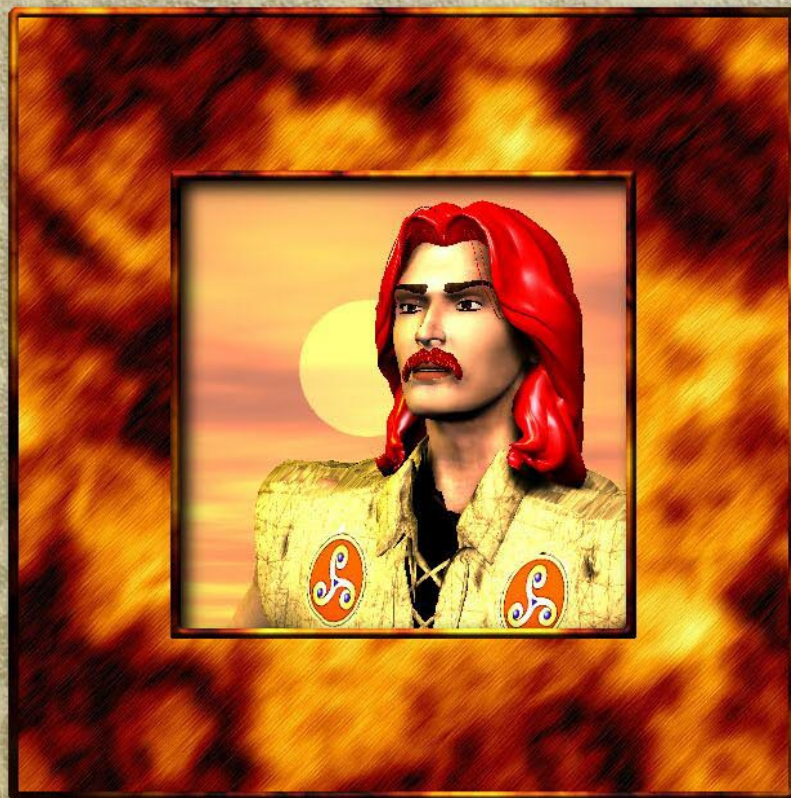


the Barhounds Contests



MICHAEL Ø'BRIEN • PHILLIP ANDERSEN

IAN THOMSON • JOHN HUGHES

& FRIENDS DIVERSE



“YELMALIΘ, PRΘTECTOR,
SON ΘF BRIGHTNESS,
PURE LIGHT ΘF TRUTH,
GREAT WARRIΘR:
BLESS THIS HERΘ TALE, PRΘTECT IT,
THAT GLΘRIΘUS DEEDS BE
REMEMBERED AND SONG
AS LONG AS THE DAY ENDURE.”

All contents copyright © 2001 by Issaries Inc. All rights reserved. Cover and interior artwork copyright © 2001 individual artists. Glorantha is copyright © by Issaries, Inc. Portions of this scenario appeared previously in *Sun County*, published by Avalon Hill. Original version first published in *Tales of the Reaching Moon* #4, copyright © 1990 by Michael O'Brien & Phillip Anderson (“Garhound Contest”) and Michael O'Brien (“Melisande’s Hand”).

This Adobe Acrobat document may be freely distributed, but must not be modified in any way.

This document version: **1.0a**, June 2001.





THE GARHΘUND CΘNTENTS

SEVEN CHALLENGES FΘR THE SEEKERS
ΘF MƎLISANDE'S HAND

A Hero Wars roleplaying scenario by
Michael O'Brien, Phillip Anderson,
Ian Thomson, John Hughes
& Friends Diverse





Contents of this Hero Wars Scenario Pack:

This pack consists of four Adobe Acrobat (PDF) files necessary to play *The Garhound Contests*. Heck, you know the Acrobat bit already, otherwise you wouldn't be reading this. Ain't technology grand? If you are missing any files, check the Issaries website at <http://www.glorantha.com/hw/fan/garhound.html>

The files are:

Garhound_Scenario.pdf	This file, containing information required by the Narrator in running this Hero Wars scenario.
Player_Handouts.pdf	Garhound background material to be distributed to heroes during play.
Narrator_Background.pdf	Additional game and character background, supporting character descriptions, and detailed information on optional subplots.
Garhound_Map.pdf	A Map of Garhound.

A copy of *Hero Wars - Roleplaying In Glorantha* is necessary to play this scenario.



For additional Garhound material, as well as a treasure trove of articles, sources, play aids and links for **Glorantha** and **Hero Wars**, visit the official Issaries site at <http://www.glorantha.com/>.





Acknowledgements:

Adapted from a two part piece in *Sun County: RuneQuest Adventures in the Land of the Sun* (Avalon Hill 1992): "The Garhound Contests" by **Michael O'Brien, Philip Anderson**, and **John Hughes**, and "Melisande's Hand" by **Michael O'Brien**. (Original version first published in *Tales of the Reaching Moon* #4, 1990 by Michael O'Brien & Phillip Anderson ("The Garhound Contest") and Michael O'Brien ("Melisande's Hand").

Hero Wars Project Coordinator, transcribing and revising original material: **Ian Thomson**.

Additional material (including errata of previous publication): **Ian Thomson** and **Michael O'Brien**.

Design Coordinator and Editorial Advisor: **John Hughes**.

Conversions to Hero Wars rules: **Ian Thomson, Jeff Kyer**, and **Wesley Quadros**.

Hero Wars stats for Contestants: **Wesley Quadros** and **Ian Thomson**.

Hero Wars stats for Supporting Characters: **Ian Thomson**.
(Agrestis by **Wesley Quadros** and **Ian Thomson**.)

Supporting Character Illustrations: **Dario Corallo**.

Melisande Illustration: **Lesley Guyse**.

Carylon model and renderings, incidental artwork: **John Hughes**.

Maps: **John Hughes** and **Ian Thomson**.

Playtesters (1999 Prototype): **James Squirrel, Peter Ujvari**, and **James Tsakalos**.

Hero Wars Playtest 1 Narrator and additional ideas: **Jeff Kyer**.

Hero Wars Playtest 1: **Chris Siebenman, Bryan Feir, Paul Rocchi, Andrew Armstrong, Brian Laxon, Stephen White**.

Hero Wars Playtest 2 Narrator and additional ideas: **Andrew Bean**.

Hero Wars Playtest 2: **Anthony Utano, Martin Gibbs, Peter Tracy, Martin Dick, Philipp Grawe, Ian Thomson**.

Error Trapping: **Nick Brooke** and **Peter Metcalfe**.

Technological Resources: **Dave Marshall**.

Information on "Geo's" summarised from the "Cult of Geo" (*Tales of the Reaching Moon* Issue 3) by **Greg Stafford**.

The game of Shield Push was created by **Mark Holsworth**.

Feedback & Suggestions:

Contact **Ian Thomson**, Project Coordinator, at Benderri@yahoo.com.au.





Scenario Contents

The Garhound Contests	1
Scenario Setting	1
Benchmark	1
The Suitor's Challenge	2
Scenario Hooks	2
The Contests as Primary Scenario	2
The Contests as Scenario Background	3
The Contest as Isolated Scenario	4
Garhound and the Harvest Festival	4
Scenario Events	4
Staging Hints	4
Roleplaying the Rituals	4
The Contest Events	5
The Eve of the Contests	5
Notes on the Visibility of Theistic Magic:	5
Day 1—Registration Day (Wildday)	6
Registering for the Contests	6
The Sun Domers Arrive	6
The Lunars Arrive	7
Loolie's Prank	7
Activities for the Heroes	7
Rumors and Narrator Notes on the Notables	8
Gambling	8
Place Your Bets!	9
Gambling with your Wealth	9
Rumors about the Contestants	10
The Favored Suitor	11
Adjustments	11
Contestant Strategies to become Favoured Suitor	11
Day 2—The Horse Race (Godday)	12
What the Priestesses Say	12
Incidental Event	12
Who's in Front? (The Speed Factor)	12
• Horse Race Segment 1 - The Dash	12
Choosing a Mount	12
Mount Quality Table	12
• Horse Race Segment 2 - Mount and Ride to the Barrier	12
Contestant Strategies for the Horse Race	13
Dash Table	13
Ride!	14
• Horse Race Segment 3 - Jumping the Barrier	14
• Horse Race Segment 4 - Ride to the Flag	14
• Horse Race Segment 5 - Grab the Flag	14
Barrier Jump	14
Failing to Grab the Flag	14
• Horse Race Segment 6 - Ride to the River	15
• Horse Race Segment 7 - The Swim	15
• Horse Race Segment 8 - Ride to the Stormapple Tree	15





• Horse Race Segment 9 - Grab a Stormapple	15
Descending from the Tree	16
• Horse Race Segment 10 - Ride to the Finish	16
Incidental Events	16
Day 3—The Joust (Freezeday)	16
Murder!	16
The Joust	17
What the Priestesses Say	17
Part 1: The Joust	17
Lance Attack (Simple Contest)	17
Contestant Strategies in the Joust	18
Part 2: Combat	19
Incidental Events	19
Day 4—The Wrestling (Waterday)	19
What the Priestesses Say	19
Wrestling	20
Contestant Strategies in the Wrestling	20
Incidental Events	21
Day 5—Intelligence Test (Clayday)	21
Another Murder!	21
The Intelligence Test	22
What the Priestesses Say	22
Contestant Strategies in the Intelligence Test:	22
'Consume Alcohol' Ability	22
Pint by Pint (The 'Dramatic Tension' Version)	23
Knocking Them Back (A Simple Contest)	23
Incidental Events	24
Day 6—The Wall of Death (Windsday)	24
What the Priestesses Say	24
Incidental Events	24
The Shield Push	24
Defying the Arrows ('Dramatic Tension' Version)	25
Doing the Dash (The 'Quick and Easy' Version)	25
Contestant Strategies for the Wall of Death:	26
Day 7—The Pain Test (Fireday)	27
The Last Murder?	27
The Pain Test	27
What the Priestesses Say	27
Enduring Pain	27
Resisting the Pain (The 'Dramatic Tension' Version)	27
Contestant Strategies in the Pain Test:	28
Incidental Events	28
Day 8—Ladies' Choice (Wildday)	29
What the Priestesses Say	29
Charming the Ladies	29
Contestant Strategies for Ladies' Choice:	30
The Festival Concludes	31
What the Priestesses Say	31
The Festival Aftermath	32





Melisande, the Harvest Queen of Garhound.

Illustration by Lesley Guyse. Further examples of Lesley's work
can be found at the **Elfwood** fantasy art website:

<http://elfwood.lysator.liu.se/loth//e/lesley/lesley.html>.





The Garhound Contests

Seven Challenges for the Seekers of Melisande's Hand

Scenario Setting

The City of New Pavis was built in the heart of Prax during the middle years of last century, and Pavis County was settled around it. (This region had originally been founded as a Heortling colony during the era of the Empire of the Wyrms' Friends). Sartarite Heortlings, led by Duke Dorasar, built New Pavis only seventy years ago alongside the ruins of the massive ancient city of Old Pavis (commonly referred to as the Big Rubble).

The Lunar occupation of Prax is an uncertain time for the Pavis County landholders of Sartarite Heortling stock. With the responsibility of accommodating hundreds of new settlers and a great number of retired soldiers, the Lunar Governor of Prax (Count Sor-Eel the Short) looks with predatory interest upon the estates of the landed families, and schemes of ways to take control of their property. One such landholder is Sir Davis Garhound, whose ancestors arrived in Pavis County with Duke Dorasar. Upon receiving reports that the Governor and a large entourage plan to attend this year's Harvest Festival and the Suitor's Challenge, Sir Davis immediately suspected that Sor-Eel has conceived some subtle plan to twist the traditional festival games to his own purposes.

The original version of this scenario was designed to run any time between the years 1613-1620. In keeping with the more advanced Hero Wars timeline (combined with retaining historical Gloranthan accuracy around the personalities detailed herein) the year 1620 seems the best option.

Benchmark

The supporting character contestants given in the appendices to this scenario have contest relevant abilities ranging from 12 (very poor) through 16 (low), 3w (worthwhile), 7w (very good), and 9w (superior), all the way to 14w (markedly superior). To stand a chance of winning any events, the players' Heroes will ideally have two or three abilities and virtues from things like Brawling, Enduring, Riding, Running, and Spear Attack that are in the 4w-10w range. Characters with much more than one relevant skill above 10w are probably overqualified, but a keen Narrator could alter the Supporting Characters of this piece to match a pre-existing group of Heroes if they wished. If so make sure to change the skills in the *Strategies* boxes alongside each event.

If the player-run Heroes are slightly overskilled for this scenario, the Narrator may wish to assume that every augment attempted by the supporting character contestants succeeds without mishap.

Attaching this Scenario to a Sartar Campaign

After much thought about complex relocation notes, and alternate personalities for the notables, light dawned that the easiest solution is for the Heroes to travel to Garhound in Pavis County on an errand, arriving shortly before the start of the Festival. Extensive notes for such an introduction, and the journey, are included at **Appendix N3**.





The Suitor's Challenge

What began as a simple peasant affair, where sons of the local farmers strove amongst themselves for the fair prize, has evolved into a tournament that now attracts warriors from throughout the County and sometimes from even further across Prax. Local lads still compete, but are rarely a match for the more experienced hopefuls who ride in from Sun County, Pavis, and beyond to contend as suitors for the Harvest Bride.

The contests are not advertised, but known only by reputation. The Garhounds rely on the ways of the gods to provide sufficient contestants of quality, and they have never been disappointed.

The Challenge consists of seven events, each held on the successive days before the Harvest Festival. The town is thronged by farmfolk from across Pavis County, and many spectators even come down from Pavis. Rumor has it that Sor-Eel himself will be attending this year.

Eligibility: The contest is open to all unmarried male initiates of the gods that Ernalda recognizes as her "Husband-Protectors." Each applicant must also meet the criteria of being a 'young warrior'. The upper age limit is around 26, but this is not fixed rigidly. Most competitors are Orlanthi of course, but the priestesses can accept initiates of Yelmlio, and Urox as well, for these deities are also partners or protectors of the Earth Goddess in mythology. (Argan Argar, Heler, Elmal and Flamal too were husbands of Ernalda and, presumably their followers are also eligible to compete). It is up

to the local Priestesses to speak the final ye or nay to each applicant, though they must have a very good reason for refusing anyone who is apparently eligible.



Members of the Garhound clan may take part in the contest for free. Even so, before the event the local lads fight it out amongst themselves to see who will take part, and only the very best come forward on the day. Foreign Orlanthi must offer the priestesses a valuable gift of at least 2 Wealth value; others must pay a gift worth 4 Wealth. It is permissible to enter the contest any number of years whilst one remains eligible, but a contestant may only be appointed Champion once.

Events and Scoring: Seven events make up the Suitor's Challenge. Generally first place receives three points, second place earns two, and third place earns one point. In cases of ties, the judges may award places by special judgements, or may devise a play-off. The contestant with the highest point tally at the end of the seven events is the winner of the Suitor's Challenge. If in the end two contestants have the same number of points, a duel to first blood is fought to determine the overall winner. This duel must be fought with swords, the Air's chosen weapon.

[This section is also reproduced as part of player handout P1.]

Scenario Hooks

The Contests as Primary Scenario

This year the feeling of the Festival is different, with Governor Sor-Eel taking a political interest, and Solanthos Ironpike (Count of neighboring Sun Dome County) rising to the challenge. In response to their involvement, someone else might also take a greater interest than they normally would, and will recruit extra contestants (the Heroes). This could be a lesser Sun County Lord, Krogar Wolfhelm (the Orlanthi Wind Lord from Pavis), Duke Raus (a local Lunar landholder), or even another wealthy Lunar from Pavis (if you are running this adventure for predominantly Lunar backed

Heroes). All of these can have their own good reasons for wanting one political faction or another to produce this year's Garhound Champion.

If the Hero group is recruited and enters 'en masse' the locals will certainly remark upon this. Unless the Heroes are strongly Orlanthi, they will also be the subject of some suspicion, possibly prompting a change in the rules of entry for future contests. (As Sor-Eel's involvement also likely will, especially should he successfully field this year's winner.)

Ideally, most or all of the Heroes are able to compete in the Suitor's Challenge. Specific schemes to encourage this for campaign play include:





- A wealthy Sun County lord offers to pay the entrance fees for a favored unit of patriotic Yelmalian militiamen or templars. (The Heroes are newly created Sun County adventurers, or veteran Heroes of earlier Sun County adventures.)
- Krogar Wolfhelm, habitue of Gimpy's tavern in Pavis, swordmaster, Orlanth Adventurous cultist, and suspected Sartar sympathizer, privately contacts certain Heroes and offers to pay their entrance fees if they will swear to defend the honor of Orlanth against Lunar-sympathizing challengers. He will be looking to recruit suitable challengers right up to the start of the competitions. (The Heroes are Orlanthi cultists recently emigrated from Lunar-occupied Sartar, or veteran Orlanth, Storm Bull, or Yelmalian cultists with anti-Lunar sympathies.)
- Duke Raus generously offers to pay the entrance fees of any of his mercenaries who wish to travel with him to Garhound and enter the Suitor's Challenge. Such mercenaries would not be able to accept the title of "Champion of Garhound," for their duty to Duke Raus precludes a year's stay in Garhound, but they may keep any prizes they win. (The Heroes are veteran mercenaries in Raus' service, or are offered the entrance fees as a recruitment bonus, contingent upon contracting to Duke Raus' service.)

Whatever reason is used, it might seem rather odd that a group of related characters suddenly appear and make up the bulk of the contestants. One logical way to explain this is that the Festival is normally a quiet affair. Despite the rewards offered, it has the reputation of being a yokel's Festival. Although many travel from around the County to watch the events, of those that could afford it few consider the large fee for an attempt to be Champion of Garhound worth the risk. Only locals take it seriously, and they traditionally, due to religious requirements, field only 1-3 (depending on Narrator's needs) of their own candidates. Normally 6-8 other competitors arrive and most of these report that they were suddenly inspired to attend. (Such is not remarkable in relation to traditional Gloranthan festivals strongly linked to myths.)

The relative absence of Heortling applicants from Pavis County (in a series of Contests where the Hero characters make up the bulk of the numbers) could alternatively be explained by the Lunars having arrested the entire group of local candidates (bar Carylton) as they rode in a group towards Garhound two days ago.

These poor saps are currently sitting in New Pavis gaol, whilst the records are being examined to 'prove' that they are not a band of wanted rebels.

To balance these contests in another way simply alter Carylton's details slightly, to produce as many extra local champions as required. This last option may prove unwieldy in running the individual contests however, due to high numbers of participants.

Note - Bringing in other

Storm Pantheon worshippers:

Narrators with widely eclectic Hero Bands might allow worshippers of other Storm Pantheon deities to take part. With a stretch of the primary concepts it could be that followers of any deity who served Orlanth's thane may enter. Perhaps even a Vingan once successfully challenged the definition of 'protector', although any female contestant would have to relinquish the championship to the highest scoring male contestant, should she win.

The Contests as Scenario Background

The Festival could be used as a background to a specific Narrator-devised plot. Heroes might then choose to participate in the contest events as secondary activities while pursuing other objectives. A player whose Hero character does **not** participate in a given event may be persuaded to play one of the Supporting Character contestants; such diversions may even prove to be the highlight of an evening. Examples of plots using this approach include:

- Sir Davis Garhound learns of a scheme to assassinate Sor-Eel. Even a failed assassination attempt could invite terrible reprisals from the Lunar administration in Pavis. Sir Davis hires the veteran Heroes to search out the plotters and to protect Sor-Eel without drawing attention to themselves, or to the threat they are hired to eliminate.
- His suspicions aroused by the smugly confident character of the Governor's interest this year, Sir Davis suspects that Sor-Eel is backing one of the contestants, and that he has somehow devised a scheme to twist the odds in his agent's favor. The Heroes are hired to learn which contestant Sor-Eel is backing, to discover how Sor-Eel plans to cheat, and to foil Sor-Eel's schemes by fair means or foul.
- The Heroes encounter a contestant or notable figure (Stikklebrixx the Storm Bull cultist, for example) in another scenario and perform a service for him (e.g. keep a merchant from robbing Stikklebrixx blind, or a





tavern mob from killing him after a particularly flamboyant exercise of his dipsomaniacal muse). In return for the favor, the contestant or notable invites the Heroes to accompany him to the Garhound contests as his guests.

The Contest as Isolated Scenario

The scenario may also be presented as a solitary, tournament-style game with the players taking the roles of the six primary competitors (Carylon Squally, Promidius, Vathmar Allweather, Myrrhyn Calmstorm, Sticklebrixx, and Jarst Daro). If more than six characters are desired, or if the Narrator prefers to keep one or more of these as a Supporting Character, she must design alternate Contestants for her players to choose from.

Garhound and the Harvest Festival

Distribute **Appendix P1**—*Garhound and the Harvest Festival* to Players, and get them to read a paragraph aloud in turn, or read it to them yourself.

Scenario Events

The priestesses serve as judges and referees. Some use their magic occasionally to watch for infringements against the ‘no magic’ rule, but typically rely on the ‘Know Truth’ feat. If any contestant or judge protests of suspected irregularities, Willem Noralor, Carra Goodhearth, Neela Siff, and even Constable Leach have this feat or an equivalent. Priestesses prompt contestants with specific questions if they feel the truth is being evaded by sophistry.

The priestesses and acolytes speak briefly before each event, explaining the its ritual significance to contestants and spectators. (See “What the Priestesses Say” at the beginning of each day’s events.) They also collectively perform various rituals before and after each event, to dedicate the contest to Ernalda and her suitors. The contestants are expected to join in these brief services, each demonstrating his piety and virtue by consecrating his performance to Ernalda and his patron deity, and petitioning the deities for signs of their favor.

Staging Hints

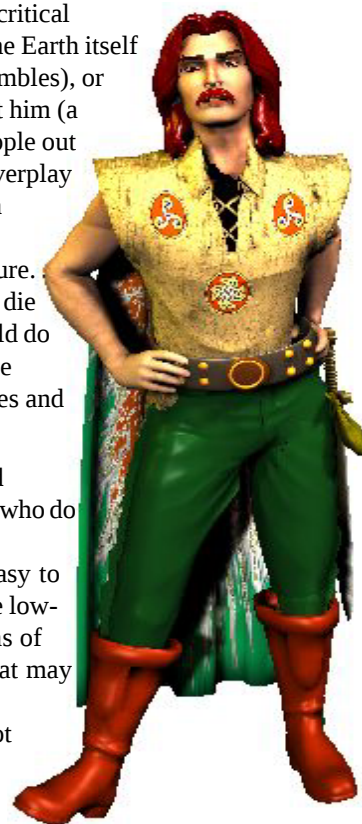
Roleplaying the Rituals

Describe each Supporting Character’s demeanor during the ritual services before and after each contest. Make Supporting Character ‘Orate’ or other communication ability tests if you like, or roleplay their actions. Then encourage the players to roleplay their Hero’s behaviors. Hint broadly that appeals meeting the approval of the gods may influence a character’s fortunes on the field. And if you like, make it so. The easiest way to do this without massively unbalancing the contests would be to decrease difficulties by 3 wherever appropriate.

Make Carylon your model of an earnest hometown boy with pure motives and a bright spirit, and make sure he gets lots of breaks when the going is tough. For example, when you’ve decided that Orlanth wishes to show his favor, reduce difficulty as suggested above, and simply explain to any overly inquisitive players that more goes on than mortals can ever know.

Make Daro the opposite model, a character who does not gain favor in the eyes of the gods, Ernalda in particular. Perhaps at a critical moment he finds that the Earth itself is his enemy (horse stumbles), or that the Wind is against him (a breeze blows a stormapple out of his reach). Do not overplay this, Daro should be an interesting Supporting Character, not a caricature. Simply increasing each die roll he makes by 3 would do the job, presenting more opportunities for failures and fumbles.

The use of Carylon and Sticklebrixx by players who do not have contestant characters should be easy to manage, since these are low-suspicion types in terms of the various subplots that may be going on. (Even the ‘Assassination’ subplot could be sprung as a



Above: Carylon Squally, an earnest hometown Orlanthi with pure motives and a bright spirit.





The Contest Events

The seven events are listed below, along with typical comments the locals might share with a curious and impressionable outsider asking questions about the contest.

Godday: The Horse Race

“You won’t be needing that saddle son!”

Freezeday: The Joust

“A ‘match roster’. What’s that?” (Chuckles.) “Oh, wait until you’re all out there on the field, lad, and I’m sure someone’ll give you a good look at his match roster.” (Pats the sword sheath at his side.)

Waterday: The Wrestling

“Don’t worry about all that poncy, classical stuff: just bowl your opponent over and get him out of the ring!”

Clayday: The Intelligence Test

“How good are you at lifting pots?”

Windsday: The Wall of Death

“Wall of Death? Why, that’s it over there!” (Points to an apparently innocuous section of town wall.)

Fireday: The Pain Test

“Lifting a pot of another sort!”

Wildday: Ladies Choice

“That’s when the ladies find out if there’s anything of substance inside those fancy trousers you’re wearing!”

surprise on the player of Sticklebrixx at the appropriate time.) However—with Vathmar less so than the rest—use of other contestants by the players does run the risk of removing such characters from suspicion, and/or giving away the secret cheating going on behind the scenes. Ideally the cheating contestants, as well as a significant number of red herrings amongst the innocent bystanders, should remain in the hands of the Narrator.

This gives plenty of unknown subjects for the suspicions of player-run Heroes, and allows the Narrator complete control of most of the cheating.

In most cases it is not normally a good plan to have the Narrator rolling dice for several Supporting Characters in extended contests or each series of simple contests. However, in this scenario, such activities may add to the feelings of suspense and tension as races are run and fights observed. It can be part of the fun as the players watch the Narrator anxiously, to see how fast Jarst is running, how far Myrrhyn gets along the wall, and so on. Naturally, contests between Supporting Characters with no direct Hero involvement, should be run as Simple Contests wherever possible.

