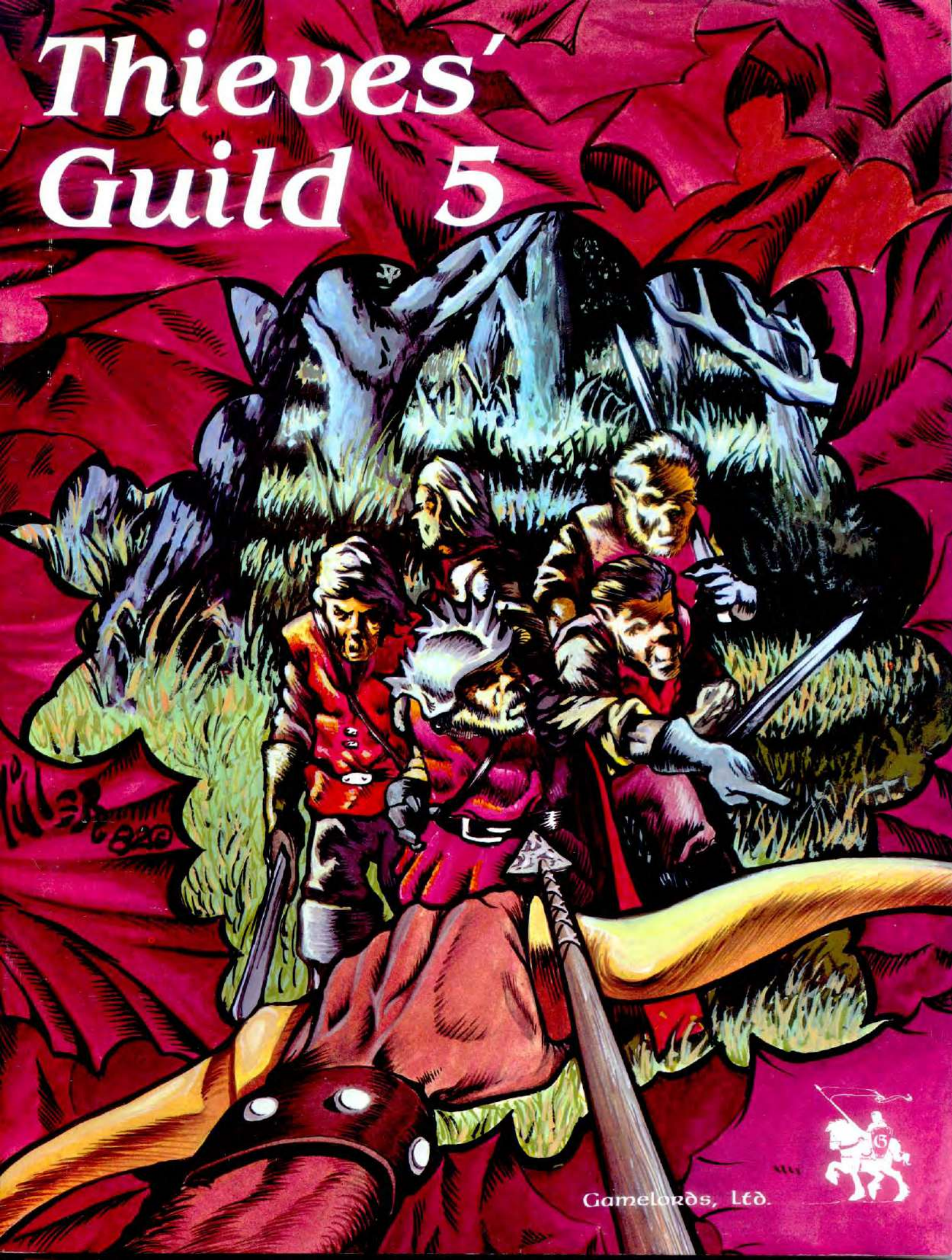


Thieves' Guild 5



Camelords, Ltd.



Thieves' Guild V



THE GUILDMASTER SPEAKS

Well, here we are with another stupendous issue of special adventures and imaginative escapades for those daring players of roughish disposition (modest, ain't we?). Thieves' Guild V contains a special and very unusual assassination attempt (the downtrodden orcs may have found their messiah), an expedition to despoil and loot the tomb of an ancient master of illusions (who had a miserable sense of humor), and in the rules, two expansions of the combat rules, the first allowing more realistic use of shields, the second setting up methods to make hand-to-hand combat more concise (did you fumble, miss, get parried, hit his shield, hit his armor, or get past everything and hit him?) without requiring multitudinous die rolls.

The first scenario in this issue, an assassination attempt against Gazrath, the "Radisha" (the alleged messiah/savior/great-war-leader of orcish legend, who is to lead them to victory against all the other races and govern the orcs majestically from on high when they have conquered the entire world), may just presage the beginning of the latest "orcs versus everybody else" War. The other races sincerely hope that any hooraw of this type will be the Umpteenth Generational Stomp The Orcs Festival - it usually has been before. The only problem seems to be that, if the attempt to kill their charismatic leader is not successful, the orcs have become numerous enough to band together and have a reasonable chance of winning; who knows, Gazrath may just possibly be the Radisha (there was a leader, about three hundred years ago, who almost . . .). We will keep all of you abreast of developments in future issues of Thieves' Guild and Naked Sword (Naked Sword!!? - aha! gotcha on that one; stay tuned to this station for further announcements).

* * * * *

We at Gamelords, Ltd. have been trying to produce the best scenario and adventure material we can. We understand that many of you "love it madly" (we love you madly, too), and we appreciate your devotion and support. All of the Thieves' Guild staff would like to hear about the various successes and/or failures of your players on these special adventures and in our carefully constructed scenarios. Please write us and tell us about what has happened with your group. To spice the pot a little, we will offer the following:

nine (9) months after the release of a Thieves' Guild (or allied series) issue, we will randomly pick a letter of comment (and/or criticism) which we have received on that particular issue (out of a barrel of letters, we hope), and the lucky writer will receive a two-year extension of his current subscription (or a one-year subscription, if s/he doesn't already have one). We'll do this for each issue of the Thieves' Guild series (and any allied series, see above). If an issue is premiered in July, for instance, the letters received by the end of April of the following year will be eligible; if the issue is premiered in February, the drawing will be held the end of the next November.

So be sure to get those letters coming in. Give us your comments on the adventures, scenarios, and rules in an issue (and let us know what else you'd like to see in our products and adventures/scenarios), and we'll give you free issues (if you're the lucky letter writer). The winners will be notified immediately, and each winner's name will appear in The Guildmaster Speaks in the issue following the date of the drawing.

Just in case you need our address:

Comments on Thieves' Guild

c/o Gamelords, Ltd.

18616 Grosbeak Terrace

Gaithersburg, MD 20879

Enjoy this issue of Thieves' Guild, and let us know the results of your assassins' attempt. You could influence the future history of the world!

***** INDEX OF KEY ABBREVIATIONS

Throughout the Thieves' Guild series, certain abbreviations are commonly utilized. The meanings of these various abbreviations are summarized below.

AC - Armor Class: represents the protective value of armor, shielding, and skin

APP - Character's appearance rating

BT - Bit(s), a small iron coin; 10 BT = 1 CP

CDN, CO - Character's co-ordination rating

CP - Copper piece(s); 5 CP = 1 SP, or 50 CP = 1 GP

CSF - Clear Strike Figure: the die roll for an attacker which bypasses all defense, and strikes his opponent squarely

D (306, 108, etc.) - Number and type of dice to be thrown in the process of resolving a particular situation

DSC, DN - Character's discretion rating

EAC - Effective Armor Class: represents AC (armor class) plus the character's dodge ability

FRP - Fantasy Role-Playing

GM - GamesMaster: the referee or moderator of an FRP game

GP - Gold piece(s); 1 GP = approximately \$5 (1980's)

MACB - Number that must be equalled or exceeded on the roll of a D20 in order to strike an unarmored foe successfully

HP - Hit Probability: the chances of successfully striking

HTK - Hits To Kill: the amount of damage a character can sustain before dying

IQ, INT - Character's intelligence rating

MA - Movement Allowance: number of hexes (normally 5') or squares that a character can move in one melee round

MAG, MG - Character's magnetism rating

MGR, MR - Character's magic resistance rating

mr - melee round: a 15 second time span used to regulate the flow of play

NPC - Non-Player Character: any character or being controlled by the GM rather than the players

REF, RF - Character's reflexes rating

SP - Silver piece(s); 10 SP = 1 GP

SR - Saving Roll: an attempt to accomplish a feat extraordinary; usually 2D12 against a particular requisite rating

SSF - Shield Strike Figure: the lowest die roll which an attack succeeds in hitting one's opponent, but only upon the shield

STM, SM - Character's stamina rating

STR, ST - Character's strength rating

TAL, TL - Character's talent (magical ability) rating

Thieves' Guild V

by
Janet Trautvetter
and
Kerry Lloyd

edited by
Richard Meyer Michael Watkins

art & graphics by
Wallace Miller Larry Shade
Janet Trautvetter

TABLE OF CONTENTS

	page
Foreword.....	ii
Index of Key Abbreviations (TG 2 &c).....	iii
 Section I: Rules of Play	
Chapter 1 - Character Creation (TG 1).....	1-2
Lockpicking Expansion (TG 3).....	1-14a
Pickpocketing Expansion (TG 3).....	1-14a
New Abilities: Spot Hidden and Sense Ambush (TG 4).....	1-14c
Sensory Abilities Expansion (TG 4).....	1-17
Chapter 2 - Rules of Play (TG 1).....	2-1
Tailing - Making and Breaking (TG 4).....	2-13
Chapter 3 - Outfitting the Character (TG 1).....	3-1
Chapter 4 - Awarding Experience (TG 1).....	4-1
Chapter 5 - Additional Rules	
A. Expanded Combat Rules (TG 2).....	5-1
Expanded Shield Rules (TG 5).....	5-2a
Revised Combat Method (TG 5).....	5-2d
B. Other Experience Awards (TG 2).....	5-3
C. Obtaining Hirelings (TG 2).....	5-5
 Section II: The Scenarios	
Chapter 6 - Bandit Scenarios and Highwaymen Adventures	
General Information for the Scenarios (TG 1).....	6-ii
A. Farmers (TG 1).....	6-1
B. Merchants (TG 1).....	6-3
C. Travelers (TG 1).....	6-9
D. Warriors (TG 1).....	6-17
E. Additional Encounters (TG 2).....	6-23
F. From the Prince of Thieves (TGS#1).....	6-29
Chapter 7 - Cat Burglary Scenarios and Second Story Adventures	
A. Heligor's Jewelry Shop (TG 1).....	7-1
B. Magic Books and Scrolls (TG 1).....	7-11
C. The Tower of Tsitsiconus (TG 3).....	7-25
D. Into the Dragon's Jaws (TG 4).....	7-45
E. The House of Potiphar the Phat (TGS#1).....	7-59
Chapter 8 - Armed Robbery Scenarios and Pursuit Adventures	
A. Waylaying the Couriers (TG 1).....	8-1
B. Stopping the Smugglers (TG 4)	
The Guild against the Black Hand (TG 4).....	8-13
The Caravan Route (TG 4).....	8-15
The River Route (TG 4).....	8-25
Chapter 9 - Temple Looting Scenarios and Tomb Robbing Adventures	
A. The Tombs of Shale-Chuun (TG 2).....	9-1
Tomb 1 - the Magus (TG 2).....	9-8
Tomb 2 - the Merchant (TG 2).....	9-15
The Monastery (TG 2).....	9-25
Tomb 3 - the Scholar (TGS#1).....	9-33
B. The Crypt of Illusions (TG5).....	9-39
Chapter 10 - Pickpocketing Scenarios and Cutpursuing Adventures	
A. The Duke's Dress Ball (TG 3).....	10-1
Chapter 11 - Assassination Scenarios and Espionage Adventures	
A. The Radisha Must Die! (TG 5).....	11-1
 Section III: Maps, Charts, and Diagrams (Various).....	 rear of book

ADDITIONAL COMBAT RULES

(This section may be used for shielding rules by itself, or in combination with the extended combat rules to be found in the next section.)

SHIELDS

While it is true that few thieves use shields (that would require close combat willingly undertaken, a situation most thieves would prefer to avoid), except on rare occasions during highwaymen adventures, it is also, conversely, true that most fighter-types do use shields (since they do favor close combat). If player thieves have hired some muscle to back themselves up, or if they should happen to be engaged in close combat (a contretemps most undesirable), shield rules become necessary.

In most combat systems, the value of a shield is considered to be a simple +1 increment to the AC (armor class) of the character using the shield. So, up to now, has it been in the combat rules provided in the earlier volumes of *Thieves' Guild*; if someone was using any shield, add +1 to his EAC. However, there is more to shielding than simple addition of a positive factor; a shield's value in combat depends upon many factors:

- § the skill of the person using the shield,
- § the type of shield being used,
- § the material from which the shield is made.

The shield rules presented here attempt to take all of these factors into account. Also included are some fighting techniques with shields which would normally be available to those fighters trained in shieldwork; these will be discussed at the end of the section.

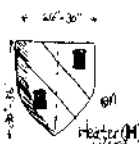
There are seven basic types or shapes of shield, ranging from a rather small circle to a rectangle large enough to hide one's entire body:



BUCKLER (B) - a small circular shield, usually 12" to 15" in diameter. Occasionally the shield is curved, forming a dish shape. It is used by holding onto a single grip which is centered on the back of the shield. This type is best used by very agile people, and is reasonably useful against jabbing weapons such as pikes and spears.



ROUND SHIELD (R) - the normal circular shield, ranging from 26" to 30" in diameter. This shield is frequently strapped onto one's arm, and is controlled with a grip a few inches from the rim. The round shield was one of the two most commonly used shield styles in history, the other being the rectangle similar to the Roman legionnaires' shield.



HEATER (H) - so called because the shape resembles the bottom of an iron, normally 26" to 30" wide and 30" to 36" top to bottom. The heater is strapped and controlled in the same manner as the round shield. This shape is used frequently in heraldic drawings of armorial devices. This style of shield was most commonly used in the western European nations.



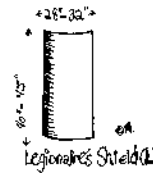
VIKING ROUND (V) - or large round shield, usually 40" to 48" in diameter. This shield may be strapped on as the small round or the heater, or it may be carried by two hand grips, one near each of the opposite sides of the rim, for use when charging at an enemy (a favorite

tactic of the Norsemen). It is possible to strap weapons to the back of the shield.

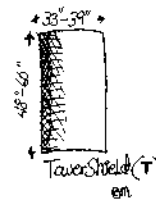
KITE SHIELD (K) - 26" to 30" across the widest part, and 42" to 51" top to bottom, shaped like a child's kite, whence the name. The strapping on a kite held the arm along the longest axis of the shield, and allowed a full rotation of the point from straight down to straight up. This shield was most commonly used by riders, and is frequently seen in pictures of mounted knights in medieval Europe.



LEGIONARY (L) - a large rectangle, of the type used by the Roman soldiers of the Legions, usually 28" to 32" wide and 40" to 45" top to bottom, frequently curved from side to side. Strapping allows the shield to be carried in a rest position with the top at approximately shoulder level. This shield is well adapted to formation of the shield wall which frequently fronted Greek and Roman phalanges.



TOWER SHIELD (T) - a huge rectangle, normally 33" to 39" wide and 48" to 60" top to bottom. This type of shield is designed for fighting from behind, rather than with, and is admirably suited to the fighter who wants his opponents to come to him (he surely ain't gonna carry this one very far). It is particularly good for protection from missile fire (you can hide an awful lot of you behind it).



SHIELD TRAINING

The capabilities of a shield are determined by its type and material. The skill of the user is a factor of importance also - a person unused to a shield will not get as much protection from it as will a well trained fighter. Shield training may be chosen as one of the weapon trainings available at the beginning of a player character's career, or it may be learned later. All of the shields can be divided into 4 general classes for purposes of defining a fighter's training (the terms under each class refer to the type of shield combat work commonly included in the training for that class of shield):

- Class 1: Buckler
(includes boss punch)
- Class 2: Round, Heater, and Kite
(includes boss punch, rim punch, and shield presses)
- Class 3: Viking Round
(includes shield presses)
- Class 4: Legionary and Tower
(includes locked wall techniques and shield presses)

If a character is trained (T) in one class of shields, he is considered partially trained (P) in all other classes of shields (he probably won't make a total ass of himself, trying to run while using a tower shield, etc.). If a character is untrained (U) in any class of shield, he gets no benefits at all, except against missile fire (M). A character may be trained in more than one class of shieldwork, but each shield class requires 1 weapons training choice.

USING SHIELDS IN COMBAT

The method for using shields in combat is simple. Each shield has a protection factor, representing the additional difficulty posed to the attacker in avoiding or circumventing the shield. The attacker's HP for the

defender's AC is the SSF (shield strike figure); add the shield's protection factor to the SSF to determine the CSF (clear strike figure). If the attack die roll on a D20 is sufficient to equal or exceed the shield strike figure (SSF), but not the clear strike figure (CSF), the shield has been struck instead of the character using it; if the CSF is equaled or exceeded, the character himself has been struck.

Example: Morreg the Eel is wearing leather armor and using a wooden round shield. He is fighting Bara Kuuda, who is using a broadsword, with which he can hit armor class zero (HAC0) on a 5 or better. Leather armor is AC 4, the shield has a protection factor of 3. The SSF for Bara is 9 (HAC0 of 5, + AC 4 for leather); the shield gives a protection of 3, so the CSF is 12. If Bara's attack roll is 8 or less, he has missed the swing completely; if it is 9 to 11, he has hit Morreg's shield; and if it is 12 or better, he has gotten past the shield and hit Morreg himself.

In the case of the buckler in the hands of an untrained character, the negative protection value does not mean that the buckler's wielder is easier to get a clear strike upon - the lower figure is always the SSF, the higher the CSF. This negative quantity reflects the tendency of an untrained combatant to leave much wider openings when trying to protect himself with a device with which he is unfamiliar.

The GM should remember that a shield does not protect from attacks from the rear of the character (unless it is strapped or carried on his back), or from the side of his weapon hand; it protects only the front and shield arm side of the person using it.

To assess damage, both to the shield and to the shielded, roll the normal damage dice for the attacking weapon. Compare this result to the shield's absorption capability; any damage not absorbed by the shield will pass through to the character. The players should keep track of the total damage absorbed by the shield, since a thoroughly battered or hacked-up shield will provide little or no true protection. Shields, unlike pieces of armor, are seldom repairable; normally they will simply be replaced.

SHIELD DESIGN AND CONSTRUCTION

In **BASE SHIELD SPECIFICATIONS**, the various types of shield are rated for protection (how much harder it is to strike a person using one), absorption (how much damage it will keep from getting through when a shield, rather than the person using it, is struck), penalties to one's own Hit Prob while using a shield (they do get in the way of the blow you were delivering, as well as slowing you down just a touch), minimum strength (STR) needed to move at full normal speed when using a shield (it is possible to try to use a shield much too heavy for you, which will slow you down considerably when you try to move), and turn angle (how far around you can turn in 1 mr without losing control, perhaps falling). The base price for a shield constructed of wickerwork is quoted in SP. **MATERIALS** contains STR adjustments for weight of material, the base saving roll for the shield material, the absorption multiplier, the missile/ranged weapon absorption multiplier, the factor for the total amount of damage the shield is capable of absorbing before becoming useless for any sort of protection, and

a price multiplier. Both of these charts will be used to rate the shield you are constructing.

MATERIALS

Material Used	STR Add	S.T. Base	Absorb Factor	Missile Factor	Damage Factor	Price Factor
Wicker	-2	6	0.5	2.0	5	1
Leather	0	8	0.5	3.0	3	3
Cuirboilli	+1	10	1.0	2.5	5	4
Wood	+2	11	1.0	1.0	7	4
Bronze	+4	15	2.0	2.0	12	7
Iron	+6	17	2.5	1.5	16	8
Steel	+5	20	3.0	1.5	20	10

Most of the capabilities of a shield are derived by cross-indexing the shield type with the stage of training for the capability desired. The others use factors from both charts.

Absorption is derived by multiplying the base absorption rate for type of shield and stage of training by the material absorption factor.

Damage is derived by multiplying total absorption (the previous calculation) by the material damage factor (any bonuses to damage provided by the enhancements are added to the total, not to the base). When the damage absorbed by the shield (prevented from harming the user) reaches certain percentages, checks and adjustments should be made to shield capabilities:

25% Damage - 10% chance of broken strap or hand grip.

40% Damage - Protection reduced by 1.

50% Damage - 35% chance of broken strap or hand grip.

65% Damage - Protection reduced by half.

75% Damage - 75% chance of broken strap or hand grip.

Missile absorption is derived by multiplying the base missile absorption rate by the material missile factor.

Minimum STR to move freely is calculated by adding the minimum STR for the shield type to the material STR add (wicker is light enough that it is easier to carry). For each point of STR by which the minimum STR requirement for the shield exceeds the character's effective STR, deduct 1 from the movement allowance for that character. (If the new combat rules in the next section are being used, deduct 1 from REF for each 2 points [or part thereof] of STR by which STR minimum is missed.)

Saving rolls against shattering and cleavage depend on the type of material.

Shattering: A shield will require a saving roll (abbreviated SR) against shattering if it has been dealt, in a single blow, twice the damage it is capable of absorbing. Shattering destroys the shield completely, but absorbs 1.5 times its normal maximum in the process; the shield is completely gone (with no entanglement to the character) as of the following mr.

Cleavage: A shield will require a saving roll against cleavage if the attack roll is exactly equal to the SSF, or to the CSF (see combat method above for the meaning of abbreviations). Cleavage destroys the protective value of the

BASE SHIELD SPECIFICATIONS

Type of Shield	Protection				Absorption		HP Penalties			Minimum Strength	Turning Angle	Price in SP
	U	P	T	M	U/P	T/M	U	P	T			
B(uckler)	-1	0	2	0	1	2	-1	0	0	2	-	25
R(ound)	0	1	3	2	1	3	-3	-1	0	5	-	75
H(eater)	1	2	4	2	1	3	-3	-2	-1	6	-	90
V(iking)	2	3	5	3	2	4	-3	-2	-1	9	180°/180°	120
K(ite)	2	3	5	3	2	4	-4	-2	-1	10	180°/180°	140
L(egion)	3	4	6	5	2	4	-5	-3	-2	10	120°/90°	160
T(ower)	4	6	8	6	3	5	-6	-5	-4	13	60°/45°	200

shield, but not the shield itself; the pieces are still strapped to the character's arm, and still exert movement and HP penalties, if any are applicable. The normal amount of damage is absorbed for the cleaving blow. It requires a SR against CDN to remove the pieces, with no blows swung, and no major defensive movements allowed, during the removal process. If the SR against cleavage is made exactly, the opponent's weapon has partially cleft the shield (doing double the normal damage to the shield), and is stuck in the shield itself (this will usually produce a few interesting movement problems). It requires a missed SR against the base material number, for one's opponent to free his stuck weapon.

Prices for the various shields are calculated (in silver pieces) by multiplying the cost of the shield type by the material price factor, and then adding the cost of enhancements (if any). There are no enhancements available on "off the racks" shields; enhancements require extra time to apply to the shield, usually 2 to 6 days (2D3) per enhancement.

Turning angle refers to the maximum spin per mr that can be safely made. The first number of degrees is for use on hex boards, the second is for those who prefer squares. If the turning angle is exceeded, the character will lose control of the shield, and leave himself wide open for a blow (a bonus of 3 to the HP of his opponent), unless he makes a successful SR against REF. If the SR is missed by 5 or more, the character involved has lost his balance and fallen.

There are some enhancements to shields, which may provide additional strength for the shield in terms of the saving rolls required (all but the last are used only on non-metallic shields). All of the additions to SR are cumulative.

Binding

(placing a metallic rim on the shield)
adds +2 to SR against cleavage,
adds +4 to total damage capability.

Strapping

(placing metallic belts across the shield)
adds +3 to SR against shattering,
adds +2 to SR against cleavage,
adds +6 to total damage capability.

Bossing

(addition of a metallic hub to the shield)
adds +1 to SR against cleavage,
adds +1 to total absorption capability,
adds +3 to total damage capability,
+6 if metallic shield.

Prices

(in SP; "-" indicates not available)

Option	B	R	H	V	K	L	T
Binding	20	60	80	90	100	100	150
Strapping	-	120	120	180	200	250	350
bossing	30	50	-	70	70	-	-

(Triple cost for bossing on metallic shields.)

EXPERIENCE BONUSES

Experience bonuses for fighters and thieves may be applied to shield work in the same manner as increases in HP with a particular weapon, and may either supply additions to protection or reduce the HP penalty that comes with a particular type of shield. Absorption may not be increased by experience, since that is only a function of the type of shield and its material.

MAGICAL ENHANCEMENTS

Magical enhancements may be applied to shields, in order to raise the protection value, or the shield's total absorption (not the base figure) which will also raise overall damage capability, or the SRs against

cleavage and shattering, or to reduce the minimum STR requirement to carry the shield (this may also affect the turning angle on the larger shields - this should usually be increased proportionately to the reduction of necessary STR). Another possible enhancement is to increase the strength of material, as with a wooden shield with a material strength rating of bronze, or even steel.

COMBAT TECHNIQUES WITH SHIELDS

There are only a few techniques for using a shield to strike a blow: boss punches, rim punches, and the shield press (locked wall technique does not actually strike blows, but it tends to push the enemy back while providing protection to the users). The two punches usually do damage if successful, and the press is used to push an opponent off his feet, knocking him to the ground, and making him a prone (and much easier) target.

Punching with the shield is handled in much the same way as striking a blow with any other weapon. The base HACO of a shield is 10 (the shield is a bit more ungainly than the normal weapon), and it requires minimum CDN of 9 to deliver blows; if a person desires to deliver a blow in one melee round, and still use the shield for defense in that round, it requires minimum effective REF of 13. The damage delivered by a shield blow depends on the strength of the user as well as the material of the shield. Bonuses for damage are figured as for any other weapon, using STR as a guide compared to minimum STR required for the shield in use. The base

damage dice relate to the type of material used for the shield. If a boss punch is struck with a shield on which there is no boss present, the damage a successful strike would normally deliver is divided by 3 (most of the damage capability

of this type of punch is contained in that little metal hump) - a blow normally delivering 8 points would deliver 3 (round to nearest), etc. A rim punch with a non-metallic shield which has no rim (it is not bound) incurs a penalty of 1 die of damage - a blow which would do 4D3 of damage only does 3D3, etc. One-third of the damage delivered by the shield should be assessed as damage to the shield.

Shield presses can produce disproportionate results if successful, but are fraught with danger if they do not work. To make a shield press, a fighter must declare the intention at the beginning of the mr; he may not make any other attack. Develop effective weight class (EWC) for presser and target - effective weight class

is STR value + AC value. Add the two EWCs, then derive percentage of 2/3 attacker's EWC against that total. Roll D%; if the result is less than the percentage figure, the press has succeeded. If the press fails, and the result is in the top 25% of the failure percentage (as for the lockpicking and pocketpicking tries on page 1-14a), the presser has put himself in a position so unbalanced that his opponent has a bonus to HP of +3 for the next mr; if he fails a saving roll against CDN, he trips and falls (putting himself in the position he had intended his foe to

occupy). If the target has a higher base REF than the presser, a saving roll against effective REF will allow him to step out of the way; if the result of the roll is lower than the difference between the two REFs, or if the result is 2, the target has succeeded in dodging

Material	Damage
Wicker	2D2
Leathern	2D3
Wooden	2D3
Metallic	2D4

Armor	Value
Cloth	0
Soft leather	0
Hard leather	2
Cuirboilli	2
Chain	4
Splint	3
Banded	4
Scale	5
Plate mail	5
Plate	6
Partial coverage:	
divide by 2	
Values cumulative:	

out of the way, and has tripped the presser (with the same result as above).

Locked shield walls are formed only by the two biggest types of shields. Both of these are made with a raised lip on one side, and a depressed lip on the other

which allow the shields to link to form a strong wall. This wall is hard to break, and a unit trained in this tactic can form a good rallying point or a center point for a line.

(If this section is to be used, it must be used in combination with the extended shield rules to be found in the previous section.)

ARMOR AND COMBAT

Few thieves use heavy armor (i.e., much more than the occasional piece of cuirboilli), since it can slow a rogue down to a mere fraction of his former speed. For this reason, Thieves' Guild has used a very simple and easy to handle combat system which did not provide much accuracy in the matter of armor - armor was treated as all protection and no penalty (so to speak).

Little recognition was taken of the fact that the more protection afforded to its wearer by a given piece of armor, the more restricted his movements become, and the slower his reaction times. In truth, a figure in plate armor would generally be a virtually stationary target, easy to bang on the whole live-long day - just extremely hard to damage. Another type of armor would probably be less bulky and restrictive, but it would be also less protective.

Under the revised combat system presented here, the various types of armor will be treated as a range of protection (the percentage of the time that a blow will strike the armor rather than the person wearing it), and an amount of damage that the type of armor absorbs when it is struck. Hit prob depends on the weapon and the person wielding it. A single roll of a pair of D20 (D20, not percentile dice - D%) can determine whether the blow has missed entirely, been parried, struck the opponent's shield (if any), struck the armor, or has managed to find the chink in the armor (a clean hit) and to bypass the armor's protective ability entirely. Under the new method, it is possible for Conan to fight without armor and use all his pantherish speed to avoid being struck by his opponent's weapon swings. Critical hits (a simplified system is used, simply multiples of the normal damage) are dependent on the skill a person possesses with the weapon he is using, and are possible whenever the opponent is struck, on armor or cleanly; criticals on armor are, of course, rarer in occurrence than if a clean hit on the person is made.

TYPES OF ARMOR

There are eleven basic types of armor used under this style of resolving combats; even animal hide (on the living beast, not off) can be equivalenced to one of these types, although the animals involved would not be subject to the REF and CDN penalties assigned to wearers of artificial armor. The types of armor used are (general classes):

Quilted Cloth - is basically two or more layers of cloth, usually with some sort of batting sandwiched in between the cloth layers, and with a goodly bit of stitching done to divide the material into many different sections (a la the quilts found on the beds in many of the residences of bygone years). The cloth is normally very supple (until it gets wet), and does not interfere with movements under most circumstances; if it should happen to get very wet, treat it as Hard Leather for movement penalty only, not for absorption.

(Animal = Light Hide)

Soft Leather - is a the thin hide of some animal, usually single layer, occasionally with the hair remaining on it. It is quite supple, and does not interfere with movement to any great respect. If this should get wet, treat it as Hard Leather for movement penalty, but not absorption.

(Animal = Medium Hide, Light Fur)

Hard Leather - is equivalent to tooling leather, a thicker hide. It is usually fairly stiff, and may be mildly restrictive of movement. A heavily furred tanned hide would be equivalent to Hard Leather.

(Animal = Thick Hide, Medium Fur)

Cuirboilli - is tooling leather boiled in paraffin or some other wax, and shaped over a form while it is still warm and pliable; as it cools, it ceases to be pliable, and becomes extremely stiff. It is restrictive of movements.

(Animal = Heavy Fur, Light Scale)

Chain - is often called Mail (Chain Mail is a redundancy, since the two words mean much the same thing), and is comprised of many links of finely wrought wire. It is reasonably supple, but is not light, and can be a bit restrictive of movements.

(Animal = Medium Scale)

Studded Leather - is tooling leather, with numerous buttons of metal riveted through the leather to reinforce it. It is about as stiff as Hard Leather, but weighs a good bit more.

(Animal = Thick Fur)

Splint Armor - is Cuirboilli with strips of metal embedded into the waxed leather while it is cooling and hardening. It is heavier than Cuirboilli, and just as restrictive of movements.

Banded Armor - is usually two or more layers of Soft Leather with a number of over-lapping bands of metal fastened to it. It is not as stiff as Hard Leather, but is just as restrictive of movements, and heavier into the bargain.

Scale Armor - is Quilted Cloth or Soft Leather with large numbers (hundreds, in some cases) of small plates of metal fastened to the base material. It is quite similar to Banded Armor, but is usually heavier.

(Animal = Medium Scale, Light Horn or Carapace)

Plate Mail - is Chain with portions of formed (and, occasionally, jointed) metal plate. It is not as supple as Chain, due to the addition of the plate, and is a good bit heavier.

(Animal = Thick Scale, Medium Horn or Carapace)

Plate Armor - is comprised of plate metal formed and shaped to fit specific portions of the human body. In many cases, it was very finely wrought and jointed, requiring less strength to move around while wearing it, but the suits (or cuirasses) were usually restrictive and very heavy.

(Animal = Heavy Horn or Carapace)

ARMOR TYPES AND STATISTICS

Armor Description	AC	Penalties			Helm	HPB	Full Damage	GP Cost
		REF	CDN	STR				
Quilted Cloth	2	0	0	3	0	1	12	??
Soft Leather	3	1	0	4	0	2	24	??
Hard Leather	4	3	1	6	1	3	45	??
Cuirboilli	6	4	2	8	2	4	80	??
Chain	8	5	2	10	4	6	210	??
Studded Leather	8	5	3	11	4	5	125	??
Splint Armor	9	6	3	12	4	6	180	??
Banded Armor	9	6	4	13	4	6	210	??
Scale Armor	10	6	4	14	5	7	280	??
Plate Mail	12	7	5	16	5	8	360	??
Plate Armor	15	8	6	18	6	9	450	??

Explanations of Headings:

AC - is the overall figure to use when figuring the character's personal combat line for the range of protection for a full suit of the armor type.

