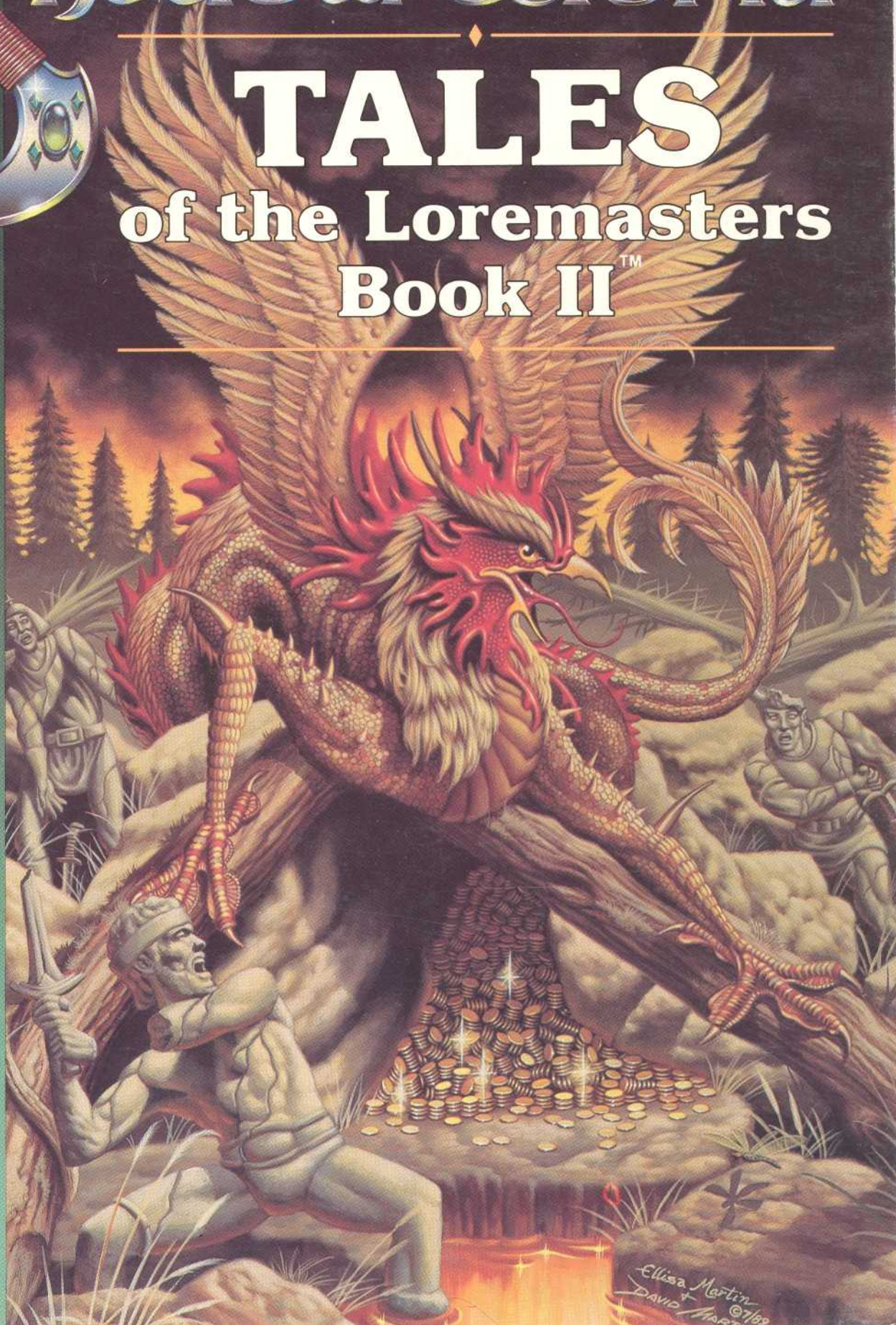


Shadow World™

TALES of the Loremasters Book II™

Caverns, haunted desert ruins, a mountain town under siege, and 7 more adventure sites summon bold freebooters in search of wealth and danger. Gargoyles, a witch, and the Potentate's army stand in their way

Shadow World is the planet Kulthea, a unique fantasy environment for use with both **Rolemaster™** and **Fantasy Hero™**. It is also adaptable to most other fantasy role playing games.



Elisa Martin
DAVID MARTIN
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TALES OF THE LOREMASTERS II™

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PART I

• INTRODUCTION •

Even in great tales, little things matter. A surprise encounter may imperil the heroes' quest. A shortcut through the woods may entangle them in a mage's dark scheme, which might mushroom into an epic adventure of its own. To keep these things from surprising the Gamemaster, this book offers many short scenarios to fill any gaps in a larger campaign. For ease of reference, scenarios are classified by terrain and creature in Part IV. In Part III, an extended adventure, "Under The Sword," provides a set of connected encounters in a conquered land.

