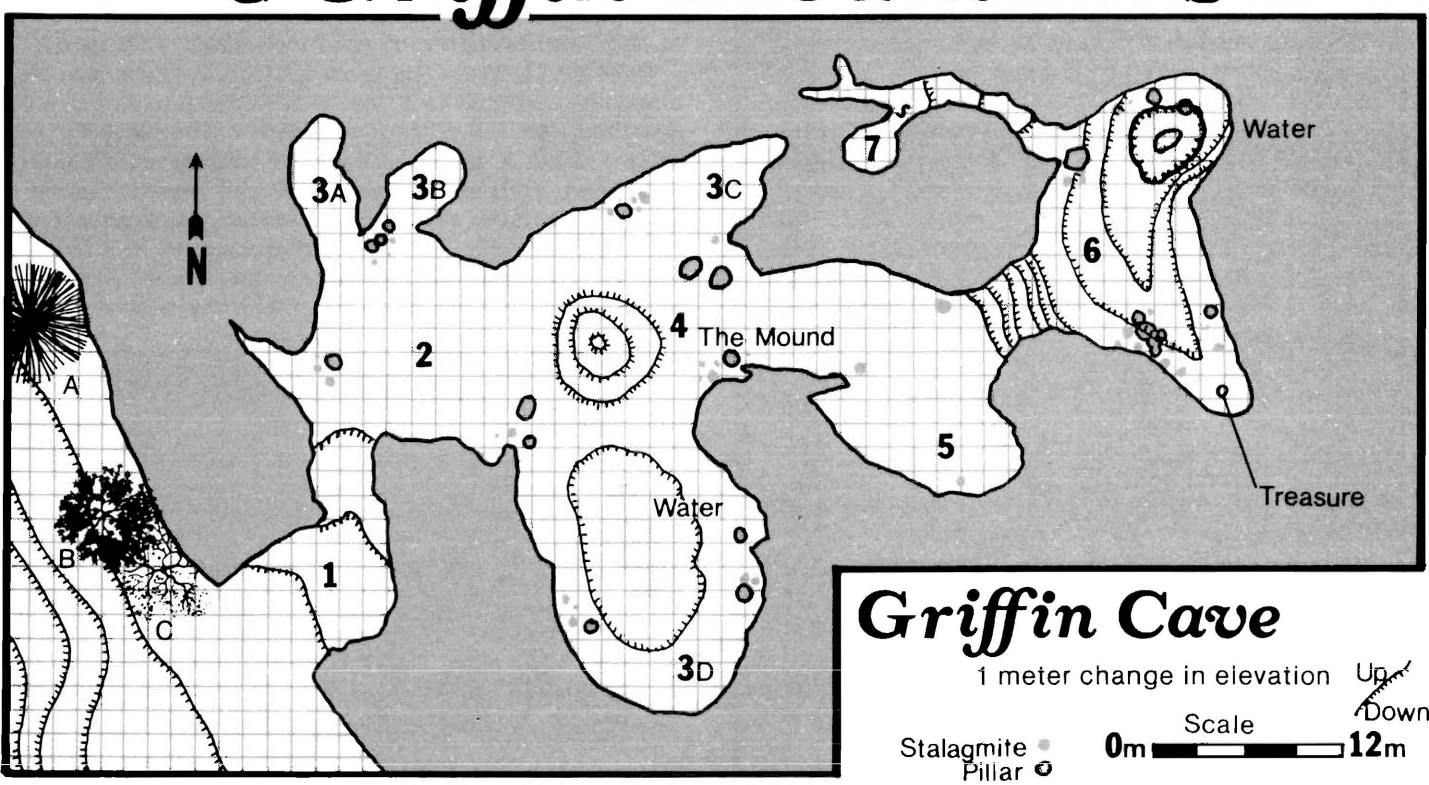
CLOSER LOOKS – The stone is a different type than the surrounding volcanic rock, and it is almost smooth but not glossy like glass. If it is tapped soundly it will be revealed to be hollow. To break through, 50 points of damage must be done to one area. The stone will always absorb 8 points of damage. To hit it, characters must use their weapon attack percentage +30%. Only smashing weapons may damage the rock. Edged and impaling weapons are treated as if automatically parried as below. A missed "attack" will result in the weapon taking

STAFF OF TELEKINESIS

The staff works as a matrix for the Orlanth Rune spell Telekinesis. However, duration is only 10 melee rounds and the battle magic POW cost to operate the spell is 5 points. If the final Runes were carved into the wood on an Orlanth holy day, the POW cost is but 4. If carved on the Orlanth High Holy Day, the POW cost is but 3 per usage. Extension may be stacked with this spell. A straight staff has a normal encumbrance of 2, but there is a 70% chance that the staff will be crooked and thus a 3 encumbrance. The staff can take 7 hit points before becoming useless.



Griffin Mountain



damage as if it had been parried. The weapon takes half the damage it would have done to the rock. A fumble immediately shatters the weapon.

A Detect Magic cast upon the mound will reveal the presence of magic.

Inside the mound is a dead body. It looks freshly dead, but the armor and clothing are ancient. No such armor has been seen for a thousand years. The body has a curiously decorated bronze sword and bronze plate armor SIZ 13. There is a curious crescent-shaped scar on his forehead. If there is a found object in this room it will be on the man's body. The only found object that cannot be present in this area is the sick griffin.

HIDDEN SPOTS – A Spot Hidden Item roll will be required to notice that the blemish on the man's forehead is fresh and an Evaluate Treasure to see the ring for anything but a nice ring.

TRAPS – 2 melee rounds after the hole in the mound is breached, it will begin to "heal," closing in 5 rounds. If one is not watching it a Spot Hidden Item roll is necessary to notice the process. Attacks against the stone from inside are at half weapon proficiency.

TREASURE – On the body are 65 silver coins (not guilders), 10 copper coins, and 15 small gold coins (approximately half the value of a wheel). On the man's finger is a ring which will glow red when chaos is within 100 meters. One meter of stone equals 20 meters of open space. The plate armor will protect for 7 points of damage (not counting any under padding) and the sword will take 25 points of damage and do 1D8+3 points of damage. It is broadsword.

MISCELLANEOUS – The man here died over a thousand years ago. His armor and weapons were manufactured by a process now forgotten. If he has the satchel of herbs as a found object, they will still be fresh through the season. The man was seeking one of the 5 weapons of the elements that were designed to fight the influx of chaos.

[5] YOUNG GRIFFIN'S RETREAT

FOUND OBJECTS – 45% chance.

FIRST GLANCE – A large chamber littered with straw and animal furs. It is about 8x12 meters in size and has a 5-meter-high ceiling. There will be no light in the chamber at any time of the day.

CLOSER LOOKS – Roughly the same as above.

HIDDEN SPOTS – There is at least one ledge, 3 meters above the floor in here. Adult Griffin Number Seven will be up on it and will attack the first chance she gets. Also, a 20-minute search of the room will discover any found objects.

DENIZENS – Any surviving young griffins will be in here. They will be guarded by Adult Griffin Number Seven. This griffin is their mother. She is in addition to any adult griffins indicated for this scenario.

[6] TREASURE VAULT AND POOL OF FEAR

FOUND OBJECTS – 50% chance.

FIRST GLANCE – The room is reached via a steep, short, sloping passage, 5 meters in diameter. The room itself is kidney-shaped. At the north end is a pool. Upon entering, the room appears to be about 9x15 meters in size.

CLOSER LOOKS – The room's floor slopes towards the pool. There may also be more room beyond the clusters of pillars and stalagmites at the room's southern end.

HIDDEN SPOTS – A 30 minute search will reveal any found objects that may be present. Spot Hidden Item rolls made without searching will reveal that something glints in the southern nook and that a trickle of water flows out of the narrow opening in the west wall. A search will also reveal the presence of the opening in the west wall.

THE GRIFFINS' TREASURE

The griffins' treasure is located in the back of this cavern. The treasure has no traps. The treasure consists of the following: 106 clacks; 3566 wheels; 18 gems and jewels (total value 15,127 L).

Individually these gems and jewels are:

A wrought gold bracelet (127 L)
A bronze ring with obsidian stone (42 L)
A necklace made of 18 blue quartz stones (130 L)
A silver ring with a black pearl stone (635 L)
A good-sized emerald (5000 L)
A small diamond set in a worthless bronze ring (1000 L)
A large pink pearl (1000 L)
A badly flawed yellow topaz (6 L)
2 silver earrings (35 L each)
A small bronze dagger with 2 red garnets set in its hilt (104 L)
A leather belt with a silver buckle (64 L)
An iron ring with a jade stone (1500 L)*
A lump of clear quartz (4 L)
An aquamarine stone (600 L)
A gold earring with a sapphire stone (1000 L)
A clear lump of rock crystal (45 L)
An iron bracelet set with 3 opals (3835 L)*

* These items are of particular value because they can be used in the construction of Rune magic items. If they are sold to a cult which tends to construct such items (Orlanth for example) they will bring a 50% higher price. However, the seller must know this because the cults will not immediately offer to pay more.

A scroll written in Fire Speech giving a secret technique for the one-handed spear. If its directions are followed it will raise the user's ability 05% every two weeks (at 4 hours a day, 5 days a week) up to a maximum gain of 20%. It may be used twice more.
A letter of credit written in Fire Speech. If it is presented at any Sun Dome temple it can be redeemed for 150 wheels. However, it will be necessary to convince the Sun Dome Templars that you did not kill the original owner of the letter. This should be no real problem since the original owner was killed by the griffins. The referee should play the Sun Dome Templars as a suspicious bunch, thereby giving the player-characters a chance to panic and run away without getting their money.
A scroll written in Fire Speech giving a secret technique for the shortsword. It will yield a maximum increase of 10% but is in other ways the same as the scroll for one-handed spear, and also may be used twice.
A Healing 5 potion.
A blank Truestone with the capacity to hold 2 points of Rune magic.

MISCELLANEOUS – The water in the pool is fresh and pure. However, there are no griffin tracks leading to it, for they have a fear of something that comes from the place the water flows from. The water trickles down from a narrow passage that leads to room 7.

[7] CHAMBER OF THE SWORD

FOUND OBJECTS – Nil.

FIRST GLANCE – Once this room is found by a Spot Hidden Item roll, it appears to be nearly circular, 3 meters in diameter. In the center is a 1 meter diameter hole. The wall is scored and carved with Chaos Runes.

CLOSER LOOKS – The shaft is 100 meters deep.

HIDDEN SPOTS – Down the shaft at its very bottom, a twinkle may be seen.

TREASURE – At the shaft's bottom is one of the fabled weapons of the elements which were forged by heroes of yore to battle Chaos. This is the Windsword. The Windsword is the Air's weapon. It is made of tempered iron, has a Truestone bound into the hilt and has an 11 point POW storage crystal bound into it.

In addition, the sword has a guardian spirit attached to it. The spirit, INT 13 POW 20, is not allied or bound to the bearer of the sword in any way. To use the sword a character must first overcome the spirit's POW. Failure to do so indicates that the spirit has done 1D3 Disruption damage to the character. If the spirit is finally overcome, it become dormant. The spirit is a spirit of Law and its goal is to destroy Chaos. The sword is the physical means by which it works. If the sword bearer decides that he does not desire to stand up to Chaos, the sword will cast its Face Chaos spell upon him or her, using its 20 POW. Should the bearer die in an attempt against Chaos, the sword spirit will attempt a Divine Intervention as a Rune Lord.

The sword has the following powers: stored in the Truestone are the following Rune magics: Summon Small Sylph, Summon Medium Sylph; Dismiss Elemental 3; Telekinesis; Teleportation; Extension 1, 2, and 3; Defend Against Chaos; Face Chaos (this will be cast only upon the bearer of the sword); and Summon Spirit of Law (this will temporarily free the guardian spirit to function as described in the spell).

The sword has a Bladesharp 4 matrix on it and a Shimmer 4 matrix. The sword will do an additional 1D3 points of Disruption damage to creatures of Chaos every time it hits. The guardian guides this and it attacks with a POW of 20 every time.

If a creature of Chaos uses the sword, it will fumble 50% of the time and 35 will be added to the fumble results roll.

The spells listed above are reusable. However, legendary as this weapon may be, the spells do not rejuvenate quickly. Once used the spells require 4 weeks per spell to be renewed, unless a character is willing to sacrifice 20 points of battle magic POW per point of spell to renew a spell. Then the time required is only 2 weeks.

SMALL SYLPH

STR 12 SIZ 3x3x3 meters INT 6 POW 20
Move 12
Hit Points 9

MEDIUM SYLPH

STR 22 SIZ 3x3x3 meters INT 3 POW 22
Move 12
Hit Points 21

ADULT GRIFFIN NUMBER ONE

STR 31 CON 16 SIZ 34
INT 16 POW 14 DEX 8
CHA 15

Move 8/12
Hit Points 22

Right Hind Leg	(01-02)	6/8
Left Hind Leg	(03-04)	6/8
Hindquarters	(05-07)	6/9
Forequarters	(08-10)	6/9
Right Wing	(11-12)	6/7
Left Wing	(13-14)	6/7
Right Foreleg	(15-16)	6/8
Left Foreleg	(17-18)	6/8
Head	(19-20)	6/8

Weapon	*SR*	*Attack*	*Damage*
Claw	8	90%	1D6+3D6
Peck	8	80%	1D8+3D6

SPELLS – Protection 4; Mobility; Ironhand 4; Strength; Disruption; Healing 2; Xenohealing 2.
TREASURE – Ransom is 2000 L.
LANGUAGES – Speak Griffin 85%; Speak Trade Talk 60%.

ADULT GRIFFIN NUMBER TWO

STR 30 CON 12 SIZ 26
INT 10 POW 13 DEX 8
CHA 11

Move 8/12
Hit Points 16

Right Hind Leg	(01-02)	4/6
Left Hind Leg	(03-04)	4/6
Hindquarters	(05-07)	4/7
Forequarters	(08-10)	4/7
Right Wing	(11-12)	4/5
Left Wing	(13-14)	4/5
Right Foreleg	(15-16)	4/6
Left Foreleg	(17-18)	4/6
Head	(19-20)	4/6

Weapon	*SR*	*Attack*	*Damage*
Claw	8	50%	1D6+2D6
Peck	8	65%	1D8+2D6

SPELLS – Protection 3; Mobility; Ironhand 3; Disruption; Healing 2.
TREASURE – Ransom is 1500 L.
LANGUAGES – Speak Griffin 80%; Speak Trade Talk 40%.

ADULT GRIFFIN NUMBER THREE

STR 27 CON 11 SIZ 36
INT 15 POW 13 DEX 9
CHA 12

Move 8/12
Hit Points 17

Right Hind Leg	(01-02)	6/6
Left Hind Leg	(03-04)	6/6
Hindquarters	(05-07)	6/7
Forequarters	(08-10)	6/7
Right Wing	(11-12)	6/5
Left Wing	(13-14)	6/5
Right Foreleg	(15-16)	6/6
Left Foreleg	(17-18)	6/6
Head	(19-20)	6/6

Weapon	*SR*	*Attack*	*Damage*
Claw	7	55%	1D6+3D6
Peck	7	85%	1D8+3D6

SPELLS – Protection 2; Mobility; Strength; Disruption; Invisibility; Healing 6.
TREASURE – Ransom is 2000 L.
LANGUAGES – Speak Griffin 85%, Speak Dark Tongue 55%; Speak Trade Talk 40%.

ADULT GRIFFIN NUMBER FOUR

STR 26 CON 10 SIZ 29
INT 15 POW 16 DEX 9
CHA 14

Move 8/12
Hit Points 15

Right Hind Leg	(01-02)	4/5
Left Hind Leg	(03-04)	4/5
Hindquarters	(05-07)	4/6
Forequarters	(08-10)	4/6
Right Wing	(11-12)	4/4
Left Wing	(13-14)	4/4
Right Foreleg	(15-16)	4/5
Left Foreleg	(17-18)	4/5
Head	(19-20)	4/5

Weapon	*SR*	*Attack*	*Damage*
Claw	7	65%	1D6+2D6
Peck	7	90%	1D8+2D6

SPELLS – Protection 4; Mobility; Strength; Invisibility; Healing 2; Fanaticism 3.
TREASURE – Ransom is 1500 guilders.
LANGUAGES – Speak Griffin 85%; Speak Trade Talk 75%.

ADULT GRIFFIN NUMBER FIVE

STR 26 CON 16 SIZ 30
INT 14 POW 12 DEX 11
CHA 15

Move 8/12
Hit Points 21

Right Hind Leg	(01-02)	4/7
Left Hind Leg	(03-04)	4/7
Hindquarters	(05-07)	4/8
Forequarters	(08-10)	4/8
Right Wing	(11-12)	4/6
Left Wing	(13-14)	4/6
Right Foreleg	(15-16)	4/7
Left Foreleg	(17-18)	4/7
Head	(19-20)	4/7

Weapon	*SR*	*Attack*	*Damage*
Claw	7	60%	1D6+2D6
Peck	7	80%	1D8+2D6

SPELLS – Mobility; Ironhand 3; Strength; Befuddle; Disruption; Healing 2; Fanaticism 3.
TREASURE – Ransom is 1500 L.
LANGUAGES – Speak Griffin 85%; Speak Trade Talk 45%.

ADULT GRIFFIN NUMBER SIX

STR 15 CON 13 SIZ 32
INT 15 POW 11 DEX 14
CHA 11

Move 8/12
Hit Points 18

Right Hind Leg	(01-02)	4/6
Left Hind Leg	(03-04)	4/6
Hindquarters	(05-07)	4/7
Forequarters	(08-10)	4/7
Right Wing	(11-12)	4/5
Left Wing	(13-14)	4/5
Right Foreleg	(15-16)	4/6
Left Foreleg	(17-18)	4/6
Head	(19-20)	4/6

Weapon	*SR*	*Attack*	*Damage*
Claw	6	40%	1D6+2D6
Peck	6	40%	1D8+2D6

SPELLS – Protection 4; Mobility; Strength; Disruption; Healing 6; Fanaticism 1.
TREASURE – Ransom is 2250 L.
LANGUAGES – Speak Griffin 85%; Speak Trade Talk 35%; Speak Aldryami 65%.