Penalty to REF - is the amount deducted from the REF of a character wearing a full suit of the armor type, to develop effective REF.

Penalty to CDN - is the amount deducted from the CDN of a character wearing a full suit of the armor type, to develop effective CDN.

Minimum STR - is the minimum STR rating required to wear a full suit of this type of armor without further deductions from effective REF; for each 2 points (or part thereof) of STR under that mark, deduct 1 additional point from REF. If a character should happen to develop a negative effective REF, deduct the negative amount from CDN.

Helm - is the class of helm that should be worn with a particular type of armor to secure maximum protective effect. If the class of helm worn is under that required, lower the AC rating of the overall armor by the difference (wearing a helm class greater than that required has no beneficent effect, however, unless the helm is the only armor being worn).

HELM CLASSES

Description	Class	AC*	HPB
None	0	0	0
Soft leather or cloth liner	1	1	1
Makeshift, leather or studded	2	1	2
Chain coif	3	2	2
Open metal helm	4	2	3
Guarded helm	5	3	3
Closed helm	6	3	4

If the helm is the only piece of armor worn (a shield is carried, not worn), the AC is as given in that column. This handling reflects the fact that most blows are aimed at the head. If a person is wearing only a helm, and is struck upon it (if the attack die roll falls in the range for the armor protection), there is a 10% chance per point of damage that passes through the helm, that he will have been knocked unconscious (a SR against 2/3 STM reduces that to dazed for 1 mr), provided this damage does not kill him outright (a person can only stand 25% or 1/4 of his total damage if taken as a solid head blow). If a person is KO'd, it requires a SR against 1/2 STM to awaken, and a second SR against STM (after the first has been made) to become active again (only one SR per mr should be allowed).

HPB (Hits per Blow) - is the amount of damage the armor type will absorb from each blow successfully struck to the armor. If the damage delivered by the blow is less than or equal to HPB, no damage passes through to the person wearing it. The GM should require the players to keep track of the amount of damage the armor has absorbed; armor loses 1/3 of its protective value when it has absorbed 1/2 of its maximum damage potential - it loses all value for protection when the damage absorbed (without repair) exceeds its full damage figure.

Full Damage - is the maximum amount of damage that a full suit of armor of the given type will absorb before it becomes useless for protection. When sets of armor have absorbed 1/2 this full damage figure (with the exception of Quilted Cloth, Soft Leather, and Hard Leather), AC is reduced by 1/3 (rounded down) to reflect general wear and tear.

PARTIAL ARMOR AND ARMOR COMBINATIONS

If a character should be wearing only partial armor, or if he is wearing a combination of types of armor (a plate cuirass and cuirboilli limb armor), the chart below will help to calculate both his EAC and his requisite penalties.

PARTIAL ARMOR ADJUSTMENTS

Area of Adjustment	Partial on Torso (40%)	Partial on Limbs (60%)
A(armor)C(class)	-65% (2/3)	-50% (1/2)
REF Penalty	-40% (2/5)	-25% (1/4)
CDN Penalty	-50% (1/2)	-35% (1/3)
STR Minimum	-50% (1/2)	-35% (1/3)
Absorption	-60% (3/5)	-50% (1/2)
Full Damage	-65% (2/3)	-50% (1/2)

The helm class is dependent on the type of armor on the torso, and does not change with partial armor types. If the limbs are not all the same class of armor, arms are approximately 35% of the limbs, legs 65%, and the GM is invited to work out the adjustments as an exercise. If the group wishes to use a hit location system, the one below is provided (an armor hit or a clean hit, rather than a shield hit, is assumed):

If using shield style fighting:

Head - 25%	Shield Leg - 25%	Shield Arm - 05%
Torso - 20%	Off Leg - 10%	Weapon Arm - 15%

If not using shield style fighting:

Head - 25%	Off Leg - 10%	Off Arm - 05%
Torso - 25%	Weapon Leg - 20%	Weapon Arm - 15%

Many people like to use a damage allocation system in conjunction with a hit location system, to reflect the fact that individual areas of the body do not take as much damage as the whole body is capable of sustaining. If the group wishes to use such methods, the list below provides reasonable approximations of the percentage of the full damage that a particular portion of the body should be able to sustain, before resulting in death (head, torso) or severance (arms, legs). If the GM or the group wish, they may subdivide further to handle smaller areas of the body (chest, wrist, knee, etc.).

Head	20%	Torso	60%
Leg	35%	Arm	30%

MAGICAL ENHANCEMENT OF ARMOR

Armor is quite suitable for enhancement by various arcane means. The effects on the armor itself are many and varied; the result of the enchantment may be to improve the amount of damage, either HPB or Full Damage, that it can absorb, or to reduce the REF and/or CDN penalties, or to reduce minimum STR requirement, or even to increase the AC. These effects may be combined to produce some very interesting suits of armor, but it is suggested that the GM hand-design whatever magical armor he desires to hand out carefully, for it is quite easy to have unbeatable walking tanks abounding in a campaign if one is not relatively careful.

COMBAT UNDER THE NEW SYSTEM

Combat can be handled as simply and easily during assorted fracas (fracas?) and general melees as it was under the older method, if some easy pre-combat preparation is performed. Each character should have two lines added to the combat portion of his sheet:

- § an Attack Line, running from 1 to as much as 15, which details his HAC# with his favorite weapon (there may be more than one of these Attack Lines set up, likely one for each weapon used); and,
- § a Defense Line, which could run from -15 to as high as 30, and which details his dodging ability, his parry skill, the shield he carries (if any), and the armor he wears (again, if any).

The lines should be figured as follows:

Attack Line:

First, the spot numbered "1" should always be marked "F", to indicate the possibility of a fumble; if the character is not expert with his weapon, the spot numbered "2" should be similarly marked. Next, the spot with the number corresponding to the character's HAC# with the specified weapon should be marked "*", to indicate the first point at which a hit might possibly be scored (because of one's opponent's dodge, this is

not the absolute number for a hit - it could move up or down the line). All spots between "F" and "*" should be marked "M" (for missed, obviously), and all spots past "*" should be marked "H" (for hit).

Examples:

1.) Kreegan Bundolo uses a club with which he is an expert, and with which he has HACO of 5 - his Attack Line looks like:

F--M--M--M--*--H--H--H--H--H
1 2 3 4 5 6 7 8 9 10

2.) Verasi Teigh possesses a broadsword with which he has recently finished training, and with which he has HACO of 9 (he has an average CDN rating, and uses a kite shield). His Attack Line looks like:

F--F--M--M--M--M--M--M--*--H
1 2 3 4 5 6 7 8 9 10

Defense Line:

A Defense Line is bit more complicated than the Attack Line. First, base dodge must be calculated - this comes from effective REF (with armor on), and is drawn from a new chart for:

Bonuses and Penalties for Requisites - REF

REF	Dodge	REF	Dodge	REF	Dodge
0-	-12	7	-2	19	+5
1	-10	8	-1	20	+6
2	-8	9-12	0	21	+8
3	-6	13-14	+1	22	+10
4	-5	15-16	+2	23	+12
5	-4	17	+3	24	+14
6	-3	18	+4	25+	+17

Dodge is figured from base dodge + experience dodge (the ability an older hand gains to effectively suck his stomach in just a sneech tighter when the blade goes whistling by). This is marked off from the zero point of the line; if negative dodge has been attained, the line markings will start with the parrying ability at the appropriate negative number. If there is positive dodge, mark the spots with "D" from the zero point to the limit of the dodge.

Next, parry skill is marked off. If the person has an experience bonus for the weapon he is using, this functions as a weapons defense ability (parry) as well. Mark off the appropriate number of spots with "P" to indicate the parrying range with the person's primary weapon (the parry range will probably alter if weapons are changed during combat).

Now we get into the armor area - shielding, armor, and armor overlap. Mark off the next spots with "S" to half the protection value (round up) of whatever shield is being used. The remaining half of this value will be included as part of the armor rating (a 2-point shield has 1 point shared with armor; a 3-point shield also has 1 point shared with armor, but will have 2 points of pure shielding); these spots should be marked "B" to indicate that both are being struck (on a pure Shield hit, any damage that is not absorbed by the shield is to be transmitted directly to the person; on a Both hit, any damage scored is first marked off against the shield, to its limit, and then against the armor, to its limit, before whatever remains is transmitted to the person). Mark the spots equal to the remainder of the AC (AC10 - half a 4-point shield = 8 spots, AC15 with no shield = 15 spots, etc.) with "A" to indicate a strike upon the armor. The spots remaining should be marked "C" to indicate a clean hit, which bypasses the absorption value of the armor.

Examples:

1.) Kreegan (of Attack Line fame) is 5th level, and has STR 14, CDN 9, REF 18; he wears no armor (he has a level experience dodge of +1), but carries a wicker kite shield (in the use of which he is trained and has an experience bonus of +2 to protection), and has an experience bonus of +3 with his ironwood club:

Dodge - 5 (4 + 1)

Parry - 3

Shield - 7

D--D--D--D--D--P--P--P--S--S--S--S--S--S--C--C--C

* 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

2.) Verasi (also of Attack Line fame) is 1st level, with STR 15, CDN 12, REF 14; being high nobility, he was provided at the outset of his adventuring career with a full suit of plate and a steel kite shield (and a horse, because it's hard to walk with that weight of metal surrounding one); he has gained no experience with his weapons as yet, but has been thoroughly trained in their use; in this instance, he is fighting on foot:

Dodge - neg 5 (eff REF 4 = 14 - [8 + 2])

Parry - 0

Shield - 3

Both - 2

Armor - 13

S--S--S--B--B--A--A--A--A--A--A--A--A--A--A--A--A--C
-5 -4 -3 -2 -1 * 1 2 3 4 5 6 7 8 9 10 11 12 13

Once the lines have been pre-figured, it is simple to match up the stars (*). Thus, if Kreegan and Verasi were fighting, Kreegan would hit Verasi's shield on a 1[D20] to 5 (he would still have to check for a fumble on a 1), would get through to the armor on a 6 to 18, and would score a clean hit on a 19 or better. On the other hand, Verasi would check for fumbles on 1 or 2, miss Kreegan completely on 3 to 13, be parried on 14 to 16, hit his opponent's shield on 17 to 23 (since it's only a wicker shield, the odds favor Verasi scoring damage on Kreegan himself with any shield hit), and score a clean hit on 24 or better (remember, with the custom of "reroll and add half" on a 20[D20], it is possible to roll much higher than 20).

Criticals:

Criticals (severe or very lucky hits which usually cause multiples of ordinary damage to occur to one's opponent) may be scored on any straight Armor hit (not on a Shield or Both hit) or any Clean hit. The chance to score a critical is 5% per weapon skill point with the weapon being used on an A hit, and 10% per weapon skill point on a C hit. The second D20 rolled is used to figure criticals - subtract weapon skill (or weapon skill x 2, for the Clean hit) from 21 to get the figure to equal or exceed on the second D20 (it should be easy for the player to remember his criticals numbers). The first three points (the first triad) of the die roll on a successful critical double (x 2) the damage done by the blow, the next three (second triad) treble (x 3) it, the next three (the third triad) quintuple (x 5, oh ouch!), and any higher result octuples damage (x 8, this is when heads fly off and people are chopped in twain). It is highly likely that a beginning character will have no chance of a critical on an Armor hit, but anyone has a minimum 5% chance (20[D20]) to score a critical on a Clean hit.

Examples:

1.) Remember Kreegan? He has an experience bonus of three with his club, giving him a 15% chance of a critical on an Armor hit, and a 30% chance on a Clean hit. His critical numbers are 18 (21 - 3) A, and 15 (21 - [2 x 3]) C. On the A hit, he can only do double damage, but on the C hit, he does double damage on 15, 16, or 17 (the first triad), and triple damage on 18, 19, or 20 (the second triad).

2.) Verasi, our neophyte knight, on the other hand, has no chance at all of a critical on an A hit (since he has no experience bonuses with his weapons yet, and was not able to secure extra training from a Weapons Master, which might have earned him an early experience bonus), and only a 5% chance of a critical on a C hit. His critical numbers are nil and 20; he will do double damage if a 20 is rolled on the critical die.

TEMPLE LOOTING SCENARIOS

AND

TOMB ROBBING ADVENTURES

B. THE ILLUSIONIST'S TOMB

Nicodraj, the old farmer proudly exhibited the find he had recently made in his field - a large, very ornately carved and decorated bowl of silver. It was completely tarnished, and colors of great age rippled and played over its blackened surface. The bowl had obviously been covered by mud and sand, for remainders clung stubbornly to some deeper cracks and crevices, although attempts apparently had been made to clean it.

"An foun't near t'ole oak in t'back corner m'small field, when Ah wuz try'n'ta dig out t'big stone. Gonna mek m'plantin' bigger, put in sum melon, or mebbe sum squash. Y'know, t'Ah get 'em in fass 'nuff..." the old man's voice trailed off into a speculative silence. One of the listeners reminded Nicodraj of the bowl he was holding and had been talking about. "On... on, well, alrydt, twuz buried under t'rock, 'n Ah thought twuz jus' 'nother stone, til m'spade nicks t'rim, see, nyeer whar t'mark is, and Ah'kud see't twuzn't no rock. So Ah gits down in t'hole, 'n pulls't out, 'n seems to've bin settin' on sum kinda stone, cuz Ah'kud see't unner where t'bowl'd bin settin', 'n twas all carved kinda funny, wit' bumps 'n bumps 'n lines goin' all over, Ah'kud see t'roo t'mud. Ennybuddy got t'idee as t'whar t'mignta come from?"

Most of the other denizens of the Gilded Plow took the opportunity to venture their opinions as to origins of the bowl. One asked Nicodraj what he was planning to do with the bowl. "Prob'ly tek't into Haven, t'big city y'know, see n'much Ah kin git fur't. 'Speks Ah'kud git mebbe thutty, forty gold, if t'blacknin' on't don bring t'price down."

From a table near the hearth came a voice, "I'll give you thirty gold for it, and save you the trip into the city." A cloaked figure arose, and joined the group around Nicodraj. "I'm headed for Haven anyroad, and the guess as to the price was fairly accurate; t'would most likely bring about 45 or 50 gold in the city."

The man speaking appeared to be a trader, tall, well built, and reasonably affluent by the cut and quality of his clothing. A rapier with a golden hilt swung at his side. "Would you be willing to show me where you found this? I'll tack an extra 5 gold on the price if you will."

"Aye sor, that Ah will. Ah kudna tek t'time ta travel ta t'city noroad. Come now, An'll show ye rightways." The old farmer hobbled toward the door with surprising spryness for one of his apparent age. "Come now, come now. An'll show ye." The cloaked trader followed the old man out of the tavern.



The bowl is a clue to the location of the tomb, long lost and forgotten, of Aold din Heradkon, a rich and powerful illusionist, who died over 4,000 years ago. The tomb is buried beneath the field of Nicodraj, and has been covered, and now uncovered, by the slow fluxions and erosions of great lengths of time. The trader sold the bowl in Haven, and it has been bought by Kerrel ma'Kuszia, a scholar of antiquities. Kerrel is in the process of arranging with the head of the Thieves' Guild for a group of rogues to visit to the area, for the purpose of recovering some of the great treasures which should be contained in the tomb. The Guild and the old scholar propose to split whatever ancient arcane and monetary treasures are found, with fair and suitable remuneration for those who brave the tomb's dangers.

The tomb is located under the spreading roots of an ancient oak tree, some 1400 years old, which stands in one corner of the small field of Nicodraj. Original entry to the tomb complex may be achieved by digging near "t'big stone" the old farmer tried to dislodge (he never did succeed) when he discovered the bowl; there is a 65% chance that anyone doing much digging within 10' of the large boulder to which the farmer referred, will be precipitated into the atrium when the roof of the ancient tomb gives way under him (anyone within 5' of the faller should make a saving roll against REF to avoid joining him in the tumble). There is also a 1% chance, if the aforementioned happens, that the boulder will also be precipitated into the antechamber (quite possibly on top of the unfortunate initial entrant[s]); if such a disastrous fall does not occur at this time, the huge rock will be quite stable for the remainder of the adventure. If neither possibility should occur, the roofing stones of the atrium will be found, buried in the mud and sand of the field, about 5' under "t'big stone"; many of these are crumbling and loose, and can be easily pried out to afford the party a method of entrance into the atrium (although it should take two strong men about 8 hours of digging to uncover sections of stonework large enough to provide a decently large entry hole for the group).

Once entry to the atrium has been secured, the adventure begins. . .

The Village of ALDUREE

This small village has been well described in "The Tower of Tsitsiconus", in Thieves' Guild III, and the easiest way for the band of rogues to find the location of the field and the large rock is to visit the Gilded Plow, the tavern/inn in Alduree. Nicodraj is frequently found there in the evenings (75% chance he will be in attendance, happily slurping up good home-brewed ale), and is quite happy to show people who express interest where he found the bowl. He does, of course, expect a small gratuity for his troubles. The trader spoiled him by giving him the extra 5 GP, and he will feel slighted if he gets less than 2 GP as a tip; he will grouse, at any opportunity, about "t'cheap strangers as is allus snoopin' 'bout m'fields of a night" whenever he is in the tavern, and there is a 40% chance that Bardol (a young local farmer who is both tough and mean) and some of his cronies will take a notion to go "watch the strangers". If so, there is an additional 65% chance that they will try to bully and harass the party if the group is still above ground; if the party has, by the time Bardol and friends arrive, already disappeared into the tomb, there is only a 10% chance that Bardol, along with Juran and Miggs (his two "best buddies"), will enter the tomb itself. If the bullies do not enter the tomb, there is only a 15% chance they will wait for the party to reappear.

There is a 15% chance that Tsitsiconus (the mage who lives in the tower) will hear of the activity (and, on investigation, of the silver bowl), and he is almost certain to become interested. If this does occur, the

mage will likely (65%) put in an appearance, to have a look at the tomb. If the rogues are honest and upfront about what they're doing "on the GuildMaster's orders", Tsitsiconus will simply ask to peruse whatever books or scrolls they might locate, before they take them back to the city - there is even a 10% chance he might offer an aid or two for their work (a ring which Detects Illusions, for instance, or a set of Spiderpaws [felt gloves and boots which allow the person wearing them to walk along walls like a spider]; these are, of course, at the GM's discretion); if they are secretive, nasty, and/or uncooperative, Tsitsiconus will "suggest" that they will find life a good deal more comfortable in the city, and that they should leave for that destination immediately (he does have the power to enforce his suggestion). The thieves will, of course, be able to make their own decision, but discretion, in this case, is definitely the better part of valor.

The TOMB of AOLD din HERADKON

This tomb was constructed under the orders of, and enchanted by, a master of illusions, Aold din Heradkon. The mage had a sense of humor many of his fellows and contemporaries considered a bit eccentric - he was an ardent practical joker (although he had progressed at least a bit beyond the equivalent of the squirt flower and the whoopee cushion, most of the time), and some of his finest and most elaborate illusions began as well planned practical jokes. The tomb is quite thoroughly enchanted, and has been loaded with illusions of many descriptions, some of which are very involute and extremely complex (dealing with all senses, including smell, taste, and presence).

Being a realist, Aold did not expect his tomb to go undisturbed through eternity. He felt that it would be, eventually, opened, whether by those who would be greedy, scholarly, or reverent, he did not know, but he determined that anyone who wished to remove items from his tomb would surely earn them. To this end, the mage designed, and enchanted, his last resting place - the process required a full decade.

The tomb is constructed in five sections:

- § the Atrium, with the Door That Falls;
- § the Well of Forever,
- § the Tunnel of Travels, and
- § the Sphere of Imagination, which leads to
- § the Resting Place of the mage's body.

Each of the sections must be traversed; when the party gains the treasure chamber (where the stone sarcophagus of Aold din Heradkon lies), there are some puzzles to be solved. The old illusionist did not set out to kill purposely (with one possible exception), but there are some portions of the tomb which can be fatal to one who truly believes what he is experiencing; it is possible for one or more of the characters invading the complex to die in the pursuit of the adventure. If the party uses a modicum of intelligence (and has reasonably high IQ and/or DSC ratings), they should survive, however, and reap rich rewards.

The party members may attempt to "disbelieve" some of the illusions set up by the mage; it is possible for one or more of the players to pierce the veil, and see what is actually there. Remember, though, that Aold was a master illusionist, of exceptionally high level (if one or more mages have accompanied the party, treat the old mage's spells and illusions as if cast at the 19th Level of proficiency), and that he had many years to prepare the tomb - all saving rolls for disbelief are a two part process: first, a saving roll against MGR to see if the person has even noticed that that which he is observing might be an illusion (if this SR fails, there is no second roll); second, a saving roll against 1/4 (DSC + IQ) for actual disbelief of the illusion. All disbeliefs function only for the illusion on which they were made, although any successful disbelief roll

adds 1 point (for purposes of further disbelief rolls only) alternately to DSC and IQ (you can learn from experience).

The First Section

of

the Tomb

The Atrium

(with the Door That Falls)

What the Players See:

The atrium of the tomb is octagonal, about 40' in diameter, with a hemispherical dome. Centered in the room is a marble fountain, which sprays fine streams of opalescent blue liquid into the air; there is a faint, but very intriguing, scent of camellias in the air in the vicinity of the fountain.

Most of the dome's surface is plastered with pale green stucco; once proud paintings and frescoes can now be barely seen in its faded grandeur. The lower walls are done in a glossy tile, colored pastel blue; there are remnants of what was fine carpet on the polished floor. Centered along each of the four shorter walls is a table of glistening black stone; an object rests on each table, and each table is intricately carved. There seems to be an almost palpable feel of enchantment to the entire room.

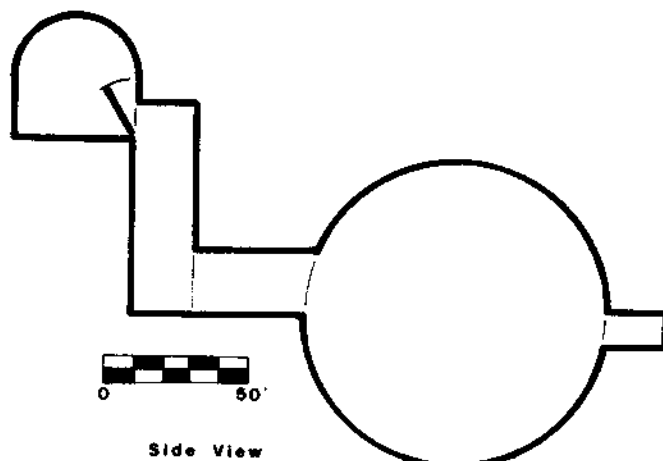
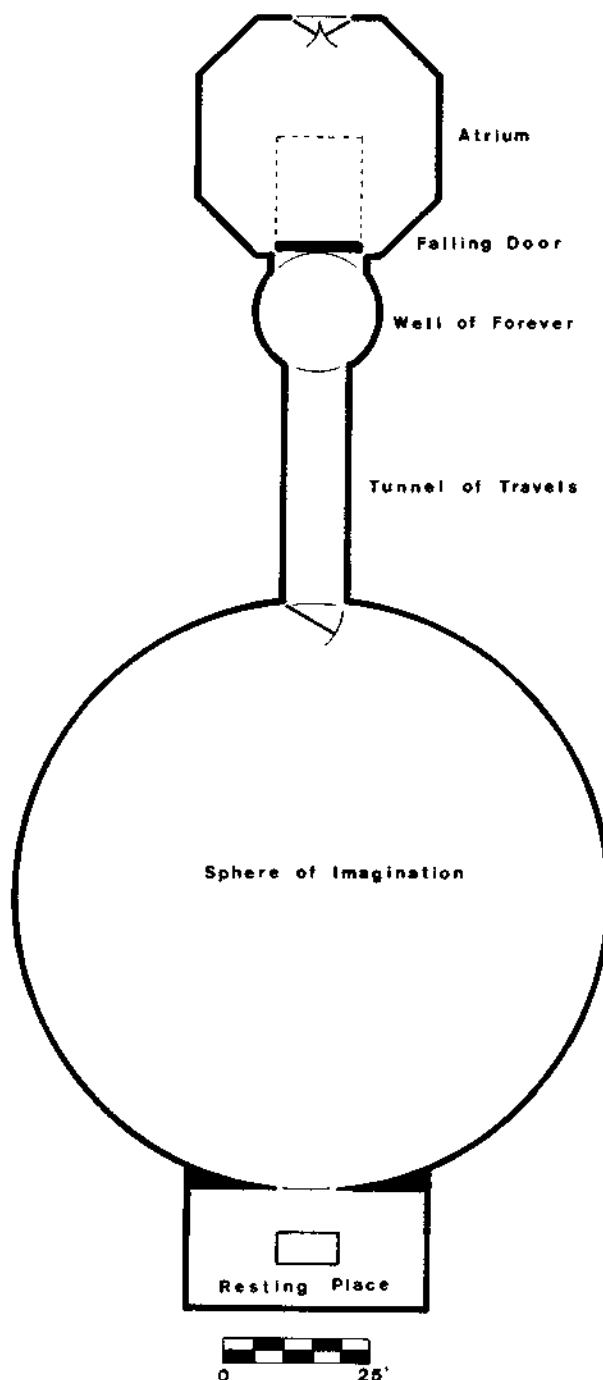
On one wide section of wall is a pair of bronze doors, some 15' tall by 10' wide, elaborately carved with scenes representing a mage casting spells. These doors bulge slightly inward, and are just a tad ajar, as if from the weight of the earth outside; there are small piles of dirt and mud at their base. Directly opposite the bronze doors is an enormous carved stone archway, about 15' wide and 20' high, within which a heavily built door of dark wood (about 8' high and 4' wide) seals the way; the archway extends some 2' out from the wall, and the door is inset about 6".

GM's Description:

The liquid in the fountain, and the faint scent of flowers, are, of course, illusions, of such quality as to include all the senses (the blue liquid, should any care to sample, has a texture like heavy cream, tastes like blueberries with a heavy hand on the vanilla, and is the source of the camellia aroma). The bronze doors, and the stone archway, are not illusory, but very real.

The four tables (which are made of polished basalt and carefully worked - each is worth about 500 GP) each contain small objects, one per table. The objects are:

- § A small goblet, carved from carnelian (value 3,000 GP) has the power to neutralize poison drunk from it (the poison must be drunk, not just poured in and poured out - in the latter case, the poison will still possess all its toxicity), and to make water taste as if it were finest wine (the red goblet cannot change the water into wine, only give it the illusion of tasting like wine).
- § A cube of petrified wood, 3" on a side (value 2,500 GP) will provide an endless series of fairy tales and other stories for anyone who naps with the cube within 1' of his head; he will feel a participant in the story, and will recall the tale after he wakes up (provided he has an IQ of 9+).



§ A 15" statuette of a slim young girl, (value 2,800 GP) nude and made of alabaster, is capable of dancing (actually, appears to dance; the statue cannot move) when one's attention is focused upon it; it can also be dressed, by clothing it (in nearly any description) by imagination (using an item to be found in the burial chamber, clothing imagined can be created in actuality).

§ A tube of gold, 1" diameter, 6" length, (value 300 GP) with an eyepiece on one end, and a cap on the other, is a pure practical joke. Anyone who looks in the eyepiece will see a kaleidoscopic scene of swirling and brilliant colors; however, he receives a blackened eye (the eyepiece produces a dark bluish-green pigment, which stains the flesh around the eye of anyone looking into it - it takes 6 months for most of the coloring to wear off).

If the party should fool with the pair of bronze doors (pull on them, snake them, etc.), there is a 35% chance that the old hinges will find sufficient freedom to creak open (in a rush, of course), deluging those within 10' with many (filthy) tons of dirt, mud, small (and not-so-small) rocks, and sand. Should this happen, it requires a saving roll against REF for a person in the area to dodge out of the way; if missed, people who were within 10' of the doors and failed to get out of the way (missed SR) will be buried (50 + [106 x 10] % - right, there's a very good chance of being completely buried, and 90% should leave only a person's head, hand, or foot free [GM's choice]; 80% or less should [not necessarily] leave the poor wretch's head free, as well as a portion of one or another limb). Freeing a person from the mud (at least getting his head clear) should not be too difficult, but should require some time - it is possible to smother under the weight of dirt before one's mates can dig one out. Victims are usually very easily revived (by using mouth-to-mouth resuscitation - any one who has been trained in first aid would know the technique) if not deprived of air for more than one's STM in m; there is a 90% chance for quick revival, with a saving roll against STM if this roll is missed. If the victim has been airless for STM minutes or less, the chance is 50%, and the GM may allow a saving roll against 2/3 STM for revival. If the victim has been buried and without air for more minutes than his STM, the chance of quick revival drops by 5% for each additional minute required to unearth him; the SR is made against 1/2 STM for the first 5 minutes used after deadline, but the ratio then drops to 1/4 STM.

To progress further into the tomb, the party must open the door in the stone archway. This archway is one of Aold's practical jokes, and, properly handled, it should cause the party much anguish. The door has a nice, large, inviting keyhole (through which nothing can be seen), which is relatively easy to pick (double the person's normal percentages for lockpicking - but don't tell the players). However, when a click sounds, which will indicate the successful completion of the picking attempt, the entire stone archway will slowly tilt (it requires a saving roll against 1/3 DSC for a player to notice this - the GM should make these rolls for the players, and have notes ready to pass to those who are successful) into the room, toward the fountain and the floor. This is the "Door That Falls", and while it is not totally an illusion, many of the effects and varied ramifications are; the area that will be covered by the archway and door is 15' wide by 20' out from the wall. The archway will intersect the fountain; players are responsible for noticing the fact that the fountain has not been crushed (and is still spraying), and ask about this anomaly for information about possibilities of the archway and door being partly illusory - the GM should be very stingy of information about illusions if they do not notice and ask.

If any players notice the motion of the archway at the beginning of the fall, it requires only a saving roll against REF (bonus of 4) to get out of the way in time; however, this bonus should decrease 1 for each fellow player-character they attempt to warn (and the GM should make the player reroll the SR, applying the appropriate penalty, if the player first succeeds, and then tries to warn other players, unless he specifies that he is getting out from under and yelling after he has moved). If the players do not notice immediately (this would be much the greater likelihood, since SRs against 1/3 of a requisite are very difficult to accomplish), the saving roll against REF (to leap or scramble frantically out of the way - this assumes that somebody starts yelling a warning - if not, GM should require saving rolls against DSC from players in the area to notice the falling stone), when they do notice, should be at 2/3 REF. If the group in the impact area still fails to notice the door, well, that's the way the stone door flops (or the mop bounces, or the ball crumbles, or the cookie falls. . . or something).

When the huge block of stone has fallen (trapping at least one member of the party underneath), a great looming black hole in the wall is revealed where once it stood. Small trickles of blood slowly seep under the edges of the stone (this is part of the illusion - Aold set it up this way); the cyclopean block is obviously much too heavy to lift. Characters whose crushed bodies lie beneath the fallen arch are dead and gone forever, along with whatever equipment they might have been carrying. Etc. . . (Lay it on thick!! but not thick enough to drive them out of the tomb.)

Actually, those characters under the stone are not dead (remember, he was a master of illusion!); however, they are out of the remainder of the adventure. The archway is a hollow block, the door was an illusion bolstered by touch and feel (Aold was very good), even the blood (which can be felt, smelled, and, yes, tasted if necessary) is quite illusory, and the characters are under the influence of a very powerful Slumber spell (as well as under the door). The block is truly too heavy to lift, but if the party reaches the sarcophagus and succeeds in prying it open, archway and door will return to their normal position, revealing the "dead" characters (still sound asleep) lying on the floor.

The Second Section

or

the Tomb

The Well of Forever

What the Players See:

(Until one of the players puts his head through the gaping hole in the wall of the Atrium, nothing will be seen)

The edge of the Atrium appears to be some sort of curtain effect, through which nothing can be seen of the area beyond. Once the curtain has been penetrated, the area appears as a sort of a well, 20' in diameter, which has walls of scintillating metallic hue; it goes downward for a great distance, and gradually pinpoints at what would appear to be 1,000' in depth. On the wall on the opposite side from the opening is a ladder of rungs, which proceed down the side of the well.

GM's Description:

The Well of Forever is fraught with illusions, most of which deal with falling and distance aspects. The actual depth of the well is 60', but it appears to be the 1,000' deep, as in the players' notes above.

Should players attempt to reach the rungs on the opposite side by leaping, or by having one character toss another, a miss will send the one attempting the

leap, or the tossee, in a screaming fall to the bottom of the well. His fall will be controlled by a set of gravity control spells embedded in the well, and the character will actually reach the bottom of the well in relative safety, although it will require a saving roll against 1/3 STM to retain consciousness.

If the group reaches the rungs by use of a grapnel and rope, or some other method of reasonable safety, it will require a successful disbelief attempt to avoid a climb of 1,000' down the ladder; saving rolls against CDN should be made for each 50' of ladder traversed to avoid a slip and fall from the ladder. If a character does fall, all below him on the rungs must make saving rolls against STR to hang on; failure means a long drop (don't forget to check to see if he knocks more off).

Should the entire party arrive at the bottom by the quick route (falling), it is likely they will all be unconscious. The first person who is able to make a saving roll against 1/2 STM will wake up, and may then rouse the others. Otherwise, those who climb down the entire way may wake those who fell. Of course, climbers will be totally exhausted - there are numbers of spells embedded in the bottom of the Well which will provide sleepers (as opposed to unconscious) with sufficient nightmares to assure a total lack of restful sleep; any who climb down the Well will function at penalties in the next section of the tomb: -4 to HP, 1/2 normal speed, and a penalty of 4 to any REF saving rolls (it's an exhaustion effect - tired people function poorly).

