



A **DragonQuest** Adventure

STARSILVER TREK

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Judges Guild



930
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Approved for use with
DragonQuest
The Award-Winning
Fantasy Role-Playing
Game System

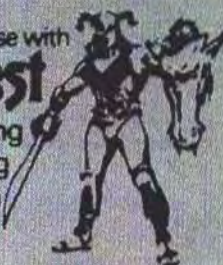


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I. INTRODUCTION

The Star Silver Trek is an adventure designed for use with the role playing game produced by SPI, DragonQuest. This product is provided as a playing aid to the Judge in designing and moderating a DragonQuest Campaign.

The adventure is composed of various chapters, including descriptions of the options available to the players in completing their task, as well as, the particulars and game statistics of the people and places involved in the adventure. These chapters include material and commentaries intended only for the use of the Judge as well as material which may be revealed to the players.

The Star Silver Trek requires both a Judge and a set of rules to utilize. The Judge conducts the adventure, and presents the players with only the information intended for them. Players should never read the entire adventure, only those sections designated for their use.

The Star Silver Trek is intended for a party of 6 characters, suggested examples of which are included in this booklet. If more than six players wish to participate, the Judge should toughen the opposition by increasing the size of the rival party and strengthening encountered creatures. Alternately, the Judge might allow excess players to run members of the rival party. This is not suggested, however, unless the Judge is thoroughly experienced.

If, on the other hand, less than 6 people wish to participate, the rival party should be made smaller and the opposition weaker. Once again, the experienced Judge has the alternative of running the extra party members as non-player characters.

1. How To Read The Maps

There are two wilderness maps provided with this adventure, one for the Judge and one for the players. These maps depict the terrain between Dolphin Bay and the Snake River and much of the surrounding terrain. The Judge should refer to the Frontiers of Alusia map if more details are required. The Keys to the maps are on the maps themselves. The effects of various terrain types can be found in the DragonQuest Rules on page 147.

2. Description of Non-Player Characters

Important non-player characters will be given detailed numerical and qualitative descriptions. Large groups of characters/monsters have been less fully described, not only to save time and space, but also to allow the Judge to tailor them to the requirements of his party.

3. Randomness, Characteristic Rolls and Designer Notes

The purpose of the random die rolls is to assist the Judge in moderating a unique adventure. Even if played repeatedly by the same group, this adventure will come out differently each time. This prevents players who have read the scenario from predicting the exact course of events. If the Judge prefers to know where everything is located in advance, he or she may pre-roll the events of the adventure, or just located everything on the map prior to the game session.

Throughout this adventure, situations will arise in which die rolls must be made and compared to a character's statistics or abilities. It is suggested that the Judge make most of these rolls secretly to prevent the players from finding out information they should not have. If there is no hidden information to be discovered, the players should make the roll. The Judge is also invited to make any modifications to die rolls he feels appropriate. He should also make die rolls from time to time that mean absolutely nothing, just to keep the players on their toes.

II. HOW TO USE THIS ADVENTURE

The Judge should read through this entire adventure before play begins to familiarize himself with the general situation. He should then have one of the players read Section 4 aloud to the group and pass out the characteristics. The players may then purchase equipment or try to hire NPCs. No money has been provided as it is not really relevant to the adventure. The Judge must decide how likely the player is to find the desired object at an affordable price.

The six Dwarven characters provided are detailed as a suggested party of player characters. Any or all of these characters may be replaced at the discretion of the Judge. If attention is paid to keeping the overall assortment of skills in the party at about the same level, no modifications to the strengths of the opposition will need to be made. Otherwise, as the party is made weaker or stronger, the Judge will find it necessary to adjust the numbers and skills of the enemy characters.

The Judge should guide the players through this adventure, referring to this booklet, the map provided, and the second edition of the DragonQuest Rules when necessary to resolve a problem or find a specific detail.

III. THE QUEST

The basic situation for this adventure is a quest for the fabled Star Silver Lode, a deposit of magical metal with which to make weapons. This is important, for the characters Clan is presently involved in a feud with another tribe of Dwarves.

The party will start on board the Merchant Ship, Good Wind, as it pulls out of the harbor at Seacroft. Gesgil will be speechless from having seen horses and Coel will be starting to get seasick. Encounters involve normal sea animals as well as Merfolk, Pirates, Wavepack, Sea Demons, or Flying Sharks. Upon landing, the party may find the rival party's campsite, complete with Ohmigad encounter. The journey to the Snake River involves possible encounters with the Beastmaster, Leprechauns, Dryad, Nymph, Satyr, a party of rescuers needing aid, a party of rescuees with guarding menace, as well as normal small animal menaces. Trying to take the shortcut Coel knows about, may involve encounters with the Goblins of Kestrel Ridge and their Dire Wolf master and will involve encountering the wierd Structure. Finally reaching the Snake River Valley, encounters both before and after finding the Star Silver Lode are available with Saurime, Fossergrim, various mutated animals as well as the Rival Party. Returning to the ship, the Dwarves must again avoid all of the above menaces as well as the fatiguing effect of the Star Silver and an ambush by a new group of Rogues.

4. Briefing For The Players

You are all Dwarves of the Iron Hand Clan, which has an ages old feud with the Dwarves of the High Fastness. You have been sent to obtain Star Silver, a material to make weapons, which it is hoped will give you the advantage over your Clan's rivals in an impending battle.

You have no time to waste as your Clan will need both the magic weapons and your strong arms. As said before, this feud is ancient but has flared up anew with the stealing of a Clan treasure. If there is a battle, it will be the first in 3 00 years.

Only one person has ever explored the area where the fabled Star Silver Lode is rumored to be. Valnshig, a Dwarven Hero of the Iron Hand Clan, told of following the Snake River up into the mountains and discovering the Star Silver Lode. He said that the area was rich in many minerals and metals, but that the Star Silver was the most precious of all. To illustrate this, he would display a nugget he had found. This contained so much mana that it actually felt warm. Considered a Clan treasure, this nugget is responsible for the present revival of the feud for it was stolen by the Dwarves of the High Fastness, who had heard rumors of the Star Silver Lode. What no one outside the Iron Hand Clan knows is that the Lode is located near the source of the Snake River.

5. Briefing For The Judge

The players are not initially aware that the rival clan has also sent a band to obtain a quantity of Star Silver. This rival band has a headstart on the players' party and five days after the adventure begins, will reach the upper Snake River Valley. The rival band will then begin to search for the Lode with a cumulative 5% per day chance of finding it (1 - 5% the first day, 1 - 10% the second, 1 - 15% the third, etc.). Upon discovering the Lode, an entire day will be spent at the site mining the material. This will exhaust the easily obtained surface deposits. The rival band will then head back down the river at the Heavy Exercise Rate. The rival band will have lost one of their party members for each person the player party loses. The rival band leading the pack mules will travel at a rate of twenty miles per day retracing their original path.

The players need not be told this, but the main reason they are being sent on this mission is to keep the enemy from getting the Star Silver. They also may not be aware the Clan Leaders do not really believe the old legends, but are just covering all bets. If they really believed that the Star Silver exists in useful quantities, they would have sent a band of Heros rather than average characters. Fortunately, the enemy does not believe the legends either and the rival band is only slightly more powerful than the players' party.

6. Suggested Player Characters

The following list of characters has been constructed and equipped especially for this adventure. It is suggested that they be used with it. Obviously, however, different people have different tastes as to what they want in a character. If the Judge approves, a character's statistics or weapons or even sex, age, and size may be changed. The player and Judge should be aware, however, that this may significantly alter the various percentages shown on the character sheet. It is strongly recommended that the ranks given for the characters not be changed, as they have been carefully calculated to make this a balanced adventure.

Pedonic: Being the youngest of the mining party, Pedonic at times will act very immature. This is due to the fact that she was extremely pampered when she was small. Her parents would give her anything she desired and Pedonic feels that things should still be this way. The rest of the party, of course, gets aggravated with this behavior and has tried to change her attitude many a time. The problem is, when they try to explain to her that she must take care of herself, and that she cannot have everything her way, she throws a tantrum or runs off to sulk somewhere. One time, while off sulking, she was attacked by a hungry Sabretooth Tiger which left a small scar on her lower right leg. Once again, the party had to come to her rescue and kill the Tiger

to save her. This angered Beastmaster Gesgil very much (as he hates to kill animals unless really necessary) and he proceeded to take Pedonic over his knee and give her a good sound spanking, his reasoning being that if she hadn't been off sulking, the Tiger could have been spared. Pedonic was very ashamed about this treatment and threatened to kill Gesgil if he ever attempted to try something like that again.

Pedonic has a special weakness for well-made pretty clothes and especially gold. She tends to value items made of gold at 10% higher than most people. She wears a pair of gold-filigree earrings, a solid gold bracelet on each arm and a gold agate pendant. The earrings are worth 10 SP each, while the bracelets are worth 2 GS, and the necklace is worth 15 SP. She is usually dressed in silk under her leather tunic and wears a pair of deer hide thigh-high boots. By profession, Pedonic is a prospector, having achieved Rank 4 in that skill. She was always intrigued at the thought of the beautiful gems and gold she could find in the mines, and therefore, her parents taught her mining and prospecting from a very early age. Because the other Dwarven kids were always jealous of her and didn't associate with her, Pedonic spent most of her time in the mines with her parents. She became quite accurate at throwing rocks and practically never misses her target. She carries with her, at all times, a small Jeweller's Hammer with which she is likely, at odd moments, to pick up rocks and crack them open. She does this simply out of curiosity to see what is inside. Pedonic's latest fancy is to own a pet Badger and has a picture of a Badger tattooed on the back of her left hand. Whenever one of these creatures shows up, she tries to entice and befriend it. Badgers, however, are not very friendly, and to date she has had no luck.

Pedonic is a 53 year old Dwarf with braided black hair that hangs to the ground. She has green eyes, is 4 feet tall, weighs 140 pounds and is left handed.



Pedonic

Gesgil: On the surface, the Dwarf seems to have lead a rather boring life. He is by profession a Mule Skinner, a person who takes care of pack animals on the trail. That is, of course, why he was sent along. With him are his five Mules, who he has named Achmed, Bey, Caliph, Drachma and Effendi. He does, however, have another major value to the party. He is an Adept of the College of Earth Magics. He does not brag of this, for Dwarves generally do not hold Magic and its Adepts in high esteem. Nonetheless, this is likely to be quite useful to the party.

Gesgil is a strict vegetarian and disapproves of the killing of any living thing unless absolutely necessary. He is aware that it is sometimes necessary and stands ready to do so with his Sabre, a weapon with which he is truly expert. He prefers to stay out of battle though and does not even own any armor.

Gesgil is 4 feet 5 inches tall and weighs 164 pounds. He is 78 years old. He has brown eyes and white hair which, along with his beard, hangs well below his waist.

Statistics and loadings of the five Mules are as follows:

PS: 45	MD: None	AG: 18	MA: None
EN: 23	FT: 45	WP: 10	PC: 18
PB: 9	TMR: 9	NA: Hide absorbs 3 DP	

Pack, Harness, Blanket (12 lbs); Sack of Grain (20 lbs); 14 weeks of Rations (for Dwarf (83 lbs); Total: 115 lbs. AG mod: -2.

Bey

PS: 42	MD: None	AG: 17	MA: None
EN: 21	FT: 41	WP: 10	PC: 19
PB: 10	TMR: 9	NA: Hide absorbs 3 DP	

Pack, Harness, Saddle, Grain (32 lbs); 3 Shovels (21 lbs); 3 Picks (24 lbs); 6 Sleeping Sacks (24 lbs); Assorted Pulleys, etc. (20 lbs); Total: 121 lbs. AG mod: -2.

Caliph

PS: 41	MD: None	AG: 17	MA: None
EN: 20	FT: 41	WP: 12	PC: 20
PB: 11	TMR: 9	NA: Hide absorbs 3 DP	

Pack, Harness, Saddle, Grain (32 lbs); 200 feet ½ inch diameter Rope (40 lbs); 100 feet 1 inch diameter Rope (40 lbs); Assorted Pulleys, etc. (20 lbs); Total 116 lbs. AG mod: -2.

Drachma

PS: 46	MD: None	AG: 19	MA: None
EN: 25	FT: 43	WP: 10	PC: 18
PB: 9	TMR: 9	NA: Hide absorbs 3 DP	

Pack, Harness, Saddle, Grain (32 lbs); 100 Crossbow Quarrels (35 lbs); 100 Arrows (10 lbs); 10 Torches (30 lbs); Total: 117 lbs. AG mod: -2.

Effend

PS: 45	MD: None	AG: 17	MA: None
EN: 24	FT: 44	WP: 12	PC: 19
PB: 10	TMR: 9	NA: Hide absorbs 3 DP	

Pack, Harness, Blanket, Grain (32 lbs); 100 Sling Bullets (20 lbs); 10 weeks Rations for Dwarves (59 lbs); Total: 111 lbs. AG mod: -2.

Achmed

Gesgil is as stubborn as his mules and slightly hard of hearing. His hearing seems to get worse when someone is about to prove him wrong. Because of his bad ears, he tends to talk rather loudly.

If the party runs into an animal, Gesgil will do his best to prevent injury to it, netting it if possible, and using Magic to control it if necessary. He will not risk himself for intelligent beings, however. If they attack, he feels they deserve what they get.

Despite his expertise in training equines, his experience extends only to ponies, mules and donkeys. He has some mental block against horses. He considers stories of larger equines as farfetched, and jeer at those who talk of such creatures. If he ever encounters one, he is likely to be almost totally silent for about 2 - 4 hours, and then gradually return to normal. He will deny ever having seen a horse and continue talking as if they did not exist.

He tends to treat his mules as though they were his children and engages in conversations with them as they travel along. Their reactions are quite comical to see as they actually seem to understand what he is saying. In fact, almost all of his commands to them are verbal and in Dwarvish. It is possible that they would follow orders from someone else that they trusted and who spoke loudly in Dwarvish. They show no signs of understanding Common.

There is a 10% chance that if Gesgil is incapacitated, his mules will react to defend him, keeping any threat away from him, including any party members that they do not know and trust.



Obe: Obe's life story, unfortunately, is one filled with sadness and hardship. It seems from the very moment he was born, he was destined to lead a life full of woe and misery coupled with guilt. His mother died while giving birth to him and for this his father never forgave him. When Obe was growing up, his father used to beat him regularly and no matter what Obe did, or how well he did it, it was never good enough. Tired of trying to live up to his father's expectations, upon maturity, Obe left home. He travelled to the town of Seacroft where he took up residence and opened an Armory Shop. In Seacroft he met a beautiful Dwarven woman named Lanilee who taught him the art of Healing. For a time, Obe was happy and contented with Lanilee and then one day when she was out in the woods gathering herbs, a giant python attacked and devoured her. A fellow from the town had been out hunting, heard her screams and had tried to save her but was unsuccessful. Feeling that he couldn't stay in a town that held so many memories, Obe decided to return home. He arrived only to find that his father had passed away and his uncle, who he was fairly close to, was dying. Obe decided that there wasn't any reason to continue living and tried to hang himself. Of course, knowing Obe's bad luck, he couldn't even succeed in doing that right. The rope left a burn mark on his neck instead of snapping it. After that, Obe started to consume large quantities of alcohol trying to find some small measure of comfort. As time goes by, Obe is starting to feel better about himself and his life. He is dedicated to the art of Healing and is Rank 4. His discomfort is plainly visible in his deep brown eyes when he is confronted by a creature in pain. He is heavily armored and well armed so that he may protect himself and thus be available to heal others. Obe tends to make a great joke about his reluctance to involve himself in battle, making himself out to be the greatest coward ever to walk the face of the earth. As a result, many of his opponents have died with his Spear in their chest and a surprised look on their face. Obe's jokes about himself are either jovial or bitter, depending on the availability of alcohol.

Obe is 96 years old, but both his hair and his beard retain their youthful shade of brown. Both are also quite long. His beard hangs to his waist and his hair hangs down to his knees. He has deep dark brown eyes, is 4 feet 6 inches tall, weighs 159 pounds and is ambidexterous.

Obe



Othnew: Othnew has a pet Garden Snake, which he likes to surprise people with. The Snake is completely harmless, but people often don't realize that. Othnew tends to base his opinion of people on their reaction to his little practical joke. If they laugh it off and treat the Snake gently, he is their friend. If, however, they react badly, or strive to harm his pet, he will not be genial at all to them. Anyone who actually harms or kills his Snake will probably be attacked on the spot.

He feeds his little Snake almost too well and it spends most of its time sleeping, curled around his right wrist looking like some sort of odd bracelet. The Snake will often wake up as he sits near the fire and he plays with it. He has constructed a small device out of leather thong and loose rings of chainmail which he calls a Snake Harness, but it does not have a bar for the Snake's mouth. Out of an obviously strange sense of humor, Othnew has named his Snake, Spot.

Othnew has at various times served in Human Armies during times of periodic raidings from the Nomads to the east and in suppression of Bandits. This work with Humans caused him to develop his standard technique of fighting undisciplined troops. His technique is to form a tight group, just hold out and win by dealing damage to the undisciplined troops when they attack. The concept doesn't work very good when the defenders lack enough troops and missile weapons (which Humans rarely do) with which to hold off irregular troops.

Othnew is adverse to the idea of joining forces with the rival party, mainly because of a personal belief that such a joining of forces is wrong because "they are the opposition". He has grown up with the idea that the two groups of Dwarves should be in rivalry and the theft of Star Silver only proved to confirm his beliefs. If the party does join up with the rival party, he will be extremely on guard for any trickery and also just a little paranoid about the rival party's intentions.

Othnew gets along fairly well with Humans (due to the time he spent campaigning with them), but has the standard Dwarvish aversion to 'Elves, and Fairies, and other sissy woodsy stuff. Due to this attitude, he tends to down grade the danger of such types more than is wise.

Othnew is the younger brother of Coel and as such is more than a little rankled by her attempts to boss him around (one reason that he went to serve in Human Armies was to avoid her bossiness). Additionally, he doesn't care for her friendly trusting ways and chuckles over her idea of a "Prince Charming". Note his Snake was originally acquired to bother Coel, but she turned out not to be bothered in the least by the animal. As a child shortly there after, Coel took him climbing. The climb was fun for her, but he took quite a fall that resulted in a broken leg. Since then, he avoids high obstacles rather than climb them. Finally, if either Othnew or Coel get into trouble, they will stick together over-riding both the importance of the search and any fears either of them have.

Othnew's interest in matters military cause him to carry several military books and games with which to pass the time on the trip from Seacroft. He has taken three books on Human Military Lore and a standard work on Dwarvish Fighting Tactics with him for the journey. At night, before the fire dies down too much, he will be busy reading such books unless he has been able to talk one of the party members into playing one of his extremely complicated wargames (20% chance due to the fact that his skill and love of closing for the kill make it unpleasant to play with him). He currently is carrying an extremely complicated game called "Darts and Quarrels" which deals with

missile troops and how to deploy them. Note, he will not play with Coel because her photographic memory allows her to completely remember the rules (something which he does not bother to do, choosing to remember just those rules that help him).

He knows very little about southwestern Alusia other than what various geographics say, so he will stick to the map as much as possible and not attempt shortcuts through unknown territories even if suggested by Coel (who does know the area fairly well).



Othnew

Coel: Coel is just in the prime of her life at age 98. She is an accomplished Spy with a Rank of 5. She has been climbing things since she was a child and now can scale a 200 feet cliff without even thinking about falling. She is also well practiced in using a Dagger and has trained her senses to a point where she can see and hear 25% better than the normal person.

She is 4 feet 2 inches tall and weighs 193 pounds. Her skin is deeply tanned, her hair is brown and her eyes are black. She has no teeth, having had almost all of them knocked out in a fight with four Goblins. She gave as good as she got, however, and none of the Goblins escaped. In an open combat situation, she uses a Morning Star, a weapon with which she is even more proficient than with her Dagger. She is so proficient with it, in fact, that it has been 2 years since anyone has outfought her when she was using it.

Coel is a simple, friendly soul who tends to treat anyone not openly hostile to the group as an old friend. She likes to pick pockets and then returns the stolen item to its owner before the loss is discovered.

She is also a terrible punster, going to any length to make a pun. These puns are generally the type that make people groan and beat their heads against the nearest solid object. She makes up for this with her repertoire of songs. She does not have a particularly good voice, but the number of songs she knows is phenomenal. She always seems to be able to come up with a new one and if someone else presents one, she can often add a verse that they don't know, or more rarely, makes one up on the spot. In such a case, she will usually buy herself a little time by pretending that she must translate it out of either Common or Dwarvish, whichever is not being used.

Coel has a secret romantic fantasy that some day a charming hero will sweep her off her feet and take her away. What a female Dwarfs conception of a charming hero may be is uncertain, but she has not found one yet.

Coel is one of the most travelled of all of the Dwarves in her party, having trained under Noran the Sly as a Spy. Her work with Noran and on her own after Noran's death (because of a poison spiked pit trap which has caused her to not be particularly nice to anyone that she catches using poison), has caused her to travel throughout much of the lands as both a Spy and a Messenger (she won't forget even the most complicated message). She has journeyed from Lyr's Crossing clear over to Chapel Crossing and has heard the rumor about a Lady who rides the Rhino and once briefly saw an old map that showed a shortcut to the head of the Snake River that should save at least a day in traveling if the map she remembers is correct.

Coel is a bit protective (he claims bossy) of her younger half-brother, and if he is hurt she will get so nasty that she would make Tafget look like a pleasant fellow (her overprotectiveness dates from the time when both were children and her mother assigned her with the duty of watching her brother). In fact, though Othnew doesn't know it, she has often used her abilities to make sure that he wasn't hurt in battle (the lady has broken up many an ambush that would have trapped Othnew). She will not tell Othnew about her help, fearing to hurt his sense of self-pride, and she will obey his orders even if it is against her better judgement because she recognizes his military skills and the necessity that a leader's confidence not be undermined.

