

T'dech To's Tomb

Judges Guild

by Scott Fulton



A Judges Guild
UNIVERSAL
FANTASY SUPPLEMENT

THE PROPHET SAID THAT THE GREAT
DRUID WOULD RISE AGAIN TO WREAK
VENGEANCE AND DESTRUCTION ON THE
PEOPLE! YOU MUST FIND HIM; YOU MUST
DESTROY HIM; YOU MUST END THE
CURSE!

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BARBARIAN VILLAGE!



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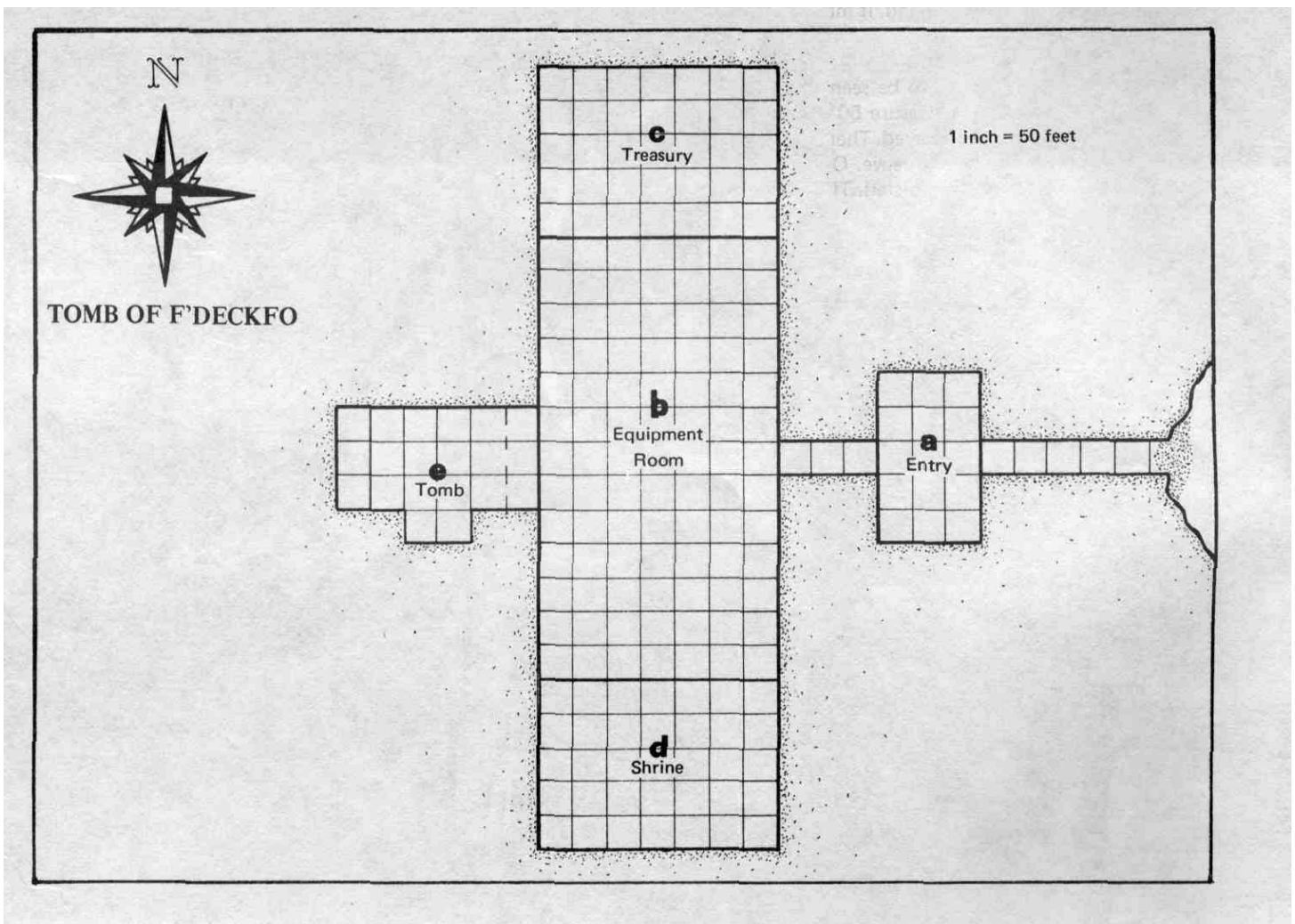
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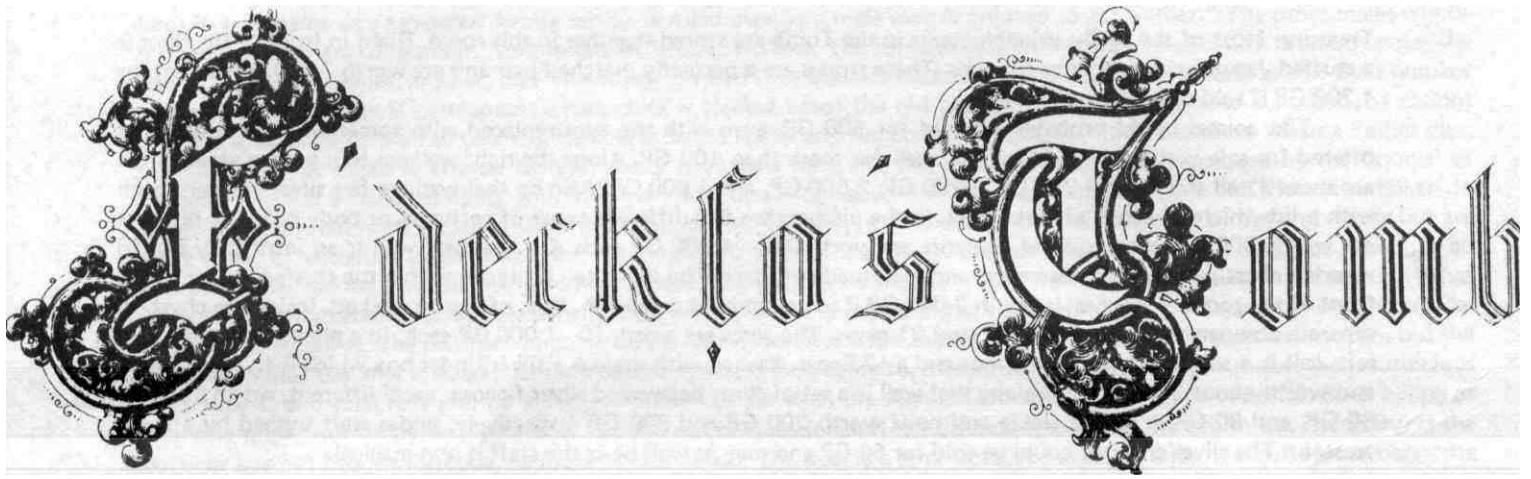
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Perhaps a major reason that the people of Dantell are so awed by magic is because of the legend of F'deckFo. At the time that the tribe was still leading a nomadic life, F'deckFo was the Shaman and a powerful Druid. When the people decided to settle down and begin mining, F'deckFo stood by and did not say a word. This was quite unusual because he was usually quite vocal. The fact is, the Chief had convinced him that Utigetcho would speak with the voice of the people and that he should not interfere in any way.

Late that night, as F'deckFo stood atop the hill where the meeting had taken place, something happened which still frightens the people nearly a century later. The legends say that a bolt of green fire seemed to come from the top of Heaven itself and struck F'deckFo, consuming his body and blackening his bones.

The people buried his bones with honor inside the hill on which he died. They were quite frightened and moved their village site several miles. The hill is just visible from the road to the river, and its tip is quite void of life to this day. The Tomb is rumored to be inhabited by an evil force, and the legends say the F'deckFo can never rest until his bleached bones lie strewn over the site of his great misdeed.

The entrance to the Tomb is on the east side of the hill but was filled in and has been grown over with grass. It must be hunted for. There is a 5% chance of finding it for each turn spent searching, with double the normal chance of encounter in the meanwhile. When it is found, it must be dug out and will then lead to a 10'-wide tunnel. This extends for 56' and leads to a bricked-in doorway.

