

The Liberation of Pavis

A Mini-Campaign by Ian Thomson

Grey Co. pic - Dario Corallo, Weis map & Pavic star – Paul Sommer



What You Will Ideally Need to Run this Mini-Campaign:

- 1) This mini-campaign is the endpiece to my long-running Old Pavic 'Grey Company' campaign. It ideally needs to be added to the end of an Old Pavis campaign, as Part 2 to the 'Wedding of Pavis' mini-campaign.
- 2) The official HeroQuest rulebook is highly recommended as an excellent rpg publication. (Downloading the House Rules from the Companion website is also an option for an additional take on game mechanics.)
- 3) Preferably an ongoing Old Pavic campaign on the model of the 'Grey Company' series from within the Companion 'zines; or something similar.
- 4) To run the adventures I am choosing to mark the gap between the Wedding and the Liberation you will need to use the 'Shadows on the Borderland' adventure pack. If you don't have this, you can instead have the Grey Company undergo alternate adventures in some other part of the world, or even simply narrate their experiences and move straight on to the 'Renewing the Paps Treaty' section of this piece. Atmospherically in my opinion it is better if you run at least a couple of decent adventures between the Wedding scenario and the Paps/Liberation section of this mini-campaign. (Otherwise it may seem just too much full-on heroic activity jam-packed together.)

IMPORTANT NOTE: If you want to play this mini-campaign rather than run it, STOP reading here!

NB: The following information also contains hints and extra information about the adventures from Avalon Hill's 'Shadows on the Borderland' RQ campaign book. So, for all those good reasons, Zip this file, and archive a copy deep within your computer's dustiest folders (for reading later after having enjoyed an unadulterated playing experience). Then seek out a reasonably experienced – and Gloranthan-knowledgeable – Narrator who will run it, & send them an electronic copy. Now sit back and enjoy the ride!

SAVE THE ELVES – PLEASE PRINT DUPLEX (DOUBLE-SIDED)

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'Shadows on the Borderland' (Avalon Hill, 1993); 'King of Sartar' (Greg Stafford, Issaries Inc.)

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Author's Introduction

I technically ended my Old Pavis campaign with the epic 'Wedding' scenario. However, because I had chronologically situated the Wedding a few years further ahead than its official date, it was now within shouting distance of the Liberation. Other reasons also convinced me to postpone my retirement from Pavis writing. Firstly, the players were disappointed that the campaign was ending, since they were still enjoying it so much (which I have to admit is the most compelling reason of all). Secondly, I still had one further scenario outline lodged strongly in my brain (Renewing the Paps Treaty) from the days when I was right in the middle of writing the campaign and planning what would come next. (Plus a number of other fragmentary ideas.) Thirdly, two of the players were quite Glorantha-knowledgeable and knew about the Liberation and Argrath Whitebull, and were anticipating that in my campaign chronology this event must be in the relatively near future. Finally for me also, the opportunity to incorporate this last great event in the official history was too much to resist, and leaving my campaign with Draxius Diremoon in charge of Old Pavis (when the entire campaign had been all about the Old City becoming free) left a bad taste.

The logic in designing the structure of this mini-campaign for me seems that after the Wedding of Pavis, the Lunars must at least suspect the Grey Company of being the mysterious 'Heroes' who 'sabotaged' the Wedding of Pavis to the Red Goddess. After all, the Grey Company are now renowned local champions of impressive powers and ingenuity. So it absolutely makes sense that the Heroes must bet out of Old Pavis. Sure, they could still hide out there and perform some adventures, as presumably other rebels have been doing for many years. But since they are now very near the top of the Lunar most wanted list - and were suspected of being closely tied to the Pavis Cult - expediency might be the word of the day. Furthermore, other important duties outside the city need to be taken care of, and a roving Grey Company (just like in the old days) will fit the bill excellently.

This mini-campaign follows directly on from my 'Wedding of Pavis' extended scenario, (available for friends only via: pelgrane@yahoo.com.au). The 'Liberation of Pavis' is of course a major canon event noted in 'King of Sartar'. That actual event comes in this piece as the climax to a series of adventure ideas. It is preceded by ideas for using Avalon Hill's 1993 'Shadows on the Borderland' scenarios as interim adventures, then the mini-scenario 'Siege of Raus Fort'. The 'Liberation of Pavis' section itself is in two parts, beginning with the introductory scenario 'Renewing the Paps Treaty', and continuing into the climactic last battle. Having said all that, the 'Liberation of Pavis' seems an appropriately apt and dramatic title for this mini-campaign as a whole.

What follows is in detailed note form. Some parts can be run more or less as they are (especially if the Narrator is used to improvising on the fly). Other parts will need to be annotated with additional ideas, statistics and clarifying comments. Narrators will also need to make extra notes according to the likely activities/preferences of their players. In short, make sure to run each section with the maximum added detail and opportunities for extended role-playing (rather than just whizzing through using the notes as written).

At various places in the earlier parts of this mini-campaign text will be a boxed and shaded section entitled 'Playtest Notes'. Each of these will give an overview of a game session. These should be reviewed for examples of how play may diverge of follow the suggested course. They may also contain additional ideas that you might like to incorporate into your sessions. At present rate of play, it will take until the second half of 2005 to finish playtesting this, so I am releasing it now. Interest from a few Pavis-aficionados has suggested that this is the best option, as they too wish to run this immediately, not wait another six months! It is also appealing because other commitments mean I can't produce any more fan-work for Pavis and thus can tick the box marked 'done' when this is finally distributed. Cheers.

Part One - Outlawed

Scene 1.1 - Fleeing the City

The Grey Company members have spent the last few weeks hiding out in the Rubble, moving from location to location one step ahead of the Lunars, or forced to spend day after day trapped within one safe-house or another. Governor Draxius Diremoon is obsessed by the idea of finding them all and bringing them to justice, and is threatening terrible reprisals if they are not turned in to his justice. Although many of the charges are fabricated or grossly exaggerated, some are pretty much the truth, and so by 'justice' one can read 'execution'. The Company's

contact amongst the Pavis Priests in my campaign was always Bendrath. However, Bendrath is continually under Lunar suspicion due to his Dorasing lineage, and so he has not been able to make contact with the Heroes. The most sensible person to be their contact now is a dwarf whom they know. (Since dwarfs often travel about the Rubble, answer to no-one, and pretty much all look the same.) This contact visits them one day, and voices what they have all been thinking:

"Whilst it is possible that you may stay safely hidden for a long time, it is no longer just yourselves who are in danger. Homes are being searched and people have been beaten and even killed merely on suspicion of knowing where you are hiding. Also, whilst you have not been apprehended, other friends of the city have been. You must get out of the city, so that people that are questioned can truthfully claim that they believe you have gone to some unknown location. Once you are out, perform at least two, and preferably three or four, actions where it seems like you were trying to disguise your identities, but are nonetheless revealed. Perhaps raid a Lunar caravan, attack a patrol, or slay some bandits, with the last action being at least a week's ride from here.

Whatever you do, make a pattern pointing roughly, but not precisely in the direction of a logical goal. Dragon Pass is one possibility, and the pass to Balazar is another, but of course do not then proceed to that goal, as Lunar messenger spirits will surely alert patrols to seek you. This all should be sufficient to make it clear to the Lunars that you have fled far from the city. Then stay out of contact for a few seasons, somewhere away from the city; after which carefully find someone you can trust to renew our connection. Events of great significance are slowly unfolding; for instance our negotiations with the Praxians are showing some important successes. I can assure you that your connection with the city is not over, and we shall be calling on your bravery again before too long."

Getting out of the city should be fully role-played. With access to the secret tunnels this should not be too hard. Draxius has round the clock patrols at every gate and riding along the wall, and has Lunar otherworld entities also patrolling the boundaries beyond the walls. So, it is not just actually getting out that is the issue, but also avoiding detection until one is a few miles away. This bit needs to be carefully role-played, and could be quite fun. A simple solution is to contact the dwarfs, for they have tunnels going to Dwarf Mine, and to Dwarf Door to the north of Pavis County. The trip to Dwarf Mine would involve going beyond a massive Dwarf barricade (erected to keep out the feared army of avenging orthodox mostali that has been feared for the last several centuries (but fortunately never appeared). Thus, it is more likely to be Dwarf Door in the Desolation Hills. This trip would be on a dwarven iron horse for most of the way, and the last part would be up ramps and elevators and ladders wearing blindfolds – since Dwarf Door is the site of a secret dwarf project.

Another (simpler) option is contacting the Priests of Zola Fel. By disguising the Heroes with high-powered obscurative magic they could be given water-breathing enchantments and carried along the base of the Zola Fel as part of a minor HeroQuest (to avoid the Lunar spirits watching for just such a trick). A final option is via a Dorasing or Dylfing (Mani's Clan) HeroQuest, both of which can transport people to other locations. The Dorasings have a highly secret quest that sends people from one sacred Storm site to another, and the Dylfings can transport people from their fort to the Earth Shrine at Indagos Oasis. Of these entire options, the one involving Mani's Clan is the most appealing to me. It will involve another opportunity to meet the strange Earth worshippers, become involved in one of their ceremonies, and pass through the dangerous fringes of the Green Age. Whatever the Heroes choose, role-play this whole experience, including travelling about the Rubble in order to seek advice and aid. Do not feed the players any options – except of course when the Heroes ask direct questions of knowledgeable GMCs.

In the house campaign the Heroes are staying from time to time with the mysterious Jalmari Humakti in their secret hideout near the Real City, and this is their chief hideout. However, this place has come within a hair's-breadth of discovery by Lunar sorcerers several times, and the Jalmari have been forced to exert their mystic ceremonial powers to the utmost. They also agree that for the Grey Company to be seen fleeing far from Pavis would be an excellent option, and that this would hopefully allow their base to remain secret from the Lunar enemy. Remember that their leader, General Caspian Vur, is one of the most wanted men in Pavis too. If it suits the campaign they might now be close friends with him, having been under virtual house arrest for several weeks. As a matter of point, Vur has death magic that can prevent him from ever being captured by the enemy – that is to say, his soul cannot be prevented from going straight to Humakt whenever he wants. (Except by the type of powerful Lunar Hero that has as yet never even set foot in Prax.) So, Vur is someone with whom they can safely (in private in his secret temple) discuss their plans. Mani also is someone who is confident they can never betray them. Fleeter Nemm (even though he is now High Priest of Pavis) would rather not take this chance, since the Lunars are repeatedly questioning him about the Grey Company's whereabouts.

Using Magic Outside Pavis County

In my campaign, all magic from the Pavic affinities worked within Pavis County and surrounds; however, the adventurers are now heading far beyond the borders of their home. Note of course that distance does not affect Common Magic,

which continues to function anywhere.

Additionally, in my campaign the Windstop is still current, and so direct Air magic affinities don't work and Air-related feats from other affinities are affected too. Note that even Air feats of Common Magic are affected. Thus, magic is an issue. Note that:

- *Derstan Grey is the wyter of the Grey Company. So long as one of his initiates wears the amulet to which he is bound, any of the initiates (providing they are within a mile or so of the amulet) can use his affinity and feats without penalty. Outside of this radius these are not accessible.*

- *Access to Pavis magic reduces once you get any significant distance from the county, eventually being unavailable.*

However, Derstan Grey's amulet is a shrine to Pavis, anyone who is a worshipper of both Pavis and Derstan Grey who is within half a mile or so of the amulet can use their Pavic subcult feats and affinities as normal. (This effect may or may not expire outside of Prax and the Wastes, since Pavis is mythically linked to this region. Note of course that he is also mythically linked to Dragon Pass, so maybe they continue to work there too.)

Scene 1.2 - Where to Next?

First of all the Grey Company will need to decide where they are going to, and cannot receive any advice at all from their regular contacts in Old Pavis (since what a person doesn't know they can never tell). As noted above, a few exceptions exist, including Mani and Caspian Vur, although not their dwarf contact – who claims he “doesn't want to know”. Whomever they speak to will raise the following points:

- 1) Don't pretend to go away and then come back to Pavis. If any of your are seen or captured it will ruin any chances of Draxius admitting you have escaped his grasp.
- 2) Don't be seen heading towards the Wastes. Since one cannot survive there without assistance from Praxians, this might alert the Lunars to the fact that the Ancient Measure are running negotiations with some of the Praxians. They are also not a real good place to consider actually hiding out, as life is very hard, unless you wanted to settle at a particular oasis indefinitely – which might be a bit frustrating for persons of your active nature.
- 3) Dragon Pass is crawling with Lunars, although the border regions of Prax and Sartar to the south are still relatively free, since there are no natural resources worth exploiting. Again this is a place to consider going to or leaving a false trail towards.
- 4) Dagori Inkarth is a really good place to consider going to, or to lay a false trail towards, since the Lunars have virtually no presence there, and strong adventurer parties often explore those regions. Although in your case as friends of Pavis perhaps its not such a good idea to actually go there, since even that far away the trolls have bad feelings about this city.
- 5) The wilds north of Far Point are a good place to pretend to be heading for, as there are several places on the way, including Adari, where you could be 'accidentally' seen.
- 6) (Tactically this sounds like Caspian Vur to me, so if at all possible use him – or someone else very clever like Mani – as the mouthpiece.) If I were to make a suggestion, being sighted upriver in the Desolation Hills would present the picture you are heading north. But then double back to the Pavis Road somewhere out east and be seen there. Then it looks like you were heading south into Prax all along, and only hiding out in the Desolation Hills. Finally be seen in Adari, as then it looks as if you are heading into Dagori Inkarth or north of the Far Point. All of these options divert attention from the way you will actually be going. From Adari you would head north and then do a wide circle – by my advice back towards Pavis and then south. All of these options present some risk, and rely on you to maintain cover as best you can. It would be sensible to assume excellent disguises for use during those times when you don't want to be seen. False identity papers can surely be arranged.

Disguises should be discussed amongst the Heroes (players). Any obvious bizarre riding beasts will need to be abandoned at some point. After the last 'sighting' hair might be dyed, shaved off or restyled, and new types of cultural clothing adopted. Perhaps others might be recruited to act as additional party members some of the way (although such folk would have to be utterly reliable, and perhaps would not be alerted to the full plan – Dorasing rebels seem the only option here). Perhaps the Heroes could travel with a caravan part of the distance, something that would probably have to be arranged beforehand (again probably through a Dorasing hero contact up at Pairing Stone – someone who never visits Pavis)? As you can see, many options present themselves, and the detailed outline of a plan must be devised.

As to where they are eventually going to hide out, this should be role-played as a free choice, but in an 'all roads lead to Rone' kind of way, depending on where you plan the campaign to go from here.

Playtest Notes

The Heroes spent much time with Caspian Vur, their dwarf contact, and an acolyte from the Pavis Temple, discussing what to do. Initially they wanted to feign a flight from the city and then return straight away, but were convinced to postpone their return at least for a couple of seasons. Then, once they had accepted they would be spending time elsewhere, it became quite an interesting bit of gaming to examine the relative merits of other places. In the end they

decided to leave a false trail to Balazar (the land of pigs and their by-products) which was the least appealing of options to actually end up in. In the middle of this, when they had more or less decided on a flight to the Sartar borderlands, a message arrived from Raus via the Pavis temple, claiming that Raus was experiencing a dire chaos threat and urgently needed Heroic assistance. (Thus he was seeking his only contacts of the heroic sort.) I introduced the chaos problem at this stage, because it felt as if anything less would not have engaged the interest of the players – since they were so deep in travel plans that led west rather than south.

The Heroes engaged the dwarf services to depart via Dwarf Door. On the way were amusing descriptions of: an elevator (metal room that vibrates for several minutes before the second door is opened), brief glimpses of the dwarf colony under the Old Flintnail Temple (could that be women and children over by that fungus plantation?), and a ride (whilst wearing leather hoods) on some metal seats that were part of a device that roared and belched smoke (steam engine). Then of course ascending many stairs to the Dwarf Door itself and being let out, to find it only vaguely resembled a door once they were outside. Three rebel Dorasing types were waiting there with riding zebras for all PCs.

After Dwarf Door, the Heroes found a Carmanian farm-holding on the Bullsroar Stream and made themselves conspicuous by purchasing supplies with a gold wheel (from the coins they had made sure to bring with them). They were not too obvious, and bought enough goods so that the shopkeeper would be able to give change. Then they went to Far End fort, arriving early evening, and the female PC set herself up next to a drunken non-Lunar type so that she could accuse him of taking unwanted liberties. He was surprisingly restrained (rolls of the dice) and so got an unwarranted accusation and thump in the face anyhow. (Because the plan relied on other PCs hauling this character away with hushed whispers as if they were trying to avoid attention.) They then rode out of town heading north-east towards the Balazar pass, but were pursued by a Lunar patrol, since the officer on duty had been alerted to watch out for anyone matching the description of any Grey Company members.

The PCs were in disguise, and had sensibly taken two sets of disguises, so that the first set was abandoned after this incident. Despite a few problems with inexperienced riders amongst the PCs, they managed (eventually, after a Butch & Sundance style posse pursuit for a few hours), to escape into the Desolation Hills. Since darkness was falling and the Grey Company are renowned anti-Lunar heroes, the Lunar patrol did not pursue them. After a few hours ride the Company camped down, and the next day skirted south through the Wastes for four days until reaching the Grantlands. The only notable encounter on the way was with a Sun Dome patrol, whose vrok hawk spotted them. Since two of the PCs actually had Yelmic magic items, I had these glow obviously in response to a general detection cast by the commanding Light Son of the patrol. However, the PCs invented a story about being a naturalist party following migratory bird patterns. The sage character used his 'Talk for Hours' to bore the Yelmalions successfully, until they were only too glad to leave.

On the Grantlands, before they had any idea of the forthcoming mission, when they camped overnight on their way down the plateaus from the Wastes they had a brief encounter with a young feral woman (Muriah) who was watching the camp, and were trailed by a band of broo. They decided to flee rather than face an unknown number of broo in the dark - although had they attempted to engage them, then Muriah would at this stage have escaped without a trace. On arrival at Ronegarth they approached the nearest outlying stead, which belonged to one of Raus' brothers, and convinced him to keep quiet about their arrival until the Duke could come down and vouch for them.

It has already become interesting that one player is running a character that was amongst Raus' original mercenaries. As Narrator I am able to point out how much Ronegarth has changed (and its environs) in that character's eyes, and the other players also benefit from the descriptions of these contrasts. (Which enrich the scene-setting aspect of the scenario.)

In the first two cases their first port of call should be Raus' Fort down in the Weiss Grantlands. In my campaign the original members of the Grey Company (before it became the Grey Company) were Raus' mercenaries, and thus he knows the Company well, and there has been contact with him during the campaign. However, it is not public knowledge that he knows them well, and additionally he is now such a persona non grata that other than a few cursory official visits not much attention is being focussed on his domain. Of course this might change in the few weeks after the Grey Company leave Pavis, but if they leave a clear trail heading NW and adopt convincing disguises and new identities this is nothing that can't be overcome.

In Disguise

My Grey Company Heroes are all human now, but some versions of the Grey Company will have Kag Barak the dwarf and/or Hovak the morocanth as Heroes. This is more problematic, in that if the Grey Co. consists of say three humans and a dwarf/morocanth, or two humans, a dwarf, and a morocanth this is going to stand out like a sore thumb to any Lunars when they hear the news about Raus' new mercenaries. The solution to this is relatively simple: first of all the Heroes will have to not associate as a group unless absolutely necessary (IE when out on missions); secondly Raus will keep the whole hiring and mission briefing thing low key, meeting only with a representative – otherwise the mercenaries can live with the other employees in the fort. (Of course Daryli and maybe one or two of Raus' most trustworthy close relatives will also be brought into the secret.) To deal with the uniqueness of a dwarf, explain that a small group of dwarf

maisons (probably a dozen that rotate from the Pavis Flintnail complex every couple of seasons) is already present at Ronegarth. To deal with the uniqueness of a morocanth, is more problematic even though morocanth are common at the fort since the good relations with the Bilos Gap morocanth have been maintained. In my campaign a magic item of disguise (a Lanbril relic) was discovered long ago, and may need to be brought back into play. The Pavis Priests might even gift it to the Heroes just before they leave Pavis. Basically it projects a constant aura of a person that fits in unnoticeably with their surroundings – that is it creates a constant false identity suitable to the regular haunts of the person – so takes a little while to settle in to a new image. (The image it projects is always human - regardless of the race of the user.)

Borderlands – Although the original Borderlands pack is intended for beginning Heroes, with the additional HQ notes available in 'Beyond Pavis', and the simple expedient of adding more foes and more powerful and cunning personality bad-guys it becomes something worth doing. The approach would be a little different, with the Heroes as valued overseers from the word go, and this and other changes are discussed in 'Beyond Pavis' (p79). Additionally of course the Heroes would have to watch out for the occasional Lunar spy, and could make use of the extra Borderlands scenarios. (Borderlands is of course intended for imminent reprint through Moon Designs.)

Shadows on the Borderlands – This is the option I will be using, although it could also be tacked on to the end of 'Borderlands' to make an even more extensive time-period break before back into action for the Ancient Measure again. (See my adaptation notes on the Paps Treaty later.)

Sartar Rising – Joining the Rebels in Dragon Pass and following an adaptation of the official 'Sartar Rising' arc. This is probably what I would do if I didn't intend to wrap up the campaign within a few months of real-time. Obviously this would not require a trip via Raus Fort, and they would more likely enter Sartar by travelling across Prax, going into Heortland via a pass in the Stormwalk Mts, and then heading north into Sartar.

Ronegarth

Use the new map of Ronegarth available in 'Beyond Pavis' or downloadable from the Companion website.

The adventurers arrive at Raus Fort either because they know the Duke from long ago and have good relations, or because you manufactured some other link. Any link at all requires that the Heroes have assumed new identities, so that anyone who sees one of them only thinks of them as yet another wandering mercenary. Bear in mind that one cannot necessarily tell a Hero by their appearance, only by their actions, and so visual disguise is relatively easy. In the case of requiring a manufactured link, have the adventurers travel to Horn Gate for some reason (full details of this location in 'Beyond Pavis'). There they can meet the Duke and his Praxian mercenaries, and he is seeking to hire highly competent adventurers for a difficult mission. Even if he knows them of old, Raus may not even recognize them at first, which could make for an interesting set of interactions.

Narrator Notes

I'm attempting to make this adventure supplement as flexible as possible for anyone who wants to add it to their version of the Pavis Campaign. However, it's also the guide I will be using when actually running the final sections of my Pavis Campaign. Thus, they may simply arrive in disguise at Raus Fort one day, and arrange an interview with the Duke. (I will make this difficult because Raus is a busy man, and this gives them a chance for role-playing a way to get to see him). Raus will be sympathetic and in fact is extremely angry at his treatment by the Lunars. He also doesn't have any highly competent mercenaries, and will be glad of their help - although he will suggest that they take pains not to reveal that they are working for him. So, the Grey Company (in my campaign at least) is back where it began. If the Players are strongly considering other objectives and need some strong motivation to stay I may add in the 'Restless Natives' and/or 'Smugglers' scenarios from Beyond Pavis. An alternative option is merely for Raus to plead with them to stay – stating that he believes great changes are on the way and that if he is to protect his family and settlement he will need the help of heroes like themselves.

If you are considering adding some new secondary characters (see recommendation below), Raus will advise the Heroes that to make it even less likely that they are recognized, they should take on apprentices. But not just any rag-tag adventurer, who might ask too many questions and think about claiming the Lunar reward for the Grey Company. It so happens that Raus already has in his employ or knows of in Horn Gate <insert suitable number> of persons he knows are wanted by the Lunars, relatively skilled but short on cash and purpose. (This might be a group in its own right or disparate individuals – to some degree any player who agrees to take on a secondary character might be involved in inventing them.)

Next I will use a section of Narration to indicate time goes by and to link into Guamata's Vision. If the Heroes perform the extra Borderlands adventures from Beyond Pavis, read this out after they are complete. (The following assumes that the campaign moves next into the Shadows of the Borderlands adventures.)

Training - Narrators may like to ask which abilities the Heroes want to hone in their spare time whilst they are working for Raus on more mundane missions. Alert the players to the fact that skills the adventurers are already good at are unlikely to improve much, but middling range skills might go up a few points. Allow each PC to roll on 2 or 3 skills with a good chance of slight improvement and a smaller chance of more marked improvement.

Note that the following narrative interlude may occur after the 'Shadows on the Borderlands' material, linking in with the later 'More Time Passes' narrative piece. This will be so if the Heroes move straight into the Chaos hunt on arrival at Ronegarth.

"As the seasons drift by, time passes slowly on the Borderlands. Ronegarth is no longer the grubstake settlement it was and is now a busy little town. Nonetheless 'little' is the operative word. Although you remain careful not to associate in public, and don't wear Raus' colors, you still perform duties for the Duke. Typically these are routine patrols, that occasionally result in more challenging activities. It seems that your false trail was successful, and though Lunar bounty hunters do pass through Ronegarth now and then, your presence has not set off any alarms. From time to time you have confronted illegal slavers, small-time hazia smugglers, or even tracked down a carnivorous dinosaur that is threatening one of the outlying farms, but nothing that is much of a challenge. Once in a while you go to Horn Gate with other travelers from Ronegarth, and this is a town you enjoy much more. The blend of semi-retired bandits, bored Lunar soldiers, wandering rebels and adventurers reminds you of New Pavis in the old days. But its much too dangerous to stay for long – the rewards for information leading to the capture of members of the Grey Company are still posted and still extremely high.

News from Pavis is not good. Draxius continues his stern measures against Old Pavics and Dorasings alike. Curfew is rigidly enforced, and whilst Rubble exploration is once again allowed the taxes on recovered goods are punitive, and the penalties for attempting to avoid these brutal in the extreme. None of this is helped by the fact that nomad bands have begun raiding from the Wastes, except that the Dorasings have once again been allowed to muster their own defensive militia. Some very intriguing news is that apparently a hero of the Oasis folk has arisen and is travelling across Prax gathering followers, and moving from oasis to oasis in some magical fashion. Most amazing of all this small group is a warband that has already repelled several attacks by nomads. The Lunars are not yet sure if this is a threat or a joke. What is not a joke is that apparently along the southern coast Wolf Pirates have started pillaging shipping almost as far east as Corflu. The garrison at Corflu has been reinforced, and from the walls at Ronegarth you have seen the ships of pale-faced soldiers going by.

Closer to home, on the Weis Grantlands broo are starting to become a problem and this is seen as a bad omen. Several times now over the last two seasons these chaos fiends have struck, and their last attack was on an official Lunar Survey party, which is likely to bring unwanted Lunar attention onto the Grantlands, especially if any further Lunars are inconvenienced. These are not even regular broo – for those are too dumb to avoid being easily caught and slain. This new threat is from cunning and strong broo that attack groups of travelers and even riverboats, then disappear back into the Wastes.

A few times the Grey Company members have been able to track them some small distance, but never in time to even see them. Except once, at a distance you saw on a high rock a small human figure staring at you, someone that looked little more than a young girl. This brought back to mind rumors from the early days of Raus Fort. According to these rumors, a young woman originally from Weis was leading the broo that poisoned the spring at the top of Weis Cut. Raus' mercenaries found the broo in the spring's cave system, and although several people died (including Raus' wife) the settlement was saved. No trace of any girl was found, and the rumor forgotten. It was assumed that unusually intelligent broo were responsible, but now you have to wonder."

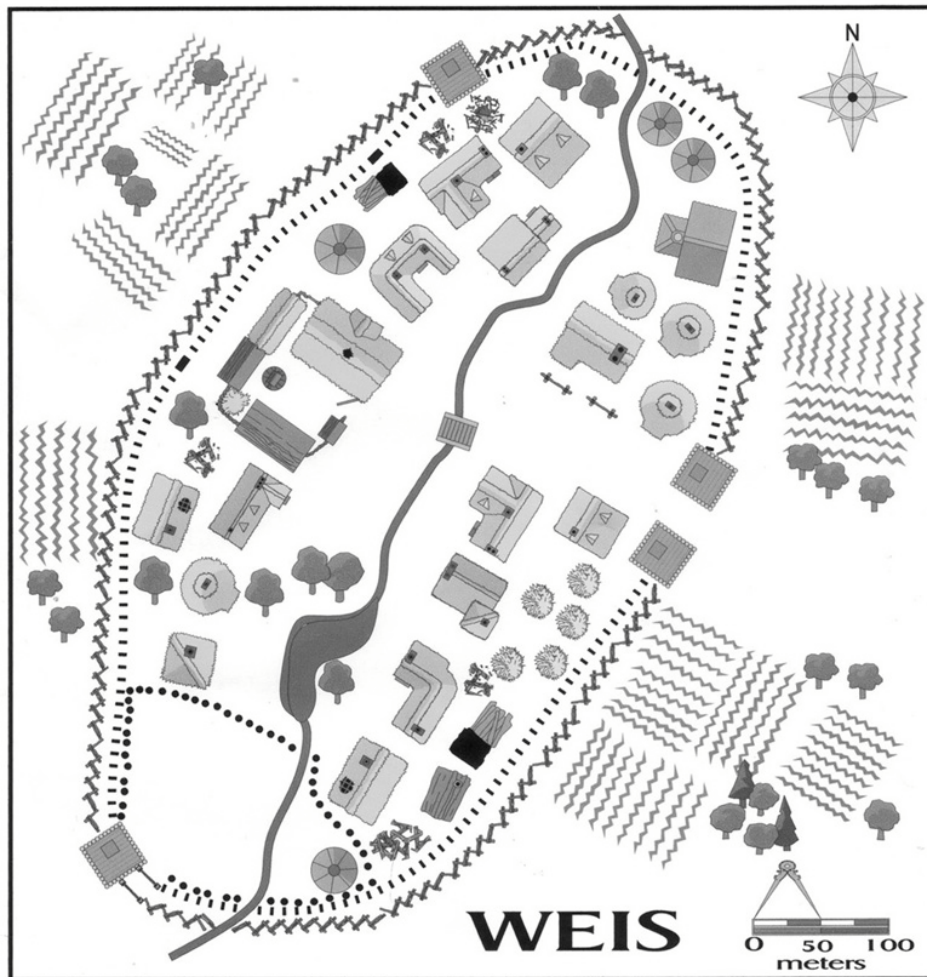
The Town of Weis

Since for some reason the index to this town was left out of 'Beyond Pavis', I include some information on the town (and the map) again. The map is also available in color (with number key) on the Companion website.

In daylight, the adventurers can observe that even this far up the tributary valley green vegetation is prolific. The place is by no means prosperous, but small animals abound and so basic food and clothing are provided for. Most of the villagers wear furs and rough woven fabrics. These locals appear to be primarily some type of oasis people, although they do not seem to be as docile as other folk of that race. In fact they are racially a mixture of oasis folk and river worshippers. The town was originally an oasis that swelled last century when a band of Zola Fel outcasts also chose to settle here. Nomads have not raided this place for many decades because the last time they did the Vilinar became poisonous to all nomads for an entire year. Nowadays, various others have swelled the local population, notably several Sartar families who have their own stead a mile or so to the north. On any given day adventurers and small merchant groups will be quartered in the traveler's barn or camped nearby.

1 – Main Gates: This is the only large opening in earth bank and substantial stake and briar barricade. Once evening sets in, and until dawn has fully broken, it is closed by a heavy wooden gate.

- 2 – Headman’s Hut: Old Scobey is the current headman. He succeeded Tarnak five years ago.
- 3 – Weis Travelers’ Barn: This building is divided into two floors. The upper story is for sleeping pallets, and the lower story is divided between an eating area and a store for merchants’ and private goods. Storage costs are reasonable and the locked wooden store is protected by local Earth spirits. Stables and small smithy are attached.
- 4 – Shrine to the Earth spirits and the Vilinar spirit
- 5 – Hall of Residence for Unmarried Males
- 6 – Hall of Residence for Unmarried Females
- 7 – Corral where goats and sheep are kept during Dark and Storm season or when predators are in the area.
- 8 – Town Hall: During the day various crafts go on here, and any necessary meetings are held. This place also serves simple beer in the evenings (cheap for locals, expensive – but not extortionate - for visitors).