Her gear is somewhat specialized, considering her profession as a Spy. She keeps a Garrote hidden in the folds of her cloak that must be searched for to be found. She has an iron coin that has one edge sharpened also hidden in her cloak for use in cutting bonds if she is ever captured. Her Grappling Hook is so made that when it is not assembled, it appears as a worthless necklace of rusty trinkets (it takes 5 turns to assemble the Grapple). Her clothing, as befits a Spy, is special in that it is dark hued in color and is remarkably unremarkable so she can easily blend into the background of a crowd.

She has one problem in that she gets sea-sick and for the first day after being landed will be -1 Rank in all of her skills.

One note about her Musical skill: During a mission for the Leaders of her Clan, she once met Fosco Round-grape from whom she learned most songs that she currently knows. Additionally, she will, after the current mission, try to find him because a scroll of apparently Elvish music has fallen into her hands (such a scroll to Elves or those friendly to them would be worth much as a trading tool).

Coel



Thinking he was a fugitive, Tafgat hid out in the forest of Arlynn for two years. During this time, he made friends with a small band of Elves. When they were attacked by marauding Orcs, he helped the Elves defend their home. For this, they were very grateful and gave him a hand-carved wooden flute which they taught him to play. In the evenings sitting around the fire, he will play melodies that are melancholy and haunting, and are all of his own creation, save for one old Dwarvish love song which he refuses to talk about.

Tafgat hardly feels comfortable with people (even when he is among Dwarves) and tends to consider himself more as a Bear or Wolf. Even his method of fighting is animalistic. When he comes into conflict with someone, he will start to growl at them and wave his Battle Axe around. If they back down, he subsides and soon forgets the point of contention. If they do not back down, he will continue to behave in a hostile manner until he suddenly howls and charges to the attack. Even then, though, if his opponent surrenders, he will quiet down quickly. If his opponent outmatches him, he will quickly back off, and after a short sullen period, will come almost objectly to make friends.

Tafgat is 4 feet 2 inches tall, weighs 169 pounds, is 84 years old, has shoulder length red hair and a red beard. He is right handed.

Tafgat

Tafgat: Tafgat is an extremely nervous, fidgety Dwarf. This could be due to his neurosis or his hypertension, or possibly a combination of both. Tafgat was the youngest of his family and had put up with a lot of physiological, as well as some physical, abuse from his 7 older brothers and sisters. Because of this, Tafgat used to run away from home approximately once a month and stay away for three to four days at a time. When he would return, his parents would yell at him, calling him "a rebellious, ungrateful child who doesn't care about anyone but himself". This would make Tafgat feel even worse as it seemed that no one in the world understood his problems. When the pressure at home became unbearable, Tafgat gathered together his belongings and left home. He travelled as far to the north as Swithans Roughlands, as far west as the Plain of Desai, as far south as the Sweet Riding and as far to the east as Crystal Spring. In Crystal Spring, he met a young woman named Effebee with whom he fell madly in love. She wanted nothing to do with a Dwarf and rejected his advances, laughing at him and telling him he was a fool to think she would ever consider marrying him. In a fit of anger Tafgat punched her, and thinking he killed her, fled the town in haste. Luckily she was only knocked out and came to in an hour. If nothing else, she did learn never to laugh in the face of love again.



7. Prospector Skill

Since they spend so much time in the wilderness, a prospector almost has to be an adventurer. Prospecting also provides a method of getting material which can be sold for the money needed to survive. A Prospector can find minerals and gems, identify them and extract the ore from deposits. The difference between a Miner and a Prospector is that a Prospector cannot tunnel more than his/her Rank x 5 feet underground. A Prospector cannot smelt or refine ores into metal as can a Miner.

It is a harsh life, not recommended for the weak or clumsy. A Prospector's progress in this skill is enhanced by Physical Strength.

Experience Points Cost For Prospector Skill

Rank	Experience Points
0	400
1	150
2	400
3	900
4	1550
5	2400
6	3350
7	4450
8	5750
9	7100
10	10500

A Prospector character must pay an additional Experience point cost of 10% to increase his Rank if his Physical Strength Value is 15 or less. He receives a corresponding 10% discount if his Physical Strength Value is 22. Subterranean dwellers, such as Saurime, Fire Giants, Stone Giants, Trolls, and all Earth Dwellers listed in Section 70.3 of the DragonQuest Rules receive an extra 10% discount on zero through third Rank of Prospecting Skill.

A Prospector may find any mineral deposits that exist in that location. The amount of time to search a 2.5 mile radius or 5 mile hex is $32 - (2 \times \text{Rank})$ hours. This time is spent whether or not any mineral/gem deposit is found. The chance of finding a deposit depends on how rich the deposit is. A poor deposit can be found on a Perception + $(2 \times \text{Rank})$ chance.

The chance of finding an average deposit is Perception + $(4 \times \text{Rank})$. For a rich deposit, the chance is Perception + $(6 \times \text{Rank})$, and for a very rich deposit, it is Perception + $(8 \times \text{Rank})$. The above percentages assume, of course, a deposit is present. If there is no mineral deposit present, any attempt to find one fails.

A Prospector can identify Minerals and Gems. Minerals and gems are classified in two types, Common and Rare. Common minerals and gems include Quartz, Turquoise, Jade and Sulphur. Rare types include Platinum, Jacith and Antimony. A Prospector's chance to identify a Common Mineral or Gem is equal to Perception + $(9 \times \text{Rank})$ percentage chance, while with Rare types, he has a Perception + $(6 \times \text{Rank})$ percentage chance.

The Judge rolls D100. If the roll is equal to or less than the Prospector's percentage chance, he informs him of the mineral or gem type. If the roll is not more than 20 over the percentage chance, the Prospector cannot identify the mineral/gem. If the roll is 20 or more greater than the percentage chance, the Judge misinforms the Prospector as to the mineral type. It takes $11 - \text{Rank}$ minutes to use this skill.

A Prospector can dig Gems/Minerals out of the ground, and partially remove the unwanted materials there are with them. Gems and Minerals occur in nature interspersed in large volumes of less valuable material. This must be dug out and the desired substance removed from it.

The amount of substance a Prospector can dig in one hour is equal to Physical Strength + $(\text{Manual Dexterity} \times \text{Rank})$ pounds. The amount of valuable material in this amount is dependent on the richness of the deposit. A poor deposit has only 1% of the wanted substance. An average deposit has 5%, a rich one 10%, and a very rich one 20%.

A Prospector does not have the ability to smelt out ores, so he must take them to those who do. In order to make the load lighter, the Prospector may concentrate the ore. This consists of removing up to half the initial weight in dross. The percentage of desired substance in the resulting mass of material is $2(X - 1)$, where X is the original percentage.

The Prospector's chance of successfully performing this skill is equal to Perception + $(9 \times \text{Rank})$ percentage chance. The Judge rolls D100 and for each 10% the roll is missed by, 10% of the original amount of desired Mineral is lost.

Example: Erik the Prospector has a Perception of 8 and is a Rank 3. Thus he has a 35% chance of successfully concentrating his ore $(8 + (9 \times \text{Rank}) = 35)$. He is working with 100 pounds of Gold Ore from an average deposit. 10% of 100 pounds means 10 pounds of Gold. If he successfully concentrates it, he will have 60 pounds of Ore and 9.5 pounds of Gold. The Judge, however, rolls an 81 missing the percentage chance by 46. This means that Erik loses another 5% of the original amount of Ore. When it is smelted, instead of 10 pounds of Gold, he will get only 7.

The percentage chance of concentrating Gems is the same, but the resulting concentration is greater. Rather than cutting the total weight to be carried by 1/2, mined Gems can be cut down to 1/5 their original weight.

Example: Erik now tries to concentrate some Gems he has mined. He has again dug out 100 pounds of an average deposit (10 pounds of Gems). His chance is the same, but the result is that there is only 20 pounds of material. This time the Judge rolls a 19, indicating that Erik has successfully concentrated his Gems. He now has only 20 pounds of material, which, with the Gem concentration factor of $5X - 1$, means he has 9.8 pounds of Gems.

This concentration is done at a rate of Manual Dexterity + Perception + $(3 \times \text{Rank})$ per Hour.



8. Rumors of the Star Silver Lode

The Judge is encouraged to give all the following Rumors to the party. The simplest way is a drunken party at the local tavern on the night before departure. The sailors on board the Good Wind could know a few more. Perhaps even Lithe the Beastmaster would know another.

- 1 The whole valley is filled with Fire-Breathing Dragons. (T, but they are not true Dragons and are only a few inches long)
- 2 Star Silver, if taken internally, will make one immortal. (F)
- 3 Being near large amounts of Star Silver makes you weak. (T)
- 4 An Ogre lives at the mouth of the river. (F)
- 5 A Dryad lives near the river. (T)
- 6 Buildings move in the mountains. (T, one does anyway)
- 7 The Lode is guarded by an immortal Dwarf of unworldly powers. (F)
- 8 Plants move and chase people in the woods along the river banks. (F)
- 9 A crazy Hermit with great powers guards the Star Silver Lode. (F)
- 10 A Castle exists in the Snake River Valley. (F)

IV. THE SEA JOURNEY

To reach the mouth of the River Running will take about four days given good weather and no problems aboard the Merchant Ship, The Good Wind. The Good Wind is a clinker-type Merchant Ship capable of approximately 4 to 5 knots of speed. The ship is currently carrying a mixed cargo to the southern port cities, and is manned by 10 men. The Good Wind is also carrying four passengers, a Merchant and a trio of his Guards. After dropping off the party, the ship will continue on to the southern ports, getting back to Dolphin's Bay in about a month.

Captain of the Good Wind is Urus Mogarth. Captain Mogarth is the owner and master of the Good Wind. A quiet man with great skill in Navigation, he has sailed these waters as boy and man for almost twenty years.

Captain Mogarth

PS: 18	MD: 18	AG: 12	MA: 7
EN: 13	FT: 19	WP: 18	PC: 10
PB: 10	TMR: 4		

Navigator Rank 5, Sabre Rank 2, Dagger Rank 2, Crossbow Rank 2, Leather Armor.

Crewman 1

PS: 16	MD: 18	AG: 19	MA: 6
EN: 14	FT: 20	WP: 14	PC: 5
PB: 5	TMR: 6		

Sabre Rank 4, Dagger Rank 1, Crossbow Rank 0, Leather Armor.

Crewman 2

PS: 17	MD: 17	AG: 17	MA: 9
EN: 12	FT: 19	WP: 11	PC: 5
PB: 9	TMR: 5		

Sabre Rank 3, Dagger Rank 0, Short Bow Rank 0, Leather Armor.

Crewman 3

PS: 16	MD: 18	AG: 19	MA: 9
EN: 14	FT: 20	WP: 14	PC: 5
PB: 5	TMR: 6		

Sabre Rank 2, Dagger Rank 1, Short Bow Rank 0, Leather Armor.

Crewman 4

PS: 15	MD: 15	AG: 17	MA: 5
EN: 17	FT: 21	WP: 17	PC: 5
PB: 7	TMR: 5		

Hand Axe Rank 3, Dagger Rank 0.

Crewman 5

PS: 19	MD: 14	AG: 17	MA: 8
EN: 15	FT: 20	WP: 10	PC: 6
PB: 12	TMR: 5		

Hand Axe Rank 2, Dagger Rank 3.

Crewman 6

PS: 18	MD: 15	AG: 18	MA: 12
EN: 12	FT: 19	WP: 11	PC: 5
PB: 10	TMR: 6		

Hand Axe Rank 4, Dagger Rank 0, Short Bow Rank 0.

Crewman 7

PS: 18	MD: 17	AG: 16	MA: 5
EN: 18	FT: 21	WP: 15	PC: 5
PB: 8	TMR: 5		

Hand Axe Rank 3, Dagger Rank 1, Crossbow Rank 0.

Crewman 8

PS: 18	MD: 18	AG: 15	MA: 5
EN: 18	FT: 21	WP: 10	PC: 6
PB: 10	TMR: 5		

Hand Axe Rank 2, Dagger Rank 1, Short Bow Rank 0.

Crewman 9

PS: 17	MD: 16	AG: 12	MA: 8
EN: 18	FT: 21	WP: 12	PC: 5
PB: 10	TMR: 4		

Hand Axe Rank 2, Dagger Rank 1, Short Bow Rank 0.

Passengers:

The Merchant Resing

PS: 15 MD: 15 AG: 11 MA: 5
EN: 18 FT: 21 WP: 18 PC: 7
PB: 10 TMR: 4

Merchant Rank 6, Short Sword Rank 2, Dagger Rank 0, wears Chainmail.

Guard 1

PS: 18 MD: 18 AG: 12 MA: 6
EN: 18 FT: 21 WP: 15 PC: 5
PB: 8 TMR: 4

Broadsword Rank 6, Dagger Rank 1, Crossbow Rank 0, wears Chainmail.

Guard 2

PS: 18 MD: 18 AG: 13 MA: 5
EN: 14 FT: 20 WP: 15 PC: 5
PB: 8 TMR: 5

Tulwar Rank 4, Buckler Rank 2, Dagger Rank 1, wears Scale Armor.

Guard 3

PS: 18 MD: 19 AG: 12 MA: 6
EN: 18 FT: 21 WP: 15 PC: 5
PB: 8 TMR: 4

Sabre Rank 3, Buckler Rank 1, Dagger Rank 1, Crossbow Rank 0, wears Scale Armor.

All passengers and crew will be armed with the weapons they have skill with.

Each day of the journey some sort of encounter will occur. Roll on the following encounter table. Note the Pirate Bands will not be encountered on the first day because they don't operate very close to guarded waters. Merfolk will not be found on the first or second day because they rarely leave Confederation Bay. Reroll the encounter if necessary.

9. Random Encounters

01 - 06	+1 Human
07 - 12	+3 Human
13 - 18	+5 Human
19 - 24	+10 Human
25 - 30	-2 Barracuda
31 - 36	+1 Shark
37 - 42	+3 Shark
43 - 48	+5 Shark
49 - 54	-3 Eel
55 - 60	-4 Eel
61 - 66	-2 Octopus
67 - 72	+2 Manta Ray
73 - 78	+6 Manta Ray
79 - 84	+1 Harpy
85 - 90	+1 Killer Whale
91+	Special Encounter (1D10)
1 - 3	Merfolk (10)
4 - 6	Wavepack (32)
7 - 8	Pirates (11)
9	Sea Demons (33)
10	Flying Shark (34)

10. Merfolk

A large group of Merfolk are seen in the distance as the vessel cruises along. They easily close in on their Sea Horses but appear more inclined to talk than fight though all are armed and armored. At least one of the Merfolk speaks fluent Common and hails your ship to halt. They will call up reinforcements if you do not stop. Their reinforcements will include a large Squid or Kraken which they will use to disable the rudder. They will not attack until after they have had a chance to warn the vessel and crew that it nears a sacred area and should turn aside. Captain Mogarth will insist that the party stop. The Merfolk will demand minor gifts from Captain Mogarth, who promptly will give these gifts. An escort will then be provided to guide the Good Wind. Mogarth will keep his ship in line with the escort. The escort is not particularly talkative and will not respond to questions from the ship.

11. Pirates

Black Jack Corby: Captain of the Red Death, he is 5 feet 11 inches tall, weighs 201 pounds, has wavy shoulder length black hair and green eyes. He is 34 years old and is

PS: 23 MD: 19 AG: 20 MA: 5
EN: 21 FT: 18 WP: 15 PC: 12
PB: 14 TMR: 6

He is Rank 2 with the Rapier, Rank 3 with the halchion, and Rank 4 with the Buckler. He wears Leather Armor.

Hook Eye Benton: First Mate on the Red Death, he is 5 feet 9 inches tall, weighs 182 pounds, has long dirty blond hair, green eyes and a blond mustache. He is 31 years

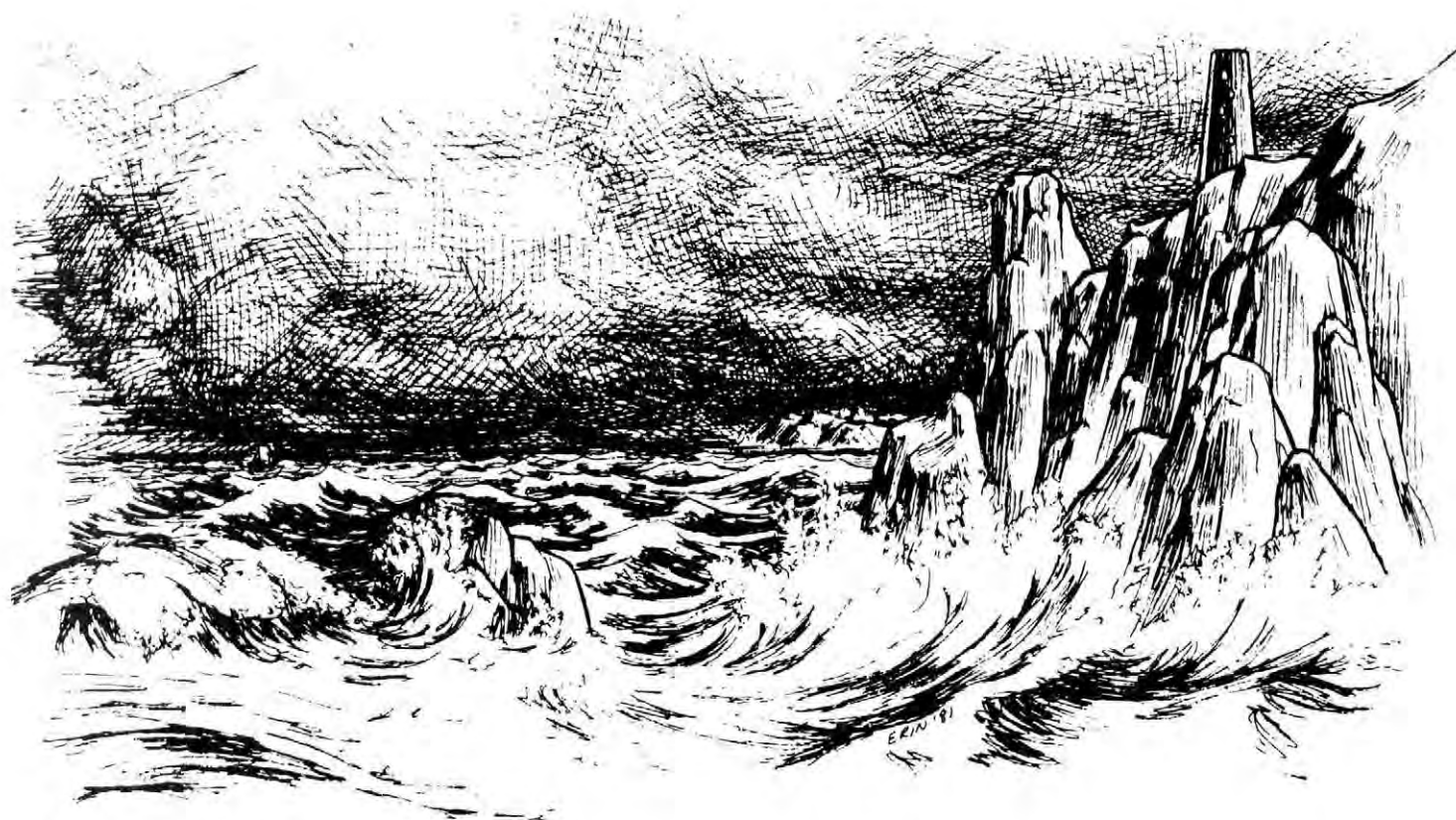
PS: 22 MD: 20 AG: 21 MA: 6
EN: 20 FT: 19 WP: 17 PC: 11
PB: 12 TMR: 6

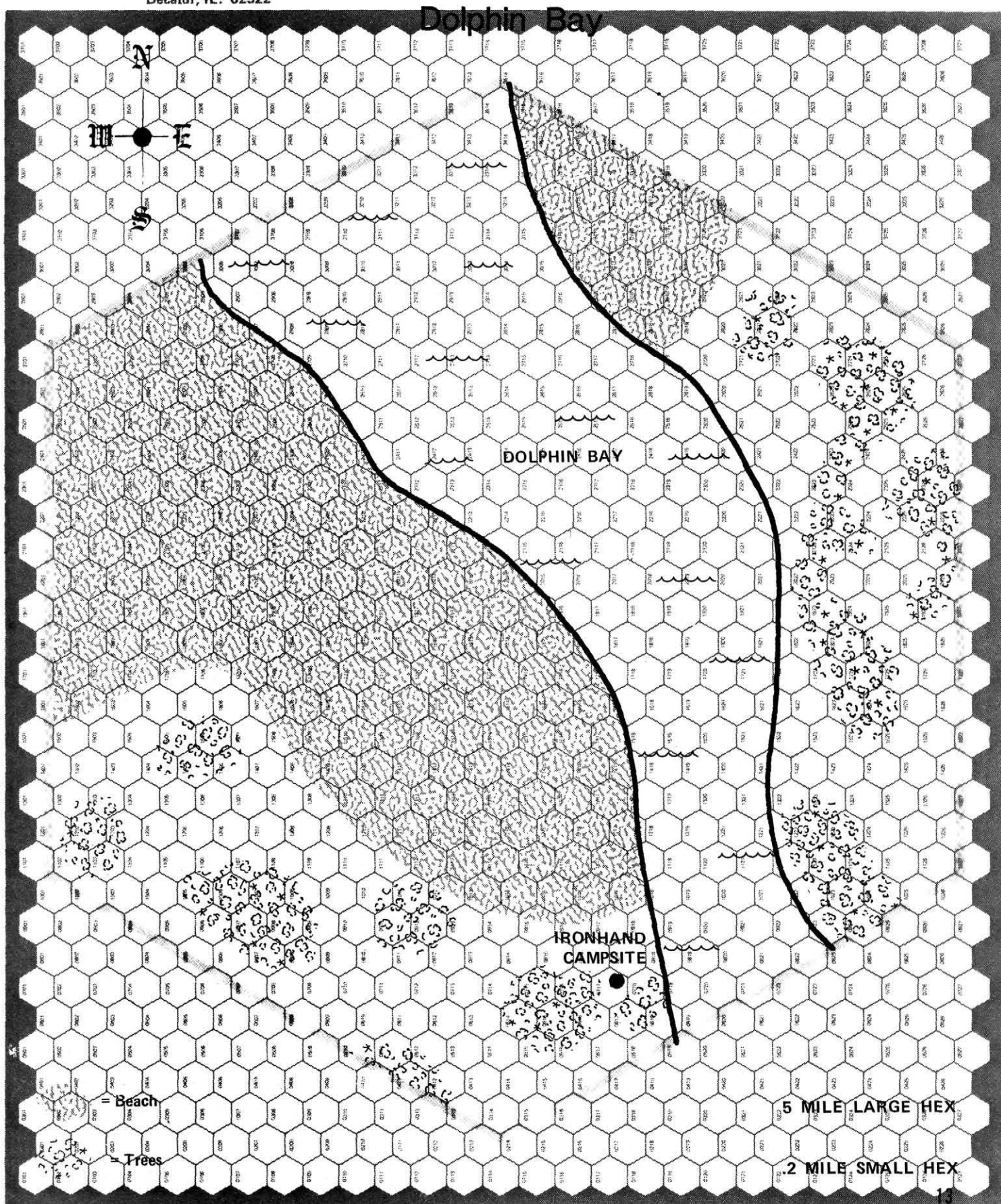
He is Rank 3 with a Hand Axe, Rank 2 with the Rapier, and Rank 3 with the Buckler. He wears Leather Armor. The Red Death is a ship captured in an earlier pirate raid. The Red Death was turned over to the then First Mate, Black Jack Corby, with a crew of less experienced Pirates to go "araiding on his own". The Red Death is a small Coaster capable of carrying about 20 men and going eight knots in a good wind.



