

THE ARAKULINE TRIBUTE

A THENNLA SCENARIO

Mythras

THE DESIGN
MECHANISM

Bruce Turner

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A Thennla Scenario for MYTHRAS

By
Bruce Turner

Art by Dan MacKinnon

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THE ARAKULINE TRIBUTE

The *Arakuline Tribute* is a Thennla scenario set in the land of Marangia, a region that borders both Korantia and the Taskan Empire. Marangia is occupied by feuding tribes and clans, and some parts are wild and remote. So far as outsiders are concerned the locals are warlike, fractious and untrustworthy. It is this reputation, and the local tribes' habit of living up to it, that has kept the land mostly free of foreign influences from the Korantine heartland to the south and the Taskan Empire to the east.

This scenario is intended for a group of 3-5 moderately experienced characters, ideally including characters who can fight, make their way through a dense wilderness, and meet a threat from a hostile spirit. The characters could be local Thennalts, members of the Boromog tribe - or at least on friendly terms with them. Korantine characters could include wanderers, exiles, or traders and emissaries (and their Sabatine guards) from the city-state of Tysil to the south. The Taskan Empire regularly sends explorers, traders and soldiers into Marangia to spread their influence - and individual Taskans with an opportunistic bent may venture into the dangerous frontier on their own. Characters who have already survived *Khakun Shrugs* could have made their way to the frontier seeking secrets of treasure-laden Marangian burial grounds. Taskan characters need to have established some kind of non-hostile relationship with the Boromog tribe - through generosity, intimidation, or perhaps clever words.

The adventure is structured as a series of encounters. The specific order of encounters is flexible, but can be presented in roughly the order found between pages 6 and 14.

HISTORY & BACKGROUND

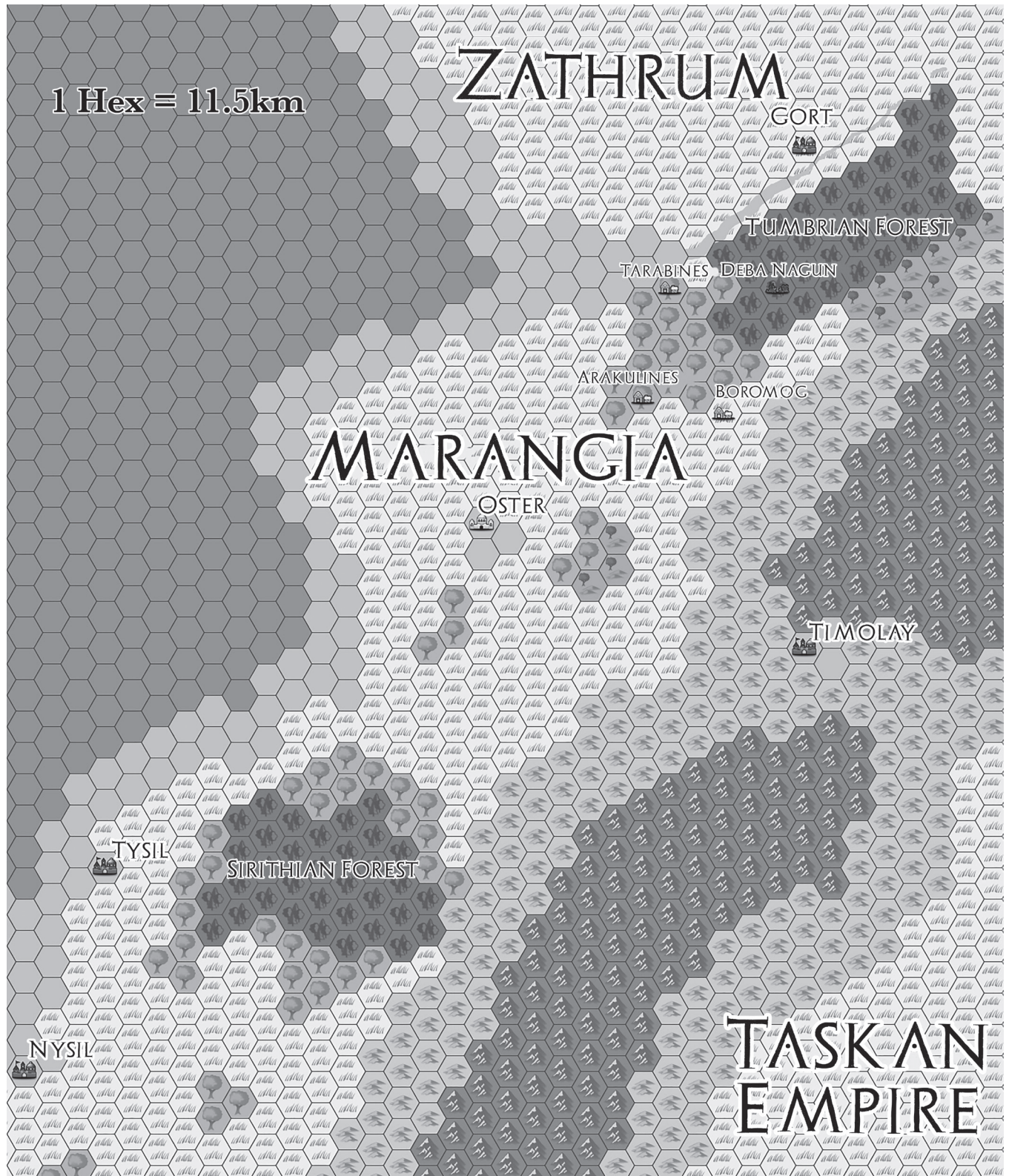
Seven years ago the Taskan Empire took control of the city of Timolay, traditional seat of Marangia's kings. They allowed King Arkenson the Portly to keep his throne, albeit as a puppet surrounded by counsellors and officers sent from the Taskan military capital at Ashkor. The Taskan invasion has split the tribes more than normal. Outside the area immediately around Timolay, which is under military occupation, some tribes have resigned themselves to the Taskans' presence while others gleefully kill or ransom Taskan officials and traders who fall into their hands. However, few are willing to openly reject King Arkenson, even as they fail to heed his commands. Taskan officials at Timolay continue to push their influence beyond the occupied territory and have come to accept the bribes they pay to some barbarian chieftains to keep them from mischief, and the deaths of a few traders and explorers, as part of the cost of empire.

Predictably, the arrival of the Taskans created new opportunities for the Marangian tribes to awaken old disputes. The Arakuline and Boromog tribes both hold lands along the edges of the Tumbrian forest in the north of Marangia. They have long feuded with each other, an enmity that came to a head thirteen years ago when the Boromogs were roundly defeated at the Battle of False Ford. The Arakuline chieftain killed the Boromog leader and took the tribal treasure, the King Boar Shield.

Five years ago, the Arakuline chieftain answered King Arkenson's call for tribute and made plans to travel to the capital at Timolay. He intended to impress the Taskans with the power of his tribe and to further insult his Boromog rivals by handing



ADVENTURE REGIONAL MAP



the King Boar Shield over as part of the tribute. However, disaster struck upon the road: they were ambushed by brigands and most of the Arakulines were slain, including the chieftain and his eldest son. The raiders stole the tribute and fled.

Recently, news of the Arakuline tribute has resurfaced. The Boromog trapper Dyarssa found traces of the raiders: a dead bandit caught in one of her traps wearing a cloak-clasp taken from the Arakuline chieftain. The bandit had perished before she came upon him, but she was able to track his path north to the Tumbrian Forest. She thinks that he came from a band lurking in an abandoned tribal centre, an old hall known as 'Deba Nagun', the Heavy Roof. She wants the characters' help to bring back the Arakuline tribute and, in particular, the King Boar Shield.

Dyarssa's belief is correct. The shield (and some of the other tribute goods) is being held by Gorgling Whitehair, a beast man turned bandit chief. He and the core of his gang are fauns, sired by the satyr Arstanos. But Gorgling is remarkable for having acquired a human following that makes his gang a force to be reckoned with. This collection of Marangians, outlawed and exiled from different tribes, have been persuaded, or compelled, to worship the Robber God Landano and, under Gorgling's leadership, make a respectable living by raiding and extortion. Gorgling's gang has an unsteady relationship with the other powers of the forest, the crone Gamuth and the she-wolf Voka. Voka is an avatar of Landano whose pack haunts the lower ranges of the Tumbrian Forest and hunts intruders with glee.

THE TUMBRIAN FOREST

The Tumbrian Forest stands at the northern edge of Marangia. It is a dense, uninhabited and forbidding stretch of wilderness. The southern reaches of the forest are thin enough to allow human habitation, and three Marangian tribes, the Boromog, the Arakuline and the Tarabine, hold land along the forest's southern border.

The forest is dense enough to make traveling through it quite difficult. Ground travel speeds are reduced to half normal speed; larger parties (10 or more) or groups with mounts are further slowed, to one-quarter walking speed (in other words, no more than 8 km per day). Further, clearing a path through the dense undergrowth is exhausting, causing the loss of a fatigue level for every day spent traveling.

There are some established paths through the Tumbrian Forest, known only to those who live in the territory. Gorgling and his outlaws for example, know several ways to travel from Deba

Nagun to the forest's edge. Adventurers following these paths travel a normal speed. Magic, especially the folk magic spell Pathway, is also an effective strategy to ease passage.

THE COMPOUND OF DEBA NAGUN

Deba Nagun means heavy roof in Thennalt. The great hall of Deba Nagun gained this name because, unlike most Marangian structures, its roof is constructed of fired tiles rather than thatch. The hall was once the centre of the Carunbelli tribe, constructed as a visible sign of their wealth and power. They are long gone, but the hall still remains.

When it was first built, the great hall of Deba Nagun was the centre of an extended compound with many other buildings. Most of those are ruins now. Some structures can still be identified from their earthen or wooden walls, but the rooves and most of the rest of the construction rotted away years ago. Even the great hall is in questionable shape. It was built on an earthen rise with wooden walls surrounded by a stone foundation. In places, the wooden planking has broken or rotted away, and even the roof shows the strain of years – some of the tiles are broken, others have fallen away as the underlying wooden supports have failed. The part of the building still occupied by the bandit gang is visibly the best-maintained.

