

HEROES

Volume II. Number 1

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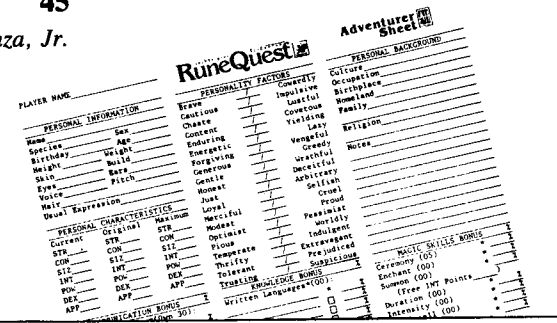
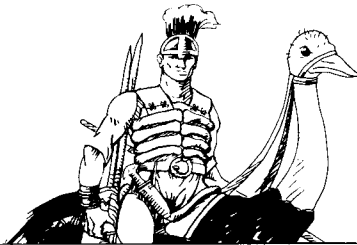
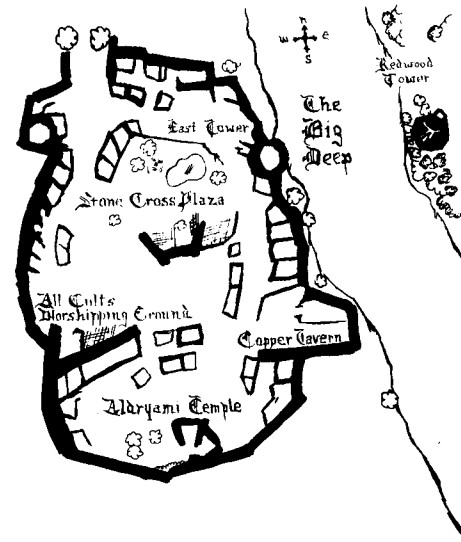
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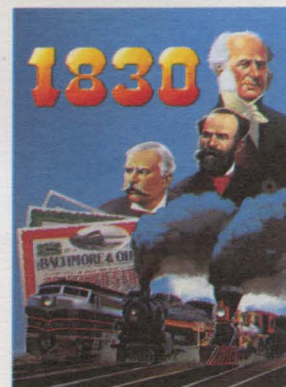
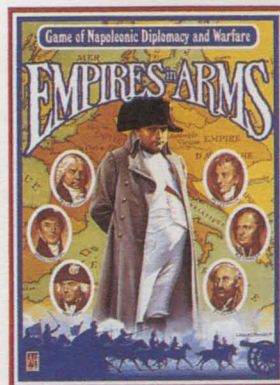
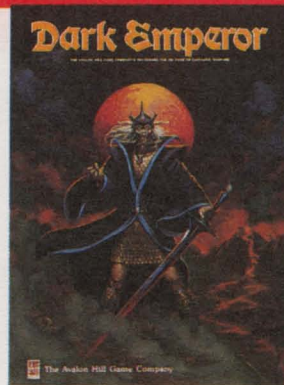


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From the private journal of Panlus "the coward" White of the Pavis temple to Chalana Arroy:

"Having secured these huge-shouldered bison men to act as guides on the trip to the Block, we set off first to the Souder River. Our journey was happily uneventful for the first two days, but we met another of these savage tribes once we reached the river.

"As we followed the trail down into the river valley, we sighted a forward man for a larger party of savages at the water. Certainly the bison of our guides were fearsome, but never have I seen such a bizarre and dangerous-looking creature as the one this stranger sat upon, except perhaps for the evil Demi-birds used by the arcane Dragonewts of the Pass.

"Upon this evil-looking bird sat a small but dangerous-looking man, holding a spear tufted with black feathers. His hair was hidden beneath his metal and leather cap, or else he was bald. Wide across the chest he was, with short and wiry arms that were covered to the elbow, though his legs were bare. He sat on a tiny saddle that had a brace of javelins mounted to the rear, and his other hand held an odd curved thing that our guides called a magic throwing stick. A fan of feathers extended from the back of his helmet, and his chest was covered with a curiass seemingly strung together out of rib bones. A copper bracer sat on his right arm. As he wheeled his bird and ran down the slope to warn his kin, I marvelled and worried at the speed that he negotiated the difficult descent. Certainly as we went down, we would have been at the mercy of those nimble bord riders as we clung precariously to the steep trail."

THE OSTRICH CLAN

Animal Nomad Tribe Of Prax

By Mike Dawson

I. Mythos And History

A. Before Time

Before the Godswar, the Earth and the Sky were lovers and the two of them were rulers of the world. Ernalda and Yelm had many children, and those children worshipped their parents for the glory that they displayed and the bounty that they gave to their children. Among these children were a nation of people who had been given the boon of kinship with one of the races of the sky. Before the Storm Age, the animals known as Ostriches were not the ungainly, flightless birds of today. They soared through the sky along with their brothers, the Eagle, Hawk and Condor. The Ostrich Clans rode with them, doing the bidding of their parents.

When the Godswar came, and Earth and Sky were torn from each other by Umath, the Ostrich Nation was sorely hurt. They rushed to aid their parents, not realizing that there was little they could do against the Father of Storms.

The battle was short, and the Ostrich Nation was completely defeated. Umath first waved his hands, and the missiles of the Clansmen were bent and hurled back. Umath blew out a great gust of wind, and the great pinions of the Ostriches were torn from them and they plummeted into the arms of their Mother, the Earth.

The love of the Earth kept the Nation from being killed by the fall. Unable to reach the sky, the Ostrich Clans were forced to live on the surface world alone. They suffered greatly during the Lesser and Greater Darknests, and lost much of their strength and

numbers. Continuing kinship with the Ostriches helped keep the people alive, and they learned something from their defeats.

When Ernalda saw the plight of her children, she gave them into the hands of Eiritha for safekeeping. When Waha was born, he also went among them to show how to live in a land hostile to life. Waha established his worship among the clans, but the ruling councils of the people still followed the ways of the sky, and so are a mix of Waha and Yelmalion cultists.

B. History

The Dawning was a time of great celebration for the clans, for they regained contact again with their father, Yelm. At the Dawning, the Praxian tribes were greatly reduced in size, so there was less competition for the area's limited resources. The pre-Dawning extinction of several Praxian animals also left holes in the ecosystem open to exploitation by the remaining tribes, including the Ostrich Clan. The resurgence of the Clan was helped by access to real Rune Magic via their Yelmatio and Yelm families. This power was great in contrast to the shamanistic magic that the other tribes were forced rely upon early in their history, and this earned the clans a reputation as magicians to be dealt with.

The calamitous events of the genesis and destruction of Gbaji/Nysalor had its effects on the Ostrich clans. Secret tribal histories mention clan heroes who visited the First Council to learn of the plans for the creation

of a Perfect Being, and it is thought that some may have taken part in the hatching of the Pseudo-Cosmic Egg. Whatever the truth, it is recorded in several Dragon Pass records that Ostrich mercenaries fought for the First Council after the birth of Nysalor. It seems that the appearance of Nysalor as "The White Light" appealed enough to the Clan's warriors to lure them from the plains.

Nysalor's destruction was felt by the tribe, since they lost many powerful warriors. The Ostrich Clans have hated the name of Arkat since that time, since those who survived the Gbaji Wars were not exposed to the cult, and had no experience with it.

Most of the Second Age was uneventful, marked only by the establishment of the "Two-Legs Alliance" with the Bolo Lizard clan. A history of dissimilar interests territorially and mostly common enemies prompted the Khans of both tribes to swear great oaths of friendship and trust together. This agreement has stood the two tribes in good stead throughout its existence, and has helped the two tribes to partially overcome their common problem of lack of manpower.

The Dragonkill War that ended the Second Age affected the Ostrich Clans gravely. Many of the tribe's Yelmalion warriors, and all of the Yelmists went off to join the True Golden Horde in its attempt to destroy the Draconic races. None of them returned, and the Clans lost forever their dynasty of Yelm worshippers so instrumental in maintaining clan power on the Plains of Prax. This tragedy led to the rise of Daka Fal worship in the

Ostrich Tribe, in an effort to recapture the magics of the tribal ancestors who were Yelmists. This effort has continued to this day, with no concrete success.

II. Position In Praxian Ecology And Economy

A. Food Source

Ostriches are famous for their appetites. Legends among other Praxian tribes say that the birds can live off the land as well as a troll. While it's true that ostriches are seen to eat things other animals will or can not, ostriches (unlike trolls) do not gain sustenance from sand, metal, rocks or wood chips. Lacking teeth, they rely on the grinding action of hard and gritty material in their craws to break down food, resulting in legends of ostriches that can eat swords or spearpoints, which the clans encourage to increase their prestige.

Ostriches are not fussy eaters, capable of living in fair health in areas where other herd animals would sicken. This is partly

due to the omnivorous appetite of the birds, as well as the broader range of plant material they will eat. This also means that they can stay in a smaller area for a longer time than many other herds without overbrowsing.

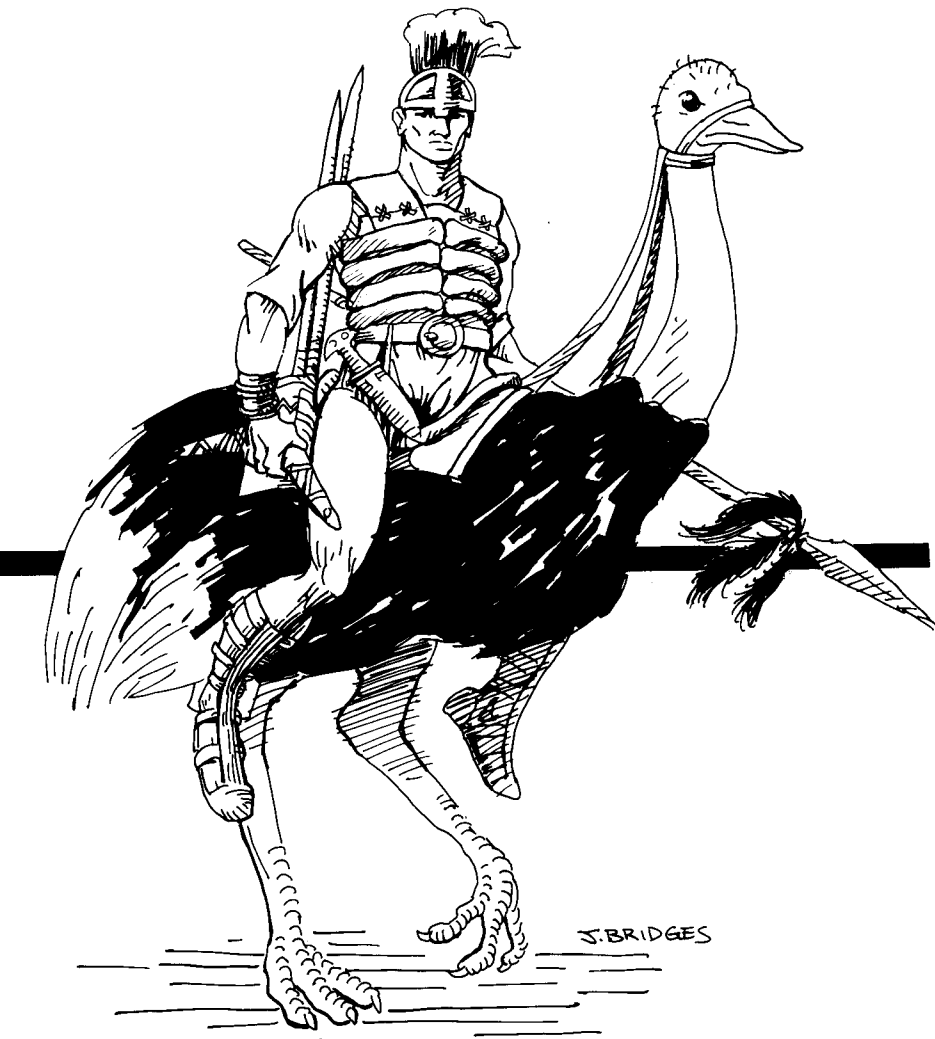
Anything that other Praxian herd animals will eat can be eaten by ostriches, though they prefer the seeds of the thornwood shrub. This is a source of nutrients that few other animals can get to, since they lack thin necks and pointed beaks. The roots, leaves, and flowers of the krajbur thistle is a mainstay of their diet, especially when the herds are in inhospitable territory. The burnoose vine, a parasitic creeper found on acacia trees, is another mainstay of their diet. An ancient tribal story tells of how the first clan was befriended by a spirit named Acacia Flower because the tribe's animals saved an acacia tree from strangulation by a burnoose vine. As they marry, clan brides wear a headband of burnoose vine, and carry a sprig of acacia leaves in memory of that spirit.

Ostriches also eat almost all small animals they can catch, including locust larvae, termites, small tortoises and newly-hatched rock lizards. Rubble runners are too tough and have too hard a hide for consumption. The unique omnivorous nature of the ostriches show that they were not originally creatures of the Earth, as other members of the Survival Covenant were.

The main food source of the clanspeople is, first, the fruits of their raids and hunting, followed by their herd animal. Clan warriors protect the herds, and use their Peaceful Cut skill to harvest what they need. Since wealth within the tribe is measured by the number of ostriches owned, there is great emphasis on raiding for food when gathering and hunting does not provide enough. Ostriches are killed only when raiding proves unrewarding or impossible, or for ritual reasons.

B. Habitat

Ostriches prefer ground with a high sand content; the best material for aiding their



digestion. During the nesting season of Storm Season, the herds are always found in rocky, sandy places. In other seasons, they can be found anywhere near water. While they derive most of their water needs from succulent plants, they prefer to drink from pools and streams. They dislike soggy ground, and avoid living in the River of Cradles valley.

Ostriches have a low tolerance for cold, and never go above the Tada line outside of Fire Season. Neither do they like steeply rolling hills, preferring to inhabit flatlands or areas with broken rock outcroppings known to have edible lizard life. Stands of acacia trees are also favored grazing areas.

C. Homelands

According to clan members, the area bounded by the River of Cradles to the east, Agape and Orani's Mistake to the west, the Rozgali Sea to the south and the central tip of the Head Acres around Hizkoz Mountains to the north is their homeland. The land there is well-suited to the palate of ostriches, since there is a large variety of graze. Some of the clan's oldest fireside songs speak of how the wounded mounts of the Ostrich Riders first fell to Prax near Hosar Mountain.

There is a holy shrine secreted somewhere on the mountain that is a site of pilgrimage for warriors wishing to speak with powerful ancestors or seeking a spirit slave. Only the bravest warriors and shamans know its location.

Since their homeland is a place of good graze for other tribes besides the Ostrich, the clan has often been forced to move. Their calendar is based on the time since the last invader pushed them out. For example, the year 1620 A.T. is called "the tenth year since the Red Sables took our Home." Then, the tribes were forced to leave after unsuccessfully opposing the Lunars at the Battle of Moonbroth. The military gains and allegiance of the Sables with the Lunars forced the Ostrich People to retreat to the west of the Pass. The most important goal of the tribe (after simply surviving) is to reclaim their homeland.

D. Importance

As one of the smallest of the independent tribes, the clans have little importance within the Praxian ecology and economy. Only their unique status as a group of nomads who contain some of the civilizing traits of the Sun pantheon make them at all

important to the economy. They lack the military power necessary to be an independent force. The alliance they struck with the Bird Lizard people is legendary in its solidity; no other alliance between different groups of animal riders have lasted as long as theirs. Perhaps the reason for this lies in the nature of the two tribes. Alone, both are weak independents that contain cultural elements foreign to the normal construction of animal nomad society. The Bird Lizard People are primarily hunters who worship Foundchild and Daka Fal, and do not guard the bird lizard herds. The Ostrich People contain a substantial minority of leaders who are Yelmlio worshippers, bringing a calming voice to their councils. The worshippers also encourage commerce, since there is a trade god associated with the Sun pantheon. The clans are also a source of mounted troops for the reinforcement of the Sun Dome's pikemen, and have almost always had close relations with that settlement.

The total population of the clans is 1,000, or roughly 10% of one of the five Animal Nations' population. The clan has about 3½ ostriches for each person.

III. Tribal Behavior

A. How To Make A Living

Among the Ostrich People, there is a saying: "Before you can see the Sun, you must know the Earth." Although they aspire to the archetype of the warrior-priest in golden armor, they know that the dual nature of their existence bequeaths a legacy of hard and dirty work. They are used to hardship, but their culture offers encouragement by detailing the rewards that come to the deserving.

The primary job of all clanspeople is to protect the herds; a job performed in the way defined by a person's station. While the division of labor is based on Waha's teaching, it is influenced by the Sun worshippers. The lowest-ranking male warriors are given watch posts at the furthest periphery of the herd or camp. Many lines of guards are posted, with higher-ranking warriors placed towards the center of the herd. The guards are guaranteed nothing but protection by the rest of the tribe, food, sleep and shelter from storm. Advancement and gain within the tribe is at the behest of the Khan, who disperses trade goods, ostriches, food and promotions. The tribal Khan ensures that no tribesman owns more ostriches than himself, and anyone who has more than the Khan must reward the leader with the excess.

Since the clan has a higher level of civilization than most other nomad tribes, there is a greater diversity of crafts found in it. With a few exceptions, crafts are exclusively the province of the women, such as potting, weaving, woodcarving, sewing, leatherwork and stoneshaping. Weaponmaking is considered a man's art, and performed by older warriors or the maimed who are not battle worthy. Goldsmithing is a priest and shaman's art, shrouded in the greatest mystery and rumor. A man dedicated to the

priesthood, or apprenticed to a cult shaman for Yelmlio is given basic schooling in goldsmithing. The tribe's knowledge of the art is not complete; no one may progress beyond 50% in the skill.

Wealth is displayed by copper and gold rings signifying the number of ostriches owned. Warriors wear these rings on their right wrist over a leather bracelet. Eligible women wear them around their left wrist, while married women wear them around their waist. Elders wear them around their neck and Khans wear them on a headband or on their helmets like a crown.

B. Organization

The basic size of a family camp is highly variable because of the society's unique nature. Attempts to break down the larger group will tend to oversimplify it, but the basic settlement can be described, keeping in mind that only average figures are used.

Leading the family in all matters of policy and warfare is the single dominant male with a high ranking among the Khan's chosen. He has power over several lower-ranking males who may be his clutch brothers. The standard attitude of lesser to superior is typically Yelmist.

Alongside the dominant warrior is the current wife or wives along with any unmarried clutch sisters whom the warrior-leader permitted to accompany them. Several female clutchmates of the leader may be present, but these are almost never his wives.

Mothers or fathers of adults too old to lead their own family are incorporated into the families of fellow clutch brothers or sisters, or occasionally with children for whom they acted as foster parents.

This settlement has three to six children, and if the women are raising a clutch, there is an average of three children in that. Three of these families with between 30 and 50 people make up an average camp, and they would have 100 to 200 ostriches. This is as large a group that can be supported in the open without a major water source. When forced into bad land, the tribe splits up into smaller groups. Where water is plentiful, the clans happily draw together into groups of 200 or more, leading to great celebrations and raiding plans.

Gatherings larger than 300 are rare due to security and food problems. For only the most dire of reasons, such meetings will often occur at the Paps, where there is plenty of grazing.

The clutch takes the place of the normal family structure. Clutch brothers and sisters are made responsible for each other, and are often raised to fight together. The time that true clutchmates have spent together in training give them an edge in combat, because they fight as a coordinated unit.

Also, a clutch is the name for a unit of three fighters. Although it is preferred that they be childhood clutchmates, this is not always so.

There are no standard unit sizes for the clans, beyond the fact they send about 30 men on a raid. They have a shorthand

method of talking about the size of their forces based upon three being the average size of the clutch. No matter what it's true size, a single clutch is called a "one". Two clutches are "two", and so on. The clans are proud of their training, and are fond of the saying, "In a fight, it is better to be one of a Ten than one of fifty." The clan's reliance on the basic triad unit is known to other tribes, who take it into account in their battle plans.

C. Government

The tradition of Sun worship among the people has profoundly moved the tribe away from the Praxian norm. The division between male and female – Waha and Eiritha – is still there, but modified by the original culture of Yelm and Yelmlio worship that has endured, against all odds, since the Dawning. Nowhere has the difference of the animal nomads and the Ostrich Tribe been more pronounced than in its system of rulership.

The Yelmist attitude toward rulership is very different from that of the Prax pantheon. The Imperial Yelmist theory of power is that the leader has a divine right to rule, and that right is the natural order of things, not to be questioned. The right to rule comes from a higher power that is beyond reproach.

In contrast, the nomad Khan rules because he has the blood of Khans in his veins, not necessarily a direct descendant of the previous Khan, and is a wise and capable plains survivor. He rules among brothers, and is correct in heeding their council. Also, the priestesses who are the spokeswomen for the Earth must be consulted. These two archetypes have many dissimilarities, but there is enough parallel in them that the Ostrich tribe has managed to combine the two into a unique system.

The ultimate ruler of the Ostrich tribe is known as the Sun Khan. There has never been a female ruler, nor one who was not a dual initiate of both Waha and Yelmlio (or Yelm, before all tribal Yelmists were killed). Sun Khans are Rune Lords of one of the cults either before or soon after their ascension, and are priests of one of the two religions.

The Sun Khan's word is law. All positions within the tribe, from that of the lowliest child to the highest-ranking warrior, are his to revoke at any time. The spoils of war taken in raids are his, though no Sun Khan has kept more than 30% of his gains from his chosen warriors in more than 300 years. The position of Sun Khan is always appointed by the previous Sun Khan and never decided by the councils or popular acclaim. The right to rule must be handed down from higher authority, and the highest authority in the tribe is the Khan himself. Thus it is the Khan's duty to pick his successor. In this way, the authority is passed from generation to generation.

Since ancestry is not traced through the male line, it is rare for a father to appoint a son to the Khan's seat. More often, an uncle

will appoint a nephew, or a clutch brother will appoint a clutch brother. The heir to power is announced by the Sun Khan so that all may know who has the right to succeed the current Khan, and the reverence that all should feel for the rights of the ruler should be enough to keep the succession smooth. But as usual, the transition of power has been difficult on several occasions.

One well-known incident was around 1450, when the heir now known as Black Esik betrayed his Khan to High Llama guards at a camp they were raiding. Black Esik ruled for three years before a captured Llama warrior told what had happened.

Whenever the chain of authority is broken, the lesser Khans must rule as regents until a warrior or priest Heroquests for a sign of favor from the gods. This comes up about once every 100 years, and brings a fresh vitality to the tribe and reaffirms the Sun Khan's right to rule.

Below the Sun Khan, the males are ruled by three lesser Khans, called the Light, Ostrich and Spirit Khans. These are also the ranking members of the three major religions found in the tribe – Yelmatio, Waha, and Daka Fal, respectively – although the rest of each clan need not follow that religion. Eiritha worship is assumed for everyone, but has no influence in the governing of the tribe.

The Light clan is traditionally the clan of the Sun Khan, and so has the greatest prestige. It is the richest of the three and contains most of the priests and shamans who know the secrets of goldsmithing. Almost all members of this clan are Yelmations first, and Waha worshippers second. They are the elite warriors of the tribe, usually occupying the majority of the positions of authority. Membership in the clan is symbolized by wearing the sun disk on a metal chain around the neck.

At the bottom of the hierarchy are lower-ranking males who are left with the less glamorous day-to-day tasks. These are the warriors and herd tenders who have found their vocation closer to the earth than the members of the Light Clan. Their life contains less glory, but is also less risky and contains fewer restrictions on behavior than the "purer" Yelmation warriors. These are the tribesmen who are most likely to be met by outsiders coming into Ostrich territory, for they guard the outer perimeter of the herds.

The Ostrich Khan oversees the safety of the herds and is often the designated successor to the Sun Khan. He also is chief representative to the Eiritha priestesses for the men. There are more Yelmations in the Light Clan who are also Waha initiates than there are Wahas in the Ostrich Clan who are also Yelmatio initiates. Membership in this clan is shown by ornamenting the base of the warrior's spearheads with a tuft of black ostrich feathers.

The Spirit Clan is the smallest of the three, and the most difficult to get into. The Spirit Khan is always one of the tribe's highest-ranking priests or shamans, and he trains worthy tribesmen in magic. He decides who gets magical training, and picks out young

men for the priesthood or shamanic apprenticeships. Some children are raised in this clan because they are known to have powerful ancestors who could aid the tribe if the child knew how to deal with them. Since direct access to the tribe's Yelm-worshipping ancestors has been lost, one of the main goals of the teachers in the Spirit Clan is to trace genealogies back to these men so their magics can again benefit the tribe.

Members of this clan defend the tribe from evil spirits and foreign magics, as well as continuing its rituals and traditions. Membership is shown with a pair of ostrich skin medicine bags, one around the neck and a larger one on the right side of the belt.

Membership in one of these clans confers status but not rank. There are members of the Ostrich Clan who can command members of the Light Clan, just as there are very high-ranking members of the tribe from the Spirit Clan. The clans serve to define the individual's role, but only the Sun Khan can decide his rank.

Clan membership is not permanent, also. The most common transfer from one clan to another comes when a designated Ostrich Khan succeeds a deceased Sun Khan. Tradition usually demands that the new ruler be adopted into the Light Clan. Otherwise, a transfer must be approved by the Sun Khan and the two khans involved.

Unlike other animal nomad tribes, the Ostrich Tribe allows women very little direct power. Being the wife of the Sun Khan bestows status, but not temporal power. While the opinions of the Eiritha women carry a good deal of weight, the priestesses must achieve their goals through subtle means that do not confront the men. For this reason, there are no members of the Babeester Gor cult in the Ostrich Tribe. The manners of the Avenging Daughter of Earth are too wild for the sensibilities of the men, and any who join her cult are exiled.

There is one other outlet for the politically disenfranchised. While it is dominated by women, it is not exclusive to them. It is the secret society and mystery cult based upon the teachings and worship of Nysalor.

Cult tales tell of a warrior Warit Whitebrow, who left the tribe to fight for the new prophet Osentalka during the First Age. In his duty, he travelled to Peloria, and he is said to have gained Illumination after riddling with some of Nysalor's missionaries. He was wounded in the fighting to spread the word of Nysalor, and decided to return home to spread his knowledge among his people. Knowing the fear that he would be met with if he began his task openly, Warit worked slowly and with great care, hiding his riddles inside the stories that he told of his foreign travels. He also attempted to combine the teachings of the Perfect One with the plains wisdom of his people, so that the weak might be warned away from the deadly temptations inherent in the deceptive, Gbaji side of the god. He succeeded fairly well, for fewer than one in 200 illuminants from the Whitebrow society are snared by the temptations of Gbaji.

As a warrior, Whitebrow felt that men

were the most useful targets for illumination. His last wife also became an initiate of the secret knowledge, and when Whitebrow died, she was the main force in keeping the worship and knowledge of the Riddler alive in the tribe. Working from inside the Eiritha cult, she expanded the society's membership among the women until the cult had members in all facets of Ostrich society. There they exert their influence by deciding which children will join what clutch, and who will raise them. They attempt to shape the thoughts of those likely to rise to power, planting the seeds for future harvesting.

Society members help each other out of trouble and curry favor from the Sun Khan. The Whitebrow society has had members reach the Sun Khan throne, and probably will again, but they do not consider that their goal. It is believed dangerous to have an Illuminant on the throne, increasing the chance of discovery by someone outside the tribe. The Whitebrow society prefers working behind the scenes.

The number of members in the Whitebrow society varies from generation to generation, averaging about 15% of the tribe. They have a specialized secret language that is a very degenerate form of Old Pelorian, strongly influenced by Old Pavic and Praxian.

D. Camp Nature And Organization

Ostrich tribal camps are noted for their sprawling nature. The people do not like their huts crowded together, so even a small camp is spread over a large area, with at least 10 meters between huts. They will even forgo suitable areas that would force them together.

All camps are organized in concentric rings whose focus is the hut of the highest-ranking male. Tradition demands that a camp be laid out in a pre-set pattern, with the highest-ranking members of the three clans, the highest-ranking priest, and the three ranking representatives of the Eiritha women sharing the inner circle of the camp. The inner circle defines the line that followers of their representative must set up their hut upon, much like the spokes of a wheel. A camp made up primarily of one clan will look more like a line than a circle.

In a camp without a full complement of priests, khans, or Eiritha women, the lesser-ranking followers of the inner circle may take their place. The same is true for the central hut position. In a full tribal gathering, the center hut would be occupied by the Sun Khan, the northeast inner hut by the most powerful priest, the north inner hut for the greatest warrior, the northwest hut for the Ostrich Khan, the western hut for the Spirit Khan, and the southwest, southern and southeast huts for the ranking married Eiritha priestess, the Eiritha High Priestess, and the ranking unmarried Eiritha priestess.

In a small camp, there may not even be a complete circle of huts. The central hut would belong to the eldest warrior, the other males taking their places in the circle according to which clan they belong to, and the settlement's Eiritha women taking the place

of the priestesses. If the camp happened to have priests, they would take the northeast huts and let ranking members of the clans stand in for clan positions.

Unmarried men always live on the northern side of the camp and are not welcome south of the inner circle. Married men live in the hut of their wife or wives, and women who are sharing a husband are allowed to group their huts together regardless of their ranking within the Eiritha cult. It is very rare for a woman to share a husband's hut with others, though a warrior often keeps female slaves in his quarters. A man's hut is smaller than a woman's, since he spends less time in it and is usually alone. Occasionally, clutch brothers share a hut, but the people prefer to live alone, especially the men.

An average tribal camp has between 30 and 50 people, of which 20% are warriors. There is also one to four runemasters, depending upon which clan is present and the rank of the camp as a whole. If the majority are low-ranking members of the Ostrich Clan, there may be one priest or lord, possibly a shaman. If the camp is the residence of the Sun Khan, then more than a half-dozen runemasters are present, and the best the tribe has. Roughly four percent of the tribe's population is of rune status at any time.

The other three-quarters of the population breaks down as follows: 20% are adult women who are Eiritha initiates; 40% are children of all ages not initiated into adulthood; and 10% are tribal elders too valuable to go into combat. Older priests and shamans are often members of this group, as are most of the best craft workers.

Such a small, widely-spaced camp may seem easy prey for raiders, especially considering that the women are not encouraged to learn fighting skills. But the tribe does have a few special abilities and tactics.

First, ostriches have a habit of hooting loudly when disturbed. This can be very annoying to raiders approaching the camp by stealth. Ostriches are very quiet at night unless disturbed, so noises from the herd is a guarantee that something is wrong.

When the herd is resting, ostriches scratch a hollow on the ground and fold up into it. This makes them poor targets for missile fire. And, unless the raiders know of the location of the herd before dark, it becomes very hard to find them.

Second, the tribe's use of its strange Yelmalion magics is well-known, but not its exact capabilities.

Third, unless drought or poor forage have forced groups apart, Ostrich camps are constructed within five kilometers of each other. The range is close enough so that a disturbance among the birds of one camp can be heard by the outriders at another camp. The "boo" hooting sound ostriches make is very loud, and can bring reinforcements from another camp in a short time.

When the herds of several tribes combine over good foraging, most of the time the camps do not follow suit. Unless there is business that the people from several camps

are involved in, it is like that they will spread themselves throughout the herd. This tactic is foreign to the other tribes who prefer a more central arrangement. Perhaps this is because none of the other animals herded by Praxians have a voice as useful for an alarm as the ostrich.

Tribal huts are made of leather and require only a few pieces of wood to construct. A hut is one of the things that a male child must make for himself before he is initiated into a tribal cult. Since no child may own an ostrich except for riding, it is necessary for the young man to capture an animal in raids. Bison, horse or zebra hides are preferred materials. Rhino hide is most durable, but considered too heavy. Most huts are made of at least two animal hides, but sometimes three are used.

Only the top and upper half of the hut is made of hides. The bottom meter is dug into the ground and lined with hides and woven rugs. If the camp is in an area with poor drainage, the hole is lined with rocks. Since the work of digging and lining the hole is often delegated to children, two tribal nicknames for children or immature people are "rocker" and "digger."

Wood is used only in the support ring that keeps the canopy of the hut circular. It is traditional to use bound-up ostrich leg bones for the center pole, and such bones are usually an honor gift from the Khan to the young men when they return from their first successful raid.

Part of the courtship price for the hand of a woman who has not been married before is a hut of her own. This tradition symbolizes the perfection of the Golden Age when the Dome of the Sky covered the Earth. It also provides the last requirement for a tribeswoman to enter adult society. Before her first marriage, any woman whose clutch has broken up must live in a communal hut with the other unmarried women.

E. Migratory Patterns

The two major influences on ostrich migration are the cold of Dark Season and the egg-laying during Storm Season. Ostriches do not do well in cold weather, so they migrate to the south during the coldest part of the year. The tribe will often congregate along the Defender's shore then, and the warriors will do a great deal of raiding against the small fishing villages found at the base of the cliffs. This is also the mating season for the birds, and many children are conceived at this time as well.

