



HARPER'S BAZAAR

Issue #13

October 2008



Table of Contents

Introduction	1
New Races	2
Ceanid	2
Vulfen	2
New Culture	3
Aquatic	3
Herbalism	4
Adventure: In Search of Valen	8

Introduction

Welcome to Issue #13 of **HARPer's Bazaar**. The past few months have been extremely busy for me and everybody here at ICE. So busy, in fact, that I have just recently gotten the time to work on this issue.

In this issue, we bring two new races, one new culture, some guidelines and expansion the Herbcraft skill, and finally, a conversion of the adventure that we presented in **Rolemaster Express**.

Enjoy!

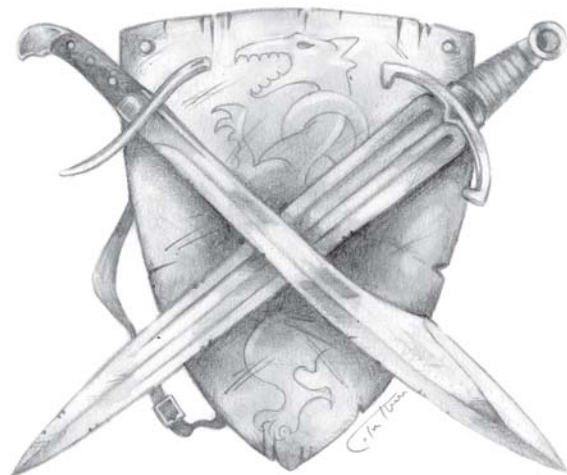
WARNING! All Items in this PDF should be considered optional and completely unofficial.

Credits

Author: Tim Dugger
Original Adventure: Allen Maher
Editing: Tim Dugger, Heike Kubasch
Proofreading: Heike Kubasch, Tim Dugger
Pagemaking, & Layout: Tim Dugger
Artwork: Peter Bergting, Jesper Esjing, Jeff Laubenstein,
 Jennifer Meyer, Colin Throm

ICE Staff

CEO: Bruce Neidlinger
President: Heike Kubasch
Editor/Jack-of-All-Trades: Tim Dugger
Pagemaking: Tim Dugger
Office Cats: Rajah, Pheobe, & Matsi
My House Cats: Bandit, Coco, & Rascal



HARPer's Bazaar Copyright © 2008 by Aurigas Aldebaran LLC. All rights reserved. No reproductions without permission.
 Produced and distributed by Mjolnir LLC, dba Iron Crown Enterprises 112 Goodman Street, Charlottesville, Virginia 22902.
 Web: www.harphq.com and www.ironcrown.com.



NEW RACES

CEANIDS

DEMEANOR: Ceanids are a friendly race. They enjoy the company of surface dwellers, and often build their cities in clear shallows not far from surface towns and villages. They enjoy trading with surface dwellers, especially for items that cannot normally be found in their aquatic homes.

APPEARANCE: The Ceanids looks much like humans, covered in small, iridescent scales. However, their skin/scale color can be from pale blue to a deep green, or anything in between, but it is never splotchy, always a uniform shade. Ceanids have no body hair, and often have a fin-like crest upon their heads.

LIFESPAN: Ceanids live an average of 70 years.

CULTURE: The Ceanids can be found in almost any culture, but usually only those along the coasts. They much prefer the Aquatic culture though.

SPECIAL ABILITIES:

Water Vision — The Ceanids can see up to 500' underwater so long as there is some light, and up to 100' in total darkness (as per Dark Vision), even upon the surface.

Amphibian — The Ceanids are able to function in water as easily as they do on land, and can actually breathe in both a liquid environment normal air. Ceanids have a Base Swimming Rate equal to their Base Movement Rate. They may also swim at "Pace" just as surface dwellers can move at a pace greater then their BMR.

Natural Sea Immunity — Ceanids have an innate immunity to extremes of naturally occurring cold, although they are still penalized by the effects of magical cold. Ceanids are also unaffected by the pressures of deep water.

Base Height & Weight			
Race	Base Height	Base Weight	Weight Modifier
Ceanid, Male	5'10"	210	3
Ceanid, Female	5'6"	180	2
Vulfen, Male	5'2"	210	3
Vulfen, Female	5'0"	180	2

VULFEN

DEMEANOR: The Vulfen are a fierce and feral race. At times it seems as if they barely keeping their savage sides in check, but this mostly just show for those who don't know them.

The Vulfen are extremely loyal to those that they call friend, and it isn't impossible to make friends with them, though it does take time for a person to show the Vulfen that they are trustworthy. Should a "friend" ever betray a Vulfen, he will have earned himself a life-long enemy, as their capacity for loyalty is only matched by their capacity to nurse a grudge and seek revenge when wronged.