ADULT GRIFFIN NUMBER SEVEN

STR 31 CON 16 SIZ 33
INT 11 POW 12 DEX 16
CHA 8

Move 8/12
Hit Points 22

Right Hind Leg	(01-02)	4/8
Left Hind Leg	(03-04)	4/8
Hindquarters	(05-07)	4/9
Forequarters	(08-10)	4/9
Right Wing	(11-12)	4/7
Left Wing	(13-14)	4/7
Right Foreleg	(15-16)	4/8
Left Foreleg	(17-18)	4/8
Head	(19-20)	4/8

Weapon	*SR*	*Attack*	*Damage*
Claw	5	85%	1D6+3D6
Peck	5	80%	1D8+3D6

SPELLS – Mobility; Ironhand 4; Disruption; Healing 2; Fanaticism 3.
TREASURE – Ransom is 1250 L.
LANGUAGES – Speak griffin 80%; Speak Trade Talk 65%.

ADULT GRIFFIN NUMBER EIGHT

STR 21 CON 14 SIZ 28
INT 15 POW 14 DEX 10
CHA 7

Move 8/12
Hit Points 18

Right Hind Leg	(01-02)	4/6
Left Hind Leg	(03-04)	4/6
Hindquarters	(05-07)	4/7
Forequarters	(08-10)	4/7
Right Wing	(11-12)	4/5
Left Wing	(13-14)	4/5
Right Foreleg	(15-16)	4/6
Left Foreleg	(17-18)	4/6
Head	(19-20)	4/6

Weapon	*SR*	*Attack*	*Damage*
Claw	7	45%	1D6+2D6
Peck	7	45%	1D8+2D6

SPELLS – Protection 1; Mobility; Ironhand 4; Strength; Befuddle; Invisibility; Healing 2.
TREASURE – Ransom 200 L.
LANGUAGES – Speak Griffin 85%; Speak Trade Talk 55%; Speak Mostali 65%.

ADULT GRIFFIN NUMBER NINE

STR 28 CON 10 SIZ 26
INT 12 POW 14 DEX 9
CHA 4

Move 8/12
Hit Points 14

Right Hind Leg	(01-02)	4/5
Left Hind Leg	(03-04)	4/5
Hindquarters	(05-07)	4/6
Forequarters	(08-10)	4/6
Right Wing	(11-12)	4/4
Left Wing	(13-14)	4/4
Right Foreleg	(15-16)	4/5
Left Foreleg	(17-18)	4/5
Head	(19-20)	4/5

Weapon	*SR*	*Attack*	*Damage*
Claw	7	45%	1D6+2D6
Peck	7	50%	1D8+2D6

SPELLS – Protection 4; Disruption; Invisibility; Healing 2; Fanaticism 2.
TREASURE – Ransom is 1500 L.
LANGUAGES – Speak Griffin 80%.

ADULT GRIFFIN NUMBER TEN

STR 29 CON 13 SIZ 29
INT 12 POW 10 DEX 14
CHA 7

Move 8/12
Hit Points 18

Right Hind Leg	(01-02)	4/6
Left Hind Leg	(03-04)	4/6
Hindquarters	(05-07)	4/7
Forequarters	(08-10)	4/7
Right Wing	(11-12)	4/5
Left Wing	(13-14)	4/5
Right Foreleg	(15-16)	4/6
Left Foreleg	(17-18)	4/6
Head	(19-20)	4/6

Weapon	*SR*	*Attack*	*Damage*
Claw	6	55%	1D6+2D6
Peck	6	55%	1D8+2D6

SPELLS – Protection 4; Mobility; Ironhand 4; Disruption; Healing 2.
TREASURE – Ransom is 2000 L.
LANGUAGES – Speak Griffin 80%.

ADULT GRIFFIN NUMBER ELEVEN

STR 27 CON 9 SIZ 35
INT 17 POW 13 DEX 8
CHA 10

Move 8/12
Hit Points 15

Right Hind Leg	(01-02)	6/5
Left Hind Leg	(03-04)	6/5
Hindquarters	(05-07)	6/6
Forequarters	(08-10)	6/6
Right Wing	(11-12)	6/4
Left Wing	(13-14)	6/4
Right Foreleg	(15-16)	6/5
Left Foreleg	(17-18)	6/5
Head	(19-20)	6/5

Weapon	*SR*	*Attack*	*Damage*
Claw	8	50%	1D6+3D6
Peck	8	50%	1D8+3D6

SPELLS – Protection 4; Strength; Disruption; Invisibility; Healing 6; Fanaticism 1.
TREASURE – Ransom is 1500 L.
LANGUAGES – Speak Griffin 90%.

ADULT GRIFFIN NUMBER TWELVE

STR 32 CON 17 SIZ 34
INT 13 POW 13 DEX 12
CHA 10

Move 8/12
Hit Points 23

Right Hind Leg	(01-02)	6/ 9
Left Hind Leg	(03-04)	6/ 9
Hindquarters	(05-07)	6/10
Forequarters	(08-10)	6/10
Right Wing	(11-12)	6/ 8
Left Wing	(13-14)	6/ 8
Right Foreleg	(15-16)	6/ 9
Left Foreleg	(17-18)	6/ 9
Head	(19-20)	6/ 9

Weapon	*SR*	*Attack*	*Damage*
Claw	7	55%	1D6+3D6
Peck	7	55%	1D8+3D6

SPELLS – Protection 3; Ironhand 2; Strength; Befuddle; Disruption; Fanaticism 4.
TREASURE – Ransom is 2250 L.
LANGUAGES – Speak Griffin 85%.

YOUNG GRIFFIN NUMBER THIRTEEN

STR 29 CON 12 SIZ 30
INT 16 POW 9 DEX 18
CHA 12

Move 8/12
Hit Points 17

Right Hind Leg	(01-02)	4/6
Left Hind Leg	(03-04)	4/6
Hindquarters	(05-07)	4/7
Forequarters	(08-10)	4/7
Right Wing	(11-12)	4/5
Left Wing	(13-14)	4/5
Right Foreleg	(15-16)	4/6
Left Foreleg	(17-18)	4/6
Head	(19-20)	4/6

Weapon	*SR*	*Attack*	*Damage*
Claw	5	65%	1D6+3D6
Peck	5	65%	1D8+3D6

SPELLS – Protection 2; Ironhand 1; Healing 2; Disruption.
TREASURE – Ransom is 2000 L.
LANGUAGES – Speak Griffin 85%.

YOUNG GRIFFIN NUMBER FOURTEEN .....

STR 17 CON 14 SIZ 14
INT 14 POW 11 DEX 10
CHA 9

Move 8/12
Hit Points 15

Right Hind Leg	(01-02)	4/5
Left Hind Leg	(03-04)	4/5
Hindquarters	(05-07)	4/6
Forequarters	(08-10)	4/6
Right Wing	(11-12)	4/4
Left Wing	(13-14)	4/4
Right Foreleg	(15-16)	4/5
Left Foreleg	(17-18)	4/5
Head	(19-20)	4/5

Weapon	*SR*	*Attack*	*Damage*
Claw	9	40%	1D6+1D4
Peck	9	40%	1D8+1D4

TREASURE – Ransom is 3000 L.
LANGUAGES – Speak Griffin 75%.

YOUNG GRIFFIN NUMBER FIFTEEN.....

STR 18 CON 12 SIZ 18
INT 14 POW 9 DEX 17
CHA 12

Move 8/12
Hit Points 14

Right Hind Leg	(01-02)	4/5
Left Hind Leg	(03-04)	4/5
Hindquarters	(05-07)	4/6
Forequarters	(08-10)	4/6
Right Wing	(11-12)	4/4
Left Wing	(13-14)	4/4
Right Foreleg	(15-16)	4/5
Left Foreleg	(17-18)	4/5
Head	(19-20)	4/5

Weapon	*SR*	*Attack*	*Damage*
Claw	6	50%	1D6+1D6
Peck	6	50%	1D8+1D6

TREASURE – Ransom is 3000 L.
LANGUAGES – Speak Griffin 75%.

YOUNG GRIFFIN NUMBER SIXTEEN.....

STR 15 CON 18 SIZ 11
INT 12 POW 13 DEX 16
CHA 13

Move 8/12
Hit Points 18

Right Hind Leg	(01-02)	4/6
Left Hind Leg	(03-04)	4/6
Hindquarters	(05-07)	4/7
Forequarters	(08-10)	4/7
Right Wing	(11-12)	4/5
Left Wing	(13-14)	4/5
Right Foreleg	(15-16)	4/6
Left Foreleg	(17-18)	4/6
Head	(19-20)	4/6

Weapon	*SR*	*Attack*	*Damage*
Claw	7	35%	1D6+1D4
Peck	7	35%	1D8+1D4

TREASURE – Ransom is 3000 L.
LANGUAGES – Speak Griffin 70%.

RIVER OF THE DAMNED

The River of the Damned is a small chaos-perverted river in the Elder Wilds. The river is entirely polluted. For game purposes treat the water as a potency 2 acid when touched and a potency 8 poison when swallowed. It should be noted that the poisons of the River of the Damned are diluted past its mouth, and since Festering Island originates the poison, upstream from Festering Island the water is normal.

Festering Island

Festering Island is the major chaos nest of the Elder Wilds. The island is located somewhere in the River of the Damned. Its exact location is left up to the individual referee.

The island is inhabited by 8-18 broos. The lagoon in the center of the island is inhabited by a huge tentacled creature which delights in eating what it can grab.

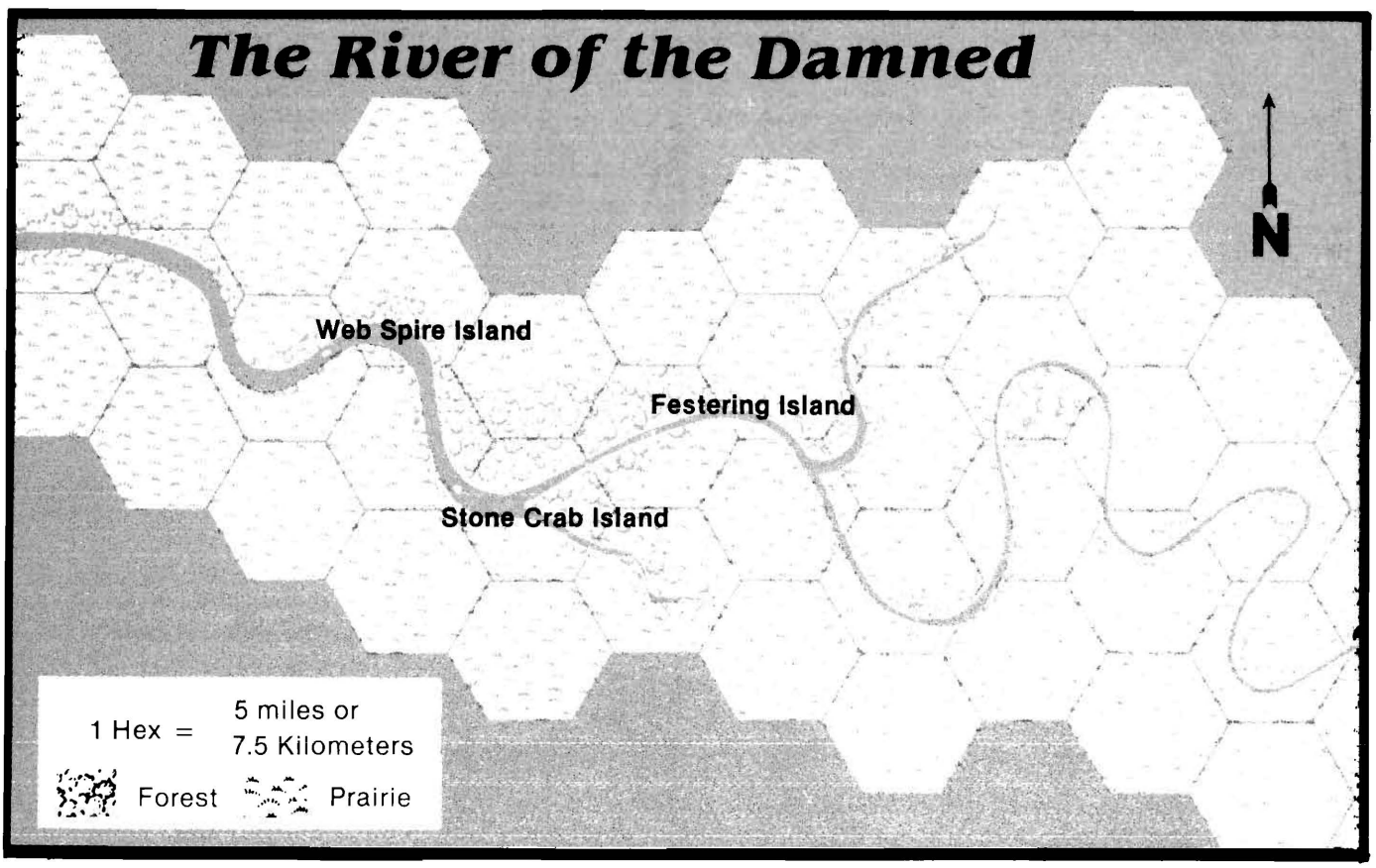
SCENARIOS

Most characters will come here to destroy chaos. The referee should realize that it is, for all practical purposes, impossible to destroy the inately chaotic nature of this island. It can only be purged of chaos if the hole in the bottom of the lagoon is, in some way, plugged. Doing so would be a dangerous and advanced HeroQuest ritual and is beyond the scope of this book.

If the characters manage to kill all the creatures on the island (or at least the broos and the lagoon monster – it would be impossible to kill all the gorp) the referee should make provision for the return of chaos to the island. It will take a while for some other horrible monster to occupy the lagoon but it should only be a matter of a season or two before new chaos creatures migrate to occupy the island. It will not necessarily be a band of broos (although it might). It could just as easily be ogres, scorpion men, or some new and rare chaotic race. The important point is that the chaos will return.

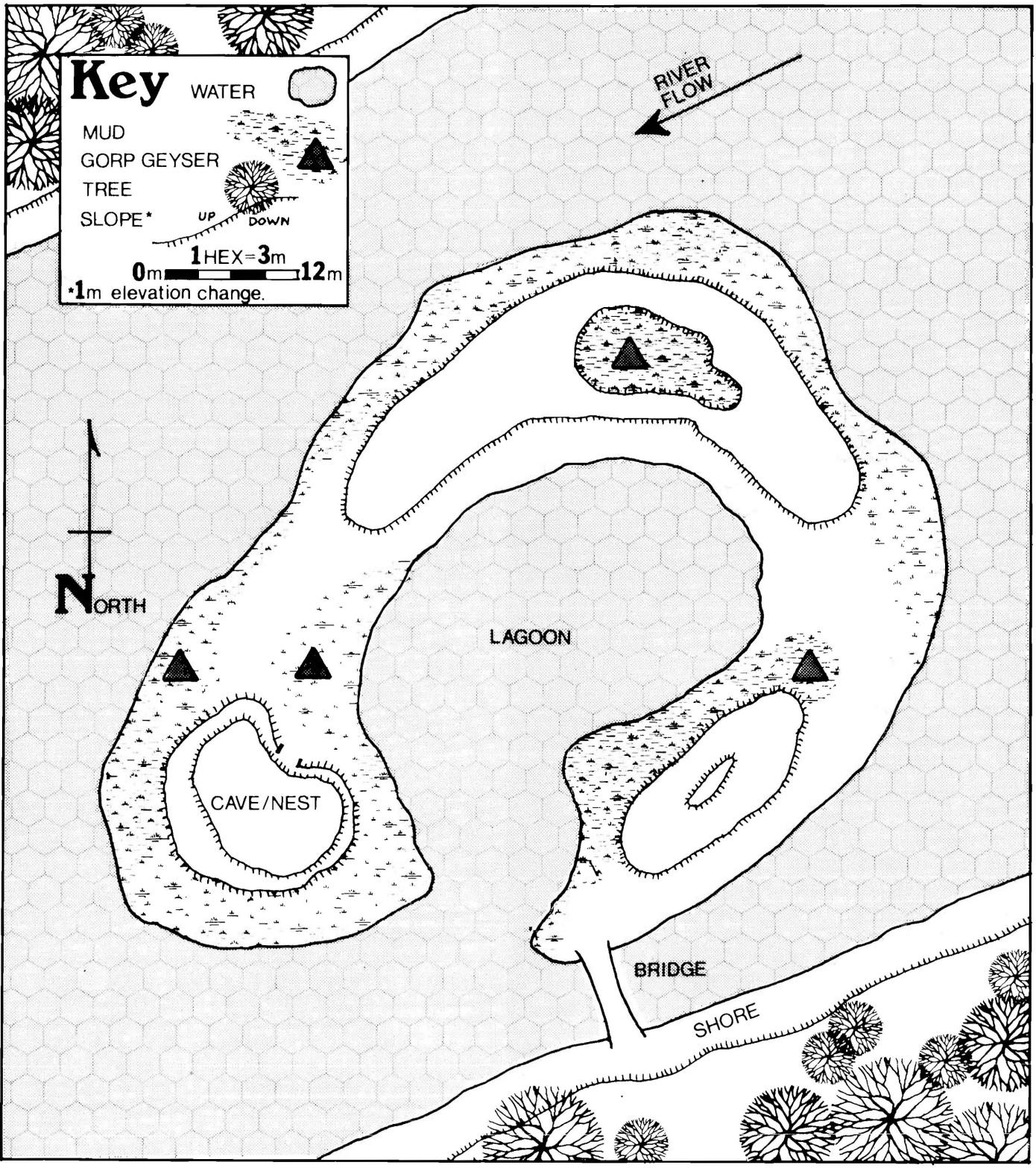
THE MUD AND THE GORP

Certain areas of Festering Island are mud-covered. The exact extent of these areas should not be revealed to the player-char-



acters. Goo and crust covers the surface of the island, the deep mud is hard to identify amidst the slop. If a character puts two feet into deep mud, its presence will be readily known. The character will stick. He will require a successful STR x 1% roll to escape. If other characters wish to assist they may do so, and their STR will be totalled before making the die roll. The referee should keep careful track where these characters step while trying to assist. There is a good chance that they themselves might get caught in the mud. Each melee turn in which a mud-trapped character fails to escape, the character will sink deeper into the mud. When a character has sunk into the mud for more game turns than half his/her SIZ, the character has sunk below the surface of the mud. Such characters are usually dead.