When the cold of the Dark Season abates, the ostriches seek shelter from the tremendous winds and storms of Storm Season. They also look for good sandy nesting grounds. In their homelands, ostriches seek the hills in the southern tip of the Eiritha Hills around Hosar Mountain. If the area is occupied by another, stronger tribe, then the ostriches are herded west to the Agape or Biggle Stone. The rocks and hills there provide shelter from the storm and the rocky soil provides good drainage for nests and huts.

The entire tribe camps together for the

latter half of Storm Season and the Sacred Time. The tribe is at its unfriendliest because it's most vulnerable to raiding. Once the eggs are laid, the tribe is no longer mobile. The warriors stop raiding to keep enemy reprisals down and to devote their full time to protecting the birds.

The Sacred Time ceremonies are followed by the hatching of the chicks during the first few weeks of the New Year. This is a time of great celebration, and proof of the renewal promised by the rituals of Sacred Time. As soon as the chicks are ready to travel, the herds move on to cooler northern lands, hoping to cross the Long Dry before the Fire Season begins. If the tribe is caught south of Dwarf Knoll at the beginning of Fire Season, it tries instead to remain near the Paps or head west to the hills around Hender's Ruins, northwest to the Good Place, or southeast along the Eiritha Hills toward the River of Cradles. All of these migrations can be stopped by reports of other tribes too strong to defeat occupying those areas.

During the years that the Sable Nation dominated Prax with the help of the Lunars, many tribes were forced out of their normal migratory patterns, including the Ostrich Tribe. The Good Place and the River of Cradles was dominated by the Sables, so the homelands and summering areas were taken from them. The tribe was forced to get by in the inhospitable area known as Orani's Mistake, with occasional forays into Sounder's River, the Marsh, or up to the Sacred Ground. For several years, the seat of power was on a peninsula jutting from the Defender's Shore known as Morn's Graze.

When not pressured by other tribes, the people usually travel very little during Earth Season. This is when most of the women come to term, and many births occur during the fourth through sixth weeks of this season. The warriors hunt and raid in celebration, and prepare for the move into Dark Season, completing the migration cycle.

IV. Tribal Culture

A. Customs

The traditions that surround life in the Ostrich Tribe begin even before a child is born. When it's certain that a man's wife is pregnant, he customarily rewards her with a herd animal, or its equivalent in trade goods. The woman uses this to supply herself with the better food and clothing needed to get through the pregnancy. Since she switches to less strenuous work, the gifts are used to thank the people who take up the burden.

Tradition demands that the father of the child spend the last month of his wife's term exclusively with her, helping to prepare for the birth and handling the housework. The husband's presence is also required during the first month of the child's life, when he is not allowed to go on long raids or leave camp without permission of the ranking Eiritha woman. After the first month, he is free to come and go, but a father who does not try to involve his clutchmates and

friends in seeing to the welfare of his children is not considered to be a good example for the tribe.

Young children are considered to be especially sacred; the younger they are the more so. Since the Sun pantheon believes in reincarnation, there is much speculation about who a child was in past lives. Tribal superstition teaches that the behavior of a newborn baby reveals the habits and skills of past lives, so everyone is curious to get a look at the new arrival. Bone rattles carved with images of tribal life are common birth gifts, because it is thought that information about previous lives can be gained by discovering which rattle the child prefers.

Foster parenting is common, and an elaborate system of god-parenting exists. It's an honor and a blessing to be asked to be a god parent, and few would turn down such a request. It is considered overreaching to ask someone of much greater rank to be a god parent unless they make it known that it is all right. It is thought wise to choose god parents for heart rather than station, because it's believed that a friend with little can provide for several, while a superior with much is often stingy. A tribal saying tells that "A poor friend has wealth to spare for his fosters."

Boys and girls are trained by their clutch mothers until they are about eight winters old. They learn the basic skills that Eiritha teaches all Praxians, and also begin riding training. From their sixth to their eighth birthdays they are watched closely by the elders to determine their aptitudes. Boys who imitate the warriors are marked for early fighter training, while those who seem unafraid of their elder's ghost stories are considered for shamanic apprenticeships or the priesthood.

The responsibility of raising the children belong to the women. Foster mothers are often assigned by one of the tribe's Eiritha priestesses, usually based upon the priestess's understanding of the foster mother's ability. Some women are considered better at dealing with newborns, while another may be exceptional with older children. Some women raise a single group of children from birth to adulthood, while others continually deal with a single age group.

Because of this, a child's bonding is directed towards his clutchmates rather than a mother figure. Coupled with multiple father figures, clan children grow up with an intense pride towards the tribe, more so than most nomads. The children regard the entire tribe as their family in a very real sense.

During Sacred Time after their eighth winter, the boys and girls are separated for individual training for the first time. The boys must pass tests that determine to a great extent which clan they will go to, and the girls are instructed in the first of the secrets to become initiates of Eiritha. In ceremonies, they are given their first riding ostrich and taught a spell by a spirit appropriate to the cult for which they are training. Boys intended for Waha learn a point of Mobility,

while those going to Yelmlio meet a spirit that teaches Speedart. Those encouraged to specialize in ancestor worship, or who are likely to become a shaman's apprentice learn a point of Spirit Screen. The girls learn a point of Healing.

After this ceremony, the children's roles change. They no longer dig hut-holes and perform other chores. The girls aid the women, helping with the sick and injured, tending the ostrich chicks, gathering food and water, and learning crafts. The boys act as lookouts under an elder's supervision, and learn to hunt and track small game. They also carry messages from the perimeter of the herd to the camp. The symbol of this transition is a flint or stone dagger for the boys and a stone handaxe for the girls.

The next major ceremony occurs at age 15. Once again, it takes place during the Sacred Time, and it marks the end of adolescence and the beginning of adulthood. All of the boys who have not disgraced themselves are initiated into Waha, except for those who choose the path of the pure warrior and wait for initiation into Yelmlio. This doesn't happen often, and certain omens must be present before a boy is allowed to do so. The boys who have shown exceptional magic talent are often exempted from Waha initiation for formal training under the tribe's Daka Fal priests or the other shamans.

The girls are initiated into Eiritha during this year. The closed and insular nature of the Ostrich tribe demands that anyone who does not take one of these paths be exiled. There is no room for non-conformists.

Yelmlio initiation is the next ceremony likely to occur in the life of a tribesman. Women are not allowed to join. Boys showing exceptional skill and valor in their youth is considered for membership, and, if they meet the other requirements, may be initiated into the cult on the Yelmlio High Holy Day one year after entering adulthood. A young man who chooses not to be initiated into Waha with the others of his age may become a Waha initiate at any time by petitioning the Yelmlio priest. He is initiated into Waha immediately. However, this automatically delays his chance to be initiated into Yelmlio for another year. Boys choosing to be initiated into Waha with their peers and later attempt to join Yelmlio face no such wait. They may attempt to become initiates in Yelmlio on the High Holy Day one year later, just as would someone who chooses to be a pure Yelmlio. The extra penalty is assigned only to those who change their minds.

Outsiders find the tribe to full of casual polygamy reminiscent of more primitive groups, but also full of the poignant respect that Yelmlios have for the personification of the Earth Goddess. The roots of this supposed contradiction was imbedded during the Godtime. The defeat of the forces of Light by Air hurt all of those who fought on the losing side. Yelm was torn from Eralda as Umath ripped the bowl of the Sky from the Earth. The spirits of the air took as they pleased in the Storm Age, and the mortal followers of the gods and spirits must live

within the rules created by those symbolic battles so long ago.

So it is that the Ostrich riders have a very loose family organization. The clan leadership is highly patriarchal, but since the loss of the last Yelmists, all descent has been traced through the mother's line. Strong kinship bonds do not grow between father and son, but between brother and brother. Almost as a compromise, the duties of fathering have been spread among all men of the tribe.

Marriage is never permanent, and a divorce is possible at any time by informing one's priest. It's possible to claim another's wife as a prize from ritual combat, and harems are not rare for successful warriors. It is not unknown for a woman to propose to a man.

Marriages are not exploitative. With divorce so easy to get, few hesitate to use it. While the marriage lasts, it is the religious duty of both partners to recreate the joy and peace that filled the world when Yelm and Eralda were united. This doesn't always happen, but it hoped for.

Adults follow several customs in daily life. No Ostrich Rider may ride any other animal. No one may have more personal possessions than can be loaded onto his or her own ostrich without overloading it. Women are not allowed to own or ride bull ostriches, or wear plumage from a bull. Though men may ride on female ostriches and wear their plumage, it is considered a mark of low status to do so.

Once per season, all warriors owe their immediate superior one herd animal or its equivalent in trade goods. This tradition is a way of supplying the "first choice" customs for superiors in the Sun pantheon.

Lying is regarded with great contempt. From childhood, members are taught that the penalty for concealing a wrong or misdeed is much worse than the punishment for the deed itself. Those found to have lied three times to the tribe about something of importance is exiled.

Cowardice is also a great evil. A warrior who flees his comrades in battle must come before the Sun Khan and explain his actions. If it is not accepted, the warrior is stripped of his initiate status and forced to live as an adolescent until he can prove his courage. Many choose exile instead.

B. Level Of Culture

1. Manufactured Goods

The tribes are limited in this area due to its nomadic way of life and the raw material available to them. Aside from goldsmithing, Ostrich craftsmen are similar to any other clan. They are well-versed in using leather, plants, bone, sinew, stone and feathers. Training in other skills such as potting or metalwork is extremely rare. Metal goods, therefore, are highly esteemed and preferred to the flint, stone, and bone weapons the tribe produces.

Wood is precious, valuable and also rare. It is preferred to ostrich ribs for the hoop of a tent, since ribs are less durable and more difficult to build up into the hoop.

2. Trade

Salt is the one necessity the tribes cannot get without trade, but there are several other things that they value highly but cannot produce: metal goods, wood, fabric and jewelry. Bronze spear points, shortswords and daggers are considered standard equipment among accomplished warriors. Metal bound helmets are also traded for, but the nature of Clan-style warfare is such that metal armor is not favored.

To get these goods, the clans offer Issaries and Lorkanos merchants fine ostrich leather goods and hides, feathers, and empty eggs worked into containers and goblets. Money and goods are also earned by more adventuresome or desperate tribesmen by hiring out as mercenary guides or skirmishers. The sacred goldwork is never willingly traded, and possessions of such jewelry by outsiders is grounds for a fight.

3. Art

The original artistic tradition of the Ostrich Nation was destroyed during the Godtime. Praxian traditions have almost completely supplanted the older Yelmist art styles, since the light pantheon's traditions have little to do with expressing the joys and hardships experienced in the life of an ordinary tribesperson.

Ostrich clanspeople are wonderful, energetic dancers who use their dances to explore and express the positive emotions encouraged by tribal custom. Joy, love, anger, hatred, and revenge all have their expression in dances that may be performed in a structured or impromptu manner. These dances are usually accompanied by appropriate vocalizations, but the clans are not known for actually singing; shouts, moans, coos and whoops are more common.

Other artistic expression is usually of a personal or religious nature, with a minimalist look. No tradition or symbolic representation of Clan history exists, since this role has been filled by epic dances using involved gesture symbols. But the secret Whitebrow society has a complex and unique hide-painting technique used to record the secret lore and history of the group. No outsider to the society is ever allowed to see such a ritually important artifact, which will usually have protective spirits bound into it.

C. Likes And Dislikes

Historically the Ostrich clans have been on good relations with the Bird Lizard clan, the Sun Dome Temple, and Lorkanos merchants who brave the dangers of Prax. Any Yelm worshipper who happens to visit the clans would be idolized by everyone. Issaries merchants are tolerated so long as they keep their religion to themselves.

The clans play little part in the persecution of the Pol Joni that most other animal nomad tribes engage in. The sun worshippers have no problem with the horse's nature as a creature of light rather than earth. On several occasions, the Pol Joni have formed alliances with the Ostrich Khans.

Strangers are more welcome here than with other animal nomads. The Ostrich People are less xenophobic than other tribes, but have strong preconceptions about certain types of people.

Orlanthi are considered irresponsible and untrustworthy, and the excesses of the typical Storm Bull worshipper is not tolerated for long. Followers of the Bull must behave themselves as a guest. Inside the Clans, Yelmatio warriors take the role of chaos fighters.

Trolls are greatly feared and hated, and Darkness worshippers in general are very unwelcome, as would be the rare visitor who worships Eurmial or Umath. There is traditional enmity between the tribe and Gagarth, the Wild Hunter, and all of his followers. These attitudes predate the Dawning.

The Ostrich People blame the Sable Nation for their current hardships, and there is little love lost between the two tribes, though the Ostrich Clans are aware that they cannot do anything about it given the political and military situation.

D. Fighting Tactics

The Ostrich Clans are first and foremost skirmishers. They are only lightly-armed and armored, and aware of the advantage that other tribes have in melee combat. A single bison outweighs seven bull ostriches, and this is a significant problem close in.

So the tribe idolizes the accurate missile user and magician. Common tactics involve using their war boomerangs, javelins and magic to wear down the mounts of their enemies until they are dismounted, and then close with spears and shortswords.

Ostrich raiders also like to use terrain to its best advantage, since their two-footed beasts find purchase easier on rocky or raised ground than heavier four-footed and hooved animals. Ostriches can also outmaneuver heavier and larger beasts.

If the clans are pinned down or in a defensive battle, they will use the magic that earned them a fearsome reputation among other supersititious and uncomprehending tribes unfamiliar with the powers of Yelmation priests and lords acting in unison. Favorite tactics include sending dazzling walls of light to confuse and disrupt enemy ranks, and bolts of yellow light into the ranks of leaders.

E. Preferred Magic

An individual from the Ostrich Tribe has magic similar to that favored by the cult(s) he or she belongs to. Noted exceptions are that many Waha worshippers have healing spells, regardless of the 2+ cost.

Light spells are favored, and almost every warrior has a point or two of Binding. The average rider has more spells than the average animal nomad. The following list summarizes the magic available according to the clan the person belongs to:

Spirit Clan

Demoralize
Countermagic II

Dispel Magic I
Heal II
Ignite
Visibility or Spirit Screen II

Ostrich Clan

Binding II
Disruption
Heal I
Multimissile II

Light Clan

Coordination II
Firearrow
Heal II
Ignite
Speedart
1d3-1 points of Yelmatio Divine Magic

Eiritha Initiate

Binding II
Heal III
Ignite
Protection II
Xenohealing I

To determine the god or spirit a person follows, roll on the following chart. Some numbers fall into the ranges of two religions (example: a roll of 60-65 means that the person belongs to Waha and Yelmatio). Note that if a person follows Nysalor, roll again to determine the "cover" cult the initiate belongs to:

Adult Male: 01-65 Waha; 60-82 Yelmatio; 83-94 Daka Fal (ancestors); 95-99 Foundchild and other spirits; 00 Nysalor.

Adult Female: 01-89 Eiritha; 87-92 Daka Fal (ancestors); 93 Yelorna; 94-97 Foundchild and other spirits; 98-00 Nysalor.

F. Special Spirits

Clan shamen have ancient and solid relationships with many of the spell spirits that can teach the tribe's favored spells. In general, the shamen are very good at dealing with the spirits of Earth, Light, Fire, and birds. Mahome is highly revered. Powerful spirit seekers sometimes gain control of Oakfeds and their awesome fire powers. This has been less popular since the Lunars defeated so many Oakfeds and killed several shamen at the Battle of Moonbroth.

The Bent One: this spirit was the war spirit given to the ancient Ostrich Nation by unknown gods of Light. In the battle against Umath, this spirit had all of its sharp edges broken off by the Primal Aer, and the violence of the storm twisted and warped its basic nature. This created something new. The spirit is now an intellect spirit that teaches clan craftsmen how to make the boomerangs that are unique to this tribe. An occasional Heroquester has gained personal use of spirit magics that allow war boomerangs to return even after they have hit. However, no Clansman currently possesses such a spell.

G. Reaction To Heretics

Perhaps due to the tensions and conflicts they dealt with before achieving the compromise between the followers of Waha and

Yelmatio, the clans are particularly inflexible in dealing with heretical members. Women are exiled if they do not recant, and men are beaten before given that chance. If they still refuse, they are beaten again, exiled, and their name is forbidden to be mentioned.

V. Miscellaenous

Statistics For Ostrich Clansmen

Hundreds of years of inbreeding and hardship have dramatically affected the racial stock of the Ostrich Tribes. They are a small race, but more nimble than the average man. Use these die ranges when creating a pure-blooded Ostrich Rider: STR 2d6+1d4, CON 3d6, SIZ 1d4+7, INT 2d6+6, POW 3d6, DEX 2d6+6, APP 3d6.

Cultural Professions And Skills

To create an ordinary member of the Ostrich Clans, follow the game's rules. For a more accurate character, alter the Occupation Table in place of the standard nomad tables.

ASSISTANT SHAMAN: replace Fist Attack with Kick Attack $\times 1$; replace 1H Weapon Attack with Boomerang Attack $\times 2$; replace Shield Parry with Dodge $\times 1$; add Dance $\times 2$ or Play Instrument $\times 2$; add Speak Praxian $\times 3$ and Speak Spirit Speech $\times 3$; and add 1d4 points of Spirit Magic on acceptance.

CRAFTER: replace Fist Attack with Kick Attack $\times 1$; replace Shield Parry with Dodge $\times 1$; add Dance $\times 1$ or Play Instrument $\times 1$; add 1d3 points of Spirit Magic and 1 point every five years.

HERDER: increase Jump to Jump $\times 2$; replace Fist Attack with Kick Attack $\times 1$; replace Shield Parry with Dodge $\times 2$; add Dance $\times 1$; add Boomerang $\times 1$; add 1d3 points of Spirit Magic and 1 point every five years.

HUNTER: replace Fist Attack with Kick Attack $\times 1$; replace Shield Parry with Dodge $\times 2$; add Dance $\times 1$; add Boomerang $\times 1$; add 1d3 points of Spirit Magic and 1 point every five years.

NOBLE: replace Fist Attack with Kick Attack $\times 1$; change Missile Attack to $\times 3$ and 1H Weapon Attack to $\times 2$; replace Shield Parry with Dodge $\times 3$; add Dance $\times 2$; add Boomerang $\times 1$; add 1d3 points of Spirit Magic and 1 point every five years.

SHAMAN: replace Sing with Dance $\times 2$; replace Fist Attack with Kick Attack $\times 1$; replace 1H Weapon with Missile Weapon $\times 1$; replace Shield Parry with Dodge $\times 1$.

WARRIOR: replace Fist Attack with Kick Attack $\times 1$; add Dance $\times 1$; add Secondary Missile Weapon $\times 2$; replace Shield Parry with Dodge $\times 3$; add 1d3 points of Spirit Magic and 1 point every five years.

Ostrich Clan Cultural Weapons

Attack Only: boomerang 25%; war boomerang 25%; javelin 20%.

Attack and Parry: dagger (used overhanded only) 15%; short spear 20%; short sword 10%; dodge 15%.



Journey To Falderbash

A RuneQuest Adventure

By Bill Williamson

INTRODUCTION

"Journey to Falderbash" is a scenario written for *RuneQuest*. It begins in the village of Goodhaven with the Encounters section.

Complexity is not an easy thing to determine with *RuneQuest*, as there are no "levels", or other method of tracking player experience. Roughly, it is a scenario for beginners, but does demand some knowledge of Gloranthan facts that average players would know—for example, trolls, elves and dwarves are not friends, chaos and Zorak Zoran war parties mean trouble, etc. Referees should read through "Journey" carefully and make necessary changes to ensure balance in situations where fighting may occur.

Concerning the fitting of this scenario into a campaign, it is left up to the referee to change the names of cities or work in the terrain. Continuity is important and what, I think, makes *RuneQuest* work so well.

As with most adventures, much of the material in "Journey" can still be used after the scenario is over. New personalities (friend or foe) always add flavor to a campaign, and Goodhaven swells with possibilities due to its unusual populace.

GOODHAVEN

Goodhaven is a strange city where all races are welcome to come and live in peace. There are currently 120 citizens in the town and the population breaks down in this way: Humans 40%, Centaurs 20%, Duck People 15%, Baboons 15%, Others 10%.

Other, more exotic races are represented in the city, and elven parties occasionally pass through and do business.

The city has an unspoken law of racial neutrality, and the citizens will band into a temporary militia to enforce it. Locals will not tolerate fugitive criminals who think the place is a haven, and will help authorities from other lands capture crooks if need be. Goodhaven does, however, serve as a sanctuary for renegade slaves.

Socially speaking, Goodhaven is a powderkeg. Currently, there are no signs of hostility between the races, and interracial friendships are accepted as normal. Still, the situation may be too idealistic to last.

Encounter in Goodhaven

The players will have a random encounter in Goodhaven determined by a roll on 1D4.

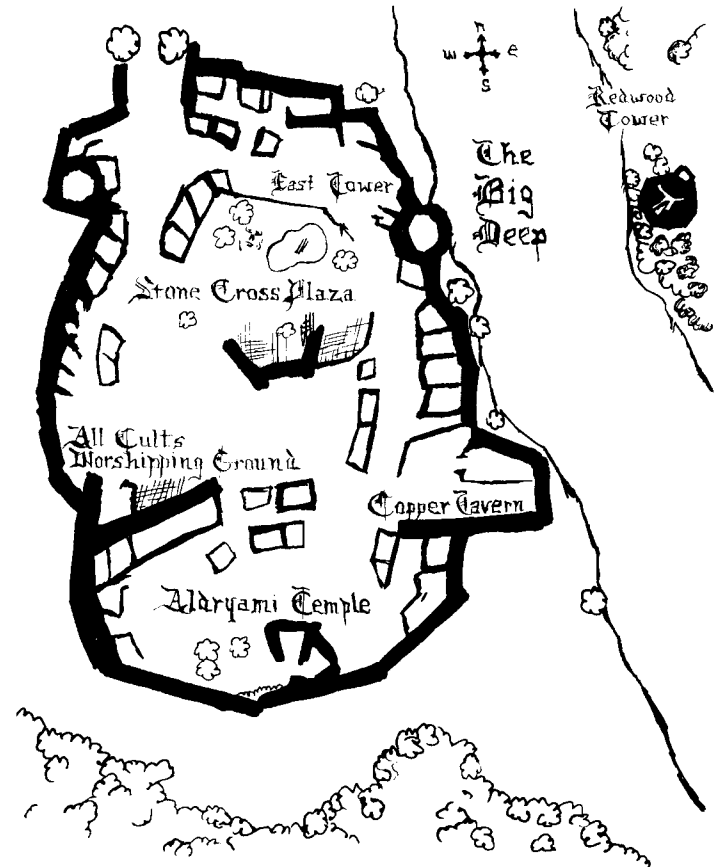
D4	Encounter
1	Talbert
2	Jeb Iklah
3	Calibus One-Eye
4	Perrin

The players will encounter the boy named Jughead when they enter the city, unless it is night time, in which case he will be encountered the following morning.

If Perrin is not rolled on this chart, he will be encountered automatically wherever the players spend their time in Goodhaven. The scenario then begins with the section titled "AN OFFER".

Jughead

Jughead is a likable town kid who will willingly escort any stranger around town. He is helpful and knowledgeable, and appreciates exotic stories more than cash (though any kid would appreciate a few pennies) in return for his services. He will leave



if treated rudely or if the group enters a prohibited place (bar, etc.). Jughead will "adopt" whoever has the lowest APP.

Talbert

Talbert is the leader of a small band of adventurers. He hopes to one day be able to finance a castle with his friends and operate a large group of mercenaries. He knows (or thinks he knows) the limitations of his band and chooses their expeditions carefully. He likes to gamble and will be familiar with local mythos and treasures no matter where he is. He fears the Lunar Empire and will often take jobs opposing them or will (rarely, though) act against them independently and with no hope for personal profit. Otherwise, Talbert wishes to remain neutral among conflicting tribes, cults, races, etc. Of course, this can be overridden if there is a big gain involved.

TALBERT: human adventurer			
STR	13	MOV	4
CON	15	HIT POINTS	13
SIZ	10	FATIGUE	28
INT	13	MAGIC POINTS	9
POW	9	DEX SR	3
DEX	11		
APP	10		

location	melee	missile	points
R LEG	01-04	01-03	3/3
L LEG	05-08	04-06	3/3
ABDOMEN	09-11	07-10	7/5
CHEST	12	11-15	7/6
R ARM	13-15	16-17	3/4
L ARM	16-18	18-19	3/4
HEAD	19-20	20	0/5

weapon	SR	ATTK%	DAMAGE	PARR%	PTS	ENC
BROADSWORD	2	80%	1D8+1	54%	10	1.5
GLADIUS	2	41%	1D6+1	13%	10	1
WHIP	1/mr	91%	1D4	-	6	1

SPELLS: (spirit magic 35%) FARSEE 1, HEAL 4
 SKILLS: CLIMB 50%, RIDE 20%, EVALUATE 32%, DEVISE 63%, TRACK 63%, SNEAK 39%, LOCAL LORE 49%
 ARMOR: cuirbouilli greaves and sleeves
 chainmail hauberik
 ITEMS: 4-point POW holding crystal

Jeb Iklah

Jeb Iklah is a talent scout for the Copper Tavern. He is intense and surprisingly successful in this endeavor; players with minstrel or other entertainment abilities will be propositioned at one time or another by Jeb, if the players stay in Goodhaven for more than one day. Taking full advantage of his 14 APP, Jeb offers fame and fortune (and will fall back on 4 pennies a night non-negotiable) to appear as an attraction at the Copper Tavern. During the first few minutes of an encounter with Jeb, a detect magic spell will light the man up like a bonfire, revealing Jeb's glamour spell. In public, he always wears showy outfits consisting of realistic (but fake) jewelry and fancy, colorful fabrics.

Even without these parlor tricks, once some time is spent with him, it becomes evident that Jeb is really a likable fellow. He would never purposely hurt anyone, and is well known in the community.

JEB IKLAH: management partner of the Copper Tavern

STR	7	MOV	4
CON	6	HIT POINTS	8
SIZ	9	FATIGUE	13
INT	11	MAGIC POINTS	13
POW	12	DEX SR	4
DEX	6		
APP	14		

location	melee	missile	points
R LEG	01-04	01-03	0/3
L LEG	05-08	04-06	0/3
ABDOMEN	09-11	07-10	2/3
CHEST	12	11-15	1/4
R ARM	13-15	16-17	0/3
L ARM	16-18	18-19	0/3

weapon	SR	ATTK%	DAMAGE	PARR%	PTS	ENC
SINGLESTICK	2	79%	1D6	17%	5	.5

SPELLS: (spirit magic 58%), HEAL 3, MINDSPEECH, GLAMOUR, MOBILITY 2
 SKILLS: ORATE 75%, EVALUATE 22%, DETECT ENTERTAINMENT ABILITY 93%
 ARMOR: hard leather skirt, soft leather byrnie

Calibus One-Eye

Calibus is a Humankt initiate, anxious to move up quickly in cult status. His right eye was put out when he was a young adventurer during a raid on an enemy hunting tribe, and there was no one among his friends with healing spells or skills to help him. He has since taken a great interest in alchemy, particularly knowledge in healing potions. He is also familiar with plants and other vegetation that have healing powers.

If asked, he will verify the fact that nearby woods to the north

contain chaotic beings, but he adds that there are "not enough of them to worry about." In considering this statement, players would do well to notice that Calibus is a more than capable warrior, evident even in the way he speaks and carries himself.

Calibus is in Goodhaven seeking an ogre he has been tracking for two weeks now. He suspects the chaos creature is in town getting provisions for a journey to the Broken Soul Forest where he will be safe. Calibus says the ogre knows he is coming for him and is running scared. He cannot be deterred from his mission, but will happily pay 1D20 pennies for information concerning the ogre.

CALIBUS ONE-EYE: initiate of Humakt

STR	14	MOV	4
CON	12	HIT POINTS	12
SIZ	11	FATIGUE	26
INT	8	MAGIC POINTS	11
POW	11	DEX SR	2
DEX	15		
APP	15		

location	melee	missile	points
R LEG	01-04	01-03	2/4
L LEG	05-08	04-06	2/4
ABDOMEN	09-11	07-10	6/4
CHEST	12	11-15	6/5
R ARM	13-15	16-17	5/3
L ARM	16-18	18-19	5/3
HEAD	19-20	20	1/4

weapon	SR	ATTK%	DAMAGE	PARR%	PTS	ENC
GREATSWORD	2	79%	2D8+1D4	75%	12	3
JAVELIN		73%	1D8+1D2	-	8	1.5

SPELLS: (spirit magic 40%) BLADESHARP, REPAIR, HEALING 3

SKILLS: climb 60%, jump 60%, ride 70%, human lore 75%, listen 90%, track 93%, detect assassin 12%, first aid 79%

ARMOR: hard leather greaves, lamellar hauberik, ringmail sleeves, leather hood

ITEMS: 3 javelins, 4-point healing potion, 2 point healing potion, snake skull with GLUE 2 matrix

Perrin Oaklimb

Perrin is a half-elf wanderer who, because of his mixed parentage, was denied entrance into the Aldryami cult. His friends tried to convince him to at least stay and live with the tribe, but Perrin turned his back and walked away forever. Surprisingly, Perrin has shut that part of his past out and holds no bitterness towards the Aldryami. Rather, he has lost any feeling he may have had for his brethren, and treats elves as if they were any other encounter he may have—neutral. He has friends and allies everywhere; even among some dwarves. He is greedy.

Perrin is in Goodhaven to recruit adventurers to go with him on an expedition to the Falderbash Mountains.

PERRIN OAKLIMB: half-elf adventurer

STR	11	MOV	4
CON	11	HIT POINTS	11
SIZ	11	FATIGUE	22
INT	10	MAGIC POINTS	12
POW	12	DEX SR	3
DEX	14		
APP	-13		

location	melee	missile	points
R LEG	01-04	01-03	3/4
L LEG	05-08	04-06	3/4
ABDOMEN	09-11	07-10	6/4
CHEST	12	11-15	5/5
R ARM	13-15	16-17	3/3
L ARM	16-18	18-19	3/3
HEAD	19-20	20	0/4

weapon	SR	ATTK%	DAMAGE	PARR%	PTS	ENC
SCIMITAR	2	70%	1D6+2	60%	10	1.5
DAGGER	4	41%	1D4+2	5%	6	.5

SPELLS: (spirit magic 52%), DETECT GOLD, FARSEE 1, DETECT SILVER, PROTECTION 2, BEFUDDLE

SKILLS: CLIMB 63%; JUMP 79%, RIDE 75%, SWIM 28%, EVALUATE 65%, FIRST AID 65%, HUMAN LORE 61%, SEARCH 31%

ARMOR: cuirbouilli, greaves, cuirass and helm, ringmail byrnie, lamellar skirt

ITEMS: dagger with STRENGTH 2 matrix

PLACES OF INTEREST IN GOODHAVEN

Aldryami Temple

In keeping with the good relations of the local elf tribes, the citizens have built an Aldryami temple. The ground has been appropriately blessed by a wood priest. There is an accompanying room to the temple used to house comfortably visiting elves of wood lord level or higher status. This room generally goes unoccupied, in use for only the few days a year Aldryami visit.

Stone Cross Plaza

Stone Cross Plaza is a park-type area filled with lush green grass and scattered oak trees. There are small, sectioned-off gardens here and there, the efforts of local gardeners to add to the city food supply. Aldryami blessings keeps these areas productive, since the gardeners are often unskilled old women just trying their hand at a new hobby. There is a small swimming pond in the plaza. It is used by all the town children, but, understandably, the children of the duck people spend the most time here.

The Copper Tavern

The Copper Tavern is a large bar tucked quietly away in the easternmost corner of the city. It is divided into two main sections, both of which hold each other in stark contrast.

One side houses the basic "dark tavern" look. Cheap ale flows like tapwater, and the barreltop tables are all cluttered close together. If racial problems surface in Goodhaven, they will undoubtedly begin here. Customers of the same race tend to migrate in groups to different sections of the room, and cross words fly from end to end. There are infrequent brawls, generally between men and baboons. This section can hold twenty people and standard *RuneQuest* food and drink prices are in effect.

The other room in the bar is far more stylish than its counterpart. It also has a barroom atmosphere, but is spacey and clean. Donovan the Centaur entertains the patrons with his enchanted bronze horn during the late hours, and there is an amateur night once a week. Both are popular with all the citizens. Jeb Iklah is always looking for new and unusual acts. This section of the Copper Tavern can hold thirty people, though more can just stand around.

East Tower

The East Tower is four stories tall and always has two baboon guards keeping watch out over the Big Deep. The third floor contains a small armory, and the whole tower can be shut off from the city with a huge stone door of STR 100. The second floor has provisions to last four people one month.

average baboon guard

STR	9	MOV 4
CON	11	HIT POINTS 9
SIZ	6	FATIGUE 20
INT	7	MAGIC POINTS 6
POW	6	DEX SR 3
DEX	15	
APP	3	

location	melee	missile	points
RH LEG	01-02	01-02	0/3
LH LEG	03-04	03-04	0/3
ABDOMEN	05-07	05-09	2/3
CHEST	08-10	10-14	2/4
RF LEG	11-13	15-16	2/3
LF LEG	14-16	17-18	2/3
HEAD	17-20	19-20	0/3

weapon	SR	ATTK%	DAMAGE	PARR%	PTS	ENC
CLAW	3	53%	1D6	-	-	-
PILUM	2	74%	1D6+1	70%	10	2
SELF BOW	1/SR	50%	1D6+1	-	5	.5

Jobe the Sage

Jobe the Sage is a magical obstruction in the center of the Stone Cross Plaza. It is a huge face planted in the ground, staring placidly upward. If a penny is tossed into his yard-long mouth, he will speak, giving advice, answering questions, and telling fortunes.