The great hall of Deba Nagun is some 15m wide and 30m long, with a 15m square annex at the rear. The hall has four rows of pillars, one huge pair down the centre, bordering the fire-pits, and a smaller set, one on either flank of the hall, forming the border between the lower portion of the hall and the raised sleeping platform around the walls. The section used by Gorgling and his gang is blocked off by a series of curtains running crossways, to keep the heat from escaping on cold nights. The side annex serves as a private room for Gorgling, and as the gang's shrine to Landano.

The entire compound is surrounded by a palisade wall which can be climbed, but is too high to leap (except with magical aid). The posts are spaced about 10 cm apart and stand about 3 metres high, with another metre of ditch on the outside edge. A fighting platform at the top is intact and usable for most of the wall's length. The outlaws have repaired some sections of the wall. Although their repairs are visibly shoddy, the timber they used was cut from the surrounding forest and is of good quality.

The King Boar Shield and some other items taken from the Arakuline tribute are held in a room in the forward part of the hall.



The members of the gang stay away from the tribute because it is haunted by the spirit of the Arakuline heir. There are some sentries, both inside and outside the hall. Should the sentries sound the alarm, Gorgling and his personal guard emerge ready to fight.

GORGLING & HIS GANG

The master of Deba Nagun is the old beastman Gorgling, the White-Hair. He is the eldest living child of the satyr Arstanos, and has used this status and his own personal gifts to forge a strong group from the satyr's other children and a motley collection of outlaws who have made their way into the forest over the years. His gang includes a small personal guard composed of beastmen and a few exceptional outlaws, surrounded by a much larger and worse-disciplined group of bandits and renegades. They survive by hunting, raiding outlying steads, and a very small amount of scavenging in the forest (generally done by the outlaws' dependents and children). Gorgling and his people mostly live in one end of the great hall, leaving the rest of the place unoccupied.

The gang occupied Deba Nagun long before they learned of Landano from the crone Gamuth. When she brought them the secrets of the Robber God they gained strength that allowed them to dramatically expand both their membership and the scope of their operations. They became very strong over the years, through continuous raids and extorting small settlements.

The attack upon the Arakuline tribute expedition was both a huge success and a huge misfortune for the gang. While they accumulated a great quantity of loot, they lost a lot of fighters in the process.

Gorgling is ambitious, but he remembers clearly that the power of Landano was not enough to overwhelm a steadfast line of Arakuline warriors. He has kept the gang's numbers small, and been careful enough in his extortion efforts, to keep the local Thennalts from organizing a large effort to dislodge them from Deba Nagun. The three tribes know of the outlaws, but haven't had direct cause to track them down or even assess their full strength. The tribes do not even know that the gang is led by a beastman, although they do know that the bandits are strong enough to completely ravage a small hamlet or isolated farm, and that paying them off is easier than retaliation.

Gorgling has five beastmen in his core warband, plus another five very tough human outlaws. There are another thirty human outlaws who belong to the group as ordinary members,

Shatter Gate

Ranged (metres), Rank Initiate, Resist (Endurance)

Shatter Gate, despite its name, works against any artificial, inorganic structure. It inflicts 1d6 damage per intensity upon any wall or gate and, when directed at a larger structure, it inflicts damage in a 1 metre radius. The structure's armor points reduce the damage inflicted. If the structure has an animating spirit, it may resist the spell using Endurance (or Willpower if the spirit has no Endurance skill).

A typical wooden door with 4 armour and 25 hit points or a hut wall with 3 armor and 15 hit points splinters with one or two castings from a typical theist magician (6 intensity, 21 point average roll). Breaking through a stone wall (10 armor, 250 hit points) requires substantially more effort.

plus twenty or so dependents (mostly women and children – although there are several female outlaws).

LANDANO, THE ROBBER GOD

This spirit embodies the terror that prowls about the farmstead at night, sniffing out a way in to plunder and destroy, and is a popular character in stories used to scare small children to sleep at night. But when those children grow up, many will go through a phase of raiding and brigandage, popular pastimes in Marangia, and some will worship him. The cult led by Gorgling is arguably his largest dedicated congregation in Marangia. Gorgling is the priest and leader of the group, and the fauns and human outlaws of his inner circle serve as initiates. The remaining outlaws in the gang are lay worshippers.

Landano is able to provide two theist miracles to his cult: Fear and Shatter Gate. Acts of mayhem and theft can be used as sacrifices to him, as can stolen goods and livestock. This fits well with the practices of Gorgling and his fellow cultists, who use their acts of robbery as impromptu worship ceremonies.

Landano also gains some worship from among the wolves of the Tumbrian Forest. The she-wolf Voka is one of his avatars and her pack is a Landano congregation. The lupine worship of Landano is significantly different than the practices followed



by Gorgling and his people, but they are connected through the crone Gamuth. She learned about Landano from Voka, and passed her knowledge along to Gorgling many years ago.

VOKA, THE SHE-WOLF

The she-wolf Voka leads a pack of five adult wolves, plus three to five cubs and youngsters (depending upon the season). She is imbued with the strength of Landano and can use both the Shatter Gate and Fear effects. Some of her wolves also have Boons granted by Landano, typically increased Damage Bonus, increased Hit Points, or the ability to use the Bleed combat effect for free (on any attack that generates a combat effect, they may choose Bleed and one other combat effect at the same time). They hunt the forests near Deba Nagun and are fond of the taste of human flesh. They normally prey upon farmers, but have been known to take unwary outlaws as well.

Voka is the largest, oldest, and most aggressive wolf in the forest – but her pack is hardly alone. There are other packs, most of them led by Voka's children, some of which have also obtained Boons from Landano, though subsequent progeny of Voka's descendents have not.

STARTING THE ADVENTURE

The adventure starts in the great hall of the Boromog tribe. The trapper Dyarssa knows the characters and asks them for help in a great task. She explains to them (if they do not already know) that the Arakuline tribe inflicted a great defeat upon the Boromogs at the Battle of the False Ford some thirteen years ago. Many Boromog warriors were slain and many treasures were lost, among them the King Boar Shield, traditionally carried into battle by the Boromog chieftain. Five years ago, in a calculated insult to the Boromog, the Arakuline included the shield in the annual tribute they sent to King Arkenson at Timolay. The insult did not work as the Arakuline intended: a strong outlaw group swept down upon their tribute procession, slaughtering them almost to a man. The Arakuline chieftain Tarudon and his heir Saredon were both killed. The outlaws took the tribute for their own and disappeared.

Now, Dyarssa has some new information. She had set traps along the southern edge of the Tumbrian Forest, hoping to catch bear or wolf. What she did catch was a man: an outlaw from the Tarabine tribe. He had bled to death by the time she checked the trap, but he was wearing a cloak-pin once owned by the Arakuline chief Tarudon. She was able to follow his path

into the deep forest, at least for a while, and she thinks that he was part of the outlaw gang that attacked the tribute procession. If she is right, then the outlaws may very well be taking refuge in the Tumbrian Forest, and even using the ruins of the Deba Nagun great hall as a base. She wants the characters to join her in traveling there and (with any luck) taking back the King Boar Shield.

Presuming that the characters agree to her proposal, the next step is to gain the agreement of the chieftain of the Boromog tribe. Huruth is still a young man, raised to responsibility early by the death of his uncle (the previous chief) at False Ford. He must give his blessing for the journey, and if he is pleased with the idea he might provide some assistance. He will surely not sanction the trip or waste tribal resources if he thinks that his niece and her companions are courting death (and possibly risking offense to the spirits of the forest).

For all that Dyarssa fears her uncle might not grant his blessing, there is little chance that he will not approve the expedition; he wants to see the Boromog treasures restored as much as anyone in the tribe, and is genuinely fond of Dyarssa. The real challenge is how much assistance he will give to the characters (who may represent a much more unknown quantity).

The audience with the Chieftain is represented as a Task (Mythras, pages 66 and 287). Each successful challenge grants the characters points of favor with the Chieftain, with his final decision determined by the amount of Favor the characters have gained. The challenges are sequential and may be divided among characters as desired. Each challenge is an opposed roll against the Chieftain or one of his advisors. The outcome of each series of skills rolls is scored as per the Task rules.

The challenges are:

- Impress the Chieftain's Sword-Thane Turigg, Willpower vs. 60%
- Greet the Chieftain Respectfully, straight roll of Customs (if Thennalt) or Courtesy
- Impress upon the Chieftain and the need to recover the King Boar Shield, Oratory vs. 50%
- Describe the fitness of the characters for the task to the Chieftain, Influence vs. 60%

The results of the characters' efforts are determined by the number of Task points they have accumulated:



SCORE	OUTCOME
<0-25	Huruth orders the characters from his sight. He will not stop them, but he does not expect to see them again. He urges Dyarssa to not accompany them (she does so anyway).
25-75	Huruth grants his approval for the expedition. He will provide provisions for the trip, and the promise of reward if they return victorious.
75-100	Huruth is convinced that the characters' success is in the interests of the tribe. Not only will he provide provisions, he will have the priests intercede with the gods upon the characters' behalf. Each character gains 2 Luck points to use on the journey. And should they return with the Shield, they will be feted.
>100	Huruth is deeply impressed with the characters' heroic stance (or crafty nature, depending). He provides provisions, blessings to provide 2 Luck points for each character, and his champion, Tarranos, to increase their numbers

ENTERING THE FOREST

The characters have about a 5 kilometre hike to the place where Dyarssa trapped the bandit, and another 35 kilometre journey to reach the deep forest. This requires about two days of travel at a normal pace, or only one day if the characters decide to push themselves (but sustaining an additional fatigue level). Deba Nagun is about 10 kilometres inside the deep forest, another day's worth of punishing travel.

Getting lost is not much of a worry: even if none of the characters have an appropriate Locale skill, Dyarssa is thoroughly familiar with the area terrain. Unless the characters have special means to avoid fatigue loss, they each lose a level of fatigue, and possibly two, by the time they draw close to Deba Nagun. It will also be close to darkness, and, at that point, they will need to make a choice:

- Move forward in the dark while fatigued
- Make camp, recover fatigue, and continue on in the morning.