The Festering Island map labels four gorp geysers. Any time anyone who is not a creature of chaos moves within 3 meters of one of these geysers, the geyser will erupt and throw a gorp onto the offending being. In the first melee turn, the gorp will hit a random hit location (doing the appropriate amount of damage) and thereafter is treated in as any other gorp. There



are an unlimited number of gorp. If the character remains next to the geyser in subsequent turns, additional gorp will erupt.

If more than nine gorps are needed it is recommended that these gorps be reused with rerolled chaotic features.

GORP NUMBER ONE

CON 5 SIZ 31 POW 11
Move 5
Hit Points 10

Weapon	*SR*	*Attack*	*Damage*
Envelop	1	100%	8 points acid

CHOATIC FEATURE – Befuddles one opponent per turn in addition to other attacks.

GORP NUMBER TWO

CON 12 SIZ 21 POW 16
Move 5
Hit Points 15

Weapon	*SR*	*Attack*	*Damage*
Envelop	1	100%	8 points acid

GORP NUMBER THREE

CON 12 SIZ 19 POW 8
Move 5
Hit Points 14

Weapon	*SR*	*Attack*	*Damage*
Envelop	1	100%	8 points acid

GORP NUMBER FOUR

CON 10 SIZ 15 POW 18
Move 4
Hit Points 12

Weapon	*SR*	*Attack*	*Damage*
Envelop	1	100%	8 points acid

GORP NUMBER FIVE

CON 16 SIZ 29 POW 18
Move 1
Hit Points 22

Weapon	*SR*	*Attack*	*Damage*
Envelop	1	100%	8 points acid

GORP NUMBER SIX

CON 9 SIZ 27 POW 10
Move 2
Hit Points 13

Weapon	*SR*	*Attack*	*Damage*
Envelop	1	100%	8 points acid

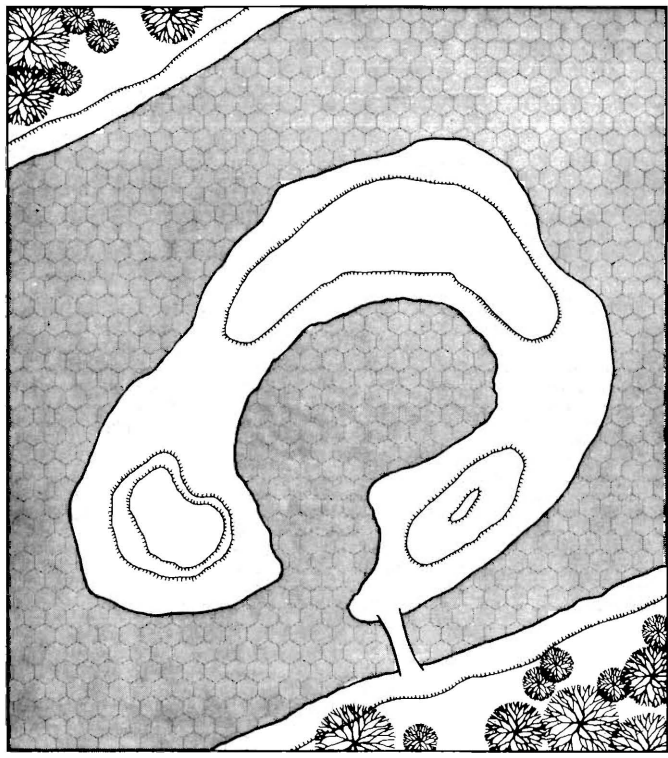
CHAOTIC FEATURE – Regenerates 1 hit point per melee round.

GORP NUMBER SEVEN

CON 10 SIZ 21 POW 15
Move 5
Hit Points 8/13

Weapon	*SR*	*Attack*	*Damage*
Envelop	1	100%	8 points acid

CHAOTIC FEATURE – 8 point skin.



GORP NUMBER EIGHT

CON 7 SIZ 26 POW 12
Move 2
Hit Points 11
Defense 30%

Weapon	*SR*	*Attack*	*Damage*
Envelop	1	100%	8 points acid

CHAOTIC FEATURE – Very confusing, 30% defense.

GORP NUMBER NINE

CON 11 SIZ 22 POW 13
Move 3
Hit Points 14

Weapon	*SR*	*Attack*	*Damage*
Envelop	1	100%	8 points acid

FESTERING ISLAND LAGOON

The lagoon is a foul smelling pool of stagnant water which opens downstream into the river. Except when there is a very strong wind (or when the creature in the lagoon is active) the surface of the lagoon shows no signs of movement.

The lagoon is heavily polluted by several sources. The broos throw all filth, excrement, and garbage into it. The creature in the lagoon makes an awful mess when it eats (and when it does not). Worst of all, there is a chaos "hole-into-the-world" in the bottom of the lagoon, a horrible feature of chaos nests which appears from time to time. It is a weak spot in the fabric of the cosmos, allowing things from someplace else to penetrate. As these things do not belong to this world, they corrupt and destroy the normal order. Fortunately for the player-characters, the hole has no serious effects on them, although the creature in the lagoon is one of those things which has crawled through the hole.

The entire atmosphere of this place is due to this hole.

FESTERING ISLAND LAGOON MONSTER.....

STR 16 CON 15 SIZ 31
INT 14 POW 15 DEX 14
CHA 0

Move 5
Hit Points 20

Tentacle 1	(01)	3/6
Tentacle 2	(02)	3/6
Tentacle 3	(03)	3/6
Tentacle 4	(04)	3/6
Tentacle 5	(05)	3/6
Tentacle 6	(06)	3/6
Tentacle 7	(07)	3/6
Lower body	(08-13)	4/8
Upper body	(14-18)	4/8
Head	(19-20)	6/7

Weapon	*SR*	*Attack*	*Damage*
Bite	6	65%	4D6
7 tentacles	4	60%	2D6

COMBAT WITH THE LAGOON MONSTER

The creature will not raise its head above the surface of the lagoon so it can only bite those opponents who have been pulled underwater by its tentacles or other means.

Each opponent who is hit by a tentacle is grabbed and pulled toward the water. In order to avoid being dragged under the surface and drowned, they must either make a successful STR vs. STR roll against the monster or the tentacle must be severed (that is, a total of 12 points of damage must be done to the tentacle). The STR vs. STR roll is made the turn after the tentacle makes its grab. Tentacles may be parried, but the weapon or shield is automatically lost.

The creature will grab anyone who moves to within 3 meters (1 hex) of the lagoon (except broos and other creatures of chaos). Unless the beings under attack are aware of the presence of the creature, they will be surprised by the attack. This surprise will increase the attack chances to 90% and will prevent the use of Defense against the attacks.

Should any characters have the capability to fight this monster underwater, they will find themselves at a severe disadvantage. The monster will drop deeper into the lagoon (so that it will be immune to attack by those above the surface of the water) and it will attack with its bite as well as its tentacles. The characters will attack, parry, and defend at half normal ability and their strike ranks will be increased by 6. Furthermore, any character immersed in the water will have a 50% chance of catching each disease discussed on page 106 of *RuneQuest* (second edition).

BROOS OF FESTERING ISLAND

Although broos live on Festering Island, the number varies. Occasionally, some or all of the ten broos given in the Encounters chapter can be found here, while at other times some of the residents are away, busily doing nasty things. To determine the exact number at home at any one time, roll 3D6. If the result is between 3 and 10, subtract 2 and that will be the number of broos present. If the result is 11, 12, or 13, there will be 8 broos present. If the result is 14 or more, then the number rolled will be the number of broos present.

The broos know the nature of the other inhabitants of the island. They will stay out of the mud and the lagoon while attempting to lure invaders within range of the gorp geysers and the monster in the lagoon.

The broos live in a small cave in the southwest section of the island. There is a 50% chance that all broos present will be inside the cave and fail to notice intruders. There is a 25% chance that all the broos will be in the cave but that they will have a guard on duty who will notice invaders. The remainder of the time, 1D3 broos will be outside the cave performing some disgusting activity.

The broos will always attack intruders and attempt to kill them, though they will take a prisoner to be tortured and eaten. If the battle turns against the broos, they will continue to fight until an escape opportunity presents itself, at which time they will flee (with their treasure, if possible). If the broos remain on the island after the battle, they will gather together all

BROO NUMBER ELEVEN..... (tough skinned)

STR 17 CON 22 SIZ 16
INT 18 POW 16 DEX 14
CHA 9

Move 9
Hit Points 23
Defense 35%

Right Leg	(01-04)	6/8
Left Leg	(05-08)	6/8
Abdomen	(09-11)	7/8
Chest	(12)	7/9
Right Arm	(13-15)	4/7
Left Arm	(16-18)	4/7
Head	(19-20)	8/8

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	7	65%	1D6+1D4		
Spear	4	80%	1D6+1+1D4*	95%	25
Club	6	65%	1D8+1D6*	90%	25

* Plus blade venom 8.

SPELLS – Healing 6; Repair; Protection 4.
SKILLS – Tracking 80%; Spot Hidden Item 75%; Listen 95%.
TREASURE – Carries 14 L.
LANGUAGES – Speak Broos 85%.

BROO NUMBER TWELVE..... (shrivelled left side)

STR 15 CON 13 SIZ 10
INT 11 POW 9 DEX 7
CHA 11

Move 9
Hit Points 13

Right Leg	(01-04)	5/4
Left Leg	(05-08)	5/3
Abdomen	(09-12)	5/8
Chest	(13)	5/5
Right Arm	(14-16)	5/3
Left Arm	(17-18)	5/2
Head	(19-20)	6/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	10	55%	1D6		
Spear	7	65%	1D6+1	65%	15
Club	9	40%	1D8	85%	15

SKILLS – Tracking 50%; Spot Hidden Item 60%; Listen 45%.
CHAOTIC FEATURE – Can leap up to 10 meters.
TREASURE – Carries 3 wheels and 14 clacks.
LANGUAGES – Speak Broos 70%.

BROO NUMBER THIRTEEN..... (drools alot)

STR 11 CON 13 SIZ 8
INT 11 POW 11 DEX 9
CHA 10

Move 9
Hit Points 12

Right Leg	(01-04)	3/4
Left Leg	(05-08)	3/4
Abdomen	(09-11)	5/4
Chest	(12)	5/5
Right Arm	(13-15)	4/3
Left Arm	(16-18)	4/3
Head	(19-20)	5/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	9	45%	1D6+1D4		
Spear	6	60%	1D6+1+1D4*	40%	15
Club	8	45%	1D8+1D4*	45%	15

* Plus blade venom 10.

SKILLS – Tracking 55%; Spot Hidden Item 45%; Listen 55%.
TREASURE – Carries 28 L.
LANGUAGES – Speak Broos 75%.

the bodies and severed limbs (including those of other broos) and have lunch, throwing the left-overs into the lagoon, to the delight of the monster within. If no broos are left on the island after a battle, the gorp will eventually eat any bodies left behind.

BROOS TREASURE

The broos treasure is kept in a pile of filth and other nasty stuff in the corner of their cave. Characters searching through the treasure will be exposed to the wasting disease.

The treasure consists of the following items: 1360 clacks; 408 wheels; 3 gems worth 600, 349, and 48 Lunars. There are also three special items: a map (whatever the referee wishes may be included here but if nothing comes to mind the referee should merely provide a rough, hand drawn map of this wilder-

BROO NUMBER FOURTEEN . . . . . (incredibly huge convoluted horns)

STR 9 CON 18 SIZ 10
INT 11 POW 16 DEX 10
CHA 12

Move 9
Hit Points 18

Right Leg	(01-04)	5/8
Left Leg	(05-08)	5/8
Abdomen	(09-11)	5/6
Chest	(12)	5/7
Right Arm	(13-15)	2/3
Left Arm	(16-18)	2/3
Head	(19-20)	22/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	9	40%	1D6	95%	22
Spear	6	45%	1D6+1	80%	15
Club	8	50%	1D8	40%	15

SKILLS – Tracking 55%; Spot Hidden Item 45%; Listen 55%.
CHAOTIC FEATURE – Spirit attacks after death.
TREASURE – Carries 2 wheels and 21 L.
LANGUAGES – Speak Broos 65%.

BROO NUMBER FIFTEEN . . . . (scales below waist)

STR 12 CON 16 SIZ 13
INT 8 POW 9 DEX 13
CHA 11

Move 9
Hit Points 17

Right Leg	(01-04)	6/6
Left Leg	(05-08)	6/6
Abdomen	(09-11)	6/6
Chest	(12)	4/7
Right Arm	(13-15)	5/5
Left Arm	(16-18)	5/5
Head	(19-20)	5/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	8	45%	1D6+1D4		
Spear	5	55%	1D6+1+1D4	50%	15
Club	7	55%	1D8+1D4	50%	15

SKILLS – Tracking 60%; Spot Hidden Item 45%; Listen 45%.
CHAOTIC FEATURE – Invisible until it attacks.
TREASURE – Carries 45 L.
LANGUAGES – Speak Broos 60%.

BROO NUMBER SIXTEEN (huge arms and little legs)

STR 12 CON 16 SIZ 13
INT 14 POW 7 DEX 10
CHA 12

Move 4
Hit Points 17
Defense 05%

Right Leg	(01-04)	3/2
Left Leg	(05-08)	3/2
Abdomen	(09-11)	7/6
Chest	(12)	7/7
Right Arm	(13-15)	4/9
Left Arm	(16-18)	4/9
Head	(19-20)	6/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	9	55%	1D6+1D4		
Spear	6	50%	1D6+1+2D6	45%	15
Club	8	45%	1D8+2D6	40%	15

SKILLS – Tracking 55%, Spot Hidden Item 60%; Listen 65%.
TREASURE – Carries 45 L.
LANGUAGES – Speak Trade Talk 85%; Speak Broos 85%.

BROO NUMBER SEVENTEEN . . . . . (huge right leg)

STR 16 CON 21 SIZ 17
INT 11 POW 7 DEX 11
CHA 9

Move 9
Hit Points 23

Right Leg	(01-04)	9/18
Left Leg	(05-08)	5/ 8
Abdomen	(09-11)	5/ 8
Chest	(12)	5/ 9
Rigth Arm	(13-15)	5/ 7
Left Arm	(16-18)	5/ 7
Head	(19-20)	5/ 8

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	8	50%	1D6+1D6		
Kick	8	90%	1D6+3D6		
Spear	5	60%	1D6+1+1D6	80%	20
Club	7	55%	1D8+1D6	45%	15

SPELLS – Repair.
SKILLS – Tracking 70%; Spot Hidden Item 45%; Listen 50%.
TREASURE – Carries 6 wheels and 2 clacks.
LANGUAGES – Speak Broos 75%.

BROO NUMBER EIGHTEEN . . . . . (incredibly fat)

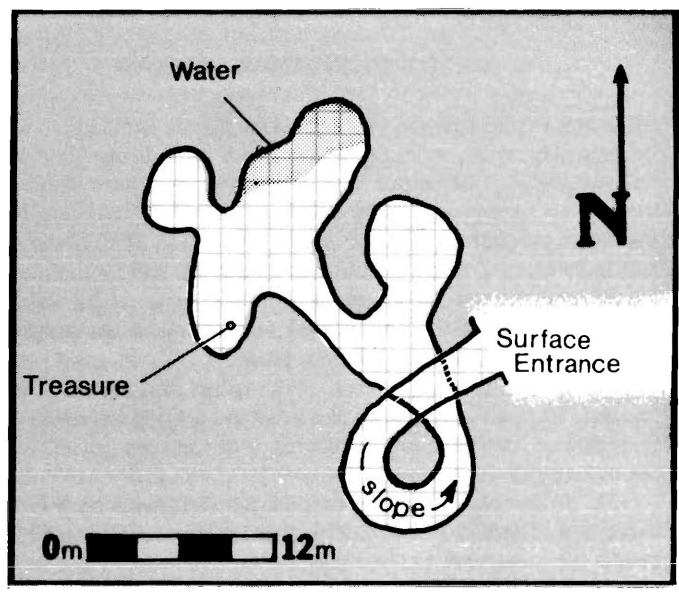
STR 11 CON 18 SIZ 28
INT 8 POW 14 DEX 13
CHA 6

Move 9
Hit Points 30

Right Leg	(01-04)	4/ 7
Left Leg	(05-08)	4/ 7
Abdomen	(09-11)	2/17
Chest	(12)	2/18
Right Arm	(13-15)	4/ 6
Left Arm	(16-18)	4/ 6
Head	(19-20)	8/ 7

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Butt	7	60%	1D6+1D6	80%	8
Spear	4	50%	1D6+1+1D6	60%	15
Club	6	40%	1D8+1D6	30%	15

SKILLS – Tracking 65%; Spot Hidden Item 50%; Listen 45%.
TREASURE – Carries 24 L.
LANGUAGES – Speak Broos 60%.



ness, not to scale of course), a small lead mace (worth very little except to trolls and Darkness cults who will pay up to 750 Lunars for it), and a black stone which is a Glue 1 matrix.

DISEASE

Any character wounded by a broo has a 25% chance (each time) of being exposed to the wasting disease. The disease can be caught only once.

NOTE ON BROOS STATS

Some these broos stats reflect various personal mutations. Each has a brief description and the hit points reflect the description.

Stone Crab Island

This island appears as a low mound of sand 50 meters across, reaching a maximum height of 10 meters. At the center of the island is a large boulder which seems to be made of solid gold. Imbedded in the boulder is a shiny metallic spike.

Standing at various locations about the island are three statues of giant crabs. All three crabs face away from the boulder.