Jughead will say it is rumored Jobe is collecting a small treasure to afford a Dispel Magic 8 spell to return him to his old human self. He also says people think Jobe smart-talked a powerful Sorcerer, who put him in his current situation. The locals will hesitantly admit the predictions are nonsense and the advice is usually bad. However, he is popular with the town children.

Redwood Tower

Redwood Tower is an ancient but sturdy structure clearly visible above the treeline from the east tower. Local baboons keep a wary eye on the tower; for some reason they believe incorrectly that the stone fortress is one of the few places where chaos leaks directly into the world. Sometimes a visiting elf will know the true history of the tower, and sell what information he knows.

Redwood Tower

The tower was an outpost for an ancient, long since extinct platoon of warriors who were betrayed and abandoned by their army and left to face an invading troll berserker gang. Some of their spirits still haunt the place, and will attack anyone who is not an archer when they reach the third floor. The elf says the spirits will not leave the material plane until the ship that their army fled on sails back up the Big Deep to rescue its loyal soldiers.

The tower is four stories tall and is cylindrical, all rooms measuring 36' in diameter. The referee is left to develop floor plans if needed, using these basic dimensions. There is no treasure, unless one includes the 12 pennies and 4-point ringmail chest plate that can be found on a skeleton lying on the stairs.

WRAITH #1	INT 12	CON 12
WRAITH #2	INT 11	CON 12
WRAITH #3	INT 11	CON 16

Note: Wraith #1 attacks whoever first steps onto the second floor, Wraith #2 attacks the next intruder, etc. If only one character enters the second floor, the wraiths will attack one at a time in sequence. All trolls will be attacked.

Warrior of the Woods Guardians

On either side of the Goodhaven main entrance there is a harmless looking tree, indistinguishable from the thousands of others in the nearby forests surrounding the city. They are eternally living warriors of the woods, and can be awakened in times of emergency by a chant known only by some of the oldest and most trusted members of the city. They are a gift from the local elven clans, given as a sign of peace and goodwill when the city was built. All types of Aldryami frequent the city.

All Cults Worshipping Ground

To stress the live-as-you-want-to-live theme of the city, a neutral worship ground has been created, housed in a humble wooden building. All cults are welcome to worship here, except those with a chaotic nature. Eiritha and several beast gods are popular deities here, though even a troll party has been said to have once stopped here to pray.

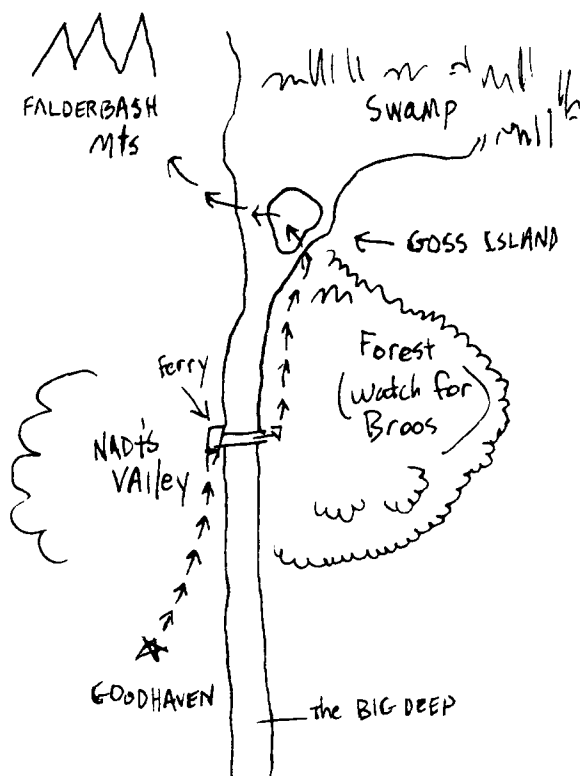
An Offer

In the Copper Tavern, the players will be approached by a half-elf named Perrin. He introduces himself, generously buys a round of drinks, and says that he has need of employees. If the group is interested, he will explain: He needs bodyguards to escort him on a journey to the Falderbash Mountains to the north. Perrin shows the group a hand-drawn map tracing the route: north through the Nadt's Low Valley, across the Big Deep River at a ferry crossing, north again through the forest, to Goss Island and across, then north once more to the southern base of the Falderbash range.

To express his goodwill, Perrin will patiently explain further and answer any questions. The reason for the trip is to exchange a Dwarf artifact (that he will pick up at Goss Island) for payment from a dwarf group. The dwarfs will meet them at a pre-arranged location at Falderbash. Perrin admits he is in bad standing with his native Aldryami clan to the east (the referee should supply players with some familiar or unfamiliar elf location to the east, fitting it into the campaign) and fears they have sent assassins to kill him. He also has heard rumors of chaos nests on both sides of the Big Deep to the north.

On the inevitable question of money, Perrin will admit he doesn't know how much payment the dwarfs will greet him with. He does seem to be quite sure of their sincerity on the deal (considering how he is opening up to you, he is either a good judge of character or terribly trusting) and guarantees a total sum of at least 3500 pennies. He offers this split: 50% to himself and 25% to each of the groups that accompany him. Perrin has already hired another band of bodyguards—an adventurer named Talbert and his three friends. The player can read this in Perrin's eyes: he has no intentions of slighting the characters and expects the same in return. If the players find his offer acceptable, Perrin tells them to meet here and be ready to leave at dawn.

Depending on whether or not the players inquire, the following information will or will not be provided: the players can split any treasure they find on slain enemies evenly with Talbert. The artifact is an ancient woodsman's ax enchanted with several strange anti-dwarf "capabilities". Most dwarfs have heard of it and are anxious to get hold of it and destroy it. The other bodyguards consist of two men, a centaur and a trollkin. They are a capable, and, he feels, trustworthy bunch.



Perrin's Map

ORLIK: male centaur adventurer
 STR 18 MOV 10
 CON 13 HIT POINTS 20
 SIZ 26 FATIGUE 39
 INT 10 MAGIC POINTS 8
 POW 8 DEX SR 3
 DEX 10
 APP 15

location	melee	missile	points
RH LEG	01-02	01	2/6
LH LEG	03-04	02	2/6
HIND Q	05-06	03-06	2/9
FORE Q	07-08	07-09	2/9
RF LEG	09-10	11	2/6
LF LEG	11-12	12	2/6
CHEST	13-14	13-17	2/9
R ARM	15-16	18	2/6
L ARM	17-18	19	2/6
HEAD	19-20	20	2/7

weapon	SR	ATTK%	DAMAGE	PARR%	PTS	ENC
GREATHAMMER	1	86%	2D6+2	40%	10	2.5

SKILLS: JUMP 70%, SWIM 65%, ANIMAL LORE 73%, CONCEAL 73%, SEARCH 41%, SNEAK 95%

ARMOR: 2 point skin

ITEMS: leather satchel containing 2 maps, a scroll with +15% in short spear (written in dark tongue) and an ancient scroll containing the sorcery spell "Stupefaction".

JAB ZAKHEART: human adventurer
 STR 9 MOV 4
 CON 15 HIT POINTS 13
 SIZ 10 FATIGUE 24
 INT 13 MAGIC POINTS 15
 POW 15 DEX SR 3
 DEX 10
 APP 9

location	melee	missile	points
R LEG	01-04	01-03	3/5
L LEG	05-08	04-06	3/5
ABDOMEN	09-11	07-10	7/5
CHEST	12	11-15	7/6
R ARM	13-15	16-17	2/4
L ARM	16-18	18-19	2/4
HEAD	19-20	20	6/5

weapon	SR	ATTK%	DAMAGE	PARR%	PTS	ENC
SHORT SPEAR	2	63%	1D8+1	31%	10	2
DAGGER	3	41%	1D4+1	13%	6	.5

SPELLS: (spirit magic 65%) STRENGTH 2, IGNITE, HEAL 3, DISRUPTION, BLADESHARP 2, DEFUDDLE

SKILLS: CLIMB 41%, EVALUATE 21%, HUMAN LORE 49%, WORLD LORE 48%, WORLD LORE 89%, SMALL UNIT TACTICS 56%

ARMOR: cuirbouilli greaves, chainmail hauberk, stiff leather vambraces, scale helm

ITEMS: 56 pennies

Orlik

Orlik is a centaur who has left his village in the Beast Valley of Sartar to gain success in the world of men. He plans to return there soon, and the band can, at any time, retreat in safety to Orlik's home. Orlik is well-liked and smooths over the groups dealings with other beast races. Orlik refuses to wear armor and cares little for magic. He is leaning the group towards Orlanth.

Jab Zakheart

Jab is an adventurer from Sartar. He is a good "team player" and fits in well with Talbert's band. He is not as trusting as

Talbert, and sees to it that the group is not betrayed or otherwise waylaid. In combat, Jab will try to face off with the most dangerous opponent. He is not afraid to lay down his life for his friends; he has seen too many friends and family die before in border conflicts with the Lunar Empire. Jab recognizes and appreciates the importance of things like strategy and tactics. It is probably his subtle suggestions in such matters that have kept the group on a successful trail.

Bosh Badrock

Bosh is a trollkin who has fled the company of trolls because he hates the way trollkins are treated by their larger kin. He is now loyal only to Talbert the adventurer, as well as the rest of the band. He is well liked and protected by the group. They would become single-mindedly vengeful in the case of Bosh being killed, even if it is against troll Runelords seeking to punish disrespectful or runaway trollkins. Bosh stays out of direct combat. The others don't mind; Bosh is lousy in hand-to-hand, but can raise hell from afar with his crossbow.

For several reasons, Bosh is beyond being allowed entry into the Kyger Litor Cult, but he routinely sacrifices POW to the troll mistress anyway.

BOSH BADROCK: male trollkin adventurer

STR	9	MOV	6
CON	12	HIT POINTS	9
SIZ	6	FATIGUE	21
INT	9	MAGIC POINTS	6
POW	6	DEX SR	4
DEX	9		
APP	10		

location	melee	missile	points
R LEG	01-04	01-03	2/3
L LEG	05-08	04-06	2/3
ABDOMEN	09-11	07-10	5/3
CHEST	12	11-15	5/4
R ARM	13-15	16-17	0/3
L ARM	16-18	18-19	0/3
HEAD	19-20	20	3/3

weapon	SR	ATTK%	DAMAGE	PARR%	PTS	ENC
LT CROSSBOW	1/2SR	78%	1D6+2	20%	6	3.4
DAGGER	3	11%	1D4+2	7%	6	.5

SKILLS: CLIMB 75%, JUMP 36%, TROLL LORE 39%, CONCEAL 69%, LISTEN 93%, SNEAK 91%, HIDE 90%

ARMOR: stiff leather vambraces, ringmail hauberk, cuirbouilli helm

Elven Encounter

About a mile outside of Goodhaven, travelling on a dirt path, the group will notice several beings in the distance ahead, moving towards them. Detect Detection spells reveal that they are being investigated by the strangers. If the players try a detect enemies spell, it will come up negative. It is an Aldryami party of six elves, all adult males except for one female.

Perrin whispers to the players that they had best conduct business with the elves, since this group might be aware of a certain "hostile" elf named Perrin. He says he has never seen these elves before, and they probably won't recognize him as having any elven characteristics if he stays quietly to the rear. Lastly, he says, say anything to get rid of them. Perrin pulls his cap down snugly around his ears and retreats casually to the back. Pending unusual actions on the behalf of the players, the groups meet.

The leader, a crusty old elf named Firmroot, is quick with greetings, curiously inquiring (not at all rudely) about the nature of this odd group. The players will notice the female elf is examining the group closely. The elves can be waylaid easily, and will be on their way unless the players say something that is contrary to basic elven beliefs (such as we are on our way to desecrate some trees) or otherwise offensive, or if the players mention

the dwarf-killing ax.

If the ax is mentioned, the elves will demand that the adventurers tell them where to find it; the players should have realized such a weapon would be a prize to any elf, especially in an area like this where Aldryami and Mostali are "neighbors". They will offer up to 150 pennies for information (punishable by future retaliation if it is incorrect) and will throw in three two-point healing herbs, potent for the remainder of the season.

Otherwise, the encounter is uneventful with two exceptions. Firmroot will suggest the group keep its trollkin slave on a chain because he has had several of them and the beasts seem never-ending in their attempts at escape. A subtle slap from Jab Zakheart to the leg of Talbert stifles a nasty reply; players can play along with the elf or otherwise react as they please.

Of more importance, as they are leaving, the players see the female elf discussing something with the elf leader, who calls for the group to halt. Firmroot says that as a matter of his tribes tradition, individuals, upon reaching age, must at sometime venture forth alone and prove themselves capable of functioning outside the safe circle of family and home woods. It is such time for Tanglevine, who wishes to accompany the adventurers on their quests. When this proposal is met with skepticism (maybe it won't be; the elf is beautiful), Tanglevine will explain that she won't be a hindrance: she is skilled with the arrow and the javelins, she knows some battle magic and some healing spells, she promises to do only as the leader says and take only what share of findings as the group determines she can have, if any.

If anyone looks back to see, Perrin will shrug his shoulders and nod, "yes".

(NOTE: Allowing Tanglevine to travel with the group should be made to sound as advantageous as possible to the players because she figures in an important way to the climax of this scenario.)

TANGLEVINE: female elf, initiate of Aldrya

STR	8	MOV	4
CON	7	HIT POINTS	8
SIZ	8	FATIGUE	15
INT	13	MAGIC POINTS	13
POW	13	DEX SR	3
DEX	11		
APP	14		

location	melee	missile	points
R LEG	01-04	01-03	0/3
L LEG	05-08	04-06	0/3
ABDOMEN	09-11	07-10	0/3
CHEST	12	11-15	2/4
R ARM	13-15	16-17	1/3
L ARM	16-18	18-19	1/3
HEAD	19-20	20	0/3

weapon	SR	ATTK%	DAMAGE	PARR%	PTS	ENC
ELF BOW	1/SR	50%	1D8+1	11%	8	.5
SINGLESTICK	2	53%	1D6	32%	5	.5

SPELLS: (spirit magic 62%) SLOW 2, (divine magic 97%) SKILLS: CLIMB 31%, PLANT LORE 36%, ELVEN LORE 71%, SCAN 63%, HIDE 83%, SNEAK 80%

ARMOR: soft leather sleeves, stiff leather cuirass

ITEMS: 2 4-point healing herbs, 20 pennies

Whether the players know it or not, a Divination spell was cast by one of the elves, revealing that the group is basically a well-meaning bunch of fortune-seekers. Had the casting elf delved deeper and been more specific, the group could have been in trouble since they are not acting in the best interests of elves (aiding the dwarves at Falderbash by turning over the ax). But as it is, the group is bid farewell with blessings.

At the Ferry Crossing

The group is met with a particularly gruesome sight when they

reach the ferry outpost. There has been a battle, or more aptly, a slaughter. Broos are spiked onto the wooden walls of the small building, contorted and twisted into strange shapes. Death runes of blood are smeared everywhere, even on the chests of every slain broo (there are seven of them). There is much evidence of torture before death. Inside the outpost, there are two more victims—male humans, probably the storeowners, are dead from blows to the head with blunt weapons. The shelves are empty, and in general, the place is in shambles. Nothing of any value is left in the building except two iron bastard swords and an iron dagger.

There are two ropes extending across the river, and the ferry is still on the player's side. When the group gets halfway across, broos will begin to appear on the opposite shore. They howl and dance. There are about twelve of them, armed with clubs and spears. They will take cover if fired upon.

Perrin says this is the only place to cross that will get them to Falderbash on time. Neither is he too excited about facing the broos. Cutting the rope and sailing downstream will be mentioned if the players don't think of it. If the group stops and will not come to them within 20 minutes, the broos will cut the rope, leaving the characters at the mercy of a fast northern current.

Broos on the Big Deep

Not far down the river, the players notice a makeshift ferry with ten broos on it. Two of them are controlling the raft, pulling on a rope stretched across the river. They will steer the raft in whichever direction (left/right) the group is moving, and unless the players can fight the current in some special way, a collision is inevitable. Further howls on both sides of the river indicate more broos on each shore.

Several options become available to the group.

Missile weapons come to mind immediately. All missile shooting is at a -10% disadvantage. Players can see the broos at about 200 yards away, and can begin shooting whenever they wish. The referee is left to employ the necessary penalties for extreme range.

average broo

STR	11	MOV 4
CON	13	HIT POINTS 13
SIZ	13	FATIGUE 24
INT	8	MAGIC POINTS 9
POW	9	DEX SR 3
DEX	10	
APP	6	

location	melee	missile	points
R LEG	01-04	01-03	1/5
L LEG	05-08	04-06	1/5
ABDOMEN	09-11	07-10	0/5
CHEST	12	11-15	3/6
R ARM	13-15	16-17	1/4
L ARM	16-18	18-19	1/4
HEAD	19-20	20	0/5

weapon	SR	ATTK%	DAMAGE	PARR%	PTS	ENC
CLUB	6	45%	1D10	21%	10	1.5
HEAD BUTT	9	59%	1D6	—	—	—
MAIN GAUCHE	3	43%	1D4+2	19%	10	.5

SKILLS: CLIMB 60%, JUMP 40%, BROO LORE 46%, CONCEAL 54%, LISTEN 34%, TRACK 80%, HIDE 32%, SNEAK 65%

ARMOR: Soft leather pants, cuirbuoilli cuirass, soft leather sleeves

NOTE: Because of the unusually uncivilized social structure of the broos of these woods, (low even by broo standards), there is no advanced weaponry, armor, or magical or physical skills.

Bosh Badrock is a fair shot, but will be too scared to remember his weapon unless instructed. Arrow fire may kill a sizable

portion of the chaos creatures, but a confrontation will still be forced when the broos are close enough to jump aboard. If the steering broos are hit, other broos will take their place. Any broo hit with 6 or better damage points may fall into the river, thusly leaving the fray. A 3 or better on 1D6 indicates a wounded broo has lost his balance and gone in. Fire arrows, real or magical, will not set the chaos raft on fire; the broo will frantically splash them out when they hit. They will, however, demoralize 1D4 broos for 3 melee rounds. They do regular fire arrow damage.

Players may decide to shoot at the rope (or tell Badrock to). If it breaks, the broos will howl furiously and begin down the river as uncontrollably as the players are. The group is then free to decide how they should deal with the enraged broos. To determine if the arrow hits the rope, the firing character must have waited an additional 12 strike ranks (time to aim extra-carefully) and rolled less than half his/her attack capability. (EX. — A 31 or less on D100 means the rope is struck by someone with a bow at atk 62%.) The rope will probably break if hit by an arrow (70% chance), but will break for sure if it is a fire arrow or has potency level 4 or better acid on it. An Ignite spell will do the trick as well.

The players can ram the broos if all involved characters announce they are helping to paddle the raft as quickly as possible. Missile firers are exempt from this, but their attack is reduced by 20%, due to the decrease in stability. Ramming will knock 1D4 broos off the raft, then melee begins as normal. The players do not get this advantage if they simply run into the broo raft; they must be paddling. There is room for only 8 broos and men to pair off for hand-to-hand combat at a time. Wounded or unconscious adventurers may be yanked back out of the fight if another adventurer steps up to replace him.

In the event that one of these vile creatures is captured, the broo will make this offer: 3000 pennies for his life and the dwarf-killing ax. He and his companions seek it to aid them with the problems they have with local Mostali.

The broo will only reveal how he knows of the adventurer's quest after severe threats on his life. He says he and the rest of the forest broos have a loyal citizen contact in Goodhaven who relays information to them to further their personal goals. By magic and no other means will the broo tell who this spy is, or even what race he is. (It is a human farmhand named Thom, who will not be around when/if the players return to Goodhaven.) He says retribution for betraying him would be far worse than anything the adventurers could do to him. Players can interpret this as incredible bravery or outlandish stupidity, but can still slay the creature with no loss of honor, as with all chaos things.

Perrin guarantees that the dwarves of Falderbash will pay more, "even if you could trust a broo", he says. Talbert will listen to Perrin on this issue, unless any of his band have been killed in the fight, in which case there will be no broo captives.

Being in the close proximity of a broo (especially a captive broo), increases the chance of contracting a random disease by 15%. First check broos for carrying a random disease (50% chance).

Goss Island

Goss Island is a small circular island that separates the river into two directions before they both fall into the Vorv'el Swampgrounds. The side facing the river is made up mostly of forest, but then regresses slowly into swampy terrain on the other side. Detect chaos spells will come up negative, as the characters approach the island from the Big. A successful Search roll will reveal a trail of skeleton totems leading from the shore into the thick of the forest.

Perrin tells the group that the skulls are markers leading to his friends that have the hammer, and he insists that the entire group accompany him, despite how they feel about entering such a forboding place.

The referee should stress the feeling of the forest when the players have travelled through it for a short time. For instance, there are spider webs stretching from tree to tree that look as if they are home to spiders a foot long, strange howling sounds coming from every direction, and the place in general is as dark

as death. The skull markers come to an end at a slight clearing in the woods. Before the players have time to say "what next" they are "greeted" by a seven-foot tall human skeleton. The skeleton will remain motionless for a few moments (enough time for everyone to express their lack of faith in Perrin), then it will beckon the characters to follow it and head off back into the thick woods.

Only a few more minutes of travel are necessary before the group is met enthusiastically by a middle-aged woman named Seliane who is delighted to see Perrin. She will be so pleased, she treats him and the entire group as if they were three-year old children under her care. It is terribly offensive (especially to inexperienced players?) but Perrin begs the group to play along and not be cruel to her. She even treats the skeleton as if it were alive, saying the poor thing would be "lost" if she weren't around to take care of it. Joseph, the only other occupant of the wooden cabin the players have arrived upon, humors her by keeping the thing animated; he knows Seliane can't tell the difference between it and the hugh mongoloid man-servant it was before it died of the creeping chills a few years back.

Mock the Skeleton

STR	15
SIZ	15
DEX	12
Move	3

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

Weapon	SR	Attack	Damage	Parry	Points
Short Sword	5	50%	1D6 + 1 + 1D4	50%	20
Shield				70%	16

Joseph is a fat, heavily garbed man who is sitting comfortably outside his and Seliane's cabin. The clearing contrasts sharply with the surrounding forest, and it almost has a homey, pleasant quality to it. A detect magic spell will set the house on fire with illuminance, causing Joseph to chuckle. If the players will not accept Seliane's offer to stay for a meal, Joseph will enter his home and return with the ax. If they do stay, a meal of pork and corn will be served outside on a table by Seliane and Mock the Skeleton.

Joseph will not reveal much about himself or how a feeble enough looking sort such as himself came upon such a powerful weapon as the dwarf-slaying ax. Strangely, when the players question the old man, they somehow find themselves on the receiving end of some bizarre questions. This is because Joseph is a Nysalor Illuminate.

The Ax

It is suspected this weapon's powers were a reward to a burly woodsman, who skillfully dispatched the murderous dwarfs who had threatened an elderly sorcerer.

Powers: As normal hatchet, except: +20% parry against all dwarfs, +1D4 damage against all dwarfs, and has 12 HP.

It can be expected that beginning characters not know how to react to Joseph. This is okay; he means them no harm, and, as ever, seeks only to continue his study of the world around him. He travels often, stopping for years at a time in strange places "regular" people wouldn't consider fit for any kind of life. Joseph is adamant in his quest for new friendships, though how he interprets them through his basically chaotic nature is anyone's guess. He will be particularly kind to any trolls in the group. Joseph once travelled peaceably with a small group of trolls who were ignorant of his standing with Nysalor.

A strange curse has been placed on the woman named Seliane, causing her INT to raise and fall in drastic measures. Talking to her is likely to be frustrating to characters, because the long term result of this curse has caused her to be near genius in dealing

with some subjects, and totally unknowledgeable in others. Joseph has long since lost interest in seeking to nullify the curse; in fact, he has lost interest in being a good husband at all.

The Shell Game

Joseph will somehow needle out the player with the highest INT and try to persuade him or her to participate in a friendly game of "find the walnut". There are three shells and a walnut on a table. Joseph covers the nut and begins shuffling the shells in a masterful manner. He offers to play for one penny per round, but will not care if the player doesn't want to play for cash; he knows the real stakes of this game are the player's POW. For each time the player guesses incorrectly, one point of temporary POW is lost. The POW is sent directly to a POW storing crystal inside Joseph's house, and a detect magic spell will again focus on the house rather than the shells. In order to keep the players unaware of this scheme, and to ensure the player's health, Joseph will take no more than four points; if the player insists on continuing, it will be so at no risk of POW. Joseph will play until he has lost 10 pennies. The player will begin to feel weakened after half his POW is gone.

To determine if the player picks the correct shell, take his INT x 3% + 15% (luck) = shell with nut beneath.

Perrin confirms that this is indeed the correct ax and the characters can leave the island via a rope bridge on the west side at their leisure.

Encounter at Falderbash

The journey ends at the southern base of the Falderbash Mountains, a small and isolated range almost due north of Goodhaven. Perrin will lead the group to a particular spot and make camp. Regardless of when the players arrive, they must wait until the following morning before the prospective purchasers show up. Nothing of special interest happens during the night, unless it is the continuing interactions between the characters.

The appointed time was to be daybreak, but it is near noon when the dwarves finally arrive. A successful search roll will reveal that some of the dwarfs in the back stagger and mumble as if drunk.

It seems everything is in order. Perrin and the dwarf leader greet each other and engage in friendly (but sincere) small talk. A small chest is brought forward, and right as the trade is about to go through, the surly dwarf leader raises his hand. He says that the "elf wench and troll runt" will have to "come with us". By the tone of his voice, he is scolding Perrin for his choice of allies. Even if the players had considered the possibilities of racial problems and hidden them nearby, the elf and trollkin will glow because of a dwarven detect enemies spell and will be beckoned forward. Having no ties with the elven cultural attitude toward dwarves and being half-human, Perrin does not register on such a spell. The detect enemies spell is cast with three points of POW backing it.

average Dwarf patrol member

STR	14	MOV 2
CON	15	HIT POINTS 11
SIZ	7	FATIGUE 29
INT	10	MAGIC POINTS 10
POW	10	DEX SR 3
DEX	10	
APP	10	

location	melee	missile	points
R LEG	01-04	01-03	2 / 4
L LEG	05-08	04-06	2 / 4
ABDOMEN	09-11	07-10	4 / 4
CHEST	12	11-15	4 / 5
R ARM	13-15	16-17	4 / 3
L ARM	16-18	18-19	4 / 3
HEAD	19-20	20	4 / 4

weapon	SR	ATTK%	DAMAGE	PARR%	PTS	ENC
WAR HAMMER	2	42%	1D6 + 2	30%	8	2

SKILLS: CLIMB 80%, JUMP 36%, DWARF LORE 63%, MAP MAKING 21%, EVALUATE 30%, MINERAL LORE 24%, LISTEN 80%, SCAN 39%, SEARCH 30%, SNEAK 50%

ARMOR: Stiff leather greaves, bezainted hauberck, bezainted sleeves and hood

SLASH SILVERFINDER: dwarf patrol leader, initiate of Mostal.

STR	12	MOV	3
CON	18	HIT POINTS	13
SIZ	8	FATIGUE	30
INT	10	MAGIC POINTS	14
POW	14	DEX SR	4
DEX	7		
APP	5		

location	melee	missile	points
R LEG	01-04	01-03	5/5
L LEG	05-08	04-06	5/5
ABDOMEN	09-11	07-10	5/5
CHEST	12	11-15	5/6
R ARM	13-15	16-17	5/4
L ARM	16-18	18-19	5/4
HEAD	19-20	20	5/5

weapon	SR	ATTK%	DAMAGE	PARR%	PTS	ENC
1H BALL & CHAIN FLAIL	2	69%	1D10+1	35%	8	2

SPELLS: (spirit magic 59%) DETECT SILVER, DETECT GOLD, DETECT GEMS, REPAIR 2, DARKWALL, BLADESHARP 1, IRONHAND (divine magic 89%) WARDING

SKILLS: CLIMB 60%, EVALUATE 79%, DWARF LORE 66%, MINERAL LORE 90%, DEVISE 61%, SEARCH 43%, HIDE 20%

ARMOR: Complete ringmail body armor

ITEMS: rock with DETECT ENEMIES matrix

Neither Bosh Badrock nor Tanglevine have any intentions of going anywhere with the dwarfs. Perrin sees what is brewing and tries reasoning with the dwarf leader, telling him to take his prized ax and go home as heroes. His friendship with the dwarves is beginning to look very weak. As the dwarf leader repeats his demand, Talbert steps forward in defense of Bosh. He starts the conflict by kicking the dwarf squarely in the head.

Things move quickly. Perrin calls the players to aid him in helping the dwarfs combat their enemies, reminding them of what they went through to get here and that it is about to pay off. He then faces off against Talbert. Tanglevine will fight only if the

players side with her and Talbert, otherwise she will flee, being chased by two dwarfs.

The players should not be given much time to take a side. If they stay neutral, a dishonorable and discouraged option, the players will be attacked by the remains of whichever group lives.

The dwarves fight to the death and take no prisoners, so there can be no middle ground between victor and loser.

If Talbert's group wins the battle, you realize there is one less dwarf body on the ground and the treasure is gone (unless the players took specific actions towards preventing this from happening). An invisibility spell and a mobility spell have made one dwarf very rich. A successful tracking roll every 30 minutes will keep adventurers on the trail, further events are left up to the referee. Talbert promises he will one day in the future come to your aid if need be. When you part company, it is as allies. The elf girl has had more than her fill of adventuring for while and is anxious to return to her tribe. However, she can easily be talked into staying if this is desired (Roll CHA x6% or less).

If the dwarves win, and you supported Perrin against Talbert, they will embrace you as blood-allies and pleasingly turn the treasure over to Perrin to divide as he will. Talbert's share is split between Perrin and the players so the players get a total of 36% of the loot (the originally promised 25% plus half Talbert's share - 12%).

Referee's Notes

Falderbash is an interesting scenario because, at its climax, it becomes a test of morals, alliances, pacts and friendships and, admittedly, there is no "correct" choice (though it does lean towards siding with Talbert).

Siding with Perrin is less likely, but it is not necessarily a "bad" choice. Aside from the obvious advantages (having superior numbers over Talbert and an excellent split of the dwarf's treasure) the players will have shown great loyalty to an employer who had no intentions of slighting them. That kind of reputation can be very helpful to adventurers when they seek future employment.

Going to Talbert's aid is a more clear-cut case of the "right thing to do". Perrin will have become a life long enemy (he only sees that you and Talbert fouled up his chances to secure a small fortune), but you will have an excellent alliance with Talbert's band. Perhaps in light of the players not getting the treasure (who said this was a "gold at the end of the rainbow" scenario?) and the fact that there will have likely been casualties, a referee should ease up on players for a while as a reward for their virtue.

So, which will it be? Simply speaking, the gold or the girl? See how well you really know your players.

Gruug's Cave

A RuneQuest Adventure

by Alan LaVergne

PLAYER INFORMATION

In the twenty-sixth year of the Temple,
In the twenty-fourth year of Ralvand
Son of the warrior lord Hjotmund
Son of the mighty man Hjotmund
And Ingridle maid of the forests . . .
In the twenty-sixth year of the Temple,
Doom found the Clan of the Elk.

The people of the Wild Coast trace the beginnings of their troubles to that year, when Ralvand fought an imposter, who enlisted the aid of the dwarfs of the Iron Mountain and brought bloody death to both peoples.

Ralvand was the son of the Viking Hjotmund and his wife Ingridle, whom he brought back from the mountain forests while

exploring the woods for the right place for the Temple to the Rain God which the Elk Clan worshipped. Apart from his expeditions of plunder against the peoples of the south, the clearing of the forests and the building of the Temple were the great achievements of Hjotmund's life.

Ingridle bore him two sons, Ralvand and Kurn. Ralvan was a warrior like his father, while Kurn was an artisan and a poet, and the favorite of his mother.

In the twenty-fourth year of Ralvand's life, he led an expedition far to the south, toward a great inland sea and to lands where it sometimes didn't rain for years, because it was said that the people there had gold and jewels beyond anything a northman could comprehend. Ralvand left his wife Baedrun and his infant son Hjotborn with foster parents.

In two months, Ralvand returned alone, saying that he was the only one to escape from the wreck of their ship. Kurn, it was

said, had desired Ralvand's wife and treasure, and could not bear his brother's reappearance. At any rate, he vanished, and nobody ever saw him again.

Ingrilde then warned of his coming
A man of the ships who was coming
Who was Ralvand, but only in seeming . . .