APPEARANCE: The Vulfen are sometimes mistaken for werewolves, especially in areas where they are not common. They are bipedal in nature, but with a wolf-like head and legs. They are covers with fur from head to foot, often shaggy around the head,



Starting Ages			
Race	Adulthood	Lifespan	Increment
Ceanid	16	70	3
Vulfen	14	60	2

Racial Characteristics													
Racial Stat Modifiers										Endurance	Power Points	Resistance Bonuses	
Race	St	Co	Ag	Qu	SD	Re	In	Pr				Stamina	Will Magic
Ceanid	+2	+3	+2	+2	+0	+0	+1	+0		+30	+30	+20	+5 +5
Vulfen	+3	+3	+2	+2	+0	+0	+0	+0		+45	+15	+25	+0 +5



and shorter on the limbs and near the hands with dark pads on both their hands and soles of their feet.

LIFESPAN: Vulfen live an average of 60 years.

CULTURE: The Vulfen are most commonly found in Rural, Tribal, or Nomadic cultures, but other types of cultures are possibilities.

SPECIAL ABILITIES:

Night Vision — Vulfen can see clearly up to 100' easily on a starlit night. By the light of a full moon they can see up to 500' as if in broad daylight. In total darkness they are as blind as the majority of the other races.

Enhanced Scent — Vulfen have an extremely sensitive sense of smell. They can smell odors up to a maximum of 100' away when upwind, 2000' when downwind, and 500' away in still air, depending upon the strength of the odor. If a Vulfen can pick up the scent of a specific target, he can gain a +50 bonus to his tracking attempt.

Natural Claws — Vulfen are possessed of natural retractable claws on the tips of their fingers that grant them a natural bonus of +20 to all climbing maneuvers since the claws can be used to find purchase and grips where the tips of normal fingers could not. The Vulfen may also use these claws as weapons. When used as a weapon, they do a Small Slash attack, and the Vulfen may gain skill in using them, treat this as a Martial Arts Strike skill replacing normal Martial Arts criticals with their Small Slash critical.



NEW CULTURE

AQUATIC

Those of the Aquatic culture, simply put, live under the Ocean. They build their cities in the shallow waters near coastal regions. Their cities are built out of coral and other aquatic materials. These cities also often have chambers or sections which are filled with air for the comfort of guests and friends.

PREFERRED LOCATIONS: Aquatic communities build their cities in waters no deeper than 200' to 300' of water. They are careful to build their cities off the normal shipping lanes and to keep their buildings short enough to not catch upon the occasional passing ship.

CLOTHING & DECORATION: Individuals of this culture often only wear minimal clothing, such as tunics and shorts. Most decoration is formed of shells and jewels (acquired through trade). The clothing of this culture is of a unique material that does not absorb water, and is not deteriorated by it. Unlike their other underwater bounties, those of this culture rarely trade this material to surface dwellers.

DEMEANOR: Those who live within an Aquatic community often have serious, but light attitudes.

STARTING LANGUAGES: Racial Language (S 6/W 5), Common (S 4/W 3)

Adolescent Skill Ranks

Cultural Skills	Aquatic
Ambush	0
Animal Handling	0
Appraisal	2
Armor	1
Attunement	1
Climbing	0
Crafts *	1
Endurance	2
Healing	0
Herbcraft	1
Jumping	0
Locks & Traps	0
Lore (Local Region)	2
Navigation	0
Perception	2
Riding	0
Runes	0
Stalking & Hiding	0
Swimming	4
Tracking	0
Weapon Skills**	2
Weapon Skills ***	2

*Select one craft skill

**Select one melee weapon group

***Select one missile weapon group



HERBALISM



One aspect of **HARP** that hasn't been fully explored yet is the skill, Herbcraft. The following article not only expands the skill, but the entire category of herbalism in general for **HARP**.

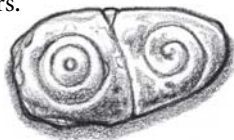
Among the lists of items that may be purchased in **HARP** core book is a list of herbs. However, there is a problem. Most of these herbs are extremely powerful overall, and in many cases should be considered to be almost magical in nature and thus much rarer than non-magical herbs.

The herb list and the rules given for finding herbs also do not take into account lesser, more common herbs. Nor does it take into account herbs of varying effectiveness. The following set of rules and guidelines are meant to **replace the current rules regarding herbs**, and to allow for a much wider range of herbalism capabilities

HERB CLASSES

Using these rules, we divide herbs into 5 distinct classes. Each class determines the overall potency and effectiveness of the Herbs, including such things as how long it takes the herbs to work.