With the entire party at the bottom of the Well (hopefully!), the following scene can be described:

What the Players See:

Set in the wall at the bottom of the well is a door. It is heavily constructed of wood and metal, and looks resistant to most weapons. There is a knob, set above a keyhole.

GM's Description:

The door itself has an AC equivalent of plate, and would require 400 hits to break through. The resistance of the door is 16D12 (up to 5 persons may shoulder the door at one time; make an accomplishment roll [a saving roll under an alias] on the combined STR of the players trying to knock the door down - on any roll of 144 or more, each person involved takes 2D4 damage).

The lock on the door is Complexity 3. After six tries to unlock it have failed, the bottom of the Well will begin to fill with water (an illusion, of course), which will rise at the rate of 1' per minute. Once the door has been unlocked, it can be pulled open (easily, even against the "weight" of "tons" of water), and the water will be seen to pour out through the open doorway. The doorway has a black curtain effect, similar to the one at the top of the Well; however, no one will be able to see anything until all have passed through the door, since the effect extends for (an illusory) 30' in all directions from the door.

The Third Section

of

the Tomb

The Tunnel of Travels

What the Players See:

(GM's Note: Before the GM does allow his players to see [and experience] what is in this section, he should select a type of terrain for them to traverse. If the GM wishes to use random determination:

01-25 Desert
26-70 Jungle
71-00 Plains

This section will play much more smoothly if the GM is thoroughly familiar with the possibilities for all the encounters that exist; it is suggested that the GM read this portion carefully before springing it on his poor unsuspecting players.)

A door slams behind the party, and they find themselves gazing out over a landscape of:

(Desert)

rolling dunes, with no vegetation of any type (an area similar to the terrain described on Arrakis, in Frank Herbert's *Dune*). There is little motion in the scene, save for an occasional lizard, scorpion, or snake skittering across the dunes. The air is dry and arid, with no hint of moisture, and there is no feeling that there will be sweet, cool relief when the sun sets. The sand is dotted by occasional outcroppings of stone and rock, but little else can be seen, to the horizon, except . . .

about 10 miles away, a glint of sun flashes off a tall golden spire.

(Jungle)

swaying trees, draped with lianas and vines. Many small animals and reptiles skitter, wriggle, and chatter amidst the heavy greenery. The scream of a hunting cat reverberates through the lush foliage, and the sounds of myriads of unseen creatures lick and nibble at the ears of the party. All appears to be color and constant motion, but there is a heavy feel to the air, and the heat is oppressive, almost too much to bear. On the crest of a high hill about 10 miles away stands a tall golden spire, glinting in the bright sunlight.

(Plains)

waving grain-like grasses, with scattered small copses of tall slender trees. Small herds of shaggy dark-brown cattle with heavy humps on their massive shoulders wander, lowing and bleating, across the sea of yellow spears. The air is hot and dry, with shimmers of heat and tiny dust devils dancing along the ground, and there is no promise of any cooling with the setting of the sun. Far on the horizon, on a lonely hill about 10 miles away, stands a tall golden spire, its form wavering and distorted by heat and distance.

Behind the party, there is a heavy wooden door, re-inforced with wrought iron bars. It is set in:

(Desert)

an outcropping of rock, which has the shape of a skull; the door is set into the area of the mouth, and there is no other rock or stone within visible range which resembles the skull-rock.

(Jungle)

the bole of a very large tree, the tallest that can be seen for quite a distance; the leaves of the tree are a peculiar purple, flecked with green and gold, and the tree does not resemble any within visible range.

(Plains)

one end of a long barrow, part of a series of a dozen in the area; the one particular burial mound with the door is the only one covered top and sides in lush verdure visible for a great distance.

The door is securely fastened, and does not open at all easily.

GM's Description:

As can be seen from the diagrams of the tomb, this section of corridor is actually only 40' long; however, it will require the equivalent of a 10' mile hike for a party to reach their obvious target, the "golden spire". There are various types of encounters which can occur along the way (see TERRAIN TYPES AND ENCOUNTERS) in each of the three landscapes. Movement rate and

numbers of likely encounters per half mile hex moved are also listed in this table.

As the GM should have expected, this entire area is one massive illusion; if the party elects to give up and turn back (they can, by the simple expedient of lockpicking the door - on this side, it's Complexity 5 - and climbing back up the Well of Forever), the next time they attempt the corridor, the terrain will be (at least, should be) different. The GM can have a lot of fun varying terrain, particularly when players go to all the bother of exiting, going back to the village to equip themselves for specific terrain, and returning (it's a long climb down the Well, even longer when one is carrying a heavy pack).

The Map of the Tunnel of Travels

and the Encounters Chart

The small map below is a composite map of the three terrains available to the GM for the Tunnel. The symbol ("O") at the bottom marks the location of the Tunnel entrance from the Well (the skull-rock, the giant tree, etc.) and the symbol within the slope markings at the top of the map ("•") marks the location of the door to the Sphere of Imagination, at the other end of the Tunnel (behind the curtain on the ground floor of the golden spire). There are permanent villages (or stable encampments) of inhabitants in the various domains: "X" for desert, "Z" for jungle, and "Y" for the plains. The GM may reproduce this small map for his personal use, to aid in plotting the locations of the various terrain features (large rocks, small rivers, obstacles, etc.) the party may encounter, as well as the party's present location.

While the characters are traveling, the system of random encounters described below will help generate the minor terrain features the party will encounter, as well as occasional encounters with animals and natives.

Individual animals are covered in the situations in which the animal might be met; a general form for animal statistics is:

ANIMAL NAME

- AC** - animal's armor classification (equivalent artificial armor, including absorption)
Dodge - a plus or minus factor, for defensive purposes
HTK - the base number of hit points (delivered) required to slay the average member of this animal species (any animal should have the "fudge factor" applied - roll D6 and D8:

D6 Results		D8 Results	
1-3	Adjustment positive.	1-2	0%
4	No adjustment made.	3-5	10%
5-6	Adjustment negative.	6-7	20%
		8	40%

This accounts for such variations among the animals as "boss of the pack [herd, etc.]", recent fights, sickness, or superb shape.)

- Move** - the speed at which the animal moves (given in 5' increments or hexes per hr)

- ATTACKS** - number, class, HACO, armor critical, clear critical, damage; specials or explanations.

Natives can be easily classed and generalized as follows (the GM may assume that any local inhabitant has been well trained with whatever weapon(s) he may be carrying):

Generalized Natives Chart

Experience

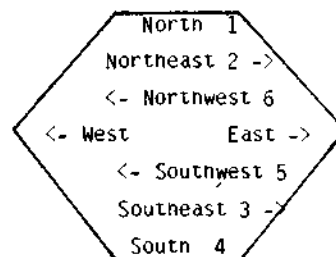
Roll	Level (Damage)	Weapon Skills
01-25	Green (17 hits)	30%+0, 40%+1, 25%+2, 5%+3
26-65	Intermediate (25 hits)	15%+1, 35%+2, 30%+3, 15%+4, 5%+5
66-85	Veteran (33 hits)	10%+2, 25%+3, 40%+4, 20%+5, 5%+6
86-00	Elite (38 hits)	5%+2, 10%+3, 20%+4, 45%+5, 20%+6

Equivalent Armor Worn

Roll	Desert	Jungle	Plains
01-10	None	None	None
11-25	Cloth	None	None
26-60	Cloth	None	Light
61-80	Light	None	Cuir
81-90	Cuir	Cuir	Cuir
91-00	Chain	Cuir	Chain
Shield	25%	65%	50%
Mat'l	Leathr	Wicker	Leathr
Shape	01-75	01-00	01-60
	Bucklr	Kite	Bucklr
	76-00	-	61-00
	Round		Kite
Weapon	Sword	Spear	Lance
	Whip	Club	Axe

On an individual local inhabitant, determine general level first - this also gives damagability, and the weapons ability line (CDN bonuses are figured into the chances on this table). Check next for type of armor worn (light = soft leather; hard = hard leather; cuir = cuirboilli). The percentage figures on "Shield" line indicate probability of use by the native; check for style and material to determine the shield's actual capabilities. These people will always attack openly (they are illusions, and you do have to know you're being injured to be injured by an illusion); bows may be used in the jungle or plains, but only when players can see arrows being aimed and fired.

Movement is figured as so many hours per half-mile hex of travel; this is the second line, the one below the terrain designation, on the chart of TERRAIN TYPES AND ENCOUNTERS. Direction of travel should be indicated as shown below:



Of course, any encounters are very likely to increase the amount of time needed to cross a given hex; the number of encounters that may occur when a party is within a particular hex is determined using the formula on the third line of the Encounters chart (for example, "2D3 less 4" - roll totals 4 or less = no encounters, 5 = 1 encounter, 6 = 2 encounters). The GM should roll for, and generate the details of, all the encounters which will occur within a given hex, at the time the party enters it; all encounters will occur at intervals of [2 to 20 minutes (2D10) times the number of hours the hex is rated for travel] after the party enters the hex, or after the party has experienced the previous encounter.

For example, the party is traveling in the jungle (rated as 4 hours per hex), and the GM determines that they will experience 3 encounters (he rolled 10/2D6, and subtracted 7) while travelling in that hex; the 3 encounters turn out to be:

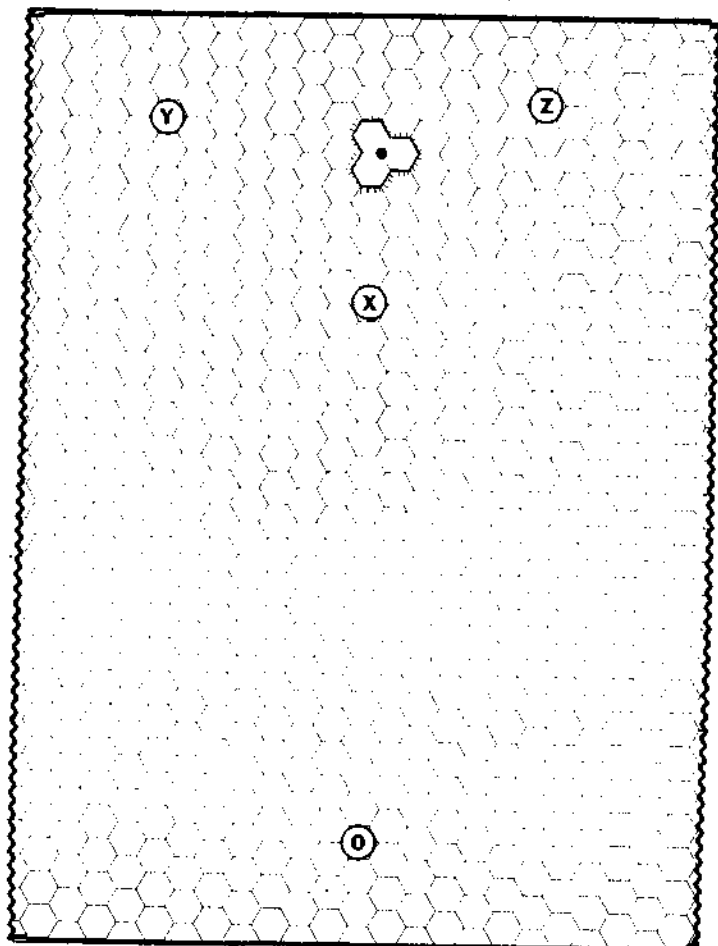
- 6/2D6 - a heavy and tangled vine thicket,
4/2D6 - a clearing in the jungle, and
11/2D6 - a huge serpent.

The times work out to be 32 minutes til the first of the encounters (8/2D10*4), 72 minutes til the second encounter (18/2D10*4), and 56 minutes until the third (14/2D10*4), for 160 minutes of travel (or, at least, expired time) between encounters; the remaining time, 80 minutes, is relatively undisturbed. An explanation of the encounters and the time involved might be that getting through the thicket was a very slow and tiring process, and a weary party might just decide to rest for an hour or so in a quiet clearing; the snake could possibly catch them there.

(GM's Note: Occasionally, cryptic symbols will be used in the tables for number of dice rolled in a given situation. These symbols are:

DICE CONVENTIONS

- xDy - the total of the roll of x dice of y sides.
xDy+z - add z to the total of xDy.
xDy-z - subtract z from the total of xDy.
xDy*z - multiply the total of xDy by z.
xDy/z - divide the total of xDy by z.
Dy(g) - calls for the roll of a "graduated" die. To calculate such a die, do the arithmetic total of the numbers of the die (#3 = 1+2+3 = 6; #4 = 1+2+3+4 = 10; etc.); reverse the order of the line (1-2-3-4 = 4-3-2-1), and assign the values that number of chances - for D3(g), on a 6 sided die, 1-3 = 1, 4-5 = 2, 6 = 3, etc.
n/xDy - means that one particular total is sought off that die roll.)



TERRAIN TYPES AND ENCOUNTERS

Dice Rolls (2D6)	Desert 2 hours/hex 2D3 less 4	Jungle 3 hours/hex 2D6 less 7	Plains 1 hour/hex 2D4 less 5
2	Major camp of nomads	Camp of native hunters	Hunting camp of plainsdwellers
3	Sip/drip well	Loose, low fruits	Small grove of berry bushes and nuttrees
4	Rock outcropping	Jungle clearing	Copse of elders/beechnes
5	Stalking dune cat	Prowling hungry leopard	Pride of lions, hunting
6	High dunes with slippery faces	Very tangled vine thicket	Enormous herd of shaggy cattle
7	Drum sand	Slow, deep river with crocodiles	Deep, wide river with fast current
8	Animal encounters	Animal encounters	Animal encounters
9	Unscalable ridge of stone	Very sheer cliff face	Marshes and fens
10	Patrol of nomads	Party of native hunters	Squad of plainsdwellers staging raid
11	Sanddragon	Huge serpent	Flock of predator giant avians
12	Desert oasis	Ancient, ruined temple	Deserted camp

The Encounters

The encounters in the chart follow a particular pattern, which is duplicated in each terrain column:

- 02/2D6 - a large group of inhabitants in a relatively large and/or stable camp (this is not the permanent camp or village);
03/2D6 - an easily securable supply of food and/or water (the party may not have brought supplies);
04/2D6 - a place of relative safety (a situation in which a beleaguered group can rest and feel slightly at ease);
05/2D6 - some examples of the local large feline(s), usually hunting, and almost always hungry;
06/2D6 - a terrain obstacle which slows, and causes a problem in crossing, but which is neither impossible nor improbable to traverse;
07/2D6 - a barrier which might prove absolute, but which probably has some method of being surmounted by the party;
08/2D6 - animal encounters, which may range from totally innocuous (and even provide a food source) to mildly dangerous;

- 09/2D6** - a definite barrier, one that will force the party to turn aside from its intended course of travel;
- 10/2D6** - a small party of local inhabitants (these may, or may not, have spotted the party - in some cases, they may even be trailing them);
- 11/2D6** - a very dangerous encounter, one that might prove fatal to one or more of the party members (in many instances, the GM might wish to allow a secret saving roll against DSC for the character to survive the fatal blow [unconscious, and totally out of the adventure] - although, as far as the other members of the group are concerned, the character is dead and gone); and,
- 12/2D6** - a totally inviolable place of peace and safety, with food and water, and no attacks from outside sources.

Each column is headed by the terrain type, the movement rate in hours per hex, and likely numbers of encounters to be met within the hex. Encounters are in the form:

What the Players See:

GM's Description:

Desert Encounters

Regarding the Map

The section of map shows relative locations of the starting point in the skull rock (marked "O" on the map), a large rock outcropping where stands the golden spire (marked "•" on the map), and a spot indicating the location of the permanent base camp of the desert nomads (marked "X" on the map). Along both sides of the map are the great sandstone cliffs (shown by the heavy wiggly lines); they are very obviously and completely unclimbable, which mark the boundaries of the valley in which the party will be travelling.

02) There are 2D5 tents set up on the side of a dune, with each tent anchored into the sand; the rear of the tents are covered by sand so they are nearly invisible. 3D4 nomads in sand-colored robes can be seen around the camp, and there are evidences of more although they are not to be seen.

The total number of nomads in the group is 6D6 (always at least the number to be seen); half of those unseen are inside the tents. There is a 35% chance that the nomads know of the presence of the thieves; if so, a number of warriors equal to twice the thieves' numbers will be concealed in the sand, and waiting in ambush.

03) A damp spot on a small spur of rock seems to have many tracks in the sand about it.

This is a sip well (or drip well), a slow seepage of water from some hidden subterranean source. It requires 2 hours to accumulate sufficient water for one person for one day, or 15 minutes for sufficient to quench a person's thirst.

04) A large outcropping of rock is set athwart the party's path.

The outcropping provides shade, and solidity in the midst of shifting sands. There is a 10% chance that there is a sip well (see 03) in the outcropping.

05) A cat, striped tawny and white and about the size of a small lion, appears to be stalking the party. It seems to have dinner on its mind.

This is an unusually hungry dune cat, and there is a 75% chance that it will attack if a member of the party should lag behind. Normally, dune cats are content to leave people alone, since they taste bad anyway; dune cat is prized as food by the nomads, however, since they believe that partaking of the animal's flesh will impart its cunning and swiftness to the person eating.

DUNE CAT

AC - medium fur (hard leather, 4 hits)
Dodge - +6
HTK - 40
Attacks - 2 claws, 5, 3D3; see below
 - 2 hind claws, 4, 4D3; are not used in each attack - if both front claws strike, cat will grab and hang on until thrown or battered off (or for remainder of fight), and gouge with hind claws
 - 1 bite, 7, 1D6; used to gain extra purchase on victim for hind claw strikes - if bite succeeds, it will not be repeated

06) High dunes block the party's direct path. They are steep, yet climbable, but their faces are very dry and have a tendency to slide.

These dunes will extend for (2D3 - 3) additional hexes in whichever (or both) direction (left or right) the party turns (roll separately for each direction). If the party tries to climb over the dunes, (full) time for crossing the hex will be doubled, and each member of the party will require a successful saving roll against 2/3 STM to avoid functioning at exhaustion penalties (see the Well) until rest (at least 6 hours) has been obtained.

07) The way ahead looks smooth and inviting; the sand seems not even to be drifted by the wind.

This is drum sand, a tightly compacted area of grains which is capable of creating a booming sound (as if someone were beating on a very large bass drum). This noise will carry for miles across the desert, and there is a 90% chance it will attract unwanted attention:

1-3 Nomad patrol (see 10)
 4-8 1D4 Dune cats (see 05)
 9-0 Sanddragon (see 12)

This "attention" will arrive in 3D10 minutes after the first boom. Drum sand areas will always fill the rest of the hex (going in the direction in which the party was travelling) where the patch was found, and there is a 65% chance that it will extend into the next 1 (60%), 2 (30%), or 3 (10%) hex(es) in the party's path (this assumes that they attempt to cross the patch). The drum sand patch will also extend ((2D6 / 2) - 1) hexes left and/or right of the party's current location.

08) The party has a small animal encounter of some description.

There are very few animals which inhabit desert areas (any desert areas); this desert is particularly lacking in fauna, but there are a few nasties that occasionally crawl from under a rock:

01-25 1D3(g) scorpion(s)

SCORPION

AC - light carapace (cuirboilli, 4 hits)
Dodge - +4
HTK - 8 (small-30%), 11 (medium-50%), 15 (big-20%)
Move - 5(s), 6(m), 7(b)
Attacks - 1 sting, 7, 1D4, none, 20; poison, levels 12(s), 15(m), 18(b) - injected in victim receives even 1 hit - kills by stopping automatic lung action; victim can be saved by applying artificial respiration until victim makes a successful SR against STM (at current rating affected by poison; only 1 SR per 15')

25-35 1 pit viper

PIT VIPER

AC - light scale (cuirboilli, 4 hits)
Dodge - +3 in daytime heat, -2 at night
HTK - 15
Move - 7
Attacks - 1 strike, 6, 106, 20, 19; poison, level 20, injected if victim receives even 1 hit - nerve destroying poison kills within 10 min. if sufficient levels have been absorbed
36-45 103(g) sand hawks

SAND HAWK

AC - light feathers (soft leather, 2 hits)
Dodge - -2 on ground, +6 in air
HTK - 20
Move - 3 on ground, 24 in air
Attacks - 1 beak, 4, 203, 19, 17; only if hunting or defending nest
- 2 talons, 5, 204, 19, 17; only in air
46-75 204 lizards

LIZARD

AC - thick hide (hard leather, 3 hits)
Dodge - +6 in day's heat, +2 else
HTK - 10
Move - 12, 18 if scared
Attacks - 1 bite, 4, 104, none, 20
Lizards are a food supply in the desert, not to be scorned. They are not a menace, but can deliver a smart nip if cornered; the normal defense is to "run away!". Successful grabs at lizards will catch the tail 50% of the time; there is a 65% chance that the lizard will drop its tail and depart rapidly.
76-85 103 sand runners

SAND RUNNER

AC - light feathers (soft leather, 2 hits)
Dodge - +8
HTK - 12
Move - 24, occasionally bursts or as much as 36
Attacks - 1 beak, 4, 106, 18, 15
86-00 203 sand lobsters

SAND LOBSTER

AC - medium carapace (plate mail, 8 hits)
Dodge - none, -4 in cooler hours
HTK - 11 (small-45%), 15 (medium-35%), 20 (big-20%)
Move - 4 in heat, 3 when cool
Attacks - 2 pincers, 7, 204, 20, 19
Sand lobsters provide a succulent meal for those who can catch them. Many is the desert traveller whose life has been saved by a meal of sand lobster. They are easy to catch (very slow), but can put up a lively scrap if caught. The only safe place to grab is on the carapace, just behind the pincers.

In most cases, the party will not be bothered by these animals unless they do something to bother them (a hand under a rock, sitting on the beastie, stepping on it, etc.). The GM is free to develop his own reasons for successful nuisance encounters.

09) The party's path is blocked by a cliff-like ridge of stone, which runs as far as the eye can see in both directions. The stone face does not appear to be able to be climbed or scaled.

This ridge is meant as an obstruction; it is not, in the least manner, supposed to be climbable or scalable (not even for sure-fingered and -footed thieves); if the party starts to climb, the sandstone will crumble away under finger- and toe-holds, and pitons will fall out as soon as any weight is put upon them - it is an absolute barrier. The ridge will extend for an extra (206 / 2) nexes in either direction, from the point at which the party meets the ridge line. There is a 25%

chance of a way to cross (a cleft, a small chimney that is climbable, etc.) in each nex that the party follows along the ridge; however, the party should have to look for these, and find them using Spot Hidden abilities - they are not in plain sight.

10) A small group of people in sand colored robes can be seen on a dune-top about 1/4 mile away. They do not appear to have noticed the party yet.

The patrol consists of 204 nomads. There is a 35% chance that the nomads know the party is in the area - GM should adjust this upward if the group has been conspicuous or noisy (sound carries in the desert). The patrol will not attack, but they are not open to friendly overtures.

11) The surface erupts about 60' ahead of the party. A large reptile thrusts itself out of the sand, and charges the party.

A hungry sanddragon let its appetite get the better of its patience, and leapt up too soon. These beasts will normally lurk under the sand until their prey is right on top of them; however, they will rush to the booming of drum sand, as it denotes an easy dinner (an animal in trouble, someone unhandy in the desert, etc.).

These are not true dragons, although their appearance in attack makes them seem so. They are less intelligent than dragons (by a large factor), but possess a certain cunning; they do speak, and 10% of them can speak Common (albeit, with a barbaric accent). They gather hoards (what else do you do with the possessions of travellers who've just become meals?), and will sue for terms, offering portions of these hoards, when badly wounded or greatly outnumbered. Their style of attack is like that of a shark - dash in, rip off a piece, retreat, swallow, then repeat; if the victim dies, the sanddragon enjoys a more leisurely repast. The beasts usually travel on their long hind legs (webbed toes prevent sinking in the sand), but can run swiftly on all fours if need be.

SANDDRAGON

AC - medium scale (chain, 6 hits)
Dodge - none
HTK - 180
Move - 12, 24 in charge (4 mr max)
Attacks - 1 beak, 3, 404, 17, 13
- 2 claws, 6, 203, 19, 17
- 1 kick, 9, *, 16, 11; used only if cornered; beast rocks back on tail and lashes out with both feet; if struck, victim must make a SR against STR to avoid being knocked off his feet - damage is taken only if STR SR is missed (2D8; STM SR, or stun for 104(g) mr)

12) A splotch of greenery and swaying date palms circles a spring-fed pool. There is a hint of cool repose to the air, and the pool is crystal clear and inviting.

There is a 20% chance of an ancient ruin at this oasis (a small building, 40% chance of an intact roof), and a 35% chance that there are other occupants:

01-40 nomads (a small tribe of 25 to 40)
41-90 a caravan (50 to 80 drovers and guards, 90 to 160 pack animals [camels, usually])
91-00 cavalry detachment (mounted on camels [65%], horses [35%], +20% on level rolls, +35% on armor rolls, 65% shield use, add lance to weapons).

The "rule of water" applies at all oases in the desert, and no desert dweller will prevent someone from reaching the pool. In fact, there is a truce standing for the entire hex of the oasis (1/4 mile radius) that even the bitterest enemies observe. He who violates this truce has everyman's hand against him; he is outlaw, free meat for any blade. The oasis is a place of safety, and is so respected by all.

Jungle Encounters

Regarding the Map

The section of map shows relative locations of the starting point in the bole of the large tree (marked "O" on the map), a high hill where stands the golden spire (marked "•" on the map), and a spot indicating the location of the large native village slightly to the north-east of the spire's hill (marked "Z" on the map). Along the east side of the map is the sheer face of a great plateau, and along the west is a deep and very swift river loaded with voracious little fish (both of these are shown by the heavy wiggly lines; both of these barriers are very obviously completely non-traversable), which mark the limits of the party's explorations.

2) In a small clearing is a group of 203 lean-tos. The camp is occupied by 206 natives, who are engaged in normal camp maintenance activities. Most are clad in loincloths, bareheaded and bare of foot, but one is wearing a feathered headdress; spears, bows, and some shields of skin-covered wicker are leant against the edges of the wooden shelters. There is evidence that there are additional hunters attached to the camp, but no more are to be seen.

The camp is the headquarters for 804 natives, most of whom are out trying to catch game; the headdress is worn by one of the leaders of the hunting party, and he is treated as either Veteran or Elite. There is some chance (35%) that the natives are aware of the presence of the thieves; if so, the likelihood that they are ignoring the party is 60% - else they are planning an attack at a time when the party has been lulled into a semblance of relaxation. If the party should try to attract attention and open negotiations of some sort, the natives' friendliness should be governed by these same percentages as above (60/40 friendly/hostile).

03) In a patch of mixed palms and other trees, there appears to be a large number of coconuts, dates, and other fruits fallen to the ground, or low enough for a person to pick easily. A troupe of monkeys is enjoying the bounty they have happened upon.

The monkeys are easily chased away (but the tribe will continue chattering and scolding from nearby trees, and one will occasionally dash in to snatch a morsel from the trove). Enough food is available to feed a medium-sized party quite amply, and also to provide more than sufficient supplies for an extra day.

04) A broad clearing in the tangled vegetation offers a view for over 100' in all directions at its center, which is occupied by one large spreading tree. A small stream wanders across the far side of the clearing.

Rest and relaxation, pure and simple - the tree spreads its branches over a 40' circle, protecting most of the area underneath from the bright sun. The water is clean and potable. Anything approaching can be noted easily (if a watch is kept - the big tree will make a superb crow's nest) well before it arrives.

05) The scream of a leopard reverberates through the jungle greenery, and a slinking black form can be seen, occasionally, between the leaves. The cat seems to be trailing the party.

If any member of the party should get separated from the others, the leopard is certain to attack. There is a 35% chance that the cat will get frustrated enough to attack into the party if they stay bunched. If the cat attacks, it will select a single victim (the GM should choose the poor wretch randomly), and try to drag him

off into the rain-forest to enjoy a comfortable repast.

LEOPARD

AC - medium fur (hard leather, 3 hits)
Dodge - +6
HTK - 40
Move - 14 on the ground, 8 in the trees
Attacks - 2 claws, 4, 3D4, 16, 11
- 2 hind claws, 6, 4D4, 17, 13
- 1 bite, 7, 2D4, 19, 17

The attacks of the leopard tend to be straightforward, with murder, pure and simple, being the object. Handle as for the dune cat (Desert/05); the leopard is just bigger and stronger.

06) The way ahead of the party is choked with vines and lianas, growing so closely together that it is not possible to move through them.

The vegetation may be chopped through, but the time to cross the area will be double the full movement time for the hex, and exhaustion penalties (see the Well) will apply to whomever does the chopping. The tangle will extend for (2D3-3) hexes on both sides of the party's path.

07) Directly ahead is a wide, slow moving river. The banks ease down to the water, and, in many places, are covered with the long green bodies of crocodiles. There does not appear to be any easy way to cross.

The river flows from the plateau to the big river on the other side; it may be plotted in its twists and turns by using a D6 and the direction indicator (see above), to see which direction the river flows to or from. In each hex that the party moves along the banks, there is a 40% chance that they will discover a canoe left by some other traveller; there is a probability of 60% that the canoe, left so long unattended, has rotted and weakened, so that the first person to step in will step through the bottom, into the river. The party may choose, instead, to build a raft. This will require twofull 12 hour daylight sessions to gather logs, lianas, etc., and construct it; normal encounter chances are rolled during this time, but terrain encounters are ignored except for spacing. The GM has discretion as to what happens once the party is on the water.

08) The brush about 30' ahead wriggles, and something bursts out of its concealment.

The jungle is alive, in its flora as well as its fauna. If the encounter should happen to be with one of the carnivorous plants that infest the jungle, the party need not be given the warning of the wriggling brush, until they are very close.

01-10 a small clearing with a few scattered bones at the base of a large tree

JACKKETCH

AC - wood bole (plate, 9 hits)
- light scale tentacles (cuirboilli, 4 hits)
Dodge - effectively -12 for the bole
-3 for the tentacles
HTK - 800+ for the entire tree, 12 for each tentacle to be chopped through
Move - 0
Attacks - 3D10 tentacles [available], 8, *, none, 20; the tentacles do no damage, but they have an equivalent STR of 8 for purposes of dragging a victim into the tree's maw (located at the top of the bole); when sufficient tentacles are attached to equal the victim's STR * 1.5, he can be pulled to the maw; a critical will lower the tentacle STR requirement by 25% (to 1.25, 1.00, 0.75, etc.; minimum 0.25)

The Jackketch is a semi-sentient plant which needs animal blood to survive. It cannot move, but does put

out an aroma which is very attractive to unintelligent creatures. If more than half of the tree's tentacles are severed, the tree will retreat into itself (except for defense), hiding its whips in the maw at the top.
11-35 a herd of 304 wild pigs

WILD PIG

AC - thick hide (hard leather, 3 hits)
Dodge - none, -3 if in charge
HTK - 15 (young-35%), 35 (adult-65%)
Move - 8, 16 in charge
Attacks - 2 tusks, 4, 204, 19, 17; damage is doubled if beast hits at end of charge attack
Only the adults will attack, and only if the herd is threatened or cornered; the young will run off at high speed (they have the tastiest flesh).
36-50 104(g) elephants

ELEPHANT

AC - very thick hide (studded leather, 5 hits)
Dodge - none
HTK - 80 (calf-30%), 200 (cow-60%), 250 (bull-10%)
Move - 6, 15 in charge
Attacks - 1 trunk, 4, 204, 19, 17
- 1 tusk attack, 6, 208, 18, 15
- 1 stomp, 9, 406, 19, 17
Elephants seldom attack those who do not attack them; there is a 15% chance that a bull elephant may be in "must" (a berserk state, cause unknown), and will go on a rampage, attacking anything in his path and wreaking as much havoc as possible - the state eventually wears off, if the bull is not killed meantime.
51-70 a pack of baboons, 508 strong

BABOON

AC - medium fur (hard leather, 3 hits)
Dodge - +4
HTK - 14 (young-40%), 25 (females-30%), 33 (bulls-30%)
Move - 12
Attacks - 1 bite, 4, 205, 18, 15
- 2 claws, 6, 203, 19, 17; will be used only if the bite fails
Baboons are usually robbers, and will snatch items from the party as they stream past, usually food items or those carried loosely in plain sight. A victim will receive his fair share of baboons (number of baboons divided by party members = baboons per person), and each ape will attempt to grab 2 items; a successful saving roll against REF will save the item.
71-85 animal trap has been set by the natives.

TRAPS

There are three basic types of traps used in the jungle: the pit (45%), the spring noose (30%), and the deadfall (25%). The traps allow many easy opportunities for the victim to escape in the jungle milieu, since it is necessary for the victim to appreciate that he has been trapped for the illusion to function well. Making a successful saving roll against REF allows the victim to leap back in time, when he feels the ground give way beneath his feet, or sees the rope of the noose rising before him, or sees the tree falling on him (a deadfall is so called because a dead tree falls, usually making the victim dead too), avoiding the trap completely.

The pit is a 10'-30' [103(g)*10'] fall onto a soft landing area (unless, of course, the pit is staked [40% @ 10', 25% @ 20', 10% @ 30'], in which case a victim will suffer 20306 hits - 106 for each of the 203 stakes he lands on), and the big problem will be getting the victim out.

The noose will catch the victim around the ankles, and suspend him in the air; there is a 5% chance that the victim's neck will be snapped by the jerky suddenness of the snatch. In most cases, the victim will be found swinging by his ankles

from the rope 20' to 35' in the air; the rope must be traced; and the victim lowered (gently, it is hoped - cutting the rope will drop him on his head, doubling the effective distance of the fall, and nullifying the REF SR the victim is allowed).