In either case, the she-wolf Voka and her pack have picked-up the intruders' scent and decided to investigate. By the time the woods are cloaked in twilight (1 difficulty grade to all tasks involving vision), the wolves are circling the characters' position – out of sight, but certainly audible, at a distance of 15 to 20 metres. The pack consists of Voka and 1d3 wolves, plus one wolf for each character.

Making a ranged attack on a wolf requires first succeeding in an opposed Perception test against the wolf's 64% Stealth. If this is failed, the wolf's guile and ability to seamlessly blend with the woodland imposes a penalty of two difficulty grades on the ensuing attack roll. If the Perception roll is successful and darkness is falling, then attack rolls suffer a one grade of difficulty penalty,

Moving to directly attack the wolves in melee causes the pack to scatter at speed, and attempt to fall on an easily isolated character with overwhelming numbers, at least three with Voka in the lead. Voka is easy to distinguish from the lesser members of the pack: she is huge, at least three times their size, and incredibly threatening.

If the characters remain in a tight group the wolves patiently circle, unnerving the characters. They can keep up this tactic for hours, pausing every now and again to lull the party into a false sense of security, hoping one of them will break and become easy prey. Willpower rolls are needed for characters to hold their nerve and not rush headlong into melee. If dawn starts to approach and there has been no opportunity to attack, Voka casts Fear spells against random members of the group in the hope of causing one (or more) to break and run. Naturally, if the characters have been unable to rest during the night, fatigue imposes additional grades of difficulty on their Willpower rolls.

Bear in mind that, as an avatar of Landano, Voka is capable of speech. She coos softly to the characters as her pack circles, taunting, offering (false) promises of safe passage if they turn and leave her forest. The characters may even think this is a human voice, but an Insight roll reveals the ghastly truth - and, from time to time, Voka strays a little nearer to the characters so they can clearly see that it is she doing the talking.

The wolves do not continue to pursue the characters after dawn. If they have been unsuccessful in luring them into a fight, they gradually melt away into the forest - although they remain not far away in the hope of launching another attack on the party at another, more opportune time.

If the characters manage to kill half the pack or incapacitate Voka, the remaining wolves vanish, howling into the night.

If the characters find themselves fleeing from the wolves in darkness, each character must win an opposed Athletics test against a pursuing wolf (remembering that the characters are probably suffering one or two difficulty grades to their rolls due to darkness and fatigue) to outrun them. Success means the character is rescued by either the crone Gamuth or the satyr Arstanos; failure results in an attack from behind. If things are going badly for the characters following the assault by Voka and



her pack, either Gamuth the Crone or Arstanos comes to the rescue, screaming at Voka to retreat and leave these strangers alone. With snarls and curses, Voka is forced to obey.

THE CRONE & THE SATYR

There are equal chances that the characters encounter the crone Gamuth or the satyr Arstanos – roll randomly or simply pick one.

Gamuth the Crone

Gamuth's lair is a small hut built into an earthen rise, underneath a huge pine tree. She ushers the characters pursued by wolves into her hut, causing the earth before her to surge up and block the wolves' path, bringing the character to safety.

Gamuth is an appropriately crotchety and grumpy wise woman living alone in a trackless forest. She does not appear to be nearly as old as one might think for someone called a crone; her hair is streaked with gray, but her face remains moderately youthful and her walk is strong. She closely interrogates the characters about their purposes in the Tumbrian Forest, and notes if they lie to her (Deceit check, opposed by her Insight 66%). She freely explains who and what Voka is, including her relationship to Landano. However, she is uninterested in actually hunting down or harming the wolves – the characters should get the idea that she regards them fondly, little more than occasionally troublesome neighbours.

She does offer the characters food, a stew with a bitter, herbal scent that is nourishing but tastes vile. It is clear that Gamuth has lived on little else for a long time, and she happily devours whatever the characters leave.

If the characters are truthful about their intentions to travel to Deba Nagun and steal from (or possibly attack) the bandits there, Gamuth is prepared to offer some assistance. She tells them that the bandits are led by the beastman called Gorgling, a child of the satyr Arstanos, and that none of them are to be trifled with. She also provides them with directions to reach Deba Nagun, and urges them to step carefully as they draw near. She has a vague idea of the gang's numbers, but cannot be certain and if pressed she testily snaps "Could be a dozen, could be a dozen dozen. I've never had a mind to count them!"

After a little while in her company, it becomes apparent that Gamuth is bored and perhaps even lonely. She wants to be entertained, and if the characters can each impress her with a successful Sing, Dance, Musicianship, or other appropriate

skill, then she can provide quite a bit more help. She will offer the characters one of two boons, or both if any character manages a critical success in their entertainment roll:

- A clay talisman containing a Wolf spirit (intensity 1, INS 13, POW 12) that can be used with Thennalt Rites. Invoking it costs 1 MP. When invoked, it calms all wolves within 12 metres so they will not attack. It shatters if taken out of the Tumbrian Forest.
- Two root bags containing a powder of charcoal, quartz and other substances. Rubbed upon wounds, the powder halts bleeding (even serious bleeding, such as the Bleed Special Effect) and increases Healing Rate by 5. There is enough powder in each bag to treat four wounds.

If the characters ask after the satyr Arstanos, Gamuth tells them that no good will come of seeking him out, but she can provide directions to his grove on request.

If the characters are able to loot Gamuth's hut they find little of tangible value beyond herbs and dried roots. On a successful Perception roll (opposed by Gamuth's Conceal of 84%) they find:

- A silver moon-dagger worth 75 silver
- Four more of the root bags containing restorative dusts
- A wolf figurine carved from a strange dark wood that feels cold to the touch. If it is held for a minute it draws 1 Magic Point from the holder, who then hears spectral wolves howling in the distance. A collector or a sorcerer might pay 600 silver for it.

If the characters should attack Gamuth, she fights them with her magic, first releasing an earth elemental to savage them and then taking the shape of a wolf herself to flee. If any harm befalls Gamuth (or she is caused to flee), it is not long before Voka finds out, and the she-wolf is merciless in her vengeance.

Arstanos the Satyr

Arstanos has no lair, but his pleasant glade is noticeably warmer than the surrounding forest, and Voka's kin will not enter it. He simply urges the characters to enter the glade, if necessary threatening wolves with his massive wooden club. He is clearly a satyr, so the characters may have their own reservations about accepting help from him.

Arstanos is polite with the characters as long as they treat him with courtesy. He offers them food - raw chunks of deer-meat on spits they can roast over his fire (or not, as they please – it



makes no difference to him). He can tell the characters all about the monstrous wolf-creature Voka and her unruly brood, whom he clearly regards as extremely annoying neighbours who would do well to move elsewhere.

Arstanos' patience with the characters draws extremely short if they are unable to provide him with a constant stream of news about the outside world. The characters should make rolls against Customs, Locale, relevant Lore (such as history, politics, and so on), Oratory and even Streetwise to feed his thirst for knowledge. He clearly adores gossip. As long as he is kept happy with any knowledge of the world at large, he continues to provide food and to tell the characters what he knows about the Tumbrian Forest, at a rate of one useful item every half-hour. Some of the things he knows include:

- The bandits are led by Gorgling, the oldest of his children – and by far the most powerful. Quite a number of his other children have ignored him and now follow Gorgling around. Children are such a bother! It's fortunate that it is so much fun making them!
- Gorgling found Deba Nagun and turned it into his home some time ago. It's a terrible place, all walls and ceilings and such – not a fit place to live at all. It isn't hard to reach, though the complicated instructions on how to get there would make you doubt that claim.
- Watch out for those bandits; it seems like half of the outlaws from outside the forest make their way in here and join up with Gorgling. The other half, of course, end up as wolf food.
- There are lots of wolves in the Tumbrian Forest, and half of them are related to that awful monster Voka, a she-wolf whose blood runs with the power of some kind of noxious god from over the mountains. Feel free to hunt them, because they're sure to be hunting you!
- Speaking of bandits and unpleasant gods, be careful around them – they've fallen to worshipping the same thing that Voka does, and some of them have picked up weird powers from it.
- There's an old crone living under a tree not an hour's hike from here, named Gamuth. She's pleasant in her own way, though she is awfully friendly with that dreadful Voka. Finding her tree isn't difficult either, it's only slightly more complicated than finding Deba Nagun.

Should the characters think of it, plying Arstanos with alcohol makes him much more talkative (dropping one useful tidbit

every 15 minutes, rather than every half-hour) and then much more pliable (dropping to sleep when his Passion for Overindulgence of 66% wins an opposed roll against his Endurance of 88%; the difficulty grade of his Endurance check increases by one for every half-hour he spends drinking). His body fades away when he falls asleep, or when the difficulty grade of his Endurance check rises to Hopeless. He can reappear within his grove following the next dawn, but only if nobody else is present.

If the characters decide to fight Arstanos, he is quick to answer them. He plays his pipes to seed their ranks with Fear and Madness, then follows-up with wild swings of his great club. Killing him does not bring down the wrath of Voka, as does killing Gamuth, but it will anger the many spirits of the forest that Arstanos is friendly with, and they can make the characters lives hell, should they so wish.

THE TRAINING GROUND

As the characters draw close to the Deba Nagun they find a small clearing that shows signs of heavy use. Straw mannequins stand along one edge, wooden archery targets along another. There is a group of human outlaws sitting at the far edge of the area – either resting from weapons practice (during the day) or quietly sharing a clay jug of mead (at night). If it is dark they have a low fire burning, shielded from view by a low screen of straw. There is one outlaw present for each character. Two of the outlaws, Irik and Yanos, are exceptionally skilled (as noted in the Outlaw statistics).

The outlaws assume that the characters are hostile from the start, unless the characters go out of their way to convince them otherwise (Influence and Deceit checks against them are at one difficulty grade harder). If the characters open with an attack, the outlaws respond in kind. The outlaws have good morale, but once half of them are dead or incapacitated they need to make Willpower checks or flee back to Deba Nagun.