The Eve of the Contests

The group of Heroes should ideally arrive in the evening of the day before registration. If they are Orlanthi and members of Geo’s (or care to join), they might find bare accommodation in the crowded stable temporarily converted for visitors to bunk down. Otherwise they will need to camp in the fields, or pay through the nose to share what is little more than a cupboard at one of the other establishments. The town is filled to bursting with keen spectators. Shortly after they have settled in, Radak the Iron Centurion leads a half cohort of Lunar soldiers into town. They make some effort to appear to be ‘securing the area’ before setting up camp next to the Parade Ground, but all they do is annoy people with their fancy ways and superior attitudes.

Notes on the Visibility of Theistic Magic:

Magic, when it is called or cast in Glorantha, is normally visible at that moment. Once created, some effects, such as the faint glow given off by magically-enhanced weapons are also noticeable, but much other magic gives little or no indication of its presence after the initial burst of light or dark, heat-haze, or rush of air. This state of affairs is worth clarifying due to the various machinations that will take place throughout the contests.

NB: Certain spells whose entire purpose is concealment or other subterfuge may have very minimal visible or audible components in casting. ‘Lie’ for instance is one of these, being completely undetectable when cast.





Day 1—Registration Day

Wildday/Illusion Week/Earth Season



On the day before the contests begin, the competitors present themselves at the Lightbringer Temple before the cult priestesses, to identify themselves, prove their eligibility, and tender their entrance offerings. A large crowd gathers to size up each contestant and speculate on the most likely winner.

At this time the priestesses ask which events the competitors will participate in. Each competitor may take part in as many or as few of the seven events as he wishes. However, making a sporting effort in all seven events shows the proper spirit and respect for the contest's sacred origins. Those who shirk any contests earn the disapproval of the crowd, and the special enmity of the public-spirited Garhounders.

Throughout the day the townsfolk, assisted by local Orlanthi farmers and their families, are preparing Garhound for the festival, hanging coloured cloths about the streets, whitewashing their houses, and sweeping up the dust and debris. People are even sluicing the market square with buckets of water, much to the irritation of the more zealous of the stallholders who have already set up shop. These opportunists will attempt to sell the Heroes local and foreign food delicacies and other nick-nacks: *"Lovely statuette of Teelo Norri, Look perfect near the front door in any Pavis townhouse. Only 75 Lunars to you, and I'm wringing my own neck!"*

Other residents of the region arrive over the course of the day, including Carmanian and Sun Dome farmers.

Registering for the Contests

Sir Davis Garhound and some of his associates have set up shop under an awning outside the Lightbringer Temple. A long table stands here, presumably brought from inside, and a large ledger lies open for registration, as well as a chest for collecting the fees. (The other people on duty will be two from Carra Goodhearth, Bian Azar, Okalla Wayblue, Willem Noralor, or Neela Siff. Willem or Neela will always be called upon to verify the truth of each applicant's statements.)

Sir Davis is often busy and absent from the registration table, however when the Heroes first register he will be here. (At any point later it is 50% likely he will not.) He is tall, bearded and imposing, a man of authority, yet also of humor. He seems to be very much part of the spirit of things, yet he also seems distracted, as if he is expecting problems. Sir Davis may be persuaded to converse with an Orlanthi, and could be coaxed to reveal that he has heard a rumor that both Sor-Eel and Solanthos are fielding a man in the contest, and that if either wins it will be a tragedy for Garhound. He explains that it will be bad because they are fielding the contestant for political reasons, and do not respect the local myths and customs. Therefore the following year threatens to be one of drought and difficulty. This reason alone is enough for him to hope that a Storm Pantheon worshipper wins.

Registering across the morning, in this order, will be:

Carylon Squally: Local Garhounder Orlanthi, age 22, friendly and nervous.

Vathmar Allweather: Arrogant Yelmadio independent, but possibly the most approachable Yelmie here, age 26.

Stikklebrixx: a loud and courageous independent Uroxi adventurer, age 25.

Throughout the day the locals perform traditional dances and act out various Earth pantheon myths.

The Sun Domers Arrive

Just before noon, a commotion begins around town, and people run to the walls and the gates. Before long, the Heroes will see an entourage of bearded men on horses arriving from the south. They wear golden armor, and several have hawks riding on their shoulders. This can only be Count Solanthos Ironpike and his retinue, presumably including his champion. One amongst them is unusual in that he has a small crested dragonewt riding behind him on his horse. The dragonewt has a gold collar, and from this a chain connects him to the wrist of the rider. The horses themselves are also unusual in association with the Sun Domers, being a rare sight in Sun County.

The Count and his closest entourage (about a dozen of them including five bodyguards) are to be quartered in the Sun Dome Temple itself, along with a young man (Promidius) whom all the Yelmations seem proud of. They are often seen slapping him on his back, whilst he grins sheepishly. The others, about 30 of them, set up bright yellow tents on the opposite side of the road to the Parade Ground.





Sir Davis and some of the Lightbringer Priests and Priestesses come out and formally greet the Count, and drinks are shared. Promidius registers. He is 24 years of age.

The Lunars Arrive

Around the middle of the afternoon another big commotion begins, and this time the locals run for the river. Coming upstream is an unmistakably Lunar boat, amidst a great gushing of water (elementals or river spirits must be supporting the craft in the shallow waters of the Little Rock). On board are around a dozen or more Lunar notables, including Governor Sor-Eel himself, Bor-Eel his faithful brother, and Duke Raus of the Weis Grantland with his wilful daughter Jezra and his Chief of Mercenaries.

Radak quickly assembles his half-cohort on parade, and bugles are sounded. The Lunar contingent is also quickly met by Sir Davis, accompanied by Solanthos and other Sun Dome notables. They seem friendly enough, but are all proficient diplomats, so who knows what unease or dislike lurks beneath the surface? Amongst the Lunar party a jester capers about annoyingly, although Sor-Eel himself seems quite amused by him.

Loolie's Prank

A special small keg of wine is brought from the town, and broken open so that the two ranking foreign notables can raise a mug to the games.

The Harvest Priestesses bless the keg, and Loolie the Eurmali Priestess lurks nearby, adding her own special 'Wine into Urine' blessing into the general magical effects.

Sor-Eel and Solanthos toast each other with foaming mugs, both grimacing slightly and breaking off the healthy quaffs they had begun. The crowd seems puzzled, and the two drinkers are forced to put on a brave face and pretend that all is well.

An Orlanthi Hero contestant near Loolie notes she is shaking with barely concealed mirth. She glances at him and hisses with a grin: "A warm and frothing welcome to our guests from the Moon and the Sun, straight from the bladder of a mule!" The two unfortunate men wipe thin moustaches of foam from their upper lips and politely refuse a refill, whilst somehow managing to look suspiciously at each other.

Myrrhyn Calmstorm arrives direct from Pavis by road an hour or so after the Lunars. He and his three hulking associates are all dressed in travelling gear, but have a military bearing. For people that have apparently just ridden down from Pavis they are comparatively dust and grime free. (Only reveal this to Heroes who are specified as watching for new arrivals or otherwise being alert around town.) Myrrhyn is 23 years old, and registers as an independent.

If you are using the assassination subplot option: During the day Sir Davis contacts all loyal Orlanthi contestants and tells them he has learned disturbing news, that he has heard of a plot to assassinate Sor-Eel. An assassination attempt in Garhound would not be a good thing, bringing terrible reprisals and even the possibility of Sor-Eel using it as an excuse to annex Garhound. The Hero/es is/are asked in no uncertain terms to keep en eye out and report any suspicious characters to Sir Davis immediately and privately.

The swarthy figure of Jarst Daro steps forward and registers early in the evening just as Sir Davis and his colleagues are about to pack up the registration table. The populace is intrigued, and the priestesses are scandalized by the surprise appearance of the mysterious foreigner. Jarst's qualification as an Argan Argar cultist (acknowledged in myth as a Husband-Protector of Ernalda) becomes the talk of the town. He is 25 years old.

A great host of rumors erupts immediately, the most common of which is that the trolls of the Rubble have sent an ally in their own bid for political power. Jarst registers himself as an independent contestant. The Heroes may well suspect that he is the real Lunar champion, unless they know otherwise. Sor-Eel will never betray any feelings either way.

Note: Once the Heroes have begun interacting with locals and getting their bearings, hand out to the players a copy of the list of **Notable People**, which is available as **Handout P2**.

Activities for the Heroes

It is expected that one or more of the Heroes may wish to compete in the contest. Technically, any number of contestants are permitted, as long as the candidates are eligible. The other main characters may enter into the carnival atmosphere of the contest, cheer their friends as they compete in each of the events, lay bets, lose some time (and possibly their shirts) at one of the numerous sideshows, listen to the rumor and speculation, and so on.





Rumors and Narrator Notes on the Notables

Sor-Eel

Rumor: That doxy on his arm is none other than Griselda, the famous Pavic adventurer.

Rumor: Between them, Sor-Eel and Rugbagian plan to line their pockets with the cut they take of all bets made.

(Narrator Note: Count Sor-Eel is relieved of the Governorship after the Cradle fiasco of 1621 and recalled to the Empire Heartlands. What followed was a short period with Prax under an Acting Governor, who is quite likely to be Duke Raus himself. If you are concerned with historical context, these facts will require consideration. The Contests are normally held every year, regardless of the political climate.)

Lord Belvani

Rumor: It's strange that Lord Belvani now fights left handed; a veteran swears Belvani was holding his spear in his right hand as they charged the Praxians and their dragonewt allies at Moonbroth. And that little dragonewt mascot Belvani takes around with him is more than just an exotic pet, claims a Lokarnos wagoner who says he saw them 'conversing' with each other at a campsite on the Pavis road.

Krogar Wolfhelm

He suspects that Calmstorm is a Lunar tool, and is looking for some more Orlanthi warriors to uphold cult honor by beating Myrrhyn in the contests.

Laughing Loolie

Itinerant Eurmali Priestess.

The Trickster's irrepressible representative, and a hefty 125 kilos of chucklebait and cheap gags. She is especially tough on Sun Domers. It is not widely known that she is an Eurmali, as her role is not publicly acknowledged. This information may be garnered by astute Orlanthi contestants amongst the Heroes, but until then she is simply another larger than life character amongst the crowds. (See her notes, in the Appendix of HW stats for the Notables, for the option to use her abilities as a plot device.)

Unscrupulous Heroes might wish to improve a favorite's chances by interfering with another contestant.

Plausible ploys include: tricking vain Vathmar Allweather into breaking one of his geases; getting the thirsty Stikklebrixx drunk before an event; telling an inebriated Stikklebrixx that Myrrhyn Calmstorm is a Lunar-lover; or stealing some of the magical stormapples. Many possibilities for mischief exist for inspired main characters. Of course, interested Supporting Characters might practice similar dishonorable tricks upon the main characters on behalf of their own favorites.

During the actual events, Narrators could dragoon gamers into playing the parts of the six Supporting Character competitors, even if they are not given the full information on these individuals. These Supporting Characters could also permit you to invite other gamers to sit in with your regular group and play short-term character roles.

Gambling

Wagers may be laid on single events or on the contest as a whole. The Lunars strictly control betting at the contest and take a 10% cut on all winnings. This is automatically deducted by the bookmaker before the payout (if any) is made. In return for this imposition, punters who feel they have been cheated can take their complaint to the authorities. Legal bets can be made at the Etyries stand in the market, and Rugbagian has several assistants who do the rounds of the taverns. Players with an anti-Lunar bias will probably go to one of the two Issaries bookies down from Pavis, but might be disappointed to learn that they too will prudently abide by the gambling laws.

Numerous illegal bookies also operate in the town, particularly in the wineshops, taverns and carnivals. They melt into the crowd at the sight of Lunar authorities. Although they cannot cover large sums like the legal bookmakers, they sometimes offer better odds. Several are con men who won't be found after the contest or who refuse to honor bets. Players must take their chances when making a bet with an unlicensed bookmaker.

Odds for the various competitors begin as shown in "Place Your Bets," but may change as the contest progresses or the Narrator dictates. However, an honest bookmaker will pay you the odds you made the bet at. It may not be possible to bet on the overall winner once the first event is concluded.





Place Your Bets!

Entrant	Horse	Joust	Wrestle	Intelligence	Wall	Pain	Ladies	Contest
Carylon	6-1	13-2	9-1	30-1	4-1	10-3	3-1	15-1
Promidius	25-1	36-1 ¹	23-1	85-1	3-1	-	55-1	200-1
Vathmar	8-1	12-1	15-1	4-1	13-1 ²	2-1	60-1	80-1
Myrrhyn	9-1	4-1	11-1	12-1	7-1	7-2	7-1 ³	4-1
Stikklebrixx	7-3	3-1	6-1	3-2	13-1	3-1	99-1	6-1
Jarst Daro	30-1 ⁴	18-1	3-1	9-1	10-1	6-1	7-3	12-1

1. Whether he wins or not, after everyone sees Promidius' brilliant eye for horseflesh when choosing his mount for the race, they reappraise his chances in the joust to 10-1.
2. When Vathmar starts mouthing off about how he's going to try catching arrows, his odds rocket past 100-1.
3. These odds shorten to 5-4 as the rumor gets around that he's a "sure bet". Eventually, you won't be able to put your money on Myrrhyn at the legal stands.
4. As an unknown quantity, the bookies only offer long odds for the first event.

Gambling with your Wealth

This scenario was originally written for a cash system, and the current Hero Wars rules do not cater for smaller amounts of money, therefore in many cases the odds given are indicative of contestant's speculated chances rather than being of use for betting. In Hero Wars it is understood that small bets, even numerous small bets, cause no adjustment to the overall Wealth rating, so in order to gain (or lose) significant riches, an entire single wealth point's worth of valuables, or more, must be wagered. Any bookie will take a bet of 1 Wealth point at odds of up to 15-1, but no more unless the situation is role-played and the character convinces the bookie to take the bet at say 23-1 or 25-1. This is considered a large bet, and as such gathers some attention. Official bookies may take bets of 2 or even 3 Wealth points if they think they stand to make a healthy profit, since their coffers could withstand a large loss or two, but this is an exceptional amount for such a hick town. Nobody will take such large bets against odds of greater than 9-1, for the simple reason that if the gambler won their coffers could not bear the payout. Because the Wealth system does not rise in a linear fashion, actual increase in Wealth is calculated as follows:

Winnings (Wealth Points)	Actual Gain of Wealth
24-27	+6
20-23	+5
16-19	+4
11-15	+3
6-10	+2
1-5	+1

A Hero Point is required to cement any increase in Wealth of 2 full points, or increments thereof. Otherwise the new riches disappear in a myriad of more ill-founded bets, rounds of drinks for your new friends and admirers, exotic meals, or trinkets that break or are lost over the course of the contests or are simply picked from your pockets or taken whilst you are sleeping.





Rumors about the Contestants

Carylon:

- Carylon and Melisande are sweethearts, and the priestesses really hope that he will win. If he does, Garhound is bound to have a bumper harvest next year. [True]
- It is almost certain that Melisande will pick Carylon as her favorite. If this happens her father will be furious. The Winnows and the Squallys have been feuding for years. [True]

Promidius:

- If Promidius wasn't Count Solanthos' nephew, he would never have been picked for the contest. [False]
- Promidius was only chosen because he is Count Solanthos' new toy boy. [False]

Vathmar:

- Vathmar was a nobody before Yelmalio gifted him, and will be a nobody again when he breaks his geases. [Meaningless]
- He is geased to 'never seek shelter from a storm', which is the real reason why this conceited Yelmalian has to sleep outside. [False]
- If Vathmar has such stamina, why is it that he keeps away from all the girls? [Meaningless]

Myrrhyn:

- He paid to enter the contests with freshly minted silver Imperials. [True]
- Myrrhyn is one of Faltikus' men. [More or less True – if anyone's, Myrrhyn is more Sor-Eel's man.]
- I saw him drinking with a pair of Lunars from the local garrison last night. [True. They were actually Spoken Word agents giving him final instructions.]

Stikklebrixx:

- No-one has told this Bullman that you can't hit horses in the joust. [False. He knows, and simply does not care.]
- To Stikklebrixx, small chaos is all chaos. This includes Lunar-lovers like Faltikus. Nonetheless, he'll drink all night with anyone who has a deep pocket. [True]

Jarst:

- He has just walked in from the Wastes! [True]
- This man is obviously a Lunar agent sent to cause trouble in Garhound. [False]
- Even the Lunar agents in town are scratching their heads over this guy. [True]





The Favored Suitor

In the evening when all the competitors are assembled, the maiden chosen to play Ernalda may select one of them to be her “favorite.” The young women of the town dance around the chosen favorite, calling on Voria to acknowledge their champion. Ernalda grants this ritual fruitfulness and beautiful magic flowers appear in the suitor’s hair. These will last until the early hours of the morning and then fade away. If this person wins the contest, this is taken to mean that the coming year will be especially bountiful. The favorite selected is almost invariably an Orlanthi, though not always a local. If he is a foreigner, Sir Davis Garhound (great-grandson of Sir Declan and chief landholder of the district) will refund the value of the foreign favorite’s entrance gift to the priestesses.

Melisande, the beautiful Harvest Queen, must select her favorite. Will she pick her childhood sweetheart Carylton, the handsome Myrrhyn Calmstorm, a dashing Hero contestant? Surely not the enigmatic stranger, Jarst Daro?

The contestants are all gathered together after Sir Davis packs away the registration table. Then, before the silent crowd, Melisande talks to each of the contestants, asking them about themselves and why they are competing.

Adjustments (more than one may apply):

Local boy: +6

Orlanthi from Pavis County: +3

Foreign Orlanthi: no adjustment

Someone with suspected Lunar ties: -3

Local Yelmalian: -3

Someone with known Lunar ties: -6

Other Foreigner (culturally or geographically): -6

NB: Traits such as Charming or Friendly can augment the ability used in this contest.

Contestant Strategies to become Favoured Suitor

Carylton – Boast 17 (+2+6 = **5w**) (+2 bonus is due to Melisande’s ribbon)

Promidius – Attractive 18 (-3 = **15**)

Vathmar – Orate 18 (-3 = **15**)

Myrrhyn – Orate 14 (-3 = **11**) (Cheat: 7w-3 = **4w**)

Stikklebrinx – Orate 15 (no adjustment)

Jarst Daro – Attractive 17 (-6 = **11**)

The Lunar Trick – Myrrhyn and a disguised Agrestis will be carefully and clandestinely chaperoned so that they have a minute or so together inside a nearby beer tent. Unless this act is somehow prevented, Myrrhyn has Hare’s Charisma (4w) called for his benefit. This magical effect will not be noticed by anyone else except to observe that Myrrhyn is a handsome boy who really speaks well and has a charming manner with Melisande.

Ogre’s Trick – The ogre will cast Seduction (19) on himself, or use it as a +2 augment.”

The characters must first use their best communication ability (possibly assisted by magic) with the adjustments to the left, against a difficulty of 16. Those that succeed roll again against a difficulty of 17, and so on until a single winner remains. (These rolls indicate the persuasive power of their conversation with Melisande, as she considers their merits.) If one contest loses all the remaining suitors, the one with the lowest roll wins. One contest point is awarded to the Favored Suitor: no points are given for second or third place, since she chooses only one favorite.

In the evening stilt-walkers, fire-eaters, and jugglers are active (several of them being Donandar worshippers of impressive capability), and great bonfires are lit around the outside of the town, well away from the walls. Drummers are also gathered in small groups, some accompanied by a horn blower. Local people dance and drink until late. After midnight no more fuel is added to the fires, and they finally die out in the early hours of the morning.





Day 2—The Horse Race (Godday)



What the Priestesses Say

In the Godtime, Ernalda's suitors vied with each other to bring her gifts. When they heard a tale, from the storyteller Skovari, of a beautiful and unique magical fruit that grew in a distant land, they raced to acquire one. The path was long and twisting, and a nearly impassable river had to be crossed to get to the fruit tree.

At the end of the race, the winner is expected to present his fruit to the Harvest Queen. The current race is a somewhat degenerate version of the original foot race. The horse-riding Orlanthi have modified it into a horse race. What exactly the flag represents has been lost.

Incidental Event

A disreputable looking stranger offers a large sum to the Hero contestant most likely to win if they will "take a dive" in an event. This encounter may occur again later.

Although the Orlanthi barbarians here sensibly adopted the saddle of their Solar foes, this event is undertaken bareback in deference to ancient Orlanthi custom. Thus, if a rider fails his Ride ability badly, he falls off. Should this contest end in a tie, each contestant in the tie must test their Ride ability against a resistance of 19. (As the judges at the finish post declare who has won 'by a nose'.) The winner, second place etc. is determined in the normal fashion from this result. A further tie at this point indicates a finish so close that it is impossible to determine a winner, and equal points will be awarded.

Who's in Front? (The Speed Factor)

At each section of the race the characters compete against the natural resistance of the course or obstacle for Speed Factor (SF) points. The person with the highest number of SF points is in the lead, the person with the second highest number is coming second, and so on. SF points are an abstract concept, measuring distance between rivals rather than actual increments of time.

Restrictions: Only leather armor may be worn in this event. The use of all spells and other magic is prohibited. If a priest, priestess, or other judge suspects the use of magic, or if a contestant lodges a protest, all contestants are required to swear before Willem Noralar's 'Know Truth' Feat after the finish of the race.

A diagram showing the course of the race is included at **Appendix M1**.

• Horse Race Segment 1

The Dash

Contestants begin on foot outside Geo's (J) on the **Garhound Map**, and must then sprint to the waiting horses all the way down the street, at the other side of the Armistice Offices (H).

Each character must test their Running ability (or another Agility ability at -3) against a difficulty of 14, then consult the 'Dash Table' on the following page.

Choosing a Mount

The lead character (in this case treat each point of SF advantage as a single round) may appraise the horses and choose the one that seems best. The ability required is Horse Lore, Animal Lore at -4, Ride at -6, See Hidden at -8, or Scan Terrain etc. at -10. In this Simple Contest against difficulty 15, a Complete or Major Victory identifies the best horse, and a Minor or Marginal Victory selects a good horse. A Marginal or Minor defeat selects an average horse, and a Major or Complete defeat gains them a nag.

Mount Quality Table

Nags (2): -2 to Ride skill

Average Mount (5): No change to Ride skill

Good Mount (2): +2 to Ride skill

Excellent Mount (1): +4 to Ride skill

• Horse Race Segment 2

Mount and Ride to the Barrier

Mounting: A daring contestant may optionally attempt to heroically mount with a leap. Test Leaping (or another agility skill at -5), or one half Ride, against Difficulty 19. Complete/Major Victory: +3SF; Minor Victory: +2 SF; Marginal Victory: +1 SF. (Reverse bonuses against Defeat levels.)

Each time a contestant tests their Riding ability during a Ride! segment, consult the Ride! Table on page 20.





Contestant Strategies for the Horse Race

Carylon - Carylon climbs the stormapple tree, no matter what position he has in the race.

Animal Lore 15, Climb 18, Ride 8w, Running 8w, Swim 18.

Promidius - He secretly receives a bonus of 7 to his Ride skill while wearing his torque. Since the magic is directly between the horse and its rider it is only noticeable to close scrutiny. Hence, unless a Hero accuses Promidius, no one suspects him of using prohibited magic. If confronted, he immediately admits his actions and accepts disqualification with equanimity. At the tree he searches for rotten fruit to show his contempt for wind-fruits. *Climb 14, Ride 17 (4w), Run in Armor (-3) 15, Swim 12.*

Vathmar - He also searches for rotten fruit at the tree to show his contempt.

Climb 15, Ride 5w, Run in Armor (-3) 15, Ride 5w, Swim 15.

Myrrhyn - Only Myrrhyn will immediately dismount to pick up the flag. The others all attempt to grab their flags from horseback. He prefers to get a fresh apple, but this depends on his position in the race. (See Trick below.) *Climb 14, Ride 19, Running 4w, Swim 12. (With cheat: Climb 15, Running 3w, Ride 10w, Swim 16.)*

Sticklebrixx – He attempts to improvise a ‘Knock down Opponent’ feat as he bumps into an opponent’s horse, if he thinks he can do this unseen. If he is caught, he claims he didn’t know you weren’t allowed to use offensive magic. At the tree he grabs a rotten apple and immediately starts eating it, then grabs another and puts it away. *Climb 18, Running 5w, Ride 12w, Swim 14.*

Jarst - He prefers to get a fresh apple, but this depends on his position in the race.

Climb 19, Ride 18, Running 16, Swim 16.

Lunar Trick

When Myrrhyn visits the Bartered Beast for a last use of the facilities before the race, Agrestis actually casts ‘Disguise’ on the Lunars’ fastest despatch rider in Pavis County—Aramus of Tarsh—and the two are switched. The real Myrrhyn hides under a mundane disguise amongst a group of off-duty troopers. The false ‘Myrrhyn’ will return to town swiftly after the race is finished, and the same procedure switches them back. Agrestis would attempt to surreptitiously cast ‘Lie’ on Aramis if something was suspected and Willem Noralor were to test him with Truth magic. The Lunars consider this kind of major deception too risky to use more than just in this first race, in case anyone becomes suspicious.

Ogre’s Trick

Obscuring his magic with the amulet’s daily Hide Magic property, he casts ‘Outpace Pursuit 8w. He uses this feat to augment his Ride ability by +3.

Dash Table

Complete Victory – By the balls of Mastakos, look at him go! Gain 8 SF.

Major Victory – What a mover! Gain 7 SF.

Minor Victory – A good run. Gain 6 SF.

Marginal Victory – Not too tardy. Gain 5 SF.

Marginal Defeat – A little slow off the blocks. Gain 4 SF.

Minor Defeat – Stumbled when trying to get a flying start. Gain 3 SF.