Part Two – Shadows on the Borderlands

Scene 2.1 – Gaumata’s Vision (Daryli’s Vision)

Introduction

Having just reviewed this scenario, it seems to me a really excellent mixture of relative simplicity and extreme danger for a reasonably powerful and experienced party. IE If they underestimate the dumb village at first, the Mistress could easily arrange to have one or more of them isolated or killed, especially if they wander round by themselves. Hence it might be worth warning the players at the beginning of this session to *“Remember that Glorantha is a strange and dangerous place. In this scenario, especially as you are no longer in Pavis in close reach of your temple, fatalities are possible. I shall say no more.”* If people then still wander off by themselves during the scenario, they have no-one else to blame. On a similar note, you may wish to organize spare Heroes from previous members of the Grey Company who have arrived at Ronegarth after also choosing to flee Pavis, or intriguing nomad

mercenaries who are keen to learn from the experience of Raus' new employees - and are assigned to accompany them. (This might be the better option - perhaps one or two players can be persuaded to take on a secondary PC as an apprentice. For instance if there is no healer in the party, they would be insane to proceed without one. But don't stress this too much – hopefully the players will think of it for themselves, or will respond to a few low-key comments about broo and disease.)

Why Do the Heroes take the Job?

In my campaign they are old friends of Raus, and will see him in a sad state of affairs, as he desperately looks for quality personnel in Horn Gate, (or if they go directly to his fort – they find him dejected after wasting much money on people who let him down). The following dream also has very obvious reasons for the Grey Company to follow this lead.

The Dream

If you are moving directly from fleeing Pavis into this scenario, a prominent PC (preferably the leader, or at least a prominent member, of the Grey Company) has this dream the night before they see Raus for the first time. If you are using the Narrative link above and the Heroes have been working for Raus for some time, then just ignore this.

Note that Ormelius Dragonchide in the official scenario is a Lhankor Mhy sage from Pavis City (GM Pullout p12). However, logistically there is nothing to prevent him from being a Pavic sage, an initiate in fact of both Miraldra the Archivist and Lhankor Mhy, and a member of the original Grey Company.

"You stand outside the entrance to a cave, and a man indicates that you should descend." If the PC knows Duke/Governor Raus, then they recognize this man as him. "Through the cave you find yourself descending a set of stairs heading through a tunnel deep beneath the ground, and at their base you cross an unlighted cavern, although you can somehow make your way. Then at the entrance to another tunnel you can see a man with his back to you. He wears the robes and hat of a scholar of Old Pavis, like those you have seen in pictures of the sages when the city was at its height. However, he has the bearing of a hero or adventurer, not a sedentary cleric. Scrolls are tucked into his belt, but in one hand is the Earth-runed copper runed blade of the Pavis Sword Sages, and in another is his staff. Before you can approach him, he steps into the gloom and is gone. Curious now, you follow him down another passage and into a room. At first you don't see him, but then notice that he is kneeling on the floor, face downwards. As you approach, he looks up, his eyes despairing and around his neck you see an amulet – it is the mark of the Grey Company. The man whispers 'Here is the secret of the witch's blessing, and the place of damnation for my soul' Then he launches himself at you in an attacking frenzy and you wake up dripping with sweat and shrieking in alarm."

The Significance of the Dream

I have placed this in here, so that when the Grey Company meets Raus, they know that they are fated to continue the failed quest of that previous city hero. Feel free (in fact it is recommended) to add other dreams or intuitions that hint to the party that this mission comes to them because of the will of Pavis. (But don't make anything too blatant.)

The Mission

Daryli Godspeaker, the Raus family's ancestral shaman and the town priest has had a horrible dream. He awoke convinced that it was a portent that something terrible was present in this region, some growing evil.

"I stood upon a high bluff above a small winding river, my feet resting on a huge dark stone. At the base of the cliff on which I stood, next to the river, was a small town. All was calm and serene to behold. But then I could see the town in sharp relief; details jumped up to meet my eyes. The adult females of the town had twisted sticks impaling their abdomens, although they still continued about their business - and the men were corpse-like and shunned the light. In the fields next to the town some small savage creatures feasted on raw red meat, and no children were anywhere to be seen. The most terrifying thing of all, was that some distance beyond the town was a lake of blood, and out of it protruded foul tentacles of slime that wound their way into the houses. Next to this lake was a young woman, who seemed fair but felt foul. She looked at me and laughed, and I don't know in what way she threatens our lands, but only that she does. I awoke, shouting in fear."

This vision occurred some days ago if the Heroes are moving straight into this scenario after their flight from Pavis (in which case Daryli has been exploring the spirit world for further details and sending his allied spirits also seeking). Or it was last night if they are already working for Raus. Although nothing untoward has been happening at Ronegarth itself, the broo attacks in the Grantland are worrying. Daryli claims that the power of his vision is so strong that it can only be a matter of time before Raus and Ronegarth are threatened. Raus is convinced that the woman is a witch named 'Muriah', who somehow leads the bands of broo that have begun threatening this region.

The Significance of Daryli's Vision

Why would Daryli feel so threatened by the vision of this town? Certainly it is nasty, but more of a threat to Sun County surely, and only generally a threat to Raus and his family, you would think? Yes, that's true. However, what the warning refers to is this town's link to the ancient Chaos shrines of Dyskund Caverns (or High Holes depending on whether you run both scenarios after this or just the latter). The specific link between Black Rock and Raus' family, is that Raus' cousin Ralmos and his family and retainers have staked out a site for a new stead (and eventual settlement). This is on a promontory above the river on the next plateau level down from the caves symbol between the North Bog and the 'G' in Generti Wastes (on the Beyond Pavis map, p80). His retainers already have a temporary canvas settlement established and are building a temporary fort for their protection with the help of slaves. It is twelve or more key-miles from that place to the entrance to the caves (and much further to High Holes).

In Gloranthan divine lore it is not possible for the gods or ancestors to speak specifics (such as "warn Ralmos that primal chaos threatens him"). So the next best thing was to alert Daryli to a previous manifestation of chaos somehow linked to the Primal Chaos shrine. The reason why Daryli did not even think that the danger might be associated to Ralmos' new enterprise is that Ralmos is not the only person doing this. Two other cousins and an uncle are also laying out new settlements at different places on the Grantlands, and also two private (licensed) settlements have been ratified. Thus, Ralmos was not the automatic thought when considering who might be in danger, though doubtless he was considered (and then struck off the list because their work goes on without any serious mishap in the several weeks since it began). On a related note, should the Heroes ever seek aid from this encampment and building works, they only have enough guards to barely manage, and cannot spare anyone to assist with a dangerous exploration. However, they can certainly put the Heroes up for the night, and share some food, and maybe even help in a desperate defense against a chaos horde. (It is about three hours' ride from the Pola Stead to the Ralmos settlement – and four hours the other way, which is mostly up hill.)

The specific, and newly invented link, is that Drueke the Chaos Priest (or Muriah herself dependent on how you decide to structure these adventures) has been operating in this region for a decade. We can remove the sad original story about Visla from the proceedings. The new origin of the succubus is that nine years ago Drueke planted a piece of raw primal chaos beneath the hazia storage barn simply 'to see what it would do'. It corrupted the hazia growers, the chief of whom was the old headman's son and new headman, Fethal. They believed that this new magical energy was something to do with hazia, and began to worship it. However, it began to drive them mad, and one day in a paranoid rage Fethal murdered his lover and partner Visla, and buried her body beneath the barn. The energy of the Primal Chaos object caused a succubus to manifest from her remains, and the rest is history. So, the link with Daryli's dream is that Drueke has started eyeing the Ralmos settlement as a new site for a similar experiment.

Raus' Briefing:

"Over the last several few years I believe that this Muriah has sent broo on various raids and atrocities, the first of which was poisoning the water at Weis, an event that resulted in the death of my wife Varna. More recently occurring are these raids, but various disappearances and attacks in between times I suspect may also be her doing. I have not been able to understand what this woman has against me, although since my mercenaries slew her broo at Weis then maybe it is as simple as my being someone who thwarted her plans. Now it seems like she has some new fiendish plan against me and mine.

I believe that the ancestors of the House of Rone are warning me of impending danger, but the answers to my own divinations have not been clear. Nonetheless, they confirm that I must act, and that the threat is one of great significance. I myself cannot go traipsing about the land, and although certain members of my kin are brave and skilled, they are all required to see to their own families and holdings, as the crops are almost ready to come in. The only sensible answer is for you to go in my stead. I charge you with the duty of finding this town from my godspeaker's village and discovering the connection between it and Muriah. Maybe she has allies there, maybe she has a hideout nearby? I am relying on you to put a final end to this witch before she can cause us any further harm. You must be aware that Muriah herself has powerful magic, and no-one has ever managed to defeat her. Clearly my ancestors now show that we have the chance to do so."

Preparation

Heroes may wish to consider taking anti-disease enchantments (which can be got at Horn gate only) or powders (likewise). They may like to 'tool up' in other ways, by seeking information, assistance or goods. Let them do this as they see fit. Raus will not allow a large warband to go exploring Sun County, but may (as discussed earlier) allow them mercenary support (the apprentices).

Playtest Notes

Raus' brother's stead was too small to house the Heroes. Thus, when Raus and his bodyguard visited, Raus said that he could arrange easily for them to be hired as mercenaries. He explained that so many transients pass through Ronegarth or stay for a few weeks or a season that they will not be remarked upon, especially if they avoid travelling in a group when entering and departing Ronegarth. He knows of one Lunar spy in town, but the man has been bribed and intimidated, and is easy to divert away from anything he shouldn't know.

So the Heroes went to Ronegarth and were installed in their own room in the barracks of the fort that holds the other guardsmen and mercenaries. They were introduced to the leaders of these people under their new disguises/identities as adventurers Raus said he had recruited from Horn Gate last week. (Raus was there on the same day that the Grey Company were spotted in Pavis County, so this was a good diversionary tactic if anyone ever pondered on any connection with the Grey Company.) The Heroes also made a show that they didn't know each other.

After seeking information without much luck at Ronegarth, the Heroes took a trip to Weis, where they spoke to a few locals who had been around since Muriah's time. The story that they learned was that Muriah's family had not been locals, but had arrived a few years before, and that they had not been liked – being suspiciously foreign (I made them Aggari since that country is close to Dorastor.) The rumor had been that they were shamans of a dubious type. Apparently they contracted a disease and died, and Muriah herself sought aid from the villagers. However, the villagers were too scared to help, and so her parents died. After that Muriah disappeared, and the villagers piled wood around their house and burned it down without going inside. That was 17 years ago. Then, five years ago broo poisoned the water up at the headwaters (Borderlands: "Revenge of Muriah" scenario) and the girl was spotted near town - after apparently not having aged in ten years – but was not apprehended. (This occurred in my campaign, so the date and details might be different in yours.)

As mentioned one player/PC was present in that first part of the campaign, and so recapping was able to be done. Additionally, since I have been gradually giving each player two characters, another old face was present. In the original campaign, a PC named Salfak was hired from amongst the Sartari settlers near Weis. He was merely one of several additional mercenaries hired to help against the broo. He was run as a secondary character by one of the players – and it seemed that every role this Heortling made was either a special or a critical. In fact, this PC saved the day! So heroic was he that the player adopted him as their main PC and he joined the campaign. When I ran the Cradle, after it reached Pavis everyone had the option of using cameo PCs from amongst the rebels, instead of risking their own favorite PCs. The player running Salfak decided he was sufficiently heroic to go the whole hog. And indeed he did, surviving all the way to the end and disappearing off into the sunset aboard the Cradle. Since this was four years ago, I decided he had returned to Weis last year (after all his family were there - as were additional new Sartari settlers he could obscure himself amongst). Being both a committed hater of chaos, and the local rebel leader (part of a smuggling ring bringing wanted Sartari out into Pavis County under new identities), he was only too keen to join the Heroes in tracking down the dangerous broo-witch Muriah once and for all. (Some of his family members died during the poisoning five years ago.)

The sage decided to perform a 'See History' ritual at the burned down stead, and stayed up all night there with several others guarding him. At dawn, under the revealing rays of the sun he activated his ritual and saw some visions of the family with a small chaos shrine calling on some chaotic spirit (Malia) and then being infected with disease and dying horribly. He saw Muriah swearing vicious revenge on the villagers who refused to help her parents, and pledging herself to Chaos.

After deciding that they needed Chalana Arroy help to face broo, some of the heroes went off to Horn Gate (only a day's ride from Weis after all). Since the CA are anti-Lunar and some are from Pavis, I had someone they new be present at this temple. (Otherwise, the CA do not normally hire out personnel to adventurer parties, even those seeking broo.) But since the Grey Company are renowned anti-Lunars and the threat was a known chaos/Malian issue, they consented to hire out an experienced initiate at an expensive daily rate. (Which the heroes charged to Raus.)

The sage also decided to try and recruit a Stormbull from amongst the sable clan garrison presence. I described the whole garrison as clearly a hellish posting. Sable riders swaggering around or drunk, the few Lunar soldiers bored to insanity. It was easy for the sage to get inside using his 'Talk for Hours' to bore people, and he was introduced to 'Aggro' (the only sable Stormbull) when a Lunar guard pointed him out in snoring drunk in the bunk-room – and woke him by throwing a half-full piss-pot at his head (before departing). Fortunately, Aggro was so drunk that the sage was able to talk his way out.

Most Heroes slept either at the Uleria shrine (costs extra but well worth it) or at the Issaries shrine (claiming Lightbringer associate privileges.) Next day they returned to Weis, picked up Salfak and a couple of his brawny cousins (who also hate chaos and Lunars) and went back to the fort. At the fort they devised a plan and headed straight to Arrowsands in Sun County. Here they got a special permit by the sage again posing as a researcher for a book on rare birds (and using Talk for Hours to bore the Palishon sage, AND giving a gold wheel bribe). They then bought drinks in the wineshop for the local Lokarnos rep., telling him that the sage had a dream about a certain town where the rare bird was said to roost. The rep advised them to head one day east to the small regional center of Queenscliff, since he himself had never heard of any town with a 'black rock on a cliff next to a lake'.

At Queenscliff they encountered their first taste of regional suspicion, although they had passed through villages on the way where everyone looked at them funny and occasionally a local Yelmadio acolyte (religious rep) asked to see their permit. At QC the local leader and some militia came out armed, and issued the Yelmadio challenge against a Lightbringer. Fortunately the sage knew the correct responses and was able to diffuse the situation. The heroes were allowed to camp outside the village in a gully. Session ended at this point. (It will be an arduous two-day trek through the rocky hills to Black Rock from here. Most adults of QC will have heard of BR, though they will pretend otherwise - since they don't trust foreigners. Thus some cunning will be needed to get the information.)

Finding the Town

One obvious clue from the vision, is that Daryli (who has occasionally traveled by road to Sun Dome Temple) says that to him the town appeared to be built in Sun County style, though poorer in quality and construction than the wayside towns on the road to Sun Dome Temple. Also, since the vision clearly suggests that something about this town threatens the Grantlands, it would be logical to presume that it is one of the southernmost settlements of Sun County.

Examining any copy of the Grantlands map, note that the first Sun County town (Arrowsands) is only just off the map – on the river north of the North Bog. Therefore we can place the unfortunate town also just off the Grantlands map, although much further east from the river than Arrowsands – in fact nestled deep within the many canyons that mark the edge of the stepped plateau leading up to the Wastes. (Not that the Heroes will have any clue about this to begin with.) This conjecture actually makes sense with the information as presented in the Guamata's Vision scenario. The town of Queenscliff (see the map of 'Black Rock and Environs' available in the handouts within 'Shadows on the Borderlands') can be situated against the edge of the first plateau cliff directly east, and slightly south, of Arrowsands. Queenscliff is on all of the maps that the Heroes will see; not that this helps locate Black Rock.

There is one easy way to find the town – journey to Sun Dome Temple on some pretence that allows you to look at the best maps of the county. Close examination of the southern settlements (although only in the private taxation maps) will reveal 'Black Rock', little more than a tiny speck next to a small seasonal river. (Of course this presumes that the Heroes will make the connection between the name of the town and the 'dark stone' on which Daryli was standing, and convince the Sun Domers to let them look at the taxation maps.)

The hard way to find the town is to start at Arrowsands and work one's way across the southern border of Sun County. This is not such a crazy idea, as Sun County on the west side of the river is wide open farmlands, no place that could hide a small town in some rocky gorge. However, in the other direction, the gullies at the base of the plateau begin after only a few miles, and become deeper, larger and more convoluted the further that you go. In fact, these then continue for twenty miles to the north (and beyond – though one can reasonably assume that Daryli's vision certainly indicated the town was within this range). All in all, even the lower half of this area includes something like sixty square key-miles.

Thus, it seems highly sensible to somehow get hold of some maps. The Lunar Survey Headquarters in New Pavis has a good set of maps of Sun County, and a copy of these also reside in Sun Dome Temple. These will give a great overview of the roads in this part of the world, which will make any systematic search a lot easier; however, Black Rock is not marked, having been seen as too small to be of merit. The survey party knew it was there, but didn't bother going out that far. In any case, it was "just an overview survey, and the detailed survey team will be out this way before too long – they can add in the bits we missed".

As mentioned above, Black Rock is only marked on the highly sensitive taxation maps, and these are normally inaccessible to outsiders. Some kind of innocent, and yet impressive, subterfuge would be necessary to gain access to these. Alternatively, one or two of the scribes who deal with the taxation maps might even remember the name of 'Black Rock' if they were let in on the nature of the vision and all of its intricacies (ie the 'dark stone'), and presumably paid well for their trouble. (It would still require some kind of good intelligence roll for this person to make the connection, unless one of the Heroes suggested it. And even then, this depends on how well this person recalls the names on the map.)

Perhaps the most likely way that the Heroes will find Black Rock is to get hold of some kind of map of the roads and trails in the deep south of Sun County, and then travel the settlements describing what little they know of this place until someone suggests Black Rock. Along the way, a few other (innocent) places will seem to fit the description, and the Narrator will need to improvise all such encounters. Bear in mind above all the pride and arrogance of the Sun County folk. Unless approached in a very circumspect and/or delicate way, nobody will give any credence that some kind of curse might be connected to a Sun County town. Such terrible suggestions have had people thrown into prison at Pent Ridge before now. Especially at Sun Dome Temple, where the Count's justice is harsh and swift, will they have to be very careful what they say. (At least in other cases they can swiftly ride out of

town.) One way in which they might confirm this is the town they are looking for (other than “ Oh, ‘Black Rock’, ‘dark stone’, doh!) is when the townsfolk don’t react so violently to such suggestions, although they will pretend wounded pride and disbelief. In non-polluted settlements, people have sufficient energy to challenge slanderers to combat, or run them out of town on a rail. (Although such extreme reactions will not always be the case.)

Only at Queenscliff will the locals mostly all know where Black Rock is. Note that Sun County folk are extremely parochial, almost xenophobic, and this is how outsiders travelling through will be treated, especially out here so far from the main roadways. Those few people who may have heard of Black Rock are extremely unlikely to admit this to outsiders, but will rather feign ignorance, and there are no wise folk out in these parts to pay for information. The closest thing will be the local Yelmalo priest, although only the larger places (such as Queenscliff) have one of these. In fact, the Yelmalo Priest at Queenscliff might be the only remotely friendly person they see, in that he is educated and bored. Invent and expand him as a personality GMC if you like, although it he and his acolyte assist the Heroes one or both of them will likely perish.

It might be smart for the Heroes to invent some reason for wanting to visit Black Rock that Sun County folk will appreciate. Maybe tracing someone for an inheritance. Bear in mind that people in Queenscliff will know the names of the Black Rock folk, or at least will recognize some made up name pretty easily – as not belonging to anyone they’ve ever heard of who lived in Black Rock.

Black Rock

The Heroes may not have thought of inventing some excuse for visiting the town. If not, it’s probably worth suggesting it in an aside somewhere along their trip, since it provides a good opportunity for thoughtful role-playing and group discussion. As suggested in the introduction to ‘Shadows on the Borderlands’ read this entire scenario very carefully, so that you know it well before play. The main challenge is to make it interesting enough so that the Heroes want to solve it without violence. And although they are now minor heroes, some of the foes here can be boosted to major levels (and in fact the scenario makes more sense if they are – especially the Mistress). Remember that many of the inhabitants are slaves not willing participants, so wholesale slaying is not recommended. It may even be worth reminding players that such things are in fact out of character if one is not certain that the foe is evil (especially if the foe is maintaining a façade of pacifism and pliancy). A lot of this scenario will involve around asking questions, wandering about, and probably being accused of unfriendly behavior and asked to leave. It is pretty easy to call the bluff of the inhabitants though, as there is no way they are going to ask for outside help, although they may pretend that they are and send off a runner (who actually hides in the hills and sneaks back later). If everything goes pear-shaped for the chaos folk, then they will actually just sneak off. Probably they will try sneak attacks on the Heroes first and maybe even open combat, but then flee if they are outmatched.

Page Reference Guide to the Likely Course of Events:

Queenscliff - GV14

Dry Market – GV14

Arrival at Black Rock – pp6/7

Village Walls, Typical Huts, Trees – p23

The Headman’s Welcome – p7 (Bear in mind the Heroes are not SC folk, so ignore most of this and instead: “Fethal greets the party warily, and the whole militia turn out in drill formation – ready to meet violence with violence.”)

Arriving with a Tough Attitude (‘Playing Hard Ball’) – pp7/8

See pp8/9&14 for further details on Fethal the headman

Sleeping in the Open – p17 (only if they are posing as lords or something equally special, and pull of the deception well, will the Heroes get to sleep at Fethal’s house)

[Sleeping at Fethal’s house – pp15/16]

General Details of residents – p6

Specific Details of residents – pp9-13

Red Toad Falls, Yelmalo Altar, Ernalda Altar – p22

(Ernalda records – GV7/8/9/10/11/12&13)

The Oddities of Black Rock – p13

Questioning the Locals – p14

“Visitors lacking official Sun County status get told flatly that they may not poke around.”

Accessing the Town Records – p18

Militia have no compunction against attacking looting or bullying adventurers

Eating around the communal dinner fire in the evening

Exploring the Town at Night – p17 (and GV2/3/4/5&6)

Confrontation: 'Bluff' & 'the Big Lie' – p19

Outside of the Town: Cliffs, Watchpost, Barn, Pond/Dam, Hazia Field – pp24/25

NB: In the barn now as well as the official things (see new origin of the succubus information below) is a raw piece of Primal Chaos. This was once buried and hidden, but has since been dug up and placed into a bowl-shaped carving atop a stone plinth. It is an undulating blob of black goo. The plinth itself is hidden in an alcove in the wall of the barn, protected by a secret door. Also now in the barn are the remains of Visla (again see below for the new origin), and these can be detected by 'Sense Undead' even though the succubus herself cannot, or 'Sense Chaos'. (In both cases only if someone is concentrating in that particular place.)

The Mistress (pp11/12)

Mundane Abilities: Dagger Attack (___), Hide (___), Intimidating (___), Listen (___), See Hidden (___), Sneak (___), Lie (___). [She communicates through close range telepathy, so language is immaterial.]

Spirit Powers: Attractive Appearance (___), Cause Confusion (___), Resist Damage Tattoos (___), Pass in Silence (___).

Chaos Features: Control Human with Gaze (___).

Tactics: She detects as chaotic but not undead. She can only travel in material form, but can be as small as SIZ 1. She can assume any human form that she has seen, either male or female. The pure light of the sun is anathema to her, and she takes one Hurt from each second spent exposed to the sun. She can dematerialize to get away from the sun, and can heal the damage at the rate of 1 Hurt per hour spent immaterial. She can travel discorporately during the day, but cannot rematerialize in sunlight. She can only communicate when corporeal. (See also GM Reference Pullout, p5.)

Fethal Gilthelm (pp8/9)

Comes across as proud and formal, but is terrified and broken

Mundane Abilities: Climb (___), Dodge (___), Hide (___), Lie (___), Listen (___), See Hidden (___), Sneak (___), Speak Pavic (___), Speak Firespeech (___), Throw (___), Two-Handed Spear (___).

Common Magic: Bladesharp (___), See Far (___), Heal Hurt (___), Lantern (___).

Tactics: Full Plate armor used whenever possible. Total Attack rating (___).

Varloz Gilthelm (p9)

Comes across eager and naïve, but is extremely nasty

Mundane Abilities: Climb (___), Dodge (___), Garrote (___), Hide (___), Lie (___), Listen (___), See Hidden (___), Sense Motivations (___), Sneak (___), Speak Pavic (___), Speak Firespeech (___), Strong (___), Throw (___), Torture (___), Tracking (___), Two-Handed Spear (___).

Common Magic: Bladesharp (___), Frighten Foe (___), Heal Hurt (___), Lantern (___), See Far (___), Sense Enemies (___), Walk Silently (___).

Tactics: Flattering, Curious, Confident. Total Attack rating (___).

Young Ogre Children [30 boys, 24 girls] (p12)

Mundane Abilities: Bow Attack (___), Dodge (___), Lie (___), Listen (___), Ogre Lore (___), See Hidden (___), Sneak (___), Speak Firespeech (___), Spear Attack (___), Strong (___),

Spirit Powers: Blast Flesh (___), Confuse Foe (___), Heal Hurt (___), Move in Silence (___), Sharpen Blade (___).

Tactics: Disorganized but fearless. Total Attack rating (___).

Young Lamia Children [6] (pp12/13)

Mundane Abilities: Bite+Tail Attack (___), Listen (___), See Hidden (___), Sneak (___), Strong (___).

Spirit Powers: Confuse Foe (___), Heal Hurt (___), Ironhard Fist (___), Move in Silence (___).

Chaos Features: Total Attack rating (___).

i) Bite Attack – Match the attack against any magic/chaos resistance (augmented by defense)

ii) Kiss (___) – Match against any magic/chaos resistance: If fail, the target falls temporarily in love with the lamia (regardless of appearance) and will obey her even to death

iii) Appear human (they must concentrate to keep this up, which acts as a –10 negative augment on all other abilities)

iv) Constrict – on any major success, the person is gripped in the tail, and loses AP/HP each round thereafter until beating the tail's strength (quite difficult especially if fighting at the same time) to break free

Thosah Strongsphear (p9)

Weak, arrogant, hazia addicted, no stats needed, has magic heirloom spear

Total Attack rating (___).

Black Rock Militia Yelmalions [11]

No stats needed; Fearful and unmotivated

Total Attack rating (___).

Penlis the Novice Shaman (pp10/11)

No stats needed; improvise further details from GM's pullout p4

Grey Azdala, Village Ernaldan Holy Woman (pp9/10)

No stats needed; improvise all details from pp9/10

Tiska Fethalswoman (p11)

No stats needed for this poor woman

Danger Time

It is possible that the Heroes will become involved in a mass attack, or they may seek and destroy chaotic individuals. The fact that most of these are children should present them with some issues. One of the Heroes in my group is a mystic Humakti capable of detecting hidden chaos, so this should assist them. Mind you, not much of the chaos here is hidden far beneath the surface, so even a Stormbull would help. If they start off assuming that they can master the 'dumb villagers' easily, despite any potential behind the scenes weirdness, people may wander around by themselves. If they have shown their hands already, then the Mistress may well attempt to have them isolated and killed. Note that the Mistress can sneak around in SIZ1 form and overhear them at night, but might be detected. She will likely assume an attractive form and try and chat up one of the Heroes for information, and later perhaps to try and lure them away for killing.

Linking this Scenario on to Dyskund Caverns

Hidden in the secret cache in the barn is a rough map to the Pola Stead. If the Heroes fail to find this (perhaps because they burn the barn down) then it might be found on Varloz (who took it out of the barn when he realized that the Heroes were a threat to be reckoned with, and knew he might have to flee). Failing this, a number of the creatures might escape, and be tracked all the way to the Pola Stead. Note that one goal of this scenario is to find Muriah, so the Heroes should be searching for her hideout, and on the lookout for clues to her whereabouts.

In my campaign the Pola Stead is just north of the edge of the map of the Grantlands (on the first level of the plateau rise, directly north of Hyena Rocks). In terms of getting the Heroes involved, they **must** find the map to the Pola Stead from this first scenario, and must find it in such a place that they know it is a map valued by the ogre children (particularly their leader Varloz). This allows the Heroes to travel a tortuous winding route south through the rocky valleys and bluffs. The Pola family have been in this region since 1620, and may be known (or at least known of) by any Heroes whom have worked for Raus before, or for any length of time. They are technically under his fealty, but in actual fact Raus doesn't have any dealings with them, since even to get to their stead is such a long haul from Ronegarh. Way back in the early days he sent the odd patrol past that way, but the Polas seemed so cheerfully and determinedly independent that Raus was happy to abandon connections as an unnecessary responsibility.

Linking this Scenario Directly to High Holes instead

As above, except that the Dyskund Caverns do not exist. Instead, the Heroes must engage the Polas, and find their secret. (See the second 'Pola Stead' entry at the start of 2.3 below.)

Scene 2.2 – Dyskund Caverns

This scenario is enormous, and the idea of going through it and adapting it all to HQ fills me with utter dread, so I won't be doing that. I may run it in an improvised fashion if the mood takes me, or may simply use the Pola Stead as an isolated location from which clues are garnered to lead the characters further on to the next scenario.

Pola Stead 1

If the Heroes discovered a map, and arrive here, the Pola family say that they have no idea why the ogre children would have a map leading here. They say that there are caves in this region, and make up a story that sometimes broo are seen in this place. It is possible that the Heroes may already have got the truth from Varloz or one of the others, but otherwise the map is no evidence of anything. The ogres can of course hide their chaos taint with various

spells, but again in my campaign, the Humakti knows special mystic magic to sense Hidden Chaos. It is also likely that being hot on the heels of the Black Rock scenario, the Heroes will assume that the Polas are all ogres and engage in aggressive acts fairly quickly.

Scene 2.3 – A Tale to Tell

This scenario is less complex than Dyskund Caverns, and I am going to use it as the finale to this chaos bash. All that needs to be done is to add Drueke as the keeper of the Tien/Primal Chaos shrine (and as an ally of Muriah's), and incorporate a Primal Chaos shrine as part of the Tien complex.

Pola Stead 2

After defeating the Pola's, the Heroes should again be looking for evidence of Muriah. If they have truth magic they may be able to force the location of the Tien shrine from one of the Polas. In the secret cellar of the Pola Stead, as well as the human meat store are various stores of other goodies. These include cash and gems from Carmania, plus a small chest containing several stone amulets with chaotic symbols on them, an Old Pavic sage's copper amulet, and a number of relatively recent documents in some blasphemous scrawl (chaotic tongue).

The scrolls are various communiqués with Muriah; however, all need to be translated by someone versed in such things. Such a person would be an anti-chaos specialist such as the Jalmari of Old Pavis, or Lhankor Mhy of New Pavis. In this part of the world, we can add a specialist sage in Horn Gate, to necessitate a trip there. The chaotic amulets are actually protective amulets to be used against the Ghosts of the Shrine (p63). The Heroes may simply destroy them out of hand, but they do not radiate chaos, so if they take them for identification, a sage can inform the Heroes that these items seem to be protective against some manner of chaos, and are perhaps items that one chaos cult gives to 'guests' to protect them from some magic or other.

Translating the Texts

Though their phrasing is obscure and many things named that are unguessable out of context, when translated one thing is clear. Someone the Polas refer to as 'Her Ladyship' has gained mastery of some kind of chaotic magic that they want to share. For the last few years they have been gifting her with 'cattle' at a high rate, plus money taken from their horde and their 'business dealings'. According to the documents they buy and sell 'cattle' (human slaves) from the morocanth and other black market traders, whom they meet by night at a place on the river. The Polas have also made several trips to visit this woman at an ancient underground chaos shrine that is in a range of gullies "behind the great stone bird skeleton at the place the native peoples fear". As mentioned in the HH scenario (p60) it will not be too hard to find a nomad who recognizes that this refers to the canyons adjacent to the Devil's Knob, where a huge demi-bird skeleton is lodged in the raw rock. (One of the Heroes may even have Praxian origins.) However, as indicated it is a Chaos cursed place, and no regular Praxian will go there, although possibly one or two might receive enough money to guide the Heroes close to it, and then wait for their return.