Two years later, a man claiming to be Ralvand came to the Wild Coast, in a ship of the Elk Clan. Forewarned, the Elk Clan fighters slew his companions, and put the false Ralvand to flight. But instead of going away on his ship, he fled to the dwarfs of the Iron Mountain.

That night a wolf came down from the mountain. Foam poured from its mouth, and its teeth rent the flesh of all who stood in its way. The Viking weapons bounced harmlessly from its skin. It broke down the door of Ralvand's house, and tore out Ralvand's throat, and that of his wife, and left only the infant Hjotborn alive in the house, with all its gold and costly fabrics.

Ingrilde found the bodies, and everyone saw that the man was not Ralvand at all, but Kurn! Instead, the man all had thought the false Ralvand came down from the mountain, missing an arm, and the dwarfs carried the treasure away into the mountains.

That man, false Ralvand or true, went up into the mountain with the dwarfs and never returned to the village. Ingrilde, broken by grief, left the village a week later, and she too was never seen after.

The men of the Elk Clan were not reconciled to the deaths of their people and the theft of the treasure. They carried war to the dwarfs of the Iron Mountain. The war lasted three generations. Finally, enlisting the aid of other clans and fighting fierce battles up the mountainside, the Elk Clan warriors broke into the dwarf stronghold. Commanding many enormous undines, they broke down the last resistance. But the dwarfs collapsed their great cavern and buried all the treasure. Moreover, in a final gesture of hate, they summoned ghostly guardians, the Black Watchers, who would protect their cavern from intruders forever.

The Elk Clan had been shattered by the long war, and most of their men died in the final assault. Their women were taken in by other clans, and the Elk Clan ceased to exist.

Peace has not come to the devastated land, however. One day a year since the time of the final battle, a dragon has come out of the Iron Mountain to eat and to burn the country around. Each year it travels further and wreaks more destruction. It is believed that the dwarfs had bound the dragon, and their defeat allowed it to get free, but it may also be that releasing the dragon was part of the dwarfs' vengeance.

No weapons seem to harm the dragon. Moreover, spells cast at the dragon come sizzling back, reflected, but not necessarily at the caster. One priest managed to Mind Blast a great berserker axeman that way (and hardly anybody could tell the difference).

So far the only defense has been to move further and further from the dragon's domain. But a few developments have recently offered hope.

(1) In return for a great favor, an elfwoman (like many of her kind, a witch) was able to perform several divinations for the Bear Clan. She determined that only a metal called sigmundum can harm the dragon. As far as she knows, the only place the metal can be found is in the cave itself.

(2) She also determined that the dragon's name is Gruug.

(3) The Black Watchers, she learned, can be fooled by a Talisman. If you carry this Talisman, she told the Bear Clan delegation, the Black Watchers will think you are a dwarf and not attack you. She suggested finding another nation of dwarfs to make the Talisman. (In this land, elves and dwarfs are not the bitter enemies they are elsewhere. In fact, it is said that they spring from the same stock.

(4) The Bear Clan found such a nation of dwarfs and paid them much treasure, taken from many different lands in the south, for the Talisman.

(5) They learned more from the dwarfs. First, sigmundum metal cannot be brought out into daylight or it will crumble and

disintegrate. That is why sigmundum is found only in the cave. It is harder than other metals, and cannot be worked easily by them. But there is another metal, called vranur, which cuts sigmundum easily. The dwarfs didn't have any, but there might be some of that too in Gruug's cave. After all, the Iron Mountain dwarfs had to work their sigmundum somehow.

(6) Finally, a Hare Clan shaman has developed a Dowse for Sigmundum spell. He has captured several spirits with the spell, and is willing to teach it to those wishing to enter Gruug's cave.

The Clans are scouring the land for great warriors to enter Gruug's cave, while Gruug is inside (and presumably asleep) to slay the dragon. They cannot offer treasure as an inducement, but there should be plenty of treasure inside, since the dwarf realm has not been looted since the final battle. And for those of a heroic bent, there are skalds waiting to sing the praises of the warriors who succeed.

The clansfolk will not permit warriors entering the cave to keep any treasure found inside unless the dragon is killed.

The TALISMAN. This is a tall metal staff with a heavy medallion at the top. The medallion bears the runes of Earth and Stasis and others unknown to the local people. Since the latter worship a Rain God, an aspect of the Water element, they are reluctant to have anything to do with the Talisman. It must be carried with two hands and held so that the medallion is above the heads of the party members. Only those within 10 meters of the medallion will be protected from the Black Watchers.

DETECT SIGMUNDUM. This one-point primitive-magic spell is like the other Detects, except that because of the sensitivity required to discriminate between sigmundum and very similar but less potent metals, it will not penetrate any thickness of metal or stone. Basically, it only detects sigmundum within line of sight. This spell will be taught to all who want it.

The expedition will also be loaned any normal armor or weaponry, but must return it or pay for it after coming back from the cave.

REFEREE INFORMATION

The idea of this scenario is for a group of adventurers to enter the "dungeon", seek the weapons they need to kill the dragon, improvise others, dispose of obstacles to their goal, and then slay the dragon, who (one hopes) will not wake up until it is too late.

The idea of the sigmundum is to keep the party from using any weapons but those the referee chooses to allow it, and to make the adventurers look for the ones they do use. There are plenty of sigmundum artifacts in Gruug's Cave, including several which appear to have no military purpose, such as a grill. The characters may figure out things to use them for (e.g. crossbow bolts). The idea is to allow room for creativity, and ingenuity ought not be discouraged.

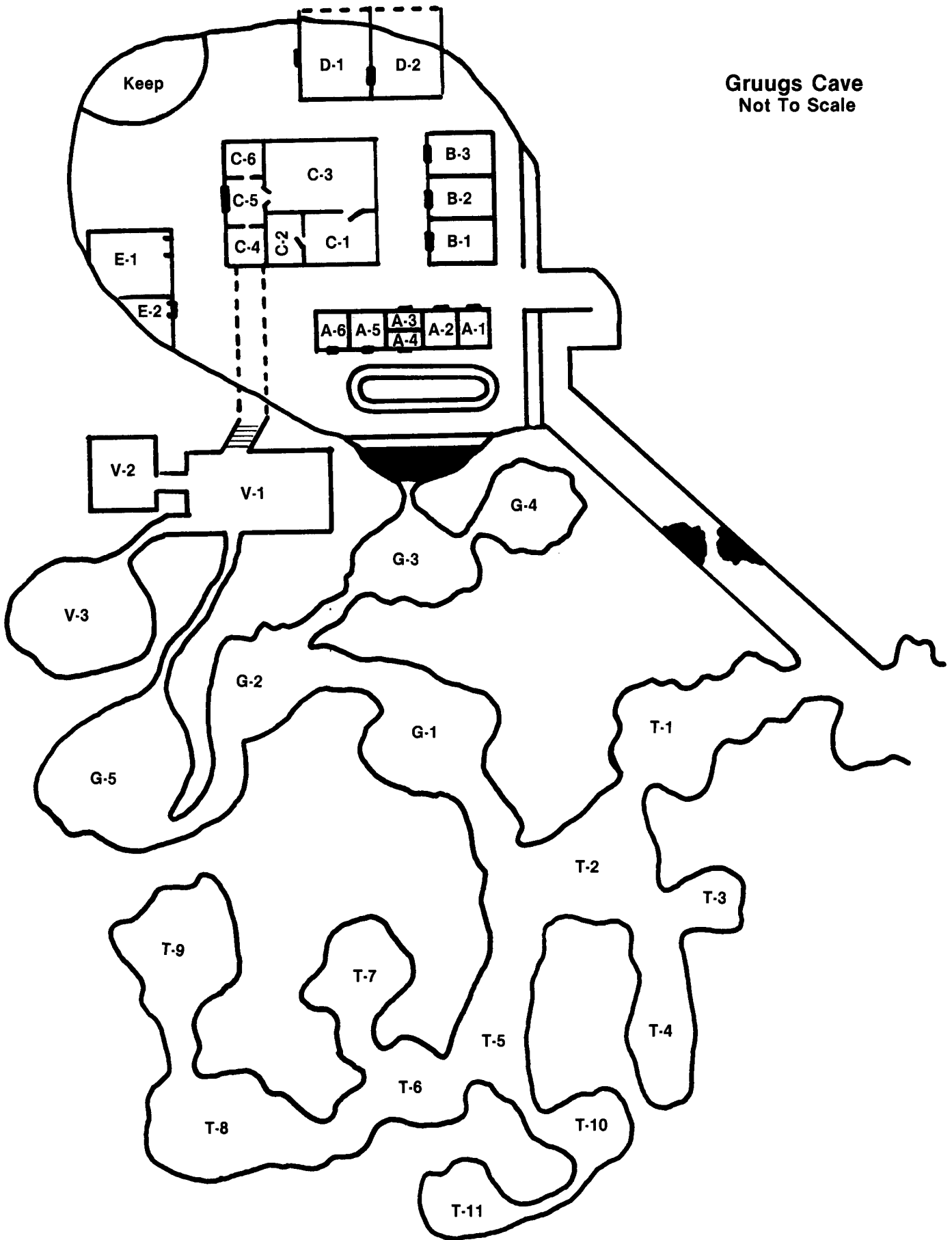
The referee should feel free to add more sigmundum items, remove those which are inconvenient, move the existing ones to other locations, or otherwise adjust the scenario. Most of the sigmundum weapons are limited or flawed in some way: requiring several men to use, doing minor amounts of damage without magic aid, etc. With the examples of the scenario, more can be invented if desired. The fact that sigmundum crumbles outside the cave means that the referee doesn't have to worry about giving away superweapons. Anything sigmundum can be used only in this dungeon, and thus can't screw up anybody else's.

The Black Watchers serve two purposes. First, they provide a reason why nobody has gone in to kill the sleeping dragon before now. And second, they force the party to cooperate to protect their Talisman carrier. It is not actually intended that the party fight the Black Watchers, which ought to be invincible. Their function is to be a threat.

To save mapping time, the characters are intended to find a map of part of the city early in their explorations. If necessary, the map ought to be forced on them by hanging it on every available wall. This will save a lot of playing time.

The player characters in the playtest were in the 50-80% range, and were not outmatched.

Gruugs Cave
Not To Scale



A small band of dwarf NPCs has also been provided. This is for combat-hungry players. Much of the scenario consists of searching the ruins and tunnels. If the players begin to complain, throw the dwarfs at them. They don't have any treasure—that's why they're in Gruug's Cave too. Since they are dwarfs, they don't need a light source or a Talisman. Presumably, they heard about the cave when the "foreign" dwarfs were commissioned to create the Talisman for the clans.

The party may (as in the playtest) explore the cave, find enough sigmundum, and kill the dragon without ever divining the nature of the cave's other inhabitants. There is nothing wrong with this. But the referee needs to know, in order to govern the actions of *Volkind* and *Ingrilde*.

WHAT REALLY HAPPENED: *Ingrilde* is an elf. Her people had two treasures: their forest and the Belt of Seeming. When the Vikings came to cut the former down for their Temple, *Ingrilde* was given the latter and sent to seduce the Viking leader. For a price, the Belt would cast a long-lasting illusion. It made *Ingrilde* look human. Unfortunately, as usually happens with those sorts of plans, it didn't work: *Ingrilde* fell in love with *Hjotmund* and was unable to influence him not to cut down the forest. It took the death of her son to reactivate her elf loyalties. When *Ralvand* returned from the middle sea and his men were ambushed and killed, he came to the Iron Mountain and struck a deal with *Kniskris*, the greatest of the sorcerors of the dwarfs. *Kniskris* would give him a wolfskin which would make him invincible, and *Ralvand* would give *Kniskris* half his treasure in return.

Ingrilde had given *Kurn* her Belt of Seeming, to allow him to impersonate his brother. When the wolf killed *Kurn*, she was able to retrieve it, being the first one to find the body.

Kniskris didn't tell *Ralvand* it would take Divine Intervention to get the wolfskin off. When *Ralvand* attacked the sorcerer, the latter cut his left foreleg off, to demonstrate that werewolves weren't invulnerable to everything. *Ralvand's* DI got the wolfskin off but not his arm back. And the dwarfs took all his treasure, not just half.

Ingrilde came to the dwarfs too. In return for sanctuary, she gave *Volkind*, son of *Kniskris*, the Belt of Seeming, and the two of them plotted revenge on the Elk Clan; the war was already starting.

Ralvand killed himself the first night. *Kniskris* is long dead. Only *Volkind* and *Ingrilde* still live, to keep *Gruug* (and *Ruugling*) company.

As for the Belt of Seeming, well, in many ways *Volkind* is a typical dwarf. That means he is curious, ambitious, and fascinated by mechanisms. Even though he is a sorcerer and not an engineer, and even though the Belt was mostly magical and only a little mechanical, he had to figure out how it worked. So he started tinkering with it.

He broke it.

That happened 73 years ago and he still hasn't dared to tell *Ingrilde* about it.

These days the two of them rarely speak to one another. Both of them are mostly devoted to staying alive. They are more timid than hostile, and will fight only when they feel threatened.

THE BLACK WATCHERS

Here is a typical Black Watcher:

STR 22 Greatsword (2D8+2D6), SR 6, 130%.
 CON 16 RH/LH Broadsword (D8+1+2D6), SR 7/10, 130%.
 SIZ 20 Hit points=18.
 INT 7 Fatigue points=38.
 POW 16
 DEX 13

Black Watchers cannot be harmed by weapons, and are immune to all spells except Disruption. Their weapons ignore metal armor.

The Black Watchers are intended only as a threat, and should not actually be thrown at the party unless it asks for it. If the carrier drops the Talisman, provide plenty of description of the horrible, ghastly shadows gathering, with their monstrous skulls

and weapons dripping blood, but give the party a chance to pick up the Talisman before they attack. This Talisman will not break if dropped, but the party should not be informed of that in advance. On the other hand, if the party makes no provision for protecting their Talisman carrier, they should get what they deserve. . . .

TREASURE

The main items of removable treasure in *Gruug's* cave are gold, a few magic items, and the Lead Crowns. There are four of the latter in the cave. They are troll artifacts, captured long ago by the dwarfs. The dwarfs acquired many of them, but only these four remain because they are one-use items.

THE LEAD CROWNS: If the crown itself is touched (even a layer of paint will block this contact), the person who does so will receive a mental message: "Put me on if you wish to learn the spell . . ." Each crown will promise a different spell. A spirit is trapped in the crown, and it knows one spell. If necessary, it will teach the spell to free itself. When someone puts the crown on, the spirit attacks the wearer, POW vs the wearer's Magic Points. The POW of the spirit is equal to the number of points in the spell. If the spirit overcomes the wearer, it is free, and still retains its spell. If the spirit's attack fails, the spirit is still free, but the wearer gets to keep the spell. If, as a result, the wearer now knows more points of spell than his INT, he cannot cast any magic of any kind until he has forgotten spells to bring him within the INT limit again. The recipient does not have to keep the crown or wear it in order to retain the spell. The crown will not detect as magical after the spirit is free. Usually, the dwarfs would keep the crown until they needed the spell, to preserve INT room.

SIGMUNDUM: This metal was a status symbol among the dwarfs. It was a mark of prestige to have a lot of it visible in weapons, ornaments, and furnishings, and practicality was not a primary factor.

This is a list of the sigmundum items in *Gruug's* cave.

- 1) The double-ended, double-sided swordblade. In A-2.
- 2) 10 cm square of woven-metal fabric. In A-3.
- 3) Grill. In C-1, the palace kitchen.
- 4) Grenade. In C-3, the palace throne and banquet room.
- 5) Rapier. In D-1
- 6) Brass knuckles. In E-1
- 7) Great hammer, broken. On the second floor of the keep.
- 8) Arbalest. Buried on the second floor of the keep.
- 9) Massive drillbit. In mineshaft T-4.
- 10) Hunting knife. In T-7.
- 11) Very long spear or pike. In the tunnel connecting G-3 with the pit by the playground.
- 12) The Awflail. Once a person swings this item, even in practice, he cannot stop swinging until he fumbles. The Awflail is equivalent to a morningstar in damage (D10+1 plus damage bonus) and has a doubled fumble chance. Because the Awflail is such an excellent, if perverse, piece of dwarf craftsdwarfship, it has a basic chance of 25%. In T-5.

VRANUR: There are two pieces of vranur metal in *Gruug's* cave: the tailor's scissors and the whetstone beneath *Ruugling*. The tailor's scissors can be used to saw at the grate, for instance, although the tool will eventually dull.

SCENARIO PREPARATION

Before the run, the referee should make photocopies of the Player Information and the Dwarf City Directory (map). The Player Information should be given to the players ahead of time, if possible. The map can be provided to the players when they enter the dwarf city (we hope they will go to A-1 first). The referee may also wish to rearrange treasure, including the locations of the sigmundum items, and perhaps their nature as well (e.g. if one or more of the players has seen this book already).

The scenario will probably require more than one playing session.

RUMORS AND STORIES

Before the PCs plunge into the cave, they may inquire among the neighbors (nobody lives *close* to Gruug's Cave) for additional information about the Cave and the Iron Mountain. Two further pieces of hearsay will be available.

1) Even brave men refuse to go near the Mountain these days. There are reports of monsters on the mountain, although the PCs won't find anybody who's actually seen one. Ghost dragons, vampires, gigantic wolves, and ships in the sky are the most common alleged sightings. Sensible men dismiss these reports as superstition, since no substantiated harm has been traced to any of these things. Still, there are a lot of people who believe that things move on the Mountain some nights.

2) About eighty years back, after the war was over, one man used to prospect up on the Iron Mountain. He was very reclusive, and only a few people ever saw him, but he would bring down modest amounts of gold. His name was Omfri, and he always came in the middle of the night, bought what he needed, and left quickly. He kept that up for twenty years, almost, and then he never came again. Although he prospected on the Mountain, Omfri claimed he never went in Gruug's Cave.

The Cave Entrance

There is no difficulty finding it. Just look for the dragon footprints. The opening is quite conspicuous. An irregular aperture about 10 m wide slants into the side of the mountain at a slight upward slope. It is in the left face of a bowl-shaped depression. About 20 m into the mountain, the passage narrows to about 7 m wide and makes a 45° turn to the right, so that it is now directed almost straight into the mountain.

About caves: (1) Caves are usually wet. Almost all of them get your feet muddy. Many of them get all of you muddy. However, in this case, the party is in luck. Gruug's cave is dry in most places. (2) Caves are cool, usually 10° or so. This one is no exception, except when Gruug is awake and breathing fire. (3) But most of all, caves are DARK. Once around that turn, the party will need sources of light. It is absolutely pitch dark, zero visibility, you-might-as-well-be-blind black inside Gruug's cave unless the party provides its own light. Harry Smith, who has caving experience, suggests that in addition to torches, a party at a bronze-age technological level would wear caps bearing a candle on a protruding wire or bill above the eyes. Since that time I have read that miners used to wear caps with a candle on top. A breeze or sudden movement would probably cause the candle to go out, so that one couldn't use it for light during a melee for example, but the light it cast would be more useful for normal searching and walking than a couple of torches, which throw vast shadows. Perhaps your group will come up with its own contrivances for illumination.

The cave tunnel is still a roughly 7-meter-diameter passageway into the mountain when, after about a hundred meters, it divides. To the left, it continues with much the same character. If party members are looking for dragon tracks in this direction, they will find them. The other tunnel is clearly of artificial construction. It is 6 m high and 5 m wide; the walls and floor are flat, fitted stones. Only the ceiling is natural stone.

The Dwarf Street

The masonry in this entryway, like all the masonry in the dwarf city up ahead, is of perfectly cut and trimmed stone, assembled without mortar. The exposed faces are smooth and flat. If, for some reason, one were to try to remove one of the stones, much effort and time would yield little result.

About 20 m down this street (but not visible from the junction) is a pile of rock where the ceiling gave way 150 years ago. It is heaped up against the right wall of the tunnel. Beyond it is another pile, this heaped up against the left wall. There is a twisting path between the two piles. It is also possible to clamber over the rock, since the piles are stable.

Closer Looks: Unless the party decides to dismantle both piles, it will take Detect Magic to locate a necklace buried about a meter into the second rockfall. The necklace does not look very valuable. Someone who succeeds at Evaluate will recognize the stones

as aquamarine. The necklace contains an enchantment for Summon Small Undine, a divine spell given by the rain god of the Elk Clan. It can be used by anyone who is not an initiate worshipper of a god of an element other than Water. The Undine has a STR of 7, and 11 hit points. It has a POW of 1. It requires a cubic meter of water to form to its full volume. The spell is "renewable" in the sense that it can be regained at any temple of a Water god—as long as they let you in. Regaining the spell does not cost any POW.

Sigmundum: none.

The Dwarf Street continues on for another 40 m until it makes a 45° turn to the right. There are slots about 10 cm high and 1 m long in the left-hand wall (which turns out to be the city wall). Nothing can be seen through the slots because there is no light behind them. The slots are about 2 m above the street. They slant downward toward the street.

The Dwarf City

There is not much profit in investigating the slots, so the party might as well go around the U-shaped entrance to the city. The slots are arrow holes, and are positioned so that anyone approaching the city must pass under them, thus exposed to strong missile fire. This is a standard type of arrangement for fortified cities.

Around the corner of the U are the City Gates. These are two huge stone doors. They open inward, naturally (into the city, that is). They stand open at an angle of about 30% to the walls of the entryway, so there is quite a bit of room between them. The door surfaces are cratered and chipped, as if heavy objects had been hurled against them, but the doors are still on their hinges, nor have they been shattered or cracked all the way through. If the party members lean on one of them, they will find that it moves smoothly enough, although it will take no trivial amount of effort to get all that mass moving.

Closer Looks: nothing.

Sigmundum: nothing.

Dowse spells will pick up nothing at this point, except what the party is carrying or the party members themselves (depending on the spell).

Passing through the Gates, the party will see the nearer portion of the Dwarf City. (Note: the party will require more light than that thrown by torches to see it, but there is a keep on the far wall of the cavern with two ballistas which command the entry into the city. If the party casts some sort of powerful Sunbright-type spell, they will see the keep and its machines and probably get very nervous.)

To the left, a stone platform runs along the wall, under the slits. This is obviously where the archers stood to cover the entryway.

The roof of the cavern in which the dwarf city stands arches quickly out of torch range, and is 40 m up at its high point.

A human party standing with torches at the entrance to the city will see stone courtyards stretching away in three directions, a natural stone ceiling angling up and away from them into darkness, and two one-story buildings looming out of the blackness beyond.

The dwarf city originally occupied a very large cavern, but in the final cataclysm that destroyed the dwarf people, they attempted to demolish the entire city by causing the roof of the cavern to collapse. Most of it did, but some of the roof did not fall, and a small section of the dwarf city remains accessible. This comprises four buildings and parts of two more, plus much open area.

The Open Areas

Three parts of the open courtyard part of the city call for comment.

1) The playground. This is a dirt track around an array of metal and stone playground apparatus, e.g. teeter-totter, jungle jim, slide, and spinner.

Closer Looks: A good Search will ascertain that the track has been used within the past year or so. A few tracks can be seen

in the dirt. The footprints look small (perhaps of a being SIZ 7-9). A special Track roll (1/5 normal chance) will determine that there are not one but two sets of tracks. There is very little weather inside this cavern to obliterate tracks.

Sigmundum: none.

2) The pit. Beyond the playground, the ground underneath the wall of the city gave way during the final collapse, and left an open pit shaped something like a sliver of a circle. The bottom cannot be seen, but a rock dropped into it will splash after about a second and a half. The sides of the pit are almost vertical, but are uneven and jagged enough to supply foot- and handholds for a skilled climber.

Closer Looks: A successful Scan will spot an opening in the far face of the pit, about 8-10 m down. (Note: reaching that opening from the level of the Dwarf City will cause great problems, considering that the party must not leave the 10-meter radius of the Talisman.) The opening is not easy to see unless considerable light is provided. It appears to be about 1.5 m in diameter. There is no way of telling how far back it goes.

Sigmundum: none.

3) The wolf courtyard. There are no markings to indicate that the spot marked "W" is the "wolf" courtyard. This is just a label of convenience for the point at which Volkind will summon his wolves. He stands in the tunnel beneath point W, in a sort of upward bubble which comes close to the street level, and casts his Sorcery.

THE WOLF ATTACK

Volkind's main motivation is fear. He summons the wolves not in an effort to kill the adventurers, but rather to drive them out of the city and the cavern. He is convinced they are searching for him. Thus, when they come reasonably close to point "W", he will begin the Summoning.

The wolves materialize out of thin air at point W at the rate of two per melee round. (The referee may bring them in faster, if desired.) Volkind will normally attempt to control them to make them attack the party, but they would do so anyway, being extremely angry about being yanked from someplace comfortable to someplace awful. The number of wolves to be summoned is up to the referee. Two per character should be the practical limit. There should be enough wolves to run at least some of the party members to negative Fatigue Points, but not so many as to completely overwhelm the party. Two points deserve emphasis: (1) One party member must carry the Talisman, and thus cannot fight or dodge. The wolves can outrun him (or her). (2) At least one (and better two or more) of the party members must carry torches to provide the light to fight by. The wolves can't see in pitch blackness either, but they can function with a lot less light than humans.

The wolves obviously have no treasure, magic, or sigmundum. After 10 minutes, the wolves or their bodies depart whence they came.

THE BUILDINGS OF THE CITY

The buildings are all made from the same stone. They are cut to fit exactly, and are assembled without mortar. Their durability can be assessed by the fact that even the enormous tremor caused by the collapse of the roof did not shake them loose.

Unless otherwise indicated, all rooms in the city have "hot-stone" heaters. These are clay bowls with a lid raised about a foot above the bowl. Hot clay stones were brought in wagons from elsewhere in the city and placed in the bowl, which radiated a little heat into the room. This form of heating was required because the city couldn't afford the smoke of many individual fires in the enclosed cavern. The stones were heated in a specially vented central furnace (now inaccessible because buried). Only a few special places were allowed fires, and they had to make arrangements to filter the smoke. Most cooking was also done at the central installation.

BUILDING A. Like all the buildings in the ruined dwarf city, this is made of stone, the cheapest and most accessible material. The walls are about 4 inches thick. The building has no particular adornment, but there are brief inscriptions above all the doors.

WOLF 1

		01-02	R. HINDLEG	2/3
STR	13	03-04	L. HINDLEG	2/3
CON	11	05-07	HINDQUARTER	2/5
SIZ	10	08-10	FOREQUARTER	2/5
INT	5	11-13	R. FORELEG	2/3
POW	13	14-16	L. FORELEG	2/3
DEX	18	17-20	HEAD	2/4

11 TOTAL HIT POINTS

24 FATIGUE POINTS

BITE [SR 7] 65%, DAMAGE D8

DODGE 70%

AGILITY BONUS 10

ATTACK BONUS 5

WOLF 2

		01-02	R. HINDLEG	2/4
STR	9	03-04	L. HINDLEG	2/4
CON	14	05-07	HINDQUARTER	2/6
SIZ	11	08-10	FOREQUARTER	2/6
INT	5	11-13	R. FORELEG	2/4
POW	13	14-16	L. FORELEG	2/4
DEX	18	17-20	HEAD	2/5

13 TOTAL HIT POINTS

23 FATIGUE POINTS

BITE [SR 7] 59%, DAMAGE D8

DODGE 61%

AGILITY BONUS 7

ATTACK BONUS 3

WOLF 3

		01-02	R. HINDLEG	2/4
STR	8	03-04	L. HINDLEG	2/4
CON	13	05-07	HINDQUARTER	2/6
SIZ	12	08-10	FOREQUARTER	2/6
INT	5	11-13	R. FORELEG	2/4
POW	9	14-16	L. FORELEG	2/4
DEX	21	17-20	HEAD	2/5

13 TOTAL HIT POINTS

21 FATIGUE POINTS

BITE [SR 6] 65%, DAMAGE D8

DODGE 64%

AGILITY BONUS 8

ATTACK BONUS 5

These inscriptions are in a unreadable dwarvish script. None of the doors are locked. The stone from which Building A was constructed is nothing special in appearance or durability.

A-1. At the rear of the room are two cots. In front of them is a stone desk with a stone bench beside it. Hanging on one wall is a fire-baked clay map. It is too heavy to carry around conveniently, but the PCs can make a copy or tracing of it with no trouble, if they brought writing materials. A corroded mace lies on the desk. On the wall behind the cots are graffiti in a crude version of the dwarf script. The cots, each 5 feet long, do not look designed for a comfortable night's sleep but merely short naps.

Closer Looks: Nothing. This was just the room occupied by the guards of the City Gate during "peacetime".

Sigmundum: none.

A-2. The door of this room has a complicated mechanical lock, but at the moment, the door is standing open. Inside are a long table against the left wall, and weapon racks on the right wall. The weapon racks are empty. Against the back wall is a small furnace and an anvil. The furnace has an elaborate series of baffles to capture the smoke. On the table are three hammers, designed for metallurgy, not war. There is also a long swordblade (2.2 meters long) with cutting edges on both sides for the entire length of the blade. There is no hilt. The sword is very sharp.

Closer Looks: A successful Search will reveal that the furnace and anvil were used within the last year.

Sigmundum: (as one might expect) the double-ended sword-

WOLF 4

	01-02	R. HINDLEG	2/3	
STR	10	03-04	L. HINDLEG	2/3
CON	8	05-07	HINDQUARTER	2/5
SIZ	13	08-10	FOREQUARTER	2/5
INT	5	11-13	R. FORELEG	2/3
POW	9	14-16	L. FORELEG	2/3
DEX	14	17-20	HEAD	2/4

11 TOTAL HIT POINTS

18 FATIGUE POINTS

BITS [SR 8] 47%, DAMAGE D8

DODGE 43%

AGILITY BONUS 1

ATTACK BONUS - 1

WOLF 5

	01-02	R. HINDLEG	2/3	
STR	13	03-04	L. HINDLEG	2/3
CON	9	05-07	HINDQUARTER	2/5
SIZ	12	08-10	FOREQUARTER	2/5
INT	5	11-13	R. FORELEG	2/3
POW	13	14-16	L. FORELEG	2/3
DEX	16	17-20	HEAD	2/4

11 TOTAL HIT POINTS

22 FATIGUE POINTS

BITS [SR 7] 59%, DAMAGE D8 + D4

DODGE 58%

AGILITY BONUS 6

ATTACK BONUS 3

WOLF 6

	01-02	R. HINDLEG	2/2	
STR	9	03-04	L. HINDLEG	2/2
CON	10	05-07	HINDQUARTER	2/4
SIZ	6	08-10	FOREQUARTER	2/4
INT	5	11-13	R. FORELEG	2/2
POW	8	14-16	L. FORELEG	2/2
DEX	12	17-20	HEAD	2/3

8 TOTAL HIT POINTS

19 FATIGUE POINTS

BITS [SR 9] 41%, DAMAGE D8

DODGE 58%

AGILITY BONUS 6

ATTACK BONUS - 3

blade.

A-3. At either end of the room is a vertical rack, against which lean (on both sides of the rack) vertical poles (wood) about two inches in diameter. Fabric residues can be recognized wound about the poles. Some of the threads are metallic. Most of the fabric has rotted away and disappeared, however. A wide stone desk runs half the length of the room. On it are a scissors and (bolted to the desk) a stone strip with regular markings and dwarvish numerals.

Closer Looks: This looks like a dwarvish tailor shop. Underneath the desk is a 10 cm square of woven metal threads. The weave is dense but the square is still flexible. To it are clinging fabric residues.

Sigmundum: The metal in the 10 cm square.

Possible Inspiration: One of the characters might wonder how the tailor cut the square. If somebody tries cutting the square, the scissors on the desk will pass through the sigmundum as if it were ordinary fabric, while a bronze sword will have to saw a long time at it just to cut a few threads. The scissors are in fact made of vranur metal.

A-4. In the center of this room is a chair with a swivel base, the base being bolted to the floor. There is a bench against one end of the room and a polished silver mirror on the other wall. At the back of the room is the standard hot-stone heater. On a small shelf under the mirror are pots of mustache wax and several talc-like powders. On racks against the front wall are displayed

a number of wigs and false beards.

Closer Looks: A hidden drawer in the shelf under the mirror contains a Lead Crown (see TREASURE). It contains a Healing 5 spirit.

Sigmundum: none.

A-5. This is an obvious schoolroom, the pattern familiar the world over. In the back of the room is a large desk and chair for the teacher. Against the rear wall is a slateboard, with still a few pieces of chalk on the floor beneath it. Beside the teacher's desk is a heater. There are very low stone benches for the students. Anybody who succeeds at Human Lore (or Dwarf Lore, if anybody knows any) will estimate that this must have been a dwarvish first grade, from the size of the benches.

Closer Looks: nothing.

Sigmundum: none.

A-6. This is another room like the previous one, except that the benches are a little higher (maybe third grade).

Closer Looks: nothing.

Sigmundum: none.

BUILDING B. This one is slightly more elaborate than A. The main difference is that the walls are thicker—about 6 inches. The rooms in this building have solid locks, but none of the doors are locked. There are large inscriptions over each door.