Each adventure scenario begins with general descriptions of the terrain and area. Specific information about the region's races and beasts follows. Game statistics for creatures and NPCs appear in Master Tables at the end of the book, for quick reference. GMs wishing to set the adventures on the planet of Kulthea would be wise to consult ICE's *Shadow World Master Atlas* (#6000).

A NOTE ON THE ENCOUNTERS

The following sections contain brief encounters to enliven sudden meetings or unexpected detours in play. With little modification, they could become crucial parts of larger tales. Each adventure also stands alone.

DIFFICULTY MODIFIERS

Tasks in *Shadow World* modules are often described in terms of Difficulty Modifiers. Each term corresponds to a numerical modifier in *Rolemaster* or *Fantasy Hero*.

Term	RM	FH	Term	RM	FH
Routine	+30	+4	Very Hard	-20	-2
Easy	+20	+2	Extremely Hard	-30	-4
Light	+10	+1	Sheer Folly	-50	-6
Medium	±0	±0	Absurd	-70	-8
Hard	-10	-1	Insane	-100	-10



Note: *Tales of the Loremasters II* gives *Rolemaster Companion* professions for some characters, this chart provides the corresponding *ChL* professions. A = Arms; E = Essence; C = Channeling; M = Mentalism.

RMC Prof. (Realm)	RM Prof.	RMC Prof. (Realm)	RM Prof.	RMC Prof. (Realm)	RM Prof.
Archmage (C-E-M)	Mystic	Delver (A-E)	Bard	Noble Warrior (A-M)	Ranger
Assassin (A)	Rogue	Dervish (A-C)	Monk	Paladin (A-C)	Ranger
Barbarian (A)	Fighter	Dream Lord (E)	Illusionist	(The) Professional (A)	No Prof.
Bashkar (A)	Fighter	Druid (C)	Animist	Runemaster (E)	Alchemist
Beastmaster (A-E)	Ranger	Duelist (A)	Fighter	Sage (M)	Seer
Bounty Hunter (A)	Fighter	Farmer (A)	No Prof.	Sailor (A)	Rogue
Burglar (A)	Thief	Gypsy (A)	Rogue	Scholar (A)	No Prof.
Cavalier (A)	Fighter	High War. Monk (A)	Warrior Monk	Shaman (C)	Animist
Chaotic Lord (A-C)	Ranger	Macabre (A-E-C)	Sorcerer	Sleuth (A-C)	Bard
Conjuror (E)	Magician	Magus (C-E)	Mystic	Trader (A)	Rogue
Crafter (E or C or M)	No Prof.	Montebanc (A-M)	Bard	Warlock (C-M)	Astrologer
Craftsman (A)	No Prof.	Moon Mage (A-C)	Monk	Warrior (A)	Fighter
Crystal Mage (E-C)	Sorcerer	Necromancer (E-C)	Sorcerer	Warrior Mage (A-E)	Bard
Dancer (A)	Warrior Monk	Nightblade (A-M)	Monk	Witch (E-C)	Sorcerer

PART II

• SHORT ADVENTURES •

1 • PEGASUS IN THE MOUNTAINS

A mountain pass ends in a sheer cliff, looking over the fluffy tops of clouds to a ridge in the distance, where the trail continues. A few stunted trees grow on the other side. Reddish alpine grass grows between the rocks, and scattered flowers spring from the cracks. Travellers must fly to continue.

Indeed, most do fly! A Pegasus Mare lives here, and she gladly gives rides to good-hearted passersby, lifting them from one peak to the other. The Winged Horse is a light sorrel with reddish feathers. She appears whenever adventurers arrive at the gap, prancing just above the stones until she finds an ideal place to land. One of her legs juts out at an odd angle; it was broken ten years ago when she tried to fly through a hurricane. The Pegasus thought she would die until an Animist found her and fused the bone with magical herbs. The leg was too shattered to heal properly, so she cannot gallop or land on rough stones.

Since the human healed her leg, this Pegasus has tried to reward wingless peoples. Travellers know her as "Starbreeze" and depend on her help. She cannot speak but understands what people say, and has learned to gaze sadly until people give her foods which do not grow in the mountains, such as apples, carrots, and lumps of sugar. In return, she ferries them across the gap, gliding on currents between the two mountains. In her home meadow high in the mountains, the Mare has stashed 55 gp, two +10 broadswords, six +5 arrows, two +5 shields and a +10 chain shirt, all left behind as thanks by adventurers either injured or travelling in great haste. The Pegasus has no use for any of the items and will part with them in return for food. [Two +1 accuracy Broadswords, six +1 accuracy arrows, two +1 DCV shields and one +1 DCV chain shirt.]