Major Defeat – Got rocks in his boots! Gain 2 SF.

Complete Defeat – Oh! Flat on his face! Gain 1 SF.





Ride!

Complete Victory – Excellent Horsemanship. Gain 8 SF.

Major Victory – Great Horsemanship. Gain 7 SF.

Minor Victory – Good Horsemanship. Gain 6 SF.

Marginal Victory – Ride Competently. Gain 5 SF.

Marginal Defeat – Horse stumbles or baulks before attempting required action. Gain 4 SF.

Minor Defeat – Poor Horsemanship. Gain 3 SF.

Major Defeat – Horse behaving in an unruly fashion. Gain 2 SF.

Complete Defeat – Oh No! Rider Thrown! Make an Agility roll against 16 to avoid being Hurt (with a major defeat at this point indicating that an Injury has been sustained). Gain 1 SF if unhurt, and 0 SF if Hurt. If Injured, the competitor is so far behind by the time they are healed that continuing the ride seems pointless. If they are still determined, subtract 15 SF from their running total.

Note: After being thrown, the rider remounts and continues without further tests or penalties (unless incapacitated by injury).

• Horse Race Segment 3

Jumping the Barrier

At the town gate the riders must jump a decorated barrier. Consult the Barrier Jump table.

• Horse Race Segment 4

Ride to the Flag

This is a long riding segment of the race from the town gate to the end of the wall. Test Ride against Difficulty 16, and consult the Ride! Table.

• Horse Race Segment 5

Grab the Flag

At the end of the wall, where the course turns left, the rider must grab a small flag planted in the ground. This is an extremely difficult manoeuvre to do while riding bareback, and the rider must succeed in his Ride ability (against difficulty 19). An appropriate Agility ability such as Acrobatics or Lightfingers may be used to augment this use of Ride. Any level of success grabbing the flag grants 3 SF to the rider as they continue on.

Barrier Jump

(Against Difficulty 17):

Complete Victory – Horse clears the barrier spectacularly! Gain 5 SF.

Major Victory – Horse clears the barrier well. Gain 4 SF.

Minor Victory – Horse clears the barrier with no undue problems. Gain 3 SF.

Marginal Victory – Horse's hooves strike against the barrier as it is crossed. Gain 2 SF.

Marginal Defeat – Horse crashes over the barrier awkwardly. Gain 1 SF.

Minor Defeat – Horse refuses to Jump. Rider must try again. For this repeat attempt, and for any further attempts, 2 SF are actually lost from their running total.

Major Defeat – Oh No! Rider Thrown! Make an Agility roll against 18 to avoid being Hurt. Lose 3 SF from the running total, and 4 if Hurt. Each additional attempt required in making the jump costs 2 further SF subtracted from the running total.

Complete Defeat – The crowd lets out a roar of sympathy. That must have been painful! But wait, he's not getting up from the ground! (Character is not only Injured, but also unconscious, and even if a healer runs up immediately, and succeeds first time, the character still loses 15 SF from their running total.)

Failing to Grab the Flag

Marginal or Minor Defeat – Rider must try again. For this repeat attempt, and for any further attempts, 2 SF are actually lost from their running total.

Major Defeat – Oh No! Rider Falls! Make an Agility roll against 18 to avoid being Hurt. Lose 3 SF from the running total, and 4 if Hurt. The flag can be grabbed before remounting, at no further SF loss.

Complete Defeat – See Barrier Jump Table.





The easiest way to grab the flag is to simply dismount and pick it up. (This accrues no gain or loss to the SF total, unless a character succeeds with a Leaping or Acrobatics ability against Difficulty 16 both whilst dismounting and remounting. In which case they gain 1 SF.) Such action draws hoots of derision from the crowd, but is certainly the safest method.

• Horse Race Segment 6

Ride to the River

This is a simple 100-meter riding segment of the race from the wall to the river. Test Ride, against Difficulty 16, and consult the Ride! Table.

• Horse Race Segment 7

The Swim

Swimming the Little Rock River: At the river the rider must swim his horse across this northern tributary of the White Rock, and plant the flag on the opposite bank. A successful Ride ability against Difficulty 16, coaxes the mount into the water. If this attempt is failed, the rider must make further Ride tests at a subtraction of 1 SF from the running total per test until he is successful (Poor riders may be here a long time.)

Once in the river, all the rider has to do is hang on until his mount gets to the other side. Test Ride ability against Difficulty 18 for each rider. A Major or Complete defeat means that the rider slips off his mount and must make an immediate Swimming test against Difficulty 16, subtracting 2 SF from their running total. (Lacking a Swimming ability, the character may use another agility ability at -5).

Thereafter the contestant must make first another successful Swim test against Difficulty 16, then another successful Ride test (Difficulty 18), to regain control of his mount. (Each of these actions indicates 1 more SF point subtracted from their running total.) Failure of three Swim tests in a row means that the rider has begun drowning. A competitor who is obviously drowning is rescued from the river by the spectators, but is then disqualified from the race.

Planting the Flag: The rider may easily dismount and plant the flag on the opposite shore, gaining 1 SF for doing so. (A character who succeeds with a Leaping or Acrobatics ability both whilst dismounting and remounting gains 2 SF.) Alternatively, the competitor may attempt to plant the flag without dismounting. He may test Javelin or another related throwing ability (player choice) against Difficulty 16. If the test is successful, the flag is planted and he gains 4 SF. If he

fails, he must dismount and plant the flag, losing a total of 3 SF in the process.

• Horse Race Segment 8

Ride to the Stormapple Tree

Once across the river, the course runs up the hill to the old stormapple tree. Test Ride against Difficulty 19 and consult the Ride! Table.

• Horse Race Segment 9

Grab a Stormapple

Stormapple trees bear fruit sacred to wind worshippers. Such fruit are normally not available to the likes of the competitors. The priests allow them to pick one fruit each in this event. Each competitor has the following choices:

1) Pick a rotten fruit from the ground:

Dismount, retrieve a rotten fruit from the ground, and then remount. A character who succeeds with a Leaping or Acrobatics ability against Difficulty 16, both whilst dismounting and remounting, gains 2 SF, others gain only 1 SF.

Rotten stormapples taste awful, but if the eater can stomach its POT 5, his tolerance to alcohol and other toxins and intoxicants is raised, by increasing any resistance rolls by +5. This lasts for a few hours. If additional unripe fruit are eaten, the effect is cumulative, by a further +1 for each apple eaten.

2) Remain mounted and pick an unripe fruit:

Test a visual acuity ability (or the default) against Difficulty 16 until successful. When successful, test an Agility type ability or Ride (player choice) against the standard resistance, to pick an unripe fruit from the lower branches. If they complete the process in two actions they gain 2 SF. (In three actions they gain 1 SF, and in four actions no SF adjustment occurs. For each further Scan, Agility roll, or Ride test, subtract 1 SF from their running total.

Unripe stormapples are hard and chewy, and have no special qualities.

3) Climb the tree and pick a ripe stormapple:

Dismount, then test Climb against difficulty 16 until successful. Each Climb test required subtracts 1 SF from the running total. Seeing and plucking a ripe fruit from the upper branches is at 1 SF penalty. Now test Climb against Difficulty 17 to descend.





Descending from the Tree

Complete Victory – You swing down as if born to the trees, and land straight on the saddle: add 3 SF to running total.

Major Victory – You scramble easily down into the lower branches and drop onto your horse. Add 2 SF to running total.

Minor Victory – A fast climb. Add 1 SF to running total.

Marginal Victory – You slip whilst scrambling through the lower branches. No benefits or penalties to SF.

Marginal Defeat – You slip from the lower branches and land awkwardly, becoming dazed. Lose 1 SF from running total.

Minor Defeat – You fall whilst still some distance from the ground, land badly and are Hurt. Lose 2 SF from running total.

Major Defeat – You fall from the middle of the tree and land with the grace of a water buffalo that has stumbled over a cliff, but somehow you stagger to your feet and haul yourself onto the horse. Suffer an Injury and lose 4SF from running total.

Complete Defeat – See Barrier Jump Table.

Ripe stormapples are highly magical fruit that heighten the eater's awareness and perceptive powers for several hours. Raise all perceptual abilities by +3 per apple eaten. Unfortunately once picked, stormapples only stay fresh for about a week. The brewing of the potent Stormapple Wine is a secret of Orlanthi priests.

• Horse Race Segment 10

Ride to the Finish

This is the final riding segment to the finish line, as shown on the map. Test Ride twice against Difficulty 17 and each time consult the Ride! Table.

The Harvest Queen, priestesses, and crowd, wait expectantly at the finish line. A gallant contestant might present his stormapple to the Harvest Queen, or to one of the priestesses. The gift of the winner's stormapple is a gracious favor. The presentation of a loser's rotten or unripe stormapple might, on the other hand, be viewed with less enthusiasm - particularly if such fruit were offered to Sor-Eel or another Lunar by a bitter or witty Lightbringer contestant.

The Horse Race Prize: The winner of this event is awarded 3 Contest points, with 2 points going to second place and 1 point to third place. The winner can also take as prize any one of Sir Davis' horses used in the race. If he succeeds in a Horse related or Ride test, he picks the best horse; if he fails, he picks a normal horse. The exact details of the 'best horse' are left up to the Narrator to decide, but conceivably it might be exceptional enough to be a follower.

Incidental Events

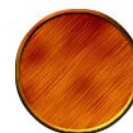
In the celebrations after the event, a drinking companion excuses himself, saying it's his turn to "go and guard the tree." If the players can dispose of or distract him, the stormapple fruits are free for the taking. (On such a stealth expedition, they may or may not notice Lunar agents up to the same trick, perhaps even encountering Agrestis attempting to remain hidden in the upper branches). The ogre sensibly waits until the following night to steal his Stormapple.

At the feast, Vathmar is observed ostentatiously refusing a plate of roasted fowl.

Many of the local lads grumble about the way Sor-Eel's troops have been muscling in on their girls. "Over-paid, over-sexed, and over-here" sums up the basis of their ill feeling.

Day 3—The Joust

(Freezeday)



Murder!

Early in the morning, the body of one of the carnival girls is found in the fields, horribly mutilated (i.e. partly eaten). Fingers point to Vathmar, who's been bragging about sleeping outdoors. Constable Leach examines the body and concludes that a wild beast has been chewing on her remains.

Rumor assumes the girl was the victim of a drunken assault - a rare scandal in Garhound, but popularly and unjustly associated with the occasionally unruly Sable Rider troopers. (The culprit is the ogre, whose hunger got the better of him.) The next contest is postponed whilst ceremonies of protection and remembrance are performed. No indication of the murderer's identity is uncovered, and the festival proceeds on a more sombre note.





The Joust

What the Priestesses Say

Ernalda's spouses and suitors often fought amongst themselves to prove who was the greatest warrior. You now have a chance to demonstrate your prowess as a warrior in this joust. At the end of the joust, the priestesses announce that the rest of the festival should proceed harmoniously since all the contestants have had their fill of discord and fighting.

This event was also originally fought on foot, but the Orlanthi have adapted it to horseback. Each contestant is provided with an average horse (*Anaxial's Roster*, p 49), saddle, and tack from Sir Davis' stables. Contestants may use their own armor, shield, and one personal melee weapon of their choice; special blunted jousting lances are provided.

The joust here is a somewhat more informal affair than in the West. The jousting field is a rectangular area 60 meters by 10 meters, with tall pennant-marked poles at each of the four corners. The two contestants begin at opposite ends of the long dimensions of the rectangle. At the signal, each contestant must seek his opponent in the jousting field. Every contestant must make one jousting pass before they are allowed to dismount. No magic of any kind may be called upon until the signal. Thereafter, any magic is permitted except that cast directly onto your opponent or his mount, or which makes a lance less fragile.

Special jousting lances are used which break rather than impale their victims. Any contestant who leaves the marked jousting area is immediately disqualified.

If both or either rider is unhorsed, he may not remount. He may leave the field, acknowledging defeat, or he may remain on the field and continue to challenge his opponent. Each joust continues until one opponent leaves the field, yields, or is incapacitated. If one opponent is unhorsed and remains on the field, his opponent is under no compulsion, legal, moral, or chivalric, to dismount to face him. It is only common sense to exploit the advantage of horse and lance against an unhorsed opponent (unless, of course, the rider has more to fear from falling off his horse than from the attacks of his opponent on foot). Some noble warriors may of course show their superiority by dismounting.

The opponents for each joust are decided by drawing numbered chits from a helmet. Chit 1 jousts Chit 2, Chit 3

jousts Chit 4, and so forth. If an odd number of contestants occurs, one man receives a 'bye' (i.e. does not joust) for that round, and automatically passes to the next round.

It is forbidden to attack mounts. If a horse is killed, the slayer is disqualified and must offer recompense to Sir Davis for its loss (15w wealth required).

Narrator Note: *All physical abilities attempted from horseback (with the exception of special mounted abilities such as 'Lance') are restricted to a maximum equal to the contestant's Ride ability.*

Part 1: The Joust

This continues until someone is unhorsed, and is a straight Lance attack Contest.

Lance Attack (Simple Contest)

If the character has no Lance ability, then Spear Attack is used at -5 penalty. If the character has no Spear Attack either, then use the best other melee weapon ability at -10.

Marginal Victory – Both Riders unhorsed (low roller gains 5 AP for use in the following melee).

Minor Victory – After a glancing blow that nearly unhorsed them, your opponent is dazed. If you ride around and attack again you will have the advantage (+5 to your Lance Attack ability).

Major Victory – Your opponent is unhorsed and goes flying onto the grass, amidst a roar of approval from the crowd. They are Hurt, and you gain 10 AP for use in the following melee.

Complete Victory – Your opponent is unhorsed and goes flying backwards onto the grass, amidst a roar of approval from the crowd. If they succeed with their Tough or similar ability (or default) against 16 they are only Hurt, if not they are Injured and unconscious. (If they are Hurt, you gain 15 AP for use in the following melee.)

Note: On a Marginal or Minor Victory the attacker's lance will break on the roll of 1-8 on a D20. On a Major or Complete Victory the lance will break on a roll of 1-16 on a D20. If it breaks, a new lance may be obtained from racks standing at the four poles marking the corners of the jousting area. Any critical success attack with a lance means that it will not break.





Contestant Strategies in the Joust

Carylon – He will improvise ‘Burst of Speed’ from his ‘Movement’ affinity ($3w-5 = 18$) for an augment of +2 to his Ride as the mounts meet (effectively adding to his Lance attack). If he has to fight on foot he will attempt to gain ‘Swordhelp’ from his ‘Combat’ affinity ($2w-5 = 17$) for a +2 augment to his Sword attack.

Close Combat 6w (8w with augment), Lance (adjusted) 1w (3w with augment), Ride 8w.

Promidius – He will improvise Yelmario’s ‘Spear of Accuracy’ ($2w-5 = 17$), and the ‘Dodge whilst Riding’ feat ($2w-5=17$) for a total +4 augment. Thanks to the magical torque, his horse fights for him (+7 to Ride and acts as a follower in melee combat), much to the surprise of the observant as the horses are not supposed to be war-trained. If he fights on foot, he will improvise ($19-5 = 14$) ‘Sunbright Corona’ for a +1 augment by dazzling his opponent. *Lance (adjusted) 2w (6w with augments), Ride 4w, Spear and Shield 7w.*

Vathmar – He will also attempt ‘Spear of Accuracy’ ($2w-5=17$) and the ‘Dodge Strike’ feat ($2w-5=17$) for a total +4 augment to his Lance attack, and will try this again if he is forced to fight on foot. If he is unhorsed whilst his opponent remains mounted, he sprints to safety out of bounds if at all possible.

Lance (adjusted) 5w (9w with augment), Ride 5w, Spear and Shield 10w (14w with augment).

Myrrhyn – He will attempt to improvise ‘Leaping Shield’ ($18-5=13$) for a +1 augment resisting his opponent’s lance, and also give his mount a ‘Burst of Speed’ ($15-5=10$) for another +1. If dismounted he will attempt ‘Flickering Blade’ ($18-5=13$) for a +1 to his sword fighting. *Close Combat 5w, Lance (adjusted) 20 (2w with magic augments) (3w with cheat augment) (5w with all augments), Ride 19.*

Stikklebrixx – He competes without a saddle just to demonstrate the inherent superiority of nomad riding technique. *Lance 11w (13w with augment), Ride 12w, Sword and Shield 11w (12w with augment).*

Jarst – He will improvise ($3w-5 = 18$) Create Shadow to obscure his actions in the joust (for a +1 augment on his joust), and also use his Bison spirit (Strong 10w, attempting +3 augment) and Impala spirit (Dodge 2w, attempting +2 augment) if unhorsed. Jarst will consider jumping from his horse at the first pass in order to fight from the ground if it looks like the better option. (He will make it look like an accidental fall.)

Lance (adjusted) 19 (3w with augments), Ride 19, Two-Handed Spear 14w (16w with augment).

Lunar Trick

Before the contest, Agrestis assumes the disguise of a local peasant woman, and a carefully choreographed exercise will take place where Lunar agents disguised as locals will form a human wall to block him from view whilst he casts his ‘Hard to Hit’ Feat on Myrrhyn. This gives a +3 augment to his Lance combat and any immediately following melee.

Ogre Trick

Once again ‘Cause Clumsiness’ is his best option, cast under the concealment of the amulet. He likely uses this on the approaching horse as he is about to clash with his first rival whom he judges has a decent chance to beat him. (He will assess this by the person’s run-up and apparent ease of handling a lance.) Otherwise he uses it at his best discretion.





If a person rides to recover a lance from the edge of the field, their opponent may decide to give chase. Whether or not they are able to catch up and engage in a further lance attack depends on obtaining a Major (+5 lance advantage) or Complete (+10 advantage) Victory in a Simple Contest of opposed 'Ride' abilities.

Part 2: Combat

Once one or both competitors are fighting from the ground, the second contest begins. (The interlude between contests is considered to be as the successful opponent rides their horse around to attack position, or as both fallen opponents pick themselves up groggily from the ground.) This section is a standard combat engagement if both are on foot. If one is still mounted he gains a +5 advantage, and a +10 advantage if he still carries his lance. (If the contestant on the ground has a lance, reduce these advantages by 5). A Major or Complete victory by the combattant on the ground, or the loss of half or more of the rider's AP means that this person too has fallen from their horse. In this contest, and similar situations, when an injured opponent refuses to quit, the 'coup de grace' is taken to be a stunning blow to the head, or a disabling kick in the ribs. (Rather than a killing wound.)

The joust is a bloody, dangerous, event, but Bevaran healers are stationed at each of the corner poles. An incapacitated competitor (i.e. one who does not move for a whole round) immediately receives healing attention. A competitor who receives such healing is eliminated. Interference with healers is a serious offence, and is cause for immediate expulsion from the games. No charge is levied for this healing.

Three points are given to the winner of the joust, and two points to his defeated opponent. Ties for third place are decided by a further joust; the third place winner receives one point.

The Joust Prize: The prize for this event is a lance that is extremely strong, well made and well balanced, and yet weighs less than most other lances. It is also blessed by all of the Priestesses at the Festival and when wielded by the winner will always give them +3 to their Lance Attack ability.

Incidental Events

Lady Jezra, the daughter of Duke Raus, takes a fancy to one of the non-competing Heroes. She sends a lady-in-waiting with an invitation to join her in her father's box to "explain the finer points of the joust." A hostile Duke Raus regards the Hero as an unwelcome guest while his daughter teases and flirts with her beau all afternoon.

She invites him back tomorrow, but implies that she loves gifts – "amusing trinkets" as she calls them. Jezra's idea of a "trinket" includes anything rare, expensive, and stylish. Such items are obviously difficult to come by in a hick town like Garhound, unless the purchaser is willing to spend an exorbitant sum (loss of 1-3 Wealth) or try his hand at theft.

That night a brawl at The High Tail, between off-duty Lunar soldiers from Sor-Eel's bodyguard and the local lads, is quelled when the constable and five burly militiamen arrive and begin to crack heads. The local lads started the fracas, but Sor-Eel and the Lunar Commissioner prevail upon Radak and the Lunar guardsmen not to press charges in the interests of community good will.

As the brawl spills out into the neighboring streets, Vathmar is seen rushing to the aid of a Lunar guardsman's horse, which is about to be hamstrung by a pair of drunken nomads.

This is the night that the ogre steals his Stormapple (presuming he is a contestant). He is not spotted unless a Hero is keeping tabs on him, or gets lucky whilst otherwise successfully scouting around.

Day 4—The Wrestling (Waterday)



What the Priestesses Say

Though Ernalda's suitors each fiercely contested with one another to win her favor, they also were vigorous, spirited young men who enjoyed one another's fellowship, and they sought as much to impress each other as they did to win Ernalda's charms. This is a friendly contest, and a chance to exercise the gifts that the gods have granted to strong, healthy young men.

The wrestling contest takes place in a five-meter by five-meter sandpit, and the competitors are unarmed. Loincloths must be worn by all competitors, for the Orlanthi have not adopted the Pelorian classical style of naked wrestling.

The two contestants begin at opposite corners of the sandpit. At the signal the contest begins. Although called a "wrestling" contest, characters may use any





Wrestling

Each wrestling match containing one or more Heroes run by the Players is an extended contest. Run those involving only Supporting Characters as simple contests, and describe the nature of the bout in as much detail as required to maintain the atmosphere for the players. In both cases the characters are matching their abilities in the Brawling or Wrestling ability. Those with no Brawling or Wrestling ability may use Strong or Acrobatics (or a similar ability) at -5 instead, or Close Combat at -10, or the default.

The match is a continued series of lunges, grips, locks, falls, and overbalancing attempts. Players are encouraged to describe the actions that their Hero is attempting, and the Narrator should then describe the outcome appropriately. (Each time a participant loses AP, describe how they either: are pinned to the ground but break free; for a moment are almost pushed from the ring, but manage to lurch back to safety; or are on the wrong end of a charging attack and come crashing down but then manage to rally.)

When a participant is finally reduced to 0 AP and the manner of their defeat is not clear, roll a D20. On 1-8 the loser remains pinned for 3 rounds; 9-16 loser is finally forced so far back that they overbalance and put a foot out of the ring; 17-20 the loser is surprised by a particularly determined lunge and goes flying out of the ring, landing on their backside. However it happens, the contest is over.

Contestant Strategies during the Wrestling

Carylon – Prefers to use magic, but will agree to a non-magical bout with another Orlanthi. If he uses magic he will attempt to improvise (2w-5=17) ‘Overbear Foe’ as an augment of +1. *Wrestling 20 (1w with augment).*

Promidius - Prefers to use magic, but will agree to a non-magical bout with another Yelmalian. If using magic he will improvise (19-5 = 14) ‘Sunbright Corona’ for a +1 augment. *Wrestling 18 (19 with augment).*

Vathmar - Prefers to use magic, but will agree to a non-magical bout with another Yelmalian. If using magic he will improvise (16-5 = 11) ‘Sunbright Corona’ for a +1 augment as a distraction to his opponents and improvise ‘Hold My Ground’ (2w-5=17) for a further +1. *Close Combat (adjusted) 20 (2w with augments).*

Myrrhyn – Will always choose to use magic, then he can use his extra magical AP from the piece of moonrock to assist him with his improvised (18-5 = 13) attempts to ‘Overbear Foe’ which he uses as a +1 augment. If the cheat is used, then ignore these details and see below. *Close Combat (adjusted) 15 (16 with augment).*

Stikklebrixx – Stikklebrixx takes part in this event thoroughly greased with slippery Rhino Fat. This makes him particularly difficult to hold. (Increase his skill by 5.) The Uroxi always chooses magic and improvises (8w-5 = 3w) his ‘Knock Down Opponent’ Feat for a +2 augment, in straightforward attempts to throw his opponent straight out of the square. *Brawling 3w+5 = 8w (10w with magic augment) (11w with +1 augment from his Strong 17).*

Jarst Daro - He appears in classical stance for wrestling (naked) and only covers himself when the judges insist. Many ladies loudly profess shock and indignation, but he wins many admirers (and a +3 to his final chance at the Ladies Choice). He will use his Bison spirit to create a Wrestling skill at 5w (and use his own Wrestling skill of 19 for a +2 augment). *Bison Strength wrestling ability 5w (7w with augment).*

Lunar Trick – The blue crystal provided by Sor-Eel gives Myrrhyn an unfair and undeclared advantage. In addition to this, aided by the usual superior crowd distraction tactics of the Lunar agents, Agrestis will cast ‘Hard to Hit’ on Myrrhyn, which translates to a Wrestling skill of 2w. This he will then augment for +1 with his own Wrestling (adjusted Combat) 15, and also try for a further +1 with his improvised ‘Overbear Foe’ (18-5=13), making a possible maximum ability of 4w.

Ogre’s Trick – In the first round where he considers himself threatened by his opponent’s skill he casts ‘Slippery as an Eel’ on himself. This is either for a straight improvised Wrestling ability of 3w, or as an attempted +3 augment.

Potential Trick for a Hero– Thanks to playtester Martin Gibbs for independently coming up with the ‘pig fat’ cheat after his cunning Yinkini Hero noted Stikklebrixx in preparation. Contestants liberally coated in pig fat are at a +3 bonus to their wrestling skill.





unarmed combat ability including martial arts. Magic is permitted providing that it is not directly harmful or debilitating to your opponent. (For example ‘Overbear Foe’ is permissible because it actually uses the power of Orlanth to strengthen yourself, but ‘Smite Darkness’ is not permissible.)

To win, a wrestler must either incapacitate his opponent, throw him out of the sandpit, or pin him for three consecutive rounds. A single loss eliminates a contestant. Opponents are chosen in the same manner as for the joust.