If the characters spend time examining the training ground they can get some idea of the capabilities and numbers of Gorgling's gang. Anyone can tell that there must be a fairly large number of warriors using the place, just based upon the prints in the ground and the number of well-used targets. A Lore (Strategy



& Tactics) or hard Combat Style check provides one of the following pieces of information:

- There are at least thirty warriors using the training grounds on a regular basis.
- Some of the warriors using the grounds are extremely skilled – the cut and impact patterns on several targets show great precision and power.
- The warriors are equipped with a variety of weapons: spear, axe, javelin and bow. Few or none appear to use swords (a high-status weapon among Thennalts).
- Discarded arrowheads are etched with smiths' marks from a variety of tribes – many more than just the three nearby ones. Arakuline heads are slightly more common than others.
- A nearby midden includes bones of deer, boar and wolf, plus a lot of broken pottery. A significant percentage of the outlaws' food clearly comes from hunting.

APPROACHING DEBA NAGUN

Deba Nagun was once the centre of a substantial settlement. Most of that is long gone save for a few scattered foundation stones. An area of reasonable size is left cleared around the hall, partly because the outlaws need firewood, and partly because they want to maintain at least some kind of defensive perimeter. The surrounding palisade has been repaired in places, though it is woefully ill-equipped to withstand any kind of sustained siege. Two watchtowers provide a high vantage point for sentries.

Sentries & Alerts

The outlaws keep a lazy watch over the surrounding territory. Lone sentries who venture out past the palisade are sometimes killed by wolves or other dangers, so the gang's preference is to stay within. A couple of the human outlaws know the Alarm spell and cast it to guard the approaches. They cannot cover the entire radius of the wall, so they instead set their spells in different places from night to night. Gorgling's people are not the sort who would set mechanical traps, nor do they have the talents needed to bind and enplace guardian haunts or spirits.

There are normally four sentries in different locations around the complex, either patrolling (within the palisade) or watching (from the towers). Select four random locations for the sentries

from among the five thicker sections of wall, the front gate, the front doors of the Deba Nagun hall, and the oven near the annex. If they detect possible trouble their approach is set to escalate relatively quickly. First one sentry will investigate, ideally with a second man backing him up. If they either find something or do not return in a reasonable time, the other guards set up an alarm that arouses Gorgling and his personal guard. They have two horns for this purpose: one very functional item with an Arakuline sigil carved into it, and one extremely fancy horn originally intended as a gift to the King of Marangia. The call of either alerts the rest of the gang. The outlaws have a simple code for horn calls that allows them to describe (in general terms) the nature and imminence of the threat. For anything that is reported as an armed attack, Gorgling and his men gear up and clatter out in full kit, taking a couple of minutes to do so. For a threat described more as an animal incursion or a lone attacker, Gorgling sends two members of his personal guard (either beastman or Thennalt) to investigate and report back. For a limited alert, there is a 75% chance the responding outlaws are fully armored during the day. At night, that chance drops to 50%.

Gorgling's Outlaws

The outlaws live in the back third of the great hall, in a walled-off area screened with a series of cloth hangings (to keep the heat in during cold nights). The total membership of the gang includes:

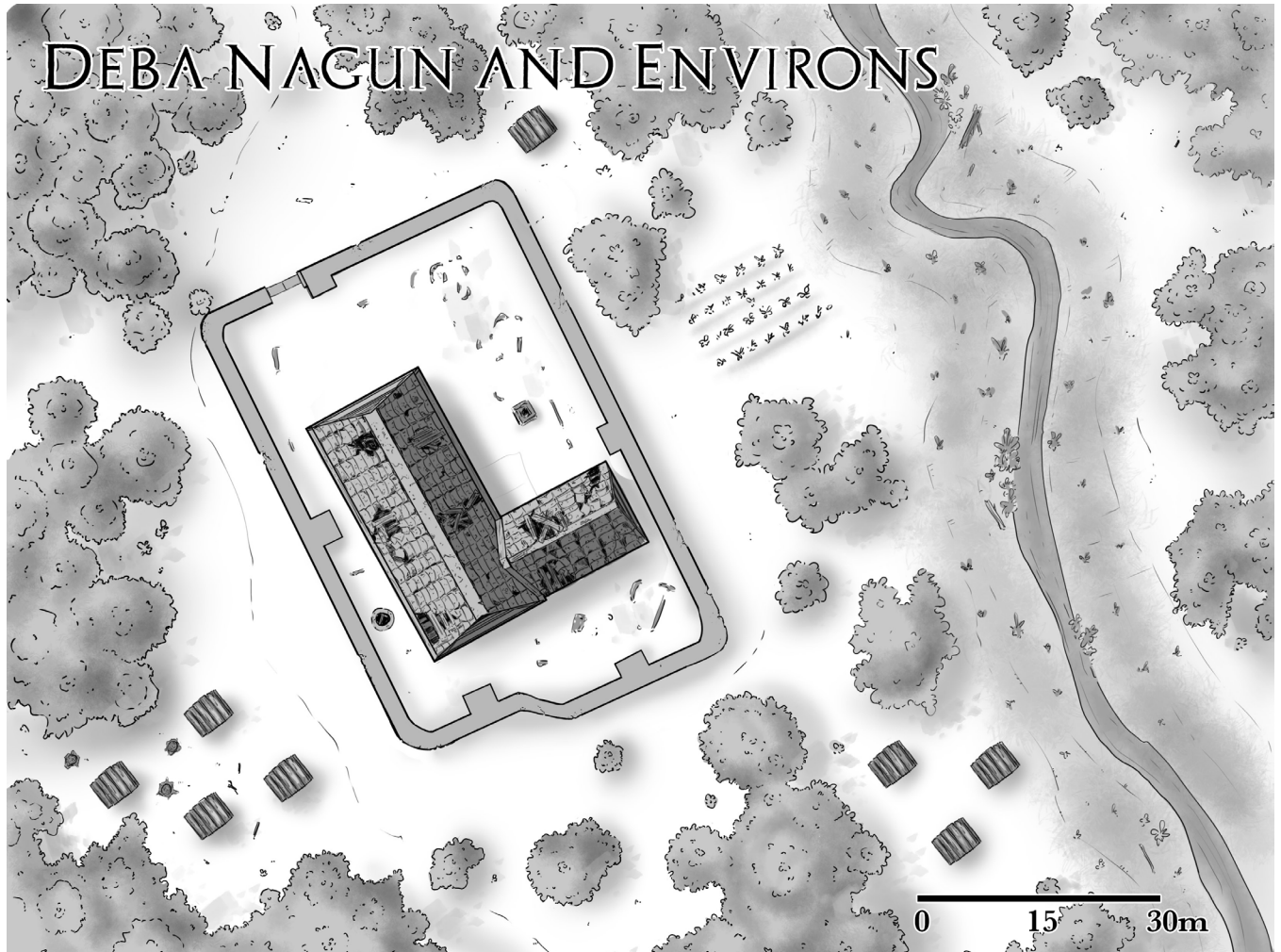
- Gorgling, beastman leader
- The Personal Guard: Five beastman warriors and four exceptional outlaw warriors. All are initiates of Landano.
- The Outlaws: Three lesser-skilled beastmen and thirty human outlaws.
- The Others: 20 dependents, mostly women who arrived with specific outlaws and children.

If the characters did not slaughter the outlaws at the Training Grounds, increase the total number of outlaws appropriately.

During the day, the common outlaws and their dependents are engaged in activity all around the compound, though mostly within the palisade. At night, all except for sentries are in the hall.

If the alarm goes up, the first responders are two members of Gorgling's personal guard and a number of common outlaws equal to the number of characters. If they run into trouble and either call for help or fail to return, the second responder is





Gorgling, five more members of his personal guard, and half of the remaining outlaws (about 13 of them).

There are several ways the characters could enter into Deba Nagun:

ENTERING DEBA NAGUN

The great hall of Deba Nagun was once a magnificent structure. Even in its current decayed state it is still very impressive. It is built upon a raised earthen platform one metre high. The walls are built upon a stone foundation with an earthen barrier and walls of wooden planks above it, supported from behind by stone, earth and buttresses made from solid tree trunks. The centreline of the hall rises some 8 metres from the surface of the platform. Finally, the feature that gives the hall its name stands above it all – a roof of large, interlocked tiles.

- Force the front gates. The gates are barred (Lockpicking opposed by a 75% skill, or Brawn opposed by a 150% skill), and still quite strong (armor 6, hit points 60)
- Break through rotted side planking. Perception to find a good location, unopposed Brawn to break through.
- Remove some side planking. Unopposed Craft (Carpentry) task to remove, with 5-minute task duration (so about 20 minutes of work to open a path if nothing goes wrong). Doing this work silently requires that Craft



(Carpentry) rolls are capped at the score of the character's Stealth skill.

- Lift away roof tiles and slip in from above. Athletics to reach the roof, Brawn capped by Stealth to quietly move tiles aside.
- Clamber through a high window. One Athletics roll to climb to the window and a second to slip through the window. The windows are small and only those of less than SIZ 9 can squeeze through with ease. Anyone of SIZ 10 or more, or carrying over 10 points of armor ENC, or carrying a Medium sized weapon or larger suffers an additional grade of difficulty to the Athletics roll. SIZ 16 and above is simply too large to squeeze through.
- Dig up through the foundations. Digging a single tunnel is a Brawn Task with a duration of one hour. Craft (Masonry) and Brawn (from additional workers) can be used to augment the main Brawn roll for this task.

WITHIN DEBA NAGUN

The great hall of Deba Nagun is some fifteen metres wide and thirty metres long. The centre span of the interior is bordered by two rows of massive wooden pillars reaching up to support the great weight of the tiled roof. The floor consists of huge flagstones topped with straw. A series of fire-pits runs down the centre of the hall – though in the empty section they are cold and dark, filled only with ash. To each side of the hall an earthen platform 50 cm high provides a place for storage and sleeping.

The Hall of Deba Nagun

The outer flanks of the front quarter of the hall have been walled off with thin wooden partitions to provide closed rooms. The partitions only extend about 3 metres up, so a suitably determined person could enter the enclosed areas without troubling with the door. The one to the right is used for storage, mostly empty barrels and pottery that the gang might use to hold loot or provisions someday. The one to the left is locked and bears a warning sigil - a red handprint - painted upon the door. It is here that the King Boar Shield is kept, though the warning is mostly intended to keep people away from the restless spirit of Saredon, son of the Arakuline chieftain.