- A Entry. The first thing to be seen of this room will be a brilliantly-colored painting of a Jaguar on the far wall, 30' away. The side walls measure 50' apart. Piled against the far wall, around the Jaguar, are fruits and flowers which are wilted but not badly decayed. There are several shovels lying on the floor in disarray, as though they were thrown there by people in a hurry to leave. One has a broken handle, but the rest are in quite usable shape. They are no longer shiny, but they are not rusted. The floors, walls and ceilings are all of dressed stone and in the shape of an almost-perfect, semi-circular arch. The area of the wall behind the painted Jaguar is actually a secret door. It leads to another 10' wide passage, this one arched and covered with dressed stone. It is 30' long, and at its end is another painting of a Jaguar. Above the Jaguar, in the native language of the Dantell tribesmen is the following message, "Break not this seal, lest ye release that within and thereby cause great destruction." Wisdom or less must be rolled on a D20, or Fear will preclude entry into this hallway.
- B Equipment Room. Despite the terrible manner of his death, the people loved and respected F'deckFo and wished him to do well in the afterlife. They, therefore, generously supplied him with all a person could need to survive. Unfortunately, most of this equipment has been destroyed by the inhabitants of the room. These are four Barrow Wights which have 29, 26, 26, and 22 HTK and attack as 5 HD creatures. They do 1 - 8 points of damage per hit and attack twice per round. These Wights are the souls of the Chief and three clan leaders who inspired the move to settle down and were condemned to haunt this room as payment for their sins. They can be struck only by magical weapons. The room contains the following: the complete equipment for a horse, including saddle, bridle, blanket, saddlebags, and a travois with broken poles; a small hide tent with ribs made of buffalo bone (the bones are broken, and the hide is shredded); 20 darts with feathers destroyed and points blunted; a dart thrower made of bone and snapped in two; a barrel of wine which seems untouched but is really poisoned, a bag of jerked antelope meat which is infested with dead maggots; and the remains of a small shrine which is now nothing more than splinters. Spread over the floor are 300 GP which are badly worn. 1 - 6 rounds after the jerked meat has been checked and the maggots are determined to be quite dead, a vile smell will begin emanating from the bag, and, if it is checked a second time, the maggots will be alive and squirming. In each corner of the room is an ebony statue of a Jaguar which is covered with gold leaf and has eyes of quartz and turquoise with onyx pupils. Unlike the rest of the things in the room, these are in perfect shape and show no signs of decay, destruction, or even dust. Indeed, they will reflect light as though just finished moments before. Such an art object would be worth 1,000 - 6,000 GP in the outside world. In the center of each of the three walls, besides the one the room is entered through, is a secret door. The walls have been covered normally with dressed stone and then a 1/4"-thick layer of plaster was laid over all. The result is that the entrances to the three rooms are almost impossible to detect. This is why they are considered secret doors. There is no opening mechanism; in fact, there is no door. The wall must be battered down to gain entrance. This should not be too difficult, as it consists of only a single 4"-thick layer of stones covered by a layer of plaster.

- C Treasury. Most of the really valuable items in the Tomb are stored together in this room. Right in front of the door is a stuffed Jaguar with sapphires for eyes. These stones are a perfectly matched pair and are worth 3,000 GP as a set, or 1,200 GP if sold separately.

The animal could probably be sold for 500 GP, even with the eyes replaced with something less valuable. If offered for sale without eyes, it will not sell for more than 100 GP. Along the right wall are four golden vases which are about 3'tall and worth 1,700 GP, 1,200GP, 1,500 GP, and 1,000GP. Also on that wall are five silver pitchers, each with a lid which is sealed with red wax. In the pitchers are five different types of perfumes or body oils. The pitchers are worth 300 GP each and the contents are worth 200 • 1,200 GP each. On the back wall is an intricately carved wooden chest with hinges, fasteners, and lock made of silver. The silver key is hidden within the stuffed Jaguar in the front of the room. This chest is worth 2,000 GP if in undamaged condition. It is, of course, locked. Inside the chest, in separate compartment, are 3,523 SP and 21 gems. The gems are worth 10 -1,000 GP each. In a plainer box along the left wall is a suit of +1 Leather armor and a +2 Spear. Packed with them is a silver tinder box which is fully equipped and worth about 250 GP. Also along that wall is a set of three bejewelled silver flagons, each different, worth 150 GP, 80 GP, and 80 GP, a golden sickle and bowl worth 200 GP and 800 GP respectively, and a staff topped by a silver crescent. The silver crescent could be sold for 50 GP and may as well be as the staff is non-magical.

- D Shrine. Nothing guards this entrance, but a Jaguar skin does tie just behind the wall. This is worth TOOGP or 100-600 GP if the party manages to break down the walls without dumping plaster, mortar, and stone chips on it. In the center of the far wall is a solid gold statue of a Jaguar which stands erect like a man. In front of it is a wooden table covered by a linen cloth embroidered with silver thread. Laying on the table is a silver platter with a silver lid. On the platter and covered by the lid is more jerked meat. This is in perfect condition. There is also a sealed silver pitcher full of wine which is also perfectly good. The platter and lid are worth 110 GP, as is the pitcher. The statue is easily worth 5,000 GP and has eyes and markings painted on with ground glass paste. On each side of the table is a silver brazier; each is worth 750 GP and filled with incense as though ready to be lit. The floor is covered with a Persian-type rug worth 1,600 GP. In the center of the room is a folding camp stool with silver footcaps and an ebony framework inlaid with ivory. This is worth 400 GP. Under it is a packet containing scrolls. 9 of them are religious texts, and most of the rest are treatises on biology and the like. Three, however, are magical. One contains a spell of *Protection From Magic*; the second is a spell of *Water Purification*, and the last one is cursed and changes the reader into a stinging bug and tele-ports him outside. Anyone remaining inside will simply see scroll and reader disappear although the reader's clothing and equipment will remain behind and fall to the ground. Other than these things, the room is empty, but this effect is due more to a desire for simplicity than to poverty.

- E Tomb. The wall/door leading to this room will give off a feeling of evil even to someone who has no magical abilities. When the wall is broken down, a deep purple wall will be seen just beyond. In a science fiction setting, this would probably be referred to as a force field. Anything that is thrown through this translucent wall will pass through with absolutely no effect. Even an animal could be sent through without harm, but, should a human touch the wall, it will disappear. There will be no noticeable changes in the room, the atmosphere, or the person touching the wall. As it happens, the wall is a warding device to keep F'deckFo in. With it broken, he is now released on the world. F'deckFo is now, more or less, a Liche with 15 HD and 75 HTK. He has been doomed to remain in his body, wreaking havoc on the world until he is defeated. Thus, he will use his magical power to destroy the party and to disrupt nature as much as possible. He can use each Druidic spell twice a day. If he destroys the party, he will proceed to destroy Dantell, along with its mines and people, and then will stay in the area, destroying nature until he, himself, is destroyed. Nothing will seem to happen at first when the wall is dropped because F'deckFo, who is lying in his coffin, will wait until the most opportune moment to attack. As soon as he does attack, he will begin a moaning sound which is terrifying, representing as it does a soul which is forced to be what it hated for all its existence. The moaning will continue until such time as F'deckFo is destroyed. Anyone hearing this cry of hopelessness must roll greater than their Wisdom on a D20 or be totally unable to face this horror. If this happens, roll a D8. 1 - 5 means the victim runs away in terror, and 6 - 8 means the victim simply freezes as though paralyzed. Either effect will last for 1 - 10 rounds. Note that these effects are intellectual, not magical, and people with lower wisdom have a better chance of survival, due to their lesser imagination. F'deckFo cannot be hit by non-magical weapons, and, unless his body is taken outside and the bones spread over the hillside, he will come together and re-animate in 1 - 12 hours. Remember that the prophecy specified bleached bones, and F'deckFo's bones were scorched by the force which killed him. Blessing will restore them to whiteness. Also, it must be this hill that his bones are spread over, or he will re-animate and continue the attack.

Behind the purple wall, one can see a normal-looking tomb. It is carved out of solid rock rather than having dressed stone. The ceiling is low and flat, and a wooden coffin is in a niche to one side. The top of the coffin is carved in the shape of a human figure. This top is covered with a layer of beaten gold and is worth 650 GP. The casket is of Cedar and has no resale value at all. On the wall opposite the coffin is a painting of a leaping Jaguar which is about three times normal size. The painting is unfinished; not all of the details of the cat are completed and there is no sign of background.

F'deckFo appears as a blackened skeleton with eyes glowing red and, of course, moaning pitifully. Around its neck is a golden medallion with a Jaguar's head on the front of it and the name "Utigetcho" on the back. If and when F'deckFo is destroyed, anyone who puts on this medallion receives 1 • 3 points of damage. However, when it has been put on once, it will thereafter be only a golden holy symbol of Utigetcho. The skeleton also wears a tattered blue robe.