Pirate Crew

Name	PS	MD	AG	MA	EN	FT	WP	PC	PB	TMR	Hand Axe Rank	Sabre Rank	Buckler Rank
Big Fang	13	13	11	5	14	20	8	5	8	4	1	—	0
Bluster On	16	11	10	5	15	20	12	6	9	4	2	1	0
Crush Cups	14	16	15	5	13	19	13	5	11	5	0	0	0
Salty Clam	15	16	17	5	13	19	14	6	12	5	0	0	0
Knobby Karl	10	11	12	5	9	18	11	5	17	4	0	—	1
Sharkey Glum	15	9	8	5	14	20	13	6	16	3	1	1	0
Hooker	18	16	14	5	17	21	11	6	13	5	1	0	0
Lumber Lucky	16	14	11	5	17	21	10	6	6	4	1	0	0
Smiley Dirk	17	13	10	5	16	20	8	5	18	4	0	1	2
Tim The Tub	9	17	16	5	9	18	17	5	20	5	0	—	0
Water Willy	14	13	12	5	12	19	9	6	14	4	0	0	1
One-Eye Dan	8	7	7	5	10	18	10	6	19	3	1	—	0
Pug Snarf	17	16	14	5	18	21	14	5	11	5	2	1	0
Orch Swig	19	15	15	5	14	20	15	5	12	5	0	0	1
Euchre Fiend	14	11	11	5	12	19	12	6	9	4	0	0	0
Flagon Fire	13	9	8	5	11	19	7	6	10	3	0	—	0
Howling Terf	11	14	13	5	13	19	11	5	11	5	0	—	0





V. THE BEACH

The ship's crew will lower the mules gently into the water and help Gesgil gently swim them ashore. The Captain will land them anywhere the party wants but will suggest the south side of the river's mouth. Landing the rest of the equipment will be easy and no losses will result. The Captain says he will be back in a month to pick them up. Should they choose to land on the southside, there is a 90% chance the party will discover the abandoned campsite.

Should the person playing Tafgat attempt to determine what sort of being was camped here, the Judge must roll a D100; if the result is below Tafgat's chance to recognize the effect of a plant or animal, he will be able to tell that they were Dwarves, and were less than 10 in number. If he tries to determine how old the campsite is, the Judge must roll another D100. If this is less than Tafgat's unobscured Tracking percentage, he will be able to tell that it is about 2 days old. Add 12 hours to his assessment for each 10% he missed the roll by.

The campsite appears, even to the untrained eye, to have been hastily abandoned with various odds and ends (two picks, one shovel, a bed-roll, a half-full ceramic jug of Whiskey, and a pot full of now spoiled cooked meat resting on the remains of a fire) scattered about the camp. Additionally, there are several unidentifiable, very large tracks scattered around the camp area (a successful roll by Tafgat turns up some leaf stripped tree limbs). While the party is searching the camp (after Tafgat's rolls) the entire party hears a rather loud shifting sound as something rises out of the sand down towards the waterline. The something is an Ohmigad that lumbers towards the party and campsite in a slow, deliberate, and rather menacing manner. If the Ohmigad is attacked, it will defend itself with smashes from its mighty arms. If it is left alone, it will walk through the camp stopping at the tree line. There it will begin stripping leaves off of some lower tree limbs. The creature had earlier rose out of the sand scaring off the rival party, which left in a hurry. The statistics of the Ohmigad are as follows:

PS: 60	MD: None	AG: 8	MA: None
EN: 50	FT: 28	WP: 10	PC: 5
PB: 1	TMR: 3		

Clubbing Rank 4, Paw Swipe (30%, +4 Damage).

This particular Ohmigad is on land during the day because of an upset stomach (stomach number three to be exact) that causes him to occasionally rise up from the sand to get a few tree leaves to calm his stomach with.

For purposes of determining random encounters, consider all of the area between Dolphin Bay and the Forest of Karsharak to be woods, subtracting 10 from the encounter roll if the party is on a plain or beach area. The danger level is moderate. The frequency of encounter checks is once per day. The encounter chance is 25%. The encounter roll is modified by +5, which is cumulative, with the -10 modification for the beach areas.

12. Rival Group

The campsite mentioned above was made by the rival group, which includes a Ranger, a Healer, a Military Scientist, a Spy, an Assassin, a Beastmaster with 10 Donkeys, and two Prospectors. They landed almost exactly two days before the players and have moved off in search of the Star Silver.



They intend to get it at any cost, and will not stop short of ambush or even torture. They are handicapped by having no map of the area, or any idea where in the Snake River Valley the Lode is. As a result, they have decided to follow the River Running up to the Snake River and follow it up into the hills.

Hegshad is the Beastmaster of the rival party and as such, he is in charge of the party's Mules. Mules are his favorite beast to handle and it is said that he is every bit as stubborn and morose as his charges. If a fight threatens, he will first tie up the Mules on a handy projection and then join the fight wielding his two-handed Sword with much skill. As far as his attitude towards the other party (the players), he has a one-track mind; get the Star Silver and if the others get in the way, "well just too bad".

Pexpici is the Healer of the party and is twin to Eng, resembling him identically except for a scar on Eng's face. Pexpici is a competent Healer and Warrior who would prefer that the two parties get together, find the Star Silver together, and use that discovery to unify the Dwarves, ending the feud. This puts him into direct opposition to his twin brother Eng.

Ulkprow is the youngest of the Dwarves and is also one of the two Prospectors in the party. He is rather bitter about the feud, for it, in a prank from the other side, cost him an eye (his left eye). He has never forgiven the other side for the loss. Furthermore, he has been raised in the traditions of the feud and he will automatically attack the players' party unless restrained. He will, at best, be surly if he has to work with those of the players' party.

Glaum is the group's Ranger. As such, he is a bit of a loner (Dwarves, on the whole, think Rangering is sissy Elf work). Glaum is a quiet fellow who feels no particular hatred of the players' party, yet will fight them to the best of his ability. He will usually be found away from the rest of the party scouting for danger.

Eng is the leader of the rival party and he seeks not only to secure the Star Silver but to gain some measure of glory for himself. Eng is the twin brother of Pexpici and doesn't get along particularly well with him. Eng is a soldier and a leader who, unless restrained by Pexpici, will lead the rival party in an attack on the players' party. Not because he hates the players or because he seeks to gain the Star Silver, but rather for the glory he would win if he beats them. His philosophy is attack for the glory of war (and for the notoriety gained).

Thids is the Thief of the rival party and he is the younger brother of Stamris and Pennsic. Thids is an openly friendly and jovial fellow who uses extreme friendliness in order to steal with a minimum of fuss or suspicion on the part of the victims. He is extremely open to the idea of joining forces with the players' party (he figures that together they could recover the Star Silver easier and that to steal it later would be a snap). However, his greatest importance is in the calming effect he has on Pennsic who is more than a little kill crazy. Without Thids influence, Pennsic would be almost uncontrollable.

Stamris is the chief Prospector of the rival party and he is the older brother of both Pennsic and Thids. His skill in Earth Magic and his knowledge of Prospecting make him very useful in the search for the Star Silver. He is not particularly close to either of his two brothers, being a bit scared by Pennsic and unsure of Thids craziness (he doesn't approve of Thieving). He sees the usefulness of joining forces with the players' party, but he will not suggest it. Stamris is a solid citizen type who is extremely proud of only one thing, his very full and long beard.

Pennsic is the Assassin with the rival party. He is the younger brother of Stamris and the older brother of Thids. Pennsic enjoys his job of killing people in sneaky ways. He also has bouts of "Murder Mania", in which he becomes very deadly and very uncontrollable (he doesn't stop when told to). Thids jovial presence controls these bouts. There is a 1 in 6 chance per day that he will be in one of these bouts of murder madness and if Thids isn't around (if Thids dies, Pennsic permanently becomes kill crazy), he will fight as an Assassin of Rank 7.

13. Beastmaster

If the party passes through 35-033 or any of the six surrounding hexes, the Judge must make a Special Encounter roll. If he rolls 50% or less, the party will encounter Lithe. She is a 10th Rank Beastmaster. Her appearance will be highly impressive. She is riding a White Rhinoceros, which is saddled and bridled. Lithe wears Leather Armor and has long red hair. She has a Spear in her right hand, a Longbow over her back, and a hand and a half Sword hanging from her saddle. She resents all intruders on her land, so subtract 15 from her reaction roll. Sitting on the saddle behind her is a very large bird looking over her shoulder. It is a Harpy Eagle. There are also two Leopards leaping along beside her. The statistics of her beasts are as

follows:

Gegn, the Rhinoceros

PS: 87	MD: None	AG: 13	MA: None
EN: 58	FT: 18	WP: 24	PC: 5
PB: 2	TMR: 4	NA: Hide absorbs 5 DP	

Butt 60% Base Chance with Damage +6. If Butt successful, then also Trample 50% with Damage +4 (resolve one attack per foot, total of 4).

Lithe



Naill, the Harpy Eagle

PS: 15	MD: 24	AG: 23	MA: None
EN: 16	FT: 19	WP: 11	PC: 24
PB: 12	TMR: 7	NA: Feathers absorbs 2 DP	

Beak (Base Chance of 60% with -1 Damage) and Talons (Base Chance of 75% with + 1 Damage) without penalty in same pulse.

Nail



Lithe is particularly upset with Dwarves right now because she has just had a minor skirmish with the party from the rival clan. She is inclined to charge first, spread a few bruises around, and then ask questions. If, however, the party manages to pacify her, she will be able to give general information about the rival party. It is left to the discretion of the Judge how much information she can, or will, give beyond approximate numbers and heading. One thing she certainly will mention in any conversation with the party is that the rival clan members offered her money for information on Star Silver which she has never heard of.

Princess, 1st Leopard

PS: 24	MD: 24	AG: 31	MA: None
EN: 15	FT: 21	WP: 8	PC: 21
PB: 7	TMR: 8	NA: Fur absorbs 2 DP	

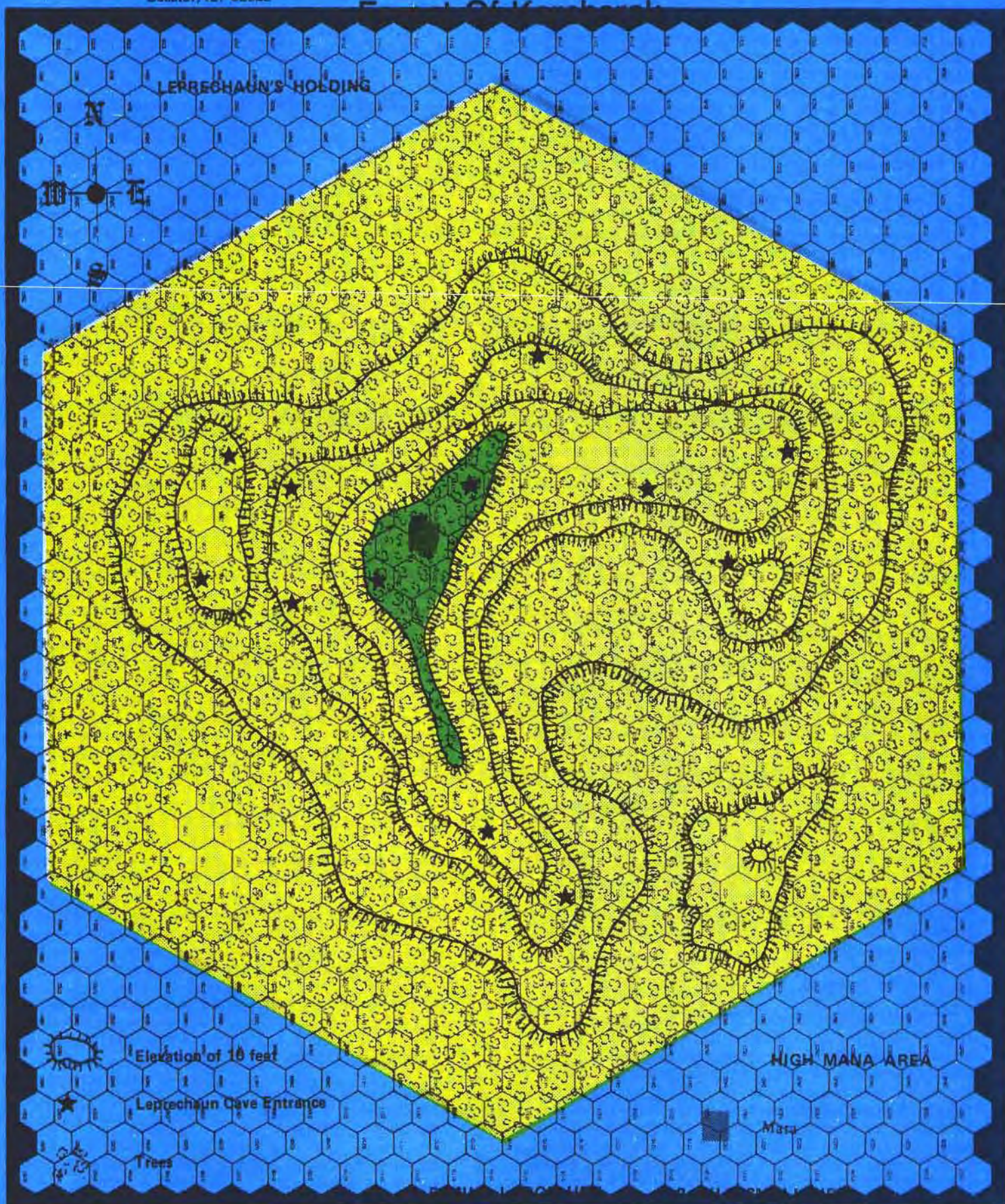
Bite (Base Chance of 30% with Damage of -2) or Claws
(Base Chance of 35% with Damage of -3).

Dawn, 2nd Leopard

PS: 25	MD: 30	AG: 31	MA: None
EN: 17	FT: 25	WP: 7	PC: 19
PB: 8	TMR: 8	NA: Fur absorbs 2 DP	

Princess





VI. FOREST OF KARSHARAK

This dense forest lies directly across the path of the party so it is virtually certain that they will enter it. It is a "high danger area" with an encounter frequency of once every 6 hours, an encounter chance of 50% and an Encounter Roll Modification of +10. Any Human Encounter rolled should be treated as a Leprechaun Encounter instead.

14. Leprechauns

The "Leprechauns of Karsharak" are a wild and shy group and distrust most other Humanoids. At first, any interference on their part will be only minor maliciousness, **but** if the party arouses them they are capable of causing great damage. The center of their holdings is in Hex 39-039 and passage through that hex is certain to bring about a confrontation.

Leprechauns have no natural Armor or Weapons, but tend to use Daggers (as Short Swords) and small Bows. They also will be Adepts of either the College of Earth Magics or of Illusions, besides being skilled with the Spell of Sleeping. For more complete information, see page 119 of the **DragonQuest** Rules.

Almost in the center of the Leprechaun Holdings is a large tree covered hill. This hill is honey-combed with small tunnels which serve as a living space for the Leprechauns. They are ruled over by Duinin, their King. He is a great Hero who is a Military Scientist Rank 10, Ranger Rank 4 and Beastmaster Rank 5. He and his 20 Bodyguards ride trained War Weasels, wielding tiny Spears similar to throwing darts, carrying Bucklers and with Swords at their hips that **are** similar in all respects to a Main Gauche. He is also remarkable in that he has been outside of the forest and speaks Common at Rank 3. There is only a 1% chance that any other Karshark Leprechaun will be able to do so.

This hill, called Mara by the Leprechauns, is rich in mana, and allows the small folk to cast a Sleep Spell which **is** even more powerful than they are normally capable of. Anyone who succumbs to an Enchanted Sleep Spell while on or in the hill of Mara will be put to sleep for 10 times the normal spell duration (that is $10 + (10 \times \text{Rank})$ Hours). Furthermore, such a person may not be awakened before the spell runs out if he is still on or in the hill.

The Leprechauns are well aware of this and if a party discovers Mara, they are likely to ask them in for a feast rather than attack and risk great casualties. The Great Hall of Mara is a rather tight fit for a Human, but a Dwarf should have little trouble accommodating himself.

Such an invitation always means that the Leprechauns **will** try to put their guests to sleep. The victims will almost certainly wake up miles away to the south and all but stripped naked.

15. Nomalie the Dryad

In the northern region of the Forest of Karsharak (Hex 38-037, one-half mile from the River Running) is an enormous aged oak tree. It is surrounded by beautiful plants, fruits, flowers and shrubbery which thrive and grow due to **the** loving care and attention of Nomalie, Queen of the Dryads. Nomalie's ancestors have always been Queens and **so** shall all her descendents. She is not so much concerned with being Queen, preferring to think of herself as "Keeper of the Garden". When she is working in her garden, she is filled with the greatest of joys. She can be heard singing a song which goes something like this:



*I tend to you, my lovely Flowers
Your life is what I need
Watching you grow so tall -
From a tiny seed -
It's such a miracle to me.*

*I marvel at your beauty,
Open your faces to the sun,
Let gentle rain fall up on your stems
With you I feel as one -
As if my time has just begun.*

*For you are my life's nourishment
And I, I try to be yours -
Let no harm come to you, my Flowers,
For that, I could not endure -
Of that, I am truly sure.*

This is a magical song which makes Nomalie's plants grow twice as fast and also protects them from insects.

Although Nomalie has had many suitors, she has never married, believing her position too important to have enough time for a husband. After all, how can she take care of her garden and a husband and children at the same time?

Nomalie normally avoids Humans, preferring the company of Cabral, the Satyr, Diona the Nymph, Lithe the Beastmistress and, of course, the Leprechauns of Karsharak. If she is approached by Humans, she will take refuge deep in her tree. If attacked, she will call the animals of the forest to her side to protect her and also send a few messengers to her friends to come help her. Nomalie also owns an Amulet of Witchsight which was handed down through the ages from her ancestors.

The Amulet of Witchsight: This device is basically a 1.05 inch diameter sphere of clear rock crystal which has been polished smooth. It is surrounded by a wide gold band, which is about half an inch thick with a circular one inch diameter opening. By looking through the Amulet, one may use the talent of Witchsight as though he had it at the fifth Rank in the College of Illusions. In order to use it, one must have a magic aptitude of at least 10. The gold band around the crystal is encrusted with semi-precious stones and is attached to a gold necklace.

Nomalie is 5 feet 1 inches tall, weighs 117 pounds, has long brown hair with green tints and almond shaped brown eyes. She is 153 years old and right handed. Her statistics are:

PS: None	MD: None	AG: None	MA: 20
EN: None	FT: None	WP: 16	PC: 15
PB: 24	TMR: 4		

She is of the College of Earth Magics and has achieved the following Ranks (Spell Code/Rank Achieved): G1/10, G2/10, G4/9, G6/6, G9/4, G10/7, G1 1/5, S8/7, S17/6, S18/3.

16. Diona the Nymph

Many months ago, while frolicking in the forest with Cabral, Diona met an extremely handsome warrior named Evan Sterling, whom she instantly fell in love with. Evan was a Ranger who had been many places and had seen many strange and beautiful things, but never before had he set eyes on so lovely a creature as Diona. Being a bit of a poet, he composed this sonnet for her:

*Her flowing locks fly in the wind
As she dances among the trees.
Her sparkling laughter fills the air,
Bringing joy and ecstasy to me.*

*Her dancing eyes, they hypnotize,
Filled with secrets of old.
Her loving touch, awakens so much,
I swear, my soul has been sold.*

Evan decided he would give up travelling and asked Diona to marry him. She readily agreed, never having felt this way before, and within the week they became man and wife. There was a big celebration in the woods with the Leprechauns, Elves, Gnomes and all the other wood creatures in attendance. Nomalie and Cabral were the Best Man and Maid of Honor and everyone was very happy. After the celebration, the couple went to Diona's clearing to live. Alas, as it always seems when things are going well, something bad usually happens. And so it was in this case.

You see, neither Evan or Diona realized how hard her physical demands were on him, and after three months of marital bliss, Evan passed away because of Diona's amorous activities. Diona was broken-hearted and wept and prayed trying to bring him back, but to no avail. She finally buried him on the outskirts of her clearing engraving this in his headstone:

*Such total happiness
I shall never again see.
No love will again blossom,
Such as I had for thee.*

*For you were my life
And my warrior divine.
I gave you my heart,
My soul and my mind.*

*And to your grave
Although you may go.
With you, goes my love,
That you will eternally know.*

Not all bad came out of this though. For a few months later, Diona bore a beautiful baby girl which she named Evona. After this event, Diona and her child moved very near to Nomalie's tree and the two have become extremely good friends.

Diona's husband left behind this valuable piece of information before he expired.