The section of the hall actually inhabited by the outlaw gang is better kept. The gaps in the walls and the roof have been repaired, the fire-pits burn brightly (and often with food cooking above them, on skewers or in pots held by bronze tripods),

the floor is scattered with fresh straw, and the outer platform is subdivided into little enclosures occupied by individual outlaws and their families. The Chieftain's Table at the end of the hall is absolutely the domain of Gorgling and his inner circle.

An auxiliary hall extends from the back third of the hall. It serves as Gorgling's personal chamber, the gang's shrine to Landano, and the kitchen.

The Treasures of the Outlaws

Most of the goods the outlaws are able to steal are food, clothing, tools, and so on. These are distributed to the gang as their share of the spoils. Gorgling keeps the larger share of the hard wealth of the gang in a locked chest next to his seat. He holds the key, but failing that opening it requires an opposed Lockpicking check against a skill of 90%. The chest can also be chopped open. It has armor 6 and 30 hit points. It contains:

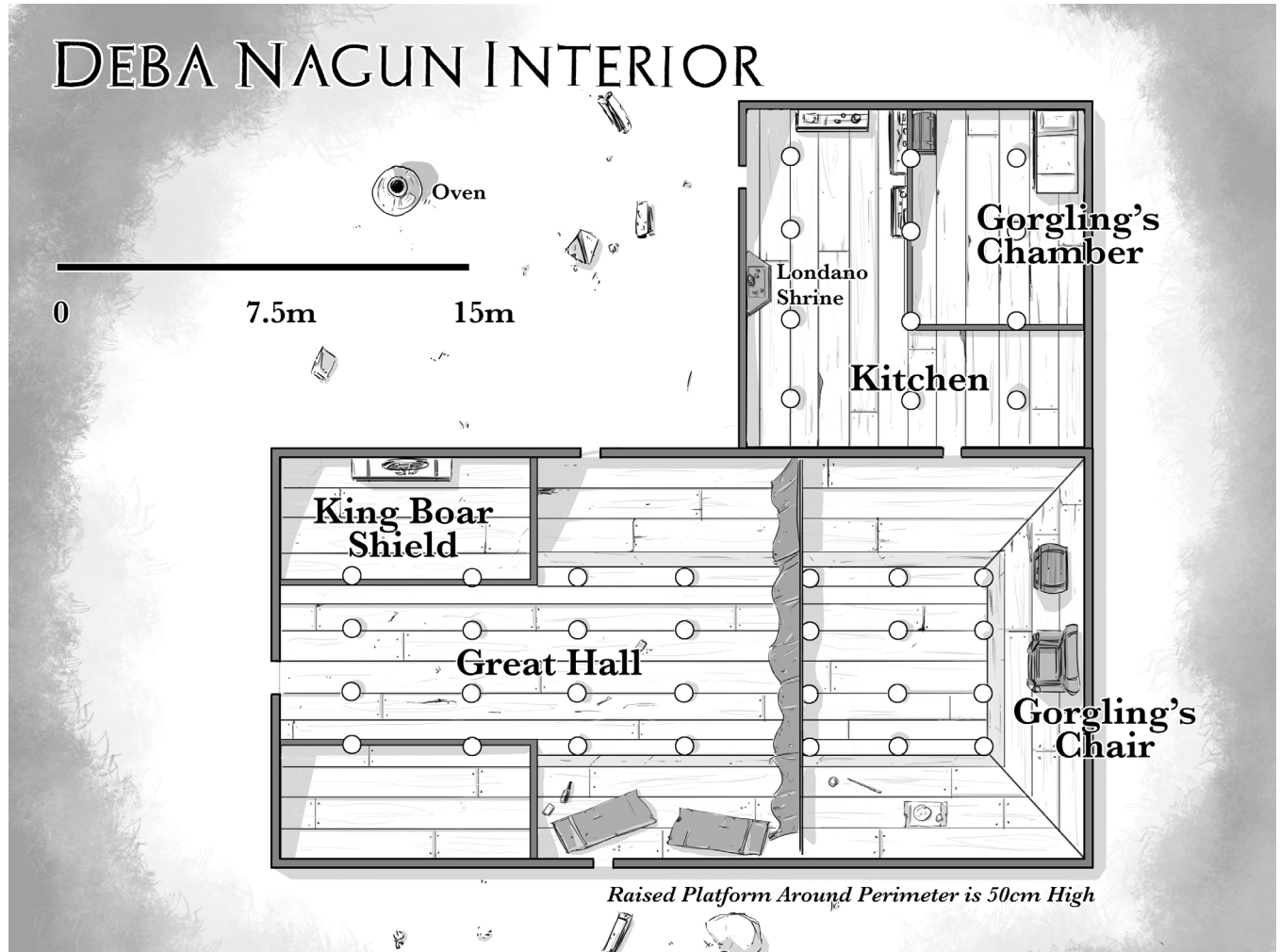
- 1,500 silver in assorted coinage, from a scattering of nations including Zathrum, Marangia, the Taskan Empire, several Korantine city-states, and Morkesh.
- Eight gold torcs and arm rings, each worth 400 silver. Arm-rings of this type are highly prized by the Thennalts of Marangia as both a sign of their chieftain's favour and as portable wealth. Gorgling uses these torcs as gifts to those who have performed great deeds.
- Three broadswords of common quality.
- One broadsword of exceptional quality, with AP/HP of 8/15. Such a blade would be worth at least 500 silver to the right bidder.

The Chamber of the King Boar Shield

The room where the King Boar Shield is kept is locked, but only Gorgling has the key. Everyone knows that a vengeful spirit lurks inside the treasure room and none of them are stupid enough to tempt its wrath. Opening the lock requires an opposed Lockpicking roll, against a skill of 60%. Alternately, the lock may be broken with brute force; the bronze lock has 8 AP and 8 HP. Or, because the walls are only 3 metres high, they can be climbed with a standard Athletics roll.

The interior is filthy and dusty, clearly a place that nobody has entered for years. Bales and bundles of supplies are piled against the walls, most of them obviously spoiled. The decayed body of a man lies upon the floor, his bronze dagger still bright where it lies between his ribs – he clearly died of a self-inflicted wound.





The King Boar Shield is obvious – it hangs upon the wall of the chamber, opposite the door. The King Boar Shield is a massive, extraordinarily heavy target. It is decorated with the Boromog crest and made from the face and skull of a giant boar originally defeated by the Boromog hero Thelis. Beyond being a very effective shield, when it is brandished in battle it heartens all who are loyal to the Boromog. Tribe members and anyone else with the Loyalty (Boromog) passion gain the effects of the Sacred Band miracle (Mythras, page 189) while in sight of the shield. The battle cry of ***Thelis! Thelis! Boromog! Hail!*** activates the shield's magical properties

As soon as anyone comes within five paces of the shield (barely inside the room), the spirit of Saredon manifests. He is a young Thennalt with oiled dark hair, a neatly cut beard, and a horrible gaping wound in his belly. His anger is palpable. His advance upon the characters can be delayed with Influence attempts, in particular Influence attempts that cause him to remember his proper role as a thane of a Thennalt tribe and the honor that

Weapon	Size/Force	Reach	Damage	AP/HP
King Boar Shield	H	S	1d3+1	6/15
<i>Effects: Bash, Impale</i>				
<i>Protects 3 Locations</i>				
<i>Special Magic: Sacred Band, Restore Magic Points</i>				

should be his for death in battle. However, no amount of Influence will persuade him to halt his defence of the shield.

Saredon possesses the Manifestation trait (Mythras, page 144) and he engages the first person to approach the King Boar Shield in spirit combat. He attacks using his Spectral Combat skill, manifesting a ghostly sword. Characters can retaliate using Binding (if they know it), or Willpower if they do not. They inflict damage in spirit combat as described on the Spirit Damage table (Mythras, p. 131). If Saredon is able to reduce his target to 0 Magic Points he possesses the body and attempts to commit suicide, freeing him to attack another target. He does



not cease Spirit Combat until those attempting to claim the shield are defeated or driven away.

If a character fighting Saredon's spirit touches the King Boar Shield, they immediately regain 1d4+1 Magic Points. This effect only works once per character.

Saredon is unable to travel more than his POW in metres from the King Boar Shield. Should the characters reduce him to 0 Magic Points then they will banish his spirit, but it returns in seven days and continues protecting the shield. Removing him entirely may be accomplished in several ways:

- Bring the shield to the place where his bones lie and use the Lay to Rest miracle to allow his spirit peace. This approach is complicated by the fact that the location of the original attack upon the Arakuline tribute party is known to only a few people, and Saredon's bones are lost among those of the many others killed in the encounter. Gorgling and his inner circle know the location where Saredon fell though, if the characters can persuade the beastman and his outlaws to take them there.
- Return the shield to the Chieftain of the Boromog tribe, ending the injustice committed when the Arakuline tribe originally seized it. The Boromog Chieftain may then pardon Saredon for his role in originally stealing the shield, sending him to the Halls of the Dead.
- Return the shield to either the Chieftain of the Arakuline tribe or the King of Marangia, ending Saredon's promise to guard the shield from theft.
- Use other magic to permanently destroy Saredon's spirit.

The characters are able to discern the requirements for the first three approaches by examining the shield and making either a successful Trance, Lore (Spirit Worlds), Devotion (Thenn) or Devotion (Theyna) roll.

The Arakuline Tribute

What remains of the Arakuline tribute is stacked around the King Boar Shield, and represents no more than a fraction of the original. Many of the more functional and valuable pieces have

been distributed among Gorgling's gang or traded away, and the perishable parts have spoiled. The items that remain include:

- A statue of the goddess Theyna, taken from a Carunbelli shrine, carved of wood and decorated with paint and varnish. Very heavy (10 ENC).
- A statue of the god Palaskil, taken from the citadel of Tarancae in Zathrum, sacked forty years ago. Small, made of wood with bronze attachments. Heavy (8 ENC).
- An array of weapons: 5 broadswords, 8 axe heads, 15 spear heads
- 10 silver arm rings, now badly tarnished but still worth 100 silver each
- A scepter in wood, bronze and gold once carried by a chieftain of the Iacoline tribe, worth 500 silver as a tribute object but perhaps five times that to a survivor of the Iacoline.
- 7 bronze necklaces, each worth 10 silver.
- 8 sealed jars of honey, still good and worth 6 silver each – but heavy (3 ENC)

Beyond these items there are several bales of rotted linen and wool cloth, jugs of wine spoiled to cloudy vinegar, and sacks of grain long consumed by mold.

