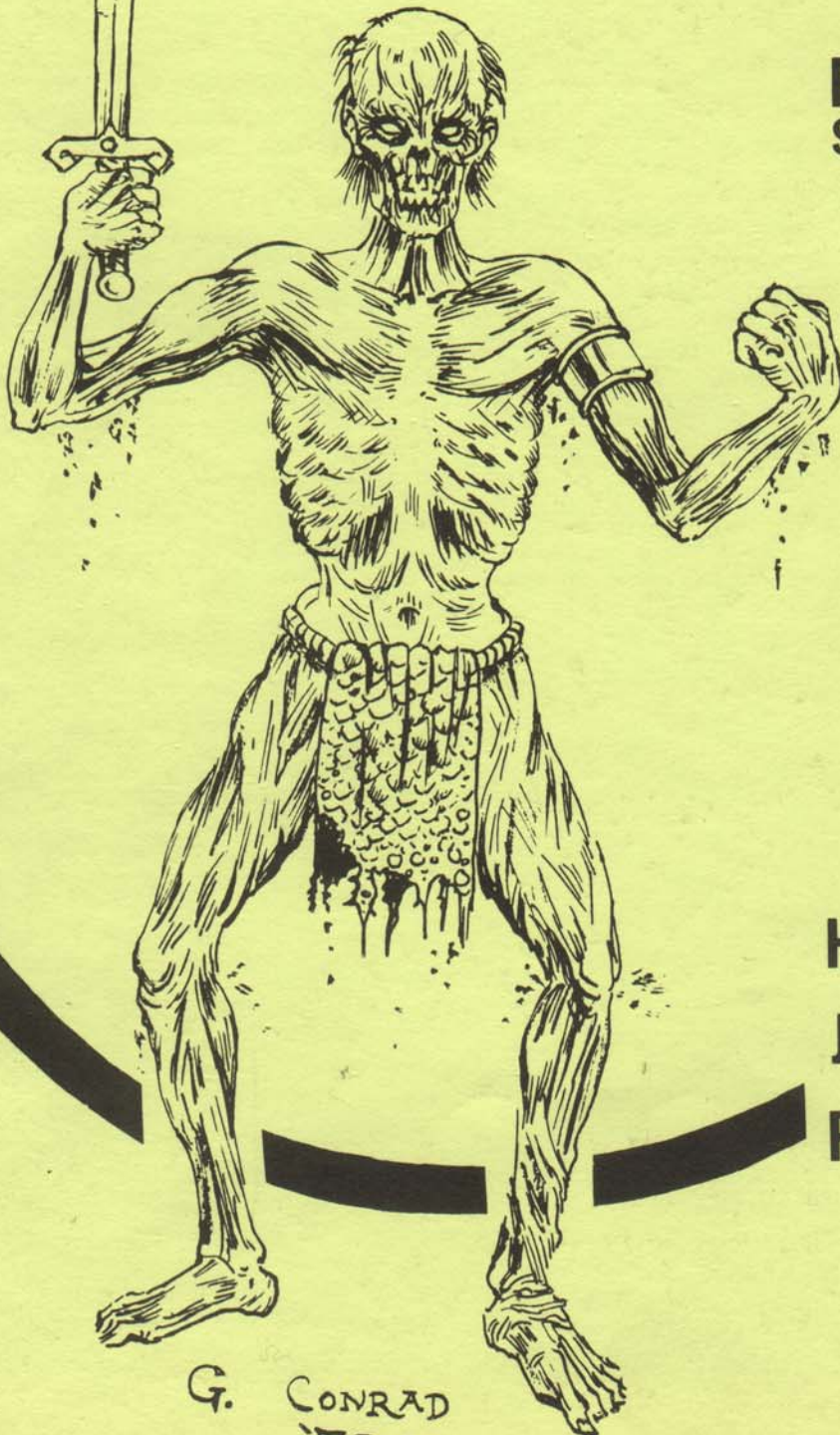


BALASTOR'S BARRACKS

RUNEQUEST!
scenario pack 1



**Henderson
James
Perrin**

G. CONRAD
'78



Also available is the first of
the RONEQUEST! Source Packs,
TROLLS AND TROLLKIN.

INTRODUCTION

This packaged scenario uses the rules of RUNEQUEST! With it, RUNEQUEST! players can sample the ruined city of Pavis on the Plains of Prax, 1610 years after the birth of Time.

A player can play the scenario solitaire by taking a group of his characters into the adventure and playing against the key. Alternatively, a player can act as Referee, using or changing the encounters as he sees fit, while other players form the band of foolhardy Adventurers risking death or dismemberment for loot and glory.

Those wishing to do solitaire runs should read this Introduction and the Background to the scenario, set up their characters, and read the room descriptions as they run into them on the map. A player Refereeing an adventure should familiarize himself with the map and room descriptions first, adding or changing what he desires.

Besides this book, players will need a copy of RUNEQUEST! and the various dice noted in Chapter I.

Note (1): Balastor's Axe is not keyed to any particular room. If playing solitaire, the player can attempt to make a 01-05 roll on d100 for each room entered. The first room in which a successful roll occurs is the room with the Axe. Important: someone with a 120% Hiding Skill hid the Axe. Subtract 20% from the character's Spot Hidden ability before determining if the Axe is found. Referees, of course, may put the Axe where they wish.

Note (2): When Adventurers are slaughtered or run screaming, the Monsters get experience rolls too.

This book is the primary creation of Steve Henderson, with help from Warren James and Steve Perrin. This adventure is tough. Beginning players should walk easy and be ready to run!

Good luck and have fun,

Steve Henderson
Warren James
Steve Perrin

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RUINED WAREHOUSES

LOOTED SHOPS

THE MARKET MALL

FORMER TENEMENTS

BALASTOR'S BARRACKS

mustering
area

THE GRYPHON GATE
(broken)

OVERGROWN PARK

100m

BACKGROUND

Past History

Twelve hundred and fifty years after the beginning of Time, the great walled city of Pavis lay under seige. The Pure Horse dynasty rulers, hanging onto their heritage from Pavis himself, were encircled by the forces of Gerak Kag, King of the Trolls.

Foremost among the embattled defenders was Balastor Brightaxe, Rune Lord and High Priest of the Cult of Pavis. At Joran's Breach he fought for three days and nights, but the fierce troll guards and the magic of the Dark Priests drove him back, though men and spirits died in droves in the struggle.

Falling back, Balastor rallied at the Gryphon Barracks with the remnants of his Earth Axe regiment. For another week they fought, holding the Gryphon Gate area and allowing the escape from the city of many of the Pure Horse peoples, who then began the trek eventually to Dragon Pass.

Surrounded and overrun, Balastor finally fell. A few remaining men bore him to the underground barracks area. As he died, he called on his patron Pavis for divine intervention. Pavis responded. The spirit which had occupied his steel Axe departed, and Balastor's spirit replaced it within the Axe.

Balastor's few companions hid the Axe within the barracks and then died to a man when the trolls poured down the staircase. The resting place of the Axe is unknown.