The deadfall delivers a lot of damage, usually enough to kill the victim outright. If the victim makes a successful saving roll against STM, he is still alive (just barely - only 2 hits left, and 80% of the damage suffered is critical), but is likely to be trapped under the large, stripped log that has fallen on him. Such logs require a saving roll against total STR used on 8012 (they're really heavy) when people attempt to lift the log off the victim.

86-00 405 wild dogs

WILD DOG

AC - light fur (soft leather, 2 hits)
Dodge - +2
HTK - 14 (small-25%), 19 (medium-55%), 26 (big-20%)
Move - 14
Attacks - 1 bite, 4, 203, 19, 17; normal attack procedure is to dash in and snap, attempting to hamstring the victims

If the pack loses more than 35% of its members, they will break off the attack, but will trail the targets they failed to get, waiting for a straggler or for the group to relax its wariness.

09 A sheer cliff face crosses the path of the party. It is obviously an absolute barrier.

See Desert 09 for methods on handling this obstruction.
10 In a small clearing are 204 natives, seated about a small fire. They are apparently cooking something.

There is a 35% chance that these natives know of the presence of the party in the area (the GM should adjust this chance upward if the group has been particularly noisy or stumble-fumble in the jungle). If so, there are 304 natives concealed in the nearby brush, waiting to see what actions the party takes. If it is hostile, it is likely the entire party will be wiped out. The natives will be (60%/40%) friendly/hostile if openly approached.

11 A colorfully scaled, sinuous body drops down out of a tree onto one of the party.

The GM should randomly choose the initial victim; the snake will attempt to loop down, seize this poor fool in its coils, and carry him off. Should this fail, the serpent will fight, defensively, while continuing the attempt to lift its victim off the ground and into the trees above. These incredible creatures can reach, in some cases, lengths of 90' to 120', with barrel (body) diameters of 3'. They have strength sufficient to lift a full-grown ox into the air if they can put sufficient coils around it.

GIANT SERPENT

AC - medium scale (chain, 6 hits)
Dodge - +4 if looped down from above or if only the first/last 15' of the snake's body is being fought
- -6 if the serpent is on the ground or if the center of the body is being attacked
HTK - 3 per foot of length
Move - strike of 24 over 12 hexes, normal 8
Attacks - 1 bite, 2, 405, 17, 13; this will be used defensively under most circumstances - if a victim struggles too much, the snake may apply a coup-de-grace by biting
- loops, 4, *, none, none; each round, the serpent will attempt to throw another loop round its victim (to a maximum of 4); no damage is done on the m in which a loop is

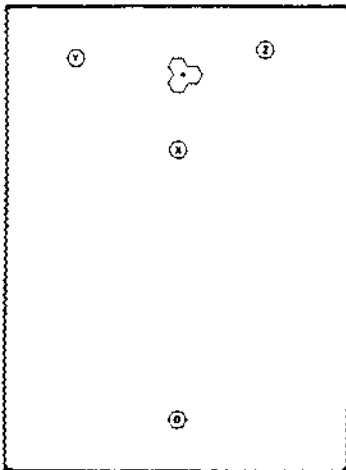
successfully thrown, but on each following m, 104 per loop will be suffered by the victim - armor does not protect against this damage, since it is pure and steady pressure.

The serpent will usually not constrict if it is engaged in either fighting or trying to carry off its victim.

12) A wide terraced stone ruin looms out of the massed greenery. It appears deserted, most of the stonework is crumbling with age, but the roof of the main building seems to be intact, and the site offers quiet shelter. Only a few non-descript and harmless animals appear to use the old ruin as a home.

----->
RM=56

This is a place of safety for the party. Many fruit and nut trees grow close around the ancient temple, and the central fane provides shelter from the nightly rains. There is a 10% chance that there is an elderly hermit living in the temple; he will greet the party, and is willing to tell them of the temple's history, including the legend that there is a great treasure buried deep beneath the altar in the main building. GMS may wish to be responsible for designing the temple's catacombs, if they want the party to explore it (remember that all of this is illusion, the party is actually moving about in a corridor 40' long, 10' wide and 20' high).



Plains Encounters

Regarding the Map

The section of map shows relative locations of the starting point in the barrow (marked "O" on the map), the lonely hill on which stands the golden spire (marked "•" on the map), and a large, relatively stable, encampment of the plainsdwellers (marked "Y" on the map). Along the west side of the map are extensive marshes and fens (which only the local plainsdwellers know the ways to cross), and on the east runs a deep and swift river with many rapids (both of the barriers are shown by heavy wiggly lines; in both cases, they should be very obviously uncrossable), which mark the boundaries of the party's area.

02) A large fire burns in a carefully cleared area, lined with stones. A picket line of horses is roped between two bushes, and there appear to be 404 men in breechcloths, leather calf-boots, and breastplates of linked shells and tubes lounging about the camp. Many of them are wearing feathers stuck into, or tied to, the ornate headbands which hold back their long flowing hair. There are many lances stuck point-first into the ground; some of them have small round wicker and/or leather shields and/or bows and quivers hung upon them.

The band totals 606 riders, most of whom possess two or more horses in the remuda. There is a 35% chance that the plainsdwellers know of the presence of the party. If so, a number of warriors equal to the party's size will be concealed in a nearby copse of trees. These people are quite honorable, and will not attack those who come openly into their camps; there is a 75% chance that hospitality will be offered (else the party will be escorted about 2 miles away from the camp and there released); an additional 15% chance exists that mounts will be loaned to the party to allow a quicker trip to the spire - a group of 204 riders will accompany the party, as guards and to bring back the horses. Thievery and murder are treated harshly among the plainsdwellers with mutilation or torture the likely penalty if the perpetrator is caught.

03) A small grove of trees appears to be laden with nuts; various bushes growing in the tangle promise a supply of berries. A stream trickles nearby.

----->
A food supply and a chance to rest are always welcome.

04) Nearby stands a copse of tall slender trees.

----->
Few animals venture into these areas, particularly the big herd beasts which roam the plains in great numbers. The defensive value of the copse is readily apparent.

05) A pride of great tawny leonine beasts seems to be trailing the party. There are 303 of the animals, and they appear to have dinner on their minds, with the party as the main course.

----->
There is a 65% chance that the pride will be distracted from the party by a nearby herd of the humped cattle. If, however, the party shows fear (by running away from the lions, etc.), they will certainly attack. Lions are a bit timid in many cases; if the party should charge the pride, there is an 85% chance that the lions will back off in confusion, and decide to pursue some other prey (one that doesn't attack).

LION

AC - thick fur if maned (studded leather, 5 hits)
light fur (soft leather, 2 hits)

Dodge - +4, -2 if in charge

HTK - 60 (females-70%), 80 (maned males-20%)

Move - 12, 18 in charge (maximum 60 hexes)

Attacks - 1 bite, 2, 403, 18, 15; used when both paws have struck
- 2 claws, 4, 404, 17, 13; these great cats will rear and use their front paws to swipe at their prey.

Most of the actual hunting and killing is done by the females; the males will pace (or run) along with the hunt, and serve to keep the prey in line - they will attack prey that is likely to escape otherwise.

06) As far as the eye can see, the plain is filled with a huge herd of the shaggy, hump-shouldered range cattle. They are moving steadily past, but it seems as if it would require days for all of them to pass.

----->
It will require some 36 hours for the herd to pass. It is possible for the party to force their way through, but it will require 4 times the normal time to pass through the herd, and any who do use this method will, of course, suffer exhaustion penalties (see the Well).

07) The party's path is cut by the banks of a wide river. The water tumbles swiftly over the rocks toward the center of the river, and it appears that the middle is very deep. There does not appear to be a bridge or any other easy method to cross.

----->
This river flows east, and will eventually conjoin with the big river at the eastern wall. If the party travels along the banks, they have a 35% chance in each hex of locating a bark- or skin-covered coracle beached on the

bank (if one is found, there is a 35% chance of finding a second at the same place); these coracles only have a capacity of 4 people, and they are difficult to handle. If the party uses one of the fragile craft to cross the river, they will be swept 103(g) nexes downstream while making the attempt, before the circular craft can be brought to either bank. There is a 5% chance that the craft will overturn while afloat on the river.

08) Animals are encountered by the party.

Herbivores tend to be the primary animal life of any grasslands region; there are predators who feed on them, however.

01-30 408 antelope

ANTELOPE

AC - light fur (soft leather, 2 hits)
Dodge - +8
HTK - 30
Move - 16, 24 in panic
Attacks - 1 horns, 6, 205, 20, 19; used only in defense if cornered; standard defense is to flee
 31-35 1 bear (25% chance of 103 cubs)

BEAR

AC - thick fur (cuirboilli, 4 hits)
Dodge - none, -4 if standing
HTK - 36 (cubs), 80 (adults)
Move - 6, 3 if standing, 12 in charge
Attacks - 2 paws, 3, 303, 17, 13; if both paws strike, victim must make a saving roll against STR to avoid being knocked down
 - 1 hug, 6, 604, 19, 17; attempted on any mr following one in which both paws have struck and the victim has remained standing
 - 1 bite, 4, 304, 18, 15; attempted only after a successful hug

Bears are extremely protective of their cubs; if the cubs are threatened, double all damage delivered by the enraged momma-bear. Bears will almost always fight in a standing position; the charge is on all fours.

36-45 a herd of 606 wild horses

WILD HORSE

AC - medium hide (soft leather, 2 hits)
Dodge - +2
HTK - 16 (foal-15%), 35 (mare-50%), 45 (male-30%), 60 (stallion-5%)
Move - 16, 24 at speed
Attacks - 1 kick, 8, 406, 18, 15; hind legs only
 - 1 bite, 5, 203, 20, 19
 - 1 rear and stomp, 6, 304, 19, 17; front legs

Horses will normally employ only one type of attack at a time. The normal reaction of a herd stallion is to watch the intruders warily, drive the herd off if danger threatens closely, and fight to the death if cornered. Males will aid the boss stallion, but mares seldom fight unless protecting foals.

46-60 a pack of 404 wild dogs
 (see Jungle 08 for description)

61-95 a herd of shaggy humped cattle

BUFFALO

AC - thick hide with shaggy fur (cuirboilli plus quilted cloth, 5 hits)
Dodge - none
HTK - 20 (calf-20%), 55 (cow-50%), 70 (bull-30%)
Move - 10, 16 in stampede
Attacks - 1 butt, 6, 203, none, 20

Buffalo tend to avoid situations where they could get attacked (being near predators, etc.). The bulls will form a mass against any major threats they can see, but the likely response to danger is - run, sometimes right over the danger (you get a lot of squashed predators that way).

96-00 103(g)+1 bobcats

BOBCAT

AC - light fur (soft leather, 2 hits)
Dodge - +6
HTK - 24
Move - 16
Attacks - 2 claws, 4, 303, 19, 17
 - 1 bite, 7, 104, 19, 17
 - 2 hind claws, 6, 304, 18, 15

Bobcats tend to fight in the same manner as dune cats (see Desert 05).

09) The ground is growing soft and squishy, and little pools of water start appearing all about. The party's feet sink into the ooze.

This is an absolute barrier. Anybody who continues into the swampy morass will disappear forever (GMs, please note: if anyone is dumb enough to continue into this, he deserves to die - such stupidity should earn a full and just reward). The marshes will continue for (202-1) nexes in either direction that the party turns.

10) A group of mounted plainsdwellers is approaching the party at a rapid clip. They are armed with lances, bows, and shields, and are wearing breastplates made of shell and quills. It appears that they are heading for the party's position.

A band of 304 warriors is heading out for a raid on the village of another tribe; it is purely incidental that they are heading for the party. If the party runs for cover (GMs should check for nearby copses of trees and bushes), the plains warriors will give chase. When the party makes the cover, the warriors will give up, and ride on, laughing; otherwise, the party will be forced to fight. If the party stands (bravely?) to meet them, they will surround the group, and play a bit, a warrior dashing in (solo, they do have a rough sense of honor) and attempting to snag a piece of equipment, etc., with his lance; if the party stands firm, they'll eventually salute and ride on (GM's discretion if one of the party attacks the warriors).

11) A drumming sound is heard from behind the party, and a cloud of dust can be seen approaching. As the cloud draws closer, a flock of giant birds can be made out. They near the party rapidly.

These are axe-beaks, very large ostrich-like birds with a taste for raw meat. They will attack; if the party does not succeed in reaching cover in time, they will have to fight in the open, where they can be attacked by more than one bird at a time. In a copse, it will be difficult for more than one bird at a time to attack a person.

AXE-BEAK

AC - thick feathers (hard leather, 3 hits)
Dodge - none
HTK - 20 (chicks-30%), 60 (hens-45%), 80 (cocks-25%)
Move - 10, 14 at a gallop
Attacks - 1 beak, 4, 305, 17, 13
 - 1 kick, 8, 304, 20, 19; can be made either forward or backward with equal force

12) In a large clump of trees is found a deserted plainsdweller camp; some of the hide and pole tents were left, and are still standing. A small stream trickles through the site, and many of the trees bear fruit or nuts.

The camp has been deserted for some time; the ashes of the fires are very cold. There will be 203 tents still standing; 103(g) of these will be usable. Searching will give a 25% chance that some dried meat can be found in a pouch, and that one or two pieces of pottery are whole enough to hold water. There is a feeling of safety to this area (the party will not be attacked while here, even if other encounters so indicate).

The End
of
the Journey

The Golden Spire

What the Players See:

The spire is set on:

(Desert)

a large rock pinnacle, which has a relatively easy path winding to the top. It is unlikely any one will slip and fall, but there is always that rare chance; a saving roll against CON at a bonus of 4 must be made to avoid slipping - if one slips, a saving roll against REF will avoid going over the edge of the ledge.

(Jungle)

a high hill, with a path leading to the top. This area is sacred to the local natives, and there is one chance in 1000 (00001000) that there will be natives in the area, who will attack; a saving roll against STM will allow the player to race up the hill, and into the spire.

(Plains)

a lonely hill, with no other sections of high ground around; the hill is easy to climb.

The building is over 300' to the top of the pinnacle, and is some 60' in diameter; it is constructed from a marble-like stone veined with gold, and polished until it reflects like a mirror. There is an arched entryway in the side facing the path followed by the party, and the golden gates are swung wide. It can be seen from without that the area immediately inside the gates is brilliantly lit with many lamps, and occupies the major portion of the ground level; it appears to be quite comfortably furnished.

GM's Description:

When the players enter the chamber, a feeling of peace and tranquility will come over them (remember that all illusionary effects may be awarded saving rolls, although at this point the characters should have so completely succumbed to the effects of Aold's spells that no further saves are necessary), and they will have no trouble resting, and recovering their wits and strength. The room is quite comfortably furnished, with many divans, lounges, and settees, and there is what appears to be a kitchen off to one side where they can prepare a meal (of course, an illusion of a kitchen might come equipped with every modern convenience, like a microwave, dishwasher, refrigerator, etc., right?).

Once the players have rested, they will likely try to explore the tower. There are two flights of steps along the walls, one on each side, going up (the GM is responsible for designing the remainder of the spire - since it's a pure illusion anyway, he can enjoy himself thoroughly). At the back of the main room (on the first floor, where the party is [or has been] resting) is a heavy floor-to-ceiling velvet drapery. Behind this red curtain can be found a heavy wooden door, with a latch and an obvious lock (Complexity 3). This door, when it has been opened, leads to the next section of the tomb.

The Fourth Section
of
the Tomb

The Sphere of Imagination

What the Players See:

The area beyond the door seems to be completely filled with a pearly, foggy light, shot with opalescent gleamings and sprays, and occasional interweavings and rollings of sparkling color, as of oil on water. In the

far distance can be seen a rectangular shape which is much darker than its surroundings.

GM's Description:

The Sphere is lined with a material which is the equivalent of milky mother-of-pearl; this substance is very refractive (like a prism, in many of its effects), and tends to confuse the vision of onlookers at first. When a character has gazed at the Sphere for at least 3 minutes, his vision should clear (80% chance, which can be repeated each minute thereafter, until the roll succeeds), and he will be able to see that the Sphere is round, and that it is some 100' in diameter. The darker rectangle in the distance can now be seen to be an opening on the opposite side of the Sphere. There is no apparent easy method of crossing the intervening air space from the doorway in the golden spire to the dark opening.

The Sphere does have some very interesting powers embedded in it, primarily the ability to make whatever activity people believe that they are accomplishing, the activity that they are accomplishing. For instance, if a person ventures out into the foggy light before his eyes become used to the light of the Sphere, and slides his feet carefully along the floor (to avoid tripping, or a pit, etc.), he will find a floor beneath his feet, and will be able to make satisfactory progress, albeit slowly; however, when his eyes clear, and he sees that he is walking on air, it will require a reversed saving roll (reversed means the saving roll must be missed, rather than made) against DSC to keep his footing in the air. Whatever a person imagines that he is capable of physically accomplishing while within the Sphere, he will be able to succeed in doing - including flying, walking on air, the lifting of tremendous weights, etc.; all that is required is a reversed saving roll on DSC (these should really be made for each activity, but the GM may wish to allow a person with an exceptionally low DSC [6 or less] to make only the one reversed roll - such a character is truly credulous, and liable to believe anything). Of course, damage to the material of the Sphere, or to the Sphere itself is not possible, nor will effects imagined within the Sphere function outside the Sphere; creation is not a possible action within the Sphere, although objects which have been brought in may be enhanced (all enhancements will, of course, disappear when the objects leave the influence of the Sphere; for this effect, leaving the complex of rooms which make up the tomb is considered leaving the influence of the Sphere - this is the only area of exception to effects fading when the Sphere is exited). Those players with creative imaginations should have a heyday creating and doing in the Sphere.

The sides of the Sphere are slick, and slippery beyond imagining. If a person should fall, it's 50' to a hard, smooth surface, and it is virtually impossible to climb out on one's own hook - some form of help is required. The following method is suggested to handle the damage taken by a person subject to a fall of any great distance:

DAMAGE CAUSED BY FALLS

- § Falls cause damage at 1D6 per point of fall. Points of fall are the arithmetic total of the 10's of feet fallen (on a 50' fall: 1 + 2 + 3 + 4 + 5 = 15; on a 30' fall: 1 + 2 + 3 = 6; etc.), and should be calculated for the effective distance fallen.
- § Effective distance is determined by subtracting (or adding) adjustments for various conditions to the actual distance fallen. Adjustments are:
 - 10' for a successful saving roll against CON
 - 10' for a successful saving roll against STM
 - 20' for landing on a soft surface
 - 20' for landing on a yielding surface
 - 40' for landing on a prepared surface



(such as a blanket held by a group of men, a safety net, etc.)

+10' if either saving roll is missed with a result of 23 or 24 (to denote a particularly bad landing)

+10' for landing on an extremely hard surface

+20' for landing on a jagged or broken surface

+20' for wearing full plate armor or plate mail

+10' for wearing heavy armor (chain, scale, half plate, etc. [other than full plate])

§ All adjustments are cumulative; landing on a jagged surface which is also extremely hard (broken and jagged rocks) while wearing full plate armor would add 50' to the distance of the fall. Note that it is very possible for adjustments to balance out, or for positive factors to be cancelled out, or over-compensated for, by negative factors.

The GM should remember that all the things which the players are allowed to do in the Sphere are truly illusory, and are limited to physical actions (players should not be allowed to "imagine" great ideas, or the summonings of demons or gods, etc.). Also, the items enhanced are limited to non-magical enhancements, and enhancements to the appearance of the various objects. The GM should not allow a player to imagine that his sword is now capable of flaming or flying, for example; if, however, the player imagines that his sword has now been sharpened expertly to give it +2 bonus to hit for sharpness, such a bonus should usually be allowed, but the GM might wish to hold even these minor amendments within reasonable limits.

The Fifth Section

of

the Tomb

The Resting Place

What the Players See:

The dark opening leads into a rectangular room 10' high, 40' wide, and 20' deep. As the party enters, soft light begins to glow from the ceiling, and all the fine detail of the room can be seen. On each of the two side walls is a shelf laden with assorted boxes and small objects. The back wall is covered by a curtain of heavy green cloth, and the walls on either side of the entry are painted with elaborate murals. In the center of the room is a large, carefully carved, ornately embellished sarcophagus of pink marble and golden metal.

GM's Description:

This is Aold's final resting place. After he was placed in the sarcophagus, and it had been sealed, one of his fellow mages set into effect the illusions Aold had built into his tomb (with a one hour delay to allow the burial party to exit, of course). It was expected that the spirit of the old illusionist would wander his tomb, and enjoy some of its treasures (and some of the pleasures to be found in the golden spire - GMs take heed: the tower is not all danger; even if all of the treasures and pleasures are all illusions, there are a good many of them); it was also expected that he would be of at least some aid in protecting his tomb (Aold was a good bit more of a realist than his fellows - he didn't expect to hang around; but he did want to make sure no ordinary, everyday grave-robber succeeded in carting off the treasures he had created), operating some of the traps with which most other mages expected the tomb to be filled, scaring off would-be looters by his very presence, etc. (little did they realize the warped sense of humor the old man possessed).

The protection Aold did in Heradkon placed upon his treasures (there is little in the way of actual coinage and gems - most of Aold's fortune went to his children, or into the construction of the tomb) was, as usual,

illusion, but most powerful illusion indeed. The varied objects on the two shelves are seldom what they appear. All, or nearly all, are disguised in some fashion, even if only mis-direction (a particularly arcane-looking - and thoroughly enchanted - torc, for instance, can be found inside a rather plain box; the box is the true treasure, while the torc [a fancy collar of a style developed and worn in ancient Ireland] is simply a hunk of enchanted metal).

Descriptions of the items found on the shelves are given in terms of appearance, with true shape, powers, etc. in parentheses. There are ten different items; the GM may arrange these on the shelves to his taste:

01) Carved wooden box, 18" cubic, with runes scribed on the four sides; inside is a golden torc. (The box is the creation machine described in the Atrium, and has enough material to make 18 garments, or 30 meals; other objects require more of the substance retained, and so will exhaust it more quickly; no metallic objects.)

02) A wooden book rack with 8 thick volumes in it; the exteriors of the books have golden lettering, with one letter larger than the others, but the interiors are blank. (These are the mage's spell books. The interiors will remain blank until the volumes are removed from the rack, and arranged back into it in proper order, so that the larger letters spell "HERADKON"; they are now in the order "ADEHKNOR". The spell books can only be understood by a mage of elite level.)

03) A carved onyx case, velvet lined, with a plain gold headband inside. (There is another small gold ring under the velvet. When both of these are worn together, they provide the wearer with the appearance of the finest raiment one can imagine; they also increase a person's overall APP by 25% [dwarves can look good].)

04) A small leather case, containing two wands, one silvery, the other golden. (These were Aold's most favorite possession, having been made for him by his wife. When both batons are used to conduct, they create the sounds of an excellent orchestra; the silver baton controls woodwinds and brass, the gold strings and percussion.)

05) An aurochs horn, lipped and tipped with silver, and banded with leather to attach a strap for carrying. There are four rubies spaced equally around the lip. (The horn can be used for either drinking or blowing. Despite the hole in the tip, wine (etc.) will not spill out - nor will it run out, until the horn is emptied on one long pull (all 2 quarts worth). If blown hard, the horn can be heard for over 10 miles, and has a timbre so distinctive it cannot be mistaken; if blown softly, it will summon game [5% chance of much too much game].)

06) A jewelry chest, 18" by 9" by 9" high; it contains a number of small objects. (The jewelry box howls if opened by unauthorized hands [at this point, anybody's; the only authorized hands died 4,000 years ago]. There is nothing special about the objects - just knickknacks and keepsakes that were buried with Aold: rings, small ceramic statuettes, cameos, a little ivory rod, etc.)

07) A heavy block of polished black stone, 1' cubic; it has a small 1" hole in one side. (Aold's "camping gear", this is a tesseract which can unfold into a neat little cabin 12' by 12' by 8' high; it is completely equipped, including kitchen, bath, etc. To open it, a key must be inserted; the key can be found among the small collection of keepsakes in item 6 - it is a small ivory stick about 6" long and 1/2" in diameter. If opened in an area too small to contain it, the tesseract will explode, doing lethal damage to anything within 50'. To close, the key is simply removed from the door.)

08) A clay statuette about 1' high, depicting a young couple kissing. (Actually a mini-servant, capable of expanding to 10' tall [1' is the minimum height]. The golem will follow simple orders, when prefaced by the command word; the command word is engraved on the statuette's bottom, but the illusion's glamour must be

removed to read it.)

09) A box of whitened wood, 12" by 12" by 6"; the bottom is hollow about 2" up, and a pair of wires are stretched to form a cross, holding a pinpoint at their juncture. (The automagical scribe will write, in a fair hand, whatever is dictated to it, when it is sitting on paper, vellum, parchment, etc. The scribe needs to be programmed to a particular language, but this is done by talking to it steadily in that language for 2 days.)

10) A mirror of silver, highly polished and so truly ground that no imperfection can be found; it is mounted in a frame of ebony. (The mirror will show the true mien of anything seen in it - a mirror of truth. It can also be used to show scenes of areas within one mile of its position, provided the viewer knows the area he desires and can picture it mentally - the scene shows the area as it currently is, including inhabitants.)

There is a way that the party can switch off the illusions, particularly those in the Tunnel (which are the most difficult to handle). When (and if) the marble sarcophagus is opened, the mage's skeleton, unadorned, will be found. If the coffin is closed, no desecration of the remains, most of the major illusions in the tomb will be turned off (the Tunnel, including the spire, the Well, even the fountain in the first chamber - the Sphere will be left as is, since, if the Sphere were turned off, it would be impossible to get out). The sarcophagus must be opened and closed for this effect; desecrating the remains in any way will leave all the illusions active, and release a particularly vicious illusionary monster to wander the complex. The monster will appear in the Resting Place within 1020 mr [0.25 to 5 minutes] after the desecration is performed; it will pursue the party, drawing ever closer (or maybe lagging back just a touch), and will finally catch them in the Atrium, where it will gleefully tear them into illusionary pieces (it's hard to kill an illusion, even if you believe it's dead). Those poor wretches who fell to the Door That Falls will not be touched by this monster, as they will be unconscious and totally unable to respond to illusions (unless, of course, the party gets there with sufficient lead on the monster to wake them up - tough luck if they do).

The Monster

The monster Aold created, in a form of stored, but releasable, illusion, stands about 13' tall. It has the head of a lion and body of an ape, six limbs, and is covered with a ghostly white fur. It is armed with sets of extremely long claws on each paw, which appear able to do horrible damage when they connect; they glisten, like some arcane or incredibly forged metal, and would seem able to tear good, high quality steel plate into little pieces of metallic confetti. There is a maniacal look to the beast's eyes, and any who meet its gaze (75% chance for one who stands his ground to fight) must make a saving roll against DSC or flee in terror (if the DSC SR is failed, a saving roll against STM at a bonus of 6 is required to avoid heart failure from sheer fright). The beast has a thick fur equivalent in armor class to chain mail; it absorbs 6 points damage per blow. It does not dodge, going instead straight for its opponent (dodge penalty of 4). Its claws have a hit prob of 8 for the two upper paws, and 6 for the lower ones - they are capable of delivering 604 damage on a successful blow; it can attack two opponents at once. Possessed of an immense vitality, the beast requires a total damage of 280 hits to kill it. If any fight this monster and survive (not bloody likely!), experience gained is only 1/4 of normal, since it is an illusion (even if it is an extremely powerful one).

ASSASSINATION SCENARIOS

AND

ESPIONAGE ADVENTURES

A. "The Radisha Must Die!"

INTRODUCTION

For the past four years, the orcs of the Mountains of Peace have been fleeing their caves and villages to escape the invading Lizardmen, and pressing into the foothills and valleys of East Dorian, to menace the human and wood-elf settlements of that fertile clime. At first, this amounted to little more than roving independent bands of ten or so, which plagued highway traffic or an occasional farmhouse, but were easily driven away. As more refugees joined their ranks, the orc bands grew larger and more desperate, and sometimes made direct assaults on the fiefholds of the area. But even in large numbers, the orcs were not cohesive fighters and were still beaten back by the allied militia formed by the human townspeople and farmers.

In the past eight months, however, the threat posed by the invaders has greatly increased. Apparently a large band of orcs has captured the mountain fortress of High Crag, using magic, siege engines and sound military tactics - none of which is normal orcish practice. Raids on the farms and towns have been less frequent of late, but those that have occurred have been well-organized and so successful that the town's people have pooled their resources to hire a company of Sworn Swords to deal with the problem.

The commander of the Sworn Swords, Jarus Ironside, has reason to believe that the orcs have a new leader who is organizing the raids. Orc prisoners taken during a recent attack speak of the Radisha, or Great General, an orcish legend come to life. The prisoners also speak of different orc clans fighting under the Radisha's banner - which bodes ill indeed, for few have ever been able to unify the usually quarrelsome orcish clans into a cohesive force.

Clearly, the Radisha is a very real threat to the entire region, but Jarus has less than two hundred men and cannot afford to meet the orcs in open battle. After much anguished deliberation, Jarus has come to a very un-mercenary decision. Unable to challenge the orcs directly, he has resolved to defeat them from within. He is sending a small group of fighters and thieves, ostensibly disguised as orcs, into the valley of High Crag on a dangerous (some would say foolhardy) mission - to find the legendary Radisha, the leader of the orcs, and kill him. Jarus believes that without this strong leadership, the usual tribal rivalries will splinter the orcish alliance, and the Sworn Swords will be able to clean up the rest.

Jarus will pay up to 50,000 GP (10,000 GP per surviving player) for definitive proof of the Radisha's death - like his head. He will add a bonus of 5,000 GP per player for the rescue of any survivors of the noble family of High Crag (the bonus is being financed by relatives in Mandelai), although his intelligence scouts insist that none of the de Monteburk's remain alive.

Jarus will outfit the adventurous infiltrators with any supplies and weapons they require, and fully brief them on all he and his scouts have learned. He will, however, insist that their mission be kept as secret as possible, even among the Sworn Swords, lest the Radisha have spies of his own . . .

GM's Background:

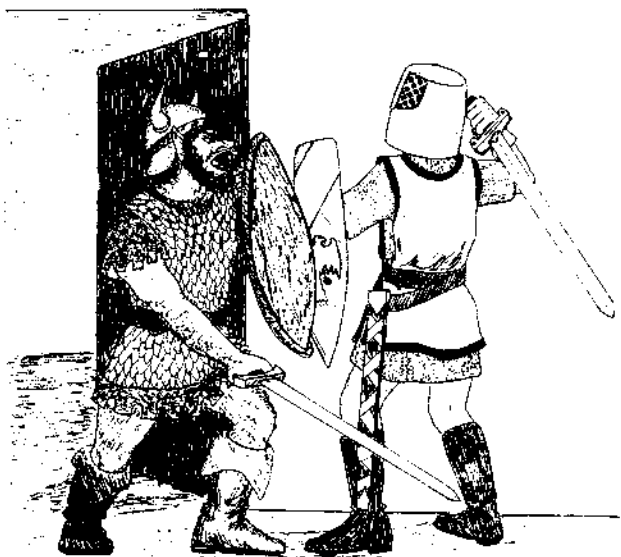
Jarus Ironside's assessment of the situation is not far off, for a leader has indeed risen among the orcs. Gazrath, an uruk of the Bear clan, an experienced

mercenary, is a bold and charismatic leader. With the aid of his officers and trained urukhai mercenaries, he has enforced order among the bedraggled refugees from the mountain clans, forming the nucleus of a developing army. Gazrath's imposing physical strength, his fighting acumen, and forceful personality have brought him to prominence, and his great successes in recent months have convinced the overwhelming majority of the orcs that he is the Radisha, the promised general who will lead them to conquer the world.

Gazrath also has the aid and advice of an old campaigner and siegemaster, Volper, an uruk who is also known as "Uncle Fox", for his rank as a Priest of Kethrin, the warrior-god popular with the mercenary urukhai. It was Volper who engineered the capture of High Crag, and who does most of the long-range planning and strategy; but it is the magnetic personality and physical strength of Gazrath that the orcs rally to. Volper and most of the other officers encourage the Radisha legend among the troops, to improve ever-fragile orcish morale.

With the capture of High Crag, the orcs have a secure base, and they have been drilling in weapon skills and battlefield maneuvers under the stern tutelage of the urukhai. As news spread among the clans, more and more refugee orcs have found their way to High Crag to swell the ranks of Gazrath's army. Several new villages have been built in the valley, and the fields are tended by orcs not able to fight or human serfs who didn't run fast enough when the castle was captured. Those who know something of armor-making or working iron are hard at work to equip the army, but the principal weapons are knife, bow, and spear. Swords are very rare and jealously guarded by those lucky enough to own one (or big enough to bully it out of someone else).

Gazrath has made contact with a human that the orcs call "Karth", who is willing to sell the orcs one hundred-fifty well-forged broadswords for 15,000 GP worth of gems taken from the treasure of High Crag. The promise of swords has encouraged the orcs, who drill



daily with crude shields and wooden swords, in hopes of being good enough to be given one of the prized weapons. None of the orcs or urukhai know the true identity of Karth, but their desire for swords is greater than their distrust.

Karth is actually one Sgt. Murkin Peddy, the chief supply officer of Jarus Ironsides' Sworn Swords. With little hope of advancement and nothing to look forward to but a meager pension, he has taken his own steps toward insuring a comfortable retirement somewhere a healthy distance from all orcs and mercenaries.