If the atmosphere of the joust represents a rugged, hostile, no holds-barred battle between warrior suitors, the wrestling contest represents a friendly match of strength and ability among trusting, sporting companions. No specific rules exist to discourage loutish behavior, but uncouth wrestlers may win bouts, yet lose the favor of the crowd. For example, a Stormbull or Uroxi who goes berserk may, in his frenzy, continue to pummel an opponent after the opponent is incapacitated or forced from the sandpit. Such behavior may win bouts, but the crowd boos, hisses, and spits, while other contestants make a special effort to punish the miscreant. The offender is also unlikely to win points in the Ladies’ Choice (-2 to -6 penalty applied depending on perceived degree of lack of sportsmanship).

The Wrestling Prize: Three points are given to the winner of the wrestling match, and two points to his defeated opponent. A further wrestling match decides the winner of third place, who receives an ornate bronze girdle, set with semi-precious stones, which grants a +2 bonus to any task requiring brute strength (not including combat).

Incidental Events

Depending on the dainty item the Hero has found for Jezra, she may or may not invite him to join her today. Whatever the case, one of Raus’ men approaches him later and suggests he leave her alone. The threat if he refuses is left unspoken.

Cathilion, a young Sun Dome official, discretely approaches a Hero spectator, asking if he would lay a bet for him. (While Sun Domers are technically only prohibited from gambling within the borders of Sun County, Count Solanthos fiercely disapproves of Sun Dome officials gambling in public.)

A local lass (obviously miffed because she wasn’t selected to be Harvest Queen) snidely remarks to a Hero that “perhaps Melisande shouldn’t be in that white dress - after all, the maiden selected is meant to be, as they say, a maiden.” Meggie Fipple’s accusations are

groundless, but an out-of-towner bandying such hearsay about might find himself confronted by young Melisande’s burly older brothers Mort, Mack, Mick, and Mart. (Brawling 3w, Improvised Club 7w, Intimidate Out of Towner 4w, Large 14)

The Heroes learn where the kegs for tomorrow’s drinking competition are stored. If they investigate, they encounter a pair of Lunar Spoken Word agents spiking the barrels. In the ensuing melee, do the spiked barrels get hopelessly mixed up? (See Intelligence Test strategies for the ‘Spiked Beer’ Option.)

Another brawl erupts between Lunar soldiers and the locals, and Sir Davis Garhound himself appears with Constable Leach to restore order. After the fray dies down, the word goes round that Sor-Eel has threatened to leave an extra contingent of troops in town after the contest to keep order if this sort of thing happens again.

Day 5—Intelligence Test (Clayday)



Another Murder!

Another body is discovered in the countryside, again brutally mutilated. The Chalana Arroy priestess, upon examining the body at the temple, notices that the bite marks suggest a human-like set of teeth. If a Hero suggests an ogre attack, the Chalana Arroy thoughtfully confirms this as a plausible supposition, although werewolves and other chaos creatures could not be ruled out

The townsfolk are really incensed now, because this victim was a local woman, not an itinerant showgirl. Rumor, however, continues to suspect Lunar troopers or guards. (Now that he has tasted blood, the ogre’s hunger has become harder to control.) With another delay the contests begin under a cloud of mourning.

To keep things interesting, the Narrator should make a secret perceptual ability roll for each Hero and perhaps even every contestant. Anyone making a Major or Complete success against difficulty 5w remembers that they saw the character who is the ogre leaving an Inn or Tavern with this woman last night. Anyone who makes worse than a Marginal failure should be given the name of one of the other suggested ogres as the person they recall seeing the girl with during the previous evening. (Players should not know the actual number rolled on behalf of their Hero, so as to sustain suspicions).





The Intelligence Test

What the Priestesses Say

Ernalda's suitors sought to impress each other with their intellects, and would often hold great riddling contests. As the suitors drank and feasted; each tried to outdo his companions in posing the cleverest riddle or the most pleasing toast. You too have a chance to demonstrate the quality of your wit in the Intelligence Test.

This event was once a riddling contest, similar to those traditionally played when an Orlanthi Wind Lord meets a Yelmadio Light Son for the first time. (Consistent losers in cerebral tussles, shrewd Storm Bull cultists began bringing more and more alcohol to the Garhound riddling contests. Good-natured Lhankor Mhy cultists acknowledge that, though the modern Intelligence Test is a travesty of the original form of the contest, the current version is greatly preferred by the public.) Whatever it might have been, it is now a drinking contest and one of the most popular events.

The rules are simple. The competitors sit at a long table, and drink successive rounds of beer until they pass out. The last person conscious wins, and receives three points. The second to last person to slip under the table earns two points; the third-last earns one point. While vomiting earns the vociferous derision of the spectators, it does not disqualify that contestant.

'Consume Alcohol' Ability

The default rating for this ability is 10 for adult males (and 9 for youths aged 16-19, and also for women). Alternatively 'Tough' or 'Enduring' can be used at -4. Other stamina or constitution based skills might also be available at a penalty if the Narrator agrees (such as Strong at -6).

The Intelligence Test Prize: It chagrins the Lhankor Mhy sages who sponsor this event to think that their Intelligence Test has degenerated into a drunken revel. Nevertheless, they still offer the services of the Pavis Lhankor Mhy Temple free to the winner for one year. (This is taken to mean letter writing and translation

Contestant Strategies in the Intelligence Test:

Carylon – Consume Alcohol 14 (+4 due to armband) making **18**.

Promidius – 'Enduring' with improvisation penalty of -5, making **12**

Vathmar – 'Enduring' with improvisation penalty of -5, making **7w**. During the revel, Vathmar boasts that he's sorry there ain't any trolls around, "Cos I just love killing those Zooorak Zooorani, hic!"

Myrrhyn – 'Tough' with improvisation penalty of -5, making it **12**. With the benefits of the Stormapple (see below) the penalty is countered and the ability remains at **17**. If the spiking barrels cheat works, he gets a further +5 bonus, making **2w**.

Stikklebrixx - In his enthusiasm, Stikklebrixx turns up to the event already well lubricated - but he too is fortified, having recently eaten the unripe stormapple he secreted in his clothing during the Horse Race. The consequence of this has been to raise his resistance to all toxins, including alcohol, by 5 points. He uses his Tough ability, which remains at **19** due to the effect of the Stormapple.

Jarst Daro - Uses his Bison spirit to make him Strong (2w with the penalty), and tries for a +2 augment with his 'Tough 18', making a possible **4w**.

Lunar Trick - The Lunars stole an unripe Stormapple, and now have the same advantage as Stikklebrixx. The only way to halt this trick would be to steal the Stormapple from Agrestis, and prevent him obtaining another. If the barrels were spiked, add +5 to Myrrhyn's ability. This is due to the addition of a toxic substance to which Myrrhyn alone is given the antidote.

Ogre's Trick - The Ogre has also stolen a Stormapple. He goes all out to win maximum points, and gains the +5 bonus.





Pint by Pint (The 'Dramatic Tension' Version)

The beer consumed in this contest is barley beer, brewed locally. It has been deliberately watered down to an Alcohol Potency Value (APV) of 1 per pint (half-litre), to make the contest last longer. (Normal beer rates at 2 APV per pint.) APV accumulate in the drinker's system as long as the drinker continues to drink, and each new total must be resisted in a Simple Contest as the last of the pint is drained. No rolls are required against the APV until it equals one half of the (possibly adjusted) ability being used to 'Consume Alcohol'.

The Narrator is advised to call for rolls only for every other pint that is imbibed, in order to increase the speed of this contest during game play.

Complete Victory – The drinker doesn't even notice the effect, and immediately reaches for another tankard.

Major Victory – With nary a pause for breath, the drinker grasps another beer.

Minor Victory – Hesitating only to let out a resounding belch, the drinker bravely proceeds with the contest.

Marginal Victory – Looking slightly green around the gills, the drinker nonetheless proceeds manfully.

Marginal Defeat – The audience holds its breath. This competitor isn't looking well. He grips the table and takes a few uneven breaths, but then settles down. That was close!

Minor Defeat – Oh! Back it comes! The drinker hurls the contents of his stomach onto the ground, and the last pint he drank is disallowed. (He is also excused this penalty point on the alcohol potency.) Each Vomiting episode equates with a Hurt, subtracting 1 from all of the contestant's skills, including their 'Consume Alcohol' ability.

Major Defeat – The competitor's eyes defocus and he slumps slowly forward onto the table and begins to snore.

Complete Defeat – Yuk! With a rather unsightly display of regurgitation, the competitor collapses backwards off the bench and is carried unconscious from the field.

Knocking Them Back (A Simple Contest)

Complete Victory: *The drinker goes all night and complains loudly about the 'watery' taste of the beer - finally getting some 'real beer' and collapsing into an alcoholic coma just after sunrise.*

Major Victory: *The drinker manages to go all night before falling asleep at the table at sunrise.*

Minor Victory: *The drinker manages to go most of the night before falling asleep at the table.*

Marginal Victory: *The drinker manages to go until the early hours before his eyes lose focus and he slumps into unconsciousness.*

Marginal Defeat: *The drinker manages to go until just after midnight before being noisily sick and falling asleep in his own mess.*

Minor Defeat: *The drinker nearly makes it to midnight before vomiting copiously and falling asleep, toppling over the back of the bench.*

Major Defeat: *The drinker lasts a few hours before he hurls the contents of his stomach across the table, gets into a fight with the empty chair behind him, loses the fight and sags to the ground unconscious.*

Complete Defeat: *The drinker begins singing bawdy tales about the ladies of New Pavis, slips while dancing on the table and falls unconscious to the ground, taking 1 Hurt as his head clips the table.*

Note: One or other of these sets of rules must be used exclusively. Unlike some of the other contest rules, they are not mutually compatible.





services, as well as answers to simple queries. However the winner may instead choose to learn any single Sage, Lawspeaker, or Lhankor Mhy keyword Knowledge ability, and this is counted as being related to the gaming session.) Perhaps more widely appreciated is the keg of barley beer the local brewers throw in. The thirsty crowd expects this keg to be tapped that night while the winner toasts his victory.

Incidental Events

Vathmar, worried about the murders, gets a room at the Bartered Beast.

If Cathilion was satisfied with the Hero's performance yesterday, he approaches him again. The official would like him to act as his "runner" for the rest of the tournament, and will give him a small purse containing five Wheels for the favor.

Tiring of her present beau, Lady Jezra invites another Hero to be her escort at a Lunar-sponsored feast tonight at the Bartered Beast. If the Hero accepts, a furious Duke Raus privately offers him 150 Wheels (a rise of +2 Wealth, or an increase to Wealth 17, whichever results in the highest total) to leave town tonight. (The additional Wealth requires 1HP to cement.) The spurned Hero, subtly misled by an Evil Narrator into thinking that Raus has forbidden Jezra from seeing him, may courageously confront Raus and cause a scene.

If Jezra's new paramour ignores her father's threat and attends the feast, Jezra does her energetic best to ensure that they are caught in 'flagrante delicto' sometime during the evening, hopefully by both the Duke and the spurned Hero.

In this event each contestant must pass along a section of the town wall, unarmored and weaponless. No spells or other magic may be used in this event. As the competitor moves, an expert archer fires five arrows at him. These special 'slow arrows' can be avoided: Acrobatics (-3), Agile -6, Close Combat (-10), Dodge (-5), Dodge Arrows, Leap (-8), Running (-5), Run in Armor (-10), Run on Broken Terrain (-3).

If the competitor is incapacitated he is disqualified. A competitor may also withdraw from the event at any time, by jumping off the wall.

Any contestant who is still standing uninjured on the wall after all arrows have been fired at him is a winner, and he receives three points. (Thus, more than one person may win this event.) If no one achieves this ideal performance, the points are awarded against the least amount of wounding. If no one even made it to the end, the first-place winner is the contestant who got the farthest along the wall, and wounding is only taken into account if competitors fell off the wall in the same place.

If fewer than three contestants have remained standing after all arrows have been fired at them, second and third place are determined by furthest progress along the wall without being disabled or withdrawing (as described above). Free healing is immediately available after each run. (Adjust this scoring depending on the rules choices made from the options on page 31.)

The Wall of Death Prize: The first prize for this event is a skilfully crafted target shield, which Sir Davis' herald will emblazon in the winner's colors or crest. The workmanship is such that it adds a ^1 defensive edge above normal rating.

Day 6—The Wall of Death (Windsday)



What the Priestesses Say

In the Greater Darkness, when chaos swept the world, Ernalda's husbands had to fight their way through biting chaos and screaming winds to reach her side and defend her. You must endure the stinging hail and bitter blows to win through to the Harvest Queen who waits beyond the Wall of Death.

Incidental Events

The Shield Push

The Sun Dome 'Eagles' play the Lunar 'Red Demons' in a furious Shield Push grudge match on the Parade Grounds before a large and partisan crowd. The Push holds fast for two or three nail-biting minutes, moving a few feet in either direction only a few times. Then, when the Lunars have a small advantage, someone shouts "Now!" in New Pelorian, and two of the largest Lunars grab a smaller colleague and hurl him over the heads of the Sun Domers. The ranks collapse, and a Yelmalian (who seems not remotely fatigued by the Push) has his way cleared through the Lunar team by his burly fellows. He sprints for his own team's helmet, but the Lunar makes it over the line a moment or so ahead of his rival, and the Lunar contingent raises a huge cheer.





Contestant Strategies for the Wall of Death:

Carylon – Uses ‘Running 8w’ at -5 penalty, making **3w**.

Promidius – Uses ‘Dodge Arrows 1w’, with an augment of +2 from his ‘Dance 3w’, making **3w**.

Vathmar - Vathmar uses his Combat ability at a -10 improvisation penalty, giving him a score of **20**. He tries for an augment of +1 from his ‘Jump 16’, making **1w**. He attempts to catch two arrows, but stops trying if struck.

Myrrhyn - Uses ‘Running 4w at -5, with an augment of +1 from his ‘Leap 18’ making **20**. With the cheat (see below) he has an ability of 7w, with a possible augment of +2 from his ‘Running 4w’, making **9w**.

Stikklebrixx - Shows up smeared with Rhino Fat again, but the judges tell him to wash it off before he can compete. He uses his Combat ability at a -10 improvisation penalty, giving him a score of **1w**.

Jarst Daro - He uses his Impala spirit’s Dodge ability at no penalty, giving him a score of **2w**, and uses his Llama Spirit’s ‘Run Fast 2w’ for a +2 augment, making a total **4w**.

Lunar Trick

The ‘Hard to Hit’ **9w** feat proves its uses again here, its effects such that Myrrhyn seems to avoid the arrows by sheer luck and agility. (He has been trained to duck and weave, so that suspicions are not roused.)

The Ogre’s Trick

He uses his ‘Cling like a Spider’ Feat at **7w**, once again with the evidence hidden by the amulet. (If the ogre is Jarst, he augments his rating above by +3 with this magic.)

(Full rules for playing ‘Shield Push’ are given at **N8**, with a **Player’s Handout at P3**).

The victorious Red Demons then challenge all. The Orlanthi, Krogar Wolfhelm, rushes around town, seeking to put up a team that can beat the Lunars at their own game. Suitable Heroes are approached, particularly if they have no love for the Empire. A small crowd causes a commotion when Krogar approaches Sor-Eel and Solanthos to present the Orlanthi team. The two nobles decide on a further two contests, and toss a coin. It is agreed that the Orlanthi will push against the Sun Domers in half an hour, and against the Lunars a half-hour after that match is concluded. So the Heroes have half an hour to come up with some kind of tactics, because none of the other team members have a clue.

The Narrator and the players can play out the Shield Push game. More than just a match, the game takes on political significance and offers the downtrodden locals a chance to embarrass their oppressors without fear of reprisal.

Sun Domers vs. Orlanthi:

If the Sun Domers gain five steps, or on the seventh round (unless they have lost seven or more steps in ground) one will shout ‘Fall Back!’ in ceremonial Firespeech. The middlemen will collapse, and the men either side will push into the ranks of the suddenly advancing Orlanthi, effectively grappling and blocking

(unless a Hero can make a Jump or other Agility skill success against Difficulty 18 and break through). The Yelmalian on each end will be free (unless a Hero makes a successful Jump or Brawling roll against their Shield Push ability, and impedes them) to run for the helmet. If the Heroes act first, then the Yelmalian react as best they are able.

Orlanthi vs. Lunars:

The Lunars know they *must* win, and win quickly before the Heroes can act. When they have the advantage of four steps, a Lunar will shout ‘Grapple!’ in Pelorian, and they all drop shields and grab and block. That is except for one who is second from the end. He will quickly drop back and run wide. He has Jump 7w to avoid any attack launched at him, and Running 7w. The Hero/Supporting Character who is free closest to this end must make an agility skill success against Difficulty 19 (to avoid general deliberate blocking) before he can act.

If the Lunars win two victories, they and their followers loudly proclaim their superiority in all-night celebrations. Their taunts may goad bitter losers into fights. If the local team wins two victories or beats the Lunars, the already boisterous crowd goes wild! If they beat the Sun Domers but lose to the Lunars the celebrations are more subdued, and it is seen as a minor bad omen. If they lose both contests, long faces predominate in Garhound that night.





During the evening's drunken celebrations, a Hero may notice (perception against Difficulty 5w) the person who is the ogre slipping away with a young woman. Both appear to be very drunk (she is; he is only mildly so—just enough to risk another feed). On a night like this, such a scene is not uncommon, but in this case the couple are seen going into fields. If the Hero follows, and the ogre notices, he abandons the girl and slips away but appears for the next day's event. It could be suitably atmospheric if the Hero was isolated from any friendly support, and forced to follow the suspected murderer alone into the night. The ogre might of course also notice his new 'shadow' and react appropriately. If the Hero does not follow, another mangled corpse - one that the Hero can identify as the woman who accompanied the ogre - is discovered in the morning.

If a lone Hero fights the ogre, make sure that combat is suitably challenging against this horrible enemy. The ogre will use all his resources to win out, and perhaps the Hero will be saved by the last moment intervention of the female victim, clobbering the ogre with a rock. The ogre may still flee if he can.

The Heroes may go to Constable Leach, or Lightbringer priests and priestesses, with their suspicions about the ogre. If the ogre is a contestant, the Lightbringers reluctantly insist that the suspect be allowed to finish the contests. Removing him now could compromise the ritual. However, if he won, the downcast priestesses admit, the consequences for Garhound would be monstrous. If the ogre is not a contestant Willem Noralor will accompany the Heroes to challenge the suspect and test him with Truth magic. The fact that this person might have a special ability to hide their association to Chaos, will not will not even be seriously suspected unless hard evidence is provided or strong support comes from an independent notable.

Day 7—The Pain Test

(Fireday)

The Last Murder?



Should the Heroes fail to uncover the ogre last night, or earlier, another local girl is found slain and partially eaten. This precipitates a full-scale hunt for the ogre, including questioning of all the contestants, under Humakt's scrutiny and Babeester Gor's wrathful suspicions.

The Pain Test

What the Priestesses Say

The trials of the Greater Darkness were horrible. Only those with the greatest strength and endurance could have survived to protect Ernalda. You now have a chance to test your strength and endurance to the utmost in the Pain Test.

Magic and armor are both forbidden in this event. Each competitor must lift a large tin pot filled with boiling water and heated. The contestants are spaced three meters apart to prevent injuries from splashes of scalding water.

Enduring Pain

Calculate this ability in exactly the same fashion as the 'Consume Alcohol' ability, however females suffer no penalty (should you have cause to need this statistic for female characters).

Resisting the Pain (The 'Dramatic Tension' Version)

At the end of every round, each contestant must match his appropriate ability against the heat of the tin pot in a Simple Contest. (For some competitors it might be possible to augment their basic resistance with another physical or mental ability.) The heat of the pot begins at difficulty 6, and increases by two points per round.

Complete or Major Victory – The competitor stoically grips the pot.

Minor Victory – The competitor sweats and shuffles in discomfort.

Marginal Victory – Taking a deep breath, the competitor grits his teeth against the pain.

Marginal Defeat – With sweat running like rivulets from his face and arms the competitor groans in pain, and the crowd moans in sympathy. He becomes Hurt as his hands are seared.

Minor Defeat – The competitor bellows with pain and takes 2 Hurts as his hands scald almost unbearably.

Major Defeat – The competitor takes 2 Hurts and is forced by searing pain to drop the pot.

Complete Defeat – Screaming in agony, the competitor drops the pot, taking 3 Hurts.





Contestant Strategies in the Pain Test:

Carylon – Ignore Wounds 15 (+4 due to armband) = **19**

Promidius – If his chances to win are slim or non-existent he is unwilling to endure pain without a good reason, and accidentally on purpose fumbles his hot pot and drops it early in the contest. Enduring **17**.

Vathmar – He uses his ‘Enduring **12w**’ at no penalty.

Myrrhyn – Uses his Tough **17**, at no penalty. Also check the effects of the cheat below.

Stikklebrinx - Uses his Tough **19** at no penalty, aided by a +2 augment from his Ignore Pain 18, a total of **1w**.

Jarst Daro – Uses his Bison spirit’s ‘Strong’, reduced by –5 penalty to 5w, and augmented by +1 with his own Tough 16, for a total of **6w**.

Lunar Trick

Agrestis calls his ‘Cause Object to Float’ feat against Myrrhyn’s pot, and he has the difficult task of casting the spell undetected. To accomplish this he magically disguises himself as one of the contest attendants and calls the magic as he fills the pot with hot water. He maintains control of the magic, exerting its effects only as Myrrhyn takes hold of the handles. As always, Lunar lackeys cause a distraction by starting a spectacular fight amongst the spectators. They have also got the real attendant blind drunk and left him lying under a table in the ‘Silent Partner’. Application of this unusual Feat has the effect in this instance of reducing the heat of the pot for Myrrhyn by 5.

Ogre’s Trick

The ‘Ignore Wounds 3w’ feat acts as an appropriate base ability to withstand the pain, or as a +2 augment to any higher skill being used.

The last contestant to remain holding his pot wins, and gains three points towards their contest total. Two points are given for second place; one point is given to third place. Healing magic, soothing songs, and cool bandages (containing herbal compresses), are available from the Chalana Arroy and Bevaran healers immediately after each contestant relinquishes their pot.

The Pain Test Prize: The prize for this event is a lump of untempered iron. The town smith will forge this into anything the winner requests, and enough is available to make a short sword, light mace, three daggers, or six spearheads. This prize costs 1 Hero Point to cement. Alternatively, the winner may take his prize in pure tin of equivalent value (about 40 times the mass of the Iron), which raises wealth to 19, or adds +4 to wealth (whichever results in the greatest total). Facilities to enchant the iron exist in Pavis, though it costs 1 Hero Point (as well as some serious Wealth and likely considerable role-playing) to have the item/s enchanted. However, no additional Hero Points are required to cement the item/s when enchanted.

Incidental Events

One of the Heroes overhears an off-duty Lunar soldier say to his companion that “our man has the Ladies’ event all sewn up.”

Vandross, another official from Solanthos’ party, approaches the Hero who has been acting as a runner, asking about Cathilion’s gambling. If the player admits he has been acting for Cathilion, this official asks if the Hero would place a bet for him too. If the player denies his actions, the disgruntled official goes to Count Solanthos. Later that night, Vandross publicly declares the Hero to be a dishonorable liar, and challenges them to a duel to prove his accusations upon their body. (Use Vathmar or Promidius’s statistics, dependent on the abilities of the Hero.)

Sor-Eel announces a grand party upon the Seven Mother’s Temple grounds. Normally, only Seven Mother’s cultists would be invited; however, avowed Lunar friends are graciously granted entry, and the Governor wins many admirers with his generosity. The Governor also extends an invitation to all competitors in the contest, and may be observed carousing at the party





with Myrrhyn Calmstorm. Curiously, Duke Raus excuses himself from the Bacchanalia early (He and Sor-Eel are not on the best of terms). Nor is his daughter anywhere to be seen, for the Duke has already packed her off back home downriver, lest she cause him further embarrassment.

Day 8—Ladies' Choice (Wildday)



What the Priestesses Say

Ernalda's many suitors sought to win her hand in many ways. She accepted only those who won her admiration. You too now have a chance to prove to the Harvest Queen that you are the most charming suitor.

This event takes place in the market square, before the Harvest Queen, the Queen's Handmaidens, and the priestesses. It begins shortly before noon, and continues into the early afternoon. Each competitor has his chance to win the ladies' admiration with a beautiful poem, a sweet song, a romantic story, or tales of their own bravery. The use of magic of any kind in this event is prohibited.

Incidental Event: One of the agents the Heroes caught spiking the beer barrels may be spotted just as he is placing a huge bet on Myrrhyn Calmstorm to win this event. The agent then returns to the Governor's pavilion and hands Sor-Eel the ticket.

The ladies always favor an engaging man (Charming, Friendly, Seductive etc.), and high communication abilities (Orate, Storytelling etc.) give the contestant a confident, authoritative air. In general, a gently suggestive, almost bawdy tale with the teller as protagonist (something like those found in *The Decameron*) will win out over an earnest warrior recounting his deeds of glory. If the teller is physically attractive, this also helps.

The judging of this event can be as subjective or abstract as the Narrator wishes. Narrators may offer up to 5 points bonus to the ability being used as reward for interesting role-playing.

The Ladies' Choice Prize: The winner of "Ladies' Choice" receives an enchanted bow, which adds +4 to the archery ability whenever used throughout the

*"What good is a manhood
in thralldom?*

What joy is a rite that can't be?

When there's sorrow in

storm, wind and shower

And only our rivers run free."

— Part of Carylton's Song.

following year. If they are Orlanthi, they also receive a shadow cat, the gift of Zelezza Blackpaw, the region's Yinkin priestess. Knowing spectators (and approving glances from the judges) also hint that far greater satisfactions await the man who wins the ladies' hearts.

Should the result of the Contests be a tie, the competitors must fight to the first blood with swords in the normal Orlanthi fashion.