B-1. Along each side of this room are wood tables and high-backed benches, all bolted to the floor. Stretching down the middle of the room from the back is a U-shaped counter. Behind the counter are winejugs and beerbarrels, some intact and some broken. Hanging from metal wires connected to hooks in the ceiling are terra cotta bowls. The bowls, each with an attached saucer beneath it, are full of very dry dirt. A few plant residues can be seen, mainly the remains of dried woody stems protruding from the soil.

Closer Looks: As far as the best of dwarvish research can determine, this is the only fern bar or former fern bar in any dungeon in all the Known Worlds.

Sigmundum: none.

B-2. A counter runs across the middle of this room, separating front from back. On shelves in back of the counter are many jars and pots, some containing powders but most empty. One shelf contains nothing but stacks of unbaked clay tablets. Many of the tablets have disintegrated, but several are still in good shape. They bear completely illegible inscriptions (even those who have been getting familiar with the dwarvish inscriptions will be unable to make out more than one or two symbols on the tablets). The heater is behind the counter.

Closer Looks: Dowse for Magic will ascertain that one of the powders is magical. It must be dissolved in water to function. It is then a potion for Neutralize Magic 6. (It will take an alchemist or healer or analytical magic to determine any of this information.) If then poured on or sloshed on an enchanted object, it will "attack" the spell (but not a permanent enchantment). If it overcomes the points of the spell on the Resistance Table (in the ordinary way of the Neutralize Magic sorcery spell), the spell is dispelled.

Sigmundum: none.

B-3. Along either side of this room are cages. They are stone-sided to a height of one meter, and then wire mesh above that. The wire mesh does not look strong enough to hold a dwarf. On a rack in the back of the room are whips and knouts and hoops. Lower are several outlines of humans in what one can recognize as elk-clan garb.

Closer Looks: There is animal hair in the cages. One who succeeds at Animal Lore will recognize it as wolf hair. Hidden behind the whip rack is a scroll. It's written in the same dwarvish script and has pictures of wolves. (The referee can decide how difficult it will be to find somebody to read the script.) When deciphered, it will prove to be a description of the training of wolves as "bloodhounds". One who studies the scroll will improve by D6% in Tracking and 3D6% in Animal Lore.

Sigmundum: none.

BUILDING C. This large square building, also one story, is built from the same stone and with the same workmanship as Building B. In other words, it is sturdy and competent, and reasonably imposing, but not magnificent. It has two doors, one a large double door facing away from the City Gate and the other a standard-size kitchen door facing the City Gate (for deliveries). There are six rooms in this building.

To the referee: This will prove to be a palace of sorts. It has a throne room, a guard room, a cloakroom, a lobby, and two food-preparation rooms. It may be noticed that there are no living quarters nor any arrangements for the transaction of business. A PC who deduces that the "king" of the dwarves was a purely ceremonial office and that true power resided with the magistrates (Building D, the Court Building, is much fancier) should be granted an immediate increase (say $D4 + 2\%$) in Human Lore for the insight, to reflect the character's ability to penetrate appearances. If the character is sufficiently persuasive to the rest of the party, the other characters can be given a 1% increase too.

C-1. This is a kitchen obviously designed for cooking large quantities of food. There are large counters, an enormous water urn, all sorts of knives, ladles, tongs, scoops, and other equipment. The doors are to the outside and to the throne room. Beside the door to the throne room is a large oven, with a more elaborate version of the baffle system (than that in B-2) for catching the smoke. There is also an open "fire pit", evidently designed to accommodate heated rocks.

Closer Looks: This room is what it seems.

Sigmundum: The grate over the fire pit is made of sigmundum. It weighs about 20 kg. It will be almost useless except as a source of sigmundum, if some way can be found to work it.

C-2. This is a pantry. At one time it contained a lot of food. Somewhat later it contained an interesting collection of molds and rats. Now it contains nothing but the usual pantry furniture: cupboards, flourbins, a small meatlocker.

Sigmundum: none.

C-3. This is the throne room. It contains only two kinds of furniture: first, the throne itself, a large stone chair with lots of inscriptions and a few decorations (a procession of dwarves carved in low relief); and second, three knock-down metal tables (currently stacked against the outside wall). One permanent fixture is the stone heater on the other side of the wall from the kitchen oven.

Closer Looks: Successful Search of the throne will reveal a hidden compartment in back of it. Inside the compartment is an ovoid object made of black metal. One end is slightly flattened and it rests on that end. The other end has a button which can be depressed. The button is marked with a skull and crossbones.

Sigmundum: Nothing, unless the grenade has been found inside the throne. If it has been located and reoved, it will detect as sigmundum. The grenade weighs 35 kg. If the button is pressed, it explodes *immediately*, doing 8D6 damage to all within 5 m and one D6 less for each further meter distance (i.e. 4D6 at 9 m). The damage is applied to the least-armored vital location (head, chest, or abdomen for a human). Ricocheting shrapnel can still do damage (at the referee's option) to somebody around a corner, but should lose 3-4D6 damage per ricochet. (Obviously, this is a weapon of desperation, since it is very difficult for someone to detonate it without being killed.) The button is recessed in the face of the grenade, so that it cannot be pressed accidentally. (Nevertheless, a party may find a way to set it off without taking casualties. Ingenuity ought to be rewarded.)

C-4. Running along each of the three walls (not counting the one with the door in it) is a metal rod (about 40 cm away from the wall) anchored in the walls at either end. There are metal coathangers on each of the rods. Six ceremonial robes, of heavy metallic fabric, hang from one of the rods. One of the robes has what appears to be gold thread worked into the black metal fabric.

Successful Evaluation will determine that the gold-threaded cloak contains about two ounces of gold, and the workmanship would triple the value of the cloak (above the price of the gold). The cloak is heavy: it weighs 4 kg.

Closer Looks: The referee should make a Listen roll for every character who enters the cloakroom. If the roll is one fourth or

less of the character's Listen, that character will detect that one of the floorstones sounds different from the others when trod upon; sounds almost hollow, in fact. If the Listen has been made, a successful Search (normal chance for those looking) will find the hidden latch that must be prised up and then pulled upon to raise the stone. The only trouble is that the stone comes up about 1 cm and no further. It will be guessed that it is locked from below.

(This is the entrance to Volkind's secret tunnel. As long as Volkind doesn't come up to unlock it, there is probably no way to get it open, apart from Divine Intervention by a deity of the Earth, of Night, or of (perhaps) Trickery. Gods of Air, Storm, Sunlight, War, etc., will find their power does not extend to unseen locks in pitch darkness deep in the ground completely out of reach.)

Sigmundum: none.

C-5. This is the entrance hall of the palace. There are doors in all four walls. In each corner is a set of three statues. They all are of dwarves, all wearing crowns. Some of the subjects are male and others female. (As will be seen from C-3, there is only one royal personage at a time. The spouse of the sovereign, whether male or female, is evidently not accorded royal honors. Furthermore, the royal duties seem to consist entirely of presiding at banquets.)

Closer Looks: First, the statues (even within a group of three) appear to have been placed there at different times. Second, one of the statues has been tampered with (this takes a good Search to find). The sculpted crown has been chiseled away and replaced by a metal crown painted to look like stone. This is one of the Lead Crowns (see TREASURE). It contains a spirit for the spell Mobility 6. (This crown could also have been located by Detect Magic.)

C-6. A chair and desk. No heater. A slateboard on one wall bears a list of words written in chalk. After each pair of words is a checkmark or a cross or in a few cases two or three x's. Dwarf numerals follow some of the symbols.

Closer Looks: One might guess that the list contains names, with indications of desirability, or perhaps instead appointment times. There is nothing of value in this room.

BUILDING D. This building is the most elaborate and well-built of all those in the uncollapsed dwarf city. Along the top of the building runs a series of relief sculptures in extremely fine workmanship. The sculptures depict dwarves, both male and female, in heroic attitudes and postures, with and without weapons. Several of them appear to be speaking, and others are reading from scrolls or books. At each of the two exposed corners of the building is a cluster of human faces, in caricature expressions of glee and terror. (One might guess that these are the dwarf versions of gargoyles.) There is only one exterior entrance to the building, facing the keep. The door has three elaborate locks. (These will all prove to be single-key deadbolt types, which can be easily-locked from the inside.) Both the door and the wall beside it bear long inscriptions. These are in the form of many paragraphs, each headed by a numeral. Of course, they are in the unreadable dwarvish script. The walls are a foot thick.

D-1. The first thing which a person entering this building will notice is that although the back of the building was buried by the rock collapse, the back of the building was not crushed, and the room is as clear today as it was 150 years ago. At the back of the room is a high chair. It is unadorned, but made of beautiful marble. In front of the marble chair are other chairs, of less value but still handsome black stone. Two of the chairs have shackle chains imbedded in the arms and base. There is a ceremonial axe mounted on one wall. In the other long wall, opposite the entry door, is a second door, likewise with three locks.

Closer Looks: Under the right arm of the marble chair is a small button. It is so well concealed that it takes two successful Searches (and at least ten minutes examining the chair) to find it. If it is pressed, the arm slides forward about 30 cm to reveal the haft of a sword of some kind. If pulled carefully, the blade will bend to allow the weapon to be removed. It proves to be a rapier. (It

is a little heavier than a normal human-made bronze rapier, requires a STR of 9 to use at full efficiency, has an ENC of 2, and 10 AP for damage absorption purposes. In other respects, it would be the same as a regular rapier.) This is clearly an emergency weapon for the occupant of the marble chair. In fact, the players should have recognized the room as a courtroom by this time, and the chair as the judge's seat.

Sigmundum: the rapier. The Dowse will not pick it up unless it has been found, however, as the marble of the chair is sufficient to block the penetration of the spell.

D-2. The door to this room is not locked. However, as it is pushed open, a clear keening tone is heard from outside the building. The tone lasts for ten seconds exactly, and is cut off as abruptly as it began.

The room itself proves also to be undamaged by the tons of rock which fell on the roof. It contains many shelves of fire-baked clay tablets. On the tablets is more of the by-now familiar dwarf script. The tablets on two of the shelves bear, in addition, diagrams with geometrical figures, mostly rectangular, with dwarf numerals on the sides. (A PC with legal background or property ownership will undoubtedly recognize these as deeds or legal records of ownership.)

The room also contains an elaborate machine. Along the wall next to the courtroom is a stone box 4 ft high and 2 ft square. The box is a foot off the ground, and pipes run down out of it into the floor. Pump-handle-like levers are attached to the pipes. A metal bar with a handgrip protrudes from one side of the box. In the top of the box is a funnel-shaped opening with a tight-fitting stone cover. If the cover is removed, water can be seen down in the tank. (As it happens, the tank is double-jacketed to prevent condensation on its outside from raising the humidity of the room nearby and thus damaging the clay tablets.) A PC with appropriate Craft skills (plumbing?) might guess this is a heating system for the courtroom, but be mystified about how it works, since there does not seem to be any heat source.

If Detect Magic is cast in this room, the metal bar with the handgrip will detect as magic. Anyone who grasps the handle and expends a magic point in an effort to cast something through the aid of the bar will understand how it works. The bar is enchanted for the sorcerous Heat spell developed by the dwarves. Anyone can use it since it can only be used where it is, for heating the courtroom; if removed, the enchantment is broken. Anyone without the Intensity skill can only cast Heat 1, but lots of Heat 1 can have the same effect as Heat 10, for instance, since the spell does not produce a certain temperature per se, but rather injects heat energy. Heat 20 is sufficient to keep the courtroom warm for an hour. In practice, a number of dwarfs (even prisoners) would use magic points to heat up the water. The water is circulated under the courtroom by the pump handles. The system is still in working order, although some of the water has evaporated (more will evaporate if the funnel cover is left off very long).

Closer Looks: Nothing exactly, but if a PC thinks to take even one deed out of the cave, scholars will be very interested to see it, and will give language teaching in return for it. Much can be deduced from such deeds.

Sigmundum: none.

BUILDING E: This building is more than half buried, and (as will be found) the buried part has collapsed, so that only one room and a small section of another are accessible. The building is of the same general construction as B, good but nothing super. There are two doors, both facing on the courtyard between the palace and the playground.

E-1. This is another schoolroom, of the same general layout as A-5 and A-6. The benches indicate that the occupants taught in this room were adolescent, at least. The benches are gouged and pitted. There are dents in the slateboard. At the back of the room is a pillory: a stone block supported on two posts, with three holes in the block (one for the head, two for the wrists), with movable stone pieces to constrict the holes, thus locking the prisoner in place. The room has the usual stone heater.

Closer Looks: In the teacher's desk is a drawer and in the desk

is a mallet with a stone head. As a weapon, it is equivalent to a light mace. Under the benches are a dozen knives and a couple sets of brass knuckles.

Sigmundum: one of the brass-knuckles. As a weapon, it is equivalent in all respects to a heavy cestus (D3+2+damage bonus, ENC 1.5, 15% basic chance, weapon SR 3, 8 ap).

E-2. This is the corner of a library. The scrolls and books are all in unreadable dwarvish. They can be swapped, however, for various types of training in Knowledge skills. Each book or scroll has an ENC of 2. The room has the usual stone heater.

Closer Looks: none.

Sigmundum: none.

THE KEEP. This is the only two-story structure visible in the unburied part of the dwarf city. Two ballistas are mounted on top of the keep, and can be seen from almost anywhere inside the city (if light is provided or one sees in the dark). The top story of the keep was broken by the rockfall which buried the rest of the city, but the front third of the second story can still be entered. As far as can be determined from outside the keep, the first story is still uncollapsed. However, there are no entrances to the keep from the accessible part of the city (as the map in A-1 shows, the entry to the keep is in the now-buried portion). There are no windows in the first story, and only arrow slits and machicolations in the second story (which slightly overhangs the first).

If the expedition brought a grappling hook (or can devise an equivalent: this may require a Devise roll to see if it works the way it's supposed to), no Climbing roll is necessary to reach the top of the keep: anybody with a Climbing of 20% or better can climb a rope. They may not be able to do it while fully encumbered, though.

The top of the Keep. The two ballistas are mounted up here. Both of them swivel, and both can be brought to bear on the City Gate, over the top of the palace. One is a full-size, full-power ballista (10D6 damage, 275 m range, 5 minutes to rewind). The other is a dwarf-designed repeating ballista. It can fire three missiles in succession, because it has three separate bores and three separate bows, the latter being wound by a single windlass. Each missile does 6D6 damage. One can be fired each melee round. After all three are fired, it takes 7 minutes to rewind. A PC with suitable mechanical skills can attempt to record the design of the repeating ballista, particularly the system which balances the pull on the three bows while the winch is being wound. Suitable Craft skills for this would be Drafting, Bow Making (especially Crossbow Making), and other skills involving machinery (e.g. wagon making). The closer the skill to the situation, the better the PC's chance. Most cities will pay handsomely for the design of a repeating ballista.

From the top of the keep, there is a ladder down to the second story.

The 2nd story of the Keep. Four dwarf skeletons lie on the floor, still encased in armor. Two of them have their arm and hand-bones lying atop their throats, as if they had been strangling, perhaps, and were trying to pry an attacker's hands away. The other two skeletons are lying face down, unmarked. Many weapons are present, either lying on the floor of the keep where they were abandoned, or hanging from hooks on the wall. There are axes and hammers, mostly, but also two shortswords and three small round shields. Two shattered light crossbows lie half visible under the outermost rocks.

Closer Looks: None immediate, but if someone in the party casts Dowse for Magic (either inside the Keep or just outside it), see below ("Further Investigation").

Sigmundum: One of the greatest hammers is sigmundum (the head, that is). The haft, unfortunately, is broken. The other hafts do not quite fit the sigmundum head. The Repair spell will put it back together. A Glue or Holdfast spell will keep it in one piece for the duration of the spell. If none of the magical options are available, the haft may be replaced by someone who knows what he is doing (i.e. possesses a relevant Craft skill), and has suitable tools on hand. The referee should assess how likely the replace-

ment is to function properly by a roll against the appropriate Craft. If the roll is too high, the haft may break or the head fly off when the hammer is wielded in combat. For another possible sigmundum item, see "Further Investigation" below.

Further Investigation: If someone casts Detect Magic close enough, two magical items will be detected buried under the rock. If the party wishes to dig after them or (without the Detect) wishes to excavate for reasons of its own, a certain amount of care will be required. Just straightforwardly pulling out stones will cause the rock above to cave in, doing 3D6 (or more) to each arm of each digger. If, however, the PCs remember to dig a mine (i.e. reinforcing the ceiling of their excavation as they go) they will be able to reach the objects safely. The referee may wish to have the characters attempt their Mineral Lore skills to see whether they think of mining and how well they do at it. Of course, if one of the characters has had mining experience, the roll is unnecessary.

One of the magical objects is a Lead Crown with a Dispel Magic 4 spirit in it (see TREASURE for details of the Lead Crowns).

The other magical object is an arbalest. If Detect Sigmundum is cast after the bow has been excavated, it will be found that the bow is made of sigmundum (including the wire bowstring). What good is a sigmundum bow? No quarrels are lying around for this bow. And, as indicated above, the bow is magical (although the characters won't know that unless they Detected for it). Although it was buried, it is in good condition.

If a character, knowing or guessing that the arbalest is magical, tries to expend magic points to cast a spell (hoping that the arbalest is enchanted to cast a spell automatically when the magic points are supplied), the character will feel a vast cosmic suction tug at him. It draws from his permanent POW equal to the number of magic points the character wished to expend, up to a maximum of 3. Then, whenever any missile is fired from the arbalest, a magical flame will appear about the missile. For each point of permanent POW the bow took up, a D6 of damage will be added to whatever damage the missile might do normally. The arbalest itself (without this magical feature) is fairly normal, despite being all of metal. It weighs 10 kg, does 3D6+1 with quarrels which fit its square cross-section slot, has a maximum range of 425 m and takes a minute to rewind. Like regular arbalests, it is a siege weapon rather than a weapon for mobile combat. As for the magical damage, it will be found (if ever tried) that it will damage Gruug. To get the magic fire, the person who gave it to the POW must fire it.

The ladder from the roof also leads down to the first story.

The First Story of the Keep. There is a well in the middle of this circular room. The ceiling of this part of the keep did not give way under the rock collapse: the walls are thick and the ceiling is reinforced by two pillars, one on either side of the well. The walls are mossy and damp. There used to be wooden structures in this room, but they have long since decayed so that their shapes are no longer recognizable. There is a humid odor of mold in the air. Any elf who ventures into this room will be attacked by a mutated ergot fungus. The pathogenic potency of the fungus (= 10) is rolled against the elf's CON. If it overcomes the elf's disease resistance, the elf's skin turns black over a period of a few minutes. The elf will be weak (STR=2) and listless for a week, after which recovery is normal (the fungus by this time having reproduced itself and moved on like a common cold among humans). Anybody who makes his Plant Lore roll successfully will realize that this place is dangerous for other races too. This ergot fungus manufactures hallucinogens. Any human (or other race) who stays in the room for more than 2 minutes will inhale enough to cause hallucinations. The referee is invited to have a good time with this. Possibilities are pots of gold in the well, beautiful maidens in the walls, the ceiling of the cavern collapsing, an earthquake, the smell of bacon frying, . . . The ceiling is not the limit. The hallucinations may also prevent the character(s) from seeing what really is there, such as the party of dwarves approaching.

Closer Looks: nothing.

Sigmundum: none.

THE NATURAL TUNNEL

As indicated earlier, the tunnel leading to the left from the first junction looks like a natural cavern formation. The floor is uneven but fairly level. The width of the corridor varies between 3 and 4 m. It slopes gradually downward.

(In the following descriptions, the depth of the cave floor "below city level" will be given for each chamber. This "city level" refers to the ground level of the dwarf city, which is thus the same as the depth of the main artificial tunnel and the main junction. The "depth of the cave floor" will be measured at the center of the chamber. Unless otherwise indicated, all chambers are 5-7 m high and of natural rock.)

Chamber T-1 (2 m below city level). This is merely a widening in the tunnel, to about 7 m across. There is no change in the appearance of the walls, ceiling or floor.

Closer Looks: A careful Search of this chamber will find a small circle of ashes and a few very old bones. Successful application of Animal Lore will reveal the bones to be those of sheep (a really good roll will determine them to be domesticated sheep). There is a broken knife beside the ashes, partially buried in loose rock. The hilt bears the rune of the Elk Clan.

Sigmundum: none.

Note: As indicated by the "campfire" remains, this area is outside the territory guarded by the Black Watchers. They will not come into T-1.

Leading out of T-1, the tunnel continues to slope downward.

Chamber T-2 (4 m below city level). This is a roughly circular chamber about 8 m across. The ceiling is 7-8 m high. Other than the main tunnel, which continues gradually downward, there are two openings in the chamber. To the left (with one's back to the cave entrance) is a sort of ramp: a relatively smooth floor leading downward at a 35° angle. On the left side of the ramp (as seen from T-2) is a set of stairs chipped out of the rock. The ramp is about 3 m wide and the steps 1 m wide. Each step is about 10 cm high.

Opposite this exit a steep rocky passage 5 m wide and 6 m high leads down out of T-2. After about 6 m it curves out of sight. The slope is about 40°.

Closer Looks: (1) The steps which appear to have been chipped out of the rock floor are actually stones laid there as steps at some time. They have been chipped by much use. (2) There are many large clawmarks on the floor of the steep passage leading out of T-2 opposite the ramp (and toward G-1).

Sigmundum: none.

Chamber T-3. The ramp and stairs go down 4 m (vertical distance), so that T-3 is about 8 m below city level. This small chamber is only 3 m high and 4 m in diameter. It contains twelve picks, five shovels, three heavy hammers (designed e.g. for driving spikes), and one wheeled metal cart about 1 m on a side. The wooden hafts of the tools are very frail, having mostly rotted away (it is only the dryness of the cave that has allowed them to last this long.)

Closer Looks: nothing special.

Sigmundum: none.

Chamber T-4 (9 m below city level). This is an obvious mine shaft, with wooden posts, braces, and crossbars supporting the roof. The tunnel is more than 20 m long, so its end cannot be seen from its entrance.

Closer Looks: The wood is rotting. It has been down here a long time. Someone who examines the posts closely will see that they may collapse if there is a lot of vibration or jostling down here, or if they are knocked against.

MORE T-4: The shaft continues into the mountain. Not far from its end, some machinery can be seen. First is the remnant of a winch: gearwheels and a crank. The wood has decayed to dust. After that is a long drillbit. The shaft of the bit is over 2 m long and the head is almost 1 m long. At the other end of the shaft from the head is a crossbar about 1/2 m long. Somebody with an appropriate craft skill will deduce that the crossbar was turned via pulleys by the winch. The bit is still wedged into the rock. It will take a combined STR of 120 to pull it out or a combined STR on the crossbar of 50 to twist it out. At most 7 characters can hold the shaft at once. At most 3 can turn the crossbar.

However, the party may devise their own mechanical arrangements for applying the efforts of the other characters to the effort.

Closer Looks at this end: A determined Search will find one of the pulleys. It has a flat head so that it can be pounded into the rock.

Sigmundum: the drillbit. It is 3 m long. It weighs about 80 kg, and contains over half the sigmundum in Gruug's cave. The mines were the main source of the dwarfs' wealth.

Chamber T-5 (5 m below city level). This downward continuation of the main tunnel opens into a vaguely rectangular area at its lower end. A side tunnel leads off to the left at this end, heading slightly uphill, while the main tunnel continues on, just a bit narrower than it had been. On the right side of the chamber is a skeleton. The bones are not connected, but disarranged. They are quite short, but the skull is humanoid. There are dents in the skull, breastbone, shoulderblades, and pelvis, and many of the limb bones show fractures. In the middle of the bones is a military flail: a spiked ball at the end of a short chain attached to a metal shaft. One of the spikes is lodged in a hole in the skull.

Closer Looks: nothing.

Sigmundum: the flail. This is the Awflail, a weapon designed by a dwarf with a nasty sense of humor. It is enchanted (with a reservoir of 22 MP). This will not be evident unless someone casts Detect Magic. See the SIGMUNDUM list for the effects of the Awflail. It will not begin to operate until a swing is taken with it (even a practice swing will be sufficient, however).

Chamber T-6 (6 m below city level). This small chamber marks the end of what one feels to be the main tunnel. Two narrow passages lead down from its lower end. The one on the right (as seen from T-5) is fairly straight, about 2 m wide and 2 m high, and leads down into a roughly circular chamber part of which can be seen from T-6. The other passage is barred by a wooden gate. On the gate is a sign which reads, "Do Not Enter".

Note: No special emphasis should be placed on the material of the gate and the readability of the sign when this information is conveyed to the players. It is quite probable that the characters won't be struck by the fact that they can read it—it is unreadability that impresses, not readability, and they will be more concerned with the content of the sign than the fact that they were able to read it. It is in fact the only inscription in the entire cave which can be read. If the *players* do not notice the gate material, a few of the characters' Plant Lore rolls should be tried. If they make at least Plant Lore times one half, they will realize that the fact that the gate has not rotted away (like most of the rest of the wood in the "natural" section of the cave) means that it is quite recent.

Closer Looks: as in the above note.

Sigmundum: none.

Chamber T-7 (8 m below city level). This part looks like a den. There are no other exits except the one. The room is about 4 m in diameter. There are animal bones on the floor. A bearskin hangs on a metal peg pounded into one wall. On the floor at the back is a pile of rotted bedding. In the middle of the fibers (which send up a cloud of mildew spores if touched) is a flat metal box. Evidently the box was at one time concealed beneath the bedding. The box is locked. The lock cannot be picked (someone who makes his Devise times 1/3 will recognize that just by looking at it). Those who scrutinize the lock or the rest of the box will see no traps. In fact, the box can be pried open. (If Detect Magic is cast, a magic item will be detected within the box. Also, the bearskin is magical.) Within the box are a hunting knife, a fish-cleaning knife, an emerald, and a crystal which seems to glow faintly. If Detect magic is cast again, the magic item will turn out to be the fish knife (as well as the bearskin). The emerald is, as successful Evaluation will determine, fake. The glowing crystal is just a glowing crystal.

The bearskin adds 6 to the STR of anyone who puts it on. It cannot be worn over armor or under armor. The effect ends when the skin is removed.

Sigmundum: the hunting knife. It is equivalent to a dagger for combat purposes.

The Gate to T-8. There is nothing magical about this gate. (It is in good condition because Ingridde keeps it that way, replacing

the wood when it starts to decay.) If the party hacks away at it, especially with axes, it will give way before too long.

The TUNNEL to T-8. This twists downward. After 14 m, it opens out into a large natural chamber.

Chamber T-8 (10 m below city level). This room is 7 m wide and 10 m deep. It is higher than the tunnel also, about 5 m up at its center. Apart from the entrance tunnel, there is also another exit, across the room, and light can be seen coming through the 2-meter-diameter passageway (assuming the characters come down here during the day). However, that passage leads off at an angle, so that nothing can be seen in it. The only other object visible in the room is a wooden chest about 1 m high on the far side of the room. It has three drawers.

Closer Looks: If the lead character announces that he or she is Scanning the room before entering, give full chance of success. The second character would be at half chance, the third at quarter chance, and the rest at 05%. On the other hand, if no such announcement is made, the lead character would have a 10% chance and all others a 05% chance. A successful Scan will notice that the floor of this chamber is slightly different from the others. It is rock mixed with hard clay, as if dirt once washed down here in a major flood, combined with rock somehow broken up, and then dried. The chest and the lighted passageway may well distract the characters from examining the floor too closely.

Sigmundum: none.

What Happens: Around the corner, in T-9, is Ingridde's refuge. If intruders break through the gate and ignore her sign, she will prepare her next-to-last defense: summoning a gnome. She calls it (from her sanctuary in T-9) in the ground of the floor of T-8. She will wait until most or all of the expedition has walked onto the floor, but she will try to have it attack before any of the characters get close to the chest, since the chest has been set on solid rock and not on the mixed clay-and-rock floor of the main area of T-8. Refer to the description of T-9 for Ingridde's stats, including her chances of calling and controlling the gnome successfully. She will generally call a tenth-order gnome (10 cubic meters). It will have a STR of 10D6 + 60 hit points, with a POW of 10D6 (unless rolling a lot of dice gives you a thrill, you can just use an average of 35 in place of 10D6).

The gnome will open the floor of the chamber under all who are in it. This is done at SR1. At SR10, the gnome closes upon its victims. (Only the rear-most character will have a chance to jump away from the closing pit. This will take a Jump roll, at least, and the chance will be reduced for heavily encumbered characters.) If Ingridde has succeeded at her Control Gnome spell, the gnome will just grasp the legs of the characters with its full STR, without compressing them to do damage. However, if the Control Gnome spell has failed (she'll probably get about two tries, depending on how fast the characters enter the room), the gnome will attack to crush the engulfed characters (a STR of 95 gives it a damage bonus of 10D6).

If the attack goes as Ingridde has planned, she will call out, "Go away!" (without coming out of hiding). First, all the characters in T-8 must retreat out of the room (the gnome keeps her informed.) Then the gnome will release one character at a time, starting from the rear. All released characters must back up to T-6 before any more will be released. If there is any betrayal of the release terms, the gnome will crush any still in its grasp.

The crucial point will come after the last character has been released. Do the PCs go away or not? One of the PCs may recall that once a gnome has attacked on a given patch of ground, it cannot attack there again. If the player remembers that, roll World Lore to see if the character knows it too. The rest of the characters (apart from the one whose player knew it first) must make Mineral Lore in order to realize that.

If the characters reenter T-8 and step off the area already pulverized by the gnome, it will (as it has been instructed to do) attack full force. The gnome will probably kill anyone it catches because of its enormous damage bonus. Ingridde will have tried to get the gnome's original attack early enough so that there is still an unpulverized patch in front of the chest and the entrance to the lit passageway. However, her defenses may be thwarted by e.g. sylphs or telekinetic spells or lots of wide planks (plywood?)

for walking on.

The Chest: Most of the contents (the drawers are not locked) are gardening equipment: trowels, lots of clay pots, a couple of metal trays, and a book of indecipherable records. There are some small bags of seeds of various kinds, as well as a couple of bags which appear to contain nothing but dust. Finally, a netted fabric sack contains what appear to be ten bulbs, all of the same kind.

Item	Roll to identify	Identification
Bag #6 seeds	Plant Lore × 1/2	Jumpster bush seeds
Bag #13 seeds	Plant Lore × 1/5	Spearsmint seeds
Bag #2 dust	Plant Lore × 1/10	Fungus spores
Bulbs	Plant Lore × 1	Prism-flower tubers

Jumpster bushes grow very rapidly, one foot a day after germination, up to a height of six feet. However, they require constant attention for those six days, including a steady diet of squirrels and gophers (they are carnivorous). The soil must be specially prepared by a priest or priestess of an Earth god, in order to achieve this growth rate. A Jumpster bush creates an almost impenetrable thicket six feet high and three feet across.

spearsmint is very good for the treatment of puncture wounds. A leaf of spearsmint, rubbed on such a wound, will do D3 points of healing. This can be combined with other types of healing and first aid.

Merely examining the fungus spores will not be enough to identify the type of fungus. They are far too small to see any detail. But if sown in a moist, slightly acid soil, they will produce an ascus-bearing fungus, which when harvested and dried, is a potent remedy for diseases of the brain. This morel can restore one point of INT lost to such a disease, although it will not actually cure the disease, nor will it add a point of INT to a healthy person.

Prism flowers are very pretty. This particular variety, called 'Darklight', is especially sought after. A country about 200 km south of this cave is being swept by prismania at this moment, and each of these bulbs will bring 800 pennies in that country.

Closer Looks in T-8: nothing.

Sigmundum: none.

chamber T-9 (11 m below city level). The tunnel out of T-8 leads off at an angle to a large chamber about 20 m across. The ceiling of this chamber is 7 m high and is glowing. Most of the chamber is taken up by a number of dwarf trees, just 3 m high. They do not have any fruit at present, except for three which are bearing apples. The floor of this room is fairly hard-packed soil, but without the rockiness of the floor in T-8.

If the party makes it this far, what they will most likely see is a fourteen-year-old girl standing behind the trees, very stiff, and rapidly sinking into the ground. Before the ground swallows her up completely, they will see she is very beautiful.

This room is the sanctuary of Ingridle, and her orchard.

INGRILDE, elf female, age 197.

STR	9	Total hit points = 9.
CON	9	Fatigue points = 18.
SIZ	9	Agility bonus = -1%.
INT	19	Manipulation bonus = 7%.
POW	19	Sorcery Spells: Glow 172%, Call Gnome 100%, Control Gnome 84%, Skin of Life 68%.
DEX	8	
APP	17	Sorcery Skills: Intensity 101%, Duration 87%. FREE INT = 15. Bow (D8 + 1), SR4, 142%. Dodge 101%.

Ingridle wears a copper bracelet which she has enchanted to allow herself to call a gnome in one melee round rather than the hour it normally takes. However, the gnome she gets is not fixed but rather determined randomly, depending on how many MP she puts into the spell.