One of the benefits of using a class system for herbs is that no actual names are required, unless the Game Master (GM) wishes to include them. They can be an extremely flexible tool for use in providing healing for the player's characters.



Class A: This class is primarily comprised of many of the herbs from the Herb list in **HARP**, plus whatever type of herbs that the GM wishes to include. The herb is very potent, and may even be magical in nature. Effects begin or occur on the very next round after the herb is properly applied, unless the herb specifically says otherwise. Non-magical herbs of this classification will increase natural healing speeds by a factor of 5.

It is recommended that magical herbs only be found in magical locations and places of a magical or unusual power. Examples of such include battlefields where a lot of magic was used, earth nodes, enchanted springs, near the run-offs from enchanted springs, etc.

Note: *When attempting to match herbs from the core rules to this system, the GM should pick herbs whose location codes fit into the general terrain types listed on the Herb Foraging Table.*

Class B: These herbs are some of the most potent of the non-magical variety. With proper usage, herbs of this class can increase healing, up to 4 times the normal speed. Effects of these herbs are usually felt within 1-10 minutes of use or application. These herbs will also prevent death of whatever they are acting against, even if that death was supposed to occur prior to the herb actually taking effect. In such cases the character goes into a coma until the herb's effects manifest.



Class C: These are potent herbs, able to aide in a swift recovery. Healing times when using this class of herb are 3 times normal and cessation of ongoing damage can be seen almost immediately though it would normally take about 10-100 minutes for the full effects to be realized and finalized.

Class D: This class of herb has a pretty fair effect. They cannot restore any damage done before being administered, but they will significantly slow such losses and then eventually stop such damage (such as stat loss) from continuing after 3-30 hours.

Class E: These herbs are some of the least effective that can be found. Healing rates are increase by only 1.5 times normal and it can take multiple doses, administered at least once a day for 1-10 days for the effects of the herbs to be felt.

SEARCHING FOR HERBS

Using these rules, a character would make either an Herbcraft maneuver roll or a Foraging/Survival maneuver roll to search for herbs. The results would then be compared to the *Herbal Usage Table*, on the next page,

to determine how many doses are found, and what classification those doses belong to.

The *Herb Foraging Table*, on page 7, is used to determine the difficulty of the search maneuver based upon the general terrain type and the basic effect of the herbs being sought. The Difficulty and other modifiers for the search can be found on the *Herbal Modifiers* table on page 6.

Example: *Joras the Forester is searching a forest for herbs that will stop Bleeding. Looking at the Herb Foraging Table, we cross-reference Bleeding with Forest and that gives us a "6". Looking at the Herbal Modifiers table, we see that a "6" equates to a difficulty of Very Hard which modifies the search by -40 to the maneuver.*

It will take approximately 8 hours to properly search an area. The base area that can be searched is 1 square mile for every 10 ranks that the character has in the Herbcraft or Foraging/Survival skill. This is increased by another square mile for each additional searcher involved. Add another square mile to the total for each Animist or Ranger in the search group.





The Herb Foraging Table lists several different terrain types. These are very general in nature to allow for a GM to properly adapt what the characters find to the location. This means that Forest includes all types of large plant growth, such as pine forests and jungles, and that Coastal includes sea coasts, lake shores, and river banks. It is left wide so that if a GM wants, he can have herbs be found in almost any terrain.

SEARCHING FOR MULTIPLE HERBS

In most cases, a character will likely be searching for either a single specific herb or for whatever herbs can be found. Each square mile searched will yield a maximum of 5 doses of herbs. Therefore, if searching for multiple herbs, it is likely that the characters will find fewer doses of a given herb than they would if they were searching for a single specific herb.

PREPARING HERBS

Once an herb has been found, it must be properly prepared before use. There are a variety of different methods for preparing herbs. Each herb is prepared differently. Below is a list of a few methods that could be use.

- Brew the herb into a potion and drink it.
- Boil the herb in alcohol or water, and inhale the vapors released.
- Chew the herb whole.
- Suck the juice from the herb
- Crush the herb and rub on the skin
- Make a compress of the chopped herb and press on skin
- Grind the herb into a powder and sniff or mix with food or drink
- Make a paste by mixing the herb with fats and smear it on
- Dry and crush the herb, then sprinkle the dust on the skin
- Wrap the herb in parchment or use a pipe and smoke it
- Bake the herb into bread or cakes and then consume it.

Not every part of an herb is used. In some cases only the root is used, in others the leaves, or the stalks or the seeds or fruit of the plant. It varies from herb to herb.