When PCs encounter Starbreeze, they unwittingly help her enemies. Three Gargoyles want to capture her, since any Pegasus can be sold for as much as 50 gold pieces. Slave-traders want Starbreeze because she is accustomed to carrying riders; they hope to ambush the Pegasus while someone is riding her, hampering her movements. PCs may note a few rocks which vaguely resemble human figures, but the Gargoyles are *Extremely Hard* to see beforehand. (They will not leave their cover until Starbreeze is in the air. Hidden deep within the dark, dismal lair of the trio of Gargoyles are mounds of shiny armor scraps (worth nothing), three +5 shortswords, two +5 daggers and coins totaling 80gp.) [Three +1 Accuracy Shortswords, two +1 accuracy daggers.]

When the Gargoyles attack, one flies to each side of the gap and dash about, preventing a landing. The third pursues Starbreeze through the air with a weighted lasso. The Pegasus tries to fly down into the valley and escape into the trees. Of course, this puts any riders far off course and separates him from the rest of his party. If the PCs fight the Gargoyles, Starbreeze will carry them in battle, but she cannot use her natural attacks while mounted.

GM Note: treat the lasso as a bola but assume that any critical results in Starbreeze being roped. Once she is lassoed, the Gargoyle can drag her to his companions, who will tie the Pegasus down.

2 • UNDERGROUND WITH THE GNOLLS

Hidden in the rock and *Hard* to spot, a vaulted cavern juts off from a larger underground passage leading to the outside. Here, miners search for agates beneath the gray dust. The only entrances to the cave are the main one and an escape chute leading to another level far below. A group of fifty Gnolls lives here, hiding from the outside world.

GNOLLS

Gnolls are tiny wrinkled people whose bright eyes peer out over long noses. This group supports itself by stealing from other underground creatures and leaving agates (of greater value) in their place. The chamber is bare stone, but the Gnolls have created illusionary walls, furniture and curtains throughout the lair. The tribe's five Illusionists take turns maintaining the spells, and each prefers different layouts. Therefore, the floorplan may appear to be completely different at different times, depending on the whims of its designers. (A treasure of agates and other gems lies wrapped in rags and hidden in a neat hole two feet deep beneath a *Hard* to perceive covering of rock and dirt in the center of the central chamber; the gems total 10gp.) [This entrance is hard to locate. Have characters searching make perception rolls at -2 to -5, depending on the illusionist.]

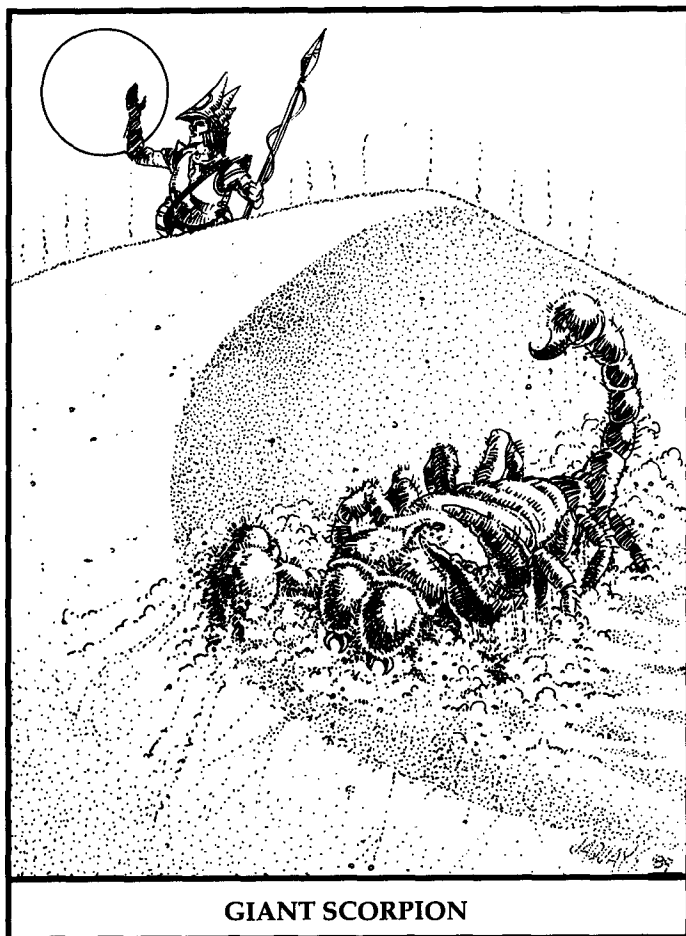
Thick curtains of rootlets and moss cover the entrances to this lair. The Gnolls protect these curtains with an alarm system that does not alert would-be intruders. They weave threads into the growth which connect with a wet sponge on the ceiling. When someone snags the thread, it squeezes the sponge, releasing water. Gnolls note which sponge dripped and hurry out the other exit to avoid meeting intruders. The person who entered hears only the trickle of water, common in underground regions.