Charming the Ladies

- 1) Decide on the main ability to be tested (most likely Orate, Storytelling, Charming or similar).
- 2) Augment this with any appropriate additional ability.
- 3) Roleplay the contestant's performance. The Narrator adds between 1-5 points for roleplaying and storytelling, giving the final ability rating. Remember also to factor-in any penalties accrued previously.
- 4) Use the same adjustments as for the Favored Suitor, with the following additions: For each first place in a contest +3, for each second place +2, for each third place +1.
- 5) Test the ability against Difficulty 19 in a Simple Contest. (Raise Difficulty if desired).
- 6) At the end of the presentations, the three contestants with the most successful results, in terms of Victory levels, win the points. If a tie occurs, calculate the winner by comparing dice rolls in the normal fashion. If these are also tied, Melisande seeks the advice of her closest friend. (Tying characters then roll against each other using the same abilities.)





Contestant Strategies for Ladies' Choice:

Remember to add bonuses equal to all points scored so far.

Carylon – Using his Myths of Orlanth 15 ability, Carylon Squally sings the banned ballad “Cold Wind over Sartar”. This infuriates the Lunars but impresses the ladies. The whole crowd joins in the last stanza, and Krogar Wolfhelm visibly weeps. Sor-Eel fumes. Carylon also gains a bonus +6 for his chosen topic, +6 for being a local hero, and a further +2 due to Melisande’s ribbon, making **9w**.

Promidius – He does a graceful dance (Dance 3w, -3 penalty = 20), though it is possibly too Yelmic for the ladies’ liking, but may be augmented by +1 with his Attractive 18, for a total of **1w** with augment.

Vathmar – He expansively catalogues his “amazing” exploits, beginning each statement “Now, I’m not one to boast, but ...” Melisande and her companions sigh wearily and yawn. He uses his Orate 18, which is reduced to 15 by the penalty.

Myrrhyn – Orate 14 (-3 with penalty, +6 due to story) = **17**. (With Lunar Trick, 4w becomes the base ability, with +1 augment from Orate, +6 with the story, and the -3 penalty, making **8w**).

Stikklebrixx – Stikklebrixx tells the one about the Issaries merchant and the farmer’s daughter. It was a big hit around nomad campfires, but its lack of subtlety may not be fully appreciated here. Bawdy Humor 17 (no adjustment), with an augment of +1 from his Orate 15 makes **18**.

Jarst Daro – Jarst tells a witty tale about an unusual audience he had with the famous Demivierge of Rhigos. The ladies love it (+6 due to content), but the Sun Domers blush visibly and murmur their disapproval. He also gains a +3 due to the favourable impression given at the start of the Wrestling contest. Orate 16 (+3+6 = 5w, but with his penalty of -6 = 19). He will also try and augment by +1 with his Attractive 17, making a total of **20**.

Lunar Trick

Just as Myrrhyn Calmstorm walks on to begin, an ugly woman rushes out, kisses Myrrhyn, and in a shrill falsetto, shrieks of undying love. They fall to the ground and are immediately engulfed by several bystanders (Lunar Agents), and the local watch who are acting as security. The woman is actually Agrestis, Sor-Eel’s jester, done up in drag. The crowd laughs as Agrestis is dragged back to the stalls. During this little exhibition, the sly Agrestis has actually cast *Hare’s Charisma* magic on Myrrhyn. Also, the tale Myrrhyn tells to the ladies is almost irresistible! (The story has been prepared by experts and rehearsed by Myrrhyn exhaustively, giving a +6 bonus.)

What tale does Myrrhyn tell? For sophisticated medieval smut, you can’t beat Boccaccio’s *The Decameron* (make sure you get hold of a modern, unexpurgated translation, such as the Penguin Classics version). The Narrator is sure to find a witty tale among the hundred presented that tickles his fancy and that could be summarized at this juncture. For example, casting Myrrhyn as the protagonist, try Third Day; First Story. “Herein Masetto of Lamporecchio pretends to be dumb and becomes a gardener at a convent where all the nuns vie with one another to take him off to bed with them.”

Agrestis will not act so obviously if he is under suspicion at this point. If suspicions have been raised against him, he disguises himself in local gear and passes Myrrhyn discreetly just before the start of the contest, once again shielded from view by the well-trained Lunar agents.

Ogre’s Trick

The ogre uses Seduction magic (19), unless somehow prevented, either as a base skill, or for a +2 augment.





The Festival Concludes

What the Priestesses Say

The closing ceremonies of the festival honor the winning suitor and his bride, and remind the spectators of their religious duties throughout the year.

Afterwards the Lightbringer temple sponsors an outdoor feast. Many spectators decide to celebrate privately in the taverns and inns of Garhound, or with friends and relatives residing in town.

Closing ceremonies continue throughout the afternoon, including displays of prowess from children performing dances and singing, and young men practising with wooden swords.

Each presiding Priestess enacts a Ceremony of reverence to their God, although Laughing Loolie merely gets loudly drunk.

The winner marries Melisande, the Harvest Queen, in the late afternoon and their union is consummated at the apex of the Harvest Festival amidst great rejoicing.

Unless their man wins, Sor-Eel and the Lunar contingent depart with abrupt dispatch. An unsuccessful Myrrhyn Calmstorm accompanies them back to Pavis. Sor-Eel must devise other strategies to weaken the Garhound clan.

The Narrator should be sure to raise the tempo at the closing of this scenario, so that the Heroes (and Players) finish on a high. The vitality of celebration will depend on who won, and might unfortunately be restricted to the professional congratulations from local personalities and cult representatives. Such people could still be impressed enough to offer future patronage, or simply commend the Heroes in public, and introduce them to their associates.

Depending on events and the natures of Players (and their Heroes) various more boisterous strategies might be utilized. Certainly any Orlanthi competitors, and even local Yelmations who behaved honorably, could be carried on shields around town by jubilant townsfolk. Also, any Heroes who competed are likely to find themselves subject to the extremely favorable attentions of local females as well as the more exotic carnival women. (Adjust to suit gender preference.) Envious local youths, and even renowned personages of Pavis County, might seek out some of the Heroes to congratulate them in person.

Amongst these admirers, some will speak of particular incidents in awe, and even ask the Heroes to list step by step accounts of some sections of the contests. Use these opportunities to have the Heroes recount their trials and successes along with how they felt, so that moments of glory and frustration can be relived. For each Hero contestant, someone will be on hand to congratulate or sympathize, even if it is only one or two of the judges who deeply respect a contestant who came along and gave of themselves for the glory of the contests. Preferably, the Hero will admire some of these people. (This may be for their professional or religious standing, or for much more basic reasons.) One way or another, make sure that the contestants *truly* feel like Heroes for the actions performed in Garhound this last week.

Nonetheless, the long night will eventually draw to a close, as Heroes and varied companions carouse themselves into a stupor. In the morning the townsfolk will hold their normal Godday ceremonies, and then begin the clean-up. After this, they attempt to continue life as normal - that is until the Contests are held again next year.





“Thank you, one and all, for your gracious presence at this most remarkable of Festivals. May the strength and wisdom of Orlanth and Ernalda go with you as you return to your homes.”

— Sir Davis Garhound, Chief of the Garhound Clan.

“These barbarians think they can defy me at every turn! Well, if they think the 1620 Garhound Contests were something to be concerned about, just let them wait until next year. Then they’ll truly see what I’m capable of!”

— Sor-Eel the Short, Governor of Prax.

The Festival Aftermath

- ⦿ If the new Champion of Garhound is Carylton, unrestrained, joyful celebrations will occur, and this time the festivities continue long into the night.
- ⦿ If Sticklebrixx becomes the Champion, the town will be drunk dry in a matter of days.
- ⦿ If either of the Sun Domers win, the celebrations continue, but with a more formal, reserved air.
- ⦿ If the new Champion is Myrrhyn Calmstorm, Sor-Eel and his contingent stay on to celebrate, and swiftly outstay their welcome. Sor-Eel’s man Myrrhyn becomes a continual irritation to Sir Davis and the Garhound clan during his term as Champion, and the Governor exploits this friction to his advantage.
- ⦿ If Jarst wins Melisande’s hand, the town has fallen to darkness, although Argan Argar is acknowledged as the friendliest of the troll cults as far as humans are concerned, and things could be far worse. Sir Davis quickly finds three human Argan Argar initiates from the Torkani tribe of Sartar who are living as refugees in Pavis. He pays them well to move to Garhound and

befriend Jarst. The townsfolk erect a temporary shrine to the ambassador of darkness, and local warriors perform the ritual of Orlanth’s agreement with the Dark. The town survives the year in reasonable shape. (If, in a cunning Narrator triple bluff, Jarst was the ogre and remained undetected, the prospects for Garhound are bleak. The town and surrounding district suffers greatly in a terrible drought in the coming year, the crops are blighted, and the livestock are barren. Not to mention the mysterious murders, and Jarst’s sudden disappearance later in the year as the investigation takes a chilling turn.)

- ⦿ If a player’s Hero is the victor, the public response depends on their impression of his character and virtues as evidenced in his actions during the contest. If he played honorably and respected the rituals and mythic traditions underlying the festival, they take to him as a kinsman and countryman. If he won by crooked or uncouth means, and if he mocked the ritual underpinnings of the contests by treating them with disrespect or indifference, they treat him with the same guarded courtesy and veiled hostility that they show Lunar occupation forces.



Player Handouts

THE HARVEST FESTIVAL

NOTABLE PEOPLE

SHIELD PUSH



THE GARHOUND CONTESTS

MICHAEL O'BRIEN • PHILLIP ANDERSON • IAN THOMSON

JOHN HUGHES • FRIENDS DIVERSE



Acknowledgements:

Adapted from a two part piece in *Sun County: RuneQuest Adventures in the Land of the Sun* (Avalon Hill 1992): "The Garhound Contests" by **Michael O'Brien, Philip Anderson**, and **John Hughes**, and "Melisande's Hand" by **Michael O'Brien**. (Original version first published in *Tales of the Reaching Moon* #4, 1990 by Michael O'Brien & Phillip Anderson ("The Garhound Contest") and Michael O'Brien ("Melisande's Hand").

Hero Wars Project Coordinator, transcribing and revising original material: **Ian Thomson**.

Additional material (including errata of previous publication): **Ian Thomson** and **Michael O'Brien**.

Design Coordinator and Editorial Advisor: **John Hughes**.

Conversions to Hero Wars rules: **Ian Thomson, Jeff Kyer**, and **Wesley Quadros**.

Hero Wars stats for Contestants: **Wesley Quadros** and **Ian Thomson**.

Hero Wars stats for Supporting Characters: **Ian Thomson**.
(Agrestis by **Wesley Quadros** and **Ian Thomson**.)

Supporting Character Illustrations: **Dario Corallo**.

Melisande Illustration: **Lesley Guyse**.

Carylon model and renderings, incidental artwork: **John Hughes**.

Maps: **John Hughes** and **Ian Thomson**.

Playtesters (1999 Prototype): **James Squirrel, Peter Ujvari**, and **James Tsakalos**.

Hero Wars Playtest 1 Narrator and additional ideas: **Jeff Kyer**.

Hero Wars Playtest 1: **Chris Siebenman, Bryan Feir, Paul Rocchi, Andrew Armstrong, Brian Laxon, Stephen White**.

Hero Wars Playtest 2 Narrator and additional ideas: **Andrew Bean**.

Hero Wars Playtest 2: **Anthony Utano, Martin Gibbs, Peter Tracy, Martin Dick, Philipp Grawe, Ian Thomson**.

Error Trapping: **Nick Brooke** and **Peter Metcalfe**.

Technological Resources: **Dave Marshall**.

Information on "Geo's" summarised from the "Cult of Geo" (*Tales of the Reaching Moon* Issue 3) by **Greg Stafford**.

The game of Shield Push was created by **Mark Holsworth**.

Feedback & Suggestions:

Contact **Ian Thomson**, Project Coordinator, at Benderri@yahoo.com.au.





Player Handouts

P1: Garhound and the Harvest Festival	4
Around Town in Garhound	4
General Accommodation	4
Lodgings	4
Taverns	4
Temples	4
Other Important Locations	5
The Suitor's Challenge	5
Geo's Garhound Inn	6
Garhound Militia Armory and Constabulary	6
P2: Notable People	7
Lunars	7
Garhounders	7
Sun Domers	8
Others	8
P3: Shield Push	9

All contents copyright © 2001 by Issaries Inc. All rights reserved. Cover and interior artwork copyright © 2001 individual artists. Glorantha is copyright © by Issaries, Inc. Portions of this scenario appeared previously in *Sun County*, published by Avalon Hill. Original version first published in *Tales of the Reaching Moon* #4, copyright © 1990 by Michael O'Brien & Phillip Anderson ("Garhound Contest") and Michael O'Brien ("Melisande's Hand").

This Adobe Acrobat document may be freely distributed, but must not be modified in any way.

This document version: **1.0a**, June 2001.





Garhound and the Harvest Festival



The market town of Garhound in Pavis County hosts a special event that takes place in the week before the district's annual Harvest Festival (Godday/Truth Week/Earth Season). The majority of farmers in this district are descendants of the followers of Sir Declan Garhound, a kinsman of Duke Dorasar, and they still honor the Sartarite customs of their homeland. Tradition decrees that each year a Harvest Queen is selected from among the local maidens, and a contest is held to select a young male warrior who plays the part of her Husband-Protector in the forthcoming rituals.

Cityfolk might dismiss as bucolic superstition the suggestion that the more promising the warrior, the greater Ernalda's bounty in the coming year. Nonetheless, the garrulous lawspeaker of the town can take the sceptic's arm and recount to him such proof as the marvellous harvest of 1604, when Garrath Sharpword of Pavis won the crown, or (in a low whisper) the terrible blight of '99, when it was found that the winner, Squatbrow Broo-bane (a horseman of the Pol Joni), had already taken three wives.

Due to the influx of Carmanian and Pelorian farmers since the Lunar occupation, and the proximity of Sun County (across the White Rock River less than 1 km to the south of the town), Garhound is a cultural melting pot. The diversity of its facilities, most notably its temples, show that many people from around the region use the town as their center for worship, entertainment, and for purchasing supplies.

Around Town in Garhound

General Accommodation

Most travellers of modest means take advantage of the Lightbringer-sponsored campground north of the Parade Ground along the Little Rock River. Good food is available from outdoor kitchens for a modest temple donation.

Lodgings

Prosperous travellers prefer lodgings at the Bartered Beast, or Geo's Garhound Inn (if they are, or can be can be vouched for by, members).

**** The Bartered Beast:** A new establishment, run by a retired Lunar trooper, Panos. He caters to the more recently arrived Carmanian settlers. Loyal Sartarite-descended locals continue to patronize Geo's Inn, but freely admit that Panos is a fine and honorable fellow serving excellent food and beer.

**** Geo's Garhound Inn:** Geo's hosts a local clientele primarily composed of long-time Garhound residents of Sartarite extraction.

Taverns

The following serve food and drink, but lodgings are not available.

**** The Silent Partner:** Features good food at reasonable prices, and is a favored watering hole for travellers.

*** Will's:** Food, drink, service, and fellowship are of indifferent quality, but the prices are low.

*** The High Tail:** A popular low-life hangout; the food is poor, but the beer is cheap.

Temples

Garhound has three minor temples and one site precinct.

The Lightbringer Temple has major shrines to Ernalda and Chalana Arroy, and lesser shrines to Asrelia, Orlanth, Humakt, Issaries, Lhankor Mhy, Odayla, Uleria, and Voria. The majority of the Garhound region's folk worship the Lightbringer Pantheon. The Lightbringers are also the sponsors of the Suitor's Challenge.

The Solar Temple has major shrines to Yelmadio and Ernalda, and lesser shrines to Yelm, Lokarnos, and Zola Fel. Worshippers of the Solar pantheon are a sizeable minority in the Garhound area.



The Suitor's Challenge

What began as a simple peasant affair, where sons of the local farmers strove amongst themselves for the fair prize, has evolved into a tournament that now attracts warriors from throughout the County and sometimes from even further across Prax. Local lads still compete, but are rarely a match for the more experienced hopefuls who ride in from Sun County, Pavis, and beyond to contend as suitors for the Harvest Bride.

The contests are not advertised, but known only by reputation. The Garhounds rely on the ways of the gods to provide sufficient contestants of quality, and they have never been disappointed.

The Challenge consists of seven events, each held on the successive days before the Harvest Festival. The town is thronged by farmfolk from across Pavis County, and many spectators even come down from Pavis. Rumor has it that Sor-Eel himself will be attending this year.

Eligibility: The contest is open to all unmarried male initiates of the gods that Ernalda recognizes as her "Husband-Protectors." Each applicant must also meet the criteria of being a 'young warrior'. The upper age limit is around 26, but this is not fixed rigidly. Most competitors are Orlanthi of course, but the priestesses can accept initiates of Yelmali, and Urox as well, for these deities are also partners or protectors of the Earth Goddess in mythology. (Argan Argar, Heler, Elmal and Flamal too were husbands of Ernalda and, presumably their followers are also eligible to compete). It is up

to the local Priestesses to speak the final ye or nay to each applicant, though they must have a very good reason for refusing anyone who is apparently eligible.



Members of the Garhound clan may take part in the contest for free. Even so, before the event the local lads fight it out amongst themselves to see who will take part, and only the very best come forward on the day. Foreign Orlanthi must offer the priestesses a valuable gift of at least 2 Wealth value; others must pay a gift worth 4 Wealth. It is permissible to enter the contest any number of years whilst one remains eligible, but a contestant may only be appointed Champion once.

Events and Scoring: Seven events make up the Suitor's Challenge. Generally first place receives three points, second place earns two, and third place earns one point. In cases of ties, the judges may award places by special judgements, or may devise a play-off. The contestant with the highest point tally at the end of the seven events is the winner of the Suitor's Challenge. If in the end two contestants have the same number of points, a duel to first blood is fought to determine the overall winner. This duel must be fought with swords, the Air's chosen weapon.

The Seven Mothers' Temple is a recent addition to the Garhound religious community. Settlers of Lunar background worship at the Yanafal Tarnils, Irripi Ontor, and Etyries lesser shrines here, while the cults of Deezola and Teelo Norri minister to the needs of the poor.

The Praxian Cult Sites honor Eiritha, Storm Bull, Waha, Foundchild, and the Ancestors, and are maintained by the Garhound clan and the town fathers. Originally a token of respect to visiting nomads, they now serve the worship needs of the Lunar-allied Sable Rider unit stationed here.

Other Important Locations

Commission of the Armistice: Offices for the Lunar Commissioner, Caius Cyna, and his staff, and for the captain and officers of the Sable Rider Auxiliary unit.

Sables Barracks: A troop of 100 Sable Riders is maintained as a border garrison to discourage nomad raiders and to present a show of Lunar military authority.

Council Office: The Town Fathers, appointed by the Garhound lord, are comprised of the Ernalda priestess, the Yelmali priest, the Teelo Norri priestess, and four



prominent Garhound citizens. This body's duty is to counsel and advise Sir Davis on civic matters.

Garhound Manor: This is the residence of Sir Davis Garhound, head of the Garhound clan. Lands originally received by the Garhound clan from Dorasar included a region bounded on the west by the Zola Fel, the south by the White Rock, the north by the Scritha, and the east by the escarpment of Vulture County. Territories currently held by Sir Davis and his dependants include the best bottom lands along the White Rock. The Lunars took title of all Garhound lands not currently settled or cultivated in the region as a consequence of the 1610 Armistice with the victorious Lunar administration. As a result of the conditions of the Armistice, Sir Davis and his clan retain a noble lord's authority in the region, with the advice and counsel of the Commission of the Armistice.

Garhound Militia Armory and Constabulary

Garhound maintains a freeman militia comprised of two 16 man shield-and-spear files. Two more similar units of spearmen from the region can be assembled with two hours notice. These four units, with the 40-odd noble cavalymen of the Garhound clan, were the total military force in the region until the coming of the Sable Rider troop.

Constable Leach, a local boy and former leader of the local militia, serves in what is only a recently established official position in Garhound. Before the Lunar occupation the Garhound clan lord and his retainers

handled all local law enforcement and justice. With the advent of the numerous Lunar settlers and the Sable Rider garrison after the Armistice, Garhound has been forced to hire a constable to handle law enforcement. In theory, the constable can call upon the militia or the Commission of the Armistice for manpower. However, in practice he still relies on Sir Davis and the clan when strong arms are needed to keep the peace and protect property.

Geo's Garhound Inn

Two well-known Inns of Geo's chain are in Pavis County: one in New Pavis and one here. In Pavis County, as across Sartar, Geo's Inns are a famous Heortling establishment. Membership is open to any citizen of Sartar and their close friends, and Pavis County is essentially seen as a Sartarite province. Members of Geo's gain the benefits that those far from home most need: a safe bed, friends, and a warm meal. (They are guaranteed *at least* a bowl of porridge, a tankard of ale, and a bed in the hay.) No fee is required, and once you have joined, you are a member for life. Those who later become wealthy and powerful are expected to repay their debts to Geo's by generous donation. Non-members (who must always be accompanied by members) also must pay to stay at one of Geo's Inns. Caretakers of the inns are normally veterans who took too many wounds in battle or were otherwise forced to retire. The inns are also a terrific source for gossip and tales.

VOV AORZOZ HIO VOT

V::XOAVORRORZ HII::X

X::O O AOA





Notable People



Notables in Garhound for the Festival

Lunars

Sor-Eel the Short, Count of Prax and Governor of Pavis

Bor-Eel, Sor-Eel's loyal half-brother.

Agrestis, Sor-Eel's Jester.

Pharnastes Rugbagian, Deputy Priest of the Pavis Market.

Radak, the Iron Centurion, Commanding a half-century of the count's bodyguard.

Raus, Duke of Rone, Lord of the Weis Grantlands.

***Common Rumor:** Raus (an exiled Lunar nobleman with a holding on the river south of Sun County) is looking for swords to hire to bolster his mercenary force – and a husband for his high-spirited daughter. He is also here to curry favour with Sor-Eel.*

The Lady Jezra, Raus' daughter.

***Common Rumor:** Jezra is a real hell-raiser who is not going to stand for an arranged wedding with anyone!*



Caius Cyna, Lunar Commissioner of Garhound

Several solemn and traditional Carmanian farming families. These people were deported to this region in the last few years since the Lunar occupation, and are forced to make do with the barbaric local festivals as a poor substitute for the diverse customs and ceremonies of their homeland. The leading males will be trying their hardest to ingratiate themselves with the Governor in the hope of gaining worthy employment within the Lunar Administration in New Pavis.

Garhounders

Sir Davis Garhound, Contest Sponsor and local landholder.

Sir Davis' Household

Constable Leach, Captain of the Garhound Militia

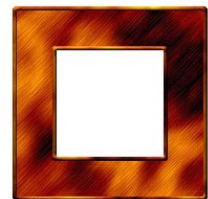
Numerous Honorable and Naive Peasant Freemen, Farmers and Farmwives.

Contest Priestesses

Melisande Winnow, the Harvest Queen

Carra Goodhearth, Garhound Ernalda Priestess.

***Common Rumor:** The Earth Mothers desperately need a worthy champion because a drought has been predicted in the coming year.*



Reben Valhan, Garhound Ernalda Acolyte.

Bian Azar, Garhound Chalana Arroy Priestess.

Apa Puellen, Garhound Uleria Acolyte.

Meylera Greenslough, Garhound Voria Acolyte.





Sun Domers

Solanthos Ironpike, Count of the Sun Dome.

Common Rumor: *The old goat has come to watch his latest 'pet' compete.*

Invictus, the Light Captain. Solanthos' right hand man and commander of the Templars.

Penta Goldbreath, High Priestess of Ernalda in Sun County, and Guest of Honor. Twin sister of Vega, and wife of Invictus.

Lord Belvani, Invictus' lieutenant. Constantly accompanied by his crested dragonewt servant.

Lord Uvan Amani, charismatic warrior of Yelmadio, recently returned from successful mercenary activities in Dragon Pass.



Vega Goldbreath, the Guardian. Light Lady and commander of the Sun Dome militia.

Assorted Gilded Lords, Veiled Ladies, Honest Farmers, and Modest Farmwives.

Others

Fleeter Nemm, Priest of Pavis.

Common Rumor: *Fleeter is also concerned about Lunar motives, and has come down from New Pavis to watch Sor-Eel.*

Krogar Wolfhelm, Wind Lord of Orlanth. Adventurous in Pavis.

Willem Noralar, Sword of Humakt. Willem is Humakt's representative here, and uses his Truth magic to confirm contestant's oaths of honor.

Neela Siff, Grey Sage. Lhankor Mhy representative and noted storyteller.

Okalla Wayblue, Babeester Gor Acolyte. As her cult's representative, Okalla is often uncomfortable with the romantic feminine roles assumed by many other Contest Priestesses.



Zelezza Blackpaw, Yinkin Priestess. She stands out from the crowd, with her wolfskin cloak, windswept black hair, and almost treasonous contempt for the Lunars.

Assorted Shysters, Shills, Mountebanks, Frauds and Charlatans. Such colorful riffraff are always attracted to such events.





Games Sun Domers Play: Shield Push



Long ago the Sun Domers raised horses, and entertained themselves with such games as polo or racing. Today, the people of Sun County seldom ride, for the horse has only been recently reintroduced, and in small numbers. The sophisticated martial game of Shield Push is now common.

Shield Push involves two sides. The standard Yelmalian rules state that each side may have up to fourteen team members, however any number over four is playable. The players are all regular soldiers wearing armor and carrying only shields which they brace against the shields of their opponents (blockers with two shields are permissible). The two sides line up with shields and push: five meters behind each side is a spear stuck into the earth with a helmet on top. The first team to push through and grab a helmet wins, or in longer matches scores a point.