NON-HERBALISTS

Quite often characters will purchase herbs from shops or merchants. In such cases, the herbs usually come partially prepared and require only minor preparation before usage. In such cases, no skill roll is required to use the herbs, only the ability to follow the directions given for the herb.

HERBAL MODIFIERS	
Modifier	Modifier
Difficulty	
Routine (1)	+60
Easy (2)	+40
Light (3)	+20
Medium (4)	+0
Hard (5)	-20
Very Hard (6)	-40
Extremely Hard (7)	-60
Sheer Folly (8)	-80
Absurd (9)	-100
Other Modifiers	
Searched in past 6 months	-50
Searched in past 3 months	-75
Searched in past month	-100
Each Outdoorsman(Talent) in group	+10
Each Ranger in group	+5
Each additional searcher	+2
Per each unsuccessful day	+5
Searching using Foraging	-30

HERBALISM USAGE TABLE			
Result	Roll	Herb Finding	Herb Preparation
Failure or below	75 or less	None	No Bonus
Partial Success	76 - 90	1-5 Class E doses OR 1 Class D dose	+5%
Near Success	91 - 110	1-5 Class D doses OR 1 Class C dose	+10%
Success	111 - 175	1-5 Class C doses OR 1 Class B dose	+15%
Absolute Success	176+	1-5 Class B doses OR 1 Class A dose	+20%



HERB FORAGING TABLE						
Desired Use	Terrain Types					
	Forest	Heath/Scrub	Fields/Plains	Coastal	Swamp	Mountain
<i>Heal Injuries</i>						
Major Injury	9	8	8	7	8	8
Broken Bone	8	7	7	6	8	7
Bleeding	6	8	6	6	7	8
Minor Injury	2	4	2	2	3	4
Burns	6	4	3	5	5	5
<i>Drugs</i>						
Unconsciousness	5	7	6	6	7	7
Sleep	3	4	5	6	6	6
Daze (stun/impair)	5	5	4	4	5	5
<i>Poisons</i>						
Death, Instant	8	7	8	9	7	8
Death, Painful	8	8	7	7	5	7
Death, Slow	7	7	6	6	5	8
Wasting (stat loss)	6	8	8	7	6	6
Destroy Flesh	6	9	9	8	7	9
Insanity	9	7	8	8	5	8
<i>Cure Diseases</i>						
Blood	5	5	4	3	5	6
Bowels	4	7	4	5	6	6
Chest, lungs	3	4	4	3	5	3
Eyes	6	7	7	7	7	6
Fever	3	4	3	4	3	5
Mouth	6	7	6	6	6	7
Skin	4	5	4	4	5	5
Throat	4	5	5	5	6	4
Vitals	7	8	6	7	8	8
<i>Special Uses</i>						
Against Poisons*	7	6	5	5	7	6
Stimulate Dreams**	6	9	8	8	9	7
Awakening	7	8	7	7	7	6
Other unusual uses	8	7	9	6	8	7
* = Subtract 2 if the poison came from the same general terrain type						
** = Also includes hallucinogens						



IN SEARCH OF VALEN



Introduction

Days of searching, growing more desperate, finally a break, tracks dragging what could be a prisoner... possibly the child. The innkeeper hired you to find his boy and you finally have a lead. The path leads straight into a hillside... to a cave mouth.

The trail of the lost child ends here. Horwath the inn keeper is beside himself with desperation. Here is your chance to prove you have what it takes to be the adventurers you fancied yourself after five pints. The cave mouth gapes before you, whispering a solemn oath to swallow you whole.

The purpose of this adventure is for the PCs to enter the cavern and to rescue the child that has been kidnapped. This adventure is for a group of 4-6 first level adventurers of varying capabilities.

Background

The son of a wealthy merchant has disappeared, and he has hired your group to search for and rescue the child. After several days of searching, you finally find a trail that leads to the mouth of a cave. This is where our adventure begins.

Dramatis Personae:

The Good Guys:

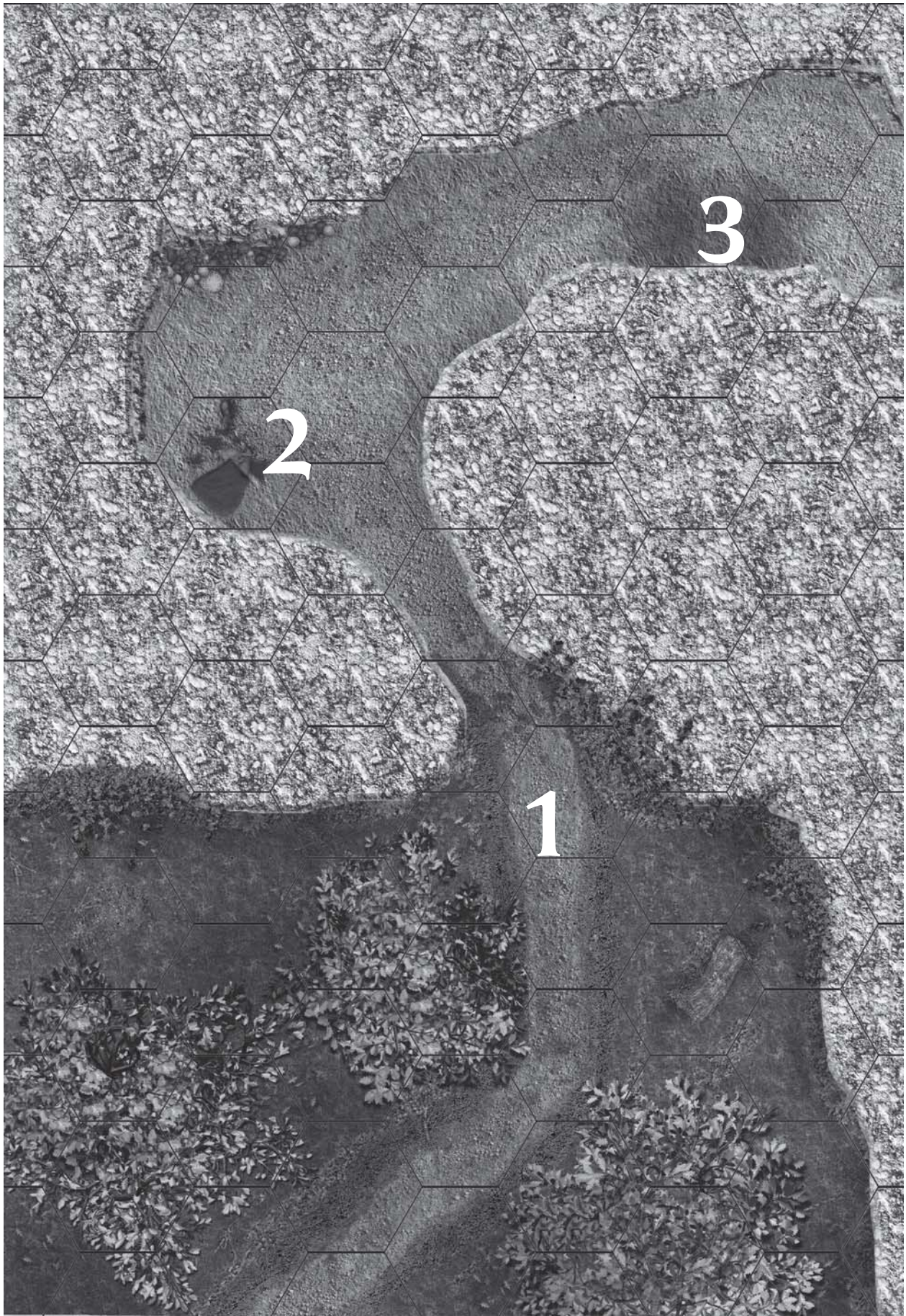
Valen, the merchant's son: Valen is about 10 years old, and is very scared of those who captured him. He will not be any of any aid. However, it is very important that the PC's keep Valen alive.