*Above the falls
In barren lands,
Lies hidden deep
Within the sands.*

*A Silver, pure,
As snow is white.
Beautiful and blinding
To the sight.*

*This Silver glows -
With mana, high
The Gods decreed -
A gift from the sky.*

*But those who mine
The Silver Lode -
Will soon weaken,
From the load.*

Diona is 5 feet 2 inches tall, weighs 122 pounds, has long brown wavy hair that is tinged with blond highlights and golden brown eyes. She is 325 years of age and is right handed. Following are her statistics:

PS: 11	MD: 16	AG: 20	MA: 20
EN: 11	FT: 23	WP: 23	PC: 20
PB: 31	TMR: 6		

Diona is of the College of Illusions and has achieved the following Ranks (Spell Code/Rank Achieved): T1/5, **T2/4**, **G1/4**, G2/5, **G5/3**.

17. Cabral the Satyr

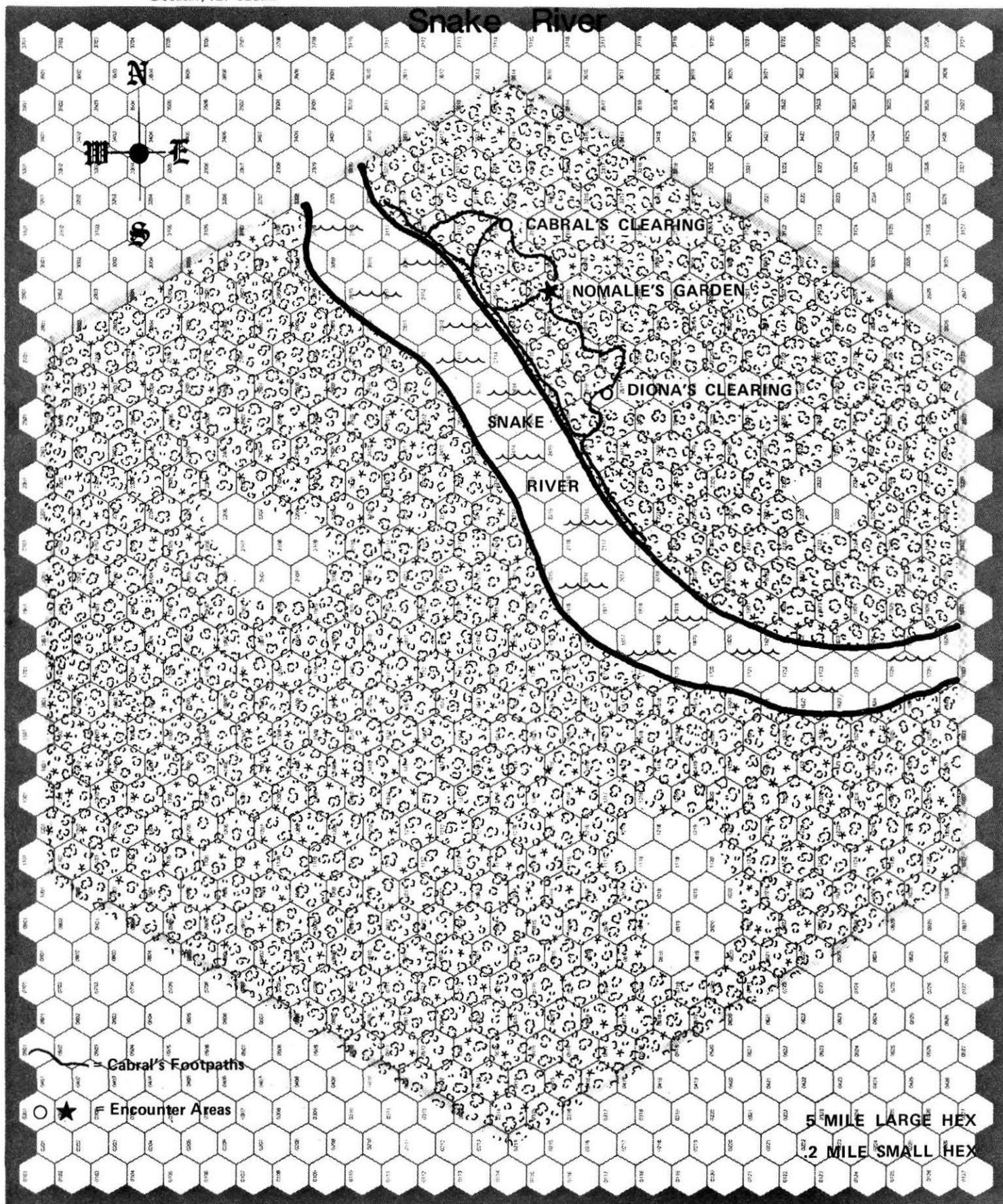
Approximately 1/2 miles from Nomalie's garden lives Cabral, the Lone Satyr. Cabral left his kin years ago to venture out and find some of the more exotic females in the world. He spent many years carousing with all sorts of females, even Centaurs and Pegasi. Unlike most Satyrs, Cabral now feels it is time to settle down and lead a less hectic life. He would very much like to take Nomalie as his mate, but knowing that she has refused all her suitors in the past, he has not yet approached her with his amorous intentions. Instead, he has composed a poem, but is afraid to give it to her because he is too shy. Upon meeting the party, he will ask them to deliver the poem to Nomalie in return for information about the Star Silver Lode that Diona has in her possession.

*I have travelled far and wide,
But never have I lain eyes -
On such a beauty as you.*

*I have been, and I have seen,
But never in my wildest dreams -
Was such a beauty as you.*

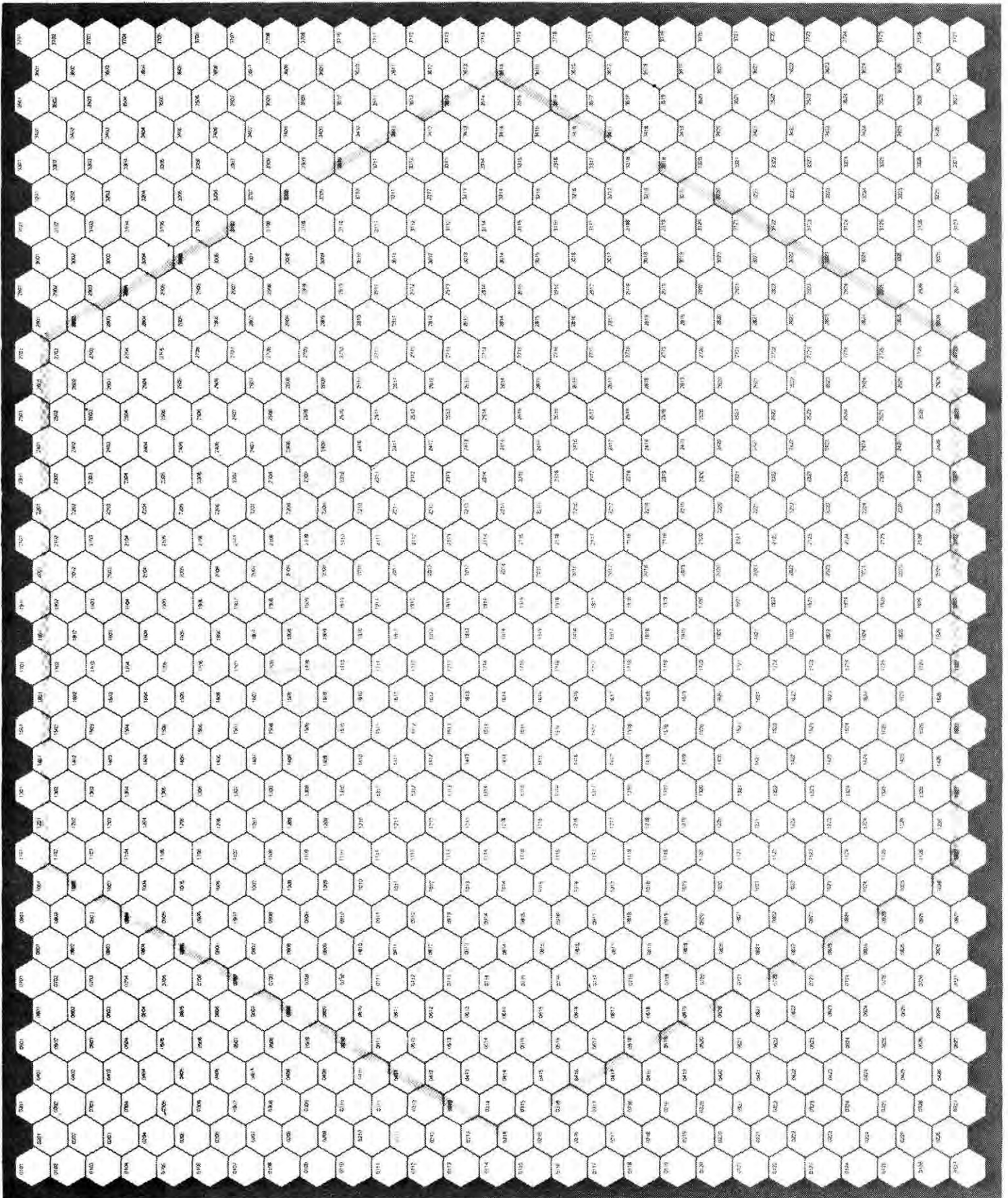
*And now I wonder, if I might,
Ask you a favor, my love's light -
From such a beauty as you.*

*If you would please accompany me,
Beneath your old, oaken tree -
I'd speak of my love to you.*



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Area Mapped _____



DRAGONQUEST SECOND EDITION

DragonQuest CHARACTER RECORD		PRIMARY CHARACTERISTICS						Stunned on 5+	
		PS 14	MD 16	AG 13	MA 20	WP 22	EN 16		
CHARACTER NAME: Gesgil		PC 8	TMR 5	PB 12	DEF 27	FT 22			
RACE: Dwarf	X M ASPECT F Moon	SOCIAL STATUS Bandit		BIRTH	HAND				

RANK	Weapon	IV	SC	DM	CL	RG	USE	ARMOR	PROT	AG MOD
7	Main Gauche, Brass	28	89	D	A	P	MC	Cloth	1	0
7	Sabre, Bronze	28	104	+2	B	P	M			
3	Shortbow	24	73	+1	A	60	R			
4	Net	25	62	-5	-	5	RMC			
2	Hand Axe, Bronze	23	64	D	B	8	RMC			

COLLEGE: Pacifistic Earth Magic		MAGIC RESISTANCE: 22%	
--	--	------------------------------	--

SKILLS	RANK	%	SPELLS	RK	%	RG	DU	POSSESSIONS	WT
Horsemanship	4	49	T-1 Detect Aura	2	18			Armor	4
Stealth	3	57	G-1 Converse Animals	4	45	50'	12hr	Main Gauche	1
Beast Master	3		G-2 Converse Plants	5	5	60'	15hr	Sheath	1
Equines			G-3 Control Animals	5	20	60'	∞	Sabre	3
Train Riding Animals		8month Base	G-4 Blending	5	60	0	6hr	Sheath	2
Domesticate Riding Animals		8week Base	G-5 Walking Unseen	2	50	3'	3hr	Shortbow	4
Trained Loyalty Check, Rebell		56	G-6 Healing	7	40	0	•	Quiver	2
Trained Loyalty Check, Wild		62	G-7 Detect Trap	5	60	55'	•	Net	2
Trained Loyalty Check, Domest		68	G-8 Detect Poison	4	55	0	•	Hand Axe	2
Domesticated Loyalty Check		2.5 Base	G-9 Lesser Enchant	8	20	90'	1wk	Sheath	2
			G-10 Herbal Lore	4	25	0	•		
			G-11 Tracking	9	15	0	10d	Backpack	28
			S-1 Earth Hammer	4	40	65'	•		
			S-3 Stone Strength	3	20	10'	4hr	Shoulder Pouch	10
			S-4 Earth Armor	1	20	10'	1hr		
			S-5 Diamond Wep	0	30	5'	Y	Saddlebags	20
			S-6 Gem Creation	3	10	10'	4d		
			S-7 Animal Growth	0	15	10'	1d		
			S-10 Earth Elemental	0	25/20	20	∞		
			S-12 Wall of Stone	2	10	40'	30min	Excess Weight carried	
			S-17 Diamond Javelins	2	20	30'	•	on Mule	
Dwarfish	9								
Read/Write	8								
Common	8								
Read/Write	5								
							TOTAL WEIGHT		81
							AG MOD		-9

MONEY	AMOUNT	VALUE IN SILVER	SPECIAL ABILITIES:
COPPER FARTHING	92	23	
SILVER PENNIES	10	10	
GOLD SHILLINGS	4	48	
TRUESILVER GUINEAS	-	-	
TOTAL VALUE IN SILVER			81

EXPERIENCE POINTS	ENM
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DRAGONQUEST SECOND EDITION

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DRAGONQUEST SECOND EDITION

DragonQuest CHARACTER RECORD			PRIMARY CHARACTERISTICS								Stunned on 4+						
			PS 18	MD 24	AG 10	MA 10	WP 14	EN 14	PC 10	TMR 4	PB 8	DEF 9	FT 13				
CHARACTER NAME: Pedonic			RACE: Dwarf			M ASPECT: X Autumnal Stars			SOCIAL STATUS: Craftsman			BIRTH: 5th legitimate			HAND: Left		
RANK	Weapon	IV	SC	DM	CL	RG	LSE	ARMOR		PROI	AG MOD						
5	Spear (1-2)	24	91	+3	H	6	RM	Leather		4	-1						
1	Dagger	20	65	D	H	8	RMC										
3	War Hammer	22	78	+3	C	6	RM	RANK	SHIELD	DEF	AG MOD						
4	Rock	23	67	-1	C	8	RMC	1	Large Round	4%	-3						
1	Shield	20	64	-2	C	P	M										
COLLEGE:												MAGIC RESISTANCE:					
SKILLS		RANK	%	SPELLS				RK	%	RG	DU	POSSESSIONS	WT				
Horsemanship		3	35									Shield	10				
Stealth		5	55/52									Armor	12				
Mechanician		3										Spear	5				
Construct Trap		19 hrs										Dagger	2				
Construct Lock		4 hrs	1 trap									Sheath					
Construct Safe		12 dys	2 traps									War Hammer	4				
Construct Domestic Goods			55 sp/Day									Sheath	2				
Operate Own Device			9 min														
Prospector		4										Backpack	28				
Survey Hex		24 hrs										Saddlebags	20				
Find Poor Deposit			18														
Find Average Deposit			26														
Find Rich Deposit			34														
Find Very Rich Deposit			46									Excess Weight carried on Mule					
Identify minerals/gems		6 min	46														
Identify rare minerals/gems		6 min	34														
Dig gems/minerals			114 lbs/hr														
Concentrate gems/minerals		46 lbs/hr	46														
Dwarfish		9															
Read/Write		4															
Common		9										TOTAL WEIGHT	83				
Read/Write		3										AG MOD	-9				
MONEY		AMOUNT	VALUE IN SILVER	SPECIAL ABILITIES: EXPERIENCE POINTS								EXM					
COPPER FARTHING		44	11														
SILVER PENNIES		83	83														
GOLD SHILLINGS		4	48														
TRUESILVER GUINEAS		-	-														
TOTAL VALUE IN SILVER				142													

DRAGONQUEST SECOND EDITION

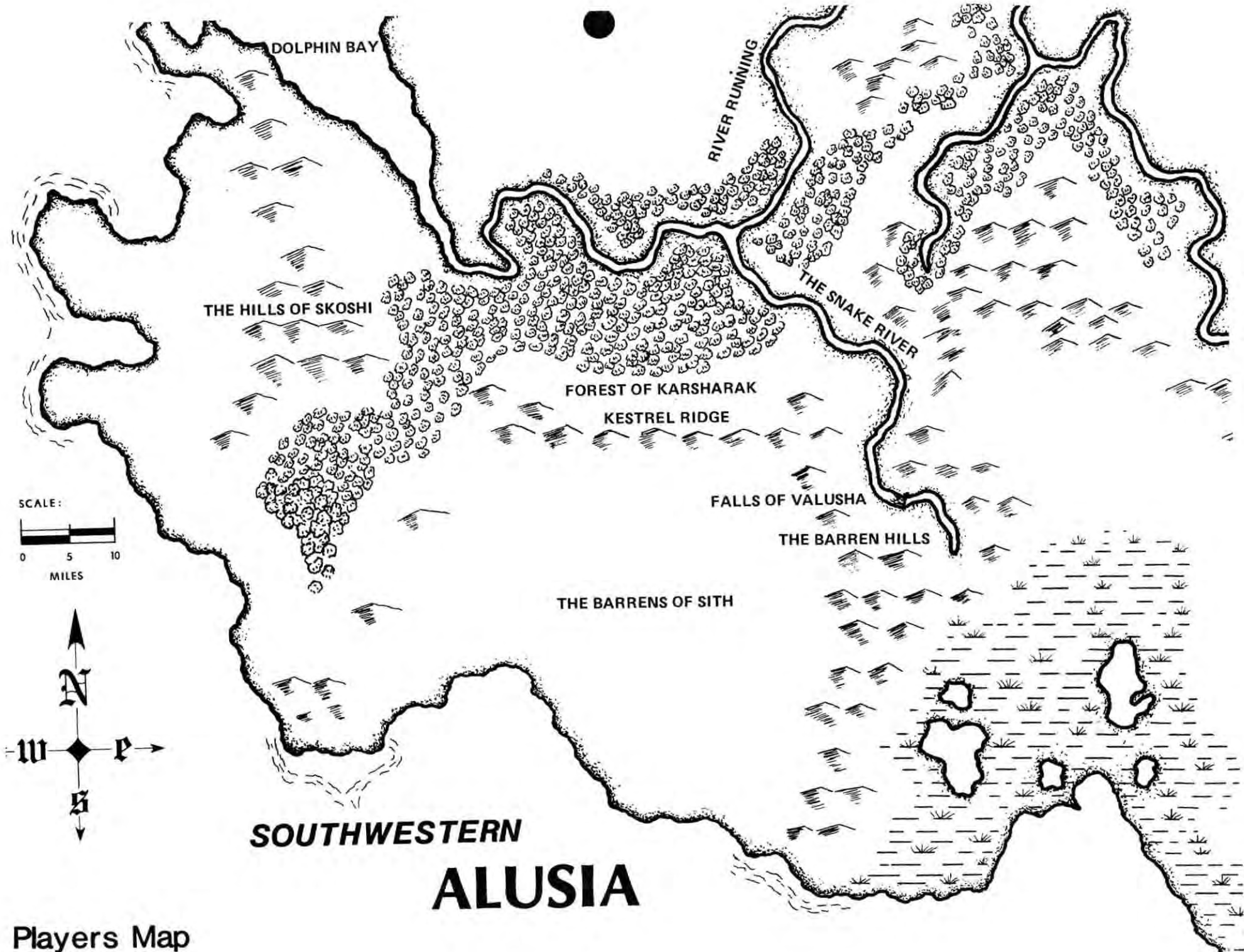
DragonQuest		PRIMARY CHARACTERISTICS										
CHARACTER RECORD		PS	MD	AG	MA	WP	EN					
CHARACTER NAME:		Tafgot	PC	11	TMR	4	PB	14	DEF	14	FT	20
RACE	Dwarf	X ^M ASPECT F Vernal Stars	SOCIAL STATUS	Adventurer	BIRTH	8 th legitimate	HAND	Right				
RANK	Weapon	IV	SC	DM	CL	RG	LSE	ARMOR		PROT	AG MOD	
6	Dagger	29	84	D	A	8	RMC	Chainmail		6	-2	
6	Sabre	29	104	+3	B	P	M					
6	Battle Axe (1-2)	29	104	+4	B	6	RM	RANK	SHIELD	DEF	MOD	
4	Crossbow (2)	27	96	+3	A	80	R					
3	Spear (1-2)	28	82	+3	A	6	RM					
COLLEGE:		MAGIC RESISTANCE: 21%										
SKILLS		RANK	%	SPELLS				RK % RG DU	POSSESSIONS		WT	
Horsemanship		4	+8						Armor		28	
Stealth		10	101 / 76						Sabre		3	
Ranger		4							Sheath		2	
Forest			+8						Battle Axe		5	
									Sheath		2	
Determine North			±6°						Crossbow		7	
Estimate Distance Travelled (5 consecutive weeks)			9+						Sheath		2	
Discover Route			50						Quarrels		7	
Detect Ambush			53						Spear		5	
Track 18 days old			35									
Determine Unusual Substance			51						Backpack		28	
									Saddlebags		20	
									Excess Weight carried on Mule			
Dwarfish		10										
Read/Write		2										
Common		4							TOTAL WEIGHT		109	
Read/Write		1							AG MOD		-7	
MONEY		AMOUNT	VALUE IN SILVER	SPECIAL ABILITIES: Plays Flute as Rank 0 Troubador								
COPPER FARTHINGS		84	21									
SILVER PENNIES		17	17									
GOLD SHILLINGS		2	24									
TRUESILVER GUINEAS		-	-									
TOTAL VALUE IN SILVER			62	EXPERIENCE POINTS EXM								

DRAGONQUEST SECOND EDITION

DragonQuest			PRIMARY CHARACTERISTICS								Stunned on 5+		
CHARACTER RECORD			PS	MD	AG	MA	WP	EN					
CHARACTER NAME: <u>Coel</u>			25	19	11	9	6	13	15				
RACE: <u>Dwarf</u>			PC	TMR	PB	DEF	FT						
M ASPECT: <u>X 1 Summer Stars</u>			10	3	18	11	20						
SOCIAL STATUS: <u>Farmer</u>			BIRTH: <u>Illegitimate</u>		HAND: <u>Right</u>								
RANK	Weapon	IV	SC	DM	CL	RG	USE	ARMOR	PROI	AG MOD			
7	Dagger	26	87	D	A	8	RMC	Scale	5	-3			
3	Shield	22	69	-2	C	P	M						
3	Garrotte (2)	22	61	+3	-	P	MC	RANK SHIELD	DEF	MOD			
5	Morningstar (1-2)	24	99	+4	C	P	M	3	Small Round	9% -2			
COLLEGE: _____													
MAGIC RESISTANCE: <u>13%</u>													
SKILLS			RANK	%	SPELLS				RK	%	RG DU	POSSESSIONS	WT
Horsemanship			1	19								Shield	5
Stealth			10	95 \ 82								Armor	16
Spy			5									Morningstar	5
Pick Lock			140 sec	37 (6x hook)								Garrotte	1
Open Safe			20 min	32 (7x Safe)								Dagger	2
Find Traps			10 sec	55								Sheath	
Remove Traps			14 min	52 (5x Trap)								Backpack	28
Find Secret Door			10 ft	45								Saddlebags	20
Base Pick Pocket				81									
Photographic Memory			70 sec	80 / 6 days									
See / Hear			45 sec	125									
Climb				114 - H+ / 10								Excess Weight carried on Mule	
Dwarfish			10										
Read / Write			8										
Common			10									TOTAL WEIGHT	77
Read / Write			6									AG MOD	-5
MONEY		AMOUNT	VALUE IN SILVER		SPECIAL ABILITIES: <u>Climbs as a Thief</u>								
COPPER FARTHINGS		12	3		EXPERIENCE POINTS _____ EXM _____								
SILVER PENNIES		47	47										
GOLD SHILLINGS		2	24										
TRUESILVER GUINEAS		-	-										
TOTAL VALUE IN SILVER			74										

DRAGONQUEST SECOND EDITION

[illegible]



Players Map

After reading this, there is a good chance that Nomalie will reconsider her previous idea of living a life alone and may consent to become Cabral's mate.

