

PAVIS

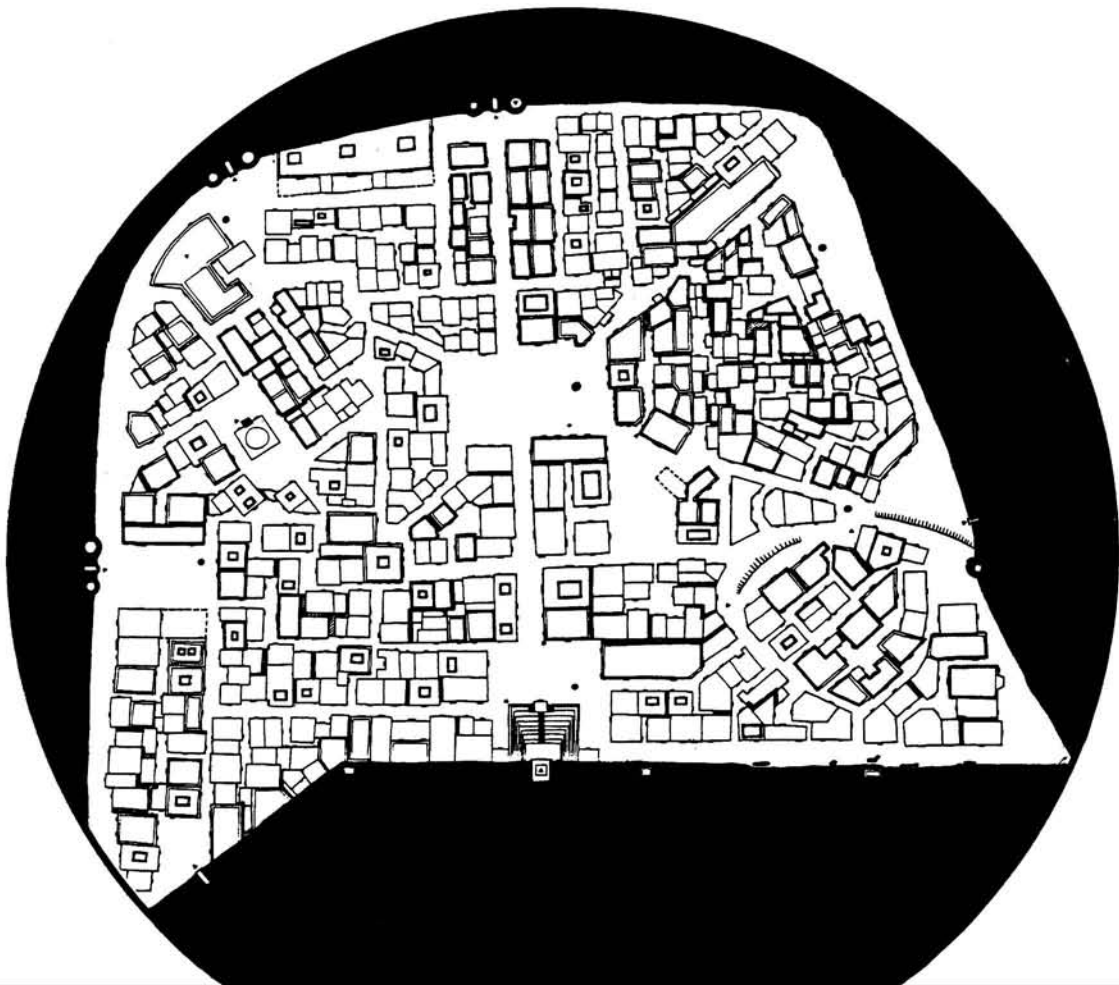
口 厶 川 人

THRESHOLD TO DANGER

人 三 口 口

City Guide

for the gamemaster



A CHAOSIUM INC. Publication



PAVIS


THRESHOLD TO DANGER


City Guide for the gamemaster

*Balastor,
Last Champion of Pavis,
stands against all who would
profane his city, its people, or its lore.*

By
STEVE PERRIN and GREG STAFFORD

Temperature and Precipitation — LYNN WILLIS
 Population Distribution, Animal Prices — SANDY PETERSEN
 Sun County Temple Description, Additional Rumors — MICHAEL TROUT
 Additional Rumors — ANDERS SWENSON, MARC WILLNER

Editing, Additional Layout — LYNN WILLIS
 Design and Layout — CHARLIE KRANK
 Additional Editing, Typesetting — SANDY PETERSEN
 Proofreading — YUREK CHODAK, SHERMAN KAHN

Maps and Plans — CHARLIE KRANK
 Drawings — MIKE BLUM [pp. 20, 22, 25]





Contents

INTRODUCTION	3	Buildings and Styles	16	ADDITIONAL GROUPINGS	31
CIVILIZED PRAX		Food	16	Friends of the Empire	31
The River Valley	3	Walls, Gates, and the Bridge	17	Friends of the City	31
Bogs and Vegetation	4	NEIGHBORHOODS		Orlanth Allies	31
Valley of Cradles: North [map]	4	Explanation	18	Ingilli Riverside Association	31
Valley of Cradles: South [map]	5	Key to Building Descriptions	18	Leading Families	31
Vulture's Country	5	Neighborhood Initials [list]	18		
The Desert Wind	5	New Pavis Neighborhoods [diagram]	18	LIVING IN PAVIS	
PEOPLE OF THE VALLEY	6	Public [with map]	19	Permanent Residences	32
Temperature, Precipitation [table]	6	Downtown [with map]	20	Taverns and Inns	32-33
Population Distribution [table]	6	Lhankor Mhy Temple [illus.]	20	Comparative Rental Prices	32
Farmers	6	Riverside [with map]	21	Buying and Selling	33
Fishermen	7	Sun Dome Temple [illus.]	22	Animals	33
Towns	7	Suntown [with map]	23	Animal Prices [table]	34
CORFLU	7	Farmer's Quarter [with map]	24	Armorers	34
History	7	Oldtown [with map]	25	Assorted Goods	34
Corflu [map]	8	Oldtown Alley [illus.]	25	Clothiers	34
Settlement	8	Rich Hill [with map]	26	Equipment Sellers	34
SUN COUNTY	8	Dwarfside [with map]	26	Treasure Buyers	34
History	8	Badside [with map]	27	Training	35
Settlement	9	Zebraside [with map]	27	Notables' Homes	35
The Sun Dome Temple	9	PAVIS ENCOUNTERS		Stables	35
Rulers of Sun County [list]	9	Daytime Encounters [table]	28	Long-Term Employment	36
Sun Dome Temple [plan]	10-11	Nighttime Encounters [table]	29	Medium-Term Employment	36
TRADE IN PRAX	13	PAVIS POLITICS		Short-Term Employment	36
River Traffic	14	The City Council	30	Entertainment	36-37
CITY DESCRIPTION		Pavis Constabulary	30	Thieves	37
The City and the Rubble	14	Citizenship	30	TEMPLES [list of locations]	38
Population of Pavis	15	Merchant Guild	30	PLACES [list of buy/sell locations]	38
Religions of Pavis	15	Lunar Occupation Forces	30	RUMORS	
Number of Rune Masters [table]	15	POLITICAL MOVEMENTS	31	Lunar Plans	39
Housing	16			Local Personalities	39
				Zola Fel Rumors	39
				Rumors of Menace	39
				Notes	40

City Guide

This PDF produced by a Sword of Humakt.

This book from the Pavis boxed set is copyright Chaosium Inc. This file is for illustration and discussion only. If you do not already own the Pavis boxed set, delete this file immediately!

INTRODUCTION

A campaign is a series of scenarios which are played out in the same locale, using the same player-characters or non-player-characters. Chaosium always urges a campaign setting because it gives players a sense of confidence to know that they will be in mostly familiar territory each adventure.

Campaigns may take on as much or as little detail as the players and gamemaster want. Pavis offers many opportunities to use all the facets of role-playing, including peaceful interchange.

Campaigns come in two general types. The first is one of ongoing event, in which each session moves time ahead slightly, catching players in the politics of daily life. There is considerable opportunity for pure role-playing in these situations, for playing characters in these campaigns is as likely to occur in a meeting hall or tavern as in a dangerous ruin or cavern.

Such play is not for everyone. Often people prefer to play the romantic adventurer seeking out his own lucky fortune by his sword. Players may be unable to regularly attend a campaign, making it hard for them to keep abreast when campaign events move swiftly. An episodic campaign is better in these cases.

An episodic campaign links discrete adventures by means of geographical setting (in this case, Pavis). Adventures may not depend upon a chronologically-intertwined series of episodes.

The campaign is played in a number of sessions. There is an objective in each session, and sometimes it is critical that the same players try to play from session to session in a particular scenario. But the scenarios themselves are not linked and may be played in the order and amount needed, simply by breaking off at the end of play and returning anew each session.

Episodic campaigns allow players to be absent from a play session without missing anything except the chance for their characters to learn from experience. Temporary adventuring groups can be put together without political or religious conniving or commitment by players. Episodic campaigns are recommended for beginning gamemasters.

One of us (Steve) and his friends played the original Pavis campaign episodes. This box grew from that original campaign, with many years of play and with a multitude of later players and referees contributing to it. We feel this latest batch of scenarios captures the feel and flavor of the earlier encounters.

— Greg Stafford,
Steve Perrin

CIVILIZED PRAX

THE RIVER VALLEY

Civilized Prax includes all of those areas in which agriculture is the primary way of life. This includes the whole of the valley of the River of Cradles, from the Leaping Place in the north to the salt marsh at the river's mouth, near Corflu.

As the River of Cradles flows southward through Shadows Dance, various tributaries, controlled by barbarian nations, join it. Seasonal tributaries join the main river further downstream, in Prax, but they are less noteworthy for increasing the water flow

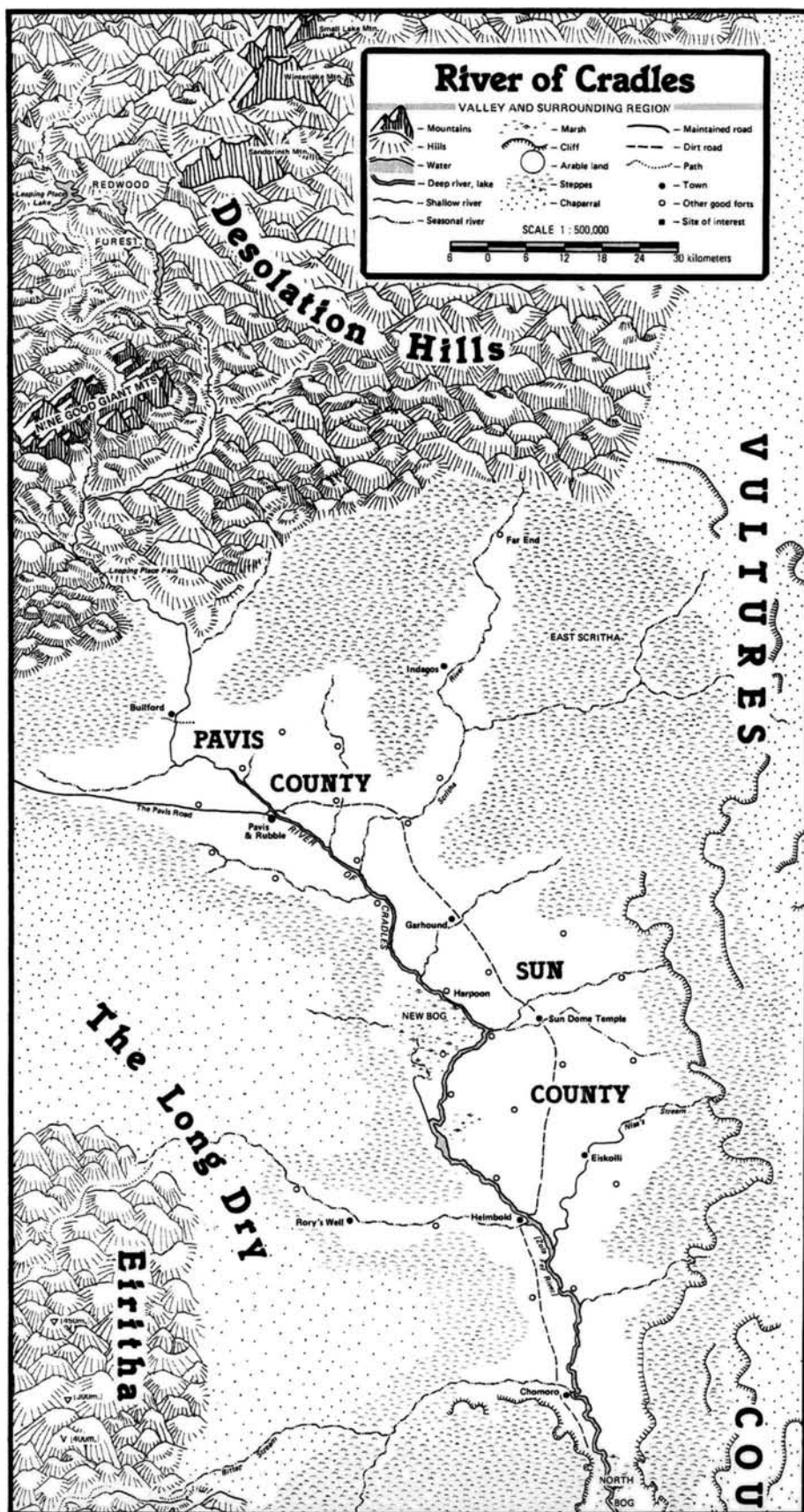
than for having eroded the canyon walls which finally parallel the River of Cradles, making convenient entries into the valley from the plateaus to the east and west.

From the Leaping Place to the sea, the river is 445 kilometers long. From the river's mouth to the town of Chomoro the valley is crowded between the plateaus to the west and east. It averages 13 km wide through this region. The plateau to the west gradually drops, while the one to the east veers away from the river past Chomoro. Here the valley is broad and flat, with

an average width of 27 kilometers, though the actual shape is irregular.

The river got its name centuries earlier from the fact that gigantic cradles, bearing gigantic infants, sailed to the sea from some mysterious source. The river is also called Zola Fel, which is the name of its god.

The western border of the valley is steep, inaccessible even to most climbing animals, except for two canyons cut by tributaries. The western cliffs of that valley rise sharply to an average of 300 meters above the valley



floor. The eastern wall rises much more gradually and is frequently climbable by mounted riders. Such slopes often are broken by steep falls and cliffs ranging from 30 to 100 meters high.

The eastern wall rises higher than that of the west, finally reaching 900 meters and Vulture's Country, which stretches away to the endless desert of the Genert Wastes.

The valley is a comparative land of plenty. Melt-off from the mountains far upriver floods the valley every spring, then the river gradually dwindles to a trickle just before Storm Season. The flood plains are covered with thick, tough plants forming treacherous bogs. The bogs begin to grow with Storm season, are largest in Sea season, then subside over Fire, Earth, and Dark seasons. Occasionally, the collapsed ruins of ancient stone irrigation ditches can be seen running the valley floor.

The width and depth of the river varies with the season. At its shallowest the River of Cradles is a meter deep and ten meters wide. At the crest of a flood it might be 400 meters wide and at least six meters deep, and be quite swift-flowing besides. It is normally a gentle river, slow-moving and without serious obstacles until above Pavis.

During Storm and Sea seasons the river is usually between three and four meters deep and from 100 to 200 meters wide, sometimes growing much larger during the floods, and, during years of drought, being less. The river drops down to only a meter or two in depth and twenty to a hundred meters wide during Fire season, and remains wadeable during late Fire season and early Earth season, when the rains begin to swell it again. It reaches a depth of two to three meters during late Dark season, and then increases up to the yearly height during Storm season.

Bogs and Vegetation

The bogs along the River of Cradles are a morass of mudpits, cypress, and cane. Everything grows here, and insects are thick and pesky. Unless a trail is used daily, it will grow over and disappear within a week. In Storm through Sea season, the bogs are at least half water. In Fire and Earth seasons they dry up a bit and may become fire hazards. They are thickly covered with brush, thorns, and hardwood trees. They are difficult to walk through, impossible to ride through, and quite easy to hide in. The ground can be treacherous and unstable.

PRAX TEMPERATURE AND PRECIPITATION

Season	Typical Daily Temperature in Degrees Fahrenheit	Rainfall/Days of Rain	Prevailing Winds
Sea-Early	45/75	10"/21	Southwesterly
Sea-Late	50/85	4"/12	Southwesterly
Fire-Early	65/110	—	Southwesterly
Fire-Late	50/90	—	Southwesterly
Earth-Early	50/85	2"/2	Westerly
Earth-Late	45/75	3"/3	Westerly
Dark-Early	20/65	2"/4	Northwesterly
Dark-Late	25/45	4"/16	Northwesterly
Storm-Early	30/55	6"/28	Westerly
Storm-Late	30/65	10"/25	Westerly
Sacred Time	40/70	3"/9	Westerly

The early portion of a season is the first four weeks: Disorder, Harmony, Death, and Fertility. The late portion of a season is the last four weeks: Stasis, Movement, Illusion, and Truth.

NORMAL DAILY TEMPERATURE — average nightly low / average daily high.

RAINFALL / DAYS OF RAIN — in a typical year, this amount of rain will fall and this number of days will be rainy. In the frequent drought years, the rainfall will be much less, perhaps six inches per season or even dryer.

PREVAILING WINDS — the normal winds come from the stated direction. Other winds blow intermittently. During drought years, a northeast wind will frequently scour the plains.

People of the Valley

Some 62,000 intelligent beings currently inhabit civilized Prax. This in-

HUMAN DISTRIBUTION

3,500	New Pavis
1,500	Big Rubble
1,000	urban Sun County
1,000	urban Corflu
5,000	distributed among 10 towns
30,000	farmers
8,000	fishermen
50,000	total humans

NON-HUMAN DISTRIBUTION

2,500	trolls (in Rubble)
1,000	elves (in Rubble)
200	dwarfs (in Rubble)
150	dragonewts (in Rubble)
500	broos & chaos (in Rubble)
250	other (in Rubble)
4,500	total Rubble non-humans
3,000	newtlings
1,500	ducks
1,500	broos
1,000	baboons
500	other along river
12,000	total non-humans

cludes even the intelligent fish who rarely reveal themselves to humans. About 12,000 of the valley inhabitants are non-humans.

Most humans live in villages and hamlets, squalid gatherings of a half-dozen families and their animals. Such clusters of buildings dot the whole of the farmed area of the valley. Spread among them are ten larger towns, each a center for a major landholder's estate, and there are additionally three larger settlements. These last include Corflu and Sun Dome, each of about 1000 residents, and the city of Pavis, totalling nearly 10,000 residents, including the Rubble. Some 8,000 residents make their living from the river and live along its banks and in its marshes.

Of the non-humans, many live in the Rubble. Within those ancient walls reside 2500 trolls of all types, 1000 Aldryami of all types, 200 dwarfs, and 800 miscellaneous creatures, such as baboons, broos, unicorns, river creatures, ogres, and so forth.

About 7500 non-humans live outside the Rubble. Over half are ducks and newtlings. The remainder are various scavengers and predators.

Nomads populate the lands to the east and west of the river valley. The presence of these hungry mounted barbarians on either side of the ribbon of valley has prevented lasting settle-

ment and exploitation of the excellent farmland for six centuries. The valley was considered prime grazeland for the nomad herds, and for centuries the nomads have fought to live here. The powerful Lunar army has subdued them for the nonce, and enforced relative peace from the wild chieftains.

Several different cultures have crowded into this valley since its settlement. They deserve notice, if only to give the referee some languages with which to confound his players with while he devises the next encounter.

FARMERS

A farmer is anyone who makes his living by agriculture. The local techniques typify Genertelan farming of mixed cereals and animal-tending. Barley is the main cereal crop, augmented by vegetables and common plants like flax, tomatoes, and herbs. Plowing is done by teams of up to eight oxen yoked to light plows; reaping is done by hand with sickles. Sheep were brought here at first, but mostly succumbed to hoof rot and wool canker, and were replaced by native beasts, especially sables for meat and exotic impalas for hair. Pigs thrive, and domestic ducks and geese are common, as are dogs and cats. Popular also as pets or familiars are a local species of mongoose; kagas, a large insect-eating gecko; and song birds of many kinds.

NATIVE FARMERS

Native farmers are indigenous to this land and have descended from survivors from before the Darkness. Though listless and dull-witted, these folk have survived bad conditions for centuries. Whenever a conqueror makes peace for a while, they crawl from hidden lairs and farm. When the conqueror fails, they fade again into the earth. They speak their own language, but avidly learn Tradetalk. One band of these farmers remains intact, led by Sir Indagos, a landowner.

SUN DOME FARMERS

The Sun Dome farmers held their territory when Dorasar came and settled New Pavis. They survived the downfall of Old Pavis because their god, Yelmadio, was worshiped among many tribes. The tribes refrained from attacking fellow cultists.

The natives here speak a dialect recognizably Sartarite, but heavily influenced by Old Pavis and Praxian. They use the same farming tools and methods, live in similar structures, and raise the same foods as their neighbors and ancestors. Their religion of Yelm-

alio worship, their social customs (based on a patriarchal theocracy), and their history (of presence on the Plains) set them apart.

SARTAR FARMERS

The Sartar farmers make up a large part of the population. The first wave came with Dorasar, helped to settle New Pavis, and generally seized the best lands in return. A second wave followed when the Lunar army conquered Sartar in 1602. However, both waves have lived here long enough to have children who know no other land.

Sartarite customs are commonly called Orlanthi, after their main god. Sartarites prefer a tribal organization with positions of authority and honor filled by merit rather than inheritance.

NEW FARMERS

The Lunar empire has forced many people to this province. There are several centers of frontier rebellion within the empire; when such a rebellion is suppressed, whole areas are stripped of inhabitants who are sent with their goods to a strange land; presently Prax. The Lunar farmers of Prax can tell a uniform story of rebellion, defeat, and bitter marches marked with dead kin left beside the road. Yet, once in Prax, most survivors find themselves preferring the protection of the empire to the expert savagery of the nomads, and they find that their Lunar bonds are the ones which keep them united and safe. To casual observers there is a single block of Lunar farmers. But to Lunars, this is an illusion, for they perceive several types of settlers.

TALASTAR FARMERS

The Talastar farmers resemble the Sartarite and Sun County cultures, for they share a common origin. History has localized the character of each region, but left most customs similar. This group includes many peoples from the Pelorian hills as well as Talastar. They speak a language very similar to Sartarite.

CARMANIAN FARMERS

The Carmanian farmers are distinctly different. They do not worship the goddess Ernalda (as do all Orlanthi farmers) and use a different type of plow. Their magic differs also, being more like proper spells than prayers of supplication and respect. They speak their own language, Carmanian, which is related to the tongues of the far west, in Loskalm, but many also speak the Lunar tongue of New Pelorian.

REDLAND FARMERS

The Redland farmers are the last type. They, too, worship Yelm, but more highly favor Yelm. Their tongue is Pelorian, also called Lunar, for they descend from peoples of ancient Dara Happa, now the heart of the Lunar empire. They use methods and prayers similar to the Yelm people, but address their own earth deities instead of Ernalda.

RIVER FISHERMEN

River fishermen depend upon the river and its resources. Fishing is common and several industries are based upon the reeds which clog banks and channels. Papyrus paper is one product. Boatmaking and basketry are common occupations. Boat people make only temporary shelters out of reeds when they stop, for they are migratory and stay in their soggy craft much of the time. When the river is large and healthy they are present in profusion, but as the river dwindles they depart and work the marshes of the south coast. Giant insects make this rich region unpleasant; pirates poke about it at times.

The river people speak the ancient language Boatspeech, known by fishermen all along the southern Genertelan coast, and up the riverways from it.

TOWNS

Every town differs in detail from others, but have most things in common. The same commercial activities must occur in each.

Each town is the headquarters for a landholding family, and many of the towns are named after their founders. There are ten of these little villages along the river and its tributaries, not counting Pavis, Corflu, or Sun County. The population of these small river towns is 400-500 people each, most of whom farm, but many of whom also are craftsmen or the landholder's mercenaries and retainers.

Every town is surrounded by formidable stone walls, sometimes further buttressed by clay bricks. Town buildings are usually of mud brick (adobe).

Temples in each town always include the favored local earth deity, as well as a temple to the lord's favored god or his ancestors, as in the case of Raus Fort. River temples are present in all towns but Rory's Well, Far End, and Eiskolli. All towns have a number of spirit shrines or small gods.

Weekly markets are held. On prearranged days all of the local peddlers converge in a town, circuiting from

town to town over part or all of a season. A town includes local crafters of all important types: thatchers, brick makers, potters, coopers, carpenters, and redsmiths (workers in bronze). The lords of Helmbold and Garhound each have their own ironsmith as well.

Corflu

History

In 1611, the year after the seizure of Pavis, the Lunar army prepared an expedition downriver to the ancient coastal city of Feroda. Ingilli was glad to aid them, for they paid an honest price for honest work in a land where work had been scarce. Ducks, newt-ings, and men worked for a season to make rafts and boats. At the end of Sea season, as the water began to subside, the army departed downriver.

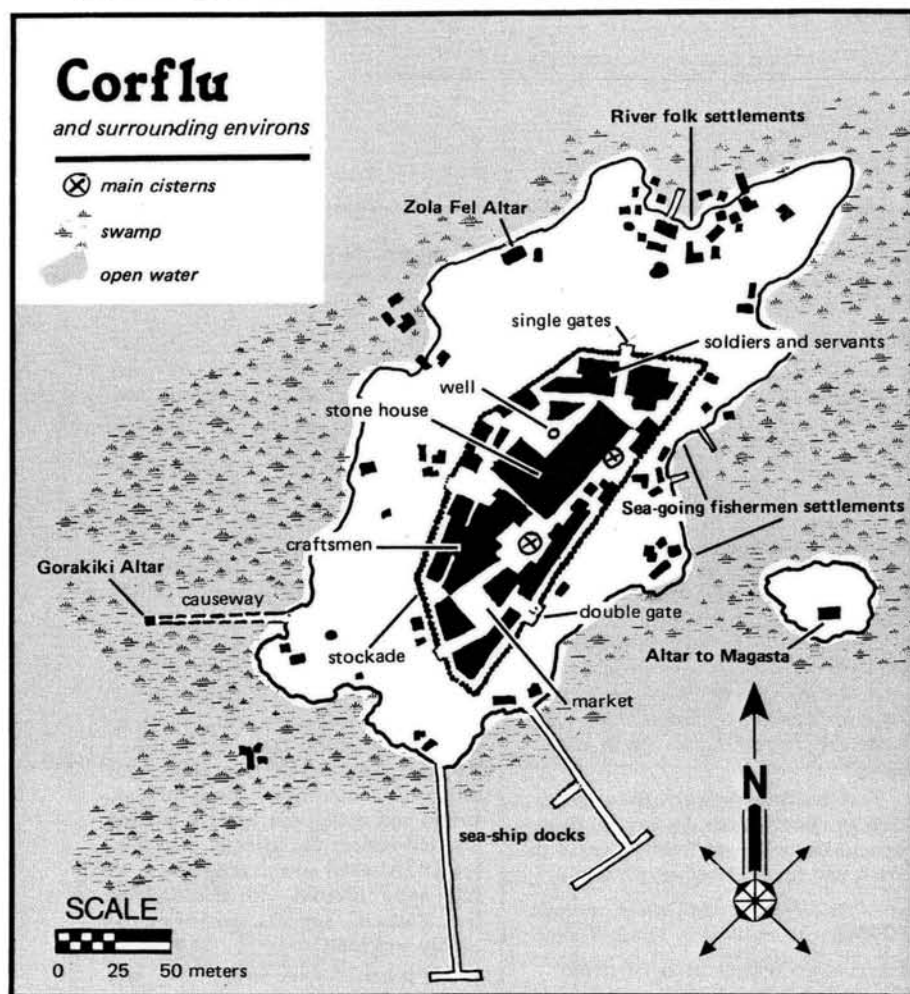
The Lunar army is known for its research. The expedition carried a map to the city of Feroda. Though the map was true, the ever-shifting delta had changed, and no ruins were found. Soldiers and priests alike were assaulted by giant mosquitoes, tiny gnats, and hungry leeches. Courageous before spears and spells, the Lunars quailed and fell before the insects' ceaseless assault. At their worst, after the reed rafts were infested with thumb-sized lice, Tolkazzi, Ingilli's brother, spoke loudly and boldly.

"It is hard for me to believe," said he, "that these Lunars have conquered all the dry world. I told Lunar leaders of the bad conditions here, and offered a solution, but they declared that only their Red Goddess could found a city, and would have nothing of me. Perhaps now they will pay me what I am owed."

Paid he was, with landholder's rights over all the river delta and river rights for the same, and trading rights with all the seagoing boats which stopped there, and fishing rights off the coast. In return he had to agree to some Lunar rituals and to some minor magical conditions.

Tolkazzi built a city on the delta for the Lunars. Corflu was the settlement's name. It was named after the wife of Tolkazzi; who is unknown to history except through her husband's compliment that, "she corrects all my mistakes, treading upon my life and erasing the errors of my record from my weary mind."

In 1613, Tolkazzi sold his merchant rights to Koronius Falabdur, a Lunar Etyries priest. Tolkazzi retained actual ownership of the island. With most of



Falabdur's payment, Tolkazzi employed a troll priestess and her followers. They erected an altar to Gorakiki-dragonfly on Corflu island. Shortly after that, the area swarmed with one- and two-meters-long dragonflies, which devoured the mosquitoes. Newtlings complained about the new, dangerous dragonfly naiads in the waters, but ate them as well.

When the relative comfort of Corflu was noticed, many people moved there, especially the fishermen who plied the coast and who needed a beach in the area free of mosquitoes. Many brought their families.

The first trade ships came from the Holy Country to the west, bringing goods from that land. Though these goods were highly sought in the empire, they could be brought there more cheaply by other routes. Pavis needed the goods, however, and trade moved upriver through Corflu.

Sometimes larger ships stopped with the exotic goods for which the Lunar empire had fought and for which the traders were eager. Yet such

goods never went past Pavis, for similar items could be obtained at markets closer to the empire. The merchants of Ingilli, who traded fish, shells, and bait, fared better than the Etyries who sought magic items, wealth, and prestige.

In Storm season of 1614, wolf pirates visited Corflu. One ship anchored in the channel but instead of a horde of bloodthirsty raiders only a single woman swam ashore and strode naked about the market. One person of all the gaping merchants spoke to her, offering to trade all his goods for a place among her crew. She did not accept, nor did she return with others to plunder this market, even though the wolf pirates were looting the coast. Such was the poverty of this place.

In Water season of 1615 the Falabdur family ended when the heir was cursed through receiving an enchanted hyena skin from an unnamed nomad. Though thoroughly unfit, he was forced to fulfill the Issaries curse and marched to his death in Vulture's Country.

Corflu has survived without the Falabdur family. The Etyries marketplace is activated now by any priest who happens to be present rather than by a permanent priesthood.

Settlement

Corflu has a population of about 1000 residents. The walls are made of logs from the Holy Country, erected into a stockade. The foundation is stone. Within the stockade is the stone house of the Corflu commander. Many stout warehouses exist, where deep-water ships can store goods to transfer them to river craft. Many live in reed huts littering the island.

The docks shown on the map float. In fact, many people prefer to live upon their own islands of reed which rise and fall with the awful tides racking the coast.

The weekly market for this town arrives in boats, as do most of the customers.

Sun County

History

In 877, Joraz Kyrem, Lord of the city of Pavis, requested aid from the Sun Dome temple of Dragon Pass. The religious mercenaries complied in return for land, a spot in the sun, and a good price for their horses. After the mercenaries helped free the city, they moved to their new lands and were titled Counts of the Sun Dome lands.

Arinsor Clearmind was the first Sun Dome leader. He was so devoted to Yelm that he shone with an internal glow during the darkest nights. As he and his people went about the land, a wonder struck them. A water naiad, daughter of Zola Fel, engaged Arinsor in an ancient rite: they re-enacted the story of Yelm and the Oslir river, wherein the lord of light fell but was revived by the river, and so they made an alliance. Here the sun people were reconciled with the river, and there was irrigation upon the lands for the good of all.

In the early days, when the Arrow-smith dynasty ruled in Pavis, the land grew. Food was plenty, children common, and all marriages pleasant.

After Pavis fell in 1200, Sun County was isolated from the peoples beyond the nomads. They call this era "the Solitude of Testing." They feel they passed their tests and survived and are now receiving their blessings from their lord, Yelm.

This blessing began in 1575 when Dorasar arrived with presents, offers, and an alliance to clear the valley of nomads.

The history of Sun County thus has three phases. First, 879-1200 S.T. (some 273 years) is called the Peaceful Era, whose end was marked by terrible violence. Then came the Solitude of Testing from 1200-1575 (lasting 375 years). The time since then is called Recent History.

The Count of the land is the ranking Light Son of the temple, with special privileges among his fellows. He deals with outsiders.

THE SETTLEMENT

The population of Sun Dome temple and the town beside it totals about 1000. They are almost all humans, though a band of griffins stops regularly. Most of the people are farmers, but a large percentage are religious personnel and craftspeople to maintain dignity proper to the temple. This is also a seat of civil government; administration work, mostly done by temple personnel, adds to the population.

Crafts include ironsmithing. Like the smaller settlements, Sun Dome has a weekly market within its walls.

Although their original deal stipulated it, the Sun Dome temple no longer reveres nor raises horses. They have adapted to their fate afoot, and rely upon mounted tribesmen of their religion for cavalry support.

The map of the interior of the temple provides a model for other Yelmialio temples in the land, and is useful for campaign play.

THE SUN DOME TEMPLE

1. THE GATHERING PLACE

This wide grassy area slopes down from the west side of the temple. On the mead, the local population can be assembled for mustering or celebration. Near its center (not shown), within a bend of the Ouel stream, stands a conical hill, for centuries called Summons Hill; from its top cult leaders direct the activities of their followers.

2. GUEST HOUSES

These two two-story buildings and their domestic attachments, lying at the edge of the Gathering Place, are part of a series of buildings along the Ouel stream reserved for visiting non-cultists. They are outside the boundary wall of the temple, for

THE RULERS OF SUN COUNTY

The Sun County Light List covers the whole of their occupation of the land since 877. There are 42 entries in it. The first number is the number of years for which the ruler actually reigned. The concluding set of numbers show the historical years S.T. that the reign encompassed.

All Counts have a traditional title or ascription which accompanies their names. This phrase or sentence may be posthumously bestowed. All children raised in Sun County memorize this entire list.

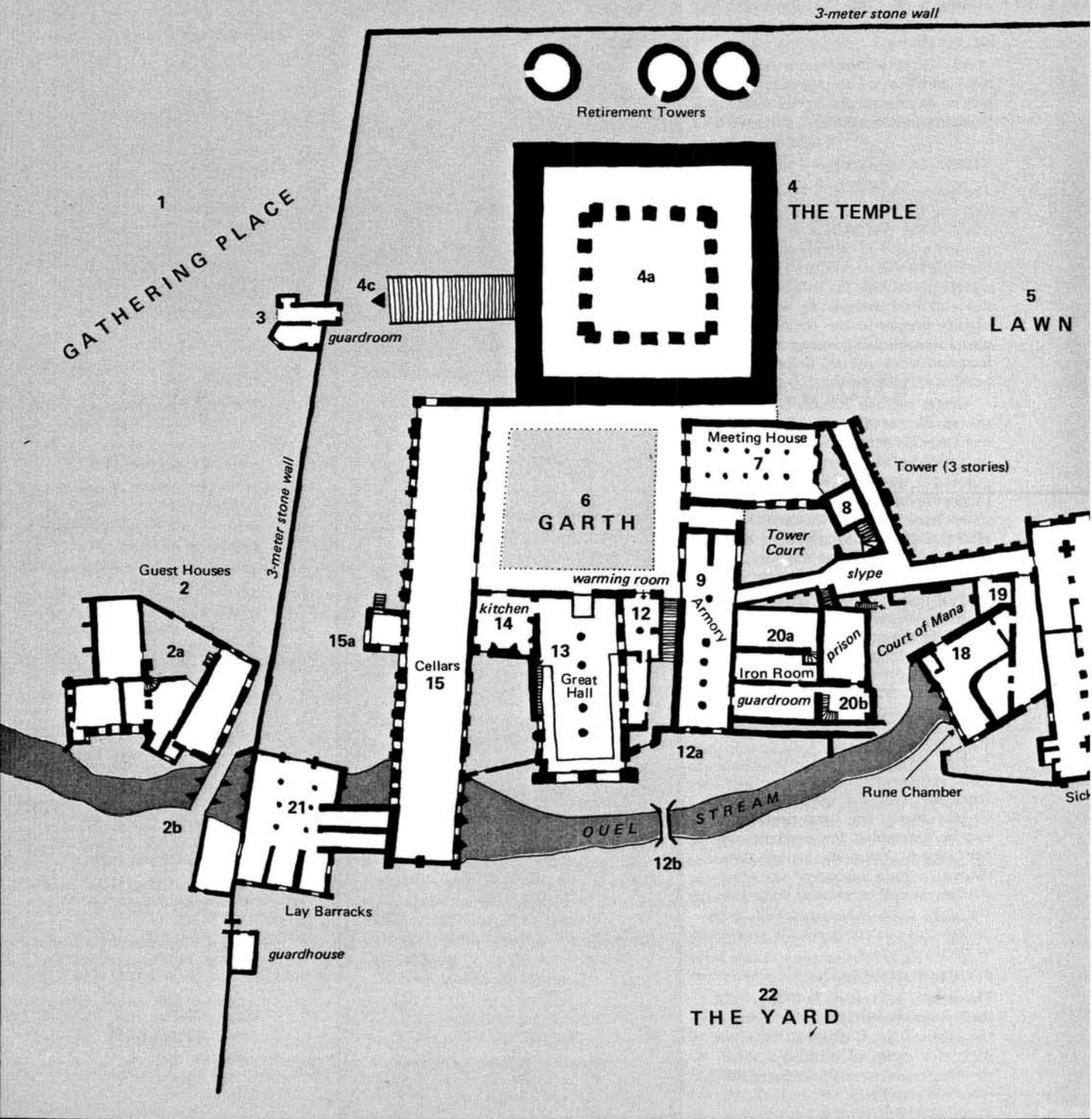
Years Count

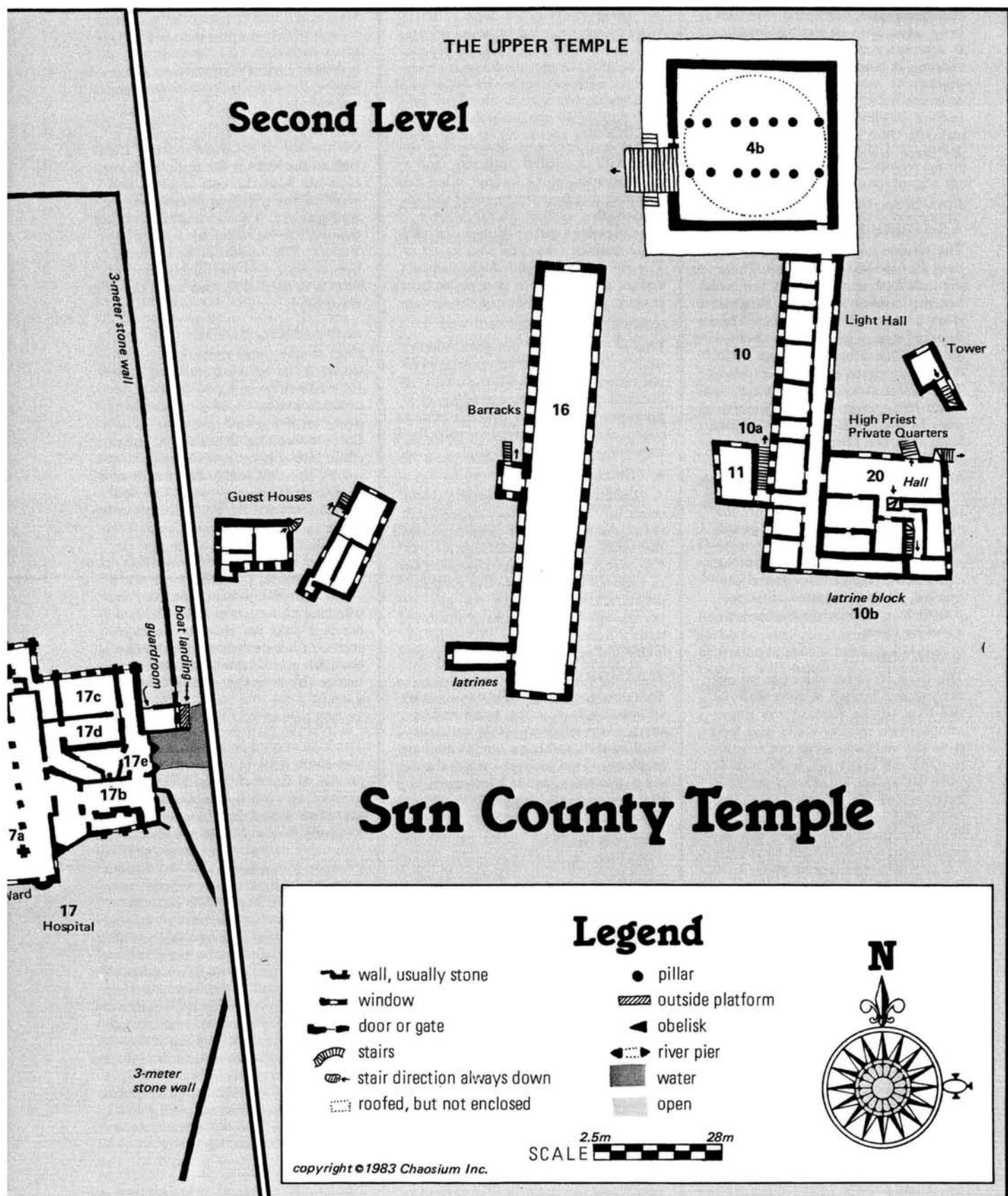
- | | |
|----|---|
| 27 | Arinsor Clearmind, the first Count, who came from Dragon Pass to conquer the giants (877-1004). |
| 88 | Kolyth the Horn, who ate wolves (1005-1093). |
| 47 | Zebroth the Bow, a dull competent (1093-1140). |
| 84 | Zolan the Cruel, a great leader (1140-1224). |
| 49 | Palishon the Clever, son of Zolan (1224-1273). |
| 28 | Zolan II, called Trader, and Wyrmslayer, and Manywife Sinner (1273-1301). |
| 23 | Zolan III, singer, and son of Zolan (1301-1324). |
| 4 | Zolan IV, who was infamously shot by an arrow (1324-1328). |
| 15 | Lorango, an Avenger of Brilliance, who could fly (1328-1343). |
| 9 | Golungan, an elected man, from the Sable Tribe (1343-1352). |
| 6 | Kokostang, peasant-born whose companions were never cold (1352-1358). |
| 11 | Belonni, who loved hawks and won battles (1359-1370). |
| 5 | Zeoluz, called the Traitor, or Shadowlord, or Destroyer (1370-1375). |
| 3 | Salostong the Literate, who should have ruled longer (1375-1378). |
| 1 | Kollen, son of Kistang, who seized the title (1378). |
| 1 | Bitchelli the Head Bearer, who killed Kollen (1379). |
| 3 | Monallyn the Calm, who used iron darts and brought peace (1380-1383). |
| 1 | Cruk the dissenter, an outlander (1384). |
| 1 | Blame and Shame, outlander twin brothers of great strength (1385). |

- | | |
|----|--|
| 1 | Orogurri the Bison, who yelled a lot (1386). |
| 2 | Pistolli, who tried hard (1387-1388). |
| 1 | Kujubbi the Impala, Elasto the Worthy, and Daga the Cruel who killed each other (1389). |
| 10 | Boburto the Pygmy, who began a new line of Counts (1389-1401). |
| 11 | Balablor the Good, son of Boburto (1401-1412). |
| 8 | Melenst the Poem-Lover, the last of the pygmy Counts (1412-1420). |
| 19 | Oloros the Blind, who imprisoned Malia during his reign (1420-1439). |
| 19 | Skindilli Longlegs, who drove away Daga and made slaves of Storm Bull men (1439-1458). |
| 40 | Narokoris the Wise, who trained all his people once again to the drill of spear and shield, and made his land peaceful (1458-1498). |
| 11 | Kistan the Good Killer, a many-virtued leader (1498-1509). |
| 3 | Tol the Peasant, who used his fingers to read (1509-1512). |
| 3 | Dadelin the Shaggy, a great sage (1512-1515). |
| 3 | Tol the Just, who angered many gold-wearers (1516-1519). |
| 5 | Banashi Gold, who had too many sons (1520-1525). |
| 7 | Tol the Generous, who was murdered by rivals (1525-1532). |
| 2 | Kilossi Banashison, who was killed by his brother (1532-1534). |
| 1 | Banalli Banashison, who was called Kinslayer (1535-1536). |
| 1 | Korogi, Nashalta, and Fankarios, all of whom were Banashi's sons, and all of whom ruled in turn after murdering predecessors (1537). |
| 19 | Poskuturri Criminal Slayer, long-ruled, wise, and childless without sorrow (1537-1556). |
| 11 | Zentakos the Blind, who never fell down until he died (1556-1567). |
| 26 | Varthanis Brighthelm, who aided Dorasar and received the gift of our patience (1567-1593). |
| 19 | Varthanis II, who turned his Pavis palace over to the Lunar commander (1593-1612). |
- current: Solanthos Ironpike, who likes to kill Dara Happan Rune lords in duels.

Sun County Temple

Ground Level





few guests are permitted into the holy area. This particular complex is reserved for the most important visitors. It contains a courtyard (a), places for servants and mounts, separate halls, private quarters, and indoor privies. Behind this complex the Ouel stream is spanned by the three arches of its only stone bridge (b). The other visitors' buildings are less luxurious, and are further downstream, off the map.

3. GATEHOUSE

The temple compound is surrounded by a 10-foot-high stone wall. There are a number of small gates in the wall, but the gatehouse (on the Northwest side) is the official entrance. The vaulted passage is defended at the west end by a heavy bronze-bound double door; the inner archway is open. The floor is paved with flagstones; a stone bridge runs along the north side. In the north wall a low door leads into the porter's lodge, which is warmed by a small fireplace; a small slit (not shown) allows him to scrutinize anyone waiting outside the closed gate. The room on the south side houses the duty guard; it has a fireplace, a pair of arrow slits, and weapon racks and other equipment. When the doors are opened, a pair or more of large-shielded, spear-wielding guardsmen stand by them.

4. THE TEMPLE

The great western stairs rise up over the massive inward sloping walls of the base to the roof of the upper temple; two smaller stairs lead from it to the walkway atop the foundation. In the crypt (a), huge cylinder piers on square bases with semi-circular buttresses support the thick walls and upper building; speculation surrounds a supposed lost secret door to the crypt and what treasure the founders stored there. In the jeweled, gold-furnished upper temple (b) are shrines to the heart of the local cult, Yelmali; Yelm, the fiery father; Yelorna, the star goddess; Pole Star; and other spirits of Light. Cult trophies decorate the walls. The thin gold dome topping the temple is marked on the map by a dashed line. The corners and edge of the roof are exclusively reserved for use by the priesthood during services. At the foot of the western stairs is an obelisk surmounted by a gilded ball (c) which is illuminated during services.

5. LAWN

This grassy area is used primarily for outdoor training exercises of all kinds. Due north of the temple are

the three roofless circular retirement towers (a) used by some priests; they are of different periods, styles, and heights. In the southeast is a rear gate (b) with a guard room and a small boat landing.

6. GARTH

A sheltered enclosure that catches the sun, with a roofed walkway and open arcading along its four sides, this pleasant area is at the heart of the administrative section of the temple. Here members gather to converse and some training takes place on its green. The roofs contact the sloping south wall of the temple, so there is no break in contact with the side of the temple.

7. MEETING HOUSE

This is the heart of the government; once a day, the lords and priests present gather here to discuss the county's business and listen to a reading of a portion of its rules. A majestic gilded room, shelves of reference scrolls flank its three arched doorways.

8. TOWER

A vaulted passage leads to the tower court (a). The three-story tower itself is entered at its middle floor by a small two-story attached building. At the top, where the cult's gold banner flies as high as the peak of the temple dome, a watchman with the gift of permanent Farsee is always stationed with a horn to blow at the rising of Yelm and at the approach of strangers.

9. ARMORY

This dim undercroft holds a vast store of arms: spears, pikes, bows and arrows, plate cuirasses, scale and cuir-boilli armor, and large shields are here in plenty. Two alcoves on the north serve as offices for the Lieutenant of the Armory and his guard, in whose charge is all this equipment.

10. LIGHT HALL

Above the armory, and running, on a projection above the meeting house, the whole length of the eastern side of the garth as far as the south wall of the temple, this wing contains the private rooms of the resident Light Sons and priests. Each individual room is well-lit and warm, with fine beds, desks, tapestries, and such. A door opens to this wing from the walkway atop the temple's base on the southside; a private Light Door into the upper temple is opposite. Immediately parallel to the west wall of the armory, and starting under an arch, are the covered 30-step main stairs to this wing (a). A doorway in the southeast leads to a latrine block (b): it is an open room with a partition about six feet from the south wall, creating a

long and narrow room for separate closets which are provided with clean straw each day. The closets empty into a similarly narrow channel on the level below; the drain is fed with pumped-in water.

11. LIBRARY

Off the top of the main stairs of Light Hall to the right is the temple library. Here are kept the cult archives and some of the precious possessions in frequent use; it is also used as a secure deposit for valuables by some of the leaders. The windows have heavy bronze bars and the bronze-bound door is defended by two more doors in front of it.

12. WARMING HOUSE

Next to the main stairs, going westwards, is the temple's warming house. Here two fires are lit on the first day of Dark season every year and kept going until the end of Sacred Time. Cultists working in unheated areas come into this vaulted chamber to get warm. The east wall is filled with two immense fireplaces with pointed arches and wide lintels. Directly underneath the library, the heat helps keep the valuable deposits warm and dry. On the west wall are two openings into the next room, the Great Hall, which let in some of the heat. South of the warming house is a yard in which timber and peat for the fires is kept stacked under a lean-to (a); the fuel is brought across the small wooden bridge (b) over the stream from the yard.

13. GREAT HALL

The high-roofed great hall is an impressive room split into two aisles by an arcade of five columns. The entrance alcove has wash basins on either side provided with warm towels from the warming house. In the western wall stairs give access to a raised gallery running around most of the room, used by lecturers, entertainers, and spectators. A high table is at the south end, on a dais, and additional and larger windows are designed to throw more light on the table and to add to the dignity and importance of those privileged to sit there. Between the dais and the arcade is a hearth, the smoke from which escapes through flues in the heads of the tall windows on each side. Behind the high table is a huge green tapestry woven with griffins and cult symbols in gold thread. Table linen and gold saucers, goblets, dishes, bowls, ewers, and salt-cellars are in frequent use here.

14. KITCHEN

Next to the great hall is the kitchen, to

which there is access via a service hatch for servants. Two large fireplaces stand back-to-back and a well is in the southeast wall. There is little storage, since most items come from the cellars next door. The kitchen is off-limits to all except the cook, his apprentices, and the high priest's own cook.

15. CELLARS

At the southwest corner of the garth is the doorway into the cellarer's range. The cellarer is an official, usually a priest or senior initiate under the Light Guide, who manages the food for the entire Sun Dome settlement. Vaulted in 22 double bays from a central row of 19 columns from which the ribs spring, the range is carried across the stream over four vaulted tunnels. Here is brought the produce of the valley, from grain and impala hides, to cider and spirits. Some food-processing equipment, such as the large stone cider press, is used here instead of across the stream in the yard. The cellarer has his own office (a) from which he oversees the collecting, storage, and distribution for the settlement.

16. BARRACKS

Above the cellars are the barracks which accommodate some initiates from the work force and the temple garrison. They sleep on cots in rows along the west and east walls, in an open plan. The barracks are reached by stairs outside the west wall over the cellarer's office and through an entrance alcove. At the south end of the range is their half of the latrine block, built over the river.

17. HOSPITAL BLOCK

A covered passage, called a slype, runs from the east side of the armory to the hospital block and branches off, about halfway along, to the lawn. The course of the Ouel was changed so that it now runs under the block in four channels through vaulted tunnels which emerge on the western side of the Rune chamber. The sick ward (a) is large, heated by a half-dozen fireplaces, and screened off by cloth hangings into cubicles when necessary; a private room is attached as well. The hospital is where the wounded are healed, the diseased cared for, and where cultists who have grown too old to cope with the daily routine live out their days. The hospital has its own kitchen (b) with a pair of fireplaces, to cook food for the sick. A pit with grills in the kitchen floor permits rubbish to be thrown into the swirling waters below. Also in the block are chambers for the nurses and healers (c), a chapel to Chalana

Arroy and other healing goddesses (d), and a latrine with shafts that discharge into the stream (e).

18. RUNE CHAMBER

This curiously-shaped room, just outside the sickward and straddling the river, with its partitions and arched arcades, is where the cult magics and rituals are taught. The chamber is entered from the slype directly through a door, or through a guarded arch into the open courtyard of Mana (a) where outdoors rituals are taught.

19. CONDUIT HOUSE

This building is sandwiched between the south wall of the slype and the Rune chamber. Here, water is piped in from a spring and stored in a bronze cistern from which it is manually pumped to other parts of the temple.

20. HIGH PRIEST'S HOUSE

In the right angle of Light Hall and its latrine block, joining the south wall of the slype with a staircase, is the high priest's house of two stories. The upper story contains his private quarters and can be reached via the stairway leading from the slype or from another stairway from the courtyard of Mana. The stairs and a private door to Light Hall open onto the high priest's hall, where he entertains private guests. There is also a large antechamber where visitors can wait, a council room, and a presence chamber. This last is for the high priest to receive formal requests and the like. Another private, covered door gives access to his sleeping quarters, his own section of the latrine, and two stairs to the lower section. One staircase leads to an isolated section (a), which serves as a private temple treasure room administered by the high priest and his immediate servants. The other staircase opens into a small guardroom with a fireplace (b). This guardroom is always occupied. The section north of the guardroom contains three prison cells for high-ranking criminals, whether cult members or outsiders. Bronze rings are stapled into the floor of the cells for attachment of inmate's shackles. Of the two rooms below, the southern serves as a general purpose room for the guards stationed here and in the armory during their relief; the northern room, protected by a heavy bronze door, contains iron and gold armor and equipment held by the cult.

21. LAY MEMBERS' BARRACKS

This simple pillared hall over the river is entered by a large arched covered doorway. Lay members working or staying at the temple can sleep here,

as well as some of the initiates. There are a few cots, but most just sleep on straw or rolled up in blankets.

22. THE YARD

The temple walls south of the Ouel stream enclose an area more than twice the size of that on the north. The area enclosed is called the yard, and is a small town, with about 1,000 residents. Armorers, bronzesmiths, and goldsmiths all work here. There is a horse mill, malthouse, and bakehouse, along with a tannery and carpenters' and wheelwrights' shops. Near the temple is a large mews for hawks and falcons of the cult leaders, stables, and further off, a small kennel. To the south, where the yard ends in the rising hills and a well-managed barley field, are even a pair of small prisons to hold captives and outlaws. None of these buildings are shown except the guardhouse at the western end with its corral outside the walls (a).

Trade in Prax

The nomads of Prax need but one item, salt, for their way of life, but metal is highly desirable, for both war and for domestic use.

Salt comes either from the sea or a handful of well-known licks. Sea salt is gathered by young men and women, or traded or stolen from the wretched peoples who inhabit the treacherous coastline. The best known and largest lick is within the walls of the Big Rubble, which fact has proven critical in its history.

First Age trade in Prax came through three points. The northern was Moonbroth, an oasis at the edge of civilization on the trail to Dragon Pass and far Peloria. The central point were the Monkey Ruins, on the overland route to the coast. The southern outlet was at Kitoy, a small trading settlement at the mouth of the River of Cradles. The Issaries cult dominated trade. Goods passing out of Prax included truestone, leather, animals, and slaves. Many mercenaries were also hired from these points and returned later with foreign goods.

During the Second Age trade at these posts continued, though Kitoy was moved, and its name changed to Feroda. The founding of Robcradle, and later Pavis, stimulated trade. The morocanth developed a lucrative slave trade, bringing civilized sodbusters to Pavis and strong nomad slaves to Dragon Pass for use in other tasks. There was more exchange of material goods, much of it made in Pavis, to the

barbarians during this time. The Paps especially prospered and obtained many exotic items from the Empire of the Wyrms' Friends, and other specialized items from the Jrusteli via Feroda on the coast.

After the destruction of Pavis as a political force in 1237 the Praxians found themselves isolated once again. The fear of dragons caused everyone to ignore any routes leading to Dragon Pass, and the closing of the oceans caused Feroda to wither away. Many peoples fled eastward into Vulture's Country and beyond. During this time, many goods deteriorated, wore out, or were lost, and the level of material culture declined significantly. All metal in the area came either from Gonn Orta, the trolls via Adari, or through the Monkey Ruins.

In 1376 Tarsh sent envoys to the nomads to hire mercenaries. The nomads were glad to comply, and they quickly arranged for trade once again. Moonbroth was again the forward trading post, and remains so. Adari grew from the contact.

When Pavis was again settled in 1550 there was already a great surge of barbarian desire for civilized goods. This outpost of civilization quickly became a primary market for decent quality and decently-priced goods, and attracted many nomad customers.

The opening of the Rubble for expeditions attracted merchants, scholars, and adventurers. Their presence raised a need for more food, and enterprising farmers came to the frontier. Many wagon trains of settlers were not volunteers or entrepreneurs, but forced migrants due to political troubles. Even so, they cling to the Lunars as their protectors, and are glad to work for a city in such fertile land amidst the barbarians.

IMPORTS: Metal goods, exotic goods, educated slaves, horses, civilized goods.

EXPORTS: Slaves, Rubble artifacts, leather, foodstuffs.

RIVER TRAFFIC

Newtling Reed Boats

The newtlings typically build their crafts out of bundles of reeds lashed together, though they will use other materials if reeds are unavailable. These boats are 4-6 meters long and usually require two newtlings to handle them, because they are rather heavy in the water. They can be poled or paddled; oars and oar locks are unused, though such craft could be braced and rigged for them. The pas-

senger/cargo space is rarely more than a meter wide and three meters long. Newtlings will not let more than two passengers into any one reed boat. Because of their wide beam, these boats are quite stable. They survive encounters with rocks and rapids well, because of their flexibility. Once they begin to come apart, though, they must be abandoned or rebuilt with entire new reed sections. The newtlings have a special way of rigging a small sail when needed using one newtling as a quasi-horizontal mast, while the other steers. By trading off, the newtlings can move under sail for several hours before exhausted.

Such reed boats are the most comfortable small boats in Glorantha. Many fishermen and small boaters along the River of Cradles copy the newtling style.

Corflu Trade Craft

River traffic is only just reviving with the Lunar conquest of Corflu. Most of

the traffic is down-river only, because wood itself is valuable there, and most river craft are disassembled in Corflu when they have disposed of their cargo.

Occasionally there is cargo or passengers for the slow trip up-river to Pavis, but most of the returning rivermen sign on with a Lunar-protected caravan back across the plains to Pavis, then organize their next voyage south.

The craft are of two kinds, hulled boats and barges, and rafts. Rafts cost relatively little to assemble, but require two to six raftsmen to guide them — large rafts can be poled only, and are very heavy. Hulled boats or flatboats are more compact and more expensive, offering more buoyancy than rafts for equal deck area. They can carry a lot of cargo with fewer men than rafts. Large skiffs also may have sails, and with proper winds may make the trip from Pavis to Corflu in a third of the time a raft takes. There are no standard plans for trade craft; most displace less than ten tons.

City Description & Background

The City and the Rubble

Pavis consists of two distinct parts: the City and the Rubble.

The City is usually called Pavis, though residents of the Rubble insist on calling it New Pavis. The current city is of recent origin, but has inherited the protective spirit, and hence the name, of the old site. The city is a thriving metropolis of humans with a healthy smattering of non-humans. It covers about 280,000 square meters of area (about 530 meters on a side) and houses 5,000 souls.

The Rubble is the ruins of the old city of Pavis. It was built by giants and dwarfs about 800 years ago and ruined by barbarians about 200 years later. It is huge. The walls are 25 meters high and enclose an area of about 25 square km. Within the Rubble remain about 4,000 inhabitants including about 1200 humans, 1500 trolls and trollkin, 1500 Aldryami, and about 800 miscellaneous types.

The Rubble thrived while it survived and many peoples came to live there. Folk have lived within the walls ever since, though at times they literally have been driven underground by nomad warriors who used

to perform missions of test and initiation by entering the ruins.

Only the desperate live in the Rubble, as a rule. Many humans used to live in the Rubble but moved into the City when it was possible. However, some ancient inhabitants prefer to be outside the New Pavis walls, and many outlaws and thieves hide out there.

New Pavis was founded in 1550 when Duke Dorosar of Sartar marked out the walls of New Pavis using the old magic, then went to the site of the future temple of Pavis and called forth the spirit of the old city to watch over the new as well. This sacred ceremony, attended by the leaders who established powerful families in the city, dates the beginning of the building and settlement.

Dorosar came from the family of Sartar, a clan noted for skill at building roads and walls. Their building methods were imported from the coastal regions and follow a city plan called the Jrusteli pattern. This indicates a central market, a nearby public and temple complex, and straight main streets. The establishment of a successful new city indicates Dorosar's leadership ability.

By custom and design, the city divides into districts called neighborhoods or quarters. Each district retains a flavor of its original inhabitants.

Population of Pavis

The number of people in Pavis changes with the season. There are about 4,500 permanent residents, but winter drives many to take refuge within the city walls, adding another 500 or so. As with all populations, about half are adults — say, 2,500 — equally divided between men and women. In a military emergency, Pavis could field about 1,000 fighters.

The population of Pavis also includes those who live just outside the walls, in Badside and Zebraside. These wretches would prefer to live closer to the city (though outside its walls), but the City Watch always drives them across the river and downwind. Many nomads camp in Badside. The Sable Tribe, who are Lunar allies, have a semi-permanent base there, and other clans regularly set up nearby. Badside's population is mobile, and varies between 500 and 1,500.

The total population of Pavis and the nearby camps ranges from 5,000 to 6,500.

Religions of Pavis

Popular pantheons in this locale include Lightbringer, barbarian, and Lunar deities. The Yelmalo cult, with associated sky gods, is one of the two largest minor cults, sharing that honor with Zola Fel, the local river god. Ernalda is worshiped by a surprising number of people. Worship of Pavis itself, while extensive, is mainly composed of lay members. A number of minor cults flesh out the divine population.

The Lightbringers include Orlanth and his allies. This religion is philosophically opposed to the Lunar deities, and worship of the chief of the pantheon, Orlanth the storm god, has been suppressed by the invaders. Worshipers of that deity have often transferred their loyalty to associated religions, ones less politically offensive. The political clout of Orlanth's priests allows some of them to remain in the city despite the repression.

Barbarian cults are popular here because many inhabitants descend from the nomads or are aware of their dependence upon those deities for survival. Dorasar's founding pact

agreed to a temple to these deities as well.

The Lunar cults are represented by the Seven Mothers, a provincial religion designed to acculturate ignorant natives to the wonders and beauty of the Lunar truth.

In this region, many farmers are firm worshipers of the Yelmalo cult, which also is a significant and influential faction within the city. As is common, Yelmalo (light sons, as they refer to themselves) are a tight-knit group who set themselves apart from the crowd.

The Zola Fel cult appeals to the river people, who have a way of life differing from either nomads or city-dwellers. It is small and little-developed, having only a few associated cults. Many cultists are not human, but live within the confines of the river and its tributaries.

Ernalda, the earth goddess, is worshiped by farmers up and down the

valley, and the farmers often include male gods in rituals combining her worship with that of Yelmalo or Orlanth. When the Orlanth cult was suppressed years ago, many people hid their worship of the air god within the worship of the earth goddess. If confronted, they swear to worship the goddess, not the god, though their hearts know otherwise. Enfolded within the protection of the goddess, they wait.

Pavis, the god of the city, is naturally popular. As lay members, most people attend ceremonies to the god, and these are often city-wide festivals. Membership in this religion aids the defense and safety of the city and so all residents like to be a part of it.

Similarly, many citizens are also lay members of the builders' cult of Flintnail, though its dwarvish snobbery and secret society overtones keep it from being as popular as the

NUMBER OF RUNE MASTERS

Cult	Total	Rune Priests	Rune Lords	Rune Lord/Priests
LUNAR CULTS	14*			
Yanafal Tarnils	6*	3	1	2
Irrippi Ontor	3	1	1	1
Teelo Norri	2	2		
Deezola	1	1		
Etyries	1			1
Jakaleel	1	1		
LIGHTBRINGERS	13			
Chalana Arroy	4	2	1	1
Issaries	3	2	1	
Lhankor Mhy	3	1	1	1
Orlanth	4	2	1	1
BARBARIAN GODS	8			
Waha	4	2	1	1
Eiritha	3	1	1	1
Storm Bull	1			1
YELMALIO ALLIES	7			
Yelmalo	5	2	2	1
Lorkanos	1			1
Yelorna	1		1	
Ernalda	10	5	3	2
Ancestors	8**	4	3	1
Pavis†	7	7		
Zola Fel†	6	3	2	1
Argan Argar	4	2	1	1
Flintnail†	4	2	1	1
Lanbri†	4***	3	1	
Black Fang	3	2	1	
Humakt	3	2	1	
Uleria	2	2		
Others	10	10		

*includes army

**divided into 4 temples/families

***divided into 3 rings/temples

†cults included in Common Knowledge book

Pavis cult. Most artisans within the town are at least lay members.

As is usual, there are several types of minor cults.

The relative importance of each cult may be judged by the number of Rune masters which it supports with its dues and popularity. The number currently in New Pavis are given in the preceding table. The Yelorna cult indicated will be found in the companion *Big Rubble* scenarios.

Housing

Buildings in Pavis are generally of one or two stories. They vary with the income of the residents. The poorest in the city may sleep eight people to a room, which they share with chickens, prairie rabbits, and pigs. The richest have several voluminous rooms per individual, outfitted with civilized trappings dragged all the way across Prax.

A middle class freeman's dwelling is a common building. Some of the larger buildings in Rich Hill are expansions of these ideas and many of the poorer houses in other places were once this type, but are now divided into many smaller rooms. This house measures from 10-20 meters on a side. If square, a shape popular among earth worshippers, 15 meters to a side is common. This rectangular style is a carry over from the hill dwelling barbarians and reflects some rustic throwbacks among some of the most conservative families of the city.

The bottom floor is divided into three rooms, one of which is often a shop, rented by a merchant. The central area is a general cooking and eating room, and it is here that some single-story old timers still have a fire pit. Such customs quickly disappear when a second story is added and fireplaces must be installed. There is also a part for the servant's quarters. Furniture depends on taste and budget. Most furnishings are modest, with their grandparents' styles still common since they made the stuff, or brought it from Sartar.

The second story is usually divided into one large room, often used for entertaining and for more servant sleeping, and a number of smaller ones, usually private rooms for family members and close household. It is common to have a guest room.

There are two fireplaces, one in the downstairs cooking area and one in the upstairs entertainment area. Most civilized houses have a ground floor room set aside as a privy. Food storage is kept far from this room.

Buildings and Styles

Buildings are made of four types of materials: stone, brick, reed, and leather. Structural wood is rare and valuable, coveted by the rich and scavenged by everyone. The size of most buildings requires rafters to support the roof or second story.

Building stone of many kinds is available in the Rubble quarries. The comparative military strength of the New Pavis occupants allowed them to negotiate effectively with the natives of the Rubble. Knowing much about stonemasonry, though not as much as the Flintnail cult, the Sartar migrants used the material frequently for public and private structures. About half the buildings in Pavis are stone, mostly of a pale, gray, granite.

Brick, made from baked or fired clay, is traditionally used in many places. For instance, the temple of Pavis is made of fired brick, befitting Pavis himself. Many of the early residents who accepted Dorasar's invitation and moved inside his walls built their new houses of brick. The earliest houses were huge, and many collapsed later due to poor construction techniques. Those remaining show no regularity to the rooms. When stone became available, the popularity of brick fell.

Reed is a common building material in the poorer sections of the city. It is used as thatch roofing even in many middle class houses, though tile is preferred. As building material, reed is woven into thick bundles which hold in heat well, shed water, and (given a wooden frame) effectively slow down passage of humans through them. Wattle (interwoven reed, forming a solid wall or network) is used for winter-time or permanent structures, and the thatch is sewn to the wattle.

Many of the larger buildings are holed, with light wells in their center. Tenements are almost always illuminated this way, as are many apartment buildings and homes of the rich. Many rooftops hold water cisterns which collect rainfall in winter and store it during the dry months, saving that household constant walks to the wells and guaranteeing water in case of a drought the next rainy season.

Food

There are two minor and three major sources for food.

The minor sources are hunting and imported exotic foods. Exotic foods can be bought for ridiculous prices at the Founder's Market. Game is of lim-

ited supply and is always consumed privately.

Major sources of food are grain from the farmers, meat from the nomads, and fish from the river. Each of these major sources may supply between a quarter and three-quarters of the city's total food requirement for a year. Many of the same factors which influence fish stocks are likely to affect herd raising and crop growing, so that all food supplies vary in the same way. Out of eight average years, the food availability for the city of Pavis will be: one year of acute food shortage or perhaps famine; two years of some food shortage; two years with sufficient food; two years of enough food to allow export; and a year of enough food excess to considerably lower food prices.

The city of Pavis, recognizing long-term fluctuations in the food supply, purchases and distributes a large percentage of the city's food in order to stymie speculators and maintain stability. Though this is paid for through taxes and service, access to nominally-free food is a cherished right of the Pavis citizenry.

Distribution of Grain

At harvest time, general city representatives travel to market hamlets and arrange collection and shipment of the city grain levy and purchase further supplies. It is boated to Pavis if the river is high enough and stored in the city granaries. Mills at the granaries will grind the grain for a small fee.

The granaries distribute the wheat or barley to the citizens, and also sell some to bakers and perhaps traders. These latter also may purchase extra grain directly from the farmers and make their own shipping arrangements. Bakers may be simple peddlers and street vendors, or may own a shop to sell wares, or both.

Distribution of Meat

When nomads come to Pavis to sell their stock, their leaders first go to the Cattle Market. There are many buyers there, either in offices about the square or in booths. The nomads may have sales prearranged in town, or may sound out several traders before striking a bargain. Once the deal is closed, an agent of the buyer(s) accompanies the chieftains back to the herds and guides them to the butchery area. This is northeast of town and entails swimming the herd across the river upstream at Salt Ford, or moving them across the bridge if the water is high,

then in either case driving them to the butchers. The animals are kept in corrals there, and the agent will count and grade the herd. He prepares a voucher for the chieftain; the city clerk approves the transfer and marks out the animals for the city tax. Almost all animal killing is done in this area, as well as the curing, etc. The chieftain can then take his voucher back to the Cattle Market office and cash it in for goods, money, or training.

Once meat is ready for market it is delivered via the Meat Path through Badside, across the bridge, and to the meat market. There it is delivered to butchers and other retailers who, in turn, prepare it for consumption. The other retailers may, for instance, run a food stand, peddle by foot, or own an inn.

The government meat travels to food centers located near the granaries, and citizens may pick up their allotments there. Much of it is jerked or otherwise prepared for long storage. Some is also sold to individuals. On the days when meat is sold, a fair crowd can be seen gathering about the meat centers early in the morning.

Distribution of Fish

Fish eaten in Pavis comes from the length of the river, though little is shipped very far if not preserved. Some fishy delicacies caught at the mouth of the river or offshore are preserved at Corflu in oil or salt, then boated upstream.

The high quality of the local river fishing is aided by the great care given to the river by the fishermen and other river creatures who participate in the Zola Fel cult.

Generally, fish are brought to the unloading area at dawn or late afternoon. Retailer agents are there and reserve parts of the catch. The fishermen carry it to the Fish Market where it is weighed and graded. A voucher is issued there, verified by a clerk, and cash is paid.

Tax collectors keep records of all sales and tax the fisherman a fee payable in dried fish. This is collected every four weeks. Fishermen naturally preserve the worst part of their catch to pay this.

Fishermen local to Pavis sell fresh fish to retailers and individuals; what cannot be sold is dried. The scattered fishermen living at a distance from the city mostly bring in dried fish. Dried fish is stored by the city as part of the emergency food stocks. It also is an export item of some importance, especially to the upriver trolls.

Walls, Gates, and the Bridge

Pavis is surrounded on three sides by walls commissioned by Duke Dorasar and made by the Flintnail cult, and on the fourth by a portion of the damaged wall surrounding the Rubble. The man-made walls stand about six meters high, though they dwindle on the riverward side since they top a precipice. The giant-made walls are generally 25 meters high, though they drop to as little as eight meters where they were broken by invaders.

Dorasar's expedition made walls of stone, quarried from the Faceless stone quarry downriver. Construction equipment included cranes, drills, and incredible Glue matrices. Both salamanders and gnomes were trained to help shape and move rock. Dorasar's experts completed the walls within a year and a season, including the towers.

Two towers stand beside each of the main gates, and between them is a strong parapet overlooking the ground below. From this parapet boiling oil, fire, rocks, arrows, and spells can all be poured upon enemies at the gates. The right tower is 30 meters tall; the left is ten meters tall. A tower similar to the smaller ones overlooks the River Gate from atop the cliff.

The gates themselves are about four meters high and four meters wide, with two doors which can be swung wide open. They can be closed rapidly and barred with large logs. They are 20cm thick and bound with brass and iron. The Old Gate once withstood the charge of an enraged, maddened bull rhino. It was afterwards repaired, and, though the rhino did not penetrate the door, the nomads always say that the Old Gate is weaker than the others. The city fathers, naturally, disagree.

Postern gates are at each major gateway. These are used at night to allow legitimate visitors to enter after the main gate is closed. They are more easily opened and closed than the larger ones, but a visitor must dismount to enter by them.

A combined guard of Lunar hoplites and Pavis bowmen hold the gates. The gates are open all day and closed at night.

Within each gate is a gateway. Each gateway has a public well, around which people gather all during the day. Water can be drawn up the well by bucket, and several city-owned buckets are tied to ropes there. Many folk bring their own pails to avoid waiting in line. The water level is always about seven meters below ground level for each well. The wells never have run

dry. Some of the gateyards are filled with markets, discussed below.

A total of six gates penetrate the wall. Beginning with the city's southern wall, they are called the South Gate, West Gate, Old Gate, River Gate, Temple Gate, and People's Gate. These last two gates go through the giant-built wall, into the Rubble.

The South Gate leads into the Farmer's Quarter. Within it lies the Farmer's Market, a place to buy food-stuffs and the ordinary goods of city life.

The West Gate leads to the Lunar Quarter or neighborhood. It is most frequented by the soldiers and most non-Lunar citizens avoid it.

Of the six gates, the Old Gate is the most used. Almost all river traffic unloads just upriver and the people enter this gate with their goods. Many farmers go in and out daily. It is the preferred ceremonial gate for visiting dignitaries, debouching as it does straight to Parade Way and Pavis temple.

The River Gate is the smallest gate and the most difficult to reach. A pathway leads from the bridge to it after winding up the slope. This is used mainly by people coming from Badside or anyplace across the river. The butchers in Badside travel the route daily. Most nomads are forced to camp in Badside and they also use this gate.

The Temple Gate is for official use only, and only people who are authorized may use it. This is strictly upheld. "Official" here means city officials and immediate entourage, Flintnail cultists possessing special privileges, and city guardsmen. This gateway tunnels through the temple of Pavis at ground level, opening on the far side into the City Court. Several doors open from the tunnel into the temple.

The People's Gate is used by Rubble denizens entering the city and by adventurers leaving the city to go to the Rubble. Hapless explorers often struggle with bureaucrats here.

The bridge across the Zola Fel river was built in 1587. After nomads attacked the city in 1572, they were ordered to make their camps on the far (northeast) side of the river, swimming across or going upriver to use the Salt Ford crossing, when they needed to enter the city. Once the butcheries moved across the river as well, closer to the herds, the council decided to build the bridge.

Made of wood and stone, it was planned and overseen by the Flintnail cult. It is of excellent workmanship and, though most of the workers were

human, everyone now thinks of it as of dwarf make.

The bridge is nine meters wide and 110 meters long, with supports arching upward from several weight-bearing piles. It is theoretically high enough to allow a giant baby's cradle to float by (no cradle has been seen for centuries). Human boats easily fit under it. If necessary, nomad herds can be moved slowly across the bridge when the river is in flood.

Soldiers man a guardhouse at each end of the bridge, and a batch of petty bureaucrats scan the crowd to count thieves and beggars going in. There is no tax or toll to cross, but at night the bridge is closed to passage. People trying to use it are stopped and questioned then. However, thieves and children sometimes cross undetected at night by traveling underneath, on the supports.

Apartment

Multiple living quarters with a common entrance to the outside, private entries within. These house 10-20 people. Living units are generally self-contained. No food or maid services are offered to the residents. A shop or stalls probably face the main street, often selling cheap food.

Tenement

Multiple living quarters with a common entrance to the outside. Facilities (i.e., latrine, kitchen, etc.) are shared. These have no services and usually no or poorly-locked individual quarters. These house 15-50 people, depending on size and are typically crowded.

Shops

This indicates a building which is divided into a number of small shops rented by workers and salespeople. The shops may be places of work, places to sell goods made elsewhere, or even an office for meetings.

Wealthy

This indicates a large building, usually well-kept, which includes quarters for servants, an area for animals, etc. Usually has 5-15 residents.

Other buildings are individually identified as places of interest.

Neighborhoods

Explanation

Each of the ten neighborhoods of Pavis has distinctive inhabitants and flavor. The boundaries of neighborhoods wander with the fortunes of the folk who live there. For instance, a portion of the Solar Quarter was seized by the Lunar invaders and included in their Downtown section. The displaced Suntown residents moved into the buildings vacated by those Sartar sympathizers who fled when the Lunar troops seized the city, thereby shrinking the Oldtown section.

In this section, each part of town is described and its boundaries are shown on a map. (The number of buildings is approximate in neighborhoods where shanties go up and down in a week.) Population totals are included, and important landmarks are described. Miscellaneous notes indicate the local street gang or other important facts. Important buildings are singled-out and listed.

Throughout the book, individual buildings will be referred to using the code presented in these neighborhood maps. Each building in the neighborhood is numbered, but this is not an address: it is an artificial reference system for the game master's ease. Each neighborhood is abbreviated by its initial, followed by the neighborhood number of the building.

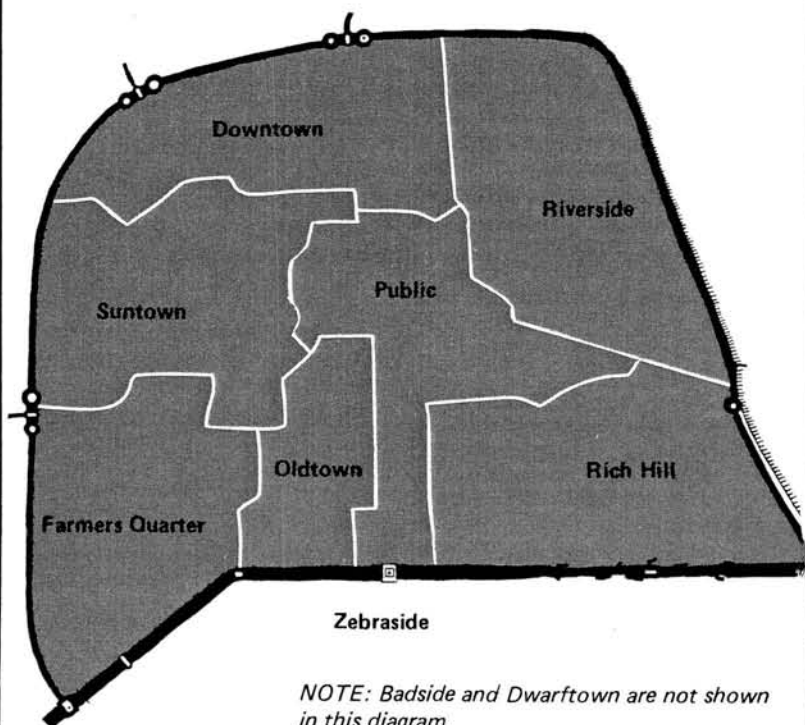
Key to the Building Descriptions

Buildings in this description are defined in relation to their meaning to the typical adventurer. The categories; Common, Apartment, Tenement, Shops, and Wealthy, are somewhat artificial for the period, but are convenient and recognizable.

Common

A residence for 10-15 people (2-3 hearths), of whom 2-5 will be workers. These workers will most likely be the owner and employees of the shop in the building. The shop is separate from the living quarters and faces the street.

DIAGRAM OF THE NEIGHBORHOOD RELATIONSHIPS



NEIGHBORHOOD INITIALS

Badside	(B)
Downtown	(D)
Farmers	(F)
Rich Hill	(H)
Dwarfstown	(M)
Oldtown	(O)
Public	(P)
Riverside	(R)
Suntown	(S)
Zebraside	(Z)

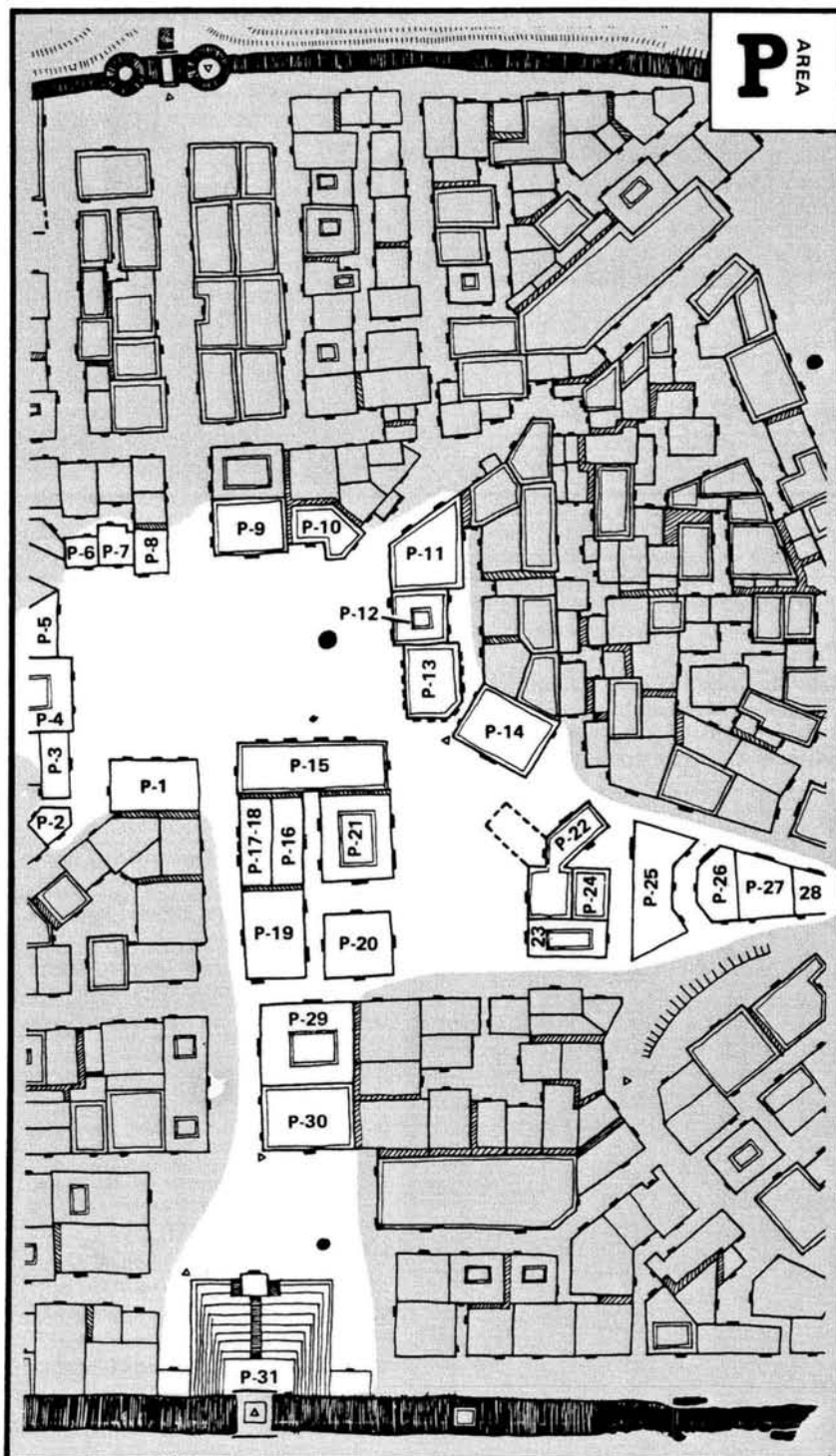
Public Neighborhood

This part of town contains most of the public temples, government buildings, and wealthy shops. The buildings were financed by private parties and public taxes. They were begun to impress the

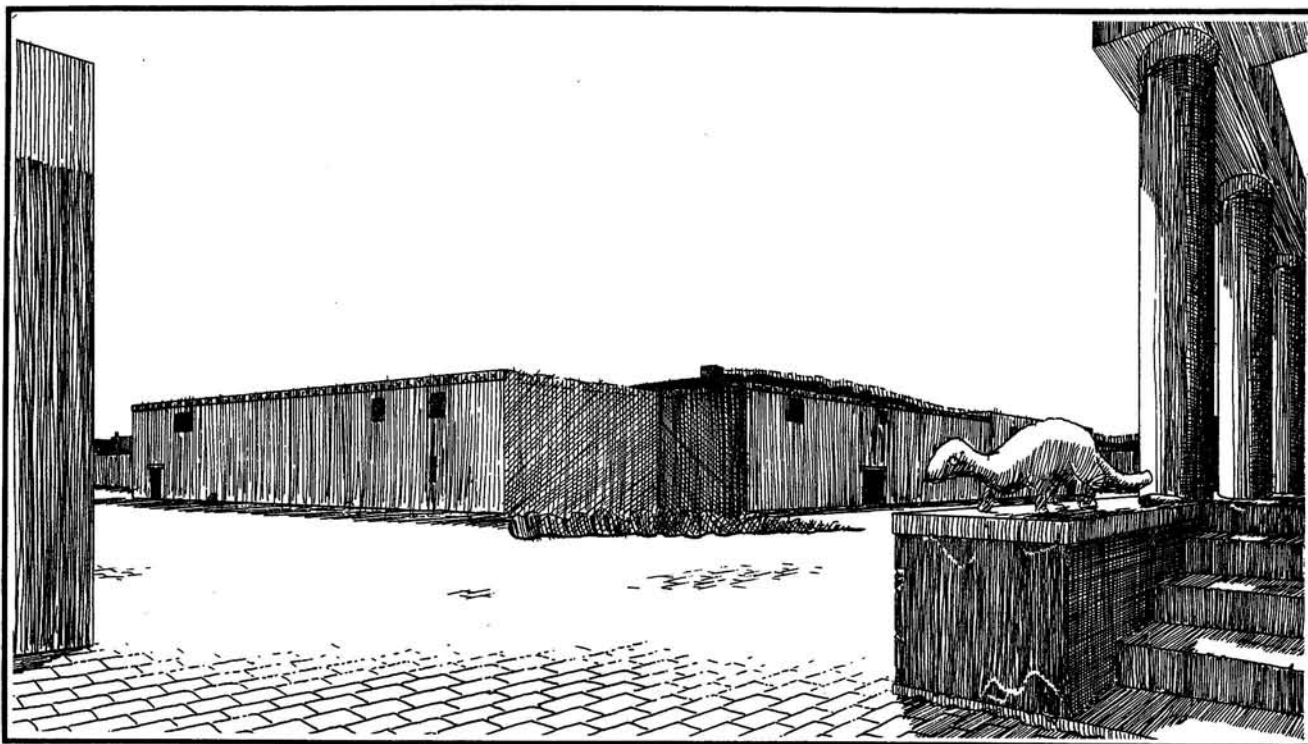
nomads by their size and beauty. They are a source of great civic pride.

THE PUBLIC NEIGHBORHOOD

- P-1 Market Administration Building. Many small shops; the administrative offices in the rear.
- P-2 Store. Honest Kolli's Artifacts and Appraisals.



- P-3 Shops. Various types.
- P-4 Temple. Lokarnos, solar god of trade.
- P-5 Shops. Various types.
- P-6 Shops. Various; includes Godja Missile Weapons.
- P-7 Shops. Various types.
- P-8 Shops. Various; includes Hold, Carry, and Sell.
- P-9 Guild Hall. Meeting place for all guilds of the town.
- P-10 Shops. Various; includes Derek's Polearms, Honest Hermosius' Used Weapons.
- P-11 Inn. The Bristle Inn, the largest in town, fills this building.
- P-12 Shops. Various; the Dorasar Building includes Outrageous Fortune Bowyers.
- P-13 Shops. Various; includes Goram's Sturdy Weapons (sales office only; the smithy is in Dwarfside), Bison-Hide Leathers.
- P-14 Temple. Seven Mothers; has shrines of all seven deities.
- P-15 Temple. Trade temple; shrines both to Issaries and to Etyries. A statue of Etyries is in front.
- P-16 Temple. Argan Argar temple; includes shrines to Kyger Litor, Zorak Zoran, and Xiola Umbar.
- P-17/18 Temple. The Rent-a-Shrine is open for all worship.
- P-19 Temple. Chalana Arroy.
- P-20 Temple. Ernalda, a perfect cube in shape, counting the basements.
- P-21 Temple. This Air temple includes a shrine to Orlanth, but the priest is thought to be Illuminated.
- P-22 Temple. Knowledge; both Lhankor Mhy and Irrippi Ontor.
- P-23 Temple. Irrippi Ontor annex.
- P-24 Storehouse. Knowledge is stored here, but the building must be entered from one of the Knowledge temples.
- P-25 Offices. Public Food Offices. These administer distribution of the city's supply of food to the citizenry.
- P-26/27 Granaries. Storage for the public grain and the mills for it.
- P-28 Warehouse. Public Meat Warehouse; only preserved stock is kept on hand.
- P-29 Residence. Mayor's house, currently occupied by Byrgga Scissortongue.
- P-30 Offices. City Administration Building, includes courts, jail, mayor's offices, city council room, and central watch station.
- P-31 Temple. Pavis, includes Flintnail shrine. Recruiters. Rubble Trackers and Pavis Royal Guard. Residence. Benderri, high priest of Pavis, and other priests live here.



Downtown

Downtown was first settled by local farmers who accepted Dorasar's protection. Their lowly status demanded that they live downhill from the thanes and merchants on Rich Hill. The farmer's original buildings were of great size but of poor strength and most even-

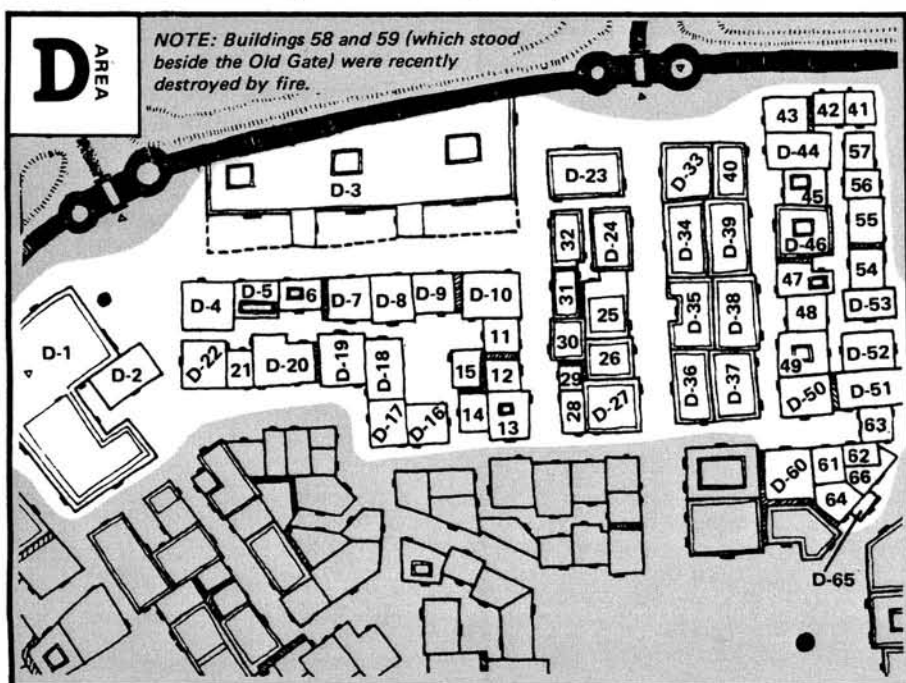
tually collapsed. When the current Farmer's Quarter was begun, most residents of Downtown moved there. New settlers coming to the city razed Downtown and began constructing its current form.

The locals purchase food at the Founder's Market, but get most of their water from the wells at Old and West Gates, which are much less crowded.

On- and off-duty Lunar soldiers congregate here. The local streetgang is called the Red Bastards.

DOWNTOWN

- D-1 Residence/Headquarters. Count's palace, used by Lunars as headquarters.
- D-3 Barracks. Lunar garrison. Training. Darius Oranius.
- D-4 Tavern. Hoplite's Home.
- D-6 Recruiters. Magan's Greys mercenary cavalry regiment.
- D-9 Tavern. Barrel O'Brew, low class soldier hangout.
- D-10 Shop. Heartland Imports, expensive knickknacks from the Empire.
- D-15 Inn. Reed Inn, named for its construction.
- D-20 Inn. Sable Horn Inn, high class soldier's hangout.
- D-25 Stable. Eskos' Stables, high class caterers to Praxians.
- D-33 Residence. Shared by Jorjar the Quick, Jo-Tarran Longsword, and Derenx the Handsome.
- D-34 Residence. City house of Duke Raus of Rone.
- D-35 Inn. Silk 'n' Plume, very posh quarters.
- D-37 Inn. Erigios', very high quality food.
- D-61 Recruiters. Marollo's Escort Service.
- D-66 Stables. Friendly Stables; standard rates — no exotics.



Riverside

Ingilli the Fisher was a famous fisherman who aided Dorasar in the founding of the city. He was influential among the river folk, both footed and finned. His ranks swelled with people arriving from the poor marshes along the coast, and many were glad to live among the buildings between trips up and downriver.

The area includes fine homes of influential people, but also many squalid huts crowded with the poor. The streets smell more of fish than do other areas. Most people here buy their daily food from the Fish Market, and they must trek to the well there, or further, for water.

Many of the streets here are so clogged that no horse can pass. The map is deceptive, for the decrepit state of many buildings makes passage through and over them possible to those knowing the way.

The local street gang is called the Dolphins, and they are an angry lot with little to lose, but they are sensible enough to flee from adversity. The local bigwigs have standing guards, but there are few of them. Thugs and thieves lurk, ready to trap the unwary.

RIVERSIDE

- R-1 Inn. Fish Legs; has decent accommodations.
- R-41 Tavern. Homar's Fish.
- R-55 Training. Filbar's Fine Swordsman-ship, on second floor.
- R-57 Shops. Includes Hanafel's Magic Goods.
- R-65 Training. Eparikondos' School of Speech.
- R-79 Temple. Teelo Norri, Lunar goddess of help to the needy.
- R-81 Training. Churchak the Quick.
- R-87 Inn. Goldfang's Grotto, known for unique entertainment.
- R-89 Training. Scharman's Academy. Recruiters. Ingilli Guardsmen.
- R-94 Poorhouse. Free tenement dwelling space, sponsored by the Teelo Norri temple.
- R-95 Soup Kitchen. Sister Kitchen, residence of the Teelo Norri volunteers and source of three free meals a day, served to all who come.
- R-105 Residence. Ingilli's outer house, lesser family members.
- R-106 Residence. Ingilli's great house, major family members.
- R-107 Residence. Ingilli Workhouse, crafts-people connected to the Ingilli family.

R-116/117 Shops. Part of the Meat Market.

R-118 Stable. Two Boot Stables.

R-122 Inn. Riverfish Inn.