A Detect Magic will show the entire island to be magical, with the exception of the spike. The sand of the island is painful to touch and does 1 point damage each melee turn to any hit location in contact with it. Even areas protected by armor or clothes will take 1 point of damage to each location each full (5 minute) turn.

The three crab statues are not really statues but are living crabs tainted by chaos. They are in all ways identical to normal giant crabs except for their stone shells which give them 24 points of armor protection instead of 12. By their own innate chaotic nature, the crabs are immune to the damaging effects of the sand. However, they cannot breathe underwater or swim and so can go only 3 meters out into the water from their beach.

The gold boulder at the island's center is far too heavy to move although it is possible, with great effort, to chip small pieces of gold off. For game purposes assume that 10 wheels worth of gold can be chipped off per hour per person and that there is an effectively unlimited amount of gold available. However, the gold is heavily tainted by chaos and it loses purity and becomes simple rock as it moves away from Festering Island (not Stone Crab Island). By the time this gold is moved 100 km (14 hexes) from Festering Island it is effectively worthless.

The spike in the boulder is the only thing on the entire island not tainted by chaos. It is made of solid adamantine and its value is immense: some would pay as much as 100,000 L for it. The spike can only be removed from the boulder by the concerted effort of beings with a total STR exceeding 150. Chipping off slices of boulder around the spike will not assist in loosening the spike although it will appear to help slightly. The spike has two special magical abilities. It can be wielded as a normal dagger which will ignore all magical protections (Shield or Protection spells among others). In addition, anyone who touches the spike (or who is touched by it) will be unable to use any magical spells or abilities for 15 minutes.

The stone crabs on this island will completely ignore intruders (that is, they will remain stationary and continue to appear as statues) until and unless they are attacked or the intruders begin to chip away at the boulder. The crabs will not react to an attempt (even a successful one) to remove the spike from the boulder. Once the crabs react to the intruders, they will attack them and continue to fight them until all the intruders are dead or gone.

GIANT CRAB NUMBER ONE

STR 37 CON 14 SIZ 31
POW 12 DEX 11

Move 8
Hit Points 19

Right Hind Leg	(01)	24/6
Right Mid Leg	(02)	24/6
Left Hind Leg	(03)	24/6
Left Mid Leg	(04)	24/6
Hind Body	(05-08)	24/8
Right Foreleg	(09)	24/6
Right Front Leg	(10)	24/6
Left Foreleg	(11)	24/6
Left Front Leg	(12)	24/6
Right Claw	(13-14)	24/7
Left Claw	(15-16)	24/7
Fore Body/Head	(17-20)	24/8

Weapon	*SR*	*Attack*	*Damage*
Claw	7	60%	1D10+3D6

GIANT CRAB NUMBER TWO

STR 33 CON 17 SIZ 35
POW 9 DEX 6

Move 8
Hit Points 23

Right Hind Leg	(01)	24/7
Right Mid Leg	(02)	24/7
Left Hind Leg	(03)	24/7
Left Mid Leg	(04)	24/7
Hind Body	(05-08)	24/9
Right Foreleg	(09)	24/7
Right Front Leg	(10)	24/7
Left Foreleg	(11)	24/7
Left Front Leg	(12)	24/7
Right Claw	(13-14)	24/8
Left Claw	(15-16)	24/8
Fore Body/Head	(17-20)	24/9

Weapon	*SR*	*Attack*	*Damage*
Claw	8	50%	1D10+3D6

GIANT CRAB NUMBER THREE

STR 40 CON 11 SIZ 35
POW 13 DEX 9

Move 8
Hit Points 17

Right Hind Leg	(01)	24/5
Right Mid Leg	(02)	24/5
Left Hind Leg	(03)	24/5
Left Mid Leg	(04)	24/5
Hind Body	(05-08)	24/7
Right Foreleg	(09)	24/5
Right Front Leg	(10)	24/5
Left Foreleg	(11)	24/5
Left Front Leg	(12)	24/5
Right Claw	(13-14)	24/6
Left Claw	(15-16)	24/6
Fore Body/Head	(17-20)	24/7

Weapon	*SR*	*Attack*	*Damage*
Claw	7	60%	1D10+4D6

Web Spire Island

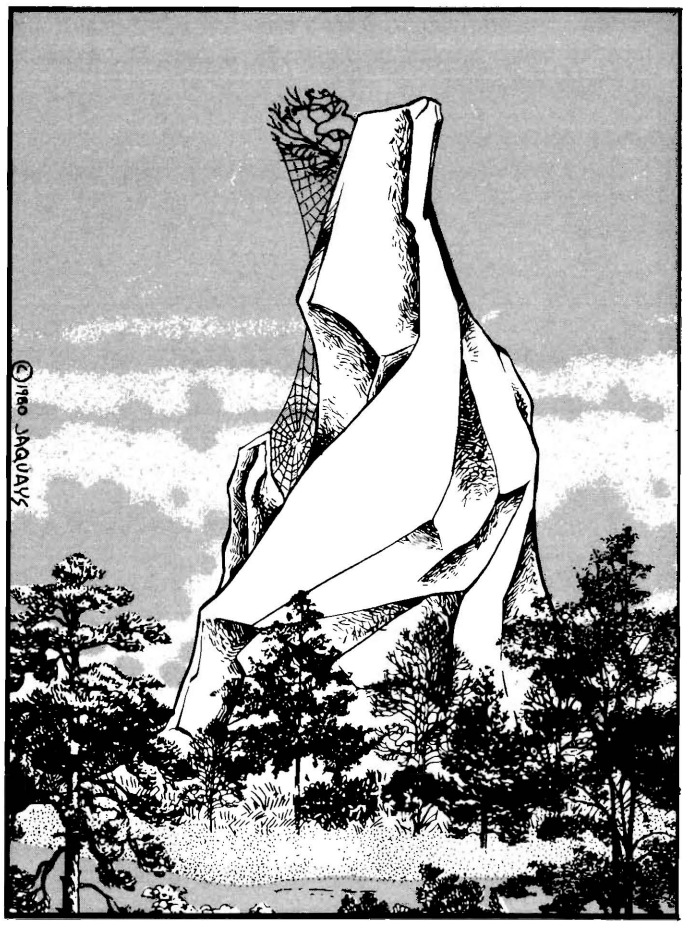
Web Spire Island is a tall grey stone rock sticking out of the River of the Damned. Its summit is 45 meters above the water's surface. Extending from the top of the spire across the river to some trees on the southern shore is a huge, sticky spider's web. The web extends all the way down to the water's surface.

At any given time, various assorted things will be found caught in the web. These items range from normal insects (too small to be noticed by the spiders who built this web) to floating logs and an occasional baby elasmosaurus.

The web was built and is inhabited by two giant spiders (the 6-meter variety). These spiders attack anyone who disturbs their web unless the disturber is obviously too large for them to attack. The spiders usually ignore anything else.

At the top of the spire is the spider's nest. The spiders will defend the nest with their lives. In the nest is the spider's egg sack and their treasure. It consists of 4500 L and 150 wheels.

Although the island rests in the midst of the River of the Damned, its inhabitants are not tainted by chaos. In fact, they will do anything to avoid touching the river's water.



SPIDER NUMBER ONE

STR 37 CON 13 SIZ 37
INT 8 POW 13 DEX 16

Move 6
Hit Points 19

Right Back Leg	(01)	6/5
Right Hind Leg	(02)	6/5
Left Back Leg	(03)	6/5
Left Hind Leg	(04)	6/5
Abdomen	(05-08)	6/8
Right Foreleg	(09-10)	6/5
Right Front Leg	(11-12)	6/5
Left Foreleg	(13-14)	6/5
Left Front Leg	(15-16)	6/5
Head	(17-20)	6/8

Weapon	*SR*	*Attack*	*Damage*
Bite	5	60%	1D6+4D6
Web	1	80%	Special

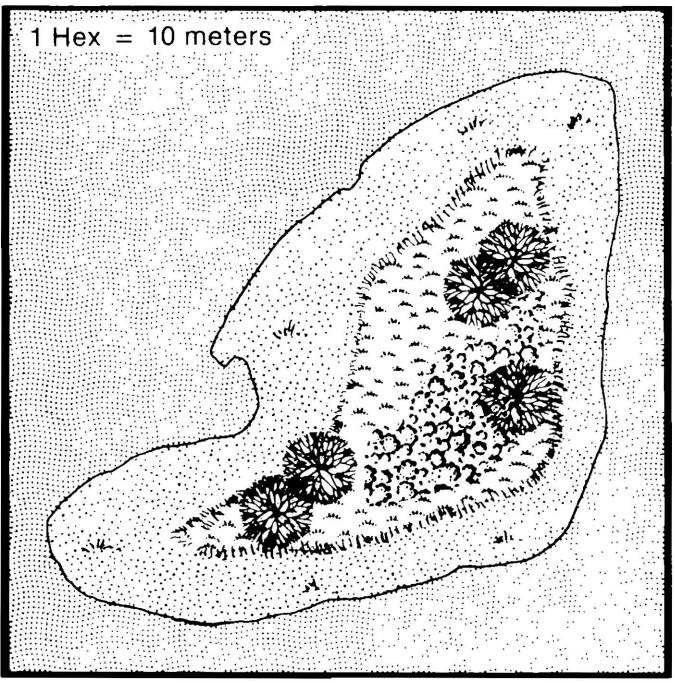
SPIDER NUMBER TWO

STR 41 CON 12 SIZ 41
INT 9 POW 11 DEX 14

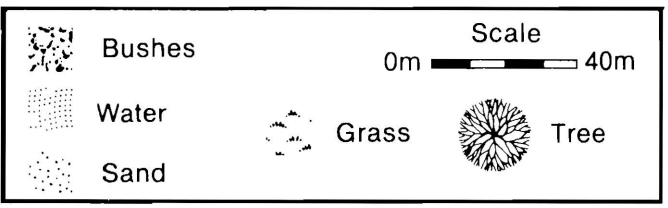
Move 6
Hit Points 19

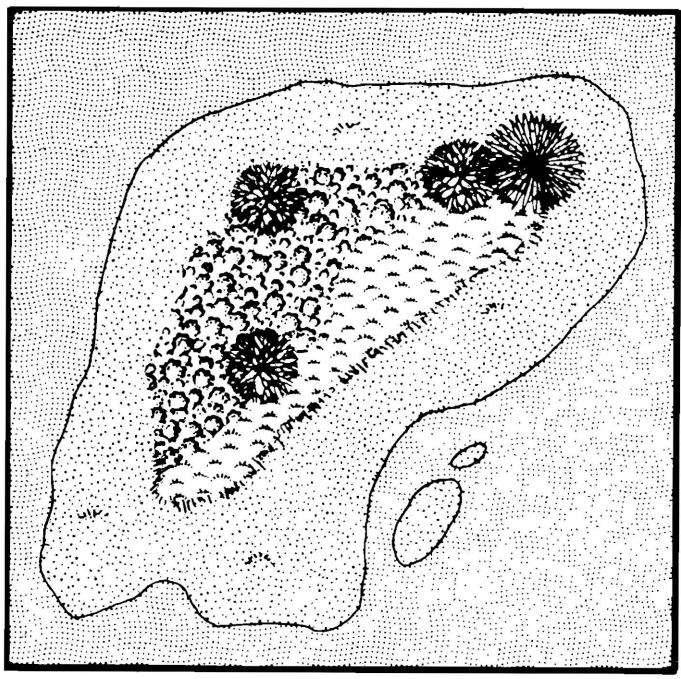
Right Back Leg	(01)	6/5
Right Hind Leg	(02)	6/5
Left Back Leg	(03)	6/5
Left Hind Leg	(04)	6/5
Abdomen	(05-08)	6/8
Right Foreleg	(09-10)	6/5
Right Front Leg	(11-12)	6/5
Left Foreleg	(13-14)	6/5
Left Front Leg	(15-16)	6/5
Head	(17-20)	6/8

Weapon	*SR*	*Attack*	*Damage*
Bite	6	65%	1D6+4D6
Web	2	70%	Special



Other Island No. One

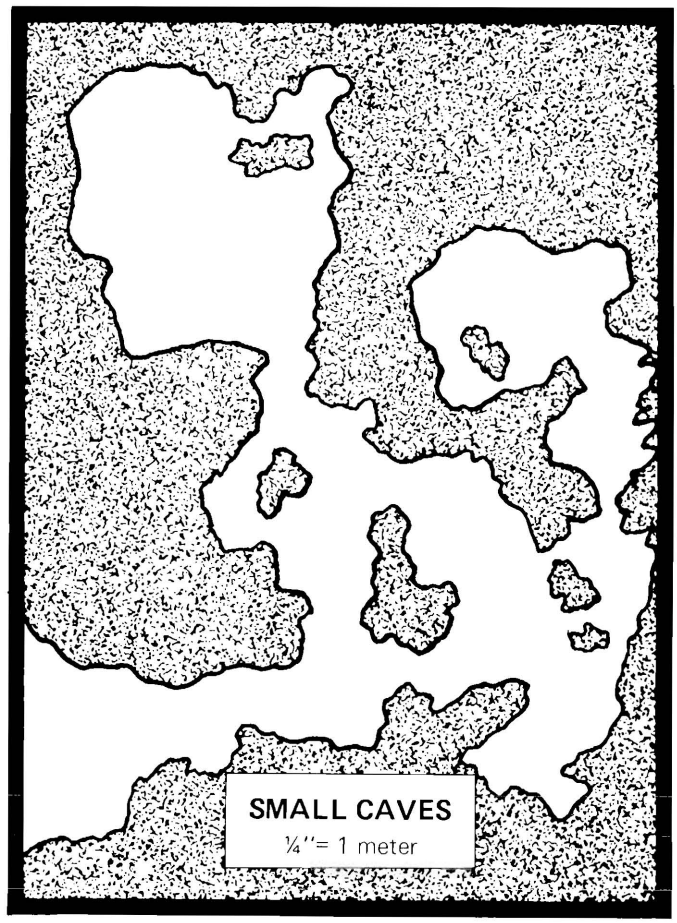


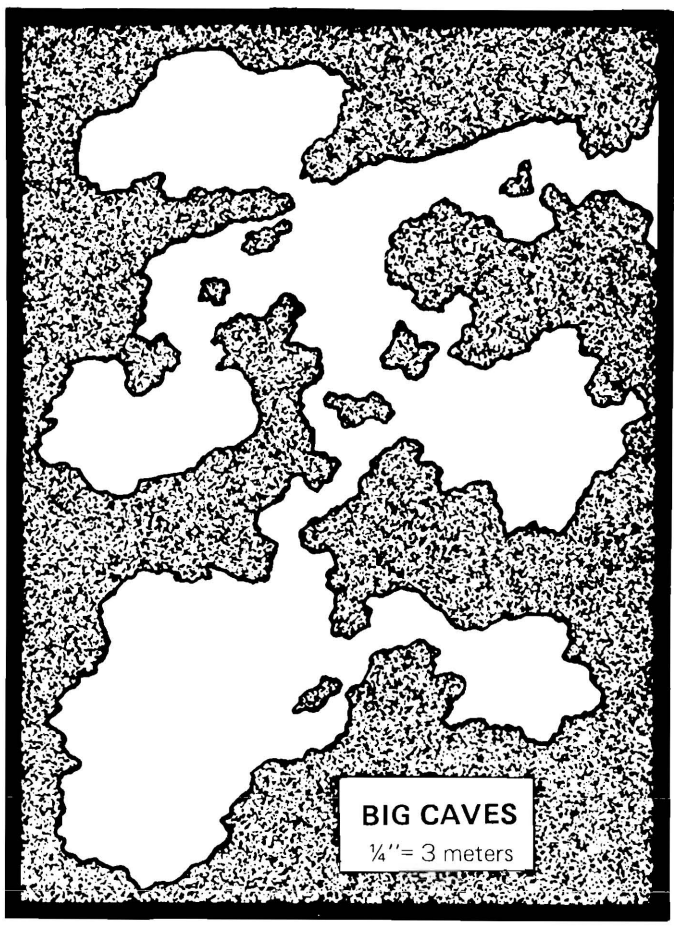


Other Island No. Two

SPARE MAPS

These maps have no adventures, monsters, or scenarios keyed to them. The islands are intended to be uninhabited, found on rivers or located in the Elf Sea. The caves can be anywhere. The referee may use them as necessary.





TROLL TOMB

Two centuries past, the trolls of the Elder Wilds laid to rest one of their great warrior/priests. His crypt was (and still is) well guarded by arcane methods. A Spot Hidden Item roll will reveal a low cairn of very large, dark rocks.

[1] THE CAIRN IN THE CLEARING

FIRST GLANCE – The cairn of rocks is roughly 8 meters in diameter, made of eight large stones set in a ring with a ninth stone set in the middle of the ring. The stones are dark in color. Trees of less than 100 years of age surround the cairn.