All illusionary walls vanish when the Illusionist flees, so invaders will find an abandoned cave. They may discover a few of the Gnolls' belongings in the dust: a cistern of water, an old boot, a few hammers and other tools. Gnolls customarily sweep gray dust over loose agates, but adventurers who scrape the walls will uncover 1-10 sp worth of gems. After this discovery, they will not easily uncover any more valuables without the Gnolls' help.

Gnolls dress in gray and brown and use these colors for all paints and illusions. Everything within this chamber is camouflaged to look like dirt. Even if someone lifts the rootlets and shines a light in, this room appears to be an empty pocket, barely large enough to step into. Characters must explore the room or use spells to learn its true size.

PCs may pass the Gnoll lair many times without noticing it. Then, one time, they will hear the sounds of beating drums and the music of flutes coming from the wall near its entrance. The Gnolls hold a festival once a year at which they abandon their normal caution and wear reds, yellows and white. Illusionists design walls with similar gaudy colors. Gnolls eat and dance wildly and may allow newcomers (outsiders) to join them.

PCs might befriend these diminutive beings to have a sanctuary on long underground expeditions. They may also use the Gnolls' chute to reach deep cavern levels and passages without making a more dangerous trek through other unexplored areas. However, the



GIANT SCORPION

Gnolls themselves might prove to be more than just a bother. If they decide to "trade" agates for a PC's favorite magic weapon or the last bottle of water, PCs may be forced to fight or to try to steal back the item — from a race of beings who devote themselves to staying hidden and unnoticed.

GM Note: to locate statistics for the Gnolls and any other NPCs mentioned in this book, turn to the tables in Part IV.



3 • GIANT SCORPIONS OF THE DESERT

A sea of dunes stretches out under a cruel sun, the sand running for unseen miles through the desert. Dunes are stable on their windward slope, but the lee side slides away whenever anyone steps on it. The winds blow from west to east here, and dunes run north-south. PCs can walk along the top of a dune safely, an *Easy* maneuver, but anyone who tries to climb up or down the lee side, a *Hard* maneuver, may fall. [Climbing roll at -1]

THE GEMSTINGS

Two Giant Scorpions hunt in these dunes. Since the Gemstings are built to climb the crumbling sand, they walk along the lee side of a dune, waiting for victims to approach the edge. Their movement is soundless, and they are *Extremely Hard* to see until PCs look over the side. Whenever anyone approaches the brink, the Scorpions try to grab him in their pincers. Then they strike repeatedly, injecting a 6th level respiratory poison, until their victims are either rescued or succumb to the poison. [.5d6 NNd kill, does body; the defense is being immune to poison or not taking body from the scorpion's sting.]

Gemstings cling to the dune's side like flies, reaching over the cliff with claws and stinger. Only two PCs at a time can stand to fight them. To reach their sides and rear, an attacker would have to cling to the crumbling dune with them. The Gemstings will withdraw down the slope when armed adventurers press forward, so that PCs may step too far and tumble. If the victims turn to run, the Gemstings will try to grab them with pincers and hold them back. To counter the Giant Scorpions, PCs must either fight or flee, and neither choice is easy!

A character who steps on the lee edge of a dune must make a *Hard* static maneuver roll to avoid falling twenty feet. (Treat the fall as a 30 OB attack on the Fall/Crush Attack Table in *AL&CL*, p 58). Horses and other quadrupeds suffer 60 OB attacks, a result which increases to 90 OB if the beasts are carrying riders. When a victim successfully maneuvers to avoid falling, he must still spend one round recovering his balance. [Characters on the lee edge must make Dexterity rolls not to fall. Falling characters take 3d6 normal damage, 1.5d6 if they make a successful breakfall roll. Falling horses take 4d6, 6d6 if carrying riders. GMs may decide that a PC or a horse taking half of its total body in one blow may break or sever a limb.]

4•REVENANT OF THE BATTLEFIELD

This battlefield is now a peaceful if trampled meadow, with no startling features except a burned hut. Two armies recently fought here and moved on, as the victor pushed into the foe's homeland. Only their tracks, a few fighters standing watch, and the scarred earth remain.

THE TALE

The victors left a few guards on the battlefield, to welcome other fighters as they ride home to celebrate the triumph, and to assist supply caravans if foraging becomes too difficult. At first, the group was pleased to be left behind. Staying on the battlefield gave them extra time to search for loot and to pick the best spoils. Now they desperately want to leave, for an evil Spirit walks the battlefield, rising each night to avenge its death.