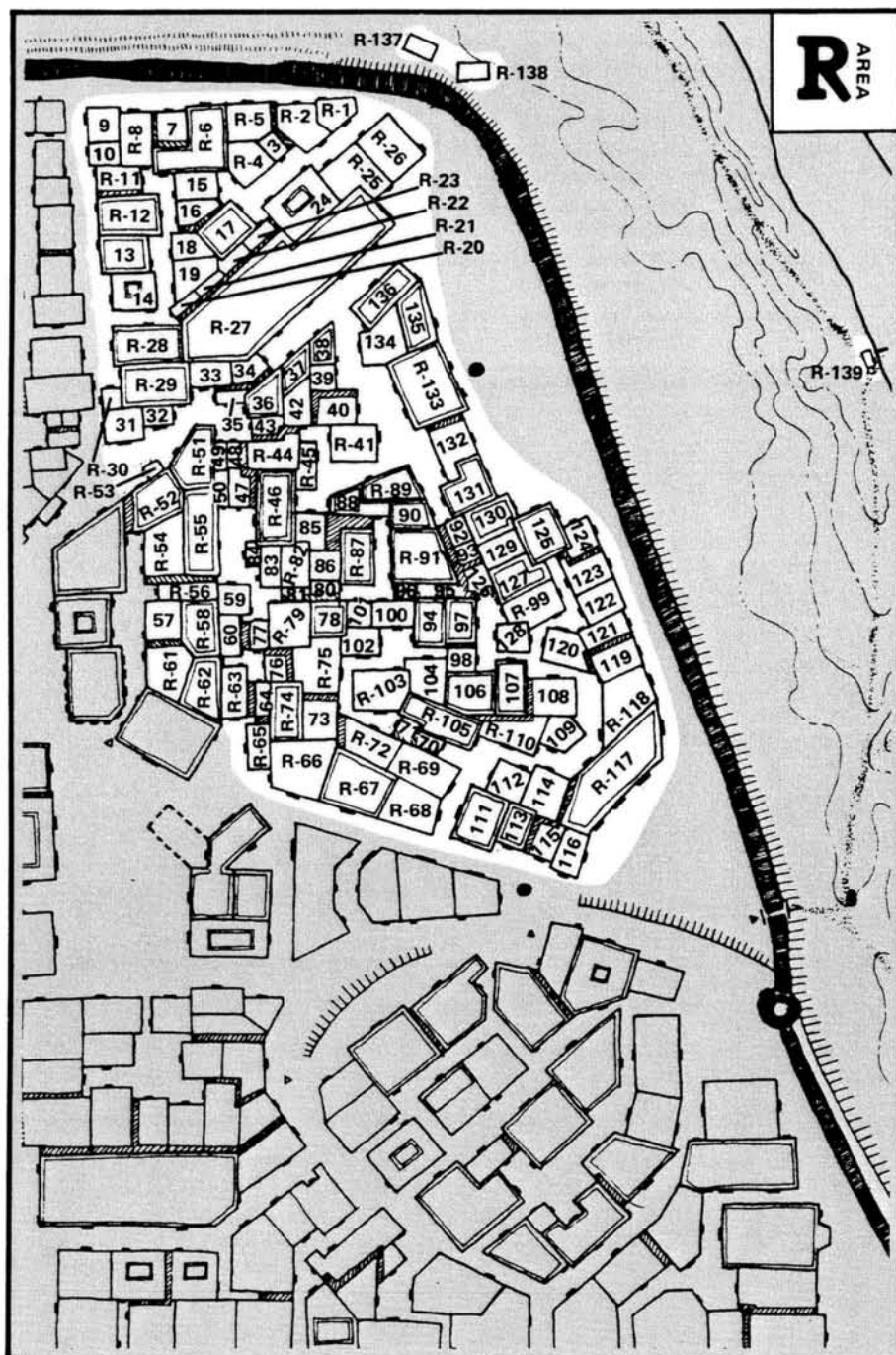
R-125/136 Fish Market. Includes the following:

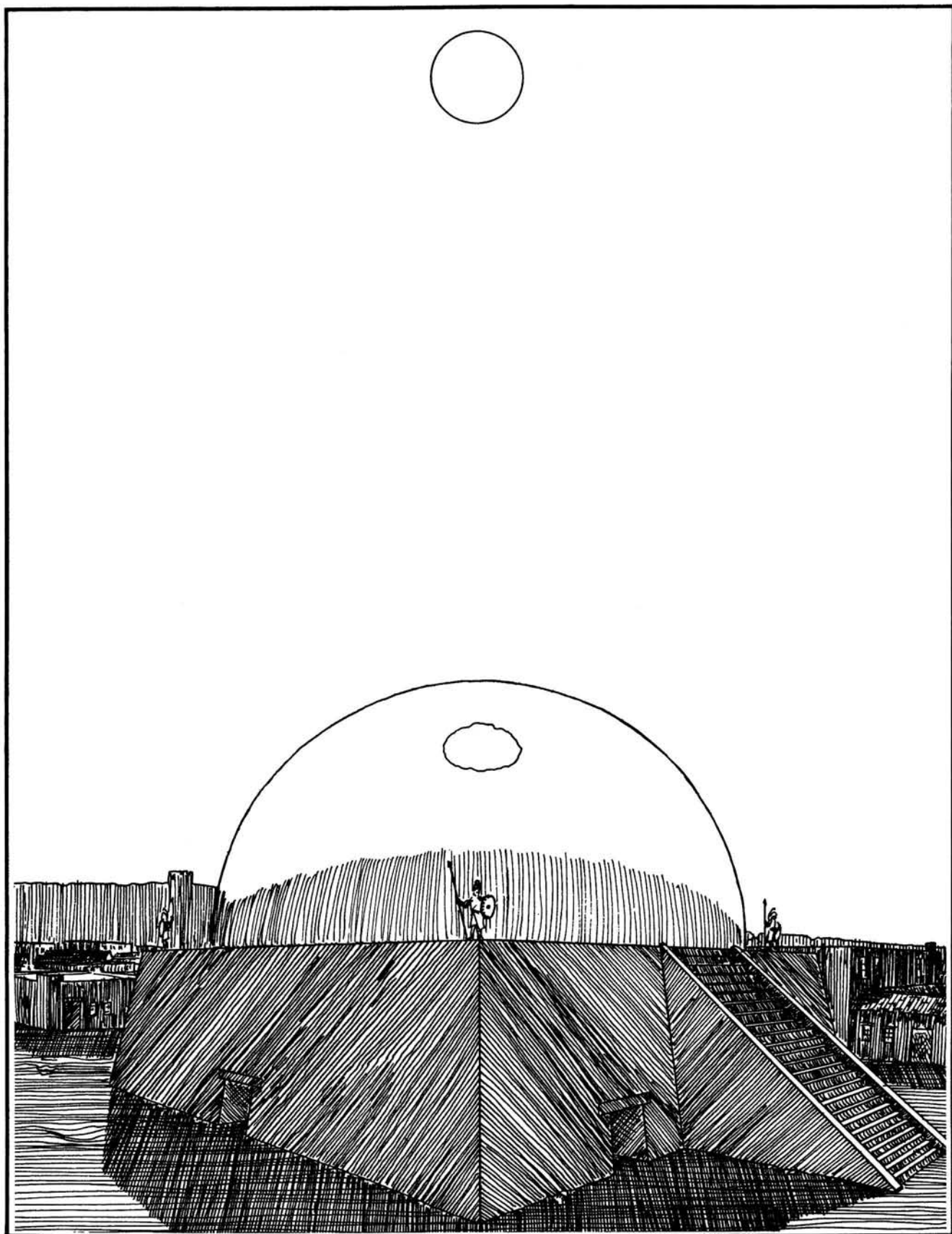
R-129 Tavern. Rowdy Djoh Lo's.

R-133 Hall. Riverman's Guild Hall.

R-136 Inn. Golden Dolphin.

R-139 Temple. Zola Fel; includes shrine to Diros.





Suntown ▼

This part of town has always been in the hands of the Sun Dome Templars. Count Varthanis Brighthelm aided Dorasar and received the right to have a small palace within the walls: one of only two fortified places within the walls. To assert his independence, he had his streets run contrary to the general plan forwarded by Dorasar, and his folk have maintained their stubborn and distrustful independence since. They are an unusually integrated neighborhood; even the street gang is more an auxiliary of the temple leaders than ruffian ragtags.

The Sun Court, surrounding the Yelmadio temple, is the center of their life. Within the community are rich, middle class, poor, devout, and irreligious. It is, thus, less homogeneous than other neighborhoods.

Shortly after the surrender of the city, Count Varthanis gave the palace

to the Lunar commanders — under duress, some say — and since then the city influence of the sun people has been less powerful.

Their own merchants bring goods to their Court to sell, and their people usually buy there. They go to the West Gateyard for water, even though the wells in Founder's or Farmer's Markets may be closer.

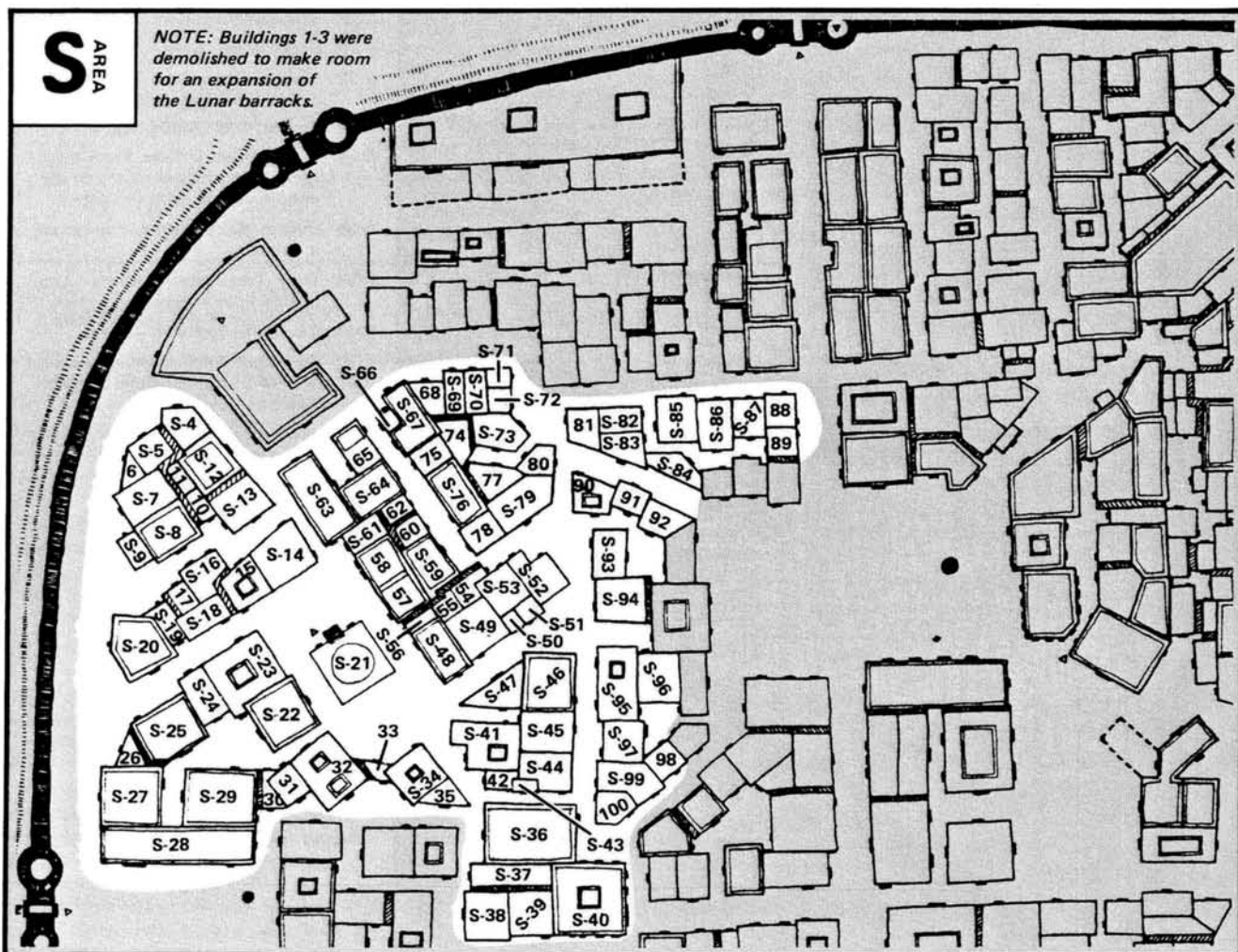
The local street gang is called Gods Own. The poor members are called The Irregulars, while the rich, who are trained and skilled, call themselves The Chosen. The gang will take safety among their fathers and priests when the going gets rough.

Suntown is distinguished by a lack of inns and taverns. Visiting sun worshipers are usually given hospitality among the residents of the town, and alcoholic beverages are available within the Sun Dome temple itself, which has a monopoly on brewing among its worshipers. Suntowners are often seen

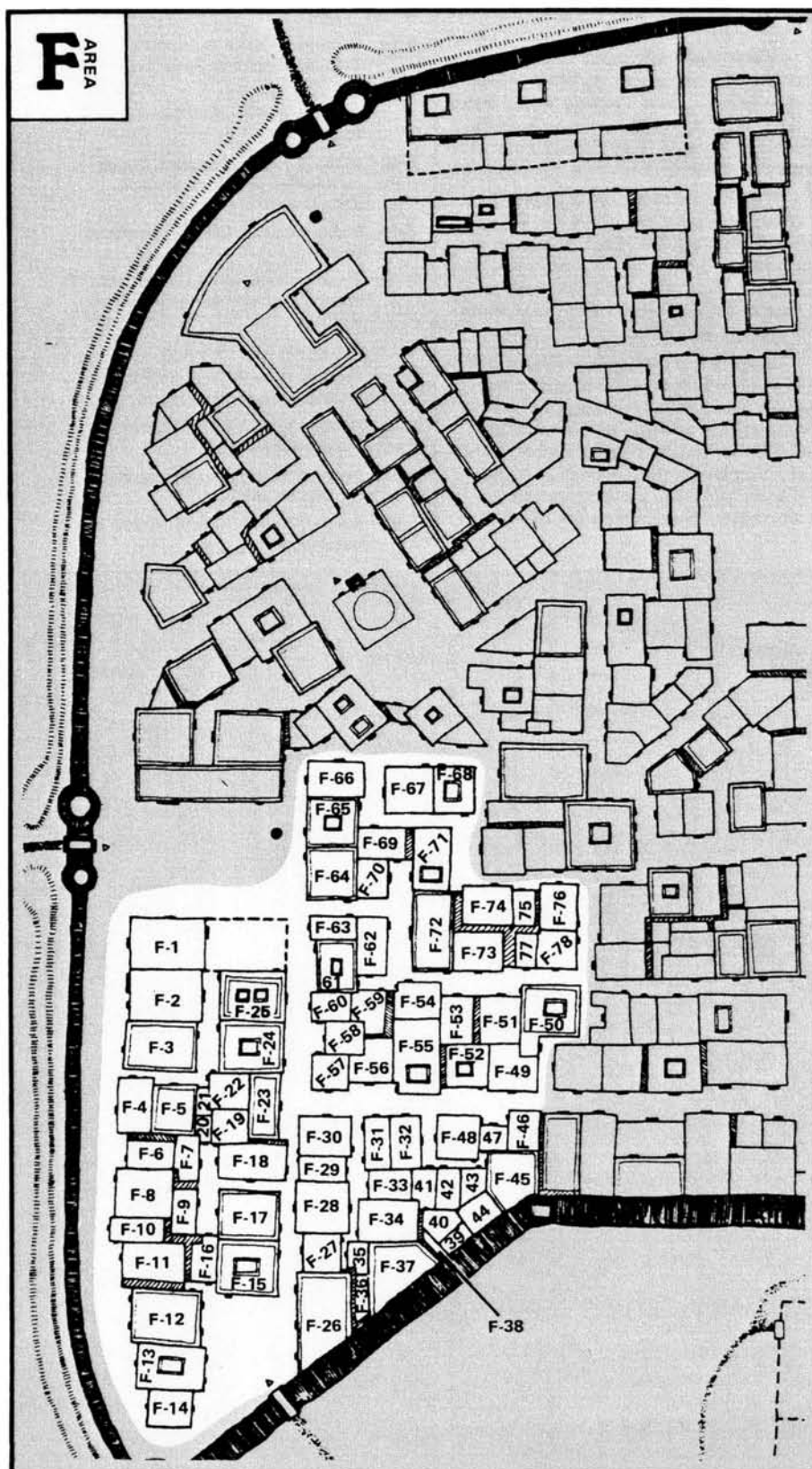
in drinking establishments elsewhere in town.

SUNTOWN

- S-14 Recruiting Office. Sunspare Guards. Training. Brighteye Spear School.
- S-21 Yelmadio Temple. Recruiting Office. Sun Dome Spears Regiment.
- S-40 Uleria Temple. Frequent public ceremonies, private ceremonies upon request.
- S-49 Stable. Hyalor's Care, for horses of residents.
- S-53 Tavern. Grainearer's Glade, sponsored by temple and open to outsiders.
- S-63 Residence. Eiskolli family.
- S-70 Training School. Thurkan Thumper teaches mace and maul here.
- S-76 Residence. Hucipites, captain of Lunar Marble Phalanx.
- S-84 Stable. Whole Beasts Stable, only for Praxian animals.
- S-97 Smithy. Kalf Haldelson, master of metal workers guilds.



▼Farmer's Quarter

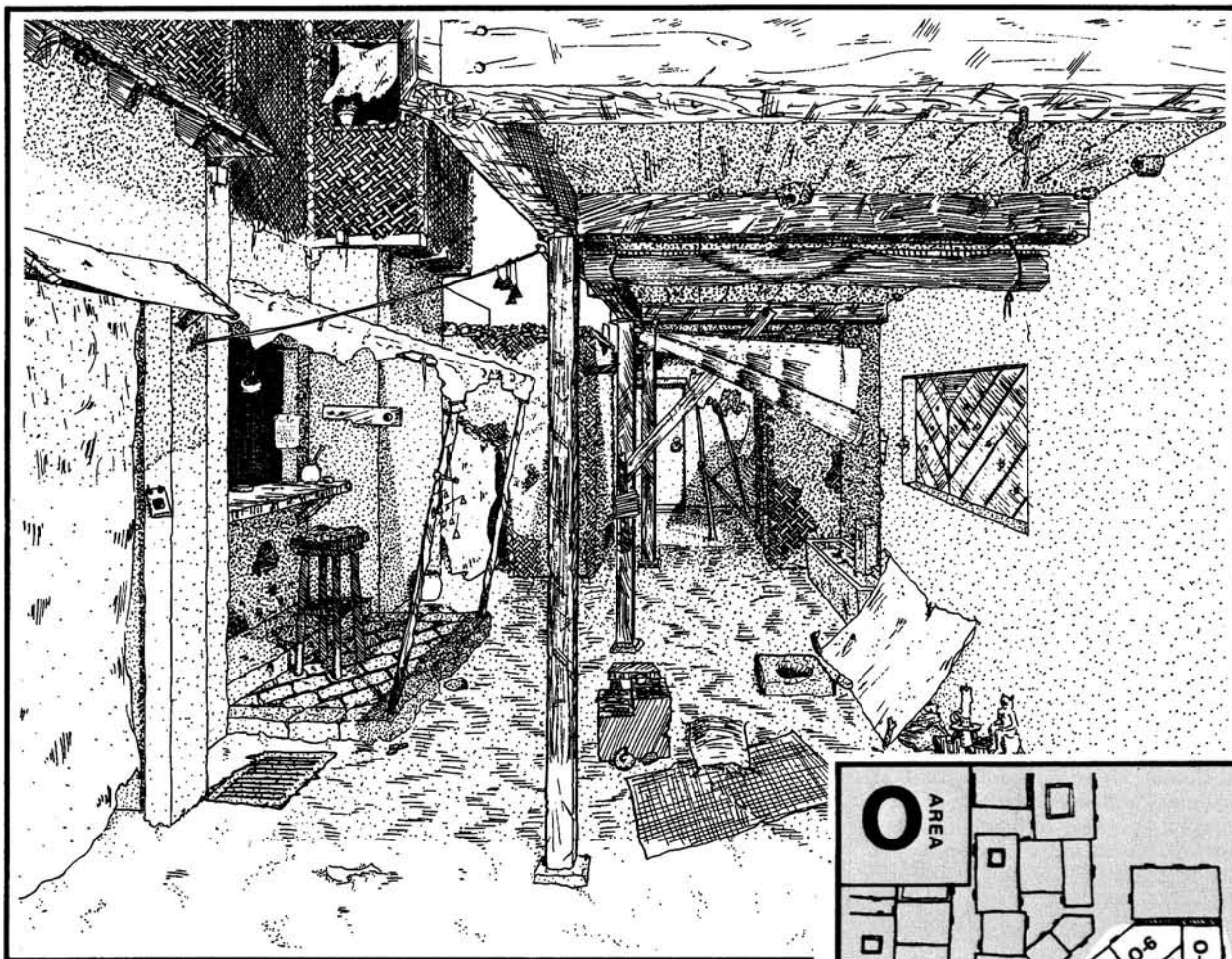


This area was once mostly open, where nomads and their animals camped. When a riot broke out, some nomads were killed, and all were expelled for a time. When they returned, the farmers had taken over the ground. Farmer's Quarter is a poor part of town with a population of farmers and some nomads.

The street gang is the Skinners, naming themselves from their delight in butchering or mutilating nomad animals, or threatening that they will. The constabulary patrols these streets in pairs.

FARMER'S QUARTER

- F-1 Temple. Eiritha and Waha. Agency. Purchase of nomad beasts.
- F-2 Stable. Mother's Beasts, Praxian animals only.
- F-5 Tenement. Home of bow weapon-master Surrak Shonar.
- F-12 Temple. Storm Bull.
- F-13 Shop. Butai's Birds.
- F-22 Tavern. Stomp and Brew, also called "The Foaming Boot".
- F-24 Tavern. Bob's Bisonburgers.
- F-26 People's Gate Offices. From this office Lunar officials record or spy upon everyone using this gate.
- F-30 Stables. Salty Stables, Praxian animals only.
- F-33 Inn. Transients welcome. Low quality in all respects.
- F-43 Tavern. Beleaguered Buffalo.
- F-50 Residence. Sitzmag Redmoon, captain of Lunar Antelope Lancers Regiment.
- F-53 Training. Garrath Sharpword: both shield and sword.
- F-58 Tavern. Bisonbones.
- F-65 Animal Sales. Horses and zebras.
- F-66 Leather Goods Shop. Saddler by the Well.
- F-72 Temple. Humakt.
- Training. Krogar Wolfhelm and Derenx the Handsome: both teach sword.
- F-77 Recruiters. Sir Holburn's Axemen, Longspear Slayers, and Jordan's Scouts.



Oldtown ▶

This neighborhood used to be larger, but many Yelmatio people took up residence along the west side and claimed that area for their own. The former residents had moved out when the Lunars moved in, so there was no conflict.

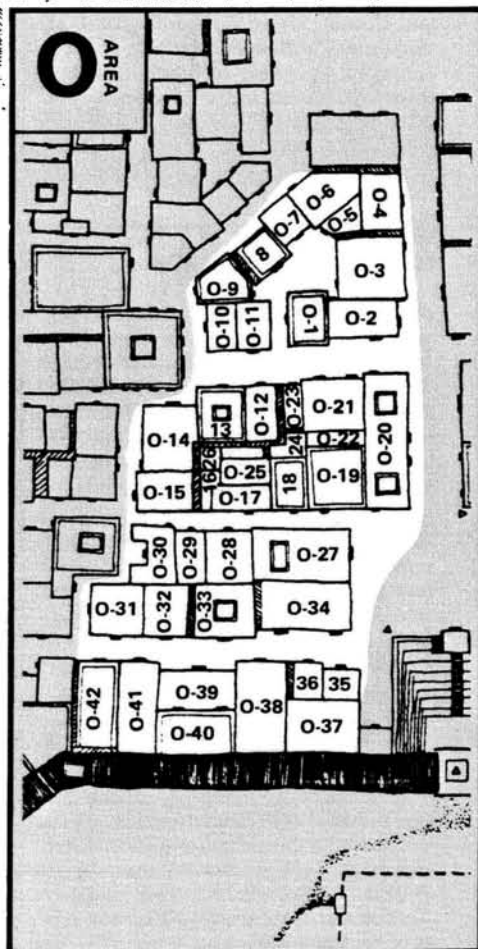
The neighborhood once held many of the moderate and middle class families from Sartar originally settling here. Their cause has declined of late, and the neighborhood is rundown in comparison with a few years ago.

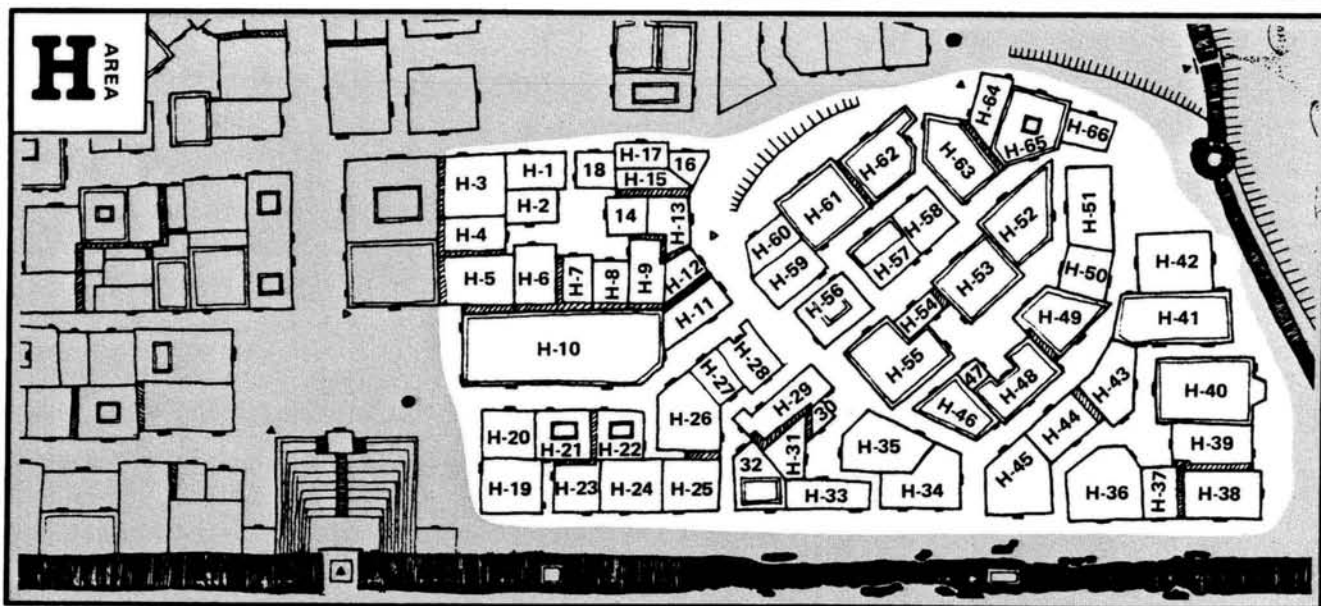
The street gang is called the Dead-heads, taken from an insult delivered generations ago to some kid, and brutally avenged. Since then, the gang has proudly clung to the name.

This part of town is sometimes called the Adventurer's Quarter, or the Tourist Quarter. Even before the coming of the Lunars, it catered to transients who were likely to arrive poor and leave rich (or not at all). Several inns and tenements have a variety of quarters for varying purses.

OLDTOWN

- O-1 Residence. Banaryos, captain of Lunar Silver Shields Regiment.
- O-3 Inn. Silibar's Fancies, noted for gambling games.
- O-4 Shop. Magic Needle clothing made and sold here.
- O-6 Stable. All Riders Stable takes any kind of animals.
- O-7 Nan's Breadbox. Good quality food and drink.
- O-14 Inn. Jareen's has a good reputation.
- O-19 Inn. Moonlighters has a Lunar clientele of the officer class.
- O-25 Inn. Geo's, popular with Sartarites. Recruiting Office. Govoran's Men.
- O-29 Loud Lilina's, low class clientele.
- O-34 Offices. Office and main warehouse for the city government salt agency which monopolizes output from the mines downriver.
- O-40 Inn. Gimpy's, favored by adventurers.





Rich Hill

This always has been the affluent part of town. The houses are larger, wider, and cleaner. There are armed guards at the houses, and regular patrols of the constabulary. Many of the houses are those of affluent servants but none are of poor or middle class tenements.

Servants of the house owners here go to the Meat Market or the Found-

er's Market for goods, and are likely to search the city daily for the best fare. Water comes from the well between the Meat Market and the granaries.

The street gang's members call themselves the Fine Fellows, and they are often brutal and cruel in their dealings. They are not appreciated by their parents, either.

RICH HILL

H-14 Training. Holfar's Movement School

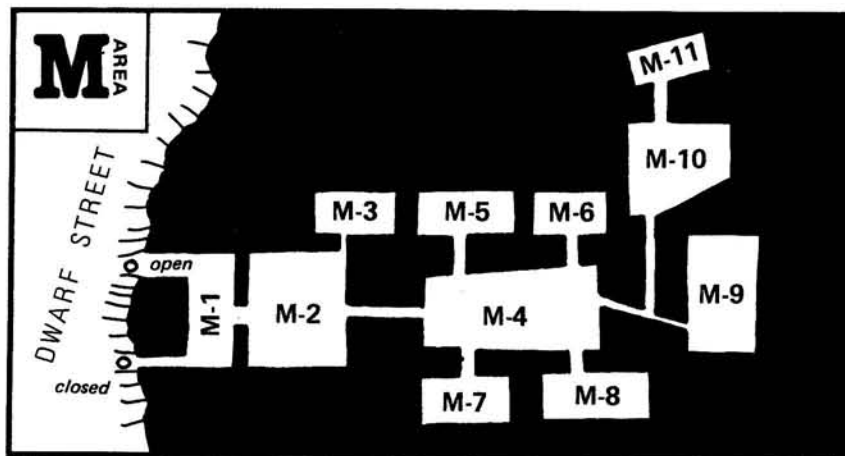
- H-26 Residence. Kost the Tracker.
- H-38 Residence. Serena Jonglure of Patroma family.
Training. Serena Jonglure.
- H-55 Residence. Malavar Patroma family, Lunar landholders.
- H-61 Residence. Garhound family, influential Sartarite colonists.
- H-62 Residence. Indagos hearth, influential Pavis Rubble family.
- H-63 Residence. Sor-eel the Short (see also D-1).

Dwarfside

At Ginkizzie's invitation, Dorasar built the walls of New Pavis around the caverns of Ginkizzie the dwarf king. The dwarfs built the Pavis temple and helped in the construction of the walls. They assist in community projects, but charge highly for their services.

The map provided shows a single divided tunnel, the area known to the human residents of New Pavis. Very few of them have even seen these areas, but rumors of further tunnels, some said to go all the way to Dwarf Run in Dragon Pass, have never been proven.

It is fairly certain that the dwarfs can go under the walls into the Rubble if they have to, but have not been seen to come out anywhere by anyone in the Rubble. It is fairly well-documented that they have no means of traveling underground to the old Flintmail temple in the troll lands. One record speaks of "demon-ridden counter-tunnels."



DWARF AREA

- M-1 Dwarf Offices and Clearing House. Non-dwarfs and non-Flintmail cultists usually go no further than this.
- M-2 Dwarven Constabulary and Guardpost. Armed dwarfs stand guard here.
- M-3 Constable's Headquarters.
- M-4 Mostali Mall. Open space.

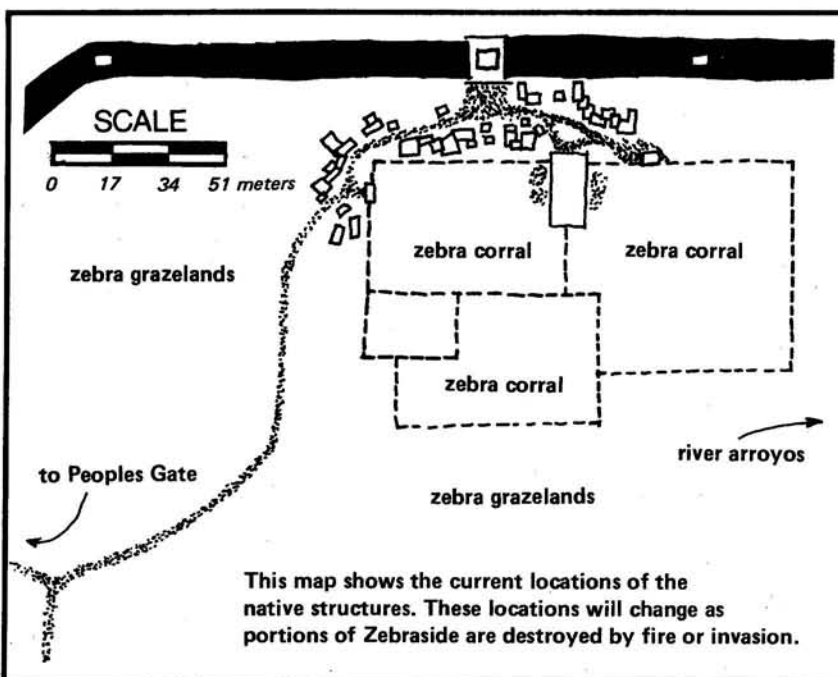
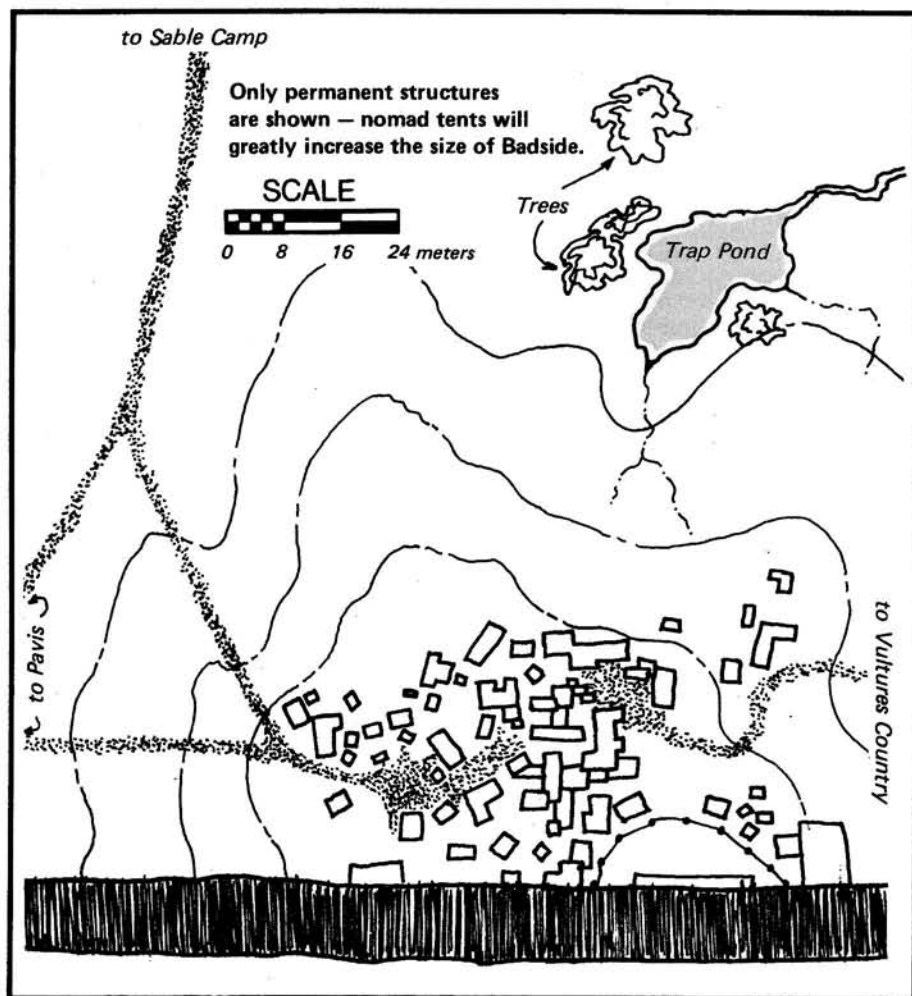
- M-5 Metal Fabricator. Makes mechanisms, such as crossbows.
- M-6 Bronze Smith. Makes armor and arms.
- M-7 Silver and Gold Smiths.
- M-8 Alchemist's Shop.
- M-9 Human (Flintmail) Living Quarters.
- M-10 Dwarf Living Quarters.
- M-11 Diamond Living Quarters.

Badside

Nomads would once camp just outside the gates of Pavis, but foolhardy hotheaded chieftains ruined their own future fortunes by raiding and losing. Now all nomad gatherings must be on the far side of the river: individuals are allowed within the walls on peaceful missions.

Butchering and meat-aging also take place across the river, giving employment to dismounted nomads and their attendants. The high ground here also attracts other humans who live there year round but shun the protection of high walls, like the Agimori. Thus a small and ramshackle town, often called Shantytown, Thieves' Town, or Poortown, has grown here and remains most of the year. Badside swells with the tents of visiting nomads in some seasons, but shrinks with the coming of winter cold as people give up scruples and move within the warmer walls. Residents here are mostly humans.

These slums are lawless and dangerous. The street gang here is called the Blood Knives; they are in fact skilled at knife-fighting. When they take part in any street fight, they always receive the blame for starting the battle. The Blood Knives are also blamed for most of the thefts in Badside.



Zebraside

Zebraside is a small collection of mostly temporary residences on the Rubble side of the wall, notable for extensive zebra corrals and grazing areas of the zebra tribe.

In times of troll aggression and/or nomad invasion, the residents move through the People's Gate into the city itself. The area outside the gate is not defensible.

Fires occasionally destroy some or all of Zebraside, especially in years following wetter rainy seasons which have encouraged underbrush growth.

In the arroyos leading down to the river, several tribes of non-humans live, mostly newtlings and a few baboons. They band together for self-protection at need. Since many of the human "residents" actually live in the town and go to their duties in the zebra pens every day, many of the more sedentary town residents believe that Zebraside residents are entirely non-human.

Pavis Encounters

These charts determine random encounters within the walls of New Pavis. The results are only guidelines for a beginning to role-playing, and adjustments must be made according to the campaign and specific details of the occasion. For example, cult affiliations may influence an otherwise hostile or friendly meeting. The numbers of individuals in an encounter is not determined randomly, being at the gamemaster's discretion. A 1D6 roll could be maximum for most types.

Each 15 minutes roll 1D6, 1D8, and 1D10. Each die serves a separate purpose.

DAYTIME ENCOUNTERS KEY

Adventurer — An adventurer here for the loot of the Rubble. Often quite dangerous, but at the same time anxious to get any information he can of possible rich hauls. Could be quite friendly, or extremely

hostile, depending upon personal and cult animosities.

Beggar — Perhaps a true unfortunate attempting to survive by begging, or perhaps a charlatan faking injury or disease in order to make an easy living. Officials do not roust beggars unless they block streets or drive away patrons from stores.

Children — These scruffy waifs are too small to be of use to a street gang. They may ignore the characters, or decide to follow these interesting strangers everywhere, especially if the followees do not want to be followed.

Cutpurse — Thief out to steal a purse and get away with the loot. He or she will avoid well-armed or wary targets, but the drunk and awestruck are easy pickings. He or she would rather never be seen.

Family — An important local family. This encounter is with a prominent family member. Unless the character has business with that family member, he had best keep his distance. Family heads may have large (up to 4D6) groups of bodyguards and other functionaries to clear their path, depending upon the occasion.

Farmers — From the river valley. They are respectful of everyone and nervous around nomads, unless the farmers are some of those retired Lunar soldiers settled on the land. They are in town to take care of marketing and produce-selling, and are anxious to get back to their farms, though perhaps they will indulge in some tavern-style celebrating before leaving.

Fisherman — One of the fishermen who glide up and down river, and sell their catch in Pavis. A fisherman will walk warily in the big city and long for his boat even before his tasks are completed.

Guard — A private bodyguard for a merchant or other authority of the town. If with his patron, his goal is to keep his employer safe. If alone, he may be frac-

tious and interested in a good fight for the sake of fighting. Could be from almost any culture or cult.

Hooker — Freelance prostitute. These women often claim to be initiates of Uleria, but few are more than undisciplined lay members. This class was virtually unknown until the advent of the Lunar army. They are tightly controlled by Lunar or neighborhood authorities. In Badside they must pay protection to the local street gangs.

Lunar Officer — An officer of a Lunar garrison regiment. Higher officers usually will be accompanied by 2D6 guards and a few runners, heralds, etc.

Lunar Soldier — A member of one of the Lunar regiments. Usually out on his own or with friends, self-important and feeling like he owns the town. Willing to brawl with anyone, since he knows he'll get off with a warning.

Merchant — Merchant about his business, probably walking to a supplier to arrange for deliveries, etc. In some neighborhoods, this might be a street merchant with a cart of goodies for sale. The goodies may or may not be stolen.

Nomad Noble — A Kahn of one of the nomad tribes, most likely Sable or Unicorn during the Lunar occupation. They will probably have a retinue of tribal warriors.

Priest — Priest of one of the temples appropriate to the neighborhood. Even if hostile, he or she will usually mask hostile attitudes except toward blatantly inimical cults.

Resident — A common citizen, perhaps a laborer or craftsman, about his normal business. The occupation depends on the neighborhood. His background could be anything from barkeep to nomad herder, and his attitudes toward player characters might range from studied indifference to avid curiosity or blatant hostility.

Rich Family — One of the Rich Hill families which together own most of the town. There will be 1D6 family members with 3D6 guards and servants; most will be guards. Wary guards do not want their

1D6: Significant encounter made?

Daytime: 1,2,3: Yes.
4,5,6: No.

Nighttime: 1: Yes.
2.3.4.5.6: No.

If the 1D6 roll yields a Yes result, the 1D8 roll generates the overall emotion associated with the encounter.

1D8	Reaction
1	Very Hostile.
2	Angry
3-6	Curious or Indifferent
7	Friendly
8	Boisterously Friendly

The 1D10 will give the type of encounter likely to that neighborhood.

DAYTIME ENCOUNTER TABLE

[illegible]

NIGHTTIME ENCOUNTER TABLE

1D10	Public	Downtown	Riverside	Suntown	Farmers	Oldtown	Rich Hill	Badside
1	Watchman	Watchman	Drunk(s)	Sun Watch	Watchmen	Watchmen	Watchman	Drunk(s)
2	Watchman	Watchman	Drunk(s)	Sun Watch	Drunk(s)	Drunk(s)	Watchman	Drunk(s)
3	Drunk(s)	Soldiers	Street Gang	Drunk(s)	Drunk(s)	Drunk(s)	Drunk(s)	Street Gang
4	Drunk(s)	Drunk(s)	Street Gang	Street Gang	Street Gang	Street Gang	Street Gang	Street Gang
5	Soldiers	Drunk(s)	Cutpurse	Street Gang	Street Gang	Street Gang	Merchant	Street Gang
6	Cutpurse	Cutpurse	Cutpurse	Resident	Thief	Thief	Merchant	Beggar
7	Beggar	Thief	Thief	Resident	Thief	Beggar	Thief	Beggar
8	Beggar	Hooker	Thief	Thief	Beggar	Beggar	Guards	Thief
9	Thief	Hooker	Hooker	Beggar	Beggar	Cutpurse	Servants	Hooker
10	Special	Special	Special	Special	Special	Special	Special	Special

charges interfered with, and no watchmen will arrest a guard for knocking down adventurers who dawdle in front of the procession or who impertinently attempt to actually speak to or delay one of those whom they guard. There is always a servant whose job is to talk to tradesmen and who might lend an ear to an appeal from a stranger, but the likelihood of that is low.

Servant — He or she is busy on master's behalf. May be carrying parcels or goods.

Special — An encounter with a personality appropriate to the neighborhood. The referee should choose the personality, and devise the circumstances which will put the adventurer in contact with him.

Storm Bull — Members of the berserker cult; boisterous, smelly, and generally barbarous: they may be friendly one minute and deadly the next, at their whim. Player-characters should watch their step around them, but sometimes they can't be avoided.

Street Gang — The appropriate street gang for the neighborhood. There are usually 2D6 of them, and they feel that they have a natural right to taunt and hassle strangers; few are interested in a direct fight.

Sun Watch — Peculiar to the Suntown neighborhood, consisting of members of the Sun Dome regiment who rotate as watchmen. Firmly committed to the Sun Dome way, they will brook no hassles with outsiders. They tend to be well-armed and short-tempered with non-Sun Domers.

Thug — A thief out for a mugging. If the possible target is well-armed and ready, he will pass on by, since thugs like to bully, not fight. Given a lone adventurer who is unarmed and distracted, the thug will move in for a quick blow and run off with any valuables. Such a thug is more likely to pick softer targets than adventurers, which is why merchants hire bodyguards.

Watchmen — A member of the Town Watch, who will work in pairs in the more rowdy neighborhoods. To show their power and authority, they will intervene even into the most private affairs. They will be apprehensive and cautious if too big a crowd is around.

NIGHTTIME ENCOUNTERS KEY

Beggar — Either someone in true need, or a faker. Officials will not roust beggars unless they block streets or commerce.

Cutpurse — A thief out to snatch a purse and run. Drunks are a main target, but they may let drunks distract better victims and thereby ease their task.

Drunk(s) — One or more carousers have left the nearest tavern or inn and ostensibly are on their way home, if not to the next inn. They may be from any of the categories described in the Daytime encounters, but have had many tankards of liquor and are a bit wobbly. In this condition their mood can shift from friendly to hostile or melancholy at the slightest turn of phrase. However, their effective DEX (and all related bonuses) are reduced by 4 to 10 points, and their combat skills may be cut in half or reduced even further, depending upon the degree of stinko that they have reached.

Guards — On Rich Hill and at certain residences located in the rest of town, paid private guards patrol actively at night, looking for threats to their patrons. They have a working relationship with the Watch, but some compete with the Watch, or have no liking for trolls so will not cooperate at all.

Hooker — A desperate pseudo-Ulerian. A hooker on the streets at night is without the protection of the Lunar authorities and has no right to be outside. In certain neighborhoods, however, there is no active suppression of hookers, and there they ply their trade as best they can. The Uleria temple is available 24 hours a day for discriminating and appreciative worshippers.

Merchant — Like his fellow found in the daytime, a merchant encountered at night will be about his business, but at night he probably is engaged in business which he doesn't want others to see. Perhaps he is fencing stolen goods, perhaps he is arranging for the assassination of a rival, perhaps he is looking for a few good swords to take care of a small difficulty of his. This is an

excellent opportunity to get the players employment or trouble.

Resident — This citizen is on an errand which might or might not be legal. If the citizen is known to them, the Watch is likely to believe any story he offers.

Servants — Many Rich Hill residents dislike going out at night, for obvious reasons, and instead send their servants on errands. The servant's main purpose will usually be to go to their goal, take care of business, and return as expeditiously as possible, but some servants will take any excuse to see the town and extend their time away from duty.

Soldiers — Unlikely to be on duty, but rather roaming the town and enforcing curfew against loiterers and street-gatherings. Drunks are left to the night watch: the curfew prevents gatherings of sober and potentially dangerous adventurers.

Special — An encounter with a personality appropriate to the neighborhood. The referee should choose the personality and devise the circumstances which puts the adventurer in contact with him.

Street Gang — Street gangs on the street at night are dodging the curfew, a favorite way to prove bravery without risking hurt. If they find an opportunity to practice other gang skills at the same time, they will take it.

Sun Watch — The Sun Watch is much less arrogant without the sun overhead. They are all the more watchful for incursions by darkness-oriented enemies, however.

Thief — This professional robber wants a second-story job to perform. Not for him casual cutpursing or thuggery. His forte is the climb, entrance through skilfully applied force, and the foiling of traps. He is usually inoffensive and attempts to stay far away from any confrontations.

Watchman — Member of the Town Watch. Likely to be a trollkin, one of the new watchmen hired by Jorjar for their night-sensing abilities.

Pavis Politics

The politics of Pavis are useful in a campaign to provide background action and motivation to the adventures, and to supply NPCs as necessary. We do not expect the players to become heavily involved unless the game master wishes them to be, in which case we have provided the necessary elements for play.

The City Council

The city government was instituted by the founders of the city and has been little changed since.

The government is run by the city council, whose members are appointed by tradition groupings from the merchant class and the ruling families. Their primary interest is in the city economy; they are conservative, trying to maintain price balances for stable profits.

The city council appoints the judges, delegates temporary authority (such as the power to negotiate with nomads), levies taxes, controls food distribution, keeps peace within the walls, schedules stone housebuilding, organizes celebrations, keeps the streets clear, and maintains standards of sanitation.

The mayor is head of the city council. He is elected every five years from among the council members by all citizens who care to vote. The mayor appoints clerks, and is responsible for overseeing their work, which includes tax records, food payments, and so on.

Pavis Constabulary

The city supports a permanent force of 25 constables. They guard the city gates, act as police, and act as cadres for a mobile force protecting the farmers (who pay their taxes so dutifully). Nominally, they all are part of the Pavis Royal Guard. Local bosses outside the city usually maintain small mercenary forces for their own protection as well (see *Borderlands*).

Forty part-time deputies can be fielded as zebra riding troops. It is they who would ride to protect the local farmers. About 1000 militia, most of the adult male population of the city, could stand watch on walls and gates or patrol the streets. There are also trolls and trollkin newly augmenting Jorjar's command, though they are unpopular among the other garrison members and are housed separately, near Jorjar's home.

Jorjar the Quick is from Adari and was appointed Constable of Pavis by Jotaran after the city surrendered to the Lunars. He brought his own force of trolls from his homeland for this assignment to ensure complete loyalty. He is not popular among the constabulary or the deputies, all of whom are local boys. Jorjar enforces a protection racket in the city, charging a moderate fee, and retains half of the take; the rest is split among the constables.

At any one time, there are no more than ten patrolling members of the watch, and perhaps 20 more in reserve. There are four shifts on the watch. The night watch consists almost entirely of trollkin. These trollkin are old co-workers of Jorjar's from Adari, and have little connection with the trolls of the Rubble. They make excellent watchmen at night, a benefit which the local Lanbril cultists fail to appreciate.

Though the constabulary handles day-to-day events in the streets, the Lunars will intervene directly in civil or criminal situations as they please, making it difficult for the constabulary to keep self-respect or good discipline. That all Lunar troops are non-Pavic exacerbates the frequent feeling of helplessness in the town.

Citizenship

Citizenship in Pavis is coveted and conveys great prestige to the individual, though with the coming of the Lunars, status is more and more a private rather than a public influence.

To qualify for the status of citizen, an individual must own the land on which he lives, be gainfully employed or have income, pay taxes to the city, reside in Pavis, and bear arms (if able) to defend the city (or else pay for a replacement). These requirements are subjective. Interpretation of them is determined by the city council. If a current citizen fails to meet the above qualifications, he is stripped of his rights. Citizenship is not automatic; it must be requested by an adult.

Benefits of citizenship include: the right to speak at the Popular Assembly, the right to be tried for crimes at the Citizen's Court, respectful protection by the watch and the militia, the right to become a guild-master, the right to a portion of the city food supplies, and the right to a discount on a stone house.

The customs of citizenship are inherited from Sartar. There, tradition holds that any man who bears arms, recognizes his kin lord, and tends to his property properly deserves the status of clan citizen and, by extension, tribe citizen. City-dwellers eventually substituted their city for the clan and tribe.

The Merchant Guild

The merchants of Pavis determine all prices in the city. Their opinions have much weight and can prevail against public opinion or real need, sometimes causing suffering and bad blood.

The guild acts in concert whenever the economic stability of the city is threatened. If only a portion of the financial stability is threatened, the guild will act divisively.

Portions of the guild are controlled by the major families, and other portions by families trying to become important. The shifting alliances within the guild mirror the city at large.

Lunar Occupation Forces

The original Lunar invasion army mostly has returned home. Only three regiments and some mercenary irregulars remain. Even these pose a strain on the local food supply, but the Empire feels their presence is necessary to keep Pavis pacified and to suppress raids from the Pavis nomads who have taken refuge in and beyond Vulture's Country. Large numbers of new settlers arrive weekly and begin new farms in the valley, and they are tempting targets for the frustrated and vicious barbarians.

The three regiments stationed in Pavis consist of: the Marble Phalanx, a heavy infantry regiment; the Silver Shields, a peltast unit; and the Antelope Lancers, a heavy antelope unit. The commanders have private homes in Pavis and only rarely go into the field, leaving such filthy tasks to subcommanders.

The regiments each are divided into three companies which rotate field duty and rest. One company from each regiment is in the city at a time, resting and serving protective duties; easy duty compared to pounding the countryside or guarding oases and river fords.

Although a regiment's complement is 1,000 men, these regiments are understrength, for recruitment has been slow in Pavis and no replacements have been sent from the empire. Thus, their actual strength is about 750 men each at this time.

Pavis also serves as the headquarters for the administration of the region. Sor-eel the Short, a nobleman from the empire, governs the area, under the administration of the governor-general of Dragon Pass.

The army has occupied the city without significant trouble for the last 7 years. Their rule is generally benevolent and unoppressive. They have a sincere interest in the well-being of the city and try to cooperate with the local authorities.

If possible, the occupation forces are kept out of any strife which the Pavis constabulary and deputies might handle. They have of course filled the ranks of the constabulary with men of their own choosing. Lunar troops man the walls and discreetly watch the gates. It is not unusual for Lunar soldiers to misunderstand or act harshly towards people in trouble.

The Lunar army drives some Pavises to distraction. It directly controls barbarian relations, taxes on the Rubble, taxes, and food production taxes. They also have observers with special administrative powers who oversee justice, citizenship, and external trade.

If asked, most average citizens will tell you that the ever-present petty bureaucracy is annoying, that the Lunar occupation should no longer demand a city force equal to the adult male population of Pavis, and the young men swear that dates are hard to get with all those soldiers around.

Political Movements

Player-characters should quickly discover the power factions in the city, and the distinct benefits and disadvantages to be gained or suffered from joining them. Player-characters may have a preference, or try to play one faction against another. The game master should determine the results of the latter, but player-character commitment to one such faction should result in important interactions with NPCs.

There are three somewhat formal political factions in Pavis, the Imperials, the City Peacers, and the Frees (Free Pavis) groups. There is no registration in these factions, nor is there any real organization. Membership is voluntary and need not be acknowledged openly by the presumed members. The factions are crystalliza-

tions of attitudes prevalent in the city that have been more or less institutionalized. Leaders may direct members to a limited effect.

The Imperials are headed by Halarax the Singer, citizen, family head, and head of the Riverman's Guild. They accept the Lunar occupation and are eager and happy to do business with, and otherwise support the Lunar presence.

The City Peacers are conservatives whose primary interest is living with little conflict. This group is content to await results rather than to force action. The leader of the party is Kolli the Portly, a Pavis citizen and merchant, and head of the Jeweler's Guild.

Those people who want the Lunars out of Pavis compose the Free Pavises, or Frees. They worry about feeding so many troops, about paying increased taxes to pay the troops, and are concerned about the increasing number of Lunar citizens who are taking profits which once went to the party members. The movement is led by Byrgga Scissortongue, citizen and guildmaster of the Cloth and Leather Workers guild, and member of the Garhound family. Most members of this party harbor grudges against the empire, have deep religious feelings against the Lunars, or are hopeless romantics.

Additional Groupings

In addition to the main political movements, there are numerous other powerful and popular interests. These other groups overlap with the Imperials, Frees, and City Peacers, and also cut across their boundaries to some extent. Most individuals active in politics and in the city belong to at least two groups (such as being a friend of the empire as well as an Imperial). Naturally, issues aside from the Lunar occupation provoke other interest groups.

Friends of the Empire

The Lunar empire is always friendly to helpful individuals. The dominant military-economic power in the city, it is able to provide many things which adventurers desire. However, the price of such benefits is the rancor of most common people (and many of the uncommon) and these feelings often run very high.

Friends of the City

The old landholders resent the presence of Lunar soldiers in the city, robbing them of power and prestige. They are angry that their friends' lands were seized and awarded to Lunar holders years ago, and afraid that the same will happen to them. Their strength in the city cannot be wiped out and their hate is not easily appeased. Player-characters friendly to these people will find that the Lunars will hold them in contempt and force them to endure many petty annoyances and provocations.

Orlanth Allies

The current religious repression has caused widespread bitterness. The Runemasters in the city are too important to local affairs to be easily removed or exiled, and so they form a smouldering, visible core of leadership for people staunchly loyal to their god. The Runemasters cannot offer many material benefits, and are held in contempt by the Lunars, but not much more than other barbarians.

The Ingilli Riverside Association

These are the fishermen and boatmen of the Zola Fel River. Their primary concern is with themselves, and they control the Riverside neighborhood and the waters far up and down the River of Cradles. Ostensibly they are now loyal citizens of the empire, but any Pavise knows that their loyalty will last only as long as it is convenient.

Every riverworker has to be a member of this Association or risk the ire of the river-dwellers, who are firm friends of the Ingillis.

Leading Families

Several leading families control most of Pavis. The families are extended and clannish. Their membership is large and they can recite their genealogy backwards with pride to their first known ancestor. Family members trust close family members first, distant family members second, and others last. Ultimately everyone in Pavis pays loyalty to one of these families, though often indirectly.

The Ingilli family, mentioned above, are the heirs of old Ingilli the Founder, who aided Dorasar. They dominate the entire Riverside neighborhood, the cult of Zola Fel, and most other activities concerned with the river and its ways. They lean towards the Imperials.

The Garhound family is the largest ruling clan of Sartarite extraction. It once rivalled the heirs of Dorasar, who were killed or driven out by the Lunars years ago. Now, a few survivors from that family have been absorbed, through business mergers or marriage, into this one. Brygga Scissortongue is the best-known member of this group, followed closely by Govoran the Magnificent, the last honest Orlanthi priest in the city.

The Eiskolli family are heir to the Sun Dome temple group's holdings. The original holders of this office were adamantly anti-Lunar, but a series of accidents and honorable duels reduced their numbers and allowed the Eiskolli to become more important, replacing them of late. The Lunar general's

residence was a gift from Count Eiskolli to Sor-Eel.

The Indagos family are indigenous natives, solid in their ancient traditions. Their main wealth comes from property outside the city and from control of the city's salt monopoly.

The Patroma family are Lunar citizens and come from the empire. They rule most of the former holdings of the zebra people, whose current king is less ambitious than his predecessors. The Patromas hold some land, and they are making great inroads in trade control as well.

Other, smaller families with specialized interests, and many important individuals exist. None come close to rivaling the power of these families.

and entertainment. The different emphasis and quality of these subjects is what sets the establishments apart.

We have supplied a large number of inns for a city of this size. Game masters may wish to add others, and can do so confident that they will not disturb the rationality of the city's population statistics. Pavis is a special place. There is considerably more room for taverns, which often are quite small places, perhaps only someone's front room.

Quality ratings have been assigned to each place, ranging from one to four stars. More stars indicate a higher quality and price. Higher prices imply a higher status, and this further implies a higher order of decorum for the establishment.

Living in Pavis

INTRODUCTION

This section provides convenient lists and summaries of places which are likely to be frequented by characters between adventures, and to be used in preparing for adventures.

Permanent Residences

Permanent residence may be maintained in one of the inns. Many people do so, and it is a sign of status to be able to afford it. However, characters may wish a more permanent residence.

It is impossible to buy a house in the city. Three rental types are available — tenement, apartment, and private house.

Tenements typically are very cheap and very cramped. The rooms average about three meters square and may house several families. Adventurers may wish to rent a room and add locks, guards, or traps if they want to find their valuables when they come home, since these places are full of the poor and desperate. Cooking is forbidden or restricted. These buildings typically are occupied by peasant farmers, dismounted nomads, and thieves.

Apartments are moderately safe, clean, and acceptable. Such a residence might be lived in by a journeyman craftsman or a moderately successful shopkeeper. Good apartments will have a trustworthy supervisor present, reasonable rates, and provide shared cooking facilities for tenants.

Private houses are hard to find, but the right price will bring them to light. Persons who can afford to rent one of these should come prepared with a staff to properly service and upkeep it. Guards may be needed as well. This requires wealth and financial planning.

Temples may house initiates on a part-time basis. There is a poorhouse run by the Teelo Norri cult (R-79) where Lunar initiates may stay. Some other cults offer similar facilities, but require work from the people who stay with them.

Taverns and Inns

Inns provide a room or rooms for people to rent to live in and taverns do not. They both provide food, drink,

INNS

ERIGIO'S (D-37) — Ambassador quality food, including the best spices and exotic rarities. Strict dress and behavior code. Owned by the (Lunar) Rugbagan family. Several rooms, but most renowned for its food.

SILK 'N' PLUME (D-35) — The finest rooms for rent in the city. Strict dress and behavior code. Lunar owned and operated, but very open-minded and respectful to those who meet their prices.

MOONLIGHTER'S (O-19) — Established by Lunars, this is favored by anyone who likes a serene establishment. Serves the best white wine in the city.

GOLDEN DOLPHIN (R-136) — Favored place for friends of river people and merchants arriving by boat. Good variety of meals served regularly.

COMPARATIVE PRICES IN LUNARS FOR LIVING QUARTERS

Type	Daily	Weekly	Season (8 weeks)	Annual
Tenement	n/a	1	8	40
Apartment	n/a	15	120	600
Private House	n/a	n/a	500	2,500
One Star Inn	1	7	56	292
Two Star Inn	2	14	100	500
Three Star Inn	8	55	440	2,200
Four Star Inn	35	450	3,600	18,000

Prices for inns are given for a private room. Other accommodations are available for reduced prices: private rooms (cost), shared room (50% above cost), dormitory (25% above cost), common room floor (105% above cost). Not all inns will have a particular type of accommodation.

JAREEN'S (O-14) — Good rooms, good food, and good drink are the rule here. Staffed entirely by women, Jareen's is run by a former adventuress who retired.

SILIBAR'S FANCIES (O-3) — Rooms upstairs are of fair quality; the food is good; the drink is excellent. Gambling is the primary attraction here, using games and techniques imported from the Holy Country. Loose dress code for patrons, but a very strict behavior code, and rough bouncers.



GEO'S (O-25) — Good clean rooms, fair food and drink. Established by an old Sartar family and still radically pro-Sartar. Prefers only known friends.

GIMPY'S (O-40) — Favored establishment for adventurers and visitors. Food is only fair and comes from the reputedly magic kettle in the inn's (enclosed) front yard. Proprietors will store belongings for departing adventurers for a prearranged, prepaid amount of time, then auction them off if not reclaimed.

RIVERFISH (R-122) — Owned by a prominent fishing and boat family, this inn caters to visiting merchants and the connected tavern caters to local fishermen.

GOLDFANG'S GROTTO (R-87) — Fair food, accommodations, and drink make this only two-star, but the entertainment is considered first-rate. The basement contains transparent tanks where spectators watch, and bet on, fighting fish battling to the death.

BRISTLE INN (P-11) — This is the single largest inn in the city and is frequented by merchants and moderately wealthy visitors. Food is of fair quality and of great quantity; the drink is good; and the accommodations fair but clean.



SABLE HORN (D-20) — Frequented by visiting Lunar citizens, etc. Rates are low, food is fair, drink poor, but every customer is provided with a private key to his own room.

LOUD LILINA'S (O-29) — Also called the Gold Bosom after the sign hung outside. Main competition for Gimpy's, but this establishment attracts a less successful clientele, and also excludes non-humans.

TRANSIENTS WELCOME (F-33) — Low rates, no food, no drink, and poor security make this place popular only with those who can go nowhere else.

REED INN (D-15) — The name comes from its sign, and the fact that the walls and furniture are made of this flimsy material. Hourly rates are available, and often used, since the place is noisy, insecure, and unclean. Drink is available in cheap plenty, but no food.

FISH LEGS (R-1) — Few accommodations, but they are good and safe (if verminous). Fair drink, decent food.

TAVERNS



NAN'S BREADBOX (O-7) — A quality establishment serving excellent food, good drink, and good entertainment. Several separate chambers can separate clients from one another and provide privacy.



HOMAR'S FISH (R-41) — Owned and operated by the Ingilli family since the founding of the city. This serves fresh fish cooked in many different ways, and is famous for its thick fish soup and excellent beer.

GRAINEATER'S GLADE (S-53) — This is the only Suntown establishment open to outsiders and serves grain and domestic fowl dishes, usually highly spiced. The Sunrise Surprise drink of mixed liquors is notorious in Pavis. Entertainment consists entirely of Yelm and Yelmalo bards, no others allowed.

HOPLITE'S HOME (D-4) — Excellent drink of every type favored by humans. This establishment discourages rowdy behavior, serves fair food, and is a favorite hangout for Lunar soldiers.



STOMP & BREW (F-22) — Powerful drink and hard brawling are the entertainment here. Many nomads like this place, and it is favored by Storm Bull types. Also known as the Foaming Boot.

ROWDY DJO LO'S (R-129) — The toughest dive in town, where even trolls hang out. Good drink, including some types imported from non-human races.

BOB'S BISONBURGERS (F-24) — Located near to the corral, this Sartar-owned franchise has some fame. In the courtyard is a gigantic dwarf-made meatgrinder which reduces entire bison carcasses into hamburger. The proprietor is notorious for using moribund animals as meat when prices are high, but the food is exotic and fairly tasty, and Bob's has a large following.

BISONBONES (F-58) — Food and drink. Unremarkable except that it was begun by a retired adventurer.

BELEAGUERED BUFFALO (F-43) — Owned and run by Impala people, this serves the most potent kvass in town. Knife-throwing is a popular sport here.

BARREL O' BREW (D-9) — Low-class drinking spot for Lunar soldiers. Poor food, when any is available.

BUYING AND SELLING

Purchasing supplies is one of the major preparations for an adventure. This list contains a sampling of shops and stores for the purpose. Game masters should add others as needed.

Selling plunder is a major post-adventure activity, so notes are pro-

vided on the proprietors of establishments which buy goods as well. Typically, these are the same individuals who sell the goods.

Plunder items given in the scenario pack have a valuation, but remember that this is the average purchase price for the item on the open market. That is, if your character wished to buy the item, and knew where to do so, that is the price it would be most likely to cost him. If he owned it and sold it, he would get considerably less, only 40% or 50% of retail value. No merchant would buy an item for resale for more than that price, unless especially anxious for it.

This list is alphabetic by the kind of sales the store or shop makes; entries beneath such headings also are in alphabetical order.

Animal Sellers

Those who wish to purchase animals for riding must first make arrangements with the agents in Farmers Market. These agents then go to the herds and bring in animals to be viewed by the potential buyer on a prearranged day. Often the buyer must go beyond the walls to see a good selection. Also, it is not uncommon for a number of buyers to band together and make arrangements for the agent to bring in some animals on a preset day.

Meat animals are untrained beasts normally usable only for food, milk, and breeding. They are unfit for other purposes until trained.

Trained animals are suitable for riding (except for herd men, which are trained in some other simple task), but would never fight in a battle.

Cavalry animals will carry their owner into a conflict, but not fight themselves. Herd men will throw missiles but flee at close contact.

Warbeasts will enter a battle and fight for their master, using the appropriate weapons of that species.

BUTARI'S BIRDS (F-13) — Butari is a native Pavisite, grandson of a Holy Country immigrant who began the business. He is not a member of the bird cult and sells his creatures without any fear of reprisal from the bird god or his minions. He sells mostly imported creatures similar in survivability to native species. In this way, the local spirits are not as offended. Most of his available birds are hawks (except for vrok hawks), small owls, a largish (SIZ = 3-4) roadrunner, and parrots with split tongues to imitate speech.

HORSES (F-65) — Horses are despised by the nomads, and so are usually kept apart,

ANIMAL PRICES IN NEW PAVIS (in lunars)

species	meat animal	trained animal	cavalry	warbeast
Bison	24%	38	76	190
Bolo Lizard	168	290	590	1875
High Llama	34%	53	106	285
Horse	42%	71	142	355
Impala	6%	10	20	50
Rhino	327	648	1271	3240
Sable	17%	36	72	180
Zebra	50	85	170	426

These prices are averages, and do not take into account such complications as an animal's age, sex, condition, or even the time of year when the sale occurs. The game-master should consider them when the actual sale occurs. Only rarely would an animal be sold for exactly the amount above. The prices mainly reflect relative value and rarity.

Herd man is not openly sold in New Pavis, except in a ground or minced form called mockpork. Most establishments do not serve even this. Steaks or roasts may be discreetly served in certain quarters at a price double that of zebra. Live herd men are not sold within the aegis of the Pavis Royal Guard.

around the zebra pens inside the Rubble. There, they are not necessarily immune from nomad attacks, but they are safer. Some horses are kept within the walls of New Pavis, but not many.

NOMAD ANIMALS (F-1) — Tribesmen wish to purchase animals appropriate to their tribe must work through the Eiritha temple, agent for all such purchases. Riding animals for Praxians are not kept near the city, and one may wait a week before one can pick an animal. A nomad can usually do the job faster by going out into the plains himself to find a herd.

ZEBRAS (F-65) — Zebras underwent a Renaissance when the Sartarites came. Now, the Lunar puppets currently in charge of the Rubble-based Zebra tribe use all their skill to increase the herds. More and more people are buying cavalry zebras rather than horses, and the market for war zebras is very high. The empire has imported specialty animal trainers from the heartlands to aid the project and their expertise has increased zebra births. All zebras must be bought through representatives of the Pavis Royal Guard.

Armors

DEREK'S FINE POLEARMS (P-10) — Derek Dwarffriend is a master armorer of the Flintnail cult and specializes in making and wielding such hafted weapons as axes, halberds, spears, etc. He can also make shields and armor, but his skill is not as high with them: there is a 10% chance that they will absorb 1D4 points less damage than they should.

GORAM'S STURDY WEAPONS (Office P-13) — Goram is a dwarf Rune lord of Flintnail whose major skills are in his crafts. On a cult mission to the Rubble, he rescued the iron armor and weapons of another Flintnail Rune lord who had died in the midst of chaos monsters; Goram was rewarded with a spirit, but since then he has maintained his smithy in the dwarf holes and an office outside where he sells excellent weapons and armor to whoever will buy.

They say that his eyes light up still when he hears spectacular stories of derring-do and treasure in the Rubble, and he may yet don his iron armor and venture forth again. He gets along very well with most humans, and counts as a particular friend Bendorath, the young new priest of Pavis.

HONEST HERMOSEUS' FINE WEAPONS (P-10) — Hermosius, an ex-sergeant of the Lunar army, sells used Lunar equipment. He is no armorer, and is no judge of the fitness of a weapon or piece of armor, though he prides himself justly on never selling an ill-fitting piece of armor — a benefit of his long experience.

Weapons sold by Hermosius have 1D6 points less damage they can receive before breaking, and the armor he gives may well have hidden flaws. Armor sold by Hermosius has a non-cumulative 05% chance of breaking after the first blow received in each fight. Hermosius is aware of these problems, but, despite his name, he doesn't tell his customers.

KALF HALDELSON (S-97) — Kalf represents the Bronze Workers guild on the City Council and may leave most of his work to his helpers for days at a time. But, his personal bronzework is of high quality and reliability. When he himself works, he strips to apron and loincloth and can be seen at the front of his shop, pouring bronze into molds or sharpening weapons with a grinding wheel.

A man of few words, he has great political power within the city. The other armorers and metalsmiths do not associate with politicians, leaving the reins in his hands. So far he has not betrayed them.

Assorted Goods

SADDLER BY THE WELL (F-66) — This shop is near the well in the Farmer's Quarter. They specialize in non-wearable leather goods, making saddle tack, furniture, tents, sacks, backpacks, sleeping rolls, plates, cooking implements, wineskins, scabbards, and a hundred other useful leather items. In an area where herds are omnipresent, people

use leather where they might have once used pottery, metal, or wood. Saddler by the Well will work to any design.

This is another business owned by Byrgga Scissortongue, the mayor.

Clothiers

THE BISON HIDE (P-13) — This leather-worker is a Bison tribesman named Tokel who followed the way of Issaries after associating with Kost the merchant some ten years before. He settled into New Pavis and provides leather clothing and armor for adventurers and town braves.

Tokel's work is known for serviceability. He makes; he does not embellish. His prices are standard. With a couple of townborn lads as apprentices, he can finish a suit of leather armor in a week. He will also work with cuirboilli, but the stiffening process adds another week to the waiting time, and another increment in price, as shown in the price lists in the Players Book.

MAGIC NEEDLE (O-1) — Byrgga Scissortongue is the mistress of this establishment. Six competent journeyman-level seamstresses turn out clothing for the rich and newly rich. Prices are standard, as is the work's quality, but Byrgga's political position as mayor gives her access to fashionable trims and ornaments available to no other seamsters, so her shop's work is popular.

Equipment Sellers

HOLD, CARRY, & SELL (P-8) — General outfitters with good imported equipment. Sells all types of goods at usual prices.

GODJA MISSILES & WEAPONS (P-6) — Makers of slingshots, slings, arrows, and darts. Re-sellers of other hand weapons.

OUTRAGEOUS FORTUNE BOWYERS (P-12) — Makers of excellent bows, arrows, spears, and javelins of all types.

Treasure Buyers

HARNAFEL'S MAGIC GOODS (R-57) — Former Lhankor Mhy priest, now retired, who runs a lively business in buying and selling minor exotic magic items. No crystals for sale, but always ready to buy.

HONEST KOLLI'S ARTIFACT APPRAISERS AND TRADERS (P-2) — Honest Kolli, a member of the City Council of New Pavis, maintains a large establishment specializing in buying jewelry and magical artifacts from adventurers and converting coins they may have found into jewelry and other ornaments for easy portability. Honest Kolli actually lives up to his name, and takes only a 10% commission for trading in coins for jewelry. He guarantees to buy the items back at the worth given for them, should the buyer need cash. This guarantee only holds for one full season, of course.

Kolli is a Flintnail initiate and a master in evaluating treasure. Moreover, he is a close friend of Gavial Latish, a Lhankor Mhy priest, who has the use of an Analyze Magic spell. Despite this friendship, the use of the spell comes high, and Kolli honestly passes that expense on to the adventurer.

Kolli is likelier to get the immediate use of the spell than any random adventurer coming to the Lhankor Mhy temple asking for analysis.

PAVIS TEMPLE (P-31) — Fleeter Nemm, the main Daughter of Pavis, wants to obtain items which have to do with the history of Pavis the city or Pavis the founder. The Lunars are partially supporting the temple these days with a tax and it amuses Fleeter to use their money to buy material which might eventually free Pavis.

He especially is looking for magical artifacts, but will examine anything related to the history of Pavis in its days of glory and defeat. One recent acquisition was a suit of copper armor rumored to have been owned by Pavis himself.

TRAINING

Between adventures, the player-characters are likely to seek training. This list contains schools and teachers of note, though the gamemaster should add more as he sees fit. The schools are listed alphabetically, and each entry also tells at least some of the subjects and weapons taught.

Temples are not listed here because they are obvious. These listings are for people who are commonly more available than the overworked temple staffs. Rates are comparable to temple rates, and the instructor typically keeps a quarter of the fee, allots half to overhead of various types, and gives a quarter to guilds for membership, protection, and licenses.

Subjects listed are those where the instructor is a master, at least 90%, and is capable of teaching the subject. Skills listed are only those relevant to adventurers. Others may be filled in by the game master.

The site of the school typically is the main instructor's house, with practicing space either inside, in rented space nearby, or in space rented from an appropriate temple. The instructor's family will be living here as well. The name for the training institute is either the school's title, or the name of the leading instructor. Even an individual instructor is likely to have sub-instructors to aid him.

BRIGHTYEY SPEAR SCHOOL (S-14) — Jaronak the Bright, retired Light Son of Yelmalo, runs this school. As is usual for his cult, he refuses to teach trolls and gives a discount to members of his temple. His school teaches two-handed spear, two-handed spear with shield, one-handed spear, Kuschie horse archery, and large shield.

CHURCHAK THE QUICK (R-81) — This superior trollkin reputedly murdered his master to gain his freedom, and has killed several trolls single-handedly since. His home in the city is a refuge for many escaped trollkin, and he rules them in the

shadows of the city. His school, say most, is only a front for their gang. Still, he teaches well, if you can find him at home. He teaches dart, sling, one-handed spear, medium shield, jump, move quietly, hide in cover, foil restraints, and feign death.

DARIUS ORANIUS (Lunar Barracks, D-3) — Darius is a retired Lunar hoplite who teaches one-handed spear, shortsword, large shield, and javelin, mostly to Lunar soldiers and sympathizers.

EPARIKONDOS SPEECH SCHOOL (R-15) — This former Sword Sage came to Pavis to study the ancient tongue and has remained content ever since. For him, no expedition is so exciting as when he hunts down an elusive verb root or discovers an unknown noun. He gives no discounts and takes no apprentices, as he says, "My mistakes remain my own." He teaches New Pelorian, Pavis, Tradetalk, Old Draconic, Praxian, Tarsh, and Sartarite.

FILBAR'S FINE SWORDSMANSHIP (R-55, second story) — Filbar is a petty nobleman without any income who found a niche in Pavis teaching the *nouveau riche* the finer weapon types popular in civilized countries. He teaches rapier and parrying dagger, small shield, and fist (with or without cestus).

GARRATH SHARPSWORD (F-53) — This adventurer teacher often disappears with friends and students on expeditions into the Rubble. He takes only students who can work a full day with him, cramming the lessons together. A former Sartarite, he fled after the Lunars invaded that land. He teaches broadsword, one-handed bastard sword, medium shield, one-handed spear, and thrown dagger.

HOLFAR'S MOVEMENT SCHOOL (H-14) — An unusual person, this person is from the Holy Country, and has never been able (or has never bothered) to regrow his severed arms. He has strange ideas and teaches an odd variety of skills. He is pleasant and well-liked, except when he is drunk. He teaches ride, jump, move quietly, climb, swim, kick, and oratory.

HUMAKT TEMPLE (F-71) — Besides the usual training by the resident priest and staff of the temple, two noted weaponmasters use these facilities.

Krogar Wolfhelm is an Orlanth Rune priest/lord who teaches all forms of sword and bladed weapons.

Derenx the Handsome is the Guildmaster of the weaponmasters in the town, and teaches one-handed sword and parrying dagger.

SCHARMAN'S ACADEMY (R-89) — Scharman Ingilli is a member of the leading river people's family. His academy teaches as many skills for their people as it can and gives a discount to members of the Ingilli following. The academy also has a contract with the river temple, which sends all its students here. Skills taught include flail, whip, row, sail, swim, Tradetalk, and taste analysis.

SERENA JONGLURE (H-38) — A relative of the Lunar-based Malavar Patroma family, Serena Jonglure came to New Pavis from

the empire some five years ago. She teaches thrusting sword, parrying dagger, and small shield, in addition to several musical instruments and song styles. She is something of a dilettante, and her students have an annoying habit of picking fights to demonstrate their skill, even though their teacher has not been involved in a fight the entire time she has lived in New Pavis.

SURRAK SHONAR (F-5) — An impala rider of considerable fame and skill, Surrak reviles city living, but never leaves its enclosure, and no one really knows why he stays within its hated precincts. He instructs with caustic tongue and insightful insult powered by a barely-hidden rage. Young town bloods consider it manly to endure his lessons and boast of it afterwards, swearing by his skill, but most of his students are nomads, especially sable riders. He has no apprentices nor aides. He teaches bow, move quietly, spot hidden, listen, hide in cover, and jump.

THURKAN THUMPER (S-70) — Thurkan is a brutal human from the Rubble who once played on a troll ball team. He worships Zorak Zoran. He often accidentally hurts his students. He teaches one-handed mace, maul, medium and large shield, two-handed flail, darktongue, throw, grapple, jump, kick, and fist.

NOTABLES' HOMES

The homes of many folk of high rank are known to the people. These are always well-guarded, and the defenses may include an associate priest on duty or spirits and familiars as well as human guards.

SOR-EEL THE SHORT (H-13) — Commander of the Lunar Army, Governor of Prax and Pavis.

JORJAR THE QUICK (D-33) — Constable of the Garrison.

BANARYOS (O-1) — Commander of the Silver Shields.

SITZMAG REDMOON (F-50) — Commander of the Antelope Lancers.

HUCIPITES (S-76) — Commander of the Marble Phalanx.

INGILLI FAMILY (R-105, 106, 107) — Leading family of Riverside.

MALAVAR PATROMA (H-55) — Head of the leading Lunar family in the city.

EISKOLLI FAMILY MANSION (S-63) — Leading family of the Suntown community.

INDAGOS FAMILY HEARTH (H-62) — Prominent landholding family.

KOST THE TRACKER (H-26) — The only successful Desert Tracker in the city, a self-made man, formerly of the Zebra tribe.

GARHOUND MANSION (H-61) — Leading family of Sartar colonists.

STABLES

Most inns and other dwellings do not have facilities for large animals; only

the wealthy can afford the space. Instead, such creatures are kept in livery stables whose workers are paid to tend the beasts. The quality of care varies.

An unusual consideration of Pavis stables is in the types of animals which they allow, and the types of animals which are actually kept there. Attitudes of both owner and user must be taken into account.

FRIENDLY STABLES (D-66) — Allows all animals; usually has horses, mules, and zebras. Normal rates.

ESKO'S STABLES (D-25) — Has separate quarters for horses and for Praxian animals, but does not allow anything larger than a bison (no high llamas or rhinos possible). High-class and expensive, these stables assure good care.

WHOLE BEASTS STABLE (S-84) — Allows only Praxian beasts, and takes any of those. Used by visitors to the Founder's Market.

HYALOR'S CARE (S-49) — Stable for horses, primarily for residents of Suntown who need on-going stable space.

ALL-RIDER'S STABLE (O-6) — Takes in all types. This stable is favored by the Poljoni, and so has many types actually kept here.

MOTHER'S BEASTS (F-2) — For Praxian animals only, any size welcome. Expensive, but always good quality care.

SALTY STABLES (F-30) — For Praxian animals only. Inexpensive care, and questionable quality.

TWO BOOT STABLES (R-118) — Will take any animal, but in practice restricted mainly to horse customers. Serves the Riverside neighborhood.

EMPLOYMENT

Jobs for adventurers fall into long-, medium-, and short-term employment. In general, long-term employment removes the character from active play for considerable time. Medium-term employment may be performed between play sessions (depending upon your campaign schedule and style). Short-term employment is for an adventure, which may or may not take more than one session of play.

Long-Term Employment

For long-term employment, a character may join the army or else take employment with a nobleman as a mercenary, such as is detailed in *Borderlands*.

Several regular army units, both local and Lunar, accept volunteers. There are two accepted schemes for employment. The most-used scheme is for 25 years of service, after which

the veteran is pensioned off with a plot of land and enough capital to set himself up for the rest of his life and with a tidy additional sum for children. Shorter employment, for five years, is possible, but there is no pension. Pay and experience for this employment is as per mercenary experience in *RuneQuest*.

In both these cases, the player-character risks being ordered to other territory with his unit. Desertion from the army is punishable by severe penalties, including dismemberment. Consider joining the army a permanent commitment for any character.

Currently, the following military units are accepting recruits. The parentheses indicates the location where recruits must sign up. The regiments themselves are actually stationed up and down the river on guard duty for the empire.

THE SUN DOME SPEARS (S-21) — Medium infantry. Must join the Yelmalo religion. Term of 20 years only.

SIR HOLBURN'S AXE BROTHERS (F-77) — Heavy Infantry. Professional mercenary unit. Terms of 5 years only.

LONGSPEAR SLAYERS (F-77) — Heavy infantry. Professional mercenary unit. Terms of 5 years only.

JORDAN'S SCOUTS (F-77) — Light Infantry. Professional mercenaries. Terms of 5 years only.

MAGAN'S GREYS (D-6) — Mixed cavalry. Professional mercenary unit. Must supply own horse or zebra. Terms of 5 or 25 years.

ANTELOPE LANCERS (D-1) — Heavy cavalry. Lunar army standing regiment. Must supply own antelope (sable). Terms of 25 years only.

MARBLE PHALANX (D-1) — Heavy infantry. Lunar army standing regiment. Terms of 25 years only.

SILVER SHIELDS (D-1) — Medium infantry (peltasts). Lunar army standing regiment. Terms of 25 years only.

PAVIS ROYAL GUARD (P-31) See *Player's Book* for full details.

Medium-Term Employment

Medium-term employment lasts from two weeks to a season. Generally, the work is guarding a warehouse, escorting caravans to Dragon Pass, Corflu, or some oasis, or temporarily augmenting the armed force of a landholder. Hiring usually is through one of the weapon schools or through a close relation. Some of the escort services do not train. It is possible to work for one of these escort or guard services for years on end, but one can always leave one's contract for a new job when employed by an escort service, unlike the army.

RUBBLE TRACKERS (P-31) — Band of adventurers supported and maintained by the Flintnail cult. Used almost exclusively in the Rubble as escorts to adventurer parties, horse guards, and guides. Experienced warriors only, no elves or trolls. More information given in the Flintnail cult.

SUNSPEAR GUARDS (S-14) — Yelmalo mercenaries commanded by Gastar the Holy. Infantry unit. Recruits must have spear, bow, and listening, as well as some Detect spells, and Healing 2+.

INGILLI GUARDMEN (R-89) — The preferred guards for river craft. Commanded by a member of that illustrious river family which runs part of Pavis.

GOVORAN'S MEN (O-25) — Mixed foot and mounted men. Requires decent experience and a good mixture of skills and magic. Open only to Orlanth initiates.

THE MAROLLO ESCORT SERVICE (O-61) — Guaranteed to satisfy any escort needs. No restrictions to join. Fees are paid to characters possessing or knowing some exotic skill, spell, or magic item, for remaining on-call and available to the service at need. Very large and popular.

TEMPLES of appropriate cults may also offer employment.

Short-Term Employment

Short-term employment is offered to persons willing to undertake dangerous expeditions into the Rubble. It is always possible to enter the region as an independent. However, the employers listed here are known for their connections both inside and outside the Rubble and make every effort to succeed. Thus, they can promise more safety in return for a bigger part of the take.

This list gives places well-known for hiring short-term adventurers. Hanging around the right (or wrong) places may turn up other opportunities. Terms vary according to employer and attitudes.

DERENX' WEAPON SCHOOL — Offices at the Humakt temple.

KOST THE TRACKER — Residence in Rich Hill.

LHANKOR MHY TEMPLE — See Temple, Front Office.

HARRAN THE GOLDEN — Offices in Sun Court.

ENTERTAINMENT

Most of the inns and taverns save on entertainment costs by letting the customers entertain themselves, providing the occasional deck of cards or dice as called for (customers must bring their own knives).

However, a number of wandering singers and players drop in at various watering holes and perform for tips or occasional free drinks from the

customers and management. Each minstrel or group of minstrels has a favorite circle of places to perform, where they are well-known. The circles often overlap. Below are some of the "top acts" of Pavis and where they usually can be found.

THE MINSTRELS THREE — This trio includes one former adventurer (the bass) who is now a Healer. The tenor is a Lhankor Mhy apprentice by day, and the baritone ekes out his living solely on his singing earnings. They sing bawdy drinking songs and satirical pieces about people and places too far away to know about it, and are popular, partially due to their reliance on sing-along ditties with amusing choruses.

Favorite spots: Gimpy's, Sable Horn Inn, and Riverfish Inn.

BLONDE PIPER — This curvaceous lass has a clear soprano voice and a way with a ballad or slightly suggestive ditty that gives her a following anywhere she sings. She may have once been a street waif, though her singing has enhanced her living conditions. Her flirtatious ways provide her with a string of ardent admirers.

Favorite spots: Gimpy's, Erigio's, and Moonlighter's Inn.

THE CHANTEYMEN — These three singers (two male, one female) are fiver folk and have a large repertoire of boat songs and topical songs tailored for particular audiences. They are new on the scene, and are trying to break away from what is still their main source of income — singing chanteys to help river folk do their chores.

Favorite spots: Riverfish Inn, Hormar's Fish Factory, Loud Lilina's, and Sable Horn Inn.

HALLARAX THE SINGER — This member of the City Council is also a first-class bard, and master of the Minstrel's Guild as well as that of the Rivermen. His repertoire has few river songs in it, as that is the job of the chanteymen he captains. Instead, he specializes in heroic ballads, and is not beyond making up new ones to fit recent events. "The Climbing of Condor Crags" is a recent creation of his, to celebrate some henchmen of Duke Raus who climbed Condor Crags to bring their master condor eggs.

Favorite spots: Moonlighter's Inn, Erigio's, and Riverfish Inn.

CHUKAN CHANTEYMAN — This immigrant from Peloria plays lute magnificently and knows many charming ballads and songs to sing with it, in his pleasing if not magnificent voice.

Chukan is often gone for extended periods of time, but reappears at unexpected times. He can be prevailed upon to teach Lute to aspiring students on a tutorial basis, and specializes in charging exorbitant rates to teach the young of the wealthy, going into their homes to teach the children. See Chukel the Clever, in the Thieves of Pavis section.

Favorite spots: Golden Dolphin, Erigio's, Moonlighter's Inn, and Silibar's Fancies.

HORO'S HOUNDS — This character comes from the Lunar empire, and boasts a trained dog act, using "Moon Poodles", (with white fur dyed pink) in a variety of clever stunts. He is popular among the animal nomads, to whom his dogs are an exotic beast.

Favorite spots: Beleaguered Buffalo, Bob's Bisonburgers, Sable Horn Inn.

SAKURNO, THE MYSTIC ESROLIAN — Claiming to come from the Holy Country, Sakurno puts on a variety of mind-reading, conjuring, and prestidigitation acts. His personable ways and rapid patter have made him quite popular, and taverns are crowded on the nights that he puts on his act.

Favorite spots: Moonlighter's Inn, Bristle Inn, Hoplite's Home, and Silibar's Fancies.

THE MAGNIFICENT PLOMBER BROTHERS' WAYFARING CARNIVAL — The Carnival is of Sartarite origin, where it was having financial difficulties until the owners began making the long trek across Prax once a year to play in Pavis, Corflu, and the Sun Dome lands. The entertainment-starved Pavisites flocked to the Carnival's attractions and it was saved. The Carnival stays in Prax and environs during late Earth season and the first part of Dark season, traveling back to Sartar before the first rains of Storm season.

The Carnival has several "freaks of nature", jugglers, acrobats, fire-eaters, trained animals (including a mangy mammoth), and similar treats. On the regular circuit, the Carnival stays in Pavis for the last week of Earth season and the first two weeks of Dark season.

THIEVES OF PAVIS

Most of the adventurer residents of Pavis could be called thieves, for their main occupation is assaulting and ransacking the assorted troll, broo, elf, and nomad homes in the Rubble. However, the city of New Pavis also supports internal thievery, even beyond the prices charged by most suppliers and sources of entertainment.

Besides the free-lance thieves, who are often caught, there are three thief rings, as well as a chapter of Black Fang in town. The three rings are all Lanbril-connected, and are related to one another, but their operations are independent.

None of the "temples" of Lanbril, nor the fang of Black Fang, are at set locations. Most of them wander about the slums of New Pavis, setting up in appropriate locations in Riverside or Oldtown. The members of the gang keep up on the new locations and gather there on prearranged days.

The principal Lanbril gang is called the Hole Lords, and the priest claims to come from a Rubble family of Lanbril worshippers stretching back to the time of Pavis himself. The gang does seem to have been in New Pavis

since its building, and has had one priest retire in favor of his son, who now holds the reins of power.

The members of this gang are closely connected with the mysterious underground figure known as "Rat", and will often do errands for him. They are also said to have connections with Lunar Intelligence, though the corpses keep obscuring any definite proof.

The other two Lanbril operations are much smaller than the Hole Lords. The second largest is called Harli's Men, and they specialize in stealing warehouse goods and performing second-story jobs. Harli is a newcomer; an immigrant from Tarsh who followed the Lunar army. His gang has been labeled as agents of a priest known as Gimjim. However, this does not seem to put a crimp in the constabulary's efforts at suppressing the gang. Many of the initiates and lay members are in jail awaiting mutilation, exile to salt mines, or death, for Harli has had the worst luck in planning and accomplishing jobs.

Personally, Harli is very charismatic and persuasive, and often recruits new members himself, but his carry-through as a gang leader is lacking.

The smallest gang in town is a spin-off from the Hole Lords known as Knobby's Nippers. The priest is a former initiate of Lanbril who made good and the gang primarily operates in Farmer's Quarter and Old Town. His specialty seems to be faginism, the recruiting and use of children to rob and steal. The youth gangs of the areas seem to work for him, but may not be members of his temple. In exchange, he arranges for training in the thievery arts for them.

The sole Master Thief in Pavis is not directly connected to any of the gangs, though he has contacts in all of them. His name among thieves is Chukel the Clever, and he lives in various residences in Riverside and Badside. He is the teacher to whom aspirants are sent to for advanced training in thievery arts, for he is a master of all of them.

Chukel disappears periodically, and soon thereafter the minstrel Chukan Chanteyman arrives, again to play his lute and sing at taverns and eateries. He also teaches lute to aspiring musicians. As he has no studio, he teaches his students in their own abodes, visiting often to provide the lessons.

The thieves of Pavis concentrate on second-story work, picking pockets, and cutting purses. There are enough soldiers and adventurers in town, usually casually armed with more

weaponry than a thief carries, to discourage strongarm robbery. Armed robbery in this town is usually the work of an out-of-luck adventurer, who'll discover for himself why such blatant robbery is a mistake in Pavis.

Highway robbery is virtually unknown around a city connected to other locations only by well-armed caravans. Mounted Lunar regulars ready for nomad attack would make short work of any highway robbery gang, and the gangs of the area know this well.

Con games and rigged games of chance are rife in the town, but this must be expected in a city where a day's adventuring could bring untold wealth to the adventurer, and attract dozens of hungry human sharks to separate the adventurer from his hard-won gains. It is a Pavis truism that "More money is won off adventurers than er'r won by them."

Temples

This is a listing of all the temples in New Pavis, in alphabetical order. "???" indicates that the temple location is hidden. Locate these at the game master's discretion.

AIR (P-21)
 ARGAN ARGAR (P-16)
 BLACK FANG (??)
 CHALANA ARROY (P-19)
 EIRITHA (F-1)
 EIRITHA SABLE (B)
 ERNALDA (P-20, M-11)
 ETYRIES (P-15)
 FLINTNAIL (M-11, P-31)
 HUMAKT (F-72)
 IRRIPPI ONTOR (P-22)
 ISSARIES (P-15)
 LANBRIL (3 x ??)
 LHANKOR MHY (P-22)
 LORKANOS (P-4)
 LUNAR ARMY (D-1)
 ORLANTH (see Air)
 PAVIS (P-31)
 STORM BULL (F-12)
 ULERIA (S-40)
 WAHA (F-1)
 YELMALIO (S-22)
 ZOLA FEL (R-139)

Places

ANIMALS

Butari's Birds (F-13)
 Horses (F-65)

Nomad Beasts (Eiritha Temple (F-1)
 Zebras (F-65)

ARMORERS

Derek's Polearms (P-10)
 Goram's Sturdy Weapons (P-13)
 Honest Hermosius' Fine Weapons (P-10)
 Kalf Haldelson (S-97)

BUYING & SELLING

Bison Hide Leathers (P-13)
 Godja Missiles & Weapons (P-6)
 Harnafel's Magic Goods (R-50)
 Heartland Imports (D-10)
 Hold, Carry & Sell (P-8)
 Honest Kolli's Artifacts (P-2)
 The Magic Needle (O-4)
 Outrageous Fortune Bowyers (P-12)
 Saddler by the Well (F-66)

CHARITY

Teelo Norri Poorhouse (R-79)

ESCORT SERVICES

Govorán's Men (Geo's, O-25)
 Ingilli Guardsmen (R-89)
 Marollo Escort Service (D-61)
 Rubble Trackers (Pavis Temple, P-31)
 Sunspire Guards (S-14)

INNS

Bristle Inn (P-11)
 Erigio's (D-37)
 Fish Legs (R-1)
 Geo's (O-25)
 Gimpy's (O-40)
 Golden Dolphin (R-136)
 Goldfang's Grotto (R-87)
 Jareen's (O-14)
 Loud Lilina's (O-29)
 Moonlighter's (O-19)
 Reed Inn (D-15)
 Riverfish (R-122)
 Sable Horn (D-20)
 Silibar's Fancies (O-3)
 Silk 'n' Plume (D-35)
 Transients Welcome (F-33)

MERCENARY REGIMENTS [Recruiting Offices]

Sir Holburn's Axemen (F-77)
 Jordan's Scouts (F-77)
 Longspear Slayers (F-77)

Magan's Greys (D-6)
 Sun Dome Spears (Yelmario temple, S-21)

NOTABLES' HOMES

Banaryos, captain of the Silver Shields, (O-1)
 Eiskolli Mansion (S-63)
 Garhound Mansion (H-61)
 Hucipites, captain of the Marble Phalanx, (S-76)
 Indagos Hearth (H-62)
 Ingilli Family (R-105, 106, 107)
 Jorjar the Quick (D-33)
 Kost the Tracker (H-26)
 Malavar Patroma (H-55)
 Raus of Rone (D-34)
 Sitzmag Redmoon, captain of the Antelope Lancers (F-50)
 Sor-Eel the Short (D-1, H-63)

STABLES

All Riders Stable (O-6)
 Esko's Stables (D-25)
 Friendly Stables (D-66)
 Hyalor's Care (S-49)
 Mother's Beasts (F-2)
 Salty Stables (F-30)
 Two Boot Stables (R-118)
 Whole Beasts Stable (S-84)

TAVERNS

Barrel O' Brew (D-9)
 Beleaguered Buffalo (F-43)
 Bisonbones (F-58)
 Bob's Bisonburgers (F-24)
 Grainearer's Glade (S-53)
 Homar's Fish (R-41)
 Hoplite's Home (D-4)
 Nan's Breadbox (O-7)
 Rowdy Djo Lo's (R-129)
 Stomp & Brew (F-22)

TRAINING

Brighteye Spear School (S-14)
 Churchak the Quick (R-81)
 Darius Oranius (Lunar Barracks, D-3)
 Derenx the Handsome (Humakt, F-72)
 Eparikondos Speech School (R-65)
 Filbar's Fine Swordmanship (R-55)
 Garreth Sharpword (F-53)
 Holfar's Movement School (H-14)
 Krogar Wolfhelm (Humakt, F-72)
 Scharman's Academy (R-89)
 Serena Jonglute (H-38)
 Surrak Shonar (F-5)
 Thurkan Thumper (S-70)

Rumors

Rumors are the adventurer's stock in trade and main source of ideas for adventures. The following list of rumors is given with no indication of

their correctness or incorrectness. This will be up to the individual referee. These rumors should be parsed out to the player-characters, slowly and in as

contradictory a manner as necessary. Some of the rumors undoubtedly are false, as the gamemaster can tell by glancing over some of the scenarios — unless, of course, the GM changes the scenarios.

Other rumors occur solely to give the gamemaster ideas for his own scenarios in the city or in the Rubble.

Some names show up only on this list; they have not appeared before, and will not be seen again, though they might lead into adventures coming in *Big Rubble* or in a later Pavis adventure book. Other items come from Steve Perrin's original Pavis campaign, and have been added purely for local color and remembrance. The gamemaster has discretionary use of all of this material, and always should adapt it to his special needs.