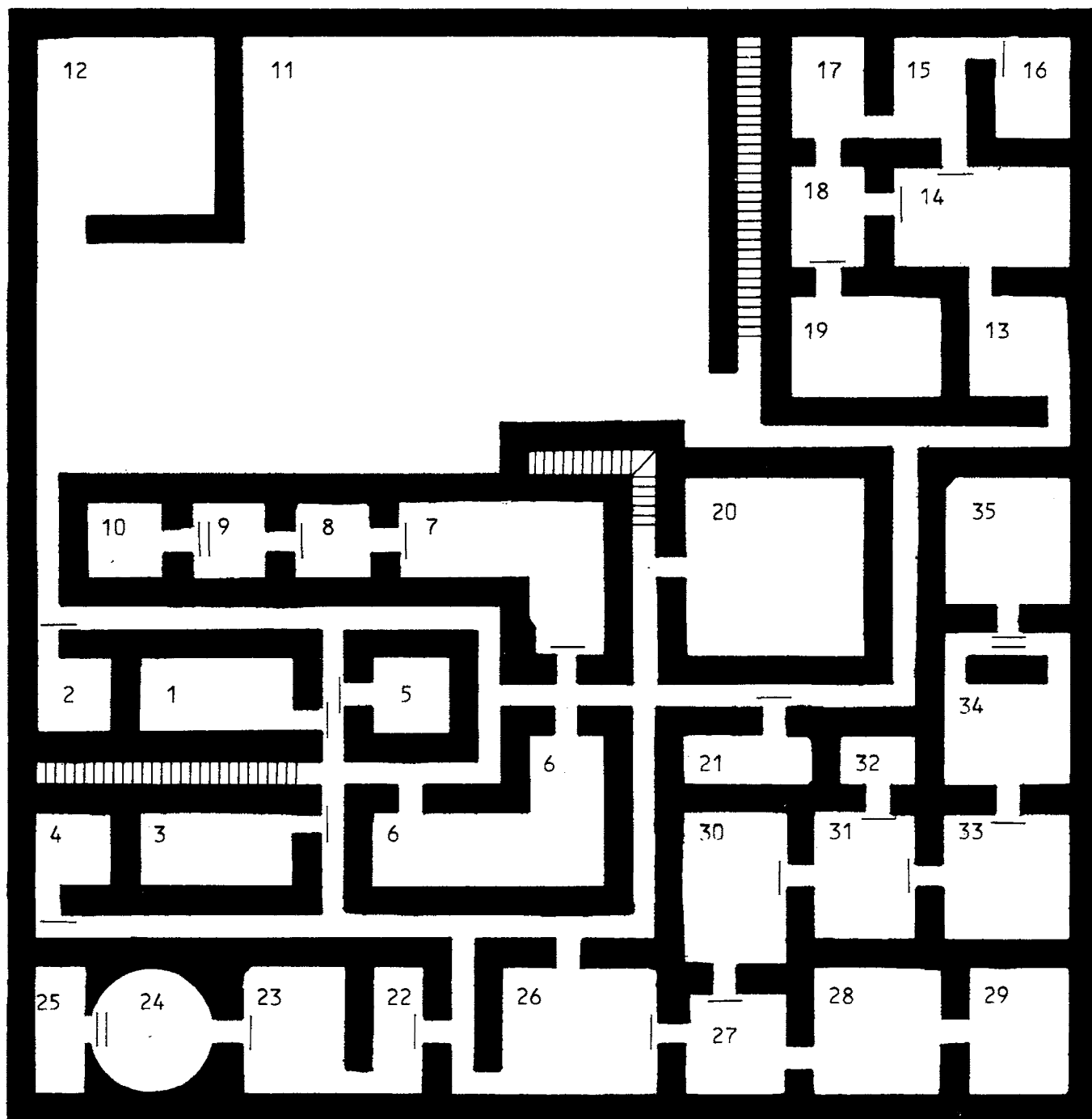
Current Situation

Now, 360 years later, Pavis is occupied again. The Lunar Empire, after sacking Boldhome, the capital of Sartar, has moved into the Plains of Prax. The Bison and Impala people have been smashed by the invasion force. With little choice the residents of New Pavis (built outside the cyclopean walls of the ancient ruined city) have opened their gates to the invader.

The legend of Balastor's Axe is well-known in New Pavis. The Imperials, wishing to wed their goddess to such a symbol of the spiritual life of Pavis, are outfitting an expedition to recover it. It also is rumored that the Sartar Exile Army, led by a Weapons Master named Argath (who claims some relationship to the former ruling house of Sartar) is also attempting to obtain the weapon as a symbol of the independence of Pavis.

A large number of trolls are in the area. Other creatures have been seen, including wyrms and giants. Obtaining the Axe will not be easy, but the Adventurers recovering it could write their own ticket!

the barracks



BALASTOR'S AXE

Within the Axe is the spirit of Balastor, Rune Lord and High Priest of Pavis.

POW	20	<u>Battle Magic Spells</u> (foci carved on blade)	<u>Rune Magic Spells</u>
INT	16	Bladesharp 4	Mindlink 4
		Repair	Summon Small Earth
		Fireblade	Elemental
		Coordination	Divination 7
		Shimmer	Shield 2
		Demoralize	Reflection 2

A Rune Lord or Rune Priest of the Pavis Cult (an Earth Rune cult) who picks up the Axe immediately attempts to ally the spirit of Balastor. If unsuccessful, or if the character already is allied, the Axe will be quiet and simply demand to be taken to the Temple, where another can ally it.

If a non-Rune person makes hand-to-weapon contact with it, there is immediate Spirit Combat. Balastor will try to take over the body of the victim, so as to live again. If unsuccessful after one minute (five melee turns) the spirit of Balastor retreats to the Axe and demands to be taken to the Temple of Pavis. If successful, he will possess the unfortunate character, substituting his Intelligence and Power for that of the character.

Balastor then will single-mindedly work for the revival and glory of Old Pavis. He will hate trolls and animal nomads. Otherwise he will be reasonable. Oh, yes--he will also try to take over the Cult of Pavis as it now exists.

If picked up with rope or a cloak or some such strategem, the Axe will go quietly.

MAP KEY:

| door
|| hidden door
||||| stairs

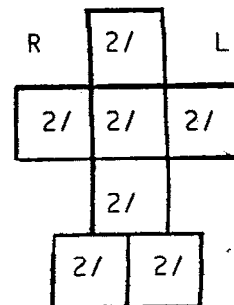
SCALE: _____ equals 15 meters.

● ROOM 1. Three Skeletons.

An old guardroom, fairly open and empty of furniture, holding only some over-turned racks for weapons and armor. Against the west wall stand three skeletons, who will attack anything entering the room. They all will attack the first person to enter the room, and will attack until he is dead. They will then attack the second person to enter, and so on, until all who enter (or all the skeletons) are destroyed.

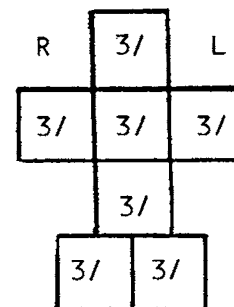
SKELETON 1

	<u>STR</u>	<u>POW</u>	<u>DEX</u>	<u>SIZ</u>	<u>MOV</u>	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
	11	1	16	9	8	Broadsword	5	80	1d8+1	80%	20
						<u>ARMOR</u>					
						Leather	2				



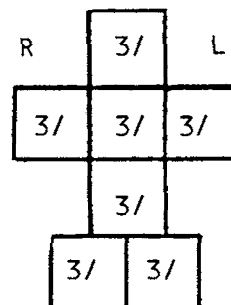
SKELETON 2

	<u>STR</u>	<u>POW</u>	<u>DEX</u>	<u>SIZ</u>	<u>MOV</u>	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
	11	1	11	15	8	Shortsword	7	55	1d6+1d4+1	55%	20
						<u>ARMOR</u>					
						Cuirboilli	3				



SKELETON 3

	<u>STR</u>	<u>POW</u>	<u>DEX</u>	<u>SIZ</u>	<u>MOV</u>	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
	11	1	11	15	8	Broadsword	6	55	1d8+1	55%	20
						<u>ARMOR</u>					
						Cuirboilli	3				



Skeletons are fragile. Any blow penetrating their armor destroys the section of the body hit. Aside from the weapons and armor that the skeletons carry, the room is empty of worth.

● ROOM 2.

A long-unused latrine. On the south wall are broken and splintered toilet stalls and seats. Corroded tubs and cisterns for washing stand along the east wall. There is nothing of worth in the room.

● ROOM 3.

An old guardroom. At one time someone or something used it, since there are scattered pieces of refuse about, a pile of moldy sleeping skins in the northeast corner, and a firepit in the southwest corner. In the firepit are long-cold ashes, charred bone fragments, and a very good gemstone worth 828 Lunars. The gemstone will be found only by a careful search of the pit with a successful roll of the Spot Hidden Items skill.

● ROOM 4. Three Snakes.

Old forge and armor repair shop. There are a number of tools scattered about and some larger pieces of equipment still in place. Old ventilation tunnels lead through the west wall.

<u>WEAPON SNAKE</u>								Head		
STR	6	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>	5	6	5
POW	12	Sword	8	50	1d6+1	40%	12			
CON	15									

DEX	6	<u>ARMOR</u>	<u>HIT POINTS</u>	
MOV	4	none	14	

<u>FANG SNAKE</u>								Head		
STR	6	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>	4	5	4
POW	9	Bite	10	45	1d4*	N/A	N/A			
CON	10									

DEX	12	<u>ARMOR</u>	<u>HIT POINTS</u>	*+6 point
MOV	4	none	10	Blade Venom

<u>STAKE SNAKE</u>								Head		
STR	1	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>	5	6	5
POW	9	Spring	6	40	1d6+1	N/A	N/A			
CON	15									

DEX	11	<u>ARMOR</u>	<u>HIT POINTS</u>	
MOV	4	none	13	

Hit Location Chart:

01-06 Tail
07-14 Body
15-20 Head

The three snakes cannot be surprised. They detect every party by the vibrations of the floor. They will not actively seek combat, but if the party searches the room they will be attacked by the snakes.