Finding regular mercenaries to accompany the Heroes will be hard, as the trip is three days into the Wastes. No mercenaries of sufficient skill are available. Certain rag-tag ruffians might respond to any advertisement, but most will be scared off when they hear it is deep in the Wastes. The death rate amongst the inexperienced who go into the Wastes is astronomical. If it suits the campaign, two or three GMCs might be located, probably Storm Bull nomads (who make excellent GMCs and broo-fodder and are more of a liability than a benefit).

Crossing the Wastes (pp60/61)

The scenario details indicate the way that a nomad guide would recommend.

The Canyons (p61)

Although ostensibly a maze, it is actually easy to find the way into Noway Canyon and then to the caves, because, as the module says, animal tracks are in the main canyons, but only broo tracks are in the Noway Narrows – and they lead right up to the cave entrance.

The Tien Shrine (p63)

As well as the Mad Head Ghosts (supporters and junior members of the original Grey Company, that accompanied Ormelius) on the stairs, best to add in some Chaotic Wardings with horrid effects, otherwise this might all seem a little too simple – though if they brought the amulets it will be a lot easier. If you have not used Dyskund Caverns, as I probably won't, then between the Grotto and the Tien Shrine you might like to insert the Chaos Garden (B: p40) here. From this odd room several passages lead off. One of course goes to the Tien Shrine (where Ormelius Dragonchide is bound, and where evidence of Muriah's footprints – as well as Drueke's – are in the dust), another to the Stone Court (O, p50) – and beyond the Stone Court a sloping passage leads to the Temple Hall (P, p50). Ormelius Dragonchide is/was a Pavic hero and will thank them for his release. He was a member of the original

historic Grey Company and vanished whilst on an independent mission.

Instead of Nanni, Drueke will be in the Stone Court, and will be protected by a couple of Dragonsnails and walktapi (depending on the strength of your Heroes). The Stone Court needs to be expanded to include his living quarters. The Temple Hall is the source of the foulness that Muriah intends to use to poison the Grantlands, but there is little that the Heroes can do about it. Really they must return to civilization and alert a sufficiently large and powerful party of Stormbulls to the presence of this place.

Remember that broo will be watching, and will attack them either on the way out or on the way in, or both. Probably they will drop the boulder to seal the Heroes in, leave some guards and then go to get reinforcements. Drueke will retreat to the far side of the Temple if seriously threatened. (Intruders have occasionally come here before, so he knows what to do. I am implying in this version that he may be very long-lived and bound here as the guardian, rather than a free-lance chaos priest.) Design the broo to be as powerful as the Heroes can deal with. Specifically increase the number of regular broo and beef up a few champions as their leaders.

Drueke

Mundane Abilities: Broadsword (___), Climb (___), Dodge (___), Garrote (___), Hide (___), Jump (___), Listen (___), Scan (___), Sneak (___), Track (___).

Spirit Abilities: Bladesharp (___), Confuse Foe (___), Detect Enemies (___), Frighten Foe (___), Heal Hurt (___), Resist Damage (___), Resist Magic (___).

Fetishes (typically 1- 3 uses): Berserk Frenzy (___), Cause Fear (___), Dismiss Magic (___), Heal Injury (___), Shield (___), Wall of Darkness (___).

Chaos Features: Extremely Tough (+8), Resistant to Magic (___).

Equipment: Iron Broadsword (+6), Cuirbolli Armor (+3)

Total Attack rating = (___).

Moving On

Presuming the Heroes find all this, there is still no trace of Muriah herself (only her footprints). However, the broo that fled (or went for help) can be trailed, and will go a further few miles through the canyons to High Holes. Perhaps the Heroes will escape quickly enough to avoid a broo warband heading back their way from High Holes – hiding out amongst the Rocks midway, as the broo rush past.

High Holes (p70-)

The North Cave (N) where Muriah hangs out is somewhat spartan in terms of player interest. As well as what is already there, make it more extended, so that Heroes have to cross the Icicle Walk (I: p46) where they are targetted by broo with missile weapons, and beyond which is Muriah's quarters within the Vivamort Shrine (J: p46). As a worshipper of Primal Chaos, she does not set off the various wardings and mass attacks here, but Heroes and even her broo would, so the broo cannot retreat into here to join her - but might flee down other corridors. I might add some of the complexity of Dyskund instead to HH, and abandon the High Holes map except as a general template.

Back to the Ronegarth

Make this as easy or as difficult as you like. Ormelius would like to be buried in Pavis, but someone else can be found to take his remains (and those of his companions) there.

Scene 2.4 – What Else Is There To Do Around Here?

If you have not used them already, you might like to adapt the new Borderlands adventures from 'Beyond Pavis', or use any other options for a few more adventures with Raus. Or have the Grey Company go off on some other tangent entirely. Since they've just had some pretty hairy anti-chaos exploits, maybe just let some of the time pass via Narration. With an indefinite amount of real-time available I would personally put in at least another two or three full scenarios at this point, interspersed with several weeks long periods of nothing much happening. (In order to really instill a sense that much time is passing and other heroes of Pavis are engaging in activities for the city.) At least one of these would be a trip to Horn Gate (using the information in 'Beyond Pavis') so that the contrast with Horn Gate as it is now and how it is later (after the Wolf Pirates attack) can be emphasized. (Through initial vibrant description and later scenes of devastation.)

More Time Passes

Training – As previously.

"After your exploits against the Chaos threat, it is actually relaxing to return to more regular duties, patrolling the Grantland, standing watch on the wall, guarding the supply caravan to and from Horn Gate. The seasons continue

to pass slowly, and soon you realize it has already been a year since you fled from Pavis.

News from that city continues in the same vein. Draxius shows no signs of relinquishing his firm grip on provincial security, and all dissent is ruthlessly crushed, although his heavy-handedness is aggravating everyone from Dorasing to Praxian. Even spokespersons amongst the Lunar settlers are complaining, albeit politely. Raus' daughter Jezra, and her husband - a Lunar Captain recently completed his term of service - have left that city and come to live at Ronegarth due to the ill-feeling against all Lunars from the general populace, and the subtle victimization by Draxius' supporters.

One surprising piece of news is that the oasis folk warband that was wandering Prax has now entered the Rubble and taken up residence at Mani's Fort. The Lunars asked them to leave and received no response, and when they came in force to Mani's Fort found that some kind of ancient city magic prevented them from even approaching the hill. Despite a Lunar cordon around the hill, the warband still manages to search the Rubble. One rumor says that they are seeking the pieces of their ancient hero Tada. One piece of news that should perhaps be less surprising is that the entire Zebra Tribe has disappeared, even many of those that were living in Manside and the rest of the Old City. Draxius suspects rebellion, but those that have stayed behind claim to know only that their kin have gone on some kind of pilgrimage into the Wastes.

In Prax itself, the renegade nomads continue their attacks on settlements and caravans and Lunar patrols, although mostly still on each other. Even several groups of Sable Riders have thrown off the Lunar yoke and gone tribal. The most worrying thing for the Lunars is that Wolf Pirates have been ravaging shipping all along the south coast and recently even laid siege to Corflu. (You have seen evidence of this yourself, as fleeing refugees from the delta pass almost every day, and a fair number have now swelled the numbers here at Ronegarth.) In Dragon Pass the terrible winter that began when the Wind stopped has not ceased. Even the Lunars are having problems there, although they have access to all the food and firewood that they want, and are apparently well underway with their construction of a massive Temple to the Reaching Moon at Boldhome.

However, not all news is bad news. The greatest rumors of all are about Argrath, well, 'the Argraths'. Suddenly Argraths are everywhere. All Dorasings and Heortlings know the legend of the Argrath. As well as a name it is a term that means Liberator or Champion of Freedom, and the Heortlings of Dragon Pass have been waiting for this leader to unite them ever since the Lunars invaded in 1602. In the Wastes there is apparently a half-nomad/half-Dorasing Champion by the name of Argrath Whitebull. Also, in Dragon Pass the leader of the rebels is named as Argrath the Destroyer, and the latest predations of the Wolf Pirates are said to be under the leadership of Harrek the Berserk's new ally, Argrath the Wolf Pirate. Even in the Old City, say the whispered tales, Argrath of Pavis has risen and is fermenting imminent revolution."

Scene 2.5 –The Siege of Raus Fort

This was originally an idea of Nick Brooke's – perhaps that a nomad warband split off from the main army on the way to 'liberate' Pavis, and besieged Raus Fort. If I recall correctly, it began as an idea for 'what happens to Raus after Borderlands', possibly the very idea that evolved into his temporary governorship. Since I had already run the original Borderlands as the beginning of my Pavis Campaign, I was extremely keen to work out a way for the Heroes to be involved in this historic and exciting event. I could never work out how exactly they would be able to participate in this and in the Liberation of Pavis – until now.

A Welcome Visitor

This bit needs to occur hard on the heels of the incidental Narrative above. As the players discuss these events (and perhaps you elaborate in response to their questions), introduce them to the fact that late one evening someone comes uninvited to sit at their table in the Ronegarth Inn. (Bear in mind of course that the players should not know the title of this mini-scenario.)

Option 1: This person is none other than the chief assistant to their main contact amongst the Pavis Priests. Through the use of augury the Priests have followed clues to their whereabouts. This most recent clue (they have been looking for the Company for three weeks) seemed to relate to Raus Fort (a wounded Carmanian bull perched precariously on a hill), and so one of the agents on their trail was sent here. (NB: The priests themselves are not able to leave the city at this time, and rarely do so anyhow – even in times of relative stability.)

Option 2: Alternatively, if Caspian Vur was the one who briefed the Heroes about their possible plans just before they left Pavis, then he has sent three of his men here to see if this is where the Company ended up. (He knows of their friendship with Raus.) In this case, these men will find the Heroes and then leave immediately on a riverboat that evening (thus avoiding the following mini-scenario). Their purpose (they will tell the Heroes) is to go and fetch a contact for them from Pavis, and they will ask the Heroes to wait for a few days at Ronegarth and then go and take rooms in Horn Gate – and wait to be contacted there again.

Option 3: If Mani was the one who discussed their plans, or even if he wasn't, it is the local oasis folk who have been tracking the Grey Company. In this case three of Mani's Folk arrive from Pavis, having been in touch with the Horn Gate oasis people – whose elder has been keeping tabs on the comings and goings of all people in the region.

The agent places upon the table sufficient metal badges for all the Heroes – Champion of Pavis badges for all the main Heroes and Marshall of Pavis badges for any new or lesser Heroes that don't already have them. He asks if they can all go somewhere private to talk. If Raus has been in their confidence, they might adjourn to his premises, which are guaranteed privacy by his ancestors' spirit guardians.

This person explains that the Agents of the Ancient Measure discovered their location quite some time ago, but waited until now to contact them. Much has been going on behind the scenes of the rebellion. Talks have progressed with the nomads, with the greatest difficulty not in inciting them to attack the Lunars, but in extracting guarantees that they will not sack New Pavis and occupy Old Pavis as they did before. Not only that, but other allies have been found in surprising places. The agent will not reveal much more, as it is all on a 'need to know' basis – as is everything within the Measure. However, he will alert them to the fact that the Lunars will soon receive a distraction that will divert their attention from Pavis.

He further explains that the Grey Company are needed by the city again. Their mission is quite specific; they must go to the Paps as Pavis did, and renew the vows that Pavis made to the Paps Priestesses. This will probably involve performing some tasks, and making some promises on behalf of the city. That is why this agent will be accompanying them. This person also has some amazing news: something has happened in Dragon Pass. Nobody knows what yet, but heroes of Orlanth and other Storm Pantheon deities have found that they have regained their air-related magics after worshipping at important ceremonies. So even though the winds are still stopped, clearly Orlanth is returning. This is a tremendous omen, especially since the Lunars are as yet totally unaware of this turn of events.

Although things are not hour by hour urgent, nonetheless time is of the essence, and the agent suggests that they depart as early as possible tomorrow morning. Just up and breakfast, collect a few provisions, say a few goodbyes, and off. (It is not safe to travel across Prax at night, so this is not an option.) Raus will be sorry to see them go, but wish them the best of luck. He will pointedly not ask them exactly what they are going to be doing. (NB: The quickest way to the Paps from here takes 4 days – see below.)

The Treaty of the Paps

This is not actually common knowledge, as it is ancient history. Nonetheless, any educated or long-time Pavis worshipper knows the following.

In the year 830 ST the Too Tall Battle took place at the city of Robcradle. Pavis, Flintnail, Joraz Kyrem and their followers (assisted by the enormous statue from Shadow's Dance) defeated the giants and the nomads that were occupying that city. The nomad hero Jaldon Toothmaker tried to defeat the statue but failed and had one of his hamstrings torn out – he fled and his armies fled with him. Pavis was then able to found his own city around the ruins of Robcradle.

The Empire of the Wyrms' Friends had been suffering attacks from the Praxians for decades, and when they learned of this defeat they sent their own army, under Varajiiia Nopor, to march on the only static center of nomad power they knew – the Paps. Though this place is a mystery to most nomads, it is still the most holy of places and their broken army had no choice but to rally in defense. Fresh from their defeat at Robcradle they were again outmatched, and Jaldon Toothmaker was wounded again. He survived only by retreating into the Paps temple. Again faced with defeat, the nomads were forced to swear that they would no longer attack Dragon Pass, and to give up hostages from each major tribe. It was either this or allow their great temple complex at the Paps to be destroyed.

It is into this arena that Pavis stepped. He journeyed to the Paps shortly after this second defeat and healed Jaldon Toothmaker's wounds. This was an incredible feat, since the wounds had been considered mythic and permanent. As a consequence, Jaldon reluctantly agreed that he would not attack the new city, and commanded the Praxian war leaders to also agree. None were happy with this, and the bargaining was long and hard, but eventually a fragile peace was agreed upon.

Treaty of the Paps (More detailed knowledge)

A Pavis Priest, Shaman of Mani's Clan, or Pavis Devotee PC will know this. If the Jalmari contacts were the ones to find the Heroes, then this extra information will have to wait until the Heroes meet their contact later in Horn Gate. When Pavis went to the Paps and called for peaceful conference he was greeted with great suspicion. Among the khans guarding this place were those who wanted him and his retinue slain out of hand. A few were unsure, since Pavis had clearly come in peace, and they sent messengers to bring Jaldon. In the meantime three attacks were

launched on Pavis. Firstly the hundred spears were thrown, which Pavis turned into saplings, so that they fell to the ground and turned into trees. Secondly the seven warbands attacked, but Pavis and his companions went into the new woodland and couldn't be found. Eventually the warbands gave up their search and returned to their former positions, and only then did Pavis and his companions emerge.

Finally the greatest of the khans present called Pavis a coward and a wizard, and challenged the city-founder to single combat. Pavis agreed, but since the khan was on his bison and Pavis had no steed, Pavis made the condition that they fight on foot. When the khan hesitated, Pavis suggested that perhaps it was the khan who was less than fully brave. Ridiculed in front of his followers, the khan attacked without thinking, and Pavis caused creepers and vines to spring from the ground. These impeded and bound the enraged khan, who was unable to overcome them with his own spirits. As soon as he was released he took his followers and left in shame.

Jaldon himself then arrived, accompanied by several of the Priestesses, and he called for a cease to the hostilities until Pavis could be heard. Pavis offered to heal him in return for a promise that his new city would not be attacked. Jaldon could not agree, because Pavis was not a follower of Waha, and only followers of Waha could live here in the Greatlands. All others must be driven out. Pavis agreed that he was not a follower of Waha, but claimed that he was a follower of Grandfather Genert, and that according to ancient Praxian lore the followers of Grandfather Genert were also entitled to live in the Greatlands, and pointed out that the oasis people were such.

The Khans laughed at this, because the oasis people were nothing more than stupid slaves in their eyes, although they knew better than to kill them - as an oasis would dry up and vanish when this happened. Jaldon also laughed, but he knew that Genert was still revered here at the Paps, and after consulting with the Priestesses he agreed that Pavis was correct. After some thought he then said to Pavis: "I will agree then to declare to my followers that your city is an oasis which they must treat with respect, and that is not available for plunder. I will make them swear to uphold this ruling. In exchange for this you must first heal me, and then must prove your allegiance to Genert by joining here in the rituals of remembrance that are soon to occur."

Pavis agreed, and straightaway healed Jaldon. Then he and his followers entered the Paps temple and made preparation for the rituals. It is believed that the rituals are somehow connected to the Green Age, and that Jaldon fully expected Pavis and his followers to perish. But after three days the rituals were completed and Pavis and his friends emerged - injured and tired but still recognizably themselves. Jaldon had no choice but to honor his agreement, and the khans went away unhappy.

Preparation

They may not have much time to prepare now, fondly thinking they will do it in the morning and/or on the trail. Since the siege starts tomorrow, this information may not actually be game-useful until after Ronegarth has been saved. Whenever it happens, the Heroes need to be informed that although they are following in Pavis' footsteps, this is not (yet) a HeroQuest. Such may occur at the Paps, and some kind of mythic re-enactment will almost certainly be appropriate there. But the journey to the Paps is a simple journey.

Before the Heroes retire, randomly roll for one of the Heroes and remind them that this person is due to stand first watch tomorrow morning. Give them the options of asking to be excused the duty, or deciding to perform it one last time for old times sake. If they decide against it, casually ask if one of the other Heroes wants to replace them for this last time. (But do not push the matter, and be sure to speak in a casual tone as if it was just one last chance to perform a duty for Raus before returning to one's career as a bona fide hero.)

A Rude Awakening

Morning comes early the next day, when the watchman on the east wall sees, in the early morning river-mist, an unusual sight. Coming silently upriver are a number of bizarre boats - deep drafted sturdy wooden constructions with high-carved prows featuring the faces of dragons and demons as their ornaments. The rowers are dressed in rough clothes and most are bearded. None speak.

These odd craft pass by the fort in a ragged line. How strange. Wait a minute, the first craft are running themselves deliberately aground at the edge of the Vilinar River and just beyond, and now others too are beaching themselves. All in all there are more than a dozen of these craft. (If they are a PC and haven't done so already, at this point remind them that the watchperson has the duty to blow the alarm horn.)

Around forty warriors leap off each boat, leaving a few on guard (each boat holds around fifty). They run silently if no alarm has been raised, and bellow with fierce aggression if it has. Each warrior carries an axe or a sword, or sometimes a mixed pair, and is dressed in leather armor with rag-tag pieces of metal equipment. Many are tattooed, but not in the standard Heortling fashion, and about a tenth of them are female.

Fortunately Ronegarth was intelligently sited, and this force of near 500 warriors takes some minutes to get itself into position. During this time, the protective wards and spirits of the settlement can be brought into full

capacity, and those few persons camped outside can choose to come inside or to flee for Weis and Horn Gate. Describe these activities in a harried manner – Daryli and his assistants chanting and spinning, as semi-visible spirits race out of the Rone shrine, the glow of energy as the fort's wyter (also generated from the Rone Shrine) flows out to the very extent of the settlement walls to exert its protective shield. Raus dons his armor and the Rone Sword (perhaps embodying – hero-forming - some tough ancestor) as the panic-stricken stick-pickers rushing into the settlement. All able-bodied males and some females will be organized to man the walls or wait in reserve. (The elderly, women and children will be sent back into the fort itself.) Raus will talk tactics with the combat leaders – in fact each PC will be put in charge of a different section of the defenders, as will some of Raus' relatives. One PC will be put in charge of the defense of the north corner and wall of the fort. Raus himself will defend the west corner and west wall and one of his relatives (a personality you should name and describe, possibly his new son-in-law) will defend the east wall (which will be the most lightly attacked – although nobody will know this when planning).

The Heroes may also choose to flee at this point, and if they do, Raus will beg them to stay and help him, fearing that without these Heroes the settlement he has painstakingly constructed will fall. If the Heroes decide to leave anyhow, the only way that is clear is up into Weis Cut. However, in this case three boatloads of these pirates landed downstream earlier, and crept around beneath the fort and up into Weis Cut. So, the Heroes will find their way blocked by 100 savage warriors, with 30 more hiding in gullies nearby. In short, there is no alternative but to fight a retreat back into the settlement before the main body of pirates assembles outside Ronegarth. It is possible that a PC with Flight magic will escape, but the cliffs are too tall for Jumping magic, and in any case, many archers and spear-men are amongst the warriors. At this stage the pirates will be trying to capture alive anyone who looks worth keeping as a bargaining counter. However, no provisions for dealing with this are given in the following text – and the only suggestion I have to free Heroes is a hostage exchange.

Who Are They?

It has been mentioned somewhere or other that the Wolf Pirates plunder Corflu and the River of Cradles sometime shortly before the Liberation of Pavis, have a battle with Lunar forces (Sables) at Horn Gate, and then disappear into the depths of Prax – presumably with some goal of their own. This is a part of that force. They have no need to explain themselves, and are here merely as powerful plot elements to add a sense of 'mythic history in the making' to the campaign.

The Siege Begins

The following is in note form. You will need to improvise in response to PC actions. Notably Harrek and his followers have not been detailed. They are sure to have plenty of spirits and other powers. Perhaps the new HeroQuest release 'Men of the Sea' will provide some useful supporting information?

The warriors surround the settlement, or at least they stand some distance back from the two full sides that are exposed across the upper bluff. 350 or so warriors are up here and 150 or so are down below the bluff to discourage escape that way. They are not interested in negotiating in the first instance, and do not respond to emissaries, though at this stage they will not kill them (merely not receive them), and allow them to return to the town. If a PC bravely goes out, perhaps a spokesperson will seem disinterested and mutter that they are awaiting their orders.

Action 1: Harrek the Berserk

After a while several more ships arrive, one being larger and more magnificent. Out of this steps a number of extremely tough and heroic looking individuals. *(I include Harrek here as a cameo appearance since some of my players know Glorantha lore; however officially I don't think he is part of this particular expedition.)* One of these men is over seven feet tall (and immensely muscled) and wears an entire bearskin over his back, with the skull and head as some kind of helm. He and his followers stroll confidently up the bluff to Ronegarth, and he stands chatting and idly chewing on some haunch of meat whilst he regards the settlement. When he has finished his meal he throws the bone to the ground, spits, laughs, and turns and walks away. His followers from the new ships accompany him, as do a few score of the other warriors that arrived first. This body of pirates heads up into Weis Cut and is soon out of sight. Once they have disappeared from sight, the crew left on these new ships turn them about and drift away downriver.

If it suits your game, Harrek might challenge the leader of the settlement to single combat for the security of the fort. Raus will consider this, but has no chance of winning against Harrek, and so will be torn. He will actually equip himself with the Rone armor and sword, but Daryli will convince him not to go – that the fort's best chance of survival is in a resolute defence under Raus' leadership. Harrek will not pursue the matter as his men have more than enough provisions at the moment, and he has no agenda with Ronegarth. He is presuming that his lieutenant will be quickly able to defeat and loot the place, but is not too bothered if this attack fails. The lieutenant has been ordered to withdraw in two days, or sooner if significant Lunar reinforcements are detected heading this way, and to head back downriver. Thus although they don't know it, Ronegarth only has to hold out for a certain amount of time.

Action 2: The Pirates' Parley

A spokesperson comes from the besieging army. It is best if a PC is sent to deal with them. This man is Repptok (a pirate Captain), and Harrek's lieutenant in charge of the whole armed force is Sigmund Ironhand. (His hand isn't actually iron, he is just hugely strong.) The message that Repptok bears from Sigmund is that if they unconditionally surrender the settlement, the pirates guarantee to kill nobody, and to take only food, valuables and slaves. The settlement leaders are given two hours to consider this option. If the offer is refused the pirates (so Repptok says) will launch a bloodthirsty assault from which nobody will be spared, save those the pirates choose to take as slaves.

Common Knowledge on the Wolf Pirates

The Wolf Pirates are known as violent murderers. They destroy entire settlements, slaying indiscriminately, and looting anything of value. However, in those circumstances where they have offered quarter, they have usually honored this promise. This doesn't mean that nobody is killed, but deaths and injuries are minimal. However, their 'taking of slaves' is indiscriminate, and anyone who catches their eye may become a 'slave' and taken as booty under the words of their agreement.

In order for the following action to take place, this agreement must be refused. However, it makes good role-playing if Raus and Daryli and maybe a few of the other Raus family notables (Beyond Pavis, p76) have a conference with the Heroes. Raus himself is against the idea (remember that his daughter is now a resident here), and one of his relatives is for it. The others are mostly undecided. Basically, the Pirates cannot be depended on to honor the spirit of their agreement. Anyone might be taken as a slave, and the incidental death and damage could be notable. The Heroes may try something tricky like arranging a parley and trying to take one or more of the notable pirates as a hostage. If they do, good for them!

Action 3: The First Attack

Some time after noon the pirates will begin to organize into battle rows. Various spirits will attack the settlement – sent by shamans from within the pirate horde, and some of these will break past the ancestral defenders (and the friendly Zola Fel spirits that have been summoned by the fort's newlings). The regular human defenders cannot cope with these, and the Heroes will be forced to attack these insane entities. (Describe their horrible attacks in detail, as NPC defenders are felled and driven mad). Once the spirits have started to cause havoc, a tremendous roar will go up from the pirates, and they will charge to the attack. Some carry ladders, others wield battering rams against the gates, others appear to have leaping or flying common magic and gain the walls. The fort's wyter holds them back for a few thrusts and then they start to burst through in various places. Soon small battles are taking place all over the settlement (though the fort itself is free from the enemy). It soon becomes obvious that the settlement can't hold forever. Although the Heroes are in the thick of the fighting (improvise skirmishes and battles with groups of pirates – who will individually be significantly weaker than the Heroes) and many pirates are being killed, they are also killing many of the inhabitants. Raus (or possibly the head PC) will become aware that casualties are unacceptable, and order a retreat to the fort. The Heroes will need to beat off some pirate heroes who will otherwise slaughter the fleeing defenders as they pour in through the bottleneck of the fort gates. Sigmund will not be prominent in this attack, hanging back with the second wave.

Action 4: The Second Attack

The fort is now crowded with refugees and the pirates are ransacking the settlement itself, and setting fire to the buildings. They will soon tire of this and marshal their best troops in front of the fort, showing the corpses of those they have slain – and demanding unconditional surrender. NB Their own spirits defend them against non-magical missile attacks and have a substantial defence against magical attacks. This is the only time when Sigmund will be foolish enough to expose himself (overconfidence) and it is possible that the Heroes might super-augment some kind of attack – bust through his defences and finish him. If they do, the pirates will retreat in a panic, but Repptok will rally them (or some other champion if Repptok is dead). This time they will wait until darkness, pretending to be feasting and cavorting in the settlement. However, several groups of their best warriors will attempt to breach the defenses of the fort at the same time once it is fully dark. They will be using powerful obscurity magics and so might get in amongst the settlers before anyone notices. Much slaughter will occur if the Heroes don't act very swiftly.

Epilogue

Hopefully the Heroes will slay enough pirate notables to make it realistic that the pirate horde packs up. Taking whatever they can from the settlement, they simply return to their ships just before daybreak, and depart back downriver. Zola Fel spirits report that this is not just a ruse – this time the ships are not using obscurity magics (why they weren't detected the first time), and continue on down to the Corflu Delta. The Heroes are now free to leave, and in fact a Lunar squad is apparently only an hour or so away – having been diverted from Sun County border patrol much too late to actually help in the siege (but just in time to spur the Heroes to a swift departure).

Part Three – Renewing the Treaty

Scene 3.1 – Horn Gate

On the road to Horn Gate, their contact will explain the following (or at Horn Gate if the contacts were Jalmari and the Heroes travel alone). In my campaign one of the major Heroes had to retire relatively recently when his player moved overseas, and thus that PC (the Champion of Pavis) was said to have been sent into the Wastes to join with Argrath Whitebull's band and prove himself to the nomads. Thus some mention of this PC will be incorporated into the following.

"I can now reveal to you the full extent of our progress. The Praxians are rising. It is now confirmed that Jaldon has risen again. Nomads from all the great tribes have united and are rapidly recruiting others. At the moment they are deep within the Wastes, and even at best speed will not be at the River of Cradles before the beginning of next season. Nonetheless, they are coming, and they are angry. They will fall upon the Lunars and upon Pavis with great force. We are negotiating with them for guarantees that the city will be spared, both Old and New and we are praying to Pavis that his followers be spared from the carnage. An augury has revealed to us that the original Treaty of the Paps has failed, and that it must be renewed. We are fortunate that many Heroes are with our cause, but your band is the most closely connected to the Old City and to the myths of Pavis. Thus we call upon you to journey to the Paps and secure the renewal of the treaty. This we believe will create a mythic force that will force Jaldon to control his followers and prevent the destruction of Pavis and the slaughter of the true people of Pavis."

As they get within a few miles of Horn Gate they can see a thick plume of smoke rising from the direction of that settlement. Soon they come across a dead Lunar horse and soldier. Both have arrows in them and spear wounds, and presumably fled this far before collapsing. Over the next few miles other similar sights occur. Some are Lunars, some are Lunar Sable Auxiliaries. One group of three they notice in a gully consists of two regular soldiers and a sable rider. One of the Lunars is badly injured but still moving and begs for water. The sable rider is also still alive, but close to death. If the Heroes bring these with them to Horn Gate they will be admitted without suspicion.

Horn Gate is a scene of devastation. Recently the Lunar garrison had been strengthened, both with regular troops and more sable riders. This was to counteract the growing rebel nomad threat, but in the end they were pitted against a force of Wolf Pirates. This was not just the force that came via Weis Cut, but an even larger force that came direct from Bilos Gap. (The Heroes will learn this at Horn Gate or may already have learned it some other way.) The town was plundered and the oasis itself. Most of the soldiers defending it were killed, and those that survived were almost all injured. Only a few survived with minor injuries and were allowed to surrender. However, most regular townsfolk were allowed to surrender, and all of the oasis folk were completely unscathed, having used their Jackrabbit magic to hide. A new contingent of Lunar-loyal sable riders is now in charge and treat new arrivals with brusqueness. They are not allowing anyone inside the city unless they have good reason (or the newcomers have done something good like bring in survivors from the plains).

The only supplies the Heroes can obtain are water from the oasis (which has renewed itself despite defilement from the pirates) and dates from the trees (which likewise have renewed themselves). News about the pirates is that they took their loot and then headed out into the Wastes.

In 'King of Sartar' it says that they headed west into Prax. I can't imagine what they might want with anything in Prax, unless they are just travelling through to somewhere else. So for the sake of this piece, my idea is that they have been raiding southern Heortland and that they are using a new tactic by going overland to attack from Prax where Heortland is not protected by the Stormwalk mountains. (like Laurence of Arabia did on that Turkish held coastal settlement.) So, that is what the Heroes will eventually learn happened to the Wolf Pirates -They took the border guards by surprise, marauded through Heortland and then rejoined their ships at the coast.

Common Knowledge on the Paps Earth Temple

Summarized and adapted from the 'Rough Guide to Pavis City'.

Named after the udders of Eiritha, the Praxian Beast Mother, this temple complex in the aptly named Eiritha Hills is extremely old. It is sacred not only to Eiritha but to numerous other Earth spirits, many of which are worshipped nowhere else. More than a thousand religious personnel, servants and assistants live here, all giving obedience to the Most Respected Elder Priestess. Pavis sages speculate that at one time this place was merely one of the largest of many Earth Temples that were scattered throughout Genert's Garden. Pavis first came here in the same year that his city was founded, to heal Waha from his injuries and sign the First Treaty of the Paps with the nomads. Joraz Kyrem soon followed, gaining permission from the Priestesses to create a more sturdy breed of zebra to serve as mounts for his

people. The oasis itself is wide and fertile, with a large woodland alongside it. The main Earth Temple stands at the edge of these trees, and its wide colonnaded frontage is constructed in a style from before Time. Groups of Praxian Beast Riders are often found here, but the whole area is sacrosanct as a place of non-violence. However, it is best to remain courteous so as not to invite ambush shortly after your departure. A High Priest of Waha is also one of the personnel here, and is an essential participant in the ceremonies. I have the impression that the khans of Waha do not favor this position, and see it as something of a sideways promotion. Unless one is an Earth worshipper, or can offer some significant magical aid to one of the ceremonies, one will not be able to view anything beyond the main audience chamber of the temple. However, reliable reports say that most of the temple rooms are below ground, and tell of almost endless tunnels reaching as far as Agape in the north. Many of these are rumored to provide passage to Eiritha's Paradise in the Praxian otherworld.