Jarus' decision to use assassination as a weapon goes against all mercenary codes and traditions, and it weighs heavily on his conscience. He is not really expecting the player characters to survive if they complete their mission, for the orc's revenge on them if they are caught would be terrible. The secrecy of the mission is more to protect Jarus' reputation as an honorable mercenary than to insure the mission itself. If the players do not, before or after the mission, keep their mouths shut, there is an excellent chance (85%) that Jarus will seek to have them silenced permanently. If the players do keep his secret, he will probably (80%) deal honestly and pay up. There is, however, a 20% chance Jarus will still come to regret his decision, and seek to eliminate all evidence.

On Orcs and Urukhai

The origin of the orcish race has long been hotly debated among the races of the world. Various legends and sources contend that the orcs are the descendants of a "fallen" tribe of elves (although elves dispute this), or the spawn of an evil wizard's incantations in the depths of the mountains, or minor demons judged not evil enough for Hell. A pious few contend that orcs are a punishment sent from the gods for the sins of the world.

The orcs themselves waste little time thinking about whence they came, for they are far more interested in survival in the present, and the glorious future yet to come. Orcs firmly believe that someday the legendary Radisha, the Great General, will arise and lead them to conquer the world. Many have claimed the title, and orcs have followed them, but as yet, the world remains unconquered, and the orcs remain for the most part a downtrodden, homeless people dreaming their dreams of glory.

The orcs that the players will encounter on this adventure are different from their cousins in Haven. These orcs are more primitive and know little of humankind or civilized life. The GM may share general information of orcish culture as s/he wishes, since Jarus would certainly brief the player characters on what to expect.

Orcs in their mountain habitat are tribal, living in clans of forty or so individuals in small villages or cave complexes. Clans usually are identified by a totem animal, such as a wolf, bear, or snake; this motif is frequently worked into personal adornment or worn as a badge. The orcs are primarily hunters and gatherers, with limited agricultural and livestock holdings if the clan's territory is suitable. The amount and quality of the clan's territory governs the size of the clan, and how prosperous it is. For the most part, the mountains are not prime real estate, so it is not surprising that many clans survive by raiding other orcs, or any hapless human settlement or travellers they encounter.

The clans are ruled by chieftains, usually the biggest and toughest male. The chieftain holds his position until somebody bigger and tougher comes along, either from within the clan, or (as happened at High Crag) a consolidation of clans occurs, in which case, the biggest and toughest chieftain rules all.

An orc's position within the clan is a carefully weighed (and frequently contested) balance of dominance

and submission. Every orc quickly learns who he must submit to, and who he can bully around. This is the basis of all social relationships, a pecking order. An orc will gleefully take candy from a baby, and give it away with pitiful eagerness to anyone capable of thrashing him for it. Squabbling and fighting among orcs is the common method of determining one's place in the hierarchy, and is a frequent occurrence. These fights are more like brawls, with the weaker free to surrender at any time, and only rarely cause either orc any serious harm (except, perhaps, to their pride). Most orcs are perfectly willing to surrender or run away when clearly outgunned, a fact which has frustrated many an orcish commander throughout the centuries, but insured the survival of the species.

Brute strength is not the only way an orc can get a little respect from his fellows, although it is the most convincing. Having a big friend who appears ready to defend one's scrawny neck is also effective, as long as one's friend is around. Cleverness, particularly in outwitting enemies, is also admired - a good insult or sneaky trick can take an orc far. Any ability in the arcane arts gives the wielder a measure of power over the superstitious orcs, who use little magic. And nothing beats a good bluff; a good deal of dominance is sheer bluster.

The Urukhai

The urukhai are an inbred strain of orcs who are, on the average, bigger, stronger, and meaner than their lesser cousins. Trained from childhood in a spartan military tradition, they are primarily fighters and are frequently found as mercenaries. They are even bigger bullies than orcs, but are much less easily cowed. Urukhai mercenaries generally adhere to the same codes that mercenaries of other races do, although their loyalty to an employer can fluctuate if the urukhai's own commander is replaced (usually in duel). Many urukhai, including those of Gazrath's company, follow the mercenary's god, Kethrin (see Free City of Haven for more background on Kethrin's cult).

Dueling among the urukhai is taken far more seriously than the squabbles over dominance among the orcs. There are two rules governing formal challenges between urukhai: 1) One may not interfere in a private duel, and 2) There are no other rules. The dominance/submission traditions of urukhai are closely related to military rank, and challenges are relatively rare events. All urukhai, of course, are dominant over any orc, by definition, and waste no time asserting it.

On female orcs and urukhai

Although some do say that orcs are spawned in cess pools, this is not true. There are female orcs, and these produce little orcs in the usual manner, in large numbers. The birth rate among orcs (and kobolds) is high, but so is the mortality rate. Orcs seem to have many enemies in the world.

A female orc's position in a clan is similar to a male's - she bullies others she can, and is bullied in turn. As a general rule, most males dominate most females, being bigger. Female orcs are tough creatures, though, and they survive the hardships of hunger, fighting, childbirth, and generally live longer than the males. Orc women are not combatant in the usual sense and are rarely fighters (except among themselves). Orc women do most of the domestic work around the villages.

Orcs do not have formal families. Male orcs sow their oats wherever they can, and most females do not object. Fighting over females is part of the dominance-submission tradition, and females are just as likely to fight over males. Infants are fiercely protected by their mothers while they are still small and fuzzy, but older children tend to be ignored or bullied. Orc children dream of the day they will be strong enough to

assert their place in the clan, and meanwhile practice picking on kobolds, small animals, and each other.

Females among the Uruk-hai have a somewhat better position. Many are trained in the same military traditions as their male counterparts, and some are able fighters. Those not trained as fighters support the mercenary bands as medics, cooks, and mothers for the younger urukhai. Rarely do uruk women perform the common domestic chores of daily life - there are ordinary orcs, and sometimes human slaves, to do that. Uruk women are much more likely to stay paired with a particular male for periods of time, and are less likely to submit to a relationship they don't want.

Children are better cared for among the urukhai, although the constant training for adulthood is hard, and some do not survive it. Weaklings have no place among the proud urukhai.

Gazrath's Bearclan has very few women and practically no children, since they were a wandering mercenary band, not a settled tribe. They have sent for the remainder of the clan, however, and anxiously await their arrival.

On the Lingua Orcish

Very few of the orcs of the High Crag area speak any language but orcish. Therefore, a knowledge of orcish is vital to the players' chances of survival among the enemy. Each of the characters given for this scenario has some degree of familiarity with orcish. (This was one of the reasons they were volunteered.) Level of competency in the tongue varies, however, and is explained below:

Pidgin - Knows only the simplest phrases and has a very limited vocabulary. Apt to sound like baby-talk ("Me know you") or to wrangle the grammar badly.

Fair - Can comprehend simple sentences easily, and make conversation on a limited basis with only minor (15%) chance of error. Knows ordinary grammar and vocabulary enough to get by, but apt to stumble if put under pressure (i.e., argument or detailed discussion).

Average - Understands and speaks well enough to manage most everyday situations, with a reasonable vocabulary. Not up to eloquency in philosophical discussions, but neither are orcs, most of whom are at this level.

Fluent - Vocabulary and understanding excellent - can even distinguish between accents and dialects of different clans.

The Player Characters:

To succeed - and survive - on this mission, the players need a balance of thier and fighter skills. The following 5 characters are suggested for use in this scenario, with players allowed to transfer experience earned in this adventure to their regular characters. If the group thinks it needs additional muscle, 3 more fighters are provided. It is assumed that these hardy souls "volunteered" for this mission, although it may well be that the alternative to volunteering made just trooping into an orc stronghold look like a festival picnic . . .

Jarus will provide any normal armor and weapons the players want - swords, bows, spears, etc. These will be issued out of the company's supplies, as will be any other normal gear - rope, picks, torches, clothing, etc. Horses and tack can also be provided. The officer dispensing these supplies is, of course, Sgt. Murkin Peddy, the traitorous "Karth". He will not ask questions of them unless his suspicions are aroused by their conversation. If he learns of their mission, he will alert Gazrath to this information in his letter arranging their meeting (see Timetable of Events). If he sees a safe opportunity, he may also attempt to sabotage the equipment given out - weakening the ropes or the cinches of the saddles, etc.

If the players ask Jarus for magical aids to help them on their quest, there is a 20% chance that Jarus will provide one or more of the following items (roll separately for each):

1 vial healing potion (5 doses, MR saving roll or +106 damage healed)

1 vial contact poison (3 doses, STM saving roll or -108 to STA)

1 set Spiderpaws (on hands & feet, can climb any vertical surface with 98% ability)

1 Pass-key (106 uses - will fit any lock when inserted into keyhole; will hold that shape until used in different lock)

1 bag small marbles (5 glass marbles - when broken, cause no damage, but a loud explosion and much smoke)

1 vial sleeping potion (5 doses, internal use only - MR ST or sleep 106 hours)

If the players think to request it, they can be given weapons, clothing and gear (including totem badges), belonging to the orc prisoners of the Sworn Swords, greatly increasing their authenticity.

Disguising the Player Characters

The disguise provided for the player characters comes in three components, which have varying schedules of maintenance.

1) A vial containing a dark liquid with a strong musky odor that must be rubbed into the skin over most of the body, to give the characters the distinctive smell of the orcish races. The liquid should be reapplied every 6 hours to retain full potency, and will wash off in water. The players' noses will adjust in an hour or so, though the smell is likely to linger for several days for human noses, and a few weeks after the mission for animals . . .

2) A potion that, when swallowed, will cause one to gag and croak for a minute or two. It effectively hoarsens the voice so one can speak Orcish properly. Duration is 206 hours. A canteen or two of the vile tasting stuff is available.

3) An Illusion of Sight spell cast from a scroll upon the players, changing their appearance to that of orcs of the same general build. (Those players of combined STR and STM above 28 will resemble uruk.)

All character stats remain unaffected by the spell except for appearance, which goes down 5 points on orcs and 4 points on urukhai.

The illusion will last 3 days plus 1012 hours from the time it is cast, so it is suggested that players carry the scroll until they are ready to assume their disguise. They are warned that it is an Illusion of Sight only, and does not extend to touch. Any player with experience with magical enchantments might realize that the spell would emanate a strong aura of magic when activated, detectable to a magic-user.

THE PLAYER CHARACTERS

Shanlin

Shanlin of Mandelai is a middle-aged thief from an upper class background. She originally journeyed to this area to see if she could recover some of the treasures of High Crag that are likely to be in the possession of the orcs. Unfortunately, she ran across Jarus while attempting to get information about the current situation from the mercenaries. Jarus, who is well aware of her background, threatened to ship her back to the authorities of Mandelai if she did not cooperate.

Shanlin is the only one of the party who has been involved in assassinations before. Due to her experience and her quick wits, she considers herself the most logical leader for the group. She is also the only member of the party who is FLUENT in orcish.

Shanlin is petite and dark (which the disguise cannot change much), with a level head and excellent

powers of observation. She is experienced in acting a part, but in her intensive desire for the mission to succeed, she may forget the essentially subservient role a female orc plays. She is used to working alone, and is apt to be impatient with the group.

Her skills include Netting (the throwing of a net), Reading, Writing, Mountaineering, and Entertaining. (See TGI for detailed explanations of these skills.)

SENSE TRAPS 40% LOCATE TRAPS 20% SILENT MOTION 45%
OPEN LOCKS 40% DISARM TRAPS 50% HIDE IN COVER 40%
HEAR NOISES 40% PICK POCKETS 90% CLIMB SURFACES 99%

Lorrill

A wood elf, Lorrill was "volunteered" for this mission after being caught stealing supplies (for his impoverished tribe, he claimed) from the mercenaries' commissary. He has good reason to hate orcs since the elves have suffered from orcish raids.

Lorrill is more of a woodsman and tracker than a thief. His skills include Tracking, Trapping, and First Aid. He can read only his own elvish language, but he speaks the common tongue well and speaks FAIR orcish. Of all the party, he is the least enthused about their disguises. He is also distrustful of Morgul because of his orcish blood.

SENSE TRAPS 22% LOCATE TRAPS 30% SILENT MOTION 35%
OPEN LOCKS 40% DISARM TRAPS 25% HIDE IN COVER 40%
HEAR NOISES 30% PICK POCKETS 55% CLIMB SURFACES 82%

Morgul

Morgul, a half-orc, was raised by his human mother to hate orcs, though up till now he has simply avoided them, and really doesn't like anybody very much. As a halfbreed, he has been an outcast most of his life, and has become an excellent second story thief, but is a lonely and bitter man.

Morgul speaks AVERAGE orcish. Morgul's reaction to meeting so many orcs is left to the player's discretion - whether his mother's teaching inflames his hatred, or whether he finds a feeling of comradeship among these distant cousins that appeals to him.

Morgul's skills include Locksmithy, Blacksmithy, and Mountaineering, and he has a set of lockpicking tools (complexity 3).

SENSE TRAPS 30% LOCATE TRAPS 45% SILENT MOTION 35%
OPEN LOCKS 80% DISARM TRAPS 50% HIDE IN COVER 35%
HEAR NOISES 30% PICK POCKETS 70% CLIMB SURFACES 99%

Gavin

Gavin is a former mercenary turned adventurer, whose escapades have been less than lucrative of late. So, while he dislikes skulking around like thieves in the night, there is that reward to be considered.... He is also aware that Jarus is breaking the mercenary's code in sending them on an assassination mission.

Gavin is experienced in castle defense, and his skills include Cartography and Architecture (which gives him a +20% bonus in searching for secret doors) and a Mastery of First Aid. He speaks FAIR orcish.

Gavin also has serious doubt about the party being led by a woman, and is apt to be critical of Shanlin's decisions.

Biglug

"Biglug" is not his real name, of course, but the nickname seems fitting. Biglug is a mountain of muscle, but was a bit shortchanged in the intellect department. After all, he actually did volunteer for this job!

Biglug loves fighting and beer. He has already decided that Gavin is a very good fellow, and is more apt to listen to him than Shanlin. He speaks PIDGIN orcish (he only speaks FAIR common!). His skills are limited to Husbandry, but his sense of smell is good, so that he has a 25% chance of noticing when their smelly disguise is wearing thin. Whether or not he will think to mention it is something else, of course.

Optional Player Characters

Ander

Ander speaks FAIR orcish, and he has a deep and abiding hatred for orcs (His brother was killed in a recent raid). He is eager to kill to avenge his brother and may be difficult to restrain.

Bard

Bard is also local to the area and has been through the High Crag pass, although he has never gone to the castle. He hopes to impress Jarus enough to join the Sworn Swords. He speaks PIDGIN orcish.

Corwin

Corwin has no particular feeling towards orcs. He is seeking adventure, and the seriousness of the gambit - and its danger - hasn't sunk in yet to his youthful head. He speaks PIDGIN orcish.

The Players' Briefing

Jarus will provide the players with whatever information he has at his disposal (in a briefing by the GM at the outset of the scenario). Unfortunately, his knowledge is very limited; of the three scouts he has sent into the region, one never returned, and one was left as a warning, hanging from a tree near the Sworn Swords camp, riddled with arrows. The third scout's report, and rumors collected from the peasants fleeing the area, represent the bulk of Jarus' information. Jarus was also able to capture prisoners during a recent raid, and some of the information he has garnered from them is also included in the briefing. (Players may also, if they request it, try their own hands at interrogating the prisoners - see the Prisoners section below for details.) Since the castle is well-known, a rough floor plan of the first level is available for the players use; however, no one knows precisely how the orcs are utilizing the resources of the ancient stone fortress at this juncture.

The Scout's Report

The scout was able to get within five miles of High Crag Castle before he felt he was pushing his luck for returning at all. He observed three different orc groups during his journey.

The first seemed to be a patrol that doubled as a hunting party, since they were carrying two deer carcasses and several braces of wild fowl. There were ten orcs, eight males and two females. They were garbed in leather tunics and plain homespun, and carried bows, spears, and knives. The leader had a sword. All wore necklaces of dark beads, with four animal claws strung on them. They appeared to be a well organized party; engaging in little extraneous speech as they traveled. They were heading in a fairly direct route straight toward High Crag. The scout did not follow them.

The second group he observed, also a patrol and hunting party, had camped some fifteen miles from High Crag. This group numbered fifteen; ten males, three females, and two small children. Again, their principal weapons seemed to be bow, spear, and knife.

The leader had a chain shirt, and a sword; the males wore leather. The females were unarmed, and were serving non-military functions. There appeared to be some dissension between the males and females, until the leader severely disciplined one (the scout did not understand orcish). The scout did not stay long, for fear of being discovered. (GM's note: if the players ask about badges or insignia on this group, the males wore a wolf's head on their tunics, while the women had a serpent motif embroidered on their clothing.)

The scout's third encounter was with a single orc, who was running along the road toward High Crag at an easy, long strided pace. He was armed with a knife, but bore a leather scroll case at his belt. The scout prepared to attack the orc, and gave chase (lacking ranged weapons), but the orc was very fleet, and left



the scout behind. Fearful that the orc would find help, the scout gave up the chase. It was well he did so, for as he was lying low, catching his breath, three riders at full gallop came down the road from the opposite direction; swords drawn. They were urukhai, and armored in full chain. They searched the area, but fortunately the scout was one with the foliage, and he was not discovered. The leader was female, and she also wore a bullwhip coiled at her hip. Their badge seemed to depict a rearing, snarling bear. After a while, the three urukhai rode off, and the scout carefully returned to the mercenary camp.

The High Crag Area

High Crag Castle is about twenty five miles from the mercenary camp, on the main road that winds through the foothills below the Peace Mountains. It sits on a rocky bluff, overlooking Pass Road that traverses High Crag Pass, one of the less frequently used routes through the Peace Mountains. A side road crosses the Pass river that also goes down the valley's length, and winds up the bluff to the castle gates.

There was a village where the side road intersects the main road, with fields and flocks, and about two hundred people. The valley was mostly forested, with a few isolated cottages.

There was a small garrison at the castle, about 40 men, primarily to keep down bandits. The family of de Monteburk has held High Crag Castle for four hundred years; its inhabitants at the time of the attack consisted of the old lord, his two sons and a daughter (they have relatives in Mandelai who are anxious to learn of their fate). The population of the castle numbered around a hundred, including servants - it was an isolated holding, and not prepared for such a full fledged attack. Very few of the castle dwellers or villagers escaped the orc attack; it is assumed that those unaccounted for are either dead or enslaved.

About the Enemy

There are believed to be in excess of 1,000 orcs in the immediate vicinity of High Crag. A band of urukhai are probably running the show; it is quite likely that the Radisna is an uruk. Most of the fighters appear to be equipped with bow and spear, and leather armor.

The exact number of different tribes represented is not certain; the totems identified so far are Wolf, Bear, Badger, and Snake (the prisoners are from the Wolfclan).

It is believed that the orcs have in their possession a powerful magical artifact of some sort that produces flames, or a mage among their ranks. Jarus would not mind if the players get that artifact while they are in the area, but he doesn't expect miracles.

The GM should also give the players a verbal synopsis of the Introduction to this scenario. The players will be briefed on their disguise, and given the scroll, and various other accouterments needed to sustain their impersonation.

If, after the briefing, the players ask to interview the orc prisoners on their own, refer to the next section.

Orc Prisoners (GM's Information)

Some of the information that Jarus gives the players has come from interrogating orc prisoners captured during a recent raid. If the players ask to talk to the prisoners themselves, Jarus will be perfectly willing to allow them a chance to garner more information. However, because Jarus is anxious to get the players started on their mission (and out of the mercenary camp before someone finds out), he will limit their time so that they can see, at the most, three prisoners. Three orcs are described later in this section so that the GM can determine what information, if any, the players gain.

There are two basic approaches to interrogation, the proverbial carrot and stick. The players can use actual or threatened physical harm to coerce the orc into cooperation, or try a gentler approach, with rewards and a quiet, soothing voice, trying to trick the orc into revealing more than he intended.

Orcs are used to being questioned/interrogated with the threat (and reality) of physical harm. Most orcs will talk fairly easily if they are seriously threatened, but there is a limit to what they know that is of any value. If continuously pressed, there is also a limit to the orc's credibility, as he will tend to say anything to save his skin. Too much punishment will reduce most orcs to babbling hysteria.

Rather than attempting to bully and frighten an orc into spilling information, a player can try the soft approach, talking calmly and gently to the orc, promising rewards (food, alcoholic beverages, freedom). Players may attempt to trick the orc into spilling information he had no intention of revealing.

Information of a non-military nature gained this way has a high accuracy factor, particularly on a personal level, although most orcs and all urukhai will freely exaggerate their own roles in any situation. It is also quite possible to waste hours of time listening to long explanations, stories, and excuses while leading the orc's babble onto more useful tracks.

Descriptions of three orc prisoners follow. It is assumed they know, and will reveal, the name of their chieftain, and any other general information about the tribe the GM wishes to reveal from the section on the villages later in the scenario, although exact numbers should always be hazy. None of the prisoners know each other, although they are all from the same clan.

Orc Prisoner #1

Toorik is from the Wolfclan. He speaks only orcish but is eager to please. He will talk freely and tell the players whatever he thinks they might want to hear. Unfortunately, Toorik knows very little, but he has a decent imagination and will fill in any gaps with a minimum of prompting.

Toorik believes wholeheartedly in the Radisna legend, and in the present claimant to the title. He describes the Radisna as twice the size and strength of

an uruk, in magical black armor, one who can pick up a horse and wrestle cave bears.

Toorik has no idea how many orcs there are even in his tribe; he will either grossly overcount (two, maybe nee thousand!) or sit trying to count on his fingers ("Lessee - there's Snagrat, n' Dora, n' Sedek, n'..."). Nor has he ever been to the castle, although he will, if pressed, describe its maze of passages, rooms of weapons, treasure rooms, and the dragon in the tower with great eloquence. If accused of lying, with punishment at hand, he will take back everything but the dragon. He's sure of that - he's seen the flames.

On the subject of weapons, it is possible to trick Toorik into admitting he was learning to use a sword (in fact, the GM might have Toorik volunteer the info). Toorik will claim that he was promised a real sword, very soon, by the Radisha himself, as were his friends. (GM's Note: If this bit of news comes out [and it should!] Toorik should be found dead [an apparent suicide by hanging] in his cell the next day [he was actually killed by Sgt. Peddy]).

Orc Prisoner #2

He is Vorn, also from the Woltclan. He has a fair understanding of the Common tongue, but will only speak (and respond to) orkish. He has been reluctant to answer questions unless threatened, and he will claim ignorance about anything he considers important. Vorn was captured, not in the raid, but alone in the woods near the Sworn Swords camp, and has already undergone some rather rough treatment in questioning (he has lost approximately 1/2 of his normal HTK as the result of physical punishment by his questioners).

Vorn was a scout, but he claims to have been a solitary hunter, merely trying to feed his small clan. He claims ignorance of anything to do with the Radisha or High Crag, although he has been beaten and whipped, and deprived of food and water.

If the players attempt the soft approach, Vorn has been weakened to the point where he will get drunk easily, or can be tricked by patient questioning into contradicting his own story enough to have to admit some of the truth. He will still lie about as much as he can get away with, building a new "story" based on the shards of truth he let escape.

He knows the Radisha by sight and by name, and is personally loyal to him, although he is very cynical about his future at the moment. He is familiar with the layout of the valley, and the castle. Vorn knows that someone is selling the orcs swords (but not who), but must be tricked or tortured to reveal it.

Vorn is a pickpocket, and is very proud of his dexterous hands, which have not (so far) been injured. Serious threats of damage to, or loss of, his hands will improve Vorn's cooperation immensely.

Orc Prisoner #3

His name is Lurgin, yet another from the Woltclan. He speaks only orkish, and that slowly; not particularly bright, he doesn't know how to use subterfuge to avoid answering questions. He rarely knows the answer to any question, unless it is directly related to his own personal experiences.

Lurgin was badly wounded when captured, and still needs crutches to walk, although he is healing rapidly. He has not been ill-treated so far in questioning, as he has not really been judged that useful. However, no one has asked him the right questions. Lurgin was part of the original band of urukhai and orcs that took High Crag. He did not understand the way the castle was taken, but he remembers "the pretty princess" that the Radisha keeps in the tower, and now drunk everyone got. It will take careful questioning to bring anything useful to Lurgin's recall.

Lurgin is loyal as a dog to the Radisha. Every now and then the great Radisha came to the camps to watch

the drills, and once even sparred with Lurgin, of which Lurgin is very proud and will boast, should the subject occur.

It is perhaps fortunate that the mercenaries have been easy on Lurgin, for he has a quick temper when in pain, and is capable of going berserk with rage. This orc, even in his present condition, is quite capable of throwing a man across the room, and breaking fetters asunder (saving throw versus STR). If he perceives, in his slow brain, that the players mean serious harm to the Radisha, there is an 80% chance he will attempt to stop them, right then and there.

PERSONAE DRAMATIS

Gazrath dag Chardik (the Radisha)

Gazrath stands well over six feet tall, broad shouldered and muscular. An experienced mercenary, he has proven to be a charismatic and bold, although not brilliant, commander, despite his youth. He is level headed for an uruk, and his greatest wisdom is in selecting his officers, and utilizing their skills to best advantage - which includes Volper's role as strategist. Gazrath is also a master at managing urukhai and orkish troops. He has imposed the same tight discipline on the bedraggled refugees that he uses with his own crack troops; he now has solid beginnings for a trained army, the majority of which is fanatically loyal to him.

Gazrath normally goes armored in black scale mail and is armed with his bastard sword at all times (except when noted otherwise in the schedule). He also wears a black cape with a red lining, and a helm decorated with dragons for impressive display - all to underscore the Radisha legend, which encourages the troops. (At first, using the hero-image of a legendary Radisha was just a morale booster, but lately Gazrath has begun to consider that maybe there's more to it than legend . . .)

The uruk general has been building his army for about a year now, and is beginning to get restless. His respect for the advice of Volper and Raksha has kept him from moving to date, but once his best swordsmen are armed, he plans to press his attacks on the surrounding countryside. Meanwhile, his daily routine is erratic and spontaneous, since there is very little he really has to do from day to day.

Gazrath is obsessed with the human captive Lady Myrella, the only known survivor of High Crag's noble family. Although she fears and detests him, he finds her fascinating. He has assigned an orc wench, Dalai, to watch her and provide for her needs. None of his officers approve of his odd fondness for Myrella, but they permit his idiosyncrasy. Gazrath continues his healthy interest in females of his own race, or course.

Gazrath has one other ability the GM should note - due to his total lack of magical talent, he is psychically invisible. He cannot be sensed by any Detection spells, nor by scrying into a ball. Gazrath is unaware of this, and Sunja has never bothered to tell him.

Myrella de Monteburk

A lovely girl in her late teens, with wide blue eyes and long blonde hair. Her once slender body is now swollen with pregnancy, and her face is wan, with dark circles under her eyes; her hair is braided to keep it from any worse tangling. Her clothes are well worn, and refitted, but she still carries herself as the lady she was born to be, despite her situation.

Myrella has been Gazrath's captive for nearly a year, since High Crag fell and her family was killed. Once the shock of her captivity faded, she began to be more observant, and learned how best to deal with Gazrath and the other orcs and urukhai; when to submit, and when to demand. Her hatred is submerged, but not forgotten; she is well aware of her precarious position.

Myrella would be a willing ally for the players, if they promise to take her with them. Besides her now extensive knowledge of orc and urukhai customs, and her intimate knowledge of Gazrath's habits, she knows the castle to the last stone, including secret doors and passages, and about the flying carpet that was in the family room (Myrella is in no condition to ride a horse).

Although she hates Gazrath, Myrella lacks the intestinal fortitude to kill him herself, even if given the means; she will not even be able to watch the job done. She will also try to protect Dalai, her orc handmaiden, who has been kind to her.

Myrella can read and write in common and elvish, and speaks AVERAGE orcish.

Raksha

One of Gazrath's oldest and most trusted friends



among his officers, Raksha is an experienced commander in her own right. She is dark haired and attractive by urukhai standards, but seems interested only in Kazor or Gazrath.

Raksha is steely hard, with a stormy temper and very strong loyalties. She is also a skilled and agile fighter. Raksha trusts no one's loyalties to Gazrath but her own, and she has spies, usually female, with every other officer in the army, including Volper and Kazor. The orc Dalai is also one of Raksha's spies, although she has long since determined that Myrella is harmless. Raksha also arranged for the presence of Urshak-the-Bear as Gazrath's bodyguard; suspicious of everyone who comes in contact with her General, she should be treated as an obstacle to potential assassins. Raksha speaks and reads FAIR common.

Volper (Uncle Fox)

An uruk in his later years, he limps from an old wound, and must use a staff to walk. He wears no armor except for a quilted tabard with four red concentric circles on the front and back - the garb of a priest of Kethrin, the warrior's god.

Volper was a mercenary until his crippling injury, and is now a priest of Kethrin and the chief strategist

for Gazrath's army. His experience in the field, and patient book study after his injury taught Volper a great deal, and he has been passing ideas along to Gazrath, as well as designing siege equipment and war machines. Volper cannot command because of his injury, but he has a considerable influence on Gazrath, which he utilizes to season the uruk's charismatic leadership with wise planning.

Volper's rank as a priest of Kethrin should forbid his taking such an active role in an army; he is sworn to neutrality, to treat all fighters as his sons and daughters. His life is sacrosanct; no fighter who honors the code of Kethrin would touch him (Gavin will recognize him as a priest by his garb). Volper had long internal moral struggles in laying aside his neutrality for Gazrath's cause, fearing the possible wrath of his god. The justification for his actions: Volper honestly believes that Gazrath is the Radisha, who will conquer the world, and it is his duty to help this come to pass. Volper's loyalty to Gazrath is absolute, and he would die for him, if necessary.

Volper speaks AVERAGE common, Reads and Writes.

Sunja

Sunja is small for an uruk; her hair is a dirty blonde, her eyes large and golden. She does not wear armor, but manages to keep herself and her clothes relatively clean and neat. She wears several amulets, and a dagger made from a dragon's tooth. Sunja is an eccentric and unpredictable personality. She is quite vain, and bathes almost daily. Her clothes are all of fine fabric and embroidered (mostly looted from the wardrobes of High Crag), but do not always fit well. She bosses the orcs around like a spoiled princess, and has been known to try one for petty reasons. The effect that her magic has on ordinary orcs amuses her, and she sometimes indulges in lavish pyrotechnic displays, from her tower, or swooping down on a village on the flying carpet she appropriated when the castle was captured. (She has managed to appropriate almost every magical item in the entire castle for her collection.)

Despite her petulant temper and a penchant for theatrics, Sunja is a formidable mage, particularly with fire spells. One of her amulets gives her total invulnerability to fire, another deflects up to 40 pts. per melee round of missile damage. Her rings include Invisibility (which she rarely uses) Featherfall, Fairy Fire, and Grand Entrance (creating the characteristic flash of flame and puff of smoke that usually precedes Sunja's appearance anywhere).

Sunja will sense magic use if she is ever within 50 feet of the players. At that time, she will:

- 1.) stand and shout, "Alright! Who's hoarding magic?" until someone gives up an item (10% chance) or breaks for a door (15% chance), whereupon she will try the runner, and be satisfied, or
- 2-9.) start slowly to circle the group of players and orcs, staring at them until she zeroes in on one of them, or (25%) someone breaks for the door (same reaction as before), or
- 10.) nonchalantly appear to go about her business, but be sensing until she has found one or more of the players, then have the urukhai guards pick him up "for questioning" so she can "interrogate" him in privacy.

Sunja is FLUENT in common, elvish and orcish, and reads and writes in all three languages.

Kazor

Kazor is tall and lean, with a dark, thick beard and close cropped hair. His eyes are dark and musing, thoughtful. He is an experienced soldier who has worked with humans extensively, and he is FLUENT in common. He has served with Gazrath for several years, and is loyal to him, although he offers no opinion on whether his friend is the stuff of which legends are made.

Kazor is a man of action, and is rarely in the castle, preferring to ride on patrol, or drill the orc troops in the villages, or go on raids, particularly after horses. Kazor is an excellent horseman, and is far more at home in the saddle than in the officer's council. He is on the lookout for orcs who have some experience or talent with horses, in hopes of starting some orcish cavalry.

Urshak-the-Bear

Urshak-the-Bear is built like a great bear, with all the brawn of a buffalo but the brain of a turnip. He towers even over Gazrath, and has been known to told a disrespectful orc into a small neat package suitable for gift wrapping. Trained as Gazrath's bodyguard, he follows Gazrath everywhere he goes (except the privy, and Myrella's chambers, where he waits outside the door).

Being such a bright fellow, Urshak's attention span is about fifteen minutes (before dropping off into an easy slumber, at almost any opportunity). He will awaken quickly enough should something of interest occur, but will not be pleased if awakened for nothing.

Urshak likes food, beer, and sleep; he will obey Raksha or Gazrath without question, but tends not to be interested in much else. Urshak speaks PIDGIN orcish.

Dalai

Dalai is an orc wench assigned to serve (and keep an eye on) Myrella. Her hair is dark and curly, she is relatively clean, and her clothes are of reasonable quality (Myrella bullied her into bathing).

Dalai likes her job; it's a good deal easier than living in the villages, particularly since her Rat clan is not well represented in the valley below.

Dalai even likes Myrella, and is trying to make life as easy as possible for her. She taught Myrella a good deal of orcish language and customs, and has, in return, picked up an AVERAGE level of common, although Dalai will play dumb if she thinks anyone is around.