Dantell

- * This village was formed when a semi-nomadic tribe settled down to mine the coal which is so common in the area. Each

large hut contains one extended family which is ruled over by a male who is referred to as "Father." The other males will be his sons or brothers or, perhaps, sons-in-law or brothers-in-law. The females will be wives or relatives of the Father such as sisters, daughters, aunts, mother, etc. The village is ruled by a Council made up of the Fathers who elect one of their number as Chief. The position is permanent; a new chief is elected when the old one dies. The Chief's power is limited; he cannot override a decision of the full Council. He acts as battle leader and has complete control in that situation. When a Father dies, one of the adult males is chosen by the family to replace him, and then this choice must be approved by the Council of Fathers. There is a fairly complex and, in some cases, unwritten code that the people must live by, and those who fail to do so will quite probably be expelled from the community. These do not take the form of a rigid set of dos and don'ts but are more a list of activities upon which the community frowns. These things include laziness, killing a neighbor except in an approved duel, taking a woman to whom you have no right, and other such basic rules. Some of these rules are somewhat lenient by modern standards, but the penalties are not. In such a group-oriented community, the displeasure of the entire tribe is a frightening thing. The prospect of going out to live alone after a life as part of a close group is frightening enough, but the knowledge that the area is deadly to lone people makes it even more so. The closeness of the villagers makes them suspicious of outsiders, and such folk will be killed or kicked out for even the slightest infraction of the code of honor. Such killing of strangers might not be by way of a duel but will not be questioned if the Council agrees that the action was necessary. If the outsider has not broken the code, he must be challenged. The duel is a semi-ritualistic combat, and, if its rules are broken, the offender is killed immediately. If the community accepts strangers as guests, they will be treated with respect, although not necessarily with trust or friendship. If this acceptance is withheld or withdrawn, they will be treated as trespassers and, at best, be given a chance to leave. At worst, they will be tortured to death. The people of Dantell are very superstitious, believing in demons and mythical creatures who are said to inhabit the surrounding jungles (It is left up to the Judge to decide whether these really exist). They are much given to amulets and charms and will treat any magic with a mixture of respect, fear, and awe.

The village is presently in an uproar over rumors that their god, Utigetcho, has been seen incarnated in the area. Some think this is a sign of fortune; some think it is an ill omen, and some think it an outright lie. Whatever they think, they are all intensely interested and will react even more strongly and quickly than normal to visitors, especially concerning matters of religion.

1 Oro, Father of House Kmenthoc, Tribal Shaman

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
Cleric	N	3	10	8	11	12	13	13	10	10	Club

Oro is the religious leader of the village and, therefore, the most interested in the rumors about Utigetcho's incarnation. He is also the most skeptical, considering the rumor to be wild speculation and unlikely to be true. He is a small man, only 5' 1" tall, and weighing 159 pounds. He has short, brown hair and beard and black eyes, is right handed and 33 years old. House Kmenthoc has four other males, 6, 6, 2, and 2 HTK. Three are miners and fight with Picks, and the fourth is an herdsman with a Quarterstaff and Dagger. There are also two females and six children in House Kmenthoc. One of the miners, Zochuthm, bears a secret hatred for Jackreds, leader of the hunting party and Father of House Cikethiv, because, although it was known that Zochuthm wanted his niece, Pitang, for his own, the Father gave her to someone else. He knows this will not be considered reason enough for a duel, so he is looking for a chance to create a reason for duelling. The two Kmentoc women spend their days spinning plant fibers into thread and dying it with various vegetable dyes which they make from the jungle plants that the hunters gather for them. The common colors are brown, black, and, occasionally, blue, and, on rare occasions, they get the materials to make crimson thread which is reserved for clothing for the Fathers and, especially, the Chief. Oro, for instance, has a ceremonial robe of light blue with a crouching Jaguar depicted on it in crimson, highlighted with black eyes. Once a month, he puts this on, takes a goat into the jungle, and sacrifices it. The sacrificial Dagger is silver with a jade inlaid handle and worth about 250 GP.

2 Cyekthitz, Father of House Shuzens

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
FTR	LN	2	20	8	13	15	10	9	9	10	Broadsword

Cyekthitz is a retired miner. He is only 4' 9" tall and weighs 135 pounds. He is known as "Rockdome" because his head is completely bald. He is slightly self-conscious and has a brown beard which he mainly grew to make up for the lack of hair atop his head. He is still not aged, being only 45 years old, but coal mining is not a job to be worked for a long time, and Cyekthitz had reached his limit. Fortunately, he realized this and quit before he lost his health. He now serves as lieutenant to Vanpi in the unofficial company of retirees and recuperating workers who guard the village when the rest of the men are gone. He is right-handed and has black eyes. House Shuzens has three other male members, one a hunter, one a miner, and one a retired herdsman. They have 5, 5, and 3 HTK and fight with Shortbow and Dagger, Pick, and Quarterstaff, respectively. Of the six Shuzens women, one is elderly and ill. She lost her teeth years ago and now does not have the strength to feed herself. She is expected to die at any time. There is another death expected shortly, also. One of the women gave birth to a daughter about two weeks ago, but the child is sickly and unlikely to survive. When not busy with the sick or dying, the Shuzens women spend their time weaving cloth out of thread made by House Kmenthoc.

3 Zickmorg, Father of House Mitvothach

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
FTR	N	2	12	8	12	12	13	14	15	5	Axe

For rather obvious reasons, this Father is known as Dogface Zickmorg. He is aware of the problem and has become accustomed to it. He now laughs as loudly as anyone when someone comes up with a new comment about his face. There is more to his low Charisma than that, however. He is abysmally short and scrawny at 4' 6" and 120 pounds, and his skin is very pale from working in the mines all day. This is only emphasized by his reddish-brown hair. The result is that he looks like something that died last week but doesn't know it yet. Many people would become embittered over nature's cruel trick and the jests of their peers, but Zickmorg has learned to accept it as something which is no insult or dishonor. In fact, it was this wisdom which earned him the position of Father of House Mitvothach and, incidentally, shut up any malicious jokesters.

As a miner, Zickmorg spends most of his days about 100' under the ground chipping coal loose with a Pick, collecting it in a basket, or taking it to the surface. There is a job rotation among the miners; when one has spent a day at the face, the next day is spent taking coal baskets to the piles outside, dumping them, and sending them back. Each day thereafter, you move one step closer to the face until you arrive back at the face, and the cycle starts over again. The dangers of mining include flooding, cave-ins, suffocation, explosion, accidental injury with the Pick, and black lung disease. (Judge's Note: If players choose to work mining coal, give them a 1% cumulative chance per week of contracting black lung disease minus 1% for each Constitution point over 12. Once the disease is contracted, the character must make a saving throw for every month or part thereof. The character must roll his or her present Constitution or less on 3D6 to avoid losing 1 point of Constitution permanently.)

There are four other men in House Mitvothach. Two are hunters with 6 and 1 HTK and armed with Shortbows and Daggers. Another is a miner, 4 HTK, armed with a Pick, and the last is armed with a Club and has 6 HTK. The House also has six females and ten children.

4 Utmathuj, Father of the House Roshpol

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
FTP	NG	3	19	8	15	12	13	12	15	11	Longsword

At 36, Utmathuj is rather young to be a Father. He was given the position mainly because of his prowess as a hunter when Father Pirnok died recently of diphtheria. Utmathuj is so proficient, in fact, that everyone agrees that he will certainly become the leader of the hunting party when Jackreds retires. He is rather short at 5' 1" and has short, brown hair and a beard. He has green eyes, is right-handed, and weighs 161 pounds.

There are two other hunters in House Roshpol. They both have 6 HTK, and both carry Bows, but one of them carries a Hand Axe in place of the normal Dagger. There is also a miner, 5 HTK, who wields a Pick in battle, and an invalid mine* - who wields a Club. The second miner is very sick, with a Constitution of 5 and only 1 HTK. There are six women in the House Roshpol. One is grossly fat, being only 4' 10" and weighing 191 pounds. Another Roshpol female is presently sick with diphtheria.

5 Manneth, Father of House Nechwijic, Chief of Dantell

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
Monk	N	5	24	7	16	11	7	15	15	7	Hands

Although he is the Chief, Manneth spends much of his time working as an ordinary miner. This is not necessary according to village law, but he does not feel himself better than anyone else and does it anyway. He spends one or two days a week with herdsman, growers, or hunters. He has taken a trip with the traders to Chim only once, preferring not to be gone from the village too long. Although he is the battle leader for the villagers, he rarely uses weapons. Instead, he has taken training in the art of unarmed combat. He is able to hit for 2 - 7 points of damage, even without a weapon. He is 5' 6" tall, weighs 176 pounds, has short, black hair, and has a pale complexion due to all the time he spends in the mines. He is 43 years old and is right-handed. As Father of House Nechwijic, he is responsible for 5 other men, 6 women, and 4 children. The men, 5, 4, 3, 3, and 1 HTK, are miners except for one who travels with the traders' party. The miners are armed with Picks, and the trader carries a Broadsword. One of the men is presently recuperating from a broken leg suffered in a minor mine cave-in, and a woman is recovering from serious burns suffered when she slipped and fell into the fire. She has real problems because infection has set in. Mama Hezglevi, the oldest female in the village, who is also a Nechwijic, is busy caring for her under Oro's supervision. Anzushrath, another Nechwijic woman, is actively looking for ways to embarrass Sujnitpa, a hunter of the Roshpol house who persuaded Jackreds not to let her son join the hunting party.