The only item of value in the room is a hammer that is a matrix for the battle magic spell of Repair. It lies on the floor among the litter.

● ROOM 5.

A room littered with more trash and dirt, along with remains of desks and tables. A thorough search of the room will turn up a scroll containing the songs and ballads of the army of Greater Pavis. The Library of Pavis will pay 500 Lunars for this scroll.

● ROOM 6.

A large room full of ashes and charred pieces of wood. Nothing in the room is of value.

● ROOM 7. Three Ghosts.

An ancient storeroom the walls of which are piled with bags of long-rotted grain. Broken bottles cover the floor, along with overturned kegs and remnants of smashed chests. Within the room hover three ghosts. Invisible, they will not warn anyone before attacking.

GHOST 1	GHOST 2	GHOST 3	The ghosts are bound to the room and cannot leave it. Characters can retreat from combat with them.
INT 11	INT 13	INT 12	
POW 15	POW 13	POW 17	

Ghosts fight strictly Power against Power. Both sides roll their attacks and, if successful, remove power from their opponent as follows:

die roll:	01-10	11-40	41-00
power loss:	3 pts	2 pts	1 pt

Should the characters attempt to break through into ROOM 8, they will find the door bolted against them. The door requires three good slams with an improvised battering ram to break it down. Material for the ram can be found in ROOM 7.

● ROOM 8. Six Zombies.

An old barracks room, fitted out in once-comfortable style. The north and south walls each have three niches cut into them for beds. Rotten hangings cover the niches and a successful Spot Hidden Items roll for a character will allow him to notice that each niche holds a body. The bodies are zombies.

ZOMBIE UNO

STR	16	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
POW	1	Maul	7	25	2d8+1d4	10%	15
CON	17	ARMOR					
DEX	5	Cuirboilli & Padding Body		5			
SIZ	9	Plate Arms		6			
MOV	6	Ring Mail Legs		4			
		Open Helm		4			

R	4/6	L
6/5	5/7	6/5
	5/6	
	4/6	4/6

ZOMBIE DOS

STR	11	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
POW	1	Maul	6	60	2d8	30%	15
CON	18	ARMOR					
DEX	12	Plate & Padding Body		8			
SIZ	7	Ring Mail & Padding Arms		5			
MOV	6	Scale Legs		5			
		Full Helm		6			

R	6/6	L
5/5	8/7	5/5
	8/6	
	5/6	5/6

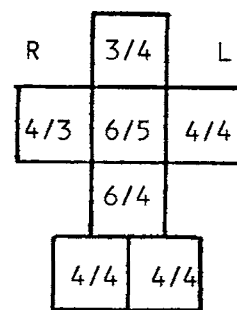
ZOMBIE TRES

STR	17	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
POW	1	Maul	7	40	2d8	20%	15
CON	15	ARMOR					
DEX	8	Cuirboilli & Padding Body		5			
SIZ	10	Leather Arms		2			
MOV	6	Ring Mail Legs		4			
		Open Helm & Padding		5			

R	5/5	L
2/4	5/6	2/4
	5/5	
	4/5	4/5

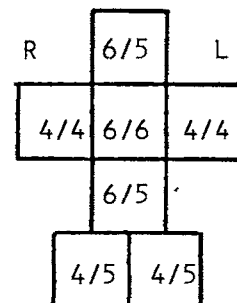
ZOMBIE QUATRO

STR	18	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
POW	1	Maul	7	35	2d8+1d4	20%	15
CON	12	ARMOR					
DEX	7	Plate Body		6			
SIZ	9	Cuirboilli & Padding Arms		4			
MOV	6	Ring Mail Legs		4			
		Composite Helm		3			



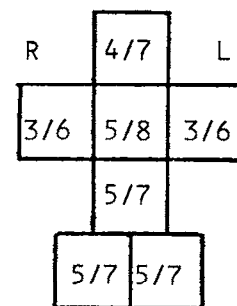
ZOMBIE CINCO

STR	18	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
POW	1	Maul	7	40	2d8+1d4	20%	15
CON	14	ARMOR					
DEX	8	Ring Mail & Padding Body		6			
SIZ	8	Cuirboilli & Padding Arms		4			
MOV	6	Cuirboilli & Padding Legs		4			
		Closed Helm & Padding		6			



ZOMBIE SEIS

STR	15	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
POW	1	Maul	7	35	2d8+1d4	20%	15
CON	20	ARMOR					
DEX	7	Cuirboilli & Padding Body		5			
SIZ	10	Leather & Padding Arms		3			
MOV	6	Ring Mail & Padding Legs		5			
		Composite Helm & Padding		4			



The zombies all will move to attack if any of them are attacked in any way, including magically. They will pursue into ROOM 7, but not beyond that.

● ROOM 9. Basilisk and Bat Familiar.

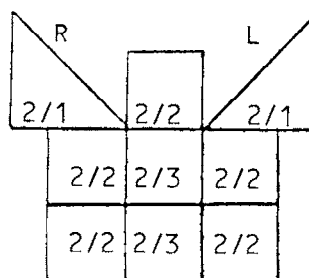
This room is Warded with a two-point Warding spell. The spell causes any entering the area to take a double-strength Disruption spell. It also will function as a two-point Countermagic spell against any magic being thrown into the area. The spell also sets up a loud keening noise fit to wake the dead (see the inhabitants of ROOM 10).

Benches and worktables with various gear set up on them fill the room. In the southeast corner stands a large metal cage with a Basilisk in it. The cage is large enough that only spears or missile weapons can reach the creature. Subtract 25% for all missile fire against the creature due to the bars of the cage.

Hanging from beneath one of the benches is a familiar in the form of a bat. It can be seen only by a successful Spot Hidden Items roll. It will use magic against the party and alert its master in ROOM 10.

BASILISK

STR	11	WEAPON	STRIKE	ATT%	DAMAGE
POW	13	Glance	1	100	Death
CON	7	Claw	10	25	1d3
DEX	10	ARMOR			
SIZ	5	Skin	2	6	
MOV	4				



Hit Location chart

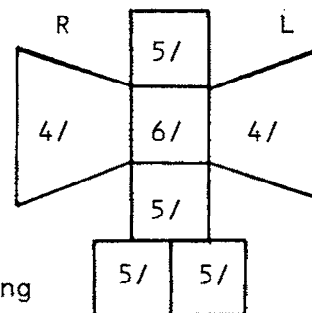
- 01-02 R. Hind Leg
- 03-04 L. Hind Leg
- 05-07 Hindquarters
- 08-10 Forequarters
- 11-12 Right Wing
- 13-14 Left Wing
- 15-16 R. Foreleg
- 17-18 L. Foreleg
- 19-20 Head

REDSONG (Bat Familiar)

		<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>
STR	1				
POW	15	Claw	9	35	1d3
		<u>ARMOR</u>	<u>HIT</u>	<u>POINTS</u>	
INT	15				
CON	15	none	13		
DEX	15				
SIZ	3				

MAGIC SPELLS

Ignite	1
Dispel Magic	3
Xenohealing	4
Dullblade	4
Countermagic	2
Detect Life	1
All of Master's Spells, Including Rune Magic.	



After several characters have entered the room, Redsong will use Ignite on the flask of oil hidden in the alcove. The Basilisk will attempt to slay those within, and Blodanga and Jordak will move to join in the defense.

● ROOM 10. Two Vampires.

A chill bare room, empty except for two heavy bronze coffins bound with iron. One is against the north wall and one against the south wall. The west wall holds bookshelves piled with scrolls, all esoteric essays on the nature of the world. The scrolls have a total worth of 780 Lunars if sold to the Lunar authorities, and 500 Lunars plus gratitude if sold to the Pavis Library. In the coffins lay the only inhabitants of the room. Jordak is against the north wall and Blodanga is against the south wall. Both vampires are human. Jordak is male; Blodanga is female.

JORDAK THE FANG

		<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>
STR	20				
INT	16	Touch	8	65*	1d4+1d6
POW	19	Bite	8	65**	1d4+1d6
		<u>ARMOR</u>			
CON	15				
DEX	13	Iron Mail & Padding Body	11		
CHR	17	Iron Mail & Padding Arms	10		
SIZ	13	Iron Mail & Padding Legs	10		
MOV	10	Iron Open Helm & Padding	7		

MAGIC POWERS

Harmonize	
Regenerate in Smoke Form	
<u>MAGIC ITEMS</u>	
Power Storing Crystal, 8 points	
Spirit Trapping Crystal (Ikagon)	

INT	9	Mobility	1
POW	15	Glue	4
		Detect Spirit	1

MAGIC SPELLS

Ironhand	4
Protection	4
Invisibility	3
Extinguish	2
Disruption	1
Befuddle	1
Spirit Binding	1

RUNIC MAGIC

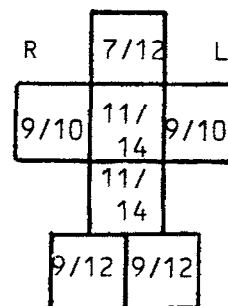
Absorption	3
Mindlink	1
Vision	1
Warding	2
Sever Spirit	3
Raise Zombie	2

HIT POINTS

17

POWER USE

19



* Attacks vs. Power; cannot be parried.
** If penetrating, it drains 1d6 in blood until target is dead.