Specialist Knowledge on the Paps Earth Temple

(Summarized and adapted from the 'Rough Guide to Pavis City'.)

This is provided so that the Narrator can answer specialist questions in response to very good Prax Lore rolls, and to assist in describing the Paps precincts and incidental events.

The Axe Maidens who guard the temple take their work very seriously, and no person of either gender is permitted access without appropriate authorization. Most of the higher religious personnel at the Paps Temple are women, though several male shamans of some of the small Earth Spirits hold equal prestige. Worshipers of various odd Earth Spirits such as the Good Shepherd, Chan Rolla, and Ronance; a full Priestess of Ernalda; even a dryad Priestess of Aldrya reside here.

The whole area has an aura of ancient majesty, and you can wander freely through the widespread outer ruins, but do not dig into the earth in search of souvenirs! Closer to the main temple, the ruins are more substantial, though many are more than half-buried beneath centuries of wind-blown dirt. One can climb inside these fractured shells and imagine the ceremonies and social gatherings that took place here. Be careful to avoid the odd little shrines scattered nearby, as the Priestesses take offence if you accidentally inhale of one of the sacred steam vents or trample their hallowed flowers.

Occasionally one may view the strange serpentine guardians patrolling its front portico. This alone makes it absolutely clear that this place is from a different age. In a valley behind the main temple, often overlooked by the casual visitor, are the vegetable gardens and small grain fields that (along with the fruits of the oasis trees) provide the inhabitants with their sustenance. Acolytes and apprentice shamans labor here alongside the temple staff, and it is said that each species of plant has a different agricultural or fertility spirit watching over it - and that each of these spirits once played a major role in the time of Genert's Garden.

Visitors may avail themselves of one of the less rundown ruins nearby, as long as they clear away their own refuse before departing. Visiting nomads camp amongst the outer ruins, usually as far away from any other nomad groups as possible. Visitors may take sufficient fruit from the woodlands to feed themselves while they are here, and may gather a day's extra food before departing. However, this must be done as part of a ritual exchange of bounty, and anyone who gathers food must leave some kind of gift. The dryad and her servants closely watch all that take of this bounty, and those who abuse this privilege suffer from a variety of small curses. None are permitted to venture deeper than the woodland's fringe.

Few ever see the dryad directly, but the pixies that attend her are often seen scampering through the grasses near the oasis. Other Earth deities represented include Asrelia, Ty Kora Tek, and Babeester and Maran Gor if my understanding of their unusual worship variants is correct.

Scene 3.2 – The Eiritha Hills

The Eiritha Hills are sacred to the nomads, immensely sacred, and they never pass across them en masse, although they may travel through in small bands during times of emergency or when on their way to ceremonies at the Paps. The safest and quickest way to the Paps is to cross directly across the Eiritha Hills on the trail that heads out behind Horn Gate and ends at Biggle Stone on the other side of the range.

In my campaign, way back when (1999) when it all first started – on the first ever session the first three Heroes were bought cheaply by Raus and Daine (with other bonded servants under a Lunar sponsored slave placement scheme) on the edge of Prax at Pimper's Block. Although one of the original players has since rejoined the campaign, he is using his second character now. No doubt this character (via the player) will recall that his one time associate (the original character) described having had an encounter with a dream city from the time of the Empire of the Wyrms' Friends at this point. The various notes (and the website article) that inspired this have long since disappeared. But I still have the campaign write-up from that time, and so will text scan that section and box it below. Feel free to elaborate upon it and insert a replica encounter if it adds to your campaign.

In the morning they left the caravan, and with Daine, Raus and the nomads, set out along a secret trail over the Eiritha Hills towards Horn Gate. Within a few hours they met a small group of morocanth descending in a hurry. One morocanth was a Stormbull and called out to Gorak [a Stormbull NPC] that the might of the bull was approaching. Raus insisted that they press on, however a storm built up by the following morning and it quickly became a sandblown hell. The three bondsmen stayed together for support, and were separated from the others. Jay and Theo almost died but Geordi [the tough agimori PC] dragged them on in a search for shelter. Just when they thought they were sure to die, they miraculously came upon a small dragonewt city. Another phenomenal thing was that the warrior dragonewt guards let them enter and even greeted them happily.

Once inside, things became even stranger, a scout dragonewt led them to an Inn, and the humans in the city would barely exchange any words with them. Talking to the 'newts revealed that the humans were stuffy because they were all scholars or sorcerers, dedicated to their arts, with no time for adventurers - as they perceived the bondsmen to be. The three spent many hours looking for the temple quarter, which the newts seemed unable to locate, and the humans unwilling to talk about (as they were with any topic.) After trying again the next morning, and also seeking ineffectually the main gate they had entered by, they realized something was amiss, and eventually they headed for the library and found it. There they were given a map, however it was rendered in some technical three-dimensional motif and meant nothing to their untrained eyes. Geordi went off wandering and the others searched for legible reading material. Theo found some barely readable pamphlets in Old Ralian, however Jay fared better, finding material in Trade scribbles, which was still the same language (though rarely written any more even by Issaries worshippers for whom it is sacred). In this material he researched the city itself, learning that it was part of the Empire of the Wyrm's Friends, and was situated in northern Sartar. This obviously did not make sense, since that Empire fell centuries ago.

After this Theo decided they should try and find the leaders of the city, and dragonewts directed them to an enormous tower in the shape of a rearing dragon. They all felt it was odd that they hadn't seen this tower before, and made their way quickly over to it. It took a long time to scale the steep stairs that wound round its outsides, and eventually they reached the ruff of its neck, which formed a platform on which warrior dragonewts stood guard. An outstretched hand of the dragon formed a smaller platform, connected by a narrow walkway, on which was sited a large brass bell on a scaffold. Questioning the newts about the bell revealed their fear that if it were rung all the newts, and even the city, would cease to exist. At last Geordi realised what had occurred to them, recalling an old tale he had heard, this whole city and all its inhabitants were part of a dragon's dream, a dragon that must have flown here from northern Sartar before the end of the Empire of the Wyrm's Friends. Probably they had come so close to its resting place and were so desperate for shelter, that somehow they had attracted a portion of its attention and entered its consciousness.

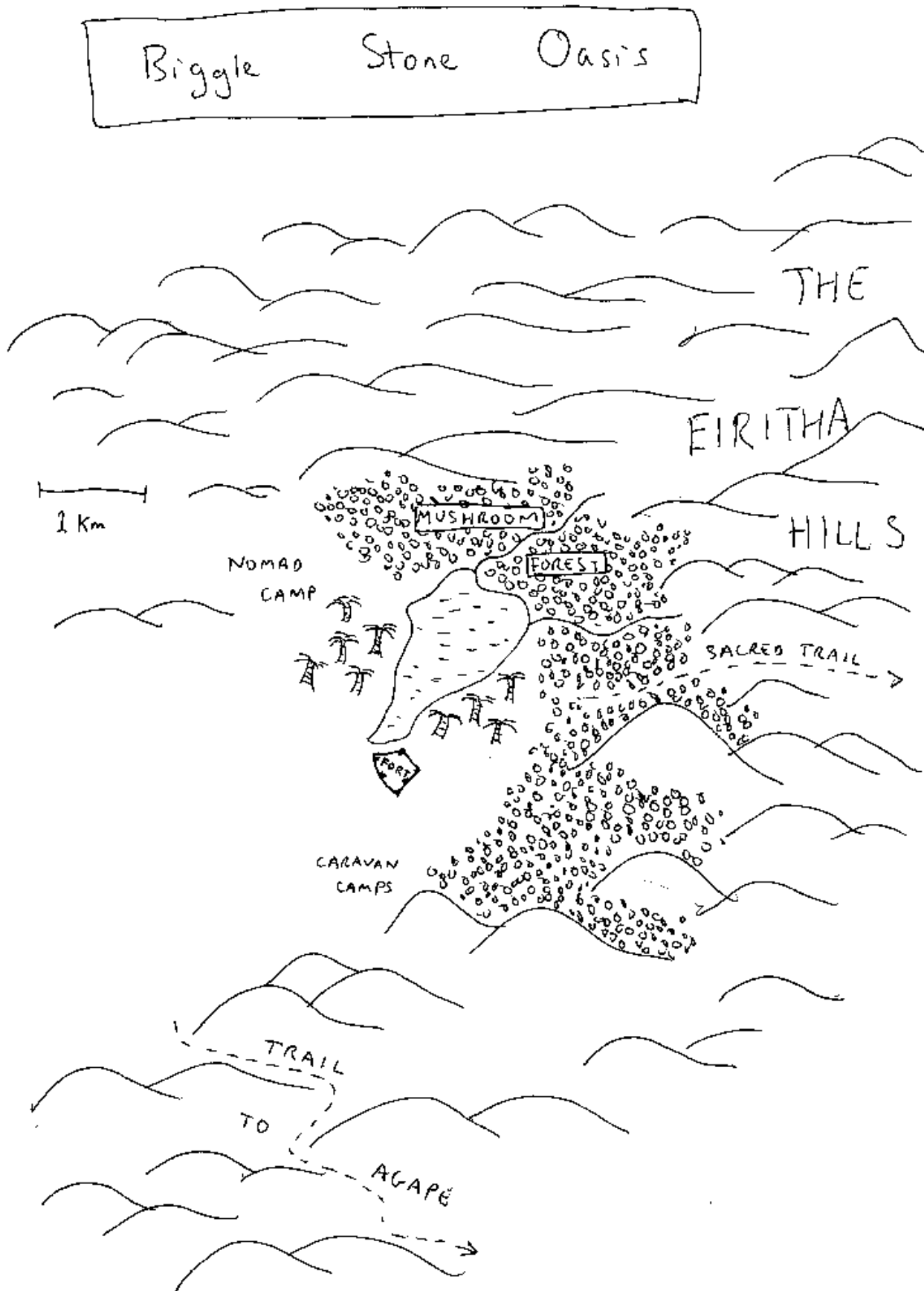
Geordi was all for ringing the bell and waking the dragon, and taking the consequences, but he honorably held to the differing opinion of the other two. However Theo recalled that people had been trapped in Dragon's dreams, and also that mortals who went around waking dragons were likely to be eaten or fried alive. Feeling that this was a tough spot, (a no-win situation) he knelt and called on the spirit of Arkat to save them. His pleading was pious indeed, and a mighty shadow was cast over the protective energy dome of the city. Theo alone made out the majesty of a mighty hero thousands of feet tall. With a screech of metal the dragon head of the tower turned sleepily to look at them and blinked. The three got a sense of an enormous, faintly irritated, mind, carefully picking off a flea. Everything went black for the men and they recovered their senses lying in a gully amidst the last swirls of the dying storm. Within an hour they had backtracked and located the rest of Raus' party that had taken shelter in a small cave. Although they had experienced almost a full day, Raus and the others had only experienced a little over three hours. Raus was extremely intrigued by their tale, having never known reports of there being a real dragon in Prax.

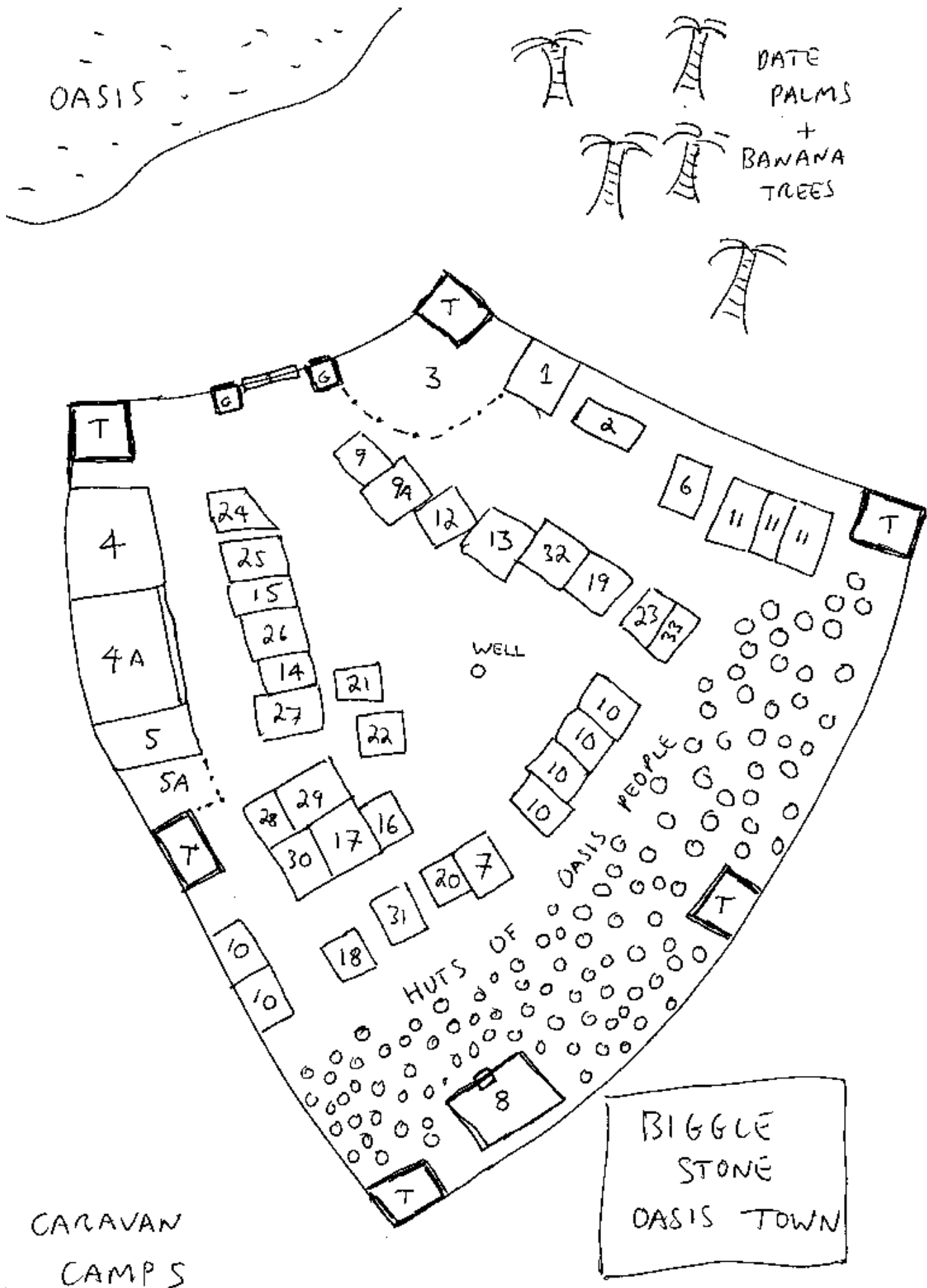
If you decide not to use this draconic interlude, then sightings of odd animals and spirits, and vivid dreams of the days before time might enliven the trail across the Eiritha Hills. Perhaps the Cow Mother herself will be seen peering down at them in such a dream, perhaps they will see the Garden in its glory, and during its terrible fall. Such mythic things are relevant at this time, since the Heroes will shortly be engaging in mythic activities at the Paps. The trail will also be marked by Praxian shrines, and various guardian spirits (or ghosts of ancient Prax such as Ronance) might challenge them as they pass.

Biggle Stone

It takes an entire day to travel across the Eiritha Hills via this sacred trail. In the evening (late if they have been delayed by the dream), the travellers cross the wooded lower slopes of the hills, but then descend into shadowy ravines wherein instead of bushes and trees a forest of tall mushrooms and other fungal growths is encountered. It takes around half an hour to travel carefully across this place. Those who know Prax well might remember that some decades ago the famous 'Biggle Stone' (apparently an artifact of the gods that bestowed invisibility upon its user) itself vanished, and soon afterwards this fungal forest began to grow.

Below are some notes and maps from a very old and basic webpage I used to have up:





Once a pilgrimage place for Oasis Folk, they came to worship at the Stone. However the stone has disappeared and its location covered by the mushroom forest. The Oasis Folk still dwell here in their reed and mud huts; they tend their gardens alongside the oasis, and collect fruit. They also craft baskets and other useful goods for sale. These are a tanned, brown-haired people unique to the area, with their own language although they also speak Praxian and Trade tongue.

The fort (originally little more than earthworks) was built by the High Llama tribespeople sixty years ago, with the help of the oasis people when a particularly ferocious band of Tusk Riders was threatening the oasis and the Earth Temple. The Lunars have made a few modifications, and because of its importance as a caravan stopping point, maintain a small garrison here. If you imagine the comedy version of Beau Geste you get some idea of the Lunar posting situation.

The Oasis Folk are subject to the whims of the nomads, and yet they alone control the ceremonies that keep the oasis fresh and full. Only they are able to pacify and protect the oasis spirit and they have never taught these secrets to anyone. The nomads believe that if these ceremonies ever stopped the oasis would dry up. The Oasis folk are extremely peaceful and passive, however they do hunt with bows and spears and will fight to defend their settlement against attack if necessary. More often than not outsiders are prepared to use the oasis and leave peacefully.

Biggle Stone is one of the few places where baboons traditionally come to trade and drink. From time to time the ruling nomad group drives them away but they always come back.

T - Watchtower (Crude palm frond roofs for sun shelter. A pair of Lunar Guards will be on each tower in times of suspected trouble)

G - Gate Tower (At all times there is a Lunar guard atop each tower)

1 - The Trade Temple - Etyries and Issaries with Shrines to Mastakos and Lokarnos. The Trade Registry is also here

2 - The "Welcome Stranger" Inn, run by the Etyries cult, quite expensive but superior (for the area) service.

3 - Coral and animal pens

4 - Lunar Administration and Garrison HQ. Officers receive visitors here, usually a Lieutenant, a Captain and three Sergeants. The men (usually 45) bunk and mess at the back.

5 - Lunar stables

5A - Lunar Coral

6 - Seven Mothers Temple (really a jumped up Shrine) Maintained by one Priest, a junior on a difficult posting, named Olgrik Wanless

7 - Temple of the Air Gods. Shrines to Ernalda, Chalana Arroy, Humakt, Lhankhor Mhy and Storm Bull. An unmarked shrine may be used to worship Orlanth, Eurmal or any other un-named Air Pantheon Gods.

8 - Earth Gods Temple. Shrines to Eiritha, Daka Fal, Waha, and the Oasis Spirit

9 - Prodig's Riding Beasts. Buys and sells all animals except horses. His animals are kept separate in 3

9A - Prodig's House. He's doing quite well too.

10 - Warehouses

11 - Granaries and dried produce storage (mostly for trading with nomads)

12 - Leatherworkers shop and storage

13 - Inn of the Drunken Morocanth. Some nomads drink here, probably the place where itinerant adventurers will feel most welcome. Baboons occasionally patronise this place

14 - Watchman tavern. Lunar soldiers come here when off duty, also Lunar adventurers.

15 - Metalgoods shop and armor repairs

16 - Aydon's Grogge and Burger Take-away. Anyone with little cash (unsuccessful adventurers and poor nomads) or with little taste (barbarian adventurers and mediumly successful nomads) buys their provisions here before camping out under the palm trees. Food is passable by Gloranthan standards. Aydon serves baboons

17 - Mushroom Man Tavern. Frequented only by tourists and run by a retired pair of Lunar adventurers who are married. Salpicius and Modria. They must make money somehow as they seem happy enough and keep the place running, but it ain't through the patronage. A few Lunar travelers stay here.

18 - Boodle the Wise's establishment. Boodle is a Seer (self-titled) He is actually a failed sorcerer with some genuine skills and a fair education. Self-exiled for reasons best left unmentioned he is pleasant enough and only a moderate con man. He is from the City of 10,000 Magicians but that was 20 years ago and he's seen a lot since he came to Biggle Stone three years ago. He plies his skills as a Scribe, Evaluating Treasure and Evaluating Magical Items as well as a few minor enchantments from time to time, detections and the like.

19 - Praxian Gift Shoppe. All manner of useful and useless Praxian and Sartarite goods. This place is a front for Sartarite rebels, posing as a novelty shop. The owner is Mandaran Terrak, a Mastakos cultist, and he has different 'assistants' on a regular basis. His only regular assistant is an extremely intelligent and powerful baboon named Rocky, that speaks Sartarite and can sometimes be seen practicing with its broadsword in the back of the shop. The Lunars have no idea this shop is anything

more than it appears, an unusual franchise run by fortunate but inept semi-civilised Praxians that must have come into money adventuring.

20 - Turbik the Master Merchant. “Bargains Galore”

21 - Travel Goods. Run by a woman who appears to be half baboon. However this is the best place for true bargains and good rumors

22 - Storage for market tables and goods.

23 - “Needles” Cloth and Clothing for sale and purchased. Old and New gear

24 + Either residential, unoccupied or up to you. Residents may include Merchants representatives, Wagoneer bosses, Treasure seekers and adventurers who are renting...

Going to See the Twisted One:

Any local and the occasional nomad will happily accept payment to guide you to the cave of the Twisted One. There are many caves and tunnels in the mushroom forest so this is a good idea. Rumors about the Twisted One says that he is a stunted round headed humanoid with a big smile and sells reliable potions such as curing diseases, increasing strength, healing...

Boodle will grudgingly admit that the Twisted One sells genuine produce all distilled from mushrooms no doubt.

Baboons live in the mushroom forest. They are armed, but have never been known to attack anyone except once when someone stole from the Twisted One. They will shadow the adventurers through the mushrooms which may cause concern if they haven't been warned and don't have a guide. The cave entrance seems little different from others unless you look closely and see the unusual runes scratched into the rock. A few meters inside it turns and then opens into a small cave where humans may stand up. There are bizarre fumes coming from pots of small fires. Many small fungi grow on the walls and floor but not in the centre of the room. There are rocks to sit on in front of a large slab. On the slab or behind it sits the Twisted One a Dark Elf (Vorulan) with somewhat humanised features. He will not talk about himself, has a variety of magics if attacked and is protected by two huge mushrooms which lurk in the shadows behind him. These have clawed tentacles and great hook-toothed jaws. He may have any of the following potions. There is a 25% discount for elves:

Healing - 300L per dose

Poison Protection - 200L per dose

Disease Protection - 250L per dose

Mightiness - 200L per dose

Invisibility (actually has just makes it harder for you to be seen by non-magical vision) - 350L per dose

Resist Damage - 250L

Boost Intelligence - 350L

Mystic Vision (can see the auras of creatures which possess any magic, this works through organic material such as curtains, and wooden doors at close range, and also allows vision of invisible creatures or creatures when otherwise it is impossible to see them. One can roughly tell how magical something is by the strength of the aura. Duration 5 minutes) - 250L

And of course others at your discretion.

The Twisted One also sells **poisons** but for some reason only to baboons, children and healers. (It is highly likely that he received strict instructions at one point and that these were somehow confused. However, dark-elves are weird, and this strange behavior is not something that he will – or can – discuss.)

Overnight in Biggle Stone

The garrison members here are terrified. They have heard the news of Horn Gate from a pair of survivors that fled this way. The fort is locked up tighter than a drum and paranoia is rampant. However, the Heroes will find some way to get a meal and a good night's sleep. If they wish to look for the Twisted One, this can be an odd sideline.

Heading North

It is an easy day's ride north along the west edge of the Eiritha Hills, stopping for the night at the end of a large spur of the hills that sticks out into Prax. Near here is the long trail that they will take tomorrow to the temple itself. On the trip heading north, the narrator might like to review any Prax material they have and insert a quirky encounter. One suggestion is that the Heroes might meet a weird warband of oasis folk, or a tribe of larcenous baboons.

Overnight

Now that they are in close proximity to the Paps temple, ghosts of ancient Prax will flutter around their camp.

Scene 3.3 – The Paps Temple

A day's ride through the hills will get the Heroes to the temple. The hills are relatively fertile here, and the trail is clear. It is evident at several points that this was once a maintained road made of huge stone blocks. These are now worn low with age on the few stretches that they are still visible. Around mid-afternoon ancient wind-worn statues appear in pairs (one on each side of the road). They are so scoured by the elements that it is impossible to discern fine details. However, it is quite likely they were human-animal hybrid beings. Towards the end of the afternoon the Heroes can see that the lands are clearly maintained. Nonetheless, these are not fields, but wild orchards of fruit. (This area is actually maintained by the dryad, and anyone who bothers to will feel the Aldryami energy. There may or may not be trouble if they pick fruit without performing a ceremony of gratitude.)

The first sight of the Paps Temple will come when the Heroes round a bend in the trail and find that they are overlooking a wide valley. This is partially forested and decorated with small fields over on the far side. However, the dominating feature is the huge square temple and a few surrounding buildings. Though low to the ground and only of a single-storey, this was clearly a work of greatness. Its walls are made of massive stone blocks that must have been emplaced through magic, and at its front is an enormous columned portico. Its center is open to the sky and within you can see rows of trees and the sparkle of a central pool. Before the center of the portico are two large statues of squatting beasts, but their nature is indiscernible at this range. (Even close up they resemble no animal known today.) Throughout the surrounding area you can see the broken ruins of other stone buildings, large and small that have obviously been left to decay over centuries.

Perhaps most notable of all are the several encampments of nomad clans and their beasts. From here you can see bison, llama, impala, sabres, and even zebras camped over to one side. All in all there are 400 or so nomads here. You now ride into a woodland and can't see the Paps anymore.

A little further down the road under the trees is a small roadside shrine, little more than a cube of sandstone three feet along each edge, decorated with Earth pantheon runes and carved mostly hollow. Next to it an old woman sits in the shade and regards you without expression. This woman is a powerful witch and guardian of the Paps. She is here to turn away those who have no respect for the Paps. It is customary to ask her permission to enter, give your reasons, and pass over some kind of gift. If she is ignored, a little further down the track, two huge serpent-man guardians will manifest and do battle. (They must be described as powerful, weird and alien creatures from another time and place.) If they are defeated the nomads will also arrive and wade in to the intruders.

Ritual Questions:

Who are you?

Why do you come to this holy place?

Can anyone here vouch for you? (Perhaps some amongst the zebra people?)

What do you offer to Eiritha? (What gifts?)

Although this is not a HeroQuest, a few things will now follow that emulate Pavis' original visit:

1) As the Heroes emerge from the woodland, a warband of bison braves races up to the Heroes and rides around them whooping and hollering and calling out insults. This is clearly more than a ritual. These people are angry and maybe afraid, and are swearing that they will kill the intruders. Other nomads have ridden over to watch. As well as groups of sable riders, bison folk, llama riders, impala riders and zebra riders, there are also rhinoceros riders, bolo lizard people and ostrich riders. But even the zebra folk do not come close. What is happening is clearly important. An equal number of braves to the members of the Heroes' party take spears and ride away from the main group – which moves back. These braves take position, heft their spears and ride in – clearly intending to throw. Now Pavis turned the spears to saplings that rooted themselves and turned into a small woodland. Since they are already next to a woodland one part is solved. However, unless a Pavis devotee is here (PC or GMC) they are unlikely to be able to replicate this feat, and may have to use other means.

2) After this event some ritual calls (in Praxian) go around between the groups. If anyone understands Praxian they can make out that champions are being called for to test the intruders. Conveniently, there are eight tribes represented, seven of which will attack. This replicates the 'seven warbands' that attacked Pavis (although remember that you won't ever say specifically that these events have mythic reverberations. Hopefully the players will work it out for themselves. So the Heroes can either fight them (in which case the Narrator should have some stats on standby, and remember that the Ostrich and Bolo Lizard people are pygmies and are also Eiritha worshippers not Wahas) or flee into the woods. The zebra folk will recognize the Heroes as friends of Pavis, and despite calls of derision from the other nomads will refuse to attack the Heroes. If the Heroes go into the woods, the

dryad will hide them. (Describe this in a suitably atmospheric way – maybe the wood goes all weird and odd Aldryami can be seen. If a representative of Mani's Clan is with them, then somehow wind in his/her magic to the process.)

3) The Heroes will hear the nomads calling out and taunting and belittling them. In particular one nomad (a bison rider hooligan) is calling out all sorts of insults and demanding that they send their champion against him personally. So the Heroes can emerge when they feel like it, and field their champion. According to the myth, the khan cast aspersions on the honor of Pavis and his companions, and Pavis suggested that it was the khan who was without honor ("less than brave"). This enraged the khan to attack, and Pavis caused the vegetation to impede him so much that Pavis won easily. The khan and his followers then left in disgust. (And the bison clan will also leave in shame.) To finish off the mythic resonance, perhaps the nomad bully will be badly injured and need healing, or perhaps some other powerful person will be ill and require healing. (Since one of my Heroes has already taken the role of Pavis in other HeroQuests they might manifest unusual magic at this point.)

After these events, the nomads will withdraw except for the zebra clan members, who will welcome the Heroes and ask why they are here. A discussion may ensue. It is up to the Narrator if any of these clan members are known. The zebra folk may explain where the rest of their people have gone – most braves have gone into the wastes to join the massing nomad army, others have retreated (with the women and children) into secret places around Prax – mostly in the Eiritha Hills. If the Heroes are pursuing the need to heal someone in order to finish the mythic resonance (and the nomad bully was not suitable) the zebra folk know that one of the sable leaders was once a Lunar officer and has deserted. He has since been afflicted by a curse, and maybe they can lift this. Such a thing will require the Heroes to prepare a ceremony (one person leading and the others augmenting) using some sensible basis and overcoming a difficulty level that the Narrator sets. The group will then go down to the temple precincts, first passing by the zebra camp, where the zebra folk say the Heroes are welcome to stay. They may in fact want to stop and eat/rest first.

The Tale of Joraz Kyrem

The Zebra people will be the ones to notify the Heroes that they have heard that in the last few weeks the people of Pavis have been beset by some kind of disease. The old and infants are dying and many others are ill. No-one seems to know how to heal it, and various causes are rumored to be behind it, from a despicable nomad plot, to another broo plot, to the release of some ancient disease spirit by Lunar excavations in the salt mines.

The Zebra Folk will learn why the Heroes are here, and their clan's 'Pavis' (lawspeaker and verbal record keeper) will recite what little he knows that might help them. This will be the basis for their actions in the following Quest, because, interestingly enough, this legend is not known to the Pavis worshippers. Make it clear within play that this is a great honor to be told this myth - and a very unusual circumstance to learn something from the myths of another cult. (Even though Joraz Kyrem and Pavis are allied this is still highly unusual.) Note that although only three people are mentioned in this myth the zebra rider priest who tells them will say that it is quite common for other known allies to be introduced.

Although these two roles (Pavis & Joraz Kyrem) should be taken, other known allies at that time included such notables as: Flintnail the Mostali, Pavis' daughter Shelbaris, Culvec of the Axe (a Heortling champion who later became leader of the city militia), Urtog Pral (Culvec's protegee), magus Arkhneton Brakkas (who later became City Magician), the draconic mystic Sanstraval Highwing, Sanglor Varkan the River Priest, and Joraz Kyrem's advisor the spirit-talker Grey Raven. (Add any others you like if one of your Heroes still doesn't remotely fit.)

"In the early years, before he had created the zebras and soon after he and his allies had wrested Robcradle from the nomads and giants, Joraz Kyrem accompanied Pavis and a small group of allies to the Paps of the Earth Goddess. Here they dealt with the enmity of the nomads and came soon into the presence of the priestesses themselves. Pavis claimed kinship to the children of Genert, and called for his new city to be treated with respect, and for a decree to be made that to harm its peoples or take its goods was wrong by the word of Eiritha. The Paps elders listened, but said that this respect needed to be earned. Joraz Kyrem spoke out saying that his bravery and sword would perform any deed that needed to be done, but the elders said that a different kind of courage would be required – to return to Genert's Land and ask the Great Grandfather for his judgment. Only then could the Priestesses issue such a decree on behalf of Eiritha. Pavis said that this was always his way, and Joraz Kyrem said that although it was not always his way, he would support Pavis. Together they led their allies into the maze of tunnels beneath the Great Paps temple, and Pavis used Issaries magic to keep to the right trail.