The following rumors can be heard by any character who knows the local language and who has the stomach to hang around taverns for days, gabbing and chugging ale and wine. Each paragraph presents a new rumor. The rumor appears first in the entry, then is followed by a likely source. The rumors are loosely organized by their main subject.

Lunar Empire Plans and Personalities

Jotaran Longsword is looking the other way concerning anti-Lunar meetings — disgruntled pro-Lunars.

The Lunars are going to double tariffs on the river trade with Adari and Corflu — fishermen and traders.

The Lunars are upset because the Yelornans are recoinning Lunars and erasing the Imperial markings — any government worker.

The Crimson Bat may be visiting Prax soon — Orlanth cultist.

The Constable is appointing trolls to the night watch as part of a Lunar plot to sell out the humans of New Pavis to the trolls of the Rubble — general barroom rumor.

Derenx the Handsome is master of the Weaponmasters' guild because he bribed either Sor-Eel or Jotaran for it. — general rumor.

The Lunars are going to marry Zola Fel into their pantheon and gain full control of the river — Riverside residents.

The Lunars will not permit the Yelornans to set up a temple in New Pavis — general rumor.

Local Personalities and Scandals

Griselda is hiding out in the Rubble with her lover Wolfhead after selling

every cult in town false treasure maps — general rumor.

Griselda killed a large dark troll in single combat — general rumor.

Byrgga Scissortongue is holding surreptitious Orlanth worship in her home on Rich Hill — general rumor.

Kost the merchant is forming a Bison Rider personal guard — general rumor.

Treasure Trove Hurbi has been seen in Adari — local residents.

Treasure Trove Hurbi was slain by Griselda and Wolfhead — local residents.

Wolfhead and Griselda raided Balastor's Barracks and escaped with great treasure — Gimpy's tavern.

Krogar Wolfhelm has a hiding place in the Rubble from whence he raids Lunar patrols and the trolls — general rumor.

Krogar Wolfhelm and Wolfhead are brothers — general speculation.

A wyrm has been visiting the Sun Dome temple every week or so for the last several months, usually on Fireday — Oldtown residents.

Kalf Haldelson secretly leads the Free Pavis faction — general rumor.

The new Pavis priest, Bendrath, has been to Balastor's Barracks to search for the Axe — Gimpy's tavern.

If you need secret information, look for the thief known as Rat. He has spies everywhere — Riverside residents.

Fleeter Nemm of the Pavis temple is offering high rewards for artifacts of Pavis' glory — general rumor.

Zola Fel cultists believe in subtlety; never trust the word of a fish — Riverside residents.

The Sable and Zebra tribes are plotting to take over New Pavis; their principal agent is Simbal, one of Wolfhead's followers — Oldtown residents.

Griselda was the mistress of the governor, Sor-Eel — vague rumors.

Sor-Eel is in danger of being visited by the empire's Tax Demons — local idlers.

The Lunar investigator, Gimjim the Grim, is actually a member of Black Fang — general rumor.

The notorious bandit, Hargart the Blade, has stolen a magical artifact from the Sable tribe — Gimpy's tavern.

Kolli the Portly spends a lot of his time in Badside — residents of Badside.

Sor-Eel has exiled Duke Raus of Rone to his river estate for a year — general rumor.

Duke Raus has an eccentric collection of phony diamonds in his treasury — Downtown residents.

Duke Raus recently found a major treasure and is storing it in his townhouse — Riverside residents.

The head of the Ingilli family has just died, and it has been kept secret for a week — Suntown residents.

Jorjar the Quick's grandfather was a troll, and so he can see in the dark himself — Oldtown residents.

Zola Fel Rumors

The priests of Zola Fel want to marry their god into the Lunar pantheon — Riverside residents.

The river is constantly at subtle war with the animal nomads of Prax — general rumor.

Many of the old artifacts of the Zola Fel cult are buried in the Rubble and the cult is anxiously seeking them out — Riverside residents.

The street gang known as the Dolphins is actually the chosen instrument of the Zola Fel cult — member of the Dolphin gang.

Rumors of Menace

The trolls of the Rubble are planning a major campaign against New Pavis; the starting time might be already here — Suntown residents.

The Black Fang cult wants information on the interior layout of Duke Raus' townhouse — Oldtown residents.

The earth beneath Pavis and the Rubble is honeycombed with tunnels providing secret refuge for a great number of Chaos beasts — general rumor.

The Sable and Zebra tribes are plotting to take over New Pavis — Oldtown residents.

There is a Master Thief in the area who has robbed many of the houses of the rich — Any merchant.

The Master Thief is probably the mysterious personage known as Rat — general rumor.

The master thief robbing the rich is connected to Black Fang, or maybe Lanbril, and hides all the loot in the Rubble — general rumor.

There is a band of broos in the Rubble that are half-plant, and nearly impossible to slay — Gimpy's tavern.

A rebellion is being fomented in Sartar. The Lunars will be forced to leave Pavis, and the nomads are already whetting their swords, ready for the slaughter of the Pavis residents — Any City Peacer.

Contents

This table of contents will aid in finding particular information quickly in *Pavis*. The entries have been categorized and alphabetized within each category. The reference for each entry consists of a letter (the abbreviation for the particular book in which the entry will be found) and of a number (the page of the book on which the entry will be found). The letter codes are CG (City Guide), CK (Common Knowledge), and E (Episodes).

CHAPTERS

Additional [Political] Groupings . . .	CG31
Burglary at Raus' House	E21
City Description	CG14
Civilized Prax	CG3
Corflu	CG7
Gimpy's	CK23
Great Chart Capar	CK21
History and Background	CK5
Lanbril Cult	CK28
Living in Pavis	CG32
Neighborhoods	CG18
Pavis Cult	CK34
Pavis Encounters	CG 28
Pavis Politics	CG 30
People of the Valley	CG6
Political Movements	CG31
Powerful People	CK17
Researching Information	E4
Rumors	CG39
Scenario Hooks	E5
Sun County	CG8
Trade in Prax	CG13
Using the Rubble Forms	E2
Welcome to the City	E8
Zola Fel Cult	CK37

ILLUSTRATIONS

Adventurers	CK18-19
Axe Brother	E7
Beside the Cradle	E30
Burglary at Raus' House . . .	E (front cover)
Fine Fellows	E11
Giant Baby	E53
Lhankor Mhy Temple View . . .	CG20
Longspear Slayer	E7
Lunar Mercenaries	E36
Marble Phalanx	E8
New Pavis & Rubble	CK8-9
Oldtown Alley	CG25
Pavis Temple	CK (front cover)
Proprietors of Gimpy's	CK24
Silver Shield	E8
Sun Dome Temple (Pavis) . . .	CG32
Watchdog of Corflu	E60
Zebra Rider	CK12

MAPS

Badside Neighborhood	CG27
Corflu	CG8
Downtown Neighborhood	CG19
Dwarfside Neighborhood	CG26
Farmer's Quarter Neighborhood .	CG24
Genertela	CK4
New Pavis	separate map
Oldtown	CG25
Public Neighborhood	CG19
Rich Hill	CG26
River of Cradles	separate map
River of Cradles (north)	CG4
River of Cradles (south)	CG5
Riverside Neighborhood	CG21
Suntown Neighborhood	CG23
Zebarside Neighborhood	CG27

PLANS, DIAGRAMS, FORMS

Adventurer License	E (inside back cover), CK (back cover)
Adventurer Registration	E (inside back cover), CK (back cover)
Cradle, A Deck	E50-51
Cradle, B Deck	E51
Cradle, C Deck	E52
Cradle, D Deck	E53
Cradle, E Deck	E54
Cradle Forward View	E50
Cradle Starboard View	E50-51
Gimpy's	CK25
Master Expedition Form	E (inside front cover)
New Pavis Neighborhoods	CG18
Sun County Temple	CG10-11

STATISTICS

Axe Brothers	E28
Beaked Dragonwts	E39
Blorn the Statue	E46
City Patrol [3 each Axe Brother, Marble Phalanx, Pavis Royal Guard, Silver Shields, Trollkin Watch all without spells]	E6-7
Commander's Guard	E38
Dark Trolls	E41
Fine Fellows	12E
Giant Lice	E47
Giant Rats	E46
Giant Sow	E46
Giant Water Serpents	E63
Light Assault Troops	E58
Longspear Slayers	E25
Lunar Irregulars	E56
Marble Phalanx	E27
Mellowy	E24
Nemolayope	E46
Piglins	E47
Priests and Wyverns	E62
Silver Shields	E26

Sun Dome Pikemen	E59
Thieves	E43
Troll Bridge Guards	E16
Trollkin Nightwatch	E22
Trollkin Warriors	E42
Warriors and Wyverns	E63
Wooden Statues	E48
Zutuch's Raider Trolls	E18

TABLES AND LISTS

Animal Prices	CG34
Cradle Scenario Check-Off List . .	E (A&B, 31-32)
Day Encounters	CG28, E(back cover)
Neighborhood Initials	CG18
Night Encounters	CG29, E(back cover)
Number of Rune Masters	CG15
Pavis Chronology	CK5
Places	CG38
Population Distribution	CG6
Prices in Pavis	CK14-15
Rulers of Sun Dome County	CG9
Temperature & Precipitation	CG6
Temples	CG38



COMPONENTS

City Guide for the Gamemaster
Common Knowledge for the Players
Episodes for the Gamemaster
Map — River of Cradles
Map — New Pavis

from

CHAOSIUM INC.
BOX 6302
ALBANY, CA 94706

● ㄣ □ ○ ⊙ ⊕ ⊙ ▽ ㊦ ㊦ R U N E Q U E S T ㊦ ㊦ ▽ ⊕ ⊙ ⊙ □ ㄣ ●

PAVIS

□ △ ||| ㊦ T H R E S H O L D T O D A N G E R ㊦ ||| △ □

Episodes for the gamemaster



A CHAOSIUM INC. Publication



This book may not be reproduced in its entirety by any means without the permission of Chaosium Inc. Portions of this book may be reproduced for private use only, for purposes of illustration and discussion during RuneQuest® games. RuneQuest® is Chaosium Inc.'s registered name for its fantasy role-playing game. This book was printed in the United States of America.

Using the Rubble Forms

On the inside front and back covers of this book you will find printed three forms: the Master Expedition Form, the Freelance Adventurer License, and the Freelance Adventurer Registration Form. These forms are used at various points throughout the *Pavis* and *Big Rubble* adventures.

In an attempt to pacify the boisterous and sometimes destructive adventurers who frequent the frontier town of New Pavis and the vast, betreasured ruin of the Rubble, the Lunar bureaucracy established a system of adventurer registration which they enforce to the utmost.

The Freelance Adventurer License [on the inside back cover] must be obtained as soon as possible whenever entering the city of New Pavis or the ruin of the Rubble. These licenses may be obtained at any city or Rubble gate. In order for an adventurer's license to be issued, the Freelance Adventurer Registration Form [on the inside back cover] must be filled out. The registration form will be kept by the gate office for their files, and it must be renewed each sacred time or the license will be revoked. The license must be carried at all times by the adventurer.

Certain types of adventurers will not be issued licenses. Known felons will either be arrested or expelled from the city. Broos, Thanatari, Malians, known associates of Black Fang, Zorak Zorani, or humans who go to extremes in their worship of chaos can not be licensed. Because there are so many, Orlanthi are currently allowed to be licensed. However, once the Cradle scenario is completed, no new adventurer licenses will be issued until the new Governor of Prax arrives. This could provide interesting possibilities for treasure-hungry adventurers and innovative gamemasters.

Carrying an adventurer license entitles the bearer to certain privileges (in addition to freedom from the penalties for not carrying it listed below).

Adventurers may walk the streets of New Pavis without harassment from the Lunar guard as long as all of the laws of the Empire are obeyed.

Licensed adventurers will be allowed into the Rubble through established gates for the purpose of exploration,

and they will be allowed to retain all goods and valuables found therein (less a 10% exit fee).

Adventurer insurance can also be obtained by licensees for an additional fee of 10% (50L minimum) of the appraised value of all the adventurer's goods. The gate guards will see that all of the insured adventurers' valuables are either given to his or her declared heir (if the heir lives within the city of New Pavis), or to hold those valuables until a specified heir comes to claim them.

Licensed adventurers can ask for and possibly receive aid from the gate guards if a clear danger to the safety of the citizens of New Pavis arises. Of course, if the danger is the result of the adventurers' provocative actions, then reasonable costs may be assessed against the provocators.

Finally, through the licensing system, adventurers may establish legal ownership of valuables. This provides a degree of security for the legal owners of magical weapons, armor, or artifacts.

A further note about the adventurer license — wise adventurers will be sure to register themselves at all of the gate offices of the city and the Rubble. This saves them considerable time when passing through the gates. The gate guards will detain all adventurers until their messenger finds the registration form. If this form is at another gate, the wait could be quite lengthy: all gates have notoriously poor overnight accommodations. Registering at all of the Rubble gates ensures a refuge from the terrors of the Rubble.

The Master Expedition Form [inside the front cover] must be completed in triplicate whenever a party of adventurers enters the Rubble. One copy remains at the issuing gate, a copy must be carried by the party leader, and a copy is sent to the main city offices, once completed.

Penalties for not filling out or carrying these forms are severe. An unlicensed adventurer is an illegal adventurer. Captured illegal adventurers will be stripped of all weapons, armor, and valuables, and be expelled from the city. Illegal expeditions will be banned for life within the Rubble, for no gate guard will allow them to leave.

INTRODUCTION

An episodic campaign is not much use without episodes. The following adventures are for the use of player-characters based in the city of New Pavis. These three episodes were selected because they give the players the feel of participation in the life of the city and because they reveal much about the many relationships found there.

*Further adventures are collected in a boxed companion to Pavis called the **Big Rubble**, which gives much more information about that enigmatic twenty-five square miles of ruin and danger. The **Big Rubble** is only briefly touched upon in this box.*

In the following scenarios, the adventurers first will be introduced to a city under the crimson heel of the Lunar Empire. They are then introduced to the laws and ways of this frontier town through interaction with the citizens and refugees living within the great stone walls.

*The final scenario in this book, **The Cradle**, is truly an adventure of epic proportions. Gamemasters should familiarize themselves with its various facets, all of which have been summarized on a gamemaster's aid in the center of the book, before introducing it to the players.*

Above all, these scenarios are written to be enjoyable for both the gamemaster and the players.

RESEARCHING INFORMATION

The numerous avenues open to players pursuing knowledge in Pavis vary widely in expense and reliability.

The first way, slightest in cost (and in reliability), is through gossip and rumors collected in the taverns and markets. Depending on the Charisma and Oratory of the party members, and upon their persistence and free-handedness with coin, they should be able to obtain an amalgam of truth, rumor, and hogwash.

The second avenue open to adventurers is a search of the records of appropriate cults and guilds. Each cult retains diaries, receipts, letters, and ledgers with varying degrees of completeness and accuracy. In general, the longer a cult has been established in an area, the more extensive its records. In Pavis, Pavis and Lhankor Mhy cult documents would be the most complete; Seven Mothers and guild records would be mostly recent. The degree of official antipathy (or of special friendship) for a person or group may indicate better than usual archives about it. For example, Orlanthi temples keep generally poor records, but their interest in chaos may make them good sources for that topic; similarly, Yelmlio temples likely maintain pertinent troll information.

Other factors must be considered in determining the success of a party's success using temple resources. A long-time member of a cult is likely to receive more dedicated attention than a casual inquirer might get. And the amount of money the players offer as an inducement must be considered. Further, if the players have among them someone skilled in interpreting the records (for example, a Lhankor Mhy cultist or someone with a fair skill in General Knowledge) a direct examination of the records may yield detailed results. Finally, it is possible for the players to hire a skilled scholar to help them evaluate the information they find.

The gamemaster must consider all these factors in deciding how much information the players are entitled to through their research.

Frequently, Lhankor Mhy sages will offer to research a topic for a party at the standard temple rates available to

laymen: 20L per hour of research time. Of course, the staff cheerfully exaggerates the actual time spent in research to enhance the fee, and finding all the information pertinent to a scenario might cost a party 2000L or more. At various times during the research in the general library, certain staff sages may suggest or offer private research services at rates reduced from the temple's standard fee. The cut-rate prices might vary by 700-1000L, depending on oratory, Charisma, and Bargain abilities. These cut-rate fees will usually yield the same information as the official fees would.

Additional information gained by using temple staff as researchers comes from private collections and material inaccessible to lay members.

The standard fee for using the general library of the Lhankor Mhy temple is 1000L, and allows the paying individual free access to the temple's library for the rest of his life as a permanent lay member (unless the cult expells him). This fairly stiff fee is gladly paid by those who need the cult's services. Those too poor to pay, but sincere in their love of knowledge, are generally forced to join the cult as apprentices. This surcharge discourages most seeking training in mundane skills such as combat or adventuring, but many other temples offer such training and Lhankor Mhy is content not to compete with these cults; on the other hand, Lhankor Mhy virtually monopolizes many skills such as Evaluate Treasure, Make Maps, and General Knowledge, and the cult is content to concentrate on these skills. It is also content to charge healthy fees for the researching of specific topics, taking advantage of its well-trained staff. What is less well-known (and officially discouraged by the Pavis temple hierarchy), is that individual sages will often accept fees to do specific research at considerable savings, since all official fees are split 30-70, with the temple getting the larger portion.

If the party happens to employ a cut-rate sage for research, they may be able to get favorable rates from this individual in the future.

SCENARIO HOOKS

Listed here are several ideas to use in an adventure. These hints can serve as starting points for creative game masters. Use them at the beginning of a session, when everyone in Gimpy's is talking. The hints can be passed as rumors, lies, red herrings, or distinct opportunities for the player-characters to engage in activity. You can present them as alternatives to the actual planned adventure. If you desire, you can make the barroom talk unattractive by reducing awards or increasing danger. If the player-characters decide to follow up on one of these, the gamemaster can finish it as a whole scenario, lead the characters on a wild goose chase, or in some way simply end the encounter quickly.

Each scenario hook begins with a single idea of vague nature, followed by a comment in parentheses. Then a series of people and events augment the idea as needed for the campaign, scenario, or encounter are given.

BELLIGERENCE AT THE TAVERN (Someone is looking for trouble.)

- Backhus the Wolf is drunk and trying to get into a duel.
- A Lunar centurion and his bullies are insulting everyone they think they recognize.
- A sable rider has cut the marks of suicidal death upon his forehead, swears he never will leave Gimpy's alive, and swears he will take ten good men with him.

MISTAKEN IDENTITY (Could be the player-characters or their associates who are mistaken.)

- A Lhankor Mhy teacher accuses someone of being a Blaci Fang cultist.
- A merchant accuses someone of being the thief who robbed his store.
- A Lunar sergeant recognizes a deserter from his unit.
- A Sartar exile recognizes an enemy from an old family feud.
- A nomad declares a person to be his escaped slave.

CHECKING OUT SUSPECTS (Something has happened and guards are searching the taverns for information and suspects.)

- People from the Ingilli association are asking about musicians and a green pearl necklace which belonged to the head Ingilli's daughter.
- Jorjar is looking for the people who hired trollkin to rob Landholder Raus of some money.
- Eiskolli family members are asking all about for the whereabouts of a young man in the Garhound family who is reputed to love one of the Suntown council's daughters, and vice versa.
- Someone with a Pelorian accent wants to question people who had their private boats attacked on the river.
- An angry rhino chieftain is hunting the adventurers who bushwhacked and killed his brother.

HIRING THUGS (No weapons, just some back-alley scuffling.)

- A Garhound employee is asking for people who have grudges against the Zebra tribe, reputedly for hassling their meat-buyers.
- Someone with newly-minted lunars is hiring people to rough up the bison mercenaries of Kost the Tracker.
- A Sartarite stranger wants to pay someone to attack a private guardsman one night while the guardsman is on duty, supposedly to revenge a slight to the stranger's wife.

- A landlord's representative wants to hire help in evicting a building full of squatters who aren't paying rent.

MOB SCENES (Raging in the streets.)

- For no stated reason, the Governor has ordered all city gates closed for seven days, except for the postern gates (which are for soldiers only), and the merchants have organized a demonstration.
- A street fight between rival kid gangs has escalated into a major riot.
- A Lunar patrol is accused of acting with murderous intent, and a mob has pursued them to the tavern.
- Rumor says that someone important was murdered, and the crowd has panicked while waiting for news.

ON-THE-SPOT MYSTERIES (Maybe only mysterious to a player-character party.)

- A person drinking from a mug of beer abruptly falls over dead.
- A tableful of women adventurers begin to sing an unfamiliar song, and one by one the rest of the tables of people join in, even though they do not know this song.
- A pickpocket steals items from almost everyone, and then plants them on a character, who is accused of the crimes.

DEALING WITH SQUATTERS (Characters are hired to kick out illegal occupants.)

- They are escaped slaves who deserve no mercy, but are charmingly nice to the characters.
- They are vile, bitter Lunar soldiers discharged from the army for their wounds.
- They are decent folk with nowhere to go.
- They are diseased and cannot be moved.
- The characters suspect they are disguised thieves in their hideout.

SEARCHING FOR AN APARTMENT (Getting settled in town.)

- The landlord won't speak to people of the characters' type.
- The characters go to the wrong door and find a wild party of people from out of the city.
- The characters recognize some trick wording in the rental agreement, either before or after they sign the lease.
- They are offered a special deal if they will do something for the superintendent.
- The landlord will rent to some of the characters, but singles out one as a bad influence and says he won't have that individual in his building.

DAY GUARD JOBS IN THE CITY (Festival day, and guards are hired for the extra workload; as the day wears on, the crimes get nastier.)

- Characters find a storeroom door wrenched open, and inside are a bunch of sassy children.
- A bison has somehow gotten into a shop and must be pushed, coaxed, or otherwise removed.
- Franksters in the crowd cast Demoralize, Disrupt, and Harmonize at random citizens.
- Pickpockets are spied working over the crowd.
- Morocanth are seen mugging drunks.
- Murder on the street by an invisible assassin!
- A crowd pelts a shop with garbage and makes ugly threats about skinning the landlord.

STATISTICS

TROLLKIN WATCH

Weapon	SR	Attk%	Damage
Light Club	7	45%	1D8
Sling	2/9	55%	1D8

Parr%	Pts
45%	20
—	—

SPELLS: Binding, Countermagic 3, Healing 2, Speedart
 SKILLS: Darksense/Scan 60%, Darksense/Scrutinize 40%, Listen 50%
 NOTES: Each trollkin carries a whistle to blow for summoning help.

TROLLKIN WATCH ONE

POW 9	R LEG	01-04	4/4
DEX 13	L LEG	05-08	4/4
HP 11	ABDOM	09-11	6/4
Defense 05%	CHEST	12	6/5
Move 6	R ARM	13-15	4/3
Light Club 20	L ARM	16-18	4/3
	HEAD	19-20	5/4

TROLLKIN WATCH TWO

POW 9	R LEG	01-04	4/4
DEX 13	L LEG	05-08	4/4
HP 11	ABDOM	09-11	6/4
Defense 05%	CHEST	12	6/5
Move 6	R ARM	13-15	4/3
Light Club 20	L ARM	16-18	4/3
	HEAD	19-20	5/4

TROLLKIN WATCH THREE

POW 9	R LEG	01-04	4/4
DEX 13	L LEG	05-08	4/4
HP 11	ABDOM	09-11	6/4
Defense 05%	CHEST	12	6/5
Move 6	R ARM	13-15	4/3
Light Club 20	L ARM	16-18	4/3
	HEAD	19-20	5/4

PAVIS ROYAL GUARD

Weapon	SR	Attk%	Damage
Scimitar	6	50%	1D8+1
Mdm Shield	—	—	—
Composite Bow	2/9	80%	1D8+1

Parr%	Pts
35%	20
45%	12
30%	10

SPELLS: Disrupt, Healing 2, Mobility, Multimissile 1, Protection 2, Speedart
 SKILLS: Listen 55%, Ride 85%, Spot Hidden 40%, Spot Traps 40%
 NOTE: Each guardsman owns a personal zebra.

BANDIT ONE

POW 12	R LEG	01-04	4/5
DEX 13	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Defense 15%	CHEST	12	5/6
Move 8	R ARM	13-15	4/4
Scimitar 20	L ARM	16-18	4/4
	HEAD	19-20	5/5

BANDIT TWO

POW 12	R LEG	01-04	4/5
DEX 13	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Defense 15%	CHEST	12	5/6
Move 8	R ARM	13-15	4/4
Scimitar 20	L ARM	16-18	4/4
	HEAD	19-20	5/5

BANDIT THREE

POW 12	R LEG	01-04	4/5
DEX 13	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Defense 15%	CHEST	12	5/6
Move 8	R ARM	13-15	4/4
Scimitar 20	L ARM	16-18	4/4
	HEAD	19-20	5/5

SILVER SHIELDS, Sans Spells

Weapon	SR	Attk%	Damage
Scimitar	6	40%	1D8+1
Mdm Shield	—	—	—

Parr%	Pts
40%	20
55%	12

SPELLS: Disrupt, Healing 2, Mobility, Multimissile 1, Shimmer 2, Speedart
 SKILLS: Climb 60%, Hide in Cover 60%, Jump 60%, Move Quietly 60%,
 Spot Hidden 30%, Spot Traps 30%, Track 60%

PELTAST ONE

POW 12	R LEG	01-04	0/4
DEX 13	L LEG	05-08	0/4
HP 12	ABDOM	09-11	1/4
Defense 10%	CHEST	12	1/5
Move 8	R ARM	13-15	0/3
Scimitar 20	L ARM	16-18	0/3
	HEAD	19-20	1/4

PELTAST TWO

POW 12	R LEG	01-04	0/4
DEX 13	L LEG	05-08	0/4
HP 12	ABDOM	09-11	1/4
Defense 10%	CHEST	12	1/5
Move 8	R ARM	13-15	0/3
Scimitar 20	L ARM	16-18	0/3
	HEAD	19-20	1/4

PELTAST THREE

POW 12	R LEG	01-04	0/4
DEX 13	L LEG	05-08	0/4
HP 12	ABDOM	09-11	1/4
Defense 10%	CHEST	12	1/5
Move 8	R ARM	13-15	0/3
Scimitar 20	L ARM	16-18	0/3
	HEAD	19-20	1/4

MARBLE PHALANX, Sans Spells

Weapon	SR	Attk%	Damage
Scimitar	7	45%	1D8+1
Lg Shield	—	—	—

Parr%	Pts
40%	20
60%	16

SPELLS: Bladesharp 2, Countermagic 1, Demoralize, Healing 3, Mindspeech 1
 SKILLS: Camouflage 35%, Hide in Cover 35%, Spot Hidden 55%, Spot Traps 55%, Track 35%

HOPLITE ONE

POW 12	R LEG	01-04	1/5
DEX 12	L LEG	05-08	1/5
HP 13	ABDOM	09-11	2/5
Defense 05%	CHEST	12	2/6
Move 8	R ARM	13-15	1/4
Scimitar 20	L ARM	16-18	1/4
	HEAD	19-20	1/5

HOPLITE TWO

POW 12	R LEG	01-04	1/5
DEX 12	L LEG	05-08	1/5
HP 13	ABDOM	09-11	2/5
Defense 05%	CHEST	12	2/6
Move 8	R ARM	13-15	1/4
Scimitar 20	L ARM	16-18	1/4
	HEAD	19-20	1/5

HOPLITE THREE

POW 12	R LEG	01-04	1/5
DEX 12	L LEG	05-08	1/5
HP 13	ABDOM	09-11	2/5
Defense 05%	CHEST	12	2/6
Move 8	R ARM	13-15	1/4
Scimitar 20	L ARM	16-18	1/4
	HEAD	19-20	1/5

SIR HOLBURN'S AXE BROTHERS, Sans Spells

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	7	40%	1D8+1	40%	20
Thrown Axe	3	40%	1D6	—	15

SPELLS: Bladesharp 2, Countermagic 3, Demoralize, Fanaticism, Healing 2, Strength (2)

SKILLS: Camouflage 30%, Hide in Cover 30%, Spot Hidden 55%, Spot Traps 55%, Track 30%

AXEMAN ONE

POW 12	R LEG	01-04	2/5
DEX 11	L LEG	05-08	2/5
HP 13	ABDOM	09-11	2/5
Defense 05%	CHEST	12	2/6
Move 8	R ARM	13-15	2/4
Broadswd 20	L ARM	16-18	2/4
	HEAD	19-20	1/5

AXEMAN TWO

POW 12	R LEG	01-04	2/5
DEX 11	L LEG	05-08	2/5
HP 13	ABDOM	09-11	2/5
Defense 05%	CHEST	12	2/6
Move 8	R ARM	13-15	2/4
Broadswd 20	L ARM	16-18	2/4
	HEAD	19-20	1/5

AXEMAN THREE

POW 12	R LEG	01-04	2/5
DEX 11	L LEG	05-08	2/5
HP 13	ABDOM	09-11	2/5
Defense 05%	CHEST	12	2/6
Move 8	R ARM	13-15	2/4
Broadswd 20	L ARM	16-18	2/4
	HEAD	19-20	1/5

WELCOME TO THE CITY

THE ROAD TO PAVIS

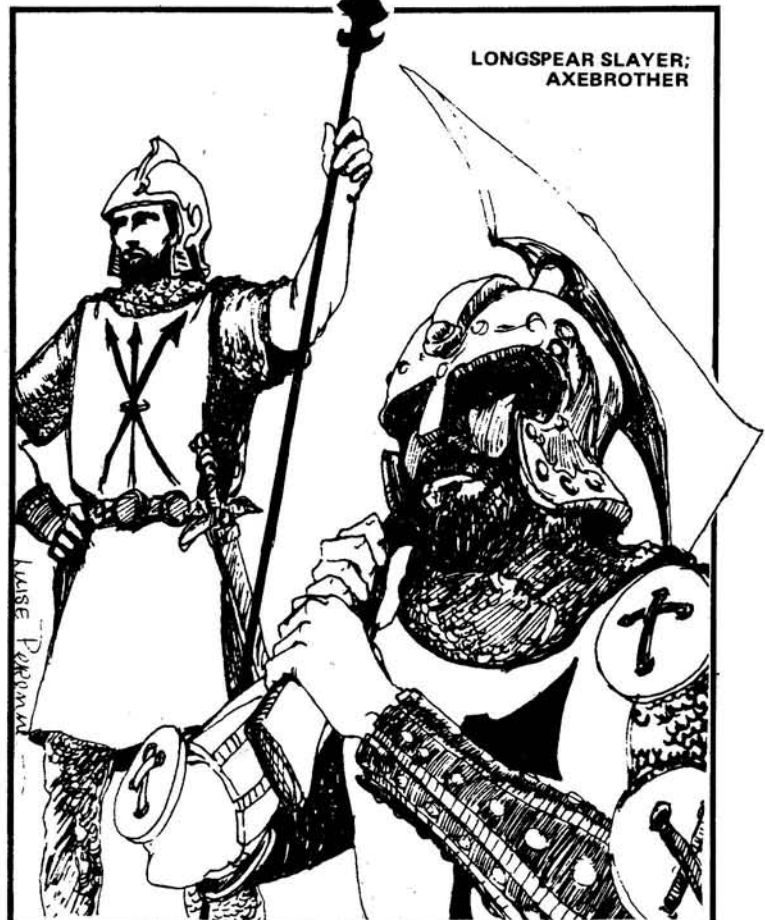
GM Summary: The party approaches Pavis along the Lunar military road and encounters beggars and indigents outside the city. The party may gain valuable information about Pavis and environs by questioning these persons.

Setting: As the party approaches Pavis along the Lunar military road, by the River of Cradles, they will see the great walls of Old Pavis sprawling to the left and right of the river. On the right, beneath the great walls, is seen a lesser walled city, nestled against the great wall. The town is built partially on a hill, and above the walls around New Pavis rise the tall walls and lofty homes of Rich Hill.

As the party approaches the city they see, across the river on the left, another, unwallled, settlement; less imposing, with low, ramshackle buildings and a halo of hovels and desperate shacks. That is the poor luck part of town, known locally as Badside, or Thief Town. The road winds east along the southern bank of the River of Cradles, and terminates at a towered gate guarding the walled town of New Pavis.

As the party draws closer, they notice indigents and cripples along the side of the road. Here, in crude shelters protecting them from the sun, lie failed adventurers, the maimed and the blind, the disheartened and dispirited. Mountless nomads passively watch the travelers enter the city. Beggars cry for charity, promising the blessings of sundry gods of war and mercy.

The party may pause to drop a few clacks into the hat of a withered adventurer and inquire of him the conditions and rumors of the city, or to commiserate with a fellow barbarian down on his luck. Small boys and crafty older brothers swarm around the party, offering to act as guides to the city or to carry the party's gear, extolling the virtues of this merchant's wares or that tavern's fare. After the quiet of the plains, the constant chatter and cries are deafening and bewildering.



"A few coins for a man with no luck! Pray you'll never lose a leg, and beg for your bed!"

"You've got your hands and legs — share with those who've lost 'em!"

"Bless you, boys. May the Light shine on you."

"How's the Rubble, ya say? Well, it's richer for the arm I left in it for sure. It's a hard place, and no mistake."

"Try Gimpy's Inn in New Pavis. There's plenty of talk there for a smart fellow, and Gimpy's an honest egg."

"Hey, hero! Need a place to stay? Clean and safe? C'mon! I'll fix ya up!"

"Ah, brother, your mount walks well with you. What is the news from the Bison Council? Do the rains swell the grasses yet? Here it is dry, and I never smell the rain."

"Maps to the city! Good guides! Don't get cheated! Say, you look new to Pavis. Need a place to stay? Need new gear? Food? A good drink?"

The GM might use these brief encounters as atmosphere, a source of rumors, or as guides to direct the party through his narrative.

As atmosphere, these characters suggest the harsh toll extracted by the Rubble, perhaps foreshadowing dangers to be faced by the adventurers. Even if the players never will have to play one of the wretched cripples lining the highway, they may be able to imagine themselves maimed and forced to learn to live on charity and by begging.

As a source of rumors, this bunch can be as productive as any tavern. The crippled adventurers keep a vicarious link with their former livelihood by hungrily listening to all the gossip, and they are often experienced and can well

MARBLE PHALANX HOPLITE (with spear);
SILVER SHIELD PELTAST



judge the things they hear. Many have first-hand experience in the Rubble which they may try to parlay into some coin.

A young guide can either lead the party away from or into danger, depending upon the game master's wishes. One gamin might prevent the party from being fleeced by a dishonest pawnbroker; another might lead the party to squander their guilders in a cheap dive where they will go upstairs with little sisters, coming down rolled and broke.

THE LUNAR GUARD AT THE NORTHERN GATE

GM Summary: The party encounters the Lunar administrators of Pavis and learns of the rules of the city.

Setting: Before the party lies the gate to New Pavis, now guarded by Pavis' most recent rulers — the Lunar empire. The Lunars charge a small entry toll as an informal tax to help defray the expenses of the New Pavis garrison. The Lunars are shrewd empire-builders, and they try to make every public service pay for itself.

When a party approaches any gate of New Pavis, they will encounter a pair of well-armed and armored veteran guards who casually and routinely study the passersby. Just inside the gates the party can see a squad of guards relaxing in a permanent shelter, whiling away duty time gambling and telling crude jokes, all the time alert to any sign of trouble.

One guard will confidently await the party, assuming they are sensible enough not to try to enter the city by avoiding him. If the party does simply try to walk past, the sentinel will signal the other guards, and politely but firmly intercept the party. He will ask them to wait for a moment while he summons the Lunar registration official, who will emerge from the shelter, blinking in the bright sunlight, and cordially greet the party members. His name is Rudent Pheric; used to civilized Pelorian culture, he is a proper gentleman and townsman, but experienced in dealing with locals.

Pheric: "Gentlemen, is it 'welcome to the city' for you? You don't look familiar, so please excuse my formality. You must register your name and nationality with us, and agree to observe several rules of conduct within the walls of the city.

"Thereafter, I'd be happy to answer any questions you have about the city and how to get about in it. Now, if you will accompany me to my station, we can take care of these little details and get you quickly on your way. If you will please follow me?" He gestures toward the shelter.

Inside the shelter, a clerk will record names and nationalities, destinations, and purposes. Then the official will discuss the rules of conduct in the city.

There are specific prohibitions against: 1) wearing metal armor (aside from helmets) inside the walls. 2) bearing polearms or missile weapons unless they are rendered harmless by being sheathed and laced shut or unstrung. 3) Rune magics may not be used except in appropriate recognized temple ceremonies or duties, or when used by licensed merchants. 4) battle magics are prohibited except when cast in the privacy of your own home, or for battle magics which affect yourself only.

Pheric will be polite, and will emphasize the determination of the Lunar administration to keep New Pavis a clean, safe, and civilized place for its citizens. The Lunars have successfully brought civilization to the provinces, and most citizens would admit that the loss of the primitive atmosphere of the frontier outpost is more than compensated for by the growth of trade and the increased safety and comfort of life in New Pavis.

Pheric: "Now, gentlemen, I cannot stress too strongly our intolerance for violence and outlawry in the city. The Lunar guard is quite capable of handling any disturbance, and citizens are quick to summon the guard to prevent any dangerous or illegal behavior. The citizens of New Pavis are proud of the peace and security of their home, and are quick to protect it. This is not just another frontier town, and it is wise to remember this."

[Rising from his desk] "Now, I hope you will enjoy your stay in New Pavis, and if you have any questions or problems, may I suggest you speak to any guard, who will be able to direct you to someone that can help you. Our administrative staff is located in the city headquarters [D-1], which is near the south end of Marble Street. And, if you experience spiritual turmoil, may I also suggest that you will find the staff of the temple of the Seven Mothers eager to help you with any matters that our administrative staff cannot handle."

"Do you mind if I inquire as to your specific business in the city?"

If the party will discuss their business in the city, Pheric will happily suggest how to get what they want. He will emphasize proper and official channels in achieving objectives, and will recommend the Seven Mothers temple whenever possible as the center of culture and society in New Pavis. He will warn against Badside as being unsavory and dangerous, and will specifically mention the prohibition against unregistered adventuring in the Rubble.

If the party is uncooperative or seems a risk to the peace, Pheric will remain superficially polite and helpful, but after the interview, he will assign a man to tail the party and to report on their activities. The party should receive an appropriate perception roll to spot this agent if they are suspicious about being followed.

Alternative Actions: The party may bypass the Lunar authorities and go directly to Badside, or they may try to sneak into New Pavis without registering with the Lunars. In this case, if constables or a Lunar patrol stops the party and brings them to a superior officer, the lack of registration will be discovered quickly.

Non-Player Characters:

1) The Lunar official, Rudent Pheric, superficially pleasant and welcoming, but essentially a bureaucrat who does not want to deal with anything unusual.

2) A Lunar patrol; a corporal and several men-at-arms whose duty it is to keep the peace.

3) A "plainclothesman" agent of the Lunar administration, a local familiar and comfortable with all levels of society in New Pavis. He doubles as a minor clerical official at the registration station.

FOOD, LODGING, AND OPPORTUNITY

GM Summary: The characters seek food and shelter in New Pavis, and investigate rumors and opportunities for adventure. In the process, the party becomes familiar with the streets and environs of New Pavis.

Setting: Once the travelers register with the Lunars, they will want food and shelter. For the absolutely destitute and the resolutely frugal, there is the Lunar Teelo Norri temple (R-95), where anyone may partake of the Poor Fund and once a day receive potato bread, onions, and red berries (or whatever else is cheap and available) to eat. They may also sleep in the charity poor house (R-94). Indigents hostile to the Lunars would prefer to beg for food and sleep in the alleys of Badside before accepting Imperial charity. This option is also open to adventurers; many a traveler wraps

himself in his cloak and beds down in a deserted section of Badside. Sleeping on the street is not allowed within the walls of New Pavis, and constables will chase offenders across the bridge and out of town after curfew. Adventurers should be cautious; sleeping alone in the open is obviously asking for trouble and, since patrols are infrequent, mishaps may result in serious consequences. Of course, people may also attempt to bed down outside the walls in the surrounding countryside (much safer), or within the Big Rubble, but they should be prepared to protect themselves.

Food may be purchased in any of the open markets in New Pavis or Badside. The food is cheaper in Badside; of better quality in New Pavis. Visitors may eat their food raw or purchase cooked food in market stalls, or they may gather in the camps across the river from Pavis to prepare a simple meal. Since Pavis is an area frequented by visitors of all stations and cultures, often an observer will find friends sitting along the river at sundown, cooking and gossiping, sharing news of the highways and of opportunities for employment and adventure.

For more affluent adventurers, meals and lodging may be purchased at numerous taverns and inns in New Pavis. Such establishments (at least in the better parts of town) tend to attract a higher class of adventurers, as well as more successful traders, businessmen, and townspeople. Good to indifferent meals may be purchased along with strong drink, an attraction popular in most cultures. Poor folk tend to drink at home or in the modest Farmer's Quarter taverns; those taverns tend to be rough places, dangerous for strangers since the locals may resent foreigners who stumble through or mock local ways. Most poor locals both envy and have contempt for the adventurer, envying his freedom and recognizing his parasitism on established society. Local toughs can prove themselves by baiting and humiliating foreign adventurers, ridiculing the reputation of adventurers as tough customers, worthy of fear and respect. There are a few taverns in New Pavis which cater to the foreign traveler; these are often more expensive, but are fairly safe. Certain taverns, such as Gimpy's and Geo's Inn, are run by former adventurers; a hearty welcome, respect, and a hungry ear for tales of the wide world are likely to be found here. Such establishments often serve as informal hiring halls for soldiers-of-fortune, and are common meeting places for related transactions.

Also available are higher-class inns, frequented by well-to-do travelers and officials of the empire. Such establishments are expensive, and a traveler is likely to receive a cool reception unless he is of recognizable wealth or station. Not infrequently, thieves impersonating the wealthy and powerful visit such inns to prey on the careless and foolish. Such activity continues despite all efforts to prevent it.

In the riverbank camps and in the taverns frequented by travelers, rumors and opportunities for adventuring may be found. When the travelers arrive in New Pavis, they will discover that the Rubble is currently off-limits to adventuring by Lunar order, because of increased troll activity. They will also privately discover that the ban is generally ignored. Each situation will be alive with rumors and prospects; many individuals with schemes and proposals will approach the adventurers, who will overhear much idle gossip whetting their appetite for riches. However, most of the chatter heard is either useless or misleading; if the information was worth anything, it would be available only for a price. Most schemes are hare-brained, with bad information and less planning.

Sometimes a chance meeting provides a useful opportunity for the characters; typically, though, such encounters

snare the foolhardy and the inexperienced, and the game master may thereby provide new players with opportunities to learn the hard way that all rumors and offers of adventure do not lead to fortune.

Beyond the specific offers and rumors of the individuals to be found in taverns and around town, a player-character should be told to look for opportunity notices posted on public boards at several taverns, where interested employers may solicit hirelings and specialists for all sorts of tasks. A character should seek employment at various temples, where cultish worshipers may find employment peculiar to their codes and beliefs. The various guard and escort services in town also frequently hire adventurer-types. The Lunar occupation is known to hire private individuals and groups for specific sanctioned government work, including caravan protection and special missions into the Rubble. The Lunars prefer to hire locals and free-lancers for many projects, mainly to supplement their force of more loyal, and thus more valuable, soldiers, and to free soldiers for other work.

Additional Illustrative Dialog: 1) An evening at Geo's Inn. 2) Around the cooking fire at the river camp. 3) A nasty tavern in Riverside where the foreigners are ill-received.

Possible Scenarios: 1) Street sleepers are attacked in Bad-side. 2) Dumb schemes for the Rubble. 3) Pickpockets and thieves among the freeloaders at the Teelo Norri poorhouse.

Non-Player-Characters:

1) Freeloaders from Teelo Norri's temple: vagrants, thieves, lowlifes of all varieties, as well as true unfortunates.

2) Tavern schemer: eager to try out a hare-brained scheme likely to cost him and any collaborators their lives.

3) A group of local louts on the prowl, looking for someone to bait or abuse. Clods delighting in the primitive and vulgar humorous jape — practical jokers of the twenty stitches variety.

4) Geo's Inn barkeep: knows most of the adventurers of any repute in Pavis. May help the party members avoid hooking up with a real idiot, and may offer advice or assistance, depending on the charm of the party members.

THE TEMPLE OF YOUR CHOICE

GM Summary: In an unfamiliar town, a stranger may find comfort and assistance from the local temple of his cult. The player-characters seek out their own temples and learn if these temples can be of assistance to them.

Setting: Many serious and devoted cultists will attend their appropriate temple as soon as they arrive in New Pavis, and any proper worshiper would visit his temple sometime soon after entering the city. Many of the major cults have a temple in New Pavis, and often smaller associate cults maintain a place of worship in sponsor temples, or rent rooms for worship on holy days. Some cults maintain informal public worship along the streets or in private residences, and certain prohibited and ill-reputed cults maintain secret places of worship. Temples are important social and cultural centers in New Pavis, and much of a citizen's free time may be spent in temple-related activities. The temples are also important sources of information and assistance to cultists, in addition to the typical functions of training and education undertaken by most cults. Moreover, most of the organized recreation of the town comes in the guise of religious celebrations. Cultists gather informally for conversation and fellowship at their temples as well.

A traveler visiting a strange town will find his cult affiliations very useful. They will provide him with an instant position in the society, from which he may meet other citi-

zens as an equal. He will often find useful information and assistance from the laymen and initiates; often a hospitable fellow cultist will take a traveler into his home. The official hospitality of the temple is also a great boon to the adventurer far from home. From his own cult and from associated cults an adventurer may obtain at a reduced rate or for free the services of members with particular skills and magics. Further, certain profitable missions may be available only to cultists at the temples.

Given these valuable benefits, a wise adventurer immediately checks in with his temple. He should observe the proper ceremonies and make himself known to the appropriate priests and initiates, inquiring about lodgings or prudent behavior in this place. Local priests get much of their news from traveling cultists, and may be in a position to share useful information. The adventurer should make sure he has made a positive impression; if he gets in trouble, his cult may be a powerful friend in adversity. His temple may also be willing to keep certain objects in safekeeping, like valuable jewelry and magical objects; it is dangerous to carry such items in a city alive with thieves and ruffians. Temple lodgings (for those temples which offer such spots) are usually the best bargain for the money, and may present opportunities for making useful acquaintances.

Certain cults are currently in disfavor in Pavis. The worship of Orlanth, for instance, must be discreetly observed in other Lightbringer cult temples, or in the common Air temple. Cults such as the Cacodemon religion must be extremely secretive about their activities, but these cults continue to exist. With Lunar toleration, the unsettled atmosphere of the Rubble, and the unsavory atmosphere of much of Pavis, there is plenty of opportunity for underground cults to meet and worship.

Most cults sanction missions into the Rubble to rebuild and restore ancient temples, search for missing relics, scourge ritual cult enemies, and to obtain loot. Such missions may be less financially rewarding for adventurers than independent work, but are usually well-informed and organized, and may yield important intangible benefits, such as the praise and gratitude of the cult. Adventurers are also often paid in training and magic, and sometimes in more generous tokens of special cult valuable or magical items. For the single adventurer or the beginner, such expeditions are safer risks than private operations, and usually insure against treachery from within the party. Building goodwill in one's cult is always a useful thing to do.

Additional Illustrative Dialog: A visit to a typical temple by an adventurer just into town.

Useful Background Detail: Temple layout — bunks, offices, worship areas, training and education, recreation, staff quarters, schedule of daily activities, administrative setup, and samples of tasks a temple might perform as service to its gods.

Non-Player-Characters:

Sample temple staff members, for example, from Flesh Man and Humakt temples.

FRACAS IN NEW PAVIS

The game master may encourage digressive encounters and adventures by delaying this section of the scenario, or he may ambush the players the first time they appear in New Pavis, depending on the time available and how disposed the player-characters are to enjoy their freedom of choice.

GM Summary: The party is ambushed by a street gang which will try to goad the player-characters into striking

the first blow. The gang will attempt to mug and rob individuals or the whole party, then try to escape before the watch shows up. The thugs will make every attempt to force the party to act in ways that will prejudice the case against the adventurers if everyone is arrested. The party, ignorant of local law, and accustomed to combat in the wilderness where there is no law, is likely to play into the ambushers' hands.

Setting: The referee should place this encounter in one of the market areas of New Pavis, like the Founder's Market, the Meat Market, or in City Court. Since the street gang encountered has Rich Hill as its territory, the encounter should not be too far from Rich Hill, nor too deep in any rival gang's territory.

The streets of New Pavis often bustle with people seeking a quick meal, purchasing fresh vegetables and meats, and meeting for business and friendship. As the characters maneuver through narrow streets and open market areas, bewildering noise and activity assails them. Children scream and dash as their mothers gossip among themselves and haggle with merchants. Slaves bear great burdens through the streets, and wagons with various goods slowly make their way through the crowds.

The Action: The players sense an ambush in the folk around them; they perceive among the typical citizens a few young men who parallel the party, studying the party and their intent. If the party members can make a Spot Hidden, they notice that the youths are similarly dressed in heavy leatherwork and, while none are carrying weapons too imposing, rapiers, daggers, and heavy staves are certainly useful to have in a fight. Some of the youths seem to have items concealed in their tunics, but the characters have difficulty observing them closely, as the youths carefully weave in and out of the crowd.

The party is being stalked by the Fine Fellows, a gang of street toughs from privileged backgrounds. These young hooligans affect the language and dress of the lower classes as a symbol of their contempt for their wealthy parents. As street gangs go, this group is not particularly rough, but there are a few truly vicious members who get a special thrill out of violence and mayhem.

The leaders, Ragger and Lankin, are loud and clever fellows, admired greatly by the rest of the gang, but they are not really nasty — just young and macho. Wolf and Moe also are decent young men with too much energy; if one of them managed to seriously hurt you in a melee, he would be the first to jump in and try to Heal you. On the other hand, Scar and Mollick are truly dangerous; they go out of their way to hurt, and they seem to enjoy it. Scar is much older than the rest; he has spent time in jail and on Lunar work gangs, and he is destined for a life of crime. Mollick is a ruthless young man without a sense of decency or of morality, and he is proud of what he imagines to be his insights into the way of the world.

The Fine Fellows, though contemptuous of the money and influence behind them, will not hesitate to use their social position and influence to get out of a jam. Since they come from some of the richer families of New Pavis, and the adventurers are nameless soldiers-of-fortune, the party may find itself at a distinct disadvantage in dealing with local justice.

The Encounter:

A pair of small but wiry young men step in front of the party. The two men, Lankin and Ragger, plant themselves firmly in the path of the largest party member and address one another loudly. (If the game master has any skill with

accents, it might be effective to emphasize that these ruffians are locals with some education and considerable poise and confidence, though they speak in the vulgar language of the street.):

Ragger: "Eh, what a hulkin' brute ... !"

Lankin: "... and a monster weapon he's sportin'. Surely he's a danger to us all!"

(As the party tries to ignore the men and pass by, the men remain resolutely in front of the party member.)

Ragger: "Eh, what, 'e's a rude bugger to boot —"

Lankin: "Rather a poor learnin' in culture, I 'spect, from being brought up far from us good civilized folk."

Ragger: "Eh, now, it might have simply been little enough to learn the culture with, if yuh catch m' meanin'." (Gesturing to the head of the large party member.)

Lankin: "And little enough to prove 'e's a man, I s'pect." (Gesturing to the abdomen of the party member.)

If these tactics do not provoke an attack from the party, the ruffians will search for other sensitive subjects by observing the party member carefully.

Ragger: "Ooh, friend, I b'lieve 'e's a Humakt!"

Lankin: "Whaddyaknow? Poor fellow! It must be hard learnin' to eat after the Yanafal T'arnils —"

Ragger: "And what a pity the lickin' they're takin'. Poor things are going to have to start acceptin' broos just to staff the temples ..."

If this doesn't snap the party, the men will try subtle physical harassment:



Ragger: "... and look at this poor fellow's cloak." (Grabs a hanging fold and displays it to Lankin, clucking sympathetically.) "Must be down on his luck, I guess."

Lankin: (Reaching down and between the party member's legs and grabbing the in seam of his trousers) "And look at how worn his britches are."

If such tactics fail, the ruffians will resort to more direct approaches. A rock will seem to appear out of the crowd, aimed at the party member. If he does not respond, two

more rocks appear from another quarter. If the party remains passive and unresponsive at this point, the hooligans will content themselves in having a verbal field day at the party's expense, gathering a large and appreciative crowd that roars at Ragger and Lankin's crude and folksy humor.

If any party member ventures alone outside of the sight and protection of the rest of the group, the gang members hidden in the crowd will descend on him and attempt to mug and rob him. They will try to avoid killing him, for penalties for homicide are serious, but if they can eliminate

THE FINE FELLOWS and their tactics

RAGGER, Hoodlum

STR 12	CON 13	SIZ 8	01-04	R LEG	3/4
INT 14	POW 10	DEX 17	05-08	L LEG	3/4
CHA 6			09-11	ABDOM	3/4
Move 8			12	CHEST	3/5
Hit Points 12			13-15	R ARM	3/3
Defense 15%			16-18	L ARM	3/3
			19-20	HEAD	3/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	40%	1D6+1	30%	20
Dagger	8	60%	1D4+2	65%	12

SPELLS: Befuddle, Healing 2, Silence

SKILLS: Hide in Cover 60%, Listen 45%, Move Quietly 40%, Spot Hidden 50%

TACTICS: Ragger will draw his dagger and fight until wounded, then Befuddle his opponent and maneuver to attack by surprise if possible. Otherwise, he will bug out.

LANKIN, lout

STR 12	CON 14	SIZ 9	01-04	R LEG	2/5
INT 12	POW 11	DEX 9	05-08	L LEG	2/5
CHA 8			09-11	ABDOM	2/5
Move 8			12	CHEST	2/6
Hit Points 14			13-15	R ARM	2/4
Defense 00%			16-18	L ARM	2/4
			19-20	HEAD	2/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Rapier	7	75%	1D6+1	65%	12
Dagger	8	85%	1D4+2	75%	12
Thrown Dagger	3	55%	1D4	—	—

SPELLS: Befuddle, Healing 2, Mobility, Protection 2

SKILLS: Hide in Cover 45%, Listen 30%, Move Quietly 30%, Spot Hidden 45%

TACTICS: Lankin will throw his Protection spell beforehand, if possible, then fight with rapier. He will cast Befuddle on his foe and then attack from surprise if possible.

WOLF, thug

STR 17	CON 17	SIZ 15	01-04	R LEG	2/6
INT 15	POW 15	DEX 15	05-08	L LEG	2/6
CHA 13			09-11	ABDOM	2/6
Move 8			12	CHEST	2/7
Hit Points 18			13-15	R ARM	2/5
Defense 10%			16-18	L ARM	2/5
			19-20	HEAD	2/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Thrown Rock	2	65%	1D4+1D2	—	—
Knife	7	60%	1D4+2+1D4	40%	12

SPELLS: Countermagic 3, Demoralize, Disrupt, Healing 2, Speedart

SKILLS: Hide in Cover 25%, Listen 45%, Move Quietly 25%, Spot Hidden 25%

TACTICS: Wolf will Demoralize his opponent, then cast Speedart on thrown rocks. He will continue with missiles until challenged, then melee with knife.

SCAR, hardened criminal

STR 12	CON 10	SIZ 11	01-04	R LEG	2/4
INT 17	POW 14	DEX 15	05-08	L LEG	2/4
CHA 11			09-11	ABDOM	2/4
Move 8			12	CHEST	2/5
Hit Points 10			13-15	R ARM	2/3
Defense 15%			16-18	L ARM	2/3
			19-20	HEAD	2/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Rapier	5	75%	1D6+1	50%	12
LH Dagger	8	65%	1D4+2	50%	12

SPELLS: Befuddle, Demoralize, Healing 2, Shimmer 3

SKILLS: Hide in Cover 40%, Listen 35%, Move Quietly 35%, Spot Hidden 40%

TACTICS: Attacks with Demoralize, then casts Shimmer and melees. Carries rapier in right hand and dagger in left hand, and may parry with either. Always finishes off opponent, even when the foe is clearly incapacitated. A killer.

MOE, misguided youth

STR 12	CON 11	SIZ 13	01-04	R LEG	2/4
INT 12	POW 11	DEX 14	05-08	L LEG	2/4
CHA 10			09-11	ABDOM	2/4
Move 8			12	CHEST	2/5
Hit Points 12			13-15	R ARM	2/3
Defense 05%			16-18	L ARM	2/3
			19-20	HEAD	2/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Thrown Rock	2	40%	1D4+1D2	—	—
Knife	8	35%	1D4+2+1D4	30%	12
Kick	8	50%	1D6+1D4	—	—

SPELLS: Healing 4, Ironhand 4, Shimmer 2

SKILLS: Hide in Cover 35%, Listen 45%, Move Quietly 25%, Spot Hidden 30%

TACTICS: Moe will throw one or more rocks, then cast Shimmer and Ironhand 4. He is a martial arts fan, and considers himself to be deadly with his feet (with some justice), but he tends to show off and take chances. No killer instinct, just likes action and loot.

MOLLICK, tough and vicious

STR 10	CON 10	SIZ 16	01-04	R LEG	2/4
INT 12	POW 12	DEX 9	05-08	L LEG	2/4
CHA 6			09-11	ABDOM	2/4
Move 8			12	CHEST	2/5
Hit Points 11			13-15	R ARM	2/3
Defense 00%			16-18	L ARM	2/3
			19-20	HEAD	2/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Thrown Rock	3	65%	1D4+1D2	—	—
Knife	8	80%	1D4+2+1D4	50%	12

SPELLS: Fireblade (4), Healing 3, Multimissile 2

SKILLS: Hide in Cover 30%, Listen 35%, Move Quietly 30%, Spot Hidden 35%

TACTICS: Mollick will throw rocks with Multimissile cast on them, then cast Fireblade on his dagger and melee. A cold-blooded killer, he finishes opponents off.

the sole incriminating witness quietly and effectively, they have no qualms about killing.

The ruffians will adapt their tactics to the perceived toughness of the party. If the player-characters seem particularly deadly, they will throw defensive spells (Protection, Countermagic, etc.) before they begin to bait the party. Whenever possible, the thugs will toss rocks or daggers while mingling with the crowd in order to make pursuit or identification difficult. If Raggar and Lankin are attacked, the other gang members will pelt the party with rocks or join the melee, depending on how badly the two seem to be faring. The young toughs are fairly loyal to one another and their leaders, but they know it is common sense to desert when things go badly or when the watch shows up.

When the melee breaks out, the crowd will scatter for cover while a few public-minded citizens will shout for the city watch. The ruffians will use the city to advantage whenever possible, tossing rocks from cover, and disappearing around a handy corner when it is time to escape. The watch will arrive sooner or later, at the game master's wish or at a randomly determined time, but in no case in more than twenty melee rounds after the cry has gone up, and more likely within ten.

When the watch arrives, the kids will start to protest that the party attacked them, loudly pronouncing their right to High Justice, as members of noble families. The party will, of course, try to tell its side of the story, but the constables or troops will politely and firmly take all combatants into custody, telling them to save their stories for the judge. Healers will arrive with a few minutes after the guard, or citizens might step out of the crowd to help, with the watch's permission. Maimed and gravely-injured characters and ruffians will be healed by Chalana Arroy or Dee-ola cultists and the fees for this aid will later be added to court and administrative fees. Any citizen will also be reimbursed at a standard rate for any spell thrown to aid the watch. For example, if a Pavis priest is present and throws a City Harmony on the combatants, he will be reimbursed by the Lunar government, who will in turn extract the cost from the parties involved in the fracas.

NEW PAVIS JAIL

GM Summary: After their arrest, the party is disarmed and led to the Lunar guardhouse near Badside and there locked up in a small stockade beside it. Apparently the city jail is just too crowded right now. In the stockade they meet a battered and disheveled adventurer. He is an Orlanthi facing execution for killing an off-duty Lunar soldier in a tavern fight. The adventurer tells the party how to handle their coming court trial and, in return for an oath to deliver a ring to an old friend, he divulges the location of a pitiful cache containing all his valuables.

Setting: The New Pavis stockade is an unsavory pen within the Lunar fort. The cells here are all dirt-floored, smelling horribly of urine and excrement, and equipped only with crude sleeping mats. A type of slave collar is attached to the wall with long lengths of durable chain; each cell has chains and collars for about ten prisoners. Tiny openings near the roof provide all the light and ventilation for the cell, and the rooms are in a perpetual darkness. They are either slightly too cool or much too hot. Guards regularly patrol the halls outside the cells, periodically serving crude food-stuffs and water to the prisoners and thereby inviting great clouds of flies with them.

The Action: The Orlanthi, Cassis Strath, is slumped indifferently in a corner of the cell. He will cheerfully greet the party as they are brought in.

Strath: "Welcome, strangers. Come share my humble hospitality." (He holds out a chunk of potato bread.) "And what have they got you for?"

He will listen politely and sympathetically to the party's story. He will then explain to them how the local law handles brawling. He will explain that, while the Lunars acknowledge concepts like self-defense and provocation, they disapprove of street-fighting, and are harsh on any who use "unnecessary violence" or "brutality" in defending themselves. He will warn the party to lie about nothing in front of the court, because the Lhankor Mhy priest can catch liars with his spells. He will advise the group to admit that their unfamiliarity with city law may have caused the group to react imprudently to the baiting of the ruffians, but he will also advise them that the court will not be terribly sympathetic. The court regards the traffic of adventurers in New Pavis as a necessary evil, but it does not feel compelled to tolerate their easy violence or crude manners. He will suggest that the party take whatever sentence they get with good grace, and warns against emotional protests and angry retorts. Thereafter, he will share his story with the party.

Strath: (Shifting an obviously bruised shoulder uncomfortably, wincing briefly, then grinning confidently) "Well, I guess you'd say I committed a homicide. Kilt a Lunar swine in a bar fight. Broke his neck." (Demonstrates enthusiastically with a twist of his hands, and winces as he strains the shoulder.) "He and a group of off-duty guards were showing their lack of good sense by discussing Orlanthi in uncomplimentary terms. Oh, I knew these guys from other times, and they're always trying to start something. Well, I happened to pick the one fellow up by the head, and it just wasn't as tough as he thought, I guess —" (Pauses thoughtfully) "I didn't exactly mean to kill the bastard. Just worked out that way."

"Well, the other sons of bitches did a rather thorough job on me ..." (gestures at his bruised face) "... and drug me here to face the music."

(The party asks what he thinks will happen to him.)

Strath: (Blinks in surprise) "Why, execution, don't you think? Gonna put me up on a cross. Can't have folks killin' Lunar troops." (Nodding his head absently) "Yup, I guess it's going to be a short tale, lads. I hope the winds of Orlanthi blow my soul far from here afterwards."

(Strath will subside quietly for about half an hour, then he will approach the party.)

Strath: "Look, fellows, I've got something I don't think ought to go to wind with me. If you'll promise to deliver a message for me when you're out of this hole, I've got a nice bit of treasure you might want to hunt ..."

(If the party agrees —)

"Take this ring to Dikkop at the Chalana Arroy temple, and ask her to give it to Ojin Calker. She'll know what I'm talking about." (He gives a party member a worn gray metal with unfamiliar runes inscribed on the inside.) "Now, then, do you know anything about Badside?"

Strath will describe a sleazy hovel-cum-tavern where he has been staying for several seasons. There is a litter of rubble and timber in the rear of the establishment where the owner years ago had piled scavenged materials intended to form a crude shelter for pack animals. This ambitious project was never undertaken, but the debris provided Strath with a handy hiding place for his valuables. Strath's worldly possessions are buried in a leather pouch beneath a heavy piece of timber that has two knotholes right next to each other.

Strath: "In the pouch you'll find five gems ... no idea what they're worth (1D20 lunars each), never had time to get them priced. Also you'll find ten wheels and ..." (he pauses, momentarily overcome with emotion) "... and you'll find a large gold ring. Belonged to my dad. I was always afraid I'd lose it, it was so big on my finger. I just never got around to it."

After Strath finishes speaking, he'll sink into a self-indulgent silence, as the impending execution begins to strike him as a reality. The party won't be able to get much else out of him, and he will in fact begin to get angry if they don't leave him alone to his private thoughts.

It is possible that the party will attempt to escape, even encumbered by the slave bracelets. Even supposing that the party can remove the bracelets and overcome the guards, the grounds outside are patrolled by dogs whose keen sense of smell will immediately alert them to the presence of escaped prisoners in the compound, and the garrison will turn out and easily recapture the adventurers. If, from experience, the game masters knows his players to be the type that will try to escape regardless of the odds, he should prepare a detailed listing of the fort's personnel and a plan of its layout.

It is possible that the player-characters will be moved to try to save Strath from his execution. In fact, there is little the party can do to save him unless they can help him escape immediately. In the morning, when the guards come to take the party to the trial, they will take Strath off in another direction, and he will be slain. The formality of a trial is unnecessary, and the Lunar court is unwilling to risk a scene provocative of anti-Lunar sentiment.

The gray ring, incidentally, is worth only about 30L, but if delivered to Dikkop, an initiate at the Chalana Arroy temple, she will tearfully implore the party to tell her of Strath's last hours, and will promise to remember the honor and compassion of the party's members if ever they are in need of a favor. Ojin Calker is an Orlanthi fiercely dedicated to removing the blight of Lunar occupation, and who will regard the ring as a symbol of the duty of vengeance due a martyred friend.

THE LUNAR COURT

GM Summary: The player-characters are brought before a court which adjudges them to be guilty of brawling and reckless endangerment, with mitigating circumstances. The player-characters are sentenced to serve the Lunar occupation as slave soldiers for a fortnight, while the Fine Fellows receive hard labor sentences of equal length. Part of the proceeds from the Fine Fellows' sentence will be advanced to the player-characters to enable them to properly outfit themselves for their service for the empire.

Setting: The courtroom is in the Hall of Justice in the City Meeting Hall in the center of New Pavis. The hall is empty except for the judges, their staff, and the defendants. The judges sit on a raised bench; small high windows behind them provide some of the light in the room, and a few dim oil lamps supplement it. The court staff sits at a few tables below the bench, while the prisoners and their guards stand on an empty piece of floor surrounded by wooden rails about five meters from the bench. The prisoners wear their chains and slave bracelets, waiting for the trial to begin.

The judges consist of a Lunar civil administrator, a Daughter of Pavis (in this case, a male priest of the Pavis cult), and a Lhankor Mhy priest. Their personality is detailed below. A Sword of Humakt and a representative of the Mayor sit with the clerks and scribes of the court staff.

Details of the Court and Legal Issues

Depending upon the player-characters' conduct in the fracas, there may be a number of charges. They are most likely to be charged with assault, or assault with the mitigating circumstance of provocation. They may have badly injured or killed one of their opposites, which might demand the charge of reckless endangerment or manslaughter. The adventurers might use self-defense as their defense, though it will not absolve them of reckless endangerment or manslaughter. Their antagonists will have been similarly charged, but since they are wealthy and well-connected, they have managed to manipulate the charges to make the party seem the villains.

There are no prosecutors or defenders. Character references and legal depositions are made in writing before the trial; after studying these notes and listening to the testimony of witnesses and defendants, the court is confident of arriving at a fair judgment. Defendants are permitted to have character witnesses and legal counsel in attendance, and these people may be permitted to speak at the judges' sufferance. In practice, the major difference between a modern court and the court of Pavis is in the great discretionary power of the judges and the relatively restricted ability of the interested parties to insist upon formally and explicitly stated rights. The judges attitude is best stated in the following epigram (often quoted by the Daughter of Pavis) "I am uninterested in the law; tell me about justice." The party should be relatively ignorant of the workings of justice in town, but if they are familiar with Pavis court practices, permit them to solicit personal references from their cult priests and noted citizens, or to hire legal counsel from Pavis or Lhankor Mhy cultists to prepare their defense.

As per normal routine, the party and their antagonists will be led into the courtroom, along with any character witnesses and/or legal counsel, and they will be directed to their places. The judges will call for a reading of the charges and countercharges, after which they will ask those charged if there are further accusations or comments to be made. Then, the judges will interrogate the parties on the details of the incident and will listen to what each side has to say. Here the judges attempt to determine the facts and circumstances of the case. They also solicit interpretations of the incidents and statements about the character and intention of those involved in the event.

After this, each party is permitted to make a final statement. Each individual is entitled to speak, but the judges encourage each group to have a spokesman and to limit comments to a few minutes each. The judges will cut off any statement that abuses the privilege.

The referee will usually be speaking in the persona of the Lhankor Mhy who, in his capacity as seeker of knowledge and truth, will lead the questioning in search of a true account of the event. He may also administer Truespeak or Mindread spells as deemed necessary. The cost of said spells will be added to other court costs and assessed as part of the sentencing. Once the facts of the encounter are made clear, the court will reach their verdict. The Lunar administrator will take the leading part, outlining the importance of keeping the city cleansed, safe, and peaceful, and warning off unrestrained adventurers who can wreak havoc in the streets. The Pavis priest may try to balance the Lunar's preoccupation with law and order by focusing on the right of the defendants to due process and a fair trial. The Lunar administrator will steer the judges toward their verdict. The other judges will follow his direction; they are, in fact, oftentimes a rubber stamp for the needs of the Lunar government in pertinent cases.

Spells deemed necessary for the prosecution of the case may be ordered by any judge, and the cost of those spells will be added onto court costs assigned to the defendants. Such spells are costly, as they require some time of quiet worship and ritual to recover the spells. The Rune spells cost 525L per casting. Each priest is allowed to waive his right to recompense if he so chooses, as the Humakti often does; but the greedy Lhankor Mhy priest always insists on full payment. If the parties involved cannot pay immediately, they are indentured to the appropriate cults until such time as their forced servitude has paid for their fines.

The sentences handed out are pragmatic. They will never disserve Lunar interests. There is no incarceration, except for brief periods of time when awaiting trial, execution, or when locked up temporarily for minor crimes, such as breaking curfew or drunkenness. Most offenders are fined, sentenced to work (either in the downriver salt mines or for some local project), exiled, sold as slaves, or executed. Criminals either turn a profit or fertilize the pastures.

The Judges

Fleeter Nemm is the Pavis court priest. Though resistant to the Lunar unity of the court, Nemm recognizes his limited power and prefers to work behind the scenes through deals and subterfuge rather than through open confrontation with the Lunars. He resents the favoritism shown by the Lunar administration and court system to their own kind, and he really resents the manner in which they profit from the sentences they impose. He feels that the Lunar judge often levies a harsh sentence just to provide the government with revenue or slave labor. If the player-characters are in real trouble, Fleeter Nemm may pull some deals behind the scene to soften the blows of justice. In court, Nemm will speak just enough to maintain the pretense of participation, and will appear to be in complete agreement with the rest of the court. He always wears the formal robes of the courtrooms of the Empire of the Wyrms' Friends on public occasions, perhaps as a subtle needle to the Lunar officials.

Gavial Latish, the Lhankor Mhy priest, is a conceited, arrogant bore whose definable virtue is his formal and unrelenting dedication to The Truth. He is given to detailed logical expositions and minute examinations of testimony and evidence, and is scrupulously fair and impartial in his treatment of the individuals involved. Nonetheless, he has no moral flexibility and he is uninterested in the effects of The Truth. Once he has determined The Truth to his satisfaction, he passes the moral and practical issues to others; the "experts" on such matters — politicians and police.

Zibet Merne, the Lunar administrator, is a nice guy eager for New Pavis to grow into a bastion of trade and civilization in an ignorant and crude wilderness, and he will do anything to speed this process along — ensuring the peace and tranquility of his town. He views the indigent and disenfranchised as anchors holding back his dreams; they find no sympathy from him. He is keen to eliminate the raffish and arrogant adventurers who make New Pavis their port of call, emphasizing the frontier nature of his city, and he ignores the fact that much of Pavis' income stems from these selfsame adventurers. Merne envisions his ideal Pavis-to-be as a small model of Blessed Torang, where the Red Goddess was born, and he anticipates the day when the town will become the center of power and trade for a thriving Prax. Merne fancies himself a wit, and specializes in irony and sarcasm. He is fairly clever, but the prisoners will be unlikely to appreciate his humor.

The Action: Here is some sample dialog to illustrate the court's workings.

Latish: "Now, young man, you say these other prisoners (gesturing to the ruffians) struck the first blow. How do you know this?"

PC: "Well, me friend here got hit upside the head with a rock, so we defended ourself."

Latish: "Hmm. Did you see who threw the rock?"

PC: (Pauses. He didn't actually see the rock leave the thug's hand, but he saw its arc, and he is sure who threw it. He considers how to answer so that he will tell the strict truth — protecting himself in case a Truespeak spell is used later on — and yet not admit that he didn't actually see the rock flow through the air.) "Yes, I was watching him as the stone flew through the air."

Latish: "Now, which fellow was it? Point him out to the court."

PC: "There, that fellow with the short hair and pug nose."

Latish: "Now, be careful. Did you see that man throw the rock that hit your friend?"

PC: "I'm certain it was that fellow that threw it."

Latish: "But, did you *see* him throw the rock?"

PC: "I'm not sure — but you put him under a Truespeak, you'll find out the fact fast enough ..."

Latish: "Easy there now, young man. Let's not be so generous with others' spiritual power. If we see justice is in need of Lhankor Mhy's power, we'll spend it soon enough."

— later in the trial —

Nemm: "It's clear that our 'street entertainers' (gesturing to the Fine Fellows) taunted these weary travelers. No wonder they lost their temper and risked the lives of innocent citizens with a hail of missiles and flashing blades. No doubt the torment was unendurable; yet somehow the dead ones seem a more serious insult to the peace and our town. Only good fortune prevented a child or bystander from joining the spirit(s) ripped untimely from the flesh. (Turning to the PCs.) Can any of you defend such careless slaughter?"

PC One: "Sir, I'm a good shot. I hit what I aim at when I use a bow. And I'd never take shots at anyone unless I thought my life was in danger. One of those rocks could have caved my head in. It was him or me, and how was I to know when the guards were going to show up? I couldn't stand there like a stump and let rocks split open my skull!"

PC Two: "Look, sir, we weren't trying to bother anyone. We were just trying to stay alive. We were in a tight spot and maybe outnumbered. We couldn't afford the luxury of making sure none of our blows were mortal ones. (Pause.) I've killed before. Many a soldier has. But I've never killed needlessly, and I've tried not to cause more suffering than I had to."

Merne: "This isn't a war zone, and you're not supposed to be killing anyone here, fellow. This is a good, honest town, and its citizens deserve more than a stray arrow caught in the throat."

After the judges have examined the defendants and any witnesses that may be called, the defendants and other interested parties are called upon to give summary statements and a final plea. Then the defendants are sent downstairs to the detention room where they wait for the judges to reach a verdict and decide upon a sentence. When they are ready, guards will bring the party back to the courtroom. Fleeter Nemm will have claimed the privilege of delivering verdict and sentence; any judge may do so.

The game master should sentence the player-characters to at least a two-week service in the city under the direction of the Seven Mothers temple as a warning against involvement in street-fighting. This part of the sentence is a necessary transition to the next episode, wherein the adventurers will be sent on a mission to Trolltown as part of their judgment.

Additionally, the referee should assess fines and/or extra servitude commensurate with the party's crimes. If the party was quick to fight, brutal in dispatching the young louts, inclined to deadly melee rather than grappling or incapacitating spells, careless of innocent bystanders, or uncooperative with the watch and other authorities, then throw the book at them. In game terms, strip them of wealth and use the sentence as an excuse to send them on dangerous missions into the Rubble without pay. Temper vindictive justice according to your experience with your players; do not take their characters out of circulation if they are at all reasonable. In any case, the sentence for the antagonists deserves to be harsher, since they conspired to begin the criminal fracas. Since the Fine Fellows have access to professional pleaders, influential friends, and character witnesses of both sides, the game master may decide whether or not justice will prevail in New Pavis, in this case at least.

If the player-characters are relatively blameless, the court will assess the court costs against the gang members (500L before spell costs). Commendable acts by party members (such as Healing an antagonist, risking one's life to avoid fatal combat, or cooperation with authorities) should be praised. Particularly clever or well-intentioned acts may impel the judges to fine the Fine Fellows, and reassess part of the fine as recompense for damages done to the player-characters.

As an example of a sentence rendered upon the party (this assumes that no one was killed, and that one of the player-characters was seriously injured, and could have died without Healing spells):

Nemm: (To the thugs) "You provoked the melee that we are convened to discuss, and did it in order to rob and perform mayhem upon these ignorant foreigners. (To the two members of the Fine Fellows that were most blatantly ruthless — probably the leaders or Scar or Mollick). We have little use for you. You are hereby banished from the city of New Pavis for a period of two full years, to make your way as best you can. ("Banishment" means that they will not be allowed within the city gates of New Pavis. They can still try to survive in Badside or the Rubble. If banishment is broken, the official punishment is to be sold as slaves.) (To the rest of the thugs.) You are fools to follow these 'men' (with contempt and distaste). Perhaps you can learn. You are each sentenced to six months labor in the halite refinery (i.e., the salt mines downriver) and are each fined 100L. (To the single Fine Fellow that was least aggressive and seemed most diffident about the assault — probably Wolf.) You did not participate in the assault, but abetted it. You are not sentenced to the halite mines, but are fined 100L and must take 20 lashes at the whipping post without. God help all of you if I ever see you in this court again."

"And you (to the PCs) Your explanation is self-defense and ignorance. I am inclined to credit your plea of self-defense, but I cannot accept your ignorance. Your choice of defense ought to have been defensive magic, aimed to distract or frighten your attackers, but your instincts were to kill, so you went for your killing weapons. You cannot live by your instincts in this city. I will not invite danger-

ous animals into Pavis. You must learn that we do not tolerate killing even in self-defense if a less brutal method is available. You should risk your own lives if it means possibly saving the life of bystanders, even to save the life of your assailants. This is a new and civilized world here, not some nomad camp. Therefore, I sentence you to fourteen days payless duty as mercenaries and laborers for the Seven Mothers temple here in New Pavis, and I pity them their bargain. Because I believe you were basically wronged by these attackers, I assign the court costs to them alone; or rather, I suspect, to their fathers. (Pause.) Are there any questions about your sentences?"

After the party is sentenced, the Sword of Humakt will produce a great ritual Sword of Justice splendidly worked in fiery gems and iridescent material. Each person sentenced is made to swear upon the sword to fulfil the conditions of his sentence. The sword is a magical matrix which employs a character's Power to fuel an Oath Rune spell. The sword will drain all but one point of Power (regained normally) from the oathmaker, and a variable amount from the oath administrator. Usually, the Sword of Humakt will add only one temporary point of Power per oath maker, but a heinous criminal may receive a more powerfully supported Oath spell.

A VISIT TO TROLLTOWN

GM Summary: The characters are sentenced to serve as unpaid mercenaries for the Seven Mothers temple, and are sent on a mission to recover a magical healing ring lost by a Deezola priestess to a pack of raiding trolls. In this way the party can partially discharge its debt to society and get a desirable opportunity to adventure in the Rubble, gaining experience, if not loot. Lest the party think of escape, they should remember their oath and the fact that they are only indentured for a short time.

Setting: The party will walk around the walls until it reaches the Hippogriff gate and the Elf Garden. Here the party will be challenged by the elf guard, but the Lunars have obtained safe passage for this party, and the encounter will be brief and amicable. Thereafter, the party must find some way to cross the Troll Bridge despite the vigilance of the troll guards there. Once across the bridge, the party continues east along the main highway until that road turns northwest, at which point they turn southeast until they discover a partially-rebuilt walled villa covered with a distinctive red ivy: the camp of the raiders they seek.

This section of the troll Rubble is in ruins: it was a mixed residential and market section of Old Pavis. The area is now a buffer zone between the elf and troll territories, inhabited by antisocial and rebellious troll raiders, hermits, trollkin, and outcasts.

The streets have become winding paths among great stone jumbles, and frequently the ruins are overgrown by shrubbery and vines; it is a wild and uninviting area, but there is plenty of cover for covert travel.

The ruined villa is no more than a wall two meters high surrounding several ruined buildings, two of which have been rebuilt enough to provide separate quarters for the dark trolls and their tribe of trollkin.

The Action: At the game master's discretion, the party may get as far as the Garden unchallenged. There, the party will suddenly find itself surrounded by Aldryami bowmen and armed runners. Here the party should quickly produce its token from their temporary masters and receive safe conduct. The elves may answer a few questions about the Garden and Rubble, if the party is respectful and courteous or are established elf friends.

Then, the party will have to devise a plan to cross the River of Cradles without engaging the powerful troll guards at the bridge. The party could be able to swim or boat secretly across the river, or they may attempt to sneak across the bridge while the sun is bright, or zip by the trolls before they can react. Or, of course, they could try to bribe the trolls (with their own money — the temple will not have provided any), especially if there are troll friends with the party.

Once across the river, the party must quietly and carefully make its way to the troll raiders' hideout. If they are moderately careful, they should not encounter other trolls or any dangerous creatures. Once they reach the villa, they will have to devise a plan of attack which will permit them to recover the ring without risking a pitched battle in Trolltown. A prudent party will reconnoiter the villa, determining its layout and the number and quality of defenders. Then a plan should be developed which will permit the characters to escape undiscovered, or at least, far ahead of pursuit, and before a general alarm is sounded.

Since the party must hurry, they may have difficulty making their way out of the troll Rubble, and, if an alarm has been raised, they may expect to encounter other trolls on the way out. Once across the river, they are safe, for the elves will cover their retreat.

The ring the party seeks is a wooden puzzle ring made sacred to Deezola. It was lost by a Deezola cultist who was slain by a troll during a Lunar punitive raid into the Rubble. It is valuable, for if placed around the limb stump of a Deezola initiate or priest, it will grant the Regrow Limb ability.

The troll guard at the southern bridge is an imposing collection of dark trolls and trollkin. Tailor the numbers to fit the party. They should be grim enough so that the party will be encouraged to sneak past them rather than fight.

The raider troll household at the villa is headed by Oundoud, Zutuch's wife. Zutuch is a former troll mercenary of considerable experience. His decision to adopt the low-status lifestyle of a privateer was prompted by his desire to shelter his idiot brother, Kutro, from the harsh contempt of society. There is stress in the household. Oundoud is increasingly intolerant of Kutro, who is a major nuisance and unable to handle most complicated tasks. Oundoud would like to return to the warmth of clan life, but Zutuch swears that his brother will not have to endure the cruel taunts again.

GUARDS OF THE TROLL BRIDGE

ABU, dark troll, initiate Kyger Litor

STR 16	CON 12	SIZ 15	01-04	R LEG	5/5
INT 10	POW 14	DEX 13	05-08	L LEG	5/5
CHA 9			09-11	ABDOM	4/5
Move 8			12	CHEST	4/6
Hit Points 13			13-15	R ARM	5/4
Defense 05%			16-18	L ARM	5/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Heavy Mace	6	65%	1D8+2+1D4	40%	20
Large Shield	—	—	—	50%	16
Sling	2	55%	1D8	—	—

SPELLS: Bludgeon 2, Demoralize, Healing 2, Multimissile 2, Protection 2

SKILLS: Darksense/Scan 50%, Hide in Cover 70%, Listen 60%, Move Quietly 70%

Zutuch regularly takes his trollkin out hunting and raiding. Kutro comes along and is in the way. They are not a notably successful group, but get by. Zutuch keeps his

DROK THE CATCH, Dark Troll, initiate Kyger Litor

STR 18	CON 10	SIZ 16	01-04	R LEG	6/4
INT 13	POW 10	DEX 12	05-08	L LEG	6/4
CHA 9			09-11	ABDOM	8/4
Move 8			12	CHEST	8/5
Hit Points 11			13-15	R ARM	5/3
Defense 10%			16-18	L ARM	5/3
			19-20	HEAD	5/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Heavy Club	7	65%	1D10+1D6	40%	20
Mdm Shield	—	—	—	50%	12
Javelin	3	85%	1D10	—	—

SPELLS: Bludgeon 3, Darkwall (2), Disrupt, Healing 3, Speedart

SKILLS: Darksense/Scan 40%, Hide in Cover 60%, Listen 50%, Move Quietly 60%

HARVU, Dark Troll, initiate Kyger Litor and Zorak Zoran

STR 19	CON 14	SIZ 21	01-04	R LEG	6/6
INT 12	POW 13	DEX 9	05-08	L LEG	6/6
CHA 13			09-11	ABDOM	8/6
Move 8			12	CHEST	9/7
Hit Points 17			13-15	R ARM	6/5
Defense 00%			16-18	L ARM	6/5
			19-20	HEAD	7/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Heavy Mace	7	75%	1D10+1D6	60%	20
Maul	5	70%	2D8+1D6	65%	15
Staff Sling	3	50%	1D10	35%	10

SPELLS: Bludgeon 4, Countermagic 3, Demoralize, Fanaticism, Healing 2

SKILLS: Darksense/Scan 50%, Hide in Cover 30%, Listen 60%, Move Quietly 25%

TWAG, Dark Troll, initiate Kyger Litor

STR 17	CON 11	SIZ 17	01-04	R LEG	5/5
INT 13	POW 15	DEX 11	05-08	L LEG	5/5
CHA 11			09-11	ABDOM	7/5
Move 8			12	CHEST	7/6
Hit Points 13			13-15	R ARM	5/4
Defense 00%			16-18	L ARM	5/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Heavy Club	7	60%	1D10+1D6	30%	20
Heavy Shield	—	—	—	50%	16
Sling	3	40%	1D8	—	—

SPELLS: Disrupt, Healing 2, Protection 2

SKILLS: Darksense/Scan 55%, Hide in Cover 40%, Listen 55%, Move Quietly 20%

GLOB, Dark Troll, initiate Kyger Litor and Zorak Zoran

STR 21	CON 16	SIZ 19	01-04	R LEG	8/6
INT 15	POW 14	DEX 8	05-08	L LEG	8/6
CHA 10			09-11	ABDOM	8/6
Move 8			12	CHEST	8/7
Hit Points 18			13-15	R ARM	8/5
Defense 00%			16-18	L ARM	8/5
			19-20	HEAD	7/6

Weapon	SR	Attk%	Damage	Parr%	Pts
RH Heavy Mace	8	60%	1D10+1D6	30%	20
LH Lg Axe	8	30%	1D8+2+1D6	40%	15
Staff Sling	4	40%	1D10	25%	10

SPELLS: Bludgeon 2, Demoralize, Fanaticism, Healing 2, Protection 4, Repair (2)

SKILLS: Darksense/Scan 55%, Hide in Cover 25%, Listen 50%, Move Quietly 15%

booty stashed in a pile of refuse near the fireplace in what was once a kitchen.

During the day, the trolls sleep and lounge around eating, while two trollkin maintain a desultory watch from a shelter on the ruined villa roof.

The troll family occupying the villa has a privateer's arrangement with the locally dominant troll tribe. They pay annual tribute and a seasonal tithe for the privilege of staying in the villa and hunting and raiding rights. Privateers provide a large trained and seasoned reserve for the regular militia and mercenary units of the Rubble trolls; and additionally they provide income by raiding the other races of the Rubble without representing an official declaration of war on non-trolls. These raiders can operate independently without provoking all-out retaliatory campaigns. The troll leaders surely delight in the frustration of Lunar officers who would love to pursue raiders back into Trolltown, but are forbidden to do so by their superiors and politicians.

At night, Zutuch, Kutro, and the warrior trollkin usually (75% of the time) raid and hunt. Oundoud remains with the two worker trollkin and performs what passes for housework among trolls.

The six warrior trollkin are led by Bora, a value trollkin. He has the ambition and ability to be free, but not the self-confidence. The two worker trollkin are unintelligent, poorly-trained, and irritating to Oundoud. The sound of Oundoud growling and chastising wretched trollkin who have bungled another simple task is frequently heard emanating from the villa.

When the characters attack the house, Zutuch's tactics are typically troll: send in the trollkin. The trollkin will begin with a barrage of slingstones, continuing with missile fire until told to charge or attacked in melee. Zutuch will move to a vantage point where he can see the enemy. If the trollkin have located the foe, he will try to flank the intruders, coming on the enemy's left if possible. Kutro will be left in the house to defend Oundoud, a thoughtful gesture which she certainly appreciates. (Her stated opinion is that she'll end up protecting Kutro from any intruders.) The worker trollkin will squeal in terror and bury themselves in refuse if they spot foes.

If the party finds Oundoud alone at home while Zutuch is out, Oundoud will use the worker trollkin as decoys, grab as much of the booty as she can carry, and try to escape. Her chances of escape are good in the dark; she'll run directly to a troll guard outpost and get help.

Finding the ring may be difficult, unless the party has a Detect Magic spell, but once the ring is located, it should be fairly easy to maneuver the trolls away from its hiding place so that someone can grab it and escape.

Once the party has successfully obtained the ring, it should be returned to the Seven Mothers temple; it is worthless to the characters and not returning it would risk breaking their oath.

Troll Treasure: Items that the trolls have hidden in their shelter:

1) A worn brass disk three inches in diameter bearing the impression of a six-legged creature with a single central maw. With a combination of a successful Spot Hidden and Read Old Wyrnish roll, the following inscription can be read on the surface: "Oh Mother Mouth, give me thine aid." If this phrase is spoken while the disk is held, a krashkid is summoned for 10 melee rounds and must act under the directions of the holder of the disk. After ten rounds, it departs, and will not respond for a full 24 hours. Each use of the disk costs the holder 3 points of battle magic POW.

Aside from their utility as dangerous beasts, their ability to consume and work stone makes them useful servants in an emergency. Once the krashkid has been slain, the disk is no longer useful.

2) A broken wooden arrow. If Repaired, the arrow will have +20% to hit when used in any living woods. The arrow will continue to function in this manner as often as used.

3) An intact arrow with a glass arrowhead. It will not penetrate a target, but stops just in front of the target, hangs motionlessly, and gives off a soft green glow illuminating a 15 meter radius. Each use causes the illuminated radius to decrease by 1m until it reaches 0, when it will thereafter act like an ordinary arrow. It is not rechargeable.

4) A bronze ring with a Countermagic matrix. The user may place as much Power as he desires into the ring, get-

ZUTUCH'S RAIDER TROLLS

ZUTUCH, Male Dark Troll, initiate Kyger Litor

STR 18	CON 12	SIZ 17	01-04	R LEG	6/5
INT 13	POW 12	DEX 11	05-08	L LEG	6/5
CHA 11			09-11	ABDOM	8/5
Move 8			12	CHEST	8/7
Hit Points 14			13-15	R ARM	6/4
Defense 00%			16-18	L ARM	6/4
			19-20	HEAD	7/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Mace	7	65%	1D10+1D6	50%	20
Maul	5	50%	2D8+1D6	45%	15
Sling	3	30%	1D8	—	—

SPELLS: Bludgeon 2, Darkwall (2), Disrupt, Fanaticism, Healing 2

SKILLS: Camouflage 40%, Climb 40%, Jump 50%, Listen 50%
Set Trap 40%

LANGUAGES: Darktongue 65/15%, Tradetalk 15%

MAGIC ITEMS: 2-point POW storage crystal

OUNDOD, female dark troll, initiate Kyger Litor

STR 17	CON 11	SIZ 17	01-04	R LEG	2/5
INT 12	POW 12	DEX 10	05-08	L LEG	2/5
CHA 10			09-11	ABDOM	2/5
Move 8			12	CHEST	1/6
Hit Points 13			13-15	R ARM	1/4
Defense 00%			16-18	L ARM	1/4
			19-20	HEAD	2/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	5	35%	2D8+1D6	40%	15

SPELLS: Healing 4, Mobility

KUTRO, Idiot Male Dark Troll, lay member Kyger Litor

STR 17	CON 11	SIZ 17	01-04	R LEG	4/5
INT 5	POW 12	DEX 10	05-08	L LEG	4/5
CHA 6			09-11	ABDOM	5/5
Move 8			12	CHEST	5/6
Hit Points 13			13-15	R ARM	4/4
Defense 00%			16-18	L ARM	4/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Mace	7	30%	1D10+1D6	25%	20
Maul	5	20%	2D8+1D6	20%	15

SPELLS: Bludgeon 2, Disrupt, Healing 2

SKILLS: Camouflage 10%, Climb 30%, Jump 40%, Listen 40%,
Set Trap 15%

LANGUAGES: Darktongue 25%, Tradetalk 05%

MAGIC ITEM: 4-point healing potion

ting in return a Countermagic equal to the Power expended. So, if he put 12 points of Power into the ring, he would get a Countermagic 12! However, each time the ring is used, the character loses a point of permanent Power.

5) A broken jewel-quality cloak clasp worth 50L.

6) A dented brazen horn worth 10L.

7) Two silver candelabra worth a total of 100L.

8) Two unusual chimes made of an unfamiliar metal which renders unusually mellow and pleasing ringing tones. Worth 150L.

9) Two biscuits of solid gold worth 400L each.

10) Three small hollow glass spheres in a sturdy pouch. Each holds a healing potion, which will heal 1D6 points of damage in the desired location. Break the sphere over the wound. Each sphere is usable only once.

11) Six scroll tubes with notes from a scholar who observed the Dragonewt's Dream and attendant occurrences in Pavis at the time — certainly valuable to scholars. The Lhankor Mhy and Irrippi Ontor temples might be tempted into competitive bidding for it.

BORA, superior trollkin, lay member Kyger Litor

STR 11	CON 12	SIZ 10	01-04	R LEG	5/4
INT 12	POW 8	DEX 14	05-08	L LEG	5/4
CHA 8			09-11	ABDOM	5/4
Move 6			12	CHEST	5/5
Hit Points 12			13-15	R ARM	5/3
Defense 05%			16-18	L ARM	5/3
			19-20	HEAD	5/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Light Mace	7	30%	1D8	30%	20
1H Short Spear	6	45%	1D6+1	25%	15
Small Shield	—	—	—	45%	8
Sling	2	35%	1D8	—	—

SPELLS: Disrupt, Healing 2, Speedart

ODERER, trollkin warrior

STR 10	CON 11	SIZ 10	01-04	R LEG	3/4
INT 10	POW 7	DEX 13	05-08	L LEG	3/4
CHA 7			09-11	ABDOM	3/4
Move 6			12	CHEST	3/5
Hit Points 11			13-15	R ARM	3/3
Defense 05%			16-18	L ARM	3/3
			19-20	HEAD	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Short Spear	6	30%	1D6+1	30%	15
Small Shield	—	—	—	30%	8
Sling	2	30%	1D8	—	—

SPELLS: Healing 2, Speedart

ENSLI, trollkin warrior

STR 10	CON 11	SIZ 10	01-04	R LEG	3/4
INT 10	POW 7	DEX 13	05-08	L LEG	3/4
CHA 7			09-11	ABDOM	3/4
Move 6			12	CHEST	3/5
Hit Points 11			13-15	R ARM	3/3
Defense 05%			16-18	L ARM	3/3
			19-20	HEAD	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Short Spear	6	30%	1D6+1	30%	15
Small Shield	—	—	—	30%	8
Sling	2	30%	1D8	—	—

SPELLS: Healing 2, Speedart

IVERD, trollkin warrior

STR 10	CON 11	SIZ 10	01-04	R LEG	3/4
INT 10	POW 7	DEX 13	05-08	L LEG	3/4
CHA 7			09-11	ABDOM	3/4
Move 6			12	CHEST	3/5
Hit Points 11			13-15	R ARM	3/3
Defense 05%			16-18	L ARM	3/3
			19-20	HEAD	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Short Spear	6	30%	1D6+1	30%	15
Small Shield	—	—	—	30%	8
Sling	2	30%	1D8	—	—

SPELLS: Healing 2, Speedart

GOTHANT, trollkin warrior

STR 10	CON 11	SIZ 10	01-04	R LEG	3/4
INT 10	POW 7	DEX 13	05-08	L LEG	3/4
CHA 7			09-11	ABDOM	3/4
Move 6			12	CHEST	3/5
Hit Points 11			13-15	R ARM	3/3
Defense 05%			16-18	L ARM	3/3
			19-20	HEAD	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Short Spear	6	30%	1D6+1	30%	15
Small Shield	—	—	—	30%	8
Sling	2	30%	1D8	—	—

SPELLS: Healing 2, Speedart

ORSHAD, trollkin warrior

STR 10	CON 11	SIZ 10	01-04	R LEG	3/4
INT 10	POW 7	DEX 13	05-08	L LEG	3/4
CHA 7			09-11	ABDOM	3/4
Move 6			12	CHEST	3/5
Hit Points 11			13-15	R ARM	3/3
Defense 05%			16-18	L ARM	3/3
			19-20	HEAD	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Short Spear	6	30%	1D6+1	30%	15
Small Shield	—	—	—	30%	8
Sling	2	30%	1D8	—	—

SPELLS: Healing 2, Speedart

MOUK, trollkin worker

STR 10	CON 9	SIZ 9	01-04	R LEG	1/3
INT 9	POW 6	DEX 13	05-08	L LEG	1/3
CHA 7			09-11	ABDOM	1/3
Move 6			12	CHEST	1/4
Hit Points 9			13-15	R ARM	1/2
Defense 05%			16-18	L ARM	1/2
			19-20	HEAD	1/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Light Club	7	30%	1D8	30%	15
Thrown Rock	2	30%	1D4	—	—

SPELLS: Healing 1

GLOD, trollkin worker

STR 10	CON 9	SIZ 9	01-04	R LEG	1/3
INT 9	POW 6	DEX 13	05-08	L LEG	1/3
CHA 7			09-11	ABDOM	1/3
Move 6			12	CHEST	1/4
Hit Points 9			13-15	R ARM	1/2
Defense 05%			16-18	L ARM	1/2
			19-20	HEAD	1/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Light Club	7	30%	1D8	30%	15
Thrown Rock	2	30%	1D4	—	—

SPELLS: Healing 1

BURGLARY AT RAUS' HOUSE

There aren't too many major burglaries (as opposed to relatively minor thefts and break-ins) in Pavis. There are a few good reasons for this. Pavis is a relatively small town, and the few permanent treasure-troves are pretty well guarded. While the thieves of Pavis are a competent bunch, the local citizenry have had practice in fending them off. For those with really substantial fortunes, the best steps for protection are well-known. The Pavis thieves and robbers spend most of their time hijacking loot freshly taken from the Rubble.