When Cabral isn't romancing Nomalie, he can usually be found frolicking with the Nymphs in the forest or playing his silver-engraved pipe (worth 450 SP).

Cabral is 5 feet 4 inches tall, weighs 160 pounds, has a short crop of light brown hair, short black horns and deep black eyes. He is 298 years old and is ambidexterous. His statistics are:

PS: 21	MD: 21	AG: 20	MA: 15
EN: 17	FT: 25	WP: 17	PC: 20
PB: 12	TMR: 6	NA: Skin absorbs 2 DP	

His magical abilities are focused through his pipe which can be used to Charm, Delight or Influence those around him. He is Rank 3 with a Spear. Cabral is the owner of the Collar of Perception which is described below.

Collar of Perception: This collar-like necklace is beautiful simply as a piece of jewelry. It is formed by seven solid gold bands, a quarter-inch in diameter with one sixteenth of an inch between them. At the back of the Collar they are all connected to a hinge and there are spacers at the sides and at both ends. The two ends join at the front and are held together by a solid gold cat headed pin. About every inch along its circumference, fine gold wire has been woven around the seven bands. Between the wires, the bands have been engraved with cat heads. When wearing the Collar, one's Perception is temporarily raised by five points. This is not without cost, however. The Collar draws its power from the wearer, and takes one Fatigue point per hour. If the Fatigue level is 0, it takes an Endurance point. The inner diameter of the Collar is 6 inches.

18. The Rescue

Where the Running River and the Snake River meet, the party will run into two Human non-player characters who want to enlist the party's help to rescue their cousin from a Minotaur who has captured her. They go on to explain that their cousin was taken by the Minotaur two months ago, while bathing in the Rithe Regar River. They have tracked the Minotaur to his lair and have found he lives in a nearby cave next to the Running River (Hex 37-040). Knowing that they cannot conquer this Minotaur alone, they will beg the party to help them, promising either Gold in payment or aid in the party's quest. The two cousins are Birrel Chansdock and Morstin Chansdock.

Birrel is a jovial fellow with merry blue eyes and dark, curly hair. He grew up in Southgate and this is the first time he has been away from home for a long period. Therefore, he feels a little nervous and scared about being out in the wilderness. And the thought of having to face a Minotaur doesn't help to calm his fears. What does make him feel better though, is the fact that his brother is a Ranger and knows the ways of the wilderness. Birrel likes to drink and party a lot and enjoys social events immensely. He has a reputation back in Southgate for being something of a "ladies man". He will have up to five girlfriends at a time, loving each and every one of them equally until such a time comes when he grows tired of them. Birrel misses this type of life and hopes to return to it soon, hopefully in one piece! Birrel loves to enter the non-lethal tournaments that are held in Southgate annually. He usually does pretty well and last year he won 50 GS for Marksmanship with the Longbow. He, of course, went and blew this money celebrating at the local inn. The next morning he awoke with such a headache that he swore "never again!" He never kept this promise to himself. Birrel loves to tell people this story. He finds it so amusing, especially the parts his brother has to fill in for him because he got so intoxicated he couldn't remember the crazy things he did.

Birrel is 5 feet 9 inches tall, weighs 164 pounds, is very muscular and broad built, is 23 years old and is right handed. He is Vernal Stars aspected. His statistics are:

PS: 21	MD: 16	AG: 17	MA: 6
EN: 19	FT: 20	WP: 11	PC: 6
PB: 18	TMR: 5		

He is Rank 3 with the Longbow and Rank 1 with a Sabre. Morstin Chansdock is more serious than his younger brother. He, at times, would like to be more easy going, but his personality prevents it. Being the oldest in the family, he always had more responsibility than Birrel. This caused him to mature quickly. When he was 17 years old, he went on a voyage on "The Saucy Lass" to the southern cities. When he got very seasick on board, he decided to stick to land travel rather than seafaring. Morstin likes to play chess in his spare time. He excels at the game and no one has beaten him in two years. If an opponent is game, Morstin will challenge him (or her) to bet on the game, knowing full well he will not be beaten. This has started many fights in many taverns, a few where Morstin barely escaped with his hide. Morstin knows the ways of the woods well and is friendly with the band of Elves in the Forest of Arlynn. He has travelled very far across the world and knows many shortcuts and secret passes through the mountains. He is a compassionate, sincere soul and will never knowingly tell a lie. He feels very protective of Birrel and should anyone ever try to harm his brother, he wouldn't hesitate to kill them. Morstin is 5 feet 11 inches tall, weighs 173 pounds,

He is Rank 2 with a Spear and Rank 1 with a Broadsword.

PS: 22	MD: 15	AG: 16	MA: 7
EN: 20	FT: 19	WP: 15	PC: 18
PB: 17	TMR: 5		



has short curly black hair and deep green eyes. He is 25 years old and right handed. He is Winter Stars aspected. His statistics are:

The Minotaur: In Hex 37-040 lives Humbart, the Minotaur, along with his pets, two Hell Hounds, who are controlled by a special Amulet that Humbart wears, the Canine Carnelian. This Amulet was designed by the Evil Wizard Cassious approximately 20 years ago for his use in controlling Hell Hounds. Cassious lived in the cave where Humbart now resides. He had control over all creatures living in the caves. Then one day, while experimenting with some very powerful magic, Cassious accidentally sent himself into another plane, leaving all his material belongings behind. He has been trying to figure out a way to get back ever since. When this happened, Humbart, who had been a servant to Cassious, decided to take over where his master had left off. He gathered some of Cassious' belongings and brought them to his room. Not being nearly as intelligent as Cassious, Humbart could not read any of the Arcane Lore or learn the Spells. However, he did put on the Amulet and soon found that he could control the Hell Hounds. Because power breeds greed, Humbart wanted to be able to control more. This brought about his habit of periodically capturing Humans and using them as his slaves and playthings.

As of right now, Humbart has in his possession four females and two males.

Silva Locknet: A beautiful woman, formerly a Dancer, she is secretly in love with the Minotaur and wants to become his "queen". Though the Minotaur has no idea of her feelings, she is his favorite and receives special attention as well as privileges from him. Should the Minotaur be attacked, she would fight by his side to defend him. Silva is 5 feet tall, weighs 121 pounds, has waist length, wavy blond hair and sparkling blue eyes. She is illegitimate and grew up on the streets. She is Summer Stars aspected. She is 19 years old. Her statistics are:

PS: 14	MD: 15	AG: 17	MA: 9
EN: 13	FT: 17	WP: 14	PC: 13
PB: 22	TMR: 6		

She is Rank 1 with a Dagger and Rank 2 with a Rapier. She has no magical talents.

Karas Starling: She was captured two months ago while bathing in the river near her village. When Karas didn't return home, a search party was sent out, but they were unsuccessful. Her father assumes her dead and grieves for her, but her two cousins will not give up hope and have set off to find her. Karas is constantly going over plans in her head to escape, but she is terrified by the Hell Hounds, and therefore, no action is ever taken. Karas is 5 feet 5 inches tall, weighs 132 pounds, has dark brown hair and hazel eyes. She is an only child (her mother died while giving birth) and Moon aspected. She is 27 years old. Her statistics are:

PS: 15	MD: 15	AG: 20	MA: 11
EN: 16	FT: 15	WP: 16	PC: 13
PB: 15	TMR: 6		

She is Rank 2 with a Short Bow and Rank 0 with a Dagger. She has no magical talents.

Nita Kipster: Nita is nothing but a blubbering idiot who sits in the corner all day and speaks incoherently. When approached by the Minotaur or Hell Hounds, Nita will let out a blood-curdling scream and then collapse. The Minotaur is getting tired of this behavior and is contemplating throwing her to the Hell Hounds for their supper. What the Minotaur doesn't know is that Nita is really sane, but prefers to act this way, hoping that Humbart will leave her alone. So far she has been successful. She cannot bear the thought of him touching her and would rather die than have that happen. Nita is waiting for the right chance to kill the Minotaur with the Dagger she has concealed in her boot. Nita is 4 feet 11 inches tall, weighs 110 pounds, has shoulder length brown hair and dark brown haunting eyes. She is legitimate (3rd born) and Vernal Stars aspected. Her

PS: 13	MD: 13	AG: 14	MA: 9
EN: 15	FT: 17	WP: 16	PC: 16
PB: 11	TMR: 5		

She is Rank 4 with a Dagger and Rank 3 with a Short Sword. She has no magical talents.

Roxy Sharman: Being the daughter of a Warlord, Roxy knows her fighting skills very well. While returning from the hunt one night, she was attacked by one of the Hell Hounds and while engaged in battle, Humbart stole up, bound and gagged her and carried her off. That was seven months ago and Roxy has been trying to gain her freedom ever since. She knows if she can escape, she can come back with her war party and free the rest of the captives. She almost made it one time, but was held at bay by the Hell Hounds until Humbart came. He warned her if she tried it again, it would be her death. This did not deter her, however, and she is still working on a plan. Roxy is 5 feet 7 inches tall, weighs 152 pounds, has jet black hair which she wears in a long braid and grayish blue eyes. She is first born and Life aspected. She is 31 years old. Her statistics are:

PS: 20	MD: 17	AG: 20	MA: 8
EN: 15	FT: 18	WP: 19	PC: 16
PB: 15	TMR: 6		

She is Rank 4 with the Sabre, Rank 7 with the Longbow and Rank 6 with the Battle Axe. She has no magical talents.

Ramos Raden: Ramos was captured along with Lucas while investigating the cave and surrounding areas for treasure. Nonetheless, he put up a good fight, killing one of the Hell Hounds and injuring Humbart on his left leg. Ramos has grown used to life in the cave. He doesn't like living in captivity but has lost the will to escape, believing it a lost cause after four unsuccessful attempts. He feels this is his fate and he might as well make the best of the situation. Ramos is 5 feet 11 inches tall, weighs 173 pounds, has a tuft of blond hair and a moustache and dark eyes. He is fourth born and Autumn Stars aspected. He is 22 years old. His statistics are:

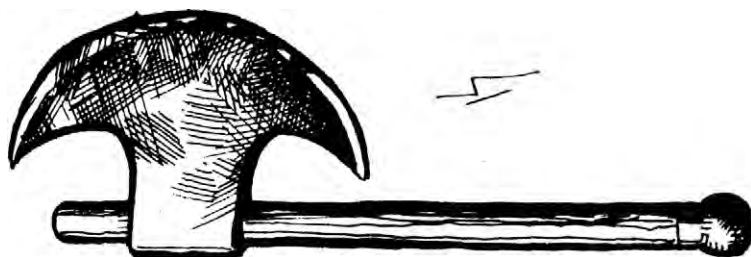
PS: 16	MD: 17	AG: 18	MA: 7
EN: 14	FT: 12	WP: 11	PC: 19
PB: 16	TMR: 6		

He is Rank 8 with the Broadsword, Rank 5 with the Hand Axe and Rank 0 with the Dagger.

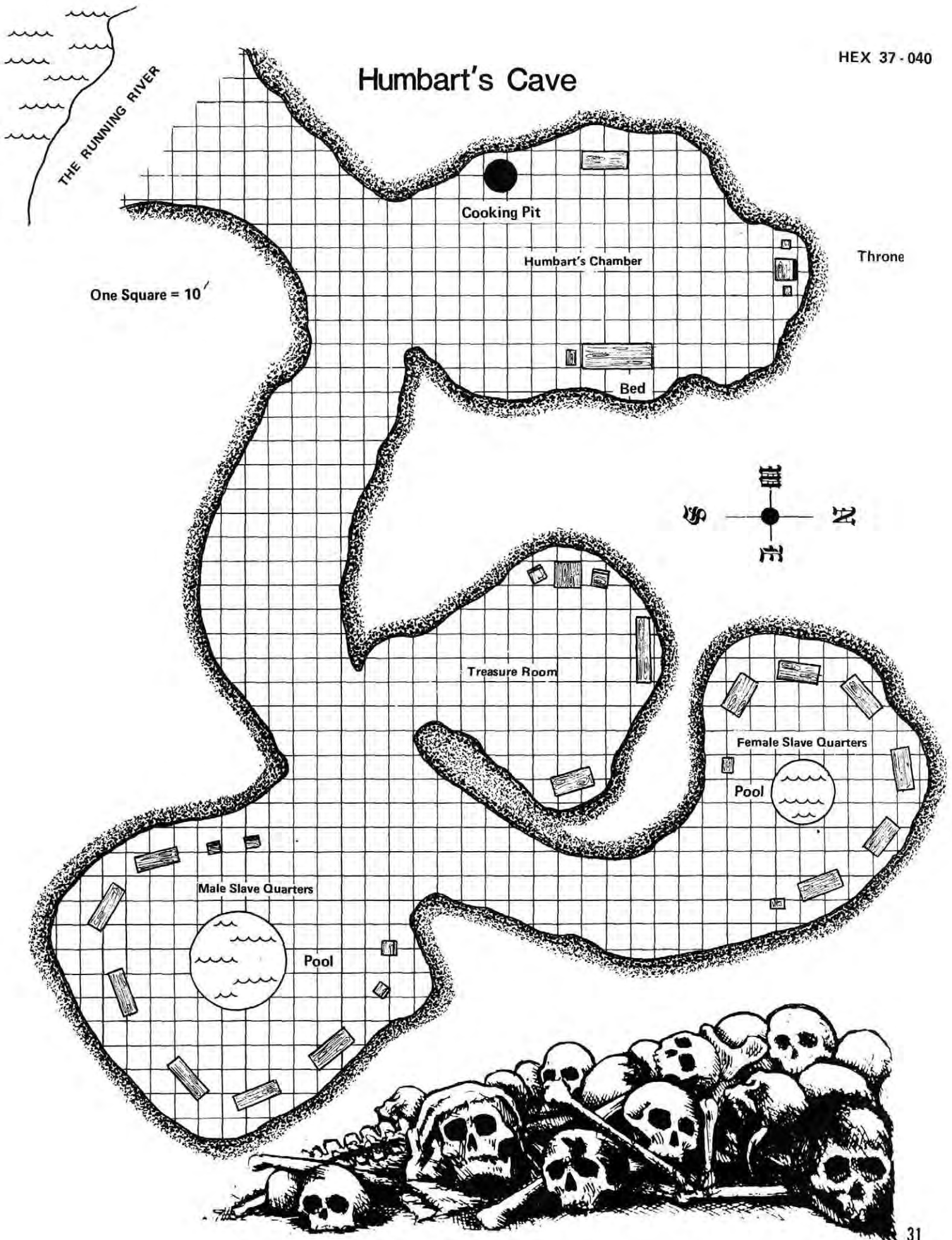
Lucas Tider: Lucas was captured while with Ramos in the cave. Normally he was a brave warrior, but when he saw the Hell Hounds, he was frozen with fear. Lucas is still ashamed of this fact and is waiting for the right chance to be able to redeem himself in the eyes of his friend, Ramos. Lucas is 5 feet 9 inches tall, weighs 180 pounds, has short red hair and beard and dark blue eyes. He is the seventh child and is Life aspected. He is 21 years old. His statistics are:

PS: 16	MD: 16	AG: 16	MA: 10
EN: 18	FT: 16	WP: 13	PC: 12
PB: 15	TMR: 5		

He is Rank 7 with the Mace, Rank 5 with the War Hammer and Rank 2 with the Falchion.



Humbart's Cave



The Canine Carnelian Amulet: This Amulet can summon up to two Hell Hounds at a time. The spell must be renewed once a month or the Hounds will return to their own plane. The spell is very simple and requires fresh Wolf blood rubbed over the Amulet while reciting these verses:

*Death and Darkness rule their realm,
Influenced by this cursed spell -
The one who casts it surely knows,
Fire follows where the Hounds go!*

*Hollow voices mock your words,
Pretending to have never heard -
Fire and Brimstone - didn't you know?
Destruction follows where the Hounds go!*

*Merciless beasts from the night
Blinding colors from your sight
And to the end evil will reign
Till they are removed from this plane.*

These words are inscribed on the back of the Amulet. The Amulet, which radiates heat, must be worn near the skin at all times or the Hounds will disappear. Hell Hounds appear

PS: 14 - 16	MD: 18 - 21	AG: 19 - 22	MA: 12 - 20
EN: 10 - 11	FT: 20 - 22	WP: 17 - 19	PC: 25 - 30
PB: 4 - 6	TMR: 6/7	NA: Fur absorbs 6 DP	

They are able to Breathe Fire in a cone of 20 feet long by 10 feet wide at the base, doing +8 damage to all within range. They have some magic ability in the powers of Sorceries of the Mind: Sensitivity to Danger Rank 2 and Spell of Extrasensory Perception Rank 3, When a Hell Hound is killed, it takes one Endurance point of the wearer of the Amulet permanently.

The Hell Hounds will be dispelled if one of the following events occur:

- 1 The Summoner voluntarily attacks the Hounds.
- 2 The Hounds are forced into their own dimension by a reduction in their Endurance sufficient to cause unconsciousness.
- 3 The Hounds are dispelled by having a General Knowledge Counterspell of the College of Greater Summonings cast over them.



Humbart is 7 feet 5 inches tall, weighs 420 pounds, has the head and tail of a Bull and wears a black leather tunic and black leather boots. He is a bit more intelligent than your regular Minotaur. His statistics are:

PS: 24	MD: 19	AG: 16	MA: None
EN: 14	FT: 23	WP: 16	PC: 20
PB: 5	TMR: 5	NA: Hide absorbs 6 DP	

He is Rank 5 with a spiked iron-bound War Club.

Humbart has come to love his position of power and his great ambition is to eventually have a whole army of Slaves to protect his "kingdom". The cave in which he lives consists of four rooms. The entrance is on the southwest side. 50 feet away from the entrance is the Running River that can be used for bathing, fishing, etc. The entrance opens into a hallway that is 50 feet wide by 70 feet long. Torches are hung on the wall at 10 foot intervals.

At the end of 70 feet, the hallway continues on to the right and on the left it opens into a large room, 170 feet long by 110 feet wide. This is Humbart's Chamber. Torches are hung on the wall at 15 feet intervals. Against the north wall is Humbart's "throne". It is a large carved wooden chair with golden and copper chains draping the back and sides. The "throne" is decorated with battle scenes and victory feasts. There is a carved wooden mural depicting similar scenes hanging above the chair on the wall. There are two small tables on either side of the throne with six man-sized silver goblets on each (worth 30 SP each). There is also a large jug of vintage wine and some dried scraps of meat on the tables. On the floor directly in front of the throne, pelts of brown, black and gray are sewn together to make rugs. To the west side is a large (20 feet long by 6 feet wide) wooden table with benches, where Humbart and his slaves take their meals. Next to this table is a cooking pit, cooking utensils and a kettle. Against the east wall is Humbart's bed, covered with sleeping furs, and also a 6 foot long locked chest which contains his captives weapons. Inside this chest are 3 Daggers, 1 Longbow, a Quarrel of 11 Arrows (1 Silver), 1 Broadsword, 1 Sabre, 1 Hand Axe, 1 Mace and a Falchion. There is also a long, silken green cape and a leather belt.

Leaving this room and moving down the hall (160 feet long by 50 feet wide) will lead the party to two rooms directly opposite to each other. The right room opens into the Male Slaves Quarters which is 100 feet long by 100 feet wide. These quarters are sparsely decorated with four wooden chairs and six planks of wood to be used as beds and a few sleeping furs. In the middle of the room is a small pool of water to be used for bathing and drinking.