Every day, Ingridle casts Glow (intensity 5) with Duration 6

(=c 11 hr) on her ceiling, which provides enough light to grow her little trees. They grow slowly, but are not her primary source of food anyway.

If the party managed to get a long look at her, they would think her a beautiful 14-year-old girl with arthritis. She moves very stiffly and slowly, except in emergencies. Dodge and Shoot Bow are just about the only DEX-based skills she has maintained.

The secret to Ingridle's longevity is her apples. Normally, eating one of her apples does D3 damage to the abdomen, unless the eater is an elf or the apple has been picked by an elf with the proper ceremony, in which case the apple does D3 points of healing to the worst hurt location.

There is a 10% chance that one of the trees will be bearing the rare Blue Apple. Each of the special trees (there are three of them) bears one or two a year. These are the Apples of Near-Immortality.

To get the benefit, one must:

- 1) Eat the rare Blue Apple;
- 2) Cast Immortality (the sorcery spell) successfully on oneself, or have it cast by another;
- 3) Have no living descendants or ancestors.

The Blue Apple adds another level of Intensity to the Immortality spell, so that Immortality 15 (which normally provides an additional 32½ weeks) will stop aging for 65 weeks, or more than a year.

Volkind is the one who casts the Immortality for Ingridle. She needs his sorcery, and he needs her apples. They are tied together by mutual need.

The Immortality has the usual CON cost. Ingridle and Volkind are the ones who have been using the playground track in the dwarf city, to regain the lost CON. It gets harder and harder every year.

In addition, the Blue Apple makes the eater's eyes very sensitive to sunlight. Neither Ingridle nor Volkind can come out on the surface during the day any more. They both forage at night these days.

If her orchard is invaded and Ingridle realizes that she cannot defend it, she will flee. She has done it before. She counts on the fact that intruders won't know what the trees are for, and won't have any reason to harm them. The Blue Apple trees are pretty tough anyhow, and can resprout from the stump. So she will call another gnome, this one about 3 cubic meters, and have it carry her away into the ground. As she goes, she will be holding her breath, covering her mouth with her hand, and casting Skin of Life (if she hasn't had time to cast it yet).

All these spells cost her a lot of MP. The Glow consumes 11 each day, and the gnomes use up another bunch. The copper bracelet stores 10 MP for her, but that won't last very long if she gets in trouble.

Ingridle fled here after her son Kurn was killed by Ralvand. In return for sanctuary, she gave Kniskris the Belt of Seeming. Not long after, she worked out her Immortality deal with his son Volkind. She lived for vengeance on the Elk Clan, and in fact, the Clan has been destroyed. That has left her with nothing to live for, but by now immortality has become a habit. She would help Volkind defend himself if she could, but like him and most other sorcerers, once her few defenses are penetrated or thwarted, she is almost completely unprotected.

If the adventurers get into the orchard fast enough, Ingridle will forget and leave behind one magic item, hanging on a peach tree. It is a Lead Crown. By now she has almost forgotten she has it. It contains a spirit for Vigor 5 (see TREASURE for the details on Lead Crowns). She has been keeping it for an emergency: she does not want to learn the spell because she needs the free INT for her sorcery.

Closer Looks: It will just take ordinary alertness to see the crown (above). Otherwise, the room contains nothing but a few personal effects, mostly clothing.

Sigmundum: none.

Chamber T-10 (4 m below city level). Entry to this kidney-shaped chamber is through a narrow passage up from T-5, which shrinks from 2 m wide at the bottom to 50 cm wide at the top.

The chamber itself is 2 m wide and 3 m long. There won't be room for very many characters in this room unless they squeeze so close together there will be no room to swing weapons—they don't know they won't have to. Another narrow passage leads out of the chamber at the other end. It goes uphill. On the floor of this room are a shovel (wooden handle still in pretty good shape) and a metal pail.

Closer Looks: nothing, but make the rolls anyway, just to keep the players worrying.

Sigmundum: none.

Chamber T-11 (3 m below city level). The narrow passageway out of T-10 leads up into another kidney-shaped chamber, of roughly the same dimensions. In here are a skeleton, more or less intact, and clinging to the bones, moldy remnants of clothing. Underneath the skeleton is a mouldering bedroll. A metal box sits beside the bedroll. Next to the box are a battle axe (handle starting to disintegrate), a hunting knife, a two-tined fork, a metal dish, and a heavy leather hauberk (decaying).

Detects: Detect Magic will pick up something inside the box, and Detect Gold will detect some in the wall opposite the skeleton.

Closer Looks: Scrutiny of one wall (10 min, successful Search at half chance but with +3% for each minute after ten; but only one roll) will reveal that one section of rock slides out. If Dowse for Gold was cast in this chamber, everybody gets to Search at +20%. Behind the concealing rock is a small stone jar containing four gold nuggets. Their total weight is 300 g, of which half is gold. One can obtain a quarter of the total weight in gold for the nuggets (i.e. 10,000 p) but if the party contains somebody capable of extracting the gold (e.g. an alchemist or mineralogist or master miner), full value can be obtained (=21,000 p).

Examination of the box: Search determines that there is a small needle in the handle to inject poison into anyone who touches it. Successful Mineral Lore suggests that the poison has long since evaporated; successful Plant Lore supports that view. If the characters want to use "machinery" to open the box, i.e. not touching the handle with their persons, it will take 15 min for each Devise attempt until one is made. The handle is designed to defeat such attempts. On the other hand, if a character has faith in the Lore predictions and grasps the handle, he or she will be able to give it the right twist to open it in 15 seconds. The needle will prick the character's thumb. Tell the character that nothing happens . . . yet. Write down the character's name. Make the player worry. The poison has evaporated and the needle wound will have no effect.

Inside the box is a battered silver mirror. It is scratched, cracked, and warped. Anyone looking in it will see a demented reflection of his own image. As the party may have determined above, via the Detect, the mirror is magical. If the party attempts to flatten, straighten, or correct the mirror in any way, or casts Repair on it, the mirror will be fixed but the enchantment will be dissipated.

The crooked mirror has been enchanted with the knowledge of the Deformity 6 spell. Deformity is more or less the opposite of Glamour. Each point of the spell subtracts one point of APP from the recipient for the duration of the spell. If enough Deformity is cast to cut the recipient's APP to half its normal value, the recipient appears to be of a different species, one considered extremely hideous by the recipient. It will generally make a dwarf look like a human and make a human look like a troll.

Sigmundum: none.

Note: This was the hideout of Omfrid, the old dwarf prospector. When he had to leave the cave, he would cast Deformity 6 on himself to make himself look like a stunted human, at which time he called himself Omfri. His reclusive reputation made it possible for him to make his deals within the five minutes that the spell lasted. Once when he couldn't get away quick enough, he actually took out the mirror and mumbled the spell again. The man he was haggling with just attributed it to Omfri's eccentricity. Omfrid finally died of old age, after a full and rich life as a crazy prospector.

Chamber G-1 (10 m below city level). A wide steep tunnel leads down into this large chamber. The tunnel has a slope of about 40°, so it will be difficult to climb in a hurry. This the party may

wish they could do when they see what is in this room. The chamber is roughly circular, about 12 m in diameter. The occupants are little dragons. It may take the adventurers some while to realize that the dragons are metal. They are shiny black, and they are moving. They immediately attack any intruders except dwarfs, elves, and dragons.

THE METAL DRAGONS

STR	25	Total hit points = 8.
		Total Fatigue points = infinite.
SIZ	10	Claw (D6 + D6), SR 7, 80%
DEX	16	Bite (D8 + D6), SR 10, 80%
MP	D6	Armor: 7 point "skin".

The Metal Dragons were animated as guardians for Gruug by the dwarfs, who knew that Gruug slept a lot. Each dragon attacks a single opponent twice per round, clawing at SR 7 and biting at SR 10. Usually, the dragon has been animated by D6 magic points. A few might have more.

The metal dragon has one hit location: its mechanical innards. All its hit points are concentrated at that location. The dragon can be harmed by physical damage through its metal hide, or by Disruption (if it overcomes the dragon's low MP resistance). Each point of damage done to a metal dragon reduces its chance to hit by 10%, as the machinery no longer functions as well. When the dragon only has one or two hit points left, there will be lots of clanking and grinding as shafts twist and grate and gearwheels strip. Provide lots of sound effects.

The metal of their hides is very hard. Each hit on a metal dragon with an edged weapon reduces the damage which that weapon will do by one point. For instance, a bastard sword which has hit the dragon three times will subsequently do only D10-2. Of course, if the blade misses, it will not suffer this damage. Repair will not restore the edge. It takes at least an hour's work with a whetstone to remedy the damage. If at least 4 points have been subtracted, the weapon will have to be reforged. On the other hand, blunt weapons are ideal for smashing up these metal monsters.

Characters attempting to flee up the steep slope must throw aside anything in their hands, and then succeed at Climb. They cannot parry, attack, or dodge while doing so. Failure at Climb means that a metal dragon will get two attacks on that character. Another Climb may be attempted in the next round.

There are ten metal dragons. They will not all reach the party at the same time. No more than one will attack a given character, unless that character is truly obnoxious.

It is only necessary to roll the MP of the dragon if a spell is cast at it. Otherwise, that characteristic has no effect on the melee.

A dragon's attack
chance = 10% times
current hit points.

METAL DRAGON #1	(MP)	HP:	8	7	6	5	4	3	2	1	0
METAL DRAGON #2	(MP)	HP:	8	7	6	5	4	3	2	1	0
METAL DRAGON #3	(MP)	HP:	8	7	6	5	4	3	2	1	0
METAL DRAGON #4	(MP)	HP:	8	7	6	5	4	3	2	1	0
METAL DRAGON #5	(MP)	HP:	8	7	6	5	4	3	2	1	0
METAL DRAGON #6	(MP)	HP:	8	7	6	5	4	3	2	1	0
METAL DRAGON #7	(MP)	HP:	8	7	6	5	4	3	2	1	0
METAL DRAGON #8	(MP)	HP:	8	7	6	5	4	3	2	1	0
METAL DRAGON #9	(MP)	HP:	8	7	6	5	4	3	2	1	0
METAL DRAGON #10	(MP)	HP:	8	7	6	5	4	3	2	1	0

If more metal dragons are required (for a particularly large or tough party), it is easy to reuse the above charts. The number of dragons can also be reduced for smaller or weaker parties.

It is also necessary to be aware that the party will need light sources (e.g. torches) and one character will have to be carrying the Talisman.

(This fight is intended to be the toughest struggle of the scenario. It is supposed to be the justification for all the free treasure lying around elsewhere. It shouldn't be too easy for the

characters.

Other ways to scale the dragons down for weaker parties is to make the metal hide thinner, eliminate either the claw or bite attack, or reduce the dragon's damage bonus to D4.

Closer Looks: Once the battle is over, the PCs will find lots of metal-dragon parts, but not much else.

Sigmundum: none.

From the opposite end of G-1, a wide tunnel leads down a couple of meters into another chamber.

Chamber G-2 (12 m below city level). This one is 4 m in diameter, with a low ceiling, about 2 m high (well, it's low for a dragon). There are lots of claw marks on the floor, and scratches on the walls and ceiling. Looking at the chamber as one enters from G-1, there are two further exits. A wide passage leads off to the left. It is 3 m wide and 3 m high. A smaller passage leads away to the right: it is about 2 m in diameter.

Closer Looks: (1) There are plenty of dragon-claw tracks leading down the broad passage to the right. (2) In a pile of bones and dragon-scale droppings is an iron ring. It is decorated, if you can call it that, with a human-looking skull carved out of some ivory-like material. The skull is less than an inch wide. If Detect Magic is cast, this ring will detect as magical.

THE RING: It will fit the ring finger of anyone SIZ 10 or less, and the little finger of anyone SIZ 17 or less. Anyone who puts it on will be subjected to all the effects of a special divine Berserk spell: the character cannot cast magic, parry, dodge, but adds half normal HP, gets +2 natural skin armor, and attacks at double percentage. Demoralize and Bêfuddle will have no effect on someone wearing the ring. Mind Blast may be irrelevant. Every minute, the character gets an INT × 1% chance to recognize what is happening and has happened; if the roll succeeds, the character may pull the ring off. As long as the ring is in place, the character will attack anybody nearby, friend or foe, starting with foes. Others may try to remove the ring, but Dispel Magic has no effect.

Any war god cult will initiate someone bringing them this sacred relic.

Sigmundum: none.

Chamber G-3 (12 m below city level). 4 m in diameter. Two passages lead out of this chamber, besides the one from G-2. The latter continues out the other side of G-3 (and leads to G-4). It is about 2 m wide. Four meters up on the wall of G-3, a narrow tunnel about 1/2 meter in diameter leads back into the rock out of sight.

Closer Looks: There are scratches on the wall beneath the tunnel opening, as if it were climbed by somebody wearing cleated boots.

Sigmundum: none.

The Tunnel: If the party can manage to reach the tunnel entrance, and hold a torch in it to provide illumination, they will see a heap of bones and other objects. The bones are shattered, smashed, broken, sliced, and damaged in just about every possible way. Under the bones is an extremely long spear: the metal haft, broken in the center, is 3 m long. The spearpoint is very heavy and sharp. Closer examination will reveal that just on the other side of the bones is a shallow pit about a half meter deep. It appears to be a natural formation. At the bottom of it lies a broken Talisman, together with a couple more bones. The Talisman is almost identical to the one given to the party. If it is looked at closely, it will probably be guessed that it was dropped and thus broken by the fall, rather than having been damaged by some external agency.

What happened: The leader of the pair, crawling into the tunnel with the Talisman, didn't see the dropoff in time to prevent it from breaking. The Black Watchers converged on them and finished them off almost immediately. The two humans had climbed down into the tunnel from the playground, then down into G-3, but found they couldn't get past the metal dragons in G-1, and were retreating when they had their fatal accident.

Sigmundum: the spear, both point and haft.

If the party can put the spear back together, it can be used against Gruug. It will require Repair, Glue, or Holdfast. It is extremely unlikely that the party will have the skill or tools to reforge

the metal haft. It was sliced cleanly in two by the blade of a Black Watcher.

Chamber G-4 (14 m below city level). There is a dragon in here! However, it's only a little one, barely two meters long. As the party enters, it will look up and breathe a little warning flame.

RUUGLING, baby dragon.

STR	23	Total hit points = 13.
CON	6	Fatigue points = 29.
SIZ	19	Breath (D6 damage, hits only one target), SR 3, 100%.
INT	11	Claw (D6 + D4), SR 7, 40%
POW	8	Tail swing (2D6, area attack), SR 4, 29%
DEX	12	Armor: 3 pt skin.
APP	26	
01-02		Tail 3/4
03-04		RH Leg 3/5
05-06		LH Leg 3/5
07-08		Hind Q 3/6
09-10		Fore Q 3/6
11-12		R Wing 3/4
13-14		L Wing 3/4
15-16		RF Leg 3/5
17-18		LF Leg 3/5
19-20		Head 3/5

Ruugling knows he's a dragon. He does not feel particularly hostile, and will not move to attack intruders. He is very cute. (Ingrilde made Ruugling by some witchcraft, using skin scraped from Gruug's tongue while the dragon was asleep.) Ruugling comes out occasionally at night to hunt. When he gets just a little larger, Ingrilde intends to train him as a mount. Ruugling loves Ingrilde, but dragons are very unpredictable. Sometime he might forget and eat her, although he hasn't a grain of evil in his heart.

Ruugling does not have the reflective feature of Gruug's spirit, nor does he have to sleep all but one day a year. If the party decides to attack Ruugling, they should have no trouble killing him. He's just a kid.

Closer Looks: If the party can get Ruugling to move, either by killing him and shifting the body, or by cajolery (try Animal Lore?), they will find a whetstone beneath him. If it is applied to a bronze weapon, it will be found to sharpen a dulled blade with just one pass. If it is tried on a sigmundum weapon, it will also work just as well (yes, it is vranur metal).

Sigmundum: none.

Chamber G-5 (15 m below city level). A wide passage curves down from G-2 into this large chamber. The smell of dragon gets ever stronger.

The chamber itself is 10 m across. The walls and ceiling are fire-blackened stone. In the center of the room, in all his somnolent glory, is a stub-snouted, green-scaled, armor-plated, sleepy-wheezing, sharp-clawed, golden-leather-winged, coil-tailed, dagger-toothed, crimson-tongued, ancient-terror, heat-pulsating, snuffly, awful, mighty, dreaded, gold-and-blood-dreaming DRAGON.

GRUUG, the DRAGON.

STR	66	Total hit points = 39.
CON	14	Fatigue points = 80.
SIZ	63	Armor = 8 pt skin. Gruug is immune to all poisons.
INT	9	Claw (D6 + 7D6), SR 6, 78% (in cave), 133% (outside)
POW	17	Tail (4D6), SR 4, 81% (area attack, outdoors only)
DEX	10	Spell: Heal 5.
APP	5	Fire Breath (4D6 flame), SR 3, hits all in chamber.

Gruug reflects *all* spells at a random target. That is, if a spell is cast at Gruug, it is automatically reflected at a target within line-of-sight of Gruug. THIS INCLUDES HIS OWN HEALING.

Gruug knows this and will try to cast it when the chamber is empty of intruders, if possible. The target is determined randomly from all those in line-of-sight, including the caster and Gruug himself.

Gruug thinks he is a very large, winged, fire-breathing dwarf. Obviously a SIZ 63 dragon is a hard target to miss. Characters may aim blows, with one weapon attack per round per hit location (unless all the attacks are missile attacks). Missile attacks cannot be aimed for a specific location, unless they are at point-blank range.

The chance to hit the sleeping dragon is 95%. Magic will not improve chance to hit, but magical damage adds do apply (as long as the weapon is sigmundum). Obviously, the dragon cannot be knocked back, but it can be impaled. Sigmundum weapons will not stick in the dragon. If more than one person is wielding a weapon, e.g. the spear or the drillbit, add damage bonuses for all of them.

Once Gruug starts to take damage from the party's sigmundum attack, he has a chance of waking up. Every round, roll D100. If the roll is less than or equal to the damage Gruug has taken so far, he wakes up, taking one round to come fully awake and begin attacking. Of course, when Gruug has taken 39 points of damage, he is dead.

01-02	Tail	8/10
03-04	RH Leg	8/13
05-06	LH Leg	8/13
07-08	Hind Q	8/16
09-10	Fore Q	8/16
11-12	R Wing	8/10
13-14	L Wing	8/10
15-16	RF Leg	8/13
17-18	LF Leg	8/13
19-20	Head	8/13

If the party times everything right, has accumulated enough of the sigmundum weapons, and isn't too unlucky, this should be no contest. Unless Gruug rolls very low on his wakeup try, he should sleep through the couple of rounds it ought to take to administer the required damage. At all events, one character can sacrifice himself to save the others if Gruug wakes up by setting off the grenade (this assumes, of course, that the party found it), after the others have evacuated the chamber.

Closer Looks: Once Gruug is dead, a *critical* Scan will find an artfully concealed false stone high on one side of the dragon's chamber. It is about 60 cm in diameter, and 5 m off the ground level. It is set flush with the rest of the rock, so that there is no way to get hold of it to pull on it. It will not give when pushed on. It will come open, however, if a way can be devised to pull on it, e.g. by attaching a rope to it with the Glue spell. Driving spikes into the rock to serve as handholds might work, providing the expedition brought spikes or can make them (not without an appropriate Craft skill). Driving the spikes will require a heavy hammer, a good hit with the hammer (say, normal attack chance with the weapon for hitting the spike just right), and at least 12 points of "damage".

Sigmundum: none.

Behind the false-rock door:

The door slides out on a little track and then swings to one side.

The tunnel behind it is rectangular in cross section, 80 cm wide and 110 cm high. All humans will have to stoop, crouch, or crawl in this tunnel. It is obviously of artificial origin. The sides are smooth.

One end opens into Gruug's chamber and the other end leads down a flight of steps into Volkind's living room (V-1).

Chamber V-1 (15 m below city level). This room, 6 m long and 4 m deep, has four exits. In the middle of the south wall (a long side) a flight of steps leads up to the tunnel to G-5. In the opposite wall, a flight of steps leads up higher to the secret tunnel under the dwarf city. In the west wall is a closed door (110 cm high by 80 cm wide). In the southwest corner is another closed door, the same size. This one is covered with mystical symbols which the adventurers will not recognize. The room itself contains a

chair, a desk, a lantern mounted on a wall peg, a bed, a pile of dwarf clothing, and a chest of drawers. The latter is not locked, and in it are:

First drawer: more clothing.

Second drawer: writing implements, paper, small knife.

Third drawer: two wigs, a false beard, two pairs of pointed shoes, and a set of rock polyhedra with symbols on all the faces.

Closer Looks: nothing.

Sigmundum: none.

Chamber V-2 (15 m below city level). This room, 2 m by 2 m, has only two items on it. They are both wolfskins, one on the north wall, the other on the south. The skins were obviously from very large wolves, and still include the snout, eyes, teeth, tail, legs, and claws. Anyone entering this room will feel a strong desire to put one of the skins around his shoulders. The referee is invited to decide what it takes to resist the impulse (e.g. CON×5). If somebody outside the room sees a character moving to put one on and realizes what's happening, he can try stopping it by e.g. Befuddle.

Effects of Putting on a wolfskin: The wolfskin merges with its wearer. Anybody looking at them will believe he is seeing a wolf. The wearer becomes a werewolf. INT is reduced to 1/3 its former value, rounded down. STR and speed are doubled. The werewolf can only be harmed by magical damage, and even magical fire (e.g. dragonbreath) does only half damage. The wolfskin acts as one-point natural armor. The werewolf is berserk—it will attack anything living, starting with the nearest one. On a roll of (reduced) INT×5 or less, the wolf will recognize a friend and not attack. It will not recognize acquaintances or temporary allies. The wolf is immune to Befuddle and Demoralize, but not to the sorcerous Palsy spell. For every day in this form, the wolf will lose one point of CON. When the CON reaches zero, the wolf dies. The only known way to remove the wolfskin is Divine Intervention. There might be other ways (at the referee's discretion), but they are no doubt rare and costly. If there is another way, it should be kept in mind that Volkind doesn't know about it, so it cannot be obvious or an open secret.

Sigmundum in V-2: none.

Magic in V-2: just the wolfskins.

The Tunnel under the City: This leads from the trapdoor under the cloakroom in the Palace (room C-4) to Volkind's living room (V-1), passing underneath the "Wolf Courtyard". The floor of the tunnel is 8 m below the city level. A long flight of stairs leads up from V-1 (15 m below city level) to the tunnel. Just under the point where the wolves appear in the attack in the Wolf Courtyard, there is a tubular "bubble" in the tunnel, extending upward to within about a meter of the city floor. There are handholds and footholds in the side of the "bubble". Volkind will climb up here during the attack, and listen to follow the success or failure of his assault.

Between this bubble and his living room is a cave-in trap. It is fairly well concealed, not by intent so much, as by the fact that Volkind dumps his waste paper in this tunnel. Both sides of the tunnel are lined with stacks and bags of crude paper, most of it crumpled and all covered with illegible script. This poor house-keeping serves to conceal the trap mechanism. However, the mechanism, buried behind all that paper, has not been maintained, so it may well not work. The referee is invited to determine how likely the trap is to function properly; somewhere between 40% and 80% is suggested.

The cavein will bury at most one character, doing 4D6 to the least-armored vital location (or more, if the trap works extremely well). It will take very good timing on Volkind's part to accomplish this, however. Mostly, he would prefer to collapse the tunnel in front of the adventurers, thus blocking it (but he knows rock can be moved), or to collapse it directly behind the first in line, cutting him off from the rest of the party, and then summoning wolves to finish him off. The referee can decide how lethal Volkind is feeling.

Room V-3. The southwest door in V-1 leads down a narrow corridor to a flight of stairs. The Hairmonster normally stands at the top of these stairs, although if the adventurers penetrate this far, the thing may already have been animated and disguised as something else. At the bottom end of the stairs is a door. If

Volkind is inside, it will have been barred, and will have to be battered down. Tools will have to be found to do the job.

Room V-3 is about 3 m diameter, and is full of sorcerer's clutter: scrolls, diagrams, wands, lots of writing implements, enchanted-looking daggers, drawings of horrible creatures, and so on. If Detect Magic is cast in here, three scrolls will prove to be magical. Otherwise, all that stuff just *looks* enchanted.

Closer Looks: First, the magical scrolls will prove to be more than ordinarily unreadable. Each person in the party will see something different, attuned to that person's background: e.g. limericks, epic accounts of battle, sexy pictures, directions for lacemaking, recipes, armor price lists, etc. Any words will be in an archaic, just-barely *unintelligible* version of the character's native language.

More Closer Looks: Like most dwarves, Volkind is obsessively secretive. He has hidden six different bags of gold in concealed niches in the walls of this room. Each character should be given one chance to Search for a hiding place. Then roll D6 to determine which one was found (more than one may find the same place, and one or more of them may go unlocated). It is up to the referee whether they are hidden so deeply that Detect Gold will not locate them.

Bag	Value
1	6000 pennies
2	1000 pennies
3	900 pennies
4	8000 pennies
5	500 pennies
6	850 pennies

Still More Closer Looks: Any character who makes at least a special Scan (the referee may wish to be even more demanding) will see a trapdoor set in the ceiling. The characters will have to pile up papers and stuff to get at it, but there is an extremely well-concealed hook which can be pulled to lower the trapdoor (if Volkind isn't above it). This leads to . . .

VOLKIND'S LAST REFUGE: A three-meter vertical "chimney", with handholds on the sides, leads up to a small cubbyhole. There is no room up here for more than Volkind and his familiar. The cubbyhole is set back from the chimney so that he cannot be picked up by a Dowse from below in V-3. If he is in here, and his sanctuary is discovered, he will probably wheedle, bargain, plead, and submit rather than fight. He will be armed at most with a dagger. If the party has gotten this far without his being able to escape, he will almost certainly be very discouraged. He may use Phantom Sight to create the illusion of a top to the chimney below the cubbyhole, but a character who touches it will realize that it is just an illusion.

The scrolls: The scrolls in Volkind's study are his books for Create Familiar INT, Create Familiar POW, and Create Familiar CON. An Adept sorcerer, particularly another dwarf, may be able to remove the enchantments that make them impossible to read (for anybody but Volkind). If Volkind is captured, he can be compelled to remove the enchantments. They will each teach the spell they contain at 5D6%, although Volkind can get a lot more out of them.

Volkind, dwarf male, sorcerer, son of Kniskris, age 182.

STR	13	Total hit points =	10	01-04 Right Leg	0/4
CON	13	Fatigue points =	26	05-08 Left leg	0/4
SIZ	7	Agility bonus =	11	09-11 Abdomen	0/4
INT	15	Manipulation bonus =	13	12 Chest	0/5
POW	20	Magic bonus =	18	13-15 Right Arm	0/3
DEX	17	Dodge, 123%.		16-18 Left Arm	0/3
APP	10			19-20 Head	0/4

Sorcery spells: Call Wolf 142%, Control Wolf 84%, Immortality* 62%, Mystic Vision 57%, Neutralize Magic 91%, Spellwriting* 51%, Form/set Hair* 55%, Animate Hair 63%, Phantom Sound 42%, Phantom Sight 41%, Skin of Life 33%, Holdfast 29%, Control Werewolf 71%.

*Usually cast with the aid of Ceremony skill.

Sorcery skills and magical skills: Ceremony 163%, Enchantment 89%, Intensity 121%, Duration 88%, Range 34%, Multispell 76%.

Volkind has written down the spells Create Familiar INT, Create Familiar POW, and Create Familiar CON, and does not keep them in mind.

Volkind's *Familiar* is a wolfheaded chonchon.

STR	11	Total hit points = 8.
CON	12	Fatigue points = 23.
SIZ	4	Bite (D4 + magic point drain), Sr 9, 65%.
INT	16	
POW	14	Skill: Sense Life 77%. Dodge missile 65%.
DEX	13	
APP	1	Spells: Protection 8, Demoralize, Heal 2, Disrupt, Dispel Magic 4.

Volkind's familiar, being tied to a sorcerer, is not forced back into the spirit plane at night, even if required to enter daylight (which it will not do except under great duress). It is not vulnerable to Dispel Magic the way "ordinary" chonchons are. On the other hand, since it (unlike those "ordinary" relatives) has a POW, it's chance of casting primitive magic is POW x 5%, just like an ordinary mortal's.

This chonchon familiar is far too valuable to use in dangerous physical attacks like the Bite, except in situations of life-or-death for Volkind.

Volkind's enchanted objects:

- 1) An enchanted jewel set in place of his left eye. The jewel allows him to cast as much Healing as he likes upon himself (or his familiar). It does not supply the magic points. It can be used by Volkind, his familiar, or any of his descendants (he has none).
- 2) His right ear has been replaced by a gold substitute. It doesn't hear, but it stores 50 MP (but only for him).
- 3) The wall of the long tunnel connecting the palace cloakroom with his living quarters has also been enchanted to store MP. Either his familiar or Volkind himself may draw on the 80 MP stored therein.
- 4) Volkind's false beard is enchanted to assist in the Call Wolf spell. It allows him to summon one per round, with only one round preparation. He can summon more than one in a round, if he uses the Multispell skill (and he usually will). This special spell allows him to summon living creatures. Each costs him 6 MP to summon.
- 5) The stone courtyard above the tunnel has also been enchanted. Wolves summoned from the tunnel will appear in the courtyard above it (if Volkind chooses it) rather than in the tunnel.

All this magic makes Volkind appear to be an extremely formidable character. In fact, however, he is, like most sorcerers on their own, very vulnerable once his few magical and mechanical defenses are disposed of. Only the Black Watchers have protected him all these years.

For example, each wolf takes 6 MP to summon. Summoning enough wolves to deal with a fairly large party of adventurers is going to exhaust that apparently enormous supply of Magic Points in a hurry. Moreover, adventurers in metal armor don't have a lot to fear from those wolves, and he has no way of making them tougher.

His two last resorts are in essence entirely defensive: collapsing the tunnel and donning a wolfskin from the Wolf Room. He hopes that his familiar, using the Control Werewolf spell, will be able to keep him from going berserk when he does so. For obvious reasons, he has never tried it. He has no idea of how he will get the skin off if he has to put it on. But it will let him live 13 days longer, perhaps . . .

Another defensive stratagem is to use his Phantom spells to conjure up the vision of a fire-breathing dragon. Or else the

Phantom spells can be used to disguise.

THE HAIRMONSTER

He has long ago Form/Set years worth of dwarf hair clippings (from the barber shop – Volkind himself being utterly bald all over) and wolf fur into a SIZ 40 humanoid shape (or other shape of the gamemaster's choosing). In a pinch, he can attempt to animate it. He may wish to disguise it (to make it look like a giant metal

robot, for instance). The main idea is, as usual, to stampede the opposition, because the Hairmonster has only one (just barely) effective attack: to envelop and smother an opponent by clogging his windpipe (and blinding him by getting in his eyes). Missile attacks will do the Hairmonster no harm unless they are fire-missiles, so the illusion will be chosen so as to discourage the use of fire.

A PARTY OF DWARF EXPLORERS

GAGNAR, dwarf male

STR	14	Total hit points=10.	01-04 Right Leg	5/4
CON	11	Fatigue points=8.	05-08 Left leg	5/4
SIZ	9	Agility bonus=4%	09-11 Abdomen	5/4
INT	10	Manipulation bonus=3%	12 Chest	5/5
POW	15	Repeating crossbow (2D4+2), SR3, 51%.	13-15 Right Arm	5/3
DEX	11	Small shield, 8 ap, 45%.	16-18 Left arm	5/3
APP	7	RH Hammer, (D6+2), SR 8, 47%.	19-20 Head	5/4

Armor: ring mail (5 ap).

Spells: Bludgeon 2, Protection 2, Heal 2.

SKINGE, dwarf female

STR	17	Total hit points=13 Fatigue points=13.	01-04 Right Leg	7/5
CON	17	Agility bonus=11%	05-08 Left leg	7/5
SIZ	8	Manipulation bonus=5%	09-11 Abdomen	7/5
INT	18	Sling (D8), SR 3, 61%.	12 Chest	7/6
POW	14	Small shield, 8 ap, 17%.	13-15 Right Arm	7/4
DEX	10	RH Hammer (D6+2+D4), SR 8, 86%.	16-18 Left Arm	7/4
APP	10		19-20 Head	7/5

Armor: chainmail (7 ap).

Fatigue points =13.

Spells: Bludgeon 2, Protection 6, Heal 4.

ZOLGEMAR, dwarf male.

STR	14	Total hit points=9.	01-04 Right Leg	5/3
CON	11	Fatigue points=13.	05-08 Left leg	5/3
SIZ	6	Agility bonus=7	09-11 Abdomen	5/3
INT	15	Manipulation bonus=8	12 Chest	5/4
POW	18	Sling (D8), SR 3, 76%.	13-15 Right Arm	5/2
DEX	11	Small shield, 8 ap, 75%.	16-18 Left Arm	5/2
APP	11	RH Hammer, (D6+2), SR 8, 41%.	19-20 Head	5/3

Armor: Ringmail (5 ap).