The Almost Empty House

Sometimes security slips up. For instance, on the Clayday of a certain week and season one year the residual servants at Duke Raus' Pavis townhouse were invited to join their fellow butlers and servants from other closed-down townhouses for a major bash at the Sable Horn inn. Old Mel-lowy, the eldest footman, was left to watch things at Raus House, but he was heard to state his intention of indulging in a bit of feasting of his own, and everyone knew that he'd be in a drunken stupor by an hour after sunset.

Duke Raus of Rone pioneered some moderately successful plantations downriver from Pavis, beating back the worst of the barbarians and generally taming the desert. Raus maintains a fancy residence in the city, as suits his station, but usually lives in his fort to the south, where his considerable fortune and collection of magic items is guarded by a small army of retainers. Raus' fortune in Pavis consists of enough money to pay small bills and cover emergencies, some gems for which he hasn't been bid enough yet, a wardrobe, and some things he needs more in Pavis than downriver. When the Duke is away, he reduces his townhouse staff to the minimal number of servants needed to keep each other honest — four or five. Tonight for a few hours the number on duty has been reduced to zero, and an ambitious cat burglar can make a good night's piece of change.

The objective of the scenario is for one or two players to run thief characters in a raid on Duke Raus' petty cash box. This is not an adventure for an army: one cat burglar is all that is needed, and an optional street lookout. The idea is to evade the police, not fight them. Even under the Lunar restrictions, the night watch is plenty strong and tough.

The raid begins with the character's hearing about Raus House and its temporary lack of guards. This can be done either by a successful Streetwise roll (see the Lanbril cult in the players' guide) or by overhearing the conversation of one of the Duke's servants. The thief will then need to decide if he is enough of a cat burglar to do the job, or if he wants to bring a friend in on the job; this has to be worked out by the player himself, perhaps in conjunction with the game-master.

The mechanics of the raid are simple. No plan of Raus House has been provided, because the main action is initially on the outside of the house as the thief climbs up the street wall, then in the study where the treasure chest lies, and then back down the front wall and into the street.

The player-character thief can easily discover that the only possible entry into Raus House is through a front second-storey window, because the roof is solid, and the sides and rear abut directly onto other buildings (with no doors through). Furthermore, the ground floor of the townhouse is as solidly secured against unauthorized entry as four centuries of Pavis security system development allows. A battering ram could get through the downstairs front, but little else. The second story windows are the likeliest weak spots.

Climbing the House

To enter Raus House, the cat burglar will have to climb up the front of the building and force open a window. An alternate, costlier plan would be to rent a room in the Silk 'N' Plume inn next door, climb to the Silk 'N' Plume's roof, go over onto Raus House' roof, then let oneself down to the window. This would cost the character the price of a night in the Silk 'N' Plume and possible recognition or discovery by others at the inn. For the average scruffy burglar, it is wiser just to climb up the front. Scaling Raus House is made complex by the existence of the Pavis night watch, a force of trolls and trollkin who can get along perfectly well in the dark. The ascent into Raus House will take some time, and if a watchtrollkin comes along, the burglar must try to Hide in Cover against the side of the building. If the watchtrollkin makes a Darksense/Scan roll, he can sense a hidden character, but if the character fails his Hide in Cover, then he is automatically spotted.

Climbing up the front of Raus House takes three successful Climb rolls, one per 3 melee rounds. If the climber fails a roll, he is stuck on the side of the building and must try another roll after one more melee round. A fumbled roll means that the character falls. Fumbling the first climb causes 1D6 points of damage to a random hit location, fumbling the second causes 2D6, and fumbling the third causes 3D6, as the burglar gets progressively higher up the wall. Forcing the window takes a successful Lock Pick roll. When either Hiding in Cover or Lock Picking when hanging on the side of the building, the burglar will need to make a successful skill roll as well as a successful roll of DEXx5 or less on D100. Hiding in Cover will take a melee round, and Picking the window's lock will take 5 melee rounds.

Making all these rolls may take time, and while time passes, so do people on the street. There is a good chance that various foot traffic may happen by, as summarized:

FOOT TRAFFIC ENCOUNTERS

roll 1D10 every 3 melee rounds

1D10	Result
1-5	no traffic
6-8	1D4 drunks
9-10	trollkin night watch

The high number of passers-by is explained by the fact that the Silk 'N' Plume is next door to Raus House, and Erigio's is right around the corner. The trollkin come by so frequently because Jorjar the Quick's residence (Jorjar is the Constable of Pavis) is on the other side of Raus House!

If the player-character was farsighted enough to hire a lookout, the lookout can tell the nature of a coming encounter one round before it arrives on the scene. Each encounter type will last five rounds, and then move on. Since a new encounter is rolled for every three melee rounds, it is possible for two encounters to overlap. If he wishes, the lookout wishes, he may try some private enterprise, and roll some drunks. If there is more than a single drunkard, this will be difficult, as at least one of them will be able to stagger off to Jorjar's house or the Silk 'N' Plume, and shout for aid. But, if there is but one drunk, he can be subdued easily. He will carry 1D100L (this is the rich quarter of town, remember) and will be knocked out with a successful fist attack. Rolling drunks makes it impossible to do any looking-out — if a watchtrollkin comes onto the scene, he will blow his whistle for help and try to arrest the assaulting party. This may, of course, have interesting consequences for the cat burglar. Rolling a drunk and searching him for loot effectively takes 1D6 melee rounds, plus whatever time it took to land a fist blow.

If the watchtrollkin happens by, the climber will have a single chance to hide from him, and he will have a single chance to use his Darksense/Scan skill. If the burglar falls, or otherwise makes noise, then see if a nearby watchtrollkin heard the noise — if he makes his Listen roll, on the next encounter period a watchtrollkin automatically shows up.

When the watchtrollkin shows up, the lookout will have to explain his presence on Parade Street at an inauspicious hour. The lookout must do this by using Acting, Oratory, Fast Talk, or another, similar skill. The lookout's player should be required to come up with a plausible story to back up his skill roll — if the story isn't too likely, then penalties should be added to the die roll. If the trollkin isn't satisfied with the explanation, he will blow his whistle or attempt a Befuddle to bring in the suspect. If the lookout is currently rolling a drunk, the watchtrollkin will blow his whistle, try a Befuddle attack, and then move in with weapon. If the lookout isn't busy committing a crime, he can signal to the cat burglar when the watchtrollkin appears. This must be done by a bird-call, pop-gun, bullroarer, a light signal, or whatever the player-characters devise. In any case, try an appropriate perception skill for the watchtrollkin to see if he spots the signal.

The lookout might move away. If he walks off to the Lunar troop barracks, for example, where there is always someone in the street, he will miss whatever is happening in front of Duke Raus' house for at least one encounter turn. The game master should remember that hiding in mere shadows is worthless against a darksensing trollkin, and there is precious little cover on Parade Way. This is an opportunity for role-playing in a scenario otherwise oriented toward game-mechanics.

When the watchtrollkin blows his whistle, a heavy patrol will come around the corner in 2D6 melee rounds. It will consist of 1D4+3 typical watch trollkin and a single dark troll sergeant from the central watch station. They will approach in a single group and, as tactics, will cast Befuddle followed by possible attack. They will round up everybody in sight and take them back to the guard post for questioning. Even the sounds of battle in the streets will not move the Lunar guards at the nearby gate, who have other duties, though if the players have organized a particularly strong fighting party, the dark troll sergeant may sound his alert

horn and bring a Lunar squad on the double from the barracks (barely 50 meters away).

A burglar, or his lookout, should not think of fighting the watch. The best plan is to run as fast and as evasively as possible. If the thief is inside the house when his lookout is pursued, his best plan is probably to climb up to the roof (one climb roll needed). He can stay on the roofs until he has to get down, and might avoid all detection while up there.

The trolls, of course, know about this trick, and, if they are alerted to the presence of a burglar within the building or upon its roof, may roust out the entire night watch to guard the streets around the block.

Climbing When Encumbered

Climbing the face of the building is at best difficult; it is made more so by the wearing of heavy or restrictive clothing, especially armor. For purposes of this scenario, each ENC point or fraction thereof of armor worn will subtract 05% from chances for success.

Duke Raus' Treasure Chest

The treasure chest is large and heavy. It is 1m wide and half a meter tall and deep, a rectangular prism with a deep top hinged a tenth of a meter from the top. The exterior of the chest is lead sheeting riveted to an interior frame. The chest will detect positively for silver, gold, gems, magic, and traps. The first step in getting into the chest is to lift up the lid. The hinges of the lid are concealed inside the chest, so the lock must be picked. This is a fairly ingenious lock: subtract 10% from chances for success in Lock Pick rolls. If the thief is successful, the chest opens and the contents are his. If he fumbles, the lock far surpasses him and he cannot try to open it until his Lock Picking skill has increased. A simple failure allows him to try again, but with 20% more subtracted from his chances for success, and this keeps accumulating until he reaches 00% chances for success.

Example: A thief with a 50% Lock Pick skill has a 40% chance for success because this is a tough lock. The thief rolls 77 and fails. He may try again, but his chances are reduced to 20%. If he fails a second time, his chances are reduced to 00%, and he cannot try any more.

If the lock is too much for the thief, brute force is possible. The metal chest has an armor rating of 8, and it will take 20 points of damage to knock a hole in the chest big enough to admit a hand. The chest may automatically be hit and take damage each round that the thief swings any weapon at it, but he should make a to-hit roll anyway. If he misses the to-hit roll, then there is a 30% chance that he will have sprung the chest's trap (normally only operative when the chest's secret compartment is violated). A poison gas POT 20 fills the room. This is visible, and the character must roll POWx5 to keep from being surprised and taking a deep breath. If not surprised, then he can try to hold his breath, grab the treasure, and flee. The gas will attack though skin, but at a POT of only 10, which hopefully will not kill him.

If the city watch happens by while the chest is being pounded open, he will definitely investigate. He won't leave without satisfying himself about the situation.

Once the chest is opened, the contents are available for the taking. There are two big moneybags, each holding 1,000 L, and a smaller money bag with 50 wheels within. There is a small gem pouch with some uncut diamonds. If the char-

CHOOGA, dark troll nightwatch sergeant, initiate Kyger Litor and lay member Pavis cult.

STR 18	CON 12	SIZ 17	01-04	R LEG	5/5
INT 13	POW 13	DEX 11	05-08	L LEG	5/5
CHA 11			09-11	ABDOM	6/5
Move 8			12	CHEST	6/6
Hit Points 14			13-15	R ARM	5/4
Defense 00%			16-18	L ARM	5/4
			19-20	HEAD	5/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	5	70%	2D8+1D6	60%	15
Club	7	50%	1D10+1D6	50%	20
Sling	3	40%	1D8	—	—

THE TROLLKIN NIGHTWATCH

STR 9	CON 10	SIZ 8	01-04	R LEG	5/3
INT 10	POW 9	DEX 15	05-08	L LEG	5/3
CHA 8			09-11	ABDOM	5/3
Move 6			12	CHEST	5/4
Hit Points 9			13-15	R ARM	5/2
Defense 10%			16-18	L ARM	5/2
			19-20	HEAD	5/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Light Club	7	50%	1D8	50%	20
Thrown Rock	2	75%	1D4	—	—

SPELLS: Befuddle, Darkwall (2), Healing 4, Mobility, Silence

SKILLS: Darksense/Scan 60%, Darksense/Scrutinize 50%, Listen 55%

LANGUAGES: Darktongue 75/15%, Lunar 30%, Old Pavis 65%, Tradetalk 40%

NOTES: Carries whistle and alarm horn.

SPELLS: Befuddle, Disrupt, Healing 2

SKILLS: Darksense/Scan 50%, Listen 75%, Track 50%

LANGUAGES: Darktongue 50%, Old Pavis 40%, Tradetalk 25%

NOTES: Carries loud whistle for summoning help. Nightwatch trollkin generally are immune to bribery, as life as a Pavis watch-trollkin is pretty near the pinnacle of success for any common trollkin, and they feel that they are near-nobility.

NIGHTWATCH TROLLKIN 2

STR 9	CON 10	SIZ 8	01-04	R LEG	5/3
INT 10	POW 9	DEX 15	05-08	L LEG	5/3
CHA 8			09-11	ABDOM	5/3
Move 6			12	CHEST	5/4
Hit Points 9			13-15	R ARM	5/2
Defense 10%			16-18	L ARM	5/2
			19-20	HEAD	5/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Light Club	7	50%	1D8	50%	20
Thrown Rock	2	75%	1D4	—	—

SPELLS: Befuddle, Disrupt, Healing 2

SKILLS: Darksense/Scan 50%, Listen 75%, Track 50%

LANGUAGES: Darktongue 50%, Old Pavis 40%, Tradetalk 25%

NOTES: Carries loud whistle for summoning help.

NIGHTWATCH TROLLKIN 3

STR 9	CON 10	SIZ 8	01-04	R LEG	5/3
INT 10	POW 9	DEX 15	05-08	L LEG	5/3
CHA 8			09-11	ABDOM	5/3
Move 6			12	CHEST	5/4
Hit Points 9			13-15	R ARM	5/2
Defense 10%			16-18	L ARM	5/2
			19-20	HEAD	5/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Light Club	7	50%	1D8	50%	20
Thrown Rock	2	75%	1D4	—	—

SPELLS: Befuddle, Disrupt, Healing 2

SKILLS: Darksense/Scan 50%, Listen 75%, Track 50%

LANGUAGES: Darktongue 50%, Old Pavis 40%, Tradetalk 25%

NOTES: Carries loud whistle for summoning help.

The Wand of the Seven Phases of the Moon

Description: A wand 25cm long and 1cm in diameter made of a single huge ruby gemstone engraved down its length in a spiral band with a series of pictographs of the seven phases of the Red Moon. These glyphs are repeated seven times through the length of the wand, and the spiral bends around the rod seven times, so that the glyphs for each phase are aligned all down the wand's length.

Cults: Associated: all Lunar. Enemy: all Lunar foes.

Knowledge: Famous to Lunars. It is one of a kind.

History: This item was found in the fabulous Machine Ruins, but its origin is unknown. Possibly, it was mistakenly manufactured by the pragmatic sorcerer-smiths of the city, but proved of little use then. Perhaps it was taken there by some forgotten Moon worshiper in the early days of the empire. The rod has been little studied, so the truth is unknown.

Knowledge of the wand's use is limited to Lunar priests and a few scholars of magic; Duke Raus has it as part of his heritage. Because the Duke is not a Lunar cultist, he has no personal use for the rod; he holds it in trust for such time as

a Rone heir can trade it to the empire in return for a suitable return gift.

Powers: The wand must be attuned by a Moon priest. He must attune each of the 49 moon symbols individually and in order. Each symbol has a resistance equal to a POW of 18, and must be attuned on the named phase of the moon, so the process will take at least 49 weeks. Failure to attune, as usual, means that the caster loses points of permanent POW. When the rod has been attuned, it will act as a glowspot for the wielder: every day will be treated as if it were the full moon when judging Rune spell availability and effectiveness. In addition, when the owner wishes, he can sacrifice a point of permanent POW and cause the wand to emit a pulse of holy red plasm which will do 6D6 points of damage to any intended target, hitting automatically. Armor will absorb this damage, and the caster can choose the location hit by the blast, as long as it is visible to him.

Value: This item is so specialized and unique that it is priceless. Reputable magic merchants usually have heard of it, and won't buy it. Anyone stealing it may hope at best to ransom it back to the Duke, who is notoriously intolerant of thieves.

TROLLKIN NIGHTWATCH 4

STR 9	CON 10	SIZ 8	01-04	R LEG	5/3
INT 10	POW 9	DEX 15	05-08	L LEG	5/3
CHA 8			09-11	ABDOM	5/3
Move 6			12	CHEST	5/4
Hit Points 9			13-15	R ARM	5/2
Defense 10%			16-18	L ARM	5/2
			19-20	HEAD	5/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Light Club	7	50%	1D8	50%	20
Thrown Rock	2	75%	1D4	—	—

SPELLS: Befuddle, Disrupt, Healing 2

SKILLS: Darksense/Scan 50%, Listen 75%, Track 50%

LANGUAGES: Darktongue 50%, Old Pavis 40%, Tradetalk 25%

NOTES: Carries loud whistle for summoning help.

NIGHTWATCH TROLLKIN 5

STR 9	CON 10	SIZ 8	01-04	R LEG	5/3
INT 10	POW 9	DEX 15	05-08	L LEG	5/3
CHA 8			09-11	ABDOM	5/3
Move 6			12	CHEST	5/4
Hit Points 9			13-15	R ARM	5/2
Defense 10%			16-18	L ARM	5/2
			19-20	HEAD	5/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Light Club	7	50%	1D8	50%	20
Thrown Rock	2	75%	1D4	—	—

SPELLS: Befuddle, Disrupt, Healing 2

SKILLS: Darksense/Scan 50%, Listen 75%, Track 50%

LANGUAGES: Darktongue 50%, Old Pavis 40%, Tradetalk 25%

NOTES: Carries loud whistle for summoning help.

NIGHTWATCH TROLLKIN 6

STR 9	CON 10	SIZ 8	01-04	R LEG	5/3
INT 10	POW 9	DEX 15	05-08	L LEG	5/3
CHA 8			09-11	ABDOM	5/3
Move 6			12	CHEST	5/4
Hit Points 9			13-15	R ARM	5/2
Defense 10%			16-18	L ARM	5/2
			19-20	HEAD	5/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Light Club	7	50%	1D8	50%	20
Thrown Rock	2	75%	1D4	—	—

SPELLS: Befuddle, Disrupt, Healing 2

SKILLS: Darksense/Scan 50%, Listen 75%, Track 50%

LANGUAGES: Darktongue 50%, Old Pavis 40%, Tradetalk 25%

NOTES: Carries loud whistle for summoning help.

NIGHTWATCH TROLLKIN 7

STR 9	CON 10	SIZ 8	01-04	R LEG	5/3
INT 10	POW 9	DEX 15	05-08	L LEG	5/3
CHA 8			09-11	ABDOM	5/3
Move 6			12	CHEST	5/4
Hit Points 9			13-15	R ARM	5/2
Defense 10%			16-18	L ARM	5/2
			19-20	HEAD	5/3

Weapon	SR	Attk%	Damage	Parr%	Pts
Light Club	7	50%	1D8	50%	20
Thrown Rock	2	75%	1D4	—	—

SPELLS: Befuddle, Disrupt, Healing 2

SKILLS: Darksense/Scan 50%, Listen 75%, Track 50%

LANGUAGES: Darktongue 50%, Old Pavis 40%, Tradetalk 25%

NOTES: Carries loud whistle for summoning help.

acter makes his Evaluate Treasure roll after getting the diamonds back to his lair, he will discover that they are worth 1,000L total. If he fails his Evaluate Treasure roll, he will get but 500L for them.

Hidden Spots

A Spot Hidden when the chest is opened will reveal cracks leading to the proverbial secret compartment in the chest's back. A Detect Traps spell will reveal the fact that the back is trapped, and a Spot Traps will reveal little holes in the compartment lid. A successful Trap Disarm roll will both open the compartment and disarm the trap. If the roll was a failure, the trap will be set off.

The trap consists of poison gas (this could also have been set off by pounding the chest open — if it was, then it will not act again here) of POT 20, which will billow forth and fill the room. If the thief is not surprised (roll POWx5 or less to check this), he can hold his breath, which will cause the gas' potency to be reduced to 10 on him, and grab the treasure and run.

If the compartment is opened, the Rone treasure or treasures will be revealed: the wand of the Seven Lunar Phases.

THE DRUNK

Remember Mellowy, the servant left behind because someone had to watch the house? The guy who decided to have a little party of his own? Well, he could interfere in the scenario's action as well! If the scenario has had enough happening, the game master can let Mellowy snore on in his easy chair, to come to a rude awakening long after the damage is done. However, if the Parade Way has been empty for hours, the climb up the wall easy as Telekinesis, and the treasure chest fell apart under the thief's nose, then perhaps Mellowy should act. Of course, a Mellowy can be used to increase the pace of an already lively scenario as well as to liven up a dead one. In any case, the game master may think that it is a good time to bring on good ol' Mellowy, who may have thought he heard something, or may have just gotten up for a li'l walk to the latrine.

Mellowy will blunder into the treasure room just when the treasure is spread out on the floor ready to be packed into a knapsack. As can be seen by his statistics, he is stone drunk. He will be as annoying and impertinent as the game master can make him, and will cause trouble, though he won't be exactly sure what is going on. "Are you th' new cleanin' man?" Mellowy may ask loud questions; he may

MELLOWY, drunken servant

STR 10	CON 10	SIZ 11	01-04	R LEG	1/4
INT 2 (10)	POW 12	DEX 3 (11)	05-08	L LEG	1/4
CHA 10			09-11	ABDOM	1/4
Move 4 (8)			12	CHEST	1/5
Hit Points 10			13-15	R ARM	1/3
Defense -30% (i.e., an attacker adds +30% to chances of hitting him)			16-18	L ARM	1/3
			19-20	HEAD	0/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Wine Bottle	11	20%	1D4	20%	4

SPELLS: Befuddle, Healing 2, Light

SKILLS: Listen 25% (50%)

LANGUAGES: Old Pavic 70/50%, Lunar 40/50%, Thieves' Argot 10%

NOTE: Many of Mellowy's characteristics are lowered due to his extreme drunkenness.

sing; cast a Light spell (where it will shine out the window, of course) either to "aid" the player, or to give Mellowy a better view; or engage in other similarly annoying projects. These kind acts may have no effect on the detection of the burglar, but will certainly give the player a good scare!

Getting Rid of Mellowy

Getting rid of this pest is tricky. Except for the wand, the treasure in the chest is a minute part of Duke Raus' fortune, and he would prosecute the thief with only normal vigor. If, however, one of his servants were murdered by an intruder, his wrath would be unbounded. Tact and diplomacy are called for. The player needs to think up good lines for his thief, to encourage Mellowy to go away. A successful Oratory or Fast Talk skill roll should accompany these lines. Finally, a gentle cosh on the head could settle the problem, once Mellowy has obligingly turned to leave — this doesn't even require an attack roll.

THE CRADLE

Introduction

The Cradle is a four-part adventure concerned with the appearance of a giant baby cradle, floating down the Zola Fel as of old. This has not occurred in over seven centuries and has taken everyone quite by surprise.

Characters will be asked to help defend the cradle and the many magical treasures it contains from voracious Lunar plundering. Although the player-characters could plunder as well, doing so is not easy, and by following the lead of the scenario they will get the most out of the material presented.

The cradle is defended by the cult of Zola Fel, and hence most of the Ingilli family and their resources. The river has an ancient friendship with the giants and this defense is prompted by that alliance. The Ingilli family, normally neutral, would not think of betraying their god by disobeying him, but the high-ranking family members cannot actively be part of the defense force without ensuring severe Lunar reprisals upon the family. They risk much as it is; but their family tends naturally towards subtlety, and they hope to conceal much of their hand in the defense.

The cradle is also defended by Orlanthi. They wish to deny these treasures to the Lunar empire, and to gain for themselves an unstated "great payment" from the giants or from the Zola Fel temple. A love for adventure should motivate the player-characters, as well as a desire to participate in this great historical event.

The trolls of the Rubble are also helping. They are old friends with the giants, and they sympathize with the endangered giant child. A party of trolls will board in the first scenario, but will not be seen again until later.

This scenario is dangerous. It could kill 80% or more of the player-characters. It is a good place for Rune lords and Rune priests to fight, and they will need all their stored POW. Yet do not leave out the weaker members even though they are seemingly over their heads, for there are rich rewards for lesser beings.

Parts of this scenario rely on gamemaster descriptions of action and things. Illustrations and handouts will aid you.

Pacing is important, and advice is given throughout. Be sure to familiarize yourself with the entire scenario beforehand (not just part one), and give careful thought how to turn the circumstances into a challenge appropriate for the particular characters you will guide.

Moon and Weather

This scenario begins on Fire day of Harmony week in Sea season, the equivalent of Earth's early spring, with bad weather getting better. Rivers are high but not yet flooding from melting winter snows.

The red moon on this day is Empty Half. In the night it will become Full, at the start of the third part of this adventure. The fourth scenario, at Corflu, is on the Full Half. See *Cults of Prax*, p. 42, for the effects of the Red Moon on Lunar Rune magic.

Orlanthi can predict the weather. On the first day of the adventure the weather will be cool, with clouding toward evening, but not increasing during the night. On this day, the Orlanthi wise men will predict a small storm tomorrow, probably clearing the next night.

The night after the first action, the Orlanthi wise men will suddenly perceive an abrupt change in the weather, and understand that a large storm is brewing. This is elaborated upon in the scenario. This change, which is wrought by non-player-character Orlanthi working at Pairing Stone, will affect the weather for that night only. By morning the storm will have blown itself out.

Thus the second day actually will be a day of no storms instead of one small storm.

The third day is also clear.

Gamemaster Information

Be sure to read all of the player handouts and to keep copies for your own reference.

This adventure has four parts. Characters have opportunity to move in and out of the adventure between parts, thereby allowing new characters to replace dead ones, or survivors can continue. Throughout the whole scenario non-

player-characters get on and off the cradle, and new player-characters can be assumed to be with them.

The first part consists of the player-characters defending the cradle from the Lunar army. They will fail and be forced to abandon ship or to hide aboard the cradle. The plot and actions are set forth; there is lots of hard fighting, set to a fairly rigid story line.

The second part is less structured. During it, player-characters board the cradle or come out of hiding aboard the craft to try to stop the Lunar priests from plundering the boat, as well as to prepare the cradle to renew its journey. The characters may explore the boat and encounter the denizens and parties therein at the gamemaster's whim. The encounters must in sum fulfill certain functions, but the exact order of events is not important.

The third part is not combat-oriented. Compared to the first two parts, part three is leisurely, and the fighting is secondary to the tour. Characters will float downriver, and much of the adventure is based on the gamemaster's ability to describe the passing scene. Characters can rest, role-play, and prepare for the final battle.

The last part is another full-scale battle. At Corflu the Lunars will make another major effort, and this time the

player-characters are less-prepared. Several previously-established non-player-characters will make a showing, especially Garrath Sharpword, who appears at the last moment and saves the day.

COMBAT STATISTICS AND HELPFUL INFORMATION

These stats are used during the assaults upon the cradle in the first part, and for combat during the second part of this scenario.

There are two sets of stats given in this book. The first set is given in the *Statistics* section (page 6). These are typical soldiers at rest, to be used as non-player-characters during city scenarios.

The second set of stats occur throughout the text of this scenario. These are the same soldiers described in the *Statistics* section, now outfitted for war and with combat spells already cast on them. The armor, hit points, and weapon abilities are pre-figured and shown in the stats.

Following combat statistics are sets of hit-point distributions for individuals. Mark these up as the battle progresses. Obviously, it would be unwieldy to present statistics for all

LONGSPEAR SLAYERS, with spells cast

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	4	70%	1D10+3	—	15
Shortsword	7	30%	1D6+1	30%	20
Lg Shield	—	—	—	45% (—)	16

SPELLS: Bladesharp 2, Coordination (2), Healing 2, Light, Repair (2)
SKILLS: Camouflage 30%, Hide in Cover 30%, Spot Hidden 45%, Spot Traps 45%, Track 25%
NOTE: Generally fight with two-handed spear and large shield technique (note special hit location below). They cannot parry with their shield while

using the special hit location table. The excess armor over certain body areas is a function of the shield, which covers those sites. All the Longspear Slayers will have cast Bladesharp on their spears and Coordination on themselves. They are encumbered to the extent of losing 05% of their Defense and -1 from their movement.

PHALANGITE ONE

POW 7	R LEG	01-03	4/4
DEX 15	L LEG	04-06	4/4
HP 12	ABDOM	07-09	23/4
Defense 10%	CHEST	10-17	23/5
Move 7	R ARM	18	4/3
Spear 15	L ARM	19	20/3
Shortsword 20	HEAD	20	6/4

PHALANGITE FOUR

POW 7	R LEG	01-03	4/4
DEX 15	L LEG	04-06	4/4
HP 12	ABDOM	07-09	23/4
Defense 10%	CHEST	10-17	23/5
Move 7	R ARM	18	4/3
Spear 15	L ARM	19	20/3
Shortsword 20	HEAD	20	6/4

PHALANGITE SEVEN

POW 7	R LEG	01-03	4/4
DEX 15	L LEG	04-06	4/4
HP 12	ABDOM	07-09	23/4
Defense 10%	CHEST	10-17	23/5
Move 7	R ARM	18	4/3
Spear 15	L ARM	19	20/3
Shortsword 20	HEAD	20	6/4

PHALANGITE TEN

POW 7	R LEG	01-03	4/4
DEX 15	L LEG	04-06	4/4
HP 12	ABDOM	07-09	23/4
Defense 10%	CHEST	10-17	23/5
Move 7	R ARM	18	4/3
Spear 15	L ARM	19	20/3
Shortsword 20	HEAD	20	6/4

PHALANGITE TWO

POW 7	R LEG	01-03	4/4
DEX 15	L LEG	04-06	4/4
HP 12	ABDOM	07-09	23/4
Defense 10%	CHEST	10-17	23/5
Move 7	R ARM	18	4/3
Spear 15	L ARM	19	20/3
Shortsword 20	HEAD	20	6/4

PHALANGITE FIVE

POW 7	R LEG	01-03	4/4
DEX 15	L LEG	04-06	4/4
HP 12	ABDOM	07-09	23/4
Defense 10%	CHEST	10-17	23/5
Move 7	R ARM	18	4/3
Spear 15	L ARM	19	20/3
Shortsword 20	HEAD	20	6/4

PHALANGITE EIGHT

POW 7	R LEG	01-03	4/4
DEX 15	L LEG	04-06	4/4
HP 12	ABDOM	07-09	23/4
Defense 10%	CHEST	10-17	23/5
Move 7	R ARM	18	4/3
Spear 15	L ARM	19	20/3
Shortsword 20	HEAD	20	6/4

PHALANGITE ELEVEN

POW 7	R LEG	01-03	4/4
DEX 15	L LEG	04-06	4/4
HP 12	ABDOM	07-09	23/4
Defense 10%	CHEST	10-17	23/5
Move 7	R ARM	18	4/3
Spear 15	L ARM	19	20/3
Shortsword 20	HEAD	20	6/4

PHALANGITE THREE

POW 7	R LEG	01-03	4/4
DEX 15	L LEG	04-06	4/4
HP 12	ABDOM	07-09	23/4
Defense 20%	CHEST	10-17	23/5
Move 7	R ARM	18	4/3
Spear 15	L ARM	19	20/3
Shortsword 20	HEAD	20	6/4

PHALANGITE SIX

POW 7	R LEG	01-03	4/4
DEX 15	L LEG	04-06	4/4
HP 12	ABDOM	07-09	23/4
Defense 20%	CHEST	10-17	23/5
Move 7	R ARM	18	4/3
Spear 15	L ARM	19	20/3
Shortsword 20	HEAD	20	6/4

PHALANGITE NINE

POW 7	R LEG	01-03	4/4
DEX 15	L LEG	04-06	4/4
HP 12	ABDOM	07-09	23/4
Defense 20%	CHEST	10-17	23/5
Move 7	R ARM	18	4/3
Spear 15	L ARM	19	20/3
Shortsword 20	HEAD	20	6/4

PHALANGITE TWELVE

POW 7	R LEG	01-03	4/4
DEX 15	L LEG	04-06	4/4
HP 12	ABDOM	07-09	23/4
Defense 20%	CHEST	10-17	23/5
Move 7	R ARM	18	4/3
Spear 15	L ARM	19	20/3
Shortsword 20	HEAD	20	6/4

of the individuals present in the battles to come. Feel free to reuse these stats as needed. Each scenario battle states the number of soldiers present. Gamemasters should introduce enough opponents to challenge the characters' skills and determination to the utmost. Permission is given to photocopy these stats for personal use only.

Finally, the four center pages of this book are pull-outs, for players and gamemaster. Some of the player information has been reproduced in the gamemaster information (specifically the *Report on a Cradle*). Other information (such as the Rubble sketch map) is only given in the player pull-out. The gamemaster pull-out lists all of the options and forces that he will have at his disposal during the scenario. This is provided so that gamemasters will not be over-burdened by trying to remember all of the facets of this epic adventure. Use this order of battle to keep track of the status of the various units and to mark off events that already have occurred.

Army Organization

The Lunar troops are organized into platoons, each of which is composed of three detachments. Each detachment has six regular soldiers within it, and one NCO. Also attached to the platoon is the commanding officer, the guardian, and two aides for the commander. The guardian is under the command of the officer. His job is to cast spells

for the squads under his command. He is taught much magic, mainly defensive in nature. The guardian is always provided with extra POW.

The mercenary regiments working for the Lunars are not nearly so well-organized.

PLAYER INFORMATION

The following information is all that can be gathered before the defenders must depart. All of these pieces come from the Lhankor Mhy temple. Garrath Sharpword will hand out the player information when it is mentioned in the scenario. The player information has three parts:

1. An excerpt from a centuries-old cradle report written by an unknown author.
2. An escape diagram (drawn by someone other than the author of the report). This plan also sketches out relative sizes. It is undated and unsigned.
3. A sketch map of the Rubble showing only those points mentioned in this scenario.

Characters who plan to go through the Rubble to rendezvous with the cradle must fill out a Master Expedition Form, and must carry their adventurer's licenses.

GAMEMASTER'S INFORMATION

The gamemaster's page contains his order of event sheet. This should help gamemasters in running this epic.

SILVER SHIELDS, with spells cast

Weapon	SR	Attk%	Damage
Javelin	1	75%	1D10+3
1H Spear	5	40%	1D6+1
Scimitar	5	40%	1D8+1
Mdm Shield	—	—	—

Parr%	Pts
—	10
25%	10
35%	20
55%	12

SPILLS: Disrupt, Healing 2, Mobility, Multimissile 1, Shimmer 2, Speedart
 SKILLS: Climb 65%, Hide in Cover 65%, Jump 65%, Move Quietly 65%,
 Spot Hidden 30%, Spot Traps 30%, Track 60%
 NOTE: Javelin doubles as 1H Spear. Pelkast has Speedart cast upon his javelin,
 and Coordination, Mobility, and Shimmer 4 cast upon himself. All spell-cast-
 ing has been done by a second party.

PELTAST ONE

POW 12	R LEG	01-04	2/4
DEX 16	L LEG	05-08	2/4
HP 12	ABDOM	09-11	4/4
Defense 30%	CHEST	12	4/5
Move 16	R ARM	13-15	2/3
Spear 10	L ARM	16-18	2/3
Scimitar 20	HEAD	19-20	5/4

PELTAST FOUR

POW 12	R LEG	01-04	2/4
DEX 16	L LEG	05-08	2/4
HP 12	ABDOM	09-11	4/4
Defense 30%	CHEST	12	4/5
Move 16	R ARM	13-15	2/3
Spear 10	L ARM	16-18	2/3
Scimitar 20	HEAD	19-20	5/4

PELTAST SEVEN

POW 12	R LEG	01-04	2/4
DEX 16	L LEG	05-08	2/4
HP 12	ABDOM	09-11	4/4
Defense 30%	CHEST	12	4/5
Move 16	R ARM	13-15	2/3
Spear 10	L ARM	16-18	2/3
Scimitar 20	HEAD	19-20	5/4

PELTAST TEN

POW 12	R LEG	01-04	2/4
DEX 16	L LEG	05-08	2/4
HP 12	ABDOM	09-11	4/4
Defense 30%	CHEST	12	4/5
Move 16	R ARM	13-15	2/3
Spear 10	L ARM	16-18	2/3
Scimitar 20	HEAD	19-20	5/4

PELTAST TWO

POW 12	R LEG	01-04	2/4
DEX 16	L LEG	05-08	2/4
HP 12	ABDOM	09-11	4/4
Defense 30%	CHEST	12	4/5
Move 16	R ARM	13-15	2/3
Spear 10	L ARM	16-18	2/3
Scimitar 20	HEAD	19-20	5/4

PELTAST FIVE

POW 12	R LEG	01-04	2/4
DEX 16	L LEG	05-08	2/4
HP 12	ABDOM	09-11	4/4
Defense 30%	CHEST	12	4/5
Move 16	R ARM	13-15	2/3
Spear 10	L ARM	16-18	2/3
Scimitar 20	HEAD	19-20	5/4

PELTAST EIGHT

POW 12	R LEG	01-04	2/4
DEX 16	L LEG	05-08	2/4
HP 12	ABDOM	09-11	4/4
Defense 30%	CHEST	12	4/5
Move 16	R ARM	13-15	2/3
Spear 10	L ARM	16-18	2/3
Scimitar 20	HEAD	19-20	5/4

PELTAST ELEVEN

POW 12	R LEG	01-04	2/4
DEX 16	L LEG	05-08	2/4
HP 12	ABDOM	09-11	4/4
Defense 30%	CHEST	12	4/5
Move 16	R ARM	13-15	2/3
Spear 10	L ARM	16-18	2/3
Scimitar 20	HEAD	19-20	5/4

PELTAST THREE

POW 12	R LEG	01-04	2/4
DEX 16	L LEG	05-08	2/4
HP 12	ABDOM	09-11	4/4
Defense 30%	CHEST	12	4/5
Move 16	R ARM	13-15	2/3
Spear 10	L ARM	16-18	2/3
Scimitar 20	HEAD	19-20	5/4

PELTAST SIX

POW 12	R LEG	01-04	2/4
DEX 16	L LEG	05-08	2/4
HP 12	ABDOM	09-11	4/4
Defense 30%	CHEST	12	4/5
Move 16	R ARM	13-15	2/3
Spear 10	L ARM	16-18	2/3
Scimitar 20	HEAD	19-20	5/4

PELTAST NINE

POW 12	R LEG	01-04	2/4
DEX 16	L LEG	05-08	2/4
HP 12	ABDOM	09-11	4/4
Defense 30%	CHEST	12	4/5
Move 16	R ARM	13-15	2/3
Spear 10	L ARM	16-18	2/3
Scimitar 20	HEAD	19-20	5/4

PELTAST TWELVE

POW 12	R LEG	01-04	2/4
DEX 16	L LEG	05-08	2/4
HP 12	ABDOM	09-11	4/4
Defense 30%	CHEST	12	4/5
Move 16	R ARM	13-15	2/3
Spear 10	L ARM	16-18	2/3
Scimitar 20	HEAD	19-20	5/4

Report on a cradle:

This report was written c. 682 S.T. Author is unknown — probably a Kralori citizen. Original language: Old Pavic.

The craft was 200m long, carved in exquisite detail. Carnor says he can carve as well, but not as big. Its forward and after decks were covered over, and I did not enter them like the others. The center was open to the sky, like an immense hold, and within it lay the infant.

From head to heels, the baby was 10m long. It was a boy, as have been all of the infants captured on this river. Carnor says there are no female giants of this type, and that they are made like the Jolanti, only of flesh and blood, instead of stone. He calls them the Elder Giants and says they are a dying breed, without women. So they make these boats and send their constructs away, into the womb of the world, to grow and learn to be great giants.

The child put up quite a struggle on his own. He seemed docile at first, but I think he was angered when his friends were broken and his giant nanny-goat nursemaid was killed. Anyone whom he slapped was killed, or nearly so, and though the pathetic creature wailed when the spears struck him, he did not cease struggling until dead.

At the moment the baby uttered his last shuddering breath, cries of alarm and consternation rose all about, both

within and upon and outside of the craft where the plundering had begun. The clamor grew and turned to anger, for all of the silver aboard the vessel had turned to dust and common rock, as illusions do when they dissolve.

Carnor says the Elder Giants have an empathy with the natural world which all other mortal races lack today, except for the dragons. This baby's power was obviously over silver. I wondered if the other things which were killed might have made similar treasures disappear with their short lives, but Carnor said he did not think so.

I had hoped for only one thing, one of the carved wooden statues which have been found aboard all of the cradles. I chose one, and had it all Glued, tied, and labelled, ready to take away when it came my turn at the crane. But the superstitious warriors, Pharshtor take their wits, chopped them all up without even asking. I am sure I could control it, but never got the chance. This was a horrible loss. I could have collected five thousand silver pieces for it, even unlearned and in a killing mood. If I mastered it, I would have been set for life. Carnor agrees with me, and says that the statues now visible in Robcradle are proof that they don't always attack.

I wanted compensation, but so many people claimed it for the loss of their silver that I have little real chance to collect. The prefect's justice doesn't reach down to my class, and now I have no finances to gain his attention.

MARBLE PHALANX, with spells cast

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Spear	6	65%	3D6	45%	15
2H Spear	5	45%	3D6	45%	15
Scimitar	7	45%	1D8+1	40%	20
Lg Shield	—	—	—	60%	16

SPELLS: Bladesharp 2, Countermagic 1, Demoralize, Healing 3, Mindspeech 1
 SKILLS: Camouflage 35%, Hide in Cover 35%, Spot Hidden 55%, Spot Traps 55%, Track 35%
 NOTE: 2H spear is used from the second rank; 1H spear and shield is used from the front rank. All hoplites have Fireblade cast on their spears, and Protection 4 and Vigor cast on themselves by a second person. They are all encumbered to the extent of losing all Defense and -2 from movement.

HOPLITE ONE

POW 12	R LEG	01-04	11/5
DEX 12	L LEG	05-08	11/7
HP 19	ABDOM	09-11	11/7
Move 6	CHEST	12	12/8
Spear 15	R ARM	13-15	11/6
Scimitar 20	L ARM	16-18	11/6
	HEAD	19-20	10/7

HOPLITE TWO

POW 12	R LEG	01-04	11/5
DEX 12	L LEG	05-08	11/7
HP 19	ABDOM	09-11	11/7
Move 6	CHEST	12	12/8
Spear 15	R ARM	13-15	11/6
Scimitar 20	L ARM	16-18	11/6
	HEAD	19-20	10/7

HOPLITE THREE

POW 12	R LEG	01-04	11/5
DEX 12	L LEG	05-08	11/7
HP 19	ABDOM	09-11	11/7
Move 6	CHEST	12	12/8
Spear 15	R ARM	13-15	11/6
Scimitar 20	L ARM	16-18	11/6
	HEAD	19-20	10/7

HOPLITE FOUR

POW 12	R LEG	01-04	11/5
DEX 12	L LEG	05-08	11/7
HP 19	ABDOM	09-11	11/7
Move 6	CHEST	12	12/8
Spear 15	R ARM	13-15	11/6
Scimitar 20	L ARM	16-18	11/6
	HEAD	19-20	10/7

HOPLITE FIVE

POW 12	R LEG	01-04	11/5
DEX 12	L LEG	05-08	11/7
HP 19	ABDOM	09-11	11/7
Move 6	CHEST	12	12/8
Spear 15	R ARM	13-15	11/6
Scimitar 20	L ARM	16-18	11/6
	HEAD	19-20	10/7

HOPLITE SIX

POW 12	R LEG	01-04	11/5
DEX 12	L LEG	05-08	11/7
HP 19	ABDOM	09-11	11/7
Move 6	CHEST	12	12/8
Spear 15	R ARM	13-15	11/6
Scimitar 20	L ARM	16-18	11/6
	HEAD	19-20	10/7

HOPLITE SEVEN

POW 12	R LEG	01-04	11/5
DEX 12	L LEG	05-08	11/7
HP 19	ABDOM	09-11	11/7
Move 6	CHEST	12	12/8
Spear 15	R ARM	13-15	11/6
Scimitar 20	L ARM	16-18	11/6
	HEAD	19-20	10/7

HOPLITE EIGHT

POW 12	R LEG	01-04	11/5
DEX 12	L LEG	05-08	11/7
HP 19	ABDOM	09-11	11/7
Move 6	CHEST	12	12/8
Spear 15	R ARM	13-15	11/6
Scimitar 20	L ARM	16-18	11/6
	HEAD	19-20	10/7

HOPLITE NINE

POW 12	R LEG	01-04	11/5
DEX 12	L LEG	05-08	11/7
HP 19	ABDOM	09-11	11/7
Move 6	CHEST	12	12/8
Spear 15	R ARM	13-15	11/6
Scimitar 20	L ARM	16-18	11/6
	HEAD	19-20	10/7

HOPLITE TEN

POW 12	R LEG	01-04	11/5
DEX 12	L LEG	05-08	11/7
HP 19	ABDOM	09-11	11/7
Move 6	CHEST	12	12/8
Spear 15	R ARM	13-15	11/6
Scimitar 20	L ARM	16-18	11/6
	HEAD	19-20	10/7

HOPLITE ELEVEN

POW 12	R LEG	01-04	11/5
DEX 12	L LEG	05-08	11/7
HP 19	ABDOM	09-11	11/7
Move 6	CHEST	12	12/8
Spear 15	R ARM	13-15	11/6
Scimitar 20	L ARM	16-18	11/6
	HEAD	19-20	10/7

HOPLITE TWELVE

POW 12	R LEG	01-04	11/5
DEX 12	L LEG	05-08	11/7
HP 19	ABDOM	09-11	11/7
Move 6	CHEST	12	12/8
Spear 15	R ARM	13-15	11/6
Scimitar 20	L ARM	16-18	11/6
	HEAD	19-20	10/7

1. The Red Moon Assault

SUMMARY

Well before the Zola Fel river reaches Pavis, human and troll adventurers board a giant floating cradle. Beside it, allied river creatures muster in the icy river. No giant's cradle has been seen in centuries, and the Lunars are eager to plunder its magics. The allies valiantly defend the craft against these powerful despoilers, but the Lunars strip the cradle of its magical defenses and halt it. Massive attacks force the defenders to flee; they hide within the lightless passages of the craft's interior or return to New Pavis to regroup.

THE HIRING

Gimpy's is hopping tonight! The usuals are here, with their usual pitches, wheedles, and whines to help sell maps, gain allies, or discover marks. But something is more exciting; there is a low buzz of eager anticipation as well. And there are some newcomers here, with clanking coins, big promises, and a look of eager necessity beneath their professional demeanor.

Thorkan Thumper is here, offering hard cash for hard work, no funeral benefits, guaranteed anonymity, and generous bonuses for special efforts. Must get along with trolls, and no horses allowed or needed.

In another corner is a poor fisherman with a bag of coin and a vague story and big promises of rewards. That usually means great danger, too. He asks that volunteers be

friendly to the river people, and he has already intimated that hating the Lunar empire will be to the volunteer's benefit.

And over there is an outlaw named Jarang Bladesong, who is said to be from Adari. He is spouting forth about Orlanthi honor, Lunar crimes, immense danger, and mountains of gold and silver. He seems to be in a hurry and sends away people he does not know, or who wear Lunar emblems.

All three offer to hire now, tentatively, and will then take their volunteers to another spot to reveal the actual employer, mission, and other details.

The Employers

Thorkan Thumper will take the volunteers to his school. There he will, unsurprisingly, reveal his employer to be a dark troll. It is Jarvis Gan, a troll warrior of some repute in the Rubble.

The fisherman will take the characters through alleys to a hovel where they will meet with Scharman Ingilli, an important man in Riverside.

Jarang Bladesong will take the characters to the house of Garrath Sharpword, famous instructor who lives in Oldtown. He is known to worship Orlanth Adventurous, and has spent time among both the nomads of Prax and the wolf pirates of the Rozgali Ocean.

It is possible that characters will be hired by different employers, but it does not matter, since all are being hired for the same mission and will rejoin shortly. However, any trolls who join will be separated from humans and will perform different duties. Their tasks are outlined, but not detailed, in this scenario. A competent referee should be able to piece together a suitable scenario for player-character trolls from this information.

SIR HOLBURN'S AXE BROTHERS, with spells cast

Weapon	SR	Attk%	Damage	Parr%	Pts	SPILLS: Bladesharp 2, Countermagic 3, Demoralize, Fanaticism, Healing 2, Strength (2)
Poleaxe	6	100%	3D6+1D4+2	—	12	
Broadsword	7	60%	1D8+1+1D4	—	20	SKILLS: Camouflage 30%, Hide in Cover 30%, Spot Hidden 55%, Spot Traps 55%, Track 30%
Thrown Axe	3	60%	1D6+1D2	—	15	NOTES: Each Axe Brother has cast Fanaticism, Countermagic 3, and Strength upon himself, as well as Bladesharp 2 upon his axe.

AXEMAN ONE

POW 4	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Poleaxe 12	R ARM	13-15	7/4
Broadsword 20	L ARM	16-18	7/4
	HEAD	19-20	5/5

AXEMAN FOUR

POW 4	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Poleaxe 12	R ARM	13-15	7/4
Broadsword 20	L ARM	16-18	7/4
	HEAD	19-20	5/5

AXEMAN SEVEN

POW 4	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Poleaxe 12	R ARM	13-15	7/4
Broadsword 20	L ARM	16-18	7/4
	HEAD	19-20	5/5

AXEMAN TWO

POW 4	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Poleaxe 12	R ARM	13-15	7/4
Broadsword 20	L ARM	16-18	7/4
	HEAD	19-20	5/5

AXEMAN FIVE

POW 4	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Poleaxe 12	R ARM	13-15	7/4
Broadsword 20	L ARM	16-18	7/4
	HEAD	19-20	5/5

AXEMAN EIGHT

POW 4	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Poleaxe 12	R ARM	13-15	7/4
Broadsword 20	L ARM	16-18	7/4
	HEAD	19-20	5/5

AXEMAN THREE

POW 4	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Poleaxe 12	R ARM	13-15	7/4
Broadsword 20	L ARM	16-18	7/4
	HEAD	19-20	5/5

AXEMAN SIX

POW 4	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Poleaxe 12	R ARM	13-15	7/4
Broadsword 20	L ARM	16-18	7/4
	HEAD	19-20	5/5

AXEMAN NINE

POW 4	R LEG	01-04	7/5
DEX 11	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Poleaxe 12	R ARM	13-15	7/4
Broadsword 20	L ARM	16-18	7/4
	HEAD	19-20	5/5

Before hiring or revealing any secrets, all the employers will search among the volunteers for traitors and Lunar sympathizers. They will use Storm Bull Sense Chaos, Humakt Sense Assassin, magical spells, and reputation to clear the ranks. All have good sources by which to judge player-characters; any who are obviously unsuitable will have been rejected at Gimpy's. If unsuitable for less obvious reasons, they will be eliminated from the adventure here.

Characters protesting this discrimination will have a chance to join the Lunar side, who shortly also will be hiring mercenaries. The Lunar side of this adventure is ignored but, as with the trolls, it can be pieced together easily.

Distribute the player handouts mentioned in the introduction. While doing so, and as the players browse the material, use an accent and tone of voice appropriate to the speaker and convey the following information. (Namely, use a deep, gruff voice and crude ways for the troll, an elegant, refined, and educated — maybe even British — accent for the Ingilli representative, and an honest, forthright, clear voice for Garrath Sharpword.)

"Much to our surprise, a giant cradle has been sighted floating downriver towards us. None have appeared for over seven centuries. Everyone thought none would appear ever again.

"It is certain that Sor-Eel will try to seize and loot it, as the ancient peoples did, for the treasure on board. Such a spectacular act would surely promote the general from his station here on the frontier. He certainly has the resources to accomplish this deed.

"We feel that the Lunars must be stopped. They must not get these treasures. Thus I, and some others, have volunteered to aid the defense of the cradle.

"It is clear from the old writings that the cradles were defended, but that clever and powerful humans acting in coordination could overcome them. A priest of Zola Fel claims to have a spell which can alert the cradle's defenses and allow friends to board. We propose to board, in secret if possible, and to help the cradle.

"This is a dangerous action, but I urge all who do not fear death to come. The empire will use everything it commands to get this boat, for they may never have another opportunity like this. They will show no mercy. We may well fail, and all be killed. But adventure calls to me, and justice, and hatred of the empire; moreover, those who fight may be discussed and sung of for a thousand years — if you crave glory, this is your chance!

"Payment will come from the gods first, and who can tell if friendship with the giant races will not be helpful to us later? We, the powerful, must protect the weak, this child abandoned to a cruel fate by his parents, and by our deeds in this we may do our duty and find satisfaction in ourselves.

"Also, all reports say this cradle is filled with gold and silver. The river priest promises that the survivors will receive great quantities of the stuff afterwards. The river and its creatures will aid us, and so will the Storm if my message reaches Pairing Stone in time. I expect there to be plenty of Lunar corpses to loot.

"You can also conceal your identity with these masks. They may be hot to wear, but they'll conceal your features. It is up to you to hide or to disguise your armor and accoutrements if you have need."

[These masks are scarves of black cloth, which are to be tightly tied over the lower face, leaving only the eyes exposed — all the defenders of the cradle will be wearing these masks.]

"We do not know how long this will take. We are sure you will be able to leave the cradle at Corflu, at the latest.

"This is your last chance to depart. Whosoever does not come must remain here under guard until dawn, when you can go. Enjoy the ale meantime, and when the Lunar hawk comes asking for volunteers we will be glad if you keep your mouth closed, but remember who it is that you would fight if you join them."

Jarang or Thorkan or Scharman, depending on the group, will instruct the adventurers to fill out adventurer's forms as if they were going to explore the ruins of the chaos temple on Ogre island. The ostensible itinerary will take the party through the Wall Gate, the Zebra Pens, and on an overland march to Ogre island. Needless to say, the actual route after passing the Zebra Pens will take them instead to Wyvern gate and off to meet the cradle.

Travel & Boarding

Travel is by boat or by foot, as per the referee's discretion. The journey upriver is 35km, taking much of the night.

The referee may wish to separate the player-characters as a scouting group, giving them a chance at using stealth skills. During the night they will discover trollkin nearby, apparently stalking the party. If the trollkin are reported, Garrath will instruct the scouts to leave them alone since the trolls are allies.

If the referee thinks it appropriate, then the player-characters may skirmish with a band of Impala riders who are pacing the cradle downriver. If the characters are weak, the impalas may be driven off as part of a mass action, wherein the player-characters take a few missile shots, or the action may be off-stage and only reported to the characters. Which ever case, make it clear that secrecy of movement is obviously gone.

As the sun rises on a clear day, the characters will see how big the operation is. They will see dozens of men like themselves waiting to board. Someone trying to count will find 45-55 others besides themselves. Several dozen reed boats, all full of mercenaries and fishermen, rock in the river or are drawn up on shore. A band of trolls and trollkin (but no great trolls wait impatiently beneath nearby cottonwoods, squinting in the growing dawn, their eyes guarded by floppy or broad-brimmed hats.

The river priests will wade into the water with their initiates about them. Turbulence shows where aquatic members attend. The High Priest chants and intones, casting various sacrifices into the water. During this time, the characters can study the shining cradle, wallowing to a halt as the ceremony progresses. Read or paraphrase the description of the cradle provided below.

After the ceremony is finished, the boat will cease to glow. Some of the river people will swim out and clamber aboard with ropes. These will be dropped over the side, and the characters will be rowed out and will clamber aboard. Many reed boats will be left behind as the cradle again begins to move downriver.

After the last party member is aboard, the Zola Fel priests will perform a short chant and the craft again will begin to glow dimly, visible even in the growing daylight.

The trolls will go to one of two visible hatches and disappear below. They will not be seen on deck again; any humans hired by them will be left on deck, in Garrath's command.

During this time the characters will have an opportunity to explore the outside of the boat/cradle.



THE CRADLE

Outside

The craft is greater than most houses; it is as large as the ships which dock in Corflu from the sea. From far away it looks like a toy wooden boat carved from a single piece of wood with alternating wide and narrow rings visible in the rich grain. Its bulwark seems knobbed, with projections on the bow and stern.

The upper deck is visible only if viewed from above, and most of that is covered by a colored tarpaulin strung along a long pole down the centerline. The tarpaulin is lashed to the tops of the bulwarks, creating a tent-shape covering two-thirds of the upper deck.

Closer, the actual size of the cradle is more apparent. It glows all about with a soft white light not dispelled by the day. Turbulent water in an area extending about 5m from the hull in all directions apparently drives the boat downstream.

When viewed closely from the shore at the time when it passes the Zola Fel high priest, most can see many wooden faces, each with some organ more prominent than the others, carved along the sides of the cradle. Not all the faces are humanoid, though most appear to be some combination of human (or giant?) and animal. The knobs along the bulwarks clearly are carvings of the same types of faces. They have few details, but are not crudely cut. Some, to no apparent pattern, have pieces of rock or shining metal imbedded to replace eyes, mouth, or other features.

Runes, visible and clear to see, are also carved in the side, raised in some places and incised in others.

The stem and stern posts are visible as dragon heads, with long necks and glowing eyes.

Close inspection of the wood, perhaps done as player-characters climb aboard, shows that the cellular structure of the wood is visible, as if magnified by a Lhankor Mhy glass. Experts in such things (such as elves) can tell that the hull is made of sapwood, while the bulwarks and above are of heartwood. By studying the grain it is seen that the head and stern dragonheads once lay horizontally to the water, and were bent to their present shape. The cradle was hollowed from a single enormous tree: the interior and decks were added later from other woods.

The Cradle's Deck

A single deck covers the whole of the top of the cradle. As noted in the diagram, the deck is 3m below the tops of the bulwarks. The midsection of the cradle is shielded by a huge cover battened to either bulwark, but bow and stern are open to the sky. A ridgepole runs the length of the center of the cover, raising it slightly above the height of the bulwarks so that rain can run off. The ridgepole in turn is supported by cross poles at either end of the cover; these poles rest upon vertical center poles and are secured to the bulwarks. All the poles are of great strength and do not sag in the slightest from the great weight they bear.

A 3m square hatch, usually closed, is at a side of the exposed fore- and afterdecks.

The tarpaulin cover is 15cm thick, woven of very thick plant fibers; the fibers are stiff and strong, and the cover would bear a hundred men without tearing or ripping. By standing on the cover, an adventurer can survey the passing land in every direction, but will be unable to see close-at-hand objects to the bow and stern, or such objects close-at-hand on either side, unless he or she moves close to that side of the ship. Prismatic bands of color a meter or so wide decorate the cover.

ORDER OF EVENTS FORM FOR USE BY THE

Gamemaster

This Order of Events form was constructed as an aid to gamemasters, since the epic events depicted in the Cradle scenario cover fully 40 pages of this book. Each event described below is listed in its approximate chronological position. Depending on the flow of your campaign, you may alter the order of events slightly. Use this form as a cue card during your narration and as a note pad in the midst of play. Check off each set of events as they occur. The bracketed number indicates the descriptive page reference unless stats are specifically indicated. Feel free to reuse statistics as they are needed.

1. THE RED MOON ASSAULT

- ☐ This scenario begins on Fire Day of Harmony week in Sea Season [24]
- ☐ The characters are approached in Gimpy's [28]
 - Thorkan Thumper
 - fisherman (for Scharman Ingilii)
 - Jarang Bladesong
- ☐ Characters are searched for traitors, Lunar sympathizers, chaos [29]
 - Optional: Lunar sympathetic characters may join the Lunar side [29]
- ☐ Distribute player handouts, speak introduction, Garrath hands masks out [29]
- ☐ Fill out Master Expedition Form [29]
 - Destination: Ogre Island by way of Wall Gate, Zebraside, overland
- ☐ Travel upriver all night [29]
 - Spot stalking trollkin
 - Optional impala skirmish [stats not provided]
- ☐ Witness ceremony and explore the outside of cradle [29, 30]
 - Illustration of cradle side [30]
 - Illustration of baby and sow [54]
 - Cradle diagrams [50, 51, 52, 53, 54]
- ☐ Garrath Sharpword arranges the defenses and gives orders [35]
 - Battle group 1
 - Battle group 2
 - Battle group 3
 - Battle group 4
 - Battle group 5
 - Battle group 6
 - Reserve
 - Lookouts
- ☐ Cast Warding areas, board cradle, trolls go below [35]
- ☐ Cradle reaches Bullford, Lunar troops massed [35]
- ☐ Preliminary magics are cast [36]
- ☐ First assault and cradle defense [36]
- ☐ Ice barrier, assault, light explosion (CONx1 roll) [36]
- ☐ Combat vs. scaling ladders (3-5 waves) [37]
 - Longspear Slayers [stats 25]
 - Axe Brothers [stats 28]
- ☐ Rain of arrows, translucent chain of counter magic, Wardings 5, 4, 3 [37, 38]
- ☐ Gnome and debris barrier, dwarf assault ladders [39]
- ☐ Combined attack [39, 40]
 - Marble Phalanx with Fireblade [stats 27]
 - Silver Shields [stats 26]
 - Dragonewts vs. newtlings and fish [stats 39]
 - Commanders Guard to finish [stats 38] and leaders
- ☐ Escape, cradle is run aground [40]

2. RETAKING THE CRADLE (night)

- ☐ Lunars board to clear defenders and to prepare for looting [42]
 - Onboard Lunar irregulars with priest [stats 56]
- ☐ Defenders taking refuge below and trolls skirmish with Lunars [42]
 - Trolls [stats 41, 42]
- ☐ Optional adventure — thieves board [stats 43]
- ☐ Explore cradle, interact with denizens [44]
 - Nemolayope [stats 46]
 - Sow [stats 46]
 - Blorn [stats 46]
 - Piglings [stats 47]
 - Bracketers [stats 48]
 - Leapers [stats 48]
 - Lancers [stats 29]
 - Grapplers [49]
- ☐ Nemolayope and denizens fight with Lunars [45, 46, 48]

3. THE VOYAGE DOWNRIVER (the same night)

- ☐ Recruit new characters, describe situation, cradle begins moving again [55]
- ☐ Approach Pavis, smash through bridge, arrow fire begins [55]
- ☐ Go below! Rock drops (DEXx1), Burning oil cauldron dumped (fires) [55]
- ☐ Sail under Zebra Bridge, missile fire, optional attack [57]
 - Zebra militia riders [stats 57]
- ☐ Pass under Central Bridge and approach Ogre Island [57]
- ☐ Cradle stops, one hundred great trolls plus dark trolls approach [57, 58]
- ☐ Trolls free cradle, pass under Troll Bridge, safe for rest of night [58]
- ☐ Dawn of the Full Moon day, inspect cradle, load reinforcements and supplies, explore interior [59]
- ☐ Later in day approach Harpoon (Sun County), massed soldiers, three harpoons [59]
- ☐ Volley of missile fire, launch harpoon, cable and 200 oxen, 1 harpoon/3 min [60]
 - Harpoon 1 (50 HP + Protection 4)
 - Harpoon 2 (50 HP + Protection 4)
 - Harpoon 3 (50 HP + Protection 4)
- ☐ Chain crossing and boat attack [60]
 - Sun Dome pikemen [stats 59]
- ☐ Cradle free again, afternoon, festival atmosphere and reinforcements can board [60]
- ☐ Night, cradle sails past Chomoro and Raus Fort, dawn south of South Marsh, Goldbergian broo attack [60, 61]
 - Broos [stats not provided]

4. THE LAST BATTLE (day)

- ☐ Description of the scene, Corflu, call for surrender (some do), wyverns overhead [61]
- ☐ Watchdog stops cradle, volleys of arrowfire, soldiers pour aboard (3 waves of 10 6-man groups) [61]
 - First wave, eleven rounds [hoplites stats 62]
 - Second wave, plus snakes [snake stats 63]
 - Third wave, plus wyvern riders and priests [wyvern rider stats 63, priest stats 62]
- ☐ Trolls reinforce defenders [61]
 - Trolls [stats 41]
 - Lice [stats 47]
- ☐ Hopefully, when defenders are almost broken, more attackers seen riding sylphs [64]
- ☐ Garrath! He attacks remaining wyvern riders, cradle defeats Watchdog, Lunars surrender [64]
- ☐ Throw away masks, Pinchining's return, reward [64]
- ☐ Wrapup [64]



Report on a cradle:

This report was written c. 682 S.T. Author is unknown — probably a Kralori citizen. Original language: Old Pavic.

The craft was 200m long, carved in exquisite detail. Carnor says he can carve as well, but not as big. Its forward and after decks were covered over, and I did not enter them like the others. The center was open to the sky, like an immense hold, and within it lay the infant.

From head to heels, the baby was 10m long. It was a boy, as have been all of the infants captured on this river. Carnor says there are no female giants of this type, and that they are made like the Jolanti, only of flesh and blood, instead of stone. He calls them the Elder Giants and says they are a dying breed, without women. So they make these boats and send their constructs away, into the womb of the world, to grow and learn to be great giants.

The child put up quite a struggle on his own. He seemed docile at first, but I think he was angered when his friends were broken and his giant nanny-goat nursemaid was killed. Anyone whom he slapped was killed, or nearly so, and though the pathetic creature wailed when the spears struck him, he did not cease struggling until dead.

At the moment the baby uttered his last shuddering breath, cries of alarm and consternation rose all about, both

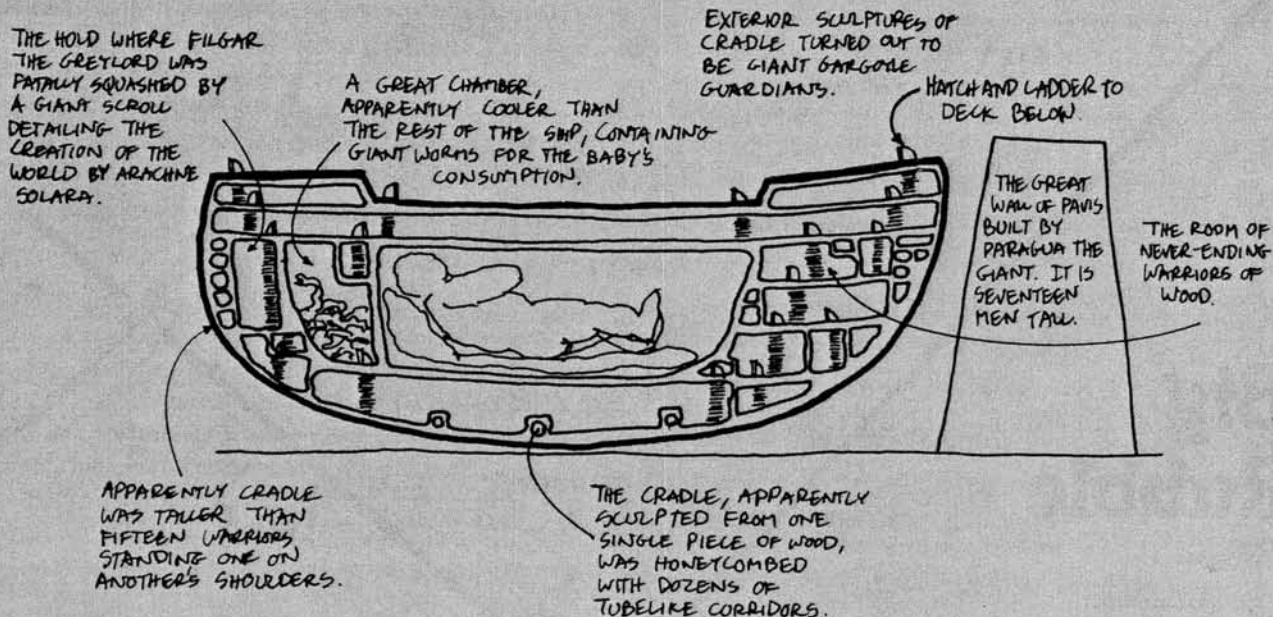
within and upon and outside of the craft where the plundering had begun. The clamor grew and turned to anger, for all of the silver aboard the vessel had turned to dust and common rock, as illusions do when they dissolve.

Carnor says the Elder Giants have an empathy with the natural world which all other mortal races lack today, except for the dragons. This baby's power was obviously over silver. I wondered if the other things which were killed might have made similar treasures disappear with their short lives, but Carnor said he did not think so.

I had hoped for only one thing, one of the carved wooden statues which have been found aboard all of the cradles. I chose one, and had it all Glued, tied, and labelled, ready to take away when it came my turn at the crane. But the superstitious warriors, Pharshtor take their wits, chopped them all up without even asking. I am sure I could control it, but never got the chance. This was a horrible loss. I could have collected five thousand silver pieces for it, even unlearned and in a killing mood. If I mastered it, I would have been set for life. Carnor agrees with me, and says that the statues now visible in Robcradle are proof that they don't always attack.

I wanted compensation, but so many people claimed it for the loss of their silver that I have little real chance to collect. The prefect's justice doesn't reach down to my class, and now I have no finances to gain his attention.

Cradle Sketch



Beneath the cover the central portion of the deck is a transparent, hard, smooth surface with no visible seams. Characters from highly civilized lands may think this is glass, but it is not. It is possible to see downward through it, to the hold described below.

Moving about atop the clear surface are eighteen large wooden statues. Their movement is erratic and apparently random. These carvings range from very crude to simple in style and execution. If they run into something, they will stop and not move for several moments afterwards: they will then proceed, but always in another direction, and in a very tentative manner.

Looking into the Cradle

Gazing down through the transparent portion of the deck should frighten acrophobic characters. The next visible deck is 10m below, though a mound of straw at the bottom closes the apparent distance. The glass-like substance making up this portion of the deck is very clear, and at right angles is not visible to unsuspecting characters.

A trackway, some 3m beneath the top deck, encircles the inner sides of the cradle. Player-characters watching for several minutes will see a thin gold hoop 2m high flash past, rolling upright on edge and giving off a faint, clear ringing sound. The hoop moves toward the bow on the starboard side, and towards the stern on the port side.

Directly beneath the transparent deck lies the giant baby on his bed of straw, and an immense pig. The baby is, at this moment, asleep. The child is naked and female, though appearing in every way other than size to be just like a human child. It is about SIZ 65 and 10m long.

The pig, too, is asleep, beyond a low wall which cuts off the stern third of the hold. It is about 7m long, of SIZ 50, and is clearly an adult sow. At the moment it snores thunderously.

PLAYER-CHARACTER DUTIES

Garrath Sharpword, overall commander, is played by the gamemaster. Garrath will arrange the defenses, gladly listen to advice, and happily let people use their specialties. He tries not to misuse forces.

Arrange the characters into appropriate bands as dictated by the number of player-characters and customs of the play. Along the bulwark, Garrath will divide everyone into parties of defenders, both fishermen and mercenaries, each party reporting to an officer. Each officer will command a healer. If the player-characters do not have an officer of their own, Garrath will assign Jarang Bladesong to command them.

The Defense

Garrath divides the forces into six battle groups of five or six men each. The player-characters will form one or, at most, two of these groups. The remaining people (non-player-characters) will form a ready reserve divided up into battle groups as described. As part of their preparations, the priests set up three areas of Warding 3, and Garrath will assign battle groups to each area. If the player-characters include a priest with Warding 1 or 2, they will be asked to add their Wardings to one of the prepared spots. If a player-character has Warding 3 or higher, he will be asked to set up an additional area of refuge.

Garrath will retain a reserve force half of master fighters and half of priests, including all the priests and Rune lords. Garrath will divide the reserves into three groups: magic-using priests; fighting priests and Rune lords; and Rune

lords and other fighters. These reserves will be rushed to a scene of crisis, or will cast magic from afar at Garrath's command.

Garrath will wish for lookouts to watch over the side and report what is going on. They can be player-characters or non-player-characters who describe what they see. To view over the top of the bulwark requires only a knee up, and it is easy to conceal everything but one's head from sight behind one of the statues.

The men at the bulwarks are responsible for killing everything that comes over the side at them, and to stand atop the bulwark when ordered to do so; to cut grapples, push away ladders, and so on. Missile fire is left to the individual commanders of the front-line fighters.

Garrath orders everyone to remain low until ordered up, or until attackers come over the side. The cradle will defend itself first, and the humans are to assist and back it up. Its magical defenses will glow; the characters should not leave that glow. They also will be warned not to drop their masks or they risk identification and later Lunar reprisals.

Once the attackers have breached a section of the cradle, Garrath will send a battle group to defend it. Depending on the abilities of the player-characters, the gamemaster should either hold them as a reserve or as a mop-up crew (if the Longspear Slayers and Axe Brothers are too tough for them), or put them in the front rank, and bring in non-player-characters as reinforcements when the going gets tough. Gamemasters should not waste time rolling the encounters between non-player-characters. Either pass off such engagements by saying things like "Garrath takes three rounds to kill this one because he's tough," or give vent to your story-telling imagination and describe the battle in saga-like terms. But don't waste everyone's time rolling dice.

THE BATTLE

The Impala riders, who were never too far off, will return to the bank of the river to pace the cradle downstream. Shortly afterwards Sable riders, mostly Lunar Antelope Lancers, will arrive in great numbers with mounts sweating. A careful attempt to count them will total 300 in all. When the officers confer with the Impala riders, they appear angry. Someone with Farsee can easily recognize the general's displeasure. The general is Sitzmag Redmoon, commander of the Antelope Lancers regiment.

Shortly afterwards mercenaries arrive, a motley crew much like those inside the craft, but with different religious beliefs, morals, or ideals. They will join the parade of sables and impalas pacing the cradle downriver.

By late morning the cradle approaches Bullford, about 25km above Pavis. The river usually shallows and widens here, but it still quite deep this early in the year. A cluster of small buildings stand several hundred meters from the river. None of the inhabitants are visible, though a few goats and emaciated herdbeasts wander about.

A character using Farsee can see a body of foot troops ahead, at a distance on the right bank. He will see the signal mirrors blink back and forth between mounted and foot men, and see the birds (housing familiar spirits) whirling between them. As the cradle drifts into the shallower water and slows, infantry will advance into the water, drawn up in battle ranks. Priests will remain on the bank, protected by guards.

From a distance the priests' familiars can be seen directing magical spells against the cradle. Whenever a spell is absorbed, reflected, or otherwise interacts with the craft's magic counters, a glowing spot appears and a crackling

noise is heard. The increasing size of the glowspots and the louder crackles indicate that the priests are trying successively more powerful spells to penetrate the cradle's defenses. This noise, occasionally punctuated by a hiss and pop, will continue and rise in crescendo as the fight ensues.

Garrath's priests will tell the player-characters not to waste Power, for their outward-going spells will have no better effect than the incoming spells. However, the characters will see Garrath's priests laying out Warding spells on chosen areas of the deck, and any player-characters with Warding will be asked to either lay out their own areas, or to stack their own Wardings with those of the priests. Garrath will warn everyone not to use up their Power too soon, and will discourage anyone from putting on Shield or other spells unless they have many uses of Extension III.

Player-characters who wish to fly their aerial familiars against the enemy birds should be told that there are many more enemy familiars out there than they could combat. In effect, the Lunars have air superiority. Additionally, any birds flying up from the boat would be shot at by at least 50-60 Impala and Sable archers, almost certainly killing it.

The motley gang of Lunar-bought mercenaries are standing dead ahead in a visible depression in the water. Preceding the cradle is a patch of frothing water. Before they are reached by this turbulence, the front ranks of the attacking mercenaries cast spells (Dismiss Elemental of various sizes) at the turbulent water. The cradle lurches to starboard. A wave, coming from under the cradle, rocks it violently in an attempt to set it upright, but is Dismissed in the same way. But this time, several attacking undines break into the ranks of the standing soldiers and, as upright columns of water, smash through the men until chopped to droplets.

As the undines are destroyed, the enemy moves forward and directly assaults the boat. The first men to touch the boat have their hands burned off, and fall under the shal-

low water, screaming. Weapons, ladders, and other implements which touch the boat are also burnt and scorched to uselessness. All this time the Lunar spells continue to bombard the cradle.

A small explosion occurs, accompanied by a wail of pain. The carved head next to the player-character observation post suddenly darkens from heat, swirling into a single wisp of flame as it crumbles into dust. A ladder top touches the bulwark there; it is Glued into place. But most of the defenses still hold.

A piercing sound, deafening to the assaulting troops, knocks many of them into the magically shallow water. They clutch their ears and cry in pain. The noise seems muffled inside the magical glow of the cradle, where the defenders sit waiting their turn. A beam of red light shines from a bronze eye on a cradle face and probes through the enemy ranks, burning men and turning the water to steam. Climbing men place their hands and feet upon carved faces only to have them bitten off. A Rune on the side of the cradle smokes suddenly, collects ice, then sprays needle-like stalactites at the attackers amid a cloud of steam.

The shrill noise subsides. The ladder is still stuck to the side of the ship. The mercenaries have not broken, but suddenly now are thrashing in deep water instead of their magical depression. Corpses float, blood reddens the river, and men struggle free of their armor. The cradle wallows onward.

Ahead are more men, also drawn up for battle. They, too, are mercenaries, but this time they are uniformed. If the player-characters have seen the uniforms of the Longspear Slayers and Sir Holburn's Axe Brothers, mercenaries from Pavis, they will recognize these men. Priests are among them, and men with powerful magic. Instead of ladders, the nimble among them carry common thieves' grapples. Most are armored, unafraid of drowning, for they stand upon a sheet of newly-made ice which spans the whole swollen stream.

The cradle smashes into the ice, shattering it and sending chunks of ice bobbing before it as it gradually surges through. Many of the mercenaries were knocked down or even swept under the ice to drown by the impact, but the rest scramble to their feet and lurch towards the craft as it passes. Already great portions of the boat's magical shield are aglow from the incoming offensive magic.

Perceptive player-characters will see that there are still about 200 members of the Longspear Slayers and Axe Brothers in the assault force, four times as many attackers as defenders. An additional 50 soldiers encircle and guard the priests on the right bank, who seem to be regimental priests, with no Lunar priests among them.

The air before the player-characters now glows with a pale red tint, then with a bright, furiously red cloud, which stabs at the characters with crimson spears. It grows, spreading horizontally in a pink frothy mass which lean against the cradle's glow. At last, as the player-characters watch, a single spear of red light touches the places where the burned-off head used to be, then the light balloons rapidly into a ragged sphere which explodes.

Player-characters near this must make a CONx1 roll or they fall helpless for as many melee rounds as the number of rolls required to succeed. This result is from the noise and shock. The flash of light will blind the characters for four melee rounds. There is no heat or damage from this effect.

When the characters' eyesight returns, the first of the Longspear Slayers will be topping the bulwark. This is the start of the combat.



Player-Character Combat

The player-characters may take up any defensive position or tactic which they desire, and each is responsible for about 2m of the bulwark, roughly the area which each could cover with a sword. The enemy scaling ladders are distributed about one per 2m as well, but some are closer together, and the gamemaster should feel free to double-team any player-character who can handle it.

An attacker climbing over the bulwark has no Defense and is 20% easier to hit. He also has no parry, because he is using his hands for climbing. Characters may want to use a knockback attack instead of a weapons attack. If the maneuver succeeds, and if the character also makes a successful roll of his STR versus the enemy's STR on the resistance table, the enemy will go over the side of the cradle and fall to the river below, possibly to drown, and certainly out of the fight. If the resistance roll is unsuccessful, the attacker still clings to the side of the cradle, but is in the same helpless position the next melee round.

Attackers pushed over the side will not hit anyone on the ladders beneath them. These hardened veterans will look out for their partners by pushing away from the cradle if they fall. The player-characters are unlikely to be able to see what happens to the attackers once they are over the bulwark, anyway.

One enemy soldier will come up the scaling ladders every two melee rounds, if there is room. Player-characters should realize and should be instructed about these rates. If an opponent can be kept in place on the ladder, he will prevent further boarding from that ladder. An opponent already on board must be knocked away at the rate of one per two rounds if another is not to join him.

It takes one full melee round of undivided attention to dislodge a scaling ladder, as well as a Dispel Magic 3 to undo the Glue spell. This must be done, obviously, after one foe has been disposed of and before the next climbs up.

Statistics for this scenario contain a number of identical members of the regiments used throughout this assault. Feel free to individualize them if you wish, but the idea is to wear down the player-characters, not the gamemaster!

These mercenaries will attempt to clamber aboard with weapons sheathed or buckled on, and then will require 5 Strike Ranks to arm themselves. The members of both units will always arm themselves with their long weapons first, then go to sword when that is broken.

The Lunar troops ashore will not attempt missile fire during this assault, so the player-characters are relatively safe from arrows and slings at this stage. However, they may still be targets of magic and of familiars flying above.

There will be successive waves of assaulting mercenaries. These fellows are disciplined professionals who are anticipating a tremendous reward for success. They will show no mercy. Basically, each wave of attackers will continue until the defenders can dislodge all the ladders in their section of the defenses. There should be at least three waves, and possibly as many as five. There will be a five minute wait between each wave (possibly causing Rune magic to expire, and certainly ending any non-Extended battle magic). After the first wave, each wave will begin with new ladders placed every 2m or nearer, and Glue 3 spells placed on the ladders (backed up by POWs of 15 or more). One melee round after the ladder is placed (giving the defenders time to Dispel the Glue, but not to dislodge the ladder), the first attacker will be at the top. If the Glue has been Dispelled in the meantime (discovered by a Detect Magic spell cast at all the nearby ladders), a new Glue 3 will

be cast on that ladder. Only two Glue spells will be cast on any given ladder, and a second will only be cast if the first is Dispelled by the third melee round.

If the player-characters are completely overwhelmed, Garrath may bolster their ranks with one of his reserve forces. If there are player-characters in that reserve, they should, of course, lead the rescue.

Even if the player-characters fail miserably, their sector will be saved by the reserves, either player-character or non-player-character. Eventually the fighting will subside as the attackers are thrown back for the last time, the last ladders detached, and the cradle finally clear of the ice which served as the assault platform. Tracked by the riding regiments, the cradle will continue downriver toward Pavis.

The Second Assault

The passage downriver from Bullford to the next encounter will take about six hours, allowing the characters to rest, heal, and recover some POW. As they travel, they will notice an annoying number of birds watching from overhead (outside of missile and Rune magic range), but may gain some satisfaction from the fact that their military escort of sables will depart. However, about an hour after that, a band of Zebra riders will be spotted ahead on the right bank, and the riders will begin to pace the cradle downriver.

During the afternoon the sky will cloud over a little. Orlandi and Storm Bulls can tell it will be stormier tomorrow but not today. The temperature is cool but not uncomfortable.

The player-characters will be able to see the gathered forces ahead of them. The cradle is approaching Saltford, the shallowest part of this section of the river. They can see the walls of the Rubble ahead.

There are almost 2000 troops gathered on both sides of the river, about half on each side. Ranks of foot soldiers are lined up on the banks. Behind them are packed bodies of archers. Behind them yet, set up atop hastily-raised platforms, are altars ringed by red-robed initiates. Haughtily-robed priests lead them. Over the altars hover crimson balls of light, translucent in the afternoon sun. Soldiers in silver chainmail carrying glowing bows surround the altars.

The effects of massed priests in prepared surroundings far surpass the effects of normal magic discussed in *RuneQuest*. There is no need to explain the names of spells and so forth; just tell the players what the effects are.

Two red beams of light leap from the hovering spheres to the bow of the boat, about halfway up from the waterline. If a character could see closely, he would see that the beams literally are chains of lights, with translucent links. However, player-characters will be attacked by 1D3 arrows fired with a 75% success chance every time they show their heads. (These arrows will always hit the head, and are from short bows.) Each arrow has a Speedart on it, and also has been Countermagicked to allow it to penetrate the glowing curtain of the cradle.

When the chain first strikes the boat, the craft will lurch and rock, requiring all aboard to make a DEXx3 roll to remain standing — there is no penalty for falling, except wounded pride. The chain will contract and grow stouter in each link as it shrinks in length as the cradle approaches the nearest point to the altars.

When the bow of the boat is between both altars and the red chain of light is stretched taut and straight, the cradle

will lurch abruptly, then continue forward at a much slower speed. The chain will not longer bind, but will penetrate the body of the cradle, doing no harm to the wood, passengers, or cargo, and not being harmed itself. As the chain passes through the craft, it strips the cradle of its magical defenses.

Characters standing on the deck will be able to see the glow disappear from the forward part of the cradle. When the invisible barrier passes them, it will feel tingly for a moment but otherwise not harm them. Any character who has not taken refuge in a Warding area will have all magical spells currently in effect upon his person or weapons (this will not affect magical items, such as a Matrix) cancelled.

If characters happen to be looking through the glass deck, they will see that the rolling gold disk becomes more and more unstable each time it rolls through the growing area where the glowing has disappeared. When the chain has passed halfway through the boat, then the disk will wobble, make a single round more, and fall over. At that moment the entire glow will cease. Garrath will order everyone into the Warding areas.

One minute after the magical chain passes through the stern of the cradle, the boat passes through a meter-wide zone of Warding 5. The warning cry of the boat's Warding barriers will sound, and characters protected by the Warding 3 spells will take 2D3 points of damage to a random location unless they have at least a Shield 2 or Countermagic 3 up.

As the Warding 5 hits the center of the cradle, a zone of Warding 4 will pass over the bow, and the characters protected by the Warding areas on the deck will be hit with a 1D3 Disruption to a random body location, unless they have a Countermagic or Shield spell up. The Warding 5 spell will have knocked down any Countermagic of 5 pts or less already. When the Warding 4 passes over the center of the cradle, a Warding 3 will pass over the bow. Characters inside the Warding defenses will feel nothing, though they will hear the shrill of the barrier.

During this time the cradle will be under a constant missile barrage. The archers will arc their arrows to hit the deck, but some will remain ready to pick off anyone foolish enough to show himself. At this stage, the player-characters can only shelter in their Wardings, or fire their own missiles back blindly. Someone could stick a mirror over the bulwark to fire — anyone firing by this method will only hit if they can roll a critical hit; in which case the hit is treated as a normal hit (01 is an impale). Any character showing his head over the bulwark will be hit by 1D6 shots (75% chance of hitting each). If an arrow hits, it will hit the head. These arrows each have a Speedart on them, so they do +3 damage. In addition, they are fired from composite bows.

Characters who remain hidden from direct fire, under shields or the covering cloth will be hit only if they miss their Luck roll (POWx5). Players need only roll this once;

COMMANDER'S GUARD, with spells cast

Weapon	SR	Attk%	Damage	Parr%	Pts	SPELLS: Bladesharp 4, Demoralize, Disrupt, Healing 4, Repair (2), Shimmer 4
Scimitar	5	100%	3D6+1D6	90%	20	NOTE: All the Commander's Guard has Fireblade cast on their scimitars, and Shimmer 4 and Shield 2 cast upon themselves. The Fireblade has been Extended so it will last. All these spells have been cast by another.
Lg Shield	7	50%	1D8+1D6	100%	16	

GUARDSMAN ONE

POW 15	R LEG	01-04	11/5
DEX 16	L LEG	05-08	11/5
HP 15	ABDOM	09-11	11/5
Defense 35%	CHEST	12	12/6
Move 8	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	11/5

GUARDSMAN FOUR

POW 15	R LEG	01-04	11/5
DEX 16	L LEG	05-08	11/5
HP 15	ABDOM	09-11	11/5
Defense 35%	CHEST	12	12/6
Move 8	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	11/5

GUARDSMAN SEVEN

POW 15	R LEG	01-04	11/5
DEX 16	L LEG	05-08	11/5
HP 15	ABDOM	09-11	11/5
Defense 35%	CHEST	12	12/6
Move 8	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	11/5

GUARDSMAN TEN

POW 15	R LEG	01-04	11/5
DEX 16	L LEG	05-08	11/5
HP 15	ABDOM	09-11	11/5
Defense 35%	CHEST	12	12/6
Move 8	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	11/5

GUARDSMAN TWO

POW 15	R LEG	01-04	11/5
DEX 16	L LEG	05-08	11/5
HP 15	ABDOM	09-11	11/5
Defense 35%	CHEST	12	12/6
Move 8	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	11/5

GUARDSMAN FIVE

POW 15	R LEG	01-04	11/5
DEX 16	L LEG	05-08	11/5
HP 15	ABDOM	09-11	11/5
Defense 35%	CHEST	12	12/6
Move 8	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	11/5

GUARDSMAN EIGHT

POW 15	R LEG	01-04	11/5
DEX 16	L LEG	05-08	11/5
HP 15	ABDOM	09-11	11/5
Defense 35%	CHEST	12	12/6
Move 8	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	11/5

GUARDSMAN ELEVEN

POW 15	R LEG	01-04	11/5
DEX 16	L LEG	05-08	11/5
HP 15	ABDOM	09-11	11/5
Defense 35%	CHEST	12	12/6
Move 8	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	11/5

GUARDSMAN THREE

POW 15	R LEG	01-04	11/5
DEX 16	L LEG	05-08	11/5
HP 15	ABDOM	09-11	11/5
Defense 35%	CHEST	12	12/6
Move 8	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	11/5

GUARDSMAN SIX

POW 15	R LEG	01-04	11/5
DEX 16	L LEG	05-08	11/5
HP 15	ABDOM	09-11	11/5
Defense 35%	CHEST	12	12/6
Move 8	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	11/5

GUARDSMAN NINE

POW 15	R LEG	01-04	11/5
DEX 16	L LEG	05-08	11/5
HP 15	ABDOM	09-11	11/5
Defense 35%	CHEST	12	12/6
Move 8	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	11/5

GUARDSMAN TWELVE

POW 15	R LEG	01-04	11/5
DEX 16	L LEG	05-08	11/5
HP 15	ABDOM	09-11	11/5
Defense 35%	CHEST	12	12/6
Move 8	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	11/5

their characters take the damage, if any, immediately. If the Luck roll is fumbled, the striking arrow impales.

Suddenly, the cradle will grind to a smashing halt, causing everyone aboard to fall forward. Unknown to the player-characters, the attack has kept them from seeing the pile of wagons, boats, stakes, and driftwood piled into Salt ford to block passage of the cradle. The debris is anchored by chains held by large gnomes. The cradle is stuck. By this time, the undines accompanying the cradle have taken enough Disruptions and Dismissals that they cannot raise the cradle over the obstacles, as they have over previous ones.

The characters will hear a very loud shouted command. The arrow fire will cease, but a second later there will be six explosions followed by screaming roars. Looking up, to where loud hissing sounds are coming from, they will see six streams of fire arching above, three starting from each bank.

"Dwarf assault ladders!" shouts Garrath. Player-characters who have witnessed Lunar army assaults on cities may have seen these devices — flexible cable ladders which dwarfs sell for excessive prices to kings. These particular ladders may have been brought to assault Pavis, but never used, or perhaps they were purchased by the Lunars from the Pavis dwarfs. Coiled upon a reel, the ladder's lead end attaches to a replaceable black-powder rocket. The Lunars know just

enough about the rocket to operate it properly. When fired, it carries the front end of the cable ladder high into the air beyond the target. When it lands, a skilled priest or technician Glues the cable into place. Once stabilized, the cable supplies excellent footing. Attached to the cable is a flexible ladder which can be run upon or climbed upon, depending on the angle.

"Chop them up!" The ends of the ladders are stout metal. They have Shield 4 and Glue 8 on them, and have 55 hit points which must be destroyed to detach the grappling hooks. Characters climbing the bulwark to get at the cables themselves will find they have 40 hit points each.

"Lookouts, report!" Designated characters (player-characters or not) will now look over the side and see hoplites of the Marble Phalanx running in single file up the dwarf assault ladders to the attack. As the observers watch, they will see every hoplite's spear simultaneously burst into flame. When they reach the top, the infantry will use spear and shield from the first rank, and the man behind will use 2H spear. Both have Fireblade. They will try to force their way forward to make room for others.

At the same time, grappling hooks, some of which have Glue and some of which do not, will be cast from the water, where the Silver Shields peltasts have paddled out

BEAKED DRAGONEWTS, with spells cast

Weapon	SR	Attk%	Damage	Parr%	Pts
Korff	5	85%	1D10+4+1D6	50%	30
Gami	6	45%	3D3+1D6	70%	20
Longbow	2/9	70%	1D10+1	35%	10
Utuma	7	50%	1D6+1D6	40%	15

SPELLS: Bladesharp 3, Disrupt, Healing 2, Mobility, Protection 4, Repair (2), Speedart

NOTE: The dragonewt will normally strike with the korff and parry with the gami (a three-pronged weapon-catcher). If he rolls a special parry (in this case, 14% or less) he has disarmed his opponent. If he rolls a critical parry (03% or less) he has broken his opponent's weapon. All dragonewts have cast Blade-

sharp 3 upon their korffs, and Protection 4 upon themselves. They will always act in unison. If one casts a Disrupt, all will. If one is not engaged in melee, he will fire his longbow at whatever foe another dragonewt is currently engaged with. The arrow will be Speedarted.

DRAGONEWT ONE

POW 9	R LEG	01-04	7/7
DEX 14	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Defense 10%	CHEST	12	7/8
Move 7	R ARM	13-15	7/6
Korff 30	L ARM	16-18	7/6
Gami 20	HEAD	19-20	7/7

DRAGONEWT FOUR

POW 9	R LEG	01-04	7/7
DEX 14	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Defense 10%	CHEST	12	7/8
Move 7	R ARM	13-15	7/6
Korff 30	L ARM	16-18	7/6
Gami 20	HEAD	19-20	7/7

DRAGONEWT SEVEN

POW 9	R LEG	01-04	7/7
DEX 14	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Defense 10%	CHEST	12	7/8
Move 7	R ARM	13-15	7/6
Korff 30	L ARM	16-18	7/6
Gami 20	HEAD	19-20	7/7

DRAGONEWT TEN

POW 9	R LEG	01-04	7/7
DEX 14	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Defense 10%	CHEST	12	7/8
Move 7	R ARM	13-15	7/6
Korff 30	L ARM	16-18	7/6
Gami 20	HEAD	19-20	7/7

DRAGONEWT TWO

POW 9	R LEG	01-04	7/7
DEX 14	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Defense 10%	CHEST	12	7/8
Move 7	R ARM	13-15	7/6
Korff 30	L ARM	16-18	7/6
Gami 20	HEAD	19-20	7/7

DRAGONEWT FIVE

POW 9	R LEG	01-04	7/7
DEX 14	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Defense 10%	CHEST	12	7/8
Move 7	R ARM	13-15	7/6
Korff 30	L ARM	16-18	7/6
Gami 20	HEAD	19-20	7/7

DRAGONEWT EIGHT

POW 9	R LEG	01-04	7/7
DEX 14	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Defense 10%	CHEST	12	7/8
Move 7	R ARM	13-15	7/6
Korff 30	L ARM	16-18	7/6
Gami 20	HEAD	19-20	7/7

DRAGONEWT ELEVEN

POW 9	R LEG	01-04	7/7
DEX 14	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Defense 10%	CHEST	12	7/8
Move 7	R ARM	13-15	7/6
Korff 30	L ARM	16-18	7/6
Gami 20	HEAD	19-20	7/7

DRAGONEWT THREE

POW 9	R LEG	01-04	7/7
DEX 14	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Defense 10%	CHEST	12	7/8
Move 7	R ARM	13-15	7/6
Korff 30	L ARM	16-18	7/6
Gami 20	HEAD	19-20	7/7

DRAGONEWT SIX

POW 9	R LEG	01-04	7/7
DEX 14	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Defense 10%	CHEST	12	7/8
Move 7	R ARM	13-15	7/6
Korff 30	L ARM	16-18	7/6
Gami 20	HEAD	19-20	7/7

DRAGONEWT NINE

POW 9	R LEG	01-04	7/7
DEX 14	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Defense 10%	CHEST	12	7/8
Move 7	R ARM	13-15	7/6
Korff 30	L ARM	16-18	7/6
Gami 20	HEAD	19-20	7/7

DRAGONEWT TWELVE

POW 9	R LEG	01-04	7/7
DEX 14	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Defense 10%	CHEST	12	7/8
Move 7	R ARM	13-15	7/6
Korff 30	L ARM	16-18	7/6
Gami 20	HEAD	19-20	7/7

on reed rafts. They do not have the extensive magical support which the hoplites have, but are fairly well-defended. They will cast Disrupt, use missiles, and outflank defending parties by climbing up the cradle at spots removed from the ladder positions. If they see any familiars, they will preferentially throw javelins at such animals.

Between the rafts swim many dragonewts, using their abilities to break up the attacks of the newtlings and intelligent fish who are trying to overturn the peltasts' craft. Dragonewts are not the swimmers their newtling cousins are, but they are large, fierce, and disciplined, all of which the river folk are not.

The player-characters may enjoy some success at first, but the sheer numbers crowding in eventually will defeat them. There will be at least one dwarf assault ladder in the player-character's defended area, as well as two or three peltast ladders. In addition, dragonewts will be swarming up over the side, simply climbing up the wood as a lizard climbs a wall. The assault ladder will permit two hoplites to fight side by side, with two hoplites behind them in the second rank striking with two-handed spears. There will be at least one assaulting foe (whether peltast, dragonewt, or hoplite) per 2m of front, and possibly more. Each player-character will have foes. The hoplites will be able to fight normally, standing on their assault ladders. The peltasts and dragonewts will have to clamber up, using the same rules as did the hired mercenaries earlier in the scenario. Once the peltasts reach the top, they will attempt to throw javelins as much as possible, but will engage in melee as necessary. They will try to have one or two peltasts and/or dragonewts hold off attackers while a peltast throws javelins from behind. The dragonewts will simply attack, slaughtering the player-characters until dead. Who knows what the Lunar empire promised the dragonewts as a reward for their services? All the dragonewts will do the same things at the same time; i.e., if one decides to cast a Disrupt spell, all will cast it simultaneously, and all the nearby dragonewts will cast the spell at a single target player-character (probably the one that has proved the most stubborn). They will always act in conjunction, inhumanly so, as if they shared the same mind, though this is not the case.

This attack will continue until the player characters are defeated. Garrath Sharpword will send the reserves where they are needed.

If the characters are very successful, especially if they are Rune levels, they will become the targets of the Lunar Rune levels. The commander, Sor-Eel watches from shore. This is the opportunity of a lifetime and he is squandering much military might to capture the cradle, including some of his best troops. He will send in a body of his Commander's Guard to finish off the defenders if necessary. They are heavily magicked by support priests, and some can qualify for Rune lord status.