6 Vanpi, Father of House Sug

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
Druid	N	3	17	8	11	10	12	11	15	13	Sling and Dagger

Before he retired, Vanpi was a member of the hunting party. Now, at 58 years old, he guards the village during the day. All of the time spent on the veldt and in the jungle brought him an intimate knowledge of nature, and the more he learned, the more he worshipped the beauty thereof. He still participates in the ceremonies dedicated to Utigetcho but only because it is a village tradition. Vanpi is a large man, 6' 5" tall and weighing 210 pounds. He has long, brown hair to his waist and black eyes. The time he spent on the veldt under the bright sun has darkened his skin to a rich brown. He is right-handed.

There is another retired Sug, this one a former miner. He also acts as a sentry, carrying a Spear he made himself. He has 6 HTK and is 48 years old. The other two Sug males are both miners and fight with Picks. They have 6 and 2 HTK.

There are also four females and 5 children in house Sug. One of the females and two children are sick with Diphtheria, which has hit the village quite hard recently. Oro is trying desperately to handle the situation, but, until he finds out what

causes the disease, only a miracle will stop it from spreading. Oro is working hard on that angle, as well. The last Sug female is the daughter of Jackreds who, as was noted earlier, is newly married.

7 Cavo, Father of House Kushengrick

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
Druid	N	2	8	8	7	16	18	10	14	11	Hoe

Cavo indulges his love for nature by working with the people who grow vegetables for the village. As a result of working in the fields all day, his skin is a beautiful bronze, as opposed to the pale complexion of most of his colleagues. He is also different in that he has blue eyes, a feature almost unheard of in Dantell. He is 41 years old and is one of the wiser, cooler heads on the Council. He is a strong candidate for Chief, should Manneth meet an untimely death. He has short, reddish-brown hair, is 5' 2&" tall, weighs 162 pounds, and is right-handed.

Another of the Kushengrick men is Naymve, the oldest living citizen of Dantell. He no longer does any work; he now just sits in the sun and tells the children stories of the old days, and, thus, provides them with about all the formal schooling they will ever get. He also is usually invited to sit in on Council meetings and give advice. At 63, he is nearly ancient, considering the hard life and lack of medicine. There are three other Kushengrick men. One is a miner, as was Naymve, with 2 HTK and carrying a Pick into battle. The second is a trader with 4 HTK who wields a Longsword, while the third, a hunter, uses both a Bow and Longsword and has 4 HTK. House Kushengrick has four women and six children. One of the women and one of the children have diptheria. Another of the women, named Blibby, is secretly in love with Utmathuj and in despair because he does not seem to notice her.

8 Dixitu, Father of House Ofyd and Mine Foreman

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
Monk	N	1	3	10	12	13	16	13	10	11	Hands

House Ofyd has been hit hard by diptheria. Only two males remain, and Dixitu has been thrust into Foremanship at the mine and into the position of Father at the early age of 32. He inherited both posts when his father died. He was the oldest surviving male, in the case of the family, and his father's assistant at the mines. Now, his mother also lies at the point of death, and Dixitu is nearly beside himself. The other male member of the family is his 18-year old cousin who just recently joined the hunting party. He has 2 HTK and carries a Bow and Dagger, neither of which he is very proficient with.

Before the present problems began, Dixitu had been studying the martial arts under Manneth and making fair progress. He can do 1 - 3 points of damage with his hands. As might be guessed, Dixitu is not the most effective foreman in the world. He usually knows what needs to be done but often lacks the self-confidence to get the men organized to do it.

9 Pegitur, Father of House Tannjow

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
FTR	CG	3	12	8	12	8	9	11	9	13	Longsword

The legends of Utigetcho say that he has blue eyes and that any human whose eyes are that color are his direct descendants and rank high in his favor. This may explain why Pegitur rose to be Father, for his eyes are a beautiful, deep blue. He is otherwise fairly unremarkable. He is a reasonably good swordsman but is not exceptionally strong, and, if anything, his wisdom is below average. He is 46 years old, and his short hair is reddish-brown in color. He is right-handed, 6' 3" tall, and weighs 217 pounds. He is, admittedly, rather tall and just slightly chubby, but he is not the biggest man in the village. He works as a miner but certainly does not bring out the greatest loads.

House Tannjow is presently in trouble. A male, three females and four children have already been lost to diptheria, and another male and two children are presently ill. Another of the Tannjow men, Cainchushok, who is just eighteen years of age, has fallen madly in love with Carina, a girl from House Shuzens. She, unfortunately, is only 13 years old and will not be ready for marriage for several years (an eternity, as far as Cainchushok is concerned). Cainchushok and the sick man, Kiby are both miners with 6 and 2 HTK respectively, and the other two Tannjow men, with 4 and 1 HTK, are Traders. There are two Tannjow women and 3 children.

10 Fechap, Father of House Bebwi

Class	Align	LVL	HP	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
Monk	N	3	11	8	13	16	17	13	13	14	Hands

Fechap has been studying martial arts for four years under Manneth. In that time, he has trained himself to the point that he can do 1 - 6 points of damage with his bare hands. He has plenty of time to practice on trees or stones because he recently retired from the mines and now helps guard the village. He also has begun to teach a few of the older boys the rudiments of the martial arts. Another Bebwiman, a retired trader named Depo who has 2 HTK, is teaching the youths the art of bartering. There are also two miners, each with 6 HTK, a trader with 3 HTK, and a hunter with 5 HTK in the family. One of the miners owns a Bastard Sword which he inherited from his father. The other miner wields a Pick. The trader carries only a Dagger, and the hunter has a Shortbow and Dagger. One of the four Bebwi females is due to have a baby any minute, and another, whose only child just died of diptheria, has had to be tied up lest she do harm to the pregnant woman. It is hoped that she will settle down soon. There are eight children in the House Bebwi, and two are presently stricken with diptheria.

11 Pengchif, Father of House Babok, "Plague Father"

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
Thief	LN	2	3	8	9	13	12	14	11	4	Longsword and Short bow

Even before the epidemic, Pengchif was not that well liked outside his family. Now, a rumor has spread that he is responsible for bringing in the disease (actually, it was probably brought in by the traders). The rumors are not helped by the fact that five Babok men have died of the disease, a fact that is regarded as divine punishment. This is also considered to be the reason that the Jaguar god has appeared nearby. Some say he is personally overseeing the plague, and some say he is planning to stop it.

One of the family members whose wife and child are presently ill with diphtheria is secretly making a wooden dagger with which he plans to stab Pengchif and, thus, end the epidemic. He is making a wooden weapon because he believes that Pengchif is a demon and will not be affected by metal weapons. He is, of course, mentally unbalanced. He is a miner and has 5 HTK. The other Babok man is also a fighter and wields a pick in battle. There are a total of six females and seven children in House Babok.

Pengchif is a hunter and, according to the rumor, brought on the plague by killing an antelope which had been possessed by a demon, a fact that "anyone who was not stupid would have immediately recognized." Pengchif is an honorable man and has offered to do combat with any man that Oro chooses as Utigetcho's champion. Oro will have nothing to do with the controversy because he knows it is pointless. Pengchif is 41 years old, 5' 11¹/₂" tall, weighs 193 pounds, is bald, right-handed, and has black eyes.

12 Jewy, Father of House Zexoviac and Leader of the trading party

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
FTR	N	2	17	5	16	11	13	16	10	16	2-Handed Sword

Jewy is oddly armed and armored for a citizen of Dantell. He has chainmail and a two-handed sword. This is directly attributable to the fact that he travels to Chim, where such things are more common. Chim is a dwarven town on the sea. Thus, not only do they need coal for their own use, but merchants have learned to put into port to trade, so there are a lot of things available in return for the coal. Besides being a strong, healthy fellow and personable as well, Jewy is a shrewd bargainer, and, although merchants sometimes feel that they have got the best of him, it is not often true. Jewy, at 6' 1" tall and a well-muscled 194 pounds, is an impressive sight. Despite his 52 years of age, he is in excellent health. His hair is black with streaks of grey; his eyes are brown, and he is right-handed. He is presently recovering from a bout with diphtheria which almost killed him. He is not able to stand up yet, but he is spending his days sitting in the sun and drinking broth. It may take a month or two, but, barring complications, he should make a complete recovery. The other two Zexoviac males are a hunter with 2 HTK and a miner with 3 HTK who are armed with a shortbow and an axe, and a club, respectively.

There are two recuperating Zexoviacs; one is a woman down with diphtheria, and the other is a boy who fell out of a tree and broke his left arm. The other Zexoviac woman started the rumors about Pengchif just because she didn't like him. As can be seen by the above information, the Zexoviac adults have been hard hit by the epidemic. On the other hand, the 11 Zexoviac children have yet to be touched by the disease.

13 Pia, Father of House Futhlelcha, the Lion Trappers

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
Pal	LG	3	14	8	16	14	16	15	14	15	Bastard Sword

House Futhlelcha is known as the House of Lion Trappers because their hunters traditionally set traps for those giant cats and then jump into the pit to kill the beast in single combat. This explains why House Futhlelcha is not larger. On the other hand, the one living hunter in the family, Wuchsmi by name, has been rather successful at this. He fights at the first level of experience and gets +1 to hit when fighting an animal or when fighting in a small area. The additions are cumulative. He has 6 HTK.