The left room is the Treasure Room which used to be Cassious' room, 120 feet long by 100 feet wide. Humbart will not enter this room believing it is cursed. This room is decorated beautifully with very fancy and expensive furnishings. At the entrance of this room is a life-sized Silver Statue of a Unicorn (weighs 2000 pounds and is worth 20,000 GS) dedicated to Amdusias, the Unicorn Duke. On the underbelly of this statue is a hidden latch. If opened, it will reveal a small Onyx Casket (worth 250 GS) which is locked. The casket contains:

One Vial of Mamba Snake Venom (Damage -4 DP per pulse until antidote is taken)

One Vial of Antidote for Mamba Snake Venom

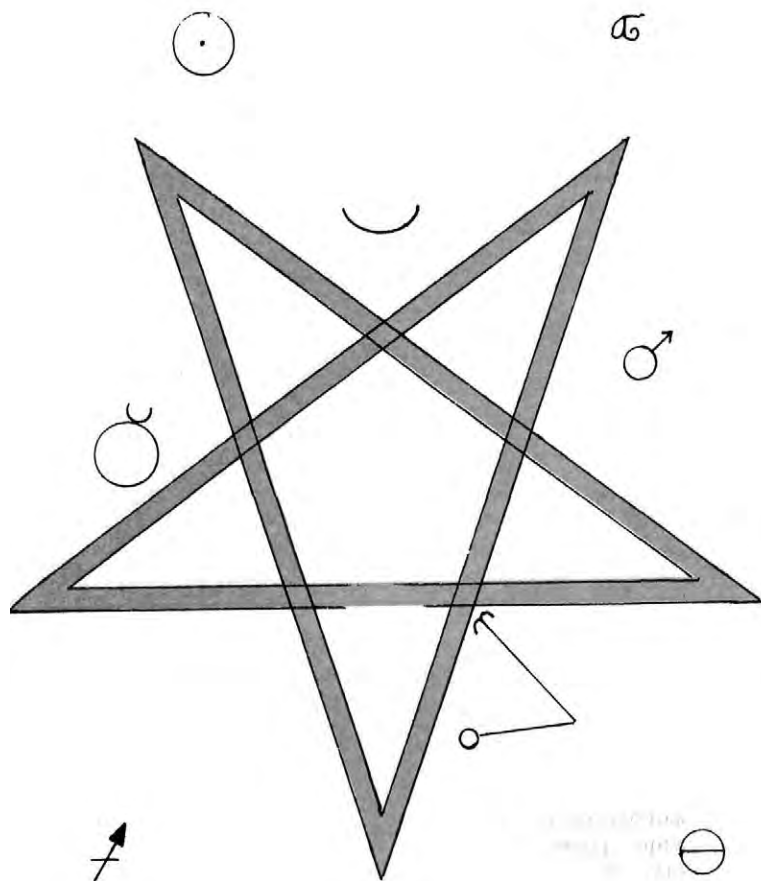
One Dose Salve (for Burns)

Two Potions of Heal Wounds (Cure from 4 - 14 Endurance points)

One Potion Cure Disease

Four Empty Vials

One Jar of Snake Scales



Portion of Cassious' Mural

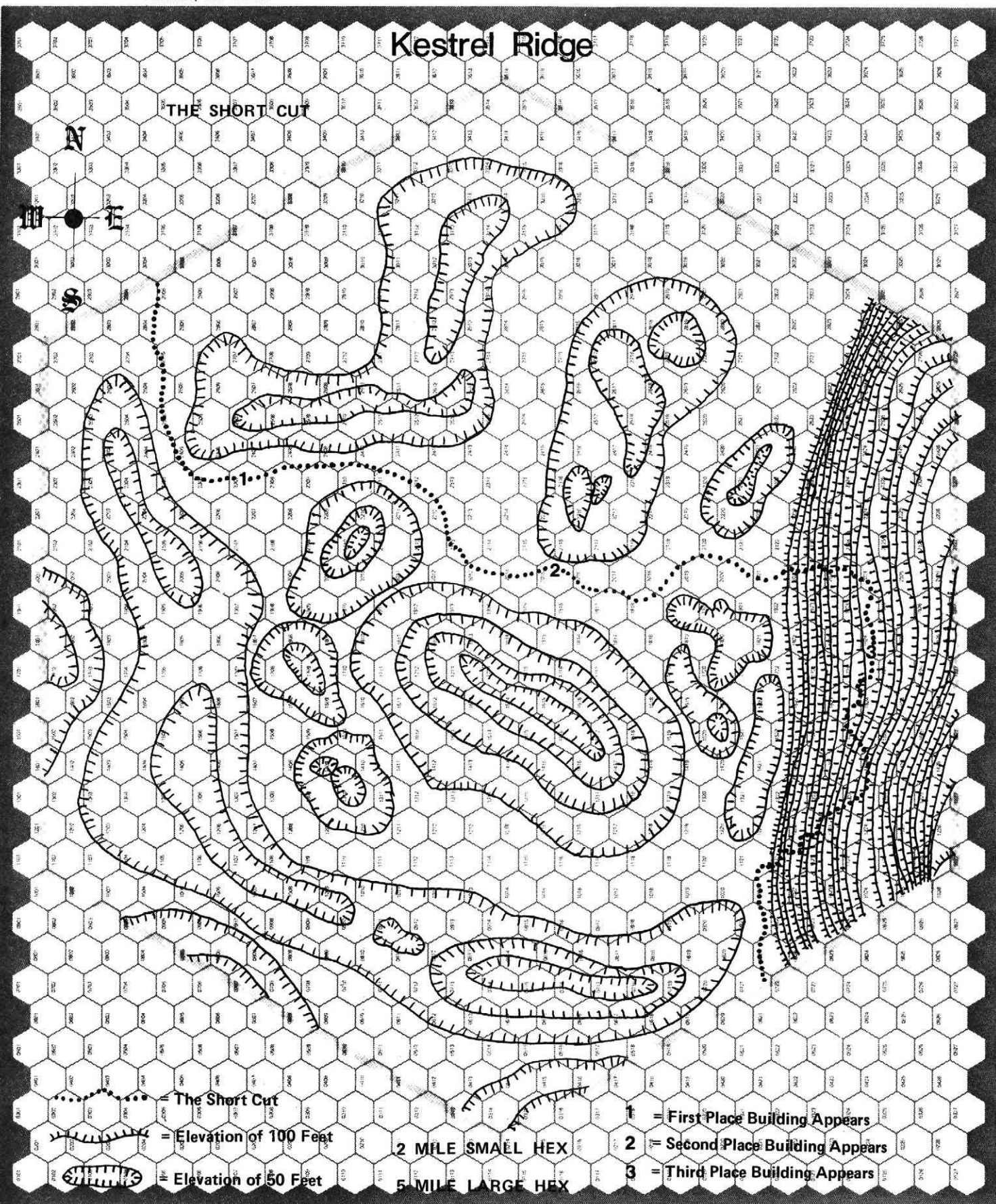


Against the east wall is Cassious' bed, an ornately carved piece of furniture with Mink sleeping furs (worth 75 SP). There is a black hooded cloak with silken purple lining hanging on a stake that has been driven into a small crack in the wall. Next to the bed is a small ivory chest (100 GS) with Cassious' personal belongings in it. There is an ivory comb, leather thongs for braids and a silken scarf.

On the north wall is Cassious' laboratory. There are flasks and beakers of all sizes adorning the shelves, along with two dozen vials. Some of these contain herbs, dried blood and a white powdery substance. There are three candles and a skull on the table, along with a crystal ball. Strangely enough, next to the crystal ball is the remnants of a dried rose. Also on the table is a pair of tweezers, an hourglass, measuring spoons and an oil lamp. To the west of the laboratory is a bronze table with two chairs. Hanging above the table is an ivory carved 12 feet x 12 feet mural of a Wizard conjuring up Demons (worth 375 GS). In the middle of this room, on the floor, is a Pentacle of Power within a Circle of Protection used by Cassious for his Summonings.

Coming out of this room and heading north will lead the party to the Female Slaves Quarters. In this room are six beds and two small tables. There are furs on the floor to be used as rugs and a looking glass hanging on the west wall. As with the Male Quarters, this room also has a natural pool of water in the middle of the room.

Should the Minotaur encounter a party in his lair, he will try to take them as prisoners rather than kill them.



VII. KESTREL RIDGE

This barren and forbidding land is just north of the Barrens of Sith. It is not greatly populated, so encounters are rare. It is a rough mountainous area with a moderate danger level and an Encounter Frequency of once a day. The Encounter Chance is 13% and the Encounter Table is modified by +5. The Ridge is the home of a large band of Goblins and 50% of all encounters here will be with that group of Humanoids. They are centered in Hex 42-040, and any passage through that hex requires a Special Encounter Roll. There is a 25% chance, upon passing through that hex, of encountering Goblins.

The Shortcut

The short cut runs through Hexes 39-041, 40-042, 41-043, 42-044, 43-044, 44-045, and joins the River at 44-046. If the characters leave the path to strike inland on their own, the Ranger must make three rolls to avoid becoming lost and then the River is reached after a delay of about a day (the mountainous region makes it hard for the party to find a good path back to the River).

19. Goblins

The Goblins of Kestrel Ridge are more than normally vicious and evil. They are masters of wanton destruction and generally try to kill any creature they see. They are all at least Rank 3 in Stealth. The Clan has a population of some 200 adult male Goblins and a total population of some 800, most of whom are seldom found in the same hex.

The Goblins of Kestrel Ridge call themselves the Wolf Clan and their Banner is a Black Wolf head with red eyes and mouth. This is because their leader is a single huge Dire Wolf, named Gorta. Gorta has somehow acquired the power of speech and both reads and speaks Goblin at Rank 10. He is a Military Scientist Rank 10 and an Assassin Rank 6. He fights with his teeth at Rank 4 and is Rank 10 in Stealth. He is also an Adept of the College of Black Magics, knowing all of its talents, spells and rituals. Fortunately, he is a maximum of Rank 4 in all of them. He has no familiar.

PS: 25	MD: 26	AG: 22	MA: 17
EN: 23	FT: 30	WP: 12	PC: 23
PB: 8	TMR: 7	NA: Fur absorbs 5 DP	

Base chance to Hit with Teeth 65%, +3 Damage.

Gorta has a personal bodyguard of 17 normal Wolves, which are entirely under his control and wear Leather Armor. This, together with their natural Fur Armor absorbs 7 DP. Wolves can move at a maximum speed of 400, or 250 at a steady run. They have a 60% chance of Hitting with their Teeth and do +1 Damage in melee, or +3 in Close Combat. There are also 33 Wolf Cubs which are attended by six Females.

Gorta is greedy for power, and is making plans to take over the Forest of Karsharak. He has never heard of Star Silver, but if he ever does, he will want it for himself.

20. The Shortcut

If the party takes Coel's short cut to the headwaters of the Snake River, they will have but one Special Encounter before they reach the Snake River Valley. The encounter is that as the party rounds a hill, they will notice a building by the side of the road. The building is apparently made of stone that is strangely unidentifiable (being unidentifiable to a Dwarf requires a really strange stone type indeed). It is 50 feet by 50 feet square, and has a doorless opening in the wall facing the path. If the party

passes it by, nothing happens and it disappears behind a hill as the party continues down the path. Then, a little later, as the party rounds another hill, there is apparently the same building, this time located directly on the path. If the party sends someone back to check on the other building, it will have vanished. If the party does not enter the building, it can be gone around with no problems at all. Finally, the building appears for a third time, blocking the path of the cliff-side trail. Because of its location, to go around is impossible, and to turn back would put the party two days behind. At this point, if the party turns back, the building will follow them and appear mysteriously in the trail at various times, following them all the way back to their home if need be.

If at any time, the party decides to enter, they will find themselves in a doorless 20 feet by 20 feet room that is completely featureless with smooth white walls, ceiling and floor. Then, when all have entered (when the Judge feels that all are inside that can be tricked into entering), the doorway will simply disappear with anyone standing in the doorway being shoved inside. Outside, a white hand emerges from the side of the building, where the door was, holding a just overturned hourglass (if the hourglass is timed by those who remain outside, it should apparently run out in about 24 hours). Inside, three 1/2 inch deep holes in the wall appear, one square in shape, one round, and one hexagonal. A voice then booms out what are apparently instructions (in a language that none of the players or for that matter, that anyone else in the world will know), with each of the holes glowing briefly in red in square, round and hexagonal order. The voice then asks an unidentifiable question and a square doorway appears in a wall.

Test 1: Bravery

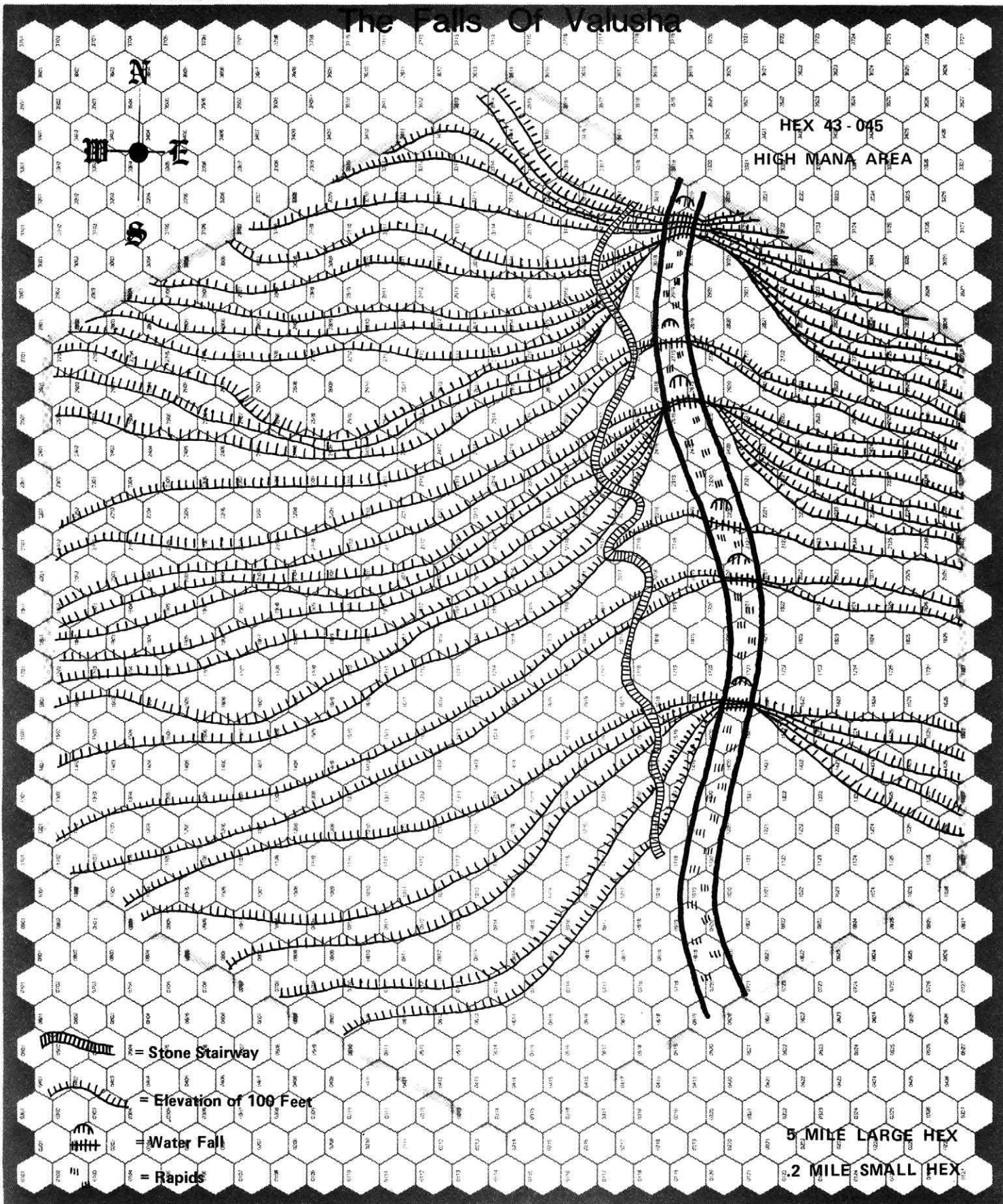
The doorway opens into a 50 feet by 50 feet square room that has a wooden beam that is a foot square and 20 feet long. The voice once again starts up and apparently gives a set of instructions. In order for anything to happen, someone must walk down the plank (if the plank is destroyed, another will rise up from the floor).

Once someone walks down the beam, another square door opens in the wall, opening into a 50 feet by 50 feet room. In the center of the room there is a 20 feet gap that runs from wall to wall with a wooden beam running across the gap. On the other side is a pedestal on which is a red glowing small square block. In the ten foot deep pit is six feet of some sort of liquid and several Human Skeletons that appear to be partially dissolved. If any non-living matter is placed in the liquid, it will burn away in a hiss of gas and smoke. Obviously the square is some sort of key and the only way to cross the gap is by the beam. If the party sends someone crawling across the beam, the square will sink into the pedestal out of sight, returning after the person crosses back. However, if someone walks across the beam, the square will stay up and accessible (the square is immune to the liquid in the gap). Note, though the beam is the same size as the beam in the other room that almost anyone could easily walk across on the way there and back, the person walking the beam must roll less than twice his Will Power on 1D100, with a failure landing the person in the liquid. The person will vanish in a flash of smoke to reappear unharmed, but naked. Once the square stone is recovered, a voice begins talking back in the first room again, and once all of the party in the building re-enters the first room (the one with the holes in the wall), the doorway to the other two rooms disappear. If the square piece is placed immediately into the square hole, nothing happens. In any case, after the party returns, the voice starts to speak and once more gives a set of instructions in an unknown language to the party that is inside the building. At that point, a round doorway appears in the side of the wall.

The Falls Of Valusha

HEX 43-045

HIGH MANA AREA



Test 2: Agility

Inside of the round doorway is a spinning round room that is 100 feet in diameter. In the center of the room is a pedestal and on that pedestal is a red glowing round keystone. Crossing the floor is not any easy task, for just to step into the room without falling down requires a roll less than or equal to the character's Agility on 1D100. Then to walk across the room, the character must roll less than his Agility on 1D100 or fall back to the room's edge, taking Damage as if hit by a Light Club. If the character crawls and/or uses a rope to haul himself up (i.e. Grapples the pillar with a Grappling Hook), the character still must roll every five feet, but he subtracts 10 from the die roll for each of the above items he uses. If the die roll is failed, the character goes flat and loses no ground unless a 98 - 100 is rolled. Then, the character slips and returns to the wall's outer edge taking damage as if hit with a Club. Once the round piece is removed, the room stops spinning. The voice in the other room will again start speaking. If the round piece is placed in the hole, nothing happens. When the party is back in the first room, the round door disappears and the voice once again begins giving instructions, this time in a warning tone. The voice stops and a hexagonal doorway appears in the wall.

Test 3: Combat Ability

The hexagonal doorway opens onto a hexagonal room that is 50 feet wide. Once the entire party enters the room, the doorway disappears and the whole room begins to glow. Then, appearing out of the wall, comes a set of duplicates of the party. The duplicates resemble the party in every way except they are two Ranks less in their skills than the party members are. Each duplicate will rush and attack the party member that it resembles. As the battle rages, each time a duplicate or original falls, the victor cannot enter combat with another pair of people due to confusion. The building does this to keep the battle fair, because the players, after the first turn of combat, won't be able to tell who is who. Once half of the people and/or duplicates in the room are dead (i.e. their look-alikes have been killed), an incredibly strong red light enters the room blinding all and returning the party to full strength, undamaged, while a hexagonal red piece drops from the ceiling. The hexagonal door reappears in the wall and when all of the pieces are placed in their appropriate hole, the door to the outside reappears and a Silver Badge (worth 20 Silver Pennies) inscribed with strange markings for each character that entered the building is dropped outside from a just appearing slot. The building disappears and despite the amount of time that the players thought they had spent in the building, 24 hours have passed (which means that the party neither gained or lost time on the other party, but is still just about the same time behind as when they started on the short cut)

The History of the Building

Once, long ago, there had been a civilization that built such Testing Halls to test applicants for citizenship. Most of the Halls, and for that matter, all other traces of the civilization have disappeared in the cataclysm that destroyed the civilization. However, as many smaller villages couldn't afford a permanent Hall of Testing, a special self-moving Hall was built. This Hall survived the destruction of the civilization, but time has caused it to go a little crazy, for unless someone appears, enters and passes its test, it must follow its potential subject. Once the building disappears after being used, it will return to the first spot that the characters spotted it. One note, however, some strange after-effects linger on in those that entered the building, and for one year afterwards. Roll on the following table per character that entered the building.

Die Roll	Effect
1-5	At night or in shadows, the person's eyes glow red.
6-8	The character's memory is affected, with minor items, that others in the party remember, being forgotten by the character.
9-10	The character will forget his true name and he will not be affected by the use of his true name by others.

VIII. SNAKE RIVER VALLEY

The Valley of the Snake River is some 30 miles long, and nearly 5 miles wide at the Falls of Valusha. The River itself is 30 feet wide at that point, narrowing an average of 1.5 feet each mile upstream until it reaches its source, a spring-fed pool.

The River drains the entire northern section of the barren hills and unlike the rest of that area, is quite green and lush. The River is very swift, far too swift for swimming, although slowing somewhat as one moves upstream from the Falls. The River below the Falls is in a 15 foot deep gorge, and consists of rapids until about 5 miles before it joins the River Running, being about 300 feet wide at that point.

About halfway between the Falls and the source of the River is a small colony of 17 Saurimes, and near its mouth is a band of Fossegrim. Both are described later.

The Snake River Valley is a high danger area with an Encounter Frequency of once every six hours. There is a 35% chance of an Encounter and an Encounter Roll Modification of +10.

All along the Snake River Valley, down to the Falls, the river holds nuggets and flecks of Star Silver. There is a 10% + 1% per Rank as Prospector of finding such evidences for each minute spent panning for it. This is not an efficient method of collecting the stuff, however, as it will net only 1 - 10 ounces per day. On the other hand, the quantities are sufficient to make this a high mana area.

21. Falls of Valusha

The Valusha Falls are a truly tremendous sight. It is 1380 feet tall and forms a pool 100 yards wide and 100 feet deep, getting shallower until it enters a gorge and rushes on its way. The roar is tremendous and a normal person can hear it 5 miles away. The spray from the Falls can be felt as far as a quarter mile away if the wind is blowing. This, however, is only the last albeit biggest of the Falls of Valusha. Above it are Cervas Falls, 220 feet high; Llinc Falls, 590 feet high; High Fastness Falls, 150 feet high; Iron Hand Falls, 230 feet high; and Star Silver Falls, 540 feet high. Star Silver Falls are so named because Valusha found the contested nugget there and so discovered Star Silver. The Falls cover an area of about 2 miles and when added together, total a Fall of over half a mile. The current between and near these Falls is far stronger than the physical force any normal being can master, and any living thing caught in it must expect to be instantly swept away to certain death. Only magic could save one from this current and it is doubtful that even magic could save one who actually went over any one of these Falls. Needless to say, these Falls and the cliffs beside them present quite an obstacle to a party, especially since they have Mules along.