The Runic spell of Sever Spirit resembles the glance of a Basilisk. However, if resisted it does 1d6 damage directly to the hit points of the character it is used against.

BLODANGA BLOODGORGER

		<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>	<u>HIT POINTS</u>
STR	22							11
INT	15	Bastard Swrd	6	110	1d10+1d4	95%	30	
POW	15	Dagger	8	95	1d6+1d4	80%	15	<u>POWER USE</u>
CON	11	Fist	8	120	1d4+1d4	NA	NA	15
DEX	14	Bite	8	110	1d4+1d4	NA	NA	
CHR	16	Medium Shield	NA	NA	NA	110	18	
SIZ	9	<u>ARMOR</u>						

MOV	10	Iron Plate & Padding Body	11
		Iron Mail & Padding Arms	9
		Iron Mail & Padding Legs	9
		Iron Full Helm & Padding	10

MAGIC POWERS

Harmonize

Regenerate in Smoke Form

MAGIC ITEMS

Allied Spirit in Sword (Bloodrose)

INT	15	Fireblade	4
POW	17	Invisibility	3
		Dispel Magic	4
		Bladesharp	3
		Detect Traps	1

MAGIC ITEMS cont.
 Flawed Power Storage
 Crystal, 8 points
 (The first time used,
 it permanently takes
 8 pts. Power. If the
 user has less than 8
 pts. Power, he will be
 bound into the crystal.)

MAGIC SPELLS OF BLODANGA

Bladesharp	4
Protection	4
Demoralize	1
Detect Life	1
Ironhand	4
Silence	1

	R			L
		10/8		
9/6		11/10		9/6
		11/8		
		10/8	10/8	

There is a hidden compartment in the rear of the room, constructed with a skill of 115%; take 15% off the Spot Hidden Items roll necessary to find it.

Within the compartment is a spring-loaded mechanism that hurls a dagger with great force for 2d6 damage. The blade, coated with level 20 Blade Venom, will hit anyone standing directly in front of the compartment. The compartment also contains the wealth of Jordak and Blodanga. There are 328 Wheels, 1496 Lunars, and 428 Clacks. There are also the following items: one diamond worth 1000 Lunars, an emerald worth 10,000 Lunars, and an opal and silver bracelet worth 948 Lunars. The diamond, to a Detect Magic spell, will turn out to be magical. It is a 5-point Sensitivity crystal.

● Room 11. Gorp.

A huge room, once used as a drilling and practice field by the troops. Torches do not penetrate far into the inky blackness. Piles of bones, rubble, and other noise-producing trash litter the floor. From the northwest corner come low, rumbling snores. The wall enclosing ROOM 12 is crudely built of massive boulders. In the northeast corner of ROOM 11 is a small Gorp. It rests beneath and among a pile of bones.

GORP

POW	12	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>
CON	14	Envelope	1	100	8 pts. Acid
SIZ	21				
MOV	3				

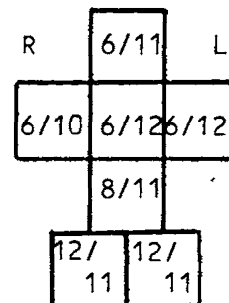
Gorp attacks by moving next to a victim during the movement phase. If the victim fails a Dexterity x 5% roll, the Gorp has enveloped it. If the victim still can move after the first round of acid attack, they may try a second dexterity roll. Gorp eats away armor before it gets to flesh. It is immune to acid and weapons. Only fire or magic kills Gorp. When weapons pass through Gorp, they take damage from it.

● ROOM 12. A Giant.

This filthy room smells of sweat, spilled beer, and rotting flesh. Bones and old refuse lay on the floor. In the northwest corner are the carcasses of three oxen, several days overripe. Along the east wall is a pile of rotting skins on which the giant Cragclimber sleeps. He will awake to any large amount of noise in ROOM 11. Cragclimber is not hungry just now and will not attack the party, if not attacked first, in return for a bribe of 100 Lunars or one of the humans to eat later. Continued bargaining or questioning of him, however, will annoy him and he will then attack.

CRAGCLIMBER THE GIANT

STR	64	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	14	Club	3	110	3d6+8d6	100%	40
POW	11	Kick	7	100	1d6+8d6	NA	NA
CON	16	Fist	7	95	1d3+8d6	NA	NA
DEX	11	ARMOR			HIT POINTS		
CHR	13	Skin	6		32		
SIZ	73	Plate Legs	6				
MOV	12	Leather Abdomen	2				



In battle Cragclimber strikes with his club and then kicks with a foot. He will pursue to the staircase or the southern opening a party that breaks and runs. He knows no spells. He speaks Giant, Pavic Tradetalk, and Darktongue. On a heavy leather pouch hung from his belt is his treasure. He has 156 Clacks, 178 Lunars, 9 Wheels, and 9 gemstones. Careful evaluation will prove the gemstones to be worthless pretty rocks.

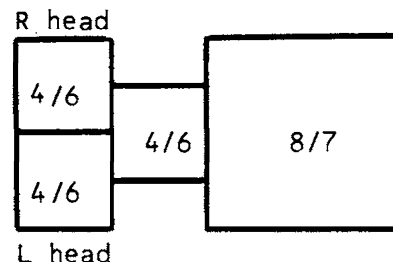
NOTE: the following ROOMS 13-19 are inhabited by creatures of Chaos. A list of the creatures in the rooms is given in the following pages. Place them scattered through the area as you desire. It is also possible that a party attacking the area would be taken in the rear by a returning group of Broos. Immediately below is a description of each individual ROOM.

● ROOM 13.

Guardroom for the Broos. There is considerable trash on the floor, but not enough to impede progress. A small rubble wall has been built just in front of the door to delay entry. In the southwest corner is a crude, strongly built cage with a small Dragon Snail in it. The Broos on guard will release the Snail if things go bad for them in a fight.

DRAGON SNAIL

STR	23	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
POW	14	Bite	9	35	1d6+2d6	NA	NA
CON	14	Bite	9	35	1d6+2d6	NA	NA
DEX	4	ARMOR			HIT POINTS		
SIZ	26	Shell	8		18		
MOV	3	Body	4				



CHAOTIC FEATURE

Appears invincible; shows no damage until dead.

● ROOM 14.

Armory and general gathering place for the Broos and Scorpion Men. Several clubs are stacked against the walls. Three small shields and one plate right arm, suitable for a size 7 human, are scattered about. The room stinks.

● ROOM 15.

Living quarters for Highowler, shaman of the Broos. There has been a crude attempt to show the magnificence of Highowler. The walls are hung with stained tapestries and half-cured skins cover the floor. In the northwest corner is a large bronze-bound chest.

In the chest are 1381 Clacks, 328 Lunars, 48 Wheels, and a single diamond worth 1389 Lunars. There also are three jugs of liquid: Jug One - three doses of battle magic spell Mobility; Jug Two - seven doses of 3-point Healing; Jug Three - two doses of Wasting Disease (this disease will start in the acute form and, if a character does not make his hit point % roll at the end of one hour, it will move to the Terminal form of the disease).

● ROOM 16.

This room contains the altar of the Broos. By the south wall is a large stone slab with manicles on it. The slab is heavily bloodstained. Behind and above the slab is a crude woodcarving of a horned demonic creature.

The altar furnishings include a large golden chalice. It is worth 10 Wheels in gold, but careful appraisal will show that it is the chalice stolen from the Pavis Sundome Temple four years before. The Temple offers a reward of 500 Lunars for its return. The only other item of value is a dagger that is a matrix for Bladessharp 3.

● ROOM 17.

Barracks room for the Scorpion Men. Generally littered with trash and refuse, the northeast corner additionally has been used as a latrine by them and is really foul.

● ROOM 18.

General gathering room for the Broos and Scorpion Men. There is a crude kitchen arrangement in the northeast corner and supplies are stacked in the northwest corner. Overall the room is less littered and filthy than most of the others in the section.