Pia was a herdsman but has retired because of his 50 years of age. He has dedicated his life to the eradication of evil at all times and is, therefore, thought of as rather odd. On the other hand, he is brave, honest, and trustworthy. Those traits are recognized and admired by the people of Dantell, and they have rewarded Pia for his possession of them with the post of Father. Were it not for that responsible position, which he does not feel free to pass on, he would leave the village and seek to affect the world for good. The third Futhlelcha male is named Shucha. He has 4 HTK and is a thoroughly normal miner. There are three Futhlelcha females and eight children.

14 Shudac, Father of House Shicknuchee and Mining Engineer

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
MU	CN	1	2	10	10	17	12	6	14	11	None

Shudac is an object of superstition and awe among the people of Dantell. First, he is blue-eyed which, as previously stated, is considered a sign of divine favor. Secondly, he knows magic and, although his abilities are only minor, they are quite impressive to the villagers. Thirdly, he is very knowledgeable about mining, which is as good as magic to the villagers. Lastly,

he is a Father, which is not a position easily earned or lightly given. Even those who are not ruled by superstition realize that he is their most valuable resource. As a result, although he is big enough at 6' 3" and 204 pounds, he has never learned to fight and does not even own anything that could reasonably be used as a weapon. He is not a coward or a fop and will fight if he has to; he just does not do it very well.

It is Shudac's duty to inspect the mines for safety and to see which direction should be taken. He also oversees the shoring up of weak spots and generally handles any problem that may arise. There are two other miners in the House Shick-nuchee, with 6 and 3 HTK respectively, both of whom use Clubs in battle. The other Shicknuchee male, 4 HTK, is a hunter who uses a Shortbow and a Shortsword. One of the family females, a family member by marriage, secretly dislikes Shudac. She feels that magic is evil and that someone so powerful and so evil {because of his association with magic} is a danger to the tribe. She slyly tries to convince people that he is a threat, but she always fails resoundingly. There are also nine Shicknuchee children, although one young lady is fifteen years old and actively seeking adult status and marriage, not necessarily in that order. Another child, a young boy, is ill with diphtheria.

15 Amashelf, Father of House Nogoshur and Master of the Flocks, "Sorrow Sender"

Clan	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
FJR	LE	3	1	8	11	13	11	10	6	14	Battle Axe

Amashelf has earned the name "Sorrow Sender" because, whenever anyone is brought before the Council of Fathers, he always demands the maximum penalty. This is not so much due to maliciousness as it is due to the belief that the only reasonable solution to people who transgress the law is strong punishment. Amashelf is 47 years old with white hair and a matching moustache. His eyes are normally brown but darken to a deep black when he is angry. The villagers nod their heads knowingly whenever it is mentioned that he is left handed because this is considered an evil sign in Dantell. In fact, it is a bit of a wonder that he ever got on the Council. He is sickly, weak, and not overly wise. It is most likely that he got the position because of his post as Head Herdsman. The herds are his special love, and he has been working with them for over thirty years. Thus, it is only natural that he would know more than anyone else about them and be appointed Master of the Flocks. There are nearly 200 goats in the village herd and five people to take care of them. All of the love that Amashelf withholds from his fellow man, he lavishes on the goats. He gets very morose when Oro comes to choose a goat for sacrifice. Two of the other four herdsman are also Nogoshurs and have 5 and 3 HTK. One is armed with a Longsword, and the other carries a Quarterstaff. There are also two miners and a trader, with 6, 6, and 4 HTK, respectively. The first two are armed with Clubs, and the third is armed with a Shortsword. There are four females and five children in the family.

16 Goshbuck, Father of House Lomusk

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
Monk	N	3	12	8	17	15	13	13	15	17	Spear

This is another of Manneth's students in the martial arts. Goshbuck is proficient enough to do 1 - 6 points of damage with his bare hands. His preferred missile weapon is the Spear, with which he is quite accurate. He is 41 years old with short, reddish-brown hair and black eyes. He is 5' 5Yz" tall, weighs 161 pounds, and is right-handed. He is a hunter by trade.

Another of the Lomusk men is Bepwose, a herdsman, who fights with a Bull Whip. He uses it so well that he gets a +2 to hit and damage with such a weapon. This is due to his uncanny ability to find gaps in Armor or eyeslits in Helms. These additions are in no way magical. The other three Lomusk men are a hunter, a miner, and a retired miner, with 5, 4, and 4 HTK, respectively. The first is armed with a Shortbow and Dagger, and the other two carry Clubs. There are four Lomusk women and four children.

17 Ohith, Father of House Hengyag and Master of Planting

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
Druid	N	4	21	8	9	13	14	8	8	9	Quarterstaff

Like so many of those who work under him, Ohith is dedicated to the preservation and well-being of all nature. He deals with bug infestations in his crops positively by introducing spiders and other predators into the gardens rather than negatively by trying to stomp them all to death. He only permits the hoeing of weeds because he knows of no natural process to remove them which would not also damage the crops. The crops grown include peanuts, beets, yams, and beans. The growers also spend time collecting wild plants such as onions, bananas, and several spices. The diet in Dantell is not varied; it could even be called plain, but it is nutritious and filling, and no one complains. Ohith is 49 years old and has Just passed his prime. The grey is just starting to show in his short, black hair, and his bronzed skin is starting to sag. He is not a large person. He is only 4' 8" tall and weighs 138 pounds. He has sparkling black eyes which seem to be always darting about and alert and have yet to be affected by his age. Like almost everyone in Dantell, he is right-handed.

There are four other Hengyags, two miners and two former miners. The first two have 4 and 2 HTK and use Clubs in battle. The other two have 4 HTK each, and one uses a Pick to fight while the other fights with a Club. There are also three females and four children in House Hengyag.

18 Obli, Father of House Dunkut, the Slack House

Claw	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
FTR	N	2	1 4	8	1 2	7	8	7	10	8B roadsword	

At first glance, one might wonder how Obli came to be a Father. However, it is with good reason that House Dunkut is privately referred to as the "Slack House." All of the people of that House seem to be unfit in almost every way. They are almost uniformly weak, slow, stupid, and bumbling. On the other hand, they have other qualities which compensate for their problems. They are tender and loving, a quality which makes them attractive as prospective mates, and, generally, aren't so smart that they can come up with a good lie. The wiser heads feel that it is important to have a Dunkut on the Council of Fathers to act as a conscience. The Dunkuts also always take what comes their way with no complaints, and many a person who has made fun of them has later come to shame by the good actions of the Dunkuts.

Almost all of the Dunkut men are miners. In fact, at present, the only one who isn't a miner is a retired miner whose leg was crushed in a mining accident and had to be amputated. He now hops around with the aid of a crutch, delivering messages and doing whatever other light work he can. He has 5 HTK but, of course, cannot effectively fight. There are three other Dunkut males with 6, 3, and 3 HTK, all of whom fight with Clubs. One of the Dunkut females, Efjy, has her eye on Ecke, a man of House Kmenthoc. He has not yet noticed but will probably accept her when he does as it is well known that Dunkuts make the best wives. Altogether, House Dunkut has six females and eleven children. One of the boys is presently recovering from a nasty bump that he suffered when he tripped and fell, hitting his head on a rock.

19 Jackreds, Father of House Cikethiv and Leader of the hunting party

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
FTR	N	5	29	8	13	13	10	11	11	15	Shortbow and Broadsword

It is no new thing for the Father of House Cikethiv to be the leader of the hunting party. That House consistently puts out the best hunters in Dantell, and Jackreds is certainly not an exception. He is 44, but his brown eyes can still identify a creature at ranges where many other hunters do not know it is even there. This is not so much a matter of seeing the shape as it is one of identifying the movement patterns. His skin is permanently tanned from time spent in the sun, and his black hair is just beginning to show signs of grey. He is 5' tall, weighs 160 pounds (most of it muscle), and is right-handed. His wife died several years ago, and he has just married a widow of House Sug.

House Cikethiv has been devastated by the plague. Three of its men, all hunters, came down with diphtheria on the same day, and all three died. Now, a woman and a child also have the disease. The only two remaining male Cikethivs besides Father Jackreds are miners with 6 and 1 HTK who fight with Clubs. There are a total of six females and eight children.

Jackreds is an expert at tracking, trapping, and archery. He is also a bowyer and fletcher and spends his evenings making Arrows or repairing Bows. He spent some time in the outside world when he was younger and distrusts strangers more than anyone else in Dantell. He will sometimes tell stories of his adventures, but they sound so unlikely that it is hard to tell whether or not they contain a grain of truth. When he is seriously questioned about that part of his life, he grows evasive and will not answer. It should be no surprise that rumors abound about him.