As they stand looking at the Falls of Valusha, they will see Buzzards circling to their west. About a quarter mile from the Falls on that side, they will find the mangled body of a Donkey. This animal obviously has fallen from a great height. There can be little doubt where it fell from as it is at the base of a set of stairs carved into the mountain. These stairs wind back and forth in 100 foot flights with 12 feet landing between flights, the stairs being 6 feet wide and 1 foot high each.

If the party examines the Donkey, they will notice the following facts: A) The harness of the Donkey has a short length of rope attached to it; B) There is a shattered pulley laying by its head; C) The body is drenched with what anyone with any sense of smell can tell was ale; D) The brand on its flank is that of the High Fastness Clan, which resembles a mountain with a lower peak beside it (The Iron Hand brand, by the way, is a clenched metal gauntlet).

This should tell them the following things. There is a party of High Fastness Dwarves ahead of them. They are not too far ahead. They are dreadfully short of ale. It would be a good idea to attach ropes and pulleys to the Mules on the way up. About twenty burst wine skins can be found laying under a nearby bush.

Mules are basically used to hills, and these Mules especially so since they belong to a Dwarf. Each Mule must make a Loyalty check, being treated as trained and easily domesticated. If the check is failed, the creature will balk and must be persuaded to go on. If, however, the roll is 95 - 100, the animal will panic and plunge to its death. Judge should determine lost equipment or food.

Once at the top of the stairs, the party will find themselves back in the Snake River Valley. Just at the head of the stairs, they will find a campsite obviously made by the High Fastness Dwarves. The Judge must carefully keep track of time, remembering that the rival party will be at this point on the 5th day.

The players will probably find the camp abandoned, but may find the High Fastness Dwarves there or may even find no camp at all, depending upon the time they arrive.

22. Saurimes

As was stated earlier, 17 Saurimes have wandered into this Valley and taken up residence. It seems that, like all creatures in the Valley, the Saurimes have been affected strangely. They have managed to create a small crude Onager, a type of siege engine. The missiles this device throws are regular rocks, as in the Weapons Chart (Damage -1, Type C), save that the Onager has a range of 50 tactical Hexes. On the other hand, it can only be fired once every five pulses, with its crew of two involved in preparing it all that time. If they cease loading before five pulses have passed, they may continue later from the same point. The two Saurimes who operate it are Rank 1 with it.

A normal small Onager throws stones of up to 50 pounds out to 200 Hexes, with a 20% Base Chance, a Damage Modifier of +5, being Class C for Ranged use only, and with a Maximum Rank of 6. The size of an Onager affects only the size of the missile it may throw, not the Range or Base Chance. Onagers may be made up to enormous sizes, capable of throwing missiles of over 1000 pounds. Such machines require an enormous amount of timber to build and large number of men to operate. It requires a crew of at least one per 5 pounds of missile, and can only fire once every two minutes plus (1 x missile weight/100).

The Saurimes are also odd, in that while they still spend quite a bit of time in the shallows of the River and readily devour any meat they can lay their hands on, they have added plants to their diet, being partial to the leaves of the Juniper Bush, which is to be found in fair numbers in the area. The Saurimes are not likely to be extremely aggres-

sive, as there is plenty of food in the area, but if they react badly to the Dwarves, they are likely to set up an ambush. Remember that the first time they have probably ever seen Dwarves is when the rival group passed through (if they did), and they are likely to base their reactions to all Dwarves on their opinion of that group. Otherwise, the statistics and characteristics of the Saurime are as described on page 115 of the Rulebook.

23. Star Silver Lode

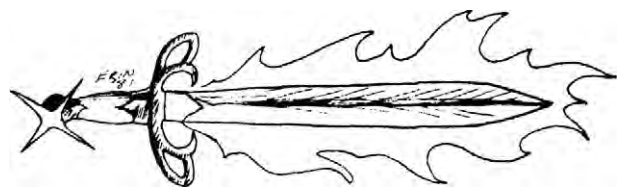
By following the Snake River to its source, the party will find itself at a 40 feet wide rock-rimmed spring-fed pool, which pours over the rim to become the mighty Snake River. This pool averages around 3 feet deep, but in its center is a spot which goes down to 15 feet. If one were to dive down into this depression, which is only 10 feet wide, he would find himself surrounded by a curious white glow which comes from rocks strewn about on the walls and floor of the depression.

A Celestial Mage would have a (10 x Rank) percentage chance of recognizing this stone, while other Mages would have a (5 x Rank) percentage chance of doing so. It is Star Stone which is the name given to mana rich meteorites which fall from the heavens. An Amulet made of this material will give a 15% increase in ones ability to perform Celestial or Air Magics, a 10% bonus for other Elemental Magics, and a 5% bonus for any other type. This particular batch, because of its location, gives a 12% bonus on Water Magics.

There is a problem with Star Stone, however. In quantities that are much over a pound, it tends to be poisonous. For each hour one spends in Close Contact with such a concentration of Star Stone he loses one Fatigue point. Strangely enough, it takes 10 pounds to cause a Fatigue point loss, 100 pounds for two points, etc. Amounts under 1 pound never effect Fatigue.

Some time over a thousand years ago, a mana rich meteor struck at this point. Much of it stayed in its crater, but some of it was strewn over the local area. When it struck, it released an underground spring, which formed a pool, and eventually led to the formation of Snake River as it exists today. The Star Stone which did not remain in its crater was spread over an area which was nearly two miles in diameter. Soon it permeated everything, making this a mana rich area. In the intervening centuries, some of it was washed into the brook by rain, and then carried further. Now the entire Snake River Valley, down to the Falls, is rich in mana. Over the centuries, it has subtly effected most life forms in the area.

It happened that the area the meteor fell in contained a rich silver deposit, extremely receptive to the mana in the Star Stone. Thus, much mana is concentrated in the metal. This, of course, is Star Silver, and its properties are not like those of normal Silver. Star Silver for instance is as hard as iron and can be worked like that metal, yet does not preclude the use of Magic, as Cold Iron does. In Weapon form, Star Silver gets a 10% better Strike Chance than a normal weapon, and does two extra points of damage. It is difficult to work with, however, requiring a Blacksmith or Armorer of at least Rank 5. Star Silver does not naturally glow, but always feels a little warmer than its environment.



24. Black Fossegrim

Centuries ago, the Snake River Valley was discovered by a small group of Fossegrim who happily settled down in it. For years they lived as normal Fossegrim, but slowly, a change came over them. It was, of course, the Star Silver. But rather than injuring them, it in some way nourished them, until now, those who are not near it die. As a result, they have migrated to the source of the River where the concentration of the vital mineral is strongest.

They have two main lairs in the area, one near the Star Silver Lode, and the other in the meteor crater spring. Needless to say, they will react violently to any attempt to remove either substance, as it is the very source of life itself to them.

The Black Fossegrim are somewhat degenerate compared to their normal cousins. They have no Illusion Powers and their Charm talent is weakened. One must roll under 3 x Will Power to resist. They have a 50% chance of doing -2 Damage with their Teeth and their only weapons will be Clubs and Rocks. Otherwise, they are identical to other Fossegrim as described on page 119 of the Rulebook.

IX. RETURN JOURNEY

After travelling to the Snake River Valley, finding the Star Silver and panning it, the party must still return to the ship, which is waiting for them in Dolphin Bay. This means packing the Star Silver out by Mule and retracing their steps. It also means that the High Fastness Dwarves will probably seek to ambush them and that anyone whose territory was crossed before is likely to be ready and waiting for them. They are not home free once they have the Star Silver.

25. Transporting The Star Silver

The Star Silver will be in the form of ore, which must be smelted once the party returns home. This, plus the weaker concentration of man as compared to Star Stone means that 100 pounds of ore, or 10 pounds of pure Star Silver are required to cause the one Fatigue point cost per hour. Note also that if the Prospectors Concentration skill is used on the ore, only 50 pounds are required to cause the loss. If they figure this out (they should be told after a couple of hours that they feel abnormally tired), they must adjust the loads so that all of them are under the critical mass. This may result in inconvenience or even abandonment of part of their load. On the other hand, if they choose to do so, they can simply accept the Fatigue point losses and hope for the best.

26. The Rival Group

There are two groups from two Clans seeking for the Star Silver. One of them will quite probably find it first, and the other will either find it while they are digging, or discover their abandoned excavation. At that point, that party's mission will be to prevent their rivals from reaching the beach with the magical metal. This will involve moving fast, tracking, and probably an eventual confrontation. This confrontation may take place before either group finds the Star Silver, but in any case, it is likely to end with only one group (hopefully the players) walking away. On the other hand, it is not impossible to persuade the two groups to work together in prospecting the Star Silver and returning home to try to end the feud. It is also possible that one or both groups will pretend to work together in order to get a better advantage later. The Judge should remember these relevant facts when considering this situation. The two

Clans have been feuding for centuries, but the feud had generally degenerated to a smouldering rivalry, with each side striving to out do the other in workmanship and exchanging of half-joking insults. The feud flared up anew with the stealing of the Star Silver nugget which was done by a High Fastness Clan member on his own initiative. That Clan does not wish to renew old hatreds, but is simply protecting itself from the anger of the Iron Fist Clan. There is also a very real sense among Dwarves that they should band together to work for the survival of their race in a world increasingly dominated by Humans. This is the background from which any decision must be made.

27. Leprechauns Retribution

There is a very good chance that in returning with the Star Silver the party will pass through the territory of the Karsharak Leprechauns. These little people will be well aware of the intrusion and resent it more strongly than ever. First, because they will probably be riled up from a previous passage, and second, because the Star Silver will cause a great and upsetting disturbance of the mana patterns in the area and the Leprechauns are very sensitive to such things. In short, if the Star Silver travels through the Leprechauns territory, its bearers will be hit by an all out attack, which unless it is decisively beaten back, will be repeated again and again until they are wiped out or have left Leprechaun territory. If the party is all killed (God forbid), the Leprechauns will transport the Star Silver back to Mara, thus unwittingly placing themselves in jeopardy of suffering from its odd effects which they are almost certain to do.

28. The Ambush

If Dwarves are considered greedy, man is more so, for a group of Rogues from Seacroft heard rumors of the Silver and have decided to relieve the Dwarves of their heavy burden. The Human Gang, however, believes that the Dwarves are after normal Silver, so that only a few Rogues decided to risk Dwarven wrath and rob them. A group of a dozen Brigands absconded with a Light Boat and tried to follow the Dwarves to the Silver, but do to a lack of luck, they managed to discover the Ohmigad and foolishly attacked it. The attack resulted in one dead Ohmigad and several dead Brigands. The surviving Brigands decided that to chase the Dwarves would be suicidal so that the five would wait for the Dwarves to come out and then remove the Silver from them after ambushing them. The five have numerous weapons and much food and are quite willing to wait for the Dwarves (in addition to their personal weapons, the Brigands have a dozen Daggers, a pair of Sabres, four Short Swords, six Javelins, two Rapiers, two Short Bows, and 50 extra Arrows).

Willi Yelxip, the Knife: The Leader of the surviving band of Brigands, he is a tall blond-haired man of some cunning and is rather fat.

PS: 18	MD: 14	AG: 14	MA: 5
EN: 16	FT: 20	WP: 12	PC: 10
PB: 9	TMR: 5		

Sabre Rank 3, Dagger Rank 2, Crossbow Rank 1. He carries a Crossbow, 20 Quarrels, two Daggers, a Sabre, and wears Leather Armor. He has 40 Silver Pennies in his belt purse.

Ard Remitron, the Blade: A surly short man of quick temper and a vile humor. Ard is Willi's right hand man and the fear of Ard is what keeps the rest of the Brigand Band intact after the trouble with the Ohmigad.

PS: 16	MD: 15	AG: 14	MA: 5
EN: 15	FT: 20	WP: 10	PC: 15
PB: 9	TMR: 5		

Dagger Rank 3, Short Sword Rank 3, Short Bow Rank 1. He carries a Short Bow, 18 Arrows, a Dagger, a Short Sword, and wears Leather Armor. He has 12 Silver Pennies in his belt purse.

Di Remintron, the Pretty: Di is a short dark-haired lass that is some sort of relative (sister-in-law) of Ard. She is the only one of the party that knows Dwarvish and she is also the only surviving Brigand who has skill enough to guide the Boat back to Seacroft.

PS: 11	MD: 10	AG: 19	MA: 5
EN: 14	FT: 20	WP: 10	PC: 7
PB: 18	TMR: 6		

Speaks Dwarvish Rank 4, Navigator Rank 2, Rapier Rank 2, Dagger Rank 1, Short Bow Rank 1. She carries a Rapier, two Daggers, a Short Bow, 15 Arrows, and she wears Cloth alone. She has her Charts and 7 Silver Pennies in her backpack.

Aul Notniv, the Drunk: Aul is a minor Brigand who because he was guarding the Boat survived the attack by the Ohmigad. He is a bit dazed by the deaths of the rest of the Brigand Band (beating up people in the civilized world was so much easier). There is a 50% chance that he will be sufficiently drunk at the time the Dwarves come back that he will function at one Rank less than his listed skill level with

PS: 18	MD: 10	AG: 19	MA: 5
EN: 17	FT: 21	WP: 10	PC: 5
PB: 10	TMR: 6		

Falchion Rank 4, Dagger Rank 2, Crossbow Rank 2, Hand Axe Rank 2. He carries a Falchion, two Daggers, a Hand Axe, a Crossbow, 10 Quarrels and he wears Leather Armor. He has 19 Silver Pennies in the purse on his belt.

Ave Ringres: Ringres is the best Fighter of the surviving bunch. His skill with a Tulwar was the main reason

PS: 15	MD: 13	AG: 17	MA: 5
EN: 12	FT: 19	WP: 11	PC: 12
PB: 12	TMR: 5		

Tulwar Rank 6, Dagger Rank 0, Crossbow Rank 0. He carries a finely made Tulwar (that has 50 Silver Pennies worth of gems on the handle), a Dagger, a Crossbow, 10 Quarrels, and he wears Leather Armor. He has 13 Silver Pennies in his belt purse.

The Brigand's Ship: The Brigand's Ship is a Light Coaster Ship of 45 feet in length and capable of carrying about 20 passengers or 5 tons of cargo. The boat, in a good wind, can go at maximum 8 knots and requires three men to run it. The Coaster was appropriated from a beach at Seacroft and at the time contained 4 kegs of Wine. After stopping at the mouth of the river and meeting the Ohmigad, the Brigands took the ship upstream to Hex 36-034 to wait for the Dwarves to come back down.

X. FINAL NOTES

The Star Silver Lode was written to be as complete as possible, and to save the Judge unnecessary labor wherever possible. Naturally, however, the Judge will have to use his discretion and imagination at certain points, as everything the players will need to know could not possibly be covered. It is also suggested that the Judge make minor alterations in the maps and in the location of important features to prevent players who also own copies from growing overconfident. Changes also may be necessary to keep this adventure consistent with the rest of the Judge's campaign world. This booklet should be treated as a guide, rather than rigid rules restricting the Judge.

This adventure has been designed to give enjoyment no matter what type of players are involved.

There is enough possibility of combat to satisfy any Fighter, plenty of magic and ample opportunity to use ingenuity. The Judge should emphasize the areas his or her players enjoy most. Have Fun and Good Hunting!



XI. CREATURE STATISTICS

29. White Rhinoceros

Natural Habitat: Plains

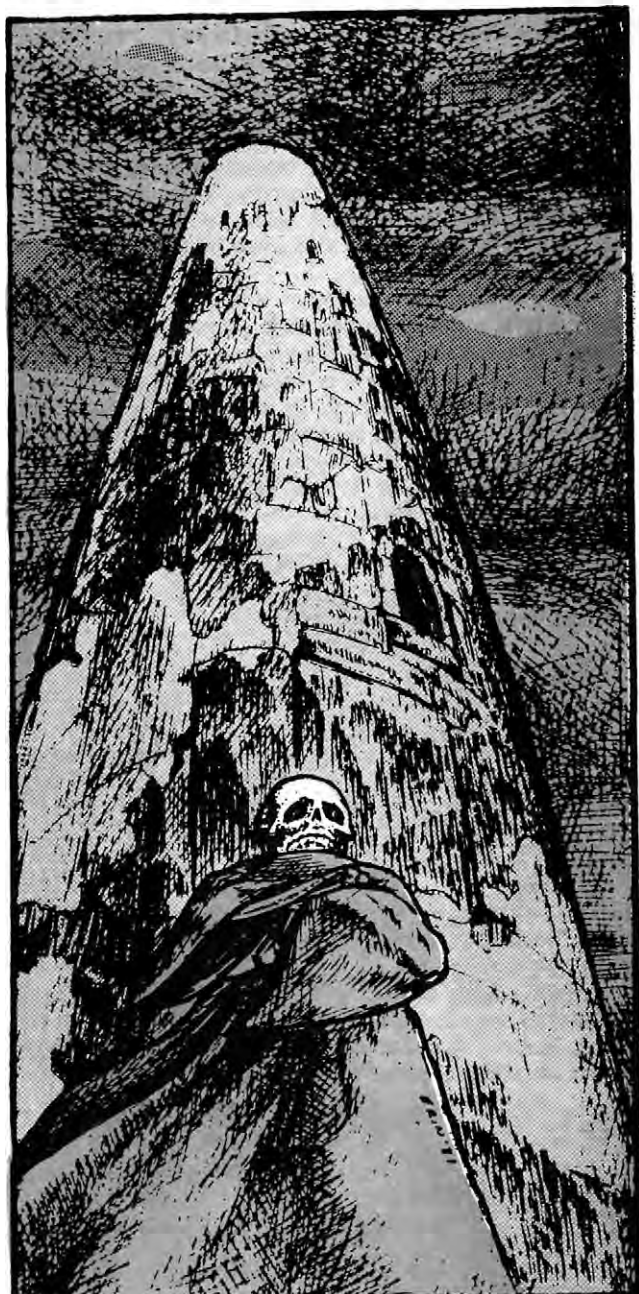
Frequency: Uncommon Number: 1 -6 (1)

Description: The White Rhinoceros is the largest and least belligerent of that type of beast. They measure 6 1/2 feet high with an average Horn length of 3 feet. They are naturally almost snow white, but normally appear as somewhat gray because of their habit of rolling in mud and dust. They have notoriously bad eyesight.

Talents, Skills and Magic: The White Rhinoceros have no special talents, skills or magic, and are not tool users.

Movement Rates: Running: 500

PS: 85 - 90	MD: None	AG: 12 - 18	MA: None
EN: 45 - 60	FT: 18 - 24	WP: 20 - 25	PC: 5 - 10
PB: 2 - 7	TMR: 10	NA: Hide absorbs 7 DP	



30. Harpy Eagle

Natural Habitat: Woods, Rough

Frequency: Rare Number: 1 - 3

Description: This is among the largest of the Eagles, measuring 38 inches long with a Wing span of around 8 feet. It is black above and white below, with a gray head and a black chestband.

Talents, Skills and Magic: Other than their extremely sharp eyes, and their ability to pick up things as large as a Monkey, Harpy Eagles have no talents or skills and do not use tools or magic.

Movement Rate: Flying: 1500

PS: 14 - 18	MD: 22 - 24	AG: 19 - 23	MA: None
EN: 12 - 18	FT: 18 - 21	WP: 11 - 13	PC: 20 - 24
PB: 12 - 14	TMR: 6/7	NA: Feathers absorb 2 DP	

31. Leopards

Leopards (covered on page 104 of the Rulebook) Bite with a Base Chance of 30% for -2 Damage or Claw twice on a Base Chance of 30% for -3 Damage. Their Fur absorbs 2 DP.

32. Wavepack

The Wavepack is something quite new in this area and only fragmentary tales of it have come to more civilized ears. It appears as a bunch of glowing red balloons on top of the water. Each balloon is from one to three feet in diameter and floats along at the surface of the water with from 8 to 12 thin ropey tentacles dangling beneath the surface.

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 50- 1,000(500)

Description: Each individual member of the Wavepack is a gas-filled float with eight to twelve long thin tentacles attached. They appear in immense numbers floating along with the tips of ones tentacles hooked through the other's tentacles, uniting the whole pack into a single mass. They rarely grow a float larger than 3 feet in diameter. The color is a bright red which glows in the dark. The tentacles can deliver an electric shock to its prey and then transfer the prey to the digestive orifice.

Talents, Skills, and Magic: The Wavepack has no magic, special skills, or talents.

Movement Rates: Swimming: 25, Drifting: As Windspeed

PS: 6 - 8	MD: 14 - 16	AG: 5	MA: None
EN: 5 - 6	FT: 10 - 11	WP: 17 - 19	PC: 4
PB: 5 - 7	TMR: 1	NA: Hide absorbs 2 DP	

Weapons: The Wavepack attacks with its tentacles, wrapping them around the prey and giving it an electric shock. It can attack up to 5 times each pulse with a pair of tentacles. These tentacles entangle but do no other damage. The Base Chance for each attack is 20%, but damage is only done at the end of the pulse if a Wavepack rider is still attached. A person armed with some form of stick or staff can free one person including him or herself from one Wavepack member's tentacles by executing a Pass Option in a single pulse. Electrical damage will be +1. Wavepack members do no damage to each other.

Comments: Wavepacks are normally found only in deep water. They have no eyes and hunt by sensing sound and water vibrations of that type. If a party in a boat remains perfectly still, the Wavepack will not sense them. Note that each pack member occupies one hex and can attack as if any of the surrounding six hexes are its front.

33. Sea Demons

Description: Sea Demons are an aquatic form of Suarime or Lizard Men whose bodies are somewhat smaller and lighter than their land cousins. The scales remain prominent and the tail is enlarged and flattened from side to side for swimming. The claws remain on the now slightly webbed hand and the tongue is still forked. The length is about 6 feet and the color ranges from greenish-yellow to greenish-blue.

Natural Habitat: Ocean

Frequency: Rare **Number:** 1 - 50(8)

Talents, Skills, and Magic: Sea Demons fight normally underwater but suffer a penalty of 2 each to Agility and Endurance when fighting completely on land. They can hold their breath for longer than 30 minutes at a time. They have their own language but will only rarely (57c) speak any language comprehensible to men. They do not normally use magic, although intelligence varies widely.