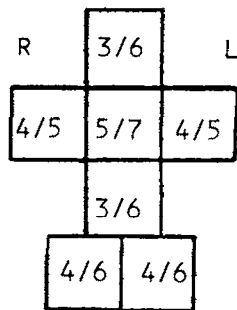
● ROOM 19.

Sleeping quarters for the Broos and Forkang the Ogre. Rough bunks line the walls, with general junk and gear scattered across the floor.

LIST OF BROOS FOR ROOMS 13-19.

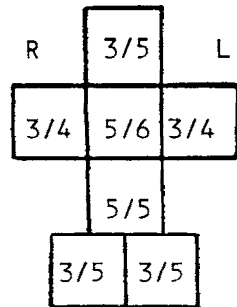
BONEGUMMER

STR	18	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	10	Large Axe	7	40	1d8+1d4+2	40%	15
POW	13	Large Shield	NA	NA	NA	35	16
CON	17	ARMOR			HIT	POINTS	
DEX	9	Leather & Padding	Body	3		17	
CHR	5	Cuirboilli & Padding	Arms	3			
SIZ	18	Cuirboilli & Padding	Legs	3			
MOV	9	Natural Head	Armor	3			



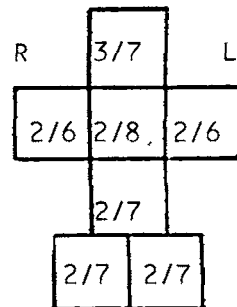
GOATGRUNTER

		<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR	13						
INT	8	club	7	35	1d6+1d4	40%	15
POW	14	Spear	4	30	1d6+1d4+1	35%	15
CON	14	Butt	9	35	1d6+1d4	NA	NA
DEX	15	<u>ARMOR</u>			<u>HIT</u>	<u>POINTS</u>	
CHR	7	Cuirboilli & Padding Body	5		15		
SIZ	13	Leather & Padding Arms	3				
MOV	9	Leather & Padding Legs	3				
		Natural Head Armor	3				



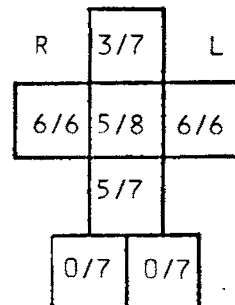
GRUBGULPER

		<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR	18						
INT	8	club	7	35	1d6+1d6	35%	15
POW	13	Spear	4	35	1d6+1d6+1	25%	15
CON	18	Butt	9	40	1d6+1d6	NA	NA
DEX	10	<u>ARMOR</u>			<u>HIT</u>	<u>POINTS</u>	
CHR	7	Leather Body	2		19		
SIZ	16	Leather Arms	2				
MOV	9	Leather Legs	2				
		Natural Head Armor	3				



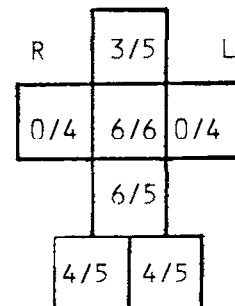
GUTSLICER

		<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR	13						
INT	9	club	8	35	1d8+1d4	40%	15
POW	11	Spear	5	50	1d8+1d4+1	25%	15
CON	17	Broadsword	8	25	1d8+1d4+1	20%	20
DEX	12	<u>ARMOR</u>			<u>HIT</u>	<u>POINTS</u>	
CHR	4	Curboilli & Padding Body	5		18		
SIZ	15	Plate Arms	6				
MOV	9	Natural Head Armor	3				



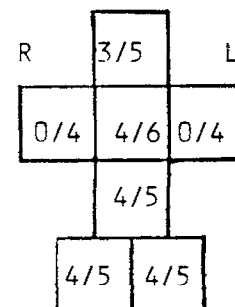
EARNOTCH

		<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR	16						
INT	10	Hammer	7	40	1d6+1d4+2	25%	15
POW	13	Medium Shield	NA	NA	NA	40%	12
CON	14	<u>ARMOR</u>			<u>HIT</u>	<u>POINTS</u>	
DEX	13	Ringmail & Padding Body	6		14		
CHR	5	Cuirboilli & Padding Legs	4				
SIZ	12	Natural Head Armor	3				
MOV	9						



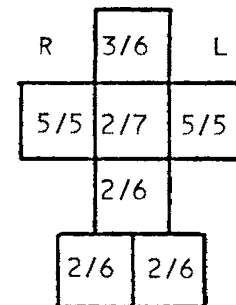
TWISTHORN

		<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR	14						
INT	14	Maul	6	35	2d8	40%	15
POW	8	Butt	9	40	1d6	NA	NA
CON	15	<u>ARMOR</u>			<u>HIT</u>	<u>POINTS</u>	
DEX	10	Leather & Padding Body	4		15		
CHR	6	Ring Mail Legs	4				
SIZ	10	Natural Head Armor	3				
MOV	9						



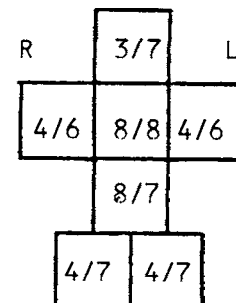
PLAGUEPUSHER

	STR	16	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	8		Club	7	40	1d8+1d4	25%	15
POW	12		Spear	4	35	1d6+1d4+1	20%	15
CON	16		ARMOR			HIT	POINTS	
DEX	13		Leather Body	2			17	
CHR	3		Scale Arms	5				
SIZ	15		Leather Legs	2				
MOVE	9		Natural Head Armor	3				



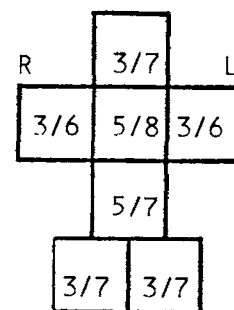
DIRTEATER

	STR	16	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	9		Club	7	60	1d6+1d6	45%	15
POW	14		Spear	4	35	1d6+1d6+1	25%	15
CON	16		ARMOR			HIT	POINTS	
DEX	11		Plate & Padding Body	8			18	
CHR	8		Cuirboilli & Padding Arms	4				
SIZ	18		Cuirboilli & Padding Legs	4				
MOV	9		Natural Head Armor	3				



HIGHOWLER, Shaman of the Broos.

	STR	16	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	16		Morningstar	5	65	1d10+1d4	75%	12
POW	21		Shortsword	6	50	1d6+1d4	60%	20
CON	18		Butt	9	75	1d6+1d4	NA	NA
DEX	17		ARMOR			HIT	POINTS	
CHR	12		Scale Body	5			18	
SIZ	12		Cuirboilli Arms	3				
MOV	9		Cuirboilli Legs	3				



Natural Head Armor 3

ALLIED SPIRIT

Snarsheen: INT 10
POW 18

MAGIC SPELLS

Spirit Binding 1
Demoralize 1
Disrupt 1
Silence 1
Harmonize 2
Fanaticism 4
Healing 6
Detection Blank4

SPECIAL POWERS

Highowler has 8 power points stored in the Spirit World.

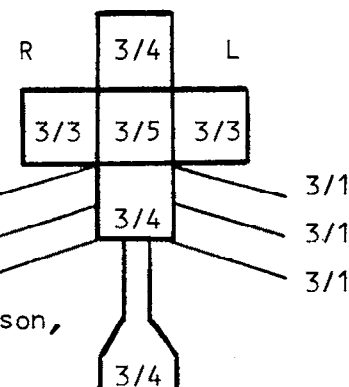
Can heal body up to 1 hour after death.

LIST OF SCORPION MEN FOR ROOMS 13-19.

CZING

	STR	20	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	6		Long Spear	4	30	1d10+1d6	30%	15
POW	6		Fist	7	35	1d3+1d6	NA	NA
CON	9		Sting	7	40	1d6+1d6*	NA	NA
DEX	13		ARMOR			HIT	POINTS	
CHR	12		Skin 3				11	
SIZ	19		CHAOTIC FEATURE					
MOV	8		Apparently invincible; shows no damage until dead.					

* Injects systemic poison, potency 9.