THE BATTLEFIELD

When PCs enter the battlefield, they meet Burad and his followers picking through the grass for unclaimed loot. The fighters will be friendly — if PCs are — and will allow the characters to spend the night with them, seeking safety in numbers. (They have fifty man-days worth of food.) Aror and Grimo may approach the party for help with their plots. Around the evening campfire, the followers discuss their ideas for dealing with the Revenant. Plans range from fighting the Revenant to fleeing into the woods, supposedly chasing enemies. Some suggestions are jokes. However, if PCs encourage them to act, Burad and his men might carry out an attack. Burad will offer his sword Reaver as a reward to anyone who defeats the Revenant.

ON THE FIELD

No bodies are left on the field, but one can find abandoned weapons. Searchers can locate 3-30 spent arrows, 3-30 spent bolts for a light crossbow, 3-30 bolts for a heavy crossbow, 1-10 longswords, 1-10 battleaxes, 1-10 lances, and 3-30 silver pieces. Horseshoes and odd bits of metal also litter the meadow.

BURAD

An old man named Burad leads the group of battlefield guards. He was once a mounted fighter, but when he grew too old to fight, Burad had no estate to retire upon. Therefore, he stayed with his lord, overseeing inexperienced fighters in battle. Burad wants to leave the battlefield, but he cannot bring himself to disobey his lord, even though the noble did not know of the presence of a Revenant Spirit.

Burad took an enchanted sword named the Reaver as his share of the loot, not knowing that the weapon once belonged to the Revenant Warrior. Burad's strength is further enhanced by the three young pages who serve under him and are devoted to him, although they quake at the thought of the Ghost, which has already slain five of their comrades. Each of the pages owns 100sp of loot. Two soldiers in Burad's contingent, Aror and Grimo, are less loyal than the frightened pages.

AROR

Aror pretends to be a little known supply officer, disqualified from fighting because of a limp. Actually he fought as a crossbowman on the losing side and was trampled by his own fleeing army. By the time he could stand, he knew it would be impossible to catch them. Thus, Aror threw away his crossbow and joined the looters

to avoid capture. He has a duty to destroy the enemy looters that he travels with, but he has not figured out how to do so without risking his life. If the other pillagers got in a fight, he might turn to attack them. Otherwise, he plans to ask a party of adventurers to help him escape, offering them his battlefield loot in return. He has a suit of excellent +10 chainmail and an engraved +5 sword worth five gp. Aror's suit of chainmail has not been enchanted but gives the wearer a bonus: +10 maneuvering in Armor rolls. [Broadsword, +1 accuracy. The chainmail gives the wearer +1 DCV and allows him/her to act as if his combat load were one level lower. See page 86 of *Fantasy Hero*.]

GRIMO

Grimo wants this group to remain on the battlefield with the Revenant. He drew the poorest lot when the group divided spoils, and now he hopes that the Revenant will kill the other people. Then he can take the booty they claimed. Naturally, the Undead frighten him, but he has not yet seen the Spirit. Grimo argues against every plan anyone offers to flee the area, calling such actions treasonous and cowardly. However, if the Revenant attacked him, he would be terrified. Then, if he survived the attack, Grimo would be more than willing to help the others escape — and to go with them. Grimo does not say much except to complain about his share or try to lure the others to death. He is a dark-eyed, vengeful man who sulks quietly most of the time. If PCs give him an opportunity, he will rob them. His booty includes three leather purses worth three cp each and an ordinary dagger and shortsword.

VERIX

Each day there is a 30% chance that Verix, a foppish commander from the winning side, will ride to this battlefield with five squires. Verix is an old nobleman who no longer fights but wants to celebrate the victory. He expects people to bow before him. Burad and his people must show Sir Verix the battlefield and flatter him, while keeping the Revenant away. If anyone offends Sir Verix, or if the group has fled, the noble will send his many armed squires to track the miscreants and to hang them as traitors. (The squires might be bribed to lie to their master and to leave the party alone, for 5gp.)

THE REVENANT WARRIOR

The Revenant rises each evening at sundown and wanders the battlefield. He is the Spirit of Dugal, the commander of the losing side. When he saw his army fleeing, Dugal stood on a high hill, calling out that he would fall on his sword in shame before he let his men retreat. The fleeing troops ignored him, forcing him to fulfill his vow of suicide. Dugal hates the enemy and despises his own men for letting him die. If defeated in combat, he will retire for the night only to reappear in twenty-five hours. Only magic weapons with a 10 OB or more can damage him; to destroy the Revenant requires a thrust to the hilt with his own sword, Reaver. [The revenant has +20 Def against non-magic weapons.]