Despite her fondness for Myrella, Dalai is loyal to Raksha and Gazrath (in that order), and will not cooperate with any plots against them. Dalai will only fight if she has a fair chance of winning. She is a master of surrender now, stab in the back later, and nearly always has a weapon concealed.

LOCALES

The Valley of High Crag

The valley of High Crag lies around twenty miles northwest of Lake Faldi, and is approximately seventy five miles from the free city of Mandalai. The Pass River flows through the valley from its source high in the Peace Mountains to empty into Lake Faldi, and for generations the Pass Road has followed the river as an easy route through this part of the mountains.

Near where the Pass River flows into Lake Faldi nestles the town of Faldi. Other small villages and freeholds lie scattered on the lakeshore or in the hills nearby. The Sworn Swords have quartered themselves just outside of Faldi, and it is from here that the player characters will begin their mission.

The castle of High Crag sits on a rocky bluff nearly ten miles from the beginning of the valley, and commands a wide view of the road and the river below. The valley is about a mile wide, with slightly rolling hills that rise from the river banks to the sudden steepness of the mountains. Thick forests cover most of the valley floor, thinning out on the mountainsides. Dominating the eastern skyline is the jagged peak that gives the valley its name.

The orcs have taken over the village that sits between the river and the road. A bridge spans the river at this point, and a side road branches off to wind its way up the steep bluff to the castle. One village very soon proved inadequate to house all of

Gazrath's followers, many of whom were from different clans, and distrustful of each other. Other villages were built along a five-mile stretch of the river, and the most numerous clans settled in them. The Badgerclan found caves to the west of the castle, and claimed these underground passages for their own.

Game is extremely scarce near the villages, and hunters are forced to go further afield for food. Domestic livestock is also rare, since orcs do not always understand the value of saving an animal for wool or milk later when it can be eaten now. Fields for limited grain and vegetables surround the villages, although the orcs are indifferent farmers. Autumn raids on full barns are far preferable to toiling in the sun all summer.

The living conditions in the different villages are quite similar. Huts are generally mud and wattle with thatched roofs, and are about nine feet by twelve feet, with an open door and no windows. Straw and leaves provide bedding, with old furs and cloaks for covering. Occasionally there is simple furniture, like chests or trestle tables, and a fur hung at the door for a curtain. The huts are crowded, housing 108 + 4 orcs; orcs tend to stay in the same hut with others of their original clan group, and are usually (80%) reluctant to admit a stranger into their midst. A newcomer to a clan village can sometimes have difficult time finding a hut that will accept them, and there is only a 5% chance of an empty hut in any given village.

Cooking and other domestic chores are done outdoors, and generally by orc women. Older children gather wood and tend what few animals there are. The adult males hunt and drill in weapons skills, while the younger males watch eagerly, and practice with sticks on their peers.

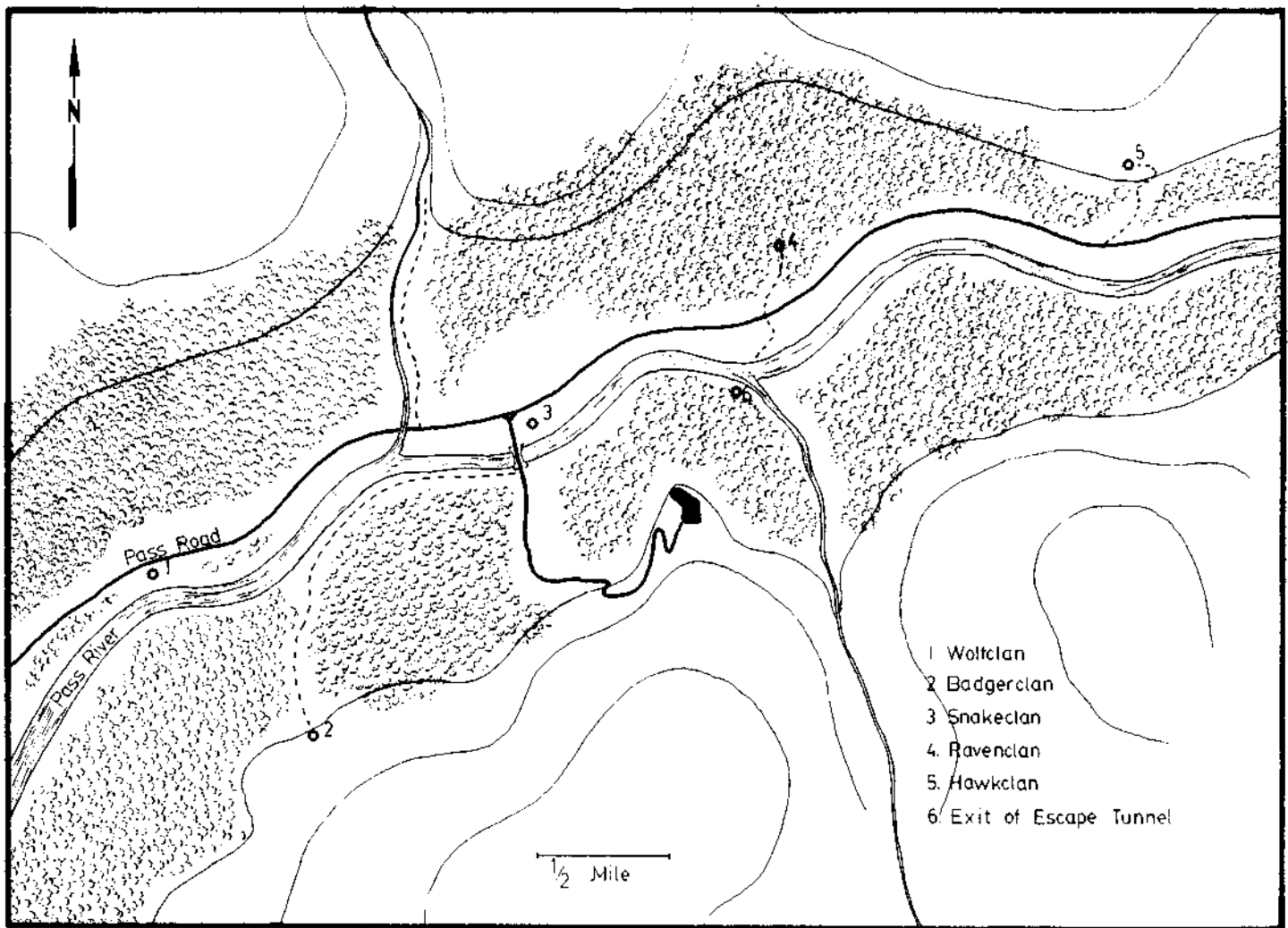
The chieftain has a hut of his own, with some furnishings, and several women who do all the chores. All hunters give a portion of their catch to the chieftain, and he also receives the best of all the spoils in a raid, and the best fruits of the fields. The armstrong, an uruk assigned to the village to drill the soldiers, also receives his own hut, any women he wants, and a chieftain's share of the food. His urukhai assistants (1 assistant per fifty warriors of the clan) share a hut, but demand, and receive the same preferential treatment.

The major clans that have villages of their own are the Wolfclan (1), the Badgerclan (2), the Snakeclan (3), the Ravenclan (4), and the Hawkclan (5). Other minor clans include the Ratclan, the Bobcatclan, the Foxclan, and the Boarclan; members of these clans are distributed among the five villages. Generally, these minority clans group together into small enclaves, sharing a hut or two on the edge of the village, only partially accepted by the majority clan.

Each of the major clans and their villages are described below. The clan leadership and any customs and traditions unique to the clan should be considered general knowledge, easily obtained by the player characters in conversations with orcs. The GM should note however, that any one clan's view of another clan's leadership or lifestyle is apt to be distorted, due to the natural distrust between clans.

The Wolfclan

The Wolfclan is the largest of the clans that have locked to Gazrath's banner, and is notorious for having undergone more changes in leadership than any other clan in the valley. The present chieftain has held his rank for less than a month, and already has proved to be a cunning and ruthless leader, by eliminating most of his predecessor's supporters. He calls himself Lupus, and so far he has been a staunch supporter of the Radisna. He has also killed two challengers of his position in duels, and is reputed to be one of the best swordsmen in the valley.



The village is fairly large, with a total population of around five hundred and seventy; just under half of these are women and children. Due to the size of the clan, it is the most tolerant of newcomers and strangers from other clans; about 15% of the orcs living in the Wolfclan village are from the smaller minor clans. It is also the least organized of the clans, with little coordination as to who goes hunting when, or when any given group or individual is expected to show up for weapons practice. There is only a 20% chance that anybody will notice the player characters as newcomers and try to incorporate them into a hunting party, drill group, etc. Generally speaking, there are plenty of rumors, but no one really knows what is going on.

The other notable feature about the Wolfclan's village is the great number of large wolflike dogs that live with the orcs. As a symbol of the clan, the dogs are special to the Wolfclan, and many are trained to hunt or defend their master's belongings. There is a 40% chance that any given hut will have 103 of these wolfdogs living within. The wolfdogs usually (60%) stay with the same group of orcs, and some (30%) are attached to a particular orc as a hunting or fighting companion. The remaining 10% of the wolfdogs are young beasts who have not yet settled with any masters. Should the player characters attempt to attract one of these wolfdogs (by feeding it and stroking it etc.), there is a fair chance (SR vs MAG if it is unattached) that it will stay with that character even after the scented disguise has been discarded (the GM should note, however, that the wolfdog would be scarcely more than a puppy, enthusiastic, but totally untrained). The

other wolfdogs will ignore the players as long as they do not threaten the dogs or their masters, and as long as their orc-scent is reasonably fresh (four hours or less).

The badge of the Wolfclan is usually a wolf's head stitched onto the tunic. If the players have used clothing from prisoners, or copied the badge, the authenticity will not be questioned. Without the badges, however, they will be constantly asked their clan, and most (80%) Wolfclan males will not believe them. If the players persist in pressing their Wolfclan allegiance, they will need to use a very good story (possibly based on facts garnered from the prisoners) or be prepared for a fight. It would be far safer to quickly pick another clan allegiance.

The Badgerclan

The Badgerclan were cave dwellers in the Peace Mountains, and managed to find caves to live in even in the valley of High Crag. They were never farmers, but excelled in digging and mining. The clan is reputed to have had great wealth in gold and precious stones. This rumor made them targets of many a raid from other orcs. It is no wonder, then, that the Badgerclan is very distrustful of other clans, rarely permitting strangers into their caves. The Badgerclan's leadership is another common subject for derision around the cookfires of other clans. The chieftain is named Dakar, a strong and able fighter, but in all matters other than fighting, he answers to his mother. Heggritt is a spy, shrewd, dominating old woman, who also serves as shaman for the clan. She knows a good deal about herbs and potions, and has a fair amount of untrained talent

for magic. A crystal ball is her most prized possession, which she can use successfully for scrying 80% of the time. Should the players arouse her suspicions (and the Badgerclan orcs are very suspicious), she will most certainly use her crystal ball to find out more about them - and will see them as they truly are. Heggritt's loyalty to Gazrath is not absolute. She will take any action she considers necessary against the players (probably starting with a knife in the back, or poisoned wine...). Dakar himself is an impressive leader by appearance only, loyal to his mother and the Radisha, in that order.

There are very few (3%) of the minor clan orcs living in the caves; the Badgerclan is not hospitable. The caves are damp and overcrowded, with a population of about two hundred and fifty, yet the orcs prefer the caverns to any hut. Living in such close quarters, most of the Badgerclan know each other at least by sight, and would be quick to spot a stranger, even if he were wearing the dark beads and badger claw necklace that serves the clan as badge. The cave entrance is well guarded by sentries, and strangers who would enter (or are caught sneaking around) are brought before Heggritt.

The Snakeclan

The Snakeclan occupies the original village, having killed, driven out or enslaved the human peasants who lived there. Having been with Gazrath since the capture of High Crag, they have a certain snobbish pride about their service to the Radisha (as opposed to that of these "raw recruits") that does nothing for their popularity with the other clans. The Snakeclan is jealously protective of what they consider to be their exclusive rights, such as the protection (and the occasional collection of tolls) of the bridge over the river, or to hunt meat for the General's table. The clan members will not take kindly to another clan or individual performing an act of personal service to the great Radisha, or even calling particular attention to themselves in a favorable way.

The snobbish attitude of the Snakeclan makes them the butt of jokes all over the valley, but they are generally given a measure of respect (to their faces). This respect is prompted more by the poison the Snakeclan uses on their blades, however, than any influence they might have with the Radisha.

The chieftain of the Snakeclan is a lean narrow-eyed fellow, named Rattler. Rattler is known for his slippery, flattering tongue (when in the presence of his superiors), and his skill with the bullwhip (reserved for inferiors). A politician among orcs, Rattler seeks to promote himself and his tribe with the urukhai leaders (to the detriment of the other clans, of course) with his fast talk and ready wit. He spends most of his time at the castle railing on his superiors, leaving the running of the clan to his deputies. Because of the clan's affiliation with the snake as its totem, Rattler has been exposed to snake venom to the point that he has a +5 to all his saving rolls versus poison that is of reptilian origin.

Snakes, both poisonous and non-poisonous, are common throughout the Snakeclan village, and serve the very useful purpose of keeping down the pests like rats, mice, and kobolds. There is a 10% chance at any given moment a player is in the village that he will see a snake nearby; however, the chance that it is poisonous is only 20%. The majority of Snakeclan orcs have a 104 bonus to their saving roll versus snake venom, and can handle even poisonous snakes safely 80% of the time. The snake is a motif on their clothing, and some wear belts or headbands made of snakeskin, which is the closest the clan comes to having a badge.

Of the entire population of the village, 10% are either orcs of minor tribes or enslaved human peasants. The other orcs are treated as inferiors but are not

otherwise bothered. The humans are slaves, (there are about forty of them) and do much of the hard labor in the fields and the village. The total population of the village is about three-hundred and sixty, with about two hundred fighters.

The Ravenclan

The Ravenclan orcs are woodswellers, used to living a semi-migratory life, following game trails through the mountains. Skilled in hunting and tracking, the Ravenclan orcs are also excellent archers. However, they are notorious for raiding other orc clans, and poaching game from another clan's territory. They are also scavengers, like their clan totem, and would rather steal meat than hunt it themselves.

The chieftain, Snagrat, is small and dark like most of the Ravenclan orcs, with snifty eyes and an unpleasant smile. His loyalty is to himself alone; he follows Gazrath only in the hopes of good pickings later. Meanwhile, one of Gazrath's officers makes sure that Snagrat and his clan have all they need (Gazrath and Volper are too arbitrary in such matters for Snagrat's taste). It is well known among the other clans that the Ravenclan gets more than their fair share of food and weapons, and they are suspected of robbing traps and snares. However, Snagrat's reputation for boiling oil and arrows in dark keeps complaints to a minimum.

The Ravenclan live in treehouses above the forest floor. Climbers since childhood, the Ravenclan are at home in the tree branches, and can travel almost monkey-like from tree to tree. They prefer guerilla tactics to pitched battle, and are used by the Radisha primarily as lookouts, scouts, and as an archer corps.

The treehouses have doors cut in the wood floors, with rope ladders leading down to the ground, or to an adjacent treehouse or a convenient branch. Walls are plaited branches or mud and wattle, with thatch roofs. Cooking is done on the ground. The ravens and crows special to the clan perch in the trees or on the houses. Some are trained as pets, but are not particularly useful as defenders or hunting companions. However, they do make alot of noise should they be disturbed at night (by intruders, for example).

There are around 300 orcs in the treetop village, and about 120 are fighters. Another 3020 orcs of minor clans have built a cluster of huts on the ground nearby, and watch for anything of interest the Ravenclan orcs drop. The Ravenclan orcs use no particular badge since their general physique and ease in the upper branches marks the clan members. (GM's note: should the player desire, Snagrat's orc guise would permit her to pass freely as a Ravenclan orc.) The Ravenclan orcs are distrusted by the other clans, and are not friendly with outsiders, but the minor clans are (75%) usually hospitable.

The Hawkclan

The Hawkclan is a small obscure clan that inhabited the wilder sections of the Peace Mountains. There are only about 200 in the entire clan, and of the 80 males who are fighters, 20 of these are Hawkmasters, skilled in falconry rather than weapons. Hawkmasters use both small falcons and the large hawks that are the clan's totem, for messages, hunting, and fighting. The hawks respond to whistled signals, and are trained to attack on command from their master. In battle, the hawks' talons are sometimes dipped in poison.

The Hawkclan have settled on a hill overlooking the river, some distance from the other clans. A well-organized group, they have built reasonable cottages of logs, mud, and wattle, snug mews for their hawks, and even a crude log palisade around their village. The other clans are a bit in awe of the Hawkclan, with their aloofness, their fierce birds, and their human-like organization. Indeed, the Hawkclan orcs consider

most of their cousins' clans to be barbaric.

The Hawkclan chieftain is uncommon as well, being older than most chieftains ever live to be. Talons is a Hawkmaster and a warrior, lean and greynaired, with but one good eye. His favorite fighting hawk still sits on his shoulder, however, and no one has challenged his leadership in ten years.

Gazrath is impressed by the hard work the Hawkclan orcs have put into weapons drilling, and has been heard to wish for a thousand more just like them, which did not endear the Hawkclan to the other clan chieftains who heard him.

There are some orcs of the minor clans living in the Hawkclan village, doing menial work for this small privilege; however, the living standard is high enough so that, even as servants, they don't mind much.

The Hawkclan does not have a formal badge, but clan members generally wear garments in good repair, and frequently use feathers as adornment.

The Bearclan (uruknai)

The Bearclan is not a clan in the normal sense, but a mercenary company, using the bear as a totem. Comprised entirely of uruknai, they are 200 seasoned warriors who have fought for hire until recently, when the opportunity arose to strike out on their own. Under the leadership of their young General, Gazrath, they have been successful in several previous campaigns and captured High Crag, giving them a secure base.

Now the company is housed in the barracks in the castle and spend much of their time keeping in shape, drilling the orc troops, or in recreational activities. The lack of any real action is harder on the troops than on their commander, and they have become even more rowdy and restless than uruknai troops usually are. Occasionally groups (1010) of uruknai go to a nearby village to carouse, rough-house a few orcs, or chase some wenches. Any orc caught in the vicinity of the barracks without a very good excuse (like players) is likely to become a fair target for entertainment and amusement for the bored soldiers.

There is an officer-type for every 10 men-at-arms, so there is a 10% chance that any uruk the players may encounter will be an officer (uruk type A). The uruknai generally wear chain mail (80% of the time), but wear only leather occasionally. Their principle weapon is broadsword, and they are trained to use shields. There is a 10% chance that an uruk also knows how to use a whip.

The clan has recently contacted the women and children of the Bearclan, and invited them to join the clan at High Crag. Now the uruknai eagerly await the arrival of women of their own race.

Although the official badge of the clan is a rearing, snarling bear, not all the uruknai actually wear the symbol; only half of the company even have anything close to a uniform.

The Kobolds

The Kobolds in the valley of High Crag are not a clan by any orcish standards, but an unavoidable nuisance, in the same general category as rats and cockroaches. Kobolds shadow any large gathering of orcs, as camp followers, scavengers and thieves. No item left unattended is safe; there is always a 40% chance that anything not tied down or guarded will swiftly vanish into eager little hands. (This explains partly the orcish tendency to hide, rather than use or display, any valuables they have.)

Kobolds are, by nature, extremely inquisitive (you might say nosy), and are also tremendous gossips among themselves. A kobold has a 45% chance of knowing any rumor on the Rumors chart, despite his location. The GM should remember, however, that kobolds are terrific liars, and will likely embellish or even make up (60% of the time) an interesting story rather than tell the

truth. If interrogated with some show of force, a kobold will repeat rumors as he has heard them, but the GM should limit the number of rumors the kobold spills to 10d4, selected randomly. The kobolds may take revenge on the players for mistreating one of their number by trailing them and causing problems.

Should the players elect to spend the night in the woods rather than staying in a village, there is a 60% chance that 6 + 10d4 kobolds will attempt to pilfer them or their camp. If there is a player on watch, he must make a saving roll against DSC in order to notice the thieves. (If there are more people on watch, saving roll on the highest DSC for the chance that anyone notices the kobolds.) A successful raid by the kobolds will take most of their food, small weapons (daggers, etc.), any shiny or otherwise possibly valuable items (such as jewelry, small sealed boxes, any coins in belt pouches, or magical-looking wands, flasks, rings, etc.), and there is a 15% chance they will have stolen the potion and scent-bottle of the players' orcish disguise.

The Castle of High Crag

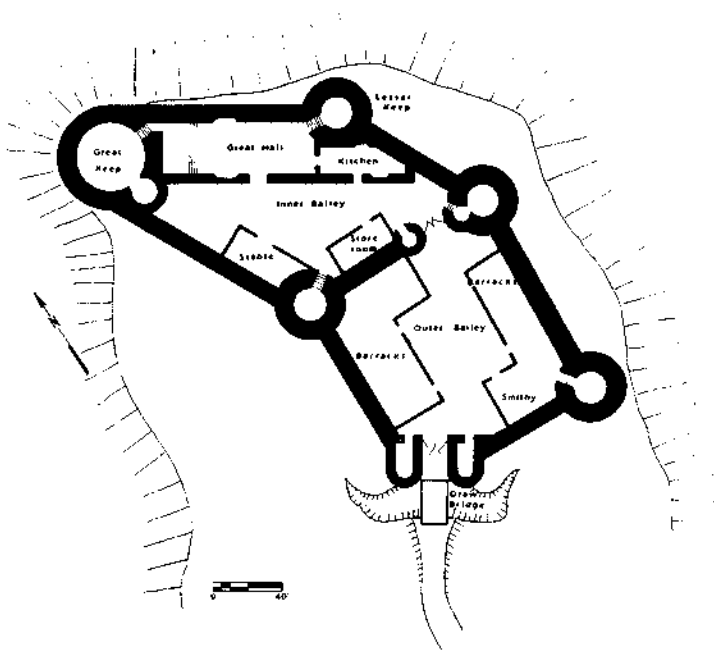
The castle sits on a rocky outcropping of the Peace Mountains, overlooking the valley below. It is surrounded on three sides by steep rocky slopes that are difficult to climb and exposed to the castle's defenders. The only easy approach is from the causeway that winds its way up the hill from the valley to the castle gates, with its defending towers.

The castle is very old, with some sections, like the Great Keep, dating back some 800 years. It is a solidly built fortress with thick stone walls and few windows, designed for defense rather than as an elegant residence. The walls are approximately 30' high, with a crenelated top, and are wide enough for several to walk abreast. Guards patrol the wall at all hours.

To the left of the front gate are a number of barns and corrals for the small herd of horses the uruknai have, and huts to house the orcs who look after them. The horses are well guarded at night, since many orcs still consider horses meat on the hoof.

The Outer Gate

The causeway snakes its way up the face of the bluff, doubling back on itself and winding around until it reaches the castle gates. A heavy oaken drawbridge



crosses a deep chasm cut into the causeway just before the gates; the drawbridge is down. The twin gate towers overlook the narrow passage over the drawbridge and through the massive iron portcullis into the outer bailey. Numerous arrow slits line the upper levels of the towers, and orcs can be easily seen on the flat roofs of the tower, watching the road.

Four orc guards in chain mail (1 type A, 3 type B) are on watch at the gate, and will demand to know the business of all who would pass inside, particularly if the would-be visitors are mere orcs. A bribe will (80%) work as well as if not better than a plausible excuse. The orcs seem less interested in anyone leaving the castle, and will only stop them if an uruk officer is present (25% chance) or if something arouses their suspicions.

If any of the players takes the time to look at anything in the gateway beside the guards, they will almost certainly notice that the portcullis above them is twisted and warped, as though blasted with great heat, and may also note that the chains that work the drawbridge are rusted and worn. If Gavin notices this or is informed of it, he will realize that the front gate cannot be shut, and that the drawbridge probably cannot be raised.

The Outer Bailey

The outer bailey is a large courtyard with two-story barracks and a smithy lining its walls. A stone well is near the tower in the northeast.

The barracks have become the home for most of Gazrath's Bearclan urukhai mercenaries. Several large cookfires have been set up and the courtyard is usually teeming with off-duty urukhai, orc menials and wenches, and the occasional kobold scavenger. The urukhai spend their time gambling for odd trinkets, grousing about the food and women, maintaining their armor or weapons, or engaging in serious drinking and playful wenching. Consequently, the courtyard is busy from dawn until fairly late at night.

There is a 10% that an uruk will nail one of the players as s/he passes with a "Hey, you - dungrat! Come here!", and give the unlucky soul some menial task to perform - chop and/or fetch wood, turn the spit, fetch water, shine boots or mail, etc. The GM should increase this chance by 10% for every 5 minutes the players remain loitering in this area with nothing apparent to do. (GM's note: the urukhai will not give menial orders to Biglug or Gavin, who appear urukhai while disguised, but may engage the latter in conversation about where they're from, etc. Needless to say, an uruk has a different sort of job in mind if he nails Shanlin).

The Inner Gate and Guard Towers

Two bored-looking urukhai guards (type B) stand beside the open gates that lead to the Inner Bailey. Unlike their counterparts at the Outer Gate, the guards take more notice of those departing the castle, though any orc entering the castle without apparent legitimate business (i.e., carrying supplies, bearing a message, etc.) will be told to report to the kitchen at once (20% chance one of the guards escorts them there).

The gates themselves are heavy oak reinforced with iron, and appear scorched, but otherwise in good shape. These gates are closed at night, and one must know the password to gain entry.

Except for the Great Keep and the tower known as the Lesser Keep, all the towers serve primarily as guardposts, with some storage on the lower two levels, and archer's windows on the upper levels. There are orcs and urukhai sentries in the towers and on the walls at all hours; however, vigilance is frequently less than keen, and they are quite likely to miss something going on under their noses (80%) unless it is very noisy or ludicrously obvious.

The Inner Bailey

The Inner Bailey is a long narrow courtyard paved with flagstone, although weeds and grass are plentiful in between the stones. Along the one wall of the Inner Bailey is the long stone structure of the Great Hall and the Kitchen, with access to the Great Keep and the Lesser Keep. The stables stand along the opposite wall, along with a guard tower. There is also a storeroom on the wall between the Inner and Outer Bailey. A stone well is in the corner near the Great Keep. There is less pedestrian traffic here than in the Outer Bailey, but even so, loitering orcs are likely to be suspect, or put to work immediately - particularly by Reenna, the cook.

The Storeroom

This windowless stone building contains supplies of food staples like flour, beans, etc. A 10' by 10' closet within is enchanted with a Cold Spell and serves as a deep freeze for meat. The door has a complexity 3 lock, and Reenna has the only keys.

The Tower

The Tower's main function is to provide quick access to the walls and upper level watchposts. The lower levels are sometimes inhabited by 104 kobold scavengers (20% chance) or (5%) as a secluded spot for a private rendezvous with a favorite wench. The GM should note that anything said in the tower can be clearly overheard by anyone on the next level up. There are doors on the 3rd level leading to the walls.

The Stables

There are stalls for fifteen horses here, but only twelve are occupied. These are relatively good animals, including three war-trained mounts belonging to Raksha, Kazor and Gazrath. If Kazor is not otherwise occupied (see Timetable below), there is a 20% chance he is here, tending his horse. Three orcs (type B) have been assigned the job of maintaining the stable; Kazor makes sure they do it right. They sleep in the loft at night, and two are light sleepers. Other lower quality horses are kept in a paddock outside the castle walls.

The Kitchen

The kitchen has a greasy flagstone floor, two large fireplaces, several scattered tables and benches, and many dirty dishes. Along the outer wall is a row of shelves with many labeled jars of herbs and spices, mostly empty. Next to the shelves stands a barrel of very hot, curry-type spice that is the cook's personal favorite.

The chief cook, Reenna, has been with the Bearclan mercenary band for years, and no one ever complains about her cooking, lest she add them to the pot. Reenna is an uruk, six feet tall, well muscled, tattooed and fat. All the drudges, both orc and the few surviving humans, are terrified of her and her sharp steel cleaver. Kitchen drudges don't last very long, and Reenna is always on the lookout for more help. Reenna and her helpers sleep in the kitchen, usually bedding down by ten and rising before daybreak. (The urukhai guards at the Inner Gate are under special orders not to let her staff get away, and anyone who has spent more than a hour here will be reeking with the smell of food and spices.)

If any of the players get trapped in the kitchen, they are going to have to pull a fast one to escape, or try to sneak out at night - and the other drudges are not going to help them. The advantage to being drafted into the kitchen crew is that it should be relatively simple to get access to food meant for Gazrath, Sunja, Myrella, etc., and possibly even to serve it.

The Great Hall

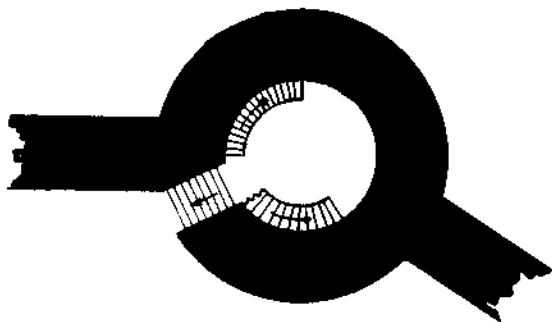
The once magnificent Great Hall is in a sad state of disrepair; the rushes that covered the flagstone floor are old and dry, barely hiding the piles of old bones, grease and excrement under the tables and in the corners. Even the few hangings left on the walls are shabby. Windows, high in the west wall, cast some daylight into the vast room; the only other lighting is from the two hearths and numerous candles and torches. The main doors are oak reinforced with iron, and the locks are broken.

On the north end of the Hall is a raised area, upon which stands the lord's table; the pelt and head of a great bear hangs over Gazrath's seat. A small arched doorway in the north wall leads to the Great Keep, two to three uruk guards (type B) are on watch here at all times, in four-hour shifts. Players will need a very good alibi to get past the guards; for the latter know the officers, clan chiefs and usual servants by sight.

On the south wall are two arched doorways; one leads to the kitchen, and the other to the Lesser Keep. A single uruk guard (type B) stands here, but there is a 25% chance he has temporarily left his post to get a beer, particularly if the Hall is busy and none of the high ranking officers are present.

There are at least 103 dogs and 206 uruknai officers and orcs in the Hall at all times. During meals (approximately noon and 6:00pm) there are 1010 dogs and 6010 uruknai and orc chieftains present. During the evening meal, and afterwards, there are orc wenches serving wine and ale, and there are usually bawdy songs, dancing girls, and a number of after dinner speeches (given to enhance one's own reputation, generally quite boastful, on any subject from fighting to women). The party generally dies down to a drunken stupor by midnight, and 406 uruknai and orcs end up literally under the tables.

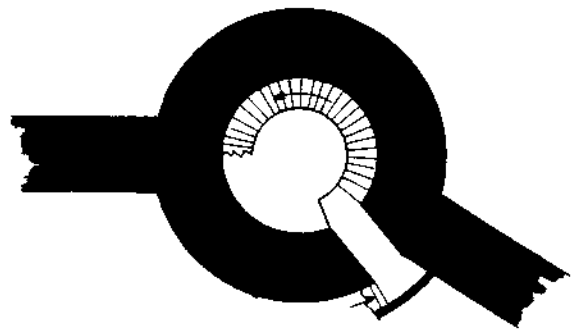
Generally, the orcs and uruknai who eat and drink at the Great Hall are officers and clan chieftains, not rank-and-file orcs. It would take a clever bit of storytelling for a player to fit in and be accepted by others around him. If an uruk feels that they do not belong, a challenge is quite likely to result. (note: these uruknai are type A) Unless the GM feels that the uruk is out for blood, he will probably be content with thrashing the interloper and giving him to the cook.



The Lesser Keep

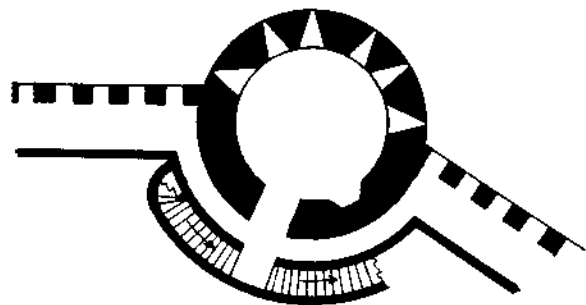
The Lesser Keep is the same size as the other towers of the castle, but because of its proximity to the Great Hall, it has traditionally served as a supplementary living area, as well as a watchtower. At present it has been claimed by the uruk mage, Sunja, as her "Tower of Sorcery", and no orc seems willing to dispute her claim.

From the Great Hall, a short flight of stairs leads through an arched doorway through the thick walls



and into the first level. A wooden staircase winds clockwise almost the entire way around the room before reaching a landing high above the stone floor, where an arched doorway is cut into the wall. Another stairway of stone begins to the left, and winds down to the wine cellars (now mostly depleted) and the dungeons. An iron candle-chandelier hangs down from the high ceiling (the first level is actually two floors high). The stairs up are in remarkably good shape, though there is a chance that any individual step will CREAK abominably (if the character has failed to successfully make a Silent Movement ability roll, a roll 01-20/D100 will produce a loud creaking noise audible in the room above).

There is a wooden door at the top of the stairs, which opens onto the landing; it is unlocked. From this door a short flight of stairs leads through the wall to a covered stairway on the outside of the tower, that winds clockwise up to a landing even with the top of the wall, and the stairway goes up to the next level.