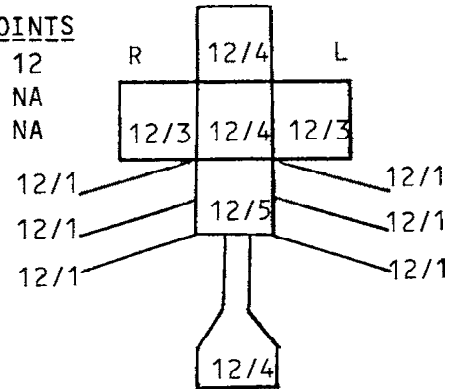
CZANG
 STR 19 WEAPON STRIKE
 INT 8 Club 6
 POW 7 Fist 7
 CON 10 Sting 7
 DEX 15 ARMOR
 CHR 10 Skin 12
 SIZ 19 CHAOTIC FEATURE
 MOV 8 12-point skin

ATT% DAMAGE PARRY POINTS
 35 1d10+1d6 35% 12
 35 1d3+1d6 NA NA
 40 1d6+1d6* NA NA

HIT POINTS

12

* Injects systemic poison,
 potency 10.



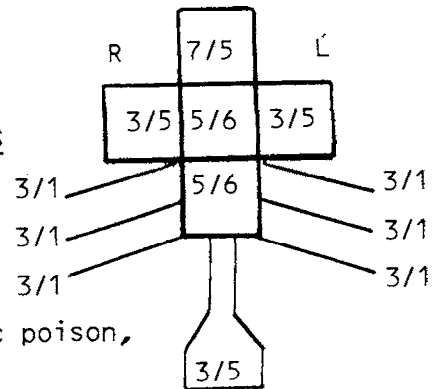
CZONG
 STR 21 WEAPON STRIKE
 INT 8 Club 6
 POW 7 Fist 7
 CON 10 Sting 7
 DEX 14 ARMOR
 CHR 10 Skin 3
 SIZ 19 Open Helm 4
 MOV 8 Leather Chest 2

ATT% DAMAGE PARRY POINTS
 40 1d10+2d6 35% 12
 35 1d3+2d6 NA NA
 40 1d6+2d6* NA NA

HIT POINTS

13

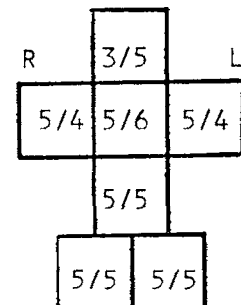
* Injects systemic poison,
 potency 10.



CHAOTIC FEATURE
 Appearance very confusing: 30% defense.

SCORPION MEN HIT 1-4 Right Hind Legs (3 each) 13-14 Chest
 LOCATION CHART: 5-8 Left Hind Legs (3 each) 15-16 Right Arm
 9-10 Tail 17-18 Left Arm
 11-12 Thorax 19-20 Head

FORKANG the Ogre
 STR 20 WEAPON STRIKE ATT% DAMAGE PARRY POINTS
 INT 5 Maul 8 35 2d8+1d4 35% 15
 POW 11 Fist 10 35 1d3+1d4 NA NA
 CON 13 ARMOR HIT POINTS
 DEX 7 Scale Body 5 13
 CHR 5 Scale Arms 5 POWER USE
 SIZ 11 Scale Legs 5 11
 MOV 8 Composite Helm 3

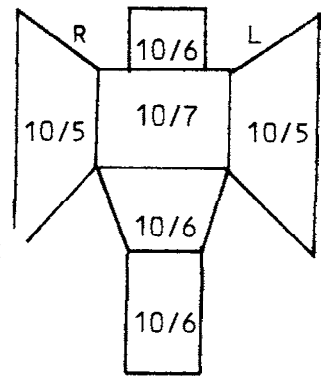


● ROOM 20. A Wyrn.

An old barracks messhall. At one time tables and chairs lined it, but this furniture mostly has been smashed, broken, and pushed aside by the present inhabitant.

WINDWHISTLER the Wyrn

STR	34	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
INT	10	Bite	6	85	1d10+3d6	NA	NA
POW	18	<u>ARMOR</u>				<u>HIT</u>	<u>POINTS</u>
CON	10	Skin 10				15	
DEX	14	<u>MAGIC</u>	<u>SPELLS</u>			<u>POWER</u>	<u>USE</u>
CHR	10	Mobility	1			18	
SIZ	30	Binding	1				
MOV	4/10	Detect Life	1			<u>HIT</u>	<u>LOCATION CHART</u>
		Countermagic	3	01-04	Tail	13-14	Right Wing
		Detect Enemies	1	05-08	Abdomen	15-16	Left Wing
		Invisibility	3	09-12	Chest	17-20	Head



Windwhistler talks and barterers with adventurers. He will meet a party at the door and exchange information for money. He will not let anyone in the room with him. If attacked he retreats into the room and takes to the air, floating at about 20 feet above the floor and striking down at individual opponents. He will generally try first for any archers in the party. If he severs an opponent's arm, leg, or head, he swallows it and it is gone.

Treasure is piled in the northeast corner. It includes seven broadswords, one iron spear, 3546 Lunars, 41 Wheels, 7236 Clacks, and jewelry as follows:

a very good gemstone - 528 Lunars	
a pretty stone - valueless*	* this stone is a 2-point
a flawed gemstone - 128 Lunars	Healing Focusing crystal
some very good jewelry - 145 Lunars	detectable only by Detect
some costume jewelry - 75 Lunars	Magic.
a good gemstone - 194 Lunars	
more very good jewelry - 1116 Lunars	
an excellent gemstone - 900 Lunars	

● ROOM 21.

An old latrine. The west side of the barracks was used for this purpose. It has been broken, charred, and destroyed, and any odors there fled long ago.

● ROOM 22. Four Ghosts.

A Temple anteroom, it has hooks on the north wall from which to hang clothing, and large tubs for ritual bathing and cleansing of worshippers. Within the room, invisible, are four ghosts. They will warn anyone not of the Death Rune Cult of Humkt to go away. If ignored, they will attack.

GHOST ONE	GHOST TWO	GHOST THREE	GHOST FOUR
INT 16	INT 9	INT 11	INT 16
POW 22	POW 20	POW 12	POW 17

Ghost Three will attempt to possess a character. If successful, it will attempt to carry out a successful deception and escape with the character's body.

Combat with ghosts is on a straight power vs. power basis. Both sides roll their attacks and, if successful, remove power from their opponent as follows:

die roll	power loss
01-10	3 points
11-40	2 points
41-00	1 point

● ROOM 23. Six Zombies.

The hall of worship for the cult of Humkt holds regular lines of low benches across the width of the hall. The benches are old and dust-covered, and nothing seems to have entered the room in a very long time. Along the north and south walls stand three figures each in armor with long spears. The figures are motionless.

They are zombies. They will not attack unless attacked or unless someone not of the cult of Humkt attempts to enter ROOM 24. They will attempt to kill only those who attack them or who try to enter ROOM 24.

ZOMBIE UNE

	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 18						
POW 1	Long Spear	4	55	1d10+1d4	30%	15
CON 21	<u>ARMOR</u>					
DEX 11	Plate & Padding Body	8				
SIZ 15	Scale & Padding Limbs	6				
MOV 6	Full Helm & Padding	7				

ZOMBIE DO

	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 17						
POW 1	Long Spear	4	45	1d10+1d4	25%	15
CON 18	<u>ARMOR</u>					
DEX 9	Plate & Padding Body	8				
SIZ 15	Scale & Padding Limbs	6				
MOV 6	Full Helm & Padding	7				

ZOMBIE TWA

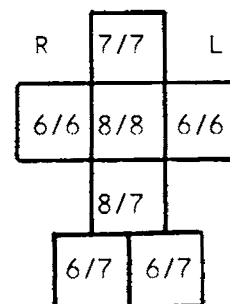
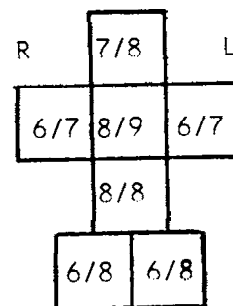
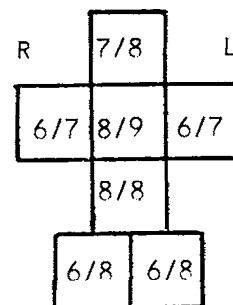
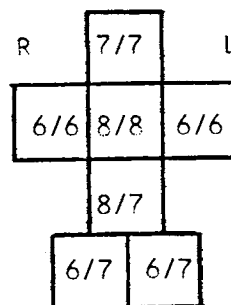
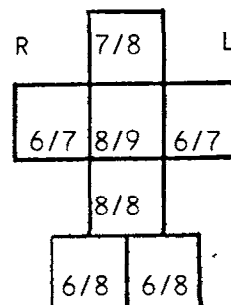
	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 15						
POW 1	Long Spear	6	40	1d10+1d4	20%	15
CON 20	<u>ARMOR</u>					
DEX 8	Plate & Padding Body	8				
SIZ 21	Scale & Padding Limbs	6				
MOV 6	Full Helm & Padding	7				

ZOMBIE CAT

	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 17						
POW 1	Long Spear	4	60	1d10+1d6	30%	15
CON 21	<u>ARMOR</u>					
DEX 12	Plate & Padding Body	8				
SIZ 16	Scale & Padding Limbs	6				
MOV 6	Full Helm & Padding	7				

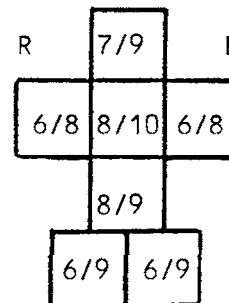
ZOMBIE SANK

	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 21						
POW 1	Long Spear	5	30	1d10+1d6	15%	15
CON 23	<u>ARMOR</u>					
DEX 8	Plate & Padding Body	8				
SIZ 15	Scale & Padding Limbs	6				
MOV 6	Full Helm & Padding	7				



ZOMBIE SECS

	<u>STR</u>	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
POW	1	Long Spear	5	40	1d10+1d6	20%	15
CON	23	<u>ARMOR</u>					
DEX	8	Plate & Padding	Body	8:			
SIZ	15	Scale & Padding	Limbs	6			
MOV	6	Full Helm & Padding		7			



● ROOM 24. A Spirit.