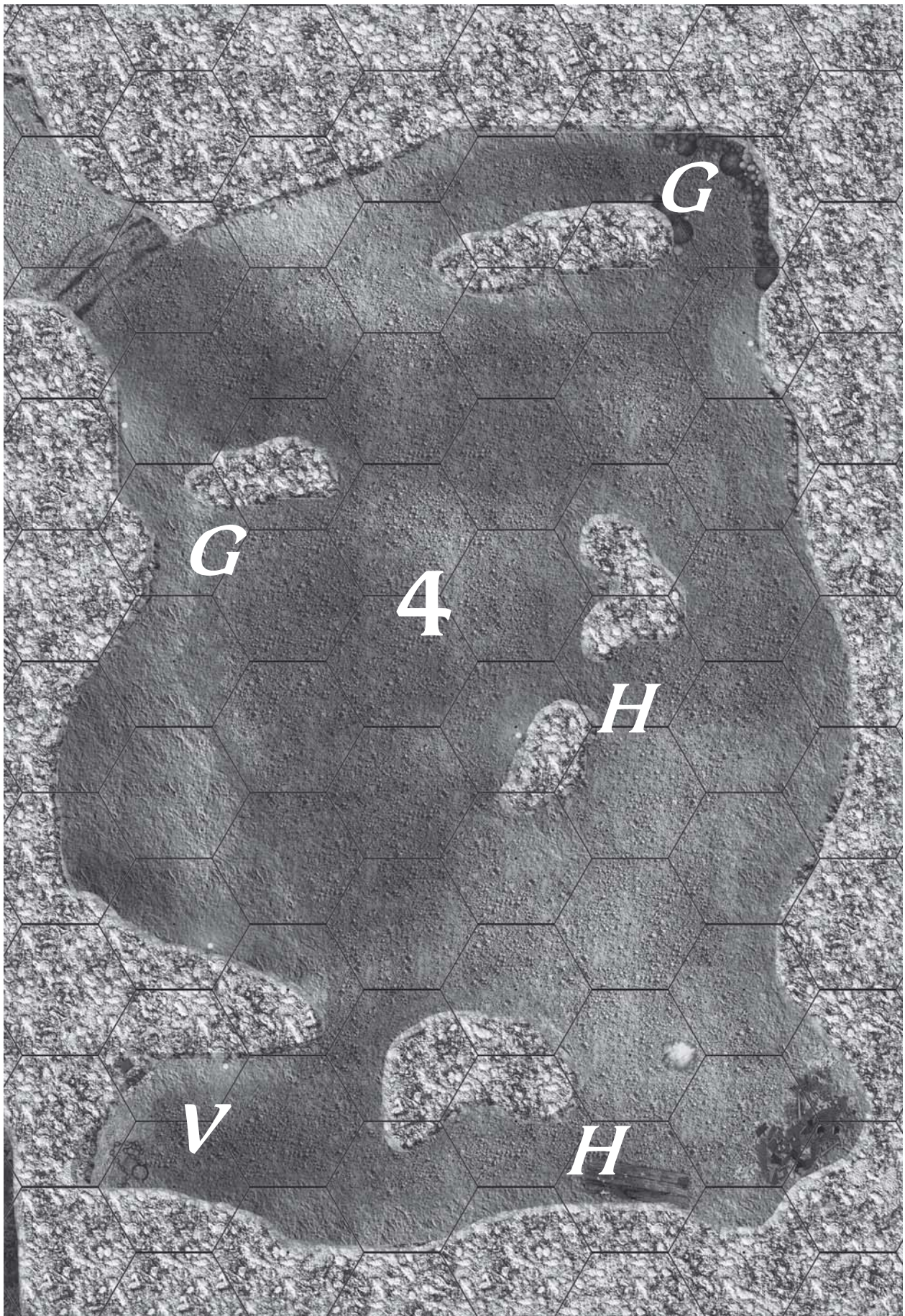
The Bad Guys:

Giant Ants: They are hungry and won't like their meal being disturbed.

Goblins: These are mercenary spearmen hired to help defend the caves in case of a rescue attempt.

Hobgoblins: The Hobgoblins are mercenary fighters who have been hired specifically to kidnap the child. They are in charge of the Goblins.







The Adventure

1. THE GAP MOUTH CAVE

The starting point for your adventure... you can use any of the descriptive text below to create your own to fit your situation.

"Days of searching, growing more and more desperate, finally a break, tracks dragging what could be a prisoner... possibly the child. The merchant hired you to find his boy and you finally have a lead. The path leads straight into a hillside... to a cave mouth.

The tracks end at the mouth of the cave and disappear on the cave's hard floor. Pale light appears from deep within.

Strange clicking and a whiff of something vile comes from the cave opening."

You can have players use either Tracking or Perception to check the tracks.

A Tracking check (or Perception) will yield the following results depending on how well the player rolls for his character. Just compare the total roll against the numbers given below. The player will then learn the appropriate information:

Failure (<80): There are tracks, from more than one person and the smell is rotting meat of some kind.

Easy Success (80+): There are more than 3 and as many as 6 people dragging a small child and sets of tracks from some strange creature. The smell is rotting meat of some kind.

Medium Success (100+): There are 4 small people dragging a child and sets of tracks from some six legged creature. The smell is rotting meat of some kind.

Hard Success (120+): The tracks are from two distinctly different types of creatures both smaller than men, dragging a child and at another time one or more six legged creatures has also entered the cave. The smell is rotting meat of some kind.