20 Ecnerrot, Father of House Redrum

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
FTR	LN	2	11	8	13	12	11	10	9	8	Mallet

Ecnerrot is rather typical of the males of House Redrum. He has a very dark complexion, jet black hair, and piercing, black eyes. Although he has reached the age of 41, there is no sign of grey in his hair, but the lines in his face are fairly deep. He is 5' 4½" tall, weighs 168 pounds, and is right-handed, having been trained away from left-handedness as a child. He is a strict disciplinarian with his family. In fact, he is given to beating them too easily and has, on at least one occasion, unintentionally injured one of the family children. He is not really a vicious man, but, every once in a while, a black mood will come on him, and he will become very hard to get along with. His weapon is an Iron-shod Mallet which he made himself. Its handle is 3' long, and it can be used with one or two hands. He is fond of smacking it into trees as he travels along. There are three Redrum males besides Ecnerrot, all as dark as he is. He is a miner, and the rest have, therefore, chosen to do some other job. Two of them, with 6 and 1 HTK, are hunters and have Shortbows. One of them also carries a Longsword while the other has only a Dagger. The other male is a herdsman and has a Sling and a Quarterstaff. He also has 5 HTK. There are three females and seven children in the family. One of the children, a young boy, is recovering from a dislocated shoulder suffered at the hands of Ecnerrot in the incident mentioned above.

- 21 Village Meet. This wide area is where the people of Dantell hold their public meetings or get together to sing or tell stories. Approximately in the center of it is a firepit which provides light and warmth as the people gather around at night to conduct the business at hand. There are two roads leading out of Village Meet; the one to the east leads to the Mau Mau River and the Tomb of F'deckFo, and the one to the west leads to the mines and then turns north towards Chim. On the banks of the Mau Mau is the citadel of a 4th level Ranger who has befriended the people of Dantell and committed himself to helping them defend themselves in case of attack. On the west road, a mile or so beyond the river and at the edge of the jungle, live three Ents. Although they are secretive, they are known to Ohith and the other Druids, as well as to some of the hunters and traders, but they prefer privacy and do not generally reveal themselves. In fact, at one time, the hunting party ate its lunch under the shade of the three Ents and never knew that they were other than normal trees.

The beast that the villagers think is Utigetcho is, in fact, a Were-Jaguar which has been attracted by the activity in and around Dantell. It has not yet caught any human prey but has begun stalking the hunting party, and it is just a matter of time before it kills someone.

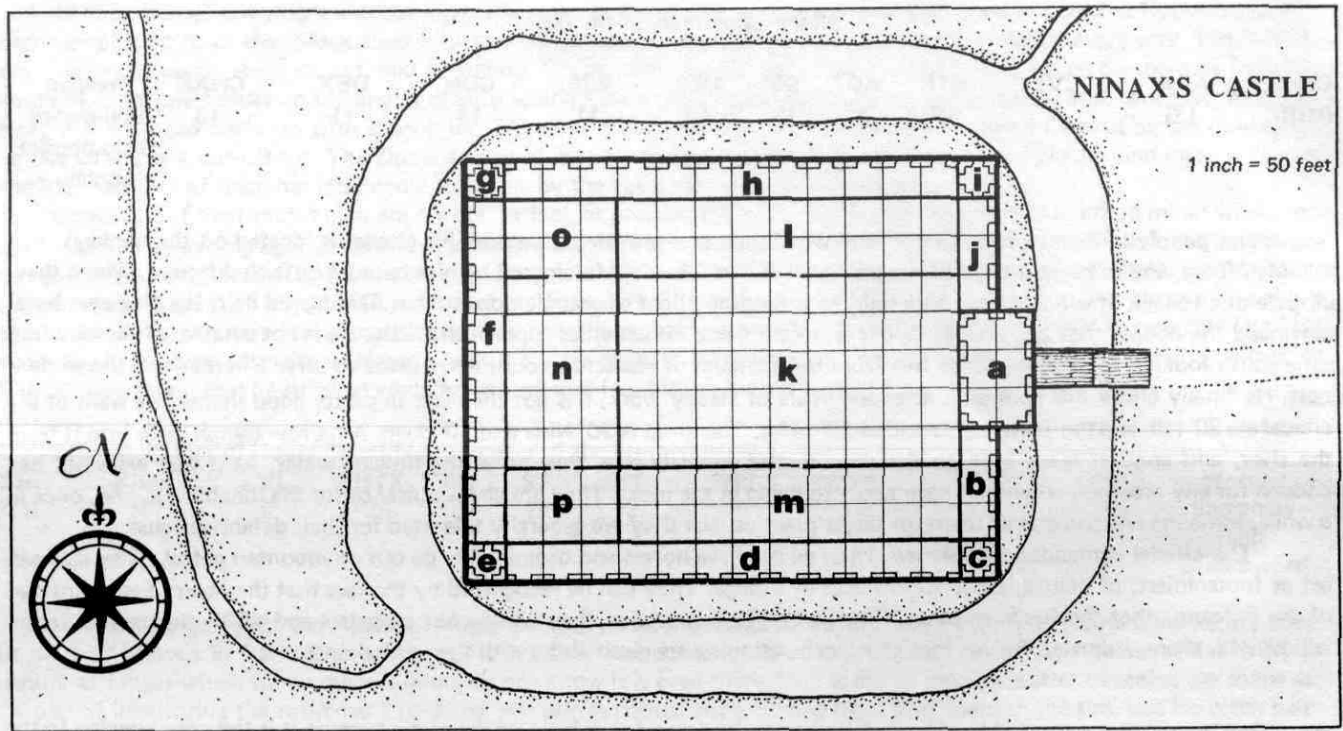
Ninax, Watchman of the Water

Class	Align	LVL	HTK	AC	ST	INT	WIS	CON	DEX	CHAR	Weapon
RGR	LG	4	19	7	13	10	11	14	11	10	Longs word & Composite Longbow

The people of Dantell call Ninax "The Watchman of the Waters" because his citadel is located on the banks of the Mau Mau River, and he keeps it clear of pirates and suchlike. They are fascinated by him because he is so different. Where they are pale due to lack of sun and have dark hair, he is naturally light of complexion and has flaming red hair. His blue eyes have convinced the people that he is under divine protection, and his activities support that idea. He is not a native of the area but came south looking for a place to be free from the intrigues of less scrupulous men, a place to carve a home from the wilderness. He finally chose this spot and, after ten years of steady work, has got the place in pretty good shape. The walls of the citadel are 20'tall, and the Towers are another 10' taller. The moat is 20' wide and 10' deep. A narrow trench leads into it from the river, and another leads back to the river on the opposite side, thus providing flowing water. As if that were not bad enough for any attacker, crocodiles have taken to living in the moat. They are also a nuisance for the inhabitants, and, once in a while, someone will use one of them for target practice, but they are generally tolerated for their defensive value.

The citadel is manned by 39 men, 15 of whom have horses and occasionally go out on mounted patrol. They also can act as footsoldters, of course, especially in case of a siege. They can be recognized by the fact that they carry Spears instead of the Polearms that the footmen have. There is a 15% chance that they will be out on patrol and a 50% chance that Ninax will be with them. Adjusted figures for defensive positioning are given along with the normal ones.

- A Gatehouse. This is probably the most important position for defense of the castle because it is the only opening to the inside. It is guarded in the front by a drawbridge which is about 25' long and 10' wide. The drawbridge is made up of 2 1/2' wide and 6" thick wooden planks with crosspieces of the same dimensions on the inside. The outside of the drawbridge has strips of metal to protect against such things as rams. This bridge is set up so that it will go up if the rope to the capstan is cut. On the inner side of the entrance is a portcullis made of wooden beams with strips of metal on the outside and set up to fall if the rope to the capstan is cut. This area is normally guarded by Ninax and three of his men, 5, 2, and 1 HTK. The first is armed with a Spear and Longsword and protected by Leather armor and a Shield. The other two wear Chainmail, carry Pikes, and have Shields and Longswords in case the walls are breached. Ninax wears Leather armor and carries a Composite Longbow and Longsword. He has 12 +1 Arrows and another dozen of the normal kind. In addition, a nearly unlimited supply of Arrows can be procured from the storage area. In cases where the patrol is out, the first guard, and, possibly, Ninax, will be gone.
- B South Section of Front Wall. The front wall proper is divided into two sections by the Gatehouse. This section is guarded by 3 men, 3, 1, and 1 HTK. One has Leather and Shield, a Pike and Longsword; the second, also with Leather and Shield, is armed with Spear and Longsword, and the third has Chainmail, Shield, Spear, and Longsword. The last two are horsemen and will not be present if the patrol is out.
- C Southeast Tower. The Towers are 10' higher than the rest of the walls and have limited access. The only door to this Tower is on the south wall. It is accessible by a steep, narrow stairway which is open to fire from anywhere on the walls and from most of the courtyard. The door is 4" thick with a 4' wide and 6' long bar on the inside. The Tower is manned by an archer with Leather armor and a Composite Longbow and Longsword. If the patrol is not out, a guard with Chainmail, a Shield, a Spear, and a Longsword will be with the archer. They each have 4 HTK. The archer is not going to run out of ammunition soon because 100 Arrows, an extra Bow, and two bowstrings are stored in each Tower, including the Gatehouse. These are securely wrapped in oilskin to prevent injury by the weather.
- D South Wall. As this wall and the one opposite it are the longest, they have the most men defending them: 8 men each. Two of them, with 6 and 4 HTK, are armed with Pike and Longsword and armored with Leather and Shield. (Remember, a Shield cannot be used with a Polearm.) Three of the others, with 3, 2, and 2 HTK, are wearing Chainmail and carrying Shields, Polearms, and Longswords. The last three, with 6, 5, and 1 HTK, who will not be present if the patrol is out, wear Leather armor and carry Shields, Longswords, and Spears.
- E Southwest Tower. Except for location, this Tower is virtually identical to the one described in C. Its door is reached by steps from wall area D, and it is manned by two men. The first is an archer with 1 HTK, protected by Leather armor, and armed with a Longbow and a Longsword. The other is a horseman and will be absent if the patrol is out. He wears Chainmail and carries a Shield, a Spear, and a Longsword. He has 5 HTK.
- F West Wall. This is the back wall of the citadel and, as such, is the most isolated from the Main Gate where most of the