Guardians block the way to the lost shadow of the Garden, for it is no longer a place permitted to normal heroes. When Pavis and Joraz Kyrem arrived here, the guardians denied them access, but were eventually overcome. Beyond the great portal, the companions found themselves in an abundant paradise, but Pavis advised them that it was inconstant, and that they should take great care to do nothing other than follow him. He performed a ceremony calling upon the great Earth Spirit of Mani's people to guide him, and this being led them step by step safely across the Garden

to the outer walls of the Palace of Grandfather Genert himself. Beyond the walls, various obstacles stood in their way, but by strength of arms, wise diplomacy, stealth and stout-heartedness, the companions entered the Palace and stood at the throne of Genert.

Genert looked upon the companions and acknowledged their bond with his son, who was the Earth Spirit of Mani's people. Genert also recognized their bravery and wisdom in travelling so far and enduring so much to call upon him. He bade them choose one of his treasures from his store-room as a symbol of his respect, and they passed out of his garden, returning swiftly to the holiest room of the Paps temple. This was much to the surprise of the priestesses holding ceremony there at that moment."

NB: This tale is deliberately vague, as the 'Pavis' of this particular clan is not of a high enough level to know all the ins and outs of this mythic event.

The Heroes will encounter three priests (two female and one male) - either at the temple or they will come to the zebra camp. All are dressed in ancient Earth-symbol-decorated robes. They want to know the business of the Heroes, and events will begin to unfold from here.

The Heroes will be invited to a meeting within the outer halls of the temple later in the evening. Inside the temple they will find huge halls (it's bigger up close and partially sunken) decorated with enormous copper ornaments and runes – some of which resemble things seen in Old Pavis, particularly the Real City temple of Pavis, and even in the new temple of Pavis in the new city. As they pass through the outer rooms, huge serpent guardians carrying great copper axes will hiss menacingly from the shadows of huge darkened doorways. At length they will arrive at a massive meeting hall – a place with a huge table and chairs, room for many many more people than are here today. Other priests will be there (mostly female) – describe them all as weird ancient witchy/hippy types but totally noble and reeking with ancient power. The watching spirits will also be tangible (and should be devised and described). One old and wise woman will negotiate with them – she is the Eldest Elder, and a small cadre of advisors aid her, only one of which is a man.

When the Heroes explain their purpose, the Earth Elders will be non-committal. Normally, they say, they would refuse such impudence outright. But recently various omens and portents have led them to believe that much is at stake, and additionally the power of the oases are clearly changing. Thus, they will leave the judgment to Genert himself, with whom the Heroes claim association. The Heroes are thus granted the right to descend into the depths of the temple to face whatever fates will be granted to them.

"You speak of your kinship with Pavis and the Earth Spirit who lives at the center of the ruins. We have found that your claims merit you the right to enter the halls of Eiritha, and there to seek the blessing of Genert in whatever means is presented to you."

The Narrator will need to devise some good reason why any GMC with them is not permitted to come along. (Unless such accompaniment is possible without needing to use them to solve the difficulties along the way – see below.)

This GMC will alert them to the fact that they may be about to embark on a Quest and that they should chose roles and perform a ceremony to Pavis (around the amulet of Derstan Grey). [The GMC is the Supporting Character who found them at Raus Fort, or who met them at Horn Gate.] The priestesses will grant them some time to do this, and provide a small suite of rooms and assistants for that purpose.

Scene 3.4 – The Earth Quest

Narrator Note: Use the HeroQuest options described in the first part of this mini-campaign ('Wedding of Pavis') if you wish to adapt the following into a full HeroQuest. Such an option is useful as it allows the Narrator to increase and decrease the difficulty ratings of encounters and obstacles in each section according to the relative success of the Heroes' actions in previous stations.

Station 1: Preparation

Suitable ceremonial preparation involves being taken away and bathed, dressed in brown and green robes, daubed with ochre and then brought to a large religious chamber (describe in detail – earth statues, weird serpent guardians etc). The female priest in charge cannot tell them what they will face, as some way beyond the huge copper doors they will enter the fluid lands of the otherworld. She and her retinue go in there regularly, but foreigners only do so rarely across history, and those few who return report widely differing experiences.

"Some have found themselves in Eiritha's myths, others – though far fewer – in the Garden itself. A few have even found themselves taken to various locations across the Greatlands, where they faced mythic challenges in today's world. By and large, however, those foreigners we have seen fit to allow entry have never returned to make any report at all. This is the risk you are taking."

Station 2: Eiritha's Underhalls

Describe the rune-covered ancient huge doors in impressive detail.

Fierce Babeester Gori guard the doors, but they pull on chains to open them when the priestess bangs a great copper gong. Beyond the doors a very tall and wide earth passage descends fairly steeply. The floor is worn by the marks of countless feet over the centuries. The Heroes will descend by the light of their torches and after a certain amount of time will see the signs that they are manifesting the people they are supposed to be on the Quest. They are now in the Otherworld. After further time this passage will branch in two, and then whichever branch they follow will branch again. Very soon they are in a warren of tunnels both large and small, and are hopelessly lost. Magic is required to take them beyond this to the next stage.

Station 3: The Portal and the Serpent Guardians

Even more massive and mythically towering copper doors. Guarded by two massive Serpent creatures, carrying massive axes. They can be fought or persuaded (both hard actions) or distracted – with characters nipping through whilst someone runs around or throws their voice etc. Perhaps one distraction would be required for each? Beyond the doors is a wide tunnel heading upwards towards a deep and healthy yellow sunlight. It narrows just before the entrance but it still easily large enough for two persons to step through comfortably side by side.

Station 4: The Earth Ceremony

Beyond the portal is a wonderful verdant land. Trees and beautiful grasslands spread as far as they eye can see. The tunnel opening is in the steep side of a grassy hill, on which stands a large stone menhir (rune-covered), and next to it (hidden from this angle) is a fallen menhir that acts as a table. On the table are wooden bowls of many succulent fruits (few of which are recognizable). Anyone who eats any fruit feels light-hearted and free-spirited. From now on they find it difficult to concentrate on the task at hand. [Create a significant but not overly-debilitating penalty to all actions except defensive ones.]

This is the place where the ceremony should be performed to call upon Getenak (the Earth-spirit of Mani's people). There is a picture of (and information about) Getenak in the 'Legacy of Pavis' (pp19-21). This being will arrive on a successful ceremony. If they fail to summon him, the Heroes may still continue, but will lose their way frequently, and of course gain no increase on the negative augment for the Quest as a whole. If they succeed he comes bounding up, playful and yet majestic – and leads them away across the Garden, playing his pipes as he goes.

Whether led or wandering, the Garden is a weird and shifting place, that threatens sanity. If they are not led, they also run the risk of accidentally interfering with things and ending up bringing minor curses on themselves back in the mundane world.

Station 5: Crossing the Greatlands

Narrator Note: Do not respond to any player's guesses about the eventual destination. It enhances the atmosphere even if they strongly suspect.

Getenak takes them dancing across this shifting landscape. Occasionally the heroes see animals (both four-legged and humanoid), thatched villages, rich woodlands, great rivers. All of this is in a flurry of glimpses, as the entity Getenak takes them the safest way possible across this mythic plain.

As the Heroes are passing through a woodland, things abruptly become solid. However, now the trees are much drier, and the air hot rather than pleasantly warm. The Heroes will find that they are in a dry woodland in a large gully on the step-plateau across the river from Ronegarth. That settlement can even be viewed when someone climbs out of the gully to see where they are. In the other direction one can see the highest rise before the Wastes proper, and there is Getenak dancing out of sight. They must ascend after him, and at the top can see from this high point out into the barren Wastes. Then they can descend a rocky slope, and as they do so Getenak is with them and their mythic travel begins again.

After much of the same kind of travel (in timeless duration) they once again emerge. This time in a section of low rocky hills. The air stinks and a loud buzzing can be heard from up ahead. As they go closer, the buzzing and the stench get louder. Soon they will discover that they are at Malia's Stool. This landmark is a peculiarly-shaped hill that is actually a mythic 'stool' dumped by Malia during the GodTime. Fly brood and maggot brood will attack and need to be dealt with, as the Heroes beat an escape. Then Getenak finds them once more and off they go again. (Killing Chaos here adds to their reduction of the negative HQ augment.)

Again, more travel in the same vein. All at once the Heroes seem to be amidst a roaring crowd of men and women. But before any detail can be ascertained a sandstorm whips up and obscures everything. Abruptly it ends and the Heroes find themselves standing in a huge expanse of corroded green metal sands. This is the Copper Sands, and if they take some of this sand it is an effective tool against Chaos later. (It does automatic damage when thrown onto the flesh of any chaos beings.) Or it can be gifted to the Stormbulls at Only Safe. Before long Getenak appears nearby spinning and piping and dancing, and the Heroes are drawn into travel with him again.

As they are travelling it seems as if the bottom falls out of their world, and down they plunge, falling down if they do not make successful balancing or jumping rolls. Coming to their senses, the Heroes stand only a few meters from the edge of an enormous vertical sided irregular gorge. They can see for miles in all directions (except back into the Wastes - which is uphill). In the distance entire rivers empty into this bottomless gorge. Soon Getenak reappears, but somber this time. He does not sing or dance, but stands, and weeps a single tear. (If anyone catches this tear it solidifies and has some powerful effect that helps them later.) Then he begins again, and the HeroQuest continues.

This bizarre journey ends when the Heroes are abruptly expelled on the edge of the Wastes where a large range of rocky hills rises up before them. A massive plateau on its southern section dominates this almost barren area. A wide flat and relatively fertile valley cuts it before them, stretching three miles or so back into the hills. Only a mile or so up the valley is a tall earth bank topped with sharpened stakes pointing out. In the middle is a great wooden gate. This gate is now opening, and nomads on various animals, including several zebras, pour out, screaming in berserk fury.

Mundane Plane Section: The Tunneled Hills

The Heroes have arrived at **Only Safe**, a fortified settlement of Uroxi and Stormbulls. It is the 'only safe' place in the Tunneled Hills for enemies of chaos. However, the berserks take no chances, and charge first. However, since adventurers turn up here reasonably often and chaos is usually totally unsubtle in its disguises in this part of the world, they are open to reason. (Although initially it won't seem like they are.) Nonetheless, they will want to be sure that nobody joined the party recently (IE is a chaos spy). Also, they demand weapon or magic gifts as payment for shelter and food. Their settlement within the defensive bank is a stone-walled city around a natural holy spring. Other adventurers are here, including some exiles from Kralorela. Also a party of Pavic 'Desert Trackers' is resting here, preparing to leave in the morning.

The berserks run a basic society here, and are not totally lawless. Elders who have been too injured to fight (lost limbs or bodies ravaged with disease that was only just cured in time) maintain the society as their contribution to the 'cause'. These are willing to talk to the Heroes, and can advise them that rumor says that Genert's Palace was atop the Plateau of Statues to the south. There is no safe way up on to the Plateau, but if he had to go up (says the elder that agrees to talk to them), he would chose No-Go trail. This is both the closest to here and the least dangerous almost as far as the top. The only substantial danger to Heroes is the final obstacle – the Castle of Boggles. However, over the past twenty years, he has known of thirty or so strong parties (as opposed to optimistic fools with no chance of success) that attempted this route, and knows for sure that seven of them (with most members still alive) returned. (Presumably if parties were reduced to small enough numbers defeat became inevitable, as no fragmentary groups have ever returned.) The odds of returning from any of the other routes are less than half as good. However, he has no knowledge of the Castle of Boggles, as those who returned could not recall any clear details about what they found there.

Knowledge of the Plateau itself is similarly vague, but not quite so bad. Apparently the top of the plateau is in the HeroPlane and the Gods' Age, and the mundane plane, all at once. Massive statues and bizarre ruins decorate the top, yet he (the man speaking to them) has never heard a single detailed tale of an encounter duplicated. Thus he supposes that the reality of the top of the plateau shifts in relation to those people who go there. It is not possible to climb directly up the side, nor to fly, as HeroPlane energies annihilate anyone who tries this. Although it is possible to fly slightly above the ground or to progress in great jumps whilst traversing the trails.

No Uroxi can be spared to accompany the Heroes, even if the Heroes explain their Quest. This is because (a) it is bad luck to join a quest half-way through unless you are related to the Questers or from their tribe etc, (b) the chaotics from Than Ulbar on the other side of the Tunneled Hills have been attacking ferociously recently, and all manpower is needed, and (c) climbing up onto the plateau is considered absolute suicide.

The Uroxi have charms and scouts that warn them when chaos is near. So, the next day the Heroes are able to leave in relative safety. If they have mighty gifts, such as Copper Sands, they are guided through the southern valleys by a Stormbull patrol, and shown to the edge of a long valley that leads to No-Go pass. If they don't then they will have to make their own way, and risk becoming lost, and wandering into a chaos patrol.

No-Go Trail

Dessication Bees and ambushes (rolled rocks, traps, and straight attacks from hiding) from weird brood bands are the dangers over the several hours needed to climb up to the Castle of the Boggles.

Boggles in HeroQuest

Here is a slightly adapted version (insufficient time for major rewriting as this whole project has taken many many hours and I need to get it finished) of an article that was on the proto-type of my website years ago. I'll be using this as my basis for running the progress of the Heroes through the Castle, and also for pulling out any information on boggles that the Heroes glean from their own memories through good lore rolls. A suggested 'Castle Encounter' list is also at the end of this section.

Acknowledgements: The information on which this piece is based was found on, or via, the Glorantha Digest in April 1998. Thanks to Martin Crim and Sandy Petersen (whose words about equally form principal parts of this text) and to Peter Michaels, Newton Hughes, Jane Williams, Kevin Rose and Michael Cule, whose boggleish speculations were also helpful. There are also snippets taken from "Wyrms' Footprints" (Chaosium/Reaching Moon Megacorp, 1995).

The Origin of the Boggles

Prosopaedia (Gods of Glorantha box – Avalon Hill 1985)

Ratslaff:

"... he once flatulated with a tremendous roar and out popped the boggles, cosmic mice which made little poo-poops all across the vault of heaven, which nibbled upon the Veil of Mystery, and which once so frightened a pregnant Mother Mammal that she gave birth to that utterly unbelievable creature called Camel.

Uleria befriended these creatures and, with the disorderly nature of the boggles, allowed them to stand against the initial onrush of chaos (even though the boggles themselves were nearly eliminated) so that the remaining gods could better prepare themselves to defend the world."

Tylenea:

"... after her attempt to tame, through flattery and false promises, the Boggles - those cosmic mice extruded by Ratslaff from cosmic dung."

Boggle Appearance:

They are generally dark-skinned beings with long noses, goggle eyes, and multiple arms and legs (varying from boggle to boggle). They are usually hairless, some are grossly male, some grossly female, and others (the majority) appear sexless. They can be quite small, and range up to human size. Occasionally one is larger (the Heroes in Sandy Petersen's campaign spotted one, named Fred, over a hundred feet high).

According to an article in the Wyrms' Footprints, "The earliest records ... describe stick men with saucer eyes, needle noses, and wings or legs in profusion. Surviving illustrations ... very diverse in size and actual makeup ... (features) not always present in type or number."

A Boggle's appearance is no more predictable than its behavior. Largely they appear as small (human children aged 3-11) long-limbed and long-nosed humanoids, sometimes as talking anthropomorphic animals (coyote, crow, giant spider, rabbit, goat), with still others appearing as unclassifiable in-betweeners (coyote with a human head, hyena with bat's wings, etc.). Few people will recognize the being as a Boggle, unless they have some experience with the HeroPlane, or are well educated in the esoteric. The typical Gloranthan will think of them as some kind of Goblin. A Disorder cultist may identify them with a successful Cult Lore (or Human/Troll/etc. Lore) roll. Others will not recognize the being unless they have studied the manifestations of Disorder.

Boggle Statistics:

The Storyteller should normally play a Boggle so that regular Statistics for them are unnecessary. Individual Boggles can have statistics designed at the Storytellers whim, but be fair and stick to them as an encounter evolves.

Boggle Behaviour:

An encountered Boggle always gives a name different from any name a Boggle has used in the past. It always speaks the characters' language. It almost always lies, usually unconvincingly. Boggle dwellings are *always* in some region which is linked to both the physical and hero planes. Known haunts in Glorantha include the legendary Castle of Boggles at the top of the Plateau of Statues in the Wastes, and a rumored Boggle presence at the Eurmál Temple in Prax's "Big Rubble".

A Boggle is a Disorder spirit. As such, it requires the Storyteller to have a certain attitude and aptitude. A Boggle should never act predictably - except when no one could have predicted it would. A Boggle delights in breaking things, true, but also in more sophisticated mischief. To run a Boggle, the Storyteller should give vent to every malicious (but not necessarily lethal) urge that strikes him. He should strive to amuse, rather than annoy, the players, but may do both. Boggles are HeroPlane-type things. Grosser than a human would normally deal with. But they're not particularly combat-oriented, and their strengths come about mainly through their inherent magical nature.

Boggles hang around for a while being irritating and amusing, and then vanish. They return at random time intervals, usually at inconvenient moments, but not usually at times when their appearance causes their victim to be slain, or critically injured, as a result. The manner of a Boggle's actual disappearance varies constantly. Sometimes he just fades away, other times he disappears in a puff of smoke, and other times he breaks apart into sand. (See random table below.) A Boggle's arrival is always understated, typically wandering round a corner, seated in a high-backed chair (that you were sure you just looked in a minute ago!), clambering out of a previously empty box etc etc.

A Boggle encountered singly may remain and bother a person or group as long as it amuses itself to do so. It may leave within a few seconds, or stay for the rest of a person's life (which may come earlier than expected). He may leave and return semi-regularly for a while, and then vanish permanently just when people were getting used to him. Boggles are mysterious and mischievous but not usually deadly. Their aim is to spread disorder, and often when the 'victim' is driven to despair, and/or important events are utterly disrupted, the Boggle will disappear for good.

As mentioned, groups of Boggles are only encountered at the rare homes of these beings. There they interact in a parody of social behavior. They can be seen wandering in groups, eating together, carrying things, even comforting each other when things go wrong. And yet all this has as little coherence as the antics of inmates in a historical asylum for the insane. They seem to have no definite sense of purpose, no long-term memories, and no lasting concern for the misfortunes of their fellows. If attacked, other than by unfortunates who are merely trying to move on, the majority of Boggles in an area will react defensively and effectively, but this always seems to be a random generation of actions, rather than being planned.

Boggles methods of vanishing:

D20

1. Fades away
2. Pops like a bubble
3. Sinks into the floor
4. Spins round superfast, making a wild whizzing noise and sinks into the floor
5. Disappears in a puff of smoke
6. Collapses into sand
7. Shatters like a broken window, the pieces fading away
8. Shrinks to nothing
9. Moves away at supernatural speed, a look of surprise on its face (may impact with solid objects accompanied by sickening crunches, if the exit path is not in a straight line)
10. Explodes covering all nearby with a yechy goo
11. Turns into a simple but realistically painted cardboard cut-out, which may not be noticed for some time if the lighting conditions are not so good
12. Opens a door/trapdoor in the nearest solid surface, which closes behind it (lightning-fast characters may be allowed to pursue it if this fits your game, but it's probably not a wise thing to do)
13. Pulls apart the nearest solid surface like a curtain and steps through, it closes behind it (may be pursued as above)
14. Blows up like a balloon quadrupling its size, explodes covering all in yechy goo
15. Blows up like a balloon quadrupling its size, ruptures at one point and whizzes chaotically away accompanied by a terrific farting noise
16. Blows up like a balloon quadrupling its size, explodes doing anyone close by 3 Hurts, anyone several yards away 1 Hurt, and coating people further away in soot
17. Blows up like a balloon quadrupling its size, and turns into a balloon in the process, floating away and bursting if punctured
18. Descends into the floor as if using stairs, except it isn't using stairs, and the floor remains solid for everyone else
19. Teleports away moving D10+7 feet each time, moves up and down through the floor as if it was porpoising through water. Accompanied by a weird wopp wopp noise. Imagine trying to grab one of these suckers!
20. Rockets away into the air, disappearing from view. If there is a ceiling or other obstacle in the way, it pancakes onto that surface, splattering itself flat. Only the face remains discernible in the mess, eyes blinking in annoyance. The pancake then turns slowly to liquid, dripping down to the floor, and slowly drains away even if the floor is not porous.

Interacting with Boggles:

Dealing with a Boggle always poses difficulties. Boggles tend to make themselves impossible to ignore, by doing things like stealing a PC's allied spirit. One can trick a Boggle, but one cannot persuade it through reason. A tricked Boggle always disappears, but it may reappear later. A Boggle can use all kinds of mjagic, but rarely does so. It prefers to use physical means of harassment, such as theft and sabotage. One of its favorite tricks is substitution, such as putting long, skinny beans in place of a person's arrows, or trading two characters' swords. If the two characters had different enchantments on their swords, or one or both had a bound spirit, there will be confusion and possibly accusations of theft. Some Boggles use large feathers to tickle characters at inappropriate times.

Attacking a Boggle creates some strange situations, best handled by going outside the game system. Normal weapons rarely damage the Boggle. Only a successful surprise attack will affect him, and it usually will only knock him down for a few rounds. While he is down, he can be struck, but such blows only tickle him. Once a Boggle has been surprised in a particular way by someone, he will never be surprised that way again by that person or by anyone else present when the surprise occurred.

A Major or Complete Success with a surprise attack causes the Boggle's eyes to cross and then roll up in its head, after which the Boggle's body goes stiff and it falls over backwards, disappearing. Any character with a sense of humor will laugh at this sight. Most spells have no effect on a Boggle. Often, the spell will simply reflect onto the caster or a bystander. A spell cast with surprise may have the same effect as a surprise physical attack. A Boggle may pretend to be affected by a spell, but then snap out of it.

A spirit cannot affect a Boggle unless it has a physical attack, and then only if it surprises him.

Boggles and Disorder Cultists

A Disorder cultist may impress a Boggle by doing some outstandingly amusing and effective trick. On a rare whim, a Boggle may give an impressive trickster a token of his esteem, which can summon the Boggle once. A typical token would be a wooden coin, a gravy spoon, or a small pig figurine attached to a chain. Of course, just because the Boggle shows up doesn't mean he will help. "Oh, you're in prison, are you? Well, watch my hand-shadow show, that'll cheer you up." On the other hand it may be singularly effective. "Oh you're in prison are you, why do you stay in this small room when the wall is only made of paper and you could jump into the moat and swim away?" Boggles may also gift impressive tricks by Disorder cultists, or in fact by anyone, with a small item. When grasped the small item instantly confers on the holder a one-use Trickster spell appropriate to the trick played by that person. (Storyteller's reward for classic role-playing.)

Boggles and Magic:**What Happens when Boggles are attacked Magically?****D10**

1-3 - Boggle vanishes, unaffected, but does not return for some time

4-5 - Boggle appears to be affected by spell for a few rounds, but is either pretending (maybe illusory effect), or snaps out of it after that time

6 - Spell reflected on one of caster's companions (on caster, if caster is alone)

7-9 - Spell affects Boggle as it would affect a regular being (unless listed below)

10 - Spell affects Boggle either (50/50) at half effectiveness, or at double effectiveness. If not appropriate, treat as a roll of 8-9

Exceptions to these rules:

How Various Spells Affect Boggles:

Befuddle/Confuse Foe etc - Boggle becomes sensible and coherent, but not necessarily friendly.

Careful questioning might gain useful results

Demoralise - Afflicted with insufferable melancholy

Dispel Magic (Roll D6):

1-2 - Boggles trousers drop (if no trousers, its ears emit steam and whistle loudly!)

3 - Boggle thuds to the ground unconscious for D10 minutes

4-5 - Boggle vanishes, never to return

6 - Boggle explodes covering all close by with yechy goo (Boggle never returns)

Blast Flesh/Disruption etc - Each hit swells up a random body part like a balloon. Boggle will vanish if this becomes inconvenient for it, not returning for some time.

Madness - Turns the Boggle into an Elf. It will shriek in dismay and attempt to flee, however it has lost all its powers and become mortal. Will demand protection from the party, will flee if a troll is in the party. There is a 90% chance that it will turn back in D10 hours.

Mindblast - Boggle's head explodes, body falls over. There is a 50% chance that after 4 rounds the body fades away and the Boggle is never seen again. And a 50% chance that after 3 rounds a new head pops up out of the collar, looking dazed and confused. If attacked again immediately, it vanishes.

Seduction - If in desperation this was used to befriend a Boggle it would become totally enamored of the caster, in a very over the top Hollywood kind of way. ("Oh Chuck, you are so handsome, I love a man in llama skin!")

Sever Spirit - Splits Boggle into two functioning halves

Swallow - A swallowed Boggle will be heard singing and moving around, hammering, sawing wood, and generally making itself at home. The swallower will be inconvenienced by unpredictable bulges in his/her anatomy, and occasional loss of limb control as the boggle takes over. After some minutes of settling in the Boggle might take over the body for a while, and drive it around like a used car, crunching into walls etc. Caster may end up battered, bruised and fractured, but no critical injuries, unless they have previously killed a Boggle. Once the Boggle becomes tired of this, or if tempted out by a promised reward, it will emerge either by being vomited or farted out (50/50)

Examples of Boggle Magic:

Sandy Peterson: "The Heroes encountered a boggle who challenged them to single combat. While fighting the creature (who had quite an excellent combat skill), the player noticed that injuries to the boggle's body manifested themselves as partial deflations of his physique. Thus, as it took more damage to one leg, the limb became flabbier and floppier. Periodically, the boggle stuck its left thumb in its mouth, puffed up its cheeks, and blew into its thumb, which re-inflated

whatever body parts were collapsed. The creature was finally beaten when the PC sliced off its head. The body collapsed like an empty bag, and the head (intact and hurling imprecations) was left to its own devices.

When dying of thirst at the gate of the boggle castle, the Heroes were greeted by boggles who tossed them gold coins. The more the Heroes pled for something to drink, the more coins were thrown at them. Finally one of the boggles seemed to get the idea, and led them to a large feast room. There, spread before them, was all manner of foods to “refresh them” as the boggles said—there were potato chips, salt pork, spicy hot peppers, dry biscuits, and all manner of highly inappropriate food. Some glass containers apparently filled with a clear substance were on the table, but the substance proved to be filled with solid glass, rather than water.

One of the Heroes had died on the way up the mountain, and the Heroes were carrying his corpse on the back of his high llama. The boggles ran off with the high llama early on, to be encountered again in the feast room. There, the PC’s corpse was glued onto the wall about 20 feet up, dangling all askew. His high llama had had each hoof glued onto the ceiling, directly over the feast table. Thus upside-down, it was braying, twisting, rolling its eyes in terror, and defecating freely. At one point, some boggles wandered into the room (they did not seem to have any sort of hierarchy) and remarked on the fact that the human corpse was dull and lifeless. They walked up the wall to the corpse and began to tickle it, in an attempt to make it kick. After a while, the tickling took effect, and the PC, returned to life, began writhing and screaming, begging the boggles to stop.

Later, the party met a boggle drinking something out of a jug. The party’s troll snatched it away and gulped it down. It did refresh him, but also turned his skin orange, and he stayed that untrollish shade for the rest of his life. The party also found a large closet filled with tied bags, mostly lumpy and some wriggling. One huge bag, over 20 feet across, teemed with motion. The boggles offered to open it for the Heroes, but were talked out of it. Later on, the Heroes found that that bag was filled with dozens of live chaotic monsters that the boggles had defeated. Other bags contained other things, like a complete turkey dinner, houses, etc. One bag, when opened, looked down on a green countryside thousands of feet below. Clouds could be seen, the sun shone, etc. The Heroes were tempted to jump in, because they could see rivers and lakes below (they were still half-crazed with thirst).

Eventually the Heroes found that the interior walls of the boggle’s maze-like fortress were made out of plasterboard, and they began chopping their way directly through, instead of groping around. Still lost, they asked a boggle the way out. He replied, “Follow your nose”, at which moment the nose of the lead PC began to grow and grow down the hall, then curve around a corner. The Heroes raced after the nose’s end. When they were able to run faster than the nose, they would “catch up” towards it, and it would become shorter (though still growing). When they lost ground, the tip of the nose flew further away. The Heroes put on a burst of speed when they could see the exit ahead, and nearly caught up with the nose. When they emerged from the castle, the PC’s nose was only a foot long. But there it stuck.

A boggle trap: a river of molten metal protected part of the castle defenses. It was only about 8 feet across, but before jumping it, one of the Heroes threw a stone first (this was a close call—their initial plan was for the troll to toss a smallish PC across). The stone hit an invisible wall, built right on the opposite shore of the river, and plunked into the glowing liquid.

Anyway, that’s how I played boggles. Goofy, weird, with stupid practical-joke style magic.”

Example Boggle Spells (inspired by the Trickster list on Peter Michaels’ website)

Animate Armor, Attach Archer to Arrow, Babble, Become Tin of Dwarf Food, Befuddle, Break, Brittle, Cause Amnesia, Cause Confusion, Cause Drunkenness, Cause Food Gluttony, Cause Idiocy, Cause Impressive Body Odour, Clumsy, Create Personal Stormcloud, Deep Sleep, Drop, Entangle in Own Clothes, Feign Gory Death, Fumble, Handshock, Hide Fetch, Hotfoot, Illusory Chaos Feature, Increase Size, Melodramatic Death, Multiply Self, Pass Through Crack, Ricochet off Walls, Rubberblade, Shirt Golem, Shrink Human, Shrink Troll, Silence, Sneeze, Swallow, Swap Spirit Spells, Tickle, Treasure Into Excrement, Turn Blow, Visibility, Walk on Walls, Walk Through Walls, Warp Spell Effect, Waterwalk.

As previously noted, I imagine Boggle spells being activated as parts of traps and tricks more often than a direct spell combat situation. Although the odd instance of a Boggle popping its head round a corner and zapping a character with something like ‘Fumble’ at an inappropriate moment cannot be discounted. This spell list can also be used as a quick reference if designing a Boggle gifted magic item, or a spell given by a Boggle as a token of esteem etc. By and large Storytellers can invent and use Boggles’ magic spontaneously, taking the opportunity to be incredibly creative. Interacting with Boggles is not a ‘realgameworld’ situation and should not be treated as such.

Fighting with Boggles

Bearing in mind what is already discussed about attacking Boggles, is it at all possible to engage in combat with them, or is this a ridiculous idea?

Being unpredictable, it appears to be the case that some Boggles are equipped to be fighters. In the Underworld they have been the first line of defence against Chaos since before Time began, and so can probably be formidable opponents with their tricks. It is outside the scope of this piece to deal with Boggles at war, however Boggles dealing with intruders, or merely irritating some combat equipped individuals, sometimes throw out their warrior types. Each warrior type will have a special ability, such as the one mentioned previously that could self-inflate.

Possible other abilities are: casting "Mirror Images" of itself; growing numerous arms; reflecting all damage back onto the attacker; being able to ooze back to avoid blows as if it was an amoeba (vastly increased Dodge); replacing itself with a plaster replica a millisecond before being struck a fatal blow (all except the frozen attacker can see it walk away, collect statue, return and put it into place, before standing some yards away and putting its fingers in its ears as time starts to move again); and many more (as they say!)

If a Boggle is not combat orientated and is attacked it will most likely flee and maybe retaliate with tricks, however Boggles don't seem to hold a grudge, they are mean to everyone! Perhaps the reason they don't hold grudges is that their memories are so short, and bad deeds against them are soon forgotten? Boggles do not take damage from non-magical weapons, although of course they may pretend to. If a party uses combat as a main means of dealing with Boggles, I (as a Storyteller) would haul out my combat Boggles in response; otherwise combat Boggles would be specific encounters, or met rarely just for spice.