The statues of the gods were originally captured in warfare. Each of them could be used to sanctify a new shrine, with appropriate rites – an extended Devotion check, with a task time of 1d6 days and a material cost of 500 silver per Devotion roll.

ESCAPE FROM GORGLING

Gorgling and the outlaws are not about to let anyone walk out of Deba Nagun with anything, and will mount a ferocious defence of their property if the characters are discovered. Unless the characters have an ability to cause a significant diversion, leading to most of the outlaws vacating Deba Nagun, they are outnumbered and need to rely on their wits to escape with the tribute and shield. Neither Gorgling nor the outlaws are stupid; once they are aware that an enemy is present - and Voka may even turn up to warn them - they coordinate and aim to capture the characters alive, to be used as sacrifices to Landano or as hostages if the characters are nobles or have any status in their homelands. However, even though the odds are against them, clever tactics should be rewarded, giving the characters a chance to sneak in and take what they came for, and then making a



break for it. Do not make it easy though; Gorgling is cunning, and if he captures the characters, there is a chance for them to either escape before they are sacrificed, negotiate their way out of trouble, or, perhaps, be rescued by Arstanos, Gamuth (if they impressed her) or Dyarssa (who may evade capture and lie-low until she has a chance to help her comrades).

If the characters manage to flee, they need to negotiate through the Tumbrian Forest, pursued by Gorgling and his personal guards. Voka and her pack may also join the pursuit; in fact it is highly likely. Handle the pursuit as a Task, pitting the characters' Hard Evade rolls (representing the need to dodge through the dense undergrowth and avoid random missiles), against the outlaws' Athletics 68% (representing their dogged determination, knowledge of the forest and training, and includes an augmentation of their Loyalty to Gorgling passion). The rolls are treated as a Team Roll (see Mythras, page 52), and each roll represents one hour pursuit. At the end of the four Task rolls, the score determines the outcome (see table, opposite).

CONCLUSION: RETURN TO THE BOROMOG

Returning the King Boar Shield to the Boromog results in reward for the characters. A Customs roll means the characters realise that they should turn over the majority of any other treasure they recovered to the Boromog chieftain, with confidence that their generosity will be answered with similar generosity in return.

For bringing the King Boar Shield back to the Boromog, Huruth gives the characters:

- A feast, for which a cow is slaughtered.
- A silver arm-ring (worth 200 silver) for each character, presented publicly with honor.
- A quarter of the treasures they brought back from Deba Nagun, to distribute among themselves as they see fit.
- A 1d6+1 increase in the Loyal (Boromog) or Loyal (Boromog chieftain) passion, for any character possessing it.

SCORE	OUTCOME
<0-25	The characters are surrounded and captured as Voka's pack joins the chase and the wolves and outlaws corner the party. Each character suffers 1d4 points of damage to 1d3 random locations representing wounds sustained in the chase. They are shackled and dragged back to Deba Nagun to face Gorgling's wrath, which is being sacrificed to Landano.
25-75	The characters escape, but only by ditching everything taken from Deba Nagun, including the King Boar Shield if they have it. Each character suffers 1d4 points of damage to 1d3 random locations representing wounds sustained in the chase..
75-100	As above, but the characters keep their spoils.
>100	Either Arstanos or Gamuth intercedes, using magic to drive away the outlaws and killing several in the process. The characters escape without injury and with all their spoils

If the characters truly impressed the chieftain at the start of the adventure, he is even more generous with his rewards, providing:

- A feast specifically in the characters' honor, for which two cows are slaughtered.
- A golden arm-ring (worth 500 silver) for each character, presented publicly with honor.
- A third of the treasures they brought back from Deba Nagun, to distribute among themselves as they see fit.
- A 1d6+1 increase in the Loyal (Boromog) or Loyal (Boromog chieftain) Passion, for any character possessing it.
- A special favour for each character. Examples might include the right to petition the chief to lead a war-party (for a member of the tribe), membership in the Boromog tribe (for non-tribe members), an exceptional weapon (probably an axe or spear, with one enhancement), a vial of Leviathan oil (able to increase Damage Bonus by 1 step for 1d6 hours), or something of similar value.

Naturally Dyarssa is feted for her brilliance and courage in undertaking this task, and she is forever in the characters' debt; indeed, a lifelong friendship results, which can be the spur for more adventures and a permanent ally in the shape of Dyarssa and the Boromog.

If the characters fail, limping back to the Boromog empty handed, then there is considerable disappointment, but something can be salvaged from this. The characters and Dyarssa now know a great deal more about the outlaws' strength,



organisation and capabilities, leading to a future raid led by Huruth himself and involving a warband to match the outlaws' numbers. The characters can accompany this future raid if they can convince Huruth (Hard Influence vs Huruth's Willpower) that their knowledge of the forest and Deba Nagun is essential to the raid's success.

NON-PLAYER CHARACTERS

Dyarssa, Huntress and Trapper

Dyarssa is a huntress and trapper of the Boromogs, a tribe of Thennalts living in the northern part of Marangia. She is a moderately prominent member of the tribe, the niece to the Boromog chieftain Huruth. In addition to traveling gear she also carries three leg-hold traps (inflict 1d6 damage to a leg hit location, plus execute a Grip special effect).

DYARSSA	ATTRIBUTES
STR: 11	Action Points: 3
CON: 14	Damage Modifier: +0
SIZ: 12	Magic Points: 10
DEX: 13	Movement: 6 meters
INT: 14	Initiative Bonus: +14 (-2 for Armour) = +12
POW: 10	Armour: Quilted vest and hat
CHA: 12	Magic: None

Skills: Athletics 44%, Conceal 53%, Craft (Butchery) 37%, Endurance 38%, Evade 56%, Mechanisms 57%, Perception 44%, Stealth 43%, Tracking 64%, Willpower 40%, Other skills 30%

Passions: Loyal (Boromog Chieftain) 64%, Love (Wilderness) 49%, Curious 69%

1D20	LOCATION	AP/HP
1-3	Right Leg	0/6
4-6	Left Leg	0/6
7-9	Abdomen	1/7
10-12	Chest	1/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	1/6

Combat Style: Thennalt Hunter 54% (Bow, Javelin, Spear; Ranged Marksman)

Weapon	Size/Force	Reach/Range	Damage	AP/HP
<i>Javelin</i>	<i>H</i>	<i>10/20/50</i>	<i>1d8+1</i>	<i>3/8</i>
<i>Self Bow</i>	<i>L</i>	<i>15/100/200</i>	<i>1d6</i>	<i>4/4</i>
<i>Short Spear</i>	<i>M</i>	<i>L</i>	<i>1d8+1</i>	<i>4/6</i>



Huruth, Chieftain of the Boromog

Huruth is still a young man, cast to responsibility early by the death of his uncle (the previous chief) at False Ford. He normally wears fine clothing (worth 200 silver), a gold torc (worth 600 silver), and a silver circlet (worth 500 silver, 2000 to the Boromog).

HURUTH	ATTRIBUTES
STR: 16	Action Points: 3
CON: 14	Damage Modifier: +1d4
SIZ: 18	Magic Points: 12
DEX: 13	Movement: 6 meters
INT: 14	Initiative Bonus: +14 (-5 for Armour) = +9
POW: 12	Armour: Bronze helm, brigandine cuirass, bracers and treads
CHA: 14	Magic: Folk Magic and Theism

Skills: Endurance 88%, Evade 76%, Insight 56%, Influence 68%, Lore (Strategy & Tactics) 58%, Oratory 68%, Perception 71%, Ride 75%, Survival 76%, Willpower 54%, Other skills 35%

Passions: Loyal (Boromog Tribe) 56%, Love (Family) 76%

Magic: (Thennalt Rites 50%) Bladessharp, Demoralize, Fanaticism, Mobility, Protection

Initiate of Thenn, Devotion (Thenn) 66%, Exhort 68%) Shield, Steadfast. Devotional pool=4

ID20	LOCATION	AP/HP
1-3	Right Leg	4/7
4-6	Left Leg	4/7
7-9	Abdomen	4/8
10-12	Chest	4/9
13-15	Right Arm	4/6
16-18	Left Arm	4/6
19-20	Head	5/7

Combat Style: Thennalt Thane 99% (Broadsword, Spear, Shield; Mounted Fighter), Thennalt Skirmisher 88% (Bow, Javelin, Hatchet; Ranged Marksman)

Weapon	Size/Force	Reach/Range	Damage	AP/HP
Broadsword	M	M	1d8+1d4	6/10
Javelin	H	10/20/50	1d8+1+1d4	3/8
Recurve Bow	H	15/125/250	1d8+1d4	4/8
Short Spear	M	L	1d8+1+1d4	4/6
Target	L	S	1d3+1+1d4	4/9

Tarranos, Boromog Thane

A burly, seasoned commander of men, Tarranos is unforgiving of fools, braggarts and cowards. He is a natural sceptic and treats any form of boastfulness with contempt.

Tarranos and the Boromog champion, Turigg have similar stats. For Turigg, increase all skills by 30% and Damage Modifier to +1d4. He has 5 armour on chest and abdomen and 4 point armour on his legs.