guards are stationed. As such, it needs a fair contingent of guards. Thus, six guards are stationed here during an attack. Three of them, with 6, 3, and 1 HTK, have Pikes, Longswords, and Shields, and wear Leather armor. Two others, with 5 and 3 HTK, wear Chainmail and carry the same items. The last one, who has 1 HTK, is a horseman and wears Leather. He carries a Shield, a Spear, and a Longsword.

- G Northwest Tower. For details on this Tower, see Area C. Access to it is from Area H, the North Wall. It holds an archer with 3 HTK in Leather armor and carrying a Composite Longbow and a Longsword. If the patrol is not out, a horseman with 1 HTK will be here also. He will have Leather armor, a Spear, a Shield, and a Longsword.
- H North Wall. This long (and very exposed) wall is manned by eight guards. Four are in Leather armor and carry Pikes, Shields, and Longswords. They have 6, 6, 5, and 1 HTK. Another is similarly armed but wears Chainmail and has 3 HTK. If the patrol is present, three more guards with 5, 4, and 1 HTK will be here. They will be wearing Leather armor and carrying Shields, Spears, and Longswords.
- I Northeast Tower. This is identical to the other three Towers and is accessible from Area H. It is manned by an archer with 4 HTK, protected by Leather armor, and carrying a Composite Longbow and a Longsword. If the patrol is present, a second guard with 3 HTK, carrying a Longsword, Spear, and Shield, and protected by Leather armor will be present.
- J North Section of Front Wall. There are three guards on this section of wall. Two, with 5 and 3 HTK, are armed with Pike and Longsword and carry Shields. One of these wears Leather armor, and the other wears Chainmail. When the patrol is in, another guard with 3 HTK will be here also. He wears Leather armor and carries a Shield, Spear, and Longsword.
- K Courtyard. Most of the people in the citadel spend as much time as possible here. It is a good place to get exercise because it is nearly the only place within the walls that is not relatively small. Any time the weather is good, one or two pairs of men may be seen wrestling, and several others will be sitting around, cleaning their equipment, performing routine maintenance, or engaged in conversation. In the southeast corner, under a wooden roof is the Smithy, complete with tools and equipment for repairing weapons and making or repairing Chainmail.
- L Barracks. There are 19 beds in this long, narrow room. They are provided for the use of the archers and horsemen. Above each bed is a set of pegs which will hold the equipment of the man sleeping below. Not all of the beds are used because some of the guards have families and live outside of the citadel. Beds are provided for them to use during a siege, however. Dependants would be bedded down in the Great Hall. There are narrow windows in the inside wall which let in light and can be used as arrowslits to cover the Courtyard. Incidentally, the stables for the horses, of which there are thirty, are also outside. There is provision for keeping them in the courtyard in an emergency.
- M Barracks. As stated in L, not all of the twenty beds in this area are used regularly because some of the guards live with

their families outside the citadel. This room also has arrow slits in the inside walls, and in the southeast corner of the floor is a trapdoor which leads to a storage area beneath the barracks. There are 2,000 Arrows, 200 Spears, 20 Bows, 100 extra bowstrings, 10 sets of Leather armor, IQShields, 10 Helms, 10 Longswords, and 10 Pikes in the storage area.

- N Great Hall. In the Northwest corner of this room is a large fireplace with a coal grate. The coal, which is obtained from Dantell, is piled in the northwest corner of the Courtyard. This coal is also used by the Smithy. There are four tables in the Great Hall, each one has a bench on each side of it. The benches will easily hold 10 people. On the back wall, painted in the center, is Ninaxe's arms. This consists of a blue eye on a white field with blue zigzag lines running through it. In the center of the north and south walls are two doors which lead to O and P, respectively.
- O Kitchen. In the southwest corner of this room is a fireplace which shares a chimney with the one in area N. On the east side of it is a large Dutch Oven, and over the grate is a large bracket on which to hang kettles. Several kettles of various sizes hang on hooks above the fireplace along with one or two stirring spoons. On the north wall is a 20' long and 4' wide table, under which there are cabinets to store the trenchers and flagons. There are 45 wooden trenchers and a similar number of leather tankards. There are also 10 metal trenchers for Ninax and his guests to use on special occasions; there are 10 metal flagons for the same use. Along the back of the table and on the wall above it are pans, small pots, pitchers, knives, cleavers, and smaller spoons, along with other miscellaneous cooking items. In drawers in the table tops are quantities of various spices, most of which grow locally but are rare elsewhere. There are nine different types of spice and large quantities of each because the cooking is always done for a large group, and this is where the entire spice supply is kept. There is a trapdoor in the southeast corner of the room which opens on a flight of steps leading to the food storage room. In this room is stored meat; this is generally antelope with a few cattle, pigs, and a single buffalo. There are several barrels of salted meat of unknown type, several barrels full of coarse-ground flour, several containers of curing cheese, and a couple of racks containing wineskins.
- P Ninax's Apartment. This serves as both office and bedroom for the Ranger. Just to the right of the door, in the center of the room, is a desk which holds an oil lamp and is littered with paper. Behind it is a padded chair, and on the near side is a less ornate chair. A bed is in the southwest corner with a chest of drawers beside it and a wardrobe at its foot. Between the bed and the desk is a carpet which is blue in color with white designs. Along the east wall is a bookcase which is fairly well-filled with tomes and scrolls, few of which would arouse the professional interest of any sage, alchemist, or magic user. Those few which might sell at a decent price are treatises on animal behavior and on the characteristics of plants. Behind the bookcase is a secret compartment which can be opened by pressing a button on the top shelf, it holds 3,783 GP, 3 gems worth 30 GP, 50 GP and 140 GP, a gold ring worth 100 GP, and a silver necklace with a ruby pendant worth 1,900 GP.

In the matter of treasure, it should be noted that each guardsman will have 1 - 100 SP with him at all times and that Ninax will have 1 - 20 GP with him at all times.

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Veldt Encounters		Jungle Encounters		Herd Animal Sub Table	
0 -03	Ant, Giant	01-	03 Ant, Giant	01-	25 Buffalo
0 - 10	Baboon	04-	10 Ape	26-	50 Gazelle
1 - 16	Boar, Warthog Herd Animal (see	11 -	13 Baboon Centipede, Giant	51-	75 Antelope Giraffe
1 -24	Sub Table)	14-	17	76-	00
40	Ostrich	18-	24 Elephant		
2 -34	Hyena	25-	29 Herd Animal (see Sub Table)		Men Sub Table
3 -40	Jackal	30-	39 Jaguar	01 -	17 Slavers
4 -43	Jaguar	40	We re- Jaguar	18-	42 Merchants
4 -48	Leopard	41 -	47 Leopard	43-	67 Nomads
4 -55	Lion	48-	52 Lion	68-	00 Tribesmen
5 -59	Men (see Sub Table) Rhinoceros	53-	55 Slavers Tribesmen		River Encounters
6 -65		56-	63		
6 -69	Scorpion, Giant	64-	72 Boa Constrictor	01-	09 Buffalo, Water
7 -74	Spider, Giant Wolf	73-	77 Poisonous Snake	10-	29 Crocodile
7 -81	Tiger	78-	84 Spider, Giant	30-	34 Elephant
8 -88	Dog, Wild	85-	94 Tiger	35-	50 Herd Animal (see Sub Table)
8 -91	Wolf	95-	00 Monkey	51 -	62 Hippopotamus
9 -97	Elephant			63-	70 Leech, Giant
9 -00	Snake, Poisonous			71 -	81 Tribesmen
				82-	85 Boa Constrictor
				86-	90 Poisonous Snake
				91-	93 Spider, Giant Water 13
				94-	00 Frog, Giant