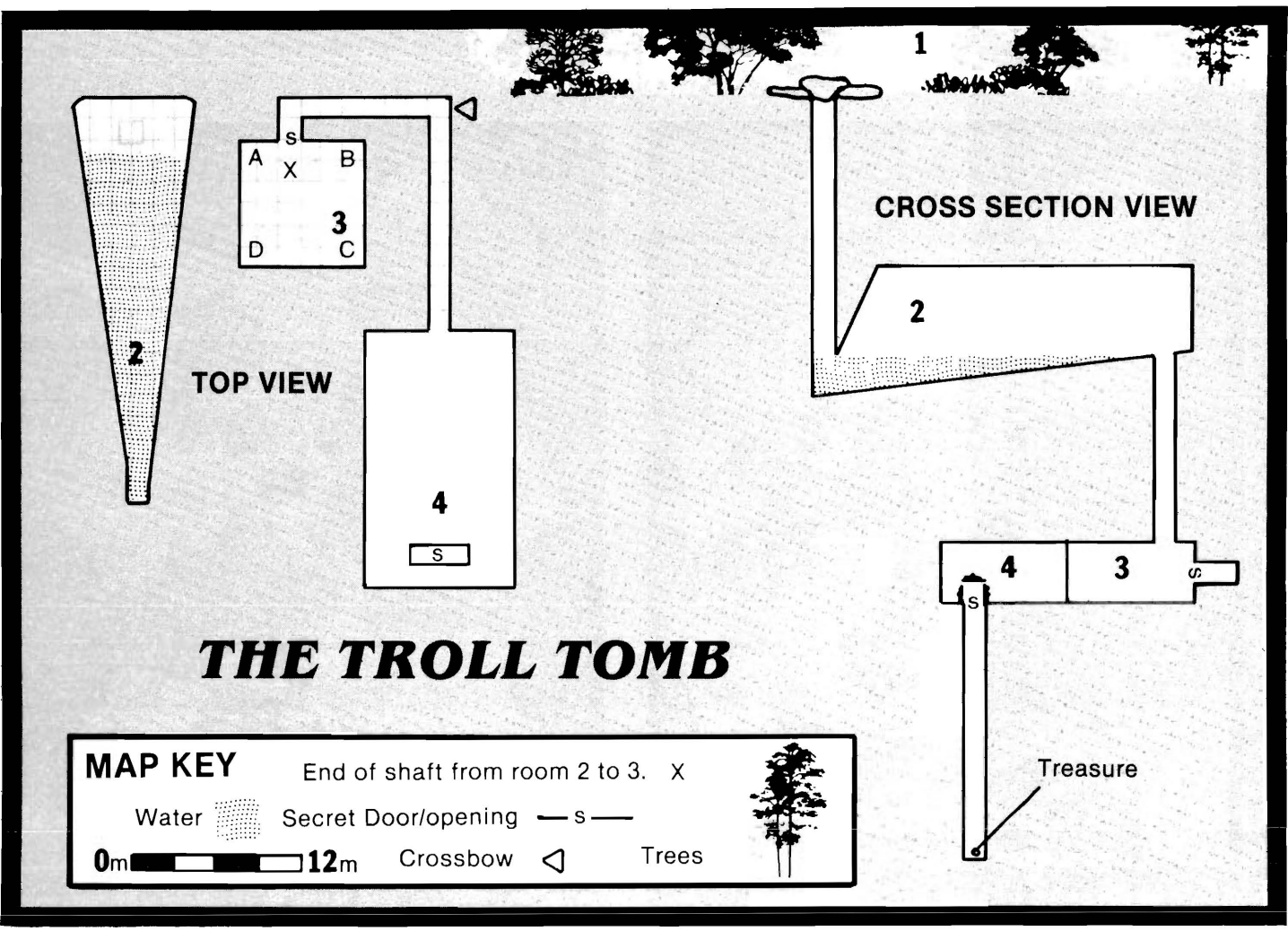
CLOSER LOOKS – The stones appear to have been tooled or fashioned in some manner. There is writing in Dark Tongue on the center. It merely says "Gork Trag of Grimmergulch."

HIDDEN SPOTS – A glance in the right place will reveal some strange appering Runes carved on four of the stones in the ring (the ones set at the cardinal compass points). A Detect Magic will reveal a Warding 3 spell using the four rocks as corners. Whether or not there are wands beneath the stones is up to the individual referee.

A separate Spot Hidden Item roll will reveal slight erosion leading under the center rock.

TRAPS – Warding 3 spell will do 3D3 damage to anyone passing through it.

EXITS/ENTRANCES – If the center rock is moved aside (a task and a half since it has a resistance STR of 45) a 1 meter square shaft will descend downward a total distance of 21 meters. The shaft is made of mortared fieldstone.



[2] DRAGON

FIRST GLANCE – Not counting the shaft up, the room is 27 meters long and widens from a meter and a half to 9 meters at the far end, forming a long narrow triangle. The floor slopes upward, away from the shaft. The shaft descends into a 1½ meter deep pool of slimy water. If proper illumination is available, the skeleton of a dream dragon will be visible. Walls are of mortared fieldstone.

CLOSER LOOKS – The ceiling is roughly 6-7 meters in height and the dream dragon skeleton is animated and will attack, waiting to breathe until more than one opponent is in range.

HIDDEN SPOTS – A 10 minute search will reveal a trap door hidden beneath the dirt at a depth of a few centimeters.

EXITS – A 1 meter square shaft leads upwards 21 meters to the surface at the south end of the room and a 1 meter square shaft leads downwards 18 meters to room 3. The shaft is also made of mortared fieldstone.

[3] GREAT TROLL SKELETONS

FIRST GLANCE – The second shaft descends into another room made of mortared fieldstone, roughly 9 meters squre with a 4½ meter tall ceiling. In each corner of the room there stands a heavily-armed and armored great troll skeleton, waiting to attack. If a character quickly descends into a room without first checking it out fully and making a Spot Hidden roll, the skeleton in the northwest corner (A) will get one attack in at a 10% advantage.

CLOSER LOOKS – This will reveal that the skeletons are closing on your character.

HIDDEN SPOTS – A 30 minute search of the room will reveal a secret passage, cleverly disguised in the rock-wall. The passage is a meter square and 1½ meters up off the ground.

EXITS – A meter square shaft lead upwards through the ceiling to room 2. A meter square secret passage leads northward out to room 4. The walls here are also made of mortared fieldstone.

DREAM DRAGON SKELETON

STR 60 SIZ 52 POW 1 (21)
DEX 14
Move 7

Right Hind Leg	(01-02)	0/5
Left Hind Leg	(03-04)	0/5
Hindquarters	(05-06)	0/5
Tail	(07-08)	0/5
Forequarters	(09-10)	0/5
Right Wing	(11-12)	0/5
Left Wing	(13-14)	0/5
Right Foreleg	(15-16)	0/5
Left Foreleg	(17-18)	0/5
Head	(19-20)	0/5

Weapon	*SR*	*Attack*	*Damage*
Claw	6	70%	1D6+5D6
Breath	2	55%	Special*

* The breath attack of this skeletal dragon is different from that of a standard dragon. It breathes an odor of decay. The dragon will breathe but once and attack the POW of affected characters with a POW of 21. Those failing to make the resistance roll will suffer the effects of aging 1D20 years over the next 1-4 days. All non-magical items carries by affected characters will decay and fall into rust or ruin in 1-4 days.

TRAPS – The east-west section of the secret passage is trapped with three arbalests hidden in the eastern wall. Each crossbow has a 65% chance of going off when 3 meters of the corridor (east-west) has been traversed. Each character passing this 3 meter mark has a chance of setting off the traps. The arbalests strike with 50% accuracy and do 3D6+1 damage. If there should be more than one person in the corridor (i.e., one or more in front of each other) the first person in line will be hit at 50% accuracy. If it should miss, the second person in line will be hit at 25% accuracy. A miss here means that the third person in line will be hit at a 07% accuracy. Damage stays the same.

GREAT TROLL SKELETON NUMBER ONE . . . (A)

STR 28 SIZ 29 POW 1
DEX 11
Move 7

Right Leg	(01-04)	5/3
Left Leg	(05-08)	5/3
Abdomen	(09-11)	5/3
Chest	(12)	5/3
Right Arm	(13-15)	5/3
Left Arm	(16-18)	5/3
Head	(19-20)	5/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Poleax	4	55%	3D6+3D6	25%	12

GREAT TROLL SKELETON NUMBER TWO . . . (B)

STR 27 SIZ 29 POW 1
DEX 9
Move 7

Right Leg	(01-04)	5/3
Left Leg	(05-08)	5/3
Abdomen	(09-11)	5/3
Chest	(12)	5/3
Right Arm	(13-15)	5/3
Left Arm	(16-18)	5/3
Head	(19-20)	5/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Greatsword	4	45%	2D8+2D6	20%	20

GREAT TROLL SKELETON NUMBER THREE . (C)

STR 27 SIZ 29 POW 1
DEX 8
Move 7

Right Leg	(01-04)	5/3
Left Leg	(05-08)	5/3
Abdomen	(09-11)	5/3
Chest	(12)	5/3
Right Arm	(13-15)	5/3
Left Arm	(16-18)	5/3
Head	(19-20)	5/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Greatsword	4	40%	2D8+2D6	20%	20

GREAT TROLL SKELETON NUMBER FOUR . . (D)

STR 33 SIZ 34 POW 1
DEX 12
Move 7

Right Leg	(01-04)	5/3
Left Leg	(05-08)	5/3
Abdomen	(09-11)	5/3
Chest	(12)	5/3
Right Arm	(13-15)	5/3
Left Arm	(16-18)	5/3
Head	(19-20)	5/3

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Poleax	4	60%	3D6+3D6	30%	12
Claw	7	60%	1D6+3D6		

TROLLKIN SKELETON NUMBER ONE

STR 8 SIZ 8 POW 1
DEX 14
Move 6

Right Leg	(01-04)	3/1
Left Leg	(05-08)	3/1
Abdomen	(09-11)	3/1
Chest	(12)	3/1
Right Arm	(13-15)	3/1
Left Arm	(16-18)	3/1
Head	(19-20)	3/1

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Light mace	7	70%	1D6+2		
Small shield				70%	8

TROLLKIN SKELETON NUMBER TWO

STR 8 SIZ 8 POW 1
DEX 7
Move 6

Right Leg	(01-04)	3/1
Left Leg	(05-08)	3/1
Abdomen	(09-11)	3/1
Chest	(12)	3/1
Right Arm	(13-15)	3/1
Left Arm	(16-18)	3/1
Head	(19-20)	3/1

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Light mace	9	35%	1D6+2	15%	20
Small shield				35%	8

TROLLKIN SKELETON NUMBER THREE

STR 8 SIZ 10 POW 1
DEX 8
Move 6

Right Leg	(01-04)	3/1
Left Leg	(05-08)	3/1
Abdomen	(09-11)	3/1
Chest	(12)	3/1
Right Arm	(13-15)	3/1
Left Arm	(16-18)	3/1
Head	(19-20)	3/1

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Light mace	9	40%	1D6+2	20%	20
Small shield				40%	8

TROLLKIN SKELETON NUMBER FOUR

STR 7 SIZ 8 POW 1
DEX 8
Move 6

Right Leg	(01-04)	3/1
Left Leg	(05-08)	3/1
Abdomen	(09-11)	3/1
Chest	(12)	3/1
Right Arm	(13-15)	3/1
Left Arm	(16-18)	3/1
Head	(19-20)	3/1

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Light mace	8	45%	1D6+2	20%	20
Small shield				45%	8

TROLLKIN SKELETON NUMBER FIVE

STR 10 SIZ 9 POW 1
DEX 9
Move 6

Right Leg	(01-04)	3/1
Left Leg	(05-08)	3/1
Abdomen	(09-11)	3/1
Chest	(12)	3/1
Right Arm	(13-15)	3/1
Left Arm	(16-18)	3/1
Head	(19-20)	3/1

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Light mace	8	45%	1D6+2	20%	20
Small shield				45%	8

TROLLKIN SKELETON NUMBER SIX

STR 7 SIZ 12 POW 1
DEX 7
Move 6

Right Leg	(01-04)	3/1
Left Leg	(05-08)	3/1
Abdomen	(09-11)	3/1
Chest	(12)	3/1
Right Arm	(13-15)	3/1
Left Arm	(16-18)	3/1
Head	(19-20)	3/1

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Light mace	9	35%	1D6+2	25%	20
Small shield				35%	8

TROLLKIN SKELETON NUMBER SEVEN

STR 9 SIZ 10 POW 1
DEX 9
Move 6

Right Leg	(01-04)	3/1
Left Leg	(05-08)	3/1
Abdomen	(09-11)	3/1
Chest	(12)	3/1
Right Arm	(13-15)	3/1
Left Arm	(16-18)	3/1
Head	(19-20)	3/1

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Light mace	8	45%	1D6+2	20%	20
Small shield				45%	8

TROLLKIN SKELETON NUMBER EIGHT

STR 8 SIZ 10 POW 1
DEX 11
Move 6

Right Leg	(01-04)	3/1
Left Leg	(05-08)	3/1
Abdomen	(09-11)	3/1
Chest	(12)	3/1
Right Arm	(13-15)	3/1
Left Arm	(16-18)	3/1
Head	(19-20)	3/1

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Light mace	8	55%	1D6+2	25%	20
Small shield				55%	8

TROLLKIN SKELETON NUMBER NINE

STR 9 SIZ 10 POW 1
DEX 9
Move 6

Right Leg	(01-04)	3/1
Left Leg	(05-08)	3/1
Abdomen	(09-11)	3/1
Chest	(12)	3/1
Right Arm	(13-15)	3/1
Left Arm	(16-18)	3/1
Head	(19-20)	3/1

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Light mace	8	45%	1D6+2	20%	20
Small shield				45%	8

TROLLKIN SKELETON NUMBER TEN

STR 10 SIZ 7 POW 1
DEX 10
Move 6

Right Leg	(01-04)	3/1
Left Leg	(05-08)	3/1
Abdomen	(09-11)	3/1
Chest	(12)	3/1
Right Arm	(13-15)	3/1
Left Arm	(16-18)	3/1
Head	(19-20)	3/1

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Light mace	8	50%	1D6+2	25%	20
Small shield				50%	8

[4] CRYPT OF GORK TRAG

FIRST GLANCE – A large room 10½x18 meters in dimension. The ceiling is 5 meters tall and the walls are made of stone block similar in color to the stones in the cairn on the surface. A formation of ten armored trollkin skeletons stands midway down the room.

CLOSER LOOKS – Beyond the skeletons is a large stone crypt that is almost 4½ meters long and 2 wide, made of inky black stone. There are intricate carvings on the stone and writings in Dark Tongue that tell of the heroic adventures (to a troll at least) of the great Gork Trag, Elf Bane and Dwarf Foe. To open the lid of the coffin, a resistance of 28 STR must be overcome.

HIDDEN SPOTS – A Spot Hidden Item roll made upon the coffin will reveal Runes similar to those on the four rocks up on the cairn. They are the special troll Runes of Warding.

TRAPS – There is a Warding set upon the coffin. Attempts to touch or open or enter the coffin will set it off, doing 4D3 of damage.

DENIZENS – Ten trollkin skeleton guard here (numbers one to ten).

[5] INSIDE THE COFFIN

FIRST GLANCE – Once the coffin is open, a cursory look will reveal a withered, mummified form of a Mistress Race troll, SIZ 25, dressed in lead plate armor and buried with a solid lead battle ax. (Don't worry gang, this one is really dead . . . for now.)

CLOSER LOOKS – There is nothing else in the coffin.

HIDDEN SPOTS – A 10-minute search of the coffin area shows that it has a false bottom. If the corpse is removed and the bottom hammered out of the coffin, a 1x2 meter shaft will be revealed, descending into the darkness. The walls of the shaft are of smooth, almost shiny stone. No handholds here!

The only real means of descent down this shaft (which is 28½ meters deep from the lip of the coffin) is by climbing a rope.

TRAPS – When a character descends 6 meters into the pit, he has a 85% chance of setting off a trap which swings a bronze lead blade across the shaft at a level of 1½ meters below the level of the floor. The fall will do 8D6 of damage to one hit location.

DENIZENS – Guarding the treasure in the shaft is a ghost.

GHOST . . . . . .
INT 14 POW 20

If his treasure is disturbed, old Gork Trag kept himself covered. Via his own Divine Intervention, Gork Trag will summon up additional aid and come back from the dead. However, he will not return to true life, but will instead return as a mummy. If his body has not been destroyed, the activation will take 1D10 turns, after which he will return to semi-life and attack those who would rob his tomb. If the body has been mutilated, it will take 1D8 days for the body to reform and reknit. Once he is in one piece he will unerringly track the grave robbers. In addition, his god, Zorak Zoran will summon the Zorak Zoran war party to the site of the tomb and they too will track down the thieves relentlessly (besides being a cult duty, they get to keep the loot).

TREASURE – In a locked chest is the following: 3100 clacks, 850 lead bolgs, 7632 L, 299 wheels, a silver ring worth 35 L, a blue gem worth 324 L, an orange gem set on a gold chain worth 924 L, a piece of trade junk worth 4 L, and a bracelet worth 120 L. Magic items include an 8 point POW storage crystal, an arbalest with a Speedart matrix on it, and a bronze bastard sword with a Bladesharp 2 matrix on it.

MUMMY OF GORK TRAG . . . . (Mistress Race troll)

STR 44 CON 24 SIZ 25
INT 16 POW 23 DEX 10
CHA 3

Move 7
Hit Points 30

Right Leg	(01-04)	12/10
Left Leg	(05-08)	12/10
Abdomen	(09-11)	14/10
Chest	(12)	12/11
Right Arm	(13-15)	11/ 9
Left Arm	(16-18)	11/ 9
Head	(19-20)	11/10

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Lead poleax	4	90%	3D6+3D6	70%	20
Heavy mace	6	90%	1D8+2+3D6	70%	20
Fist	7	90%	1D6+3D6		

SPELLS – Detect Enemies; Ignite; Extinguish; Darkwall; Disruption; Befuddle; Harmonize; Bladesharp 2; Repair*.
RUNE MAGIC – Shield 2; Summon Medium Shade; Dismiss Elemental 2; Fear; Mindlink.
SKILLS – Move Quietly 35%.
LANGUAGES – Understand Dark Tongue 90%; Understand Trade Talk 50%.

MEDIUM SHADE . . . . . .
STR 20 SIZ 3x6x3 meters INT 4 POW 19
Move 12
Hit Points 24
Attack 40%

* A possible optional use of the Repair spell by this creature is to reknit a limb back together. A single use would put the limb back on or give the monster 1D4 hit points back in that area. The repaired limb would then be treated like the limb of a skeleton. If the armor is pierced, the limb is shattered beyond repair. A second application of the spell to a limb would then give the area 1D4 of hits back.

NOTES – The mummy is not a standard *RQ* monster. The stats for this creature were taken from *Gateway Bestiary* of *RQ* monsters by Sandy Petersen and adapted to a Mistress Race troll. Mummies have the special ability to use their horrendous appearance as a tool such that all creatures within 3 meters of them must roll POWx5% or be Demoralized. Like vampires, mummies do not have real POW of their own and cannot replace it after spirit combat or spell casting. To regain POW, a mummy must usually drain it from a friendly priest via Mind Link.