TARRANOS	ATTRIBUTES
STR: 13	Action Points: 2
CON: 12	Damage Modifier: +1d2
SIZ: 14	Magic Points: 10
DEX: 11	Movement: 6 meters
INT: 13	Initiative Bonus: +12 (-4 for Armour) = +8
POW: 10	Armour: Bronze helm, brigandine cuirass, bracers, and treads
CHA: 10	Magic: Folk Magic

Skills: Athletics 54%, Brawn 51%, Endurance 44%, Evade 42%, Perception 48%, Ride 51%, Willpower 30%, Other skills 25%

Passions: Loyal (Boromog Chieftain) 63%, Brave 53%

Magic: (Thennalt Rites 25%) Bladessharp, Protection

ID20	LOCATION	AP/HP
1-3	Right Leg	2/6
4-6	Left Leg	2/6
7-9	Abdomen	4/7
10-12	Chest	4/8
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	5/6

Combat Style: Thennalt Thane 54% (Broadsword, Spear, Shield; Mounted Fighter), Thennalt Skirmisher 44% (Bow, Javelin, Hatchet; Ranged Marksman)

Weapon	Size/Force	Reach/Range	Damage	AP/HP
Broadsword	M	M	1d8+1d2	6/10
Short Spear	M	L	1d8+1+1d2	4/6
Target	L	S	1d3+1+1d2	4/9



Voka, She-Wolf of the Tumbrian Forest

Huge, old, scarred, white furred, Voka is missing an eye and pads with a slight limp, but is nevertheless supple and nimble in battle. An avatar of Landano, the god watches the world through her and has given her the power of human speech to better engage and command with other mortals. Given her ability to talk, one might think this is Jekkarene magic, but it is not.

VOKA	ATTRIBUTES
STR: 16	Action Points: 3
CON: 15	Damage Modifier: +1d6
SIZ: 16	Magic Points: 15 (11)
DEX: 15	Movement: 8 meters
INS: 17	Initiative Bonus: +16
POW: 15	Armour: Heavy fur
	Abilities: Night Sight

Skills: Athletics 90%, Brawn 82%, Endurance 60%, Evade 89%, Perception 92%, Stealth 72%, Track 89%, Willpower 70%, Other Skills 50%

Passions: Loyal (pack) 72%, Avatar of Landano 85%

Magic: Acolyte of Landano; Devotion (Landano) 60%, Exhort 52% Fear, Shatter Gate. Devotional pool=8

(Pact with Landano) Increased Damage Bonus (+2 levels, 4 MP)

1D20	LOCATION	AP/HP
1-3	R Hind Leg	2/7
4-6	L Hind Leg	2/7
7-9	Hindquarters	2/8
10-12	Forequarters	2/9
13-15	R Front Leg	2/6
16-18	L Front Leg	2/6
19-20	Head	2/7

Combat Style: Pack Savage 105% (Bite. Trait: Intimidating Scream)

Weapon	Size/Force	Reach/Range	Damage	AP/HP
Bite	M	T	1d6+1d6	As head

Tumbrian Wolf

Utterly loyal to Voka, these wolves are typical of the kind found in the Tumbrian forest: lean, mean and fearless.

WOLF	ATTRIBUTES
STR: 12	Action Points: 2
CON: 11	Damage Modifier: +0
SIZ: 12	Magic Points: 7 (5)
DEX: 11	Movement: 8 meters
INS: 13	Initiative Bonus: +12
POW: 7	Armour: Fur
	Abilities: Night Sight

Skills: Athletics 63%, Brawn 54%, Endurance 42%, Evade 52%, Perception 60%, Stealth 54%, Track 58%, Willpower 34%, Other Skills 30%

Passions: Loyal (Pack) 90%

Magic: (Pact with Landano) Pick one of: +1 Damage Bonus (+1d2) or Tearing Teeth (free Bleed combat effect) or +2 HP per location (2MP)

1D20	LOCATION	AP/HP
1-3	R Hind Leg	1/5
4-6	L Hind Leg	1/5
7-9	Hindquarters	1/6
10-12	Forequarters	1/7
13-15	R Front Leg	1/4
16-18	L Front Leg	1/4
19-20	Head	1/5

Combat Style: Pack Savage 63% (Bite)

Weapon	Size/Force	Reach/Range	Damage	AP/HP
Bite	M	T	1d6	As head



Arstanos, Satyr of the Tumbrian Forest

Bipedal, horned, and with goat-like features on a mixture of human and goat-like body, Arstanos is ancient, wise, forgetful, mercurial, and sly. yet he is not unkindly, and he retains a certain liking for humans and a deep mistrust of both Voka and Gamuth.

ARSTANOS	ATTRIBUTES
STR: 20	Action Points: 3
CON: 19	Damage Modifier: +1d6
SIZ: 17	Magic Points: 18
DEX: 16	Movement: 6 meters
INT: 10	Initiative Bonus: +16 (-3 for Armour) = +13
POW: 18	Armour: Heavy cowhide bracers and vest
CHA: 8	Abilities: Physical Manifestation (form body for 1 MP), Animal Instinct (INS = INT+6, used for SR and actions)
<i>Skills: Athletics 65%, Endurance 88%, Evade 52%, Language (Thennalt) 38%, Locale 70%, Musicianship (Pipes) 64%, Stealth 74%, Survival 67%, Track 47%, Unarmed 65%, Willpower 65%, Other skills 30%</i>	
<i>Passions: Overindulgence 66%, Lechery 66%</i>	
<i>Magic: (Thennalt Rites 66%) Befuddle, Bludgeon, Demoralize, Glamour, Might, Pathway, Tune, Ventriloquism, Vigor</i>	
<i>(Satyr's Pipes; magnitude 9) Beast Form (goat), Berserk, Corruption, Entrall, Fear, Madness</i>	

ID20	LOCATION	AP/HP
1-3	Right Leg	2/8
4-6	Left Leg	2/8
7-9	Abdomen	3/9
10-12	Chest	3/10
13-15	Right Arm	3/7
16-18	Left Arm	3/7
19-20	Head	2/8

Combat Style: Club 56% (Club, Great Club)

Weapon	Size/Force	Reach/Range	Damage	AP/HP
Great Club	H	L	2d6+2+1d6	4/10

Gamuth, Forest Crone (Shaman)

Gamuth is weathered, but not so old as might be expected from her title. She may use her bound Shapechange spirit to assume wolf form for 1 MP to change shape. In wolf form she uses her animist fetishes and deals with spirits, but cannot cast folk magic. Gamuth has alliances with a wide variety of wolf, forest, guardian and other nature spirits. Given a need and 1-2 hours for ritual preparation she can have a wide variety of spirits of intensity 2 to 3 available to perform services for her.

GAMUTH	ATTRIBUTES
STR: 8	Action Points: 3
CON: 9	Damage Modifier: +0 (+1d2)
SIZ: 15	Magic Points: 20
DEX: 14	Movement: 6 meters
INT: 16	Initiative Bonus: +15
POW: 20	Armour: Homespun and leather
CHA: 16	Magic: Animism, Folk Magic.
<i>Skills: Athletics 65%, Endurance 88%, Evade 52%, Language (Thennalt) 38%, Locale 70%, Musicianship (Pipes) 64%, Stealth 74%, Survival 67%, Track 47%, Unarmed 65%, Willpower 65%, Other skills 30%</i>	
<i>Passions: Hate (Taskans) 76%, Love (Wolves) 65%</i>	
<i>Magic: (Forest Woman Animism; Binding 96%, Trance 88%) Wolf spirit (Intensity 3; Night Sight, Manifest Fangs 1d4, Increase Damage Bonus 1), Wolf spirit (Intensity 2; Increase Healing Rate), Forest spirit (Intensity 2; Pass Through Trees 18 meters), Earth elemental (Intensity 2; 4m³), Shapechange spirit (Intensity 3, Dire Wolf)</i>	
<i>(Thennalt Rites 86%) Darkness, Disruption, Heal, Light, Pathway, Witchesight</i>	

ID20	LOCATION	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	0/6
10-12	Chest	0/7
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5

Combat Style: Old Woman Staff Fighting 42% (Staff; Defensive Minded)

Weapon	Size/Force	Reach/Range	Damage	AP/HP
Bite	S	T	1d4+1d2	As head
Quarterstaff	M	L	1d8+1d2	4/8



Gamuth, Shapeshifted to Dire Wolf

In wolf form, Gamuth has similar characteristics to Voka, save that her INT and POW are as for her human form, and her Armour Points are as for a Tumbrian Wolf. Her skills in wolf form are: *Athletics 51%, Brawn 52%, Endurance 80%, Evade 70%, Perception 65%, Track 55%, Stealth 74%, Willpower 110%*

Earth Elemental, Gamuth's Bound Spirit

The elemental forms from loose earth, bracken, fallen boughs, fungi, leaves, twigs and loose stones to created a grotesque parody of the human form, of 4 cubic metres in size.

SPIRIT		ATTRIBUTES	
STR: 23	Action Points: 2	CON:	Damage Modifier: +1d10
SIZ:	Magic Points: 13	DEX: 11	Movement: 6 meters
INS: 11	Initiative Bonus: +11	POW: 13	Armour: Rocky body, Immune to Non-Magical Damage
CHA:	Abilities: Engulf, Strike	<i>Skills: Brawn 66%, Evade 62%, Perception 54%, Willpower 76%</i>	
<i>Passions: Loyal to Gamuth 40%</i>			

ID20	LOCATION	AP/HP
1-20	Body	2/28

Combat Style: Elemental Combat 74% (Strike, Engulf)

Weapon	Size/Force	Reach/Range	Damage	AP/HP
Strike	L	L	1d10	1/4
Engulf	L	T	1d10	4/8

Gorgling, Beastman Gang Leader

Gorgling, or Old White-Hair, is an aged and huge beastman. He is the oldest living child of the satyr Arstanos. He is deeply protective of his little kingdom and will stand by his inner circle. At the same time, he constantly schemes for ways to gain more. At any given time he carries 5d10+50 silver coins. He wears a jeweled bronze choker marked with Arakuline runes (worth 400 silver, 800 to the Arakuline tribe).