Were Jaguar

Frequency^ Very Rare
No. Appearing: 1 - 3
AC: 4
Move: 12'/Round
HD: 6
Attacks: 3
Damage/Attack: 1 - 3 / 1 - 3 / 2 - 8
Intelligence: Average
Size: M
Alignment: Neutral

Like all lycanthropes, the Were-Jaguar can only be hit by magical or silver weapons. In metee, they get two rear claw attacks if both front paws hit. These do 2 - 8 points of damage each. These creatures partake greatly of the nature of the cats they resemble. They are curious and like to investigate things. They are also lazy and spend about 60% of their time sleeping. Their favorite method of hunting is to wait in a tree above the trail until the prey walks beneath

Lair of the Jaguar

As stated earlier, the Were-Jaguar is fond of human flesh and has started hunting for some. Thus, it is inevitable that, sooner or later, people will begin hunting it, and this would make a marvelous jungle adventure. It is suggested that the Judge set this lair in some out-of-the-way part of the jungle and just let the players wander around until they find it, inserting, perhaps, a set encounter here and there and a few subtle clues. False clues are possible, and a random encounter should be rolled every hour; it should be rolled twice an hour at night. Most of these encounters will be harmless, but remember that it is when you don't see or hear anything that you are in trouble. In fact, for a jungle situation, the rate of encounters might seem a bit low unless you recall that most of the animals a person comes across remain hidden, so the person never knows an encounter took place. A successful encounter means that the party has a chance of finding out that there is an animal out there. This lair is made on the assumption that there is only one Were-Jaguar in the area. If it is killed in a random encounter, it will not be at its lair to defend it when the party finds the lair, if they ever do. On the other hand, you may put more Were-Jaguars in the lair if you wish, or you may add more lairs in other places. We supply the information; the Judge may use it as he or she wishes.

A Path. This is a game trail leading through the trees, It is never more than 5' wide and sometimes dwindles to nearly nothing. It is almost impossible to walk abreast on such a narrow path. The party will have to walk single file. The underbrush is thick and nearly head-high and, in places, must be chopped away to allow passage. Plant growth in the Jungle is very fast, and a party passing through an area that they cut back only days ago will find it overgrown again. Remember also that bugs, especially mosquitos and stinging types, are everywhere, and it is unbelievably hot and humid. A person must roll less than his or her Constitution on a D20 each day to avoid passing out from the heat sometime during the day. A person that is in the lead and chopping down underbrush and weeds must add 5 to the roll.

B Ambush. A branch overhangs the path at this point, which should come as no surprise since there have been over hanging branches since the path began. This one is different, however, as there is a 50% chance that the Were-Jaguar is lurking on it. The chances of detecting him are small to nonexistent. He will probably wait until the whole party has passed and then drop on the last person. He will have a +4 to hit due to surprise and will do 1 - 8 points of damage. On the next round, he will begin his regular clawing and biting routine. The party will have only a 20% chance of immediately noticing that something is amiss, and the chance increases 10% each round unless the victim manages to make some noise. The party will immediately realize the situation if that happens. If the Were-Jaguar manages to drag the body off the trail when there is no one within 20', the chances of finding the body are very slim, and searching for very long might lead to a similar attack on the remainder of the party. Remember, too, that any person receiving 50% or more damage by a lycanthrope is subject to the disease.

C Lair. Up in the branches of a tree is a crudely built and well-camouflaged platform. It is the Were-Jaguar's home. It is empty except for the remains of a gazelle. The floor of the platform is stained with blood. There is a 30% chance that the Were-Jaguar is here and a 20% chance that, if he is, he is asleep and will stay that way unless the party wakes him up by loud noise or attacks. If he is present and awake, he will attack like a tornado with fur because he will consider the party to be intruders on his territory. He has 22 HTK and will never retreat if he considers his territory threatened.

D Cache. Were-Jaguars are quite intelligent enough to collect treasure, and, although this one has not killed anyone in this area yet, he does have treasure that he brought with him. It is in a leather bag stuffed in the crotch of a tree. It consists of 2,994 GP and 8 gems. This will not be easy to find because of its location. If you, the Judge, feel nice, let the party roll for finding it as though it was a secret door. 14

them and then drop on them with surprise. The Were-Jaguar's favorite prey is, of course, humans and the like.

Utigetcho, God of the Jungles

AC: 0
Move: 36'/Round
HTK: 184
Attacks: 3
Damage/Attack: 5 - 30 / 5 - 30 / 10 - 100
Magic Resistance: 25%
Size: L
Alignment: Neutral

This god oversees all that happens in the Jungle. He appears as a large man with the head of a Jaguar. He disdains both clothing and weapons and fights with his terrible claws and teeth. If, in any melee round, he scores hits with both paws, he receives two bonus attacks of 5 - 50 points each by raking with his legs. Utigetcho fights as a 20th level Fighter, uses magic at the same level, and is only hit by magic weapons of +3 or better.

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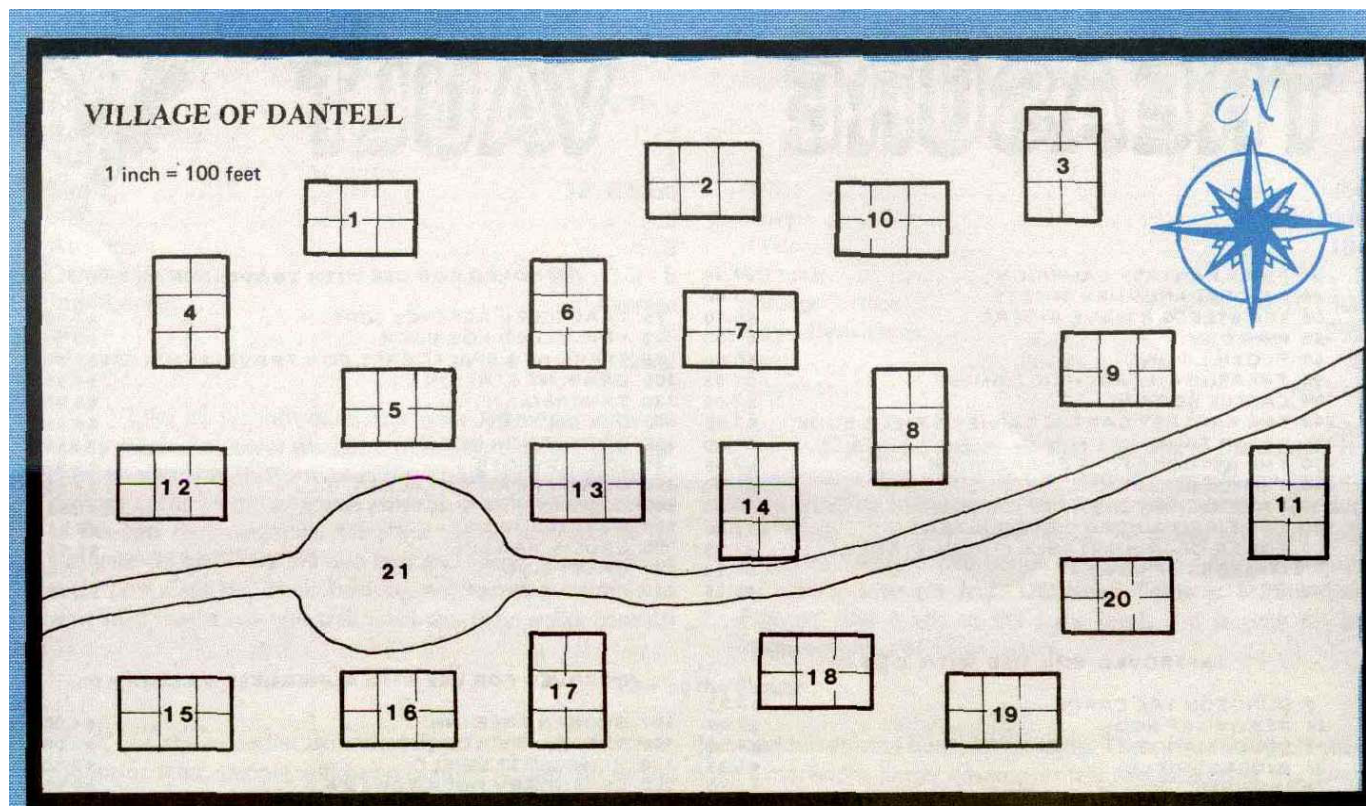
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2d6	2	2.7	3.3	4	4.7	5.3	6	6.7	7.3	8	8.7	9.3	10	10.7	11.3	12
3d6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1d100	01	7	13	20	27	33	40	47	53	60	67	73	80	87	93	100

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