Station 6: The Castle of the Boggles

This too is adapted from an old article I had on my website. I always wanted to run an expedition to the Plateau of Statue, and wrote this long, long ago. Well, it finally fits in – almost as the swansong of the campaign. Since the campaign always had elements of humor, it seems appropriate to at last find a home for it. Again due to time constraints it is not as well-edited as I would like, and somewhat overwordy. Apologies.

Due to its location in the ravine, the Castle cannot be seen until it is drawn level with. Then climbers can then see into the wide ravine, its floor scattered with boulders and gullies of all shapes and sizes. The ravine walls are also jagged and appear (accurately) to be unclimbable. About half a mile away the ravine widens further, and stretching its entire width is a bizarre building, a cross between a gothic castle and a decadent funhouse. Beyond the castle a steep track can be seen rising to the top of the Plateau. Midway between the castle and the opening into the ravine sits a humanoid creature. It wears black and white leggings, pointed brown shoes, a tattered red jerkin, and a green hat. Its nose is extremely long for its face, and its eyes extremely wide. It is also 100ft tall! As soon as it sees them it stands up.

Approaching the Castle

Fred - This boggle has one hand above his eyes, protecting them from the harsh light of Yelm, as he scans out across the Wastes for intruders. Fred however is slow and dumb, and often fails to notice stealthy intruders, even when they sneak right past him. Of course the Heroes don't know this, and might spend a lot of time and energy working out ways to avoid him by creeping around the rocks and gullies of the ravine. Because he is slow, he might also be dodged and confused.

Once Fred is by-passed, the characters can draw closer to the Castle. They will see that it is constructed with towers, turrets, and battlements, and windows of all shapes and sizes peer out from all heights along its front, and at all angles. It is also decorated with splashes of colored paint and banners, as if a misguided party of repressed interior decorators came here to vent their frustrations.

The most obvious features are the moat and the main gate, and the moat glows as the Heroes get closer. The reason for this glow becomes obvious as they draw near, it is a channel of molten metal around eight feet in width, bubbling and hissing in a most unfriendly manner. On the other side a narrow piece of land about 2 feet in width separates the moat from the castle itself. (If they ask, yes, there are windows that look like people standing on each other's shoulders could at least reach them.)

The main gate is shaped and painted like a laughing clown's face. The frame of the gate is curved and red, and follows the line of its lips. Above this is the rendition of a nose and eyes, topped by a small pointed hat. It looks like nothing less than the entryway to one of the more garish Donandar carnivals - and yet without the buskers and barkers, and laughing audiences, the effect is somewhat sinister. On either side of the door stands what can only be a boggle. The one on the left is short and fat, the one on the right is tall and skinny. Other than that they are quite similar, both having distorted faces with long noses and bulging eyes, wearing pieces of badly fitting plate armor, and each carrying a 10ft pole-axe. (If the edges of the Castle are investigated, it melds into the ravine walls, and there is no possible way past.)

The Moat - A fiendish trap, taken directly from the description of Sandy Peterson's Boggle scenario notes. Whilst it doesn't look too difficult to get over, there is a solid invisible wall on the other side, which fills the 2ft gap between the moat and the front wall. Anyone (or anything) striking this which has no means of support in the air will fall immediately into the molten metal, taking 3 Hurts each round they remain there.

The Gate - The gate itself is completely harmless, it is open and the clown's face may simply be walked through, without danger, along a short corridor into a small courtyard beyond. The moat can be crossed by means of a wooden bridge that is completely sturdy. Mind you, once the bridge is crossed more than halfway, it retracts towards the castle, disappearing into a niche beneath the guards. It moves swiftly, but anyone who makes an agility success will be able to jump off and onto the bank. If the agility success is failed they must make another agility success or a Jump in order to leap onto solid ground near the gate. If this second chance is failed, the person stumbles into the molten metal and takes 3Hurts immediately, as they haul themselves up onto the bank. The drawbridge will not be reset for another 20+D20 hours.

The Sentries - Bill and Ben have been instructed not to let anyone in. They are 20w each with the pole-axes, and are very robust. They are agile and are not damaged by anything except magic. Any variant or additional statistics are up to you, but remember they are dumb. They will ask the characters if they have permission to come inside, and if so, who from. Then they will try and repeat this information (even garbled or non-existent answers), but get it rather muddled. Quick-witted Heroes can take advantage of this to confuse the guards who may become so unhinged that they try and stop each other from entering the Castle, and become engaged in puzzled argument with themselves. ("So, we can't come into the Castle, unless the Prince is with us?") In short, after some frustration the Heroes should be able to slip inside. (There is no barrier at this part of the moat, and characters may find ways to cross the molten metal without the possibility of being repelled to a heated doom.)

NOTE - Once inside the Castle, various resources, especially ropes, should be kept careful track of as they may become depleted, leaving the adventurers in a right pickle!

Designing the Castle

The Castle is mutable, and is not a place where a standard floorplan is a good idea. The Storyteller need only invent a map on the spot, whatever corridors and stairs are required to take the characters from one encounter to the next. What follows is but one example of what an adventurer party might find. When designing magical effects inside the Castle, simply find a large list of Trickster spells (such as those at Peter Michaels' excellent site: <http://members.aol.com/pmichaels/glorantha/jestbaub.html>) and use the spells as booby traps (e.g.. Characters with an unwished for use of the Remove Body Part [Left Leg] spell, and a small Boggle scarpering with said appendage). Boggles would seem out of character if using spells as a matter of course. At all times remember to run Boggles as a pack of unfathomable, disorganized, prank-loving, possibly insane, weirdoes. Some are clever but only in specific instances, some are stupid, but too stupid to be any help even if tricked, none are coherent unless you have Befuddled them or something similar. They play to their own agenda, and whilst jokes and tricks may be complex, as a whole nothing they do has consistency. You can be fairly sure that wherever they live they didn't build it themselves!

A trip through the Castle should provide the characters with a blend of tricks, traps, and general weirdness. Few chances to die should be presented, but many chances to suffer unfortunate disabling, or disfiguring effects. Most, if not all of these, should be avoidable by the extremely clever and the lucky. In short, the characters should emerge from the other side, beaten and bruised, having had several important items lost or stolen, at the most having had one character permanently killed, and having 1-3 characters suffering from bizarre effects of magical traps. These might vary from a simple change of skin colour or a change of sex, to the inability to ever grasp a sword without it becoming bendy and useless.

Duration of Boggle Effects (D6)

1. D3 hours
2. D3 days
3. 2D6 days
4. D4+2 weeks
5. D4 seasons
6. Permanent

The final outcome of a trip through the Boggle Castle should be with all, or most, characters having suffered painful indignities, had some valuable pieces of equipment stolen, and possibly suffering some debilitating, or disfiguring effect. As indicated in the table, such effects will usually be temporary. Still, the Boggle Castle is not indicated as being the 'soft option', except in comparison to the other ways of getting onto the Plateau of Statues, so characters will need all their magic and skills to get through, and to heal the effects of injurious pranks. There is no better place to tailor damages to the abilities of parties to cure themselves (almost as if the Boggles somehow 'knew' the limits the party could endure). It should be rare indeed that a character dies inside the Castle, but nonetheless a possibility. Also, remember that whilst some of the encounters that follow might be remotely comprehensible to us in the 'real world', to Gloranthan characters they are weird, inexplicable, bizarre, and possibly even bordering on the diabolical. Hence the Castle's reputation as being a dangerous and frightening place.

The Courtyard:

Description - This area has a small fountain at its center, splashing clear water into a shallow bowl four feet across. Off the area, as well as the entryway, there is a door in the center of each wall, and a staircase leading up an archway into the next level. The floor of the whole area is paved with large slabs.

Tricks - (i) all the doors are false and lead to brick walls, (ii) the water in the bowl and fountain is made of silvery, translucent paper that rustles in the breeze, sounding like water. This deception becomes obvious when approached, (iii) After the first few steps the stairway turns into extremely realistic, and extremely thin, paper mache, and the first person to tread on it will cause the whole thing to collapse, taking D3 damage as they fall unless they make a Jump success. (iv)

The archway at the top of the stairs does not only go nowhere, but 3 seconds after any significant weight is put on it (say by a character searching the back wall for secret doors) there is an audible click. One second after this the back wall of the archway lurches forward on a powerful spring, pushing anyone there back over the edge, causing them 3 Hurts damage from the impact, and 3 more when they hit the ground below. (Falling is protected against by only minimum armor.)

Solution - The bowl in the base of the fountain is a large trapdoor, requiring great strength to slide aside. Once this is done, it is but a small drop into the end of a corridor.

The Entry Corridor:

At the start of this corridor, a sign reads in Trade *"Welcome to the famous Castle of the Boggles. We offer you our hospitality, and hope that you will enjoy your visit as much as we will enjoy entertaining you. Please help yourself to a free gift as you pass along this corridor."*

Along the passage are displayed weapons, armor and shields of all kinds. Any piece taken from here is highly magical, and also comes with an unusual problem. Roll separately for each. (If anyone tries to take more than one, they are instantly struck with the 'Dopey' boggle spell and become gibbering idiots for D10+10 minutes (see 'duration of Boggle effects' for when/if this is restored)

Benefits (D6):

- 1) Item functions to double effect against a random cult foe of the new owner
- 2) Item is indestructible
- 3) Item glows in the dark on command
- 4) Item will leap onto the owner's body (or into their hand, as appropriate) on command
- 5) Item can be ordered to appear and disappear on command, always reappearing appropriately
- 6) Item assumes the shape of some similar but mundane item (such as stick or metal dish) when not in use, and changes only when ordered by the owner

Problem (D6):

- 1) Except when performing its benefit, the item is completely useless (eg bendy sword, floppy armor)
- 2) Item glows in the dark continuously
- 3) Item attracts Chaos creatures psychically
- 4) Item changes into some similar but mundane item (such as stick or metal dish) at inconvenient moments, such as every D6th time it performs a benefit for the wearer, and will only change back on command after a lot of shouting
- 5) Item leaps of the person's body/out of their hand at inconvenient moments, such as every D6th time it performs a benefit for the wearer.
- 6) Item is easily recognizable by its previous owner (whom the new owner will encounter the next time he /she passes through civilization)

NOTE: Re-roll incompatible results, such as an item glowing in the dark on command which is also rolled as glowing in the dark continuously. Also some of the problems might still be converted into benefits, by selling the piece to someone who might have a use for it.

Area 1 - Room of Globes

Description - The corridor progresses only a hundred yards or so, and then opens into a large chamber. The chamber has one door opposite, and in the center of the room six translucent glass globes hang from chains in the ceiling, dangling about 5 feet from the floor. Each globe is around a foot and a half in diameter, and on the ground beneath them lies a small mallet with a long wooden handle. There are no windows.

Tricks - Each globe has an unpleasant surprise in it, apart from one, which contains a key (and an unpleasant surprise). The door opposite is so magical that it cannot possibly be opened without using the correct key. All globes will register as magical, and no details can be made out by looking, as only vague shadows are within. Some information might be gained by a tall character gently jiggling the globe, otherwise they need to be smashed. Number the globes secretly yourself and then present an un-numbered sketch to the Players, so they can choose: **(1)** A large old book, held closed by a clasp. "My experiences in the Castle of Boggles" by Ulodric Greenskin. Unfortunately this is a trap, and the person who opens it activates exploding Runes hidden inside the cover. These will cause only minor burns and blast damage (say 2 Hurts after armor), but should certainly result in the character's face being blackened and their hair plastered in a fan away from the blast. The book of course will be burned too useless charred pieces; **(2)** A small boggle, who hits the floor with a cry of pain, and then calls out "Oh goody, time to play! I'll be it!" He then proceeds to play tag, running towards a random character. If this character cannot Parry or Dodge the boggle's 15w touch attack, they are then 'It', and are impelled to chase another person, crowing and giggling insanely. The only way to stop this effect is when someone makes the boggle 'It' again, and he is somehow subdued. (Catching or subduing him can be as easy or as difficult as you require.); **(3)** A plain Iron key. When this is placed in the keyhole and turned it delivers 3Hurts of electric shock damage to the turner, with arcing blue electricity playing up their arm and making all their body-hair stand on end. After three times this effect ends and the key becomes completely useless; **(4)** A red rubber ball. This shoots out of the globe as soon as it

breaks, and ricochets off the floor. It only moves 'fast' initially, but increases in speed with each ricochet off a surface (or person). With each bounce any character in the room must roll a D10. If no-one rolls 8, 9 or 10 the ball misses everyone, however otherwise it strikes someone for 1Hurt of damage. This procedure goes on for D6+8 rds, and each time it gets faster and the damage rises by 1Hurt. Armor protects as normal, and clever characters might get minuses on their D10 roll for hiding behind shields, other characters, stunned boggles, etc. After the indicated rounds it disappears out of the doorway they came through. If it has not yet caused enough fun, it will shortly return for another few rds. Describe its crazy and violent trajectories with plenty of flair! It is impossible to stop except in its first 3 bounces, which require a Major Jump success for the first two bounces; and Complete for the next. It will remain still only when held by a living creature, but can be secured in some tight wrapping. Imaginative Heroes might be able to stop it some other way; **(5)** In here is a plain Iron Key (which is the one that unlocks the door), which is tied by string around the neck of a small teddy bear. If the key or the bear are attempted to be touched, the bear slides away at lightning speed to a distant point in the room, where it sits innocently. Major Jump successes are required to grab the bear as it whizzes past. Unlike the ball, it does not ricochet. A lesser success means that it is touched but not grasped. When touched it squeals loudly, but never makes any other sound, although it may slowly turn its head as an added amusement factor, when people creep up within its sight. The solution is to creep up behind it (any other angle then a Major Jump success is required as it zips away) and dive on it, whereupon it will explode in a great blast of fur and stuffing which will coat the character, and they key will be sent flying through the air, but will then be available to be simply picked up. The opportunity here is for characters to stalk the teddy, and the Storyteller should ensure that it takes at least a few rds before it is caught, and hopefully a lot more. **(6)** This is full of liquid with something metal lying at the bottom. The metal object is a key that bends when any pressure is put on it, and is completely useless. The liquid turns to gas when the sphere is broken. This gas quickly fills the room, and anyone who fails to hold their breath and flee, and therefore succumbs, is sent on a hallucinogenic trip where boggles dance and jabber all about them, crawling into their clothes and hair. The duration of this effect is 10 minutes.

Solution - See 5

Area 2 - Room of Columns

Description - A long room stretches before you, the door you have opened is a hundred feet off the ground and the roof is 40feet overhead. Level with your door is a line of columns that are set into the floor. The tops of these columns form a pathway that could be used by Jumping, to cross the room to another door, set back inside an alcove. The room is lit by a few small skylights in the ceiling. There are 17 pillars to cross, and down below the floor of the room is criss-crossed by a crazy net of numerous thin beams of red, yellow and green lights.

Tricks - Pillar number 5 is collapsible, being made only of plaster of paris. Pillar number 11 is topped with stiff cardboard and is hollow - the unfortunate victim will plunge inside, taking an injury damage as they hit the bottom (minimum armor protects), and need to be pulled out with rope. The edges of this pillar are also razor sharp, meaning that all ropes are severed when the person falls. Pillar number 16 actually continues all the way to the ceiling, but the top half is invisible, so it looks like all the others. Anyone falling outside of a pillar will hit one of the colored beams below (D6: 1-2=green, 3-4=yellow, 5-6=red) Green: the character disappears with a flash and hiss of ozone (see Area 3); Red: the character becomes lighter than air and must be lassoed or somesuch (duration is 10+D10 rounds); Yellow: the character appears inside the hollow column, 10ft above its base.

Solution - Jumping a normal gap between pillars requires a minor Jump success. Jumping across a double gap is a major Jump success. To get past pillar 16 requires that one of the characters who is lighter than air is used as an aerial pivot, and someone must lasso them and swing around the blocking invisible pillar and onto the final pillar or into the doorway beyond. There may be other ways creative players can think of, however flying is not possible in this room due to magical dampening, the walls are impossible to get a grip on even if magic is used (this is countered by some of the beams diverting from below and firing one every other round at 40% accuracy at any such climbers. Once the final doorway is reached there is a large switch in a small alcove. It is in the up position next to a straight-line. If it is pulled down to match a circular rune the pillars sink slowly to floor level, and a serviceable rope ladder unfurls from beneath this exit door. This door can be opened freely after the switch has been pulled, but until then is immovable. A back-up alternative for getting out of columns room - perhaps someone in the Tea Party will eventually come round and go back and pull the switch.

Beyond the door is a corridor that leads on a ways. Following it and they begin to hear chattering voices up ahead. Two lit doorways appear through the gloom at the end of the passage. The door on the left (Area 4) gives off the brightest light but the door on the right (Area 3) is a little closer. At the far end of the corridor is a large clown's head painted on the wall. Like the main gate to the Castle, its mouth is an open space, this time leading to a magically black space. **(Trick:** passing into this space causes the passer to be teleported away and all their non-magical goods and belongings are spat back out of the mouth. The person is ejected naked on the far side of the Castle, and with luck can hide their until his/her colleagues get all the way through. The magical possessions may or may not be recovered later.)

Area 3 - The Temple

Description - This large, oblong, dimly lit room is clearly a sacred area. The door opens at the side of one end, and the characters can see across seven wooden pews to the far end of the room where three darkened archways are behind a

statue and a pulpit. When that far end of the room is approached the statue can be seen to be a young grinning man with a hand behind his back and another held out in friendship. Any Eurmal (or other Disorder cultist) will instantly recognise him as Eurmal, Orlanthi can roll Cult Lore, others may guess. The alcoves are pitch black and magically so. Above the one on the left is the Rune 'Illusion', above the middle one the Rune 'Disorder', and above the one on the right the Rune 'Infinity'. Stepping through either one leads immediately to the shrine beyond, and there is no trick to this.

Tricks - The statue of Eurmal in the main room is a holograph and not remotely solid, and anyone except a Disorder cultist that tries to touch it will find one item they possess disappears and is replaced by another entirely random but similar sized item. The Storyteller can devise anything they want and may call for a Luck roll or something similar. If this is made, the replacement item is something bizarre but useful. If a Disorder cultist tries to touch it they also cannot feel it, but gain a gift with no loss (first time only). The pews are in fact hinged, and inside them all are surprises. From nearest the door they contain: (i) hundreds of lead bolgs, (ii) hundreds of copper pieces, (iii) hundreds of silver pieces, (iv) hundreds of gold pieces, (v) hundreds of jewels of varied value, (vi) a stinking gas that fills the room in 2 rounds, making everyone (who fails to hold their breath and flee) vomit and suffer tremendous nausea, and lose D3+1 Hurts due to violent evacuation.

Illusion Shrine - This small room is a Shrine to Ratslaff who was the buffoon of the Celestial Court before Time began. He was also the father of the Boggles (in a manner of speaking). The floor is tiled black and white, and across the room is an altar in the shape of a huge lump of animal doo doo carved out of stone. Behind the altar is a tapestry depicting an old man running naked across the meeting table of a group of serious-faced deities (the Celestial Court), only one woman laughs (Uleria), the others frown or look surprised. On top of the altar are what appear to be: a half-inflated pig's bladder, a cloth bag, and a disc on a piece of leather. On both walls are randomly scattered slots about 1 foot across and 5 inches high. (If examined they reveal nothing.) The floor can be crossed easily (taking 15 or so steps), except that on any roll of 1 on a D6 as they cross, and the tile beneath their feet releases a trap mechanism, causing a custard pie to fly out of one of the slots, aimed for the head with 90% accuracy. It travels fast and requires a Major Success Dodge or Jump to avoid being 'splatted'. (The effect is completely harmless.) Any Disorder cultist who enters this room is on a HeroQuest, and it they avoid being pied the first item they touch on the altar remains solid. For everyone else the items are illusory.

- The half-inflated bladder is a farting cushion and can be placed on any chair, where it will become invisible until sat upon, when it will release and explosive rasping fart, audible to anyone in the general vicinity. It will do this once per day and has the added magical effect of anyone failing to resist magic who hears it will roar with laughter at the person who appeared to emit the fart. Such persons are debilitated and cannot act until D3 rounds after a round in which they succeed in this roll.
- The cloth bag will produce something random up to once a day when a Disorder cultist puts their hand in. See the end of this piece for exact details on this 'Bag of Tricks'
- The disc on a piece of leather. If this is tied to the palm of one's hand the leather fades to invisibility and the disc becomes like a dark shadow. When it comes into contact with another hand the non-wearer receives electric discharge damage for 1 Hurt – which makes them shake and frazzle amusingly.

Disorder Shrine - This room looks like a blam keg has hit it. Perhaps it was once a library or a study. There are overturned shelves, torn up books, and smashed furniture. At the far end is a rickety table, still standing, that has on it a scroll, a book, and a stoppered flask. On the wall behind this is a large painting of a black and white pantomime face, one half happy and the other half sad. Non-Disorder Rune cultists who step into the room beyond the first look take 2 Hurts from disruptions for each step they take where they fail to resist magic. Once again there are 15 or so steps required to reach the table. The book is a book of jokes in the best language of the reader. It traps the attention of anyone who does not beat its Might and will distract them for several rounds. (The first three rounds are always failures to resist.) The scroll is a Trickster spell of your choice, which is re-usable only to Disorder cultists, and one use for anyone else. The stoppered flask contains a potent knock-out gas which fills a small room and then flows back into the flask. A Disorder cultist unstopping the flask is immune to this effect.

Infinity Shrine - This room looks like a boudoir, and is a Shrine to Uleria. Along the side walls are 6 sumptuous divans (3 against each wall), and vases of beautiful smelling flowers. On each divan is a female boggle, giggling and batting their eyelids. All of the boggles are quite ugly and repulsive, but more so the further across the room you look. At the far end is a civilised lady's vanity table, and behind this stands a large statue of a voluptuous naked lady (of the race of the person who first enters the room) which draws the eye of anyone that sees it, regardless of gender. On the vanity table is a mirror, a decorated metal box, and a small stoppered glass flask. Crossing the room one becomes more and more aroused, once again it takes 15 or so steps to do this. Each step one must attempt to resist and on a failure becomes more and more erotically stimulated. (Do not tell the players what the Heroes are losing, only that the boggle ladies are becoming more and more attractive, and that the statue at the end seems to be smiling at them more and more suggestively. Basically the Difficulty rating will keep rising.) If the Hero finally fails, the nearest boggle female becomes totally irresistible and sexual congress will occur. Such a person will soon exhaust themselves and be carried to the doorway by the boggles and thrown unceremoniously out. Anyone who reaches the table may take an object. The mirror

will (if looked into) increase the holder's good looks for one hour following. The stoppered flask contains 10+D10 doses of perfume which is greatly arouses members of the opposite sex. The metal box contains a large hairbrush which (when used as a club) has an attack augment of +10 always striking the side of the head. A Major Success means that the person is stunned for 15 or so minutes. All these items are Uleria Holy Items and will fetch much reward (in cash or kind) from any Uleria Temple they are offered to.

Area 4 - The Mad Tea Party

Description - Looking in reveals a strange scene: the room contains a long table with many chairs, and seated at it are several boggles of all shapes and sizes, wearing bright clothes and party hats: one wears the parody of a smart city suit in the style of the EWF, accompanied by a tall hat; a second is very odd-looking, having the ears and nose of a rabbit, and also wearing a classical dinner jacket; a third is somewhat smaller than the first two and has a pointed nose, whiskers and tiny little eyes and ears - this one seems very sleepy and protests feebly as several of the others try and force him inside an extremely large cooking pot standing next to the table. There are five other nondescript boggles of various sizes, all wearing different party hats and false red noses, blowing streamers, being noisy and acting inebriated. On the table are a variety of foodstuffs, glasses of water, and jugs of wine, and a great cooking pot. Against the walls are huge amphorae of beverages, and the room is designed and built in the manner of an ancient Carmanian Lord's dining hall, with torches on the walls, heraldic insignia carved above mantles, and stone pillars supporting the ceiling. There is a large pot of tea on the table, which is the only real drink there, however it is the very liquid which befuddled the other characters, although it tastes like tea. Newcomers will be hard-pressed to get any tea, as the boggle with the hat will try to stop them sitting at the table, or even examining anything on it. he will repeatedly shout "No room!, No room!" when they get close. Periodically all the partying boggles will get up and run to chairs at another part of the long table.

Tricks - The nondescript other boggles also include dressed up and befuddled characters who disappeared from the previous room. Their belongings are either under the table, on the persons of other boggles, or even still under their new brightly colored clothes. Such characters will quickly be recognized if the party is approached, and can be sobered up given enough time and patience. On the table (from Sandy Peterson's campaign notes) the glasses of water are actually solid glass, and the foodstuffs are salted crisps ... (If the insignia are examined they are blurry and undetailed.) All the amphora are big enough to contain gallons of wine, but are empty, likewise the cooking pot.

Solution - The way out of this room is by climbing into the cooking pot. If the Heroes need clues, eventually the dormouse boggle will disappear, or perhaps even another boggle appear at the table who climbed out of the pot. The pot has a false floor that opens from time to time, but mostly appears simply as an empty metal pot. Dropping through the pot one finds oneself in a descending shaft with hand and footholds. It is easy to climb down about 30ft, at which point one finds oneself in a broom cupboard, containing brushes, mops, buckets, and brooms. Exit is simple, by opening the door and stepping out into the corridor. (NOTE - Once left, this door will close automatically and cannot necessarily be found again, unless it seems a good idea to revisit the Tea Party or the Temple.)

Area 5 - The Corridor of Doors

Description - In either direction stretches a painted corridor, punctuated at regular intervals with wooden doors of varying shapes and sizes. Along the corridor less frequently than the doors are items of furniture such as stools, vases of dried flowers, colored drapes, small circular tables, and empty coatstands. The corridor is dimly lit from no discernible source and extends out of sight in either direction. As they wander, trying doors, they will find that most of them are solidly locked, however each time a door is tried a D6 is secretly rolled before the door is touched. If a '1' is rolled, consult the following table, using a D10:

1. Door is a realistic painting
2. Door (and section of corridor before it) pivots forward requiring a Jump roll at -10 to spring clear. Failure to get clear results in being tipped through the resulting gap. The floor rises and has an identical door on its back, which fills the space. The floor itself is also replaced from below. The person has vanished but, after a few moments, remaining characters will hear a wail as if someone is falling towards them. No matter how hard they look, no-one can be seen. All of a sudden a section of the corridor roof slides swiftly back, directly above the place where the party are standing. Anyone looking up will see a dark shaft, out of which the lost character plunges. The falling character will hit D3 others (unless they all make superb Dodge or Jump rolls to avoid him) and all will take 2 Hurts of damage. (If the person's fall is not halted they take 3 Hurts instead.)
3. The door is in fact a morphing boggle, and the doorhandle a certain part of his anatomy! Door squeals and turns into boggle by morphing its shape. The surprised and outraged creature complains in a shrill voice and then runs off down the corridor. (Of course the Heroes might try to restrain this shapeshifter, but futilely. The boggle will be uncooperative - and flaccid - dead-weight, and if the worst comes to it, the boggle will simply ooze away through the crack under a door.)
4. Door is revealed to be hinged at the bottom, and falls open as soon as the handle is turned. Sixteen bulky boggles dressed in some kind of coloured trollball uniform run out shouting "Hut! Hut! Hut!" in unison, trampling the character under the door (unless a Special Dodge or Jump was made to avoid the door as it fell) for 4 Hurts. If unmolested they jog away down the corridor and open another door and disappear inside. If the characters are quick enough, they can enter the small room these boggles came from. It is lined with wooden benches, and at the end is a

wicker basket. Inside the basket is a stretchy boggle. If they give chase and try and enter the new door with the boggles, it opens, via a set of stairs and a secret door, into the room of the mad Tea Party.

5. As soon as the handle is turned the door is violently sucked inwards several feet, revealing itself to be very rubbery. It then rebounds outwards instantly several feet into the corridor, and a Major success at Dodge is needed to avoid it. If this Dodge is not made the character is swatted across the corridor taking 4 Hurts, whilst the door itself reverberates in its frame and soon quietens down.

6. When the handle is turned, a plate in front of the door, and extending for 2 feet either side, flies up at the end of a thick spring. Anyone on it is thrown into the ceiling, taking 4 Hurts, anyone who was leaning across and not actually standing on the plate is swatted aside for a mere 2 Hurts damage. The plate remains in place, bobbing on its spring above a featureless small pit, but will be reset if they pass this way again.

7. The door opens easily and leads onto a corridor about 100ft long, ending in another door. This second door opens into the Corridor of Doors again, at a different point. (If you like the front characters can see the rear characters in the distance in one direction.)

8. The door opens easily onto the base of a flight of stairs, which end at another door. This second door opens into the Corridor of Doors again, at a different point. (If you like the front characters can see the rear characters in the distance in one direction.)

9. This door opens in the side of a ruin atop the Boggle Ranges in the Underworld. They can view only a small rocky valley, underneath a bizarre red sky, but if they step through they can walk up the valley side in a few minutes and will then be treated by quite a sight. (Somewhere along the way, they may notice that they are not breathing.) They are near the top of a jagged mountain range, which is in a massive circle around a great rocky plain littered with huge skeletons of hideously deformed creatures. At the center of this plain is a great circular depression ringed by a fortified wall. The depression contains a swirling mass of colors and lights, and hurts the characters' eyes (and brains) if they stare at it. In the other direction a larger, and less riven plain stretches away into the gloom, and there are two objects visible: several miles away is a huge statue of a fearsome warrior (Kargan Tor), and several miles further is an extremely tall gothic tower (the Halls of Daka Fal), with winged creatures flying around its upper levels. If they want to loiter here, perhaps a warrior of the Arkat Kult Alliance can step forward and advise them to kindly leave the HeroPlane before they get hurt! At the Storyteller's discretion anyone who goes into the Underworld may be sundered from any inconvenient (or convenient) mortal ties, such as oaths and curses.

10. When the handle is turned a small trapdoor opens above the character's head, and a sewerage outfall empties over them for a few seconds, with predictable unpleasant effects.

Tricks - The doors are all locked and if smashed down (which requires extreme force of arms) reveal brick walls behind them. Splitting up the party in different directions will bring them together again, but any items left behind will be stolen, or replaced with something boggleish. Any markings made have a 50% chance of being repaired or of being multiplied. There can also be other random encounters, the most obvious ones being boggles opening a door up ahead and running across the corridor, or perhaps driving some peculiar yellow horseless cart which makes a strange honking noise (there could even be a procession of small carts, each with a hybrid animal-boggle wearing coloured clothes driving).

Solution - After quite a while of fun and games they will notice a small table with a half eaten cake on it. The remaining portion is divided into enough pieces for characters to have one each. Next to the cake is a note in Trade "Eat me". There is also a small bottle of blue liquid on the table, labelled in Trade "Drink me". Close to the table is a purple drape hanging floor to ceiling. It obviously can be used to cover a door, but it currently tied back. Beneath it at the base is a small door, less than a foot high, which has a large keyhole. Looking through the keyhole one can see out into a beautiful, if somewhat overgrown, garden. Drinking from the bottle turns your skin a lovely turquoise blue, eating the cake shrinks one to the right scale to fit through the door. However the door is locked and unable to be opened. Scan rolls may notice that there is now a key jutting off the top of the table, and Climb rolls may be required to fetch it.

Area 6 - The Garden

Description - They emerge into a huge long hall with a great stone ceiling looking like a cathedral roof, and walls more than a hundred feet tall which are covered with moss, creepers and grinning gargoyle heads. This is a spacious area, but thoroughly overgrown, although the ornamental paths are still just about clear. Running through the centre of the area is a wide stream which contains fresh and healthy water. (If this is followed, upstream leads to the ornamental pool, and downstream it disappears through a series of metal grates to small to pass through.) They will also soon encounter a boggle with a bright yellow watering can decorated with garishly painted purple flowers. He is an idiot and of no use, but may follow them about, offering stupid suggestions. Down at the far end a waterfall drops ninety feet out of the sculpted mouth of a hippopotamus. The waterfall drops into a large ornamental pool with water-lilies in, and small streams flow away into the undergrowth. In front of the pool is a stone plinth like the base of a supporting column, but only three feet tall. In its top are two unidentifiable Runes and two carved handprints (of a L and R hand). Half-hidden amidst the creepers and bushes against the walls are two alcoves each about four feet wide and seven feet tall, one on each side of the ornamental pool. The alcove on the left contains another stone plinth with handprints and different Runes, the alcove on the right is the same.