Very Hard Success (140+): The tracks are from two distinctly different types of creatures both smaller than men possibly goblins or kobold, dragging a child. At another time 2 six legged creatures, the tracks are ant like except for the size, has also entered the cave. The smell is rotting meat of some kind

GM's Note: *Depending upon the strength of the PCs, you might want to include more than just 2 Giant Ants. If this is the case, be sure to include tracks of more Ants in the above results. A Medium result is required to know that more than 1 has entered the cave, and a Hard or better result is required to show that none of the Giant Ant tracks leave the cave. Also, if there is more than 2 Giant Ants, there will be more clicking sounds to be heard.*

2. ANT AT THE PICNIC

Just in from the mouth of the cave in the gloom beyond, there two ants feeding on a sack of nasty small game carcasses, that a few weeks prior may have made a decent broth. The ants will recognize fresh food (the PCs) and attempt to munch on one or two characters. If it is moderately wounded it will attempt to run away from the cave and characters altogether.

GM Note: *If the party is relatively tough, you might want to have more Giant Ants be present. If that is the case, be sure to have more tracks be visible in #1 above.*

Now combat begins. Declare actions and roll initiatives. There is not likely to be a surprise unless the party was sneaking in (stalk/hide maneuver) or the characters were totally oblivious to the clicking noises.

3. THE PIT

Hidden here is a pit trap that requires Success at a Medium Perception maneuver to find. The first character to walk over it (determine this using the normal roleplaying methods, of marching order or who ever moves their icon first or whatever method of your devising) will trigger the trap. They will need to get 100 or higher in making a Light Agility Maneuver (roll and add 2x Agility bonus adding in the +20 for it being a Light maneuver, look up results on Percentage column of Moving Maneuver Table) to avoid falling in and taking a Tiny Impact Critical. When making the Agility maneuvers, the difficulties given are for jumping backwards to the area before the pit. Increase the difficulty by 1 degree if they attempt to continue moving forward while trying to escape the pit.

Those next in line will need an Easy Agility Maneuver to avoid the fall once the pit has been revealed.

Getting out of the pit which is 10' deep will require help from a rope and/or the other players, or a Hard Climbing maneuver.

4. THE AMBUSH

When the characters battled the Ant, the other occupants of the cave were alerted to their presence and have made preparations. They have hidden around the cave behind cover. The Hobgoblins (marked with an **H** on the map) have had time to load crossbows and the Goblins (marked with **G** on the overview map) have spears ready for a charge. The room is dimly lit with torches, there was not time enough to extinguish them and hide.

With all their positional advantages, the characters will need to succeed at a Hard perception maneuver to not suffer surprise when entering the cavern.



While the characters are rescuing those who have fallen into the pit, the Hobgoblins and Goblins will spring the ambush. The Hobgoblins will fire their crossbows from cover then reload and fire again if there is time before joining the fray with melee weapons. The Hobgoblins gain +25 to their DB while firing their bows from behind the rocks, and +50 to their DB when reloading. This bonus only applies against missile fire from the tunnel.

The Goblins will charge those who get past the pit trap and actually enter the chamber and holler for the Hobgoblins to join in.

The Goblins and Hobgoblins will attempt to surrender if two or more Goblins are down and out or if all of them are wounded and the battle is clearly lost.

If the characters allow the villains to parley, they will offer the coins from their stash in the wall and the orders that they were acting on.

If the PCs do not allow them to parley or seem intent on killing them all, they will attempt to use the child as a hostage to escape.

The child is bound and gagged in the nook in the back (marked with a V on the map). He is hungry and bruised but otherwise fine.

It requires a successful Easy perception maneuver to locate the small bag of coins (see “The Rewards” for a total of the coins contained in the sack) and the scrap of parchment containing the orders to the Hobgoblins. They are located in a niche in the wall above where Valen is trussed up during the ambush.

The parchment contains the following:

“To Gravox and company:

I will send word when the ransom is received.

Keep the child alive until then ... your instructions for the disposal of the evidence will be included in our next communiqué.

Stark.”

GM’s Note: *The GM should adjust the number of Goblins and Hobgoblins so that they will give the PCs a tough fight, but not too tough for the PCs. There should be at least 2 Goblins and 2 Lesser Orcs. Add one additional Goblin for each additional member of the party if there are more than 4 PCs.*

Loose Ends

Valen’s father has no idea who Stark is or why he might want to kidnap his son, but he is willing to hire the PCs to attempt to find out. In order for them to succeed, they will need to back-track the merchant’s path to other villages and towns. It will take a while, but they can eventually find out.

Stark could be a rival merchant who wants to prevent him from making a purchase in the next town by bankrupting him for the ransom or who wants to steal his trading route, or he could be an evil priest who wants

the child for some nefarious purpose, and the mention of ransom was a red herring to make the Goblins believe that more money was coming their way.

Or it could be something completely different. In short, the search for Stark is an excellent jumping off point for the GM to use in the continuing adventures of the PCs.