Strength, Agility, Brawling, and Shield Combat skills may all be useful in a Shield Push, and desperately Leaping to grab the helmet or tackle a fleeing opponent is common practice. Deliberate violence is illegal; the game is rough enough with shield attacks and kicking. Magic is also forbidden, so Sun Domer coaches often strive to recruit players with advantageous Yelmalian magical gifts. From one to three neutral marshals serve as referees. A halt is called if the rules are broken, signified by the ringing of a small gong. The offending player is sent off the field for a predetermined period.

The game is not as simple as it first appears, for subtle tactics are often used. A simple trick is for the middle to give way while the wings make a dash for the helmet. "Waltzing" involves moving the other team across the field to gain a better angle on the helmet. Some teams even have a very small player who climbs over the top of the struggling mass.

Shield Push has caught on amongst the Lunar army with the following adaptation. The helmet is 10 meters back and a scoring line is drawn 20 meters back from that. This allows the team whose helmet is seized to try and save the situation by either taking the other team's helmet and scoring first, or by blocking the person with the helmet from crossing the line. To score, the helmet must be in the player's grasp as it crosses the line.

Despite these variations, the Lunar and Yelmalian teams often compete. The top teams of the various military units play regularly in a field outside the Sun Dome Temple. The top Lunar team is the Marble Phalanx's Red Demons, who are known for their strength and speed. The top Yelmalian team in Sun County is the Eagles, who combine incredible agility with highly imaginative strategies. A recent challenge by the Zorak Zorani Thurkan Thumper, who wants to field a troll team against the Sun Domers, has yet to be answered.



Narrator Backgrounds

NOTABLE PEOPLE

SUPPORTING CHARACTERS

SARTAR CAMPAIGN

THE HOMICIDE

THE ASSASSINATION

CONTEST PRIZES

STORMAPPLE MYTH

SHIELD PUSH

SUN COUNTY RESOURCES

THE RACE MAP



THE GARHOUND CONTESTS

MICHAEL O'BRIEN • PHILLIP ANDERSON • IAN THOMSON

JOHN HUGHES • FRIENDS DIVERSE



Narrator Background

Supporting Character Contestants	3
Carylon Squally, the Local Lad	4
Promidius, Templar of Sun County	4
Vathmar Allweather, Affronted Sun Domer	5
Myrrhyn Calmstorm, Lunar Collaborator	5
Jarst Daro, Mysterious Stranger	6
Sticklebrixx, Thirsty Uroxi Brawler	6
Jarst Daro's Ball of Tails	7
Major Narrator Characters	8
Agrestis, Sor-Eel's Jester and Lunar Agent	8
Carra Goodhearth, Priestess of Ernalda	8
Haldred Leach, Chief Constable of Garhound Militia	9
Neela Siff, Acolyte of Lhankor Mhy	9
Willem Noralor, Sword of Humakt	10
Okalla Wayblue, Acolyte of Babeester Gor	10
Sir Davis Garhound, Chief of the Garhound Clan	11
Laughing Loolie, Eurmali Priestess	12
Attaching this Scenario to a Sartar Campaign	15
The Homicide Subplot	19
The Assassination Subplot	21
Prizes for the Contest Winner	22
How Arolela Found Her Father - A Stormapple Myth	24
Narrating Shield Push	27
Sun County Web Resources	30
Map: The Horse Race	31

All contents copyright © 2001 by Issaries Inc. All rights reserved. Cover and interior artwork copyright © 2001 individual artists. Glorantha is copyright © by Issaries, Inc. Portions of this scenario appeared previously in *Sun County*, published by Avalon Hill. Original version first published in *Tales of the Reaching Moon* #4, copyright © 1990 by Michael O'Brien & Phillip Anderson ("Garhound Contest") and Michael O'Brien ("Melisande's Hand").

This Adobe Acrobat document may be freely distributed, but must not be modified in any way.

This document version: **1.0a**, June 2001.



Supporting Character Contestants



Narrators are advised to keep these details close when running the contests. Depending on how you run this scenario, some or all of the contestants described in the following pages may also be utilised by Players.



Carylon Squally

6

The Local Lad

Carylon is nearly good enough to become one of the Garhound's weaponthanes. He won the right to take part in these contests in the unofficial tourney the young bucks of Garhound hold the week before the Festival. Although in awe of some of the more well-travelled competitors, Carylon is young and cocky, and has the support of the crowd.

Keywords:

Pavic Heortling, Initiate of Orlanth (Destor) 18.

Significant Abilities:

Boast 17, Climb 18, Close Combat 5w (Sword and Shield, Spear and Shield), Consume Alcohol 14, Ignore Wounds 15, Keen-Eyed 17, Leaping 15, Myths of Orlanth 15, Ride 8w, Running 8w, Sing 15, Swim 18, Throw Javelin 18, Wrestling 20.

Magic:

Combat 2w, **Movement** 3w, **Wind** 4w.

Equipment:

Chain mail with shield and helm ^5, Sword ^3

Special Items:

As the local champion, well-wishers have gifted Carylon with several items for the duration of the contest:

- A full description of all the horses in Sir Davis' stables (Animal Lore 15, only applies to Sir Davis' stables).
- His brother Horton's broadsword, blessed by Humakt (+2 edge, one week duration).
- A tin armband, blessed by Barntar (+4 to any endurance test).
- A ribbon from Melisande's hair (Gives +2 in the Favored Suitor and Ladies Choice).

Narrator Note: If you require more contestants to be quickly and realistically added you can do little better than adding a couple more local lads with identical stats to Carylon.

Promidius

6

Templar of Sun County

Promidius is a new Templar, and the official Yelmadio contestant, selected from the finest of Sun County's young initiates. He affects the haughty arrogance of a Sun Lord, but lacks fully developed skills. He is carefully sequestered amongst the Sun Dome contingent during his stay.

Keywords:

Sun Dome Templar, Initiate of Kuschile 7w, Initiate of Yelmadio 1w.

Significant Abilities:

Attractive 18, Close Combat 7w (Spear and Shield, Sword and Shield, Shield Push), Climb 14, Dance 3w, Dodge Arrows 1w, Enduring 17, Ranged Combat 19 (Mounted Archery), Read Pavic 14, Ride 17 (*4w), Run in Armour 18, Scan Terrain 19, Swim 12, Throw 13, Wrestling 18, Write Pavic 12

Magic:

Combat 2w (Brace Spear, Brighten Morale, Dodge Whilst Riding, Locked Shields, March in Step, Spear of Accuracy)

Light 19 (Arrow of Light, Dispel Clouds, See In Darkness, Shield of Brilliance, Smite Darkness, Sunbright Corona)

(As an initiate, Promidius must improvise any Feat he wishes to use. Feats for Yelmadio are included here as they are awaiting official publication.)

Equipment:

Gilt Cuirass and greaves with hoplite shield and helm ^7, Sword ^3

Special Items:

* Promidius has the following item on loan from his temple:

- A golden torque which confers upon the wearer the ability to talk to horses without speech (Communicate with Horse 17). However, while wearing it the user must not wear any armour on his legs. This magic also gives him +7 to his Ride ability.

Gift/Geas:

+5 Dance/Speak only Truth.





Vathmar Allweather

Affronted Sun Domer

Vathmar's overbearing vanity is founded in his exceptional hardiness, a recent gift from Yelmalio. He is not part of the official Sun Dome party, and is resentful towards them because he was not selected to be their candidate. He has spent his cult ransom money to take part in this contest, and has staked the rest of his savings on himself scoring in the pain test. Vathmar will prefer to sleep in the fields during the contests, ostensibly to show off his mettle, but really because he is penniless. Due to his age, this is probably the final year he will be able to enter the contests.

Keywords:

Initiate of Narokoris 5w, Initiate of Yelmalio 19.

Significant Abilities:

Climb 15, Close Combat 10w (Spear and Shield, Shield Push), Dodge 14, Enduring 12w, Jump 16, Orate 18, Ride 5w, Run in Armour 18, Scan Terrain 1w, Swim 15, Throw 16, Ugly 12.

Magic:

Combat 2w (Brace Spear, Brighten Morale, Dodge Strike, Locked Shields, Hold My Ground, March in Step, Spear of Accuracy)

Light 19 (Dispel Clouds, See In Darkness, Shield of Brilliance, Smite Darkness, Sunbright Corona)

(As an initiate, Vathmar must improvise any Feat he wishes to use. Feats for Yelmalio are included here as they are awaiting official publication.)

Equipment:

Cuirass and greaves with hoplite shield and helm ^6, Spear ^3

Gifts/Geas:

Vathmar raised his 'Enduring' to 12w due to exemplary performance when assisting in a ceremonial Heroquest, and is rightfully proud of this fact. His original gift granted him this ability at 17. He must never eat bird meat, nor allow a horse to suffer needlessly. (He gained his first gift on initiation and gained a second geas when it was raised).

Myrrhyn Calmstorm

Lunar Collaborator

Myrrhyn is an Orlanthi turncoat who serves the Lunars. He worships at the Pavis Air Temple, where Faltikus the Good (another Lunar sympathizer) presides over a shrinking congregation. Myrrhyn has entered at the behest of Governor Sor-Eel, who has promised him great wealth if he succeeds. With his agent as Constable of Garhound, Sor-Eel hopes to weaken the political hold that Sir Davis has over the area. Myrrhyn is handsome, but for a pockmarked face. (He has been visited by impests, and it is likely that he will leave the Cult of Orlanth one day soon.) His gear is devoid of runes or any other markings.

Keywords:

Lunar Agent, Initiate of Orlanth (Destor) 14.

Significant Abilities:

Close Combat 5w (Sword and Shield, Spear and Shield), Leap 18, Orate 14, Read Pavic 12, Ride 19, Run 4w, Climb 14, Swim 12, Sharp Eyes 18, Speak New Pelorian 14, Throw Javelin 14, Tough 17.

Magic:

Wind 14, **Combat** 18, **Movement** 15.

Equipment:

Chainmail with Shield and Helm ^5, Spear ^3, Sword ^3

Special Items:

To ensure that his man will win, Sor-Eel has loaned Myrrhyn the following items:

- His armor.
- A healing tablet (Heal Wounds 6w) hidden in the pommel of his sword.
- A piece of moon rock, which gives 8 AP (16 on full moon day) for use in magical contests.
- A good story to tell the ladies (see the Lunar trick in the "Ladies Choice" event).
- A blue crystal of unknown origin whose single property is to grant 15AP to its holder during any contest of straightforward physical strength (not armed combat). (Or treat as a +2 augment).





Jarst Daro



Mysterious Stranger

Jarst's first language is Esrolian. He might just be a ruthless outsider with a bad attitude and no interest in small talk with a load of brainless yokels, or he might hide an even more sinister secret.

Keywords:

Initiate of Argan Argar 17.

Significant Abilities:

Attractive 17, Climb 19, Close Combat 14w (Quarterstaff, Two-handed Spear), Jump 15, Myths of Argan Argar 15, Orate 16, Read Esrolian 15, Ride 18, Run 16, See Hidden 18, Speak Darktongue 12, Speak Esrolian 19, Speak New Pelorian 12, Speak Pavic 13, Speak Tradetalk 12, Swim 16, Throw 12, Tough 18, Wrestling 19, Write Esrolian 15.

Magic:

Communication 17 (Compelling Voice, Command Message Spirit, Convey the Meaning, Hear the Meaning)

Trade 15 (Create Magical Charm, Recognise Magical Value, Safeguard Item, Sense Thief, Ward Marketplace)

Darkness 3w (Create Shadow, Enchant Lead, Obscurity in Darkness, Repel Light, Sense Lead)

Note: *As an Initiate, Jarst must improvise any Feat he wishes to use. These feats are based on the official 'work in progress'.*

Equipment:

Lead scale tunic with leather ^3, Quarterstaff ^3.

Special Items:

Ball of Tails: Bison - Strong 10w, Impala - Dodge 2w, Sable - Scent Foe 1w, Llama - Run Fast 2w. See box on page 7 for full details.

Stikklebrixx



Thirsty Uroxi Brawler

Stikklebrixx's background is amongst the Pol Joni riders who worship the Orlanth Pantheon. He has not been in Pavis County very long, but loves it here, especially the beer. His first language is Sartarite. Ignorant outsiders cannot believe that he is odds-on favorite for the Intelligence Test.

Keywords:

Initiate of Urox 19, Pol Joni Brave 17.

Significant Abilities:

Bawdy Humor 17, Brawling 3w, Climb 18, Close Combat 11w (Lance, Sword and Shield, Spear and Shield), Horse Lore 15, Ignore Pain 18, Intimidate 16, Jump 14, Orate 15, Run 5w, Ride 12w, Scan Terrain 18, Speak Pavic 12, Strong 17, Swim 14, Tough 19, Throw Javelin 17.

Magic:

Anti-Chaos 17

Berserk Combat 8w

Wild Wind 4w

(Full information on the cult of Urox is now available in Storm Tribe: the Cults of Sartar.)

Equipment:

Chainmail and leather armour with shield and helm ^5, Sword ^3.

Special Items:

— Stikklebrixx's helm has been enchanted, giving the extra +2 to his armor rank.

— A vat of Rhino Fat (adds 1 armour rank when smeared on, and increases his Wrestling skill by +5).





Jarst owns a Ball of Tails that, if discovered, would earn him the instant enmity of all Praxian nomads. Made of four tails, one each from a bison, impala, sable and high llama, this enchanted item contains four spirit followers that Daro uses to augment his magic and abilities. He normally keeps this hidden inside his loincloth.

Impala Spirit – Dodge 2w

Llama Spirit – Run Fast 2w

Note: Jarst is either able to use the secret ogre artifact (if you are using that plot option) to hide their presence, or owns some other artifact with a single powerful property of hiding the use of spirits from regular and magical perceptions.

POSTO

Major Narrator Characters



Agrestis



Sor-Eel's Jester and Lunar Agent

Keywords: Pelorian 13, Court Fool 16w, Devotee of Rakenveg 10w.

Significant Abilities: Acute Hearing 19, Biting Humor 4w, Caper Annoyingly 6w, Dagger Fighting 13, Disarming Prattle 3w, Gather Rumors 8w, Hard to Hit 7w, Hide in Cover 18w, Hopelessly-in-love with Freckles 18, Hysterical Pratfall 5w, Juggle (balls, spoons, drinking cups) 2w2, Loyal to Sor-Eel 3w, Mimic 9w, Move Silently 14w, Run Away 18, Sleight of Hand 17w.

Magic:

Disorder (Deflect Magic 3w, Hard to Hit 9w, Stumble 1w, Swallow Object 18, Vomit Copiously 15)

Change (Cause Object to Float 5w, Cause Laughter 19)

Illusion (Disguise 11w, Hare's Charisma 7w, Lie 18w)

Narrator Notes: *Agrestis' magic can be cast easily on a willing target and may act to replace or augment abilities. If Agrestis Fumbles or encounters a Complete Defeat when using his magic, the magic backfires on him, or else one of his other magical abilities is activated instead. If none of these are applicable, then the originally intended magic simply fails to work*

Carra Goodhearth



Priestess of Ernalda

As presiding Priestess, Carra has authority over the Contests. She is fair but strong-minded, and has little patience for those who waste her time, nor the foolish ways of the menfolk.

Keywords: Pavic Heortling, Clan Council Member, Devotee of Ernalda (Kev the Visionary) 12w.

Significant Abilities: Bargain 18, Blunt Object Attack 5w, Chant for Hours 6w, Close Combat 6w (Spear and Shield), Inspire Clan 11w, Know Nature 16, Laws of Pavis County 6w, Lead Worship 18w, Meaningful Glare 6w, Myths of Ernalda 12w, Orate 4w, Ranged Combat 9w (Archery), Read/Write Heortling 2w, Ride 16, Sacred Dance 14w, Sense Liar 17.

Magic:

Command Earth 14w (Command Earth Animals, Command Earth Gods, Dismiss Earth Spirit, Enchant Copper)

Find Another Way 11w (Calm Anger, Rally Women, Stop Argument, 'Think of the Children', Cajole)

Visions 7w (Discern Truth, Know Results, Resist Madness, See Visions Clearly, Understand Motivations, Understand Omens)

Equipment: Robes and Staff of Office.



Willem Noralor



Sword of Humakt

Willem is a fully-experienced professional warrior fully loyal to the Heortlings. Like Sir Davis, he is a master of diplomacy and knows how to wait. He lives in the County so as to avoid having to deal with the Lunars whenever possible. He travels the region advising on the best defences against nomad incursions and other threats, such as the rare attacks by chaos.

Keywords: Pavic Heortling, Military Adviser, Devotee of Humakt (Kargan) 10w.

Significant Abilities: Acute Hearing 9w, Close Combat 3w2 (Dagger, Greatsword, Shieldwall Fighting, Sword and Shield), Detect Lie 6w, Hide in Cover 8w, Knowledge of Lunar Military Tactics 12w, Knowledge of Nomad Tactics 14w, Leaping 7w, Myths of Humakt 12w, Rebel Contacts 14w, Recognise Foe 11w, Read/Write Heortling 3w, Read/Write New Pelorian 16, Ride 10w, Running 6w, Sense Assassin 9w, Sense Undead 10w, Shieldwall Fighting 6w, Speak New Pelorian 18, Spot Ambush 14w, Stay Awake 16w, Warband Tactics 15w.

Magic:

Combat 17w (Blinding Fury, Disarm Foe, Great Blow, Sword Help, Unbreakable Sword)

Death 11w (Fight Undead, Lay Ghost, Shield Destroyer)

Honor 6w (Empower Oath, Know Truth, Sense Ambush)

Equipment: Bronze mail shirt (enchanted) with greaves and round shield ^7, greatsword ^4, horse, iron sword ^5.

Gifts and Geases: 'Sense Undead' skill (Never be initiated to another deity); 'Sense Assassin' ability (Never Ambush).

Okalla Wayblue



Acolyte of Babeester Gor

Of mixed nomad and Heortling parentage, Okalla only attends the contests as a cult duty so that traditional mythic requirements are met. She finds the whole thing rather frustrating and bewildering, being used to the tough company of fellow Babeester Gori, rather than the whimsical ways of town folk. The townsfolk find her equally as disturbing, with her painted skin and uncouth manner, but recognise her as a part of their culture (albeit a rather extreme part).

Keywords: Heortling, Warrior, Devotee of Babeester Gor 9w.

Significant Abilities: Alert for Danger 8w, Close Combat 16w (Axe and Shield, Great Axe, Spear and Shield), Fierce 19, Hide in Cover 17, Intimidate Male 3w, Myths of Babeester Gor 9w, Prax Lore 15, Recognise Foe 3w, Ride 19, Running 5w, Speak Praxian 15, Stay Awake 8w, Tracking 12w.

Magic:

Blood Beer 5w (Axe Berserk, Death Paint ritual, Make Blood Beer, Scream of Fear, Shout of Pain)

Combat 12w (Enchant Copper ritual, Enchant Iron ritual, Hurl Axe, Slashing Blow, Unbreakable Shield)

Sacred Revenge 3w (Blast Enemy, Follow Any Trail, Go Without Sleep, See in Darkness, Sense Enemy)

Equipment: Leather armor with small shield ^3, axe ^3, great axe ^4.



Sir Davis Garhound ▲



Chief of the Garhound Clan

Keywords:

Pavic Heortling, Clan Chief. Initiate of Andrin Lawspeaker 7w, Initiate of Dar the Chieftain 10w, Initiate of Pavis 19.

Personality:

Determined 7w, Just 13w, Proud 18, Shrewd 15w.

Relationships:

Loyal to Clan 11w.

Physical Abilities:

Close Combat 10w (Sword and Shield, Spear and Shield), Leap 6w, Masonry 16, Ride 14w, Running 5w, Talk for Hours 9w.

Mental Abilities:

Debate 11w2, Detect Emotions 18w, Dominate Meeting 19w, Find Weakness in Argument 4w2, Know Garhound Region 15w, Laws of Pavis County 18w, Myths of Orlanth 19w, Myths of Pavis 6w, Orlanthi Philosophy 13w, Pavic Heortling History 8w, Pavic Philosophy 17, Read/Write Pelorian 15, Read/Write Sartarite 18, Speak with Authority 14w, Speak Pelorian 17, Streetwise 16w.

Magic:

Allfather 10w, Clan Law 12w, Harmony of Pavis 4w, Lead Clan 16w, Making 8w.

Equipment:

Chain armor and shield ^4, sword (enchanted)^6, warhorse.

Sir Davis Garhound

The title 'Sir' originates from the time of the Old City, and signifies someone honored for conspicuous loyalty, bravery, or other major contributions to the Old City and its surrounding region. It was bestowed upon Davis Garhound by the Pavis Priests, prior to the Lunar occupation.

Sir Davis is the leader of one of Pavis County's largest clans, whose main center, Garhound Town, is near the border of Sun County. Whilst in demeanor he maintains the wise and cautious behavior of a moderate Heortling chieftain, this facade covers the reality of a shrewd leader who is devoted to his people and their survival under the Lunar occupation. He has little sympathy for the Lunars, but much diplomatic skill, and has become something of a figurehead for the loyal Orlanthi of the County.

Try as they might, since the occupation the Lunars have been unable to swindle him or his clan out of any significant land or traditional rights. Sir Davis is usually unbeaten at the debating table, and has enough sense to withdraw when an unfair situation threatens. He is often asked to represent other clans in dealing with any disputes with the Lunars.

Lunar Intelligence agents are unable to use legal and proper means to discredit Sir Davis, because he keeps his nose very clean. They have not used more desperate measures because they do not wish to create a martyr. Instead, they have resorted to spreading slanderous rumors that he is a blood-thirsty smuggler and racketeer, responsible for every significant legal infraction and act of inhumanity whose real perpetrators cannot be found. It is possible they have even set up an impostor to try and incriminate him.

Sir Davis is by Ian Thomson and Michael O'Brien.

Additional ideas from **Hero Wars: Pavis** [Multisim 2001] *Trans.* Jerome Blondel.

Laughing Loolie



Heortling, Eurmali Priestess

Keywords: Pavis County Heortling 16, Devotee of Eurmali 14w.

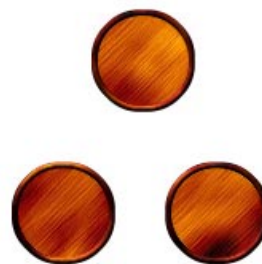
Significant Abilities: Block Doorway with Large Frame 8w, Crush to Bosoms 12w, Laugh Raucously 10w, Leer Lecherously 18, Myths of Eurmali 4w, Oddly Vague 7w, Ridicule Sun-worshipper 10w, Spot Likely Victim 16w, Staggering Slap on the Back 7w, Stunning Punch 7w, Tell Obscene Joke 14w.

Magic:

Feats – Glue 7w, Lie 19w, Sexually Fascinating 12w, Strong as an Ox 11w, Swift as the Hare 8w.

Tricks – Become Crow 3w, Cause Confusion 4w, Draw Attention 10w, Evoke Generosity 19, Stupidly Drunk 5w, Warp away Weapon 6w, Wine into Urine 19.

Note: Loolie might be recognized by a wily Storm Pantheon worshipper, and gifted sufficiently well to assist them in individual events. If so, she should be played as vague, amorous, and unreliable, and even when utterly convinced to help (most sensibly by promises of the majority of payment to come *after* she has done her bit), 20% of the time she will 'zap' the wrong person, or maybe simply be too drunk to turn up. She will always forget any plans much beyond the same day and need to be reminded, or approached again. Anyone who tries to convince her of anything must beat her 'Oddly Vague' ability, and significant failures may cause unfortunate misunderstandings that lead to her later casting magic that hinders the contestant concerned. (Although she still has a 20% chance of retaliating against the wrong contestant!). More likely she will simply use her magic to aid whomever she sees as the 'underdog' in any event. (The Narrator rolls randomly from the three contestants with the lowest abilities in that event.)



Loolie's Tactics

Loolie is everywhere at the Contests, gawping over shoulders, belching into ears, grinning insanely, and gripping the occasional glinting Yelmalian warrior by the family jewels, causing him to leap in pain and surprised embarrassment. Anyone might suddenly be her favourite and her friend, impelled to buy her drinks, accepting her gifts of squirming frogs, suddenly inspired to grapple her amorously... This is especially true at the start of each contest, as she races to greet her men of the moment, grappling them into her bosomy embrace. No rhyme or reason can be attributed to her actions, as she picks different people every time (apparently). Although the Contest security men are slow, charming, and courteous in removing her from the field, it is important to note that only savvy locals and sharp-witted Orlanthi actually know she is an Eurmali. Her official role is never publicly acknowledged, and most people presume that she is merely the local madwoman.

The Favored Suitor

Hidden by the pressing crowd, Loolie casts 'Stupidly Drunk' on an unfortunate local, followed by a dose of 'Draw Attention'. As everyone turns to stare at this loud fool, she slips around the crowd, passing close against the competitor she is aiding and casts 'Sexually Fascinating' upon him. She then continues swiftly into the mass of other contestants beginning what will be her normal routine of squeezing, kissing, groping and fawning.

The Horse Race

1) If working solely on her own whim: As the chosen contestant plunges his mount into the river she flies up from the reeds in her crow form, acting exactly as if she was a startled bird that had been feeding on some sweetmeat or other. This need not even be mentioned by the Narrator, unless a Hero character has been noted by the Player as being observant for absolutely anything

unusual, and makes a success against Difficulty 19. Hidden by the initial spray of mud and water as the horse jumps in, she casts ‘Swift as the Hare’ on the horse, which (for the purposes of this adventure) augments the Speed Factor by 2 points each time it is calculated during the race from now on.