Tricks and Solution - The plinths are activated by placing one's hands in the depressions. If this is done at the one on the left nothing appears to happen, however this is actually the "On/Off" switch and the Storyteller should keep note of whether the effects are on or off, as no other plinths will work without this one being turned on. The central plinth turns the gravity in the room on and off, which may result in falls depending on what has occurred. When gravity is off, the water will float around in amoebic blobs of various sizes, and the waterfall will eject its water as a wide gyrating snake flowing at random directions and heights across the room. Anyone floating about and contacting water of any kind will become soaked, and can even be washed away downstream, although this will be eventually helpful allowing them to contact some other surface and pull themselves out. (Once the gravity is turned off and the water changes direction the opening to a small passage is revealed just below the hippo's head. This will not actually exist until the magical effects are activated by the first plinth.) The third plinth reverses gravity. If this is used before the anti-gravity, then all unattached individuals and objects will 'fall' to the ceiling taking an injury. If it is activated after the anti-gravity, then all floating and unattached objects and individuals will float to the ceiling, which now becomes the floor. This graduated effect will soon wear off and anyone tied to what is now the roof will face a fall or difficult climb to get to the new floor. The new floor of course soon begins to fill with water so characters could drop with less damage if prepared to wait about half an hour. It is now easy to climb the 10ft of wall from the new floor to the revealed entryway and continue down the corridor that is there. (NOTE - Vegetation will not fall from the new ceiling and the room will reset itself soon after the characters have left.)

Area 7 - The Junk Room

Description - Not a particularly huge room, this one contains what looks like theatrical props: tables, lamps, candelabras, chairs, chests, doors, and painted canvases of stone walls and wooden paneling. There are also several large canvas sacks, some of which are huge as big as carts. There appears to be no other exit.

Tricks - There is nothing of any use in here (This is not entirely true, there are seven stacked doors: blue, green, red, purple, pink, orange, and yellow, and one of these is needed to move on past Area 9, but they do not know this.) One of the sacks is wriggling and growling. It is full of all the Chaos creatures the Boggles ever defeated. If characters open it a random chaos creature will clamber out before the bag reseals itself. (Taken from Sandy Peterson's campaign notes.) Other bags might contain other monsters, or strange boggles of different types.

Solution - Simply leave through the doorway that is only slightly concealed by having the colored doors stacked in front of it.

Area 8 - The Upside Down Room

Description - This long and extremely crowded room is obviously a place for boggles to relax and socialize. Here all manner of weird boggles recline in armchairs, splash about in baths, eat at dining tables, play leap-frog, and puzzle over board games at small tables. However, the room is completely upside down and is open to the sky, although the sky is beneath the feet of the characters as they look down. The door into the room opens at floor level, or is it ceiling level? That is to say they can reach out and touch the chair leg of the nearest boggle. On the opposite side of the room some 150ft away is another doorway standing ajar.

Tricks - The Boggles will be most bemused by the antics of people passing through and may poke at them to stop their interruptions. This will not be serious combat and characters can struggle on, shrugging off interruptions. If a character were to somehow fall they would disappear (possibly screaming) up into the sky, dwindling into a speck. Such a person may be encountered later, possibly falling from the ceiling naked or in a sack, or whatever you like. They will recall a long fall during which flying boggles stole all their belongings. (or may recall nothing at all.)

Solution - It is actually quite easy to clamber through the room holding onto chair legs, crawling under tables, even hanging off boggles. If rope is used only the front climber needs to make regular Climb rolls (10 of them) the others have their Climb Skill (Minor success of better). Once on the other side passing through the doorway has a peculiar effect and the person suddenly 'falls' to the ceiling. Looking back into the room it is the right way round and the person might think to go back and help their fellows, however passing back through the doorway inverts them once again (though rope might be thrown etc). Anyone rolling 10 on a D10 whilst climbing through will disturb an average boggle who will try and dislodge them, and need to be discouraged by persuasion or beating. You are free to ignore this if someone has already fallen.

Area 9 - Coloured Doorways

Description - Along a short corridor from the upside down room, this is a fairly small room containing only alcoves like doorways. But these only go back a few inches into the stone walls and are each painted one color from blue, green, red, purple, pink, orange, and yellow.

Tricks - One of the doors from the Junk Room needs to be put into an alcove, which can then be opened as normal to pass through to the next section. (For this game all doors lead to the same place but you can ask the characters to choose a colour as if it makes a difference.)

Solution - Go back through the Upside Down Room, collect a door and bring it back, somehow transporting it across the gap. Let's hope they brought rope!! If not, perhaps tablecloths must be stolen from the boggles eating upside down, or perhaps boggles can be persuaded (or bribed) to carry one across the room?

Area 10 - Friction Free!

Description - The doorway opens into the end of a 150ft long room with no windows, made entirely of shiny metal surfaces. Down at the far end another (closed) door is visible on the right hand wall near the corner.

Tricks - This room is frictionless, also Flying magic will not work here. Stepping onto this surface results on sliding off across the room, bouncing off walls, at a speed commensurate with the energy put into that first step or jump. Just before the door is a trench (not visible until approached) into which a person will have no option but to fall, suffering 4 Hurts in the 15ft fall. (For extra fun you could place this room between the Upside Down area and the colored doorways bit!)

Solution - Ropes are needed to prevent people falling into the pit and taking damage. However the floor of the bottom of the pit is not frictionless, although the walls are. The only way through is to form a human (?) pyramid at the bottom of the pit and for someone to then jump off and slide to the exit door, grasping (Major Success) the handle to prevent ricocheting off and falling down the pit again. Once the handle is grasped the door can be opened.

Area 11 - Game Show

Description - A large and very dark, oblong hall with the dim glow of an open door visible at the far side. If magical lights are used they function poorly; the room must be entered before anything substantial happens. Then bright lights turn on across the ceiling, the walls are shown to contain many recesses in which sit scores of boggles on benches, who begin cheering. At the middle of the left-hand wall a tall podium rises swiftly from the floor. The podium has in it a short boggle with a huge nose, dressed in a suit that parodies the attire of an EWF noble landowner. The floor of the room suddenly starts to collapse in oblong sections, fortunately not including the edge at which the Heroes stand. It sinks in stepped levels, each about 15ft in width and depth, and all equal in size, so the room becomes like an inverted stepped pyramid with the Heroes standing on the upper tier.

Very quickly, before the PCs can act, each level has a glass wall slide out of the ground alongside it, so not only are they stepped, but each is self-contained. The level immediately adjacent to them rapidly fills with a hissing silvery liquid. (Incidentally the light of the far door is now revealed as simply a doorway-shaped recess with a candle in it.) Before the PCs now are four levels of steps and a central open space down below. Clearly visible in the far wall of the open space below is a door with the word 'Exit' boldly painted upon it. The other levels are less easy to see, requiring PCs to move to the corners of this stepped area to peer across.

The levels all prepare themselves very quickly, however if a PC was superbly athletic and very lucky, and acted immediately, they could certainly avoid some of the hazards and possibly reach the bottom, however such an act could also be tragically misjudged. Of course flying and jumping magic are severely reduced when used in this room.

Throughout the following events, the Compere Boggle will keep up a loud and irritating commentary on how the adventurers are doing, always shouting "Ow! That's gotta hurt!", in an American compere kind of way, when anyone takes damage. In any case as soon as the podium has risen and all the details above are described the Compere will begin to speak in a loud and patronising voice: *"Hello and welcome to another episode of 'Ow. That's gotta hurt!'."* (The watching Boggles all cheer and stamp and whistle.) *"Today's contestants are a group of plucky young lads (and a lass/lasses?) who have come all the way from Prax to be with us today. Let's hear it for them!"* (Loud cheers and clapping.)

Narrator Note: This may not be as difficult as it looks, bearing in mind that this section was written a few years ago when I was still using a Stormbringer variant of the RuneQuest rules. The important thing is not to ruthlessly apply mechanical calculations and injuries, but to embarrass and discomfort the Heroes as they stumble and fumble their way. (And to emphasize the amusement the boggles are experiencing.) Feel free to add other surprise hazards and difficulties (the more ridiculous the better). "Ow, that's gotta hurt!" The boggles of course cannot be all attacked and driven away, and even if some are attacked, the others will regard it as part of the entertainment.

Level 1: As noted, the first level has filled with a hissing silver liquid, and this is a mild acid. Dipping part of one's body in just for a moment gives 1 Hurt damage. If anyone falls in they immediately take 4 Hurts, although subtract from this their minimum armor - as their armor dissolves. (Magical armor does not protect in this case.) Then they must make a roll to resist pain, and if successful can attempt a Climb roll to haul themselves out, as the top of the acid is almost level with the wall. During this time another 4 Hurts is taken. If they fail the pain resistance, they can try again next round at -4 and so on. (Encumbered and unlucky characters will of course sink to the bottom of the liquid and be in big trouble). A Jump roll is required to cross the acid, followed by a fall of 30 feet. Be sure of course to point out that encumbrance increases damage for poor rolls. Also any tactics involving characters being attached to ropes should also include the encumbrance factor. (This gives the chance, when they make the real descent, for some Heroes to distract the gorgers (see below) through taunting, whilst others throw in their armor on the other side, and jump after it, trying to put it on as the creatures run back around to them.).

NB the glass walls are not some kind of razor-sharp devices - and will support fingers and ropes without severing them. The exception is when such items impact with the top of the wall with great force, and such force will indeed create a severing action, unless protective magic has been cast. Thus all climbing should be slow and careful or else the ropes will be scraped against the top of the wall and begin to fray.

Level 2: Beyond the level of silver water, trapdoors open the base of the next level and out clamber three 'gorgers'. The Gloranthan Bestiary describes them as "inhuman beings with emaciated-looking torsos, long skinny limbs, great talons, and huge malformed heads", and the picture makes them look like dog-faced skinny trolls. As well as all this, a normal gorgor causes all humans to lose skills due to a harmful psychic aura. Fortunately here in the Boggle Castle this aura doesn't work. Even so the Heroes will have a tough fight on their hands.

Level 3: About 20 Rubble Runners quickly populate the third stepped level. To cross this is not as difficult as first glance might indicate, as the Runners tend to move in a pack and so the distraction technique will work well. The problem of course is to somehow climb in and out whilst they are over the other side. The last person across will need to have them distracted by someone in the lower level beyond, who will have to hang on to the top of the wall, or be supported from below. Still, this merely requires a bit of planning.

Level 4: Crossing quickly out of the Rubble Runner level, one descends into the water-filled level. A quick glance reveals that there are several small sharks swimming around. Once again Heroes might be advised to throw their equipment across, down into the fifth level. Oh what a drama this could be, with throw rolls failing and valuable magical swords sinking down into the shark pool! Once items are thrown, another distraction strategy could be good as the sharks are hungry. Whilst taunted on one side, characters can quickly swim or leap from the other side. Leaping from the precarious top of the glass wall requires a regular success, anything else deposits them into the water. I'll leave you to make shark damage as vicious or as minor as fits the state of the characters at this point.

The Ground Level: This remains empty until the last living character finally gets there. Prior to this point the door cannot be approached, as an energy barrier delivers 3 Hurts electrical damage whenever touched. When the first person finds this out, the Compere Boggle will call "Ow! That's gotta Hurt! Oh dear, unfamiliar with the Ruuuules! No opening the door for the surprise creature until all the surviving contestants are in the arena!!"

The Surprise Creature - Once the last 'contestant' reaches the bottom of the levels, the energy barrier disappears from before the exit door and it swings open of its own accord. Then they will hear a snuffling and grunting from within. If a character has previously disappeared, or even died, (possibly even in this room if the body was lost in the acid) they will come shambling out, dressed in a peculiar animal costume with a set of furry trousers and a furry jacket, and a ridiculous rubber mask. They will make grunting snuffling noises, and honestly believe themselves to be a horrid monster whose duty is to kill and devour the adventurers. Of course, the adventurers will see someone in a stupid monster costume and can defeat them easily. Such a person is clinically deranged, but will gradually recover over the next few hours, especially after a good night's sleep. If no character is available, the loud, and ominous, noises will precede a small boggle riding a unicycle who will try and hit them with an inflated pig's bladder on the end of a stick. He made the noises through a rolled up piece of cardboard held to his lips. He is Dodge 19w on his Unicycle, and Hit with Balloon 15w. He has a separate Dodge for any attack as he is a master of his steed - his skills include the ability to bounce over heads, ride up walls, and spin insanely quickly whilst making an impressive turn. A successful strike with the balloon requires the target to resist its Spirit Might of 3w2. If they fail to resist they are turned into a capering imbecile for 3 rounds. When the boggle is overcome with a Complete Success he falls off his unicycle and goes red in the face, then his head suddenly begins to expand, and then he explodes. Anyone who didn't take sufficient cover when his head started expanding will take Hurts (as deemed appropriate by the Narrator) as he explodes.

Tricks - All fairly obvious

Solution - Descend the levels and leave through the door.

Area 12 - Fun House Ride

Description - At the end of the corridor is a metal turnstile, with a boggle in a strange blue peaked cap and fancy blue jacket (but no trousers). The turnstile only goes one way and they cannot return once through it. The boggle will let anyone through that pays a coin, and in return will hand them a golden token. He asks them to pay by dropping the coin into a slot in the wall. The moment this is done a panel opens at groin height and a Boxing Glove on a powerful spring flies out, probably disabling the first character to do this. The Boggle will laugh and laugh.

On the other side of the turnstile the PCs enter the side of a long narrow room and are standing on a platform next to a slowly moving stream that is about 10ft in depth and width. This waterway both emerges from and disappears into a dark circular tunnel at either end of the room. The boggle at the turnstile will ask them politely to wait their turn, even though nobody else is present. Along the rest of the platform stand ornamental plants, wooden benches, and a large metal container with a glass front. Inside the container on shelves are a variety of foods and drinks in some kind of colored packaging. At the side of this machine is a slot, obviously for a coin, and at its base is a metal flap that can be impressed to reveal an empty tray beneath the foods. (If they put money in the machine it will make a noise but nothing will happen. It is not possible to grab things through the flap.

With enough strength it is possible to tip the machine (an act that will agitate the turnstile boggle into berating

them for vandalism, and will also present the chance that the heavy machine will fall and crush someone for an Injury) or else the front could be smashed, in which case the boggle will also come and help himself to the fruit, dried foods, and fruit juice beverages within. After a few minutes of waiting, the PCs hear a noise, and a strangely formed boat arrives. It has several compartments, one behind the other, and each is shaped like a different stylized animal (bird, fish, baboon, goat, hippo) and can seat 2 people.

Tricks - The characters must climb aboard and be floated away. The boggle will explain this if they are a bit slow. He might even encourage them if they are reluctant, saying "Come now, you've got to leave in style, you know that!" If they investigate the water passages, the one through which the stream enters comes from a large cave that is flooded and contains several score of the boats bobbing about. There is no obvious way beyond it, and water trickles down all the walls in strong rivulets.

Investigating the exit tunnel discovers that not too far away the tunnel takes a turn and descends down a chute. Hopefully they will think twice about sliding down here without the benefit of a comical boat! This trip is a roller-coaster of fun, the boats start off slowly and then go round a corner, before descending the chute in a precipitous manner. Here you might like to ask for Toughness rolls, and anyone who fails or rolls a 20 starts to vomit. (You might like to devise various encounters that they pass through along the way to this room, including one section takes them out behind the scenes at the back of the castle, but very high up.)

After this the boats continue into a tall chamber where a large oblong bucket-scoop collects the linked craft and lifts it straight up, and up, and up. Shortly they will be hoisted out of the castle and up amongst some precarious scaffolding amongst which they can see that a metal water-filled trough winds in a corkscrew fashion.

The boat is deposited into a 30ftx10ft tank of water which is constantly filled by pipes that come from above and spew water over its sides. This tank shifts from side to side in the hot winds of the Wastes, and anyone who has been sick already will vomit again unless they roll a Major Toughness Victory. From one end of this trough the precarious trough pathway begins as water floods down it at high speed, and the boat slowly drifts towards it with the current. Of course it is possible for the Heroes to hold back the boat by gripping the sides of the tank, but this can only prevent the inevitable. Another option is to make a Jump roll and get across to the heavy metal scaffolding that supports the bucket raising chains and cogs. This could be climbed down and they could then exit the castle by climbing across the roofs, as they are already near the far side. A triple trick here could be to have a trapdoor in the roof open beneath them and deposit them into a water filled tunnel (along which shortly travels a strange linked boat made of animal shapes!)

Most likely they will let the linked-boats move into the trough, and they will be rewarded by a breakneck ride around hairpin bends, and improbable looping loops, gradually getting lower and lower. The whole time they will be crossing the rooftops of the Boggle Castle, which can be described as a mixture of gothic towers and luxurious rooftop patios - which incorporate swimming pools and miniature golf courses. Many vomiting opportunities later the trough will suddenly twist in its path and send them hurtling sharply towards the edge of the Castle. At the last moment its pathway flattens out and runs alongside the roof's edge. The adventurers have just enough time to see that the troughway ends in a precipitous waterfall over the edge of the Castle, possibly not the finale the players were expecting. There is no time to jump out and the roof is steep and moist in any case, the boat and characters will be unceremoniously tipped over the edge and plummet 150ft into a small lake. Jump rolls can be used as diving skill, and the whole party splashes down outside the Castle.

Solution - Sit tight and enjoy the ride!

Beyond the Castle

The far side of the Castle is at the bottom of a scree slope leading up to the top of the Plateau, a distance of only a few hundred feet. Despite its potentially dangerous appearance, climbing to the Plateau up this slope slowly and carefully requires only three agility successes to succeed, however each Climb that is made before a fall is a Hurt of damage if slid down accidentally. (Minimum armor again.) An Agility check when sliding will negate any damage. The ground between the castle and the scree slope is rough, scattered with boulders and scrubby bushes and stunted trees, and the odd stagnant pool. If the PCs experienced the exciting water ride, there is of course also the small lake that they were deposited into. The boat bobs up and down, and may be useful to stop people from drowning.

The back of the Castle itself is revealed as an elaborate Theatrical set, with the entire Castle supported by wooden scaffolding and ropes. Walkways connect the doors up above, and pulleys could be used to winch platforms between different levels. Hopefully the characters will have had enough and not investigate further, otherwise you'll have to hope you have plenty more bogglerbilia left to use.

Lounging around out here are three boggles of average size and features, dressed in a mixture of items of armor, possibly stolen from travellers. These ignore people leaving, and seem to be on a tea break. Other boggles may be seen overhead, dressed in overalls and painting or repairing scenery. Once again, if the characters exited using the water chute, then all the boggles here will pause in their duties and give a rousing cheer and round of applause, as the shocked and bedraggled characters haul themselves out of the lake.

The “It’s Only a Model” option

In Sandy Peterson's campaign, the characters eventually discovered that many of the walls of the Castle were made of plasterboard. You have a choice whether or not this is true, or becomes true at some point in the journey through. It certainly is one option for them to leave by, having it become true when you feel there has been enough fun. A tired character can lean on a wall and have it crack behind them. Another possibility is the old "stairs turning into a slide" trick. The characters leave a room and descend a long flight of wooden stairs. At the bottom is a door with a handle and no lock. When the handle is turned the stairs flip into a slide and the door is pulled up into the ceiling. Beyond the door is a further slide, and PCs rush out of control round a bend and through a hinged panel, flying out of the back of the castle and landing in a large muddy trench, taking only a few Hurts damage each.

Eurmal's Bag of Tricks (D10) (*This is just one example of contents of course*)

1. A handful of Itching Powder
2. A lifelike rubber snake
3. A real snake that will not bite the bag owner until 5 rounds have passed (thus can be thrown)
4. A small dwarf blam keg with the fuse already lit and which cannot be blown out (explodes in D10+1 rounds)
5. A piece of elegant and rather risqué ladies underwear
6. A hole, yes a hole! This shadowy item can be stretched to the desired shape (up to 1m in diameter) and applied to one surface, where it will stick and turn into a real hole. It will make this hole through any non-magical material up to a depth of half a meter. (1 on D6 chance of being reusable for D8 applications before 'sticking'.)
7. A tin of dwarf food (10% chance of having opening pull tap)
8. A narrow metal ladder that is 10+3D10 feet long
9. A rubber animal that squeaks when you squeeze it
10. A small Boggle who will run around and cause mischief, however the bag user may be able (Communication skills) to enlist its aid for a short while. It will vanish in D3 hours.

Station 7: The Plateau of Statues

Once the Heroes have ascended the slope, some degree of the full extent of the Plateau is available to them. They cannot see its whole extent because it is not entirely flat – rather including low rocky hills and massive piles of rubble. What is immediately obvious (though they may have known this already) is that it is vast, and would require many days, or possibly even weeks to explore. Although much of the plateau is flattish, even these sections do not provide wide or deep fields of view because of numerous large piles of stone, which may well have indicated that structures of some kind once stood at those places and were cast down. Initially no sign of any ‘statues’ is forthcoming, though one or two of the piles of rubble they pass might be destroyed sculptures of some kind. Note that the blocks used in the construction of all structures on the plateau are enormous – the PCs must get the impression that giants once lived here (not that they are passing through some regular area of ruins).

Sensibly the PCs will head for the nearest hill and from there gain a wider perspective of their new environment. At some point during these initial stages, the most observant character will notice that they have somehow (without noticing) moved into a strange twilight. Up above their heads the stars are different (reflecting the days of prehistory) and if watched can be seen to move and swirl as vague figures re-enact ancient myths. From the top of their vantage point (which might be a huge and sturdy ruined blockhouse as much as a hill).

The Heroes will know that their objective here is to ‘enter the Palace and stand by the throne of Genert’, thus they will no doubt spend their time looking for an obvious palace-like building. From any vantage point they will see across the vastness of the Plateau that as well as the hills and heaps of rubble there are huge time-worn statues and also scattered massive buildings still in partial states of cohesion. The only sensible course of action is to head from large building to large building, until the Palace is found. Therefore here is a list of (and descriptions of) some of these buildings and their contents, interspersed with other incidental encounters. You will need to elaborate them, and may choose to add further locations/encounters of your own devising as you go along.

From each location the Heroes will need to choose another vantage point (whether it be the roof of the building – where possible), a nearby hill, or a massive pile of masonry. From each vantage point described the nearest other potential-palace building in intriguing detail, but bear in mind the huge distances up here on the plateau. The Heroes will certainly need to find other vantage points along the way in order to stay heading in the right direction, as they have to weave their way across uneven terrain and around other ruins in various states of decay.

Narrator Note: Several encounters will not be things that the Heroes will necessarily want to head towards, and so need to be described as incidental encounters that occur as the Heroes head towards the next building that might be Genert's Palace (way way in the distance). Some of the following encounters are fairly simplistic. Embroider them as you see fit. Remember to continually evoke the atmosphere of massive size and scope and otherworldly weirdness as the Heroes pass through this place (otherwise it might just seem like a place of really odd things). Many of these things make no sense, and it may be worthwhile gently mentioning that this is a place of ancient myth and is also a badly fractured remnant of an ancient myth. So it is not surprising things don't make sense. Nonetheless, it is part of the myth plane and

those who overcome obstacles may take gifts from here. This sort of thing is not a normal occurrence in my HeroQuests, and if your campaign is the same, then mention that this is an extremely deep HeroQuest. Note that the PCs will reassume their Quest persons once they step up over the lip of the plateau.

Colonnaded Way

These massive pillars are mostly fallen or at least half-fallen, but enough remain to mark out this vast thoroughfare leading to their first objective. One must wend one's way past fallen stone blocks of impressive size, and jump over enormous cracks in the worn and earth-covered paving. (This way nonetheless appears to be the most direct and easily traversible method of reaching their first goal.) At one point the skeleton of a large reptile lies half-buried in the earth with a fallen column lying on top.

The Black Castle

From a distance little can be made out except this building resembles a castle or fort, in having a tower at each end. When approached one can see that an entire side wall is missing (lying in heaps), and the towers are as empty as skulls. The interior rooms (all giant-sized) are all collapsed, and this massive place is only a shell. The only intriguing sights here are the skeletons of three humans and a troll all in decayed armor. These bodies have obviously been here for years. If a good search is made, lying buried in the dirt nearby is a lead wand that creates a shield against missiles (3 charges left).

The Sunken Arena

An extremely large sunken arena, that is actually regular human scale in terms of seating. At first glance it seems empty, but then the sharpest-eyed hero will see two small figures way down below, moving around close to each other. Perhaps they are gladiators in combat training, but since the arena is worn by the passing of centuries, and its seating rows are thick with windblown dirt, this seems odd. Descending closer via one of the stairs (which actually takes quite some time in this vast echoing place) reveals that both combatants are boys scarcely in their adolescence. They fight with stout wooden sticks, but wield them like swords. One boy is boastful and daring, the other is grim and determined, and they seem evenly matched. Both wear simple clothing in the Heortling style.

These figures are the mythical representations of Orlanth and Humakt. There need be no explanation as to why they are here – this is after all the Plateau of Statues: weird is normal here, and the reasons for what goes on here are beyond mortal comprehension. The boys will become aware of the Heroes and reluctantly stop their earnest combat. The stern-faced boy will not offer any conversation, but if asked will say that he and his brother are testing each other to see who is the best fighter. He will look at the Heroes shrewdly. The boastful boy is not shy and checks out the gear that the Heroes are carrying. When he looks at their weapons he will ask what each one is. (Even the simplest things like swords.) It is as if he has never seen such things before.

If they are asked for their names, they will look confused and explain that names are private, not to be revealed to strangers. If asked where they are from and who their family is, they may glance at the sky but otherwise cannot answer. It is as if they think differently to the Heroes. Both will ask if they can borrow a sword each for combat practice. If two people agree, the boys will take them and begin to fight. As they do so they will become larger, maturing in seconds to become recognizably Orlanth and Humakt. After a long time the fight ends in a draw, and they hand back the swords. Humakt nods and Orlanth grins, then both vanish. Both swords are now iron and have a +5 permanent augment (in addition to any previous properties).

Statue of a Two-Headed Dog

As with all the statues that the Heroes will encounter, this will be very worn, its finer details long since obliterated by rain and wind. It is also even larger up close than it seemed to be from a distance. Nonetheless, its basic nature is apparent. Anyone touching the statue can hear a distant howling. The dog has an enormous studded collar with encrusted gems. (Although it is so dirty with age now that this can only be seen close up.) These gems are the size of a large human fist. One can attempt to climb up and prize one out (a difficult feat since the dog tries to shake them off – not like a dog, but like a shuddering statue). Any person can take only one, and if this is later crushed or struck with a weapon a huge (6ft at the shoulder) metal war dog appears to aid them.

Huge Empty Hall

The huge shell of a building is marked by a towering gothic front with large empty windows open to the sky like the eyesockets of a skull. Rocky debris litters the ground around it, clearly having fallen from the upper sections of the walls during some attack or perhaps an earthquake. Despite all this the walls are unbreached in their lower sections, and the only way into the building is via ascending the steps to the enormous door. No upper floors are in evidence, though stone stairs leading nowhere and doors way up above the ground indicate that such once existed. Some way into the building the floor is rent by an enormous crack several yards across. From this crack smoke and an acrid smell emanates. In the shadows beyond the crack (which will need to be jumped) is a stone table around which hairy bestial humans sit. They are currently devouring two human corpses (of a non-bestial variety). If the Heroes appear to be trying to get across, the creatures will growl menacingly, and one or two will perhaps stand up and beat their chests. The human corpses are clearly those of adventurers, possibly Lunar by the looks of their gear. If the Heroes cross (either by making a bridge or

leaping) the manbeasts will attack. They are extremely strong and extremely agile. Scattered around are various pieces of bent and broken Lunar gear, including a silver shield (+4 augment to combat) that is only slightly dented. This shield contains the ghost of its former owner – a Lunar Rune Lord of Yanafal Tarnils, who will attempt to possess the person who picks it up (a few minutes after they have had it in their possession).

Silver Soldiers

Marching towards the Heroes from across the rubble-strewn plain come a column of glinting silver soldiers. Their leader wears a red cloak, but everything else about them is metallic. There are fifty of these soldiers, and although they are individually weak, en masse they present a formidable foe. None of them speak, they all carry scimitars, and their sole purpose seems to be to hack the Heroes into small bits.

Mostali Construction Work

The Heroes may sensibly wish to make a fighting withdrawal (or even pre-empt the attack by heading in this direction) to the only structure of any significance in this area. It is possible that they can use the boulders and rubble heaps as cover against the soldiers, but if the Narrator mentions this building, then quite likely the Heroes will head this way. Possibly they will not even see it at all until they start to look for cover, or (more likely) they were heading to take a look at it (on their way to the next large building) when they spotted the silver soldiers moving in for an attack. Situate it in some kind of bottleneck, like a gap between two enormous rubble hills, so that the Heroes have to pass close by (and the soldiers likewise).

A dozen or so Mostali (describe them as being like dwarves only larger and more tough looking, and made of metal) are laboring on a section of metal piping that comes up from the ground. It enters an onion-shaped chamber, travels along for a few hundred yards and then goes back beneath the ground. The onion-shaped building is the size of a townhouse, and the pipe would be large enough to walk along it if was open. The Mostali are welding new plates onto this very old structure, and resetting levers and wheels inside the onion-shaped metal building. Three of the Mostali are armed with repeating crossbows and huge swords, the rest are armed only with hammers and crowbars, though two carry some kind of flame-producing welding implement.

The Mostali will be annoyed by any intrusion, but will ignore those that pass respectfully by. (Although the three heavily-armed guards will watch the Heroes with suspicion, and move as if readying to intercept them.) Armed warriors will annoy them, and combat may ensue, especially if the PCs make some kind of diversion that seems to indicate that the soldiers are attacking. After a suitably tough fight, the PCs may be able to get away with some interesting Mostali equipment, or may just depart hurriedly, leaving the Mostali and metal soldiers to fight it out.

Huge Platform

From a distance this appeared to be a low building with large towers on top (one at each corner), but as the Heroes draw closer they observe that it is a massive stone platform, and that the 'towers' are each an eighty foot tall squatting statue. Each statue is a strange humanoid animal that is currently unknown: one is reptilian, another avian, another mammal, and the last amphibian. The platform must be climbed to gain access, and the statues turn to look at intruders. At the center of the platform is a massive copper dish, the rim of which is 10ft from the ground. Persons will have to stand on each other's shoulders to peer in. It is filled with some kind of coruscating oily liquid. Anyone drinking this will have their genetic make-up changed (use the statues as a guide, to become another race). OR if the boggles turned them into some odd color or whatever it will cure this.

Headless Statue

This huge statue would be 100ft high if it was upright. It is shaped like a human in classical armor, but is all made from blocks of stone somehow cemented together and carved or smoothed to resemble human contours (and somehow flexible enough for it to be animate). Currently it is crawling on hands and knees between great hills of rubble (and will be heard first as the disturbing noises of a large creature before it is seen). It has no head, and its hands are continually searching, picking up and feeling boulders of the appropriate size, before tossing them aside. The head might be around here somewhere, or might be located a few encounters further along. (It is a head that looks noble and of a human race no longer known.) If the PCs somehow transport this heavy head into range of the statue, it will eventually find it and immediately plonk it back onto its shoulders. Immediately it stands upright and looks around. If the Heroes are visible it will bow towards them and an olive tree will burst up through the rocky ground. Anyone eating an olive from the tree (which quickly grows to full size and sprouts these fruit), will receive the divine gift of +4 to their best Observation ability.

The Eternal Battle

Those of you who have the 'Beyond Pavis' Borderlands HQ supplement pdf (an expansion on the Borderlands article in that magazine) may wish to have a reoccurrence of the Eternal Battle at this point. Since I ran Borderlands at the start of my campaign years ago and only one of the old players is still part of the group I think its due for a recurrence.