The Rewards

Monetary Rewards

Valen’s father is paying the adventures what he considers a princely sum of a 4 gold and 15 silver pieces for the safe return of his son.

In the niche in the wall of the cave above Valen is a bag of coins containing 13 gold, 11 silver and 25 copper pieces. The adventurers get to keep this if they rescue Valen. If the PCs parleyed with the Goblins and Hobgoblins, they get to keep whatever they offer in exchange for their lives.

Experience Rewards

The following list gives the various XP awards for each portion of the adventure. All XP awards are what EACH character involved in the adventure would receive.

1. **Reading the Tracks** – If any of the PCs have the sense or skill to attempt read the tracks outside the cave, they deserve to receive between 50 and 300 XP, depending upon the success of the Tracking/ Perception maneuver used. Reading the tracks to find the cave and determine Valen is inside is a Major Party Goal.
2. **The Giant Ants** – The battle with the Giant Ants should not be one sided, but it should not be a pushover either. The GM should treat it as a Hard Minor Goal (to defeat or drive off the ants) worth (100 XP) per character.
3. **The Pit** – Avoiding the pit once its presence is known, and/or rescuing somebody caught by it can be considered to be an Easy Minor Goal (30 XP), while escaping from it after being caught would be a Medium Minor Goal (50 XP). Finding and avoiding the pit altogether, before anybody falls in, can be considered to be Hard Minor Goal worth (100 XP).
4. **The Ambush** – The goal here is to defeat the Hobgoblins and Goblins and rescue Valen without him getting hurt. This is at least a Very Hard Major Goal (300 XP each) if they are willing to parley, or an Extremely Hard Major Goal (400 XP) if the PCs do not parley. Should Valen be injured, each member of the party only receives half the normal XP. Should Valen be killed, then each member of the party gets only 1/4 of the normal amount of XP.



Other Rewards

Valen's father is so grateful that he will give the adventures a 10% discount on his wares should they ever want or need to purchase anything from him. Valen's father is an herb merchant, buying and selling herbs in many different towns and villages.

The villagers will ask the party to tell their story of the rescue. They will, in turn tell this to other merchants and peddlers and travelers that pass through the village. Over the course of time, the party will become slightly famous for their actions. Should they continue with their heroic actions, and continue to brag, this can lead to people seeking them out to hire them.

The Stats

The following table shows the combat statistics for the monsters used in this adventure.

ANT, GIANT

Giant ants are much like regular ants only 1-2' in length. They attack using their powerful pincer-like mandibles. Giant Ants will almost always be found in groups.

Abilities – Blazing Speed; Survival Instinct; Tough Hide (Greater)

IQ – Giant Ants are capable of working together in limited ways, but are not really intelligent. They will often work to surround foes.

DB – +20 Stats; +10 Survival Instinct; +60 Tough Hide (Greater)

Skills – Perception (9) 55; Climbing (9) 60; Tracking (4) 30

Goblins

These creatures stand between 3'6" and 4'6" tall and have round heads with snub noses and wide grinning mouths. Their skin is a mottled greenish yellow in color. Goblins are very clever and very skilled with mechanical objects such as traps. Goblins enjoy night vision (to 100'), but are often blinded (-75) by full daylight.

Abilities – Night Vision; Blazing Speed, Enhanced Senses

IQ – As intelligent as Humans, Goblins are a very barbaric race. They tend to prefer to strike from ambush or to use traps.

DB – +10 Stats; +30 Rigid Leather; +20 Target Shield

Skills – Perception (6) 50; Ambush (4) 30; Locks & Traps (4) 30; Stalk & Hide (4) 30

Hobgoblins

Larger and more violent than their lesser cousins Goblins, Hobgoblins often have a muddy tinge to their skin coloring. Hobgoblins possess night vision like Goblins, but are less sensitive (-25) to full daylight.

Abilities – Night Vision; Enhanced Senses; Quiet Stride

IQ – Hobgoblins are as intelligent as Humans, though much crueler and dominating.

DB – +10 Stats; +30 Rigid Leather; +20 Target Shield

Skills – Perception (9) 65; Stalk & Hide (6) 40

MONSTER STATISTICS										
								Resistance Rolls		
Name	Lvl	Size	BMR	Init	DB	Hits	Attacks	Stamina	Will	Magic
Ant, Giant	2	S	10	20	90	85	70 S-Slash	50	35	35
Goblins	1	M	12	15	60	70	50 Melee, 40 Missile	30	30	30
Hobgoblins	2	M	12	15	60	95	65 Melee, 50 Missile	95	40	40