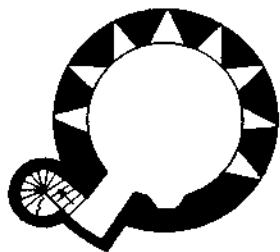


The second floor of the Lesser Keep is level with the top of the walls, and is accessed by a narrow covered walkway that winds around the tower. There is a solid oak door; it is locked and trapped. The lock is complexity 3; if the door is opened without the proper key, 12 Magic Missiles are fired (HAC0 2, 1D6 damage). (if the magical "pass key" in the player's equipment list is used, there is only a 30% chance of setting off the trap.)

The room is 20 feet in diameter, with a number of angled archer slits spaced about its circumference. There is a fireplace on part of the wall, and the floor is solid wood. A desk and stool sit near the windows, and several large tomes sit in an untidy pile nearby. Several rugs are on the floor, and a large copper bathtub sits near the fireplace. Other magical paraphernalia lie about the room - a candelabra, a copper lamp, various jars of rats, spiders and pixie toes, etc., a robe of red velvet, elaborately embroidered with arcane gibberish, a skull (elvish) with a candle in it, and a large, ornately framed mirror.

The room looks like a mage's workshop. It is a mage's workshop, and Sunja is very proud of the décor, most of which is there for atmosphere. She wears the robe when she has guests; it is embedded with a Reverse Missiles spell. The large tomes are the family history and accounting ledgers of the de Monteburk family. The copper lamp glows brightly if rubbed, but otherwise does nothing extraordinary. The mirror can be employed to view the current whereabouts of any single person the wielder commands, if s/he is within 20 miles of the mirror; directions for its use are scrawled on the back of the frame (in orcish, of course). (GM's note: The mirror provides a visual image, but no sound. It cannot show Gazrath, who is psynically invisible.) The copper bathtub is exactly that, and there are towels and soap nearby.

If Sunja is not identified on the time schedule as being somewhere else, there is a 45% chance she will be here in her workshop during daylight hours. She usually takes her bath at around 10:00 am, and will demand the services of several kitchen drudges to fetch the dozens of buckets of water necessary to fill it, and to empty the tub (also by bucket) over the wall afterwards (the tub is too heavy to move when full).



The third level is reached by the outside covered stairway. The door here is also oak and locked, but no lock is apparent on the door. One of Sunja's rings will release the wizard-lock; so will the words "Sunja says" (Sunja has more ego than imagination). A 7D12 saving roll versus STR is required to break the lock manually, and there is room for only two people to work on the door simultaneously.

The room is light and airy, having arched slits almost all around its circumference. More carpets adorn the hardwood floor, and there are three large chests and various smaller ones scattered about. Books are piled in several of the window alcoves and in the center of the room is a large, soft pile of pillows, linens and furs with a open book in the middle.

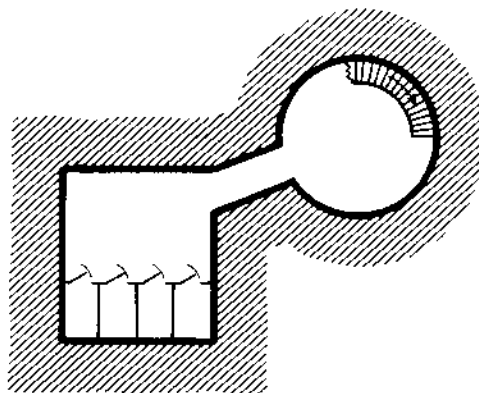
This is Sunja's private chamber; the pile of pillows, etc. is her bed. The large chests are not locked, and contain all the clothes she has confiscated from the castle's wardrobes. Smaller locked (complexity 2) chests contains silverware, goblets of pewter and silver, and jewelry of moderate value. The books are on all subjects, written primarily in common, although the one open on the bed is in elvish, and contains rather pornographic love poems.

Sunja is here 30% of the time during the day, and 90% of the time between midnight and 10:00am - she generally reads late into the night and sleeps in.

One of the carpets near the door is 9' by 12', and is richly woven in purple and white patterns that appear to be like written characters. Upon careful study, one who reads elvish can make out the words "I'm Violet - Fly me!". If addressed by name, in elvish, the carpet will obey simple commands like: up, down, left, right, higher, lower, faster, slower, etc. (It is suggested that the players bring the carpet outside the

tower before flying - it does not bend to fit through doors when activated.) Myrella knows how to use the carpet; so does Sunja. The carpet can carry 6 people with a minimum of luggage; if the players insist on carrying bulky things like chests, extra passengers must remain behind or the carpet cannot lift off.

Should Sunja discover anyone poking about in her rooms, she will be furious, and must make a DSC saving roll to remember that she doesn't really want to throw fireballs around in her living room.



The Winecellar and Dungeons

At the bottom of the stone stairs, in the next level down or the Lesser Keep, is the winecellar, lined with huge barrels of ale (mostly empty) and several rows of wine casks, also running low.

A short passage leads to a 15' by 20' room, with four doors on the far wall. Manacles hang from one wall, and a rack and various other accouterments of interrogation are scattered about the room, including spiked manacles, pincers, tongs, a brazier, and a cat-o-nine-tails. A ring of 4 keys hang on one wall.

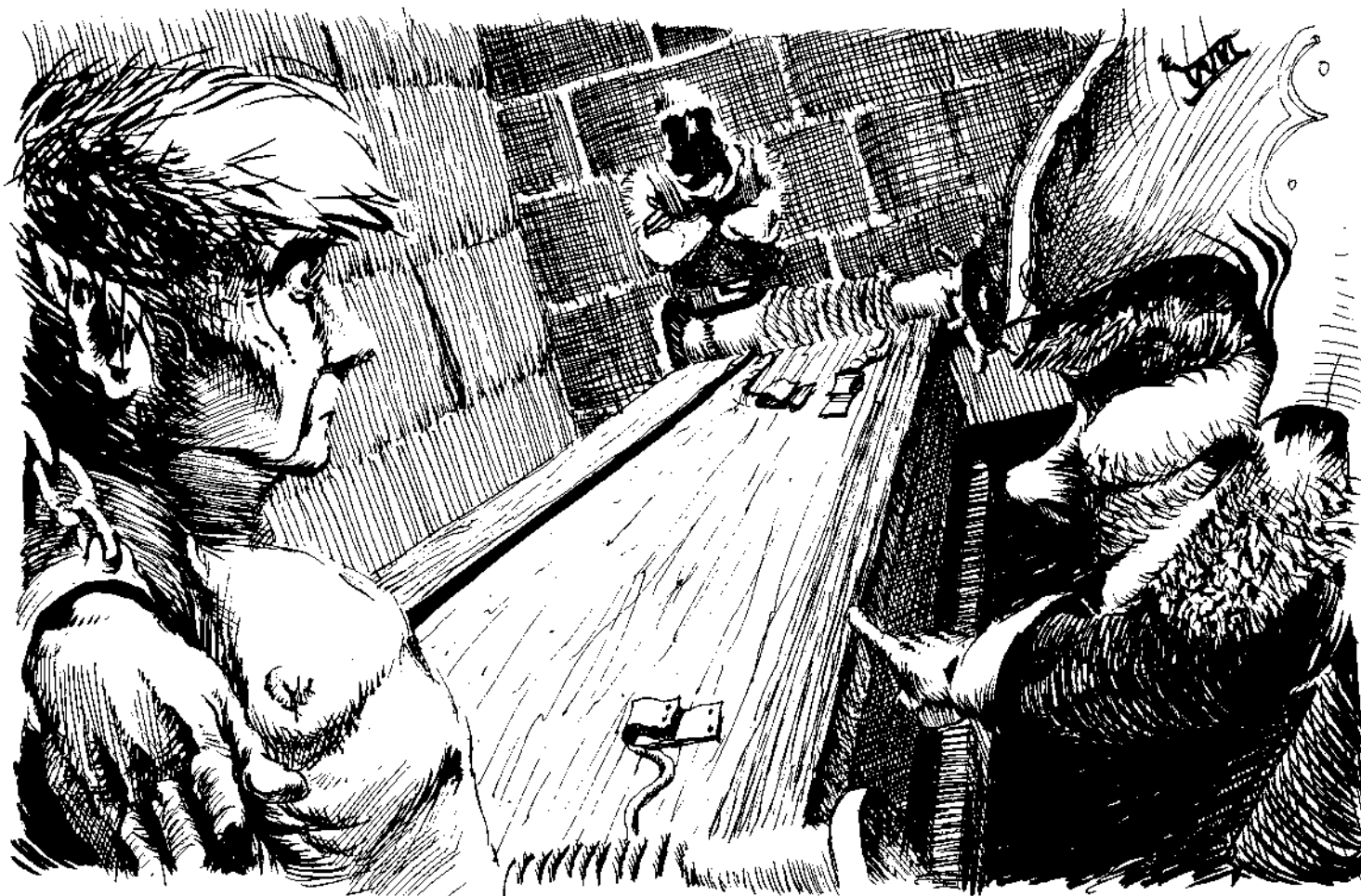
This room is the province of One-Eye, the uruk executioner and torture-master. A big, burly fellow, he wears an eye patch, and generally works bare-chested, the better to advertise his second skill - as a tattoo artist. One-Eye learned torture the hard way - by experiencing it - and has lost both an eye and his tongue to his "art". He keeps much to himself, spending 75% of his time in his torture chamber, occasionally sleeping in a vacant cell, or in a pile of straw in the wine cellar.

Two of the cells are empty, except for straw and rats. The other two are occupied.

One cell houses the scout who never returned. He is bloody and battered, but unbowed; he has lost 75% of his total hits, and is not in very good shape to help out the player-characters or even escape, without some sort of healing potion. Nor will he be easily be convinced that the players are not orcs out to torture or trick him.

The other cell is occupied by the recently captured elf, Ellonir. For every 12 hours he has been held, he will have lost an additional 10% of his total hits from the amusements the orcs subject him to. Ellonir was at first defiant, but by the third day will be extremely depressed and wanting to die - even to the point of goading the orcs into killing him. Like the scout, he will not readily believe the players are friends; in fact, if he is rescued, he will still seek death, feeling that he has disgraced his people. (He will need the attentions of an elvish Healer for full recover.)

The keys to the cells hang on the wall; they are not labeled. The cell locks are old and require 104 mr of jiggling even the proper key in the lock in order to open the door.



The Great Keep

The Great Keep is the oldest part of the castle, and has undergone various stages of remodeling and renovation in its lifetime. There are four levels, each 10 feet in height. The circular staircase was added when the rest of the Inner Bailey was built, and goes all the way to the roof. The windows on the third and fourth levels are angled for archers, and decrease in width from nearly five feet to about 8 inches, with a height of four feet on the outside of the wall, which scuttles any idea the players may have had of going in the windows. Since there are no solid interior walls in the keep, the castle's inhabitants have used wooden screens and partitions to divide the levels into rooms.

The keep was designed for the security of its inhabitants. The lower floors tend to be dark and the upper levels drafty; no one ever claimed High Cray was a luxurious residence.

The First Level

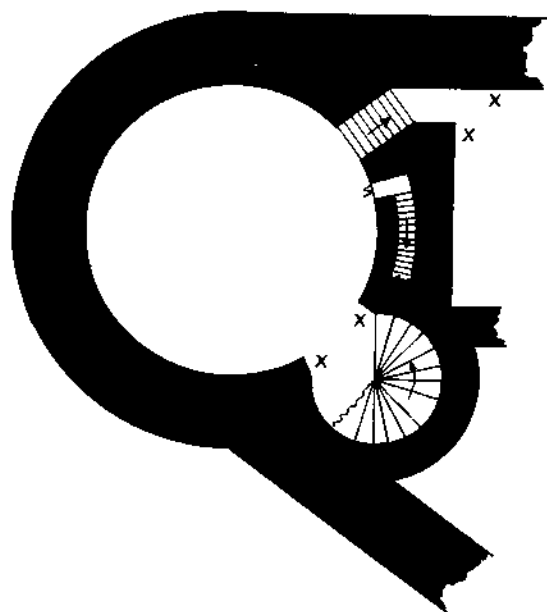
The only access to the first level is from the Great Hall, past two orc guards and up a short flight of stairs.

The chamber is 40' in diameter, and is windowless, with a stone floor and beamed ceiling. The room is lit by candles set in wall sconces set approximately every ten feet all around the room. A circular staircase in an alcove leads up to the other levels. Two orc guards (type B) are supposed to be on duty here (X on map); unless the room is actually in use for a meeting, or one of the officers is present, there is a 70% chance one is gone, and a 20% chance both have vacated their post, probably to the crap game on the fourth level.

Directly opposite the entranceway is a large velvet upholstered wooden chair on a dais, with a rich canopy. Other furnishings include smaller chairs, a

secretary's desk and two chests in which various records are kept. There is a large conference table, strewn with maps and diagrams of troop maneuvers. A bookcase against the wall contains volumes of the de Monteburk family history, record books going back three hundred years, and other books of a similar vein.

Two wooden screens form a small cubicle that serves as quarters for Volper, who has trouble with

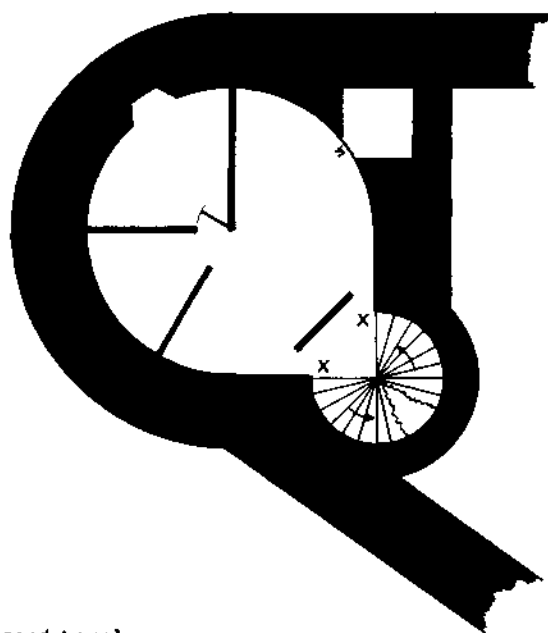


climbing many stairs. There is a small cot and a chest that has seen numerous campaigns, containing clothes, and several books on military strategy.

Just to the left of the entrance way is a secret door in the stone wall. The release for the door is behind the candle sconce immediately to the right of the secret door; when activated the door will then swing slowly inward to reveal a short passage and a stone stair winding down in the thickness of the wall.

The stair winds down to a five foot wide corridor sloping down; the walls and floor are stone. About ten feet down, there is a heavy iron door on the right; it is locked. (The two locks are Complexity 3 and 5, respectively.) These keys are in Gazrath's possession at all times. The room beyond is 20' square, and serves as the treasure chamber. Here most of the valuables of the castle are kept - fine silver bowls and goblets, bolts of silk, jewelry, statues of marble, crystalline vases, ornately carved chests and chairs, piles of fine velvet and satin clothing, furs and rugs, and three locked chests. One contains 1,000gp in 20 leather bags, one contains ancient scrolls giving the castle to the de Monteburk family, and the third contains the 15,000 in gems Gazrath plans to use to buy swords for his army.

The sloping corridor goes on, winding down for about a half-mile, before ending at a door. The door pushes open easily from within the tunnel out into thick bushes near the stream in the valley. (see Valley Map) From the outside, the door is designed to look exactly like the side of the hill. Just inside the tunnel is a hidden switch that will cause a cave-in to occur, blocking the tunnel about twenty-five feet back up the tunnel. Myrella knows of the existence of the switch, but not precisely where it is (+20% to Locate).



The Second Level

The second level of the Keep is only accessible from the circular stair. Here also are two orc guards; there is a 60% chance that one is absent, and a 30% chance both have wandered upstairs; unless, of course, an officer objects. Since this floor serves as the officer's quarters, there is only a 25% chance that no officer is nearby, but generally they ignore the orcs.

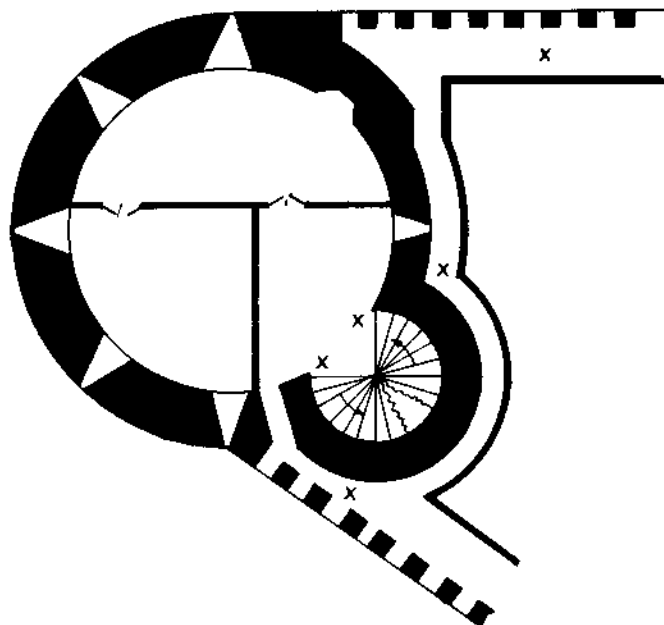
One quarter of the level is partitioned off as a private room, with a heavy tapestry serving as a curtained entrance. This is Raksha's room; there is a fireplace, a bench, a bed with fur coverings, a chest containing clothing, an extra heavy cloak, a purse of 200gp, a bottle of wine, an extra dagger, and a small vial of greenish, sweet-smelling liquid. The chest has

a simple (complexity 1) lock. A round shield bearing the rearing bear emblem leans against the wall. The green liquid in the vial is poison, level 10, designed to be used in food or wine; it has only 25% effectiveness if used as a blade poison. Raksha is generally in from midnight to 7:00am; there is a 40% chance that Kazor is with her. There is only a 10% chance she is there at any other time.

The remainder of the level serves as quarters for the officers of the urukhai mercenaries. The remaining bed is Kazor's, unless he is elsewhere; the other urukhai have cots or bedrolls scattered about the room. 1010 urukhai sleep here after midnight; there are 104-1 here at other times. The 4 chests in various corners contain spare clothes, small weapons and utensils, and a small cache of 1020gp each. Other personal belongings - dirty clothes, cloaks, empty bottles, dice, cups, bowls, etc. lie in untidy heaps about the room, and the chamber has the distinct air of a locker room.

There is a secret door (marked on the map) on this level, that leads to a small 10' by 10' secret room. The urukhai have not discovered this room. Myrella knows where it is, and will share this knowledge with the players. The room is empty.

Should the players be discovered poking around on this level by any of the urukhai, suffice it to say they'd better have a good story ready, or be prepared to suffer the consequences. The urukhai are not lacking in orcs, and can well afford to use a few for object lessons. . .



The Third Level

The third level, containing the family living quarters and the master bedroom, is accessible from the round staircase, and a small door of oak that leads out onto the walls. The windows are set with leaded glass, and are barely a foot wide, although they are 5' tall. The door to the walls is barred from the inside.

The two orcs on guard have a 30% chance of both being present, a 50% chance of having one upstairs, and a 20% chance of both being absent. There are also three guards stationed out on the walls. There is a 50% chance only one is there, patrolling the wall, a 30% chance for two, and a 10% chance all three are at their posts, as on the map. These are type A orcs. If Gazrath is in his quarters, Urshak, his bodyguard, will be sleeping (or sitting) outside the livingroom door. The level is divided into 3 rooms; a foyer, a livingroom, and the master bedroom. The entire level has been claimed by Gazrath as his own quarters.

The foyer has a large floor-to-ceiling bookshelf filled with books on a wide range of subject matter, although there is an entire shelf on astronomy and astrology. A low table sits against the other paneled partition; above the table is a portrait of some de Monteburk ancestor, now defaced and torn by orcish knives. (Most of the paneling throughout the Keep is knicked and scarred, since orcs have little regard for property, even their own.) A pair of double doors lead to the livingroom (the lock is broken). The orcs on watch in the foyer are primarily there to keep away unwelcome visitors - the only ones they will admit without questions are Raksha, Volper, or Dalai. Urnak, on the other hand, will only admit Raksha.

The livingroom has been spared the worst of the orcish interior re-decorating, although most of its more valuable articles of furniture and artwork, etc. have been locked safely away in the treasure vault. A great cave-bear skin near the fireplace is Gazrath's contribution to the room; most of the chests and shelves are empty. Double doors lead to the master bedroom - these doors still have a simple lock, but Gazrath occasionally forgets to lock them (40% of the time). However, these doors creak abominably - a player must roll against Moving Silently at a -25% to open them quietly, even if unlocked.

The master bedroom is paneled on two walls in rich wood, while ornate tapestries hang on the rounded stone wall. Heavy drapes hang at the window alcoves to shield against drafts; these are half-drawn, since the weather isn't quite cool enough yet. The wide bed is canopied, with curtains and an elaborately carved headboard. Gazrath does not draw the curtains at night. A military chest contains clothing and other personal items, and a number of scrolls. These are the various messages from "Karth" (Sgt. Murkin Peddy) and detail various aspects of the sword's deal. They are written in Common. The heavy wardrobe contains several rich velvet tunics that almost fit Gazrath, the de Monteburk seal and the old lord's personal jewelry, a spare suit of leather armor, and a set of black chainmail with an elaborate helm, made to fit Gazrath perfectly. A black shield with the rearing bear totem leans against the wall, and a lethal looking double bladed battle axe leans nearby. Several bottles of fine brandy sit on a small table, with four crystal goblets (used; Gazrath never washes dishes).

The only occupant of the rooms other than Gazrath would be the orc woman Yeva, and only after the second night of the TIMETABLE. There is a 20% chance during the day that Yeva is somewhere in the apartment; she will flee rather than fight under any circumstances, being rather simple minded.

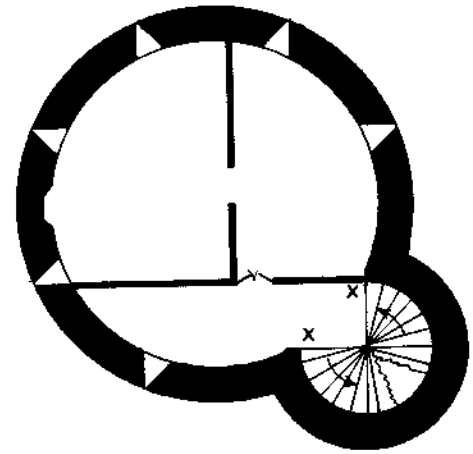
Needless to say, any players caught snooping in Gazrath's private quarters are quite likely to be shredded limb from limb by Urnak, or cut into little ribbons by other guards, and served to the dogs.

The Fourth Level

The fourth level also served as living quarters for the de Monteburk family; now it is a prison for Lady Myrella de Monteburk, the only known surviving member of the family.

Like the third level, the fourth has hardwood floors, leaded glass in its narrow windows, and partitions of wood paneling. There is a foyer, a large ante-chamber, and a bedroom. Myrella never leaves her rooms.

The foyer is long and narrow, with the stairway on one end. Presumably, there are two orcs on guard here, but the uruk captain in charge of security hit upon a clever (and profitable) way to keep orcs generally near their assigned posts - he started a crap game on the fourth level. As his players lose their money amid ale, bawdy jokes and raucous laughter, he sends them back to their posts so new players may take their place. The



game is, of course, slightly crooked - if an orc appears to be winning too much, captain Datroyt has a special pair of dice he will substitute into the play. The orcs play mostly for coppers, with an occasional silver piece to spice the pot. The captain doesn't care who joins his game, as long as he has sufficient orcs to cover the posts when necessary. There are usually 108 orcs here - if there are more than five, they are spectators. The pot tends to be 3D10 CP, but trinkets, beltknives, liquor, and women are all legal tender.

A pair of double doors lead to the ante-chamber. These are securely locked from the inside - Myrella can open them, but only Gazrath has the key. The lock is more to keep other orcs out than Myrella in. The orc guards (and dicers) keep Myrella within her apartment. As with the third level, anything of real value has been moved to the treasure vaults for safekeeping (the books, however, have scarcely been touched, unless they were bound with gems or gold leaf). A chest near a window holds Myrella's sewing and embroidery, and a low cot for Dalai sits against the wall. The bookcases hold a variety of titles, with a high number of epic romances and musical scores.

A curtained doorway leads to Myrella's private chamber. A curtained four-poster bed sits off to the left. Heavy drapes hang at the window alcoves, and there is a table and chairs with simple ceramic tableware. Several more comfortable chairs face the fireplace with a thick rug in front of the fireplace. Wood for the fire is stacked in the corner alcove.

Myrella spends much of her time reading or mending the gowns Sunja left to her. Food is brought in by Dalai or another orc; Dalai will get anything Myrella needs (within reason) or carry messages.

Myrella is always here; Dalai is in about 80% of the time. Dalai is careful with Myrella's health and well-being, since her own well-being is threatened should harm come to Myrella, particularly in the human girl's present condition. The orc will defend Myrella against all intruders.

The Roof

The staircase culminates on the flat roof of the Keep, with its crenelated walls. Two orc guards are posted here - there is an 80% chance they are both at the crap game below, except in early morning, when Gazrath takes his morning stroll, surveying the terrain (see TIMETABLE).

Rumors

If the players are to be successful in their quest, they need to gather more information than what the Sworn Swords were able to give them. The primary

sources of this information are rumors heard at the castle and various villages in the valley. The players need to spend some time talking to orcs and uruknai, or at least listening to other conversations going on about them, in order to pick up bits of information that might (or might not) aid them in their mission.

If the players are merely listening to other orcs or uruknai talk, without trying to turn conversation to any specific subject, the GM should roll randomly (1D100) on the Rumors Chart for every hour of game time the players are listening. This determines the subject matter of the discussion the players overhear. The chart is grouped by clan; if the GM is not sure from which clan are the orcs in question; on a D10, they are 1-3 Wolf, 4 Badger, 5-6 Snake, 7-8 Raven, 9 Hawk, and 10 Refugee. There is a 10% chance that any orc is a refugee, new to the villages and not a very reliable source of information.

The players may try to direct the conversation onto a specific topic. A saving roll versus MAG, with a bonus of 1 for every point of DSC over 12, will get the orcs on a desired subject without arousing suspicions, although the orcs cannot tell them they don't know (see Rumors Chart). A missed saving roll will earn players dark looks, and a "Whyja wanna know?" from the orcs.

Many rumors on the chart are detailed elsewhere in this scenario, but others are explained below:

The Radisha is so strong that . . . - the GM can fill in the blank with any exploit appropriate for a legendary hero.

A dragon in the castle - a rumor sparked by Sunja's tendency for pyrotechnics - the rumor of the dragon follows naturally.

Sunja as an uruk mage - the existence of an uruk-mage, and something of her personality, seen from an orc's viewpoint.

Kazor setting up a new tribe - Kazor would like to start a Stallionclan, to be a cavalry corps, but he has no intention of overthrowing Gazrath with it, as some claim.

Other Rumor - another useless rumor, usually about the food, the women, or boasts about fighting ability.

TIMETABLE OF EVENTS

The illusion of sight which provides the players with their orcs in disguise will last three days and 1012 hours. The following timetable covers four full days, for the GM's convenience. It is assumed the players arrive in the valley sometime during the first day; if their arrival occurs after nightfall, it is assumed that they have arrived the night before the first day of the timetable.

Gazrath's personal schedule is usually determined on the spur of the moment, although all his activities during this period are described here. Only activities marked with an asterisk (*) are planned far enough in advance so that players have a chance of learning of these plans beforehand through their intelligence gathering efforts.

Of course, the timetable is not absolute - the actions of the players can very easily twist and turn the chain of events. The timing of events given here represents the schedule that will prevail if players do nothing to disrupt the various orc and uruk NPCs.

FIRST DAY

6:00 AM * Gazrath awakens in his quarters in the lord's chambers in the Great Keep, and climbs the stairs to the roof, to watch the sun rise over his domain. He is unarmed, but wears a knife. He talks to the two guards for a few moments, then returns downstairs.

6:15 AM * Gazrath returns to his chambers, kicks his bodyguard Urshak awake, and sends an orc to fetch his breakfast, while his squire Goral helps him don his

RUMORS

Place or tribe	Castle	Wolf	Badger	Snake	Raven	Hawk	Refugees
Rumor							
<u>The Radisha</u>							
has roving eye (T)	05			05			
is so strong that (F)		05	05	10	05	05	25
morning vigil (T)	20						
magic armor (F)					10		40
is coming to camp (?)		20	20	20	20	20	
<u>Myrella</u>							
captive existence (T)	30		25	30			
pregnancy (T)	35						
<u>Deal for Swords</u>							
existence of deal (T)	40	30	35	40	30	35	
meeting planned (T)	45				40		
delivered soon (T)	50	40	45	45		50	
magical powers (F)		50	50	55	50		
<u>The Castle</u>							
secret passages (T)		55	55			55	45
dragon (F)			60	60			50
dragon's hoard (F)			65	65			
hidden treasure (T)	55				65	65	60
elf prisoner (T)	65	65		75			
Sunja is mage (T)	70			75			
<u>Miscellaneous</u>							
Kazor's cavalry (T)	75	75		80		70	
Kazor's new tribe (T)	80				70		
women of Bearclan (T)	85						
disparaging remarks about other clans	90	85	80	90	85	85	
<u>Other Rumors</u>							
general irrelevancies	00	00	00	00	00	00	00

customary leather and chain mail, and straps on his sword.

6:30 AM * An orc returns with breakfast (a joint of mutton and a skin of wine). He is accompanied by Raksha. There is an 80% chance that Raksha will have the orc taste the wine for poison. (Raksha will follow this procedure whenever circumstances permit.)

7:00 AM * Gazrath and Raksha, with Urshak trudging behind, go to the Audience Room on level one of the Great Keep, to confer with Volper and the other officers and clan chieftains. Topics for discussion will include recruitment figures; the need for more good horses; the settlement of current disputes between clans; the status of armor, weapons and food supplies; and the status of the training program for swordsmen.

7:30 AM A young female uruk rides a well-lathered horse at a hard gallop down the road, passing the Wolfclan and Snakeclan village at approximately 8:00 and 8:05, respectively, and thunders over the bridge and up the causeway. She is wearing a Bearclan totem.

8:30 AM The messenger rides into the Outer Bailey, and is easily passed through both gates, although her arrival creates quite a stir of speculation among her Bearclan kinsmen in the barracks. She is immediately ushered in to the Audience Chamber to meet with Gazrath. She carries a verbal message on the progress of the traveling Bearclan uruknai, the rest of Gazrath's clan, who are presently journeying across the dangerous Peace Mountains to join him. The news is good - they are perhaps a week away from High Cray. The messenger is sent to rest before returning to her clan.

9:30 AM * Gazrath, accompanied by his squire, Raksha, Kazor, Urtnak, four uruknai guards, and Lupus, the chief of the Wolfclan, leaves the castle, and journeys to the Wolfclan's village at the western end of the Valley. Gazrath, Raksha, Kazor and Lupus are mounted; the others trot along on foot.

10:30 AM * Gazrath cuts a lordly figure as he inspects the Wolfclan troops, around 300 men-at-arms. He watches the morning drill, paying particular attention to the groups practicing with wooden swords, even shouting advice. The orcs are obviously trying to impress their general, beating on each other with renewed enthusiasm whenever he is watching.

11:30 AM The fighting practice is interrupted by the return of a Wolfclan hunting party bearing a rare prize; a captive elf, trussed up like a deer carcass, but still alive, and (so far) relatively unarmed. The prisoner is brought before Gazrath, who questions him. When no civil answers are forthcoming, the elf is taken roughly off to the castle's dungeons for more serious interrogation.

12:30 PM * Gazrath and his party eat lunch at the Wolfclan camp. There is a 75% chance that Raksha will have Gazrath's food tasted (she doesn't really like or trust Lupus that much).

1:30 PM Gazrath and his party leave the Wolfclan village and ride back to the castle, except for Kazor, who heads off separately toward the Hawkclan camp to recruit additional orcs for his newly-formed cavalry unit.

2:30 PM A rainstorm begins, lasting approximately until sunset. Unless the players find shelter their scent will be quickly washed off.

2:30 PM Gazrath and his officers are met in the Inner Bailey by another orc messenger, who presents him with a rolled parchment letter. Gazrath opens the letter and pretends to study carefully (he does not read), and goes into the Great Keep to confer with Volper, who does read. Raksha accompanies him. This letter is from Karth, seeking to arrange a meeting to negotiate the final terms of the secret sword deal.

3:00 PM Having agreeded on a response to Karth's inquiry, Gazrath and Volper go upstairs to Myrella's room to get her to write the reply (Volper's penmanship is abominable). Urtnak positions himself outside the door and goes to sleep until the General emerges.

3:30 PM A new messenger is given the reply, and rides off. (GM's note: should the players attempt to intercept the messenger, or follow him, the scroll will be left in a hollow tree about a half-mile from the Sworn Swords' camp. The text of the letter reads as follows:

K-
Meet at midnight to talk
about swords.
Same place. Come alone.
G.)

3:45 PM Gazrath goes to the dungeon to watch the elf's interrogation. Urtnak does not sleep through this. The elf reveals little under torture, and is returned to his cell after he loses consciousness.

4:30 PM * Gazrath sits in the Hall to hear and settle disputes among his subjects, usually over division of food and labor among the clans. Kazor returns (with ten new recruits from the Hawk clan) and announces his plans to make a raid that evening on the nearest village to capture horses.

5:30 PM With an explosion of smoke and fireworks, Sunja makes a dramatic entrance into the Hall to confront her General. She has heard of the elf captive, and wants him for her "collection". Gazrath puts her off with some vague promise, and Sunja makes an equally dramatic exit.