In the case of Gork Trag, all his Rune spells are one-use only. If he meets up with the trall war party he has summoned, he will drain POW from one of the party's members.

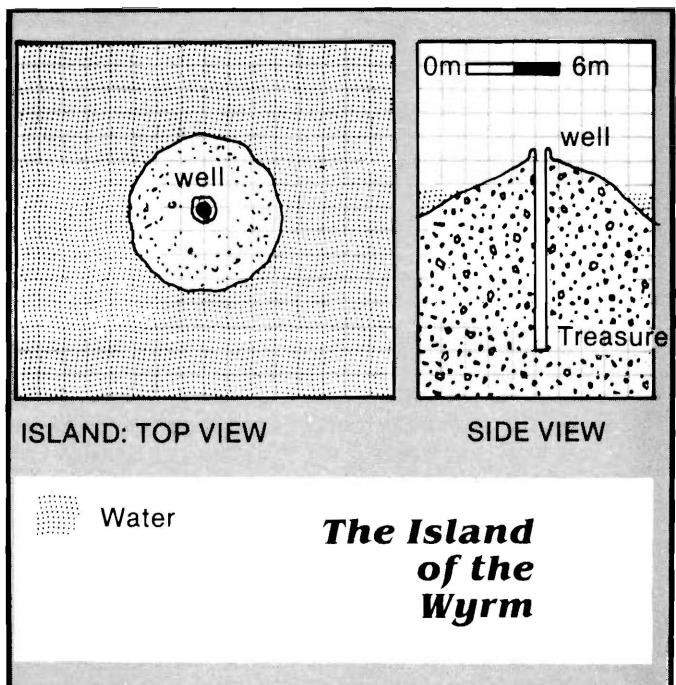
WATER WYRM ISLAND

Water Wyrm Island is located in one of the rivers of the Elder Wilds. This island is very small (only 10 meters across) and it is made entirely of a slippery green moss covered rock. In the center of it is a 15-meter-deep dry well.

The island is guarded by three water wyrms (use those which appear in the Water Wyrms section in the Encounters Chapter), although on rare occasions several more might be present. Around the island are sacred breeding pools for water wyrms. Any wyrms present will attack to kill intruders approaching the shore of the river or who sail to within 1 kilometer of the island.

At the bottom of the well is the water wyrms' treasure. The water wyrms have no particular use for the treasure but they know of its value to other creatures and so they keep it in the well as an offering to increase the value of their sacred island. The treasure consists of 2400 clacks, 2760 L, and 144 wheels. In addition there is a pair of gold and gem earrings worth 508 L each and a blue gem worth 140 L. There is also a piece of blank truestone with a 5 Rune POW capacity.

When encountered near the island, Water Wyrm Number One will have the use of the following Rune spells: Multispell 1; Shield 3; Summon Medium Undine (water elemental); and Spell Teaching. The availability of these spells does not represent a special power of the island. It is a personalization of the water wyrm Rune Priest who lives permanently near the island. When encountered elsewhere, Water Wyrm Number One is simply another water wyrm.



MEDIUM UNDINE . . . . . .
STR 20 SIZ 3x6x3 meters INT 6 POW 22
Move 6
Hit Points 40

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RuneQuest GRIFFIN MOUNTAIN

the book

Gamers have enjoyed playing *RuneQuest* for a long time now. The time is right for a major campaign sourcebook.

Griffin Mountain details an area *800 kilometers wide*. Elder Wilds is where non-humans live and high adventure thrives. Balazar is a wild frontier where anything can happen.

This book contains extensive notes on the area's geography, history, and inhabitants.

Meet King Yalaring Monsterslayer who became king of the citadel of Trilus by right of conquest. Visit picturesque Elkoi, built by giants. Trade with Joh Mith, a fat, jovial caravan master with high bargaining skills. Gamble with Hen Cik, one of the caretakers of a legendary castle in Giant Land. Cross the dangerous River of the Damned (full river crossing rules inside). Quest for the powerful windberries, rumored to be found on Griffin Mountain itself. Beware of the ever-present baboons, bears, dragonewts, wild hawks, trolls . . .

Get your adventurers ready for a glorious time in *Griffin Mountain*!

the land

Balazar
Citadel of Elkoi
Citadel of Dykene
Citadel of Trilus
Elder Wilds
Griffin Mountain
Elf Sea
West Plain
East Plain
Dangerground
Dog Hills
Giant Land
Chaos Holy Ground
Dyrad's Grove
River of the Damned
Water Wyrm Island
Festering Island
Stone Crab Island
Web Spire Island
Soldier Ferry
Oak Wood
Spit Hills
Brother Hills
Valley of Hammers
Firepoint
Er'oring Wilds
Eleven Big Giant Mountains
Troll Hills
Rapid Water
Turtle Landing
Gaks Lookout
Pebbleford
Monsterstop
Old Rope Bridge
Swim Here
Treetop Mountains

ELF SEA

DANGERGROUND

Selkow's Hills

Kingdom of Imther

Holay

Kingdom of

Ronswood

BEAR

WOODS

FIREPOINT

Brothers

Hills

TWO STONE

10

TUNO'S CRADLE

11

Turtle Landing

MORAKS MOUND

4

Oakwood

West River

SOLDIER FERRY

ELDERS ROCK

3

Monster River

Trilus

Spit

Hills

Rodi's Gap

BEAR

GRAVEL STAND

9

HILLS

EAST

PLAIN

Dykene

1500 m (5000 ft)

Dragon River

FISHWADE FORD

Elmwood

CROWSTONE

6

Highbridge

Elkoi

REDWYRN

1

FLINT HILL

2

PLAIN

Hills

Dog

WEST

TAKSMOUND

7

Old Rope Bridge

SUMMERFORD

Bilini River

Rapid River

HOLAY FORT

LOOKHILL

Khatala River

Bilini River

HIGH

OLDTREE

8

PURE HEARTH

5

WOOD

Black Eel River

PEBBLEFORD

Dragon River

Valley of Hammers

Whitefall River

TARSHFORD

SOUTH

WOOD

ORMFANG

DWARF HAT

GREATWAY

Kingdom of Tarsh

Black Eel River

Dragonevt City 6

THREE LITTLE GIANT MOUNTAINS

DRAGON PASS

EXTREMELY DANGEROUS!!

WYRM'S HIGH PASS

BORNI'S LANDING

Travelling Stone

Ivory Plinth

DRAGON HERE

N

Cow Path

River

Clan Hearth

Fort

Ford

Cliff

Bridge

Sea

Forest

Hill

Impassable

Shoreline

Peak

1 Hex is equivalent to 8 Km (approximately 5 miles)

For information on the Travelling Stone, Ivory Plinth, Dragonevt City 6, or Dragon Here refer to DRAGON PASS, another fine Chaosium publication.

map of

BALAZAR

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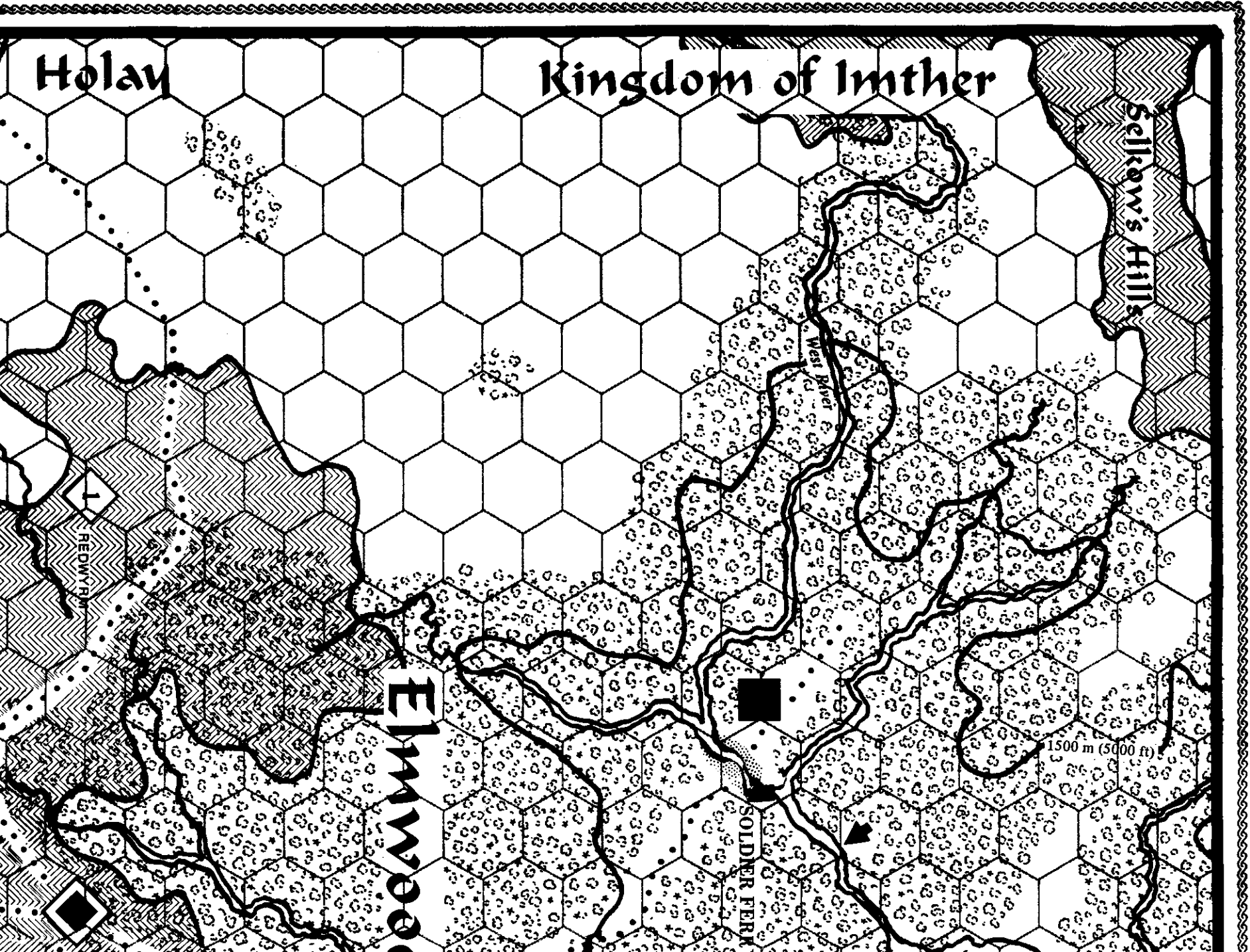
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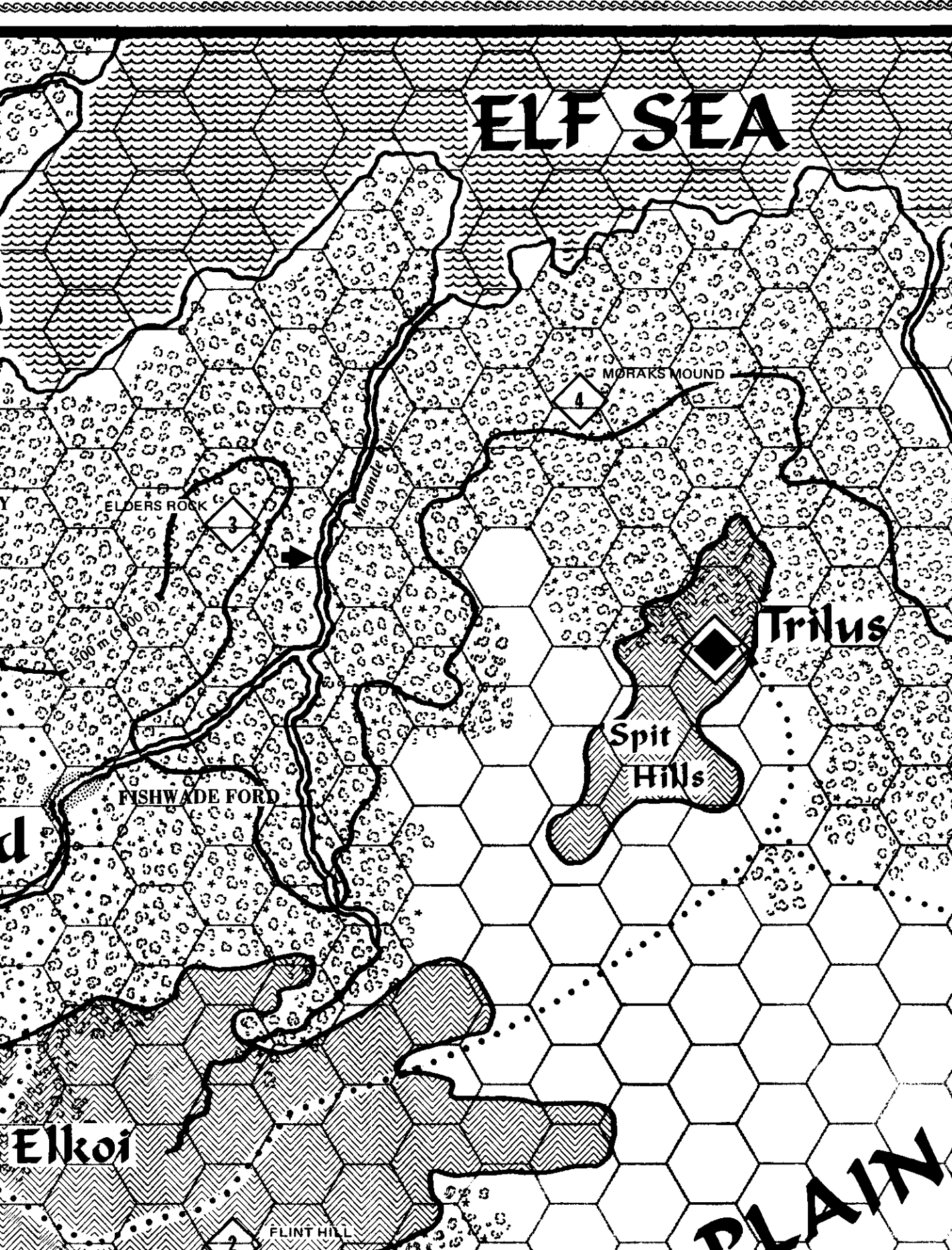
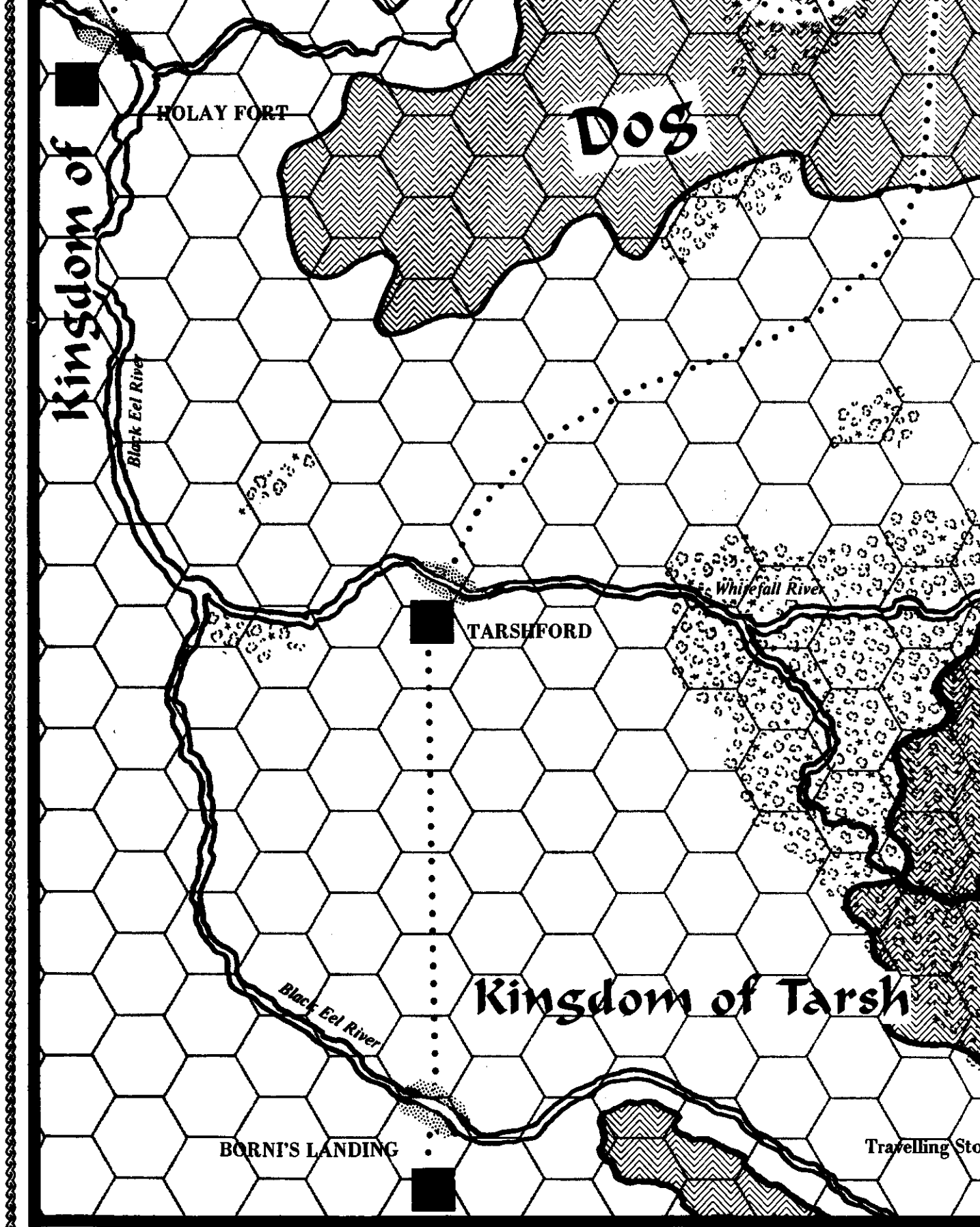
Kingdom of Imther
Selkow's Hills
West River
REDWYRM
Elmwood
SOLDIER FERR
1500 m (5000 ft)