Final attackers for the Lunars would be the leaders themselves. These include Derenx the Handsome, plus the regimental commanders. They will also be accompanied by their own bodyguards, similar to the Commander's Guard.

Escape

It is unlikely that most of the defenders will survive this onslaught, nor perhaps even survive most of it. That is, of course, the point of the assault. There is little point in leaving player-characters among the faceless dead and the game-master may offer them chances to escape when it is appropriate for them.

When the Lunar attack is rapidly suggesting complete disaster for the cradle and defenders, Garrath will give or-

ders to hide or to escape. This means abandon ship, flee, and every man for himself. A trained party will not abandon each other but work together, even if only to die together. Player-characters may not be trained, of course.

Escape from the defeated cradle may be gained by several means. Jumping overboard is most obvious. No more than one arrow (doing 1D8+4 points of damage with a 75% chance to hit — it is speedarted) will be shot at a jumper. Remember that the water is full of friendly help, and that many of the non-player-characters are Ingilli fishermen, friends to the river. They will certainly take that route, go under, and not rise. They can come up later, out of sight.

Teleportation, guided or visual, is another route of escape, especially good if the user is surrounded on deck and cannot jump. Guided teleport is not suggested because most Orlanthi temples from whence the spells could have been gained are too far away to enable the character to partake in the rest of this scenario. If the spells were gotten from the Pavis temple of Air, the player-characters will die when they teleport into the solid mass of sand the Lunars have shoveled into the temple. They might have received the spell via one of the secret priests in the Rubble (enabling the character to teleport into a Rubble temple safely) but unless the character is known to have done this beforehand, it should not be allowed. Normal teleportation is much easier and safer in this particular case, but the teleporting character is advised to land well away from the mass of Lunar soldiers and priests on both shores. People using Telekinesis for flight open themselves up to attacks from familiars and Lunar Telekinesis-users, but it might succeed. One danger in using Telekinesis is that a priest might expend a Dispel Magic upon the Telekinesis spell at an inopportune time.

Another possible route is down the hatch, into the cradle. This is suggested and urged. Remind the characters that they have a safe map of the interior and send them down. Let them, or some non-player-character allies defend the hatch for a while. The player-characters can go to the bilge and wait until the next scenario. If the Lunars follow them down, trolls will appear to cover their escape to the bilges, where the trolls have a hideout.

Surviving characters should be allowed to escape unless they are very stupid or simply surrender. The Lunar troops will accept a surrender (though the dragonewts cannot), in which case the player-characters are placed in prison and are out of the scenario.

After clearing the decks of defenders, the Lunar troops will attach physical chains to the craft, and drag it off the obstacle to the right bank where it will be run aground, parallel to the shore, a kilometer north of Old Pavis. Crowds of people will come to view the spectacle. Player-characters, perhaps still dripping from emerging from underwater, may hide among them. The crowds will remain through the afternoon and into the evening and night.

The Lunar troops will attempt to dig a moat and use the fill to make a low wall around the boat to keep out crowds. They will set up guards, patrols, and light the area with torches.

If any characters care to take note of the Lunar magicians, point out that they look tired. Many are being carried back to their temple. The exercise was obviously a great strain on them, and not something which can be done often or with ease.

The city is naturally abuzz with talk of the cradle, the fight, and the future. If there were characters who ignored the first scenario, they will hear all about it tonight.

2. Retaking the Cradle

SUMMARY

The forces hiding aboard the cradle and new fighters sneaking aboard during a great storm will explore the cradle, meet the denizens within the cradle, and study some of the magical tools in the craft. Lunar parties may push into the interior of the cradle, resulting in sharp fighting. The player-characters, possibly with help, should be able to expel most or all of the Lunars before the Zola Fel river rises and sends the craft on its course once again.

Special Note

This section of the scenario is more free-form than the rest. If the player-characters are adventurers intent on preserving the cradle from Lunar despoiling, the scenario ends with a rousing fight with the Lunars. If they happen to be pro-Lunar, most of the cradle will be hostile to them, and the combat will be ongoing.

Most adventurers, it is assumed, will be anti-Lunar. If this is so, urge the players to use their imagination by using the magic items against the Lunars — dropping the magic marbles on enemy soldiers scaling a ladder, drowning them in the hog slops, or using the carving knife to spice up the action.

The gamemaster has a free hand for the most part in posting or simply bringing on stage the cradle denizens. Most appropriate use of the denizens with particular player-characters requires previous thought. Below-decks is somewhat unconventionally-arranged; be sure to understand the position of ladders and passageways. But exploration, entertaining magic tools, role-playing with friendly denizens, and sharp combat at the close provide plenty of variety and should make for a memorable session.

CAST OF NON-PLAYER-CHARACTERS

Five types of characters could be met within the cradle: liberators, Lunars, thieves, trolls, and denizens.

Liberators

These groups of people, like the player-characters, are intent upon aiding the giant child. They are included to give the gamemaster enough dramatic authority to create a sense of importance to the scenario, and to provide individuals to

PRIEST OF GORAKIKI-LOUSE, Dark Troll Female

STR 14	CON 15	SIZ 15	01-04	R LEG	8/6
INT 15	POW 18	DEX 12	05-08	L LEG	8/6
CHA 12			09-11	ABDOM	7/6
Move 8			12	CHEST	7/7
Hit Points 17			13-15	R ARM	8/5
Defense 15%			16-18	L ARM	8/5
			19-20	HEAD	6/6

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Spear	5	60%	1D8+1+1D4	60%	15
Small Club	7	60%	1D8+1D4	60%	20
Small Shield	—	—	—	60%	8

SPELLS: Disrupt, Detect Life, Harmonize (2), Healing 3, Mobility, Xenohealing 6

RUNE MAGIC: Discorporation, Divine Intervention 4, Extension II, Mind Link 3, Reflection 1, Safe, Spell Teaching, Speak With Insects x3

SKILLS: Breed Lice 85%, Darksense/Scan 70%, Darksense/Scrutinize 80%, Hide in Cover 55%, Insect Care 90%, Move Quietly 60%

LANGUAGES: Darktongue 75/80%, Tradetalk 60%

NOTES: This priest is merely an associate priest of the cult, with no allied spirit and only a normal POW gain roll. She will not speak to humans if she can avoid it.

DARK TROLL WARRIORS, with spells cast

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	5	70%	2D8+1D6+2	55%	15
Heavy Mace	7	50%	1D10+1D6	40%	20
Sling	3	50%	1D8	—	—
Mdm Shield	—	—	—	50%	12

SPELLS: Bludgeon 2, Darkwall (2), Demoralize, Healing 3, Protection 2
 SKILLS: Darksense/Scan 60%, Darksense/Scrutinize 50%, Hide in Cover 50%, Listen 65%, Move Quietly 75%
 LANGUAGES: Darktongue 65%, Old Pavi 25%
 NOTES: Each troll has cast Bludgeon 2 upon his maul and Protection 2 upon himself.

TROLL ONE

POW 9	R LEG	01-04	7/6
DEX 11	L LEG	05-08	7/6
HP 16	ABDOM	09-11	8/6
Move 8	CHEST	12	8/7
Maul 15	R ARM	13-15	7/5
Mace 20	L ARM	16-18	7/5
	HEAD	19-20	8/6

TROLL TWO

POW 9	R LEG	01-04	7/6
DEX 11	L LEG	05-08	7/6
HP 16	ABDOM	09-11	8/6
Move 8	CHEST	12	8/7
Maul 15	R ARM	13-15	7/5
Mace 20	L ARM	16-18	7/5
	HEAD	19-20	8/6

TROLL THREE

POW 9	R LEG	01-04	7/6
DEX 11	L LEG	05-08	7/6
HP 16	ABDOM	09-11	8/6
Move 8	CHEST	12	8/7
Maul 15	R ARM	13-15	7/5
Mace 20	L ARM	16-18	7/5
	HEAD	19-20	8/6

TROLL FOUR

POW 9	R LEG	01-04	7/6
DEX 11	L LEG	05-08	7/6
HP 16	ABDOM	09-11	8/6
Move 8	CHEST	12	8/7
Maul 15	R ARM	13-15	7/5
Mace 20	L ARM	16-18	7/5
	HEAD	19-20	8/6

TROLL FIVE

POW 9	R LEG	01-04	7/6
DEX 11	L LEG	05-08	7/6
HP 16	ABDOM	09-11	8/6
Move 8	CHEST	12	8/7
Maul 15	R ARM	13-15	7/5
Mace 20	L ARM	16-18	7/5
	HEAD	19-20	8/6

TROLL SIX

POW 9	R LEG	01-04	7/6
DEX 11	L LEG	05-08	7/6
HP 16	ABDOM	09-11	8/6
Move 8	CHEST	12	8/7
Maul 15	R ARM	13-15	7/5
Mace 20	L ARM	16-18	7/5
	HEAD	19-20	8/6

TROLL SEVEN

POW 9	R LEG	01-04	7/6
DEX 11	L LEG	05-08	7/6
HP 16	ABDOM	09-11	8/6
Move 8	CHEST	12	8/7
Maul 15	R ARM	13-15	7/5
Mace 20	L ARM	16-18	7/5
	HEAD	19-20	8/6

TROLL EIGHT

POW 9	R LEG	01-04	7/6
DEX 11	L LEG	05-08	7/6
HP 16	ABDOM	09-11	8/6
Move 8	CHEST	12	8/7
Maul 15	R ARM	13-15	7/5
Mace 20	L ARM	16-18	7/5
	HEAD	19-20	8/6

TROLL NINE

POW 9	R LEG	01-04	7/6
DEX 11	L LEG	05-08	7/6
HP 16	ABDOM	09-11	8/6
Move 8	CHEST	12	8/7
Maul 15	R ARM	13-15	7/5
Mace 20	L ARM	16-18	7/5
	HEAD	19-20	8/6

be rescued by or to bring to the rescue of the player-characters.

Lunars

These combat teams combine peltasts and hoplites to protect a priest. They will arrest or kill anyone met in the cradle, and scout its layout in preparation for plundering.

If they encounter the masked player-characters, they will demand surrender, then charge. They will fall back towards others of their type, and they will also pursue fleeing player-characters. This type of situation could lead to a merry romp and chase.

The Lunar password is "The Red Moon sees all." and the proper return is "May She see our present glory." Stealthy player-characters might overhear this as they lie concealed, and use the information later. In the emergency, the Lunars are using these signs and countersigns in all of their operations around the cradle: a character hearing a guard challenge as the character sneaks up to the cradle will hear the same challenges inside.

The Lunars are not fools. If they get the right passwords from some ragtag adventurers, they still will challenge and attack. They know that none of their mercenaries are supposed to be inside the cradle, for the looting and surveying is the prerogative of the regular Lunar troops. They fought for this treasure load and won, and the Red Emperor may reward well for the magic items they ship to him.

Trolls

A band of trolls boarded the cradle with the first defenders. The battling took place in daytime, and no sensible troll exposes himself in those hours; they depended upon the humans topside to do the job. However, player-characters who took refuge belowdecks will probably have run into them as they helped keep the initial Lunars out. Now they have come forth to clear the craft of its invaders. They know and recognize the Lunars, and will fight them throughout. But they might also mis-identify the adventurers as enemies, or vice-versa.

TROLLKIN WARRIORS, with spells cast

Weapon	SR	Attk%	Damage
1H Spear	5	65%	1D6+2
Light Mace	6	45%	1D8
Small Shield	—	—	—
Sling	1	70%	1D8+3

Parr%	Pts
40%	15
45%	20
50%	8
—	—

SPELLS: Bladesharp 1, Healing 2, Speedart
SKILLS: Darksense/Scan 60%, Hide in Cover 50%, Move Silently 50%
NOTE: Each trollkin has cast his Bladesharp upon his spear. He will always cast his Speedart when using his sling.

TROLLKIN ONE

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

TROLLKIN FOUR

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

TROLLKIN SEVEN

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

TROLLKIN TEN

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

TROLLKIN THIRTEEN

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

TROLLKIN TWO

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

TROLLKIN FIVE

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

TROLLKIN EIGHT

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

TROLLKIN ELEVEN

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

TROLLKIN FOURTEEN

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

TROLLKIN THREE

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

TROLLKIN SIX

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

TROLLKIN NINE

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

TROLLKIN TWELVE

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

TROLLKIN FIFTEEN

POW 6	R LEG	01-04	4/4
DEX 17	L LEG	05-08	4/4
HP 11	ABDOM	09-11	4/4
Defense 15%	CHEST	12	4/5
Move 6	R ARM	13-15	4/3
Spear 15	L ARM	16-18	4/3
Mace 20	HEAD	19-20	5/4

THIEVES

SEEKER, male Master Thief of Lanbril

STR 17	CON 17	SIZ 8	01-04	R LEG	3/6
INT 16	POW 16	DEX 21	05-08	L LEG	3/6
CHA 16			09-11	ABDOM	3/6
Move 8			12	CHEST	3/7
Hit Points 16			13-15	R ARM	2/5
Defense 40%			16-18	L ARM	2/5
			19-20	HEAD	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	4	75%	1D10+1+1D4	75%	20
Iron Shortsword	5	95%	1D6+1+1D4	95%	30
Dagger	6	90%	1D4+2+1D4	85%	12
Dart	1/6/11	75%	1D6+1D2	—	6
Thrown Dagger	1/6/11	120%	1D4+1D2	—	12

SPELLS: Befuddle, Demoralize, Detect Magic, Detect Traps (2), Face of Lanbril (2), Ignite, Extinguish (2), Multimissile 4, Spirit Screen 2; (known by allied spirit) Countermagic 2, Dispel Magic 2, Farsee, Healing 6, Speedart; (known by bound spirit) Forget (3), Shimmer 4

RUNE MAGIC: (one-use) Extension 1 x 2, Multispell 1; (multi-use known by allied spirit) Concealment, Shield 2, Vision

SKILLS: Camouflage 50%, Climb 90%, Evaluate Treasure 85%, Feign Death 40%, Foil Restraints 75%, Hide in Cover 65%, Hide Item 120%, Jump 90%, Know Locks 120%, Listen 85%, Make Maps 75%, Move Quietly 85%, Oratory 60%, Pick Locks 120%, Pick Pockets 75%, Shadowing 85%, Spot Hidden 90%, Spot Traps 90%, Streetwise 80%, Track 70%, Trap Set/Disarm 110%, Make Sleep Powder

LANGUAGES: Old Pavic 80%, Thieves' Argot 90%, Tradetalk 80%

MAGIC ITEMS: 3 doses Scent Block powder; 1 dose Black Smoke potion; 2 doses Sleep powder; 1 folding ladder with matrices for Glue 1, Silence, and Countermagic 1; 3-point POW-storing crystal currently holding bound spirit; 10-point POW-storing crystal; 8-point POW-storing crystal

SPIRITS: allied spirit in rat; INT 12, POW 18
bound spirit in 3-point crystal; INT 14, POW 13

NOTE: Total available POW, counting crystals, is 16 from self, 31 from his two spirits, and 18 from his two crystals

THEDBRILL, male Lanbril lay member, Orlanth initiate

STR 16	CON 16	SIZ 9	01-04	R LEG	5/6
INT 13	POW 14	DEX 13	05-08	L LEG	5/6
CHA 11			09-11	ABDOM	5/6
Move 8			12	CHEST	5/7
Hit Points 16			13-15	R ARM	4/5
Defense 25%			16-18	L ARM	4/5
			19-20	HEAD	4/6

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	6	90%	1D10+1+1D4	75%	20
Dagger	8	65%	1D4+2+1D4	65%	12
Composite Bow	2/9	75%	1D8+1	30%	10
Fist	8	60%	1D3+1D4	—	—

SPELLS: Befuddle, Countermagic 2, Demoralize, Disruption, Extinguish (2), Forget (3), Glue 2, Silence; (known by bound spirit) Bladesharp 4, Healing 6

SKILLS: Camouflage 30%, Climb 75%, Evaluate Treasure 50%, Hide in Cover 55%, Hide Item 25%, Jump 50%, Know Locks 40%, Listen 60%, Map Making 30%, Move Silently 75%, Oratory 50%, Pick Locks 25%, Ride 50%, Spot Hidden 65%, Spot Traps 45%, Swim 30%, Track 60%, Trap Set/Disarm 40%

LANGUAGES: Sartarite 65%, Thieves' Argot 50%, Old Pavic 25%, Stormspeech 40%, Tradetalk 50%

MAGIC ITEMS: 2 Healing POT 6 potions; 1 potion Blade Venom POT 8; 3 scorpion poison antidote POT 10; 10-point POW-storing crystal; 11-point POW-storing crystal currently holding spirit

SPIRIT: bound spirit in crystal; INT 12, POW 9

POACHER, female Lanbril initiate

STR 15	CON 13	SIZ 8	01-04	R LEG	3/4
INT 14	POW 12	DEX 13	05-08	L LEG	3/4
CHA 9			09-11	ABDOM	3/4
Move 8			12	CHEST	3/5
Hit Points 12			13-15	R ARM	2/3
Defense 20%			16-18	L ARM	2/3
			19-20	HEAD	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	40%	1D6+1	40%	20
Dagger	8	50%	1D4+2	35%	12
Fist	8	60%	1D3	—	—
Grapple	8	55%	Special	55%	—
Composite Bow	2/9	80%	1D8+1	25%	10

SPELLS: Befuddle, Extinguish (2), Face of Lanbril (2), Forget (3), Healing 4, Ignite, Silence; (known by bound spirit) Speedart

SKILLS: Camouflage 40%, Climb 60%, Evaluate Treasure 75%, Fast Talk 70%, Hide in Cover 60%, Hide Item 75%, Jump 85%, Know Locks 60%, Listen 65%, Make Maps 40%, Move Silently 85%, Oratory 40%, Pick Locks 60%, Pick Pockets 40%, Ride 30%, Shadowing 50%, Spot Hidden 75%, Spot Traps 90%, Streetwise 80%, Swim 55%, Trap Set/Disarm 65%

LANGUAGES: Sartarite 80/40%, Tradetalk 50/50%, Thieves' Argot 80%

MAGIC ITEMS: 3 packets of scent-stop powder, 1 black smoke bomb, 1 dose Blade Venom antidote POT 12, 2 special fire arrows, 2 special whistling arrows, 1 special dust-bomb arrow

BOUND SPIRIT: in rat INT 12, POW 15

POUNCER, male duck Lanbril initiate

STR 8	CON 15	SIZ 7	01-04	R LEG	3/5
INT 17	POW 15	DEX 14	05-08	L LEG	3/5
CHA 7			09-11	ABDOM	3/5
Move 5			12	CHEST	3/6
Hit Points 14			13-15	R ARM	2/4
Defense 25%			16-18	L ARM	2/4
			19-20	HEAD	2/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	65%	1D6+1	70%	20
Dagger	8	50%	1D4+2	45%	12
Sling	2/9	60%	1D8	—	—
Fist	8	50%	1D3	—	—

SPELLS: Detect Life, Detect Silver, Disrupt, Forget (3), Healing 6, Multimissile 4

SKILLS: Camouflage 50%, Climb 75%, Evaluate Treasure 50%, Fast Talk 65%, Hide in Cover 85%, Hide Item 60%, Jump 65%, Know Locks 50%, Listen 85%, Make Maps 50%, Move Silently 90%, Oratory 25%, Pick Locks 35%, Pick Pockets 30%, Shadowing 75%, Spot Hidden 80%, Spot Traps 40%, Streetwise 80%, Swim 100%, Track 40%, Trap Set/Disarm 30%

LANGUAGES: Sartarite 90/60%, Tradetalk 70/40%, Thieves' Argot 90%

MAGIC ITEMS: 1 green flare, 1 white flare, 1 packet dust of sneezing and choking

In general, the trolls should be portrayed as reluctant but helpful allies. They will never be too friendly to humans, except for their translator. The trolls will aid the player-characters in escaping pursuit. They are likely to lead the party to the bilges where they have a hideout. They might also ambush a party of Lunars who are chasing the humans, or require the player-characters' aid. Precise direction is left to the individual gamemaster.

Thieves

As mentioned, thieves may take this opportunity to slip aboard. They would certainly try to stay away from everyone, but they might have trouble and try to trick the party into helping them. Their skills can prove useful, and the gamemaster is left to his own creativity to determine exactly how they will be used, if at all.

A rather interesting scenario could be developed in which thief player-characters try to board the cradle to steal some of its magic for themselves.

The Denizens

These creatures live aboard the cradle. They form an interesting and unique community based on the elder ages (which were forgotten before the first man). The creatures are mostly benevolent, peaceful, and friendly to anyone who finds them. The disruption of the boat's magic has alarmed and confused them all; they have forgotten their duties and are searching about for some explanation.

Perhaps the player-characters could have the opportunity to befriend them and learn the secrets of the craft, if for no other reason than to find the best place for ambushing the enemy.

The order of presentation here is suggested as the order in which the player-characters meet them. This order reveals increasingly useful information to the characters, in a gradual fashion. Gamemasters are free to create their own order, of course.

"Are you Pinching?" is the way the denizens open all conversations with those who speak or use Mindspeech. They cannot tell who or what Pinching is and will be confused that the player-characters do not know.

A fast-thinking con man might respond with, "I am Pinching." But the denizen will immediately ask for instructions to deal with the current emergency, and the real Pinching's answers to this request would never be thought of by any adventurer, involving rituals that even a Divination would not reveal. Any other answer, such as "Take me to the largest concentration of gold on the cradle," will be met with bewilderment. The denizens will be confused and flee the presence of characters claiming to be Pinching, refusing to have any dealings with such characters for the rest of the scenario.

The Statues

The wooden statues atop the boat are capable of defending the child, but only if the Nemolayope (the nymph) is harmed or killed. Then each becomes a wooden warrior. Statistics are given. If they are activated by the nymph but she is not in sight, they go berserk and will try to harm everyone but other denizens.

They all look different, and could be ranked from crudest to best by anyone desiring to do so. There are eighteen. They were created by the Carving Knife, one of the Tools of the cradle.

The statues can teleport down through the transparent deck to aid the baby at the infant's mental command.

However, this will occur only if they are already fighting, for the child cannot activate them.

The Piglings

Twelve normal and one runt pigling are the cradle's basic workforce. They tend the Horn of Slops, keep the baby and sow clean, amuse the child, and act upon the whims and requirements of the Nemolayope.

These creatures stand 1m tall, are humanoid, but have porcine facial features, tails, and thick bristles over most of their bodies. They are barely intelligent, incapable of speech, and very easily frightened. Their noises are pig noises, but even they are capable of noising the sound, "Pinching?" when they see the player-characters.

They form a small mob sneaking and panicking about the whole cradle, running and slamming doors behind them with a clatter of hooves and fearful squeals. They know their way about and are unlikely to be easily cornered. If approached quietly and offered food, they will become friendly.

Piglings cannot respond to questions, but if left alone they will return to their normal lair after eating, to store any leftover food, allowing the player-characters to follow them if they so wish, possibly giving them an opportunity to evade nasty Lunar ambushers. Piglings can be found anywhere below decks.

Nemolayope the Nymph

The Nemolayope (pronounced with all long vowels) is a nymph of life who coordinates the other denizens of the cradle. She organizes the basic ecology and arranges the life forces to keep the child healthy while it reaches its destination.

She is tall, narrow-waisted, and classically feminine. Her dress is a wispy down which ripples from neck to ankles in a slow and stately procession. Her long hair floats about her head in a cloud oblivious to the winds and airs of this world. Her eyes have no pupils. Her cheekbones are high and sharp, her nose small. Her mouth is also small and her voice melodic. Her skin, hair, and raiment are white, silver, and pale gray-blue respectively. She is fragile, sensual, needful, and emotionally evocative and expressive, making her feelings plain and her needs felt by others about her.

She seeks help to find Pinching. The player-characters should make apparent to her their reason for being there. If she senses that the baby is in danger, then she will become alarmed and urge everyone to go to the main nursery with her to protect the child. She will be distraught and move rapidly, forcing the party to run to keep up with her.

Nemolayope can explain most of the things in the boat to the characters. She is familiar with the tools, toys, and workings of the life-systems. But such explanations probably will come later, if anyone survives the adventure.

Blorn the Statue

Blorn is the heavy worker of the cradle. His job is, by brute strength, to cover and uncover the upper deck with the giant cloth. He also carries out tools and toys for the baby, opening and closing the doors and chests. He scares off the giant rats which inhabit the bilge and come forth to feed. He would fight and kill them, but rarely catches one.

Blorn, like everyone, takes his orders from the mysterious Pinching, and will ask for it or him. However, he also recognizes the Nemolayope as his boss, and will help the characters to find her.

Blorn is low intelligence, slightly superior to that of most animals. He can speak simply, think clearly, and is not dull or stupid, merely limited. He is in fact of higher INT than during his last lifetime, when he was mistaken for a half-troll in old Sartar.

Blorn looks like a SIZ 8 humanoid; his features are scant and somewhat crude. His skin resembles a mosaic of river pebbles. He is golden-brown, and sparkles in direct sunlight.

The Sow

The giant sow which occupies a third of the hold is the basic food source for the infant, who can simply pick up the sow and suckle from it as if a bottle. The piglings are the spawn of the sow — bearing them brought the sow to milk.

The sow has a low intelligence and is only interested in piggyish things: food, sex, and her own genealogy. However, she is a wild creature and knows fear and fighting, and she will fight to defend her surrogate child. She will only attack if the baby is actually hurt. The sow will fight to the death if cornered.

The Baby

The infant is about 10m long and weighs 14-15 tons. She appears to be human in every way, except by size. She is comparable in development to a nine-month-old human baby, capable of sitting up, grasping, looking clearly about, and making basic communications.

She is a happy child, innocent of her fate and little-aware of the beings who may crowd about in this scenario. She is a victim, perhaps.

Preparations

The great cradle is now beached on the shore of the Zola Fel. Defenses are being built to keep out the awed crowds. Lunar guards and patrols keep eyes and ears alert, and the presence of Warding spells is rumored.

Throughout the city the Lunars are renting all the carts they can and commandeering the rest. The people are alive with activity, as if it was a holiday.

Player-characters who were not in the previous scenario will learn about it this night. If they are thieves, they will grab the chance to sneak aboard during the confusion, and pluck a piece of the treasure for themselves. It will be easier now, when there are no great defenses, than later under Lunar protection.

Player-characters who are more honest will be called by rebel friends or adventurer bosses. They will be offered a great sum of money, exact amount unspecified, if they will board the cradle and help out the leaders. The leaders, clearly, are the Ingilli faction and the Orlanthi rebels.

Any other Orlanthi characters will have a chance to make a Predict Weather roll. They will be suddenly aware that there is a great storm brewing, surely to carry darkness and cover to the bold, and also rain to help float the cradle again. The Ingilli representative says the priests both above and below the waters are aiding the river to flood. But it is important that tonight the empire's soldiers be driven off the cradle or killed.

If the characters need more convincing, then let Garrath Sharpword appear and make Oratory rolls. He will be more specific in promises and guarantee at least 2000 guilders (equivalent to lunars) apiece, plus usual plunder.

Garrath cannot stay nor lead, for his services are required elsewhere. If a player-character wishes to insult

Garrath's courage or honor by insinuating cowardice, Garrath will promise to remember that slur after he finishes tasks beyond the understanding of the foolish. He and his bodyguard will depart.

The reason for the characters to board is less important than getting them to do so. If nothing else, the players might wish to play the trolls who are hidden within the cradle or even a party of Lunar soldiers.

Beginning

Characters for this will either be hiding inside, where they went at the end of Section One, or on the outside.

Characters hiding inside will be able to begin with no problem. Characters on the outside will have to sneak past the guards and walls being built. This can be accomplished with the aid of the River cult and the Thieves' cult. This can be done easily or with difficulty, according to the gamemaster's wishes. Once inside, the newcomers can link up with hiding characters, or they may go on by themselves.

The best time for people to sneak aboard is while the Lunars are preparing and holding their religious services to protect the soldiers who will enter the dangerous craft. This requires several hours, and since they feel they now have little to fear, the Lunars are not in a great rush to lose more men against a cradle which may still contain potent components and hidden rebels and trolls. They want to finish a ring of defensive works around the cradle before risking themselves again. However, they have still sent in a few parties of warriors, to keep the cradle's defenses from renewing or re-coordinating, and to locate and perhaps eliminate any non-magical foes.

Wandering

At first, the characters should wander about at random, exploring the innards. During this time they should meet the first group of Lunar soldiers and fight them. Then they can continue, flee, or pursue as needed.

It is important to meet the trolls at some stage. If the characters are rabidly anti-troll they can fight them, but the trolls are tough and will accept peace gladly. They are here to kill Lunars and aid giants, not to settle old grudges.

At some point the characters will traverse the bilge and encounter the giant lice and rats. It is not important that the adventurers be harmed by them (though they may well be attacked), but the characters might learn thereby that there is a troll who can control the lice — another band of rebels is trying to smuggle her on board.

At some point, the characters will meet the denizens. First they will meet the piglings, who are hungry and snuffling around for food. If fed, they will return to their own lair to eat. Once there, the player-characters can meet Blorn, who will lead them to the Nemolayope. The nymph can then bring the characters to the cradle room for the final fight.

It is not important that all the rooms be visited. Exploration of the cradle can happen in the next section as well, and some items might be saved for then. The gamemaster controls the timing by deciding when to introduce the piglings or other denizens.

The Big Fight

Nemolayope is in mind-contact with the child and can sense when it is in danger. She will abruptly sense this while talking to the player-characters and lead them at a rush to the main hold.

There they will see that the wooden men originally from topside (the bracketers, lancers, etc.) are engaged in a losing combat against a band of Lunar soldiers. The characters will have an opportunity to arm themselves and to attack with surprise.

The Lunar part will be strong — the gamemaster may want to adjust its strength according to that of the player-characters. The Lunars should include a significant percentage of Rune masters. If the player-characters are losing badly,

Nemolayope will try to get the sow to join in the struggle, by having one of the player-characters break down the thin dividing wall, and perhaps Blorn will help as well.

During this fight, the child has become frightened, and is likely lashing out at anything threatening her in her corner. It is possible to push the Lunars toward the child and have her crush them from behind (she does 7D6 when she hits, and she will hit 80% of the time). However, the Lunars may also choose to attack the child for this. The gamemas-

THE CRADLE CREW

NEMOLAYOPE THE NYMPH

STR 10	CON 25	SIZ 15	01-04	R LEG	0/10
INT 17	POW 30	DEX 21	05-08	L LEG	0/10
CHA 28			09-11	ABDOM	0/10
Move 10			12	CHEST	0/11
Hit Points 30			13-15	R ARM	0/9
Defense 45%			16-18	L ARM	0/9
			19-20	HEAD	0/10

no effective attacks

SPELLS: Befuddle, Detect Life, Extinguish (2), Harmonize 2, Ignite, Healing 10. The Nemolayope's Harmonize and Healing spells both will act effectively on targets of any shape or species.

SKILLS: Courtesan Sex 150%, First Aid 100%, Midwifery 100%, Treat Disease 100%.

THE SOW

STR 50	CON 30	SIZ 50	01-02	RH LEG	10/11
INT 2	POW 18	DEX 10	03-04	LH LEG	10/11
Move 9			05-07	HIND Q	10/17
Hit Points 41			08-10	FORE Q	10/17
Defense 00%			11-13	RF LEG	10/11
			14-16	LF LEG	10/11
			17-20	HEAD	10/14

Weapon	SR	Attk%	Damage
Bite	7	70%	2D6+5D6
Trample	7	75%	10D6*

* only vs. opponents smaller than SIZ 20 or prone opponents. The sow can bite one foe and stomp another in the same round.

BLORN THE STATUE

STR 34	CON 52	SIZ 8	01-02	R LEG	6/13
INT 4	POW 15	DEX 8	03-04	L LEG	6/13
Move 6			05-08	ABDOM	6/17
Hit Points 51			09-10	CHEST	6/21
Defense 00%			11-14	R ARM	6/17
			15-18	L ARM	6/17
			19-20	HEAD	6/17

Weapon	SR	Attk%	Damage	Parr%	Pts
Punch	10	50%	1D3+2D6	45%	arm

SPELLS: None

SKILLS: Adjust Tarpaulin 100%, Carry and Fetch 100%, Move Quietly 00%

GIANT RATS

Weapon	SR	Attk%	Damage
Bite	6	65%	4D4*
Paws	6	75%	2D6†

SKILLS: Climb 85%, Hide in Cover 75%, Move Silently 50%, Scent 60%

NOTE: These rats are nearly as big as ponies. They can smell out food and poison. In combat, they can either rear up on their hind legs and strike down with their paws or they can bite. They will usually strike with paw first.

* If the bite penetrates armor, roll current CONx5 or less on D100 or contract Creeping Chills. The CON roll must be made after subtracting any damage from CON, including this bite's damage. There is no time to Heal the bite's damage before making the CON roll.

† Plus match target's SIZ vs. rat's STR of 22 or fall down. After knocking down a target, the rat will always bite (with +20% added to attack chances). The rats may well just attack via bite without striking with the paws at all.

RAT 1

POW 8	RH LEG	01-02	3/4
DEX 14	LH LEG	03-04	3/4
HP 14	HIND Q	05-07	3/6
Move 8	FORE Q	08-10	3/6
	RF LEG	11-13	3/4
	LF LEG	14-16	3/4
	HEAD	17-20	3/5

RAT 2

POW 8	RH LEG	01-02	3/4
DEX 14	LH LEG	03-04	3/4
HP 14	HIND Q	05-07	3/6
Move 8	FORE Q	08-10	3/6
	RF LEG	11-13	3/4
	LF LEG	14-16	3/4
	HEAD	17-20	3/5

RAT 3

POW 8	RH LEG	01-02	3/4
DEX 14	LH LEG	03-04	3/4
HP 14	HIND Q	05-07	3/6
Move 8	FORE Q	08-10	3/6
	RF LEG	11-13	3/4
	LF LEG	14-16	3/4
	HEAD	17-20	3/5

RAT 4

POW 8	RH LEG	01-02	3/4
DEX 14	LH LEG	03-04	3/4
HP 14	HIND Q	05-07	3/6
Move 8	FORE Q	08-10	3/6
	RF LEG	11-13	3/4
	LF LEG	14-16	3/4
	HEAD	17-20	3/5

RAT 5

POW 8	RH LEG	01-02	3/4
DEX 14	LH LEG	03-04	3/4
HP 14	HIND Q	05-07	3/6
Move 8	FORE Q	08-10	3/6
	RF LEG	11-13	3/4
	LF LEG	14-16	3/4
	HEAD	17-20	3/5

RAT 6

POW 8	RH LEG	01-02	3/4
DEX 14	LH LEG	03-04	3/4
HP 14	HIND Q	05-07	3/6
Move 8	FORE Q	08-10	3/6
	RF LEG	11-13	3/4
	LF LEG	14-16	3/4
	HEAD	17-20	3/5

RAT 7

POW 8	RH LEG	01-02	3/4
DEX 14	LH LEG	03-04	3/4
HP 14	HIND Q	05-07	3/6
Move 8	FORE Q	08-10	3/6
	RF LEG	11-13	3/4
	LF LEG	14-16	3/4
	HEAD	17-20	3/5

RAT 8

POW 8	RH LEG	01-02	3/4
DEX 14	LH LEG	03-04	3/4
HP 14	HIND Q	05-07	3/6
Move 8	FORE Q	08-10	3/6
	RF LEG	11-13	3/4
	LF LEG	14-16	3/4
	HEAD	17-20	3/5

RAT 9

POW 8	RH LEG	01-02	3/4
DEX 14	LH LEG	03-04	3/4
HP 14	HIND Q	05-07	3/6
Move 8	FORE Q	08-10	3/6
	RF LEG	11-13	3/4
	LF LEG	14-16	3/4
	HEAD	17-20	3/5

PIGLINGS

The piglings have no effective attacks (unless they accidentally stampede over someone), and know no magical spells.

PIGLING ONE

POW 10	R LEG	01-04	1/3
DEX 14	L LEG	05-08	1/3
HP 7	ABDOM	09-11	1/3
Defense 05%	CHEST	12	1/4
	R ARM	13-15	1/2
	L ARM	16-18	1/2
	HEAD	19-20	1/3

PIGLING TWO

POW 10	R LEG	01-04	1/3
DEX 14	L LEG	05-08	1/3
HP 7	ABDOM	09-11	1/3
Defense 05%	CHEST	12	1/4
	R ARM	13-15	1/2
	L ARM	16-18	1/2
	HEAD	19-20	1/3

PIGLING THREE

POW 10	R LEG	01-04	1/3
DEX 14	L LEG	05-08	1/3
HP 7	ABDOM	09-11	1/3
Defense 05%	CHEST	12	1/4
	R ARM	13-15	1/2
	L ARM	16-18	1/2
	HEAD	19-20	1/3

PIGLING FOUR

POW 10	R LEG	01-04	1/3
DEX 14	L LEG	05-08	1/3
HP 7	ABDOM	09-11	1/3
Defense 05%	CHEST	12	1/4
	R ARM	13-15	1/2
	L ARM	16-18	1/2
	HEAD	19-20	1/3

PIGLING FIVE

POW 10	R LEG	01-04	1/3
DEX 14	L LEG	05-08	1/3
HP 7	ABDOM	09-11	1/3
Defense 05%	CHEST	12	1/4
	R ARM	13-15	1/2
	L ARM	16-18	1/2
	HEAD	19-20	1/3

PIGLING SIX

POW 10	R LEG	01-04	1/3
DEX 14	L LEG	05-08	1/3
HP 7	ABDOM	09-11	1/3
Defense 05%	CHEST	12	1/4
	R ARM	13-15	1/2
	L ARM	16-18	1/2
	HEAD	19-20	1/3

PIGLING SEVEN

POW 10	R LEG	01-04	1/3
DEX 14	L LEG	05-08	1/3
HP 7	ABDOM	09-11	1/3
Defense 05%	CHEST	12	1/4
	R ARM	13-15	1/2
	L ARM	16-18	1/2
	HEAD	19-20	1/3

PIGLING EIGHT

POW 10	R LEG	01-04	1/3
DEX 14	L LEG	05-08	1/3
HP 7	ABDOM	09-11	1/3
Defense 05%	CHEST	12	1/4
	R ARM	13-15	1/2
	L ARM	16-18	1/2
	HEAD	19-20	1/3

PIGLING NINE

POW 10	R LEG	01-04	1/3
DEX 14	L LEG	05-08	1/3
HP 7	ABDOM	09-11	1/3
Defense 05%	CHEST	12	1/4
	R ARM	13-15	1/2
	L ARM	16-18	1/2
	HEAD	19-20	1/3

PIGLING TEN

POW 10	R LEG	01-04	1/3
DEX 14	L LEG	05-08	1/3
HP 7	ABDOM	09-11	1/3
Defense 05%	CHEST	12	1/4
	R ARM	13-15	1/2
	L ARM	16-18	1/2
	HEAD	19-20	1/3

PIGLING ELEVEN

POW 10	R LEG	01-04	1/3
DEX 14	L LEG	05-08	1/3
HP 7	ABDOM	09-11	1/3
Defense 05%	CHEST	12	1/4
	R ARM	13-15	1/2
	L ARM	16-18	1/2
	HEAD	19-20	1/3

RUNT OF THE LITTER

POW 9	R LEG	01-04	1/2
DEX 17	L LEG	05-08	1/2
HP 4	ABDOM	09-11	1/2
Defense 15%	CHEST	12	1/3
	R ARM	13-15	1/1
	L ARM	16-18	1/1
	HEAD	19-20	1/2

GIANT LICE (Cooties)

Weapon	SR	Attk%	Damage
Grapple	9	50%	None
Bite	1	80%	1D10+4

SKILLS: Climb 90%, Sense Warm-Blooded Creature 90%.

NOTES: this horrible pale insect attacks by trying to grasp its intended prey with large, hooked claws. Once it has successfully grappled its target, it will extrude its sharp proboscis and stab the target with it, then drink the victim's

body fluids. The initial bite attack does damage only. On the second and all subsequent rounds that the louse remains attached, it will drain 1D6 points of STR from the victim, until it has drained at least 15 points of STR, whereupon it will be gorged and will drop away. Unless the victim is SIZ 30 or more, he cannot dislodge the creature by his own efforts. A helper can try to pull off the louse. To do so, the helper must overcome the louse's STR of 18; success dislodges the creature, causing no further damage to the victim. Lost STR is regained at the rate of 1 point per day. A single louse may well attack groups of smaller prey, such as humans. Loss of a claw will not functionally incapacitate a louse; additionally, damage exceeding the basic hit points of a louse leg do not count against the louse's hit point total: for instance, if a louse with a 5-point leg takes 7 points of damage in that leg, only 5 points are counted against the louse's basic hit points.

LOUSE 1

POW 5	RH LEG	01	2/5
DEX 9	LH LEG	02	2/5
HP 15	RC LEG	03	2/5
Move 5	LC LEG	04	2/5
	ABDOM	05-08	2/6
	THORX	09-12	2/6
	RF LEG	13-14	2/5
	LF LEG	15-16	2/5
	HEAD	17-20	2/5

LOUSE 2

POW 5	RH LEG	01	2/5
DEX 9	LH LEG	02	2/5
HP 15	RC LEG	03	2/5
Move 5	LC LEG	04	2/5
	ABDOM	05-08	2/6
	THORX	09-12	2/6
	RF LEG	13-14	2/5
	LF LEG	15-16	2/5
	HEAD	17-20	2/5

LOUSE 3

POW 5	RH LEG	01	2/5
DEX 9	LH LEG	02	2/5
HP 15	RC LEG	03	2/5
Move 5	LC LEG	04	2/5
	ABDOM	05-08	2/6
	THORX	09-12	2/6
	RF LEG	13-14	2/5
	LF LEG	15-16	2/5
	HEAD	17-20	2/5

LOUSE 4

POW 5	RH LEG	01	2/5
DEX 9	LH LEG	02	2/5
HP 15	RC LEG	03	2/5
Move 5	LC LEG	04	2/5
	ABDOM	05-08	2/6
	THORX	09-12	2/6
	RF LEG	13-14	2/5
	LF LEG	15-16	2/5
	HEAD	17-20	2/5

LOUSE 5

POW 5	RH LEG	01	2/5
DEX 9	LH LEG	02	2/5
HP 15	RC LEG	03	2/5
Move 5	LC LEG	04	2/5
	ABDOM	05-08	2/6
	THORX	09-12	2/6
	RF LEG	13-14	2/5
	LF LEG	15-16	2/5
	HEAD	17-20	2/5

LOUSE 6

POW 5	RH LEG	01	2/5
DEX 9	LH LEG	02	2/5
HP 15	RC LEG	03	2/5
Move 5	LC LEG	04	2/5
	ABDOM	05-08	2/6
	THORX	09-12	2/6
	RF LEG	13-14	2/5
	LF LEG	15-16	2/5
	HEAD	17-20	2/5

ter may create dramatic tension by having the baby attacked as well, making it clear that she can survive only so many rounds. If the player-characters fail, then the Lunars will stop attacking the baby when the adventurers are dead, still allowing all the scenarios to be used when new player-characters come aboard.

If the Lunars get into the sow's space during the fight, the Horn of Slops, described later, might figure into the fight. Player-characters might arrange to cascade the slops onto Lunars, or Lunars might catch the adventurers. Pig-

lings might get excited and catch both in the middle of the battle with the slops.

Closing

During the adventure within the cradle, the gamemaster should occasionally tell the adventurers that they feel abrupt and irregular jolts in the craft, as if it were rocking. When they enter the main hold with the child, they can also hear the weather outside: it is a crashing storm, with frequent lightning flashes visible through the transparent deck;

THE WOODEN STATUES

BRACKETERS

Weapon	SR	Attk%	Damage
Knockback	12	90%	Knockback only

NOTES: These pawn-like statuettes will try to rush into and knock down anyone they "perceive" as a threat. Their combined SIZ and STR is 36. When a bracketer successfully hits a foe, this is compared to the combined STR and

DEX of the target and a roll is made on the resistance table. If this knockback roll succeeds, the target is knocked back 1D3 meters. If 20% or less of the roll needed on the table is rolled, the target is knocked down. If 5% or less of the needed roll is made, the target lets go of any weapons he holds. If the knockback roll is a failure, the bracketer will be knocked back 1D3 meters himself. If the roll is a fumble, it is knocked down. Bracketers that have fallen down cannot right themselves without help. A bracketer has a SIZ of 20. If the target is pinned against a wall of the boat or against some other solid object (such as another statue) when the bracketer rams him, he will take 3D6 points of damage to his chest and abdomen. Bracketers will try to catch a foe between two of them, then ram simultaneously into him. This does two separate 3D6 attacks to the target's chest and abdomen. A lone bracketer will work with another statue if possible, knocking its target about and down, making him an easier prey to the other statue. A bracketer is composed of a broad base smoothly narrowing to a tall smooth pedestal which supports two knobbed rims or flanges, one about a meter off the deck and the other about a third of a meter above that. The structure is topped off with a crudely worked crown or head. There are eight bracketers on the cradle. They are the smallest of the statues. A single bracketer is about 2½ meters high and a half meter thick.

PAWN ONE

POW 10	BASE	01-05	4/25
DEX 16	SHAFT	06-17	4/20
Defense 10%	CROWN	18-20	4/25
Move 10			

PAWN TWO

POW 10	BASE	01-05	4/25
DEX 16	SHAFT	06-17	4/20
Defense 10%	CROWN	18-20	4/25
Move 10			

PAWN THREE

POW 10	BASE	01-05	4/25
DEX 16	SHAFT	06-17	4/20
Defense 10%	CROWN	18-20	4/25
Move 10			

PAWN FOUR

POW 10	BASE	01-05	4/25
DEX 16	SHAFT	06-17	4/20
Defense 10%	CROWN	18-20	4/25
Move 10			

PAWN FIVE

POW 10	BASE	01-05	4/25
DEX 16	SHAFT	06-17	4/20
Defense 10%	CROWN	18-20	4/25
Move 10			

PAWN SIX

POW 10	BASE	01-05	4/25
DEX 16	SHAFT	06-17	4/20
Defense 10%	CROWN	18-20	4/25
Move 10			

PAWN SEVEN

POW 10	BASE	01-05	4/25
DEX 16	SHAFT	06-17	4/20
Defense 10%	CROWN	18-20	4/25
Move 10			

PAWN EIGHT

POW 10	BASE	01-05	4/25
DEX 16	SHAFT	06-17	4/20
Defense 10%	CROWN	18-20	4/25
Move 10			

LEAPERS

Weapon	SR	Attk%	Damage
Jump	12	60%	4D6

SKILL: Jump 200%

NOTES: Leapers can only move by jumping, unlike the other pieces, which all glide smoothly along the flooring. They attack by leaping into the air and

trying to land directly atop their foe. A successful leap will drop the mass of the leaper onto its enemy, doing 4D6 points of damage to the enemy. Unless the target is prone, hit location is determined by rolling 1D6: 1-3 = head, 4 = right arm, 5 = left arm, 6 = chest (back). The jump is not hard to dodge, and any characters that are upright, able to move, and not taken completely by surprise can try to dodge the leaper by rolling DEXx5 or less on D100. A success indicates that the leaper missed. Leapers cannot attack enemies that are closer to them than 3 meters, and they must somehow lengthen the range. When they are pinned into a corner by close foes, they will try to escape by leaping over their enemies and landing in a distant locale. A leaper working in conjunction with bracketers can be dangerous, because an opponent that has been knocked down cannot dodge the leaper's fall. Leapers have a crudely-worked horse-like head which is completely disproportionate to the rest of their bodies. They have rather large hooved hind "legs" as well, but their arms are just carved into the surface of the statue and are useless. There are four leapers aboard the cradle. They are approximately SIZ 24 each.

LEAPER ONE

POW 13	R LEG	01-04	5/18
DEX 19	L LEG	05-08	5/18
Defense 25%	SHAFT	09-13	5/30
Move 12	HEAD	14-20	5/30

LEAPER TWO

POW 13	R LEG	01-04	5/18
DEX 19	L LEG	05-08	5/18
Defense 25%	SHAFT	09-13	5/30
Move 12	HEAD	14-20	5/30

LEAPER THREE

POW 13	R LEG	01-04	5/18
DEX 19	L LEG	05-08	5/18
Defense 25%	SHAFT	09-13	5/30
Move 12	HEAD	14-20	5/30

LEAPER FOUR

POW 13	R LEG	01-04	5/18
DEX 19	L LEG	05-08	5/18
Defense 25%	SHAFT	09-13	5/30
Move 12	HEAD	14-20	5/30

there is both crackling and rolling thunder. The cradle also rocks more regularly and violently — this could be a plot device to aid the characters by a sudden lurch throwing down their attackers.

The motions are, of course, due in small part to the storm which the Orlanthi have raised, but mainly due to the efforts of Zola Fel, aided by the rain, to raise its waters and float the cradle off the bank and downriver again.

The efforts succeed, of course. The characters will feel the boat lurch once more, then begin to wallow and move slowly. The boat will then begin to float downriver. The adventurers may be fighting, or have other foes to slay or capture, or otherwise clean up loose ends, but this is the end of this scenario.

Lunar troops still alive when the boat begins to move will attempt to disengage and run for the top deck, hoping to get away. Some may actually attempt to do the same thing that refugee defenders did and run for the bilges to hide out. The trolls are waiting for just such a maneuver. Bloodthirsty characters may want to hunt down Lunars in the dark with the trolls.

THE CRADLE INTERIOR

The interior of the cradle is divided into five decks, labelled A (at the top) through E (at the bottom). Within each deck numbered rooms (B4, for instance) may serve as passageways, storage chambers, or living quarters. These descriptions match the diagram designations. Remember that the cradle is pitch-black within, except in daylight beneath the transparent portion of Deck A.

There are giant tools, toys, and magical items aboard the cradle which are intended to instruct the baby during her millenia-long growth to maturity. Some are of obvious value and purpose: others are less obvious.

In describing these items the gamemaster should first relay a description of it without specifying what it is. Let the adventurers speculate. Some things are obvious and they will recognize them immediately. Others may take more time to identify, while some are beyond the player-characters' understanding, and no final explanation of what the giant could do with them is possible. Do not feel that the player-characters must understand everything.

LANCERS

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	1	150%	2D6 + impale	—	20

NOTES: Lancers are armed with a long sharp snout which they can use to impale and stab their opponents. Each round, a lancer gets a single attack against a nearby foe, and will try to stab with its spike. This spike is capable of impaling. If the statue does impale a foe, it will begin to try to wipe the foe off of its spike, to free it for more attacks. Each unsuccessful attempt by the statue to remove an impaled foe will do 1D6 more points of damage to that foe in the afflicted location (armor, of course, does no good). The statue has a 30% chance to impale normally, though this is reduced by target defense. It only has a 20% chance of successfully removing an impaled foe from its spear (it has no hands). Lancers are SIZ 24 or so, and are squat thick toadstool-like statues, with one end prolonged into a slender long spike projecting horizontally. The spike can be damaged and even broken in combat. If broken, the lancer can still attack, using the stub, but it will only do 1D6 damage. A Repair spell will fix a lancer that has lost its lance. They cannot parry. There are four lancers.

LANCER ONE

POW 16	BASE	01-08	6/30
DEX 19	KNOB	09-20	6/35
Move 9			

LANCER TWO

POW 16	BASE	01-08	6/30
DEX 19	KNOB	09-20	6/35
Move 9			

LANCER THREE

POW 16	BASE	01-08	6/30
DEX 19	KNOB	09-20	6/35
Move 9			

LANCER FOUR

POW 16	BASE	01-08	6/30
DEX 19	KNOB	09-20	6/35
Move 9			

GRAPPLERS

Weapon	SR	Attk%	Damage
Grasp	12	100%	None
Smash	4/8	Auto.	Varies

NOTES: Grapplers consist of a flattened base which blends into a very squat half-human face. This face is topped with a colossal thick gnarled hand. The hand alone is at least twice as big as the rest of the statue put together. These are the largest statues. In combat, the hand will try to grab and hold its chosen

foe. If it succeeds, on the next round the hand will begin to rapidly gyrate, smashing the foe in turn upon the floor to one side, then to the other, like some sort of grim metronome. Each round, beginning on the round after he has been grasped, the victim will take damage equal to 1D6 per 8 points of SIZ he possesses (round fractions up). This is taken twice a round, as the character smashes against the floor on each side of the hand. If some unfortunate is to one side of the hand, it is likely that he will be struck by the flailing body of the hand's "toy." As an example, a Lunar soldier of SIZ 14 would take 2D6 points of damage twice a round, once on SR4 and once on SR 8. Armor does not help against this damage, though Shield or Protection spells might. All damage taken is general body damage and not to specific hit locations. The hand will not stop banging its hapless victim on the floor until it is destroyed or till the victim is smashed and the remains slip between the fingers of the hand. Anyone gripped by the hand may escape if he can successfully overcome the hand's STR of 40. There are only two grapplers. Each has a SIZ of approximately 30. The hands can be disabled by chopping off fingers. The hand can effectively continue action as long as it has at least three fingers, or at least one finger and the thumb, in action.

GRAPPLER ONE

POW 19	BASE	01-03	8/40
DEX 10	FACE	04-05	8/40
Move 9	PALM	06-10	8/35
	THUMB	11-12	8/25
	INDEX	13-14	8/20
	MIDDLE	15-16	8/25
	RING	17-18	8/20
	PINKY	19-20	8/15

GRAPPLER TWO

POW 19	BASE	01-03	8/40
DEX 10	FACE	04-05	8/40
Move 9	PALM	06-10	8/35
	THUMB	11-12	8/25
	INDEX	13-14	8/20
	MIDDLE	15-16	8/25
	RING	17-18	8/20
	PINKY	19-20	8/15

Stacked about as raw nuggets, as ingots, as finished coins of mostly unknown origin, and as items of jewelry and treasure is much gold and silver. The amount is profuse. There is about a ton of lead ingots as well (apparently for trolls).

Deck A: Weather Deck

This is the deck with the transparent section and the thick fiber cover. It is exactly as described in the first section of this scenario.

B Deck

Chambers B2, B3, B9, and B8 on this deck have vertical doors. These are hinged at the bottom, with handles on the outside to allow them to be pulled open by the baby when she is old enough. They can be pushed open at the top by overcoming their inherent strength of 75.

B1: Entryway

Can be entered by hatch and ladder from above, or through two identical doors.

B2: Storage Room

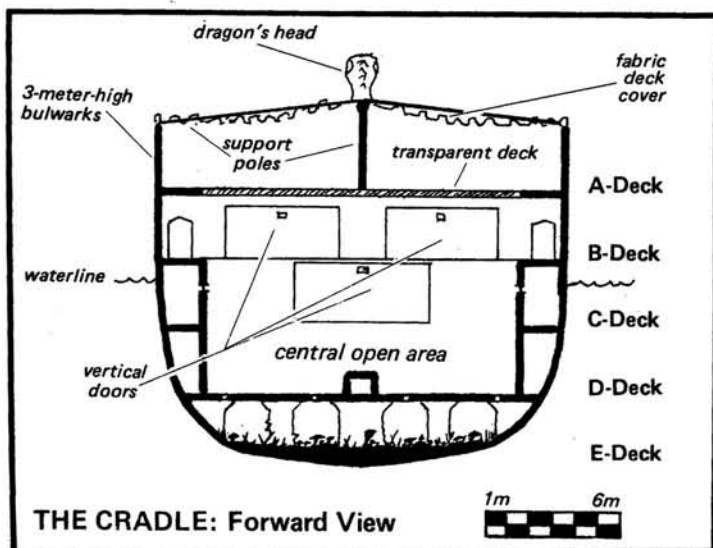
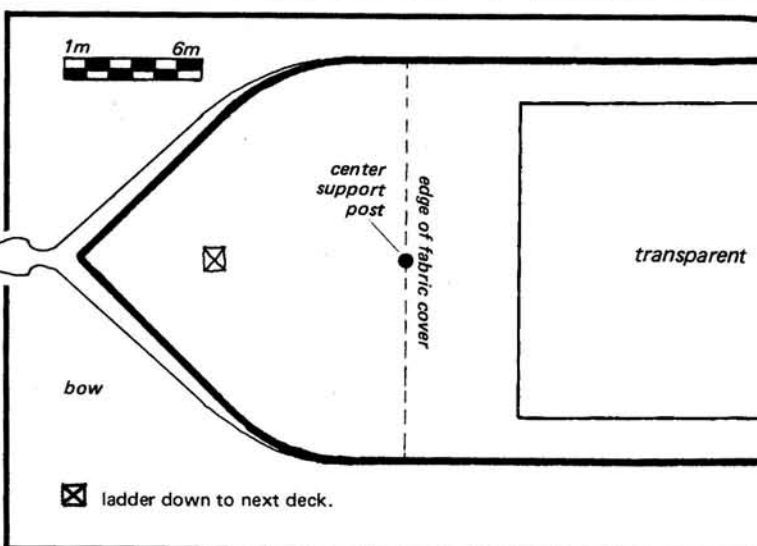
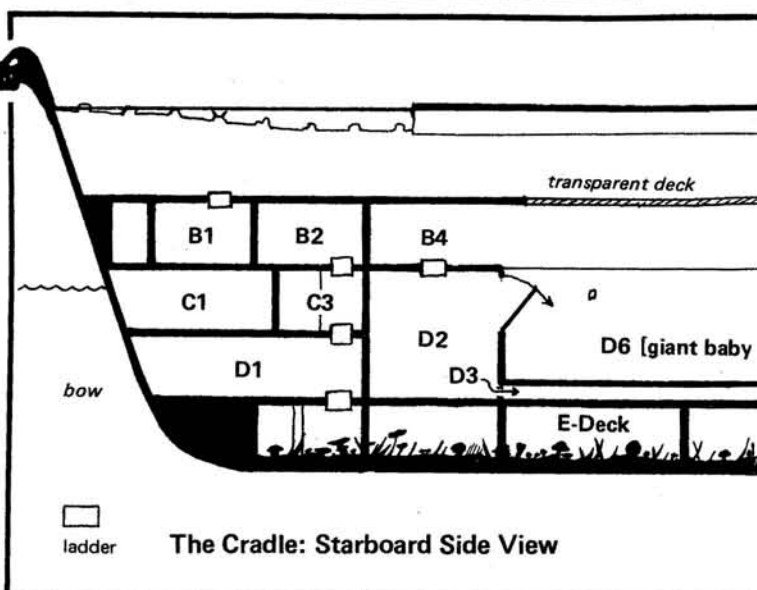
Has a downward hatch, one door, and a vertical door. Contains several piles of gold, plus eight barrels of Writing Ink, and 19 1m-diameter marbles of metal.

Writing Ink

There are eight barrels of Writing Ink, each containing 500 liters. When any amount of this ink is spilled upon a surface, it will form into signs, letters, or symbols which seem to convey information. The writing system changes from spill to spill, and all are unreadable, though those with Old Wyrnish skill may recognize some of the patterns as tracers evident in mystical writing styles. This ink is not magically-replenished, and will evaporate if left open.

Marbles of Metal

These spheres are actually of various substances, about 1m across each; and they number 19 in all, including one each of gold, silver, bronze, tin, lead, aluminum, adamant, granite, glass, sandstone, onyx, pearl, sulphur, salt, and five unknown substances. Most are several tons in weight; the gold one is ten tons.



Placed next to one's ear, a melodic sound, with a background grinding noise, can be heard. Scholars will say that these hold more lessons for the baby, teaching the secrets of the earth and of substance in a long-lost language.

B3: Storage Room

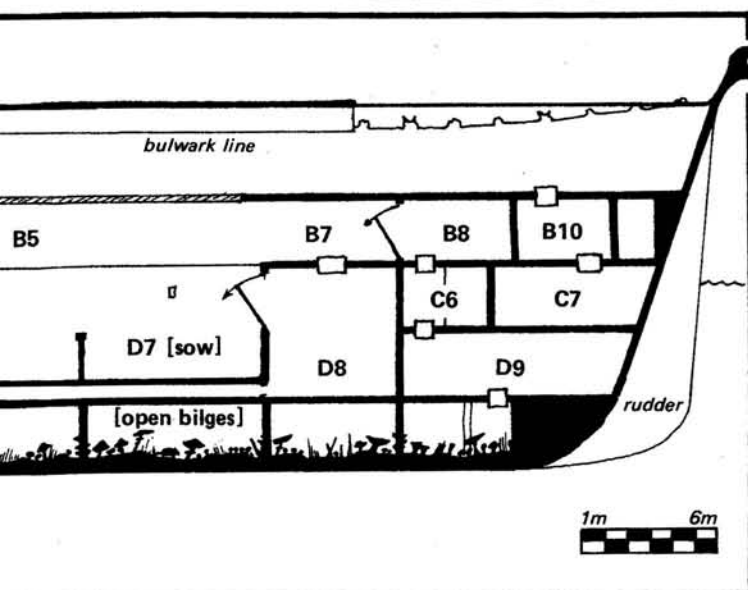
Has one door, plus a vertical door. Here are five piles of silver ingots, plus a giant feather fan, several bundled hides, and six 3m-diameter transparent spheres.

Feather Fan

A huge pile of bright feathers, warm to the touch, are bound to a beaded handle. Each bead is SIZ 1 (about 4kg) and made of a differently-colored glass. The handle is 2m long and holds 14 beads. The feathers are 4m long each, and of many different hues. The total SIZ of the fan is about SIZ 9 (60kg) or roughly 27 ENC.

Wrapped Bones

Several large animal skins, a few of which are unrecognizable, are tightly bound with vines to hold within clean



white bones of animals. If investigated, all bones are in perfect shape except one, which has carvings on it (this carved bone is found in each skeleton). The whole skeleton is present.

These are magical creatures awaiting rejuvenation by the child when she knows how. They can be brought to life by great magic, and then killed and eaten. Afterwards the same magic can again bring them to life by regrowing the flesh upon the bones. Broken bones will mar the process and age the animal slowly, making its flesh less and less palatable.

Scene Spheres

The 3m-high transparent spheres have various scenes of nature suspended in three-dimensional form in their center. There are six spheres, each showing a different part of the world during a significant season. One, for instance, shows Fronela in the winter, wherein white cloaked creatures and a naked human dance happily around a yew tree, while flakes of snow swirl all about the crowd. In another sphere, the autumn leaves of Ralios whirl about. Another shows drops of fire falling on the Pamaltela desert.

B4: Forward Mezzanine

Entered by either of two vertical doors, or by a hatch going downward. Covered by meter-high plants, mostly wild grasses, and also some saplings and large bushes, all of which are unfamiliar to the characters.

B5: Port and Starboard Walkways

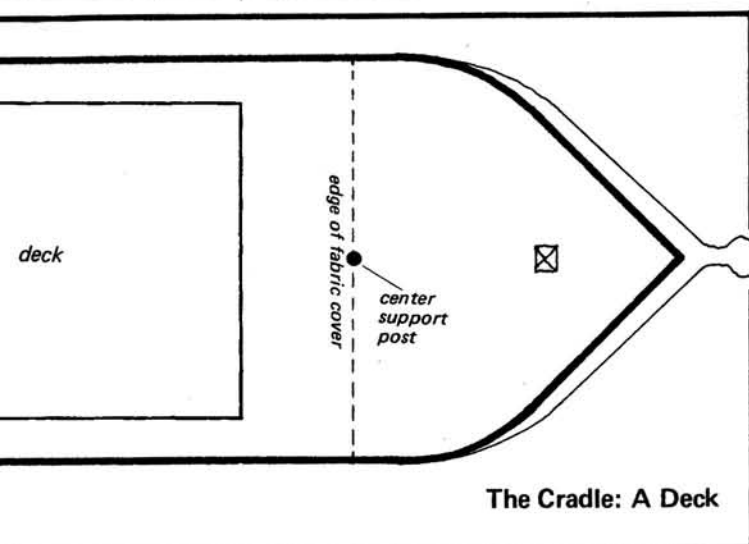
Normally used by the spinning gold ring. From it one can look upward through the transparent deck and downward into the central baby area.

B7: After-Mezzanine

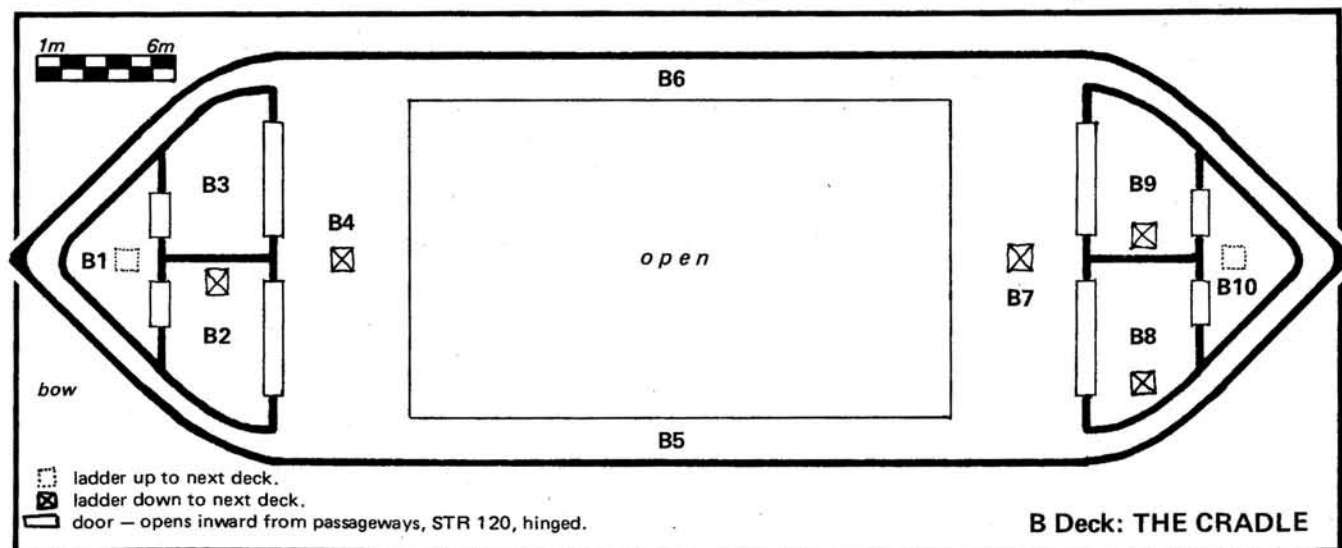
This is the work area for Blorn and the piglings. Two vertical doors open onto this area and disgorge the food and water sources of the craft.

B8: Storage

A huge clay pot nearly fills the room, and a 10cm-wide hose, made of some natural (but unknown) vine-like material, is coiled nearby. If uncoiled, the hose is 50m long. The clay pot is half full of water. A single hatchway leads



The Cradle: A Deck



B Deck: THE CRADLE

downward, revealing a room full of water below. Six buckets lie about nearby, apparently used to bring water from the hold to the clay pot.

B9: Storage Room

This room is almost filled by a single tremendous horn, not unlike that of a ram except for its gigantic size. Its wide end points upward. It is precariously balanced, and will spill if tampered with carelessly.

Horn of Slops

This massive curled instrument is 10m from side to side, and 5m wide at its mouth. It magically grows a tremendous quantity of liquid food which is fed to the sow and piglings. This is the source of food for the whole cradle, for the baby suckles from the sow, and the statues and nymph do not eat. The horn must be tilted by main strength to dump the slops into the sow's area, requiring STR 35 to do so.

The slops are thick and viscous, quite edible if unappetizing. If the horn is upended (by a battle in the sow's area, for instance) those next to the horn will be knocked off their feet by the slops if they don't make a roll on D100 of DEXx1 or less: if they are knocked off their feet and fail a POWx5 roll, they will start to drown in the slops. A common DEXx5 roll will let them stand up after the first melee round, so they are out of the slops and no longer drowning.

The slops will fill up one-third of the sow's area around the horn. Perceptive characters will notice that this area is actually slightly depressed to hold the outflow of slops. A player whose character is standing in that area must successfully make a DEXx3 roll each melee round or that character will fall, unless he does nothing but maintain his footing in the mess. At the end of the melee round in which he falls, a character may stand, if his player succeeds with a DEXx5 chance, but any time the character fights or moves, his chance of staying on his feet is DEXx3. Drowning can only occur to a character the very first time the horn is upended and the slops come out. Once a character has gotten up, even if he falls down again, he will not be so caught by surprise that he inhales any slops.

B10: Entryway

Can be entered by hatch and ladder from above, or through two identical doors. Piles of silver are scattered about.

C Deck

C1: Storage Room

Bones and corpses litter the floor. The bones are all those of giant rats, as are some corpses. However, depending on the scenario, there also may be corpses of Lunar soldiers, a thief, or a troll or two. This room attacks everything which enters it with Sever Spirit, backed by a POW of 25. A malevolent spirit is bound to this room, powered by mysterious giant-magic.

C2: Storage Room

Empty, but for a large square red rug which lies open in the center of the floor. It appears to be an ordinary woolen rug.

The Warming Cloth

Anything wrapped in the warming cloth will be slowly heated to increasingly high temperature until the wrap is opened again or burned up. The warming cloth will catch fire at about 240 degrees Fahrenheit. The cloth measures 5m square. The cloth starts warming at room temperature and increases ten degrees each melee round until unwrapped or burning.

C3: Forward Walkway

A conjunction of two outer walkways, with ladders and trap doors going up and down, and two doors opening to storage rooms. There is a pile of stacked gold coins about 1m square in this walkway.

C4 and C5: Port and Starboard Walkways

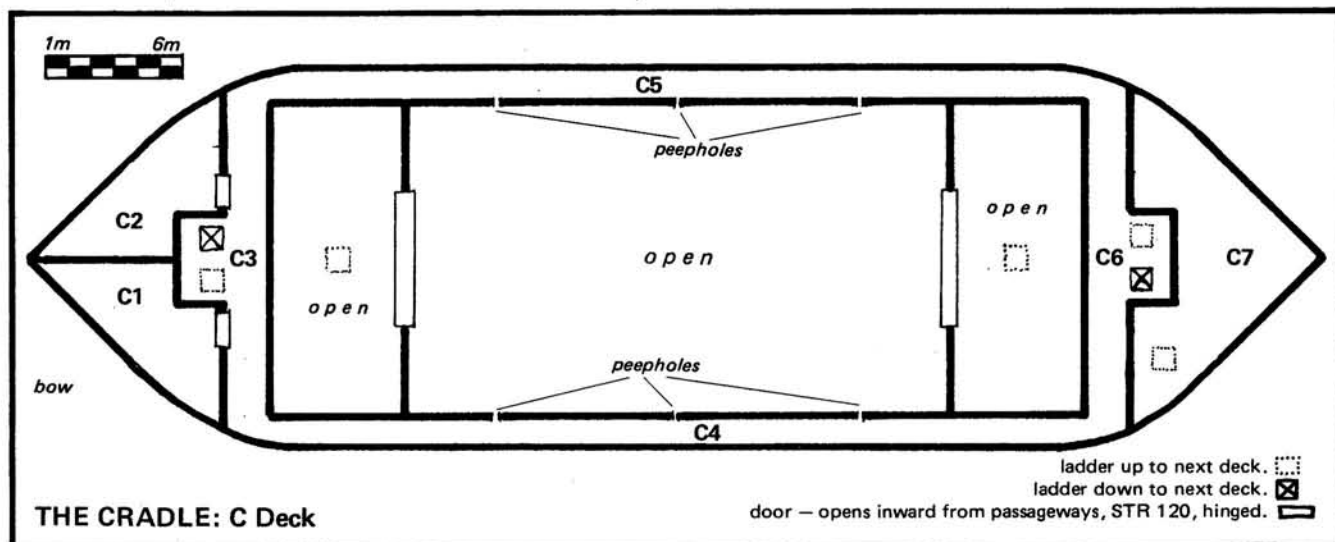
Enclosed throughout, but with three peep holes in each walkway to look into the central storage area where the baby lies.

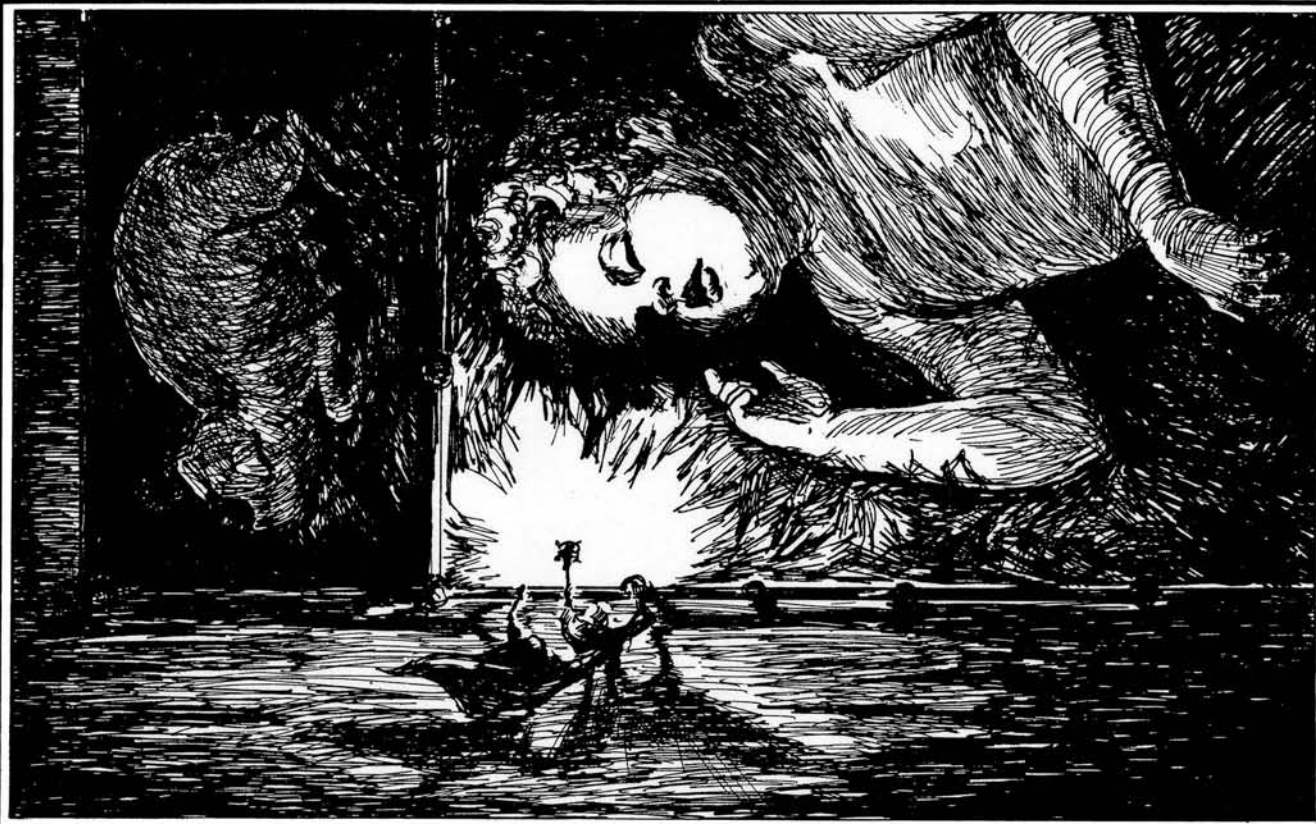
C6: After Walkway

Conjunction of two walkways; trapdoors and ladders lead up and down.

C7: Water Room

This room is accessible only through a trap door in the ceiling. It is full of magic water, which always will be replenished as long as the water is withdrawn with reverence and a special prayer.





D Deck

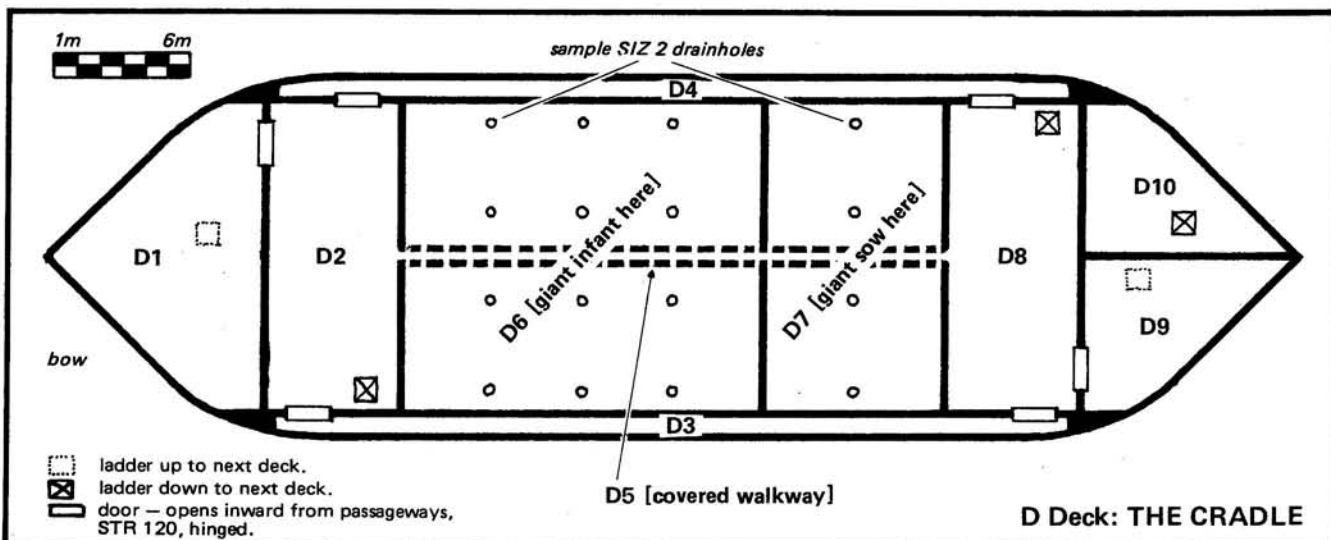
D1: Dancing and Music Room

This room appears empty until the threshold is crossed, then entrants find themselves in a misty, lemon-scented atmosphere ringing with the most delightful music any have ever heard. A flickering flame in the room's center may be the source, but the relationship is intangible. Five piglings, a giant rat, and a wounded trollkin blissfully dance, oblivious to newcomers. If the player-characters remain in the room, they may be entranced by the music, which will affect each of them with differing force, depending on a mystic vari-

able within each. Thus, each player rolls 4D6 to find the force of the attack on each of his exposed characters, who must then resist it with their individual INTs. Failure to resist means they will join the dance, hypnotically cut off from normal life. The spell will be broken when the individuals are dragged out of the room, but each former dancer will feel deep regret for having lost the tune. The music never stops as long as the boat is floating.

D2: Major Storage Area

This room has several ways to enter and exit, including a



vertical door on the upper half of the wall facing the baby's chamber. The room holds giant-sized tools.

The Giant Whetstones

The three whetstones are large, flat slabs of stone, each about the size of a large wheel of cheese. There is a coarse-grained whetstone, and two smoother ones.

Shovel Head, Pickhead, and Axehead

Of tremendous size, all are of bronze. The shovelhead is 3m x 4m, the axehead is 2m x 4m, and pickhead is 1m x 5m in size.

The Growing Log

A length of wood currently 8m long; one-half of it is obviously of old mature wood, with dark flakey bark, while the other is of newer growth — new buds on tiny branches push from this part of the bark. The log is tapered at both ends.

The log is used in conjunction with the knife below. It is a growing log, and grows new wood at the fresh new end so long as the other end is unharmed. The rate of growth is a meter per week.

The Carving Knife

This simply-made weapon looks like an overly-fat greatsword. It might be wielded as such by a human, but its thickness and awkwardness gives it both 40 hit points and a required DEX and STR of 17 each to handle the weapon at full skill.

This knife also can move of its own accord through the air. It moves at the direction of the child's mind, all the while instructing the baby about what it is doing, why, and what it will mean later. It has carved the chessmen statues which are on the boat, each piece being a lesson in wisdom for the giant as well as increasing mental dexterity.

D3 and D4: Port and Starboard Walkways

Enclosed tunnels with a door at each end.

D5: Central Walkway

This enclosed tunnel is not visible from the outside, since it

is normally covered with the straw bedding strewn over the central chamber.

D6: Baby Chamber

Housed here is the giant infant girl. The floor is covered with straw the thickness of hawsers, much rumpled and occasionally soggy, but satisfactorily kept by the denizens. Notice the drainage holes in the bottom of the deck, normally hidden from view by the straw. The holes empty into the bilges.

D7: Sow Chamber

Here lies the immense female pig which serves as milk bottle for the baby. She is fed by slops dumped onto her hay, and by water which is emptied into a large clay trough at one end.

D8: Major Storage Area

Entrances include a vertical door. This room holds more giant tools, mostly for making fire. Included are piles of shavings scattered indiscriminately about. There are huge downy seedlings which would be excellent tinder.

Convex Lens

A huge glass lens, 2m in diameter, which can be used to focus sunlight or magnify. Its focal length is 100m.

Inverse Lens

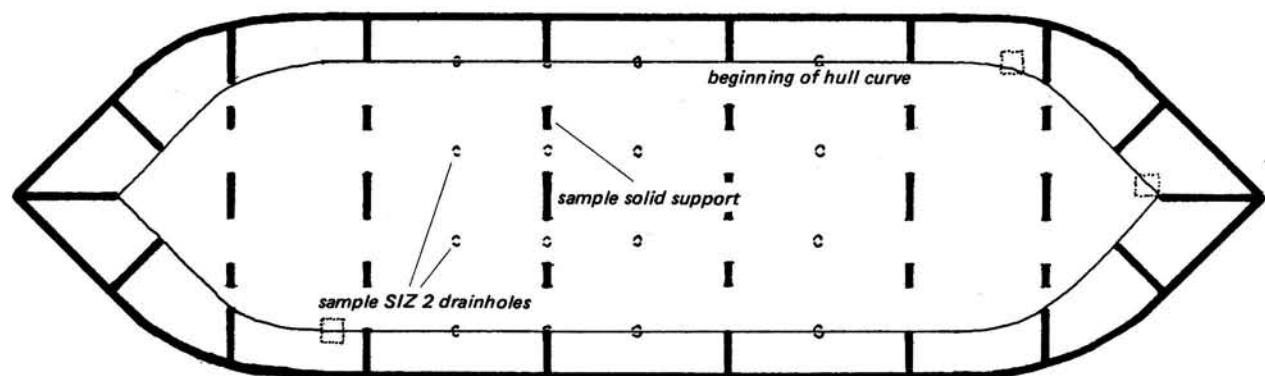
A huge glass lens 2m in diameter which cannot be seen through clearly. It slips out of focus continually, and if touched will seem to slip (or did it squirm?) out of touch. Magic analysis will show this to be a freezing lens, capable of focusing darkness on a spot at a focal length of 100m.

Flint Statue of Yelm

The statue is 4m long and translucent yellow in color. It is shaped like a dagger or saw, but half its length is of a crude hilt figure recognizable by symbols as the sun god; the blade is serrated on one side and edged on the other.

Obsidian Statue of Lodril

Shaped like the statue of Yelm but jet-black and recognizable as the volcano god. This obsidian is harder than



THE CRADLE: E-Deck



usual, and one might speculate (correctly) that these two statues struck together would make sparks.

D9: Storage Room

Ingots of precious metals are piled about this room. There are mounds of gold, silver, copper, lead, and quicksilver, all of which will turn into liquid if touched without permission. The threshold is guarded by a Warding 4 spell.

D10: Nymph's Room

This secret room is accessible only from below. This room is completely filled with dirt, but riddled with tunnels held open by roots binding the dirt together. The tunnels are warm and open, but otherwise featureless.

E Deck: Bilge

This single large room is the length of the cradle. Muck 1-2 meters deep serves as a superb growth medium for the huge fungi which sprout from floor to ceiling in places. The fungi often looks like bushes of fingers, piles of puffsballs, or panels of webbed filaments. Here hide the giant rats, the parasitic tick-like lice, and whatever horrors the gamemaster wishes to plant. The trolls like it here. Many supports hold up the decks above. These are of solid wood and convenient to hide behind.

3. The Voyage Downriver

SUMMARY

Storm and swollen river lift the cradle from the riverbank and allow it to continue downriver. During the journey a series of incidents delay the cradle and challenge the player-characters. The extensive non-combat time can be used to explore the rest of the cradle (perhaps in hunting down stowaway Lunar troops). The cradle will finally reach Corflu, where the final battle occurs.

NEW PLAYER-CHARACTERS

Recruiting new characters should be done in the same way that recruitment occurs in sections one and two. Garrath Sharpword is again present, though he will not board the cradle. He will instruct the player-characters, wish them luck, and send them off.

Characters from the previous section will already be on board the cradle. New characters can come aboard when reinforcements rush from the city and scramble on at the last moment.

The Trip

Begin by reminding the characters of the general situation: storm, lightning, night, violent winds, flooding river, and confused Lunar troops rushing in all directions. Waves lash the boat and rip the shore. Now near-hurricane force winds send the Lunar guards to their knees; they feel small and exposed while facing the power of Orlanth. Their lanterns go tumbling; lesser beings and trollkin among them scatter shrieking. A band of warriors from the city dashes out of hiding, through the Lunar defenses, and onto the cradle, and almost immediately the waters overwhelm the earthen embankments, within which the cradle waits, and the magical craft again sets off through the fire and gloom.

THE JOURNEY

The West Wall

A short time after beginning its journey, the cradle passes Pavis and approaches the walls of the Rubble. Spanning the river there is the Lunar bridge. The torches they bear show soldiers and priests lining the bridge; lightning reveals groups on the top of the walls, where they cluster about bulky devices indistinguishable in the darkness and rain. The wind occasionally brings their shouts to characters on deck.

The Lunar bridge will not slow the cradle. The Lunar propaganda stating that the bridge was high enough to let cradles pass is manifestly untrue. The cradle bow smashes right through the bridge, and the craft labors down river — though passing through seems to take forever.

Lunar soldiers too slow to run aside when the cradle bore down on the bridge are smashed into the river and crushed amidst the rock rubble. The gap between the remaining fragments of the bridge is about 30m wide, only somewhat wider than the cradle. Thus the cradle scrapes and bumps going through. The turbulent waters and high winds make it difficult to stand on or in the cradle, and makes missile fire impossible from within the cradle. Perhaps some of the remaining Lunar troops are directing arrows down upon the cradle, but in the turmoil and noise, none notice, and few, if any, arrows strike their targets.

As the cradle goes through the gap, the characters see what is sitting atop the remnants of the bridge. On the starboard side is a tremendous rock, 4m tall, irregularly shaped, but blocky, being hoisted by cranes and (undoubtedly) magic from the bridge to swing over and crash down upon the boat as it squeezes by. The Lunars originally meant to tumble the rock onto the cradle as it passed under the bridge.

To port, a gigantic cauldron, capable of holding a thousand gallons of liquid, rocks upon a tilting frame. Flames rise from its contents.

Player-characters will be ordered below decks by Jarang Bladesong and told to close the hatches behind them. They can watch from below if they are in a position to look up through the transparent part of the deck.

When the rock falls on the cradle, the whole craft will shudder and pitch wildly, vibrating from the great blow. Characters must make a DEXx1 roll to remain standing. The rock lands amidships, upon the transparent deck; it makes a single huge crack across the surface face. It does no other damage. Perhaps it lands just above the heads of the cowering player-characters — who would not have known that the deck would hold.

The burning oil is dumped at about the same time. The oil splatters and sizzles and jumps like a hundred undines when it contacts the cold water. Huge droplets splash soldiers on the bridge, who run screaming. A sheet of flame washes the top deck of the cradle and destroys every being exposed there (including all disobedient player-characters who refrained from going belowdecks — or perhaps Yelmalo initiates possessing the geas of “never seek shelter from Storm”!), especially to the chessmen, which are now all ruined. Burning oil floats in the river, cremating everything swimming on the surface, and destroying more allies of the cradle.

Some of the fiery liquid runs down through the fore and aft trap doors. More seeps, hissing like liquid fire, through the crack in the deck and into the main hold. Player-characters should assist in putting out the fires, healing those hurt by it, and protecting the infant giant.

LUNAR PRIEST, of Yanafal Tarnils and Seven Mothers, With Spells Cast

Weapon	SR	Attk%	Damage	Parr%	Pts	SPELLS: Befuddle, Bladesharp 4, Demoralize, Dispel Magic 6, Disrupt, Healing 6, Glamour (2), Mobility, Protection 4, Repair (2)
Scimitar	6	85%	1D8+1+4+1D4	65%	20	RUNE MAGIC: Extension I, Mind Blast, Multispell II, Shield 2, Truesword
Sickle	7	65%	1D6+1+1D4	65%	15	SKILLS: Hide in Cover 65%, Spot Hidden 80%, Spot Trap 50%
Medium Shield	—	—	—	65%	12	BOUND SPIRIT: INT 13, POW 16 in small familiar bat.

NOTE: These priests are associate priests, without allied spirits. They have cast their Shield 2 upon themselves, and have cast an Extension I upon their Bladesharp 4 spell (which is on their scimitars). They have also all cast their Truesword upon their scimitars — doubling the base damage done by the weapon up to a maximum of 9; to which the +4 due to the Bladesharp is then added. Remember that their Shield 2 spell gives them all the equivalent of 4 points of Countermagic.

PRIEST ONE

POW 18	R LEG	01-04	15/5
Spirit POW 12	L LEG	05-08	15/5
DEX 13	ABDOM	09-11	15/5
HP 13	CHEST	12	15/6
Defense 20%	R ARM	13-15	15/4
Move 7	L ARM	16-18	15/4
Scimitar 20	HEAD	19-20	15/5

PRIEST TWO

POW 18	R LEG	01-04	15/5
Spirit POW 12	L LEG	05-08	15/5
DEX 13	ABDOM	09-11	15/5
HP 13	CHEST	12	15/6
Defense 20%	R ARM	13-15	15/4
Move 7	L ARM	16-18	15/4
Scimitar 20	HEAD	19-20	15/5

PRIEST THREE

POW 18	R LEG	01-04	15/5
Spirit POW 12	L LEG	05-08	15/5
DEX 13	ABDOM	09-11	15/5
HP 13	CHEST	12	15/6
Defense 20%	R ARM	13-15	15/4
Move 7	L ARM	16-18	15/4
Scimitar 20	HEAD	19-20	15/5

LUNAR IRREGULARS ABOARD THE CRADLE, with spells cast

Weapon	SR	Attk%	Damage	Parr%	Pts	SPELLS: Bladesharp 2, Countermagic 1, Disrupt, Demoralize, Healing 2, Mobility, Strength (2)
Scimitar	6	90%	1D8+1+1D4+2	70%	20	RUNE MAGIC: Each soldier has one use of the spell Mindblast
Shortsword	7	60%	1D6+1+1D4	50%	20	SKILLS: Hide in Cover 50%, Listen 50%, Spot Hidden 50%
Lg Shield	—	—	—	60%	16	NOTE: Each soldier has cast Bladesharp 2, Countermagic 1, and Strength upon himself. He will cast Mindblast only when severely pressed.

LUNAR ONE

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

LUNAR TWO

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

LUNAR THREE

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

LUNAR FOUR

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

LUNAR FIVE

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

LUNAR SIX

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

LUNAR SEVEN

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

LUNAR EIGHT

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

LUNAR NINE

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

LUNAR TEN

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

LUNAR ELEVEN

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

LUNAR TWELVE

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

LUNAR THIRTEEN

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

LUNAR FOURTEEN

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

LUNAR FIFTEEN

POW 10	R LEG	01-04	7/4
DEX 13	L LEG	05-08	7/4
HP 12	ABDOM	09-11	7/4
Defense 10%	CHEST	12	7/5
Move 7	R ARM	13-15	7/3
Scimitar 20	L ARM	16-18	7/3
Shortsword 20	HEAD	19-20	6/4

The wood of the cradle will not burn from even these flames, though the hay in the baby's hold can burn, and will begin to do so, so the flames there must be fought hard. The nymph organizes damage parties if the player-characters do not, and has them cast coordinated Extinguish spells, move combustibles, and smother new outbreaks. An endless source of water is available from room B8. The chamber will become smoky and uncomfortable, but not deadly unless characters do something foolish.

During the firefighting, the cradle will continue to rock and scrape upon the bridge to either side. The flames overhead distort everything visible. Only disincorporated spirits or allied or bound spirits in creatures capable of withstanding the destruction might convey the scene. Their visibility is poor because of the raging rainstorm, too. In general all is in chaos. In Zebratown a contingent of the Sable Lancers and many footmen prepare to march southward along the river to make another attack.

The oil will burn itself out shortly after the cradle clears the bridge. The decks will be safe now, and the craft is relatively stable. It is, of course, cold and rainy.

The Zebra Bridge

The cradle will sail on under the Zebra bridge in the Rubble. This is a huge structure made by dwarfs who knew the giants, and the cradle will fit comfortably underneath the span. The river is no longer as high, for Zola Fel has reduced the swell of water under the cradle.

Upon the bridge are many Zebra tribe people from the fort nearby, plus a band of Lunar soldiers. Since the wind has lowered, they will try missile fire at people visible upon the cradle deck. The distance from deck to bridge is about 8 meters.

A select band of elite outlaws from Zebra Fort might choose this chance to leap heroically upon the cradle from the bridge. They will lower ropes on the south side of the bridge and drop from there, hoping to surprise the defenders. Use the statistics provided.

The cradle will continue to Central bridge in the Rubble. It passes easily under this one, and the next one, with room to spare. Lightning shows many heads visible on Central bridge, but faces are unrecognizable in the darkness. They do nothing to hinder or threaten the cradle, watching in the rain as the cradle passes underneath, then crossing to the east side and watching it float away.

Ogre Island and Beyond

The cradle will approach Ogre island, in danger of running aground in the shallow water. It will head to portside where the river deepens, but to the passengers' horror it will bear to shore slightly and groan to a stop.

The characters are ordered topside to defend against boarders. Once there, they can look over the side. By the lightning bolts, they see a mass of bodies below. A successful Spot Hidden reveals at least a hundred great trolls! They

ZEBRA MILITIA RAIDERS

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	6	85%	1D10+3+1D4	50%	20
Composite Bow	2/9	85%	1D8+4	30%	10
Mdm Shield	—	—	—	75%	12

SPELLS: Bladesharp 2, Disruption, Healing 4, Mobility, Protection 3, Speed-art, Spirit Screen 1

NOTE: These characters will cast Speedart on any arrow fired, and have already cast Bladesharp 2 on their swords and Protection 3 on themselves.

OUTLAW ONE

POW 8	R LEG	01-04	7/5
DEX 13	L LEG	05-08	7/5
HP 13	ABDOM	09-11	8/5
Defense 15%	CHEST	12	8/6
Move 8	R ARM	13-15	7/4
Sword 20	L ARM	16-18	7/4
	HEAD	19-20	8/5

OUTLAW TWO

POW 8	R LEG	01-04	7/5
DEX 13	L LEG	05-08	7/5
HP 13	ABDOM	09-11	8/5
Defense 15%	CHEST	12	8/6
Move 8	R ARM	13-15	7/4
Sword 20	L ARM	16-18	7/4
	HEAD	19-20	8/5

OUTLAW THREE

POW 8	R LEG	01-04	7/5
DEX 13	L LEG	05-08	7/5
HP 13	ABDOM	09-11	8/5
Defense 15%	CHEST	12	8/6
Move 8	R ARM	13-15	7/4
Sword 20	L ARM	16-18	7/4
	HEAD	19-20	8/5

OUTLAW FOUR

POW 8	R LEG	01-04	7/5
DEX 13	L LEG	05-08	7/5
HP 13	ABDOM	09-11	8/5
Defense 15%	CHEST	12	8/6
Move 8	R ARM	13-15	7/4
Sword 20	L ARM	16-18	7/4
	HEAD	19-20	8/5

OUTLAW FIVE

POW 8	R LEG	01-04	7/5
DEX 13	L LEG	05-08	7/5
HP 13	ABDOM	09-11	8/5
Defense 15%	CHEST	12	8/6
Move 8	R ARM	13-15	7/4
Sword 20	L ARM	16-18	7/4
	HEAD	19-20	8/5

OUTLAW SIX

POW 8	R LEG	01-04	7/5
DEX 13	L LEG	05-08	7/5
HP 13	ABDOM	09-11	8/5
Defense 15%	CHEST	12	8/6
Move 8	R ARM	13-15	7/4
Sword 20	L ARM	16-18	7/4
	HEAD	19-20	8/5

OUTLAW SEVEN

POW 8	R LEG	01-04	7/5
DEX 13	L LEG	05-08	7/5
HP 13	ABDOM	09-11	8/5
Defense 15%	CHEST	12	8/6
Move 8	R ARM	13-15	7/4
Sword 20	L ARM	16-18	7/4
	HEAD	19-20	8/5

OUTLAW EIGHT

POW 8	R LEG	01-04	7/5
DEX 13	L LEG	05-08	7/5
HP 13	ABDOM	09-11	8/5
Defense 15%	CHEST	12	8/6
Move 8	R ARM	13-15	7/4
Sword 20	L ARM	16-18	7/4
	HEAD	19-20	8/5

OUTLAW NINE

POW 8	R LEG	01-04	7/5
DEX 13	L LEG	05-08	7/5
HP 13	ABDOM	09-11	8/5
Defense 15%	CHEST	12	8/6
Move 8	R ARM	13-15	7/4
Sword 20	L ARM	16-18	7/4
	HEAD	19-20	8/5

OUTLAW TEN

POW 8	R LEG	01-04	7/5
DEX 13	L LEG	05-08	7/5
HP 13	ABDOM	09-11	8/5
Defense 15%	CHEST	12	8/6
Move 8	R ARM	13-15	7/4
Sword 20	L ARM	16-18	7/4
	HEAD	19-20	8/5

OUTLAW ELEVEN

POW 8	R LEG	01-04	7/5
DEX 13	L LEG	05-08	7/5
HP 13	ABDOM	09-11	8/5
Defense 15%	CHEST	12	8/6
Move 8	R ARM	13-15	7/4
Sword 20	L ARM	16-18	7/4
	HEAD	19-20	8/5

OUTLAW TWELVE

POW 8	R LEG	01-04	7/5
DEX 13	L LEG	05-08	7/5
HP 13	ABDOM	09-11	8/5
Defense 15%	CHEST	12	8/6
Move 8	R ARM	13-15	7/4
Sword 20	L ARM	16-18	7/4
	HEAD	19-20	8/5

are accompanied by a troop of dark trolls as well; perhaps assistants or officers. Much of the might of the Troll Stronglands is here tonight.