This ROOM is the Inner Temple, where especially holy ceremonies were held. Black velvet, now musty and dirt-covered, hangs on the walls. The floor is paved with obsidian, polished smooth and inlaid with a single gold sword running east to west the whole width of the room.

Within the room dwells the powerful spirit Ironarm, a servant of the god Humkt. The spirit will attempt to possess anyone not of the Humkt Cult who enters the door. It will then attack the other members of the possessed one's party. If the possessed character is killed, it will then attempt to possess another, and so on.

IRONARM

	<u>INT</u>	<u>MAGIC SPELLS</u>	
POW	30	Absorption	2
		Reflection	2
		Shield	1
		Concealment	2
		Sever Spirit	3

All Rune Magic spells are as described in Chapter VII of RUNEQUEST! Sever Spirit is like unto the gaze of a Basilisk. If the user's power overcomes the character's power, the character dies. If unsuccessful, the victim still takes 1d6 directly to his Hit Points.

● ROOM 25.

The Holy Room of the Temple, only priests were allowed here when the Temple was in use. Along the west wall stand the dusty remains of an altar to Humkt-who-bore-the-first-sword. Behind the altar exists a hidden door. Temple treasures rest in the compartment it covers, including religious ornaments worth 2500 Lunars on the open market. If returned to the Temple of Humkt in Pavis, however, the Temple will give the returnee free training in every fighting-oriented skill he has, for a total of 10% per skill. The items below are not included as religious ornaments: they are the ultimate treasures of the Temple.

A GOLD SWORD - The holy sword of the Temple, worth 100 Wheels in gold if melted down, but the Temple of Humkt in New Pavis will pay 10,000 Lunars for its return to them. If kept, it will in and of itself serve as a holy place for attracting spirits for anyone. If a character keeps the sword, it should be kept in secret, for the cult of Humkt takes vengeance on anyone having one of their sacred swords.

AN IRON SWORD - Of Dwarvish make, it was a trophy of the regiment, gained in a victory over a Dwarvish army. It is now untempered, but it is very well made. Examination will show that it is also a matrix for Bladesharp-4 and Fireblade. If tempered again, it will be a valuable weapon for a Runelord.

A LEAD CLUB - Another battle trophy, of Troll make. A relic of the Troll hero Orzanak, this club is very important to the cult of Kyger Litor. The Kyger Litor cult Temple in Pavis will pay 10,000 Lunars for its return to them. Of course they cannot come up with that kind of money immediately, and would much prefer to take it from a non-Troll's dead body. The club will serve as a matrix for Bludgeon-3 and Coordination.

NOTE: the following rooms are inhabited by Trolls. A list of the Dark Troll, Great Troll, Cave Troll, and Trollkin dwellers comes after these room descriptions. Scatter these denizens through the area as you desire. Trollkins normally do sentry duty, as they are much the lowest on the social scale.

● ROOM 26.

The guardroom for the Trolls. They have scattered some wooden benches around and built a low wooden barracade across the mouth of each alcove leading out into the hallway.

● ROOM 27.

The armory and storage room. On the north walls are racked various crude weapons, mainly clubs and spears with fire-hardened tips. There also are two bronze short-swords, somewhat damaged from combat. Against the south wall lay bags of various foods as well as other supplies such as oil and torches.

● ROOM 28.

Mess hall and dining area. It is comparatively clean, but tables and benches are strewn haphazardly.

● ROOM 29.

The kitchen. Bags of food and supplies also are stored here. Cooking occurs in the north half of the room, with the south half given over to brewing --there are several kegs of beer there and equipment for making much more. The beer is cheap and does not taste good.

● ROOM 30.

Barracks room for Trollkin. Crudely built bunks piled with sleeping skins line the west wall. There is clutter around the bunks, but the rest of the room is clean.

● ROOM 31.

General common room for the Trolls. Many tables, chairs, benches, and other items fill the room.

● ROOM 32.

Latrine, as in the old days, but the Trolls have cleaned out the old pits and are re-using them. Here is stored the Troll treasure: in the pits, well-covered. Three heavy bronze chests contain the Troll wealth.

CHEST ONE - 1382 Lunars, 42 Wheels.

CHEST TWO - 138 Wheels, one jug with three doses of Power Blasting (1d6 potency), and three matched emeralds each worth 300 Lunars.

CHEST THREE - 361 Lunars, 28 Wheels, one ruby and opal bracelet worth 18,365 Lunars, and three scrolls.

Scroll One: a secret technique scroll written in Auld Wurmish. Reading it and practicing with it advances the character using it 15% in the use of an Epee. It requires one month of practice.

Scroll Two: a general map of all areas of the barracks except for ROOMs 8-10 and 23-25.

Scroll Three: a letter of credit for 15,000 Lunars drawn on the Temple of Kyger Litor in Pavis. It is signed and sealed with a round black circle pierced with a gold sword. (Referee Note: the scroll is a trap. Presenting it to the Temple gives notice that you have killed and robbed Trolls. The Temple inherits the money if it kills the bearer of the note.)

● ROOM 33.

Barracks room for Great Trolls and Cave Trolls. Rough, crude furnishings, made of massive wood.

● ROOM 34.

Barracks room for Dark Trolls. The furniture is better made and generally more costly than that in ROOM 33.

● ROOM 35.

Storage room for valuable loot, including non-preishable foods and several kegs of good beer and ale. A major item is 3000 Lunars worth of baled cloth redeemable in Pavis.

DARK TROLLS

DARCHAK

STR	20	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	8	Heavy Mace	8	30	1d8+1d6	30%	15
POW	7	Large Shield	NA	NA	NA	40%	16
CON	10	ARMOR					
DEX	8	Scale Body	5			HIT POINTS	11
CHR	6	Cuirboilli Limbs	3			POWER USE	7
SIZ	15	Open Helm	4				
MOV	8	Skin	1				
		MAGIC SPELLS					
		Detect Silver	1				
		Detect Gold	1				
		Healing	3				

R	5/4	L
4/3	6/5	4/3
	6/4	
	4/4	4/4

SHARKED

STR	15	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	11	Morningstar	6	40	1d10+1d4	30%	12
POW	11	Broadsword	6	35	1d8+1d4+1	35%	20
CON	16	Large Shield	NA	NA	NA	40%	16
DEX	9	ARMOR					
CHR	12	Ringmail & Padding Body	6			HIT POINTS	18
SIZ	18	Ringmail & Padding Limbs	5			POWER USE	11
MOV	8	Full Helm	6				
		Skin	1				
		MAGIC SPELLS					
		Countermagic	2				
		Healing	3				
		Disruption	1				
		Bludgeon	2				
		Shimmer	2				
		Demoralize	1				

R	7/7	L
6/6	7/8	6/6
	7/7	
	6/7	6/7

CROKAR

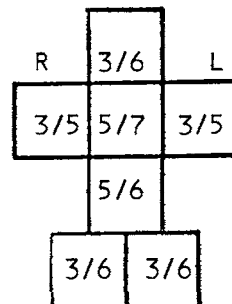
STR	16	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	10	Long Warhammer	4	50	1d12+1d6+2	35%	15
POW	13	Heavy Mace	6	45	1d8+1d6	30%	15
CON	10	ARMOR					
DEX	13	*Plate Body	6			HIT POINTS	12
CHR	15	Chain Mail Limbs	5			POWER USE	(13)-24
SIZ	19	Full Helm	6				
MOV	8	Skin	1				
		MAGIC ITEMS					
		*Breastplate is a matrix of Protection-4					
		Crystal, 1-point Power Enhancing					
		Crystal, 11-point Power Storing					

R	7/4	L
6/3	7/5	6/3
	7/4	
	6/4	6/4

CAVE TROLLS

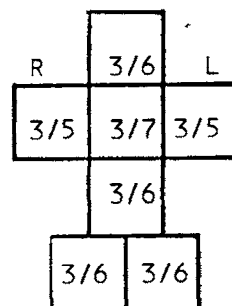
GNASHIR

		<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR	25						
INT	10	club	5	40	2d8+2d6	20%	20
POW	6	claw	7	50	1d6+2d6	NA	NA
CON	14	<u>ARMOR</u>			<u>HIT POINTS</u>		
DEX	12	Leather Body	2		17		
CHR	1	Skin	3				
SIZ	22	<u>SPECIAL POWER</u>					
MOV	7	Regenerate 1 point per melee round per hit location.					