GORGLING		ATTRIBUTES	
STR: 17	Action Points: 3	CON: 20	Damage Modifier: +1d4
SIZ: 16	Magic Points: 17	DEX: 14	Movement: 6 meters
INT: 14	Initiative Bonus: +14 (-4 for Armour) = +10	POW: 17	Armour: Bronze breastplate and helm, scale limbs, armoured head
CHA: 10	Abilities: Robust (recalculate HP based on CON+SIZ+POW)	<i>Skills: Athletics 90%, Brawn 94%, Endurance 100%, Evade 78%, Locale 58%, Oratory 54%, Perception 71%, Survival 87%, Unarmed 81%, Willpower 74%, Other skills 40%</i>	
<i>Passions: Greed 71%, Loyal (Personal Guard) 71%, Cautious 51%</i>			
<i>Magic: (Priest of Landano: Devotion (Landano) 92%, Exhort 94%) Fear, Shatter Gate; devotional pool=13</i>			
<i>(Thennalt Rites 67%) Bludgeon, Demoralize, Heal, Pathway</i>			

ID20	LOCATION	AP/HP
1-3	Right Leg	3/11
4-6	Left Leg	3/11
7-9	Abdomen	4/12
10-12	Chest	4/13
13-15	Right Arm	3/10
16-18	Left Arm	3/10
19-20	Head	7/11

Combat Style: Beastman Warrior 90% (Spear, Club, Target Shield; Shield-Breaker), Forest Hunter 71% (Spear, Javelin; Ranged Marksman)

Weapon	Size/Force	Reach/Range	Damage	AP/HP
Club	M	S	1d6+1d4	4/4
Javelin	H	10/20/50	1d8+1+1d4	3/8
Short Spear	M	L	1d8+1+1d4	4/6
Target	L	S	1d3+1+1d4	4/9



Beastman Warrior

Most of the beastmen in the Gorgling's gang are parts of his inner circle. A typical beastman will carry 2d10+20 silver coins and has a 50% chance of owning a valuable trinket (worth 4d10+20 silver).

BEASTMAN	ATTRIBUTES
STR: 15	Action Points: 3
CON: 16	Damage Modifier: +1d2
SIZ: 13	Magic Points: 11
DEX: 13	Movement: 6 meters
INT: 13	Initiative Bonus: +13 (-2 for Armour) = +11
POW: 11	Armour: Scale cuirass, leather treads and bracers, armoured head
CHA: 7	Magic: Folk Magic
<i>Skills: Athletics 68%, Brawn 70%, Endurance 72%, Evade 56%, Locale 46%, Perception 44%, Survival 57%, Unarmed 68%, Willpower 52%, Other skills 30%</i>	
<i>Passions: Hate Farmers 54%, Loyal (Gorgling) 54%, Loyal (Outlaw Gang) 34%</i>	
<i>Magic: (Thennalt Rites 48%) One of: Bladesharp, Bludgeon, Heal, Pathway, Speedart</i>	

ID20	LOCATION	AP/HP
1-3	Right Leg	2/6
4-6	Left Leg	2/6
7-9	Abdomen	3/7
10-12	Chest	3/8
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	5/6

Combat Style: Beastman Warrior 68% (Spear, Club, Target Shield; Shield-Breaker), Forest Hunter 58% (Spear, Javelin; Ranged Marksman)

Weapon	Size/Force	Reach/Range	Damage	AP/HP
Club	M	S	1d6+1d2	4/4
Javelin	H	10/20/50	1d8+1+1d2	3/8
Short Spear	M	L	1d8+1+1d2	4/6
Target	L	S	1d3+1+1d2	4/9

Marangian Outlaw

Outlaws each carry coin and trinkets worth 2d10+20 silver. About half of the outlaws have specific individual talents. Select named outlaws from the list below as desired.

OUTLAW	ATTRIBUTES
STR: 11	Action Points: 2
CON: 11	Damage Modifier: +0
SIZ: 13	Magic Points: 9
DEX: 11	Movement: 6 meters
INT: 13	Initiative Bonus: +12 (-2 for Armour) = +10
POW: 9	Armour: Battered leather
CHA: 9	Magic: Folk Magic
<i>Skills: Athletics 42%, Brawn 42%, Endurance 42%, Evade 42%, Perception 42%, Willpower 28%, Other skills 25%</i>	
<i>Passions: Loyal (The Gang) 32%</i>	

ID20	LOCATION	AP/HP
1-3	Right Leg	2/5
4-6	Left Leg	2/5
7-9	Abdomen	2/6
10-12	Chest	2/7
13-15	Right Arm	2/4
16-18	Left Arm	2/4
19-20	Head	2/5

Combat Style: Thennalt Warrior 42% (Battle Axe, Hatchet, Spear, Shield; Formation Fighting), Thennalt Skirmisher 42% (Bow, Javelin, Hatchet; Ranged Marksman)

Weapon	Size/Force	Reach/Range	Damage	AP/HP
Battle Axe	M	M	1d6+1	4/8
Battle Axe (2h)	M	M	1d8+1	4/8
Hatchet	S	10/20/30	1d6	3/6
Self Bow	L	15/100/200	1d6	4/4
Target	L	S	1d3+1	4/9

● Andrios, Maradios, and Saros have Thennalt Skirmisher 62% and Recurve Bows (1d8).

● Casagaia and Herros have Thennalt Rites 60% and the spells Alarm, Coordination, Disruption, Heal and Pathway.



- Dakalion is quick and has AP 3.
- Eguros is very strong, with a +1d4 damage bonus.
- Helnadon is a woodsman, with Locale 60% and Tracking 60%.
- Herak and Ranua are initiates of Thenn, with Exhort 50%, Devotion 50% and True Spear.
- Iarios has a Long Spear (1d10+1 damage).
- Iphigine has First Aid 60% and Healing 40%.
- Irik is very tough, +1 HP to each hit location.
- Kalakos knows sorcery, with POW 14, Invocation 50%, Shaping 50%, and the spells Palsy, Mystic Vision, and Slow.
- Petrios has a Pact giving him Endurance 90% and Evade 90% for 2 MP.
- Yanos is fierce, with Thennalt Warrior 62% and the Fanaticism spell.

Saredon, Fallen Heir of the Arakuline Tribe

A vengeful spirit now, with a gaping wound in his guts, Saredon manifests as a young Thennalt with oiled dark hair, a neatly cut beard, and palpable fury.

SAREDON	ATTRIBUTES
INT: 12	Action Points: 3
POW: 14	Damage Modifier: n/a
CHA: 14	Magic Points: 14
	Movement: n/a
	Initiative Bonus: +13
	Abilities: Manifestation, Possession, Spectral Blade (1d8 MP in spirit combat)
	Magic: none

Skills: Spectral Combat 78%, Willpower 78%

Manifestation gives Saredon the ability to appear in the physical world and engage in spirit combat. Possession gives him the ability to take dominant control of a body after winning Spirit Combat against its owner.

Once Saredon possesses a body he is able to use his Thennalt Thane combat style. He will immediately attempt to kill himself, freeing him to engage another target in spirit combat.

Note: If no character knows Animism or has Willpower or any relevant Passion above 70%, consider dropping Saredon's Spectral Combat and Willpower skills to 50%. This will also drop the MP loss he inflicts in spirit combat to 1d6

Combat Style: Thennalt Thane 72% (Broadsword, Spear, Shield; Mounted Fighter)

Deruth Chip-Tooth, Chieftain of the Arakuline Tribe

Deruth Chip-Tooth is the young chieftain of the Arakuline tribe, risen to his position unexpectedly following the deaths of his father and elder brother in the destruction of the Arakuline tribute expedition five years ago. He has embraced the idea of loyalty to the Taskan God-King to an extent that is unusual among Marangians, but which has enabled his tribe to gain preferential treatment from the King in Timolay. He wears fine clothing (worth 400 silver), and wears a carved silver necklace (worth 250 silver), 4 gold rings (worth 100 silver each), and a silver jeweled circlet (worth 2000 silver, 4000 to the Arakuline)



THE ARAKULINE TRIBUTE

DERUTH	ATTRIBUTES
STR: 10	Action Points: 3
CON: 16	Damage Modifier: +0
SIZ: 12	Magic Points: 14 (13)
DEX: 13	Movement: 6 meters
INT: 16	Initiative Bonus: +15 (-2 for Armour) = +13
POW: 14	Armour: Scaled cuirass, bronze helm, leather bracers and treads
CHA: 13	Magic: Folk Magic, Theism

Skills: Devotion (Zygas Taga) 47%, Endurance 52%, Evade 36%, Influence 66%, Insight 70%, Lore (Strategy & Tactics) 82%, Oratory 79%, Perception 55%, Ride 57%, Thennalt Rites 60%, Willpower 68%, Other skills 35%

Passions: Loyal (Arakuline Tribe) 60%, Hate (Tarabine Tribe) 60%, Loyal (Zygas Taga) 44%

Magic: (Thennalt Rites 60%) Bladesbarp, Demoralize, Fanaticism, Mobility, Protection

(Initiate of Thenn; Devotion (Thenn) 67%, Exhort 69%) Shield, Steadfast. Devotional pool=4

ID20	LOCATION	AP/HP
1-3	Right Leg	2/6
4-6	Left Leg	2/6
7-9	Abdomen	3/7
10-12	Chest	3/8
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	3/6

Combat Style: Thennalt Thane 63% (Broadsword, Spear, Shield; Mounted Fighter), Thennalt Skirmisher 33% (Bow, Javelin, Hatchet; Ranged Marksman)

Weapon	Size/Force	Reach/ Range	Damage	AP/HP
<i>Broadsword</i>	<i>M</i>	<i>M</i>	<i>1d8</i>	<i>6/10</i>
<i>Javelin</i>	<i>H</i>	<i>10/20/50</i>	<i>1d8+1</i>	<i>3/8</i>
<i>Target</i>	<i>L</i>	<i>S</i>	<i>1d3+1</i>	<i>4/9</i>



THE ARAKULINE TRIBUTE

A THENNLA SCENARIO FOR MYTHRAS BY BRUCE TURNER

The tribute of the Arakuline Tribe of the northern reaches of the Taskan Empire was lost to bandits many years ago. Now, it is believed to be found, held in the midst of the Tumbrian Forest, well-hidden and well-guarded. The characters are persuaded to mount an expedition to recover this long-lost prize, the heart of which is the fabled King Boar Shield.

But the forest belongs to Voka the She Wolf and her powerful allies. Can the characters negotiate such threats?

*The Arakuline Tribute is set in the world of Thennla. Access to either **The Taskan Empire**, **Shores of Korantia** or the **Thennla Sourcebook** will be advantageous*



TDM305

Mythras

THE DESIGN
MECHANISM