6:00 PM * Gazrath joins a large number of his lieutenants, officers and clan chieftains in the Great

Hall, and dines on venison, stew, and bread, served by scantily clad orc wenches and human slaves. Loud laughter and bawdy jokes fill the air, and various uruknai get up to boast of their prowess at different skills, not all of which are military. (This activity will go on until 12:00 or so.)

8:00 PM * Gazrath leaves the Hall, accompanied by a pair of comely orc wenches, and goes to his room. Urtnak sleeps outside the door, while Goral goes upstairs to join the dice game.

10:00 PM * Gazrath, now wearing his heavy scale armor, meets Raksha and a guard of six uruknai in the Inner Bailey. The party rides out of the castle to keep their rendezvous with Karth.

10:30 PM * Kazor assembles his raiding party of forty orcs and four uruknai officers on the grounds outside the castle. Only he and the uruknai are mounted; the orcs are given ropes and told that if they are successful, they can ride back. The would-be horse-raiders leave the castle, heading down the road. (GM's note: The target of the raid is a human settlement some fifteen miles southwest of the valley, well off the road. Should the players get stuck on this mission, the GM will have to design the target village.) The raiders will arrive at about 3:30 AM, minus about one dozen orcs, who will have either run off, gotten lost, or fallen and injured themselves in the darkness.

12:00 MIDNIGHT The meeting place is a stone bridge on the road, about five miles from the Sworn Swords' camp. Karth is on time; if the players are nearby, they will recognize him. He reports that the swords can be delivered in two nights. The arrangements for the exchange of swords and gems are worked out, and they part, the uruknai returning to High Crag, and the human to the mercenary camp.

SECOND DAY

2:30 AM Gazrath and the uruknai return to the castle, kick the orcs in the stables awake to care for their horses, and go off to their beds, stepping over (and occasionally on) the inert, sleeping forms of orcs and uruknai in the Hall.

6:00 AM Gazrath sleeps in today.

7:30 AM * The General awakens, goes to the roof to survey his holdings, dresses and sends for breakfast, as on the previous day.

8:00 AM * Still eating breakfast, Gazrath meets with Volper, Raksha, and uruknai officers and clan chieftains. The topics of discussion include division of the swords among the clans, the growing demands being placed on the food supply by the incoming stream of refugee orcs, and uses of the clans in open battle. Kazor has not returned, and an uruknai is charged with bringing word to Gazrath upon Kazor's return.

9:30 AM * Gazrath, his squire Goral, Urtnak, and an honor guard of four uruknai soldiers, leave the castle, accompanied by Snagrat, the chieftain of the Raven clan. Raksha, accompanied by another officer and four uruknai soldiers, also rides out at the same time. The two groups split up at the bottom of the bluff. Gazrath and his escort ride to the Ravenclan village, while Raksha's party turns east toward the Badgerclan's cave dwellings.

10:00 AM * Gazrath inspects the fighters of the Raven clan, and their corps of archers. About fifty of the one hundred and twenty fighters of the Ravenclan are drilling with wooden swords, and Snagrat makes sure the General has time to observe their technique. (Raksha is completing a similar review at the Badgerclan camp.)

10:30 AM Kazor and his band of orcs trail into the valley, having lost five more of their number during the raid, but having gained eighteen horses. The party tends their new prizes before Kazor permits them to collapse into the huts near the corrals. Kazor is in his own bed by 11:30, and will sleep until 4:30 PM.



12:00 NOON * Gazrath and his party eat lunch at the Ravensclan village.

12:30 PM * Gazrath and his entourage leave the Ravensclan camp, to visit the Hawkclan village.

1:00 PM * Gazrath holds an inspection of the Hawkclan's warriors and speaks for a long time with Talons, the clan's chief. The General seems impressed with several of the Hawkclan swordsmen, and even spars with two of them, offering advice on their technique.

1:35 PM After lunch with Heggritt, the shaman/leader of the Badgerclan, Raksha rides with her group to the Snakeclan camp, for more of the same.

3:30 PM Gazrath leaves the Hawkclan village with the rest of his party, including the Hawkclan chief and several of the better swordsman candidates. Orc messengers are sent to the other villages to invite the chieftains and leaders to the castle that night for a feast.

4:00 PM Gazrath and his party pick up Raksha and her group in the Snakeclan village and return to the castle, along with several of the high ranking clansmen.

4:40 PM Gazrath gives orders for his uruk troops to assemble in the Inner Bailey. He goes then to his own quarters with Goral to don full scale armor, dragonhelm, and scarlet cloak.

5:00 PM * The uruknai having assembled, Gazrath comes out to the wall-walk around the Keep and delivers an impassioned speech on the victory soon to come, which is received with roaring enthusiasm. The shouts of "Ra-di-shal! Ra-di-shal!" can be heard as far as Snakeclan village. Even Sunja comes out onto the battlements of the Lesser Keep to cheer.

5:45 PM * A before-the-fact victory celebration begins in the Great Hall and the Outer Bailey, punctuated by

ale, war songs, much boasting, more ale, bawdy laughter, dancing girls, and still more ale, until the entire castle is one roaring drunken party. A feast is served in the Hall for the uruknai and their honored guests, and replete with plenty of wine and ale from the castle's diminishing stores. Musicians beat out bright martial songs on drum and pipes, while scantily clad orc women dance for the amusement of the uruknai. There is a general lack of order throughout the castle, and the player characters will have a much easier time than usual in moving about without being questioned or suspected of being out of place. The orc guards in the Keep and elsewhere are still there, but there is a 60% chance they will be less than sober. (The crap game on the fourth level is as busy as ever.) The GM may wish to refer to Thieves' Guild III for rules concerning drunkenness, and the effects of alcohol on a character's abilities.

8:00 PM Gazrath is entranced by the graceful dancing of a voluptuous orc girl, named Yeva, from the Snakeclan. He is by now quite drunk, and in an amorous mood; at 8:30 he retires to his chamber, taking Yeva with him. Urshak, bearing two large flagons of ale in each beery hand, sits outside the door and drinks himself into a sodden stupor at about 10:30 PM.

8:30 PM The party remains in full swing unmindful of Gazrath's departure. Volper is tipsy and telling improbable war stories with a wench plopped on his good knee. Raksha, also tipsy, is singing heroic drinking ballads with several officers. Kazor is just plain smashed, telling bawdy jokes without punchlines, but his listeners are in no condition to care.

Sunja, wobbling a bit, but without spilling her drink, avoids the awkward grasp of an amorous uruk, and makes her way to the Lesser Keep. Here she pauses a

moment, then carefully goes down the stone stairs to the dungeon below, a sly grin on her face. (GM's note: Sunja pays a "visit" to the elf prisoner, with something far different from interrogation on her mind - the activities of the next hour partly account for the elf's suicidal despondency in future days.)

10:00 PM Sunja emerges from the dungeon, humming a little song, and climbs up to her chambers. Dragging the flying carpet out of her room, she sails around the castle, buzzing the towers and walls, shooting off occasional fireworks that drive the orc guards running for cover. She then swoops down into the valley and careens wildly through the Snakeclan village, letting sparks fly. A startled orc fires an arrow, which misses, but Sunja's aim is better. The archer's tree catches fire, going up in an eldritch blaze that spreads to a nearby cottage and then to another. Sunja sails away to her tower, laughing, as orcs scream and scurry out of their houses, scrambling to quench the fire. The flames of half the village burning light the entire valley. Sunja flies about for a while, before returning to her tower and a deep contented sleep.

11:00 PM on- The celebration continues in the Hall and the barracks for some time, as long as there are still urukhai still sober enough to keep drinking. Almost every dark corner has a couple in it, as many wenches have made their way to the castle tonight. There are several fights, various drunken choruses and much laughter. Gradually, as the urukhai drink themselves under the tables in the Hall, or stagger off to their cots, activity in the castle is fairly quiet, although inert bodies in the Hall, the courtyards, and the barracks testify that, indeed, a good time was had by nearly all. The exception, of course, was the men and women of the Snakeclan village, where smoking ruins and angry orcs await the morning.

THIRD DAY

9:00 AM * Gazrath awakes with a slight headache, but manages to drag himself up to the roof, where an unpleasant surprise awaits him. Smoke rises from the charred ruins of the Snakeclan village, and Gazrath's first reaction is "We've been ATTACKED!" He nearly throws a frightened guard off the roof in rage before he is convinced that the fire was not the result of a human attack (or which he was not informed.)

9:15 AM Returning to the halls of the Keep, Gazrath angrily sends any orcs he finds to summon his officers and to find out what caused the fire at the camp. He then dresses in his usual chain and sword.

10:00 AM The officers assemble, with the exception of Kazor. Only Volper seems clear headed; all others have not yet recovered from the night before. Gazrath arrives, still scowling, and he admits the delegation from the Snakeclan, who have been waiting since sunrise to meet with him.

10:05 AM The Snakeclan emissaries, led by their haggard and hungover chieftain bitterly describe Sunja's exploits of the previous night, demanding retribution, or at least weregild from Gazrath.

10:25 AM Gazrath summons an orc to go **COMMAND** that Sunja appear before the council. The orc is reluctant, understandably, but he is not given any choice. The Snakeclan orcs seem tentatively satisfied when Gazrath dismisses them, promising them all necessary aid in rebuilding their village.

10:40 AM Sunja is awakened by the orc with Gazrath's summons. The orc bangs on the door, shouts his message, and scoots off down the stairs before the bleary-eyed mage can open the door to blast him. She begins to recall her previous night's display, and decides she may be in trouble. She dons her sorceress' finery, complete with peaked hat and staff, and goes (at no great haste) to the Keep.

11:45 AM Sunja arrives at the Keep, and stands before her General with all the dignity of a minister before a

king. Although Gazrath accuses her sternly of inexcusable folly and carelessness, insulting her broadly; she gives no ground, simply producing the "offending arrow" (which in fact she has pulled from a guard's quiver on her way in). Her attitude is that of a loyal servant wrongfully attacked in the pursuit of her duty. Gazrath is clearly not convinced, and continues to curse and insult her. Volper steps in to soothe ruffled feathers on both sides and prevent a fight from breaking out.

12:00 NOON Sunja goes back to her tower for a bath, while Gazrath, mostly recovered from the night's revels, orders that his lunch be sent to Myrella's room. Raksha and Volper go to eat in the Hall, which is beginning to stir with urukhai.

12:15 PM Gazrath goes to Myrella's room. Lunch is brought, and Urshak and Balai are ordered out.

1:00 PM Raksha goes looking for Kazor and finds him still passed out in the arms of an orc wench in a secluded corner. She kicks him roughly awake and then stalks off, assigning an officer from his cavalry unit to drill the orcs with their new mounts. She then rides out to the Snakeclan village to assess the damage. She is accompanied by four guards.

3:30 PM Gazrath and Volper walk along the walls, discussing the castle's defenses. Urshak follows at a distance of about fifteen feet, loudly gnawing on a mutton joint.

3:45 PM Raksha returns to the castle, and she and Kazor join Gazrath and Volper on the walls to discuss the plans for the sword exchange. They all go down to the Audience Room.

4:00 PM An argument ensues among the urukhai leaders loud enough to be clearly heard in the Hall below or on the floor immediately above the Audience Room (the officer's quarters). Gazrath is not agreeable to remaining at the castle during tonight's exchange, despite Volper's and Raksha's advice that it is unwise for him to risk his safety on this venture. Gazrath finally wins a concession - he shall accompany the main party, but Raksha alone will make the exchange, while he remains behind with the troops. A carefully selected group of woodsmen will shadow Raksha in case Karth attempts treachery, while the main party will await any summons for aid. Volper will, of course, stay at the castle; Kazor will act as one of Raksha's "shadows".

5:00 PM Raksha, Gazrath and Urshak go down the secret stair to the treasure vault below. Volper and Kazor remain in the room to open the door when the others return. Gazrath counts out the agreed upon price in gems and packs them carefully in a 1'x 2'x 3' chest, which is then brought up stairs.

6:00 PM * Dinner in the Hall is more subdued tonight, with a feeling of expectation in the air. Although the rank and file urukhai do not know the details of tonight's expedition, they are aware that tonight is a turning point for their course, and watch their leaders carefully for a clue to the venture's likely outcome.

6:30 PM Raksha calls the names of the patrol leaders chosen for the night's work, and bids them arm themselves well, and be ready to move out when the horn blows.

7:00 PM Gazrath, with Goral's assistance, puts on his heavy black scale armor, dragon helm, and black cape. Dismissing Goral, Gazrath stuffs a dark wool tunic, ordinary helm, and plain dark green hooded cloak into his saddlebags when no one appears to be looking. The chest of gems stays in Gazrath's possession at all times.

8:30 PM * A horn is blown and twelve mounted urukhai, armed in chain and bearing axes and lances, gather in the Outer Bailey. Eight more urukhai join them, bearing sword and lance. Raksha, Kazor, three urukhai officers and Gazrath ride out of the Inner Bailey to meet them. Raksha and Kazor give quick briefings to their respective groups. Onlookers gather in the courtyard.

9:00 PM * The troops move off, with Gazrath in the lead on his big black warhorse. Onlookers cheer as they march out of the castle and down the causeway.

NOTE: Should the players follow or somehow have managed to be included in the company, the following details are given. Otherwise, skip to 3:00 AM.

11:30 PM The main troops halt. Raksha and Gazrath confer briefly, and she packs the locked chest on her own horse. She rides off, flanked by two mounted urukhai, who will drop back when she nears the rendezvous point.

11:45 PM Gazrath dismounts and pulls his old clothes from his saddlebag. Removing the cloak and his ornate helm, he pulls the tunic over his head. Kazor protests - "it is to risky." - but Gazrath snarls him down. Now plainly garbed, armed with his sword and a bow, Gazrath joins the half-a-dozen scouts who will keep an eye on the proceedings. Kazor is left behind to hold the horses.....and wait.

12:00 MIDNIGHT Raksha awaits Karth in a clearing near their prearranged spot, in clear view of the scouts. A young man, unarmed, steps into the clearing - but he is not Karth. "Karth sends me," he assures them. It appears that Karth also fears treachery, for his accomplice, Pike, wants to receive the payment, but will only give part of the swords' location. The rest of the location will be given them by Karth himself, at another location, and only if the gems are given over.

(In actuality, Karth is nearby, hiding with his bow and one deadly poisonous arrow. Should Raksha attempt to kill his accomplice, the arrow will be aimed at Raksha. Should she accept the new terms, and ride off, leaving the chest with Pike, then Karth will shoot him to simplify dividing the loot.)

Raksha is not pleased at this change in plans, but thinks quickly. She gives Pike the chest, but retains the key to its lock, insinuating that horrible traps will be set off should the lock be tampered with without its magical key. The lock is, in fact, trapped; an odorless gas will be released that robs the breather of all will and purpose for 106 hours, SR vs. MR. She warns against even jostling or snaking the chest, lest the lightnings be released. Pike gives her the location of the next clue, and half a map that will show where the swords are cached.

12:30 AM Raksha rides off to meet with her "escort". Four of the scouts remain to watch (and tail) the accomplice - the orcs are perfectly willing to have their swords and their gems, if possible.

12:35 AM Unaware he is being watched, Karth shoots poor Pike with the poisoned arrow. The orc scouts are startled, and watch silently until Karth descends from his tree, and approaches the chest. The archers then show themselves, arrows notched, and command him to halt (in orcish, of course). Karth panics and runs - and is halted dead in his tracks by orcish arrows. The urukhai then take the chest (carefully - they believed Raksha) and return to the main company.

1:00 AM Raksha and her escort search for a sign of Karth at the second rendezvous point. Gazrath is managing to stay incognito (the players have 60% chance, however, of recognizing which of the scouts is the disguised uruk General).

A note is finally found - the second half of the map, and a scout (not Gazrath) is sent to bring the troops while Raksha and the other scouts investigate. Now Raksha recognizes Gazrath, but chooses not to acknowledge him, planning to make him sweat a bit first.

1:45 AM to 3:00 AM The troops join up with Raksha, and the complete story is pieced together. Gazrath assumes his usual garb and place. The wagonload of swords is brought out of the cave where it was hidden, and the urukhai make the long trip home.

4:00 AM The company enters the castle, the swords are put under strict guard, and weary urukhai collapse to sleep.

THE FOURTH DAY

GM's NOTE: If by now the players have not made their move, they should start planning a speedy exit. They have only 1012 hours before the carriage returns to the pumpkin patch, and they had best not leave any glass slippers behind them.

10:00 AM Gazrath drags himself out of bed and goes to the roof, as usual. He stays a little longer this morning, talking to the guards, and there is a jaunty tilt to his voice.

10:30 AM Gazrath returns to his chambers and sends for breakfast.

11:00 AM The officers meet with Gazrath in the Audience Room. The clan chieftains are all there. The major topic of interest is distribution of the swords, but there is laughter over the fate of Karth and his accomplice.

12:30 PM Lunch is eaten in the Hall. Jovial spirits abound among the urukhai officers and men-at-arms in the barracks. Gazrath is in a particularly good mood, for his time of waiting is nearly over.

1:30 PM Gazrath, Urshak, and Kazor, with six urukhai officers and forty urukhai, escort the wagon with the precious weapons to distribute them to worthy warriors in the clans. An officer and five urukhai stay with each clan to further their training.

2:00 PM Raksha makes a surprise visit to Myrella's tower room, primarily to check her health, since Gazrath is very concerned that his child be healthy and strong.

6:00 PM Gazrath and company return to the castle.

6:30 PM Dinner is served in the Hall. After conferring with One-Eye, Gazrath orders the elf prisoner brought up to the Hall, for after dinner entertainment.

7:30 PM Ellonir is dragged up from the dungeon to entertain the assembly in the Hall. The elf is determined to goad the urukhai into killing him, since he broke under One-Eye's skillful persuasion.

8:30 PM One of the orcs from the Hawkclan who just received his sword is given chance to fight the elf, who is given a sword and promised freedom if he wins. The fight is brief, and the elf's body is dragged off. Only Sunja mourns.

10:00 PM Gazrath retires with Yeva for the night.

Random Encounters

1.) 104 wolf-dogs approach the players, hoping for food or attention. If it has been four or more hours since the player characters last applied their "scent" there is a 25% chance per addition hour the animals will catch a whiff of something very un-orcish about the party, and turn hostile, snarling, barking, and (if it is elf they smell) attacking. Needless to say, this will draw unwelcome attention from nearby orcs as well.

2.) At the next occasion when the players approach the stream bed, they will come upon an area where the creek opens into a wide, apparently shallow pool. Players may attempt to cross the pool on the thin line of rocks, irregularly spaced, that line the bottom, wade across, or move further up or downstream (a detour of about six to ten minutes before a good fording spot is found).

The center of the pool is a thick bog. Anyone entering this area must make a 3D12 saving roll versus STR each turn, or become trapped in the muck. Once trapped, a person can sink and drown in about 15 minutes; struggling to free oneself increases the bog's grip, at a rate of 1D12 per mr. Thus a struggling player would need to make a 4D12 save versus STR the first mr after getting stuck, a 5D12 save the next turn, and so on. Players not entrapped may add their STR to rescue efforts. Those attempting to cross over on the rocks will find the going very slippery (CDN saving rolls each turn or fall in). If a character falls, he starts from the "trapped" position, as

outlined above. Obviously, anyone who ventures into the water will wash off the orcish scent he wears.

3.) While moving through a patch of low underbrush, the players may hear (ability roll vs. hearing) a warning hiss. Unless the party halts immediately and changes course, an arrowhead snake will strike at the nearest party member (roll randomly). The snake will then slither away unless attacked by close range weapons (in which case he will turn on his attacker). The snake's venom acts as a paralytic; the affected person will lose 10 points from both REF and CDN, and suffer an 80% penalty to all thieving abilities. The effects last for 12 hours before dexterity begins to gradually return, one point of REF and CDN, and +10% to thieving skills per hour until totally restored. A saving roll versus STM will reduce these penalties by half (-5 to REF and CDN; -40% to abilities) and effects only last 6 hours before beginning to fade. Use of a healing potion will begin the gradual return of skills immediately, at the same rate.

4.) The players encounter a patrol consisting of ten male orcs in leather armor, armed with bows, spears and knives, and one orc with a sword and a studded nauberk. If the players have chosen to wear insignia, there is a 20% chance that the patrol is of the same tribe; otherwise they are members of the Badger clan. The patrol leader will ask a number of questions about who they are, where they're from, where they're going, etc. His questions will be pickier if he thinks they are from his clan, but he will be less friendly to them if they appear to be from another clan (as far as volunteering any information himself). Assuming the players satisfy the leader's questions, they will be told the way to the appropriate clan camp, and the patrol will go off into the woods. If their answers are judged unsatisfactory, the patrol will try to take the party back to their own clan camp, to be interrogated by their clan leader. Any escape attempt or attacks will be met with force; the patrol will make a run for it if more than 50% of its men are wounded.

5.) The players hear a group approaching. Soon a ragged party of four orc women and three children come in sight. All appear tired, and they carry nothing but the clothes on their backs. One child is being carried, the others are boys approximately twelve to thirteen years old. Upon seeing the player characters, they will immediately throw themselves upon their mercy, begging food and protection from the "dragon-people".

These women and children are survivors from an isolated clan of the Wolf totem; the Lizardmen attacked them about two weeks ago, and nearly wiped them out. They are perfectly willing to submit to ANYBODY of their or their own race at this point for survival's sake. In fact, having found "protectors", they are going to be VERY hard to get rid of. Even once the group reaches a clan camp, they will attempt to stay close to the player characters until forced away.

6.) A lone orc rides at an even pace along the road. He wears a leather vest (AC2) and carries a knife and a pouch hanging from a shoulder strap. He appears to be very wary of possible ambush (steering clear of underbrush, looking about frequently, etc.) and is traveling towards the castle.

He is a messenger bearing a letter for Gazrath from Karth, arranging a meeting (see TIMETABLE), or a verbal message from a clan chieftain, inviting the General to review his troops. The messenger will do his utmost to guard his charge, but is far better at fleeing than fighting, and has an 85% chance of hiding in the woods. The GM should utilize this encounter to work in with the action of the TIMETABLE, adjusting the messenger's direction and message accordingly.

7.) The players become aware that an uruk officer on horseback is watching them intently from a distance. He then rides up to them and asks them if they know anything about horses.

This is Kazor, one of Gazrath's trusted lieutenants, who is actively recruiting orcs to serve in a cavalry unit under his command. Joining Kazor's cavalry corps will get the players up to the castle's gates least, since the horses are kept just outside the walls. The GM should note that Kazor does not expect any mere orc to be able to ride well, and may be suspicious if too much skill is shown (40% chance that he will keep careful watch over any over-qualified rider). If the players are recruited by Kazor on the first day, they will be ordered to participate in the raid scheduled for the first night of the TIMETABLE.

8.) A group of 104 kobolds have been following the player characters for some time attempting to remain inconspicuous. Now they

- 1.) approach and ask for a handouts, food or money, (for their sick grandmother, of course), or
- 2.) approach and, under the cover of a distraction, attempt to pick the pocket of a random party member, or
- 3.) follow the party until someone sets something down where a kobold can grab it.

9.) An uruk in officer's dress shouts to the player characters to come. When they obey (and they had better obey!), he orders them to pick up a basket and follow him. The baskets hold nearly 40 lbs. of metal scraps each, and the group must tote them up the causeway to the castle smithy. Any character with average strength and stamina should manage the load fairly well (SR on 1D12 vs. STM hourly, or collapse from exhaustion). If any do fall by the wayside, it should be noted that the uruk boss has a bull whip with which he is amazingly (and uncomfortably) accurate. Laggards will sustain 1D8 points of damage, and then suddenly find the strength to struggle on. The GM may change the contents of the baskets to firewood, if the player characters are already on the castle grounds; the wood is to be carried to the Great Hall.

10.) A female orc in somewhat revealing garb begins to make obvious amorous advances toward one of the male players (roll randomly), first by admiring glances, then with inviting comments, and finally by direct physical contact. The GM should note that the player's disguise was not designed to withstand this kind of scrutiny. Unless the player discourages her, she is quite likely to notice that his orcish appearance seems less than skin-deep. There is a 40% chance that a male orc will take exception to her advances, accuse the player character of stealing "his" woman, and attempt to start a fight.

11.) The players come upon two patrols of orcs from different clans engaged in an argument over which group possesses the better swordsmen. Two of the men begin a fist fight with one another. There is a 70% chance that the quarrel will incite a general brawl that the players cannot easily avoid. If the fight occurs near the castle or one of the camps, urukhai will eventually come to quell the brawl, causing considerable damage to the participants in the process.

12.) One of the players stumbles over an uneven spot on the ground or floor, and discovers a hidden trap door. (This can occur anywhere.) Upon opening the trap door, they find a narrow stairwell leading down to a 15' x 15' x 10' room below. The room is empty, but there are three other doors, securely locked - no lockpick or passkey will open them. Should the players let the trap door close completely behind them, it too, will become impossible to open from the inside, though anyone outside the room will have no difficulty opening it. It is possible that the players can become trapped in the magical movable room until someone else opens a secret door found somewhere else (chance is 5% per hour; destination of room is GM's discretion). The trap door will remain where it is as long as someone is in the room; otherwise it will disappear in 1020 minutes.

CHARACTER DESCRIPTIONS FOR THE RADISHA MUST DIE

ID#	Name	Character Notes	Class	Purse	Requisites										Combat			Armor	HTK
					ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACØ	Damage	Class	
101	Shanlin		VET HU THF	108SP	8	16	10	15	16	15	8	8	15	14	TnKN DGR NET	1/5/10 8 6	104 106 TANGLE	LTR 4	32
102	Gavin		INT HU FTR	106SP	16	13	11	14	8	10	12	11	10	11	BDSWD SPR	4 4/9/14	404 1012	LTR 4	39
103	Lorri1		INT EL THF	104SP	10	15	14	10	10	13	14	6	14	15	SHSWD LBOW	6 1/5/8	203 106	LTR 4	19
104	Morgul		INT O/ THF	108CP	9	18	15	13	10	8	14	12	8	7	TnKN BDSWD	1/5/10 4	104 304	LTR 4	29
105	Biglug		EL HU FTR	104CP	18	12	14	16	6	6	10	12	10	9	1BBAX HFSWR	4 4	505 406	LTR 4	47
106	Ander		INT HU FTR	104SP	14	17	12	16	8	11	8	10	10	12	BDSWD MACE	5 6	404 304		29
107	Bard		GR HU FTR	106SP	12	11	10	12	8	11	9	10	10	12	LBOW SHSWD	3/7/10 8	106 303	LTR 4	19
108	Corwin		GR HU FTR	108SP	15	14	17	13	10	9	11	15	9	9	HFSWD 1BBAX	6 7	206 205	LTR 4	20
109	Janus Ironside		EL HU FTR	208GP	15	14	11	19	13	11	9	14	16	13	HFSWD 1BBAX	4 5	306 305	CHN 6	46
110	Orc Prisoner #1		GR OR FTR		10	9	14	15	8	7	7	12	8	6	NONE			NON 0	17
111	Orc Prisoner #2		VET OR THF		7	16	18	15	10	10	11	15	9	9	NONE			NON 0	23
112	Orc Prisoner #3 a		INT OR FTR		9	10	11	19	5	7	4	12	8	5	NONE			NON 0	25
113	Murkin Peddy (Karth)		INT HU FTR	106GP	11	8	10	9	12	11	12	14	16	13	BDSWD	7	204	CHN 6	18
114	Pike		GR HU FTR	108SP	11	11	11	16	8	7	12	10	10	6	BDSWD	7	204	LTR 4	19
115	Gazrath (Radisha) d		EL UH FTR		19	15	15	15	14	12	0	8	15	7	HFSWD 1BBAX	2 4	406 505	CHN 6	49
116	Raksna *		VET UH FTR	208GP	14	16	16	12	9	10	6	17	12	9	BDSWD WHIP	4 3	304 108	LTR 4	28
117	Volper		INT UH FTR	104GP	12	10	15	12	17	15	7	14	12	8	STAFF	8	106	CLO 2	24
118	Kazor	d	VET UH FTR	108SP	13	14	18	15	9	9	4	12	11	8	BDSWD LANCE	6 7	304 3010	LTR 4	32
119	Ursnak-the-Bear		INT UH FTR	104SP	20	12	10	16	6	5	6	13	8	6	CLUB	6	504	CHN 6	25
120	Sunja *		VET UH MAG	106GP	8	12	10	14	6	16	17	9	12	14	SPELLS			CLO 2	22
121	Myrella *		INT HU NON		7	11	14	8	13	12	13	10	14	17	NONE			NON 0	14
122	Dalai *		INT OR THF	104SP	8	13	14	12	14	12	7	14	10	8	DGR	9	104	NON 0	18
123	Lupus	e	VET OR FTR	106SP	14	17	16	15	12	10	6	11	11	8	BDSWD	4	404	LTR 4	31
124	Dakar		VET OR FTR	106SP	16	12	11	12	8	7	8	13	7	10	BDSWD	6	404	LTR 4	27
125	Heggritt *		INT OR MAG	108SP	8	13	12	11	14	12	15	8	13	10	SPELLS			CLO 2	21
126	Rattler	b	VET OR FTR	106SP	15	15	13	18	10	9	6	12	11	4	BDSWD	5	404	LTR 4	24
127	Snagrat		VET OR THF	102GP	12	13	14	9	13	11	8	10	10	8	SHSWD	6	303	LTR 4	22
128	Talons	c	VET OR FTR	206SP	12	9	13	11	15	13	11	13	12	9	SHSWD	6	203	LTR 4	26
129	Reenna		VET UH NON	104SP	15	14	13	12	10	8	11	4	8	5				LTR 4	27
130	One-Eye		INT UH FTR	208SP	16	14	12	13	7	7	7	7	6	4	DGR	9	104	CLO 2	29
131	Ellonir	a	GR EL FTR		12	14	13	10	12	9	12	8	13	14	BDSWD	7	204	NON 0	18
132	Scout		INT HU FTR		11	9	8	10	7	10	6	7	8	10	SHSWD	7	203	NON 0	16
133	Yeva *		INT OR NON		5	14	14	11	10	7	10	8	8	15				NON 0	14
134	Datroyt		INT HU FTR		18	12	14	10	10	15	8	9	11	14	BDSWD	5	504	CLO 2	28
135	Goral		GR UH FTR	106SP	12	9	9	12	8	8	12	11	9	6	BDSWD	8	204	CLO 2	16
136	Orc A (officer)		VET OR FTR	104SP	14	11	11	14	8	9	9	13	12	8	BDSWD	5	304	LTR 4	23
137	Orc B (male)		INT OR THF	108CP	12	9	9	12	6	7	7	13	12	8	SHSWD	6	203	CLO 2	19
138	Orc C (female)		GR OR THF	106CP	10	10	10	13	7	8	8	12	10	7	DGR	9	104	NON 0	17
139	Uruk A (officer)		VET UH FTR	208SP	14	11	11	14	8	9	11	13	8	8	BDSWD	7	304	LTR 4	26
140	Uruk B (male)		INT UH FTR	206SP	12	9	9	12	6	7	13	11	11	6	SHSWD	8	203	CLO 2	23
141	Uruk C (female)		GR UH FTR	206SP	12	10	10	13	7	8	5	12	12	7	DGR	10	104	CLO 2	21
142	Kobold A (male)		GR KO THF	106CP	8	9	9	12	6	7	12	11	7	6	KNIFE	10	103	CLO 1	14
143	Kobold B (female)		GR KO THF	106CP	5	10	10	13	7	8	14	12	7	7	KNIFE	11	103	CLO 1	13
144	wolf-dog		ANIMAL		14										BITE	4	204	FUR 4	26
145	Warnorse	r	ANIMAL		26										HVS(r) BITE	4 4	305 202	FUR 4	67
146	Hawk	g	ANIMAL		8										HVS(r) BEAK TALON	6 4 5	406 203 204	FUR 6	14

NOTES:

- Has lost percentage of HTK from rough treatment by captors.
- Weapons are treated with Level 8 snake venom (SR against STM).
- Accompanied by hawk, which will defend.
- If attacked when mounted, horse is trained to defend.
- Accompanied by trained wolfdog, which will defend.
- Will use only one method of attack per mr.
- Talon strikes (2 per mr) only when flying.

He's just an orc...

He's just an orc...

He's just an orc...

oh yes, he's just an orc . . . but he may be the *Radisha*, the fabled leader the orcs have waited generations to behold and follow.

The RADISHA must die!!

In just a short time, he's welded an excellent fighting force out of the scattered orc-tribes of the Peace Mountains. The staunch fortress of High Crag has fallen to him, and the orcs are looking for revenge after generations of groveling before the other races.

The RADISHA must die!!

He's too dangerous to let live. Even if he's not their prophesied Great Leader, he's a superb general, and he's doing what hasn't been done in over three hundred years, gathering the tribes, and you remember what happened then!

The RADISHA must die!!

and you are the ones who must go into the orc camp (in disguise, of course), and make sure he doesn't lead the tribes any further. A great prize of gold awaits you if you are successful, and the vengeance of a thousand maddened orcs if you fail.

The RADISHA must die!!

Can you succeed where others are sure to fail?

And there is an expedition into the recently rediscovered tomb of an ancient master of illusion to discover what special treasures lie hidden within its depths, plus new expansions of combat rules which reflect the true worth of armor and shields. All in one of the best issues of **Thieves' Guild** to hit the stands yet . . .

Gamelords, Ltd.

18616 Grosbeak Terrace, Galthersburg, MD 20879