Spells: Heal 5, Demoralize, Darkwall (2), Dispel Magic 2.

FNISS, dwarf male

STR	18	Total hit points=12.	01-04 Right Leg	7/4
CON	15	Fatigue points=12.	05-08 Left leg	7/4
SIZ	8	Agility bonus=5	09-11 Abdomen	7/4
INT	10	Manipulation bonus=3	12 Chest	7/5
POW	9	Sling (D8), SR 4, 25%.	13-15 Right Arm	7/3
DEX	9	Small shield, (8 ap), 45%.	16-18 Left arm	7/3
APP	10	RH Hammer, (D6+2+D4), SR 9, 22%.	19-20 Head	7/4

Armor: Chainmail (7 ap).

Spells: Dowse for Gold, Bludgeon 2, Protection 2.

FNAKK, dwarf male

STR	16	Total hit points=12	01-04 Right Leg	7/4
CON	16	Fatigue points=11	05-08 Left leg	7/4
SIZ	8	Agility bonus= 6	09-11 Abdomen	7/4
INT	9	Manipulation bonus= 5	12 Chest	7/5
POW	12	Sling (D8), SR 3, 35%.	13-15 Right Arm	7/3
DEX	13	Small shield, 8 ap. 45%.	16-18 Left Arm	7/3
APP	18	RH Hammer (D6+2), SR 8, 68%.	19-20 Head	7/4

Armor: Chainmail (7 ap.)

Spells: Demoralize, Countermagic 1.

Divine spell—CLOBBER [This 2-point divine magic activates the hammer to progressively take over its own striking. It hits harder and harder, but more and more inaccurately. Each round the spell remains in effect, 1 pt is added to the damage and 5% subtracted from chance to hit. Thus after six rounds, Fnakk's hammer will do D6+2+6 but he will only be 38% with it. The spell expires when chance to hit reaches 0%, i.e. after 14 rounds for Fnakk.]

KRELGA, dwarf female

STR	10	Total hit points=9	01-04 Right Leg	3/3
CON	8	Fatigue points=7	05-08 Left leg	3/3
SIZ	9	Agility bonus=8	09-11 Abdomen	3/3
INT	13	Manipulation bonus=10	12 Chest	3/4
POW	15	Repeating crossbow (2D4+2), SR 2, 111%.	13-15 Right Arm	3/2
DEX	17	RH Hammer (D6+2), SR 7, 70%.	16-18 Left Arm	3/2
APP	6	Dodge 65%.	19-20 Head	3/3
		Small shield, 8 ap, 49%.		

Armor: Cuirbouilli (3 ap).

Spells: Shimmer 5, Bludgeon 1, Heal 4, Speedart.

Krelga usually dodges instead of parries (or instead of attacking). When she drops her crossbow, she dodges at 65% - 7% = 58% (83% with Shimmer 5 in effect).

Three Quests for Curses

A Powers & Perils Adventure

By Mike Olson

For 5-7 lower level characters (CDF's of about 3-5 each is suggested). No law oriented characters should be allowed to participate in this adventure. No one capable of lifting curses is allowed to participate in this adventure (this includes magical equipment they might have in their possession that can lift curses). It is suggested that the party is composed of one assassin, one thief, one magic user, and at least two fighters.

SPECIAL NOTES—

(P) The Three Quests for Curses adventure is divided into six "adventure" sections. Many other sub-sections also appear. To clarify which portions are to be read by the players AND the ref and those that are to be read ONLY by the ref I have devised the following system. If the part is to be read by anyone it is prefaced with a (P) sign. If the section is to be read ONLY by the ref it is prefaced with an (R) sign instead. For an example of this see the (P) sign at the beginning of this paragraph.

BACKGROUNDS OF THE MAIN CHARACTERS—

(R) All of the following portions detail the extensive backgrounds for the main foes encountered in this adventure and is completely for the ref's eyes only UNLESS he deems it otherwise appropriate.

THE HISTORY OF SEROTH THE WIZARD

Seroth was born in the 1065 SA in the Rogizini Empire. He was ridiculed by all the other children of the village where he lived, due to his strange behaviors. After a few years of this abuse he lost his temper and sought vengeance on all those that ridiculed him. Soon a nearby Heliophobic Demon heard of Seroth's search for vengeance and so this demon came to Seroth and offered his assistance. Seroth told the demon that he would do most anything to gain his vengeance. In answer the demon told Seroth that he should travel south to the Windword Caves and seek out the evil wizard who lives there. After Seroth learned and completed his apprenticeship with the evil wizard he could return as a powerful magic user and punish those who had hurt him. When all this was said, Seroth agreed to go and the demon disappeared into the night.

The next day Seroth traveled south to the caves and was taught the dark arts. After eight years he completed his apprenticeship and more, surpassing the evil wizard in his skills. Seroth returned to his village during the night and created curses/plagues/and diseases on all those that he disliked. In the morning he was gone. He left the village to travel southwest to reach the dark city of K'lza'babwe. It is well known that anything and everything that is evil flourishes in K'lza'babwe. While Seroth resided there he went on many adventures (for evil causes, of course) and his fame grew. He soon had a small following of evil warriors and decided to travel 10 miles north of K'lza'babwe where he built a small castle just outside the city limits and Seroth prospered. He continued to add to this riches, he went out on more adventures, and improved his magic. He began to build his own private army and eventually hired a WHOLE assassins guild for private purposes. His forte' was trickery.

Seroth loved to trick people and gained many enemies in this manner. Once he tricked a prince into killing 20 of the prince's own hirelings and then Seroth killed the prince when his guard was low. But obviously no one ever provided proof-positive as to who the prince's killer had been, or Seroth (mighty as he is) would be dead.

Soon Seroth became bored and yearned for excitement. He became an avid reader of books telling of past evil and magic. From his readings he learned of Decapath (Demi-god of Destruction and son of Abaddon). Decapath was described in entirety in a specific historical tome on Chaos magic. The book stated there was only ONE way to control Decapath and Seroth decided he should set out to achieve it . . .

THE HISTORY OF GORGITH THE GORGON

Gorith was a beautiful maiden born in the year 1074 SA in the country of Shurikal. From the day of her birth she was raised to be sacrificed to the god Kototh as had been the practice of her people. On the coming of her 16th birthday she was brought to the Shrine of Gorgons for the traditional ritual that occurred whenever the former Medusa of the shrine died. She willingly became cursed by her god Kototh so as to replace the former Medusa as the Guardian of the Shrine and Voice of Kototh. Two sightless Gorgons are her servants and she lives in the style of a queen because her people give her gifts and wealth beyond compare. But be assured that many thieves and warriors have sought to take those treasures from the shrine and the many statues that decorate the landscape are all evidence to this. Gorgith is also the guardian of the statue of Decapath (which sits on the shrine itself.)

THE HISTORY OF SCALICK THE MUSHRUSSU

Scallick's age and birth date are unknown but it is guessed that he is over two hundred years old and his birth date is said to have been in the year 885 SA. He grew up among the Ahura and became one of their favored pets. Soon, when he became of age, he was made guardian of the Temple of Prezivor (when the old guardian died). Scallick guards the Eye of Decapath (a jewel which appears whenever Decapath is defeated).

THE HISTORY OF IDUMOON THE WIZARD

Idumoon was born in the year 1040 SA in the country of Ma' Helas where the forces of Balance reside much of the time (as do many Sidh creatures; Elder, and sometimes Law and Chaos). Ma' Helas was an uncertain country during his childhood and for much of his adulthood. The forces of Balance seemed unable to enforce their rule over the land and it became a battle field between Law and Chaos, who strived to destroy each other and Balance. So Balance held on by the skin of their teeth until, finally, a great wizard (Idumoon) took it upon himself to use his magic to save the troubled country. With the help of some fellow wizards, they all but banned the quarreling Law and Chaos forms from their land. After this common goal was accomplished, however, the Balance wizards (as usual) split up and went their separate ways. Idumoon traveled toward the northeastern part of the country of Ma' Helas and built a tall tower. He now spends all of his days studying magic and awaiting the next day that his powers will be called upon for Balance. Idumoon knows of Decapath and the powers of Decapath. Idumoon has found and now guards the Tome of Decapath, knowing that some day an evil person will come in search of it for the great power it holds.

THE HISTORY OF DECAPATH THE DEMI-GOD OF DESTRUCTION

It is said by the priests of Abaddon that Decapath was born when the humans first drew their collective breath and the sun first set. He was sired by Abaddon and Dorshath (the first Wyrms ever to live) and was deprived of all intelligence. Decapath lived ONLY to destroy and that is what he did. He leveled three castles of the Elves and four cities of the Dwarves. Likewise Goblins, Ahuras and many others suffered at his hands. Finally a combined effort by the Ahura kind, Elves, Dwarves and Giants stopped the threat to all life. A threat to all except Chaos, who had smiled at their new found power. The combine defeated Decapath through magic, strength and will. When the final blow was struck by Torl (one of the mightiest Mountain Giants of all times) Decapath let out a hideous scream and a strange thing happened. Instead of death, his body took on a different form. His physical body grew smaller and smaller until it became encased in stone, giving him the appearance of a statue. Decapath's strength was lost and his single eye turned into a huge flawless red ruby and

dropped to the ground. From that point on the participating races (or combine) swore that they would protect the items that could release the Demi-god from imprisonment. So they did. The Kototh forces took the statue that contained Decapath and put it on one of their strongest altars to be protected by Gorgons. The Ahuras took the Eye of Decapath and put it in one of their temples under guard of a Law Dragon (but when he died, a Mushrussu took over the job), and the Elves found the only tome telling how to control the Demi-god and placed it under heavy magic wards (but the wizard Idumoon later surpassed those wards and took it upon himself to guard the tome). Ever since his imprisonment Decapath has raged within his shell and awaits the next fool to free him. Without the tome telling how to control Decapath no one has even tried to free Decapath for it seems that only a few are capable of controlling the great beast. Not even the beings of Chaos have enough power to fully control the maddened Demi-god. And so it has remained for milleniums.

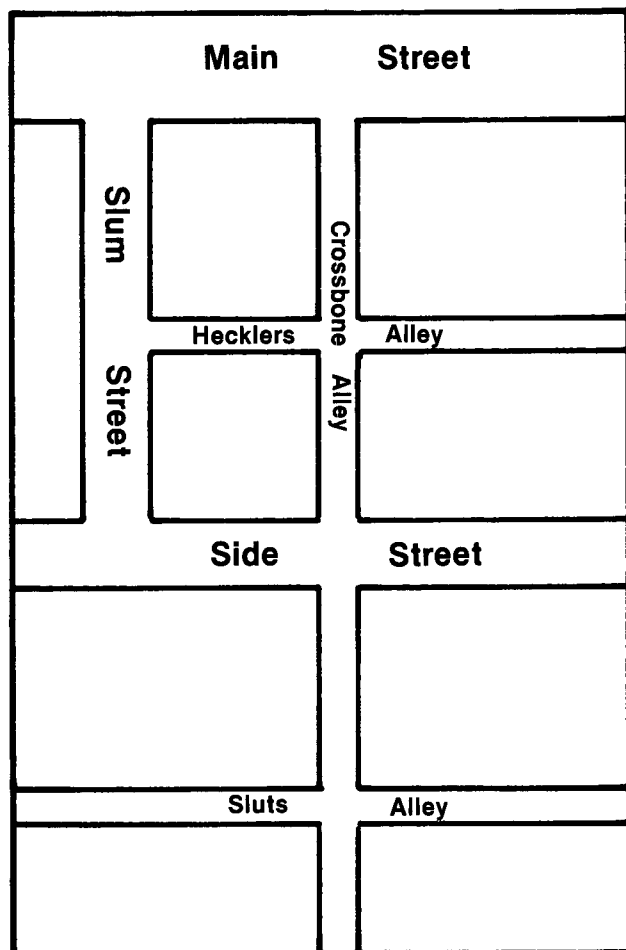
THREE QUESTS FOR CURSES CHARACTER STATS-(R)

The following is a list of stats for all the MAIN characters that will probably be encountered by the players during the course of the adventure. They are listed in alphabetical order.

HPV 140	OCV 45	DCV 4	NWI -8	S 160 (+6)	St 80 (+4)
D (4-1)	A 1(-1)	MR 6	NAV 8	MDV 35	EnL 220
CDF 24	CL 4	DTV -0*	HC NA	INT 1	
SS NA					

*When he is defeated he automatically is imprisoned in a stone casing.

APPEARANCE. Decapath has the appearance of a black wingless dragon but with only one eye. His body is over a hundred feet long and twenty feet wide. He walks on all fours. Besides his four huge legs he has six massive arms (three to a side) that he uses to fight foes, or more rarely, for more momentum when



Crossbone Alley & Area

he walks. Decapath also has a huge spiked tail that he uses to crush buildings and sometimes people. Whenever all the needed hit points are inflicted upon his immortal body he is defeated. Any type of spell or weapon (even non-magical ones) can inflict this damage on him and it does not matter how many turns it takes to amass this amount. When all his hit points are inflicted on him to cause his defeat he will undergo a change. His body will shrink to a size of a mere dog and his single eye will turn into a large flawless ruby and will drop to the ground. When this happens his shrunken body will be encased in stone.

SPECIAL - Decapath is surrounded by a noxious cloud of poison as specified for a Wyrms, but this power is a weaker form and only drains 1D10 energy points (StB and CB help). Decapath did not, however, inherit the Wyrms ability to breathe poison (thank goodness for small favors!) He has the ability to cast MEL 20/EL7 destruction as a spell. He prefers to use destruction as a ranged attack and only when around lots of buildings or enemies. Otherwise he will fight normally at all times because he can inflict greater damage.

GORGITH, Cursed Gorgon

HPV 15	OCV 5	DCV 3	NWI 0	S 16 (+1)	St 22 (+1)
D 8	A 10	MR 15	NAV 1	MDV 7	EnL 35
CDF 6	CL NA	DTV -3*	HC NA	INT 6	
SS NA					

APPEARANCE - a female with serpents for hair. Hideously warped and mangled face. Her eyes glow with petrifying intensity. **SPECIAL** - Any character that looks at her will be affected by MEL 8/EL5 PERMANENT petrification. The chance for a victim to avoid looking at her equals his WILL or WILL x 2 depending upon the circumstances. She can be slain by any weapon. Her head retains MEL4/EL 3 petrification AS THE SPELL when she is killed. When killed there is a 40% chance that a Pegasi will be born from her blood.

IDUMOON, Balance Wizard

HPV 24	OCV 7	DCV 9	CEL 5	S 16 (+1)	St 20 (+1)
D 36(+2)	A 36 (+2)	C 60 (+3)	I 84	W 80	E 40
Em 30	Ap 27	MR 12	MDV 30	EnL 140	CDF 13
MEL 20	Casting Ability 220				
Height 68" Weight 163 lbs Age 60					

Expertise - Trained wizard, EL9 General Skills and all Balance powers, EL7 in all Elder powers, EL80 Zehanes, EL60 Ahuric, Corruptic, and Ma' Hales, EL50 Kotothin, the primal, and Elder, EL10 Plains Survival, EL5 Badlands Survival and City Survival, EL6 War Staff, EL80 Armorer, EL50 Jeweler, EL30 Healer, EL60 Disguise Artist.

Equipment - Cowl (I), belt, sandals, leather helm. EL8 Magic Banded Ring Armor with EL5 immunity to Law AND Chaos Powers, EL9 Magic War Staff modified for hit chance and damage plus. The staff is booby trapped so that if anyone, except for a Balance oriented character, touches it he will be affected by EL9 Astral Ills.

Idumoon's magic powers are only second to Nilgeranthribs (that is to say, of all the magic-users in the near vicinity, for in far away lands there are definitely some others that are more powerful). Unlike Nilgeranthrib, however, he is very wary and almost never underestimates his foes and he never makes a rash move. He only causes harm to those that seek to totally unbalance the powers of Law and Chaos in some way. Otherwise he prefers to use unarmful spells on his foes. He only uses his staff when his powers have no effect upon foes or when his energy level is low. He usually gives a foe a second chance to reconsider his choice of fighting a powerful wizard such as he. But Idumoon will then extend his powers to the fullest if his foe unwisely persists in his efforts and if the foe ignores Idumoon's warnings.

SCALLICK, Mushrussu Guardian

HPV 55	OCV 15	DCV 5	NWI -5	S 70 (+3)	St 61 (+3)
D 15	A 10	MR 16	NAV 3	MDV 15	EnL 71
CDF 9	CL NA	DTV -5*	HC 55%	INT 5	
SS Diurnal Carnivore					

Appearance—Due to his age his green scaled body is slightly duller than for the normal Mushrussu. He has a massive set of lion paws with claws of white gold. The white fire that burns in his eyes is slightly hazed and ancient looking. He is over fifteen feet long and three feet at the shoulder. Three Fire Snakes have affixed themselves to him and Scallick uses them as guards and hunters. These Fire Snakes have currently laid a clutch of eggs in the temple.

Special—Scallick automatically attacks anyone aligned with Chaos. he uses MEL6/EL3 Fire Darts as a breath weapon. He may be influenced not to do anything other than let someone come and go from the temple unharmed. However, this occurs only when the visitor does not harm the temple or take anything from the temple.

SEROTH, Chaos wizard

HPV 22	OCV 7	DCV 8	CEL 5	S 22 (+1)	St 19 (+1)
D 32 (+2)	A 22 (+1)	C 44 (+2)	I 80	W 70	E 20
Em 35	Ap 18	MR 11	MDV 26	EnL 114	CDF 10

MEL 13 Casting Ability 133
Height 71" Weight 153 lbs Age 45

Expertise—Trained wizard, EL8 General skills, EL6 in all Chaos spells, EL80 Rogiznian, EL50 Ro'Babzan. The Abyss, Darkness, Death, and Young Chaos, EL80 Read and Write in Rogiznian, Ro'Babzen, and Dead, EL 12 Plains Survival, EL9 Underground I Survival and City Survival, EL5 Mace, EL50 Armorer, EL50 jeweler, EL4 Hand-to-Hand Combat, EL80 Deftness, EL10 Executioner, EL30 Money Lender

Equipment—Jerkin, cloak, pants, boots, leather helm, EL8 Magic Chainmail Armor with MEL8 immunity to Law Powers, EL8 Magic Mace modified for hit chance only. But it also stores 20 points of raw mana that any magic user can use.

Seroth is a very powerful magic user. Probably one of the twelve strongest magic users in the region. He is a cruel person but has a great sense (of DARK) humor. He is not quite as evil as most Chaos oriented beings and often only punishes his victims. His preference is to cast terrible curses upon his foes and/or play dark jokes upon them. However, he never hesitates to kill.

THE QUEST ITEMS—(R)

There are three items that the players will set out to retrieve. If successful in retrieving the items they will bring them back to Seroth in hopes of getting their individual curses lifted. Each item plays a part in freeing and controlling Decapath.

The following information is for the ref's eyes only, unless he feels the characters should learn parts of it or unless the module states it is to be read to the player at a later point in the adventure.

The Statue of Decapath

After the defeat of Decapath, in the dawning of Mankind, he was encased in stone and shrunk to the size of a dog. In all respects this statue looks like a normal statue, save for a few things. First, the statue's single indentation, where the eye should be, is empty. Second, the statue is warm to the touch because of the life imprisoned within. Finally, the smoothness and detail of the statue is so realistic it would take the BEST of sculptors to make one like it. When the Eye of Decapath is replaced he will rise again and wreak destruction upon the middle world. However, the worst of scenarios would be if an evil person gained control of Decapath through the use of the Tome of Decapath thus through Decapath's strengths unbalancing the powers, possibly forever. Then the only salvation would be the regrouping of all the great powers to defeat Decapath again.

The Eye of Decapath

As has been said before when Decapath was defeated his eye turned into a large flawless ruby and fell to the ground. The ruby has been treated as if it were enhanced although it was not.

The Tome of Decapath

The only known scripture on how to control Decapath. The tome is NOT needed by supernatural chaos beings (those that have

a CL). But if anyone else, including non-supernatural chaos beings, ever crosses Decapath's path without the tome to control him, that being would be attacked until dead. The powers of the tome are: It teaches Destruction, Disintegration and Withering Hand spells up to EL10. It also teaches how to summon and control the Alal at EL10. Additionally, it tells how to control Decapath but there are countless limitations to this and they are explained here.

This is NOT a spell that can be learned. It must be read directly from the pages of the tome and is automatically forgotten once read. In other words, to perform it a second time you still need the tome. You must subtract TWENTY from your chance to succeed and it is treated as an EL5 spell for COST and SPEED only. It is not subtracted from your chance to succeed. Any failure is treated as abysmal and Decapath will automatically turn on the user. The book may only be opened and read by a CHAOS magic user with a MEL of 10 or above. If someone aligned with Law touches the tome he is affected by EL10 Disintegrator. If the person aligned with Law lives through that he is free to take the tome wherever he wishes. However, if the spell is dispelled a Law oriented person can never open the tome himself.

ADVENTURE SECTION ONE

The settling—(P)

The players have been in the country of Ro' Babza for some time now. Ro' Babza is one of the few countries that are currently neutral in world affairs. The only problem with being a neutral country is that at any moment it could turn to Chaos OR Law. Currently Ro' Babza is almost trouble free, the only real problem being the constant pirate raids on its commercial boats. The legal system in current use is a judiciary made up of the various nobles in each sect of the country. Criminal cases are presented to them in the best possible manner and then the felon is judged. The minimum penalty is a 10CC fine (which fine can go all the way up to 100GC) and the maximum penalty is death by Guillotine. Additionally, if someone is fined more than 20GC his left hand is amputated and if he is ever convicted of another crime resulting in a fine of 10GC, or more, he is killed by guillotine. Well kept records prevent anyone ever being killed for missing a left hand from other causes.

The Ambush—

(R) The following encounter occurs the minute you wish it to occur. But it must only occur while the characters are walking about the city. Seroth, an evil wizard that owns a castle ten miles from the city, has heard of the legendary players that have appeared in K' Lza' Babwe. Seroth has devised a plan that will involve only the very experienced players. He plans to use them to gather the items needed to bring Decapath back to life, however Seroth knows that the players will not help him unless forced to do so. Consequently, he has hired a dozen assassins to ambush, knock out and bring the characters to his castle where he will find a way to make each do his bidding.

(P) You are walking about the city on your way towards your destination when you come to Crossbone Alley and you turn off. Doors line both sides of the alley and the buildings are so close together that, if you wished, you could barely squeeze between them. Lanterns hang randomly along the alley to give it a bare amount of light.

(R) Seroth's twelve hired assassins lay in ambush for the characters. They are hidden between the building gaps (see the map). They have the following stats:

AHP 20	OCV 9	DCV 9	NWI 0*	CEL 6
S (18+1)	ST 16 (+1)	D 21 (+1)	A 32 (+2)	MR 12
NAV 0	MDV 6	EnL 45	CDF 2	DTV -2

*They have an NWI of 0 because they have hand-to-hand skill.

Special—They are EL3 assassins (-3 on hit rolls, -6 on ambushes, -9 on trailing and hiding, +1 on OCV and weapon EL's), EL4 in the use of Heavy Crossbows and Scimitar, EL4 Hand-to-Hand

Combat, EL3 subdual Mace, EL36 Trailing, EL1 swimming EL5 City Survival, EL4 Climbing, EL1 Rhetoric, and EL80 Bracket language.

Equipment – All are armored in chainmail and metal helm. They carry heavy crossbow, quiver with 16 quarrels, and subdual mace (made especially for knocking out victims). They have STRICT orders not to kill the players. If all the assassins are killed by the characters before they are put unconscious, bring in reinforcements (ten assassins at a time) for up to two times until the characters are beaten. If that does not do it tell the players that their characters are too powerful and that any of the characters left conscious are out of the game because they are WAY too powerful for this game. Continue the module with the characters who are rendered unconscious.

Waking Up –

(R) After the players are defeated by the assassins in the alley they are taken (drugged and unconscious) to the castle of Seroth and the group is placed in one of his dungeon cells. No matter what you rolled to prescribe the length of time the character is to be rendered unconscious, all characters will awaken one hour after they are placed in the dungeon cell. This is due to the type of drug administered by the assassins.

(P) You awake with your vision blurred and your head spinning . . . Immediately you wonder where you are. The only thing you remember happening before losing consciousness is the wicked blow you received to the back of your now-throbbing head as you were walking down Crossbone Alley.

Well, one thing is for sure. You are now in a dark cell with no furnishings. The barest of light flickers in through a small barred hole in the door. This hole is only eight inches in diameter so don't get any ideas of escape. The heavy iron door is barred from the outside and is made of the sturdiest of metal. In desperation you give up your inspection and sit down on the earthen floor to plan your actions. All the while a foul odor fills your lungs, threatening to overcome you with nausea.

A few minutes later the bar to the cell clanks and the heavy door opens. Instinctively you reach for your weapons, soon realizing that you no longer have them. Grimly you wait for your captors to enter. You are surprised to see who walks through. Seroth! You eye him suspiciously as he nears you, recognizing an evil wizard and the scourge of the land. All thought of escape soon diminishes from your mind as you look past him and see a dozen guards barring the exit. Unwillingly you relax and await the now smiling Seroth to explain what is going on.

"Hellooooo gentlemen . . ." he says slyly.

"I do hope you find our little accommodations to your liking. However, if not, I have a proposition that may take you out of here and into the land of the living."

He steps a little closer, his eyes glowing and an evil grin upon his face.

"You will go on a quest for me! I want you to collect three items I need for personal reasons."

Before you can tell him to forget it and all those neat words that go with it, he rushes on with what he has to say.

"You will do this OR you can rot down here for the rest of your lives. If that seems acceptable to you, remember that you have been cursed as well so if you don't do as I ask, that curse will start affecting you immediately. However, I will tell you more about that little detail in a while."

Unwillingly you agree to his terms but ask for more information about these "quests" and "curses" he is talking about. Thinking all the while about how you will be able to escape once the quest begins.

Upon your request for this information he tells you to follow him into a better room so you and he can talk about these things in a more comfortable manner.

(R) No maps are supplied for the interior of Seroth's castle because the players will NOT be doing any kind of adventuring there. At least no adventuring is planned there unless something strange happens and if it does you should use your own discretion. Seroth will take the players upstairs and into a large throne room where

they all sit down to talk things out. Upon arriving at this conclusion, go directly to THE CURSES AND QUESTS sub-section (found directly after this section).

The Curses and Quests –

(R) Once the players are in the room with Seroth, together with two precautionary guards, read the player description below: As you probably know Seroth is planning to use the characters to go on a quest to gain the items needed to control Decapath. He has used curses on the players to get what he wants since he knew they would not willingly cooperate in his scheme otherwise. For this reason NO Law wizards and/or those who can lift curses are allowed on this adventure. All the players have a curse and they all have the same effects listed below:

They are under a geas. They must collect all the items needed to free and control Decapath. Failure to do so or a decision not to cooperate and they will be affected by the curse. The curse is: The player will be transformed into a hideous looking creature (ZERO appearance but all other abilities remain the same) and he will be plagued with bad luck. He will add 16 to all rolls in his favor and all hits scored against him will be one level lower (Example: A Severe becomes a Deadly Hit).

(P) Once you are seated in the room with Seroth he begins to explain what is going on.

"Well, my friends, this is the story. I need three items for personal reasons, as I've already stated, and I need you to obtain them for me since you are some of the best warriors/sorcerers/or what-have-you in the area. Actually, you have NO choice as to whether or not you want to do this for me. I have placed a curse upon each of you, the curse is actually quite harmless UNLESS you defy me! If you defy me the curse will transform your body into a hideous thing and you will be plagued by bad luck for the remainder of your life. So, as you can see, you ARE going to do as I wish . . ." Seroth leans back into his chair and lights his pipe.

"The quest is as follows: First, you must travel south to the Shrine of Gorgons. You will find a small statue placed on the shrine. The statue has six arms and resembles a Wyrm. You must steal it. Secondly, you must travel to the southeast until you come to the Temple of Prezivor. Within the temple you must find a large and flawless ruby which is guarded by Scallick, a Mushrussu. Lastly, you must travel to the northeast of the temple until you reach the Tower of Idumoon. In the uppermost room of the tower you will find a tome labelled *The Tome of Decapath*. You must take the small statue, the large and flawless ruby and *The Tome of Decapath* and proceed northeast until you reach the Hill of Magic where I shall be waiting. Then and only then the curse will be lifted and you shall be free to go."

You look at Seroth dumb-founded. You cannot believe what you have just heard. Cursed Shrines-Temples-Towers-Wizards-Monsters-HEY! Wait a minute, how does he expect Y-O-U to do all this?! Too bad you don't have some Law oriented wizard to lift your curses . . .

To soothe your worries, Seroth says: "Oh, don't worry my patrons. I am not all bad. I plan to give you a fair chance to succeed. After all I do depend on your abilities for reasons of my own and I plan to give you as much of a fighting chance as I can."

DON'T WORRY he says! You would like to crack his head open and give HIM something to worry about. Suddenly Seroth claps his hands and his guards appear in the room carrying equipment. Mostly your own equipment!

Seroth hands you all the equipment you formerly carried and you quickly put it on. Then you look at him strangely for it appears he carries some OTHER equipment. Stuff that doesn't belong to you.

"Here are some magic items that are sure to help you on your quest. Feel free to ask what each does . . ."

(R) The following is a list of the magic items and what they do. You should answer all questions asked about these items as the player wishes.

One player (the BEST fighter of the group) receives a magic weapon of the type he most prefers (all by coincidence, of course) that is modified for hit chance, damage plus, and which is

dedicated to destroying Gorgons.

A magic talisman, for use by any magic user, which stores 30 points of raw mana and which can cast Healing at EL4.

A magic metal helm that is modified for AV and which can cast Stillness at EL4.

A magic suit of chainmail modified for AV and ensorcelled with EL4 immunity to Fire Powers.

A suit of magic leather armor modified for AV and ensorcelled with EL4 Detections and Dispell/Banish.

A magic metal shield modified for AV and which can cast EL4 Destruction.

ALL the above items are MEL13/EL8 items. Almost all of these items were created by Seroth. Each player can choose ONE item from the above list (ONE ONLY!) and if any are left over, they are kept by Seroth. Basically, there is at least one item for each type of character (fighter, magic user, assassin, thief, etc.)

Besides the above magic items, the characters also receive a small wagon pulled by two draft horses with a skilled driver to control it. The wagon will carry the characters where they want to go, and fast! It will carry all equipment as well, if they wish. It will NOT, however, be allowed to participate in combat for fear of it being destroyed, equipment stolen and/or the driver killed. Instead, the wagon will stay hidden nearby while the players retrieve each of the items needed and then it will take them on to the next place.

On Your Way –

(P) After talking with Seroth you have decided you have no choice but to agree to his terms. Upon reflection you figure you even have a good chance of succeeding at the quest.

Seroth escorts you through the castle gates where the small wagon and driver await your arrival. Seroth has warned you that the easiest way to complete the adventure is to take the most direct routes and to go to the Shrine first, temple second, tower third and the hill last.

He wishes you good luck and waves fairwell to you . . . and you are under way.

ADVENTURE SECTION TWO

The First Quest –

(R) The first quest is to find and take the Statue of Decapath from the Shrine of Gorgons. This shrine is found ten miles north of the Sabai tribal center (in the country of Shurikal). The shortest and most direct route from the Castle of Seroth to the shrine would cover 150 miles through mostly plains terrain. This is one of the three small quests that make up the ultimate quest of freeing Decapath. For encounters in the country of Shurikal subtract TEN from the appropriate encounter table and if the result is ZERO or less 1D10 below:

DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
1-2	Giant, Storm	1-3	Giant, Storm
3-5	Earth Eater	4-7	Dae'Ta Koti
6-9	Dae'Ta Koti	8-9	Ogre
10	No Encounter	10	Giant, Earth

In the country of Shurikal you are aligned with Kototh or you're probably in for trouble. It is one of the most civilized areas of the middle world under Kototh's influence. The normal type of human encountered will be aligned with the Kototh side of Elder.

THE SHRINE

(P) After a long and grueling journey your small party calls a halt and off in the distance you finally see what you are searching for. The shrine! It lies in the center of a shallow valley, upon which rim you are standing upon right now. A single road winds down the valley leading to the shrine entrance. From your vantage point you see the road leads into an orchard of well kept, but ugly, black trees. Two structures are seen in the center of the orchard. One is a large outdoor altar and the other is a small one story building probably used only for the meetings by worshippers of Kototh.

(R) There are THREE guardians of the shrine. All are Gorgons and one is a sighted Gorgon. See the module stats for the sighted Gorgon (Gorgith) but for other Gorgons use the standard stats of book three. One normal Gorgon is ALWAYS within twenty hexes of the altar. The other sightless Gorgon is ALWAYS somewhere in the orchard to tend to the trees and in search of intruders. Gorgith can be found almost anywhere. To find out where she is when the players enter the area roll 1D10 below:

GORGITH ENCOUNTER TABLE

ROLL	LOCATION
1	Somewhere between the outermost rows of the orchard.
2	Somewhere between the innermost rows of the orchard.
3-5	In one of the rooms inside the side building.
6-10	Next to the outdoor altar.