To the north can be heard distant shouts; the Lunar army is having trouble moving through the Rubble in the dark. Tripwires, pits, and skirmishing trollkin are the main causes.

Give the characters a chance to decide whether or not to attack the trolls. If they are attacked, then the trolls will stop, mill about, and shout angrily. Unary Belevi, the trolls' translator on board, will rush forward with human friends and tell the characters to stop. If the player-characters are such troll-haters that they will not stop, then the cradle-board warriors will engage them in combat, to allow the trolls on the island to work in peace. For non-player-character combat stats, use typical mercenaries, such as were used earlier to assault the cradle.

Left alone, the trolls employ huge poles and shafts of wood, metal, and stone, to push the cradle back into the current. The gamemaster should describe the army of the hundred great trolls, assisted by several hundred dark trolls

and as many trollkin leaning and heaving in unison, chanting a sonorous work song. The cradle will not move at first, but the trolls will heave again, the mighty muscles of the gigantic great trolls audibly cracking; the river will again swell; and with a tug, the cradle again finds the current and moves downstream.

The Troll bridge is crowded shoulder to shoulder with trolls and trollkin gathered to see the miracle drift by. The port bank of the river teems with observing trolls and trollkin, while to starboard many Aldryami sit in the trees, which are naked of leaves this season. The great walls on the southern end of the Rubble are also occupied by creatures, again with elves to starboard and trolls to port. As the cradle wallows by, the trollkin squeal and cheer, and the trolls grunt or growl with approval, but the elves stand silent — inscrutably following the course of the craft.

Once past the wall the cradle floats onward, unhampered for the rest of the night. The storm abates near dawn, and the sun rises to a clearing morn.

An inspection shows the deck of the cradle to be darkened by the heat of the oil, but the carvings undamaged (ex-

LIGHT ASSAULT TROOPS, Climbing Chain, with spells cast

Weapon	SR	Attk%	Damage	Parry%	Pts	SPELLS: Bladesharp 2, Coordination (2), Disrupt, Healing 3, Shimmer 2, Speedart
1H Spear	5	75%	1D8+3	65%	15	SKILLS: Balance 80%, Swim 60%
Javelin	1	90%	1D10+3	35%	10	NOTE: After any failed parry or failed attack, a trooper standing on a chain must make a Balance roll or fall into the water. They are not heavily armored to keep from lowering their Balance skill. All troops have cast a Bladesharp 2
Shortsword	6	45%	1D6+1	45%	20	
Mdm Shield	—	—	—	65%	12	

upon their spear and a Coordination and Shimmer 2 upon themselves. In addition, all assault troops in the first few ranks have a Shield 1 cast upon their bodies. They have cast their own spells except for the Shield 1. Do not forget the Shield's Countermagic effect. A priest will cast Speedart upon their javelins at need.

LIGHT FOOT ONE

POW 6	R LEG	01-04	6/4
DEX 17	L LEG	05-08	6/4
HP 12	ABDOM	09-11	5/4
Defense 30%	CHEST	12	5/5
Move 8	R ARM	13-15	5/3
Spear 15	L ARM	16-18	5/3
Sword 20	HEAD	19-20	8/4

LIGHT FOOT FOUR

POW 6	R LEG	01-04	6/4
DEX 17	L LEG	05-08	6/4
HP 12	ABDOM	09-11	5/4
Defense 30%	CHEST	12	5/5
Move 8	R ARM	13-15	5/3
Spear 15	L ARM	16-18	5/3
Sword 20	HEAD	19-20	8/4

LIGHT FOOT SEVEN

POW 6	R LEG	01-04	6/4
DEX 17	L LEG	05-08	6/4
HP 12	ABDOM	09-11	5/4
Defense 30%	CHEST	12	5/5
Move 8	R ARM	13-15	5/3
Spear 15	L ARM	16-18	5/3
Sword 20	HEAD	19-20	8/4

LIGHT FOOT TEN

POW 6	R LEG	01-04	6/4
DEX 17	L LEG	05-08	6/4
HP 12	ABDOM	09-11	5/4
Defense 30%	CHEST	12	5/5
Move 8	R ARM	13-15	5/3
Spear 15	L ARM	16-18	5/3
Sword 20	HEAD	19-20	8/4

LIGHT FOOT TWO

POW 6	R LEG	01-04	6/4
DEX 17	L LEG	05-08	6/4
HP 12	ABDOM	09-11	5/4
Defense 30%	CHEST	12	5/5
Move 8	R ARM	13-15	5/3
Spear 15	L ARM	16-18	5/3
Sword 20	HEAD	19-20	8/4

LIGHT FOOT FIVE

POW 6	R LEG	01-04	6/4
DEX 17	L LEG	05-08	6/4
HP 12	ABDOM	09-11	5/4
Defense 30%	CHEST	12	5/5
Move 8	R ARM	13-15	5/3
Spear 15	L ARM	16-18	5/3
Sword 20	HEAD	19-20	8/4

LIGHT FOOT EIGHT

POW 6	R LEG	01-04	6/4
DEX 17	L LEG	05-08	6/4
HP 12	ABDOM	09-11	5/4
Defense 30%	CHEST	12	5/5
Move 8	R ARM	13-15	5/3
Spear 15	L ARM	16-18	5/3
Sword 20	HEAD	19-20	8/4

LIGHT FOOT ELEVEN

POW 6	R LEG	01-04	6/4
DEX 17	L LEG	05-08	6/4
HP 12	ABDOM	09-11	5/4
Defense 30%	CHEST	12	5/5
Move 8	R ARM	13-15	5/3
Spear 15	L ARM	16-18	5/3
Sword 20	HEAD	19-20	8/4

LIGHT FOOT THREE

POW 6	R LEG	01-04	6/4
DEX 17	L LEG	05-08	6/4
HP 12	ABDOM	09-11	5/4
Defense 30%	CHEST	12	5/5
Move 8	R ARM	13-15	5/3
Spear 15	L ARM	16-18	5/3
Sword 20	HEAD	19-20	8/4

LIGHT FOOT SIX

POW 6	R LEG	01-04	6/4
DEX 17	L LEG	05-08	6/4
HP 12	ABDOM	09-11	5/4
Defense 30%	CHEST	12	5/5
Move 8	R ARM	13-15	5/3
Spear 15	L ARM	16-18	5/3
Sword 20	HEAD	19-20	8/4

LIGHT FOOT NINE

POW 6	R LEG	01-04	6/4
DEX 17	L LEG	05-08	6/4
HP 12	ABDOM	09-11	5/4
Defense 30%	CHEST	12	5/5
Move 8	R ARM	13-15	5/3
Spear 15	L ARM	16-18	5/3
Sword 20	HEAD	19-20	8/4

LIGHT FOOT TWELVE

POW 6	R LEG	01-04	6/4
DEX 17	L LEG	05-08	6/4
HP 12	ABDOM	09-11	5/4
Defense 30%	CHEST	12	5/5
Move 8	R ARM	13-15	5/3
Spear 15	L ARM	16-18	5/3
Sword 20	HEAD	19-20	8/4

cept for those already destroyed by the original Lunar assault). The huge rock sits on the deck, causing the cradle to list slightly. The great cloth which had covered the top like a tent was completely burned away and its ashes scattered by the wind.

This is the day of the Full Moon, a fact which should worry the characters.

Downriver

As day wears on, the characters note increasingly large crowds along the river. The peasants wave and cheer when the cradle passes, shouting blessings. They have little love or sympathy for the Lunars. Many are, in fact, of old Saritarite stock and most pay homage to the Garhound clan.

More volunteers come aboard throughout the morning, offering a chance for characters to get on, wounded to depart, and the cowardly to retreat. Food, liquor, and new weapons are brought aboard.

During this time, the characters can finish exploring the cradle's interior.

Sun County

The crowds lining the shore lessen and disappear. The cradle is entering Sun County, and the Yelmatio theocracy is a staunch ally of the Lunar command. Danger is anticipated. Characters may wish to create defenses and to make plans, and should be urged to do so.

The village of Harpoon is famous for one thing, a giant spear-throwing machine perched on a bluff overlooking the river, placed to impale monsters swimming upriver, or to disable pirate ships venturing here. The machine was designed by men and wrought by dwarfs. It has three harpoons to fire.

The harpoon caster cannot be transported, but can aim and turn on its axis to track a target horizontally. Each arrow is 25m long, tipped with a razor-sharp obsidian point inscribed with Runes and symbols. Nearby coil great lengths of bronze chain, which Farsee and a Spot Hidden show to be attached to the harpoons.

Beyond the harpoon-caster can be seen three long teams of yoked oxen, each linked to a coil of the bronze chain. Each team may number 200 oxen.

SUN DOME PIKEMEN, Climbing Assault Ladders and in Boats, with spells cast

Weapon	SR	Att%	Damage	Par%	Pts	SPELLS: Bladesharp 3, Coordination (2), Countermagic 3, Disrupt, Healing 3,
Pike	4	85%	2D6+4	—	15	Light
Shortsword	7	50%	1D6+1	50%	20	SKILLS: Climb 60%
Lg Shield	—	—	—	50%	16	NOTE: Each pikeman will fight using the special skill of pike with large shield.

locations is a function of the shield's presence there. Each warrior has cast Bladesharp 3 on his pike, and Countermagic 3 and Coordination upon himself. In addition, all the warriors in the front ranks have had a priest cast Sunbright upon them. Trolls will not happy about fighting such soldiers, and summoned shades and the like also will be less effective. The Templars cannot parry while being played with the special hit location tables below.

TEMPLAR ONE

POW 6	R LEG	01-03	7/5
DEX 14	L LEG	04-06	7/5
HP 13	ABDOM	07-09	23/5
Defense 20%	CHEST	10-17	23/6
Move 6	R ARM	18	7/4
Pike 15	L ARM	19	23/4
Sword 20	HEAD	20	7/5

TEMPLAR FOUR

POW 6	R LEG	01-03	7/5
DEX 14	L LEG	04-06	7/5
HP 13	ABDOM	07-09	23/5
Defense 20%	CHEST	10-17	23/6
Move 6	R ARM	18	7/4
Pike 15	L ARM	19	23/4
Sword 20	HEAD	20	7/5

TEMPLAR SEVEN

POW 6	R LEG	01-03	7/5
DEX 14	L LEG	04-06	7/5
HP 13	ABDOM	07-09	23/5
Defense 20%	CHEST	10-17	23/6
Move 6	R ARM	18	7/4
Pike 15	L ARM	19	23/4
Sword 20	HEAD	20	7/5

TEMPLAR TEN

POW 6	R LEG	01-03	7/5
DEX 14	L LEG	04-06	7/5
HP 13	ABDOM	07-09	23/5
Defense 20%	CHEST	10-17	23/6
Move 6	R ARM	18	7/4
Pike 15	L ARM	19	23/4
Sword 20	HEAD	20	7/5

TEMPLAR TWO

POW 6	R LEG	01-03	7/5
DEX 14	L LEG	04-06	7/5
HP 13	ABDOM	07-09	23/5
Defense 20%	CHEST	10-17	23/6
Move 6	R ARM	18	7/4
Pike 15	L ARM	19	23/4
Sword 20	HEAD	20	7/5

TEMPLAR FIVE

POW 6	R LEG	01-03	7/5
DEX 14	L LEG	04-06	7/5
HP 13	ABDOM	07-09	23/5
Defense 20%	CHEST	10-17	23/6
Move 6	R ARM	18	7/4
Pike 15	L ARM	19	23/4
Sword 20	HEAD	20	7/5

TEMPLAR EIGHT

POW 6	R LEG	01-03	7/5
DEX 14	L LEG	04-06	7/5
HP 13	ABDOM	07-09	23/5
Defense 20%	CHEST	10-17	23/6
Move 6	R ARM	18	7/4
Pike 15	L ARM	19	23/4
Sword 20	HEAD	20	7/5

TEMPLAR ELEVEN

POW 6	R LEG	01-03	7/5
DEX 14	L LEG	04-06	7/5
HP 13	ABDOM	07-09	23/5
Defense 20%	CHEST	10-17	23/6
Move 6	R ARM	18	7/4
Pike 15	L ARM	19	23/4
Sword 20	HEAD	20	7/5

TEMPLAR THREE

POW 6	R LEG	01-03	7/5
DEX 14	L LEG	04-06	7/5
HP 13	ABDOM	07-09	23/5
Defense 20%	CHEST	10-17	23/6
Move 6	R ARM	18	7/4
Pike 15	L ARM	19	23/4
Sword 20	HEAD	20	7/5

TEMPLAR SIX

POW 6	R LEG	01-03	7/5
DEX 14	L LEG	04-06	7/5
HP 13	ABDOM	07-09	23/5
Defense 20%	CHEST	10-17	23/6
Move 6	R ARM	18	7/4
Pike 15	L ARM	19	23/4
Sword 20	HEAD	20	7/5

TEMPLAR NINE

POW 6	R LEG	01-03	7/5
DEX 14	L LEG	04-06	7/5
HP 13	ABDOM	07-09	23/5
Defense 20%	CHEST	10-17	23/6
Move 6	R ARM	18	7/4
Pike 15	L ARM	19	23/4
Sword 20	HEAD	20	7/5

TEMPLAR TWELVE

POW 6	R LEG	01-03	7/5
DEX 14	L LEG	04-06	7/5
HP 13	ABDOM	07-09	23/5
Defense 20%	CHEST	10-17	23/6
Move 6	R ARM	18	7/4
Pike 15	L ARM	19	23/4
Sword 20	HEAD	20	7/5

Ranks of soldiers, shining and golden in ritual uniforms, await commands. Crowds of civilians cluster in the distance, anxious to watch this marvelous battle. Crowds of trained and familiar-holding vrok hawks wheel overhead, sure danger to any other flying creature. Familiars of the characters on board the cradle must land or be torn to shreds.

The first great arrow will be shot when the cradle is at long bow shot from the first body of troops. These troops are archers who will sweep the deck of the cradle with volleys of Multimissile arrow fire. Characters on deck must roll POW $\times 1$ or less to escape injury. Characters hit receive $1D8+1$ points of damage if they rolled 90 or less on their attempted POW roll; they receive $9+1D8+1$ (an impale result) if they rolled 91-93 on their roll; and they receive 9 points of damage ignoring all armor and protective spells (a critical hit) if they rolled 94-00. It is easier to receive a critical hit than an impale because most of the arrows striking are actually Multimissile constructs. There will be one volley like this for each of the three harpoons fired.

It requires 3 minutes to load, aim, and shoot each harpoon, and the craft will be passing within range for all of the harpoons.

The Sun-Domers will lodge the harpoons into the cradle, then pull taut the connecting chain with the oxen. They intend to haul the cradle to shore and attempt to board. Lightly-armed men will try to go hand-over-hand or walk upon the chains, while more heavily-armed troops try to go up the sides from boats.

Actually, they cannot drag this cradle ashore — it is much too heavy; they can do no more than to ground the craft. Since the cradle's draft is so deep, soldiers will not be able to wade out to the cradle when it goes aground. The player-characters should perceive this threat and act upon it.

When the great harpoons strike the cradle, the craft will lurch, then lean slightly toward that side as the oxen begin to haul. The Sun-Dome boats will set off from shore, and courageous souls with Balance skills will rush up the chain. Missile fire by the player-characters is recommended, but several score archers are raking the cradle, so there may be casualties.

To free the cradle, it is necessary to break off the embedded great arrows. A non-player-character will ask for volunteers. The plan is to lower three men on ropes to a harpoon, to which they can attach themselves. Then one character will chop off the arrow while the other two cover him and themselves with large shields and cast Dispel Magics to protect against spells cast by the circling vrok hawks.

Each arrow will take 50 points of damage before being severed, and each is guarded by a Protection 4 spell. Only slashing weapons will damage the arrow-shaft — no maces or spears are effective.

It requires ten melee rounds to drag the cradle to shallow water, and five more rounds for the hoplites and pikemen to row out. After that, the player-characters will be attacked by 15-20 pikes per round. Troops will mount scaling ladders to go up the side, in a fashion similar to the Lunar attacks.

The three harpoons must be chopped off. The multiple opportunities will allow several player-characters to perform the task if desired, or the job may be done by non-player-characters while the player-characters combat the boarders.

The assault troops crossing on the chains will not put much gusto into their attacks. As the harpoons are chopped

off, they will lose heart completely and fall back. In fact, when a harpoon is chopped through, the chain (and any troops still on it) will fall into the river. The troops in boats will also lose heart when all the harpoons are chopped through, unless there are many of them aboard. Newtlings friendly to the cradle will overturn several boats.

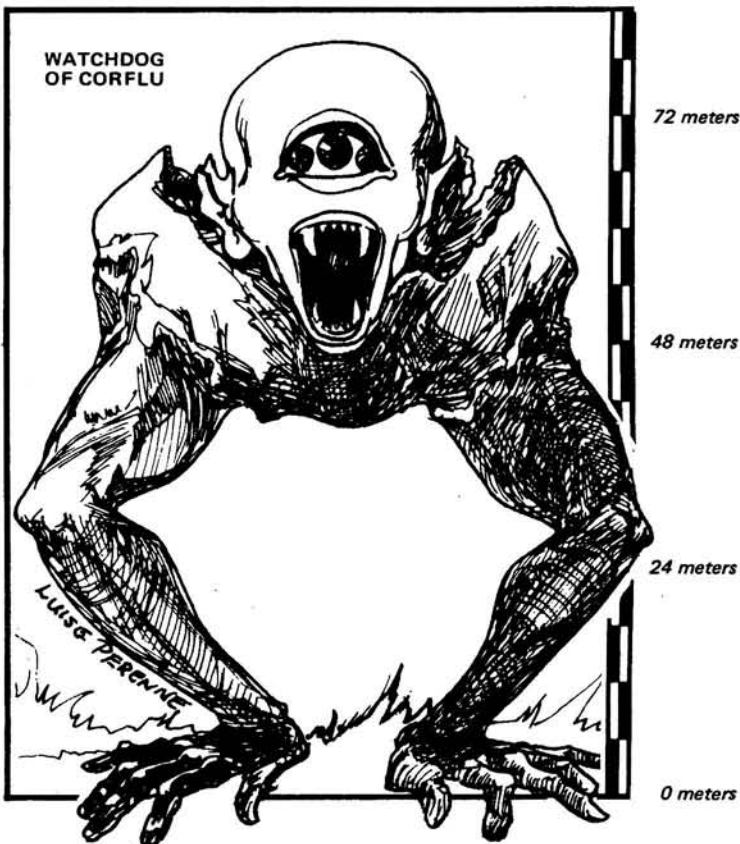
Once free of the harpoons, the cradle is safe and afloat once again. Some troops, and many birds, will follow downriver, but will depart after five or six kilometers.

The South River

As noon comes and goes, new crowds of peasants line the river. Many cheer; some watch silently. Numerous small boats, filled with peasants and river folk begin to accompany the cradle. The parade has now taken on a festive air, with flowers being scattered over the waters, horns and musical instruments playing, singing people and ducks, and dancing on the riverbank and on the cradle. As the afternoon grows, increasing numbers of Zola Fel fishermen come aboard. Many are humans in reed craft, while others are ducks and newtlings. These latter have been present, usually underwater or undercover, but now they emerge when it is peaceful and placid. The river priests report no great gatherings on the banks ahead.

More reinforcements may board. The cradle will progress all afternoon and be south of Helmbold by nightfall. A celebration will begin, with food, drink, flowers, and healing for the player-characters. The party goes on through the night, though many beings drop to sleep. (But not the trolls — many of whom have just awakened.)

During the night the cradle will sail past the towns of Chomoro and Raus Fort. Late at night, when it passes Five Eyes temple, most of the Zola Fel people will debark, and all of the fleet of small boats will turn back. As night ends, the cradle is just south of the South Marsh.



As dawn breaks, a gathering of creatures is seen far ahead. Farsee reveals them to be broos, including some distinctly not humanoid in shape. They are in two gangs, one on each bank, and they are stretching a great stout rope across the river and hauling on each end.

Striking the rope, the cradle is unslowed. The shock of the impact jerks most of the broos off their feet, scattering them into cursing piles of confused monsters hopping about and wringing rope-burned hands. A few tenacious broos on each side of the river are towed along, still clinging to the great rope, their heels or knees or bellies furrowing the sand and leaving clouds of dust. Rather quickly the rope slips beneath the cradle and is left behind, floating in the river. The broos stand and sit impotently in the muck and mud of the shore while the cradle floats on serenely. Their shouts and curses are carried away by the breeze.

Since there is no real threat to this encounter, the gamemaster should take every opportunity to make this incident humorous; a series of Rube Goldberg broo devices (all of which are unworkable) would not be out of line here.

4. The Last Battle

SUMMARY

Only one battle separates the player-characters from a successful mission and great reward, but the Lunar opposition will be even stiffer than they have so far encountered. The player-characters must be pushed almost to collapse in order to earn their great reward. Many may be slain. The gamemaster will find all his powers of description and coordination challenged in the air/surface fighting at Corflu.

BATTLE AT CORFLU

For the morning there is no event of note. The marsh which chokes the river delta looms ahead, with a smell of salt air and foul rot on the breeze. All the non-combatants will depart now, if they have not already.

Overhead, the anticipated familiars of the Lunar forces at Corflu are visible. Unanticipated is a wyvern seen among them, and this causes worried talk aboard the cradle.

As the current slows in the delta, so does the cradle. The river folk tell everyone excitedly that the cradle knows the delta like a pilot, for it is passing down the deepest channel. Unfortunately, that channel leads past Corflu, where the Lunar garrison resides.

There is plenty of time for preparation. At some point, Corflu will draw up ahead on the starboard side. First will be seen its cisterns, high above the vegetation, and then will be seen the head of the Watchdog which towers over the stockade walls. When the island heaves into view, troops can be seen outside the walls, drawn up in silent ranks.

The Watchdog of Corflu is not a dog, but is named from its function. It was made from parts of a broken statue which the Lunars found and put together. Though far from complete, it came to life and has served the empire ever since by being the major defense of Corflu against monsters and small raiders from the sea.

As illustrated, the creature measures 48m to its chin, and the top of its head is another 24m above that. The head is 18m wide, and its shoulders/hips are 36m wide. Its arms are 8m in diameter. Its mouth is 12m across, and can open to a 12m diameter circle. Its one vast eye is dull and ominous.

When the player-characters can see the Watchdog, they also will hear a loud voice from the fort. It calls first in

Pavic, then Sartarite, then Lunar, then Darktongue, then Praxian, then Tradetalk. It repeats the same message in each tongue.

"Surrender. Give up now and receive a just arrest and sentence. Prisoners will be spared if they surrender now. We have strength enough to easily take the cradle."

A half-dozen wyverns can be seen circling high overhead. Their riders are garbed in bright red cloaks and crimson streamers trail from their helms.

A few of the non-player-characters will surrender (none of the trolls or Orlanthi will, though), but the majority will remain, even if the player-characters do surrender. Then the Watchdog will slowly waddle on its hands into the water and patiently await collision with the cradle. The Watchdog places itself to take the ramming squarely on its nose.

When the cradle strikes the Watchdog, Corflu's defender will lurch backward, then lean into the bow and bite the carved bowsprit. Though it will be dragged a little way, it will succeed in stopping the cradle's movement.

The voice from the fort sounds again. "This is your last chance. Throw down your arms and lie face down on the deck and we will spare your life. Surrender now or die!"

Balancing upon its right hand, the Watchdog extends its left arm to the bank of Corflu island. Soldiers immediately charge up the arm and assemble on the shoulders and head. Assembly proceeds until there are ten groups of six men, two deep, all with flaming Fireblades on their spears, who will attempt to push onto the deck of the cradle.

The Lunars will assault in at least three waves. The first assault wave will involve only the soldiers charging from the Watchdog's head and shoulders. They will fight for only eleven combat rounds once the first defender is engaged. The attackers may or may not succeed in gaining access to the cradle, but are trying to make the player-characters use up their POW.

The second assault will be the same length, and will also involve a charge of ten groups of six men each from the Watchdog, but after the characters are engaged at the bow, the stern will be assaulted by three large snakes — water constrictors which are bound as Lunar familiars. They will slither up the stern and begin encircling characters; they can simultaneously hold and squeeze up to five characters. This second assault will last until all the water constrictors are driven off or slain.

The third assault will begin the same way as the first two, with 60 new troops coming from the Watchdog. Also during the third assault will come wyvern-riding soldiery. These include Rune priests, but most are simply excellent warriors. The wyverns can also fight; they will land upon the deck to do so.

These continual attacks should tax the player-characters severely, but they need not be in all the fighting. There will be several-score defenders, of whom the player-characters are only a fraction. The player-characters can rest at times, as part of the reserve, and watch the carnage. Study the party and maneuver for dramatic tension. Make the player-characters desperate as the fight ensues; make it clear that none of them may survive.

Reinforcements can come at an opportune time by having the trolls suddenly charge out, into the daylight, to drive off a Lunar assault. The trolls will be aided by a horde of giant lice which the Gorakiki priest (who came aboard secretly at Ogre island) has led from the bilge. However, the trolls will only come to the rescue once, complaining that they have no obligation to fight in the daylight, and that the humans aren't doing their job. The giant lice will fight

LUNAR HOPLITES AT CORFLU, with spells cast

Weapon	SR	Attk%	Damage	Parr%	Pts	SPELLS: Countermagic 3, Demoralize, Disrupt, Healing 2, Mobility, Protection 4, Speedart
1H Spear	4	75%	3D6+1D6	60%	15	NOTE: Each hoplite has had Coordination and Strength cast upon him by a third party. He has also had Fireblade cast on his spear by another. Each hoplite has also cast Countermagic 3 on himself using his own Power. The hoplites are likely to use Demoralize on aggressive foes, and a tactic they might resort to is mass Disrupts on a given target. They will cast Mobility when the time comes to retreat. These hoplites are officially members of the Marble Phalanx, but are an elite group with non-standard spells and training.
Scimitar	5	65%	1D8+1+1D6	60%	20	
Lg Shield	—	—	—	65%	16	

lites are likely to use Demoralize on aggressive foes, and a tactic they might resort to is mass Disrupts on a given target. They will cast Mobility when the time comes to retreat. These hoplites are officially members of the Marble Phalanx, but are an elite group with non-standard spells and training.

HOPLITE ONE

POW 11	R LEG	01-04	7/5
DEX 16	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Spear 15	R ARM	13-15	7/4
Scimitar 20	L ARM	16-18	7/4
	HEAD	19-20	7/5

HOPLITE TWO

POW 11	R LEG	01-04	7/5
DEX 16	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Spear 15	R ARM	13-15	7/4
Scimitar 20	L ARM	16-18	7/4
	HEAD	19-20	7/5

HOPLITE THREE

POW 11	R LEG	01-04	7/5
DEX 16	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Spear 15	R ARM	13-15	7/4
Scimitar 20	L ARM	16-18	7/4
	HEAD	19-20	7/5

HOPLITE FOUR

POW 11	R LEG	01-04	7/5
DEX 16	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Spear 15	R ARM	13-15	7/4
Scimitar 20	L ARM	16-18	7/4
	HEAD	19-20	7/5

HOPLITE FIVE

POW 11	R LEG	01-04	7/5
DEX 16	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Spear 15	R ARM	13-15	7/4
Scimitar 20	L ARM	16-18	7/4
	HEAD	19-20	7/5

HOPLITE SIX

POW 11	R LEG	01-04	7/5
DEX 16	L LEG	05-08	7/5
HP 13	ABDOM	09-11	7/5
Move 8	CHEST	12	7/6
Spear 15	R ARM	13-15	7/4
Scimitar 20	L ARM	16-18	7/4
	HEAD	19-20	7/5

WYVERN-RIDING PRIESTS, with spells cast

Weapon	SR	Attk%	Damage	Parr%	Pts	SPELLS: Bladesharp 4, Countermagic 6, Demoralize, Disrupt, Firearrow (2), Healing 6, Mobility, Parry 4, Vigor (4)
Scimitar	6	85%	1D8+5+1D4	65%	20	RUNE MAGIC: Discorporate, Mind Blast x2, Shield 3, Summon Mdm Lune SKILL: Ride Wyvern 65% ALLIED SPIRIT: Allied spirit in amulet; INT 14, POW 17
Sickle	7	65%	1D6+1+1D4	65%	15	
Mdm Shield	—	—	—	65%	12	

BOUND SPIRIT: in bird; INT 9, POW 15

NOTE: Each priest has cast Bladesharp 4 on his scimitar, Countermagic 6 on himself, and Protection 4 and Vigor on his mount. This has drained his bound spirit of Power (leaving it with but 1 point) and lowered his allied spirit a bit. In addition, each priest has cast a Shield 1 on his wyvern and a Shield 2 on himself. Each priest carries a pouch holding sufficient Moon Rock to summon a Lune on desire. They will cast Mind Blast at appropriate foes, and will generally stack some normal Power behind their Mind Blast to ensure the spell's getting through defenses. Since each priest has a Countermagic 6 and a Shield 2 on, they are fairly invulnerable to spells. All their battle magic spells have been Extended by a third priest, who is not in the battle proper.

WYVERNS OF PRIESTS, with spells cast

Weapon	SR	Attk%	Damage	SPELLS: Healing 2, Ironhand 4
Bite	6	75%	1D8+3D6+4	SKILL: Fly 80%
Sting	6	95%	1D6+3D6+4	NOTE: Each wyvern has cast Ironhand 4 on himself, and has had Protection 4 and Vigor cast upon it by the priest. They have each also had Shield 1 cast upon them by their priest, giving them not only more armor, but 2 points of Countermagic. These spells (except the Shield) are all Extended by a third priest, who is not in the battle proper. A successful sting injects poison POT 14.

PRIEST ONE

POW 18	R LEG	01-04	11/5
Ally's POW 13	L LEG	05-08	11/5
DEX 13	ABDOM	09-11	11/5
HP 15	CHEST	12	12/6
Move 7	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	10/5

PRIEST TWO

POW 18	R LEG	01-04	11/5
Ally's POW 13	L LEG	05-08	11/5
DEX 13	ABDOM	09-11	11/5
HP 15	CHEST	12	12/6
Move 7	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	10/5

PRIEST THREE

POW 18	R LEG	01-04	11/5
Ally's POW 13	L LEG	05-08	11/5
DEX 13	ABDOM	09-11	11/5
HP 15	CHEST	12	12/6
Move 7	R ARM	13-15	11/4
Scimitar 20	L ARM	16-18	11/4
Sickle 15	HEAD	19-20	10/5

PRIEST ONE'S WYVERN

POW 8	R LEG	01-03	12/9
DEX 13	L LEG	04-06	12/9
HP 26	ABDOM	07-08	12/9
Move 6/10	CHEST	09-11	12/10
	TAIL	12	12/9
	R WING	13-14	12/8
	L WING	15-16	12/8
	HEAD	17-20	12/9

PRIEST TWO'S WYVERN

POW 8	R LEG	01-03	12/9
DEX 13	L LEG	04-06	12/9
HP 26	ABDOM	07-08	12/9
Move 6/10	CHEST	09-11	12/10
	TAIL	12	12/9
	R WING	13-14	12/8
	L WING	15-16	12/8
	HEAD	17-20	12/9

PRIEST THREE'S WYVERN

POW 8	R LEG	01-03	12/9
DEX 13	L LEG	04-06	12/9
HP 26	ABDOM	07-08	12/9
Move 6/10	CHEST	09-11	12/10
	TAIL	12	12/9
	R WING	13-14	12/8
	L WING	15-16	12/8
	HEAD	17-20	12/9

WYVERN-RIDING WARRIORS, with spells cast

Weapon	SR	Attk%	Damage	Parr%	Pts
Lance	4	100%	1D10+5+3D6	40%	20
Scimitar	6	85%	1D8+1+1D4	70%	20
Mdm Shield	—	—	—	80%	12
Composite Bow	2/9	75%	3D6	35%	10

SPELLS: Bladesharp 4, Countermagic 4, Demoralize, Disrupt, Firearrow (2), Healing 4, Mobility, Protection 4

SKILLS: Ride Wyvern 90%

BOUND SPIRIT: In concealed bat; INT 8, POW 12

NOTE: Each rider has cast a Countermagic 4 upon himself, a Bladesharp 4 upon his lance, and a Protection 4 upon his wyvern. The power for these spells

has come from his bound spirit, as much as is possible. This has drained the spirit down to 1 point of POW, and it cannot be used for more spells. The rider will cast Firearrow whenever he fires an arrow.

WYVERNS, With Spells Cast

Weapon	SR	Attk%	Damage
Bite	6	70%	1D8+3D6+4
Sting	6	90%	1D6+3D6+4

SPELLS: Healing 2, Ironhand 4

SKILL: Fly 80%

NOTE: Each wyvern has cast Ironhand 4 upon itself, and its rider has cast Protection 4 upon it. Each wyvern can sting and bite in the same round.

If the sting penetrates armor, then the animal will inject poison POT 14 into the victim.

WARRIOR ONE

POW 15	R LEG	01-04	7/6
DEX 14	L LEG	05-08	7/6
HP 16	ABDOM	09-11	7/6
Defense 05%	CHEST	12	7/7
Move 7	R ARM	13-15	7/5
Lance 20	L ARM	16-18	7/5
Scimitar 20	HEAD	19-20	7/6

WARRIOR ONE'S WYVERN

POW 8	R LEG	01-03	10/7
DEX 13	L LEG	04-06	10/7
HP 19	ABDOM	07-08	10/7
Move 6/10	CHEST	09-11	10/8
	TAIL	12	10/7
	R WING	13-14	10/6
	L WING	15-16	10/6
	HEAD	17-20	10/7

WARRIOR FOUR

POW 15	R LEG	01-04	7/6
DEX 14	L LEG	05-08	7/6
HP 16	ABDOM	09-11	7/6
Defense 05%	CHEST	12	7/7
Move 7	R ARM	13-15	7/5
Lance 20	L ARM	16-18	7/5
Scimitar 20	HEAD	19-20	7/6

WARRIOR FOUR'S WYVERN

POW 8	R LEG	01-03	10/7
DEX 13	L LEG	04-06	10/7
HP 19	ABDOM	07-08	10/7
Move 6/10	CHEST	09-11	10/8
	TAIL	12	10/7
	R WING	13-14	10/6
	L WING	15-16	10/6
	HEAD	17-20	10/7

WARRIOR TWO

POW 15	R LEG	01-04	7/6
DEX 14	L LEG	05-08	7/6
HP 16	ABDOM	09-11	7/6
Defense 05%	CHEST	12	7/7
Move 7	R ARM	13-15	7/5
Lance 20	L ARM	16-18	7/5
Scimitar 20	HEAD	19-20	7/6

WARRIOR TWO'S WYVERN

POW 8	R LEG	01-03	10/7
DEX 13	L LEG	04-06	10/7
HP 19	ABDOM	07-08	10/7
Move 6/10	CHEST	09-11	10/8
	TAIL	12	10/7
	R WING	13-14	10/6
	L WING	15-16	10/6
	HEAD	17-20	10/7

WARRIOR FIVE

POW 15	R LEG	01-04	7/6
DEX 14	L LEG	05-08	7/6
HP 16	ABDOM	09-11	7/6
Defense 05%	CHEST	12	7/7
Move 7	R ARM	13-15	7/5
Lance 20	L ARM	16-18	7/5
Scimitar 20	HEAD	19-20	7/6

WARRIOR FIVE'S WYVERN

POW 8	R LEG	01-03	10/7
DEX 13	L LEG	04-06	10/7
HP 19	ABDOM	07-08	10/7
Move 6/10	CHEST	09-11	10/8
	TAIL	12	10/7
	R WING	13-14	10/6
	L WING	15-16	10/6
	HEAD	17-20	10/7

WARRIOR THREE

POW 15	R LEG	01-04	7/6
DEX 14	L LEG	05-08	7/6
HP 16	ABDOM	09-11	7/6
Defense 05%	CHEST	12	7/7
Move 7	R ARM	13-15	7/5
Lance 20	L ARM	16-18	7/5
Scimitar 20	HEAD	19-20	7/6

WARRIOR THREE'S WYVERN

POW 8	R LEG	01-03	10/7
DEX 13	L LEG	04-06	10/7
HP 19	ABDOM	07-08	10/7
Move 6/10	CHEST	09-11	10/8
	TAIL	12	10/7
	R WING	13-14	10/6
	L WING	15-16	10/6
	HEAD	17-20	10/7

WARRIOR SIX

POW 15	R LEG	01-04	7/6
DEX 14	L LEG	05-08	7/6
HP 16	ABDOM	09-11	7/6
Defense 05%	CHEST	12	7/7
Move 7	R ARM	13-15	7/5
Lance 20	L ARM	16-18	7/5
Scimitar 20	HEAD	19-20	7/6

WARRIOR SIX'S WYVERN

POW 8	R LEG	01-03	10/7
DEX 13	L LEG	04-06	10/7
HP 19	ABDOM	07-08	10/7
Move 6/10	CHEST	09-11	10/8
	TAIL	12	10/7
	R WING	13-14	10/6
	L WING	15-16	10/6
	HEAD	17-20	10/7

GIANT WATER SERPENTS, with spells cast

Weapon	SR	Attk%	Damage
Bite	5	110%	3D6+4
Constriction	12	115%	6D6+4

SPELLS: Demoralize, Dispel Magic 8, Healing 6, Ironhand 4, Protection 4

SKILLS: Move Quietly 80%, Swim 100%

NOTE: In combat, the giant snake will bite. If the bite connects, then it will immediately attempt a constriction attack (on SR 12 of the same melee round

in which the bite hit). If the constriction attack fails, it will hang on with its mouth and keep trying a constriction attack on the same target until it succeeds. Once a constriction attack has grabbed a target, it will loosen its mouth, and try to bite a new target, whom it will also try to constrict. The snake can keep this up until it has 5 human-sized victims in its coils. Each round, all victims in the snake's coils take 6D6 damage to their chest. All armor counts each round. Those grasped in the snake's coils cannot fight or wiggle free unless they overcome the snake's STR of 75. The snakes are intelligent (since they are each the allied spirit of a priest) and have already cast Protection 4 and Ironhand 4 on themselves. They will cast Dispel Magic 8 at appropriate targets, including other snakes that seem to have been overcome by some spell or other.

SNAKE ONE

POW 12	TAIL	01-06	16/10
DEX 17	BODY	07-14	16/11
HP 30	HEAD	15-20	16/10

SNAKE TWO

POW 12	TAIL	01-06	16/10
DEX 17	BODY	07-14	16/11
HP 30	HEAD	15-20	16/10

SNAKE THREE

POW 12	TAIL	01-06	16/10
DEX 17	BODY	07-14	16/11
HP 30	HEAD	15-20	16/10

until they are all destroyed, when the trolls will retreat back below decks, to await the success or failure of the Lunar assault.

At an appropriate time — ideally, when the player-characters are almost broken, perhaps several dead, and others incapacitated, with Lunars pouring across the decks — allow surviving player-characters to make a Spot Hidden roll. Success will cause them to realize that more attackers are flying in on sylphs from the north. But a Farsee will show the newcomers to be Garrath Sharpword and his companions! The Lunars will hesitate and look upwards as the wyvern riders take off to fight them in the air. The cradle's defenders are glad for the lull in the fight. If the wyverns weren't currently in the fighting, then they will still intercept in the air. Keep track of the wyverns, and make sure there are some available. The Lunars will pull wyverns back if necessary, to make sure that the player-characters don't kill them all.

Garrath will struggle with the wyvern riders, and will be seen to fall when his sylph is killed. But he Teleports to the deck of the cradle, carrying a large golden disk in both arms. Several of his companions, including Jarang Blade-song, will then join him. The sylphs will be left behind to battle the baffled wyverns.

"Hold them off!" cries Garrath, and dashes towards the nearest hatchway. Now the Lunars renew their assault with frantic vigor. Garrath's companions will help defend if necessary, but no characters should be resting if they can still fight.

As the player-characters fight and die on the deck, a humming noise slowly increases, then they see a glowing light radiating from the wood of the cradle. At some point soon after this, the teeth in the Watchdog's mouth will begin to smoke and stone blisters will appear along its face. The carved dragon head on the bow of the cradle begins biting at the Watchdog's ears, breaking pieces off and smashing at the eye. Along the railings, the charred heads remaining will begin making noises; some will shoot out beams of magical energy, others will make terrifying sounds. Strange clouds and vapors rise. Other effects can be transferred from Section One, where the cradle defended itself, for it has once again come to its own life. If more proof were needed, the great boulder still resting on the transparent deck suddenly glows and rises, then hurtles at the eye of the Watchdog, striking it squarely.

With a dull roar, the Watchdog will let go and fall backward into the water and sink from sight for a moment, but later be seen dragging itself ashore onto Corflu island. The last Lunar troops will leap overboard or surrender. A wyvern flier will try to penetrate the cradle glow; he and his mount land upon the deck as a single charred lump.

The remaining defenders cheer when Garrath comes topside. The cradle will slowly waddle downriver past the island, coming to a halt briefly where the river meets the sea.

Pinchining's Reward

Garrath explains to the few remaining defenders that he has returned with Pinchining, commander and defender of the cradle, and points to the large circle of gold which spins and sings merrily on its walkway around the cradle's interior. All the denizens are watching and smiling as it goes about; even the piglings are dancing. The baby is laughing and making baby noises. Once Pinchining was returned to the craft, the magics of the craft could take over once again.

If asked what Pinchining is, Garrath will confess ignorance. "I am told it is a creature from ages gone past; his kind are no more. It came to life in the underworld because

an ignorant creature worshiped what everyone thought was dead. When reborn, Pinchining brought its worshiper on its ancient pathways and went to the land of giants. Once there the giants could fashion another child and send it downriver. Such a wonder may never happen again."

As the cradle moves towards the ocean, a number of reed craft glide from the marshes to see it off.

"From here," says Garrath, "we will enter the Homeward Ocean and from there sail Magasta's Pool to the Underworld, where the child can grow. I, and some others, have chosen to stay here and guard the cradle's final voyage. The rest of you must depart.

"Pinchining says he is sorry for the death and sorrow which was made here. He states that you who have lost so many companions may not feel that the exchange of so many lives for one baby is fair or equitable, and he wishes to make amends. He says that he is a humble thing with only limited powers, but he would like to give a token of appreciation.

"Pinchining would like to invite each who has defended this cradle and survived the vile Lunar onslaught to take an armload of gold for his or her sacrifice. It lies all about: take as much as you can. But touch nothing but the gold! Any other thing taken from the cradle will bring a curse worse than death upon you." If there are troll player-characters, they may take their reward in magical lead.

Each player-character receives 150 wheels of gold per STR point he possesses. This will overencumber most characters (since they wear armor and weapons as well), but they don't have far to walk. They can board the reed boats, manned by fishers, ducks, and newtlings; now bobbing beside the cradle, and debark the cradle before it traverses the salty seas.

"Throw away your masks!" calls Garrath. Player-characters who choose to stay on the craft with Garrath are out of the campaign and cannot be played. The gamemaster should take those characters sheets into his own care for possible use; Garrath may return someday.

POSTSCRIPT

The characters may be assumed to reach home safely, or they might have to work their way upriver, depending on the gamemaster's desires. Lugging a couple of hundred pounds of gold up the River of Cradles could make an interesting adventure.

The masks worked to conceal the identity of the player-characters, of course, and the characters are small fry anyway in the Lunar scheme of things. The bustle and trouble of battle did much of the disguising, and the masks concealed character faces well enough to do the rest. Still, it may be wise for player-characters to spend their new gold discreetly if they continue to stay in Lunar Prax.

The reed boat folk will offer to take the player-characters almost anywhere for some gold. They will be happy to mention Casino Town, a gambling city in the Holy Country 400 kilometers away. A fair voyage, but a good chance to put that gleaming metal to immediate work.

Whatever occurs, this much gold will furbish well any player-character's standard of living. Characters can buy any training they can learn, and can hire specialists to do things for them if they don't want to learn. Survivors of the cradle voyage well-deserve to retire from active life, either in Pavis or in their homelands.

On the other hand, they might gamble away all the reward, or pay off debts, or donate the gold to a temple and be broke again tomorrow.



FRIENDS OF PRAX



MILITARY DISTRICT 47

Freelance Adventurer License

GOOD FOR THE CITY OF PAVIS AND THE RUBBLE

The bearer,, is an adventurer registered and licensed with the Governor's Office at New Pavis, located on the River of Cradles in the land known as Prax. This license entitles the bearer to the following privileges: to legally enter and adventure within the Rubble of Old Pavis; to exit said Rubble through any approved gate, and to carry from the Rubble all goods and valuables fairly obtained there after paying their 10% Exit Fee; to be eligible to buy Adventurers' Insurance from any gate office; to request and receive assistance from the gate guard in times of need for a reasonable fee; and he can register his armor, weapons, magic, and other valuables with the Lunar authorities to establish legal ownership to assure their return in the event that they are lost.



—by the authority of Sor-Eel
Governor of Prax

.....
Authorizing Official

.....
Date

MILITARY DISTRICT 47 — THE CITY OF NEW PAVIS

Freelance Adventurer Registration Form

This form testifies that the person hereon described has registered in good faith with the Friends of Prax Military District as an: ☐ Adventurer, ☐ Mercenary, ☐ Bodyguard, ☐ Houseguard. He or she is entitled to bear arms in the pursuance of his or her duties.

Name of Registrant Race Sex

Cult or Guild Affiliations:

Name and address of Employer/Lord:

Description of Registrant: Color Hair Color Eyes Height Weight

Date of birth Province of birth

Tribal affiliation Are you a Lunar Citizen? ☐ Yes, ☐ No.

Heir Are you a Lunar Initiate? ☐ Yes, ☐ No.

Registered armor, weapons, magic, or other valuables (please include a witnessed description of each registered item):

.....

—By the authority of Sor-Eel
Governor of Prax

.....
Registrant

.....
Registering Official

.....
Witness

.....
Date

Adventurer Registration Form ROT:066F

.....
Witness

— ALL PRAISE THE CONQUERING MOON —

For official use only

Form Number Reception Office Clerk

Date Date of Entry Date of Return.

- ☐ Approved
☐ Rejected
☐ Dangerous
☐ High Risk
☐ Special Attention
☐ Other

Please complete in triplicate

I. PARTY INFORMATION

Name _____

Affiliation

Expedition Leader:

Party Members:

Magical items taken into Rubble:

Total currency taken into Rubble:

Special items taken into Rubble:.....

II. OBJECTIVE INFORMATION:

Intended geographical objective:.....

Probable races and temples to be encountered:.....

Specific objective of expedition (if any):

Please contact in case of emergency:.....

III. RESULT OF EXPEDITION (to be completed after return):

Declared worth of all moneys and other valuables obtained:

Declared magical or special items:.....

Actual time of return:.....

Map maker and skill (map attached):

IV. PERSONNEL INFORMATION

Names of all party members killed or maimed (use attached sheet if necessary):

Declared value of money lost:

Magical and/or special items lost:

Items, areas, and beings of special interest encountered (give full details, use additional sheet if necessary):

I hereby swear, on fear of reprisal from (your god) and through respect for the Red Goddess, that all of the above information is accurate and true. Any violations of this oath are punishable by imprisonment or death, pursuant to the Lunar Military Code: Section 5, Article 35.

Expedition Leader *Lunar Governor*

Witness.....Witness.....

THE RED GODDESS LIVES

Cult affiliations may influence any meeting. The number of people encountered is at gamemaster discretion. Each 15 minutes of game time, roll 1D6, 1D8, and 1D10. Each die serves a separate purpose.

Daytime: 1,2,3: Yes.
4,5,6: No.

Nighttime: 1: Yes.
2,3,4,5,6: No.

1D8	Reaction
1	Very Hostile.
2	Angry
3-6	Curious or Indifferent
7	Friendly
8	Boisterously Friendly

DAYTIME ENCOUNTER TABLE

[illegible]

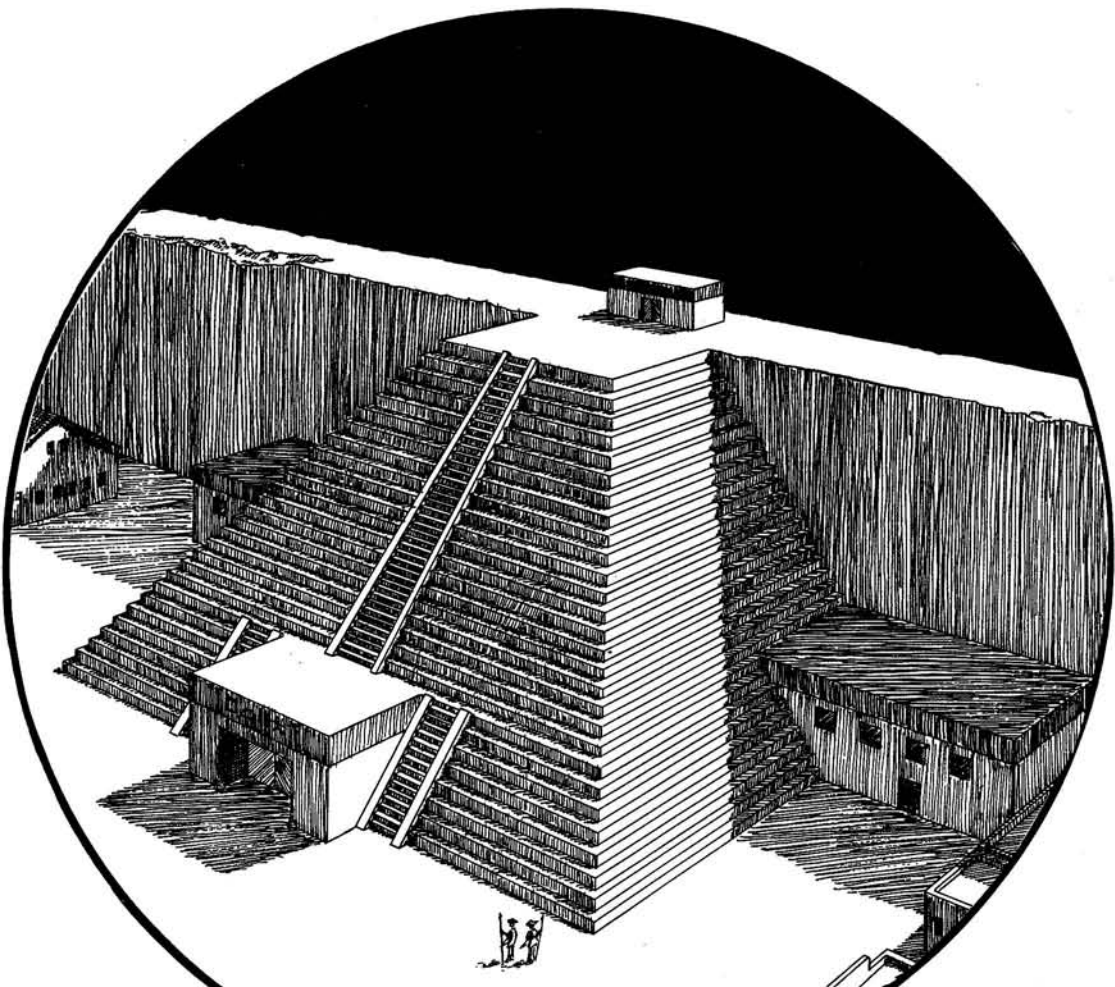
NIGHTTIME ENCOUNTER TABLE

[illegible]

PAVIS

Common Knowledge

for the players



PAVIS

THRESHOLD TO DANGER

Common Knowledge

for the players

*The information presented within
is available to all who visit the city of Pavis
and reside there awhile. Irrippi Ontor, Master of Wisdom
and Seeker of Lore, protects this document and the gentle city.
May he feed the hearts and souls of those who would defile, misuse,
or profane the wisdom or stone of Pavis to Yara Aranis, demon daughter of Moonson.*

By

STEVE PERRIN and GREG STAFFORD

The Great Chart Caper — OLIVER DICKINSON

Lanbril Cult – ANDERS SWENSON

Zola Fel Cult — MARC WILNER

Additional Prices, Entertainments — SANDY PETERSEN

Editing, Format, Continuity — LYNN WILLIS

Design and Layout – CHARLIE KRANK

Additional Editing, Typesetting – SANDY PETERSEN

Proofreading – YUREK CHODAK, SHERMAN KAHN

Artists

MIKE BLUM [front cover, pp. 8-9]

BRAD FOSTER [pp. 12, 18-19, 24]

Maps – CHARLIE KRANK

Gimpy's Plan – YUREK CHODAK



PAVIS: COMMON KNOWLEDGE is copyright ©1983 by Chaosium Inc.; all rights reserved.

PAVIS: COMMON KNOWLEDGE is a portion of **PAVIS: THRESHOLD TO DANGER**, a boxed **RuneQuest®** supplement.

This book may not be reproduced in its entirety by any means without the permission of Chaosium Inc. Portions of this book may be reproduced for private use only, for purposes of illustration and discussion during RuneQuest® games. RuneQuest® is Chaosium Inc.'s registered name for its fantasy role-playing game. This book was printed in the United States of America.

Common

Contents

INTRODUCTION	3
NEW PAVIS MAP	3

HISTORY & BACKGROUND

A Pavis Chronology	5
The Building of Pavis	7
View of New Pavis [illus.]	8-9
Jeldon Toothmaker	10
The Seventeen Foes of Waha	10
Trell Invasion and Occupation	11
Life Outside the Walls	11
The Re-opening of Pavis	12
Zebra Rider [illus.]	12
THE ZEBRA PEOPLE	13
PRICES IN PAVIS	14-15
DORASAR FOUNDS NEW PAVIS	15
Directives of the Occupation	16

POWERFUL PEOPLE

THE LUNAR ARMY	17
[Sor-Eel, Gimjim the Grim, Sitzmag Redmoon, Hucipites, Banaryos] Occupation Forces Now Present	17
CIVILIAN ADMINISTRATORS	17
[Jotoran Longsword, Jorjar the Quick]	
THE LUNAR TEMPLE	17-18
[Porusa the Patient, Tala Errio, Hetsara Thessen, Berene Pavalava, Hernasti, Pharnastes Rugbagian, Valerina the Peddler]	
PAVIS TEMPLE	18-20
[Benderri, Fleeter Nemm, Ginkizzie, Bendrath, Cyrilus Harmonious, Bilkar, Broosta] Adventurers [illus.]	18-19

THE PAVIS ROYAL GUARD	20
[The Fort Guard, The Zebra Riders, The Watch]	

YELMALIO TEMPLE GROUP	20
[Karial the Pure, Haloric Glowbrow, Thrandren Clubfoot]	

OTHER PERSONALITIES	20
[Krogar Wolfhelm, Faltikus the Good, Kost the Tracker]	

GREAT CHART CAPER	21
-------------------------	----

GIMPY'S

Clientele	23
Layout	23
Noted Residents and Customers	24
The Proprietors [illus.]	24
Gimpy's [plan]	25

FLINTNAIL CULT

Mythos and History	26
Nature of the Cult	26
Organization	26
Lay Membership	27
Initiate Membership	27
Rune Lord Membership	27
Rune Priesthood	27
Cult Rune Spells	27
Subservient Cults	28
Associate Cults	28
Miscellaneous Notes	28
Divine Intervention	28
The Rubble Trackers	29
Dwarfstown	29

LANBRIL CULT

Mythos and History	28
Nature of the Cult	28
Organization	29

Lay Membership	29
Skills	30-31
Initiate Membership	31
Special Alchemical Skills	31
Cult Rune Spells	32
Master Thieves	32
Rune Priesthood	33
Subservient Cults	33
Associate Cults	33
Miscellaneous Notes	33
Special Devices	34
Locks and Lockpicking	34
Non-Lanbril Thieves	34

PAVIS CULT

Mythos and History	34
Nature of the Cult	35
Organization	35
Lay Membership	35
Initiate Membership	36
Champions of Pavis	36
Priesthood of Pavis	36
Cult Rune Spell	36
Subservient Cults	37
Summon Elemental Spells	37
Associated Cults	37
Miscellaneous Notes	37

ZOLA FEL CULT

Mythos and History	37
Nature of the Cult	38
Organization	38
Lay Membership	38
Initiate Membership	38
River Lords	38
River Priests	39
Cult Rune Spells	39
Subservient Cults	39
Associated Cults	39
Miscellaneous Notes	40

Knowledge

This PDF produced by a Sword of Humakt.

This book from the Pavis boxed set is copyright Chaosium Inc. This file is for illustration and discussion only. If you do not already own the Pavis boxed set, delete this file immediately!

INTRODUCTION

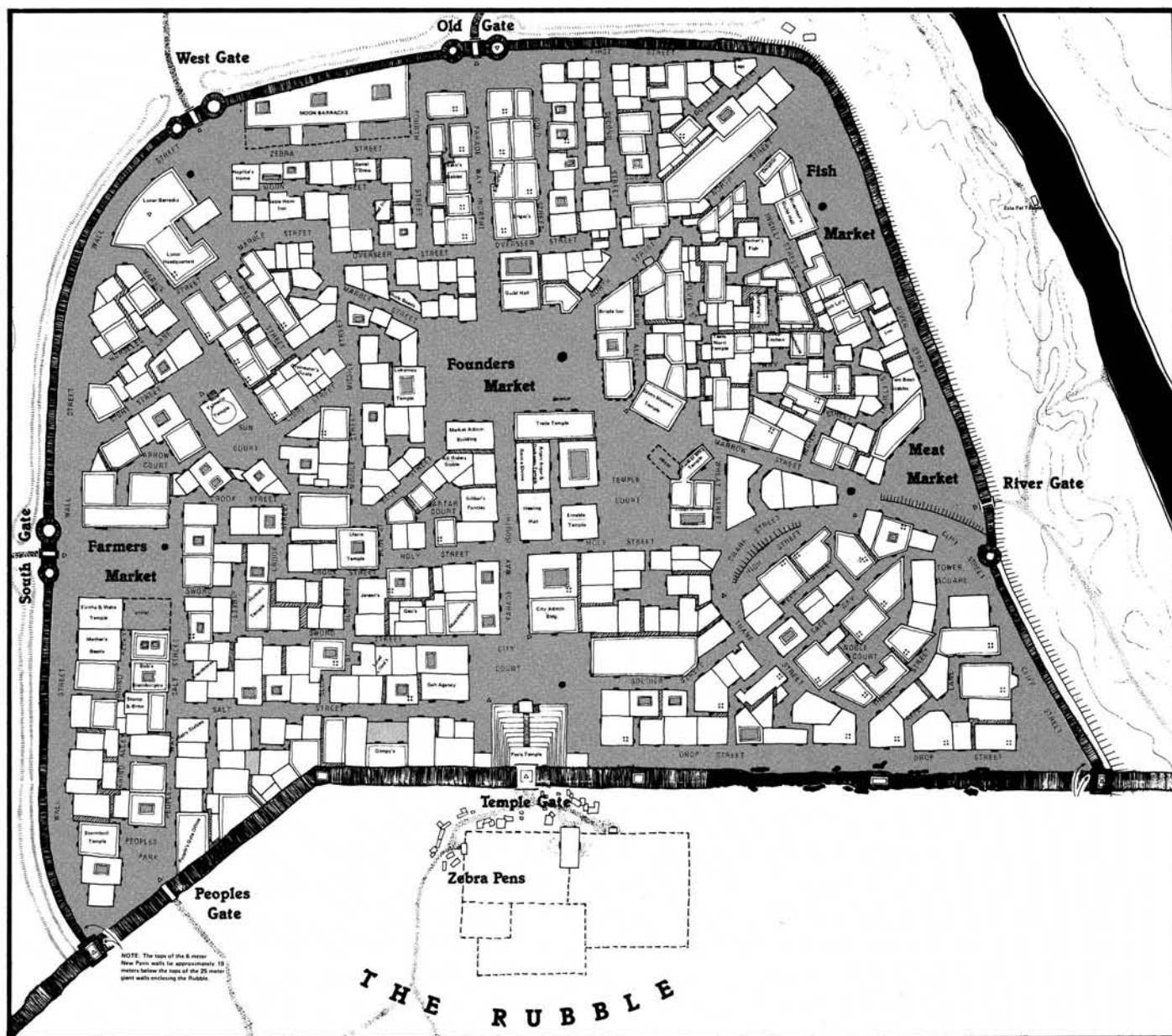
This book supplies information necessary for situating a character in the city of New Pavis, and hints at what awaits in the Rubble beyond.

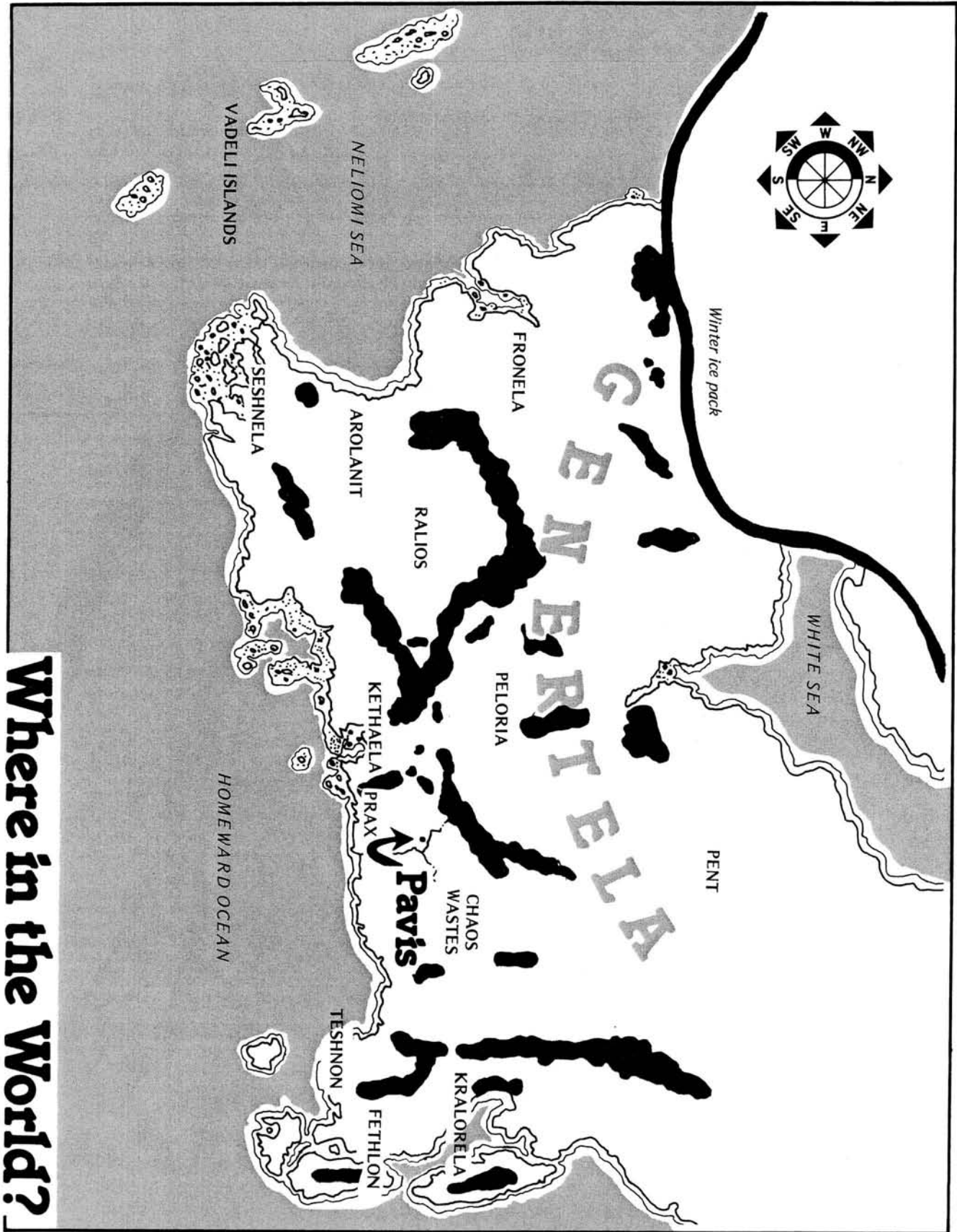
*The largest part of this book describes four cults represented in New Pavis. One (Pavis) has been printed before, in *Cults of Prax*, and is here little changed. The other three cults are new, each detailing a part of the lives of people who may live without the aid of the major gods in *Cults of Prax*.*

Much of the cult information given here would not be known to everyone. We trust in the role-playing abilities of readers not to exploit weaknesses of cults about which the player may have read, but of which the player's character has no experience.

A newcomer to Pavis would not necessarily know all the other information contained in this book, but he would pick it up soon. The chronology is displayed in murals in the Pavis temple (perhaps a bit more slanted to the Pavis viewpoint than is the chronology). The personalities and prices of Pavis quickly become clear to newcomers. Any adventurer worth his salt (which is, by the way, relatively expensive in Pavis) will learn of Gimpy's inn as the best hangout for adventurers in New Pavis.

You may think of this book as the impressions garnered in an adventurer's first two weeks in New Pavis. After that, it's up to the gamemaster.





HISTORY & BACKGROUND

A PAVIS CHRONOLOGY

- 620 — Battle of Necklace Horse. United Praxian barbarians are defeated by the Pure Horse peoples and allies. Horse people settle in Prax.
- 720 (?) — Jrusteli/God Learners establish trading settlement at mouth of the River of Cradles, called Feroda.
- 780 (?) — Robcradle founded by Thanrax the Fair in alliance with Horse People. Several cradles captured here over the next few years.
- 800 — Paragua the giant destroys Robcradle with assistance of Waha. Paragua and Waha then erect the gigantic walls for their own future defense.
- 809 — Waha the Butcher, with assistance from some giants, sacks Adari. Settlers scatter, including the child Pavis, who goes to the Empire of the Wyrms' Friends. The next thirty years sees much success for the Praxians.
- 830 — Lord Pavis completes his studies and preparations and makes his way to the legendary Faceless Statue of Stone in Shadows Dance and animates it. With allies, Pavis attacks the barbarians at Paragua's Walls while the statue engages the giants. This is called the Too Tall Battle. Paragua is killed, Waha is incurably wounded by the statue, the barbarians flee, and Pavis is victorious. Waha is hurt again, later, by another Wyrms' Friend, Varajia Nopor.
- 831 — Pavis travels to Paps and cures Waha of his wounds. The god agrees to be friends with Pavis, then retires from active life. Peace is made. Settlers arrive to study with Pavis and his friends.
- 850 — Lord Pavis declares the city finished enough for his immediate approval. He hopes other people can do their best, too, and dismisses the dwarfs from his employment. The portion completed up to this time is later called the Real City.
- 860 — Pavis calls his family, friends, and people together for one final lesson, then retires to a private and secret chamber inside his temple where he

still resides. Joraz Kyrem is named lord of the city.

- 870 — Thog the giant, with a small army, attacks the city of Pavis and is repulsed.
- 875 — Thog the giant, with many of his kind and an army of trolls and nomads, attacks Pavis and kills, enslaves, or drives the humans into hiding. Priests seal up Pavis' temple, with themselves inside, to resist.
- 877 — Joraz returns, with Horse army allies and friends from the Empire, especially the Sun Dome Templars. The giant Thog is defeated and his allies destroyed. An era of prosperity and growth follows, with Pavis friendly to the nearby Empire.
- 924 — Jaldon Goldentooth, unknown before this, leads a motley band of barbarians in an attack on Pavis. They are driven away.
- 927 — Jaldon Goldentooth leads a huge army of nomads against the city of Pavis. The defenders meet them in the field and are defeated. Refugees fleeing the horde fill the immense city. Jaldon lays siege to the Land-within-a-wall; the herds of his followers graze in the lush, barley-filled valley of Zola Fel.
- 940 — Jaldon uses his secret magic to eat a great hole in the walls of Pavis, collapsing a part. His army rushes in to plunder the city, though much is undestroyed.
- 1100 — Dragonkill War wipes out all human life in nearby Dragon Pass. Shortly afterwards a mysterious force closes the oceans; no surface vessels are allowed upon it, and Prax and Pavis are cut off from outside civilization.
- 1150 — Toras Joran also breaks through the walls of Pavis and his army destroys more structures, except individual fortresses. Toras Joran was the first person to damage the temple of Pavis.
- 1195 — Toras Joran slays many leaders in another invasion, and cracks the crystal bricks of Pavis' temple before being driven off by Balastor the Axe. Jokat

Pavis Settlements: Robcradle, Paragua, Pavis

It is hard to understand why anyone would move to Prax, since any other land would yield more. Yet migrations to Prax occurred during the seventh and eighth centuries S.T., from two directions.

Pulos sends for aid from northern darkness allies before he dies.

- 1237 — Gerak Kag, a Karrg's Son, leads a troll army from Dagori Inkarth; nomads muster and are defeated by their magic. Balastor the Axe dies. Gerak Kag makes great spells and protects all his followers within the walls, trying to seal out humans. Troll dominance within the walls begins.
- 1237-1539 — Troll dominance. City sealed off from outside world.
- 1250 — Bimabwe Bigger-Than-Life leads nomads to defeat Horse peoples at the battle of Alavan Argay.
- 1270 — Unnamed hero killed by trolls in the city. Major nomad interest in the place ends.
- 1376 — Envoys from the kingdom of Tarsh approach Praxian nomads and offer to hire mercenaries. Contact with civilized lands begins anew.
- 1420 — Cattle-eating people enter Prax, with resultant trouble from angered natives.
- 1489 — Battle between the nomads and the horse peoples ends in alliance at the hands of Sartar the Peacemaker.
- 1490 — City of Thieves is established as a tradeport on the river, near the ancient city of Pavis.
- 1539 — Dragonewts' Dream. Troll gates are broken, and many of their powers are disrupted.
- 1550 — Duke Dorasar founds the city of New Pavis.
- 1554 — Dragonewts build a temple in the Rubble.
- 1572 — Nomads revolt in Pavis and are defeated by Dorasar and the forces of Pavis.
- 1579 — Dorasar dies; Pavis becomes a republic.
- 1602 — The kingdom of Sartar falls to the Lunar empire.
- 1610 — Lunar army invades Prax, defeats a nomad army, and captures Pavis.
- 1617-1620 — approximate date of the present campaign.

The kingdom of Dragon Pass held all of the area still bearing that label. It was a human-ruled land firmly allied with the dragonewts. The region had thrown off the yoke of troll rule in 578 in the so-called Tax Slaughter. The kingdom was unified and powerful and became embroiled in wars with neighbors to the north.

These northern neighbors were allies or provinces of the Dara Happan empire. These sun-worshipping, river-valley dwellers had ruled their lands ever since liberation from trolls in the early Dawn Age. They had, ever since, borne a myth-based grudge against the hill-living Orlanthi barbarians. To the Dara Happoi, resumption of war with the kingdom of Dragon Pass merely continued a more ancient conflict.

Dara Happa was powerful then, and sent mounted corps into the open grasslands of the Redlands and Pent to punish the horse barbarians, traditional enemies from the east. During this great foray one of the horse tribes was badly battered; their only divine solace were obscure prophecies. At this same time, the leaders of Dragon Pass sought to effectively resist the Prax nomads; a tribe of the horse barbarians agreed to come southward and live in Prax as allies to the King of Dragon Pass.

The tribe was called the Pure Horse People. They were among the most conservative peoples of Pent. They held to the most ancient belief, and refused to augment their dwindling horse herds with foodstuffs from other types of herd beasts. Their migration was a relief to most other nomad chiefs, for they took most of the dissidents with them. Shortly after this time, most of the tribes of Pent were riding horses, but herding sheep and cattle.

The Praxians were outraged at the intrusion of a new tribe into their limited grazing lands, and they sought the aid of Waha himself. The god did not respond, and many leaders fought without him. The decisive battle was fought in 620; the battle of Necklace Horse.

The battle brought the Praxians to utter defeat. The nomad army charged the horsemen and their allies and fought it out face to face, in epic barbarian fashion. The horsemen won.

The nomads withdrew from the marches of Dragon Pass and began raiding the horsemen instead of Dragon Pass, as had been planned by the sly leaders of Dragon Pass. The horsemen resisted the nomads, and even expanded their grazelands into the River of Cradles.

Thus the first invasion of Prax was by the Pure Horse People, who found the area like their old homeland and thrived in it. The second invasion came from the sea and was by a people with utterly alien customs. They were the Justeli, also called the God Learners.

The Justeli came from the large island of the same name, to the southwest of the continent they now invaded. They had moved to Justela generations before, to avoid rebellion in Seshnela. In Justela they built warships and fought the Waertagi, who had ruled the seas from their legendary dragonships since before the Dawn.

In 718, the battle of Tanian's Victory destroyed the majority of the Waertagi ships and drove the rest into hiding. The oceans were abruptly open to unrestricted exploitation, and the Justeli moved into the gap. They wrought a world-wide empire which touched the coasts of every continent and ringed the whirling Pool of Magasta.

The Justeli once found an enormous cradle floating upon the seas, and boarded it to find a giant baby, with guardians and many magical treasures. The cradle itself was valuable to the God Learners. The infant, despite its youth, fought back and was slain along with the guardians. The God Learners deduced that the cradle had come from the "Prax River" and that there could be others like it floating downstream. In 720 they built a port called Feroda, at the mouth of the so-named River of Cradles. Several more cradles were captured, but nomads told the Justeli that more cradles were captured upriver by the Horse People. Explorers went upstream and returned with incisive political observations. Chieftains were called to make deals, arrangements were weighed, and at last a new alliance was formed between Thanrax the Fair and Firegleam, king of the Horse People.

About the year 780(?) the city of Robcradle was founded upriver from Feroda. Walls were laid and buildings constructed. The river was secured to prevent the escape of any cradle. Trade quickly moved up and down the river, strengthening the Horse People as well as the Justeli. Three cradles came downriver over the next 20 years; all were seized and dismembered at Robcradle.

The native nomads were outraged that these invaders had allied against them and seized so much grazing land for their outlandish animals. Chieftains and khans sent great gifts and fervent prayer to Waha in the

Paps. Others sought allies against the strange intruders. Both attempts eventually succeeded.

In 800, the giant Paragua and many friends came out of the north from the Rockwood Mountains to attack the city of Robcradle. Waha raised his armies in support; all the tribes of Prax rode to assault the city. Resistance was crushed. The majority of the Pure Horse People escaped by fleeing, leaving their befooled allies to be surrounded and slaughtered to a man. The giants marched on Robcradle and kicked and stomped, smashing the city to bits. Thus they exacted vengeance on those who had slain their innocent children.

Waha gloried that they had overcome the enemy magics. He called his new friend, Paragua, to him and spoke. "We have proven the might of our arms this day. The enemy sorcery would not save them. I do not know what their magic is, but I propose to use it against them. Surely they will return and fight us. Let us put up great walls to impede them, as their puny walls tried to impede us. Thus we will turn their magic against them." Paragua agreed and set his giants to work. They returned to the Rockwoods, where many giants still live, and wrought great slabs of rock from the cliffs. These were trimmed and carried back to Robcradle, then simply thrust into the ground and pounded into place, making a great wall surrounding the region of Robcradle's former farmlands. Animals grazed in the ruins.

Once set off, Waha did not rest. He sent his armies against foes on every border, plundering and destroying. In 809 his army stormed Adari, the trading town between Prax and Dagori Inkarth. Many residents were killed or enslaved, but some escaped and made their way through troll country to the safety of Dragon Pass. For the next decade Waha's peoples made trouble for everyone adjacent to Prax.

As a young man, Pavis escaped the sack of Adari and reached Dragon Pass. His family had connections there and this bright young man studied the magic of the dragons, as was newly popular there. He made many friends among important peoples as he progressed in his research.

The details of his study are unknown, but the results are clear. In 830, after many years and preparations, he and his companions sneaked deep into the troll lands of Dagori Inkarth and made their way to a mysterious statue which sat atop a huge

throne. Troll legend says the statue was there when they arrive aeons ago. Pavis is known not to have believed this, but never revealed why.

Pavis animated and befriended the statue. He and his companions rode atop it as it strode to Dragon Pass. There he met with Joraz Kyrem, kahn of the Horse People, who was anxious to re-establish his folk in Prax. The new allies marched slowly to the old site of Robcradle. In the first battle, the statue alone drove off the beast riders, and they retreated within the walls of Paragua. Then Pavis and his army and statue attacked. This is called the Too Tall Battle, and was fought in 830. The giants were driven off by the magic of the horse priests, the nomads were confounded by the magic of Pavis and his friends, and Waha engaged in combat with the statue, but was injured, and had one of his hamstrings torn out. Howling in pain, the god limped away and his armies fled with him, abandoning the useless walls to their foes. The giants withdrew to the mountains and never returned.

Other folk retaliated against the Praxians. The denizens of Dragon Pass sent out a strong expedition against the Paps. It was led by a great worker of magic, Varajia Nopor. Waha had to respond and was again wounded severely. Numb with loss, the barbarians agreed to surrender if their sacred grounds would be left unharmed. The invaders agreed and withdrew.

Pavis then visited Waha in the Paps and used his arts to heal the barbarian god of his crippling injuries. This brought peace between Pavis and the nomads, and they agreed to act peacefully around Robcradle if Pavis would properly respect their beliefs, too. Many compromises were made, but both parties agreed and peace was made.

The Building of Pavis

After the Too Tall Battle, the Faceless Statue collapsed, all magical energies exhausted. Its body made the great quarry whose stones built the city's interior. Construction was swift, thanks to the statue's stone and dwarvish craft.

The dwarf aid was voluntary, although Pavis gifted them with some headstone, bowelstone, and marrowdust. They came because they wished to honor the Faceless Statue. They were led by Flintnail Hardeye, who was one of the ancient race of Mostali, the Dwarf-Makers. Before he left the city he fathered a son upon one of

Pavis' daughters; this son began the Flintnail cult when he grew up. This centered around a temple of masons and sculptors built within the quarry, whose existence has continued through all Pavis' history, providing the craftspeople and experts necessary for the continued building within the city grounds.

Five general types of stone came from the statue quarry. The Headstones were used exclusively in the creation of the original King's Villa, later called the Temple of Pavis. The stones were radiant crystalline growths and included the most exotic of the Organstones built right within the structure of the temple palace. Armstones were used to construct walls for the city, while ordinary buildings' walls were made from Bodystones. Legstones were used for streets, steps, and bridges. The Bowelstones made plumbing, dungeons, and sewers.

Organstones, mentioned above, are unique gems of exotic function. Mastering them was the craft of the Mostali, but many people could put them to some use. A Heartstone was once set upon the sceptre of Pavis, while Liverstone is useful as a purifying agent. Trollkin once fought a war over the Kidneystones. In Pavis' temple, the Eyestones are magical perceptrors, while the Toothstones are immortal soldier guardians.

Around 850, the city of Pavis was complete. In 860, Pavis himself retired permanently to his palace. His children were unsuited to rule, and rather than move control to the Empire of the Wyrms' Friends, the city leaders met and selected a new king from among themselves. Pavis approved, and the Arrowsmith Dynasty took rule of the city.

Although located strategically upon the coast and river mouth, entry to the port of Feroda was treacherous due to the wicked coastline and to the tides which rose and fell many meters. Only small craft with long tie-lines or alert captains could approach the place, and ships preferred if possible to sail upriver to Pavis itself. Thus Pavis became a port as well as an interior trade city.

By 870, the city flourished. This also was the height of the power of the Jrusteli and the Third Council (which had replaced the Empire of the Wyrms' Friends). The Dara Happan empire had been crushed by the Council and the new Carmanian Empire, and the only remnants of its power were the scattered Sun Dome Temples. The few cradles which still floated down the river were snared by a Pavis-devised trap based on Cradlecatch Island.

The giants themselves became legendary and nearly forgotten.

In 870, Thog the giant appeared with an army of trolls and trollkin raised in Shadows Dance. They laid siege to Adari and marched south to Pavis. The Arrowsmith Dynasty raised their own troops and mercenaries among the troll-fearful nomads and drove off the giant and his allies.

Thog returned with more trolls and a band of Jolanti in 875. Jolanti were a race of mindless brutish giants. In this case, they followed Thog's every whim. They moved too swiftly for barbarian allies to come to Pavis' aid, and broke the walls; the trolls swarmed in. Defense was fierce, but most of the city fell. But even Thog's power was unable to desecrate the Temple of Pavis.

King Jhoraz Kyrhee (Joraz Kyrem) fled to the Empire and recruited the Sun Dome Templars to assist him. Braced with their magic and his own, he met Thog in battle outside the walls and put out one of Thog's eyes. Then his men marched against the trolls as Thog retreated.

The trolls tried to keep Jhoraz from the places of power, but the spears of the Sun Domers opened the way and Jhoraz engaged Thog in a further test of magic and will. They locked in battle for days while Thog's allies were whittled away and even the Jolanti toppled. The pursuit ended when Thog lost an arm, for he fled to the iron-cold peaks of the Giant mountains. After this defeat, the cradles ceased floating down the river.

The Flintnail cult had been leading guerilla warfare against the trolls. After the victory, they took control of the remaining Jolanti and rebuilt the giants' wall. Using clever Mostali stonemagic they sealed the seams where the cyclopean slabs were joined, sacrificing most of the rock-like Jolanti in the process. Thus treated, the walls gained the power of the Jolanti to resist magics, gods, or spirits who attempted to travel over, under, or through the walls. The walls were a uniform 25 meters tall, so they rippled with the contours of the land. Three immense gates were built in the Earth fashion, using lintels instead of arches. Sacred creatures, which can still be seen visiting their old nesting grounds, gave the three gates their names; Griffin Gate, Wyvern Gate, and Hippogriff Gate.

Later, human-sized fighting platforms were erected atop the walls. Aerial defense of the city was conducted from chimney-like towers, surmounted by open-topped and un-

New Pavis

A PAVIS PANORAMA

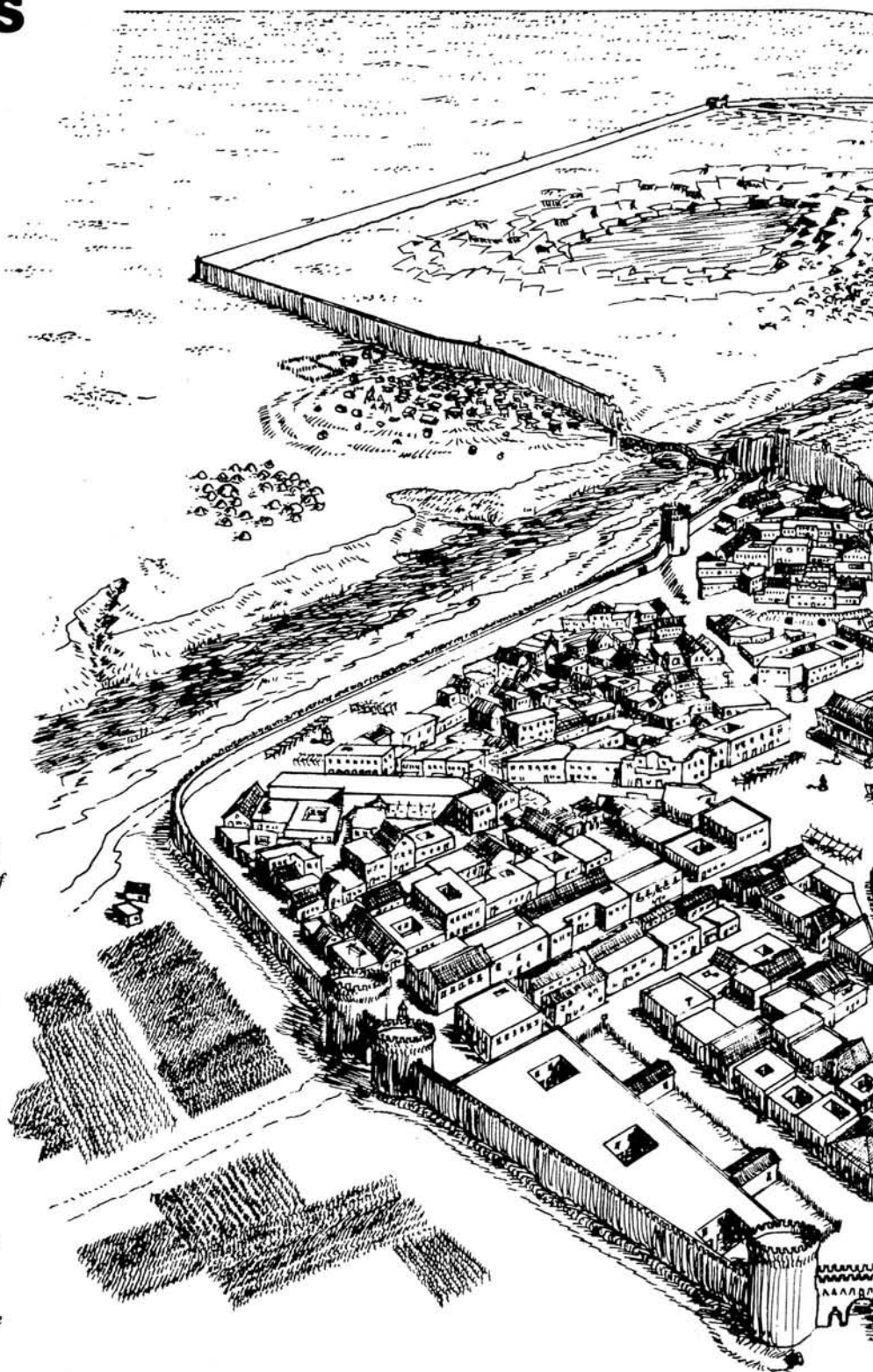
Pavis is a city of contrasts. It is small, yet garrisoned by more soldiers per citizen than any other Lunar frontier town. A major troll population lives just down the Zola Fel river, yet Pavic relationships with the dark men are as good as you will find anywhere.

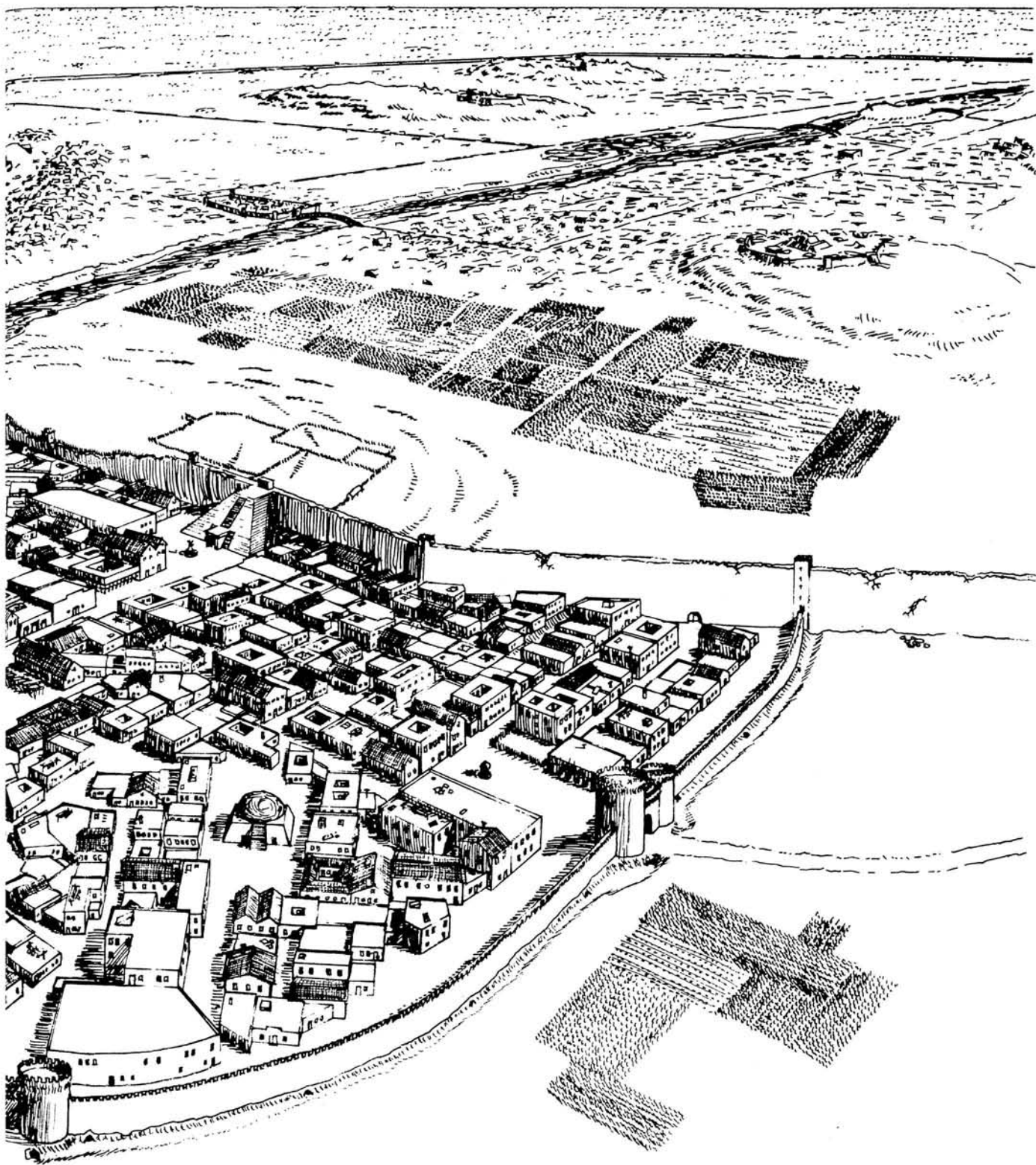
The ruins of the Big Rubble are immense, cyclopean – still showing vestiges of the magnificent work of Pavis, the master-builder, while much of New Pavis consists of adobe and wattle shacks.

There are more temples and taverns per capita than are found in most big cities of the Empire or the Holy Country. Adventurers are both more closely regulated and more vigorously encouraged here than in any other locale with so abundant a collection of ancient ruins so close at hand.

The people of Pavis are as polyglot as the setting. Linars from the Heartlands brush shoulders with rebel Sartarite hillmen and Ernalda worshipers from the Holy Country. Nomads from the plains of Prax smear at the tall, solid buildings, and even the occasional dwarf can be spotted, carrying his wares to the main market. These streets have seen prancing centaurs, Heartland knights, demon-horse riders from Muse Roost, and caravans from Ralios and Balazar. Troll envoys from the Stronglands saunter the same walkways as Yelmlio hoplites – all under the watchful eyes of the Lunar watch.

Welcome to Pavis!





walled discs of stone where magicians, aerial combatants, and archery machines gathered, as was customary in Third Council and Jrusteli cities.

The walls were much larger than necessary for any city of the time. They formed an oval about five kilometers long and almost two kilometers out from each side of the river around Cradecatch Island. Because of the Pure Horse lineage of the inhabitants, much of the flat land was given over to pasturage, while homes were built on the nine hills within the walls.

Under the rule of Jhoraz and his descendants, the city again flourished. Inspired by Sun Dome methods, farmers spread all along the River of Cradles to use the new agricultural methods. A demigodlike priest from Dragon Pass built the Puzzle Canal, and elves arrived from Shadows Dance to create the still-famed Garden.

Jaldon Toothmaker

After the influx of horse clans (c. 900 to 940), the animal-riders began migrating from their ancestral homes into the wastes of Genertela. These departures were first held to be suicidal or mystical in nature, but soon proved to be merely a bleaker variation of the familiar nomadic lifestyle. As the horse people and Pavis flourished, more animal nomads were forced into the limitless wastes.

Jaldon was born among the wastes around 890 (give or take a decade), in a Bison tent. He was struck mad, they say, by statues of gods he saw in the ruins of the Tunneled Hills, whose perfect teeth and sparkling grins inspired the diet-plagued barbarian. After a troubled life of adventure, which may have included several years in easternmost Genertela, Jaldon returned to his nomad brethren. From that time he was called Goldentooth by contemporary chroniclers, which indicates that he had already received the symbol of his power and was striving for Hero status even then.

His raids against Pavis and river valley farmers grew bolder until in 924 Jaldon led the first invasion of Bison Riders supported by Impalas. He hoped in that way to mislead the Pavis army about his growing strength among all the tribes. The Pavis army defeated Jaldon with a clever pincer movement and wrote him off as just another barbarian opportunist.

In 927, however, he reappeared in force, laid siege to Pavis, and then destroyed the zebra cavalry which gathered to oppose him. He besieged the city until 940, defeating three

relief armies from the Empire of the Wyrms' Friends. With the magics, defenses, and treasury of the great city drained, he summoned the power of the inspirational statues of his youth and chewed through the mighty walls. The barbarians poured in, sacking the city and its palaces. The Arrowsmith Dynasty was destroyed and the city lost all contact with the now-decadent Empire of the Wyrms' Friends.

The Seventeen Foes of Waha

During the period between 940 and 1237, the city of Pavis was visited many times by the nomads, intent each time upon capturing soft city folk for slaves or to kill them for sport. There were goods to steal or destroy, and tearing down buildings was occasionally considered a sacred deed. Burning the grasslands within the walls was common, though frowned upon by Eiritha, and the expansion of the elvish forest from the confines of its former garden further added to the ruin.

The natives of the city metamorphosed from cultured urbanites into desperate savages. The greatest single slaughter followed the initial break-in by Jaldon Goldentooth in 940 when half of the city's 25,000 inhabitants were killed or enslaved. The succeeding bloodbath among the helpless outlying farmers was even worse. Some straggled into Adari. Some found survival in serfdom to the nomads, by dedicating the best of the crops and lands to the upkeep of the nomad animals, subsisting on the leavings. This was virtually the same as slavery, but had the nebulous virtue of allowing them some claim to their lands.

The Arrowsmith Dynasty was no more. Others arose to lead the remnants. These leaders were valiant and powerful, but their eventual doom is told by their historic legendary title: The Seventeen Foes of Waha. All eventually fell before the might of the nomads. In later years, several of these leaders actually ruled at the same time, each over his own little besieged district in the ruins. Little is known of some save their names, immortalized in nomad chants. Sometimes their spirits can be encountered on the streets of the Rubble. They attack nomads, but are known to befriend others.

Garngar Gateguard was a general of Pavis who fortified the gates and the breach and held off the nomads for several years. He was a zebra rider, and his cavalry was held to rushing from gate to breach to gate again. Garngar

died when Jorbal Rhino Kahn performed The Great Magic and summoned the long-dead Great Rhino, who pushed down the wall for the Second Break, on the hill now known as Rich Hill in New Pavis. This had the dual effect of making an entry for the nomads and of breaching the security of the zebra pens. The defenders of Pavis met a double defeat, as the victorious nomads killed Garngar and stole most of the Zebra breeding stock.

Opili the Wallmaker was Garngar's successor, and he devised the current scheme of many small forts spread throughout the rubble. This served to protect the now-immobile populace, but allowed the nomads free riding wherever they wanted to travel throughout the Rubble. Only the ever-guarded glades of the Garden were safe. Now began the Garden's rapid growth out of its normal boundaries.

Despite its segmented nature, the entire city was ruled by Opili for many years. He died either in bed, or, as told in barbarian chants, at the hands of various tribal heroes. Pavis organization splintered into small clans after his death. Remaining records are vague and contradictory.

Estantang Griffin Rider is thought to be one of the few humans ever to be accepted as a member of the Sun Dragon cult, and the nomads have a fear song of the "Sun Riders" who come out of the sky to haunt them. Their favorite song is that of the death of Estantang to Impala arrows.

Kagtang Four-Magic was a mighty spell-user slain by Sable treachery. Little else is known.

Mapiri Red Stallion is thought to have been a zebra rider from the far reaches of Prax who came to set up his own throne and died on it.

Bisjoe Boggle-eater ruled during a period of light nomad activity, and is said to have disappeared into the earth while pursuing his favorite activity, fighting chaos manifestations. Contradictory nomad songs name him as one of the first of the Rubble leaders slain by Toras Joran.

Forestang has not left even an honor-name, though his spirit, like those of most of the others, has been encountered in the Rubble.

Bingolos Blue Nose and One-eyed Masari Por rose to power and fell leaving only their names.

Baku of the Three Treasures is thought to have been an Agimori adventurer (from his name) who rose to prominence. Adventurers still try to discover one of his three treasures, but some scholars insist that Baku's three

treasures were his spear, his mate, and the loyalty of his people.

Tan-Bard Smoke tried to fire the Garden in return for an insult and died under eleven arrows while nomads sat on their beasts and laughed.

Olkog Two-club was a dark troll leader who came down from Adari and was slain by *Balastor*, the Champion of Pavis. This was the start of *Balastor's* mighty career as a troll-slayer, and is thought to have prompted the troll invasion of 1200.

At that time, *Toras Joran* was in his decline, but the warring of factions within the city prompted one last raid in 1195, in which he slew four of the five most prominent leaders of the Rubble. *Makor Abolg the Six-fingered* went down under his lance at the break. *Jokat Pulos the Dark Priest* died at the Pavis temple, when *Toras Joran* actually cracked the crystalline walls of the temple; the cracks are there still. *Morkor Ablos* and *Baskori Alingos* died at the Angle fort and *Opili's Hill* respectively, and only *Balastor* managed to drive *Toras Joran* off.

Balastor was jubilant in victory until he stood in the gatehouse at *Griffin Gate* in 1239 and beheld the plains darken with the bodies of trolls arriving armed with the magic power of *Kyger Litor*. The battered nomads could do nothing to stop the invasion: without their buffer, the city was doomed. *Balastor* fell in its defense, buying time for the last citizens of Pavis to get to the dubious safety of their forts and holes.