REAVER'S EFFECTS

The sword known as Reaver sticks in the wound, delivering 3-30 hits per round as long as the wielder holds onto it (a *Hard* maneuver with St as a bonus), or until the opponent dies. Then the sword is easily removed. [Reaver = 1.5d6 HKA with an additional .5d6 NND kill, does body, based on having hit with the sword in combat; continuous attack as long as the wielder continues to make STR rolls at -1, Independent focus = Sword. 16 real points (58 active).]

5•THE FOREST DEMON

White birches mix with pine trees in this grove. Long ago, a magician tried to summon a Demon Slave here, but the creature broke free of the magician's "grasp." It now stalks weaker prey in this dappled forest. The beast proved to be a master of illusions and a connoisseur of the unspeakable. The Demon inflicts night terrors on Men and plays cruel tricks upon them with a malignance born of the Pales.

THE DEMON

The Demon of the Fourth Pale appears as a very tall creature of a light blue hue with rippling muscles, three small horns in his head and only one nostril. The clever entity is usually invisible when PCs first meet it. His prehensile tail is as biting and dangerous as a whip in skilled and powerful hands.

The Demon is sly, first distracting prey with fevered hallucinations, then striking them down as they watch. His illusions cannot move unless he concentrates solely upon them. He can also turn his attentions from one illusions to another and back, but he cannot control two at once. If PCs stay together, they may not notice this shortcoming, but should characters split up, only one illusion at a time can move "realistically." Should characters try to carry immobile illusionary objects, their hands will simply pass through them.

THE ILLUSIONS

As characters approach the Demon, they may have the following illusionary encounters:

First, a deer lies on the ground with two arrows piercing its abdomen. The wounded animal heaves in one direction, then another, kicking and oozing blood. It makes no sound, and the blood cannot be smelled. No matter what characters do, they can neither heal nor kill the deer. Nor can they pull the arrows out; the distinctive arrows have black feathers and small skulls engraved along the shaft.

Second, a black arrow hurtles through the air, barely missing the adventurers. It strikes a birch with a thunk, and a runny green liquid trickles from the arrowhead. People who try to touch it have the odd sensation that they cannot put their hands on the arrow. It cannot be felt.

Third, the PCs come upon the corpse of a young maiden, lying face-down in the leaves. She wears a white silk dress and smells of spicy perfume. The lovely girl's face is sorrowful, and her eyes are closed peacefully. Anyone who lifts her finds a bow beneath her body, but no sign of what caused her death. The girl carries a quiver strapped to her leg. Inside are five of the black, skull-adorned arrows.

AFTER THE LAST ILLUSION

Once the party examines this last illusion, the Demon tears into the party wildly, striking from behind. Attacking renders the creature visible. All illusionary objects become frozen in place, since their master is no longer concentrating on them. The Demon has no thought but to destroy.

The Demon owns a small hoard of treasure, taken from other victims. It keeps the items stuffed down the throat of a real deer carcass which has never been gutted. The treasure includes a platinum piece worth 10gp and a magical dagger of long strokes, which strikes as a +10 longsword and returns to the wielder if dropped, once per day. [Dagger of Long Strokes. 1d6+1 HKA. +1 Accuracy. Teleport up to 1,250" (only on dagger, only to bring dagger to owner's hand, only if dagger was dropped, Once per day). Independent Focus = Dagger. Real cost is 12 points (87 active points).]

This Demon has used its dark powers to learn extra spell lists. The wicked entity may cast spells from all *Evil Channeling* base lists, the *Illusion Mastery Illusionist* base list, the *Invisible Ways closed Essence* list and the *Minor Illusions Essence* open list. The Demon normally has 26 power points. However, it must spend 20 PP creating illusions.

GM Note: *The Demon's illusions last for 13 rounds. The creature begins this encounter under an Unseen spell. Its Illusion spells are as follows:*

- *The Demon creates the illusion with a Phantasm II spell, and the entity itself feels real to the touch.*
- *The arrows are a Phantasm II spell. They look and sound real.*
- *The woman is a Phantasm III spell. She smells, looks and feels "real."*

[Demon magic = 30 point V.P.P.P. No roll. Usable only to create evil effects which damage an opponent's health or for detects related to gooddevil. 50 real points (60 active). 23 Elemental Control = "illusionary magic."]

- A. Invisibility to all visions. 0 endurance. Not while attacking.*
- B. 4.5d6 Images. 0 endurance. Persistent. Always on.*
- C. 9d6 Images. Requires full concentration. (4 end)*
Cost of illusionary magic = 50 real points (135 active points).]



DEMON WARRIOR

6•DEMON WARRIOR OF THE SEACOAST

Rocky headlands push into the frothing sea here, and driftwood lies everywhere. A grey sand beach lines the water's edge. A Warrior haunts this region, endlessly seeking enemies to slay, pursuing fame among the murderous people of its native plane.