GORSHUS

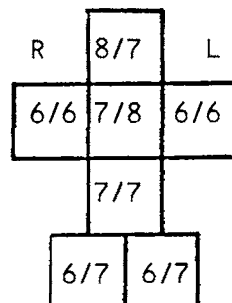
		<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR	18						
INT	7	club	6	35	2d8+2d6	20%	20
POW	9	claw	8	45	1d6+2d6	NA	NA
CON	13	<u>ARMOR</u>			<u>HIT POINTS</u>		
DEX	7	Skin	3		17		
CHR	6	<u>SPECIAL POWER</u>					
SIZ	27	Regenerate 1 point per melee round per hit location.					
MOV	7						



GREAT TROLLS

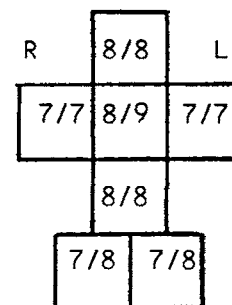
SHERBAN

		<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR	25						
INT	9	Greatsword	5	40	2d8+2d6	40%	15
POW	15	Heavy Mace	7	40	1d8+2d6	40%	20
CON	17	<u>ARMOR</u>			<u>HIT POINTS</u>		
DEX	8	Chainmail Body	5		20		
CHR	3	Ringmail Limbs	4		<u>POWER USE</u>		
SIZ	22	Full Helm	6		12		
MOV	7	Skin	2				
		<u>MAGIC SPELLS</u>					
		Bladesharp	2				
		Healing	2				
		Disrupt	1				
		Demoralize	1				



SUGRUNT

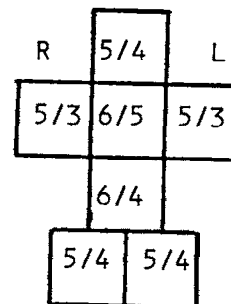
		<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR	28						
INT	14	Greatsword	4	50	2d8+2d6	40%	15
POW	12	Broadsword	5	50	1d8+2d6+1	40%	20
CON	18	<u>ARMOR</u>			<u>HIT POINTS</u>		
DEX	10	Plate Body	6		22		
CHR	10	Chainmail Limbs	5		<u>POWER USE</u>		
SIZ	28	Full Helm	6		12		
MOV	7	Skin	2				
		<u>MAGIC SPELLS</u>					
		Healing	6				
		Bladesharp	4				
		Disrupt	1				
		Demoralize	1				
		Coordination	2				



TROLLKIN

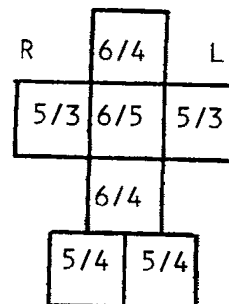
YOKAR

STR	9	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	8	Small Shield	NA	NA	NA	25%	8
POW	11	Shortsword	8	25	1d6+1	25%	20
CON	10	ARMOR					
DEX	9	Ringmail & Padding	Body	5		HIT POINTS	10
CHR	6	Ringmail Limbs		4		POWER USE	11
SIZ	11	Composite Helm & Padding		4			
MOV	6	Skin		1			
		MAGIC SPELLS					
		Disruption	1				
		Healing	1				



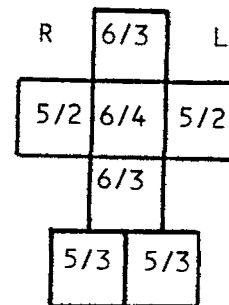
DEJON

STR	10	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	10	Small Shield	NA	NA	NA	30%	8
POW	9	Light Mace	8	30	1d6	30%	20
CON	11	ARMOR					
DEX	11	Ringmail & Padding	Body	5		HIT POINTS	11
CHR	8	Ringmail Limbs		4		POWER USE	9
SIZ	11	Open Helm & Padding		5			
MOV	6	Skin		1			
		MAGIC SPELL					
		Bludgeon	1				



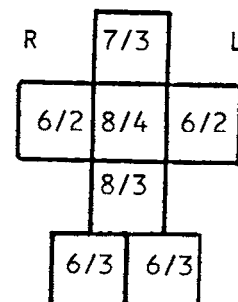
JAGON

STR	13	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	8	Small Shield	NA	NA	NA	40%	8
POW	10	Light Mace	7	35	1d6	35%	20
CON	9	ARMOR					
DEX	13	Ringmail & Padding	Body	5		HIT POINTS	9
CHR	9	Ringmail Limbs		4		POWER USE	10
SIZ	10	Open Helm & Padding		5			
MOV	6	Skin		1			
		MAGIC SPELLS					
		Bludgeon	2				
		Healing	1				



ROKAHR

STR	11	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	15	Small Shield	NA	NA	NA	45%	8
POW	7	Light Mace	7	45	1d6	40%	20
CON	10	ARMOR					
DEX	17	Brigandine & Padding	Body	7		HIT POINTS	9
CHR	10	Chainmail Limbs		5		POWER USE	7
SIZ	7	Closed Helm & Padding		6			
MOV	6	Skin		1			
		MAGIC SPELLS					
		Bludgeon	3				
		Healing	2				



JAKSUN

	STR	8	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	6		Small Shield	NA	NA	NA	30%	8
POW	4		Mace	8	30	1d6	25%	20
CON	10		ARMOR				HIT POINTS	
DEX	11		Cuirboilli Body	3			9	
CHR	4		Leather Limbs	2			POWER USE	
SIZ	8		Leather Cap	2			6	
MOV	6		Skin	1				
			MAGIC SPELLS					
			none					

R		3/3		L
3/2		4/4		3/2
		4/3		
		3/3		3/3

SOLFUD

	STR	9	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	5		Small Shield	NA	NA	NA	30%	8
POW	8		Short Spear	5	35	1d6+1	25%	12
CON	13		ARMOR				HIT POINTS	
DEX	16		Cuirboilli & Padding Body	5			13	
CHR	9		Leather & Padding Limbs	3			POWER USE	
SIZ	12		Composite Helm & Padding	4			8	
MOV	6		Skin	1				
			MAGIC SPELL					
			Healing 2					

R		5/5		L
4/4		6/6		4/4
		6/5		
		4/5		4/5

CHOLIR

	STR	12	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	8		Small Shield	NA	NA	NA	30%	8
POW	5		Spear	6	35	1d6+1	35%	12
CON	9		Sling	2	35	1d8	NA	NA
DEX	15		ARMOR				HIT POINTS	
CHR	7		Ring Mail Body	4			8	
SIZ	8		Leather Limbs	2			POWER USE	
MOV	6		Open Helm	4			5	
			Skin	1				
			MAGIC SPELL					
			Disruption 1					

R		5/3		L
3/2		5/4		3/2
		5/3		
		3/3		3/3

SITPIK

	STR	11	WEAPON	STRIKE	ATT%	DAMAGE	PARRY	POINTS
INT	10		Broadsword	7	45	1d8+1	40%	20
POW	11		Medium Shield	NA	NA	NA	45%	12
CON	17		Sling	2	45	1d8	NA	NA
DEX	13		ARMOR				HIT POINTS	
CHR	7		Ringmail & Padding Body	6			17	
SIZ	11		Cuirboilli & Padding Limbs	4			POWER USE	
MOV	6		Open Helm & Padding	5			11	
			Skin	1				
			MAGIC SPELLS					
			Healing 2					
			Disrupt 1					
			Speedart 1					
			Bladesharp 1					
			Shimmer 1					

R		6/6		L
5/5		7/7		5/5
		7/6		
		5/6		5/6

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