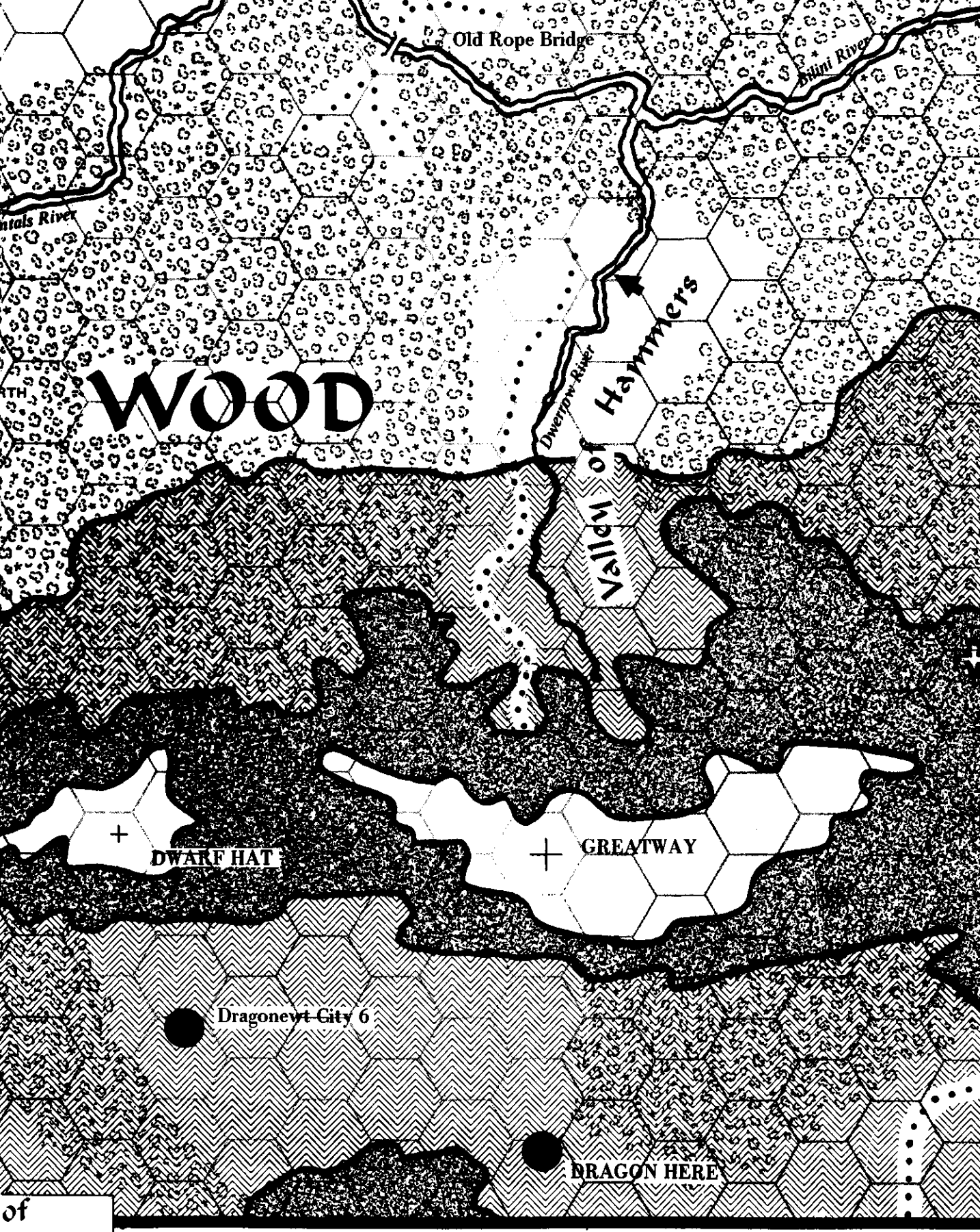

ELF SEA
MØRAKS MOUND
4
Morande River
ELDERS ROCK
3
1500 m (5000 ft)
Trilus
Spit
Hills
FISHWADE FORD
Elkoi
FLINT HILL
2
PLAIN

Ronsh
Brothers
TWO STONE
10
Hills
11
TUNO'S CRADLE
Turtle Landing
Oakwood
1500 m (5000 ft)
Qwerrow River
EAST
CROW STONE
6
PLAI
Highbridge
TAKSMOUND
7

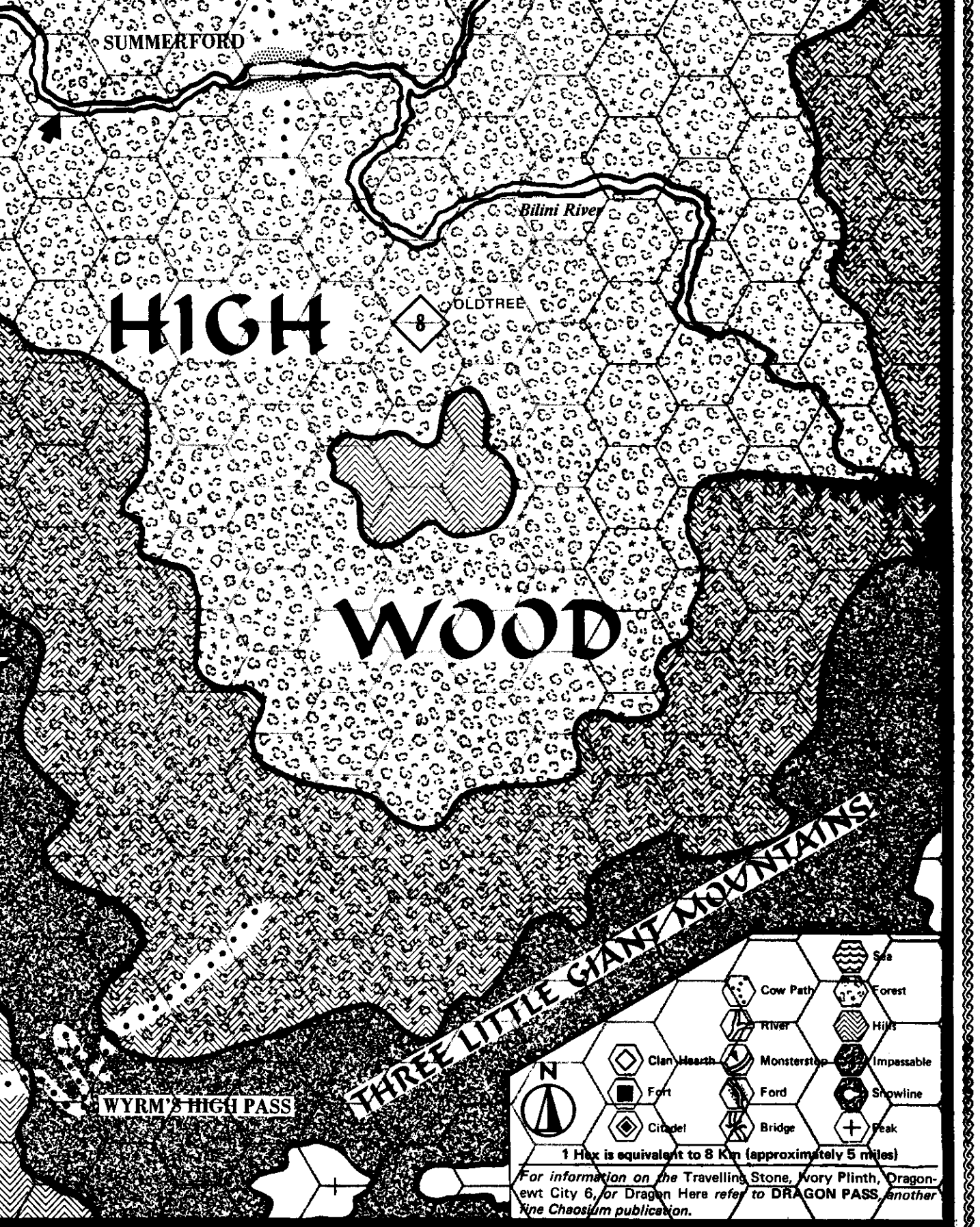
DANGERGROUND
BEAR
FIREPOINT
WOODS
Rodi's Gap
BEAR
GRAVEL STAND
9
HILLS
Dykene
Rapidwater River


Kingdom of
HOLAY FORT
Dos
Black Eel River
Whitefall River
TARSHFORD
Kingdom of Tarsh
Black Eel River
BORNI'S LANDING
Travelling Sto

Hills
WEST
LOOKNILL
PEBBLEFORD
SOUTH
ORMFANG
DRAGON PASS
EXTREMELY DANGEROUS!!
Ivory Plinth


Old Rope Bridge
Bilini River
ntals River
WOOD
Dwergrow River
Valley of Hammers
DWARF HAT
GREATWAY
Dragonewt City 6
DRAGON HERE

of
AZAR



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REDLANDS

Gork's Hills

Vivament's Castle

GRIFFIN MOUNTAIN

Malure's River

ERORING WILDS

NORTH PLAIN

Troll Hills

1500 m (5000 ft)