2) If Loolie has struck a bargain with a player’s contestant: Loolie the crow fits tightly inside a jerkin with some discomfort to herself, and can cast ‘Glue’ upon the seat of the contestant’s trousers where it connects with the hide on the horse’s back. This gives +5 to the contestant’s Ride ability. This magic will be coordinated alongside the actions of an accomplice in the crowd – a carnival man paid (with a promised zap of ‘Sexual Fascination’ this coming evening) to leap from the crowd and draw attention by shouting and cheering,



and needing to be dragged back by officials. (This distracting act, amongst much general exuberance, will not even need to be specifically mentioned by the Narrator, unless someone has investigative skills.) This magic might need to be deactivated and recast if the contestant fails to throw the flag into the ground successfully. At the river she will fly up from the horses, as if startled from the reeds, and head to the Stormapple tree. After the tree she will fly away discreetly, leaving the contestant glued to the seat to finish the ride alone. She will probably return in time to dispel the magic.

The Joust

1) If working solely on her own whim: Loolie will position herself at the edge of the crowd, within a group of friendly, semi-drunken locals who are given to exuberance and thus unlikely to notice the telltale flashes of her magic, or to care even if they do see them. At precisely the wrong moment for the opponent of the contestant she has chosen to favour, she flashes her ample bosoms, assisted by a casting of ‘Draw Attention’. This magic strike of 8w may only be resisted

by some kind of strong-will ability, and for the purposes of this scenario its effects are to augment the non-distracted contestant’s attack by +1 with a marginal victory, +2 with a minor victory, +4 with a major victory, and +6 with a complete victory. (Note: if the distracted contestant is a supporting character, and the beneficiary is a player’s Hero, an alternative is to adjust the supporting character’s ability down rather than raising the Hero’s ability. This helps maintain continuity for the Players and also to keep incidental events outside of obvious rules mechanics.

2) If Loolie has struck a bargain with a player’s contestant: Since personal magic is permitted in this event, it is easy for Loolie to aid the contestant. Once again in her crow form, this time she is secreted under the cloak of the contestant in a hidden sling. Once he is mounted and pretending to cast magic on himself, Loolie will call her ‘Warp away Weapon’ magic onto him. Then he casually takes off his cloak and hands it to his ‘second’ (the bribed carnival accomplice). The magic acts against any non-magical weapon thrust into the vicinity of the contestant, augmenting their Joust capability by 3, or giving them a base Joust capability of 2w (which may be augmented). This magic only works for the horsed part of the joust.

The Wrestling

1) If working solely on her own whim: Loolie thinks it would be amusing to make a weak contestant Swift as the Hare, which for the purposes of this scenario acts as a 5w Wrestling skill with the rather major proviso that the character’s actions must be described as incredibly agile dashing and leaping about the square, with occasional charges into their opponent in an attempt to knock them out of the ring. The 5w may be augmented appropriately by a Brawl or Wrestling skill, or otherwise. Loolie casts this spell under the cover of her own cronies, a band of drunken locals who push and shove their way to the front, knocking the contestant down and pressing Loolie the crow against him so that the magic effects are hidden by surrounding bodies (even from the contestant, who has a jerkin momentarily pulled over his face). The benefiting contestant may have no idea how they are suddenly so agile, especially as Loolie was nowhere around - even if she was suspected. (The crow is quickly concealed again inside the jerkin and taken round a corner, and Loolie strolls nonchalantly back.)



2) If Loolie has struck a bargain with a player's

contestant: Using the cloak trick again, Loolie could make him 'Strong as an Ox', allowing him to hold his own. (The lower of either his own wrestling ability or this feat, acts as an augment to the other.) At other times Loolie lavishes her attentions on various other competitors and bystanders, so her presence, or lack thereof, is taken for granted.

The Intelligence Test

1) If working solely on her own whim: A randomly chosen beneficiary will find themselves augmented by +3 with the 'Strong as an Ox', or gain a "Resist Alcohol" ability at 5w. This will be cast once again by a hugging and fondling Loolie as she embraces the recipient and collapses on top of him. This hides all evidence of the magic beneath her and behind the legs of her assistants, who have rushed to gather round, once again posing as helpful spectators.

2) If Loolie has struck a bargain with a player's

contestant: A contestant needing only to deal with a tree guard who is 'Stupidly Drunk' or whose attention is 'Drawn' to a capering figure in the distance, can probably gain a Stormapple with little trouble. Those requiring further assistance may become 'Strong as an Ox', as described in the first option.

The Pain Test

'Strong as an Ox', even with the -8 penalty still gives a good score (3w). Casting this magic is done once again with the help of carnival crew lackeys who crowd around as encouraging friends and admirers, with the principal accomplice having Loolie the crow concealed in his satchel. Loolie uses this same tactic whether the recipient knows what is occurring or not.

The Wall of Death

Loolie casts 'Draw Attention' on a carnival accomplice whilst he is hidden behind a beer tent, and he then runs naked through the crowd. Under this general distraction, which happens just before the chosen contestant's turn, she casts 'Warp away Weapon' on him. (See above). Once again this tactic works for either situation.

Ladies' Choice

Surely a contestant who evokes the 'Sexual Fascination' of all the Ladies will garner an advantage? See the 'Favored Suitor' for tactics, although in this case it is a pompous Yelmalian (falling down and causing a commotion after finding his boots stuck together) who provides the distraction. Again, this technique is applied for either situation.

△□Θ○△●::†::○△□● △△△△△△ △△△△△△
△△△△△△ △△△△△△ △△△△△△ △△△△△△
○△△△△△△ △△△△△△ △△△△△△ △△△△△△
△△△△△△ △△△△△△ △△△△△△ △△△△△△
△△△△△△ △△△△△△ △△△△△△ △△△△△△
△△△△△△ △△△△△△ △△△△△△ △△△△△△



Attaching this Scenario to a Sartar Campaign



Introduction

Sir Davis Garhound has relatives amongst the Kheldon Tribe in eastern Sartar, and ever since the founding of Garhound, the Kheldon folk send three bags of grain in time for the Garhound Harvest Festival. These symbolise the distant clan's connection with its homeland, and also convey the best wishes of distant kin for the coming year. In return, the Garhounds send back medicinal desert plants later in the year, and so the relationship continues.

In recent years things have been harder for the Kheldon, and they are now nominally ruled by a Lunar representative of the Cult of the Seven Mothers. All grain and other products must be properly accounted for. However, like the wily Orlanthi they are, the clansfolk have scrounged and skimmed, and have collected enough grain for three decent-sized bags.

The only problem is that the Lunar Marshal suspects something is afoot, and his troops are making random patrols and searches. Severe penalties have been imposed for anyone misusing the clan resources, which are now Lunar property.

Jeke and Nuammi, a farming couple in their forties, have smuggled the grain to Swenstown in a secret compartment in the floor of a borrowed wagon. They have also been given a minor clan heirloom, a jewel encrusted dagger containing an enchantment for the Bevaran Feat 'Diminish Injury' (at 12w). The clan really

doesn't want to lose this, but will offer it as guarantee to any group who will deliver the grain to Garhound. They explain that the Garhounds will offer their own rewards in place of the dagger, which would then hopefully be returned to the Kheldon. Additionally the couple have two sacks of food—bread and travel rations—which they offer as sustenance for the journey.

The only difficulty at this stage is transferring the sacks from the compartment in the wagon to the backs of the heroes' horses. A clandestine meeting outside town may be called for. As for getting to Garhound, its quite simple, they say. It is roughly one day's ride to Pimper's Block on the edge of Prax, and caravans travel from that town directly to Pavis County all the time.

Hooking in the Heroes

Why are they in Swenstown? Perhaps the lure of a large regional market is sufficient all by itself.

This link will need to be manufactured from the end of their previous escapade, or maybe one of the party is simply visiting friends or relatives.

Special Acknowledgment:

Tales of the Reaching Moon, Vol 15 – for information on Moonbroth.



Why are they chosen by the couple?

Perhaps one of the heroes hails from this region and is recognised by the couple, who call on his aid as a kinsman?

Perhaps they are obviously experienced adventurer-types, and good Orlanthi. A gently weeping old woman approaches them and begs for help?

The Journey

The ride to Pimper's Block is uneventful, and the dry chapparral can be seen from the crests of wooded ridges as they approach from the west, and sometimes dust is blown into their faces by a gust of the dry winds. Perhaps they begin wondering if taking this job was such a good idea.

Pimper's Block

This settlement was originally a simple altar shared by Praxians and Sartarites, used primarily as a place to ransom back captured kin. The 'hero' Pimper is blamed for originating the practice of slavery. Issaries Priests ran the altar, slave trade and accompanying markets until the coming of the Lunars, and during this time few permanent buildings or inhabitants existed, just three inns and some storage sheds.

The Etyries cult began to take an interest in 1603, the year after Boldhome was captured by the Lunars, and had thrown out the Issaries cult by 1606. From then on they made a concerted effort to bring in more people, create more buildings, and establish a Prax/Sartar border-trading centre.

By 1612 the place was unrecognisable; a small town had appeared where before none existed. In 1613, after the crushing of Starbrow's rebellion in Sartar, new Lunar edicts made the situation stronger for the Etyries cult, but also reopened chances for other cults to participate. Issaries merchants returned, but as is the case throughout Prax, suffer harsh taxes and administrative penalties.

A town wall was begun in 1614 and finished in 1617. The wall protects the main part of town and has several gates - however tents, shacks, and even some stone buildings are already spreading outside the walls, especially during the main market times.

Notable buildings:

- Issaries temple and Trade Centre,
- Slave Compound and Holding Cells (underground),
- Lunar garrison barracks and corral,
- Praxian Spirit Shrine (outside the walls),
- Seven Mothers temple (attached to the Lunar barracks),
- Ulerian house of relaxation,
- Issaries shrine attached to an Inn (a gathering place for Storm worshippers),
- An ancient flat stone in an open area besides the barracks .

The stone is always guarded by Lunar soldiers, to prevent misuse or defilement, and is the original 'block' where hostage and ransom exchanges were made.

Wandering the town will uncover a place of bustling backstreets where people of many backgrounds and traditions mix whilst pursuing business or pleasure.

You can use the Pimper's Block setting as an opportunity to summarise some of the details on Prax and the Wastes from *Glorantha: Introduction to the Hero Wars*, pages 164-172. No doubt some Orlanthi merchant or adventurer can tell the Heroes of his experiences and opinions.

Across Prax

To keep things simple (although Narrators of course are free to devise all manner of extra encounters and difficulties if they wish) the Heroes will soon come upon a friendly Issaries Goldentongue trader, **Anarion Varosh**, who is leaving town the day after tomorrow. When he hears they have enough food to support themselves, he is happy to have them come along as extra guards. His caravan is transporting bronze tools, Sartarite beers, a small number of luxury items such as mirrors and jewellery, and troll liquor.





His itinerary is:

Four Days across the dry plains to Moonbroth Oasis

One Day to the Pavis Road near Tada's High Tumulus

Five Days along the Pavis Road to Pavis itself

(He advises them that it is then a further two days easy ride south to reach Garhound Town.)

The journey from Pimper's Block to Pavis County is presented here in simple narrative, which may instead be used as a scenario background if preferred.

The first few days of the trip allow you to become accustomed to the sight and feel of the famous Praxian plains. Sparsely vegetated and semi-arid, they evidence numerous dry watercourses, which indicate a memorable rainy season. The untrained eye sees nothing specific here, and yet the land has its own ancient beauty. Prax saw legendary events take place long before other regions were even inhabited. The slow winds speak of civilisations long dead, of wars so long ago that no trace or even memory is left of the people that fought in them. The vegetation consists of cactus and scraggly shrubs amidst the expanses of dry grass.

During each night the routine is the same, three watch groups are maintained, and each rotates through three shifts of people. Each night the Heroes will form one of the watch groups. Anarion always conducts his protective Issaries ritual each night, which notifies of any attackers approaching. The hot dry air eventually fades into coolness and then bitter cold as the early hours of night pass.

Moonbroth is a major stopping point for merchant caravans. Since their conquest of Prax, the Lunars have taken over the shrine once dedicated to the prophetic spirit of the oasis, and have begun building a small town and large temple. This oasis lies on the edge of an area known as the 'Good Place', and has a relatively large

fertile area, within a depression almost two key-miles across. The dwellings of the old town are built around rough terraces on the north-eastern hillside, and the planned streets of the new town on the level ground beneath them. At the centre of the oasis are the foaming pools and geysers for which it is famous. The primary vegetation is date palms, pomegranate, olive and apricot trees. The majority of inhabitants are gentle farmers of the oasis people. The Lunars have 150 regular troops and 200 of the famed Antelope Lancers garrisoned in the new fort. Many travellers, traders, thieves, swindlers and pilgrims, also make Moonbroth a wild kind of town.

After the excitement of cosmopolitan Moonbroth another day across the plains brings only the variation of the massive Tada's High Tumulus looming ever closer in the north. This huge mound of earth is bigger than many mountains, and a hero of the nomads is said to lie buried beneath it.

The famous Pavis Road, when it is reached, is something of a disappointment, and nothing like as well-maintained as the Lunars claim. Nonetheless it makes travel much easier, and the next few days pass easily.

Pavis itself is a bizarre place, the only major settlement in Prax, and really two cities stuck together. The smaller city of 'New Pavis' was constructed in the middle of last century by Duke Dorasar and his Sartarite followers. The Old City ('Old Pavis') rests behind massive ancient stone walls and is a huge expanse of ruins sparsely populated by humans and trolls. Apparently even some aldryami still live in a huge overgrown park.

The caravan camps outside of New Pavis to the west, and Anarion offers you another night under his protection. He advises against entering New Pavis, "a den of thieves if ever there was one", and also warns of a further dilapidated settlement just over the river called 'Thieves Town'. Lunar soldiers, and more of the Antelope Riders, are well represented here, and everyone's credentials will be checked at some point, even if they don't go into the city.



To Garhound

The noise of the City of Pavis fades behind you as you leave the white city walls at your back. You depart along the east side of the city, passing the line of wretches, nomads and locals trying to get through the People's Gate, and ride down to, and over, the Lunar Bridge. Before half an hour has gone you are well on your way out across the dry countryside.

For the rest of the day you pass the occasional farmstead, a few mule trains, and four or five wealthier local traders with their wagons. Before noon you pass through the hamlet of Dorasar's Rest, and late in the afternoon you cross the dry Scritha River, reaching Blyford on the other side, the first settlement in the lands of the Garhound Clan. Though you could ride for a while yet, this is a good place to stop, with a fine basic roadside tavern called the Dashing Duck.

The next day, the ride is slightly longer, however the land is also slightly more fertile. It is easy to see, however, why the locals rely on myths and rituals to support the land's fertility. It is the poorest quality arable land you have seen that could possibly be made a living from. Perhaps it was better in the past, but now, any sort of drought would bring great hardship to the farming families. More farmsteads are seen closer or further from the road, but no proper settlements. As the evening draws on, at last you see the welcoming lights of a town, which must surely be Garhound.

Welcome to Garhound

Sir Davis will be overjoyed to receive the bags of grain. They are an important symbolic part of the whole of the Festival. He explains the Garhound Contests tradition to the Heroes, and invites them to the evening meal at Garhound Manor with his family. Ernaldan devotees take the sacks reverentially to their holy place.

Apparently, Sir Davis explains, far fewer contestants have arrived this year than expected. He looks at them hopefully: "Garhound is poor, and you have done us a great service. I wish we could offer you something greater than our hospitality, but all our resources have gone into staging the festival. Would any, or indeed all, of you consider entering the contests? You all seem like good Orlanthi, and have certainly proved your worth by taking this trip to help us. If you are interested I can gift you the entry fee, as a reward for your journey."

Once the contests are over, the Heroes may stay in Pavis County, wander Prax or the Wastes, or return to Sartar. Sir Davis can arrange for the return of the Kheldon dagger, should they stay in this part of the world.

ORONRGT VΔ□××:ΔMΔ TO HIIOX WIIIO
ΔGVOR TO ●□Θ:ΦIIOR OR Δ:ΔΦΔ RΔΔ:Θ
ΘGRΔ:ΔMΔΘH VΔT VY HII ΔTORΔ ●O ΔOT
ΦOX HIIΔΔ ΦΔG:ΔΔY WIIOR HIOROX
ΔOXΘH ΔOX YOB ΔΔΔG● HII ΔOR:ΔOX
OO HII ΔΦ□□●VΔΔΦ IIRΔGOT: GA● HII
GRGOT: TR:ΘOXOR ΔIIGΔGΔΘ OR HII
MOΔ MGR● HII:R V:MMOX ΔOXOROX
ΔGΔOΔΔYΘ



The Homicide Subplot



Various murders attributable to the ogre are mentioned within the text of this adventure. With detective work, and the magical assistance of auguries, the priestesses, acolytes, the Garhound authorities have a 20% chance after the first murder, 40% chance after the second, and 60% after the third (if it occurs, depending on Hero actions), to realize who is responsible for the crimes.

Even if the criminal is revealed, if he is a contestant they will not take action against him until after the contest, keeping a close eye on him in the meantime. Pulling one of the contestants out mid-contest is thought to augur dreadful consequences for the harvest ritual.

If it looks like the murderer is a sure winner, some may argue for immediate action, since the ritual will end in disaster in any case. If aware of his actions and hopeful that he will not win the contest, a majority of the authorities propose to wait until after completion of the Ladies' Choice event when the overall winner announced. Then the murderer will be detained and confined with as little fanfare as possible, and held until after the harvest festival for Sir Davis' justice.

The cult of Babeester Gor is known for punishing (castrating and/or killing) males that kill or rape helpless women. Okalla Wayblue, the Babeester Gor devotee, relentlessly hunts the murderer after the first killing. Ironically, if the ogre is a contestant, the Lightbringer priestesses may ask the Heroes to keep the murderer alive and Okalla away from him until the Festival's conclusion. This will be the case only if the Priestesses are certain that the murderer is not going to win the contest for the Harvest Bride.

In the original version of this scenario, Jarst Daro was stated as being the ogre and murderer, however this updated version presents various opportunities.

Jarst serves very well as a 'red herring' whom many Heroes might automatically suspect, yet he might simply be an unscrupulous outsider looking to profit at the expense of the local yokels. It is recommended that you decide on your murderer before running this adventure, and that you stick with your choice.

Potential Ogres

Candidates for the ogre include:

Jarst Daro, as in the original version of this adventure.

Uvan Amani the Yelmalian warrior. Uvan signs on as a contestant an hour or so before Jarst, apparently acting on a whim. Most people presume he is driven by his arrogant faith in the superiority of Yelmlio. Narrators can create stats for Uvan by upgrading Vathmar or combining Vathmar and Promidius.

Hunderk Skoldarsson, an Orlanth Initiate from Sartar who recently arrived in New Pavis with his small inheritance. Hearing of the contest, Hunderk hitched a ride on a supply wagon, for he felt called by fate to compete for the hand of the Harvest Bride.

Tiberius Chaklan, a wealthy Carmanian merchant who has a home in this part of Pavis County, but is often away on business. Heroes will encounter Tiberius only incidentally, as he mostly interacts with notables who may advance his career prospects.

Enkeddu Runs-with-an-Axe, one of the many 'friendly' nomads mingling in the crowd, or possibly another Uroxi who decides to join the contests because he has heard of the possibility that the Lunars are fielding a ringer).

The common factor is that the ogre cannot be a closely known associate of anyone in the town, although they can be a 'recently returned' traveller who has been away for some time. (The ogre has 'assumed the likeness' of this person magically.)

It is assumed within this text that the ogre is likely to be a contestant, but this is ultimately left up to the Narrator. If you wish to further obscure the ogre contestant from alert and suspicious players, you might like to introduce all of the new suggested contestants from the list above, as well as giving some of the other Supporting Characters in town a pronounced demeanour of suspicion.

Whoever's identity is used, it is merely a mask of deception assumed by the ogre. The actual person has



met a gruesome fate at the ogre's hands, and the monster has taken both his identity and possessions.

The ogre is a complex character, whatever his identity. He hails from an ogre family on the fringes of Dorastor, where he struggled to survive in a primitive and dangerous environment. One lucky day he obtained a magical item that hid his chaos taint from detection. Forsaking his background, the ogre took to the trail, later joining another cult when he was certain his chaotic nature could no longer be detected by enemies of chaos. Through years of deception he was forced to move on whenever locals came close to discovering the truth. He now murders and devours travellers from his secondary cult, assuming their identities for a time.

As well as the general details listed earlier for whichever character is chosen (or created by the Narrator) note the following:

The Ogre

Additional Attributes: Acting 8w, Attractive 14, Crave Human Flesh 13, Disguise 4w, Proud 15, Sense Enemy 18, Strong 19, Tough 15.

Additional Magic: Devoted to Taeterisus (the Chaos Trickster) 18.

Individual Feats –

Note: if any of these are cast on an unwilling person, the victim will resist with any innate ability to resist magic, the default, or the most appropriate physical ability, whichever is highest.

Cause Clumsiness 6w – Acts like a mystic strike, and if successful causes the victim to suffer an amusing and unsightly pratfall or other appropriate effect.

Cling Like a Spider 4w – Used for augmenting a Climb ability, or for any contest that involves retaining one's balance. This can also be used to replace the Climb ability along surfaces that would normally be difficult or impossible to scale.

Ignore Wounds 3w – A straightforward feat allowing one to ignore the penalties of Hurts or other injury challenges.

Seduction 19 – Acts as a mystic strike, targeted normally on one person, but can be cast on more than one with the usual penalties.

Slippery as an Eel 18 – Increases any physical resistance rolls in unarmed combat by 6, and also can be used to enhance one's ability to get through small spaces.

Tongue Tied 9w – Acts like a mystic strike. If successful, all Communication ability rolls made by the victim for the magic's duration are read as if they were six points higher.

Lie 11w – Allows one to tell untruths and yet resist detection by truth magic.

Special Items:

The 'Blessing of Taeterisus' is a hexagonal tin amulet with the Chaos Rune etched into one side. The ogre wears it about his neck, however he has wrapped it in small strips of leather that were soaked so that they would shrink and cling to the tin hexagon. Consequently the amulet now resembles a mere lumpy leather disc onto which has been scratched a Trade Rune (or other suitable cult marking for the ogre character). This Dorastan artefact has three properties:

i) It continually generates a field of 'Resist Detection' at 6w2. Any and all magic or innate abilities to detect details about the wearer or itself are blocked, including simple things such as 'Detect Life'.

If the ogre is aware that he is being targeted by detection spells, he may suppress the effect of this artefact, thus allowing him to register as being 'alive'. He may also utilise his Lie magic, thus registering as being Truthful if he claims he has not cheated in the contests.

If he is targeted when unaware and (for example) fails to register as being alive, he may of course be challenged. He will attempt to bluff his way through with his Acting ability, perhaps claiming that the magic may just have failed to work on him, and counter-accuse his denouncers of slander.

ii) Once per day the amulet can be used to 'Hide Magic' at 12w2, and its influence lasts for several minutes. It operates by dampening the visible and audible effects of magic to a mere tickle, twinkle or whisper. It does not interfere with the regular effects of the magic. The amulet must overcome the ability rating of any magic being used.

iii) Assume Likeness 12w2. Once per Season the amulet can be used in a ritual to assume the physical likeness and vocal tones of a being connected to the Man Rune. The victim whose identity is being assumed must be slain as part of the ritual.

Note: The amulet has an unfortunate fourth property: it permanently taints with Chaos anyone using its powers who is not already Chaotic. This includes the curse of a Chaos Feature.





The Assassination Subplot



An optional addition to the Garhound Contests

Despite his outward appearance, Stikklebrixx is probably the most devious Uroxi you could ever meet. When he heard about Sor-Eel's plans to attend the Garhound Festival, he knew it was his destiny to kill the Governor of Prax. He is a dismounted nomad—that is, a nomad who has lost the respect of his tribe and been forced to leave his culture—and he feels he has nothing left to lose.

Stikklebrixx should be played as a completely open individual who befriends one or more Heroes as the contests unfold. His character should be presented as a refreshing change to the arrogant politicking of many other Festival notables. He is here (apparently) simply to have fun and to notch up a few points for the honor of the Bull. He will perform enthusiastically and well in the Shield Push contests. One way of making friends with a Hero character is for Stikklebrixx to get them roundly drunk at his own expense. (He wishes to drown his sorrows in good company.)

As the crowds mill about after the Pain Test, Stikklebrixx realises that he will probably never have a better chance to act. He approaches the Hero with whom he has made the best connection, and hands over a string of beautifully-crafted nomad beads. "These were a gift," he states gruffly. "It would be a shame if they were broken."

If the Hero makes a successful visual skill roll they will notice that Stikklebrixx has a large knife concealed beneath his jerkin. He then turns and strides through the crowd, shouldering people aside. His manner should be enough to alert the Hero that something is odd, even if the dagger went unnoticed. Stikklebrixx heads directly

for Sor-Eel, who is currently unattended by his bodyguard. They stand some meters away, exchanging glares with a group of Sun Dome warriors.

This could pose quite a problem for the Hero, who has only seconds to act. Should he save the Lunar Governor and/or Stikklebrixx from their probable respective deaths by murder and crucifixion? Or should he stand aside and let fate act out its purpose? At present, the pressing throng would obscure most activity, but the crowds are beginning to thin.

Stopping Stikklebrixx involves physically tackling a ferocious warrior, or a speedy and inventive use of magic. It may also involve a well crafted 'on the spot' explanation for what is going on. If the Hero does not act, a lightly built young lady will save Sor-Eel. Springing from the crowd with a lightning high-kick, she plants her boot heel on the Bull warrior's temple, sending him sprawling.

The woman's cloak drops over the fallen knife and she scoops both up at speed. As Stikklebrixx staggers to his feet and the crowd gathers eagerly to see what the commotion is about, the woman laughs loudly. "Got you that time you slow old fart," she shouts merrily.

The woman leads the still dazed Stikklebrixx away to the nearest supply of ale. Suspicious Lunar guards move to intercept, but are curtly ordered to 'stand fast' by Sor-Eel. Regardless of his score, Stikklebrixx leaves town that night. The woman is of course Griselda, the infamous Pavic adventurer. She acts in order to prevent any incident that might increase the Lunar presence in Garhound, as she has 'business' interests here.