Troll Invasion and Occupation Period

During the troubled times, the human residents sought many different forms of assistance. One group, experimenting with Darkness and the powers of Hell, discovered many interesting ways of help. In this they lost sight of many dangers as well, for about 1195 one of their leaders sent for help, offering great rewards to the Queen of *Dagori Inkarth*. Shortly afterwards trolls found their way into Pavis, and their scouts sought the best routes for an army to march.

In 1237 the army, led by a *Karrg's* Son named *Gerak Kag*, set off southward. They were intercepted near *Pairing Stone* by a combined *Praxian* army, eager to do battle with infantry trolls in the daytime. But the priestesses with the troll army released a stinking black cloud which made the nomad mounts uneasy, and then from it sprang hellhounds which caused

terrible panic. The nomad shamans loosed their gods against the darkness, but successive attacks by *Morning Star*, *Thunderbird*, *Lightning Boy*, and the *Pure Horse Founder* all failed against the spectral troll spirits. Panicked and demoralized, the nomads fled and fell with their backs to the monstrous enemy.

Gerak Kag and his picked warriors approached the city first, and with one jump landed atop the mighty walls. They paced the length of the structure, and then their army streamed through the long-shattered gates. During this time *Balastor*, the last popular leader of the humans in the Rubble, fell.

Within the walls there was much building by the trolls, and rock and lead were used to seal the ancient gates closed. The breaches were closely guarded, and it grew increasingly difficult and dangerous for nomads to penetrate the city. Trolls eventually built walls of questionable strength across the breaches.

Around the year 1270 a barbarian hero tried to enter the city, first by stealth and then by great magics. He was defeated, and the trolls say it was *Waha* himself whom they had conquered. None of the chieftains in *Prax* had children that year, nor the next until the rescue of the armed corpse by a one-armed woman from *Tourney Altar*. Afterwards, no nomad tried to invade or plunder the troll fort.

During the lifetime of *Gerak Kag* the humans were hard-pressed to survive at all. Some, legend says, were captured and totally enslaved. Others were captured and totally devoured. Some simply hid well, or fought valiantly but not well enough. The death of *Gerak Kag* was followed by the splintering of troll unity, but not of troll dominance. The demarcation of forces was never clear-cut. After many years of shifting fortunes, several human strongholds, a dozen powerful troll clans, and many trollkin gangs remained. Alliances were short-lived and constantly betrayed.

The temple of *Kyger Litor* and *Gerak Kag* was the dominant unifying factor among trolls when danger threatened, but some clans never joined the hero cult and barely recognized the priestesses there. One group of rebellious trolls is known to have worshiped at black stone altars topped by impaling spikes. But records are scarce for 200 years.

Iffinbix was the name of a settlement which lasted until about 1400. It centered about a god of that name,

connected to the earth but with some sort of sorcery as well. *Yojarl Thirdeye* was the name of their leading hero, who showed how to eat the *Agipith* root which lets worshipers across the threshold of their temples without harm. When their temples are found even now, the root must be eaten to ensure safety. These temples are easily recognized by their four-sided, sloped, slate roofs.

The followers of *Mani Tor* were well-known for a long time. They centered upon *Mani's Hill*, where their fort stood. *Mani* of the *Many Lives* was their leader, who irregularly reincarnated in the clan every two or three generations. He uses strange powers to protect his people, who are very loyal to him and his cult.

Kar's Family was a gang of wandering humans made famous by the feats of *Vokord Foroish*, a nomad whose betrothed had been kidnapped. This nomad braved the terrors of the Rubble to rescue her. In the process he single-handedly wiped out *Kar's Family*, who had not kidnapped her. (She was later sacrificed by trolls, after a series of transfers.)

Life Outside the Walls (1237 to 1540)

About 1250 the animal nomads temporarily allied under the leadership of *Bimabwe Bigger-Than-Life*, an *Impala Hero* whose fate led him to crush the horse barbarians who had entered *Prax* some 500 years earlier. The *Pure Horse People*, still weakened from their sufferings in the fight against *Gerak Kag* and *Kyger Litor*, had little chance against the combined tribes, and the greater part of them were destroyed by *High Llama*, *Impala*, *Morocanth*, and *Sable* tribesmen in the battle of *Alavan Argay*. The survivors, mostly children guarded by the elderly and a few women and maimed warriors unfit to fight in the last battle, decided to brave the dangers and high adventure of a deadly territory rather than the slave collars of their conquerors, and slipped away to *Dragon Pass*.

Prax contact with human settlers in *Dragon Pass* came late. The *Pure Horse People* had been kindly received by the inhuman races of the region, and were ceremonially adopted by the natives with a ritual of rebirth and baptism. Afterwards the remnant *Pure Horse People* were called the *Grazelands*, and were heir to grazing rights over all the lowland grasslands not reserved for *Ironhoof's* folk. *Tarsh* was founded afterwards and opened trade with the *Holy Country*, but main-

tained a silence toward Prax, probably as a precaution against the rapacious nomad hordes.

In 1376 envoys from Tarsh, escorted by magicians and guards bedecked as messengers from the gods, approached tribes in Prax. The initial contact was with Sable peoples, but High Llama and Bison folk eventually came as well. The Tarsh envoys were hiring mercenaries to fight off the horse mercenaries who had penetrated from the north, and offered plunder and training in exchange for nomad aid. This began contact with and a long history of hiring mercenaries from Prax for distant wars.

By 1420 cattle-herding, horse-riding people had been re-introduced into Prax. The event caused considerable unrest and fighting, but the newly arrived people were well able to take care of themselves. They carried battle magics, and their magicians worshiped Rune gods, unlike the shamans of Prax. These cattle people offered proper sacrifice to the deities of the Paps and steadily forced their way into Prax history as the "illegitimate" tribe of Prax. The animal nomads were content when the "cattle bastards" kept mostly to the regions of No Mans March, the Better Place, and the approaches to the Storm Hills and Moonbroth Oasis. Horse clans did, however, wander far on occasion.

In 1489 a nomad shaman alliance summoned many of the old spirits who had driven out the Pure Horse People some 230 years earlier. Led by temporarily incarnated spirits acting as puppet leaders for the shamans, the barbarian tribes began a terrible war against the cattle peoples. The newcomers proved more powerful than anticipated, and were aided by mercenaries from Dragon Pass as well. The ancient spirits, who had been counted on heavily, were defeated by Orlanth and his god-children from Dragon Pass. The shaman alliance began internal squabbling, but the appearance of the holy man Sartar saved the situation and provided honorable compromise for all. Sartar himself recompensed much of both sides, and personally led a campaign against recalcitrant shamans.

About 1490 there was a new settlement started outside of the walls of Pavis. It was called the City of Thieves (now called Badside), and it was permitted both as a favor to Sartar and because it offered a trade outlet between the nomad peoples and Adari in the far north. This place was supported by the riverboat people, who had long before spread their influence

all along the river, and also was a convenient neutral ground for the tribes.

This trading city continued to grow, and eventually housed a fairly large human population. The brooding walls of the ancient troll-haunted city continued to sit in closed silence, ignored and feared, until the year 1539.

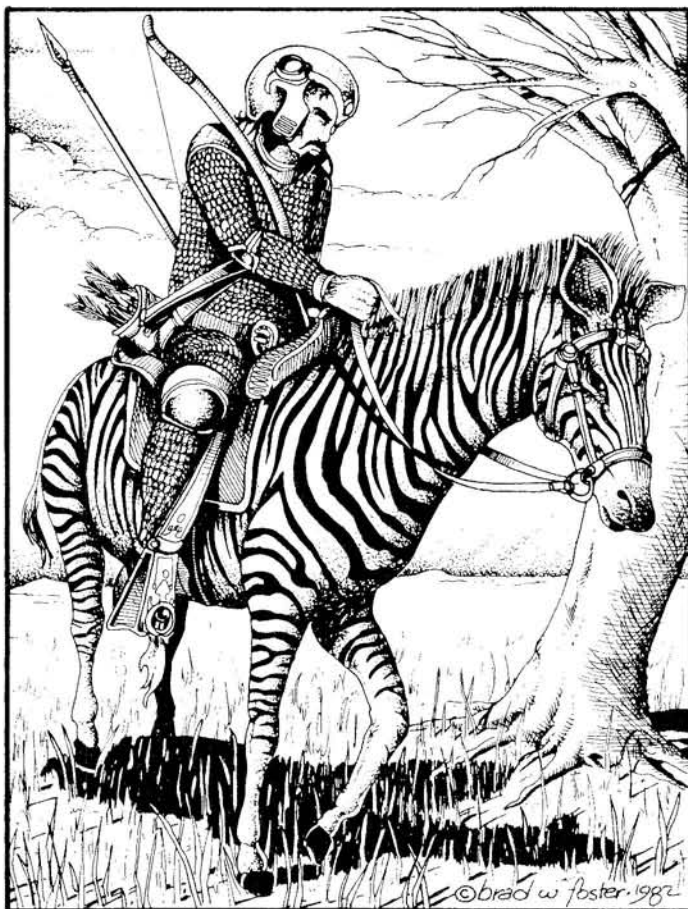
The Re-opening of Pavis

In 1539, the unusual event called the Dragonewts' Dream took place. At that time all of the living dragonewts of Dragon Pass crawled into their ancient cities, sealed and boobytrapped them, and disappeared from view.

Then, in numbers far greater than those of living dragonewts, there appeared phantasmal images of dragonewts, generally dressed in antique costume, going about a silent and mysterious ritual. In some cases, they caused other portions of their phantom reality to appear as well, such as the Pyr-

amid of Caran, which has sporadically appeared ever since. It was possible to interfere with the ghostly creatures, but such attempts almost always led to severe retaliation by the apparitions. In those occasions where a ritual was entirely disrupted or destroyed by external forces, the dragonewts always made at least one more try to perform it again.

The purpose and result of this five-year dream is quite unknown, although many theories have been put forth. Among other events forced by the Dragonewts' Dream was the opening of Pavis. The magically-sealed doors hampered the easy passage of the dragonewt ghosts, and when the defenses of the Wyvern Gate were breached by spectral dragonewt magic, there was a terrible battle with the defensive spells and spirits, which destroyed the phantom dragonewt procession. A second procession destroyed the gate's remaining defenders,



and the spooks continued on to the ruins of the ancient dragonewt temple, built there during the heyday of the Empire of the Wyrms' Friends. The ruins were spiritually erected for the occasion, and the ghosts completed their ceremony. Two more processions appeared later and performed the same ritual, and for a final time, the ghosts marched around the perimeter of the ruins hissing a song which is still heard by people on occasion.

This event broke the vise-grip of the trolls on the Rubble, and once again movement into and out of the Rubble was fairly easy. About fifteen years later, a band of dragonewts populated their temple site in Pavis and began to erect the temple again. Although not at all the size of its ancient glory, this holy place is one of the few major dragonewt sites maintained outside of Dragon Pass, Ralios, or Kralorela.

Since that time there has occurred little of major historical interest within

the walls of Pavis, although it had become a major hunting ground for persons seeking ancient goods or heroic glory. Natives continued their internecine feuding, and neither trolls nor humans were powerful enough to leave their ancient ruins, yet both banded together in times when a major invasion threatened. Occasional raids to the outside were considered normal by nearby humans and simply part of the everyday danger of living in Prax.

In 1550 refugees from the principality of Sartar founded their own city, New Pavis, or Pavis Outside the Walls, made sacred by bones of their friends, who act as guardian spirits. Its walls included part of the Great Wall, which they patrolled and kept clear along the top, mounting defensive engines in several places. Despite these defensive works and aid from nomads and bastard tribesmen, many Sartar heirs were killed in the Lunar invasion and conquest in 1610.

Issaries, who had made something from nothing when he had mated horse with donkey. The mules and hinnys were the progeny, a sterile but useful race of creatures which are allowed, by Praxians, to pass unharmed, for they are not horses.

Joraz took his horses, the finest mares and stallions with shining golden eyes, and magically bred them with the small zebras he collected within the great walls of Pavis. The result was a fine breed of creatures, striped like zebras and with their former instincts, but big like normal warhorses. The cross-breeds took well to friendship with men. The stripes symbolized their bondage, and the cross-breeding severed them from their kin.

These war zebras were known for fighting prowess and loyalty to their masters. They are a marvelous breed, but rare even after generations of careful breeding in Pavis. It was a miracle of heroquesting that they could breed at all: their longevity was another blessing. The progeny was split up among several small herds owned by families in Pavis; in time many of these herds left the city. Some inevitably went wild. The war zebras bred true, and could not produce fertile offspring when mated with true horses, but mixture with wild stock has diluted some of their blood, and the occasional white-eyed zebra, known for ability to run in the dark, reveals that wild war zebras chased their smaller cousins across the plains.

During the splendor of Pavis' domination, individuals who actually rode war zebras were counted among the rich, noble, and blessed. However, breeders of the war zebras often supplemented their stock by controlled breeding with normal horses. The result was a creature not unlike a horse in general statistics, or resembling a zebra, but with greater endurance, and less sprinting speed. Like mules, these cavalry zebras were sterile. They were used by regular cavalry troopers against the ever-skirmishing nomads. War zebras were ever difficult to train and skittish, though once trained, they were as fearsome in war as a true warhorse. The hybrid sterile cavalry zebras were much easier to train, though perhaps less mighty in battle.

When Pavis fell to barbarians in 940 S.T., most of the war zebras were captured and killed by the enraged invaders. Some animals escaped to the wild. Small bands survived precariously among the rough plains. They were of hardy stock, and were naturally tough. Camouflaged in lesser zebra herds, they browsed at the edges of

The Zebra People

There always have been zebras in Prax. On a cliff in the wastes there is a huge painting showing beasts paying homage to Genert; among the many species is a zebra. Most of the other animals in that painting are now unknown, or known only in legend. Even some of the daughters of Eiritha who are pictured are not remembered today.

While the zebra is not the only surviving animal shown, its survival is notable.

Zebras had served as game for most of the tribes in Prax and the wastes. The species was small, between impala and sable-sized, and incapable of carrying normal-sized riders. The pygmy humans all rode impalas and other minor survivors, like the bolo lizards. The zebras drew no human protectors in the lottery of survival during the darkness ages, relegating them to minor status.

When Pavis came to Prax with his great statue, he was accompanied by many lesser allies often only hinted at in the histories and legends. One ally was an army of land-hungry horse riders, the followers of Joraz Kyrem.

When the statue and Waha wrestled heroically, the armies of each combatant battled as well, seeking to aid their great allies. Joraz Kyrem's fine cavalry were well-suited to the task and were helped by other allies from Dragon Pass. When Waha fell, so did the mor-

ale of his army, which fled the field and were killed in great numbers.

Pavis entered into a magical compact with Waha and the city was established, but Joraz still had to deal directly with the barbarians. He knew of the antagonism the nomads had for horses, for there was similar antagonism wherever he had gone. He knew he could not defeat their timeless ignorance, so he sought to ensure continued goodwill among the nomads.

Joraz was a man of the Sun, as were all the Pure Horse people in those days. Yet he was different, too: changed by the mix of magics offered by the Empire of the Wyrms' Friends where he and Pavis had studied and became friends. Issaries, they say, was a favored god of his, and some claim that Joraz was favored by Issaries as well. In any case, he well knew how to dicker.

"Under what meager conditions would one allow a horse to live in one's land?" he asked a priestess of the Paps one day.

"In bondage," she spoke, "Broken from kin." She spoke with the words of the Goddess.

"Need they be unhealthy?" he asked. "You aid herd men and giant lizards."

"Their health I grant, within their confines."

So Joraz sought to resolve this dilemma, and took a cue from the god

the grasslands.

When Dorasar founded New Pavis he did many marvelous things. Among them, he fulfilled the dream of a friend and re-established the ancient Zebra tribe in Pavis. As Pavis had a friend among the horsemen, Dorasar had a friend among the zebra men. His name was Olgkath, and he lived, with his small clan, among the Pol-Joni barbarians.

Within the ruins of the Rubble was a fort which guarded a bridge spanning the river. At one time, it had been the home of the master zebra breeders; the ruins themselves were said to be

laid down in bands of black and white. But the current inhabitants had no desire to make friends with outsiders nor to let a powerful band of soldiers within their walls. They claimed ancient kinship with every powerful lord of local legend, but paid no heed to heirs of great power.

Dorasar solved his greater problems by heroquesting, but for this minor administrative problem, he led Olgkath and their housecarls over the walls of Zebra Fort one night and changed the ruling dynasty of that hamlet. Olgkath became chieftain and gave his priests access to the fort and its holy

ruins. He and his family grew and prospered, and Zebra Fort held many war zebras and cavalry zebras. They formed the core of the Pavis Survivors, decimated during the Lunar invasion, but Zebra riders still maintain a holding on the river, giving tithes to the Lunar government and allowing Lunar inspectors to see that they are not re-equipping as the outlawed Survivors.

Many Zebra people have even taken positions with the Pavis Royal Guard.

Olgkath also renovated the pens, shrine, and some barns, grain storage, and a few longhouses scattered about

Prices in Pavis

The following price list covers goods and weapons and armor found in New Pavis. The prices reflect the relative availability of leather and animal goods and the subnormal availability of wood and metal. As usual, one pays more for quality and less for shabbiness. In most cases, a character buying some item from the list below would not pay the amount listed — he would be paying a little bit more or less. If a character is wealthy, he may well patronize the better shops, and thus pay more at all times. If poor, he may often pay less, by accepting poorer material.

c = Clack or copper piece

L = Lunar, guilder, or silver piece

w = Wheel or gold piece

b = Bolg or lead piece (troll money)

LIVING COSTS AT AN INN OR BOARDING HOUSE

Room per Day

Common Room Floor	7c	Dormitory	2L
Shared Room	4L each	Private Room	15L
Hot water twice daily	3c	Room Service	+2c

Note: Room costs have risen greatly in the last five years, since the Lunar empire crowded the streets with their troops, bureaucrats, and camp followers. The prices above are for rooms in somewhat lower-class and cheaper places. If a character wished to stay in more congenial surroundings, it would cost more. If he wished to stay in a real dive, it would cost a bit less.

Food

Daily Stew	2c	Mug of Ale	4c
Oilseed/Date Mush	1c	Mug of Mead	3c
Roast Antelope Leg	20L	Mug of Cradle Wine	6c
1 kg cheese	1L 2c	Mug of Beer	8c
Frybread	1c	Mug of Kvass	2c
Prickly Pear fruit	2c each	Mug of Milk	1c
Grapes in season	3c bunch	Mug of Lunar Wine	2L
Antelope Sausage	7c	Keg — holds 8 liters	
Fatleaf Hotpot	4c	Cost = Mug x 15	
Barley/Venison Pot	1L 6c	Cask — holds 40 liters	
Mockpork on Stick	9c	Cost = Keg x 5	

Drink

Other foodstuffs available for varying prices. Use the prices here as a guideline.

Complete Meals

Poor Edible Meal	2c	Good Meal	2L
Cheap Wholesome Meal	6c	Banquet	4L
Trail Provisions for one person/week — dried foods			6L

STABLE COSTS (per day)

Corral	2c	Stall	6c
Stall and Feed	2L	Special Care	4L
Trail Fodder for one animal/week (oats & grain)			3L 5c

RIDING GEAR

Saddle	5-50L	Tack	2-20L
Barding costs 5x the equivalent human armor			

CLOTHING (suit of clothes)

Local Linen	9L	Imported Linen	30L
Wool (llama)	12L	Tanned Hide	3L
Leather Garments	5L	Cotton	6L

Winter Cloaks

Antelope	12L	Bison	15L
High Llama	22L	Zebra	30L
Impala	10L	Woven Hair	40L

HELMETS

Hood	2c
Cap	6c
Composite Helm	2L
Open Helm	20L
Closed Helm	35L
Full Helm	70L

SHIELDS

Small Hide	8c
Medium Hide	14c
Large Hide	25c
Small Wooden	4L
Medium Wooden	12L
Large Wooden	40L

CONTAINERS

Wineskin	3c	Flask	15c
Jug (2 liter)	3L	Keg (5 liters)	8L
Keg (15 liters)	20L	Barrel (50 liters)	40L

the hill to the east of New Pavis, at the end of the opening from the Pavis temple. The grazing is better here, and the approaches are guarded by the Zebra Fort, the "Real City", and the wall. The main herds browse here: their presence has given the hill its current name.

Now the garrison rides the sterile cavalry zebra — the equivalent of a common cavalry horse. The officers ride war zebras, as do those who qualify under the ancient formula of "rich, noble, or blessed."

One of Olgarth's plans was to send bands of his riders among the other

nomads to ingratiate themselves. One way they did that was to act as neutral emissaries between antagonists. This task rapidly became popular and wide-

spread, and since the time of its establishment less than a century ago has given rise to the expression that "no message is all black or all white."

Dorasar Founds New Pavis

In Dragon Pass, the great and wise King Sartar started a splendid dynasty renowned for wisdom and generosity.

A son of King Sartar, Eonistaran the Sage lived in Jonstown. His two sons were raised with their cousins, the princes of Sartar. Dorasar was the

younger of Eonistaran's sons, and he was close to Prince Sarotar, the heir to the throne. He and Sarotar practiced at arms, poetry, law and the hunt, and Dorasar was the first to swear allegiance to the prince when he was of age to receive fealty.

ARMOR (per piece)

<i>Greaves:</i>	Leather	8L	<i>Pants:</i>	Lt Leather	5L
	Cuirboilli	25L		Hvy Leather	10L
	Plate	150L		Chainmail	150L

Skirts:

Light Leather	5L	<i>Hauberk</i>	Light Leather	10L
Heavy Leather	10L		Heavy Leather	20L
Cuirboilli	25L		Linen	40L
Light Scale	40L		Ring Mail	100L
Heavy Scale	75L		Light Scale	50L
Chainmail	125L		Heavy Scale	80L
Plate	200L		Chainmail	250L

Byrnie:

Light Leather	5L	<i>Cuirass:</i>	Cuirboilli	30L
Heavy Leather	10L		Linen	40L
Ringmail	60L		Heavy Scale	60L
Chainmail	150L		Brigandine	100L
			Plate	250

Arm Coverings:

Leather	5L	Chainmail	100L
Cuirboilli	20L	Plate	130L

CONVEYANCES

Two-Wheeled Cart	20L	3-Man Boat	24L
Four-Wheeled Cart	50L	10-Man Boat	100L

ANIMALS:

Riding Beasts

Bison	152L
Trained Herd Man	76L
High Llama	212L
Horse	284L
Zebra	312L
Impala	40L
Sable Antelope	144L

Meat Animals

Bison	98L
Herd Man	30L
High Llama	138L
Horse	170L
Zebra	188L
Impala	26L
Sable	70L

Other Animals

Mule	227L
Prax Hound	5L
Chicken	4c
Goose	8c
Pig, yearling	40L

Cavalry Beasts

Horse	568L
Zebra	624L
Impala	80L
Sable	288L

War Beasts

Bison	760L
Herd Man	380L
High Llama	1060L
Horse	1420L
Zebra	1560L
Rhino	12960L
Sable	720L

Wild Hawk	100L
House Cat	10L
Domestic Duck	5c
Goat	8L
Sheep	60L

TOOLS

Hammer	1L	Mallet	1L 3c
Fish Hooks	5b	Paper (sheet)	2c
Woodworking Tools	100L	Stonemason Tools	100L
Writing Tools	1L	Hasp Locks	4L-100L
Shovel	25L	Pick	50L
15 meter rope	6c	Stone Knife	2c

EXOTIC ITEMS

Dyes (per batch)	1-10L	Good Salt (25g)	1L
Mordants (per batch)	1-10L	Sweetgrass Spice	2c bunch
1½ x 6m cotton cloth	10L	Praxian Spiceroor	4c

CAMPING/EXPEDITION GEAR

Metal Pot or Pan	5L	Adventurer's Pack	30L
Lamp	6L	Small Leather Sack	2c
Candle	2c	Large Leather Sack	6c
Blanket (hide)	6L	Cooking/Eating gear	10L
One-man Tent	10L	Firestarter	4c
Three-man Tent	30L	(bow and block)	
Five-man Tent	45L	Back Pack	3L
Climber's Pack	9L	5 Wooden Pegs	1L
Lamp Oil (per load)	1c	Wicker Torches	1c
3 Meter Pole	3L		

INSTRUMENTS

Lur Horn	35L	Lyre	30-150L
Bugle, Military	10L	Reed Pipes	6c
Harp	20-100L	Bagpipes	50L
Skin Drums	4L	Nose Flute	3c

WEAPONS

Weapon prices are the same as elsewhere, except for the following weapons, due to scarcity of knowledgeable armorers to make them. These prices are for adventurers, not for Lunar soldiers or members of cults whose armorers make their own weapons.

Pole Axe	125L
Rhomphia	75L
1H Warhammer	75L
1H Warpick	75L
2H Great Hammer	100L
Rapier	150L
Bastard Sword	150L
Broadsword	75L
Greatsword	250L
Throwing Axe	50L
Arbalest	250L
Heavy Crossbow	150L
Light Crossbow	100L
Throwing Dagger	75L

Prince Sarotar fell in love with a woman of the Holy Country. Their love was deep and intense, but a terrible problem kept them apart. Sarotar, by virtue of his royal position, demanded wifely fidelity, while Arkilia, his love, would never take such vows. They had one child, a girl, but Sarotar was slain by her other lovers while attempting to secretly kidnap her.

Dorasar's life was destroyed when his liege was killed. Dorasar had sworn to defend the man with his own life, and had only thought to sit at the hand of his lord. Dorasar felt guilty that his prince must depart without Dorasar's sword in defense. Dorasar decided to make a place which would keep Sartar's secrets and lifestyle pure and untainted by such inhuman traditions.

Dorasar was a clever man, much traveled. After long scouting, he settled on the wilds of Pavis. He returned to his clan with treasure and tales of wonders in the legendary Rubble of Pavis. He found many who would commit their bodies or money to his first expedition, one of exploration and plunder. Many who went returned wealthy.

There was trouble in the land in those days, and many people wanted to withdraw before the encroaching Lunar menace. When Dorasar and his friends led a second expedition to settle in Pavis there were many volunteers.

Dorasar did not approach this new land as a stranger, without plans or friends. His wisdom was evident in his foresight. While upon the plains with his people, he traveled with Gorgar Bluecloak, a sable chieftain and friend. Together they drove off a large warband of impala people and reached the river.

At the river, several others came to meet them. There was Ingilli the Fisher, who came with many people from

the banks and mouth of the river to aid him. Too came Varthanis Bright-helm, a lord of the Yelmalo county which held lands downriver, and sought allies against the Impala tribe. There was Olgkath Arrow-eye, of the Zebra people who was made king of that tribe with Dorasar's help. Finally came Ginkizzie, king of the dwarfs of Pavis, who spoke for the inhabitants of the Real City and the Flintnail cult.

All these folk sat down and counted their followers, added their wealth, boasted of their exploits, and determined what each would receive in the city to be built. During this time, many folk came out of hiding from the valley and asked for refuge. A great troll attack was fended off. Finally, decisions were made and everyone agreed: oaths were sworn, pacts made, and promises spoken.

Dorasar staked out the limits of the city walls. Others performed parts in the rites as well. The council met in the center, swore their oaths, and founded the city. The walls were begun, the streets laid out, and the buildings started.

Dorasar became ruler of the city for life, but none of his heirs could take the title, nor could any other. After the Duke's death, the city was ruled by a council of its leaders, each aware of the others and of their part in the whole. The Pavis cult gave guidance.

New Pavis was founded in 1550. Dorasar lived as duke until 1579. His body was burned, in Orlanthi fashion, though some say his spirit remains to protect the city in need.

During his life Dorasar ruled strongly and well. His city was not part of the kingdom of Sartar, though it swelled with refugees from that war-torn land. His farmers went up and down the river, expanding their holdings and remaining friendly with the nomads.

The nomad irritation with the civilized rules of Pavis exploded in 1572 when those within the city revolted and tried to open the gate to allies outside. The plot was poorly planned and defenders moved to prevent the attack before it began. There was savage bloodshed as the nomads were defeated. They lost many rights because of that fight, for they no longer have a member upon the council, nor may they ever camp on the south of the river within thirty kilometers of Pavis.

The wearying troubles between the kingdom of Sartar and the expanding Lunar empire sent many refugees to distant Pavis. The city kept aloof and sent no warriors, though individuals certainly went on their own to fight the distant foe. Many Sartarites came just after Sartar fell, in 1602, when it seemed Pavis was safely out of the line of the Lunar advance.

But in 1610, after being turned back from the ports of the Holy Country, the Lunar army marched eastward towards Pavis. Valiant nomads gathered forces to resist the chaos foe, but were decisively defeated and slaughtered. The Lunar army marched against Pavis.

The city resisted for a single day, then opened its gates to the besiegers. There was mutiny, but the ringleaders were caught and slain. Those who would resist were butchered systematically, or killed impromptu, depending upon your point of view. The conflict with the Yelmalo ruling family was a surprise to many: the purge of Dorasar's kinsmen was less so.

Since that time, the city has remained in Lunar hands, though the original army went home long ago. The Lunars maintain peace with the barbarians and the trolls, and keep the city's coffers full.

Directives of the Occupation

1. Anyone convicted of committing violence upon the person or possessions of a Lunar citizen or ally will be crucified.

2. All taverns, eating houses, and places of entertainment must be closed by midnight and no citizens may be on the street after then without a pass.

3. All weaponmasters, weapon schools, and their students must be registered with the Lunar authorities.

4. All adventurers entering the city must register with the Lunar authorities at the gate.

5. All adventurer parties expeditioning in the Rubble must:

A) Register with the Lunar headquarters before leaving, stating their objective, and estimated time of return.

B) Pay a tax of 1/10 of monies retrieved in excess of 100L per party member to the Lunar authorities.

C) Declare and display for inspection all magical artifacts found on the expedition at the Lunar headquarters.

D) Leave maps of the explored areas with the Lunar authorities.

6. The temple of Orlanth, being a hotbed of seditious activity, will remain closed indefinitely.

All conform to the wishes of Our Lady of Crimson

POWERFUL PEOPLE (and a story).

THE LUNAR ARMY

Ostensibly, the occupation forces are distinguishable from the civil government, even though Count Sor-Eel the Short is responsible for both. The Count has a trusted handful of close companions to assist him, plus advisers for each of the branches of his duties.

Sor-Eel the Short, Count of Prax and Governor of Pavis: An associate priest and retired Rune lord of Yanafal Tarnils, Sor-Eel comes from a well-connected imperial family. Cultured and unprejudiced, he admires his barbarian friends.

He is accompanied by Bor-Eel, a priest of Yanafal Tarnils, a half-brother whose life has been devoted to assisting his elder sibling. Sor-Eel appreciates this unswerving loyalty and shares his wealth and fame.

Radak, the Iron Centurion, is another companion of Sor-Eel's. Radak commands an elite force of 50 men, Sor-Eel's personal guard, and acts as the Count's bodyguard. Radak is an active Sword of Yanafal Tarnils.

Other members of Sor-Eel's household and family are of less importance.

Gingim the Grim, the Masked One: A silent fellow, Gingim (not his real name) is responsible for intelligence-gathering in Prax and Pavis. Gingim is also charged with seeking out and destroying enemies of the empire. It is whispered that he is a priest of Black Fang, though there are many rumors about this devious and subtle power-wielder.

Sitzmag Redmoon, Commander of the Antelope Lancers: Sitzmag comes from a noble family of the distant Hungry Plateau. He is a Sword of the Yanafal Tarnils cult and is constantly accompanied by his commanders and staff, including a priest of Yanafal Tarnils.

Hucipites, Commander of the Marble Phalanx: Hucipites is an Iron Lord of Yanafal Tarnils and an associate priest. Within his personal retinue is another full priest of that cult for the regiment.

Banaryos, Commander of the Silver Shields: Banaryos carries the traditional weapons and armor of his peltast regiment and refrains from spe-

cial, decorative armor. Among his personal retinue is a full Rune priest of Yanafal Tarnils.

The Occupation Forces Now Present

The original invading army was much larger than the present remainder, but the difficulty of providing food caused the others to be sent home. The area has been so peaceful of late that it seems likely that even these troops eventually will be sent home, if and when the army command remembers they are here.

Three regular army regiments are stationed in Prax, plus a number of mercenaries. The regular army units include the Marble Phalanx, a heavy infantry unit composed of hoplites; the Silver Shields, a medium infantry peltast unit; and the Antelope Lancers, a heavy cavalry-mounted regiment which rides large sables similar to those of Prax.

The mercenaries include a contingent of dragonewts (who rotate from among those living in the Rubble), native sable warriors, and the zebra people. Smaller bands are hired on a contingency basis.

Most of the soldiers in these units are stationed up and down the valley in small forts or on patrol. Only about a third of each regiment remains in the city at a time. They live in the established barracks, or are scattered about in rented flats, temporary barracks, or with friendly citizens who volunteer for the duty.

Another third of each regiment could reach the city within 36 hours. A regiment would be up to full strength at need within a week at most. Thus, there could be a full force of the three regiments, plus mercenaries mustered at Pavis within a week's time. Given that time, any besieging force would be opposed by about 4000 men, including those militia the city itself could muster.

CIVILIAN ADMINISTRATORS

Jotoran Longsword, Chief Administrator of Pavis: Jotoran was appointed by bureaucracies within the Empire, and is a mismatch for his leader,

Sor-Eel. Jotoran scorns the barbarians he administers and is tyrannical in his pursuit of Lunar interests in Pavis.

His position is unofficial; he is but an advisor to the Mayor of the city. However, he is also in charge of food distribution records, taxes from the salt mine, and prizes from the Rubble, and gets reports from the Constable of the City.

Jorjar the Quick, Constable of Pavis: An old friend of Jotoran, Jorjar brought his troll friends to the city from Adari, where he had been living. His position is appointed by the mayor. Brygga appointed him shortly after she was elected.

THE LUNAR TEMPLE

The religious affairs of the Lunar Empire are beyond the hands of its domestic and military rulers. The temple of the Seven Mothers at Pavis is not responsible to Sor-Eel or any of his lackeys. However, they are wise enough to cooperate with each other and prepared to deal with political machinations as a way of life.

Seven Runemasters, six priestesses and one lord, are part of the temple administration. Some of these have civic duties as well. Those duties count as part of their temple-work times.

Porusa the Patient, High Priestess of the Seven Mothers (Pavis Temple): Porusa is an old, patient woman whose origins lie in the Deezola subcult. She enjoys her job, tries to avoid politics (but is a willful defender of the Lunar way), and is experienced in dealing with others of her station.

Tala Errio, Rune Priestess of the Red Moon: A sacred woman, Tala is kept isolated from the mundane. Pampered and idolized, she prepares for the momentous hour when she weds Pavis, the god of the city. She received her orders from the Red Emperor himself and is aloof from all affairs, though she is the subject of immense speculation and gossip.

Hetaera Thessen, Rune Priestess of Irrippi Ontor: Devoted member of her cult, Hetaera's duties have taken her into the realm of law, and she sits upon minor city committess as well as observing her temple duties.

Berene Pavalava, Rune Priestess of Teelo Norri: Called Mother of Mercy, this priestess lives in the tiny temple in the poor part of town, Riverside. She is an ascetic holywoman with a keen eye for other people's magic. She also serves in the main temple on holy days.

Harnasti, Priest of Deezola: Harnasti is a native of Pavis who quickly took to the Lunar way and proved his worth to the cult. He is famed as a healer and generous in the proof of the value of his belief to other Pavisites.

Pharnastes Rugbagian, Rune Lord of Etyries: This merchant came from a

Tarsh trading family established here with the first wave of settlers. He now bargains for the temple and is a good friend of the High Priestess. He is happy to do service which will derive such monetary benefits for his cult, empire, and family.

Valerina the Peddler, Rune Priestess of Etyries and High Priestess of the Market: A native of distant Dragon Pass, Valerina was a merchant's daughter who found her trade (as did her goddess) in the light of the Red Moon. She is fair and wily, as are all merchants, but takes no pleasures in baiting merchants of other faiths for their beliefs.

PAVIS TEMPLE

For the first time since Jaldon bit away the city wall, the Pavis temple has a full complement of Daughters and a High Priest Son. As often in the cult's history, most of the "Daughters of Pavis" are actually male.

Benderri, Son of Pavis: The High Priest of the temple is an old man now. He is the priest with which everyone is familiar and the political head of the temple. He lives at the New Pavis temple and sits on the city council, where he attempts to maintain his city's rights within the Imperial domain. He is be-



lieved to favor the approaches of the Lunar priestesses wishing to marry Pavis into the Lunar pantheon.

Fleeter Nemm, Daughter of Pavis: Fleeter has the second highest seniority in Pavis and holds the rank of chief priest. He is Benderri's obvious successor. He sits on several judicial panels and works closely with the Lunar authorities. He is known to have sponsored several expeditions into the Rubble to rescue artifacts of bygone glory.

Ginkizzie, Daughter of Pavis and Flintnail: The leader of Dwarf town, Ginkizzie is a dwarf of great impor-

tance. He is a priest both of Pavis and of Flintnail, and spends most of his time over his forge in the dwarf tunnels. However, he always shows up to perform his temple duties.

Bendrath, Daughter of Pavis: Bendrath is a new priest, an adventurer originally born in Oldtown in the Rubble and who had spent most of his life in the Rubble. He is devoted to the resurrection of the Rubble to restore the glory of Pavis of old; he is generally found in the temple in Real City.

Cyrilius Harmonius, Daughter of Pavis: Cyrilius has risen quickly to priest-

hood in Pavis, helped by his extensive connections with the Lunar government. Cyrilius is a true Pavisite, but he spent some time in Lunar-controlled Dragon Pass and returned with the Lunar army. As a Pavis initiate, he worked for the temple on a full-time basis and became a first-rate mason. Benderri and Fleeter Nemm could do little but induct him into the priesthood when he became eligible.

Currently, Cyrilius supervises the temple areas of the zebra pens and barns in Zebraside. His work crew augments the constructions in Zebra-



side and makes the pens more defensible. The trolls are rightly nervous about this development, feeling that there are too many human-fortified areas in the Rubble already.

Cyrius is also the main liaison with the Pavis Royal Guard and the Zebra tribe of Zebra Fort.

Bilkar, Daughter of Pavis: Bilkar is the son of an old Real City family from the Rubble. His devotion to Pavis is unquestioned, but he gained his position through steady, painstaking work, rather than talent, natural ability, or political pressure. Though senior to Bendorath, he has taken a subservient position under him in the Real City temple.

Broosta, Daughter of Pavis: The only actually-female Daughter of Pavis, Broosta is an associate of Lhankor Mhy as well, and spends most free hours in the library, uncovering glories of Pavis' past. She is married to Fleeter Nemm and shares his passion for the past greatness of the city.

THE PAVIS ROYAL GUARD

The Pavis Royal Guard was established when the Lunar conquerors disbanded the Pavis Survivors and drove the ruling family of the Pavis zebra folk out of the Rubble. In their place they raised the bandit Hargran the Dirty, who styled himself king of Pavis (meaning the Rubble) and established the Royal Guard.

The Guard is made up of men from his bandit gang, soldiers of fortune, and a large contingent of Lunar foot and horse soldiers placed there to train the Guard and instill a sadly-lacking discipline.

At this time, the Guard has three branches and theoretically three sub-commanders under Gargran. In practice, Hargran has taken two of the sub-captaincies to himself, and the other contingent is independent from the Guard, owing lip service to Hargran, but reporting to Jotaran Longsword and other Lunar officials.

The Fort Guard: This is the garrison of Zebra Fort: their main function is to collect tolls on the northern bridge and to provide escorts to people wanting to go to the Real City and other locations in the Rubble. Hargran is captain of the fort and lives well on the tolls.

The Zebra Riders: Unlike the Fort Guard, the Zebra Riders are composed of about half Hargran's old followers and half Lunar and adventurer recruits. Hargran holds a ceremonial captaincy of the Riders, but Lunar

lieutenants command their own patrols up and down the river in coordination with other Lunar regiments and mercenaries. The Zebra Riders share the Pavis barracks with other Lunar cavalry, and also have a watchpost on the Zebraside of the Wall.

The Watch: The Watch is both the basic garrison and the constabulary of New Pavis. Theoretically, its members guard the gates, patrol the walls, man the wall forts, and patrol the streets — the first line of defense against attack and protectors of the safety of the residents against thieves and fires. Actually, however, Lunar regulars fill many of these roles, and the watch is presently reduced to street patrols.

The Wall Watch mans the walls and guards the gates. While any member of the watch is eligible for his duty, in practice the ones detailed are retired Lunar veterans and non-coms, who have had a lot of garrison duty already. Units of the wall watch occasionally patrol the Rubble. There they wear scale armor, carry sebra-hide shields, and use whatever weapons they previously employed.

The Street Watch patrols Rich Hill and Downtown singly, Oldtown and Farmers Quarter alone or in pairs, and stays out of Suntown (unless invited) and Riverside (except in platoon strength). They make occasional in-strength patrols to Badside.

Both divisions of the watch (wall watch and street watch) report to the Constable, Jorjar the Quick.

YELMALIO TEMPLE GROUP

Karial the Pure, High Priest of Yelmario in Pavis: Karial seems dedicated enough to his temple and his people, and they like him well enough, but he has no discernible personality. His blandness is so overpowering that he does not sit on the City Council. He has no outside interests.

Haloric Glowbrow, Light Captain of Yelmario in Pavis: This is the person most likely to be seen as commander of this area. He does most of the outside work and is also the commander for the more active members of the community. He commands mercenaries, men, and militia.

Thrandren Clubfoot, Rune Priest of Lorkanos: Lorkanos is the sky god of wagons and hence, by association, movement and trade. Thrandren is a native Pavisite, but was apprenticed to a wagon-merchant at an early age. He is responsible for supplying the Suntown neighborhood, and performs the necessary dealings with outsiders

competently, if without verve. He is assisted by Durdath, his stooge.

ASSORTED OTHER PERSONALITIES

Krogar Wolfhelm: This distinctive figure is usually found either at Gimpy's, where he maintains a room, or at the Humakt temple where he teaches all forms of swordplay. He is, in fact, a Wind lord and priest of Orlanth Adventurous, for which he makes no apology. He has even taken over for Faltikus at ceremonies (some say over Faltikus' objections), particularly on the Orlanthi High Holy day (Storm/Movement/Windsday).

Krogar Wolfhelm always wears the distinctive headgear which gave him his name and generally wears a light hauberk of iron chain as well. As is the right of any weaponmaster, he at all times wears at least one of the weapons he teaches.

Krogar is known to disappear into the Rubble at odd times, vanishing for a few weeks, then returning as if nothing had happened. If approached by a friendly cultist, he will be reserved and often helpful. He is polite towards Lunars and trolls, but he is also brief with them. He is tall, broad-shouldered, swart, and pale-eyed. He is said to come from any number of nations, including Sartar, the Holy Country, legendary Ralios, or even the Empire itself. He does not speak of his origins.

Faltikus the Good, High Priest of Orlanth Adventurous and Other Air Deities: Faltikus came with the Lunar armies and installed himself as the ranking priest of Orlanth. It is commonly reported that he is Illuminated, though there is no proof, and he is mistrusted by many of his flock. But, who else is there to go to? The Lunar authorities do not encourage Orlanthi worship, but seem to feel that if it must occur, best that it occur under Faltikus, who is fairly friendly.

Kost the Tracker: This elderly Issaries merchant is the only successful Gold-entongue Desert Tracker in Pavis. He was away when the Lunars invaded, and only returned a couple of years ago. Since then, he has hosted Bison Riders who came into Pavis from Vulture's Country with him. They are young lay members of various tribal cults, getting to know a big city for the first time.

Kost is officially retired from his merchant career and is enjoying his retirement. He seems to have been very successful on his last endeavor, and had much wealth even before that expedition.

Olav Dickin's-son: Olav is known throughout Oldtown, Downtown and Riverside as a gossip and con man. He always has a story to tell. He is particularly well-versed about Griselda's

many hustles, making a fetish of chronicling that lethal lady, and spinning yarns of her to anyone who will listen.

The Great Chart Caper

(a story about Griselda)

If there is one thing of no shortage in Pavis, it is charts. In fact, I will guarantee that of any three characters you may meet in the streets — man, woman, or troll — one will have a chart, and at least half of them will give you a story of how this is a clue to some great treasure hidden in the Rubble or thereabouts. Some will be adventurers who aim to go for the treasure themselves and are looking to raise a stake, but others will be offering to sell you the chart at a very reasonable price, and it is a sure bet that more silver changes pockets by selling charts than by following them. Now some unscrupulous persons will sell you charts that they cook up over a mug of ale, and you will be lucky if you only lose your time following them, for such persons have a way of insuring themselves against disappointed customers by charting some very tough spots. But it is a surprising fact that many who deal in charts believe in them, even when it should be obvious to anyone of normal intelligence that they are by no means accurate. Of course, the way I see it, it is that adventurers do not have normal intelligence, or they will not be adventurers, and many of those who hang around adventurers and sell them charts and such are really frustrated adventurers themselves, and dearly love to talk about going after treasure, as long as they do not have to do it.

Treasure Trove Hurbi is such a guy. I know Hurbi since we grow up together in Badside, and always he is hustling some chart. Hurbi is by no means dumb; in fact he knows as much about charts as anyone in this town, and can spot a truly phony one in a moment. But he is daffy about charts, and will spend all he has on them if he thinks they are the straight goods, and will spend days studying them. He is always buying off adventurers and prospectors and such who are selling their map to make ends meet, and always selling them himself, because otherwise he will not eat as well. I wish to say that no one can sell a chart better than Hurbi, for he

always gets carried away while talking the chart up, so that every one is a red-hot certainty to set an adventurer up for life, and when they turn out to be as cold as the Frozen Wastes, as they generally do, no one is more surprised and saddened than Hurbi, for he can really make himself believe in his charts. Sometimes the chart pays off, though never for very much, and then Hurbi gets a little stake, for he will generally take part of his price in a percentage of the pay-off, but he always spends cash right away on the next chart, so he is never holding much dough.

Hurbi is careful about who he sells charts to, however much he believes in them, because some people will be very touchy about getting false information, and he tries to size up his prospects before opening business. So I am very surprised to see him talking with Griselda one night in Loud Lili-na's, and it is about nothing but a chart, for there it is on the table between them. I am surprised, because Hurbi knows as well as I do that Griselda is a doll you must not monkey with in any respect or she will likely carve your ears or worse off, and also I am surprised because I figure Griselda for one smart doll, who will have no truck with such things as charts. Yet there she is listening to Hurbi and nodding a lot, like any other prospect of his when he starts going good, and once or twice she even smiles. Finally she gives him some coins and pockets the chart and goes out very carefully indeed, looking all about as if she expects to be jumped at any moment and keeping her hand on her sword.

When she is gone I go over to Hurbi and say, "Every man knows his own business best, Hurbi, but are you not getting in over your head selling a chart to Griselda?"

"But I do not sell her a chart," he says. "She wants my professional opinion on this chart she has, and pays me for it, though I am glad to do it

just to see the chart. It is really a lily, and I am surprised she does nothing about it before, for she has it some time."

Now this sounds somewhat familiar to me, so I say, "Hurbi, is this the same chart she shows Lucky Eddi?"

"How do I know?" he replies. "I never see that one. It may well be, but what of it? I remember you tell me that he is quite impressed with it."

"Hurbi," I say to him very patiently, "that chart is part of the plan for setting Eddi up. If this is the same chart, it is likely as phony as a friendly broo."

"No," he says, "it cannot be phony. I will stake my professional reputation on it. It fits in with a lot of stuff I pick up in my career. She is one lucky doll, however she comes by the chart, for I judge that the treasure it points to is worth hundreds of thousands at the very least, if she handles it right."

Now Hurbi is speaking quite loudly by this time, and at this many ears prick up around Lilina's and, before you can say Orlanth Adventurous, Hurbi is surrounded by adventurous types offering him drinks and even money in their wish to know more. But Hurbi puts them all off.

"It will be unethical to spread details around," he says, "and besides, Griselda may not like it."

At this, a big tough doll who just gets into town as a caravan guard and seems a natural Storm Bull type, what with drinking ale by the cask, belching freely, and smelling high enough to be noticed even in Loud Lilina's, laughs and says, "I cannot see much to that little snip."

Just for a moment there is a silence as everyone looks at the door, and then we all start to fill this doll in on the details of Griselda's career as known to the public, and when we get through the doll has less to say, and seems rather thoughtful.

Well, the story is all over town before nightfall, and you can take your pick which version you wish to believe, for there is plenty that Hurbi never mentions, such as that the treasure is a cache of truestone. It is really quite surprising how fast everyone seems to be talking of nothing else but the chart, and what Griselda will do with it and so forth. Now when a story gets as well-known as this, it is bound to come to the ears of big shots of all sorts — in the government and the temples and the Rubble and even the tribes — and it is generally reckoned that Griselda will have to move very

carefully, for when such large sums are involved even high-ups who are supposed to be strictly legitimate and law-abiding can lose their scruples. And indeed, Griselda is hardly seen after this, and pretty soon she and Wolfhead and his best men drop out of sight altogether. Some figure that they go for the treasure, but there are plenty of other stories. You can hear that Griselda gets patriotic about the home of her ancestors and donates the chart to the temple of Pavis, which sounds as likely to me as that she decides to become a Healer, while others say that she sells it for a nice price to Javis Gan, or Rurik the Rune lord, or a queen of the Sables, or any one of half a hundred others. There is also a story that a Lunar in the government whose name is Halicon or something and who is by all accounts a most obnoxious young creep, calls in Griselda and makes her an appealing offer, which is to pin several raps on her unless she hands the chart over.

Now, nobody knows which story is true, and if Hurbi knows anything about it he is not telling. But it gets difficult to find Hurbi, too, though there are reports that he is seen with all kinds of important characters. One day I run into him, and he is looking most busy indeed, and I ask him if he is not getting involved in something dangerous, but he just smiles.

"Don't you worry about me," he says. "I have my friends. If all goes well I may get out of this town at least, for I am tired of living on the edge all the time." And though I press him for details he will not say any more, but goes off into the temple of Lhankor Mhy.

By and by there is word of much activity such as precedes important expeditions into the Rubble, and pretty soon the word is that such set off. Now Rubble expeditions do not set off when just anyone can see them, in case curious citizens will wish to follow, but it is certain that they do go, for stories start to get about, and said stories match up. For a while it seems, if only half is true, that there will be a war there, for Lunars, and Orlanthi, and Humakti, and Storm Bulls, and Yelmalo Light Sons, and Pavis cultists, and the different bunches of Lhankor Mhytes, and I do not know what all else, all are reported to be after the treasure in Griselda's chart. But it seems that the parties mostly wind up in different places, and when they meet they play it cool, for such tough characters have respect for one another and wish for no unnecessary heat, so nobody gets hurt much, but no-

body comes back with any treasure. After they all get back, there is plenty of heat around town, with everybody looking for Griselda and Hurbi high and low, but they are not to be found, and it is all a great mystery.

Some guys figure they are smart and say they know all along that something smells, and it is nothing but a plot to shake down the whole of Pavis, but I cannot believe Hurbi will have enough brains to be party to such a plot.

Just when the excitement is beginning to die down, who swaggers into Pavis with a bunch of Sable nomads but Griselda, Wolfhead, and Wolfhead's three best men, and I see them come in. The Lunar sentries stop them at the gate and will not let them in, and they seem most surprised at this treatment and are beginning to utter loud complaints about such impeding of citizens performing their lawful business, when this Halicon guy comes up, looking so warm you can light a torch from any part of him.

He points straight at Griselda and yells, "That chart is a phony, and only that I am so lucky, I might not have got out safe. I will see you in jail until you rot and decay away."

"What is all this about?" says a new voice, and we see the count of Prax, who is also the governor of Pavis, coming down the street with a gaggle of guards.

Well, the Halicon guy seems somewhat disconcerted, and is starting to get something out when it seems like half of Pavis arrives on the scene, and all the priests are yelling for justice from the governor, and it is clear they wish for justice against Griselda. The governor cannot seem to make head or tail of what is occurring, so he orders that all move to the courtyard of the Seven Mothers temple, where he will hear about the whole business. So everyone goes along, and I squeeze in, too.

Griselda then explains to the governor that she and Wolfhead and the others are with the Sables for maybe ten or twelve days, and know nothing of what comes off. Anyone can see the governor takes quite a shine to her, though he must know her reputation. But nobody who sees her there, only about knee-high to the guards and as pretty as they come, will believe she is a hard case. Anyway, he smiles at her very pleasantly and then asks the Halicon creep what his complaint is. Halicon claims that he gets a chart off Griselda and that it leads him and his party into great danger, and that if

they only come out a little frayed around the edges it is no thanks to her, and that it is all a plot against a loyal servant of the Lunar empire to set him up with a phony chart. But before anyone else speaks, the Storm Bull representatives roar with laughter and one yells, "Of course the chart is phony, Mother-lover! We have the genuine chart."

"I always know you Storm Bulls are dumb," says a Lhankor Mhy sword sage. "We have the true correct chart."

And then they all begin to claim that they have the genuine chart, and there is much confusion. Finally, the governor gets quiet restored and tells Griselda to explain these charts. But she looks quite bewildered and says, "I cannot do this. I will be quite frank with you, sir. Your subordinate pressures me to hand over the chart, so I decide I will put a spoke in his wheel and have Hurbi make a copy that will leave out some important detail. It is a beautiful copy and looks quite genuine."

"Then who has the genuine chart?" says the governor, with a stern look at the Halicon guy, who looks ready to jump over the moon.

"Why, Hurbi must do," says Griselda. "I have him keep it because I believe no one will figure him to have such a valuable thing, and he will not dare to use it himself or cheat me by selling it."

"But we buy our chart from Hurbi!" a Storm Bull shouts, and then all start yelling the same thing. The governor finally makes out that Hurbi sells everyone a chart, claiming that this is the correct one, and he is commissioned to sell it by Griselda, and that he is selling fake charts to others to throw them off the scent, because there is so much interest in the chart. So nothing will do the governor but to have Griselda look at all the charts and say which is genuine, but she says that all are copies which leave something important out, or even a whole lot, and seems very puzzled. Suddenly, Wolfhead slaps his thigh and bursts out laughing.

"Hurbi plays everyone for suckers," he cries, "including you, Griselda. He cooks up this scheme and goes off with the genuine chart. I never think he will have the nerve."

"He is nothing but a rascal," cries Griselda, seeming very sore, "and I am sorry that he cheats all of you, but you must see that he cheats me, too, and I lose the genuine chart."

The governor says that he is satisfied this must be what happens, and

when some wish to ask more questions he declares the matter closed, as far as he is concerned, and we all go off. When the story gets around everyone is half-tickled to death to see all the big shots taken, and Griselda too. But I am not entirely convinced, for I do not believe Hurbi to be such a guy as will cook up such a scheme and carry it out all on his own, and there are others who say there is more to it than meets the eye, though they cannot say what more if you ask them. Nothing more is heard of Hurbi, though, and soon the town starts talking about more current matters. Then one night I am talking to a Lunar guard, who has some time for me because I once put him onto a good thing in a trollball game, and he happens to remark that the governor seems much more spry these days.

"Of course," he says, "he is rid of that squirt they send from headquarters, the one who tries to shake Griselda down for her chart. We are all glad to see him go, for he is such a guy as will poison your drink to watch you squirm in agony. But the governor is forever throwing parties now, and he is giving the fancy goods merchants plenty of play. Why, only the other day he buys a gold arm-ring with a red rock in it as big as my thumb, and sends it to someone, though I never know he has a doll stashed away here."

Now I will think nothing of this if I do not remember seeing Wolfhead and Griselda going into a discreet establishment very dissimilar to Loud Lilina's, where such characters can go if they want to spend plenty of dough on a good time, and they are all dressed up in their best, and Griselda is wearing just such a ring. Of course, I do not know that there are not two such rings in Pavis, or even three, and if Griselda is the governor's doll I am a Rune lord, but it makes me think.

Then one night Wolfhead and Griselda drop into Lilina's for a drink. They seem very relaxed and ready to chat with one and all, and eventually the big Storm Bull-type doll, who hangs out there a lot and whose name turns out to be Hanafa, has the nerve to ask them if they have any idea where Hurbi is. I make ready to go under the table, for I figure Griselda will not care to be reminded of this matter, but she only smiles a little and shakes her head.

Now this Hanafa seems a rank sucker, and she pursues the topic. "He must make plenty from selling all those charts," she says.

Now Wolfhead grins. "Not so much the way I hear it. To make it all

seem straight goods he takes only some of the price in cash, and asks a percentage of the loot for the rest, the way he always does. It comes naturally to him to do this, and perhaps he even gets to believing in his own charts."

We all have a laugh at this, and then Griselda says, "It may add up to a fair sum at that, but surest thing you know he spends it by now on another chart."

Everyone laughs even more, but this Hanafa has great difficulty in keeping her mouth shut. "But what about the genuine chart?" she says. "He has that, doesn't he?"

Now at this Wolfhead and Griselda look at one another and they sigh.

Then Griselda turns to Hanafa and looks her slap in the eye, and first puts her finger to her lips, then draws it across her throat, and she is smiling just a little all the time. Hanafa swallows so loud you can hear it across the room and buys them a drink real fast. Then she seems to remember an appointment for which she is already very late and departs. The subject never comes up again, for it is clear that Wolfhead and Griselda do not want it spoken of. In fact, if you mention a certain chart, or Hurbi in many places in town for quite some while after this, you must be capable of running very fast indeed.

Gimpy's

The tavern called Gimpy's was founded some five years before the Lunar invasion, when three adventurers were brought out of the Rubble by their comrades. Each had lost part of a leg, but the party as a whole was rich.

The three amputees found no one to use powerful magic to restore their limbs, so they retired from the adventurous life and bought a tavern from its previous owner (who had called it "The Temple", so customers could tell their wives that they had been "down to the temple" when they finally staggered home).

The three new owners attempted to maintain the old name, but their customers found their similar problems so amusing that Gimpy's became the name of choice. Even the owners agreed: they took down the signboard of the Pavis temple and put up one showing a peg leg instead.

The three former adventurers are still the proprietors of Gimpy's and at least one will be found in the common room when customers are there. The three proprietors are Morey the Short, and the brothers Parzel and Miltrey Post.

Clientele

Gimpy's is an adventurers' tavern, attracting every sort willing to set old grudges aside for a few hours. For instance, one might see Yelornan shield maidens and Zorak Zoran berserks in the common room at the same time, albeit at opposite ends.

Griselda and Wolfhead were seen at Gimpy's before their latest escapade, and Krogar Wolfhelm, an Orlanthi who teaches swordplay at the Humakt temple, maintains a room upstairs.

Lunars such as Derenx the Handsome and Jorjar the Quick come occasionally, usually when it is known that a particularly favored entertainment, such as the Minstrels Three or the Blonde Piper, is performing.

The conversation is of adventuring, and the owners encourage such talk with tales of their own adventures on Temple Hill. Many adventuring bands recruit from the common room, and many adventurers looking for a place in a warband come here for exposure. Fights are common, but not encouraged, and general brawls are forbidden. The occasional petty fight, such as the one where Ruric Runespear is said to have gotten his first taste of blood, are less common with the now somewhat higher class of customer, but they are not unknown.

LAYOUT

To get to Gimpy's from Salt street, one must enter the archway on Salt street with the pegleg sign over it and descend a flight of stairs into a tunnel which continues toward the Great Wall for about ten meters, then ascends again. At the top of the stairs is the common room of Gimpy's, which generally has a population of a dozen adventurers and a couple of serving girls, plus at least one of the owners.

This entrance is in the wall facing Salt street. Opposite the entrance is the east wall of the tavern, which is itself built up against the great wall. Between the entrance-side wall and Salt street is a courtyard, which can be reached only by going through Gimpy's or by climbing over the Salt street wall. In the courtyard are benches and

tables, and it is used as the eatery known as the Open Kettle. There is always a rich stew available for a nominal sum.

Rumor has it that the stew comes from a magical artifact the owners and their friends took out of Temple Hill, but the proprietors do not say.

The ground floor consists of a common room and a side kitchen from whence comes the stew for the Open Kettle.

Upstairs the three owners each have a room, and one is leased to Krogar Wolfhelm. Four other rooms, each with its own chamber pot, are for rent. Usually at least two of these rooms are occupied.

Gimpy's basement is known for two things. First, its wine cellar and beer kegs are filled with good, if not exotic, wine and beer which is sold at reasonable prices.

The other claim to fame for Gimpy's basement is the tunnel which runs under the great wall into the Rubble itself. The end of the tunnel opens up to the south of the zebra pens, and watchers there keep an eye on it, having been paid to do so by the owners at Gimpy's. These watchers are also regular guards for that side of the

zebra pens. In the basement annex, four adventurers are always on guard, encouraged by a generous stipend from the management, and fortified by all the beer and stew they can consume while off-duty.

First-time adventurers are usually disappointed to find that one of the four guards is also in the employ of the Lunar empire, and is in charge of filling out the Lunar forms necessary for an expedition into the Rubble. The Lunar forces are well-aware of the tunnel, and of a couple of others like it elsewhere, and they guard them just as they do the Peoples Gate and the gate through the Pavis temple. The zebra clan guards on the other side of the wall will let adventurers back into the tunnel for a small charge.

There are rumors of sub-basements beneath Gimpy's, with secret meeting rooms and yet another, unofficial, tunnel big enough to pass horses through, but this is unlikely: how would one bring the horses into Gimpy's, up and down all those stairs?

NOTED RESIDENTS AND CUSTOMERS

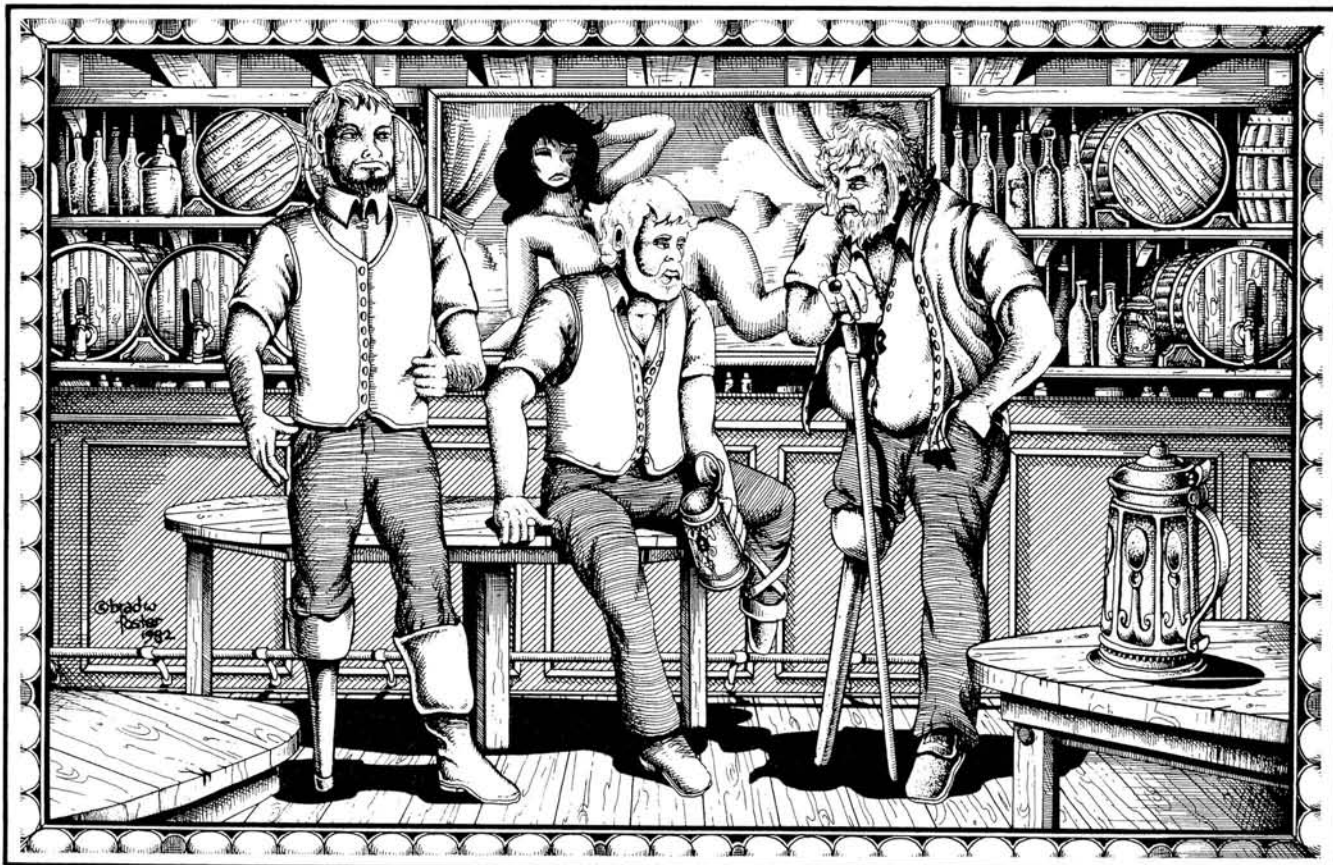
The place attracts noted individuals. Both Fleeter Nemm and Bendrath of

the Pavis temple come by often; the weapon master known as Garrath Sharpword is a regular. Shalmar goes there looking for students, and Filbar has a regular table which he insists on having when he comes. Backhus the Wolf drops by.

Of the town council, Kalf Haldelson is a regular, as is Derenx the Handsome. Kolli the Portly appears when he wants to talk and yarn with his old comrade, Parzel — one of the inn's owners.

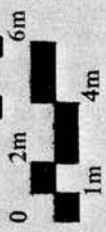
The clientele is not the most powerful in New Pavis. People like Byrgga, Benderri, Sor-Eel, or Jotaran have higher-class places to attend. But riffraff and known criminals are kept out, and the food and drink, while reasonably priced, is not given out on credit, so that the poorest members of the community are excluded.

There is no restriction as to race; trolls and dwarfs are welcome, as is the occasional elf. This has led to some confrontations, but the owners are adamant in their policy, and Krogar is sufficient to keep the peace. Racial, political, or social differences occasionally erupt into duels, but the principal atmosphere at Gimpy's is good-natured revelry, with islands of quiet talk and contemplation.

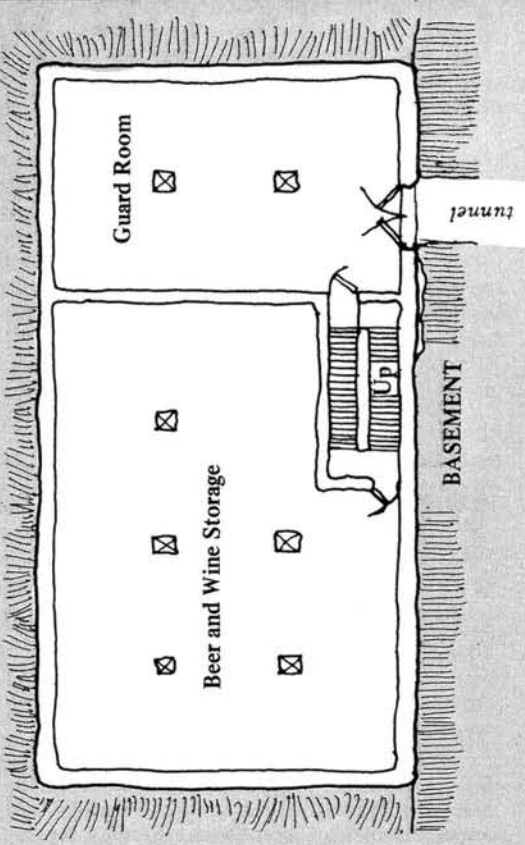
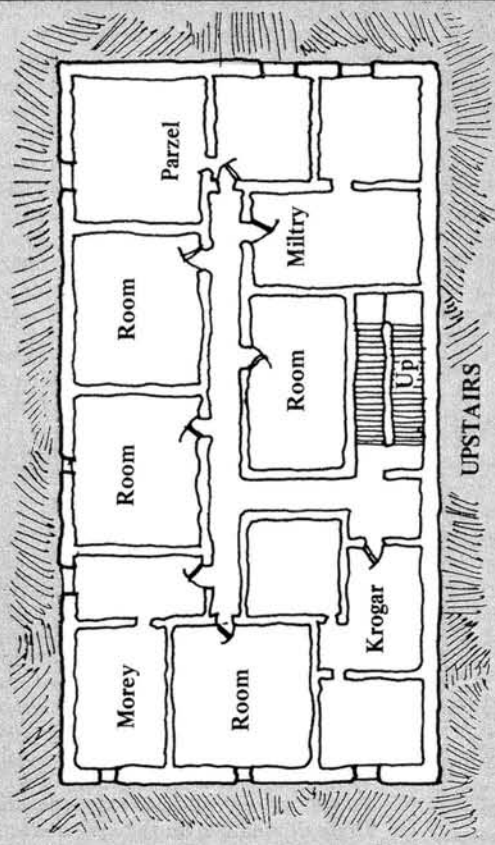
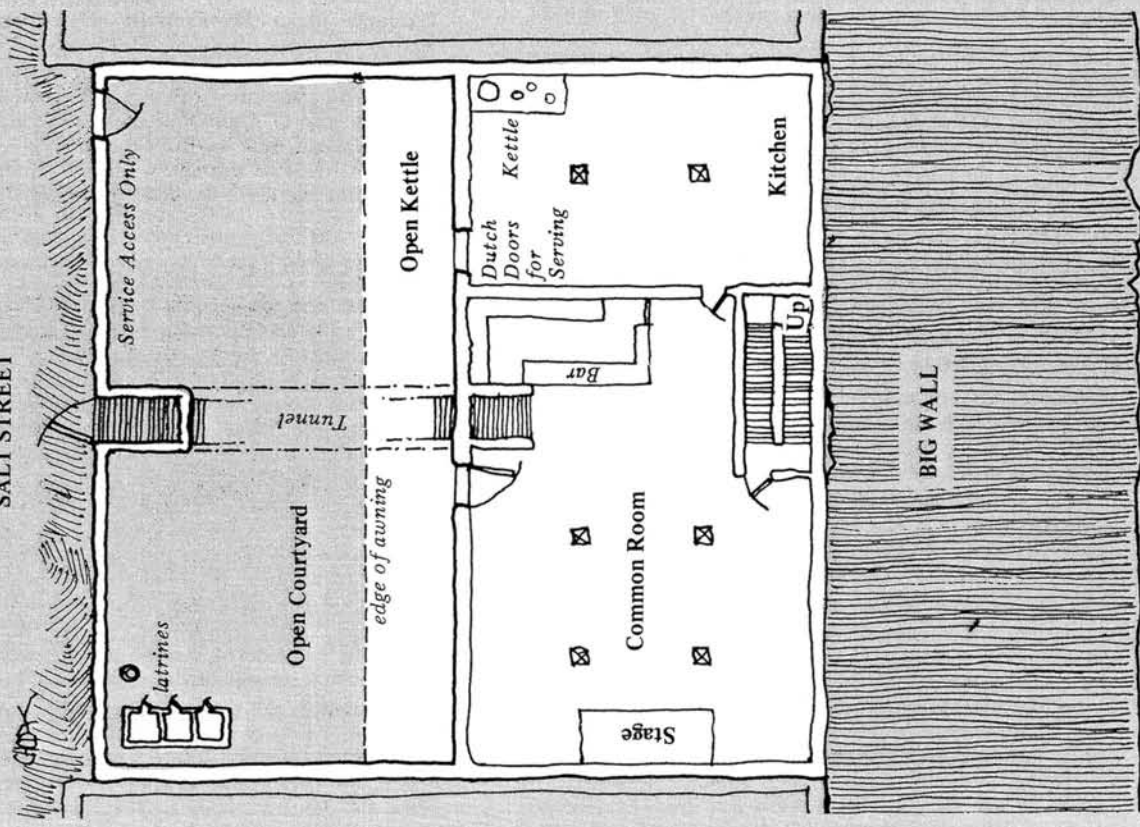


Gimpy's

A 2-STAR INN FOR ADVENTURERS



SALT STREET



CULTS OF PAVIS

Flintnail

MYTHOS AND HISTORY

Before Time, Flintnail was simply one of the Mostali, partaking in Mostali activities with all the other Mostali, and barely managing to survive the destruction of most of the others. There are no stories of Flintnail's Godtime doings outside of the temple sanctuary.

After Time began, Flintnail proved to be a rogue who refused to follow the rockbound Mostal way. The new cyclic nature of Time fit his ideas of the universe and, while still respectful to his father Mostal, he took every opportunity to explore the surface world and the ways of the men who inhabited it.

He put his Mostali knowledge to work as a craftsman, and won great respect as a metal worker from the humans of the First and Second Councils. It is said that Flintnail taught many tribes of men how to work metal, and he never denied this.

In the Second Age, during the time of the Empire of the Wyrms' Friends, Flintnail became prominent. With many of his kinfolk he journeyed from Shadows Dance to Pavis' current location, following the Faceless Statue as it marched to Pavis' command against the animal nomads of Prax. The statue died after defeating the giants in their city of Paragua; the dwarfs honored him by converting his substance into walls and structures of the city of Old Pavis.

Flintnail himself soon left Old Pavis. Before he did so, he married one of Pavis' daughters and together they made a son, who grew up to become the first high priest of the cult of Flintnail in Pavis.

Flintnail was never again seen in Pavis, but he is still supposed to live at least partially on the physical plane, and he may be the famous Dwarf of Dwarf Run in Dragon Pass.

Flintnail cultists believe their spirits enter the project on which they are working at the time of death and refer, for instance, to a particular house not in the name of its current resident or owner, but in the name(s) of the worker(s) who died working on it. When a building is destroyed, the Flintnail spirit goes to join his master and is eventually returned into the body of another descendant of Flintnail, to attempt to build another, more glorious structure. The station of the spirit's rebirth will vary; more exalted stations are reserved for those who gained great glory, recogni-

tion, and durability in the persona of their previous edifice.

The Runes of Flintnail are Stasis, Earth, and Harmony.

NATURE OF THE CULT

This cult of the builders and maintainers is a political mainstay of the cult of Pavis and the two support each other. As long as there are builders and maintainers in Pavis, there will be a Flintnail cult. Within the city of New Pavis, membership in the Flintnail cult is prestigious; there is always a Flintnail member on the city council. Outside the city the cult has no power whatsoever.

Uniquely for a dwarf-related cult, Flintnail practices tolerance for elves. Individual members of the cult have forgotten this tolerance without retribution, but it is a basic principle, because Pavis was half-elfen, and his daughter was the wife of Flintnail. Like Pavis, Flintnail has little liking for Storm Bull worshipers and Kyger Litor, though nomads are accepted through necessity. Trolls are feared at times, but usually tolerated, following the example of the Pavis cult.

ORGANIZATION

Flintnail's cult is confined to the city of Pavis, both inside and outside the ancient walls. All small temples within that area owe allegiance to the temple of the High Priest, which is in New Pavis. The cult of Flintnail has one High Priest and several other priests, any of whom may be of Chief Priest status. Until the influx of the Sartar settlers, the cult was fortunate when it happened to have one High Priest (whether or not it had any others), but now the relative peace of New Pavis has allowed for a higher population of priests than the cult has ever known before.

The center of power for the cult at this time is its main temple in New Pavis. However its holy places are three in number. One is the former Flintnail temple in the Pavis Rubble near Temple Hill, where Flintnail took Pavis' daughter to wife. A place of strange magic, cultists frequently pilgrimage there, despite proximity to troll territory.

The second is the Great Throne in Shadows Dance. The cult may still possess the secret of controlling the Faceless Statue, and if another should appear on the throne, some say that the cult would be ready. Every year, at least one initiate of the cult makes the pilgrimage to see if the Throne has once again been occupied.

The third holy place is Dwarf Knoll, a place of magic on the plains of Prax. It is reputed to have been a dwarf city in Godtime, and there still may be dwarfs in residence. In any case, it is a danger-fraught journey for any Flintnail cultist, for the knoll sits in the middle of the Long Dry, and the territory is constantly patrolled by the perpetually warring tribes of Prax.

The High Holy Day for this cult is Clayday of Stasis week of Earth season, and they have regular holy days on Earth day of Stasis week and Harmony week of each season, as well as the Claydays of Sacred Time.

LAY MEMBERSHIP

Any being can become a lay member of this cult so long as they live either in New Pavis or the Rubble and are concerned with building and maintaining the city. Lay members are expected to participate in the building trades and support the associated cult of Pavis in all things. They must sacrifice one point of Power per season in worship. There are no other demands on lay members.

Lay members serve as apprentices and journeymen to the cult initiates and masters. Lay members can find employment as builders through the cult, which acts as a clearing house for those wishing to work and those needing builders. There is much ritual connected with this, a hold-over from the days when human or dwarf builders in the Rubble had to watch out for the predatory trolls and bandits.

Lay members can get training at one-half normal cost in the skill of masonry, armor making, and weapon making. Lay members can buy the spell of Glue for only 500L per point.

INITIATE MEMBERSHIP

A candidate for initiation into this cult must be either dwarf or human. A few ducks have been allowed the status, but no other races have been admitted. The candidate must also have been a lay member for at least five years, and be a master of at least one building or armoring skill.

Besides the usual obligations of worship and incidental service, the initiate must spend at least one season a year in direct service to Dwarf town. Dwarf initiates maintain its corridors and halls and learn further building skills. Most human initiates rapidly grow oppressed by the low ceilings, poor light, and small rooms of Dwarf town, and perform alternate service by working with the Rubble Trekkers (see Miscellaneous Notes). Initiates are expected to join the city militia and to be prepared to drop everything to fight off attack by troll or nomad, and to never accept either as overlord of Pavis.

Initiates are the construction bosses and armorers. They receive free any further training desired in armoring, in return for spending an equal amount of time providing armor and weapons (at the initiate's expense) to the Rubble Trekkers. They will also receive free training in axe and warhammer, for the same deal.

Initiates may learn Ignite, Extinguish, and Repair for half price. All initiates of Flintnail may live in a room in the Dwarf town tunnels, but humans rarely take advantage of that.

RUNE LORD MEMBERSHIP

The Flintnail Rune lord is expected to be at 90% with at least two forms of armoring; at masonry; at axe, warhammer, or crossbow; and at either Spot Traps or Disarm Traps.

Due to the small membership of the cult, a Rune lord must perform a major deed for the betterment of Pavis before he may attempt to gain an allied spirit. The cult spirits have an INT of 3D6 and a POW of 3D6 as well. Because of its connections with other dwarf cults, iron is usually available for a beginning Rune lord.

Rune lords of Flintnail are the guardians and trainers of the cult. They lead the Rubble Trekkers. No Rune lord may venture away from Pavis and its connecting tunnels for any reason. When missions are essential to be performed in distant places, priests and initiates are sent instead.

Like initiates of Pavis, Rune lords of Flintnail are always aware of all compass directions while in the Rubble and New Pavis. This is part of the original enchantments which established the great walls.

RUNE PRIESTHOOD

As representatives of a tiny cult, only Chief Priests may have allied spirits and benefit from a better Power gain roll. Normal priests get neither, but can gain reusable Rune magic. A priest is unlimited by Dexterity in training or experience with any cult-related skill. Non-cult DEX-based skills are limited to DEX x 5 or less as a percentage.

Flintnail priests have access to all standard one-point spells, plus Extension II, Dismiss Medium Elementals, and Summon Small and Medium Gnomes. One-point stackable spells may not be stacked higher than two points per casting of the spell.

Divine Intervention for priests of Flintnail is stackable, but it may only be used in increments of 5 points at a time. This is explained later, in Miscellaneous.

Cult Special Rune Spells

MOLD ROCK: 1-point spell, duration 15 minutes, range self only, reusable, non-stackable

This spell allows the priest to use his hands like hammers, chisels, and files, to shape rock into appropriate shapes. This can be used even on properly prepared truestone or adamant, but a successful Divine Intervention must usually be cast at the same time.

SHAPE METAL: 1-point spell, duration 15 minutes, range self only, reusable, non-stackable

This spell allows the user to use his hands like hammers, forms, and drills to shape metal into needed forms. It is equally usable with any metal, including Rune metals and iron. If the metal is hot, the user will take no damage.

SUPPORT: 1-point spell, duration 24 hours, range 160m, reusable, stackable up to 4 points

This telekinetic spell will hold up any wall section with a volume of 54 cubic meters or less (per point of spell), so that work can be done on it. While the spell lasts a day on an upright wall, the spell will not hold a wall section at an angle for more than 15 minutes.

WARRIOR OF STONE: 2-point spell, duration 15 minutes, range touch, reusable, stackable up to 3 times

This spell animates a prepared statue of stone and metal by putting a gnome spirit into it. One use of the spell permits a small gnome to inhabit the statue, two uses permits a medium gnome, etc. Of course, Flintnail's cult has use only of medium and small gnomes. The statue may be no more than SIZ 20, and must be perfectly formed, usually with the Shape Metal or Mold Rock spells. The statue will have a DEX of 1D6, and a STR equal to that of the inhabiting gnome. The statue's CON will be equal to the gnome's hit points, and the statue's armor will be equal to the sta-

tue's SIZ. The statue will have the INT and POW of the gnome, and will take as long as a gnome to understand orders and act on them. It has a chance to hit equal to 05% plus the gnome's attack bonuses, and does damage equal to its damage bonus (if it lacks a damage bonus, it will do no damage, but will still be capable of movement, etc.) The statue's movement class is 3.

The statue may be made using the Mold Rock and Shape Metal spells long before the warrior is activated. Flintnail halls are full of waiting statues.

SUBSERVIENT CULTS

Shelbaris the Fair was the daughter of Pavis whom Flintnail took to wife. Legend is not clear whether or not she left Pavis with Flintnail, but their son stayed to found the cult. Shelbaris acts as the cult spirit of retribution. In action, she always moves any tool an apostate lays down, so that it never will be where he put it before. She keeps this up for days at a time, leaving the victim alone for awhile, then resuming the practice when he least expects it. Most members with the true Flintnail spirit quickly return to the fold; true apostates find it easier never to practice any of their Flintnail-learned crafts again.

ASSOCIATE CULTS

The Flintnail cult is actively associated only with the Pavis cult. They have a close kinship; a member of the Flintnail

priesthood is always also a Daughter of Pavis. Through that priest, the Flintnail cult has access to all Pavis Rune magic.

Flintnail is, by its very nature, associated with the Mostali cult. However, Flintnail's penchant for humans and his proclivity for giving wondrous gifts to human supplicants has effectively barred his cult from direct dealings with most Mostali and dwarfs. The Pavis dwarfs are considered to be apostates by nearly all other dwarfs. The tunnels in Dwarfstown of New Pavis are rumored to lead to such dwarf strongholds as Dwarf Knoll and Greatway, but no Flintnail member, dwarf or human, has ever confirmed this, and known actions of cult members seem to contradict this rumor.

MISCELLANEOUS NOTES

Divine Intervention

Divine Intervention is not easy for a god as minor as Flintnail. Further, Flintnail's personally whimsical nature adds to the difficulties for cultists. Divine Intervention for a Flintnail cultist, whether initiate or Rune lord, has only a 50% chance of working properly. Priests, as mentioned earlier, must try for Divine Intervention only in units of 5 points at a time. If a call for Divine Intervention is actually answered, it is almost always with a gift, one of great mechanical or alchemical potency, usable once. The gift will appear at the feet or in the hand of the person need-

Lanbril

MYTHOS AND HISTORY

Lanbril was a son of Grandfather Mortal. In Godtime, humans came late among the other gods. While he claimed to be equal to the other gods, they rejected him as inferior because his father was killed by Death, the first sword.

Lanbril was enraged, and the rage warped his soul. If the other gods held him to be inferior, let them so believe. He would excel, and the excellence would be his own, something to be cherished because of its very privacy. Lanbril studied the ways of deceit, and perfected the techniques of seeming not to be doing what he was indeed doing. When other gods worked with magic and power, he rejected these in favor of physical skill and covert manipulation. He cultivated Disorder, and worked to attain the illusion that all was right until repair was impossible and he had made his escape. Through his mastery, he stole Rune spells belonging to the other gods, but despised some powerful spells as of no use to him. (It is speculated that the higher magics were too powerful for one who was practically a mortal human.) Lanbril did invent a magic of his own, to confound the pursuit of his victims, and to confuse those suspecting his presence.

After a while, Lanbril's mad influence permeated the world. Some devout cultists go so far as to state that this influence inspired Eural to help Orlanth in stealing Death from Humakt. This story is rejected by most theologians. During the Darkness, Lanbril taught mortals to survive by skill and cunning, and by watching out for themselves first. In historical times, thieves and other self-seeking scum plague all communities, following Lanbril's path.

Lanbril's gift is to help the guilty to avoid punishment, including death. Death is the final escape — punishment will not follow a Lanbril cultist past the grave, and Lanbril

will ensure that the soul gets back into circulation, someday.

Lanbril encompasses the Runes of Mastery, as king of thieves and the exaltation of skill; of Disorder, practicing his trade regardless of consequences for others; and of Illusion, masking facts which could lead to detection of crimes.

NATURE OF THE CULT

Lanbril is a cult of the criminal underworld in human societies across the world. Trolls, elves, and dwarves do not often embrace Lanbril, but the god is not unknown among these races, especially by those who have been tainted by contact with humans. He is the deity to whom thieves and criminals may turn for concealment and improvement of skills.

Lanbril, the patron of sneaks, criminals, and of the human underworld, is the expression of all egotistical and antisocial acts which must be done covertly. Any being, mortal or immortal, who acts in this manner may come under the guidance and protection of Lanbril. The nature of human society is such that Lanbril always finds followers.

This covert cult exists in natural counterpoise to centralizing and ordering forces in society. The stronger the social order, the better are the chances for the Lanbril thieves. (This creates a natural conflict with Krash, who seeks the replacement of Order with Control.) Paradoxically, the Lanbril gangs often regularize the criminal element. Lanbril cultists do not advertise themselves, and are not known to society at large, except as 'thieves,' who provide training in certain skills. The notorious Black

ing the intervention. Even for enchanting iron or other Rune metals, there is a 50% chance that Flintnail will not lend his power to enchanting a particular iron item, though the cost for the intervention is still only a single point of Power for the Rune lord or priest (the one exception to the rule that priests must spend 5 points at a time).

The Rubble Trackers

Flintnail cultists dream of the eventual recovery of the Rubble and plan to return Pavis to its old glory. To help in this, the cult maintains the Rubble Trackers, a band of adventurers who hire out to adventurer parties as horse guards, guides to well-known trouble or treasure spots, and general explorers.

The cult is picky as to who can hire a tracker. Their main function is to escort the annual pilgrimage from New Pavis to the old temple in troll territory. The trolls have learned to be discreet during this period of pilgrimage, though Zorak Zoran berserks can usually be counted on to attempt to show those trollkin with beards their place. Once in a while a major troll effort is made to stamp out the procession, and there have been a few times when the procession had to be cancelled for the year, but in general, the trolls rarely succeed.

Dwarfstown and New Pavis

Ginkizzie was the king of Dwarfstown when Dorasar arrived with his Sartar settlers. Earlier, Ginkizzie had been dis-

tressed when human riffraff settled the other side of the river in what is now known as Badside (and which deserved the title even then). Dorasar had thought of taking over that settlement and civilizing it until he was approached by representatives of Ginkizzie.

Dorasar moved his people across the river and built his wall around the hill with the dwarf holes. Ginkizzie's people, happy to have their first building project in centuries, helped with the foundations for the Sartarite wall and built the new temple to Pavis, which contains a Flintnail shrine.

Their side of the contract finished, Ginkizzie's people became independent contractors and built other buildings for the settlers, for goods and money.

In the meantime, more and more Flintnail humans left the Rubble and entered the new town, which helped the cult grow to its current size, the largest it has been since the time of Jaldon. Ginkizzie is still the high priest and king of the dwarfs and also serves as a Daughter of Pavis at the Pavis temple. When the Lunar army came, the Flintnail cultists welcomed them at least as heartily as did the Pavis cultists, and built the bridge from New Pavis to Badside for imperial coin. However, dwarfs are more rarely seen on the streets of New Pavis these days, and there are rumors that the Flintnails are re-opening the troll-blocked tunnels to their old hideouts in the Rubble.

Fang of Pavis was actually a Lanbril cultist during part of his mortal term.

Lanbril supports any established legal and economic order which permits proper conditions for his cult. Therefore most rings will not work as revolutionary agents against an established hierarchy. Most thieves are vocally patriotic, and will defend their tribe or town against enemies.

Lanbril likes secrecy, trickery, and treachery to be applied by his followers to established society. Lanbril is not pleased by internecine strife, or violence for its own sake, since many criminal endeavors require precise and trusting cooperation for their success.

ORGANIZATION

Lanbril thieves are organized into separate rings around solitary Rune priests. The priest leads the ring, and is responsible for selection and maintenance of a secure site for the temple. He is also responsible for coordination between ring members, arranging for needed training, for planning special crimes, etc. Although the priest does not normally take direct part in fencing loot, most rings depend upon their priest to ensure proper division of the spoils of their crimes.

Initiates of the cult form the core of the ring, and are the only representatives whom lay members meet. The initiates have a multitude of aliases, appearances, and disguises. The appearances and identities of the initiates and of the temple itself constantly shift. No lay member ever knows which of the gang members is actually the leader, and only the inner few know the full extent of the hideout/temple.

Coordination between rings occurs whenever individual gang bosses see fit to arrange it. Groupings of rings are

usually called families, and these groups may stay together for a long time, or break up immediately after the job at hand is completed. Certain lines of Lanbril priests have maintained criminal families over generations, and even centuries. Rings and families are subject to all the perils of individual temperament which one would expect in an organization of outlaws and the criminally insane.

As there is no one organization of the individual rings, there is no stable hierarchy in the cult of Lanbril. An important family leader might be consecrated Chief Priest, but his term of office would usually be short, limited to the period of personal preeminence. Activities of Lanbril's followers have occurred in many places in Glorantha. Only a stealthy priest would hope to establish a cult shrine near any of these locales, since areas in which such activities have been exposed become more vigilant.

Wildday of Disorder and Illusion weeks are propitious times to petition Lanbril and to carry out great deeds in his name. Individual priests have organized High Holy celebrations on random days having special significance for them.

LAY MEMBERSHIP

Lay membership in Lanbril is open to the whole criminal class of the community in which a ring makes its home. Beginning adventurers wishing to join Lanbril must make their luck roll (POW x 5) to be contacted by a ring member. In *RuneQuest*, this is called the Thieves' Guild, which is another name for the cult of Lanbril.

Well-established adventurers also seek to join the cult, often simply to learn the stealthy skills in which the cult specializes.

Joining Lanbril under these circumstances is largely a matter of perceptive slumming. The adventurer must find

the fringes of the underworld, gaining the attention of local cult members who may eventually invite the potential lay member to join the gang. Just when that will be depends upon the character's efforts and the gamemaster's judgment, but it probably should be more than a week and less than six weeks.

Adventurers in search of a Lanbril contact will probably be victimized by the established thieves, robbers, pickpockets, muggers, and connen of the cult before they attain their sordid goal. If they foil members of the cult, however, they may attract its attention more quickly.

Examination by the ringleader is summarized by rolling the applicant's CHAx4 or less on D100. Success means that the applicant has been accepted into the ring. Failure indicates that he probably will never be trained by the ring in question. The interviews take place during what appears to be a normal barroom conversation (actually with the ringleader or an important initiate). The interviewer conceals the fact that he is actually interviewing at the time. If the character fails his examination, the gamemaster should tell the player that his character is meeting nobody new, and that his chances have probably soured.

A lay member of Lanbril's cult is a member of a criminal ring or family, with all the implications of that status. Loyalty is basic, and an adventurer joining the cult solely to purchase training may find that ties to Lanbril can be more than embarrassing. Disloyal ring members will find that Lanbril's enforcement is nasty and brutal.

The ring will usually arrange subsistence for those members who need it, and will hide wanted members inside the temple for periods of time. Divination Block is rarely cast for a mere lay member.

The personnel of most Lanbril criminal rings includes people who can give instruction in normal and cult specialty thievery skills. Lay members can either pay for instruction at the normal rates, or they can assist in a criminal job as compensation for each +5% instruction. This latter option is only available to lay members who have a 50% or better skill in some useful skill from the stealth, perception, or weapons use categories, for the failure of a lay member at an appointed job may result in the failure of the overall enterprise.

The referee decides which one skill is most useful to the trainee for that particular job. If the skill use roll of the player is successful, then the trainee has done his or her part in the job correctly. If the player fails his or her character's roll, then the player must roll the dice once again and consult the luck roll of the character (POW x 5). If this second roll is successful, then the character's failure to perform his or her part of the job correctly didn't make much difference. If the Luck roll is failed then something bad happened and the character is blamed. The severity of the consequences is up to the referee. In any case, the character will receive no free training and may have gotten hurt or arrested. If the Luck roll is fumbled then something disastrous occurred. Even if the gendarmerie doesn't pick the character up on the spot, the other gangsters are so mad that it will be hard for the trainee to avoid bodily injury or worse.

The following skills from *RuneQuest* are available to lay members at standard prices: Camouflage, Climb, Evaluate Treasure, Hide Item, Hide in Cover, Jump, Listen, Lock Picking, Move Quietly, Pick Pockets, Spot Hidden, Spot Traps, Trap Set/Disarm. Lay members may also train in Dagger and Shortsword and may buy Dexterity training from the cult. Lanbril teaches the following skills from *Cults of Terror* as well: Act, Bribery, Disguise, and Gar-

rotte. The cost of these skills is as per cult outsiders except for the skill of Garrote, which is double the Thanatar lay-member cost (totaling 400/800/1600/EXP).

Lanbril also teaches the following cult specialty skills: Fast Talk, Feign Death, Foil Restraints, Shadowing, Streetwise, Voice Mimicry. Many of these skills are relevant to other walks of life, and are not exclusively the property of the Lanbril cult.

STREETWISE: This knowledge skill enhances a character's detailed perception of urban social reality. The character knows the ways of urban subculture, and can deal with urban strangers of all sorts without alienating them, in order to find out the inner workings of a locality. When in a strange city, the Streetwise skill of a character is cut in half, unless the new city is very similar to the city in which he learned the skill.

In any large institution there are patches of corruption, but even a critical Streetwise roll won't generate information on things which do not exist. With such a roll, however, the player-character would be able to find out that he is barking up the wrong tree. The base knowledge for the Streetwise skill depends upon the character's background. A Townsman adds +25% to his Knowledge bonus, Nobles add +10%, and others add only +05%. These base percentages apply to all adventurer characters, not just to Lanbril cultists. Further instruction in Streetwise from the cult will cost 200/400/800/EXP as per standard *RuneQuest*. Most Lanbril thieves have a Streetwise of 65% or so.

There are similar skills for getting along in other types of communities, such as noble or royal courts, or barbarian villages. They may be easily imagined, and knowledge percentages will apply to appropriate character types. This skill is intracultural; a streetwise human will not, for instance, find his skill of much use in a troll town, or vice versa.

Example: The thief, Poacher, needs a pass (to which she is not entitled) from the occupying Lunar army. She makes a successful Streetwise roll to discover that such a pass may be obtained from a particular office for a purse of silver. With a special roll (20% or less of the needed roll) she could find out the name of the specific clerk who forges the passes, and with a critical roll (05% of the needed roll) she could discover how to get the pass for free! (This last might require her to perform some simple act to recompense the clerk.) If she failed, she could try again in a week or two, and if she fumbled, she would receive wrong information — a disastrous situation.

FAST TALK: This is a communication skill intended to cause the victim to temporarily agree with the user. If a character has been fast-talked to a particular viewpoint, an opportunity for a bit of quiet thought will allow him to make a roll of INTx5 or less on D100 for common sense to prevail. Fast talk is always ineffective in cases where the victim has strong convictions or has already made up his mind. The base chance for Fast Talk is 20% plus the Oratory bonus. Instruction in Fast Talk costs 300/600/1200/EXP, as per standard *RuneQuest*.

FEIGN DEATH: This esoteric manipulation skill allows the practitioner to conceal himself amid a scene of carnage. Feigning death involves lying absolutely still and maintaining a posture so death-like as to be ignored by enemies. A successful use of the skill will fool an untrained enemy looking carefully for bodies. A critical roll will even fool a trained healer not casting a Detect Life spell or checking pulses, etc. A failure at this skill indicates that the character will not fool anyone who cared — perhaps he looks too comfortable! A fumble will draw the attention of

a casual observer to some movement that the character has made. Untrained characters who are trying to just lie still must still check for a fumble. The basic chance for this skill is 10% plus manipulation bonus. The cost is 200/400/800/EXP. The cult of Lanbril will only train lay members to a level of 25% in this skill.

FOIL RESTRAINTS: This is the ability to position oneself so that restraining ropes, chains, etc., are applied ineffectively. It is a manipulation skill. The initial roll must succeed when the bonds are applied. If this initial roll succeeds, the character can try to free himself from the bonds at any future time by again making his Foil Restraints roll successfully. He may try once every five minutes. If the character failed his Foil Restraints roll when initially tied up, he cannot try to escape. If he critically succeeded in his initial Foil Restraints roll, he need not roll again to escape, but may release himself at any time. The basic chance for this skill is 0%. Training costs 400/800/1600/3200. Lay members are normally trained only to a maximum of 25% in the skill.

VOICE MIMICRY: This ability duplicates the tone of somebody else's voice. The basic chance is 5% + the character's Oratory bonus. Penalties should be assessed against the chances for success if the voice to be mimicked is wildly different from the character doing the mimicking. The cost of training is 400/800/1600/EXP. Only initiates are trained above a level of 25%.

SHADOWING: This is the art of secretly following someone around a town or city. A stealth skill, it is normally impossible in a rural setting — the skill of Hide in Cover should be used instead. Success must be rolled every five minutes while the thief shadows the subject. If the shadower fails the skill roll, the subject is allowed a Spot Hidden roll to notice who is following. If this roll is missed, the subject still knows he is being followed.