Movement Rates: Swimming: 350, Running: 75

PS: 21 - 24	MD: 8 - 11	AG: 7 - 11	MA: 10 - 15
EN: 14 - 16	FT: 20 - 23	WP: 14 - 18	PC: 9 - 13
PB: 8 - 11	TMR: 7/2	NA: Scales absorb 6 DP	

Weapons: The Sea Demons prefer the simple weapons like the Spears and Clubs of their land relatives. Three in ten of the Clubs are set with Shark's Teeth and do an extra +1 of damage. The Sea Demons will seldom use Shields, even discarding those they capture. Their claws have a Base Chance of 35% of hitting and of doing +1 Damage.

Comments: Sea Demons will eat anything, normally fish and sea fowl, but have frequently trained large Sharks to hunt in packs for them. Occasionally a Sea Lizard Man will be found hitching a ride on a Shark by holding on to the dorsal fin.

The Sea Demons represent an attempt by the Saurime to extend their territories out into the oceans. As yet, they are very rare and are found only in certain restricted shallow areas. The Merfolk are their greatest enemies, but they will attack anything that looks like Humans if they think they can win.

A Sea Demon encounter with the Windfoam or a larger ship is not very serious since Humans are up on decks where the Sea Lizard Men must come to them to do much damage. The Saucey Lass is an easy target for them and could be swamped quickly. In such instances, the Judge may wish to introduce a patrolling group of Merfolk warriors to even the odds. The Merfolk take incursions of Sea Demons into their territories very seriously and make every effort to wipe them out.

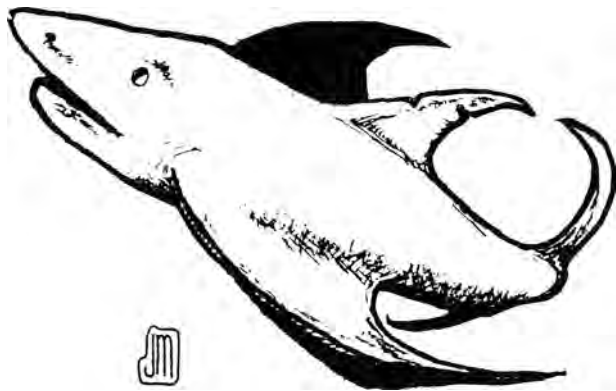
34. Flying Shark

Natural Habitat: Ocean

Frequency: Rare **Number:** 1 - 10(1)

Description: Flying Sharks are much like their more normal cousins, except for the fact that they have muscular fleshy "wings" with which they propel themselves and flat tails somewhat similar to that of a Whale. They generally vary from light gray to black, and grow to 50 feet in length, with a 45 feet wingspan.

Talents, Skills, and Magic: Flying Sharks get their name from the fact that at times they leap up out of the water and glide through the air for up to half a mile. They have also been known to leap onto ships or beaches and attack Humans. They move on land by flopping forward on their wings, and can stay out of water one minute for every five points of fatigue they have.



Movement Rates: Sea and Air: 400. Land: 200

PS: 35 - 45 MD: None AG: 12 - 16 MA: None
 EN: 25 - 30 FT: 40 - 50 WP: 8 - 10 PC: 9 - 12
 PB: 6 - 8 TMR: 4/5 NA: Skin absorbs 7 DP

Weapons: Flying Sharks **Bite** (Base Chance 50%, +8 Damage) and underwater can buffet with their wings (20% chance, +2 Damage).

Comments: As with normal Sharks, the flying kind can sense movement in the water and are more aggressive. They **are** also more sensitive to blood, being able to sense blood from as **much as 10** miles away.



35. The Ohmigad

Natural Habitat: Seashore

Frequency: Very Rare

Number: 1

Description: The Ohmigad resembles a scaled Giant Ground Sloth (three hex monster). They are slow, placid, and rather stupid.

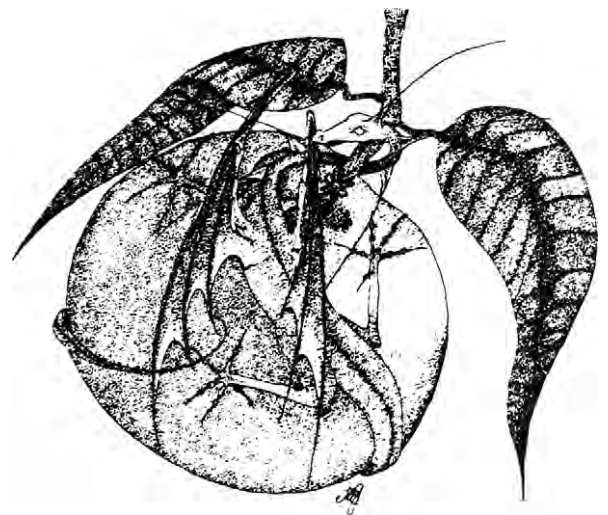
Talents, Skills and Magics: None.

Movement Rates: Running: 50, Swimming: 100

PS: 50 - 60 MD: 10 - 13 AG: 3 - 8 MA: None
 EN: 50 - 60 FT: 16 - 18 WP: 10 - 12 PC: 4 - 6
 PB: 2 - 4 TMR: 2/3 NA: Hide absorbs 6 DP

Weapons: Ohmigads attack by making paw swipes with their frontal legs in Close Combat (Base Chance 30%, +4 Damage).

Comments: The Ohmigad is a rare creature that normally feeds on seaweed at night, and during the day hides in the beach sand. Their habits and rarity have caused them to be unknown to the world at large (the few sightings of such creatures have been blamed upon Demons or the effects of over-indulgence of alcohol).



XII. RADIATED MAGICAL CREATURES

The magical radiation from the Star Silver meteorite over the years has changed the genes in most of the creatures in the surrounding area. Therefore, 90% of encounters that take place here will be with creatures that have magical mutations and 10% will be normal creatures. Below are examples of some of the mutated creatures that will be encountered. You may use these creatures, or if you wish, design your own.

36. Snake River Valley Encounter Table

01-09	+3 Hippogriff
10-19	-6 Gryphon
20 - 29	+3 Eagle
30-39	-4 Boar
40-49	+2 Pegasus
50-59	-7 Roc
60 - 69	+2 Wildcat
70-79	-8 Leopards
80-89	- 5 Bears
90 - 95	Mini-Dragons (see description)
96-00	- 8 Hydra

37. Bear

Natural Habitat: Woods, Rough, Caverns

Frequency: Uncommon **Number:** 1 - 4

Description: The Bear may exist in any climate and have been known to live in almost any habitat. They weigh between 700 and 1750 pounds. They have unusually good eyesight and retractable claws. They have a large flat tail which is similar to a Beaver's tail. They have rust colored fur with small spots of white mixed in. They tend to walk on all four feet, but may stand on their hind legs to fight.

Talents, Skills and Magic: Bears possess no special skills or talent. They are not magic or tool users.

Movement Rates: Running: 300

PS: 37 - 42	MD: 10 - 15	AG: 10 - 15	MA: None
EN: 35 - 40	FT: 35 - 40	WP: 10 - 12	PC: 20 - 23
PB: 7 - 11	TMR: 6	NA: Fur absorbs 4 DP	

Weapons: Bears may make two Claw attacks in melee with a Base Chance of 35% of doing +2 Damage and may achieve Ranks 1 - 4 with Claws. They may Bite in Close Combat with a Base Chance of 20% of doing +4 Damage. Bears may Bite and Claw during the same pulse while in Close Combat or they can attempt to "hug" their victim with a Base Chance of 60% of doing +8 Damage. Bears may slap with their Tail in Close Combat with a Base Chance of 50% of doing +2 Damage. They may achieve Rank 1 - 4 with their Tail.

Comments: Bears are omnivorous. They are also curious. They will, consequently, investigate and possibly attack a party of less than six Humanoids. Larger parties will less likely be bothered. In spring, they will have 1 - 2 Cubs in their lair. Each Cub will fetch 400 - 800 Silver Pennies in an untrained state.

38. Boar

Natural Habitat: Woods, Rough

Frequency: Uncommon **Number:** 1 - 3

Description: Boars range from 600 to 800 pounds. They are covered in black bristles. They tend to be both stupid and vicious. They have paws which are similar to a Wolf's paw. Their claws are two inches long and three inches thick and are retractable. Their tusks are also retractable and are a bit shorter than usual.

Talents, Skills and Magic: Boars have no special skills or talents and use neither tools nor magic.

Movement Rates: Running: 3 50

PS: 25 - 30	MD: 16 - 20	AG: 22 - 27	MA: None
EN: 25 - 30	FT: 27 - 32	WP: 4 - 10	PC: 12 - 16
PB: 6 - 10	TMR: 7	NA: Bristles absorb 4 DP	

Weapons: Boars always attempt to charge their victims and impale them on their tusks. Tusks do -1 Damage with a Base Chance of 50% and Rank of 1 - 2. Claws do +3 Damage with a Base Chance of 3 5%. A Boar may only attack in Close Combat.

Comments: Boars tend to be nocturnal and will seldom be encountered in daylight. They are omnivorous and will devour anything they find laying about or will kill Humanoids for food.

39. Wildcat

Natural Habitat: Woods, Plains, Rough, Marsh

Frequency: Uncommon **Number:** 1 - 6 (1)

Description: The Wildcat is approximately five feet long and weighs 225 pounds or so. It is pure white with pink eyes.

Talents, Skills and Magic: Eyes radiate Bolts of Energy that do +4 Damage. They are not tool users.

Movement Rates: Running: 300-400

PS: 15 - 20	MD: 15 - 20	AG: 19 - 25	MA: 5 - 8
EN: 11 - 16	FT: 15 - 18	WP: 8 - 10	PC: 18 - 24
PB: 9 - 12	TMR: 6/8	NA: Fur absorbs 3 DP	

Weapons: Bite has a Base Chance of 20% of doing - 5 Damage. Claws have a Base Chance of 25% of doing -6 Damage and may be Ranks 1 - 4. Eyes have a Base Chance of 75% of doing +4 Damage.

Comments: Wildcats will usually not stray far from their lair. They may be captured and sold as exotic pets in most areas. There is a 70% chance that there will be D1 young in their lair.

40. Leopard

Natural Habitat: Woods, Rough, Plains

Frequency: Rare **Number:** 1 - 4 (1)

Description: They are white in color with a pinkish tint and have white eyes. They are six feet long and weigh about 250 pounds.

Talents, Skills and Magic: Their eyes are capable of X-ray Vision and they can see up to 100 yards away. They have the ability to climb trees and move between branches with ease and will follow prey into the upper branches if necessary.

Movement Rates: Running: 400, Climbing: 200

PS: 24 - 28	MD: 25 - 30	AG: 30 - 35	MA: 5
EN: 16 - 20	FT: 21 - 26	WP: 7 - 9	PC: 25 - 30
PB: 8 - 12	TMR: 8/4	NA: Fur absorbs 3 DP	

Weapons: Bite has a Base Chance of 30% and Damage of -2. Claws have a Base Chance of 30% and Damage of -3. Claws may be Rank 1-3.

Comments: Leopards haunt game trails near rivers and streams (they sometimes eat fish). They are stealthier than most other felines and will seldom be seen except when they attack. The fur of adult Leopards is worth 400 - 600 Silver Pennies.



41. Eagle

Natural Habitat: Rough (usually mountainous)

Frequency: Uncommon Number: 1 - 20 (1)

Description: Great Eagles are the largest birds of prey. They have a Wing span of 7 1/2 feet in length. It is golden in color and has feathered feet and toes. It's claws are snow white.

Talents, Skills and Magic: Eagles have no special talents or skills. They are not magic user and do not use tools. They do have keen eyesight.

Movement Rates: Flying: 1 200

PS: 12 - 16	MD: 22 - 24	AG: 19 - 23	MA: None
EN: 9 - 12	FT: 17 - 20	WP: 11 - 13	PC: 20 - 24
PB: 10 - 12	TMR: 6/7	NA: Feathers absorb 2 DP	

Weapons: Eagles can attack only in Close Combat with either Beak (Base Chance of 50% of doing -1 Damage) or two Talons (Base Chance of 70% of doing +1 Damage) without penalty in the same pulse. An Eagle may achieve Ranks 1 - 3 with Beak and 1 - 2 with Talons.

Comments: Eagles avoid Humans except to occasionally steal goats or other small animals from Human flocks. They will sometimes attack a party which ventures too near their nest. Eagle Claws are very valuable to Alchemists as they are used in manufacturing a certain type of healing salve.

42. Pegasus

Natural Habitat: Rough (primarily mountain tops)

Frequency: Very Rare Number: 1 - 6 (1)

Description: Pegasi are winged horses with pure white coats tinged with silver around mane and flowing tail. They are intelligent and can sometimes speak the Common tongue.

Talents, Skills and Magic: They are able to sense, occasionally read, what is in an individual's mind.

Movement Rates: Running: 300, Flying: 500

PS: 55 - 60	MD: 22 - 24	AG: 19 - 23	MA: 8 - 10
EN: 25 - 30	FT: 17 - 20	WP: 11 - 15	PC: 20 - 25
PB: 16 - 20	TMR: 6/7	NA: Feathers absorb 2 DP	

Weapons: In battles, a Pegasus attacks as a Heavy Warhorse.

Comments: Pegasi are harmless if left alone. If one should be captured, all would band together and attack. They are tameable with difficulty. They will allow themselves to be bridled with only Gold. They can carry up to 300 pounds flying. They are worth 4,000 to 5,000 Silver Pennies untamed and five times that amount tamed.

43. Roc

Natural Habitat: Mountain Peaks

Frequency: Rare Number: 1 - 2 (1)

Description: Rocs are huge birds with a wing span of up to 200 feet. They resemble Eagles, but are black in color. They have been blinded by the radiation and rely on their senses to find their way about and to find food. Consequently, they fly equally well in day or night by means of a bat-like sonar.

Talents, Skills and Magic: Rocs have no special talents, skills or magic, and are not tool users.

Movement Rates: Flying: 2000

PS: 150 - 250	MD: 20 - 25	AG: 16 - 20	MA: None
EN: 150 - 200	FT: 100 - 200	WP: 16 - 20	PC: 10 - 14
PB: 3 - 5	TMR: 5/6	NA: Feathers absorb 8 DP	

Weapons: Rocs are fearsome creatures in battle. They can engage in Melee Combat from a range of three hexes and can take three attacks in one pulse without penalty. They attack once with a Bite (Base Chance of 5 5%, +20 Damage) and twice with Claws (Base Chance 50%, +25 Damage).

Comments: A Roc will sometimes attempt to steal a party's cart animals or riding animals, but will rarely carry off the characters themselves.

44. Gryphon

Natural Habitat: Rough (especially mountainous)

Frequency: Very Rare Number: 1 - 7 (1)

Description: The Gryphon is a large beast with the body of a Lion, the head and wings of an Eagle, back covered with feathers, and two curved horns protruding from his head. The Gryphon's claws are so large that they can be made into serviceable drinking horns. The Gryphon is about five feet long and stands man-high when full grown. Gryphon Eggs (2 - 5 possible per nest) are solid Agate and quite valuable (4,000 - 6,000 Silver Pennies a piece). Talents, Skills and Magic: Each Horn emits a Lighting Bolt that collides in the sky to form a medium sized cloud on which the Gryphon can rest. This cloud dissapates after six hours. Gryphons can do this two times a day. Gryphons have the special talent of locating buried treasure and their nest will quite often be built near such treasure which they will actively guard. A "domesticated" Gryphon has a Base Chance of 60% of locating any buried treasure within a radius of 250 feet of it. Gryphons make valuable steeds, once tamed.

Movement Rates: Running: 200, Flying: 500

PS: 30 - 36	MD: 15 - 20	AG: 15 - 20	MA: 7 - 10
EN: 25 - 30	FT: 30 - 35	WP: 12 - 16	PC: 16 - 22
PB: 0 - 5	TMR: 5/6	NA: Hide absorbs 6 DP	

Weapons: The Gryphon is not a tool user, but has natural weapons in the form of a Beak (useable in Melee and Close Combat with a Base Chance of 65%, +5 Damage, possible Rank of 1 - 3), and Claws (useable in Melee and Close Combat with a Base Chance of 60%, Damage of +5, possible Rank of 1 - 4). The Gryphon may attack twice with Claws and once with Beak in the same pulse.

Comments: Gryphons prefer solitude and will fly away when approached if possible, but will always chase and attack Horses (whose flesh they prize). They are extremely valuable for use as mounts and cost accordingly (16,000 - 20,000 Silver Pennies). They nest in cliff sides and build their nests of spun Gold (value 8,000 - 10,000 Silver Pennies).

45. Hippogriff

Natural Habitat: Rough (especially mountainous)

Frequency: Very Rare **Number:** 1 - 12(2)

Description: Hippogriffs are similar to Pegasi in that they are basically winged horses, but their head is that of a great bird of prey, with a fearsome ivory beak. The head differs from that of an Eagle in that it has large feathered ears, almost like wings, at the back of the head. The front legs of the Hippogriff also resemble those of a bird of prey with huge talons and feathers.

Talents, Skills and Magic: The Hippogriffs beak is a much prized item as it can neutralize poison.

Movement Rates: Running: 200, Flying: 400

PS: 18 - 20	MD: 19 - 22	AG: 16 - 19	MA: 5 - 8
EN: 15 - 18	FT: 25 - 30	WP: 12 - 17	PC: 17 - 20
PB: 8 - 11	TMR: 5/6	NA: Hide absorbs 4 DP	

Weapons: In Melee Combat, the Hippogriff can attack with two Claws and one Bite in the same pulse with no penalty. The Bite has a Base Chance of 65% and is +4 on Damage, while the Claws have a Base Chance of 55% and do +2 Damage. In Close Combat, the Hippogriff can still attack with its Claws normally, but the Base Chance on its Bite is reduced to 35%.

Comments: Hippogriffs do not like people, and generally shun any area that is inhabited. They are trainable with difficulty. Their value is 3,000 - 4,000 Silver Pennies untrained and three times that amount trained. Hippogriff Eggs are valuable (worth 800 Silver Pennies each) and very young Hippogriffs even more so (worth 1,400 - 2,000 Silver Pennies).

46. Hydra

Natural Habitat: Marsh, Caverns

Frequency: Very Rare **Number:** 1 - 3 (1)

Description: A Hydra is a six-headed Snake. They are 12 to 15 feet long, and have thick green scales. Hydras also have a foul smell and venomous breath. Hydras are four hex creatures.

Talents, Skills and Magic: If a Hydra is hit in combat for four or more points of damage (after subtracting for the defensive benefits of the Hydra's scales) there is a 70% chance that one of the Hydra's heads has been destroyed.

Two pulses after a head is destroyed, two more grow back, and on the beginning of the next pulse after that, they can attack in combat. One of the Hydra's original six heads will be immortal. This head cannot be killed, and does not regenerate as do the others. Instead, if a Hydra has no Endurance remaining, the head is assumed to have been cut off. If the head is cut off, it can no longer move or attack except in Close Combat. The only way to kill one of the Hydra's mortal heads is to burn it while it is regenerating (a successful Strike with a torch will do this). Each time a head regenerates, the Hydra gains three points of Endurance. (Note that this will occasionally mean that a Hydra will have more Endurance points at the end of a battle than before.) In any case, if a Hydra's Endurance is ever reduced to zero or below, all of the heads die except the immortal one mentioned above.

Movement Rates: Crawling: 200

PS: 15 - 20	MD: 19 - 24	AG: 14 - 16	MA: None
EN: 25 - 30	FT: 35 - 40	WP: 18 - 23	PC: 14 - 17
PB: 4 - 6	TMR: 5	NA: Scales absorb 7 DP	

Weapons: A Hydra can attack once with each of its heads. Up to four heads can attack without penalty in either Close or Melee Combat. The Base Chance for one of the Hydra's heads is 55%, and each Bite does +2 Damage. In addition, if a Bite penetrates a target's armor to do damage to Fatigue or Endurance, the target takes five DP per pulse for the next D10 pulses due to the Hydra's Poison, which is deadly. Only antidotes specifically designed for Hydra Poison will be effective against their venom.

Comments: Hydras are vicious, but they are not overly intelligent. They will attack anything that approaches their lair. A Hydra's Poison lasts even after the creature dies and can be absorbed through the skin without a puncture.

47. Mini-Dragon

Natural Habitat: Snake River Valley

Frequency: Common **Number:** 10 - 100(50)

Description: Mini-Dragons are green in color, and then-scales reflect light brilliantly. They range in size from four inches to two feet in length.

Talents, Skills and Magic: Mini-Dragons have no special talents or skills, and are not tool or magic users.

Movement Rates: Flying: 500, Running: 100

PS: 1	MD: 10 - 14	AG: 20 - 22	MA: None
EN: 1	FT: 1	WP: 7 - 9	PC: 12 - 15
PB: 10 - 12	TMR: 6/7	NA: None	

Weapons: Mini-Dragons can breathe a small stream of fire, usable in Close Combat with a Base Chance of 60% of doing - 8 Damage.

Comments: Mini-Dragons become crazed at the sight of fire (e.g. torchlight, campfire, etc.), and will swarm about a fire much the same as moths do. While swarming, the Mini-Dragons will breathe their fire at the fire source and all moving things within the light of the fire. Animals caught in such a swarm will immediately disperse, and in a panic, run away as far as possible.

Due to their Fire Breathing ability, they do not have any natural predators. Mini-Dragons normally feed on the fruits of trees and insects. They can be tamed and will obey simple commands. If a pet Mini-Dragon does not go insane and die (50% Base Chance - Beastmaster Rank) within two weeks it will become accustomed to open fires and only breath flame on command.

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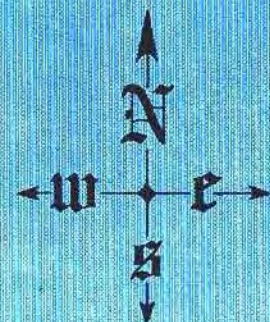
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THE BARREN HILLS

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SOUTHWESTERN ALUSIA

Judges Map

- 1 Rival Groups Campsite
- 2 Nomalie's Garden
- 3 Leprechaun's Holdings
- 4 The Short Cut
- 5 The Falls
- 6 Star Silver Spring