Prizes for the Contest Winner



This Narrator reference is especially useful in answering Player questions in the early stages of the scenario.

The challengers compete to win the hand of the Harvest Queen. The Victorious Suitor is married to the Harvest Queen during the culmination of the Harvest Festival, and their union is consummated amidst great celebration.

The Husband also receives his wife's dowry—a chest of household goods and precious things (worth a permanent +3 Wealth) and a small herd of 10 cattle (+10 Wealth). None of the champion's benefits need to be cemented and they are permanent. The Husband may leave his wife directly after the festival without impropriety (none of Ernalda's husbands were especially faithful), but he is then expected to return the dowry and leave Garhound, never to return. He may, however, keep all prizes won in individual events.

Though the winner may be well satisfied with the fairest of his prizes, the Husband also receives the following additional bounties:

- The right to call himself "Champion of Garhound".
- A voice on the town ring for the year.
- A small but comfortable house in the town and its attendant plot of land for the year.
- The services of an elderly housekeeper and her retainer husband for the year.
- Command of the Garhound Militia for the entire year.

- An especially fine broadsword to keep (^4).
- Enhanced prestige within his own temple if he is from the local region where they know of the Garhound Contests. (+2 to his relationship with the temple)
- Honor and recognition throughout both Pavis and Sun County for the rest of his days.
- The blessings of the priestesses, which if desired can include the gift of enchanting the Feat of his choice into a special tattoo.

(In practice the Lightbringer cults are very careful about what Feats they will give to a person, depending on their assessment of character. See the table on the following page, and note that the gift selected must be cemented with a Hero Point if the magic is not to fail after short-term use. The feat begins at the standard ability level.)

If the winner decides to stay in Garhound for the year, he gains a relationship of 17 with the Garhounds. At the end of the year he gains 4 Hero Points that he must use on relationships with his Temple at Garhound, social groups of the Garhound region, or his Bride. If the winner leaves Garhound after the contests, he still gains a relationship of 12 with the Garhounds.





The Tattoo Ceremony

Some of the Priestesses have come all the way from Pavis, or from other parts of the County, at special invitation from the Garhounds, to support this Festival. They combine their powers in a major ceremony to grant this privilege to the Garhound Champion. The Storm Pantheon is invoked in this great ritual, and thus champions from other pantheons are unlikely to accept the offer of this boon.

When the year of marriage is passed, the retiring champion is encouraged to stay in Garhound with his wife and offspring. (Note that unions consummated on the High Holy Day of the festival are always fertile, and often result in twins, who are especially blessed by Ernalda). The retiring champion and his wife must vacate the champion's house, but the town council assures the retiring couple and their family of a felicitous resettlement.

Blessings of the Priestess

The Lightbringer priestesses may gift the Garhound Champion with one of the following Feats, bound into a tattoo.

- Asrelia—Hide Wealth
- Babeester Gor—Follow Any Trail
- Chalana Arroy—Heal Injury
- Ernalda—Fight Disease Spirit
- Esrola—Bless Crops
- Eurmäl—Charisma
- Humakt—Weapon Destroyer
- Issaries—Protection whilst Sleeping
- Vinga—Fight against Uz
- Voria—Invigorate
- Yinkin—Move without Sound

የፊክሽን ተዘጋጅ ማህበረሰብ ለአዲስ
ጥንቅቅ ተዘጋጅ ማህበረሰብ ማህበረሰብ
ወደ ሌሎች አካላት ለሌሎች
አዲስ ማህበረሰብ ማህበረሰብ
ጥንቅቅ ማህበረሰብ ማህበረሰብ
ጥንቅቅ ማህበረሰብ ማህበረሰብ
ጥንቅቅ ማህበረሰብ ማህበረሰብ
ጥንቅቅ ማህበረሰብ ማህበረሰብ
ጥንቅቅ ማህበረሰብ ማህበረሰብ





How Arolela Found Her Father



A Stormapple Myth by Roland M. Volz and Edwin D. Critchlow

As told to Orkarla Goodhearth by her mother, the ranking Garhound Ernaldan acolyte, Fire Day, Illusion week, Fire Season, 1613 ST.

OR

As told furtively to Heortling contestants during the Garhound Contests, on the evening prior to the Intelligence test, by a strange old man from the Carnival people.

Long ago, a beautiful girl-child was born to the daughter of the Queen of the Plant Tribe. Many came to admire the little girl's rosy red cheeks and her lively nature, so her mother named her Arolela, which means 'happy child' in the language of the Plant people.

As Arolela grew to womanhood, she learned the ways of her mother's people. Although she learned her lessons well, she found herself apart from the others for her nature was not wholly as that of her kin. Eventually she learned all that her mother's tribe could teach her, so she went to her mother to ask for more. "Honored mother, tell me why I still feel as if there are more things that I need to learn."

Her mother had known that this question would eventually be asked. "Your father was a man of the Storm Tribe. He was a fine bed-husband and year-husband, but his tribe needed him and he returned to them. You must go to the Storm Tribe's tula if you want to learn more of your nature, for I cannot teach you of their lives." Arolela's mother then taught what little she knew of the father's ways, showing her a Greeting which her husband had taught her to show the Storm Tribe that she wasn't a stranger.

Arolela put on her best brown dress and her favorite green shawl with its jagged fringe. She braided her hair, weaving beautiful red baubles into the long locks and then binding them with a copper fillet she had received from an admirer. She put on the rings that showed her age, and then set out to the tula of the Storm Tribe, on the other side of the Forest of Winds. With her she brought a basket of apples as part of her nature for a meeting-gift to her father.

As she went, she would check the apples in her basket to make sure that only the ripe and juicy ones would be in her gift. But eventually an apple would lose its freshness and become old and foul. When she found such an apple, she would drop it behind her for the small creatures of the Forest to eat.

As she passed through the woods, Arolela also gave of her fruits to all who asked for them, for she was kind. Because her magic apples filled the eater with inspiration and poetry, the people she met became good-natured to her as well, and directed her as best they could. In this way, she quickly found her way through the most dangerous places in safety.

Odayla was hunting in the Forest of Winds and so he was the one who spied the girl first. When she





saw him, she gave him the Greeting so that he would know she wasn't a stranger.

"Who are you, Green Woman", he asked her. "I have never seen you before."

"I am a daughter of the forest, a child of the summer. I seek my father, who is a man of your people."

"You are like no one I know," he said to her. "What do you carry there?"

"They are apples of my orchard, which I bring to show my father so that he may know me," she answered. "Would you like one?"

"Surely," said Odayla, for the apples seemed indeed the most beautiful fruits he had ever seen. When he ate one, it filled him as if it was a breath of fresh air so that the sun seemed brighter and the trees even grander than he remembered.

"Your fruits are a wonderful gift," said Odayla. "I will take you to my chieftain's house, for my kin are widely-travelled and one of them could be the man that you seek." In this way Arolela's gift tempered Odayla's wildness with grace.

As they passed through the outer buildings, Eurmäl also spotted them. Immediately, his eyes were drawn to the basket of beautiful apples she carried at her waist. But it is not in the Trickster's nature to ask for anything he can get another way, so he only watched her pass. Behind her, he saw the line of discarded apples that had been left on the ground.

Thinking himself very clever, Eurmäl collected these apples and ate them, travelling all the way to the Forest of Winds where the trail began. While tough and chewy, the apples filled him so that he felt heavy. "Now I have had my meal, and I have spared whatever price she would ask," he thought. Self-satisfied, he returned to Orlanth's hall.

Orlanth's hall was always a boisterous place, and this was no exception. A drinking contest was under way, and all the cottars, carls and thanes were competing to see who could become drunker faster without passing out. Mead flew as tankards were dipped with speed and energy in the trough

that ran down the center of the room, and many of the men were already halfway in their cups. When Eurmäl entered the Stead many of them fell back, for they knew that no one could become drunker faster than the Trickster.

Eurmäl did not mind being late since he liked nothing better than to join any contest near its completion and win it anyway. So he took his place at the table and dipped his tankard in the trough and started to quaff. As soon as he had finished one tankard, he was already dipping it back in. Soon his belly began to slosh with all of the mead he had consumed, yet still he was sober. It quickly became clear to him that no matter how much mead he drank, he could not get drunk.

"Faugh! I've been poisoned!" Eurmäl cried, finally stopping his drinking long enough to draw breath.

"What's this?" asked King Orlanth, who sat on his throne on a dais near the table. "Who has poisoned you?"

"She did it!" said the Fool, as he pointed to the girl. "She gave me poisoned apples!"

Arolela had been waiting with the women near at the back of the hall, since she had no wish to disturb the king while he judged the contest. When Eurmäl pointed her out, she came forward to stand before Orlanth and his thanes.

Orlanth was taken aback by the slim beautiful girl who stood calmly before him. "Explain yourself," he said. "Why have you poisoned my fool?"

"My lord, I have poisoned no one. My apples are wholesome and good, and freely given to all who ask. Your fool has eaten the rotten apples that I left behind, that are not fit for a man's consumption."

At this the hall exploded into laughter, and even Eurmäl had to admit that it was a fine joke the he had played on himself. In this way did Arolela's gift temper Eurmäl's intemperance with sobriety.

Then Orlanth stopped laughing and gave the visitor a more serious look. "What do you seek here, young woman?"





“My lord, I wish to find my father, who is said to be of your kin.”

“Many claim to be of my kin. How will you prove your kinship?”

“I have only these apples from my orchard with which to prove myself,” she replied.

Orlanth took the apple Arolela gave him and passed it to Lhankor Mhy. “Wise One, you have the knowing of many things, of the lore of the Tribe and of the magic of our people. Tell me if this girl is my kin, and who her father might be.”

Lhankor Mhy took the apple and examined it closely. He compared it to the other fruits he remembered, and he smelled it to see if the smell would jog his memory. Finally he ate it to see what it tasted like. As the rich juices dripped down his chin into his beard, he felt himself filled with inspiration and poetry. And in his inspiration came the certainty that he knew who Arolela’s father was. In this way did Arolela’s gift temper Lhankor Mhy’s lore with wisdom.

*“Grown is the girl-child,
Green Woman’s daughter,
Wise in her woman-ways, kind to her kin.
Gave grace to the Bear, made wise the Fool,
Such are the blessings of Minlister’s brood.”*

And with the proclamation of the Knowing god, Orlanth knew that it was true. He welcomed Arolela into his tribe and she lived with her father for a time, to learn what he could teach her of his brewing arts. From their association the potently magical Stormapple wine was created. Eventually, she came to occupy an honored place in Orlanth’s Stead, for her gifts were given freely and were filled with magic to bring inspiration and grace to the wildest of people.

In the Darkness, her orchards were ravaged by the Predark, and finding one of her trees and bringing it to the clan is now a most dangerous and difficult undertaking. All who taste of her goodness know that her gift is one of the most wonderful of all, and Eurmál showed that even the rotten apples may have their uses.

△○○×□R ○○ G ○:⅂⅂⅂:△⅂ ×t○○○
𐌲𐌶𐌰△● YOB △□t ×O△□ 𐌸𐌰△GR 𐌸○○○
△QR-III 𐌸𐌸○△ G 𐌶GRtGR RO-OR
□△Y 𐌸𐌸 𐌶△● 𐌸𐌶×t III:△ ●○△△ △O△⅂
𐌸𐌸 ⅂:III ×𐌸□GR 𐌶△● O𐌸 ⅂:III ×⅂OR●⅂
○△ ⅂□□△△ ⅂O OR ⅂Y III□ 𐌶tOR△
III□ ⅂𐌶t△□ III𐌶△□× III𐌶□ ⅂:□△ III□:R
⅂OR●⅂ △𐌶:△□ III□ tR:⅂□×
OR 𐌶tGR⅂RO△⅂



Narrating Shield Push



Shield Push: 'Dramatic Tension' Rules for Hero Wars

Each team lines up facing the other, two steps apart in the centre of the Parade Ground. Halfway back towards the end of the Parade Ground behind each team is a helmet stuck on a pole. The simplest objective is for one team to push the other back far enough to gain the advantage, then somehow break through and send a runner for the helmet.

For simplicity, both the Lunar and Sun Dome Teams both have a generic Shield Push skill of 12w. (Or 3 points more than the untrained Heroes, whichever is higher.)

A) Gaining Ground (Push vs Push)

Complete Victory – losing team pushed three steps back.

Major Victory – losing team pushed two steps back.

Minor Victory – losing team pushed one step back.

Marginal Victory – no significant ground lost.

1) The Push

One way to run the Shield Push is to run a series of simple contests to judge who gains and loses ground. Each contest symbolises a round of pushing and swearing as part of the scrum. Each character selects either their Strong (at -5), any Close Combat skill involving the Shield (at -10), or any suitable Agility type skill (also at -5). These skills are totalled for each team, an equal number of masteries taken away from each side, and the contest begins.

The Narrator must keep track of how many steps of advantage one team has over the other, in order to

calculate the chances of success for a Running character when the lines eventually break.

2) The Break

Breaking tactics come into play when significant ground is gained for the team member(s) who was chosen prior to the match (or whom the Captain calls on using a code word) to make their move. Here are three examples:

- **Collapse** – the middle gives way and the two outer wing men make a dash for the helmet. Each wing man on the opposing team must beat a difficulty of 16 with an agility skill in order to remain balanced. If they succeed, they may then challenge the runner using any relevant tackling skill. If they do not beat difficulty 16, any skill used against the runner is at -10.

B) Challenge the Runner (Brawl/Jump vs Run)

Complete Success - You somehow grasp the runner and bring him crashing down.

Major Success - Gain +6 bonus to ability used to attack runner.

Minor Success - Gain +4 bonus to ability used to attack runner.

Marginal Success - Gain +2 bonus to ability used to attack runner.

Marginal Failure - Runner gains +2 bonus to defending ability.

Minor Failure - Runner gains +4 bonus to defending ability.

Major Failure - Runner gains +6 bonus to defending ability.

Complete Failure - Stumble and fall under the feet of the scrum. Ouch!



- **The Airman** – a light and agile team member is boosted by two fellows though the air, hurtling or scrambling above the heads of the opposing team. He must make a successful Leaping roll, against difficulty 17, to land running. The two closest opposing team members may challenge this Leaping ability using any relevant skill, but at –10 due to surprise. If they succeed, the airman has been snagged.
- **Bulling through** – One team may field a tough guy and an agile guy side by side, each supported by another tough guy. When the opportunity presents, the main tough guy ceases trying to gain ground and wrestles his direct opponent aside. The other two tough guys act as distraction whilst the agile guy attempts to Dodge, Leap, Run or otherwise manoeuvre at speed between the opponent being wrestled and a single other opposing team member. This other opponent uses any relevant blocking skill to challenge this attempt.

not, and will need to test another Agility skill at –5. The opposing difficulty level is 16.

Both Lunar and Sun Dome sprinters have: Run Fast 8w.

The Sprint Table can of course also be used for any eager pursuers who think they have a chance at catching the sprinter. As a convenient default, pursuers will be 5 steps behind the sprinter when they begin. If they wish to attempt a flying tackle, they require a Leaping or very similar ability, or must use another agility skill at –5. Leaping from 3 steps behind is at –10, and from 2 steps behind is at –5, both opposing the sprinters ‘Running’ ability or an appropriate Agility skill.

Retrieving the helmet at speed is accomplished by using any agility skill at –5 (or more) against a difficulty of 16. (Only something especially focused on manual dexterity, like Acrobatics or Juggling, is not at a penalty.)

Both Lunar and Sun Dome sprinters have: Retrieve Helm 4w.

3) Running for the Helm

Again for simplicity’s sake it is deemed that 15 steps are between the centre line and the helmet, and another 15 steps after the helmet to the end of the pitch. When running for the helmet all contestants sprint for all they are worth. All members of official teams will have a Running ability (apart from the specific muscle men), but the Orlanthi who were hastily gathered together may

‘Dramatic Tension’ – Sprinting For The Helm

Complete Victory – Covers 8 steps.

Major Victory – Covers 7 steps.

Minor Victory – Covers 6 steps.

Marginal Victory – Covers 5 steps.

Marginal Defeat – Covers 4 steps

Minor Defeat – Covers 3 steps.

Major Defeat – Stumbles and almost falls - covers only 2 steps.

Complete Defeat – Stumbles and falls, but may continue if not tackled, gaining only 1 step.

‘Dramatic Tension’ – Retrieving the Helm

Complete Victory – Retrieve helmet, no loss of time.

Major Victory – Retrieve helmet, lose one step from next roll.

Minor Victory – Retrieve helmet, lose two steps from next roll.

Marginal Victory – Retrieve helmet awkwardly, lose three steps from next roll.

Marginal Defeat – Retrieve helmet but then almost drop it, lose four steps from next roll.

Minor Defeat – Retrieve helmet drop it and scoop it up, lose 5 steps from next roll.

Major Defeat – Fail to properly retrieve helmet, it spins through fingers and across the Parade Ground. If a pursuer is close behind they may automatically attempt a tackle at +5.

Complete Defeat – Fail to properly retrieve the helmet at all, leaving it spinning on the pole as they race past.





Shield Push: the 'Quick and Easy' Rules

1) Calculate the initial Shield Push skill for the improvised team, and then run a Simple Contest.

Consult the table on the right to obtain results for the Heroes' Team:

2) Conduct a second Simple Contest with the Running ability (or an improvised Agility skill) of the Heroes' chosen sprinter, against the opponent's sprinting ability. This may be augmented by Wrestling, Brawling, Leaping etc., illustrating their ability to get through the scrum. Then consult the table below.

'Quick & Easy' Sprint

Complete Victory: Moving like Mastakos himself, you avoid all challengers as if they weren't even there, and cross the line whilst your opposite number has only just picked up his helmet.

Major Victory: A comfortable win, long steps ahead of the pursuit and over the line well before the sprinter of the other team.

Minor Victory: There were some tricky moments, but you've done it. There is no dispute that you were over the line first

Marginal Victory: Ooh! That was close, by dint of a headlong dive you scrape over the line a moment before your opposite number. After only a quick deliberation the judges award the match to you.

Marginal Defeat: Unlucky! You thought you had the edge, but after a short deliberation the judges award the game to the other side.

Minor Defeat: So close, and yet so far. You just weren't able to make the speed, and you weren't helped by that tackler who almost brought you down. Better luck next time.

Major Defeat: Not even close. Reaching for the helmet you are tackled from behind and land in a heap.

Complete Defeat: Totally outclassed. You are brought down as you begin your run, and one of the other team's tough guys sits on you for good measure.

'Quick & Easy' Shield Push

Complete Victory: Somehow you're taking the day. The will of Orlanth must be with you. Heaving and grunting you push your opponents back, step by inexorable step. You gain 8 paces before they rally! (Your runner gains a +8 bonus.)

Major Victory: It almost seems as if you are a trained Shield Push team! Working in absolute harmony you soon push your opponents back a full 6 steps. (Your runner gains a +6 bonus.)

Minor Victory: Incredibly well done for beginners. Sweating and straining, you slowly force your opponents back 4 steps. (Your runner gains a +4 bonus.)

Marginal Victory: Not bad going for the new guys. You push your opponents back 2 steps before they can dig in and hold. Their runner springs into action. (Your runner still gains a +2 bonus.)

Marginal Defeat: It is quite a challenge you are facing, and your opponents eventually force you back 2 steps. (Their runner bursts into action at a +2 ability bonus.)

Minor Defeat: You are certainly facing well-trained opponents. Within a minute or so they have slowly forced you back an entire 4 steps. (Their runner bursts into action at a +4 ability bonus.)

Major Defeat: You are obviously outclassed. Unable to put up much resistance, your team is slowly but surely forced back an entire 6 steps. (Their runner bursts into action at a +6 ability bonus.)

Complete Defeat: What a catastrophe. With as much struggle as it would take to beat a group of beardless boys, your opponents waltz you back a full 8 steps. (Their runner bursts into action at a +8 ability bonus.)





Sun County Web Resources



Places to find additional information on Yelmalio, Sun County, Glorantha and the Hero Wars roleplaying system on Arachne Solara's World Wide Web:

MOB's Glorantha Page - Sun County Stuff

Pent Ridge, Men with the Golden Gun, RuneQuest 3 scenarios and more, from the creator of Sun County.

<http://members.ozemail.com.au/~mrmob/suncounty.htm>

Jane Williams' Glorantha Page - Sun County

The Secret History, "Errata," and much more... be sure to check out Virtual Pavis!

<http://homepages.nildram.co.uk/~janewill/gloranth/suncount/index.shtml>

Nick's Glorantha Page - Elmal/Yelmalio

A lucid explanation of the Elmal/Yelmalio controversy Be sure to explore the rest of the site, a treasure trove of Gloranthan riches.

http://www.btinternet.com/~Nick_Brooke/elmal.htm

Peter Metcalfe's Glorantha Page

A Timeline of Prax.

<http://www.voyager.co.nz/~metcalph/praxhist.html>

Issaries

A visit to the official Hero Wars web site at <http://www.glorantha.com> will provide you with the latest Gloranthan news and information, including background articles, scenarios and art. Among the site's many pertinent resources -

Mythology of Yelmalio

From *Cults of Prax*. The page also includes links to other relevant sources.

<http://www.glorantha.com/library/religions/cult-yelmalio.html>

What My Father Told Me

"A Personal View of Yelmalion Culture," by Mike Dawson.

<http://www.glorantha.com/library/dad/yelmalio.html>

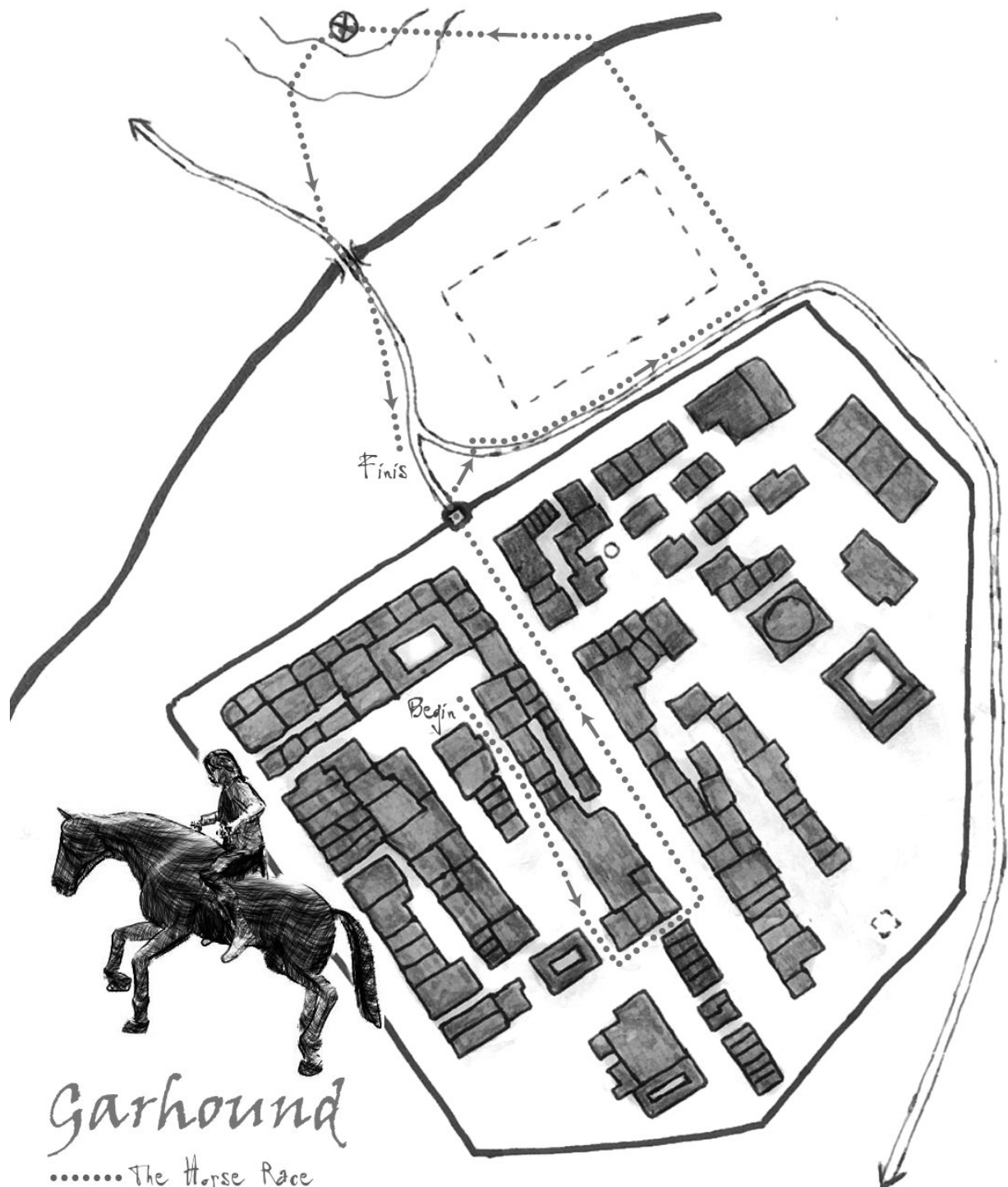
Hero Wars Mailing Lists

For the latest information on relevant mailing lists, see Nick Brooke's links at

http://www.btinternet.com/~Nick_Brooke/lists.htm



The Horse Race



Garhound
 The Horse Race



Garhound

A good place in Paks County

A - Temple of Lightb Ringers

B - The Sun Dome & Temple

C - Seven Mothers Temple

D - The NomAd's worship here

E - Endless marching rituals

F - Sir Garhound's Manor

G - Sable Riders

H - Commissioner for Armistice

I - Council Offices & ConStable

J - Geo's Inn good company

K - Bartered Beast Inn

L - The Silent Partner

M - Will's Tavern many lice

N - High Tail tavern beer watered

O - The Market Square