Shadowing has a basic chance of 10% + the stealth bonus. Training costs 300/600/1200/EXP. Lay members are not trained past 25%.

BATTLE MAGIC: Most battle magic is available to cultists for the usual prices. The cult specialty spells are not normally taught to lay members.

THIEVES' ARGOT: This secret language is taught to all Lanbril worshipers. A distinctive language, Argot contains common sounds from many different tongues; mutually intelligible dialects, similar in parts to the dominant regional tongue, exist in different cities. A character speaking Argot usually will sound like a particularly unintelligible member of the lower classes. Argot has a limited vocabulary and range of expression. Even the existence of Thieves' Argot is unknown to most Gloranthans, including many peace keepers.

Argot is taught at the cult temples for free. Each Holy Day that a character worships Lanbril at a regular temple service (once per season), he may learn 05% knowledge of Argot, up to a limit of INTx5%. Argot higher than this must be paid for by learning from a fellow cultist at the normal prices for learning a new language. It is not improvable by experience.

Argot is used in most cult services, and for communication between cult members. It is used both as a universal language and to preserve secrecy. It is also used to write the occasional training texts and temple records.

INITIATE MEMBERSHIP

A lay member of Lanbril who declares a need for further training may be made an initiate of the cult if: he is a

master (90%) in one of the thievery skills, is not an initiate in any other cult, and has been a lay member for at least 5 years. Lay members with less seniority are put off with promises or threats. If the prospective initiate meets the requirements, he must pass a test abstracted as INTx5 or less on D100. This test can be administered once per year, until the lay member passes or gives up in disgust. As with lay member induction, the prospective initiate usually has no idea that he is being tested until he is suddenly hailed as a full ring member and an initiate.

Initiates must sacrifice two points of POW each holy day. They must also maintain their position in the temple by leading and participating in thefts. They must contribute to the prosperity of the ring, and must remain in the good graces of the ringleaders and the master thieves.

Once in, the initiate cannot easily leave. Until this moment, he has not known who the boss was, but now he does, and the boss wants only loyal ring members. Ring members may escape this stricture only by leaving the city of the ring in which they were enrolled. Initiates of Lanbril cannot become initiates of other cults.

Initiates form the core of the rings, planning and leading crimes involving other initiates and lay members. They are the liaison between the boss and the lay members. The exact set-up for dividing loot varies, but one common method is to give 20% of the proceeds of a crime to the planner of the crime, 40% to the character leading the crime, 15% to the other participants, and 15% to the ring's boss.

Initiates may arrange to trade instructions with other initiates in skills they have mastered, or they may buy training in any cult-taught skill, and may buy such training to any level of competency. Lanbril initiates may also learn some alchemical recipes from the cult.

Special Alchemical Skills and Products

Lanbril alchemists know some of the standard potions (the exact ones varying by ring) and have developed some specific recipes of their own. The following substances are collected from several different rings, and no one ring would possess the secrets to all of these recipes. Becoming a Lanbril alchemist costs the same as if joining the Alchemists' Guild described in *RuneQuest*.

These substances are often prepared as dusts and packed in parchment spills for hurling or in small tubes from which the dust is blown. Sometimes the compounds are liquids giving off potent vapors or acting through skin contact. A standard cloud of dust or vapor will fill 3 cubic meters before dissipating. The range will be no more than 3m.

THUNDER LUNG DUST: When a character inhales this substance, he must immediately make a CONx1 roll on D100 or begin to sneeze, choke, and undergo general upper respiratory distress, so that he can do nothing but clutch his sides and suffer. The symptoms remain for as long as the character is inside the cloud; he may move out of the cloud, or wait for it to disperse, which takes five minutes in the open on a calm day. Each round that the character inhales some of the cloud, he must make his CON roll anew. Once free of the cloud, he may try to roll CONx3 or less on D100 to recover from the symptoms once per melee round. While a victim is busy choking and wheezing, movement is reduced by half, and no magic or skill use is possible. The recipe costs 10,000L to learn, and the ingredients for a single dose cost 100L. A cult alchemist will usually sell doses to fellow initiates for 1000L each.

DUST OF DEATH: This is a new way to disperse standard CON poisons. The dust is a separate recipe from the ordinary poisons described in *RuneQuest*, and costs more. The poisons cost 800L to learn per potency level, and ingredients cost 40L per potency point. Cult alchemists will sell the poison dust to other initiates for 400L per point of POT. The antidotes to these poisons are as per the normal type: mineral, spider, etc. Death Dust can be made against which only poison gas antidote is good. The cloud will last for five minutes in a calm environment, and then will disperse at the rate of 1 point of potency per minute.

VISIBILITY DUST: This anti-magical substance collects on the surface of skin, clothing, etc., and negates the battle magic spell of Invisibility. The dust cloud persists for five minutes, during which time any beings moving through it will become coated with the dust. The surface dust will negate Invisibility until it is cleaned off. This costs 5000L to learn, and materials for one volume of dust cost 150L to purchase. They are sold to fellow initiates at the price of 1500L each.

SCENT-STOP DUST: This product is sprinkled behind a fleeing party and will block any scent trail which might exist. Dogs and other scenting creatures can follow the trail through this substance only on a critical tracking roll. A single dose of the compound will cover 10 meters of trail. This dust often is used where trackers can't simply circle and pick up the trail again. The cost of learning to make this dust is 5,000L, and the ingredients to make a single unit of dust cost 50L each. Non-alchemist cult initiates can purchase this material for 500L per use. The effects of the dust last for as long as does the scent, effectively blocking the track forever.

STINK DUST: This is the reverse of the above — objects or subjects coated with this stuff can be tracked by scent at an automatic 95% chance for dogs, and at 50% even by humans. It costs 5000L to learn to make, 50L to purchase the necessary ingredients to make a dose, and 500L to buy for non-alchemist initiates.

SLEEP POWDER/SLEEP VENOM: These act as systemic poison in the air or on a blade, respectively. Failure to resist with CON vs. the POT of the chemical results in the victim falling unconscious for 25-CON full turns (5 minutes each). If the victim resists the poison, he is still incapacitated for a single melee round if the poison had at least a 10% chance of overcoming his CON. This incapacitation takes the form of momentary extreme drowsiness, and the character will not fall down, but may not attack, and his parry is halved. Sleep Powder or Sleep Venom cost 1000L per potency level to learn. The ingredients cost 100L to purchase per point of potency in a dose, and cult initiates can purchase the stuff for 300L per point of potency in a dose.

SMOKE BOMBS: These devices work either by burning compressed powders in ceramic jars, or by smashing globes of special liquids which volatilize into opaque vapors. Smokes are opaque and are a bright black or white. A single smoke bomb produces enough smoke to completely block an area of 100x100x10m. The smoke is non-toxic, and does not smell strongly. It is non-lethal, though an intense dose may cause characters to cough. Smoke bombs are used to signal friends, obscure views, and startle enemies. The knowledge to create a smoke bomb costs 10,000L. The ingredients of a single bomb cost 100L for burning powders, or 500L for thrown globes. It costs cult initiates 1000L to buy a burning powder, or 3000L to buy a throwing globe full of liquid.

FLARES: Flares cause bright flames which last from a melee round up to five minutes or more. Basically, flares consist of powders compressed into paper or ceramic containers. They can be made to burn in any flame color, and can even be designed to propel burning material into the air, like a Roman candle. In the event that a burning flare hits something, it may cause damage as a small fire. The knowledge to make a flare costs 10,000L and the raw materials for a typical flare cost 75L. More fancy flares may cost more. Flares usually cost about 1000L for cult initiates to buy from cult alchemists.

Other alchemical devices and compounds are available to Lanbril's thieves; the gamemaster should use these well-known items as guides. The spirit of the cult is to counter the strong magical defenses of much of Glorantha society by means of tricks, gadgets, and well-polished skills. The Lanbril thief is characteristically inventive.

Spells

Initiates may sacrifice for the benefit of the magic of Divination Block. They lose POW for this just as does a Rune lord for Divine Intervention.

Initiates may learn the cult special battle magic spells of Conceal Item, Face of Lanbril, and Forget.

CONCEAL ITEM: *2-point spell, range touch, focused, passive, temporal*

This spell acts to conceal a single item smaller than 3 ENC points. An attached satchel or backpack could be concealed with this spell. If the concealed object is a weapon, it will become visible as soon as it is used to attack or parry with. The item is concealed by misdirection, just as the normal Invisibility spell conceals a person. The spell costs 4000L.

FACE OF LANBRIL: *2-point spell, range self, unfocused, passive, temporal*

This is a general disguise spell, causing the user's face to become exceedingly ordinary and forgettable, so that one wearing this spell is likely to pass unnoticed and unremembered, especially in a crowd. No two uses of this spell give exactly the same face, and the user's clothing also shifts in the direction of ordinariness, though a Spot Hidden will allow an observer to see that the spell user has either much better or much worse clothing 'concealed' under his 'ordinary clothes.' The spell cannot change sex or race. If a female troll casts it, she will look like a very ordinary female troll, who may still stand out in many places. The spell costs 1500L to buy.

FORGET: *3-point spell, range 80m, focused, passive, temporal*

This causes the subject to forget events taking place 10 melee rounds before the round of casting and 10 melee rounds after the casting. The memory loss does not take place immediately, but begins to affect the target about five minutes after the spell is cast. If a guard chases some thieves who successfully hit him with this spell, the guard will not remember the encounter later. This is a good spell to throw on a victim who is already Befuddled. It costs 2000L for an initiate to learn this spell.

MASTER THIEVES (RUNE LORDS)

The Rune lord of Lanbril is called a Master Thief. The Master Thief is at once the epitome of a Lanbril thief's aspiration and an embarrassing superfluity. A cult aim is mastery of thief skills, but Lanbril has no overall thrust, no

religious or philosophical axes to grind, so the Rune lord is less exalted in Lanbril than he is in other cults.

A potential Master Thief must be an initiate and be a master of five skills taught by the cult. Alchemical skills do not count. The candidate is consecrated by the ring boss after passing a test abstracted as rolling his CHAx5 or less on D100. For each 100L donated to the cult, 1% is added to his chances for success. If he fails to be accepted, the candidate may try again after mastering another skill.

Master Thieves may use iron weapons and armor, though such items are rather impractical for thieves. More to the point, masters may enchant iron burglary tools, which are tougher than bronze, and which will outlast and defeat more common metals. Such iron picklocks add +10% to the chances for success in use. Master Thieves may gain an allied spirit, and may place it in anything they wish — usually a tool, piece of jewelry, dagger, or small animal.

Rune lords must donate 10% of their income to the cult, and must maintain the initiates and lay members working with them. They must also pay their own bribes, lawyer's fees, and so on.

RUNE PRIESTHOOD

The Rune priests of Lanbril serve as the ring's bosses and leaders. Each priest is in charge of a different ring. The ring's leader is responsible for the selection, consecration, and maintenance of the temple site, which is then made secure by the intervention of Lanbril. The temple is both a worship site and a refuge. Within the security of the temple, the ring's leader-priest maintains authority over his ring through the power to exclude the recalcitrant from the temple's protection and from the organization of thieves in the congregation.

There are two stages of Lanbril Rune priesthood. An initiate with a POW of 18+ who has shown great cunning and general success as a thief may become an associate priest of Lanbril. He must pass an exam which is the same as that for the Master Thieves. He does not receive an allied spirit nor an increased POW gain roll, but he may purchase all Lanbril spells as per a normal priest.

A character wishing to become a full priest must already be an associate priest. He must have at least 15 points of Rune spells, including at least 5 points of Divination. He must have a CHA of 14+, be master of at least one skill taught by the cult, and he must own at least 10,000L, so that he may become established as head of a new gang and construct a temple. Any full priest of Lanbril is considered to be a High Priest, and leader of his own ring. Any full priest of Lanbril is required to ordain any initiate meeting the criteria listed above, and no test is necessary. Lanbril wants as many high priests as possible. Also, any new rings started by the new ring leader may be the start of a family, which will presumably look to the original high priest as main leader. This may not work out, and the new priest often becomes a rival to his former head, but there is always hope.

The ring leader, like the Master Thief, is by definition a notorious criminal, and must be discreet. Lanbril full priests must spend at least 90% of the income directed to them by their group to maintain the temple and the gang. They may command half-price training from any skill master in their ring.

The ring boss is the center of a potent organization. Anyone in this position will doubtlessly have a taste for the sorts of things done by the classic fictional master criminal. The leaders are expected to have the experience and ability to plan and see to conclusion the most difficult, outg-

eous, and profitable of crimes. Full priests receive the usual allied spirit, carried as per Master Thieves. They may also learn Rune magic. They are not limited to DEXx5 limit in manipulation skills, but may increase as high as they wish. Also, they do receive an increased POW gain roll.

Both associate and high priests have access to all standard one- and two-point Rune magics. They cannot summon any elementals, but they may Dismiss Small and Medium Elementals. They have a single special Rune magic.

DIVINATION BLOCK: 1-point spell, Range special, Duration as long as the caster is a living cult member, non-reusable, stackable

Divination Block will block the history of the activities of up to 12 individuals associated with one definable material object for an activity period of up to 12 hours. Alternatively, it may be used to keep the history of one object from being revealed by Divination spells or the Lhankor Mhy Knowledge spell cast by the priests of any god for a period of time in the object's history up to twelve hours in length. The existence of a Divination Block will be revealed to an inquiring priest only on a critical success roll for the Divination. If the spell is stacked, an extra point of spell doubles the period of time covered by the spell. A third point will triple the time, etc.

SUBSERVIENT CULTS

There are no subservient cults of Lanbril — he trusts no other god. Cult apostates are relieved of any Divination Blocks cast on their activities.

ASSOCIATED CULTS

Lanbril has few friends. The tiny Black Fang Brotherhood is an ally. Due to Lanbril's success in concealing his God-time activities, most cults embodying the Truth Rune are his enemies. Members of any cult, of course, will pursue thieves who steal their goods.

MISCELLANEOUS NOTES

Special Devices

Lanbril cultists use a variety of special tools, such as lock-picks, extendable ladders, hooks, knives, and saws used to enter forbidden places. Some other devices used by thieves are intended to distract — while the guards investigate the device, the thief goes about his business.

THE MAGIC CHIRPER is a perfect example of such a red herring. It consists of a fancy box with a carefully worked grill allowing sound to emanate from the interior, while concealing the insides. The box is well-made, at a cost of about 100L. Inside the box is a mouse or bird. The design of the box amplifies the normal noises of the poor beast to be loud enough to attract attention. Often the animal is hurt, so that it will whimper, cry, or scream. The cultist will usually cast Farsee on the box, so that it will emanate an aura of magic. This trick may work as often as once a year in a large community. Variations of the trick are obvious — all of them are regularly used.

THE WHUMPER is simply a clockwork mechanism in a box which produces percussive noise at a preset interval, either rhythmically or in a random pattern. Whumpers are only made in highly civilized areas, such as the interior Lunar Empire or the Holy Country; they require complex mechanical skills to produce. Typical Whumpers produce a scraping sound every few seconds. They can also be made to produce a rapping noise every 15-90 seconds, a foot fall every minute or so, or similar sounds, always to distract and

lure away guards. Whumpers can cost anywhere from 100 to 1000L, depending on the reliability, flexibility, and quality of the device, how far it has traveled from its maker, and on how well the seller likes the purchaser.

THE THIEF'S HELPER assists in entering buildings. It looks like an ordinary staff, 1.5 meters long, but it is made of telescoping tube sections with a claw grapple at one end and a chisel spike on the other. Magical ones sometimes include matrices for Glue or Silence. When the thief is ready to enter a building, the Helper is extended by sliding out the sections and fixing them in place with pegs (which also serve as ladder rungs). The ladder may be made as long as 4 meters. The Helper is set into the ground, or is hooked onto the end of a protrusion on the building. A Glue spell can make things more stable. The thief then climbs up the ladder to the desired height and draws the Helper up. The spike on the end is strong enough to be used to jimmy open windows, etc.; the collapsed Helper is sturdy enough to be used in combat as a staff, but will only take 12 points of damage before being ruined.

Other Lanbril gear includes reversible cloaks, reversible hats that can be folded up to be placed in a pocket, spider-silk cloaks that can be folded into a pocket, footholds which attach to walls without pounding, glasscutters, and so forth.

Locks and Lockpicking

This section describes a variation on the lockpicking rules from *RuneQuest*. They are just a suggestion for a campaign in which the participants want a complication of game mechanics.

Lockpicking is a common skill among the Lanbril thieves. Locked goods are often less well-guarded than goods in the open, and this presents opportunities for sneaking and craft.

Locks are made individually by local craftsmen working to their own designs. The locks made by a blacksmith are larger and coarser than those made by a locksmith-jeweler. The sophistication of a lock varies by its place of manufacture — locksmiths from Peloria or the Holy Country will make more complex and effective designs than those from rustic Sartar.

LOCKPICKING: To pick a lock, first recognize the design. Since there are a wide variety of designs, the lockpicker must grasp the principle of the particular lock by examining its exterior. A successful 'know lock' roll will allow the thief to pick the lock at his normal skill. A well-designed lock may still decrease the lockpicker's chance, as per *RuneQuest*.

Lockpicking is the skill of defeating a lock with tools, but without the benefit of a key. If a successful Know Locks roll has not been made before attempting to pick the lock, the chances of picking the lock are always half normal, and this may be reduced further by the difficulty of the lock.

A lockpicking attempt takes a full turn. If the initial try fails, a second try may be made with a -25% chance for success, if this fails, another -25% chance is deducted from the third try, and so on. If the chance for success ever drops below 1%, the try automatically fails, and no further tries may be made.

Current thief player-characters will not have the skill of Know Locks. This can be set at equal to Lockpicking skill plus perception bonus minus the character's manipulation bonus. For new characters, the basic chance for Know Locks is 5%. It is a knowledge skill with costs set at 400/800/1600/EXP.

LOCKPICKS: Lockpicking is a skill requiring the use of special tools. These are called lockpicks, and take the form of small metal probes and tweezers. A character may pick locks only with proper lockpicks. If the character does not have a set of lockpicks handy, but has improvised materials, such as metal scraps, pieces of belt buckle, etc., his chance for picking the lock are cut in half. If he has no tools of the proper size at all, but only twigs or dagger points, his chances for lockpicking are reduced to one-fourth normal. If the lock is of high difficulty, subtract its full decrement from the reduced skill.

A good set of bronze lockpicks costs 50L or so in civilized places like Peloria, and much more in the backwoods of Sartar and Balazar. It is illegal to possess lockpicks in most towns and civilized areas unless the owner is a registered locksmith.

Iron lockpicks are the mark of a Master Thief who specializes in locks. They add +10% to the chances for success in lockpicking, after all other modifiers. The cost of such tools is beyond measure to one who can use them — they are cause for grave concern on the part of authorities if they are discovered on a prisoner.

Non-Lanbril Thieves

Not all thieves are Lanbril cult members. Many gods of Sartar and Prax have thieving abilities. Orlanth thieves follow the tradition of their god the Adventurer and often try especially daring malfeasances. Euralm the trickster made the first theft, and many of his followers are also thieves. Euralm thieves try to turn their crimes into exercises in the grotesque, and concentrate as much upon embarrassing their victim as on gaining wealth.

Many thieves worship no gods at all on levels higher than lay member, depending on their own skill to prevent capture.

But the Lanbril cult ignores factional conflict, allowing the criminal to practice his trade with great objectivity. Also, the cult of Lanbril protects its thieves from cursory community detection.

Other lands in the world claim similar gods to Lanbril under strange and exotic names. There are many thief gods, but perhaps all are disguises of Lanbril, King of Thieves!

Pavis

MYTHOS AND HISTORY

The history of the cult of Pavis is synonymous with the history of Pavis the man himself, and then Pavis the city. Pavis was half-man, half-elf, and a hero who appeared approximately 800 years ago, during the expansion of the Empire of the Wyrms' Friends. As an adult, he studied under the

tutoring dragons then present in the Empire. There he met the dwarf, Flintnail, and gained a mastery of stone.

After defeating Waha with the great Faceless Statue of Shadows Dance, he taught Aldryami healing to the people of the Paps and healed Waha, cementing a bond with the nomads.

After troll magic closed the city, constant struggles occurred between the trolls and the remnants of humans, elves, and dwarfs. The Pavis cult held to its rituals, and their intimate knowledge of the city aided worshipers in every crisis. The cult kept non-troll dwellers alive in the ruins until the city was re-opened during the time of strange magics and phantoms from the past known as the Dragon-crawls' Dream.

When the Sartarites came to build New Pavis, the high priest of Pavis and the colonists' high priest of Orlanth negotiated a settlement yielding ground and buildings to Pavis and the air to Orlanth. An exchange was made, giving the Orlanth locals use of the Pavis facilities and the spirits of Pavis were joined by a sylph.

Under the Lunar occupation, the Pavis cult grew, for the goddess wanted to "marry" Pavis to add him to her ever-growing pantheon. He played hard-to-get. With the support of the invaders, open worship of Pavis increased, especially among those Orlanth worshipers needing somewhere to go once their religion was officially discouraged.

Pavis cannot guarantee his worshipers an existence after death, save to those who become cult spirits. Funeral customs for the cult are non-specific, and the priests will use whatever other religion they believe in when they determine funeral arrangements. For instance, the old Arrow-smith Dynasty cremated their dead atop the city gates, while during the closed period of the city, one of the ruling cult families buried their dead in several plots about the Rubble. The Flintnail cult, which attracts many priests, believes in entombing their dead in stone. Some of this latter cult dead have been entombed in mortuaries cut into the stone slabs of the old city walls.

Pavis had ties to both elf and dwarf and was a glorious builder. The Runes most closely associated with him are Earth, Stasis, Harmony, and Man.

NATURE OF THE CULT

Pavis is a "city cult." Like most of these cults, it is essentially a worship of the founder of the city, believing that this worship reinforces the potency of the worshiper, without which the city would wither. Thus the worship of the Red Goddess of the Lunar empire and of Sartar in the kingdom of Sartar are somewhat similar: both are a type of "city cult" grown into founder cults in which the being worshiped has become of more than single-city impact.

The cult draws worshipers from town residents. Most principally worship other deities, but worship at the Pavis temple as well to augment their city's strength. Since the agreement with Orlanth, Pavis became the patron god of Pavis Outside the Walls as well as over the Rubble, and the Sartarite colonists worship him as well as their own gods.

The city god normally arbitrates between the local manifestations of the more wide-spread gods. The Pavis temple hierarchy acts as a middleman for the hopes and aspirations of all political and social factions in the city. Like all founder cults, Pavis is far more political in function than spiritual.

Because of Pavis' own family ties, the cult of Pavis is friendly to both elf and dwarf, and often settles disputes between the races in the city.

Since both trolls and animal nomads have worked to destroy the city, and have dealt crushing blows to it in the past, the temple has little love for either. There have been, however, both troll and nomad worshipers of Pavis, and since the treaty with Waha, relations with the nomad god and Eiritha have been good. The same will never be true for the ignorant and brutal Storm Bull berserks nor for the Jaldon sect fanatics who broke the old city.

ORGANIZATION

There are two temples of Pavis under a single temple organization. The cult of Pavis traditionally has a single high priest (called the Son of Pavis) and six other priests (known as the Daughters of Pavis). The high priest specializes in divination, and the others in necessary functions representative of Pavis' work. One of the Daughters is always of the Flintnail cult, representing Pavis' daughter who married the dwarf. The Son of Pavis is not required to be male, but always has been, and the Daughters are only infrequently female, but the titles are traditional. Sometimes there have been extra priests, who are given the jobs of being associate priests and are not officially Daughters of Pavis. Since the troll invasion, the temple hierarchy was not up to strength until the last few years in the safety of New Pavis.

At the height of its glory, there were holy places throughout the city dedicated to Pavis. The various devastations have profaned most such places, except for the Real City temple. Despite the casting-down of the temple's outer walls and the crack in the inner walls, the temple of Pavis remains a shrine to that god and an object of pilgrimage. The Lunar priestesses must journey first to this temple in their appeals to Pavis to marry their patroness, then they must travel to the New Pavis temple, where the center of the temple's current power exists.

The Godsdays of each week is special to this cult, and there are appropriate neighborhood festivities. Citizens and visitors are urged to join these, but taking part is voluntary. The High Holy Day of the cult is Godsdays during Fertility week of Earth season.

On the High Holy Day, a Waha high priest from the Paps joins the ritual wherein the priests re-enact the healing of Waha by Pavis. They invoke the name of the Trader God, then the Pavis high priest transfers a Heal Body spell to the Pavis representative of the Eiritha cult, and she travels back to the Paps with the Waha priest to complete their part of the ceremony. This all serves as a magical and political reminder of the "charter" by which Pavis exists on the plains of Prax.

LAY MEMBERSHIP

Anyone in the city can join the cult of Pavis, even if they also worship other gods. This is part of the function of a city cult. Worship at a city festival is all that's needed. Lay members are supposed to support the city against invasion. This is usually done by joining the city militia or by paying for someone else to take one's place. They are also expected to help in the temple's upkeep. This is usually taken out of the citizenry's taxes, and they do not need to perform any active work to do this. Lay members are required to expend a point of POW per season in worship at a city festival. There are no other demands.

The temple serves as a social meeting place for people throughout the city, and the cult acts as a club for consummation of business deals and the organization of mutual welfare organizations. Only lay members of the Pavis cult are allowed to become citizens, which entitles one to free food. Other requirements are also enforced, and these are listed elsewhere. Members of the cult can get training in Masonry for half-price as well as using one-handed hammer in warfare. This last is a holdover from the bad old days of the wars in the Rubble.

The cult of Pavis sells the spell of Glue to lay members. When bought through the cult this spell, useful in building, costs only 500L per point.

INITIATE MEMBERSHIP

All initiates of this temple must theoretically have been born in Pavis or in New Pavis and every initiate must have been a lay member for a season or so. In practice, rituals of adoption exist for deserving non-Pavisite candidates.

An applicant for initiation must be passed by a board composed of all the priests of Pavis. This examination can be abstracted for game purposes by having the candidate successfully roll the average of his POW and CHA times 5 or less on D100. The applicant can increase his chances for acceptance by donating money or magical objects to the temple. This adds 05% to chances for success for every 200L worth of money contributed. For example, a character with a CHA of 12, a POW of 12, and a donation of 1000 L would have a chance of $[(12+12)/2] \times 5$ or less equals 60% plus $1000/200 = 5 \times 05\% = 25\%$, or an 85% chance for acceptance.

An initiate of Pavis may worship only Pavis and friendly gods. Every holy day the initiate must temporarily sacrifice all his Power but a single point to the god. If the temple is attacked, initiates must defend it to the death. Initiates are sometimes called upon to perform special missions for the cult, usually for a fitting reward, such as free spell teaching.

If there is room, homeless initiates may be kept in the temple until an abode is gained elsewhere. This is a small temple. Also, temple initiation gives one some influence with the ruling council of Pavis. Initiates of Pavis always can find the directions of the compass whether in New Pavis or the Rubble. All initiates of Pavis who are also citizens of the city are entitled to a stone house, eventually.

Initiates can be trained in Masonry and one-handed Hammer for free, but must serve as a sod-carrier and apprentice to the master masons while learning masonry, and must spend much time directly helping the temple while learning one-handed hammer. This effectively restricts the rate of learning to no more than the equivalent of 200L worth of training per week of free training. The temple will teach initiates in the use of Great Axe and First Aid for half normal prices. In addition, initiates can learn the spell of Strength at half price, and the spell of Healing up to Healing 2 at half price. Healing 3 or more costs normal prices. Xenohealing costs double the normal price to cult initiates. Initiates can purchase one-use cult Rune spells with a sacrifice of Power if thought worthy by the temple hierarchy.

CHAMPIONS OF PAVIS (RUNE LORDS)

There have been no Champions of Pavis since the death of Balastor, 400 years ago. This is because most initiates attempting to gain the necessary levels of skill have died at the hands of trolls and other denizens of the Rubble. Only now, with the relatively safe environment of Pavis Outside the Walls to fall back on, has the temple had any real chance of creating another Champion. Due to the turmoil of life in Pavis, a Champion must be a fighter first. His political and social future will be more assured if he also knows the skill of masonry.

The priests want proper Champions of Pavis, and are fairly desperate for such. They will accept anyone with mastery of two weapon skills and any other three skills which will work to the benefit of cult and city. A Champion of Pavis must be an initiate first, but a ready applicant who convinces the cult priesthood of his aptness could possibly become an initiate and Champion in a single ceremony. To pass the cult examination, the applicant must have a POW of 15 and must pass the same exam given to

initiate candidates. (I.e., the average of POW + CHA times 5 or less on D100. Each 200L donated to the cult adds 05% to chances for success.)

The Champion of Pavis is always required to remain within the Rubble or New Pavis except when called upon by the priests to perform missions for the glory of the city. The Champion of Pavis (or the senior one if there are actually two or more) is automatically Captain of the Pavis Survivors. This could well be a figurehead post unless the Champion is an expert rider and horse archer, but the Survivors will train their Captain in the appropriate skills. During the Lunar occupation, the Pavis Survivors were outlawed. A motley collection known as the Pavis Royal Guard was substituted, and it now serves the occupation forces. If a Champion of Pavis were to appear, the Lunar army would feel obliged to offer him some sort of sinecure in the command of the Royal Guard. The Champion of Pavis also has an elaborate manor house set aside for his residence. Unfortunately, the traditional house is in the Rubble and is said to be a temple of Zorak Zoran at present. The Champion can reside at the temple of Pavis, in fairly luxurious rooms, until he can take possession of the proper house once again.

THE PRIESTHOOD OF PAVIS

The priesthood maintained itself throughout long devastation. Now they are expanding as best they can. Each Daughter of Pavis specializes in a particular aspect of the cult, though all of them possess all the cult Rune spells. Since much time is spent meditating, attending official functions, presiding at city ceremonies, and so forth, all Dexterity-oriented skills are limited to DEX $\times 5$ or less as a percentage. They can train in knowledge arts, and they may advance as high as they wish in Mapmaking. Since there are no masters of this art within the temple, they must buy training from the sages of Lhankor Mhy.

An applicant for priesthood must be an initiate (though, when the temple hierarchy is short, the statement about initiate Rune lords applies here, too). He must have a POW of 18 and the ability to read and write Old Pavis or Old Wyrnish (which are very similar) at 50% or more. For form's sake, the examiners will examine fully proofs of and reports on an applicant, but actually it would take a roll of 96-00 on the acceptance roll or clear evidence of treachery for the candidate to be rejected, if the hierarchy was incomplete. When the roster of priests is up to par (as it is at this moment), full priests are not accepted. Instead, characters wishing to join the priesthood must become associate priests. The requirements for this are the same as becoming a normal priest, but the necessary test is the same as that for a Champion or initiate.

Like the Champions, the priests of Pavis must stay within the city except for special missions, always directing their regard toward the city's welfare. The cult has no special ecumenical restrictions. Within New Pavis, the priests of Pavis are prestigious; the city council hears them automatically. Pavis is not a major god, and can only gain 1-point spells (but, of course, can use stackable 1-point spells).

Virtually all the special Rune spells for this cult come from associated cults. Only one Rune spell is directly associated with Pavis:

CITY HARMONY: 1-point spell, duration 15 minutes, range self, reusable, stackable

This spell affects anyone within three meters of the caster. It counteracts Demoralize and Fanaticism and acts to keep anyone from getting too excited. Each Rune point added to

the spell's sacrifice adds three meters to the radius of effect. This spell works only in the Rubble or in New Pavis. To work, the caster must make a single POW vs POW roll against all the potential targets. All those overcome are affected. Countermagic and Shield will protect against this spell if they are strong enough. The priest can stack points of normal Power with this spell to help it to go through such defensive spells.

SUBSERVIENT CULTS

Many widely-spread cults were local victims of the once-powerful Pavis city cult. Pavis has some elemental spells from them as a matter of treaty obligation. The cult members do not necessarily worship any of these deities, but the cult has the spirits permanently attached.

Summon Elemental Spells

All of the following spells are 1-point spells and their characteristics are as in *RuneQuest*. Each spell has call on a single elemental allotted by treaty. If one priest of Pavis calls upon a particular elemental during a week, another priest cannot call on the same elemental later in that week. Should a particular elemental be destroyed by losing its POW (as in spirit combat), no spirit will replace him until the next cult High Holy Day. The temple hierarchy is so arranged that no more than two priests have use of any single elemental summoning spell (not counting the Son of Pavis). All these spells are non-stackable.

ORLANTH REX: *Small Sylph* — The summoning priest may use this small air elemental as he wishes. The sylph was attached to the Pavis cult at the time of the founding of New Pavis.

ZOLA FEL: *Small Undine* — A small water elemental serves the priests of Pavis. Zola Fel is the god of the River of Cradles. He befriended Pavis because the city brought river trade to him.

EIRITHA: *Small Gnome* — This small earth elemental can be used to dig foundations and hold up walls. It was given to Pavis upon the occasion of the healing of Waha.

OAKFED: *Small Salamander* — After much struggle, the nomad Oakfed cult provided a small salamander to serve Pavis.

KYGER LITOR: *Small Shade* — During the long battles with the hordes of the troll goddess, this shade was wrested away.

ASSOCIATED CULTS

Aldrya

Pavis originally came to the region with knowledge of the Heal Body spell. With Aldrya's permission, he later gained knowledge of Sunripen as well.

SUNRIPEN: *1-point spell, duration 12 hours, range local temple lands, reusable once per year, non-stackable*

This spell must be cast on Aldrya's holy day of Waterday, Fertility week, Sea season during a day-long fertility rite.

The magic allows the newly-planted grain to draw upon the sun's powers to help it to grow without mold or rust, and enable the plant to resist despoiling insects and rodents. The grain ripens to a special rich golden color which tastes better as well.

HEAL BODY: *2-point spell, duration instantaneous, range touch, reusable, non-stackable*

This spell cures the total damage taken by a body, regardless of hit location. It will heal a maimed limb if the limb is present at the time of the spell's casting, but will not regrow a severed limb.

Flintnail

Pavis' great friend contributes this spell.

SUPPORT: *1-point spell, duration 24 hours, range 160m, reusable, stackable*

This telekinetic spell will hold up any wall section with a volume of 54 cubic meters or less so that work can be done on it. While the spell lasts a full day when used on an upright wall, the spell will not hold a wall section at an angle for more than 15 minutes.

MISCELLANEOUS NOTES

Rune priests of Pavis wear the costume of the Empire of the Wym's Friends on official occasions, though the city was never an official part of that empire.

The cult of Pavis as described herein supersedes all previous versions of that cult.

Zola Fel

MYTHOS AND HISTORY

Zola Fel is one of the descendants of the Ocean of Terror. He was born during the invasion of the world by the waters during the Godtime and went ahead eagerly to scout the (then) forests of Prax ahead of the invasion of the Waters. He had penetrated deep into the Rockwood mountains before the coming of chaos.

When chaos destroyed the Spike, many sea gods leapt into the tear in the world to try to plug it. Most were destroyed. Homeward Ocean began to succeed, and to aid him, all the waters of the world flowed to him to lend power. Zola Fel received the call on a cliff-top in the Rockwoods. He leapt from the cliff to the valley and flowed back to the sea, setting up his present course.

Two meetings during the Greater Darkness affected Zola Fel. He was first of the sea's children to meet the great giants of the Rockwoods. He was the first party to an agreement that led the giants to send some of their warriors

to the sea to aid the fight. The second meeting was with a god who had found a way to travel over the waters. This god, Diros the Boater, was on his Voyage of Pacting, making agreements with the waters of the world to let his boats sail on them. He and Zola Fel came to a mutually advantageous deal.

The cult of Zola Fel has been quiet since the coming of Time, as befits such a small cult. There have been little dealings with the land dwellers, partly due to the inconvenience and partly due to an antipathy for Waha. The most important disturbance was the Giants' Revenge and the Bunting of Feroda — performed to stop the plundering of giant cradles on their way to the sea. When Pavis came, he defeated the old foe, Waha, but he also drove out the friendly giants. This ambiguous relationship has continued through the ages of the world.

The cult promises its dead that they will flow to the Heart of the sea to be purified before returning to the

world again. This will continue until the spirit is pure enough to remain at the Heart. There is no guarantee that the spirit will be reborn in the River of Cradles. Funeral rites are performed by committing the body to Zola Fel to make the trip to the sea. The trip begins with chants asking the river to cleanse the soul of its grosser impurities as the body drifts downstream.

The Runes of Zola Fel are Water and Movement.

NATURE OF THE CULT

The cult exists to help the river to flow strongly and cleanly, keeping the Void filled with water. The cultists also serve as the main source of river transport, and many wrest a livelihood from the waters with Zola Fel's blessings. Fishermen and boatmen alike need this cult.

Zola Fel is not interested in the doings of most land-dwellers. His priests, when they come on land, are friendly advisers to the boatmen and potential advisers (friendly or not, depending upon the advice — Zola Fel is a subtle cult, and not averse to treachery) to Pavis. Elsewhere, the priests are just curiosities.

Zola Fel is friendly to Diros and the few water spirits of Prax, and he is also allied with most of the other rivers of the world as well as his parent sea, the Ocean of Terror. Like most water deities Zola Fel disdains the quenchable fire and sky gods. He also dislikes the storm gods, for they can bring freezing cold and blocking ice. Zola Fel has special hate for Waha, for in the Great Dark, Waha degraded and polluted his sister, forcing her to wash away the remains of the Devil.

ORGANIZATION

Once there were three major temples to the river: at the mouth of the river, at the Leaping Place (where Zola Fel jumped to begin his return to the sea), and in Old Pavis (abandoned since the city fell). With the building of New Pavis, a new temple has been established on a boat in the river. The most important temple, with the high priest, is at the river's mouth. The Old Pavis temple was the least important, and the only one with any great part of it out of the water. The New Pavis temple is even smaller. The temple at the Leaping Place is still kept up.

Each temple is presided over by a priest, all of whom are responsible to the high priest at the mouth. There are two major temples, half a dozen minor temples, including one at Pavis, and several shrines. Each temple has jurisdiction of one or more shrines, each of which are in turn presided over by an associate priest. There may be other priests to assist at an important shrine. If not, excess duties are handled by those initiates with ambitions to the priesthood.

There are two main holy places along the river; the most holy is the mouth, where it returns to its parental sea. The other is the Leaping Place. Holy days occur on Waterday of Movement week. The High Holy Day occurs on the Holy Day of Sea season, when Zola Fel is supposed to have answered the call of the sea gods. This is a time for pilgrimage from the Leaping Place to the Mouth, renewing the pledges of power and support to the mother waters. These pilgrimages can be spectacular, with many decorated floats and rafts, and leaping fish churning the waters. Towns along the way greet the participants with food, floral offerings, and sacred waters from sibling rivers.

LAY MEMBERSHIP

Zola Fel accepts most races into its cult except for creatures of chaos. The membership fee is 1L, or the equivalent in

goods or services, and membership lasts until the next seasonal holy day.

Lay members are permitted to ride in the craft of cult initiates and of Rune masters. This is the main usefulness of lay membership for most land-dwellers. It is common custom for an individual wishing to travel by water to join the cult by paying what amounts to a 1L tax to the local priest, and then the individual can travel by boat for a full season without making other payments, except for those demanded by the boatmaster. The cult teaches the skills of Swim and Riverspeech at normal prices to lay members, as well as Detect Enemies, Detect Life, Healing, Mobility, and Xenohealing, all at normal full price.

INITIATE MEMBERSHIP

To become an initiate a being must be able to swim at 95%, or have the power as a natural ability (such as an intelligent fish would do), speak Riverspeech at least to 40%, be a lay member of one year standing, and pass a test. This test is the typical one of (POW+CHA)/2 times 5 or less on D100. All land-dwellers except for amphibians such as ducks and newtlings must subtract 10 from their Charisma for purposes of this test.

Initiates must sacrifice all but one point of Power each Holy Day, pledge to keep the river pure and clean, and to respect the laws of the priests. They may purchase the special skills and spells of the cult and may sacrifice for one-use cult Rune magic. They may obtain normal initiate Divine Intervention, but this intervention is limited to those calling for it while upon the river itself.

Initiates can buy Camouflage, Swim Quietly, and Limnology, and also can purchase Taste Analysis at half price.

SWIM QUIETLY: This stealth skill starts at 05%. With it a character makes little or no disturbance while stalking prey or escaping foes. The swimmer moves at half normal swim rate. Using this skill, tell-tale currents do not warn wary fish. 200/600/1200/EXP

LIMNOLOGY: This knowledge skill starts at 00%. With it, a character knows the physical effects and properties of any river, especially the effects on it of external changes. 500/1000/2000/4000

In addition to one-use cult Rune magic and the possibility for Divine Intervention, initiates may buy Mobility and Extinguish at half price. Prohibited are Firearrow, Fireblade, and Ignite.

RIVER LORDS (RUNE LORDS)

The River Lords of Zola Fel are the official contact which the cult keeps with land-dwellers. They deliver requests and demands of the river, deal with injuries to it, and maintain the river's importance in the plans and considerations of the land-dwellers. The River Lords also serve as go-betweens for wholly aquatic members of the cult and others.

A River Lord candidate must have been a cult initiate for at least five years, and have mastery of the following skills: Swim Quietly; one or more of Taste Analysis, Oratory, or Bargain; Riverspeech; a local land language; and an attack skill, which must either be a natural attack, or a weapon form usable underwater, such as trident or net. They must also pass the usual Rune lord exam.

A River Lord may not stay out of the river Zola Fel for more than two consecutive nights. He must investigate all reliable reports of attacks on temples or river pollution. He must answer the summons of any priest, and he is responsible for the safeguarding of the river and of river

trade. He must attempt to keep non-cult water traffic off the river, and only accept cult travel ("cult travel" includes those who have become temporary lay members solely for the purpose of river traffic).

River Lords get the usual benefits of a Rune lord. They may also receive hardened seametal (enchanted aluminum) armor, which is as hard as bronze, but lighter — weighing only half as much. It is possible to swim in cult-fashioned seametal armor. River Lords also gain the ability to survive in air (or water) for up to a quarter of an hour without requiring a breath of their native element.

RIVER PRIESTS (RUNE PRIESTS)

As the River Lord is the communicator and enforcer of riparian wants and needs, so the River Priest determines and interprets these needs. He is responsible for detecting pollution, obstruction, and unauthorized use of the sacred waters. He also speaks to and for the god in spiritual matter.

A candidate for River Priest must have been an initiate for 3 years, have a POW of 18, and must convince the examiners of the cult by passing the usual Rune priest exam. Both Taste Analysis at 75%+ and Limnology at 50%+ will add 10% to the necessary die roll for acceptance.

A River priest may never stay two consecutive nights out of the river (as opposed to River Lords, who may stay two nights, but not three). A River Priest must make regular inspections of the section of the river for which his temple or shrine is responsible, and must make a pilgrimage to both the river mouth and the Leaping Place each year.

In addition to the usual benefits for Rune priests, the River Priests receive first choice of food and quarters in a temple. They may learn the battle magic spell of Rivereye for free.

RIVEREYE: 1-point spell, duration 10 melee rounds, range self, reusable, non-stackable

This spell allows the user to see through water as if looking through air and vice versa. It accurately eliminates all reflections and refractions. However, if the water is murky, or the air is foggy or smoky, it will not render the medium transparent.

A River priest may use all 1-point Rune spells, plus Extension II. He may summon all three sizes of Undines and use Dismiss Elemental I, II, and III.

Cult Special Rune Spells

PURIFY WATER: 1-point spell, duration permanent, range 160m, reusable, stackable

This spell causes all particulate matter in a 3x9x9 meter volume of water to settle. It will not work on living tissue nor on material dissolved into the water.

This spell can also be used to create cult holy water by casting it upon a small volume (1 liter or less) of specially distilled river water, cleansed of all contaminations.

BREATHE AIR: 2-point spell, duration 15 minutes, range 160m, reusable, non-stackable

This spell allows the recipient to survive in air as if it were the natural breathing element. If three spells are cast upon an individual and combined with a successful Divine Intervention, the effect becomes permanent.

BREATHE WATER: 2-point spell, duration 15 minutes, range 160m, reusable, non-stackable

Similar to Breathe Air, this spell allows air-breathing creatures to survive in water. When either spell is cast upon the wrong type of individual (e.g., Breathe Air on a human), it

will cause the affected creature to hyperventilate for the spell's duration. Treat this exactly as a Demoralize spell.

WATERWALK: 2-point spell, duration 15 minutes, range 160m, non-reusable, non-stackable

This spell allows the recipient to move upon the surface of the water as if it were solid ground (or vice versa, if cast upon a fish).

FIRESHIELD: 2-point spell, duration 15 minutes, range 160m, non-reusable, non-stackable

This spell reduces the damage of all fire-related attacks upon the recipient by one-half (drop fractions), after armor and protective magic is taken into account. For example, if a character with 3 points of armor and 4 points of Protection and this spell were struck by a Firebladedoing 12 points of damage, the character would have 5 points of damage penetrate to him through his defenses. These 5 points would be cut in half to 2 points of damage, and this would be the actual damage received.

SUBSERVIENT CULTS

Glubaw Drowner

This, the cult spirit of reprisal, will attack any Rune level apostate the first time the apostate is within 10m of Zola Fel after his apostasy. She manifests herself and attacks as a large undine with 72 hit pts, a STR of 42, and a movement class of 12. She has a POW of 24 and an INT of 10. She will attack the character until her manifestation is destroyed or the culprit is dead. She only appears once.

The Cleansed One

This character was originally a broo who, sickened by his foul condition, quested mightily to remove the taint of chaos from his being. He was able to find the true purification in the deep waters, and used Zola Fel as his route. He is now a symbol of whatever chaos-destroying powers the river possesses.

ASSOCIATED CULTS

Diros the Boatman

Zola Fel was befriended by Diros, one of the earliest gods of ships, and his cult became associated with Zola Fel. The aquatic worshippers feel the association is superfluous, but the air-breathers and merchants in the cult find the Boatman invaluable.

Members of the Zola Fel cult can gain training in the following skills.

BOATHANDLING: Those with this skill have a chance to operate all watercraft, making the most efficient use of boat and crew. The skill is usable only by the commander of the craft, and is rolled for only when the gamemaster demands. Concerned with the strategies and tactics of fresh salt water maneuver, Boathandling takes precedence over either Boating or Sailing; it is a true command-level skill. But for effective use of this skill, all those under the boat-handler's command must have Sailing or Boating (as applicable) skills of 50% or more. Base chance 00%; knowledge skill; 400/800/1600/EXP.

BOATING: With Boating, a character has skill in handling oared or poled small boats such as rafts, canoes, and rowboats. If a small boat is controlled by more than one person, then each must have a Boating roll made for him, unless there is a commander who may make his Boathandling instead. If one of several fails the roll, the boat will be proportionately less efficient in action. Base chance 10%; manipulation skill; 200/400/800/EXP.

SAILING: This skill determines success or failure in moving a sail-powered boat or ship of any size. On large ships needing many crewmen, each must be benefitted by a successful Sailing roll, unless the commander's Boathandling skill can be rolled instead. Base chance 05%; manipulation skill; 300/600/1200/EXP.

EXAMPLE FOR THE THREE SKILLS: *Halfast, Dominus, and Margali are sailing on a pleasant Friday afternoon between adventures. Their little craft is named the Myra. Foolishly, Halfast belittles Storm Bull. Within minutes a gale is brewing, and a chill northern wind whips about the frail sailboat.*

Halfast is experienced in Sailing, and his player easily makes his Sailing roll — the boat does what is best for the situation. For the moment everyone is safe, but the gamemasters reports that two more successful Sailing rolls will be needed to reach shore. The clouds are black, and ice forms on Halfast's well-trimmed mustache as he handles lines and tiller. Then Halfast's player misses the Sailing roll with a 98 — a fumble. The gamemaster rules that the mast has snapped, and that the Myra is awash.

Fortunately, there are oars stowed aboard. Since the Myra no longer has a mast, it is no longer a sailing craft. All three characters grab oars and frantically try to make their Boating rolls. Dominus, who is smart but weak, is barely 50%, and his player fails continually. Each failure means that the crafter limps toward shore erratically, washing out to sea as often.

At last Margali reveals that she was reared by islanders many years before, and has a good Boathandling skill. Ignoring the protests of macho Halfast, she orders Dominus to dump mast and sail, then counts time with a rowing chant. Her player easily makes the successful Boathandling rolls. The storm lessens. At last the Myra limps to shore, ruined but afloat.

Rune priests of Zola Fel have access to a Rune spell from Diros. In fact, since it involves the use of Zola Fel water, a priest of Diros must join Zola Fel's cult (or the proper cult for the particular body of water) in order to use this spell on the River of Cradles.

BUOYANCY: 1-point spell, duration 15 minutes, range 160m, stackable

One point of this spell allows 15 SIZ points to be pushed up by the water, so only the lowest part of the object touches the water's surface. Each 3 points of ENC count as a single point of SIZ for purposes of this spell. If the SIZ of the object is larger than SIZ 15, the spell will still push it up, but more of it will remain underwater. A SIZ 20 object will be one-third underwater, a SIZ 25 will be two-thirds submerged, and a SIZ 30 object will just barely break the surface of the water, but will not sink any deeper, at least. Objects larger than SIZ 30 will be only marginally affected by the spell — the most that would happen is that the object would sink slightly more slowly. If the spell is stacked, these SIZs are doubled for 2 points of the spell, tripled for 3 points, etc.

Two points of this spell stacked together will keep any riverboat and the goods inside afloat even if the boat has been seriously holed.

Other River Cults

Zola Fel's spells and skills are, in general, quite similar to those of other river cults. Initiates of Zola Fel would find it easy to switch cults if they were to move to another river basin.

Pavis

When Pavis arrived after the giants had left, Zola Fel traded friendship and support for trade and influence. The cult now heavily depends on river trade for much of its income, and the cult fishermen sell most of their catch at the city of Pavis, so Zola Fel's cult is linked solidly to Pavis.

MISCELLANEOUS NOTES

The tributaries of the River of Cradles are mostly mountain streams without cults. The spirits of these streams are generally subservient to Zola Fel, and he watches over them. There are sometimes small shrines to both Zola Fel and his tributary at the points where the tributary enters Zola Fel. These tributaries are considered part of the river under Runemaster restrictions.

A Zola Fel temple may be located in shallow or deep water, at the bank or in a pool. The temples are always located in still water, for convenience. When land-dwellers are likely to join in a worship ceremony, a boat or section of the shore will be set aside for the land-dwellers. In every worship service, there comes a point when even land-dwellers must enter the water (at least up to the waist).

Zola Fel is a rather unusual cult. Most of the members seen by others are human, but the majority of the members are actually water-dwellers. Over the general river length, about 25% of the members are land-dwellers, mainly human fishermen, boatmen, and a few traders; 20% are amphibious races mainly consisting of newtlings, with a few ducks; and 55% are full water-dwellers, composed of a few imported triolini, some of the river elves from the Puzzle Canal, and the intelligent fish of the river.

The river's intelligent fish do not come from a single species. Rather, every species of fish in the river has a small proportion (less than one in a thousand) of intelligent members. Almost all of these special intelligent fish become initiates of Zola Fel. These special fish also have their POW up to 3D6, from the usual fishy maximum of 2 or 3. They do not oppose the controlled harvesting of others of their species, as long as no intelligent fish are slain; some, in fact, help fishermen in their endeavors in return for various objects unattainable underwater.

Permission granted to photocopy this page for personal use only.

Adventurer License Form APG:439D



FRIENDS OF PRAX



MILITARY DISTRICT 47

Freelance Adventurer License

GOOD FOR THE CITY OF PAVIS AND THE RUBBLE

The bearer,, is an adventurer registered and licensed with the Governor's Office at New Pavis, located on the River of Cradles in the land known as Prax. This license entitles the bearer to the following privileges: to legally enter and adventure within the Rubble of Old Pavis; to exit said Rubble through any approved gate, and to carry from the Rubble all goods and valuables fairly obtained there after paying their 10% Exit Fee; to be eligible to buy Adventurers' Insurance from any gate office; to request and receive assistance from the gate guard in times of need for a reasonable fee; and he can register his armor, weapons, magic, and other valuables with the Lunar authorities to establish legal ownership to assure their return in the event that they are lost.



—by the authority of Sor-Eel
Governor of Prax

.....
Authorizing Official

.....
Date

MILITARY DISTRICT 47 — THE CITY OF NEW PAVIS

Freelance Adventurer Registration Form

This form testifies that the person hereon described has registered in good faith with the Friends of Prax Military District as an: ☐ Adventurer, ☐ Mercenary, ☐ Bodyguard, ☐ Houseguard. He or she is entitled to bear arms in the pursuance of his or her duties.

Name of Registrant Race Sex

Cult or Guild Affiliations:

Name and address of Employer/Lord:

Description of Registrant: Color Hair Color Eyes Height Weight.

Date of birth Province of birth

Tribal affiliation Are you a Lunar Citizen? ☐ Yes, ☐ No.

Heir Are you a Lunar Initiate? ☐ Yes, ☐ No.

Registered armor, weapons, magic, or other valuables (please include a witnessed description of each registered item):



—By the authority of Sor-Eel
Governor of Prax

.....
Registrant

.....
Registering Official

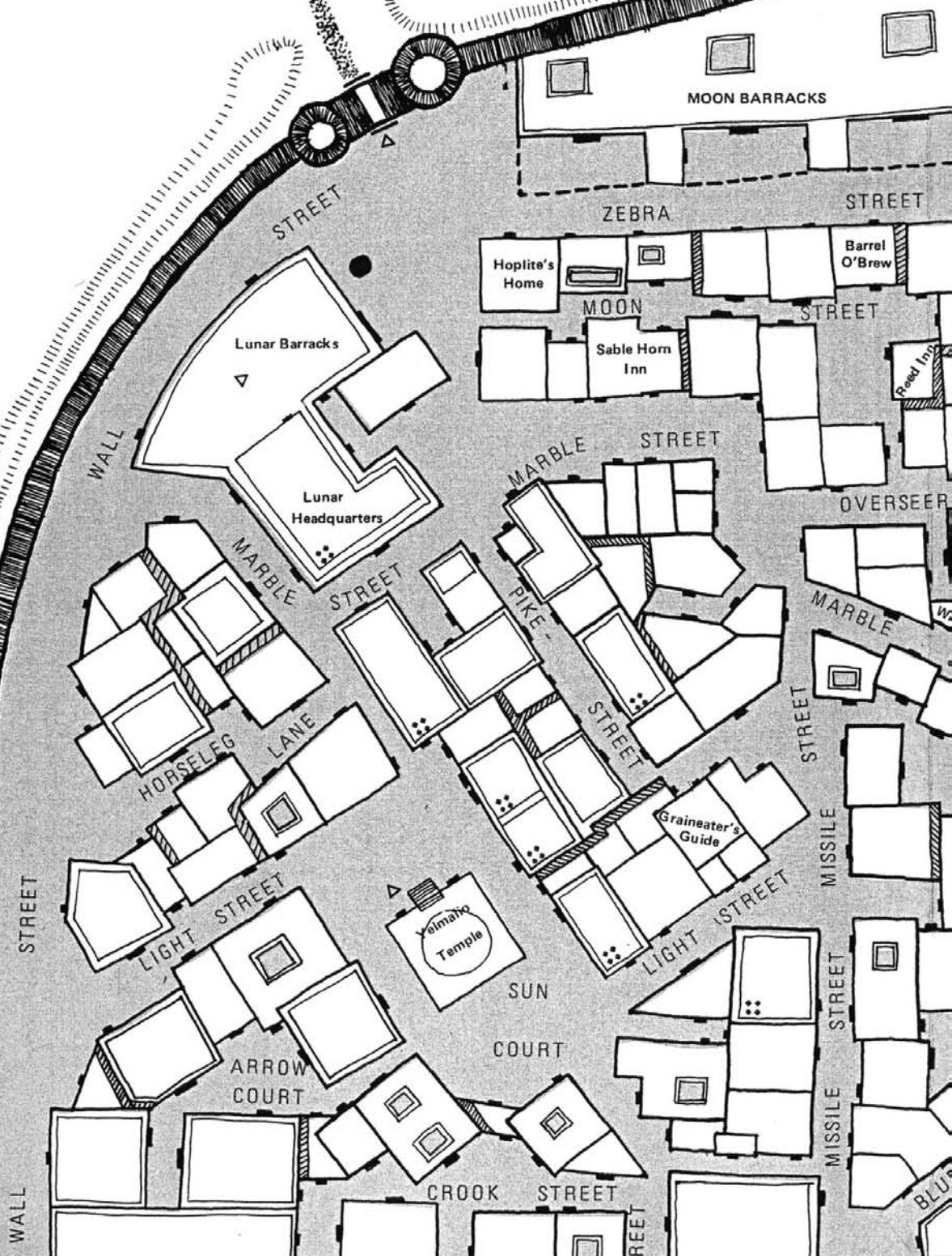
.....
Witness

.....
Date

Adventurer Registration Form ROT:066F

.....
Witness

West Gate



MOON BARRACKS

ZEBRA

STREET

Hoplite's
Home

Barrel
O'Brew

MOON

STREET

Sable Horn
Inn

Reed Inn

Lunar Barracks

Lunar
Headquarters

OVERSEER

MARBLE

STREET

MARBLE

STREET

MARBLE

STREET

HORSELEG
LANE

PIKE

STREET

Graineater's
Guide

MISSILE

STREET

STREET

LIGHT

ARROW
COURT

SUN

COURT

LIGHT

STREET

CROOK

STREET

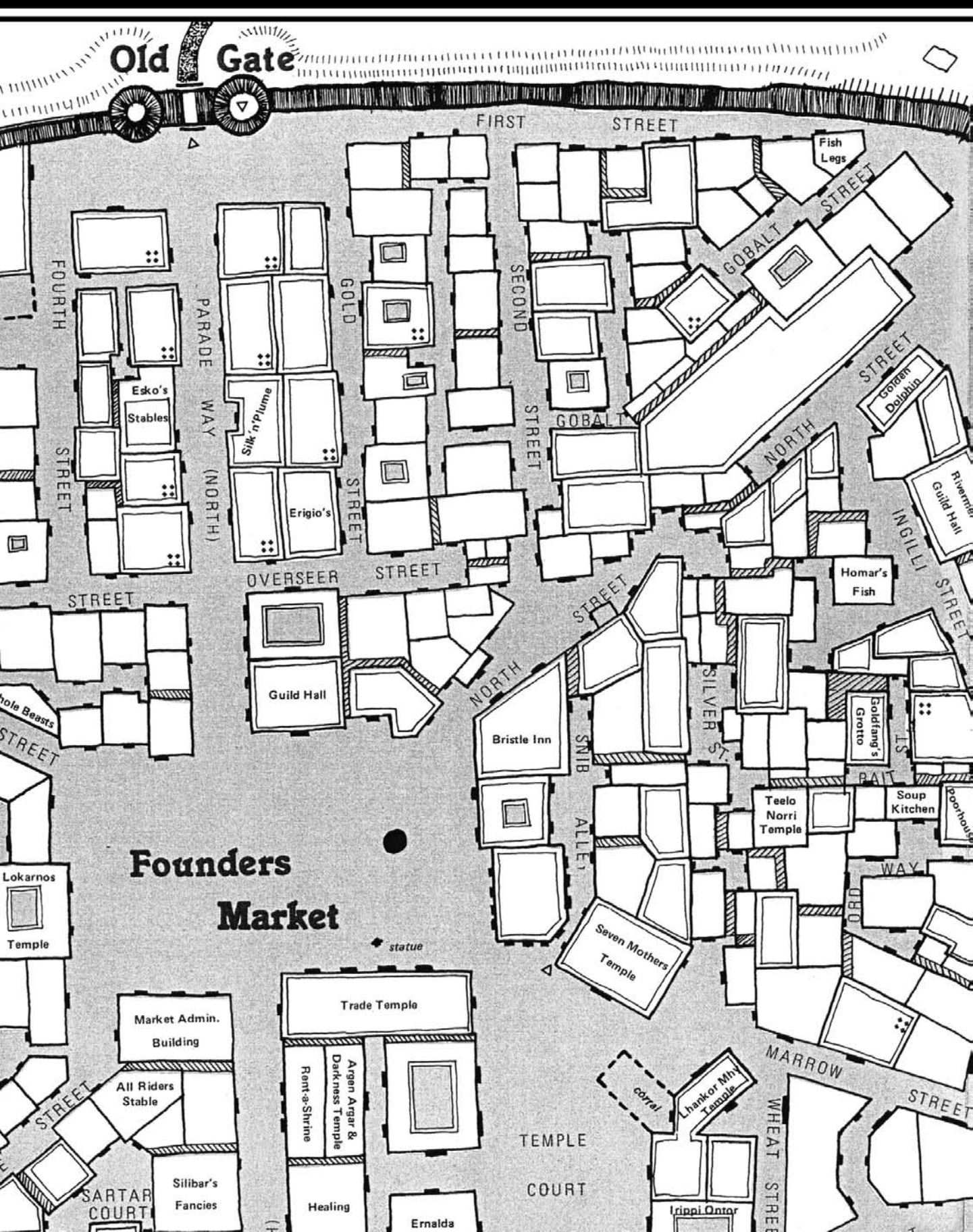
MISSILE

STREET

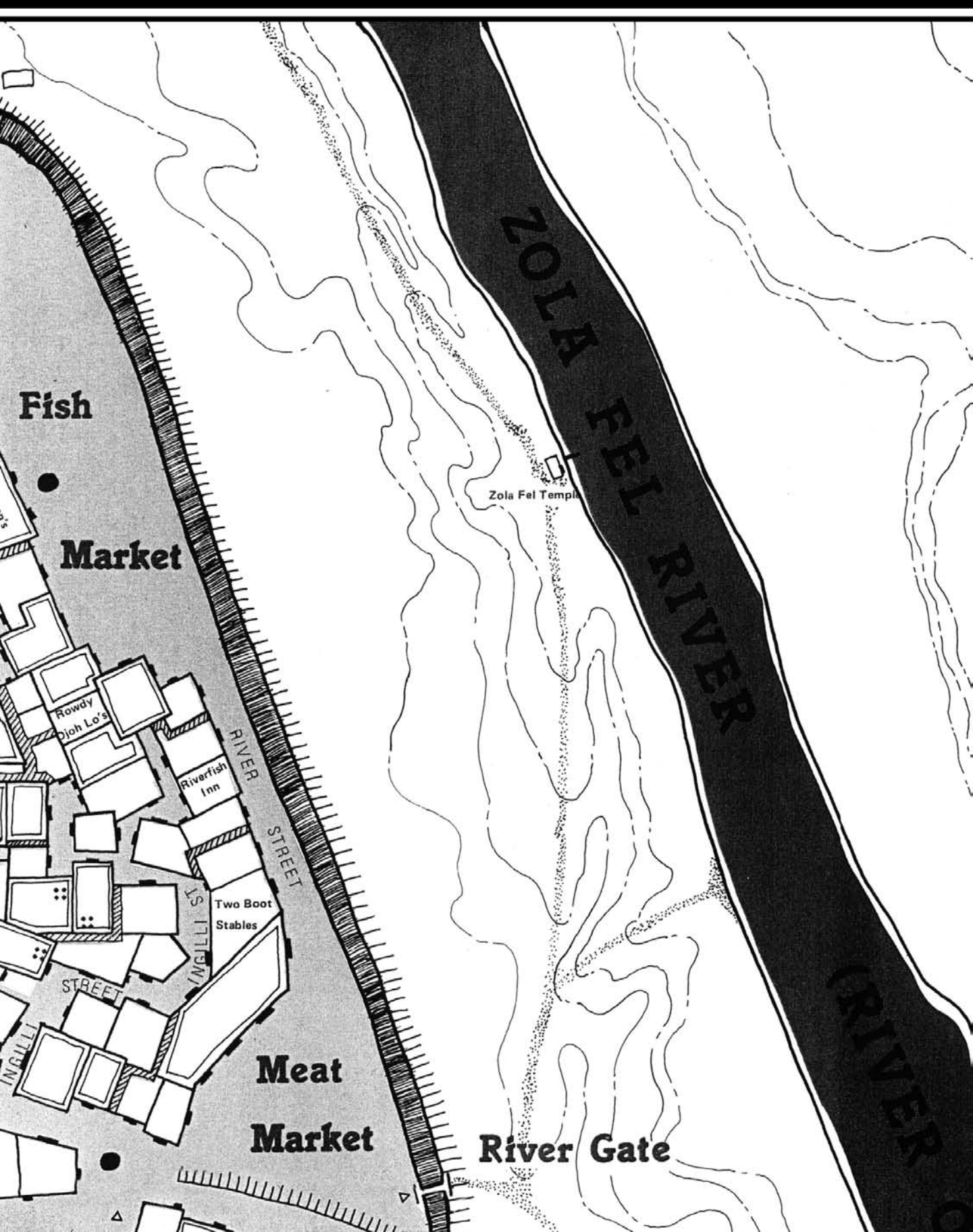
WALL

te

Old Gate



Founders Market



Fish

Market

Rowdy

Doh Lo's

Riverfish Inn

Two Boot
Stables

INGILLI ST

RIVER

STREET

Meat

Market

River Gate

Zola Fel Temple

ZOLA FEL RIVER

RIVER

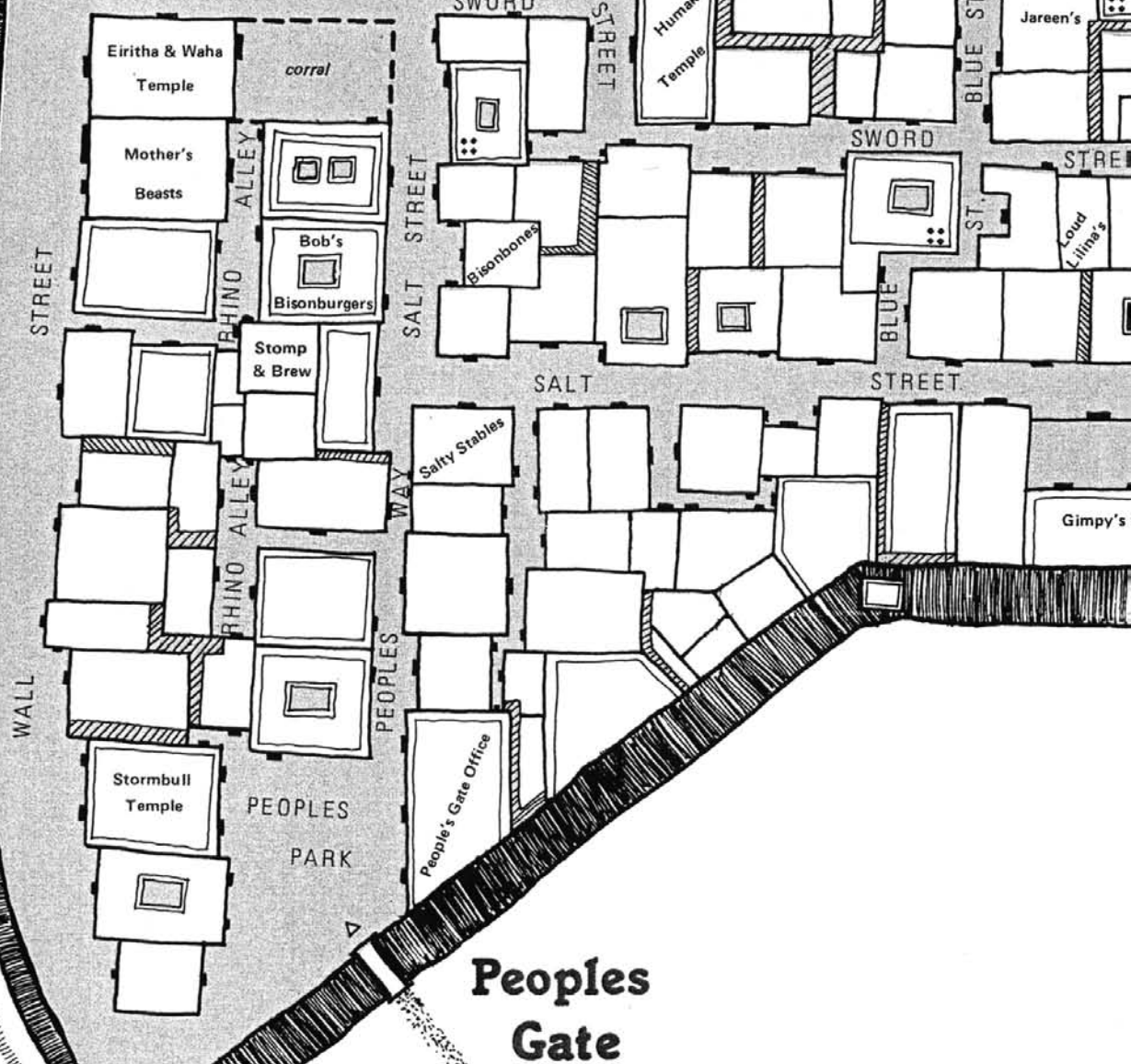
Sable Camp



Ga

South

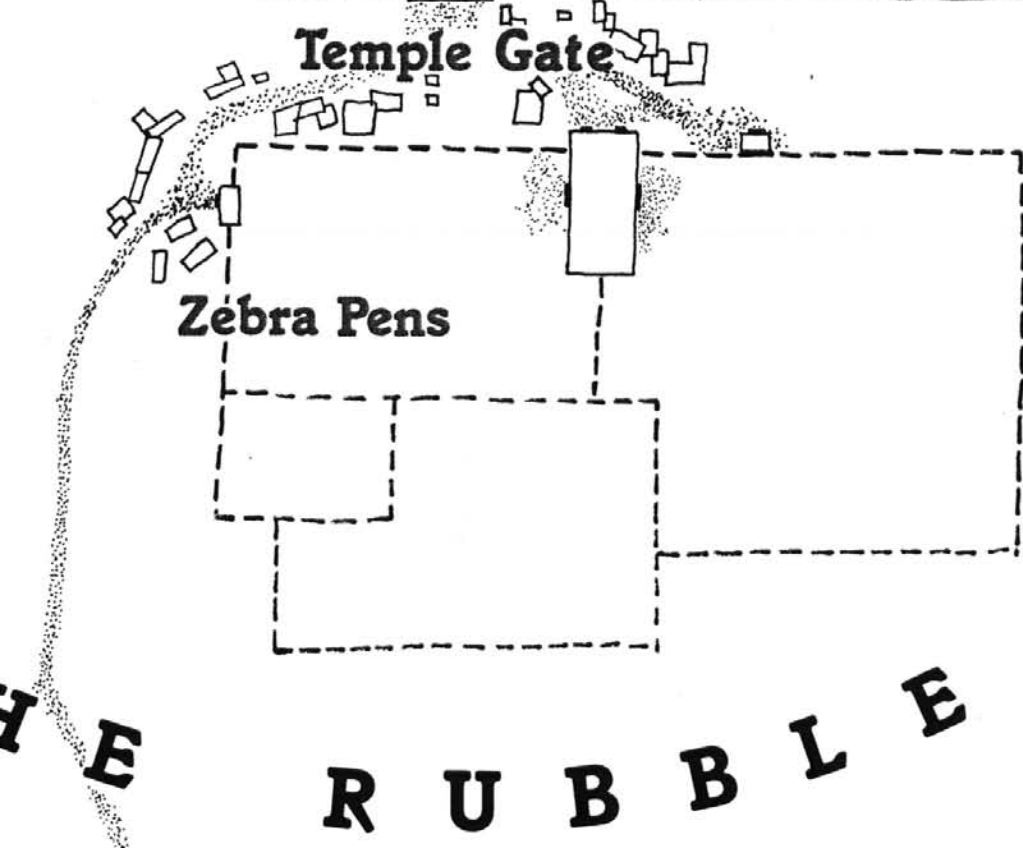
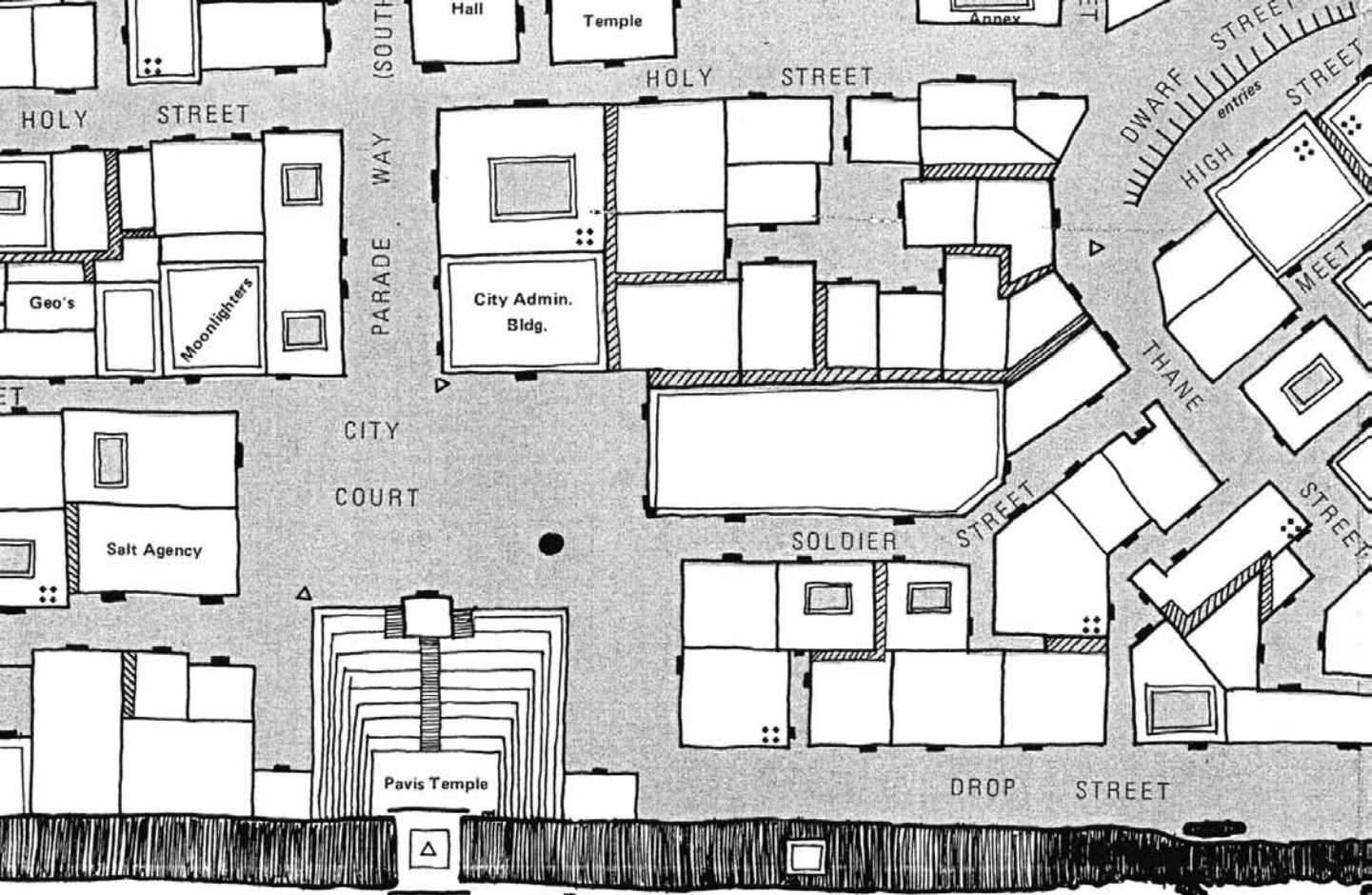
Farmers Market



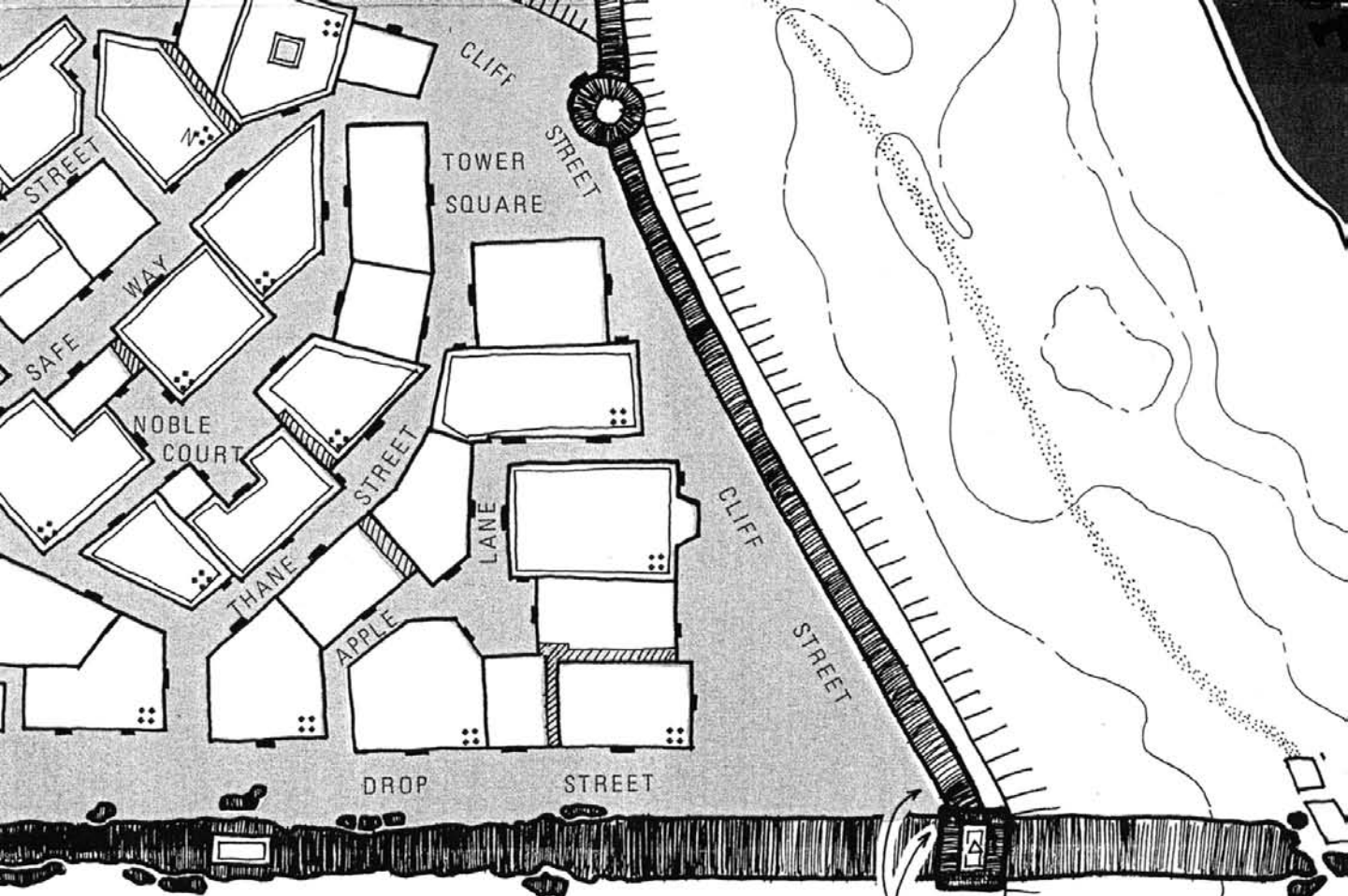
NOTE: The tops of the 6 meter New Pavis walls lie approximately 19 meters below the tops of the 25 meter giant walls enclosing the Rubble.

T

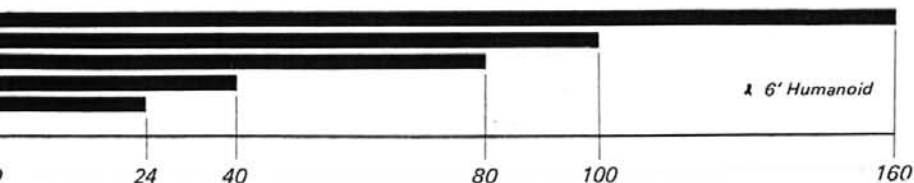
H



Runemagic
 Lt. Crossbow, Composite Bow
 Self Bow, Sling, Battle magic
 Detect Spells
 Limit of Movement 8 Creature



USEFUL DISTANCES CHART (in meters)



NOTE: The tops of the 6 meter New Pavis walls lie approximately 19 meters below the tops of the 25 meter giant walls enclosing the Rubble.

— HEADQUARTERS FOR LUNAR MILITARY

NEW PAVIS TOWN

Established in 1550.

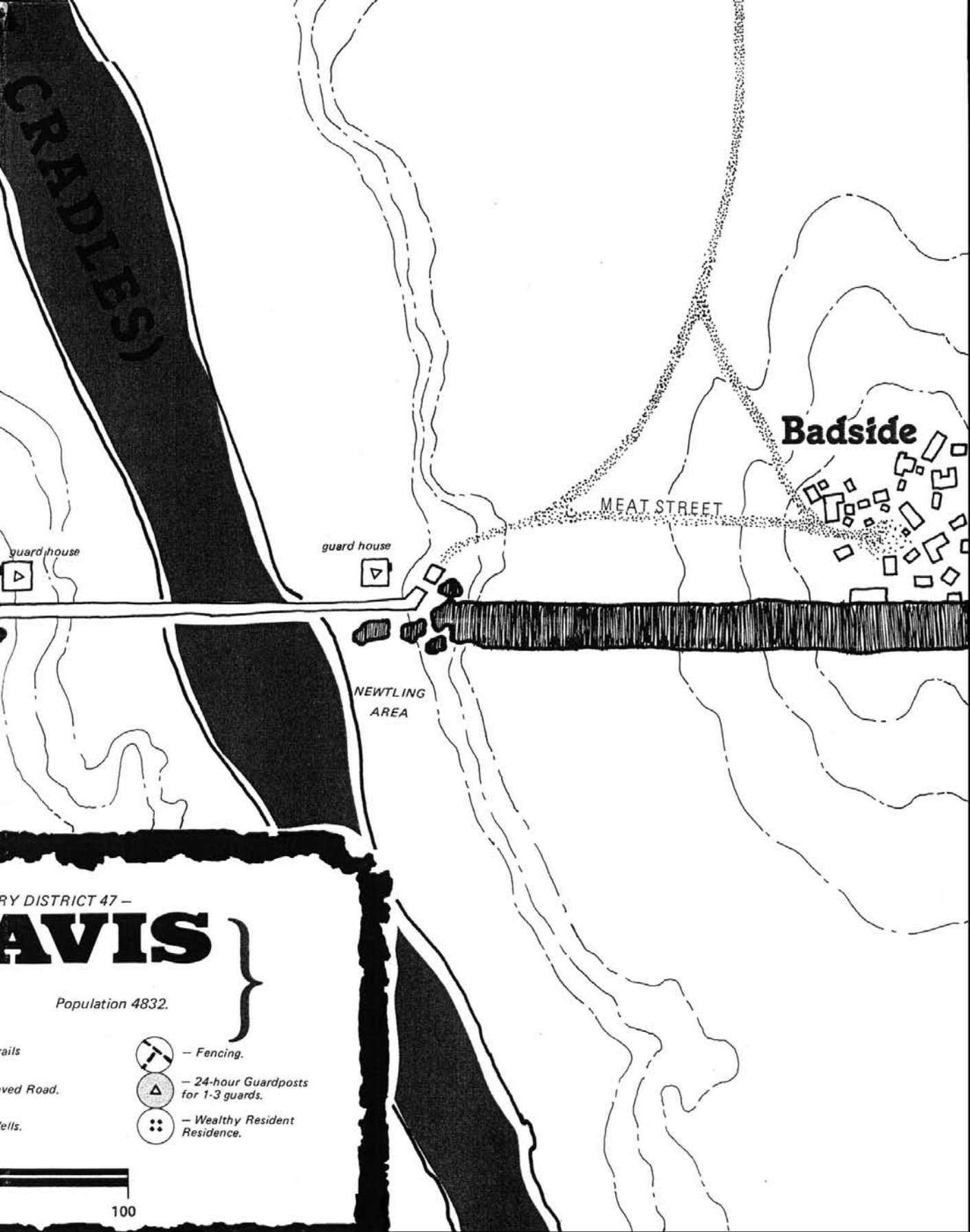
- Street Level.
- City or Rubble Walls.
- 2+ Story Buildings. Black square on wall indicates doorway.

- Covered Alley.
- Interior Courtyard.
- Stairs.

- Tower.
- Pavis.
- Wall.

Scale (in meters)





CRADLES

Badside

MEAT STREET

guard house

guard house

NEWTLING
AREA

RY DISTRICT 47 -

AVIS

Population 4832.

rails

ved Road.

ells.



- Fencing.



- 24-hour Guardposts
for 1-3 guards.

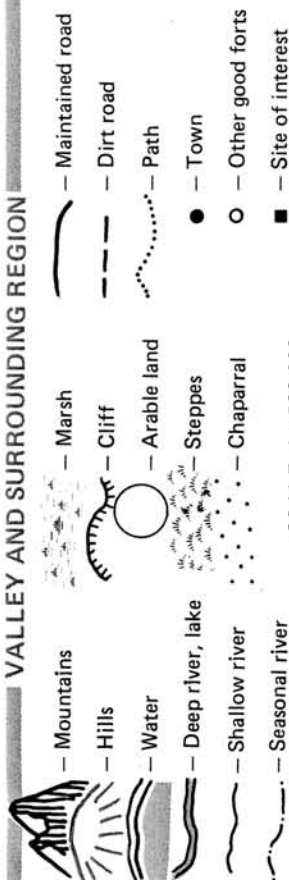


- Wealthy Resident
Residence.

100

River of Cradles

VALLEY AND SURROUNDING REGION



SCALE 1 : 500,000



Desolation Hills

VULTU

Small Lake Mtn.

Winterlake Mtn.

Sandorinth Mtn.

REDWOOD

FOREST

NINE GOOD GIANT MOUNTAINS

Leaping Place Falls

Far End

Leaping Place Lake

R E S

EAST SCRITHA

SUN

COUNTY

COUNTY

PAVIS

The Long Dry

Indagos

River

Scritha

Garhound

CRADLES

Pavis
& Rubble

The Pavis Road

Harpoon

NEW BOG

Sun Dome Temple

Eiskolli

Helmbold

Rory's Well

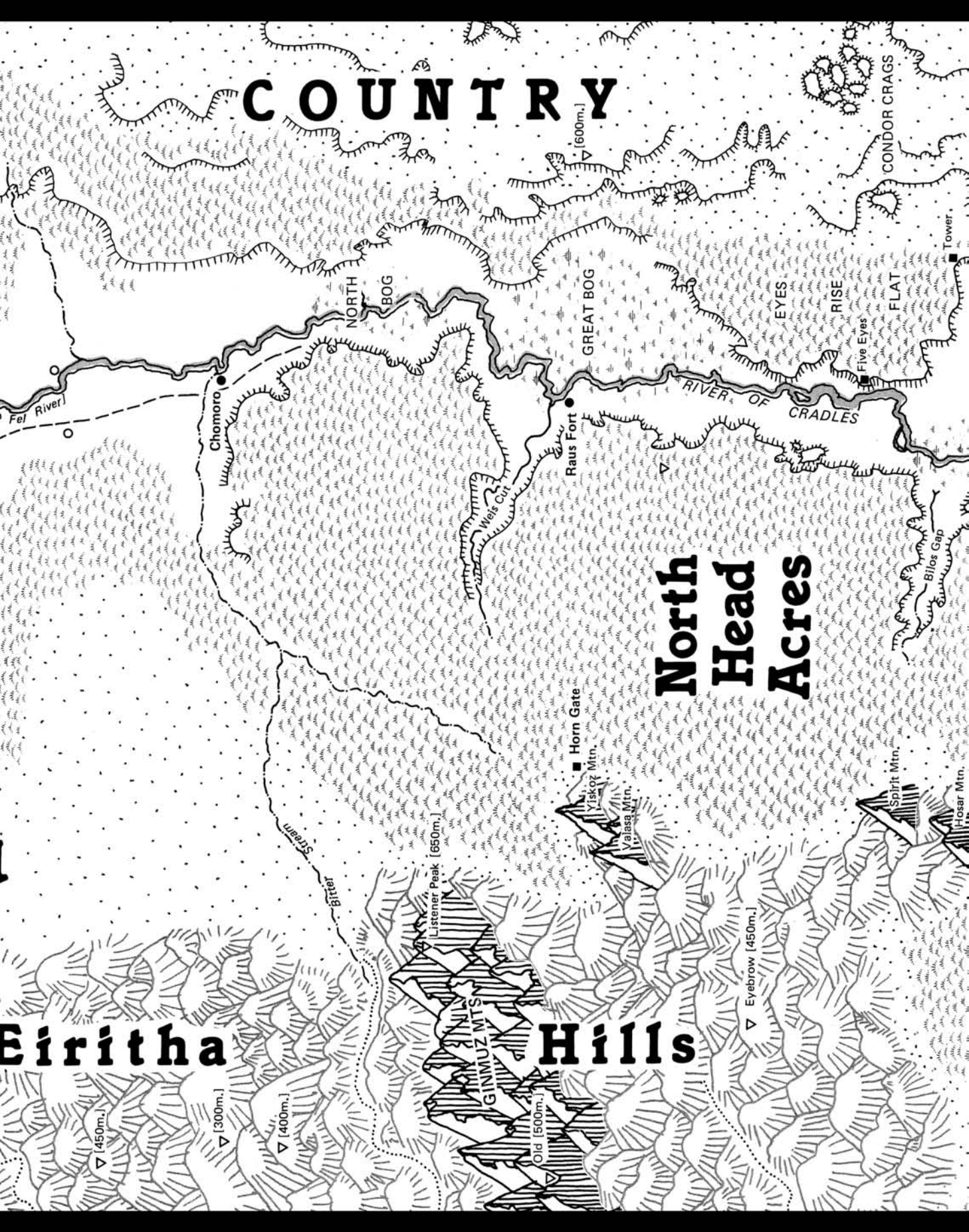
Bullford

Stream

Nisa's

[Zola]

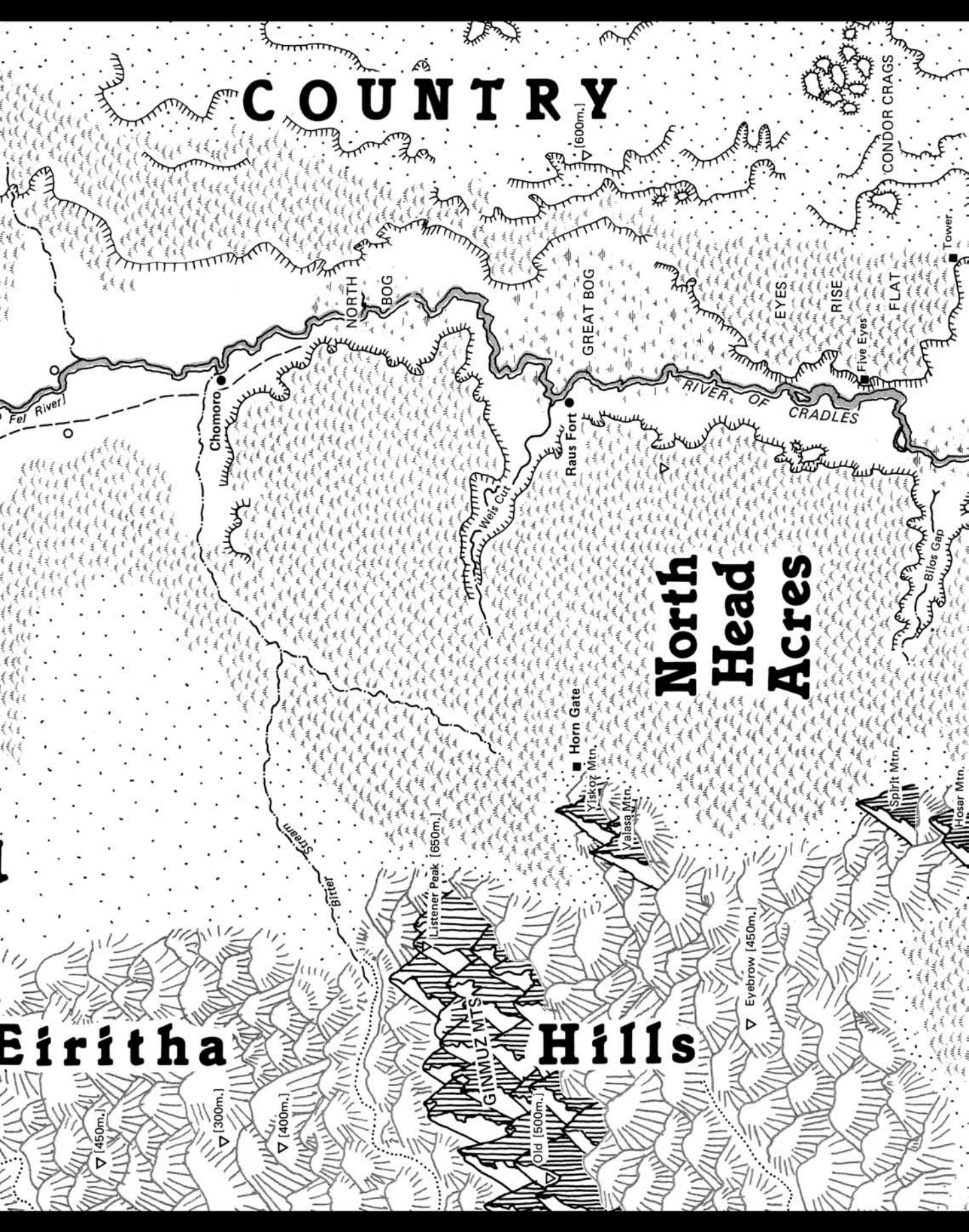
COUNTRY



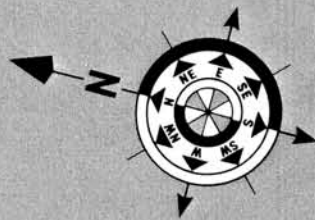
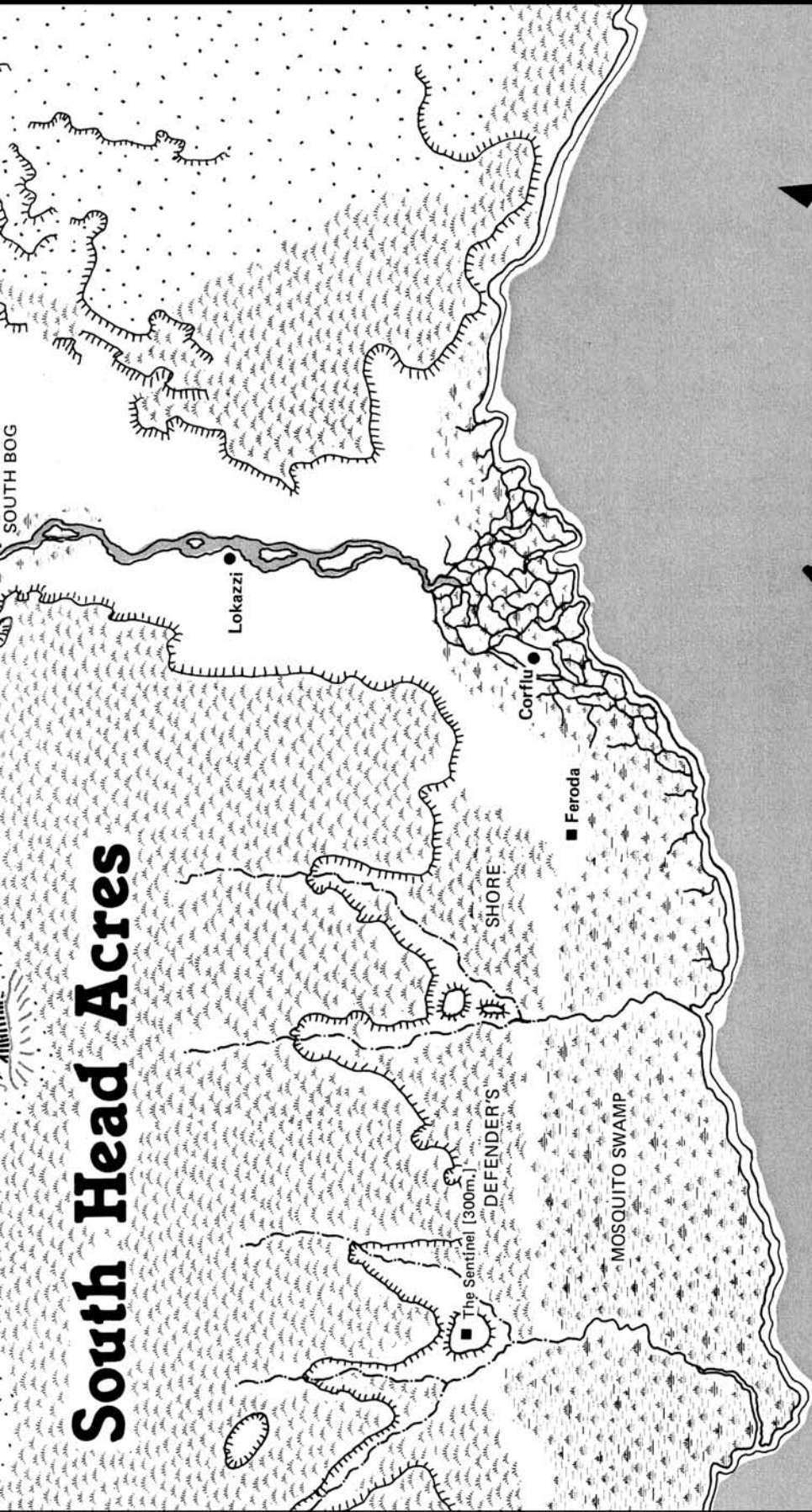
North Head Acres

Eiritha

Hills



South Head Acres



SEAF

ROZGALLI