To determine where she is EXACTLY among these general areas is up to the ref, as it is for the normal Gorgons.

ANY loud noises in the area will draw the attention of any Gorgon within FIVE HUNDRED feet of the noise maker.

It is possible for the players to ambush the Gorgons but it is NOT possible for the Gorgons to ambush the players except in the following case – If a nearby Gorgon heard a noise and then advances to investigate, roll for an ambush on HER part NOT the players.

Finally, there are three AREA DESCRIPTIONS written and explained next.

THE ALTAR

(P) You finally reach the altar in the center of the clearing. The altar is a large stone slab 20' by 12' and it has strange carvings all over it. The weird looking statue you are supposed to seize is seated upon the altar. As Seroth described, it is the most weird looking thing you have ever seen. It has six arms, three to a side, four legs, and a body and head resembling a Wyrms. Scattered all around the altar are many statues, past victims of the Gorgons. Each is twisted into individual horrified positions and many are crumbling away. You spot two chests, one to either side of the altar. Each chest is locked and each appears to be of tough construction.

(R) Don't forget the Gorgon that always guards this spot!

Seated upon the altar is the statue of Decapath and it has the following values – Small, made of stone, weight 16 pounds, and can be sold for up to 20SC in a Chaos culture.

The two chests are full of treasures that worshippers sacrificed to the shrine (for good crops, wishes, etc.) and they are described below:

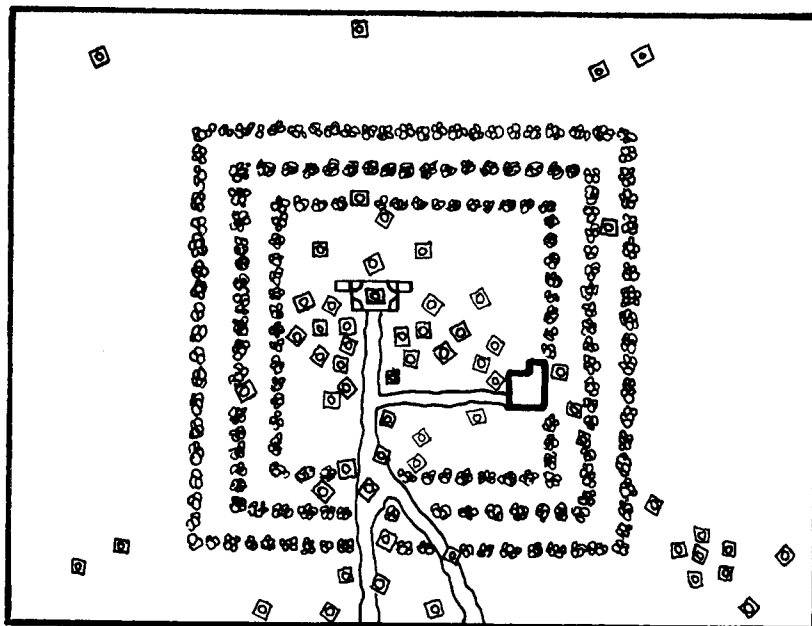
The left chest is made of aged wood and is locked with an EL40 lock. This chest holds all the lesser treasure (from peasants). It holds 50BB, 50CC, 3 small jewels and 5 normal weapons.

The chest on the right is made of wood but it has an EL70 lock instead. It holds all the richer treasures (from nobles). It holds 1 copper bar, 20GC, 40SC, 4 large jewels, 5 medium jewels and two random magic items.

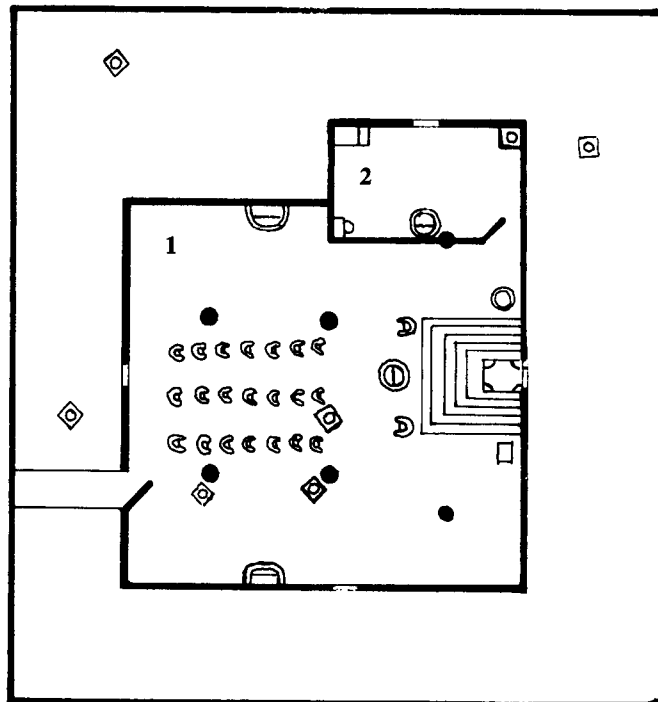
AREA 1 of the side building

(P) This is a huge meeting hall probably used by worshippers for rituals, lectures, and sermons. The roof is supported by six pillars and it rises to the height of fifteen feet. Three rows of chairs sit in the middle of the room in neat looking lines. Three hearths are strategically placed about the area in order to give the hall the most heat possible. These hearths are always lit and their flames cast eerie shadows about the hall. A few more victims of the Gorgons are seen in here also. Against the east wall is a raised platform with stairs leading up to its top and upon which sits a small altar. To either side of the platform is found a wooden barrel and a chest. Finally, to the northeast, there is a wooden door leading to another room beyond.

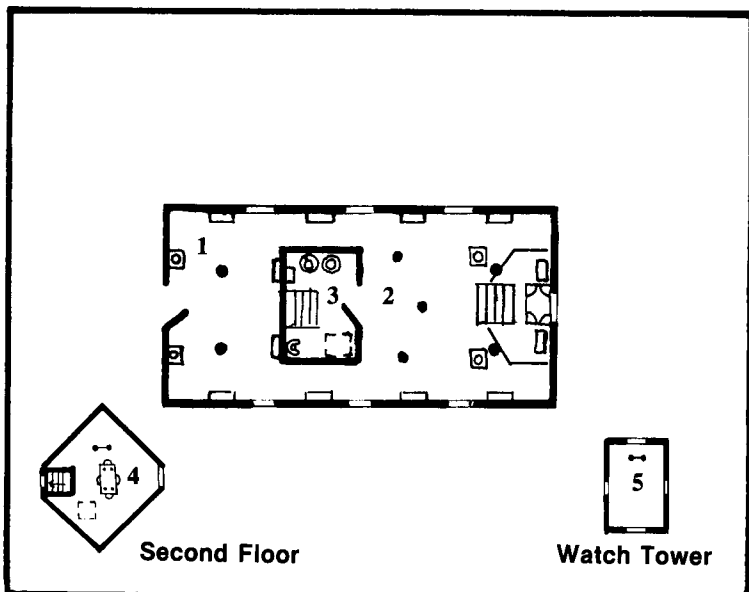
(R) The room is normal. The barrel next to the platform contains (religious) fine wine and the chest contains robes.



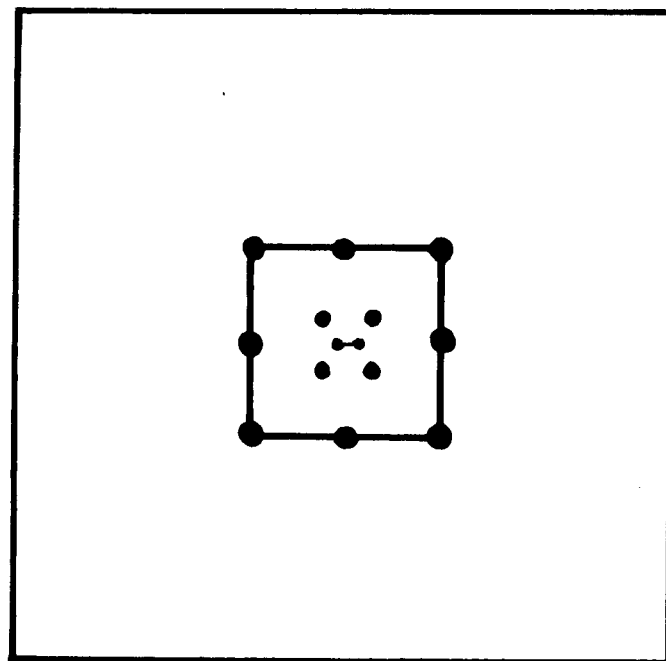
The Shrine of Gorgons



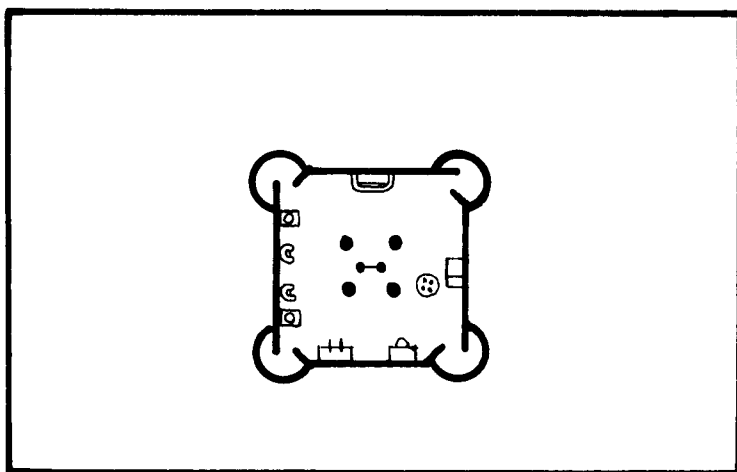
The Side Building



The Temple of Prezivor



**Tactical View of the Towers
First-Fifth Floors**



**Tactical View of the Towers
Sixth Level**

AREA 2 of the side building

(P) This is a large room with only a few items in it. A wood frame bed lies in the northwest corner. In that same corner sits a normal statue, not a victim of the Gorgons. A desk and chair sit in the southwest corner and just to the east of the desk is a small hearth with a bright fire burning within.

(R) All is as stated above. Inside the desk can be found a small jar that contains an enhanced Lapwing heart.

CONCLUSION

(P) You succeeded! There are now only two remaining quests to complete before you are home free.

You quickly load the statue which you stole from the shrine onto your small wagon and shout to the driver to go! With a crack of the whip the wagon jolts forward and off you go to the temple of Prezivor.

ADVENTURE SECTION THREE

The second Quest—

(R) The second quest is to find and take the jeweled Eye of Decapath from the temple of Prezivor. This temple is found 5 hexes (100 miles) southeast of the Sabai tribal center OR 6 hexes (120 miles) from the shrine of Gorgons. The quickest and most probable route to take is to just cut straight across the land in this exact direction. For encounters in the land of Shirikal subtract TEN from your rolls and if the result is ZERO or less, roll 1D10 on the table given for the 1st quest (the shrine)

THE TEMPLE

(P) Your party calls a halt after a long second phase of your journey from the Shrine of the Gorgons. At the top of a small hill, up ahead, you see the temple you are searching for. The hill is very steep, at least on most of its sides, and it is covered with the thick dense growth of plains' grass.

The temple itself is not very large. However it is made up of three levels. The building appears to be very old and in a state of disrepair. It looks as though no one ever comes here any more. (R) There are four guardians of the temple. One is the Mushrussu Scallick, and the other three are the Fire Snakes that are affixed to his body. One Fire Snake is a double sized female and the others are two normal sized males. The female is ALWAYS encountered on her nest (which is in AREA 2 on the altar) and she guards it and that area from intruders at all times UNLESS Scallick tells her to do otherwise. One of the males is on guard in AREA 1 at all times. This male will hiss at anyone who enters. He continues hissing until the intruder leaves OR until the intruder stands still and asks for Scallick. If the intruder is not smart enough to leave or ask for Scallick, the Fire Snake will attack. If the intruder requests Scallick, the Mushrussu will become aware of this through telepathy from the Fire Snake and Scallick will then come to AREA 1 via AREA 2 and ask what the intruder wants. The third Fire Snake is either hunting for food (50% chance) or he is in AREA 2 with the female together with his day's catch of food. If the third Fire Snake is found on the nest he will react in the same manner as the female.

AREA 1 of the temple

(P) You find yourself in a large room with two pillars supporting its twelve foot high roof. Many exotic pictures of great beauty adorn its walls. There are two statues, one to either side of the door. They sit in solemn silence with glazed eyes staring back at you. A few windows give the room a flood of light.

(R) One Fire Snake is on guard in here at all times. For more info on the Fire Snake see THE TEMPLE sub-section (the one just above this section). Most of the pictures are of good quality and their values can be determined randomly if the players desire any of them.

AREA 2 of the temple

(P) The room you are in is fairly large. Five massive pillars support its roof. A small set of stairs in the eastern end of the room lead up to a raised platform. An altar sits upon this platform as well as two chests. The altar is in the shape of the god it is dedicated to (Prezivor). In the outstretched hands of the altar of Prezivor is a large flawless red ruby. The very ruby you are searching for! Other items of note in this room are two statues standing to either side of the staircase leading up to the platform and altar. Both of these statues are in the shape of a Kerubim, the strongest of the Ahura kind. Pictures line the walls and many windows give the area a flood of light.

(R) Remember that Scallick and the female Fire Snake are always in here and in addition one of the male Fire Snakes may also be in here.

The Fire Snakes currently have a nest with three eggs in it. This nest is found hidden behind the altar and can be easily searched out.

The ruby is, indeed, the ruby the players are seeking and the two chests contain a tidy sum of treasure (see below). The

northern chest contains 84SC, 94CC, 5 Large jewels, 15 Medium jewels, one minor spell book, one treasurer scroll, and one random magic treasure. The southern chest contains 10GC, 20SC, 1 copper bar, 1 silver bar, 5 fine metal items, and one random magic item.

AREA 3 of the temple

(P) This is a very small, dusty and grungy store room. It contains two barrels, a small chest in the northern section and a single, old and rickety chair lies in the south end.

(R) There is a hidden trapdoor in the southern end of the room. A successful search for it will reveal a movable plate that proves to be a way to get up to the next highest level.

The barrels contain oil and water, respectively, and the small chest contains some rusty nails.

AREA 4 of the temple

(P) This is some kind of a meeting or convention room. In the middle of the room is a long table lined with chairs on either side. An old half candle sits upon the table. To the north of the table is a rusted ladder that leads up to yet another level of the temple.

(R) A hidden trapdoor can be found on the floor in the south end of the room. If the floor plate is lifted it reveals a drop into AREA 3.

AREA 5 of the temple

(P) This area is totally unimpressive. It is a barren area. The floor is covered with an inch of dust and there is no sign of any tracks. Windows line the walls, one of which windows is broken.

(R) Nothing of interest is in here unless you wish to liven things up a bit and say that a Wyvern uses the beams of the roof for her nest and the players might possibly disturb her . . .

CONCLUSION

(P) Having gained possession of the ruby, there is only one quest remaining. Which is a good thing because you are tiring of all this mumbo jumbo. Quickly you load up the wagon and continue on to the Tower of Idumoon to gain possession of the Tome of Decapath.

ADVENTURE SECTION FOUR

The Third Quest—

(R) The third and final quest is to reach the top of the Tower of Idumoon and find the Tome of Decapath. The tower is located 10 miles north of the City Hele (located in the country of Ma' Hales). The quickest way to get there is to cut straight across the river. For encounters in the first (river) hex entered, roll to see if it is a water encounter or a land encounter.

THE TOWER

(P) Peering through the light fog of the day, your party finally spots what they are searching for. The Tower of Idumoon sits on the top of a small hill. The tower is not very big in diameter but it raises to an astounding height of over EIGHTY feet! The tower sparkles and shines, giving off a strange sense of magic. The whole area is silent of all life forms, as if no one wishes to break the spellbinding sight of this strange tower.

The most astounding thing about the tower is the manner in which access is to be gained. The tower itself does not rest upon the ground. Instead, twelve pillars rise from the ground directly underneath the tower to a height of about fifteen feet where they then connect and support the tower's weight. Each of these pillars is 2' in diameter. Scaling the tower looks impossible since it is straight up and it is over seventy feet before you reach the uppermost level which looks as if it has the only entrance to the interior. There are a number of decks (four) encircling the top of the tower which would definitely give access to the inside. It appears there are no stairs or doors underneath the tower.

(R) There are six guardians of the tower. One is the wizard Idumoon, two are Zehani Wolves that guard the tower exterior and the remaining three are Te'Sla that guard various levels of the interior. All of the guardians are normal types for their species (except the wizard, of course).

The two Zehani Wolves are ALWAYS encountered underneath the tower in the middle of the four centermost pillars. They guard the area from intruders at all times. It is possible to ambush the Zehani Wolves however. If they catch anyone attempting to scale the walls they will try to attack the intruder if they can, otherwise they will bark loudly and alert the others in the tower. If this happens Idumoon will appear on the nearest deck and cast spells down upon the players below. If the players approach the center of the tower openly and pleasantly the wolves will rise (but won't attack) and one will make a howling sound to alert Idumoon of the players' presence. After one turn, Idumoon will appear by the use of a ladder that pulls down to the ground from the first level of the tower and Idumoon will ask the players what they want (he will never give them the tome). If the players attempt to sneak under the tower and find a way up the wolves will attack.

The three Te'Sla that guard the interior of the tower will attack on sight UNLESS the players are with Idumoon. If the players attempt to get away from the Te'Sla by use of the ladder system, the Te'Sla will give chase.

The only safe way into the tower is through its underside. A hidden trapdoor is located at the center and it usually is unlocked. Someone may make it easier for the rest of the characters to enter by lowering a ladder that is found above the trapdoor down to the others (that way they do not have to make climbing rolls and risk injury). However, to get the ladder, someone has to climb.

AREAS 1-5 of the tower

(R) All of these areas have the same appearance except for a few minor things. The dis-similarities are explained below, following the player description (used for all of these areas unless something special happens).

(P) This level of the tower is barren and contains nothing of real interest. The ladder continues on into darkness in both directions.

(R) Each of these levels has something to defend against intruders. Each is explained below.

The first level of the tower has a ladder BUT it does NOT lead down. Instead of going down like it should it comes to an abrupt halt, three feet above the floor of this level. Unknown to the players there is a hidden trapdoor directly below the ladder. If it is lifted from place it will reveal a 3'x3' hole that can be used to enter and exit the tower. The only problem with this is that it is a fifteen foot drop to the ground below. It IS possible (but unlikely) to climb underneath the tower, crawl upside-down until you reach a nearby pillar and climb down the pillar to the earth below. BUT it is a climbing difficulty of FIVE (nearly impossible). But there is an alternative. If the players search the room's floor very carefully they will find some other floor plates that can be removed and if they are removed a folded up ladder will be revealed. The ladder can be made to extend to a total length of twenty feet. The players can use the ladder to gain access or possibly exit easily. There is one of Idumoon's trained Te'Sla guards in here. The trained guard will attack ALL intruders UNLESS they are accompanied by Idumoon.

The second level has a ward on one of the ladder rungs. If anyone touches it (automatic unless the players skip every other rung on purpose, which means it is a 50% chance of still setting it off) it will set off an MEL20/EL9 Oblivion spell on the person who touched it. If it works, the character is literally out of the game. He will appear in this exact spot after the duration ends and if the rest of the party failed in their quest he will IMMEDIATELY be affected by the curse that Seroth cast upon him and he will not be able to redeem himself. However, if the remaining characters succeed, he will be free to do whatever he wants.

The third level is not a level at all. When the characters first touched the ladder (regardless of whether they were clear down at level one or way up at the highest level) a ward was set off (unless only BALANCE aligned players touched the ladder). If the ward is set off it creates a major illusion. This illusion creates a fake level for the duration specified (after which it disappears). This major illusion creates a whole level that looks EXACTLY

like the others with the following sole exception. The characters see a mound of treasure in a far corner of the room/level. This will probably attract the characters into going after it! In so doing they will plummet to their injury and possible death. It is a 25' drop to the level below. It is a MEL20/EL7 spell. Remember that the ward is set off as soon as the ladder is touched at ANY time on ANY level throughout the tower.

The fourth and fifth levels of the tower have one Te'Sla guard each and they will attack the players on sight unless the players are accompanied by Idumoon.

AREA 6 of the tower

(P) You find yourself at the top of the tower. This level, as well as all the other levels, contains NO windows whatsoever. Instead, a large hearth in the south end of the room burns brightly with its tendrils of light and fire reaching to every part of the room. At each corner of the room is a door which leads outside to a small deck overlooking the surrounding terrain. A bed and table sit in the west end of the room and a desk with a chair sits north of that. A little to the east of the desk is a cabinet. Against the east wall sits two statues in the shape of the fabled Zehani race and between these statues lies two chairs. But you see nothing of the tome you are looking for.

(R) Idumoon is ALWAYS encountered in here (unless the characters already met him at the base of the tower). One of the Zehani statues has a hidden cavity in back of it. Inside the cavity is the Tome of Decapath. The desk contains a small vial with three ounces of a MEL4/EL2 Healing spell potion. The cabinet contains a MEL20/EL2 Healing spell potion. The cabinet contains a MEL20/EL9 magic dagger modified for hit chance only, a bowl containing 20GC and 20 SC, two bars of silver, and a minor spell book which could be mistaken for the tome if the examiner is not a magic user AND does not look closely.

CONCLUSION

(P) Well, that's that. A bed of roses, right? Well, maybe it wasn't but you are glad to be alive! However, there is one thing left to do. You have to deliver all this junk to your "friend."

ADVENTURE SECTION FIVE

The Delivering -

(R) The players will have to travel 40 miles northeast of the Tower of Idumoon, not the city of Hele, before they reach the Hill of Magic (where they are supposed to meet Seroth). Use the standard encounter chart for the journey and do NOT subtract anything from the rolls.

THE HILL

(P) Ahhhhhh. For the first time in weeks your party is fresh, relaxed and happy. Suddenly your mood changes as you finally sight the Hill of Magic and the scum that stands upon it. You can easily guess that Seroth has already spotted you and that he has a smirk on his face just waiting for you. You also see at least 40 of Seroth's warrior/followers lining the hill. Undoubtedly for Seroth's protection. At the peak of the hill is the famous Altar of Magic which supposedly was used as a great source of Chaos power during the Law-Chaos wars in the year of 1070.

You are beginning to wonder why Seroth wants all this stuff you have collected and why he has asked you to bring it here rather than to his castle.

(R) Seroth and forty-five of his warriors/followers are waiting at the top of the hill for the players. All of the warriors have the following stats:

AHP	12	OCV	5	DCV	5	NWI	+3		
S	15	St	12	D	12	A	12	MR	9
NAV	0	MDV	4	EnL	37	CDF	1	DTV	-2

and as equipment they have banded ring armor, metal helm, buckler, light crossbow, 12 quarrels, and sword. They are EL2 in the use of all weapons and the buckler.

As soon as the players are on the hill and ready to give the items that they collected to Seroth, go immediately to the

PROPOSITION sub-section below. Remember that the curses are NOT lifted until Seroth receives his "gifts".

THE PROPOSITION -

(P) "Well, my friends, I do see that you have all the items that I want," states Seroth.

Then, when you give everything to Seroth he continues to say: "Now that you have totally astonished me by succeeding in your quest I believe I have a use for you. How would you like to join me as the captains of my soon-to-be army?"

"Yes? All right! I now declare you as my captains. Now I will show you what all these things are that you have fetched and presented to me, and what they can do."

After saying all that, Seroth and three of his warriors pick up the items you have him and carry them over to the altar which lies a hundred feet from where you stand.

"No? That is too bad. I really wished you would join my forces. I could use leaders such as you. Well, I do hope you will stay for the show. Just so you can see what all these things do."

After saying all that Seroth and three of his warriors pick up the items you gave him and walk over to the altar which lies a hundred feet away.

(R) If the characters attack Seroth's warriors and/or Seroth, the warriors will attack the players. These warriors stand between the players and the altar and they will try to keep the players from passing. Meanwhile (while the characters are fighting) read the player description of THE BREACH sub-section (adventure section six).

If the players do not attack because they have accepted Seroth's deal or because they do not feel up to it, read the same thing as stated above.

In other words no matter what happens go directly to ADVENTURE SECTION SIX and read the player description for THE BREACH.

ADVENTURE SECTION SIX

The Summoning of Decapath -

(R) This sub-section occurs after the numerous possibilities take place that could have occurred in ADVENTURE SECTION FIVE. It involves the attempt (that fails) by Seroth to control Decapath after Decapath escapes from his imprisonment.

THE BREACH -

(P) When Seroth reaches the altar he orders one of his men to

put the statue, which you took from the Shrine of Gorgons, on the altar. After that he pulls the flawless ruby, which you removed from the Temple of Prezivor, out of his pocket and places it carefully in the head of the statue where its single eye should be. Then, finally, Seroth takes the tome from the hands of one of his warriors and holds it before him. When this is done he starts to chant the words imprinted in the tome.

Almost immediately the statue begins to glow with life and the statue's newly found jewel/eye begins to pulsate. Seroth continues to chant the strange words from the tome. Then the statue commences to grow in size! First ten feet, twenty feet, and finally to THIRTY feet high! And over a hundred feet long! You are totally astonished! Suddenly Seroth happens to look up from the tome's pages and when he sees what is in front of him, his voice falters and stops all together. Everyone senses it. Seroth has screwed up! He has lost control of the hideous monster.

Everything goes quiet. The, now huge, statue stands still, the people stare, the wind calms, and everyone holds their collective breath. Then it happens! The huge hundred foot long statue begins to quiver and crack. Then bits of living flesh begin to show from underneath the stone casing. Then it explodes! Out of the stone casing comes a living creature that resembles the formerly small statue in exactitude. From then on everything becomes chaos. Seroth's warriors start to bolt in terror. The huge creature steps on many of them. Seroth strikes the creature with a spell that has no effect other than to make it very angry. The creature steps on Seroth and then it focuses its large single eye upon YOU!

(R) Use the stats given in this module for Decapath. The players are all alone in this battle because all the warriors have run away and will attack until the death. Decapath will destroy everything in his path. When the battle is over read the final player description to the players.

(P) When the final blow is struck, Decapath screams! His body quivers and shakes. Then his skin starts to turn into stone and his body once again begins to shrink into the small harmless statue it formerly was. His eye turns into a large flawless ruby and, once again, it falls to the ground awaiting the next fool to replace it. You search about for Seroth's body but you find it GONE! As is the tome he was using to attempt to gain control of Decapath. It is as if Decapath never was, and as if nothing had ever happened. But one thing is for sure, and that is that for as long as the tome which can control Decapath remains afloat someone will attempt to find it and use it again. Perhaps Seroth . . .

RQ Hit Points

Each location of the body has its own hit points in *RuneQuest*, determined by a formula given in the rules. There are also tables for the convenience of the player for each type of creature's hit points. The problem is that the tables do not exactly follow the formula.

For humanoid creatures, the hit points for the head, abdomen and leg areas are one-third total body hit points. For the arm it is one-fourth total hit points, and for the

chest it is 4/10 total hit points (always rounded up). The problem is that the table gives location hit points in groups of three total body hit points (1-3, 4-6, etc.). This does not compute mathematically, so the table is wrong for some numbers.

A one-point difference error may seem like an unimportant matter, but it isn't. In *RuneQuest*, taking more damage than you have hit points in a location disables that location but leaves you repairable. However, if you take more than twice the loca-

tion's hit points from a single blow, which is not unlikely when fighting a large monster, that location is damaged beyond the reach of ordinary healing. So the number of hit points in each hit location is of critical importance to the career of the character, and should be computed and applied correctly. The Hit Location Hit Point Table below gives correct values for humanoids for total body hit points from 1-48 because heroes can use sorcery to extend their hit points.

HIT POINTS:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Each Leg	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9
Abdomen	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9
Chest	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7	8	8	8	9	9	10	10	10
Each Arm	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7
Head	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9

HIT POINTS:	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
Each Leg	9	9	10	10	10	11	11	11	12	12	12	13	13	13	14	14	14	15	15	15	16	16	16
Abdomen	9	9	10	10	10	11	11	11	12	12	12	13	13	13	14	14	14	15	15	15	16	16	16
Chest	11	11	12	12	12	13	13	14	14	14	15	15	16	16	16	17	17	18	18	18	19	19	20
Each Arm	7	7	7	8	8	8	8	9	9	9	9	10	10	10	11	11	11	11	12	12	12	12	
Head	9	9	10	10	10	11	11	11	12	12	12	13	13	13	14	14	14	15	15	15	16	16	16



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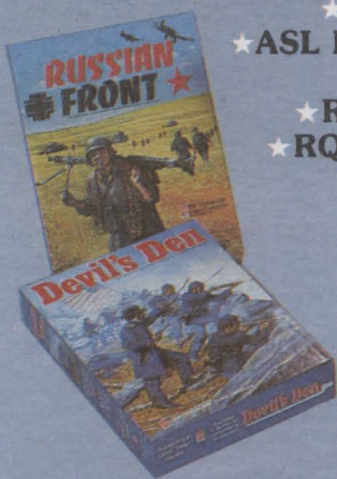
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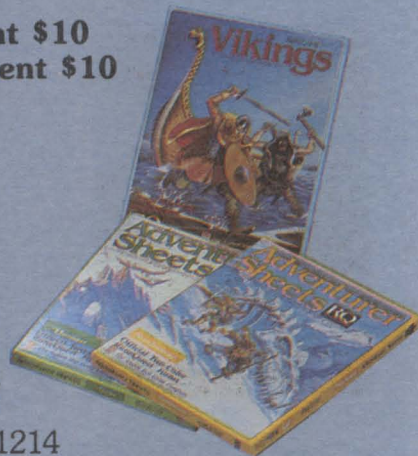
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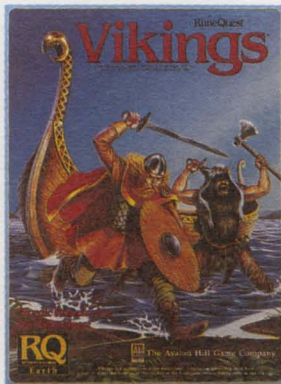
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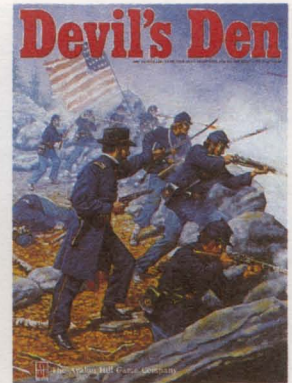
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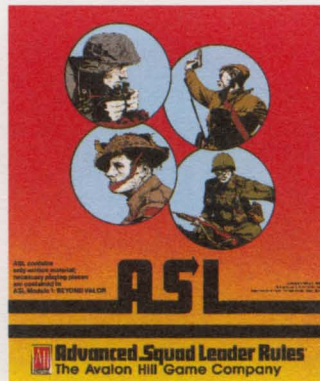
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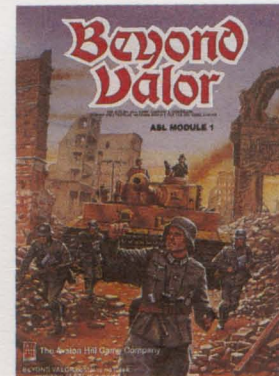
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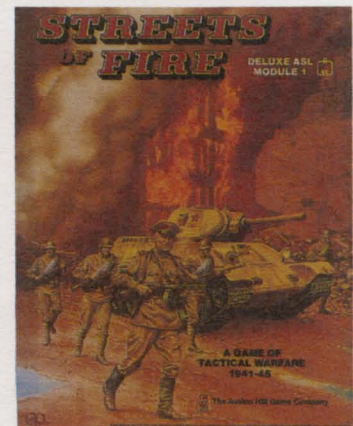
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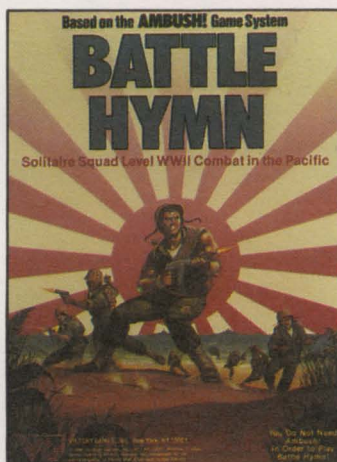
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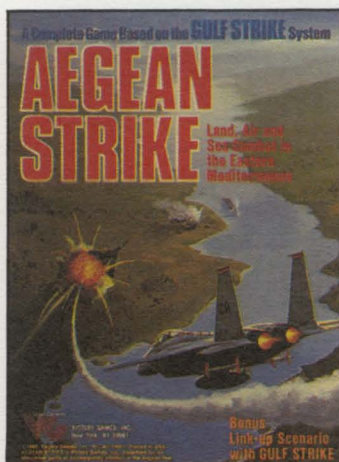
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