THE TALE

The Half-demon's bloodlust is rooted in its sense of honor: those who defy the codes of battle defile the gods of War themselves. Justifiably, the Warrior kills them as swiftly as possible, to blot out their blasphemy. Two jet-black dogs run up and down the beach, barking as if mad. The Demon Dogs of the Half-demon's kennel run towards PCs, panting and foaming with hunger, but they do not attack until their master so orders.

The Demon Warrior surveys his victims from behind cover. PCs may notice him, a *Hard* Perception roll. The Demon resembles a half-naked warrior with a hairy chest, crouching in a coiled position, his hands frozen in a menacing claw gesture. Actually, the beast is protecting himself behind an invisible stone, feeling for the edge with his hands. As the party approaches, he stands and shouts, "Follow me or learn the price of shame!" Then he turns his back and walks away. This is a test of the PCs' honor. If they attack from behind, the warrior knows he is dealing with churls.

The Warrior has driven rows of 10' stakes into the ground, forming a series of barriers. He then cast a spell of invisibility upon them, so that people will bump into them. To complete the trap, the Demon planted short invisible spikes in front of the poles, for victims to step on. To lure victims, the Warrior nimbly walks among the poles after challenging the party, so that anybody who charges up to stab him in the back may crash into poles and step on spikes, *Very Hard* to avoid. All obstacles become visible when characters touch them.

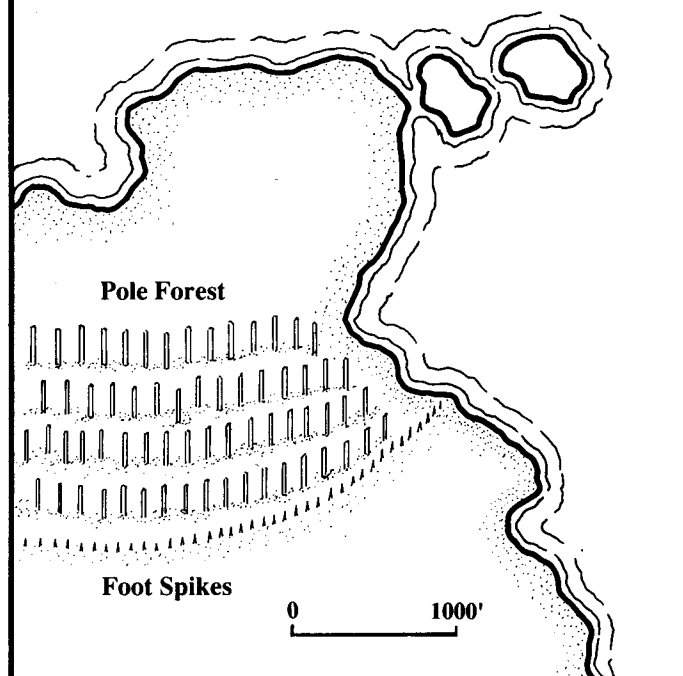
If characters pass this test, the Demon walks out along the headland and leaps to a black rock which rises from the crashing water. He turns to duel his opponents here. The warrior issues a challenge to a PC. He demands an honorable fight on the rock where there is no room for devious maneuvers. They will fight until one duellist dies or surrenders. A surviving loser must perform one service for the winner and give up all possessions but arms. The warrior then beckons his opponent. After a solemn bow, he attacks.

Should the PC surrender, he must dive into the chill waters to bring up oysters. A charmed jellyfish lurks in these waters and will attack all swimmers. The Demon will not yield until nearly dead. Then it will give up its treasure honestly and perform one service.

The Demon does not duel scum who refuse to fight fair; instead, he calls the Dogs, which leap on the party, devouring his flesh while their master cuts other people down like sea-chaff. In an unconstrained battle, the Demon will use its Invisibility power to get behind PCs, treating them with the same treachery they displayed.

The Demon owns a finely crafted magical +10 sword, a magic +5 shield and a polished ceramic jar worth ten gp, which holds 100 gp. His treasure also includes eight laurel wreaths from various fencing matches, which are not worth money, but allow wearers to pose as great champions of the people. The Demon Warrior carries his sword, but the other treasure is invisible and scattered on the beach. Nobody can find it without his help or some magical means of seeing the unseen. [The sword is a +1 accuracy weapon; the shield adds one DCV on top of its normal bonus]

SEACOAST: HAUNT OF THE HALF-DEMON



Anyone who tries to fire arrows or other missiles through the Demon's invisibles poles of protection does so at a -90 penalty [-9 OCV]. PCs who dash forward to attack must make a Sheer Folly moving maneuver or step on the stakes, taking a 10 OB attack on the Dagger Attack Table (One-handed Slashing Weapon) in AL/CL, p17. [PCs must make a Dex roll at -7 or step on 1d6 spikes for a total damage of .5d6 Kill applied to the feet. If not using hit locations, assume 1 body and 1-6 stun for stepping on the spikes.]