Seronde River

Nandwood

Blue Dog Gap

SWIM HERE

HUMBLE VALE

ELEVEN

BIG GIANT MOUNTAINS

Gorm Orta's Castle

ELF SEA

Trask River

BEAR WOODS

DANGERGROUND

Cow Path
Forest
River
Hills
Monsterstop
Impassable
Ford
Snowline
Bridge
Peak

1 Hex is equivalent to 8 Km (approximately 5 miles)

map of
ELDER WILDS

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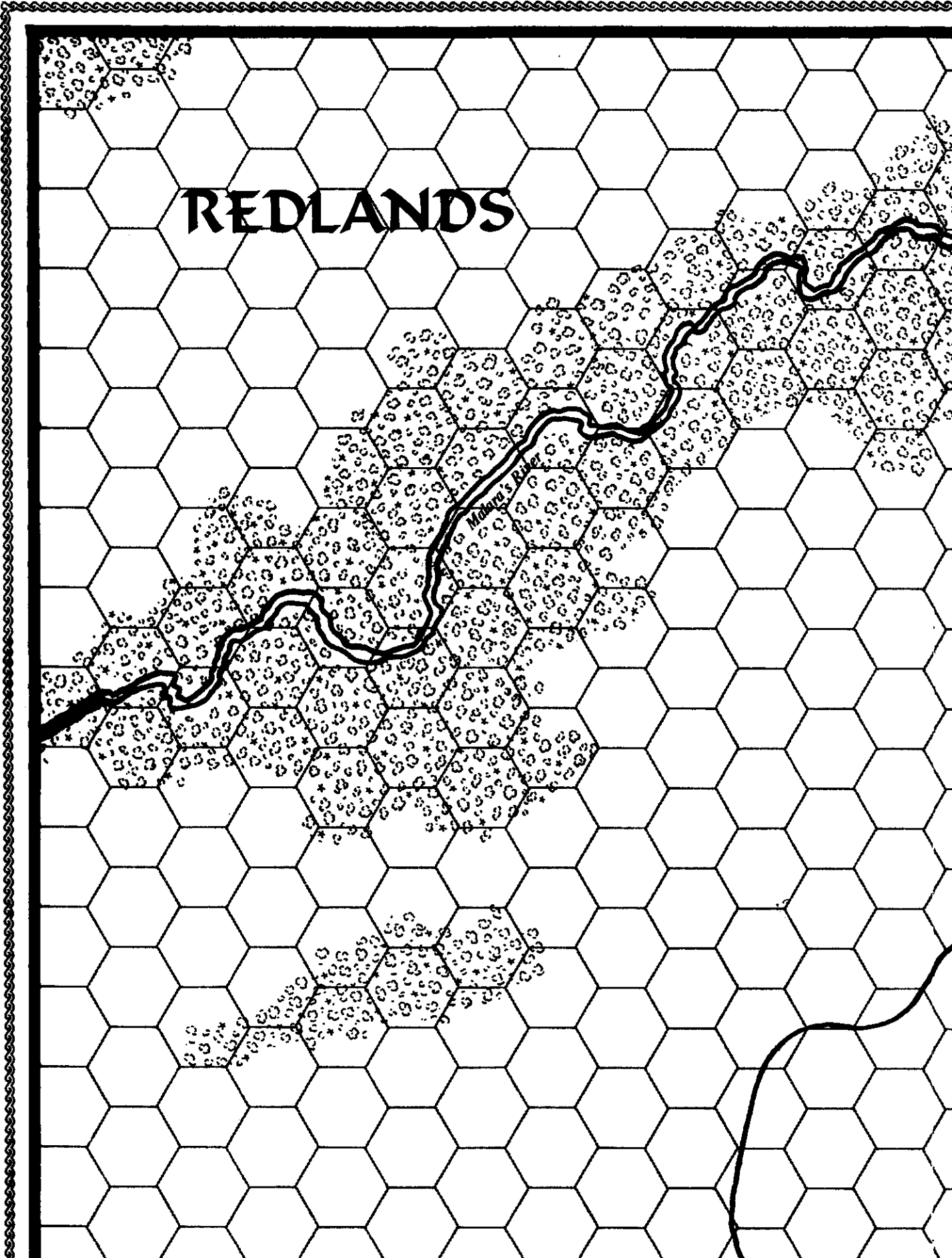
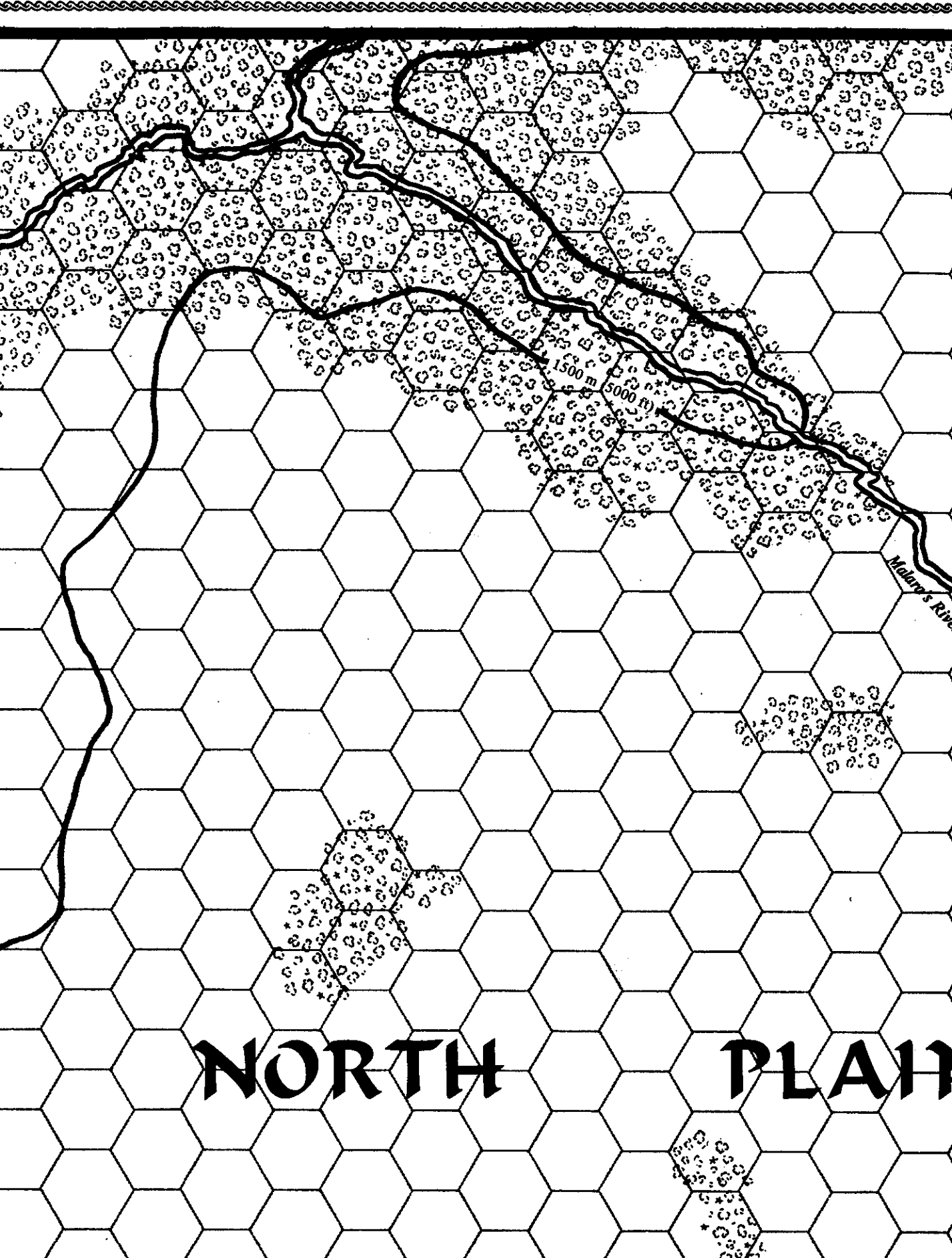
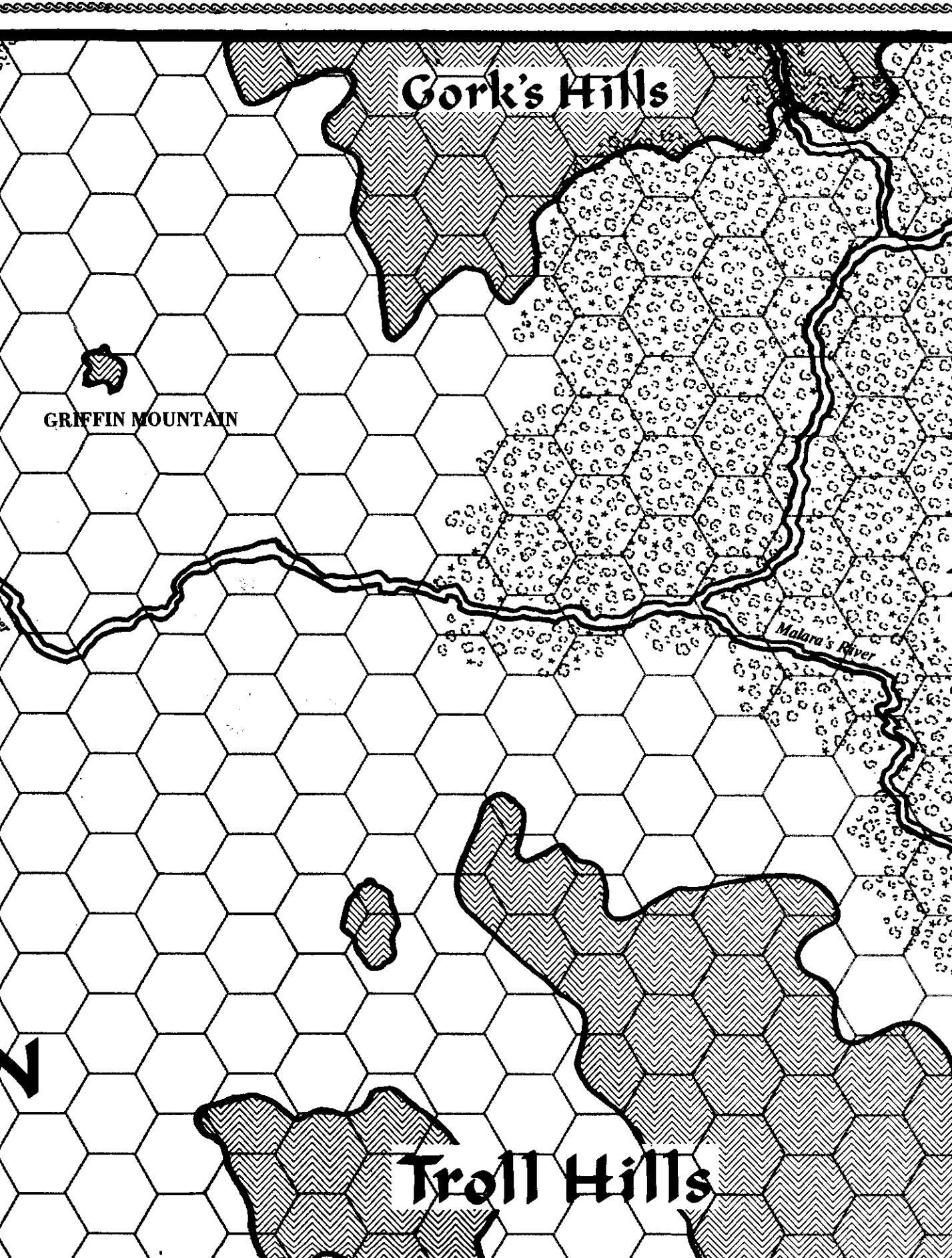
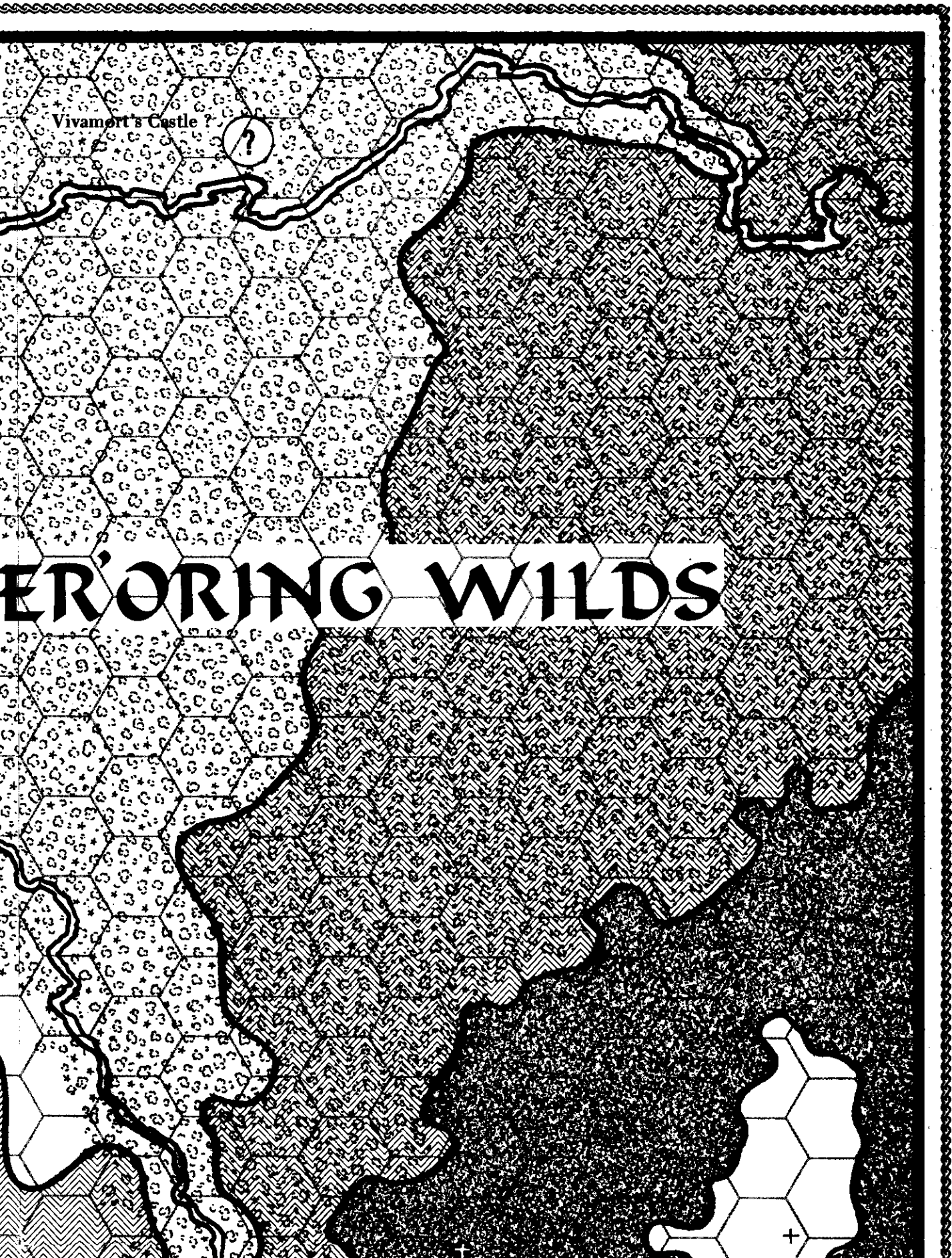
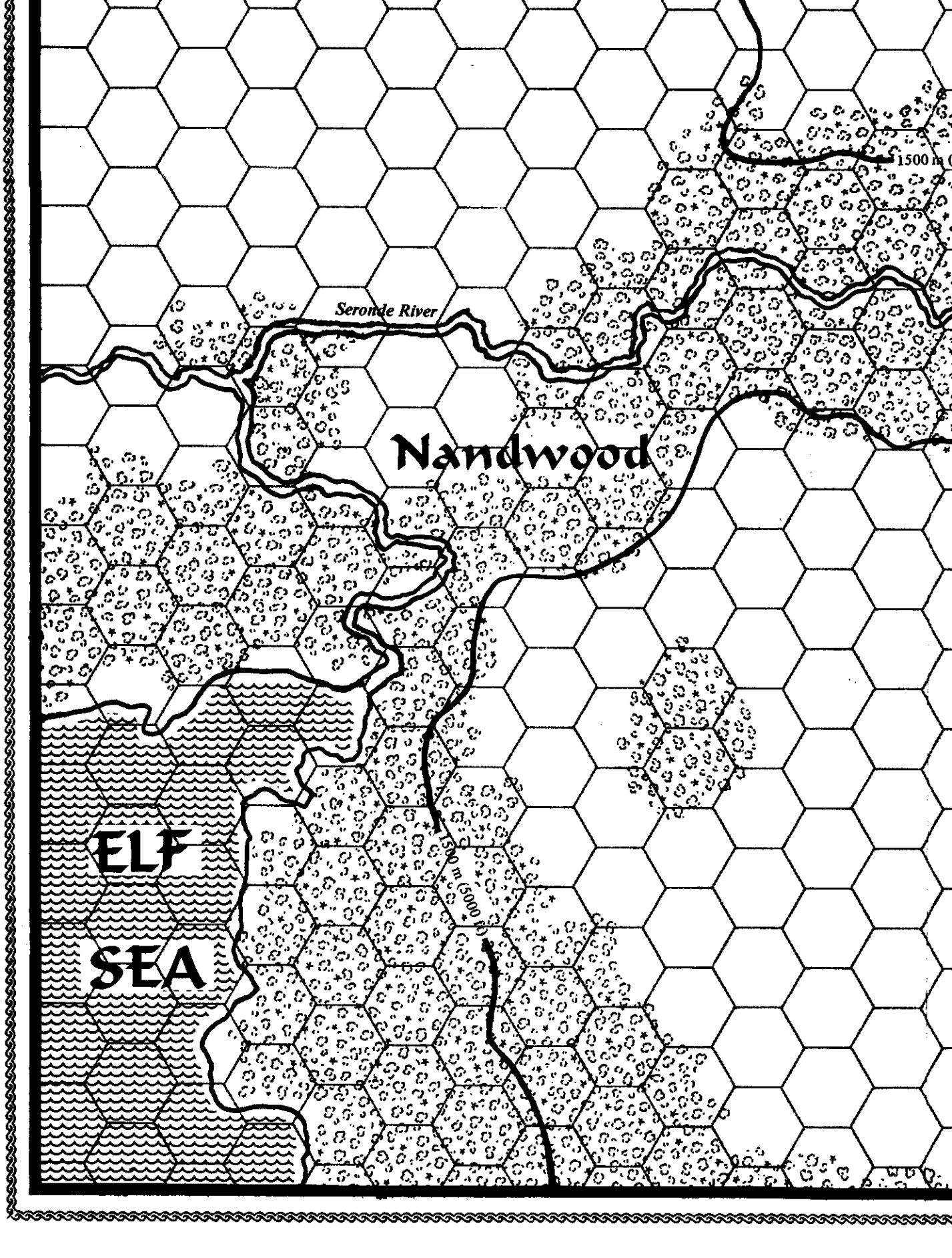

REDLANDS
Molara's River


1500 m
5000 ft
NORTH
PLAI


Gork's Hills
GRIFFIN MOUNTAIN
Malara's River
Troll Hills


Vivamort's Castle ?
?
ER'ORING WILDS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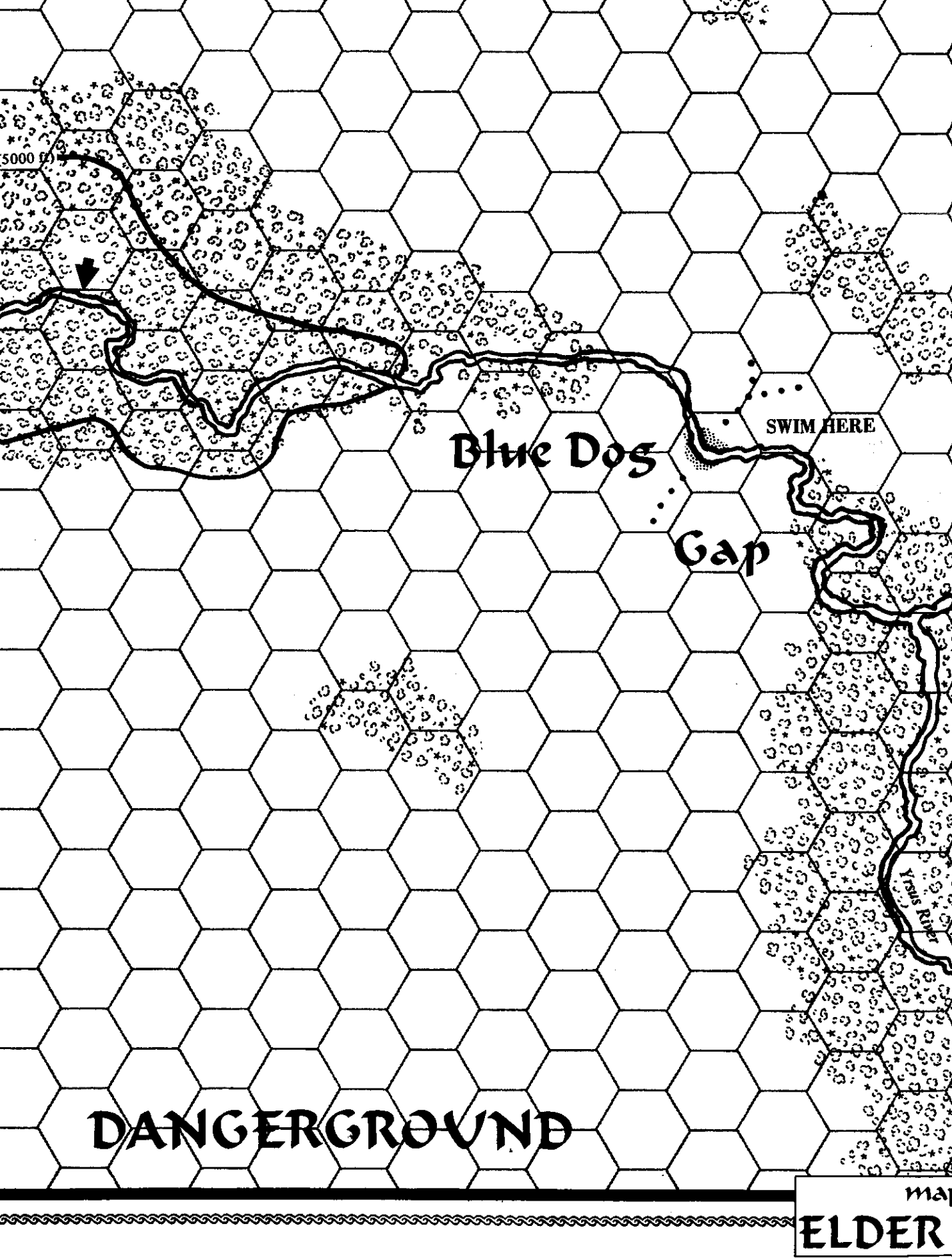
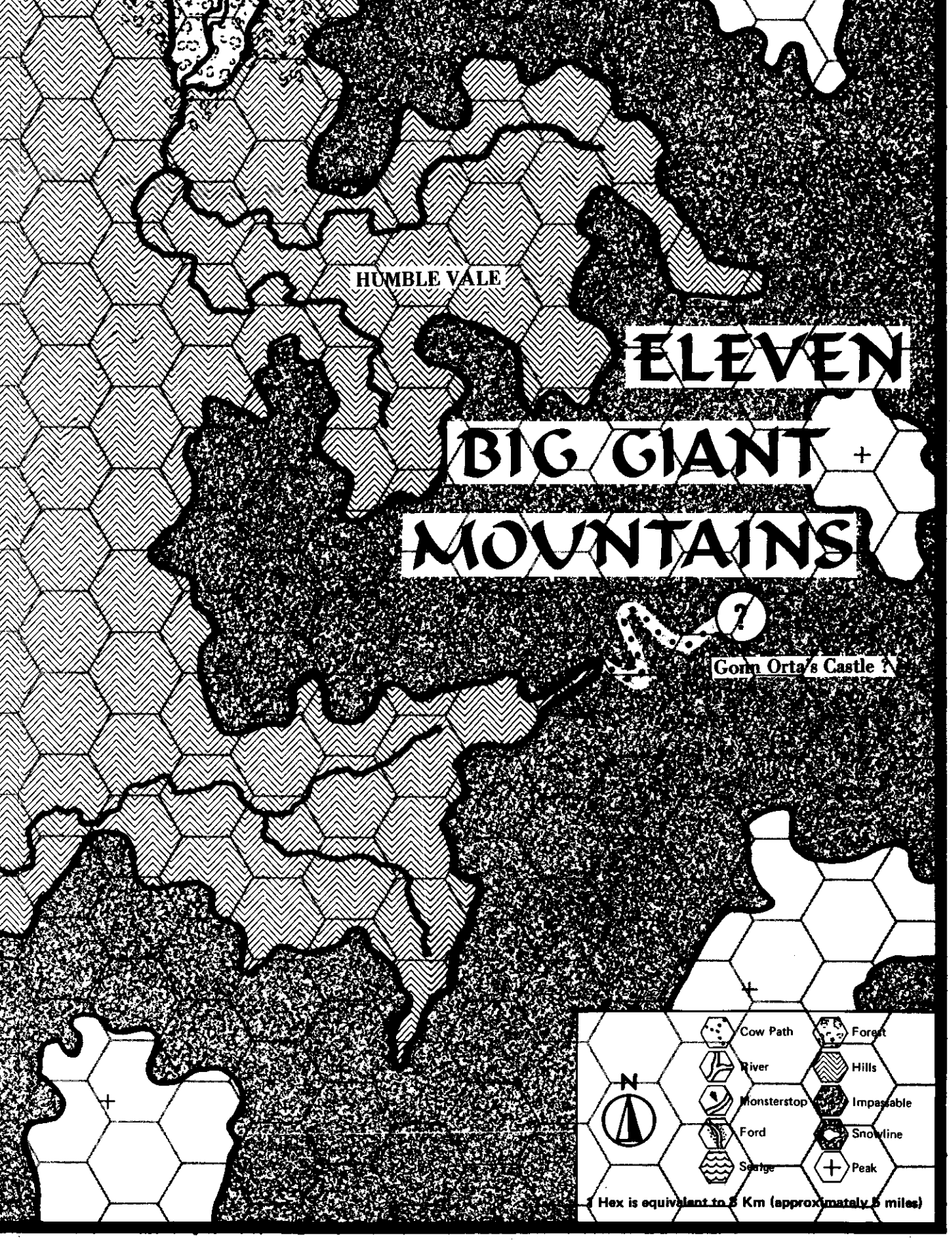
Nandwood
1500 m (5000 ft)
ELF
SEA


Blue Dog
Gap
SWIM HERE
DANGERGROUND
ELDER

Seronde River
BEAR
WOODS
p of
WILDS



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