The Black Pillar

A very tall cylindrical (as opposed to square or tapering) black pillar can be viewed from some distance, although its base is not visible. On reaching (or nearing) it, the Heroes can see that it is in a small shallow valley that is filled with

vegetation. Basically it is wooded, with a small lake glinting in the middle. The Heroes can make their way to the lake, and on the way will encounter a wounded 'long-nose' (a small curious elephant the size of a rhinoceros) and a lame 'loper' (a shaggy giraffe-like being). These creatures will try to flee, but are prevented by their injuries. (Note whether they are healed, as this has later consequences). Near the lake are the footprints of all the other herdbeasts, but none of them are in sight, and although the woodland is quite large it does not appear to be large enough that if any beasts were present they couldn't be glimpsed or heard. As they ponder this, an ancient morocanth will shamle into view. This being is Grandfather Morocanth, and he stoops and offers them a drink of water from the pond inside a half-gourd made from a large leathery seed-pod. If they talk to him the being will not respond. If anyone drinks from the half-gourd, they will gain Prax Lore +8. (This will not be evident until they leave this place.)

The Campfire

As the Heroes cross this gloomy landscape they will see a reflecting glow only a mile or so away. Investigation (climbing to look from higher ground) reveals the flickering light of a fire. Travelling to this point reveals it is a large fire, around which several beings sit (on bits of rubble), cooking things in the flames at the end of sticks. The beings (seen when the Heroes get close) are a dwarf, and elf, a human, a troll, and a big ugly human with pointed teeth (an ogre – registers as chaotic). These beings are capable of communicating but are very simple in communication. They refer to themselves as travelers who have met on the road and are sharing a meal. They invite the Heroes to join them and share provisions. The dwarf is toasting some kind of square blocks of meat-like substance that he takes from a metal container at his side. (If anyone takes one of these when it is offered they will gain Dwarf Lore at basic ability rating or +3 if they already have it.) The elf is toasting large nuts that it takes from a small fiber bag at its side (likewise for Aldryami Lore). The regular human is toasting sections of meat from several plucked small birds that he takes from a sack. The troll has haunches of meat from various game animals, which it barely warms before eating (likewise Darkness lore). The ogre has a dismembered human (what remains of it) in his large sack, and is currently cooking a human arm. If anyone samples this they become tainted with chaos. Basically the chaos being (ogre) needs to be killed. Once this happens all of the group will vanish. When combat ensues the other travelers will leap up and say that only a one-on-one challenge is fair. If this is ignored they will join in to defend the ogre.

The Avenue of Statues

These massive statues are ancient gods. There are several score of them in pairs that stretch away towards a large ruined building. Occasionally observant Heroes might recognize a deity from the Celestial Court. At the end of the avenue a semi-ruined wall and a huge (intact) copper gate, blocks the way into the grounds of the building beyond. These gates open at the touch of someone who worships a god of the Earth Pantheon (including Pavis). If one of the PCs is a devotee of an Earth pantheon god, then only the touch of this person is sufficient.

The Palace Grounds

Inside the grounds are the ruins of a vast ornamental garden. It appears to have been blasted by magic and flames. The summerhouses and ornamental ponds are all now smashed to rubble. Some skeletons of trees and burned sections of shrubbery remain, along with small stands of chaotic plants and fungi (that writhe and stink abominably). Ghosts and spirits are glimpsed from the corner of one's eye as one passes through this acreage heading towards the single huge square building at the center. On the way through:

- someone will have a vision of chaos gods ravaging the land
- someone will fall into the maw of a buried chaos plant that eats living flesh
- they will pass a heap of human skulls
- they will pass the bloated pustulent body of a large unknown animal
- chaotic spirits will attack
- a pack of hyenas will run past
- some monstrous chaos beast (reptile) must be avoided [Even if it is fought they realize it is too powerful. Maybe use something that buds off short-lived spawn, can spit acid etc etc]
- they must get through a lake of boiling blood that surrounds the palace (Endurance tests and rope to pull back those who fail) [If all else fails it is possible, although time-consuming, to build a causeway across using rubble. If they look for one, some people already attempted this, and it exists some distance away just below the surface of the boiling blood, but only goes half-way.) Some chaos creatures will attack whilst they are doing this – perhaps ghosts of any chaos creatures they ever slew.

Genert's Palace

This scarred building is of a simple shape, a low square (well proportionately low – a half-cube that is 200ft high and 400ft across each side). It was once decorated with Earth Pantheon Runes but these are now crumbling to indiscernibility with age. It stands on an island in this lake, with a barren earth border around 60ft across that surrounds it. Various stone fragments scattered here show that some objects used to stand here, but they are smashed beyond recognition. No entry to the palace exists apart from 120ft high copper doors. Etched into these doors are embossed representations of two

beings (one on each door) that resemble Getenak. One must perform a ceremony to Genert here before the doors in order to get them to open. At the successful completion of the ceremony, two things will happen. (1) The embossed creatures will animate within the substance of the doors and begin to dance as the doors open. (2) The ruined garden will shimmer and show a representation of what it used to be like (describe in great majesty). For instance, the lake of blood was a wonderful lake of lilies and leaping freshwater porpoises.

Inside the doors is an enormous corridor leading to a large room. The ghosts of Greatlands' spirits are visible in the corridor (describe these personalities cautiously observing and following the Heroes). And in fact copper statues line the corridor in alcoves, each depicting a beast ancestor or

Within the large room is much activity as demi-human animals hurry about a huge corpse on a slab. Specifically, the Heroes can see that the walls are decorated with great copper runes, and the massive stone slab is lying against the back wall. Though only ten foot thick, the slab is fully 200ft long and 100ft wide. On this slab is a correspondingly massive body of a humanoid creature. Very oddly it is only about 80% complete. (prax Lore or very good observation success to recognize that this is a massive gern!) The arm and leg nearest to the PCs are only nine-tenths present, plus a large chunk of the upper left temple is missing (revealing brain matter beneath). Also a section of the chest is not yet quite finished, with partially complete muscle exposed, parts of the ribcage, and even organs inside visible. The creatures hurrying about are humanoid hyenas. They appear out of nowhere, each carrying a small scrap of flesh or sinew, and clamber up onto the huge prone body, where they place the scrap into position and it joins the rest seamlessly. However, at this rate it must have taken them years to construct it this far, and will take several seasons more to finish. (It doesn't matter that this doesn't correspond with real time.) Once they have placed their piece into position, each smaller creature fades away.

When the Heroes try and enter the room, a larger hyena creature will appear and ask their purpose. The PCs will need to role-play Pavis and his companions talking about the city and their respect for Genert. Anyone that can convince the creature will be let through. Any PCs that gain the room can see over on the left-hand side a massive stone throne, and presumably will approach it. As they do so, they will feel a powerful benevolent force sweep across them, and hear the pipes of Getenak playing. From a point just in front of the throne a cascade of fruits, vegetables and simple (yet perfectly executed) handicrafts will pour out making a pile several feet deep. Despite the fall, none of these will be damaged. Each person there may pick one thing, and the Narrator must decide what it does when they get back to the mundane plane. For example, anyone who takes a set of reed pipes might gain the ability to talk to oasis spirits, taking a fruit may result in being able to cause a fruiting plant to grow in Prax at will once a day (or may provide a finite number of seeds, each one of which has the same result).

Back at the Paps

Once all choosing is finished, all characters (including any still out in the hall) will be hauled across the HeroPlane in a disconcerting blur, and expelled into one of the sacred shrine rooms of the Priestesses of the Paps. The ceremonial participants at this place will be (as hinted at in the original myth) most startled, and will hurriedly escort the Heroes back out into the hall. The PCs may learn later that they arrived during the part of the ceremony where the priestesses call Genert back to the Greatlands from his exile in the land of the dead. (Normally nothing happens at this point – hence their startlement.) For a short time each of the Heroes who entered Genert's throne room will have a blurred form, appearing part-animal and part-human, but this will settle down after a few minutes. The PCs will also learn pretty quickly that they have been gone from this plane for more than a season, and that much has happened in the meanwhile (see 3.5 below).

The Priestesses will acknowledge (in a humbled fashion) that the Heroes are indeed the worthy representatives of Pavis, and will summon to them all the khans and heroes of the nomad clans present at the Paps. These people will be charged with taking sacred message spirits (embodied in ceremonial clay amulets bearing representatives of Eiritha) out across Prax and the Greatlands. These are to be delivered to every Eirithan Priestess they come across. A special version of this amulet will be given to the zebra clan here, and their Captain charged with the duty of taking it to the Wastes beyond Pavis County. There he is to wait for any nomad force that attempts to raid the County, and to deliver it to their senior Eirithan Priestess. The zebra clan rides off at high speed. However, more importantly the Priestesses will now include Pavis in their ceremonies, and so alterations on the mythic level will occur. Each person who went on the quest will be given a holy Eiritha symbol to wear (beasts skin/hair fetishes).

Scene 3.5 – Returning to Pavis

The city representative who was with them earlier has waited for them here all this time. (Or may have departed and been replaced by a new visitor from Pavis – someone sent only on the off-chance that the lost heroes might one day return.) He/she informs the Heroes of what has been going on: the nomads have increased their raids, and a mass attack on a Lunar Patrol on the eastern borders of Pavis County occurred only two weeks ago. Additionally some weeks ago when the Lunar tax collectors arrived at Indagos Oasis a magical barrier prevented them from even approaching the town (just like is still the case at Mani's Fort). It appears that all of the oasis people are blocking

themselves off from the outside world. One has to wonder why. The Lunars are also suffering from unprecedented raids on shipping from the Wolf Pirates, and Corflu is often threatened – though the Watchdog has so far held them off.

Their contact states in no uncertain terms that he/she has been instructed to bring the Heroes back to Old Pavis as soon as possible should they reappear. If the Heroes remember the disease that was rampant in Pavis, it is now receding. Rebel Orlanth priests have been healing anyone who went to Pairing Stone, and these people somehow spread this healing to their kin and associates when they returned to Pavis. As the disease weakened, the Lunars also managed to fight against it. Additional news is that one of the rebels of the Old City almost died from the disease but was saved by the Orlanth priests. This man was already a rebel leader, but something happened after he almost died, and he has now become driven and truly heroic. He now leads the whole of the Pavis Rebel Underground, and his personal band is called the New Teeth of Pavis.

A sacred trail leads over the Eiritha Hills headed NE. Normally this is forbidden to outsiders, but since Eiritha currently favors the Heroes, their contact encourages them to petition the Priestesses for permission. (As this is by far the quickest route.) Initially the Priestesses refuse the petition outright, suggesting that the Heroes travel around the North Head Acres which will only take them a day or so longer. However, as the Heroes are packing up and setting off, three bison riders come racing into the camp and begin making a scene. Apparently they are messengers from their clan, and the news is that an enormous force of Lunars has emerged from Dragon Pass and is heading towards Pavis. At their current rate of travel they will arrive at the city in three days. With this new information, the Priestesses will reluctantly agree, but on the condition that the Heroes do not dawdle on the trail to examine anything they see or pass. A small ceremony takes place to temporarily sanctify them for this journey. Since it takes a full day to travel this route, the Priestesses make the Heroes wait to set off until first light the following morning. (It is presumably late afternoon or evening when they are making their request anyhow.)

The start of the trail over the hills is marked by sacred totem poles, and these paired devices are placed every mile or so along the way. Each time a pair is passed, the Heroes can sense spirits examining them suspiciously. Shortly after noon, the Heroes will pass a large oval cave, some forty feet in height. This is situated in a cliff face that is part of the rocky outcrop that borders the trail. As they pass it something will happen. If the Heroes did not heal either the long-nose or the loper a sad wailing will echo from the cave. If the Heroes healed either animal then the thunder of racing animals suddenly echoes from the cave and out pour several dozen juvenile specimens of each creature that was healed. These creatures will likely startle the zebras and require some Riding checks. By early evening the Heroes will reach the end of the trail, passing another larger set of markers and setting up camp for the night.

Bear in mind that the Heroes might plan their own route realistically, but if not then their contact and guide will suggest that it is but one day's ride across Prax to the North Bog in the NW of Sun County, where rebel newtlings have a colony. These creatures will no doubt be able to assist them in contacting the Zola Fel priests and gaining some kind of secret transport upriver into the Big Rubble.

They must start their journey early, and heading east by noon will reach the extreme western outlying village of Sun County, 'Yellow Sky'. Most travelers passing this way go through Rory's Well, which is six kilometers further east, but nevertheless the farming community of Yellow Sky is used to visitors. Though a simple town, it is well-defended (due to being so exposed out here in Prax), and a squad of templars will ride to meet the Heroes. The squad is not interested in who the Heroes are, only to be sure that they bear no ill will towards Sun County and are not planning to stay once they have rested and purchased water and supplies. (And that if they bathe in the river they do so out of sight of the town, and downstream!)

From Yellow Sky they ride north-east, and by mid-evening will reach the southern edge of the North Bog. Their guide knows special magical calls to summon newtlings. (Actually in my campaign the PCs have been taught a common magic spell to call rebel newtlings and so can do this themselves.) The newtlings will soon arrive, and if gifted and treated with respect will take the Heroes to their hidden village (a journey taking more than an hour even following the best secret trails). This place is hidden beneath the marsh mangroves and is a village of reed huts and many nets set out to catch insects. Because of the insects this is not the best place for humans to spend the night, but the newtlings can provide mud to smear on one's body. (This is very effective in blocking insect bites, and doesn't smell much.) By the morning a true rebel newtling will have turned up, and will question the Heroes on their identities and purpose. Eventually he will agree to contact the Rubble newtlings for verification, and by noon all will be confirmed.

The nature of travel upriver is very odd indeed. First of all the Heroes are taken by secret paths to the Zola Fel (a trip taking about an hour and a half). Once at the river, in a secret inlet they are shown a broken Lunar patrol boat half sunk in the mud. Each Hero (and their guide) is then chanted over by a shaman, who explains as he goes that this will allow them to breathe water, and that when they feel that they are suffocating to jump straight into the

river and await instructions. When all Heroes are in the river, more newtlings cast magic on the boat - which sinks to the bottom of the inlet. Newtlings and Heroes alike climb in, and powerful undines propel the boat at extremely high speed along the bottom of the river (only inches above the silt). Since they are going against the current this still takes several hours before the first event of note happens. This event occurs when the boat passes into the Rubble (although the Heroes won't know this until a bit later). Lunar spirits have detected the Heroes (although they are unable to identify them), and the Heroes see the faces of gibbering luners spinning through the water. The Zola Fel undines fight them off (it is their environment after all), but since the alarm has been raised the boat surfaces immediately just inside the river between the Troll Stronglands and the Garden. The Heroes are enspelled to be able to breathe air again, and assisted into the shallows. The boat sinks at once (and speeds away underwater back out of the Rubble and back downstream).

Part Four – The Liberation of Pavis

Scene 4.1 – The Boys are Back in Town

Day 1

The Heroes are deposited in the extreme southern end of the Rubble, and will sensibly flee into the Garden where elves will assist them. A Lunar wyvern patrol arrives in that area in a little less than half an hour, but of course finds nothing. (Unless the Heroes struck out by themselves across the Rubble, in which case the wyvern patrol sees and attacks them.) The elves cannot inform the Heroes of much. However, they can meet up with Enostar Bad Dream (also known as the 'Argrath of Pavis') who is now leading the Pavis Frees. He is from the Old City and lives in the Rubble, travelling around via disguise. (He is a worshipper of Pavis and Donandar, and also a communal worshipper of Orlanth, since being healed from the plague by priests of Orlanth at Pairing Stone.) A Pavis Priest Contact will confirm that Enostar is the new Champion of Pavis and must be obeyed as their senior commander.

On the evening of this same day, several battalions of Lunar reinforcements arrive, and enter through the Wyvern Gate to occupy Manside. A representative of Mani's Clan will offer that the Heroes can take refuge in Mani's Fort. The fort no longer has a Lunar guard in constant attendance, since the last guard squad (yes all of them) vanished without trace or warning during one overcast afternoon. Apparently not even a single ghost has reported back. The fort has many rebels hiding out there, including Enostar. (Although Enostar is too busy to speak with them today or the first night. He has his HQ set up in the 'town hall' and is currently engaged in a powerful divination.) As the Heroes approach they will notice that the fort seems deserted, until they pass within a radius of 100ft, at which point suddenly they can hear the voices of many people within and see guards upon the walls. Some kind of magic is clearly at work. The Heroes will be welcomed as heroes by the people of Mani's Clan and by the other rebels there.

Day 2

Lunar sorcerers are with the new camp, and set up their own squad. Ceremonies begin mid-morning, with many of the soldiers, and some city notables, supporting them. Anyone who wants to can stand upon the walls, and use magical vision enhancement to watch. The Lunar ceremonies go on all day. As soon as night falls and the Red Moon rises over Dragon Pass a great mass of red energy lines burst up into the sky. The Lunars shout in surprise, as if something odd is happening. At approximately double the height of the giant-built walls the beams abruptly turn ninety degrees and spread out in fans heading across Prax in all directions. They then slowly fade from sight. (But as if turning invisible, not as if they have been turned off.) The Lunars seem happier now, although some of the sorcerers still appear puzzled.

Enostar will see the Heroes today. He is holding war council with a variety of people – every contemporary rebel leader ever mentioned in the Companion series – the leader of each rebel Rubble gang, the leader of the Brothers of Estangtang, trolls, elves and several elderly junior Pavis acolytes (whom people seem to treat with deference – the reason being they are important people within the Ancient Measure). The chairperson seems to be Pallinu Vibi's young apprentice, whom everyone treats with the utmost respect (even Pallinu). This is because this young man is none other than the current incarnation of Mani himself. Enostar is clearly of Heroic mould, even more so than the PC Heroes. He has been blessed by the gods, and speaks commandingly. His counsel is to wait. He says that things are unfolding at their own pace, and to increase their chances and avoid unnecessary loss of life on the rebel side, they must wait for the right moment to act. Many people are angry about this, but all bow to his judgment. He requests a full report from the Heroes as to their activities at the Paps.

Day 3

At first light, the Lunar soldiers compulsorily purchase all rivercraft in the area. Many set off straight away downriver. Other boats arrive from upriver and downriver throughout the morning. It seems that all other large local towns have had all rivercraft of significant size taken from them. More soldiers climb into these boats and continue departing for the south. By evening the majority of the Lunar forces have left the city, though the Marble Phalanx aggressively patrols New Pavis, and a force remains in residence at the Real City. Despite agitation from his allies to lead the attack on New Pavis now, Enostar says the time is not yet right.

Day 4

Contacts from amongst local nomad tribes have reported that some kind of new sorcery began two days ago, emanating from the city. Its effect seems to be designed to attract all nomad clan wyters that come into range, so that the clans have to follow, or else must abandon their wyters and disperse. Although this effect is slow, several clans who were only a few hours ride from the city have already had to abandon their wyters. The nomads are very angry, and local leaders are holding a war council. They know of the increased Lunar presence, but seem to hold all city-dwellers as being one and the same. Strong negotiators are called for, people who will not back down in the face of nomad bravado. Enostar chooses the Heroes, fresh from the Paps, to take on this job. They must travel out of Old Pavis and meet with the nomad leaders. However, this time they won't need to go by dwarf engine, but can take the oasis path. They will be taken into a ceremony within the temple at Mani's Fort, cross briefly around the edge of the Green Age and emerge in the old temple at Ronance Oasis. This oasis is one of the rare neutral places of the Wastes, where the only still functioning temple to the travelling spirit of Ronance is present (outside of the Paps).

This temple is only of moderate size, but is clearly very ancient and impressive. A small number of oasis priests staff the place. Right now the area it is filled with surly nomad warbands. The heroes must convince the hastily convened nomad council that neither the folk of Old Pavis nor the Dorasings have anything to do with the evil Lunar magic. In fact, it would be good if the Heroes can motivate these nomads against the Lunars, and set themselves up as bona fide friends of Eiritha. No doubt various tasks to prove their bravery and knowledge of the Wastes will be called for, but in any case, the fact that they have survived the Plateau of Statues will impress everyone. Once everything is over bar the shouting, Argrath Whitebull and his band will arrive.

In my campaign Captain Barayl the first recent Pavis Champion is a member of this band, having proved his worth through bravery and via various tests. Argrath Whitebull is Garrath Sharpword who was the leader of the defence of the Cradle and somehow has also proved himself amongst the nomads. Argrath's primary ally is Yazurkial Blue-Llama the crazed nomad warlord. The nomads will seek Argrath's approval of their decision. (This will save the Heroes if they messed up their tests and are about to be spit-roasted by the nomads.) Argrath says that his follower Barayl has also talked of such things, besides which he (Argrath WB) has recently received messengers from the Paps temple saying that the other folk of the city are to be treated as allies, and to be left alone just like other oasis residents. (IE looting is OK, but killing and GBH are not.) When the nomad leaders agree to this, Yazurkial heroforms Jaldon. The entire band rides off to collect more followers.

Jaldon wears tatoos no-one can look at and rides a beast no-one can recognize. Three-bladed sword, throwing discs and lance that jumps out to meet the foe, spoke words no-one recognized.

Days 5, 6, 7 & 8

The Heroes must travel back across the Wastes under their own steam.

Day 9

The Heroes arrive back at the County and will be intercepted by a Dorasing warband patrolling the edge of the County. They are licensed and not rebels, but are suspicious of strangers. The Heroes will hopefully decide for themselves that the easiest way to get back into the city undetected is to return to Dwarf Door and knock until someone lets them in. By the end of this day reports begin to arrive via spirits that the Lunar forces arrived in Corflu and were met immediately by a massed attack of the Wolf Pirates. Not only this, but the riverfolk finally showed their own hand, and newtlings sank many of the Lunar vessels during this fight. Apparently the Lunar force has been decimated. Again Enostar's rebel associates clamor for New Pavis to be liberated, but again Enostar says the time is not yet right. (If any Heroes talk to him he may allude to the fact that the nomads are coming and will want a fight. He wants to give the Lunars a chance to regroup in New Pavis, so that the nomads have some significant force to attack. Either a relief force from Dragon Pass or any surviving forces from Corflu will undoubtedly soon be here – Enostar is confident of this. He says he dreams now every night, and the time is very very near.)

Days 10, 11, 12, & 13

Indeterminable waiting. If the PCs want to do anything they can co-ordinate possible defense actions for Manside. Bear in mind that the rebel defenders are not numerous these days, since Lunar harshness has accounted for many killed and many others fled into the County. Nonetheless, the Heroes will have Manside Shamans and their supporters, a core group of Pavis Survivors, Caspian Vur's Jalmari, and of course several small squads of dwarfs.

Day 14

On the morning of Day 14 the Sable Rider auxiliaries who have had a camp just upriver of Pavis ever since the Lunar invasion are gone. They packed up before light, moving swiftly and silently, slaying the dozen or so true Lunar officers amongst them (whose corpses have been left on the ground). Enostar is finally swayed by his advisors/allies (so it seems) and sends out the message for all rebels to gather and prepare, in both the Old City and the new city. Enostar and his closest followers vanish, commanding the PC Heroes to remain as an emergency reserve force to protect Manside should the nomads get in or the Lunars begin reprisals. Or possibly giving the Grey Company leader full responsibility for eradicating the Lunars in Manside (Wyvern Gate, Griffin Gate, Zebra Fort and the Real City – bearing in mind that when the action starts the Lunars at the gates will be having their hands full beating off the attacking nomads.) Or for defending the Mansiders should the nomads break in and start plundering. The Narrator can elaborate this as much as required. Other forces include the trolls who might need to be negotiated with. And of course the elves too, but they are fatalistic and don't seem to fully understand the problem with individual human deaths. Nonetheless, in the name of Pavis they might be goaded into action.

However, in late morning before much can be done, the first rivercraft return from the south, still powered by strong and swift Lunar elementals. The soldiers seem battered and worn, and bitter and angry. Boats continue to arrive all afternoon and into the evening. All in all around a third of the Lunar forces return, which is somewhat more than what the rebels had hoped. During the night spirits arrive at Mani's Fort from Indagos Town, saying that a massive nomad force has just passed that settlement.

Day 15

At daybreak, New Pavis and the northern Rubble can be seen to have been surrounded by a massive nomad army. Jaldon Toothmaker and Argrath/Garrath is at its head. As soon as dawn fully breaks the main army attacks New Pavis. A smaller army attacks the Lunar force at Griffin Gate trying to force its way into the Rubble. The rebel force's first action is to attack Wyvern gate and the Lunar force there (which is only until that point dealing with skirmishing nomads from outside). The rebels are unable to dislodge the Lunars, and also attack Zebra Fort with equal lack of success. The PC Heroes may take part in any of these actions. The nomad forces are utterly repelled from New Pavis today, losing the majority of this first attacking wave. This is not good. The Lunars are in comparatively good spirits.

Day 16 (a): New Pavis

During the night Enostar has a dream, which indicates he should trust the nomads and open the gates of New Pavis. During the early hours he travels secretly round and rallies every supporter he can. Just before daybreak they sing a magical song and then storm the South Gate near the Farmers' Quarter, using Orlanthe magic to smash it down. Somehow it appears that the nomads knew this would happen, and they charge to assist from the other side, attacking all parts of the city at once, drawing away Lunars that might otherwise have come to assist against Enostar's gate attack. Although many of Enostar's followers are killed during the initial attack on the Lunars at the gate, once the gate is destroyed they flee into the city. The Marble Phalanx reinforcements arrive just in time to take the brunt of the nomad attack here – which is by a swift moving sable force. The Marble Phalanx is destroyed, although many sables also. The next nomad force to enter is led by Argrath Whitebull (Garrath), who firmly commands his followers to leave any non-Lunars alone. It is clear who is a non-Lunar because all Dorasings and Old Pavic folk are suddenly glowing green and radiating harmony.

The streets are filled with fighting, although anyone who is glowing seems to radiate peace so much that even when nomads attack them they don't really put much effort into it, and move on to less confusing targets. Bendrath himself emerges from the Pavis temple, leading the Brothers of Estangtang, and showing himself to be one of them. Vingans also emerge from hiding. Anyone who fights loses the protective glow, but many seem not to care. Argrath and his force fight their way up to the Pavis temple, and Argrath greets Bendrath in friendship. Fleeter Nemm emerges from the temple and heroforms Pavis. The god welcomes Argrath to this settlement, as an ally and offers him the freedom of the city, old and new. The Lunars fighting in the square see this and surrender. These are taken quickly into the Pavis temple. All other Lunars in the city are killed by nomads. Nomads also sack houses and taverns and begin a massive drinking orgy.

Day 16 (b): Old Pavis

The nomads attack New Pavis at daybreak. Soon spirits report that someone has opened the South Gate and nomads are pouring into the city slaughtering as they go. This is the time when the Heroes hope that their efforts in securing the goodwill of the Paps Priestesses has had mythic significance that has translated into reality. See Day 13 and Day 14 for options in the retaking of Manside. The most significant event will be the retaking of the Real City, wherein the dwarfs can take the Heroes through the secret tunnels into Dwarf Mansions (which has been blocked and magically protected for several weeks now). Prior to this, or afterwards, the dwarfs can also help do the same at zebra fort, or perhaps the dwarfs do that action themselves, emerging from the sealed basements with explosive force. It is really up to the Narrator to respond appropriately to player-motivated actions, and to provide worthy foes for the Heroes. No doubt retaking the Grey Company house could be a worthy final action for the Hero Band themselves. The Lunar force at Griffin Gate will fall in the evening, and nomads pour into the Old City seeking plunder. Not much is here, but these madmen must be negotiated with. The Lunars at wyvern gate will petition the rebels for a negotiated surrender. If this is not granted within a couple of hours they too will fall and be slaughtered to the last man.

Day 17

Unless the Heroes are still besieging (or waiting out) Zebra Fort, all the action is over in the Old City. Nomads fill New Pavis, but are mostly drunk. The city is totally trashed, but at least it isn't on fire. News starts to come in that some steads have been burned in the County, but by and large the Dorasings were ignored. An attempt was made to besiege Old Fort and Major, both of which held out against the warbands set against them. In both cases Pavic magic came from the city god's shrines and sapped the strength of the attackers whilst supporting the courage of the defenders. In the afternoon, tragedy strikes in New Pavis. Enostar Bad Dream (Argrath of Pavis) is assassinated by a Lunar survivor who somehow used magic to conceal himself amongst the common folk. Enostar managed first to kill the man's two accomplices. Argrath Whitebull himself hunted down the murderer, even though the man was using incredibly powerful hiding magic. Argrath overcame the man's confusion magic and beheaded him in mid-sentence. Fearing that this sorcerer might regenerate nonetheless, his parts were severed and given to the elves to bury in different places in their Garden. If the Heroes see they head they might recognize GimGim.

Day 18

Today Argrath leaves with the nomads. Describe in some detail.

Aftermath (Read this out slowly)

The nomad army then marches against Sartar, but Tatius the Bright, Military Commander of Sartar sends a three-armed demon to support his soldiers against them and the army is destroyed. Fortunately Argrath Whitebull escapes and is seen briefly afterwards as he passes through Pavis. Some weeks later, a demon assassin also kills King Broyan of Heortland, and the Lunars begin massing a huge army in Northern Sartar in preparation for the re-taking of Prax. Fortunately they are delayed by the need to keep order in Sartar until the time they will soon open their massive new Temple to the Reaching Moon in Boldhome. The day of the consecration comes, and Boldhome is filled with the best Lunar soldiers, heroes and personalities of Dragon Pass. Then, at long last, the Sartar rebels play their masterstroke led by the rebel Vingan Kallyr. Somehow they raise a dragon from beneath Boldhome, and although many locals are killed, twenty times more Lunars perish and most of these are the most powerful of the Imperial representatives in Dragon Pass.

King Pharandros, the Lunar puppet King of Tarsh pushes south with his own armies to take over Sartar for himself, but Kallyr raises an army from amongst the tribes and beats him soundly back. Unfortunately the following year Kallyr is slain facing another Tarsh army, and then Argrath reappears leading the broken Sartarites to another victory. Tarsh itself is now split into civil war, with the Lunar backed factions on one side, and the independents (led oddly enough by former Lunar General Fazzur Wideread on the other). More years pass as Argrath unites the Sartar tribes and launches attack after attack against the Lunar Empire. Although Praxian mercenaries are hired several times to assist the Sartari against the Lunars, and spies from both sides are occasionally uncovered in Pavis, the ancient city has now become irrelevant to the massive conflict going on in the west. This time the very distance and inhospitability of Prax is a protection from danger rather than an isolation.

Pavis and Pavis County grow in strength, and although warbands of oasis people become more numerous, they never threaten the city. Even the nomads treat Pavis with a renewed respect thanks to the new Treaty of the Paps. Now that the Lunars and their chaos-acceptance have been banished, it seems that the chaotic influence of the Rubble has somehow been mythically undermined. The wall around Manside is completed, and on the advice of the dwarfs all the important buildings of New Pavis transferred here within the giant-built walls – even the temple of

Pavis (though it takes the dwarves two whole seasons to move it). New Pavis is never properly repaired after the nomad onslaught and is gradually deconstructed and abandoned. One event of note is that a faction within the trolls of the Rubble attempts to restore their independence, and this results in a civil war in which many trolls are killed. The elves of the Garden join in on the side of the Argan Argari trolls and the dissenters are decimated. Eventually the survivors surrender and are expelled from the city. They return north. A decree is made that only Uz who are worshippers of Pavis can remain resident in the city. Most agree, especially the trollkin, and the others follow their kin northwards. Troll Town is now mostly abandoned as the uz are redistributed to reside in other parts of the city – including some of the long-term Pavic loyalists into Manside. The dwarfs rebuild the wall by troll town and the old Manticore Gate and begin reconstruction of this part of the city. Mani's Clan and the elves are involved in all new planning work to assure that the old city is redeveloped according to Pavis original fertile plan.

Outside the city the missing parts of Tada are gradually being brought together, and the ghost of Genert is beginning to stir, but that is another story.