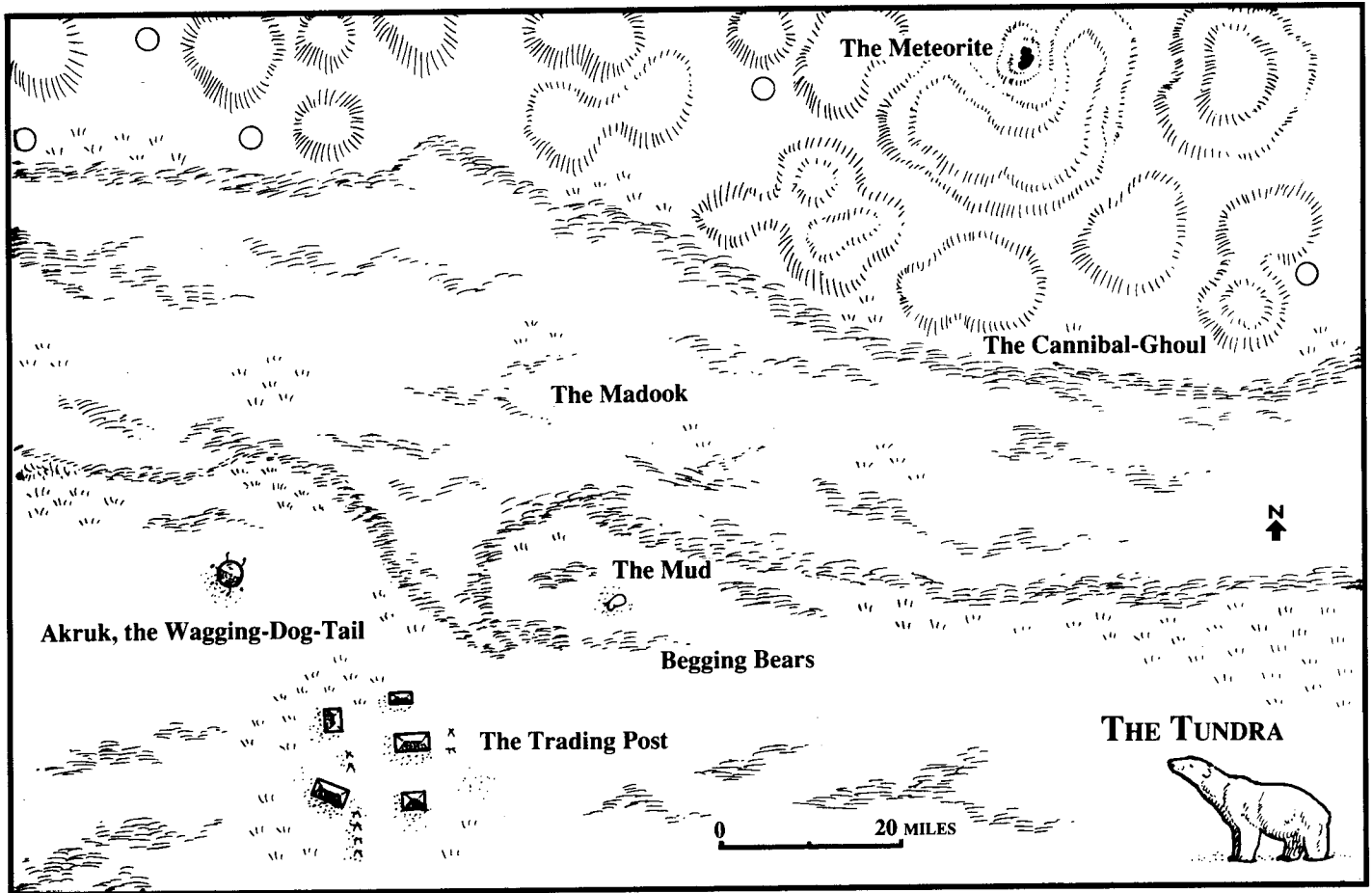
7•ARCTIC HAZARDS

Endless open tundra — not ice, but tough grasses and solid mud — cover the ground, stretching to the horizon. A light frosting of snow, just enough to let sleds move easily, covers the grass. Although one seems to be able to see for miles, the rolling land obscures distant objects at a few hundred yards. Caribou pass through here every year, grazing on the tundra grasses and running from pursuing polar bears. The Madook tribe of hunters also wanders these plains, living off the herds and the tundra.

THE METEORITE

An iron meteorite rests among hills in the northern reaches of this plain, 100 miles from the trading post where most travellers enter the tundra. The tribesmen treasure the stone, their only source of metal (aside from unpredictable traders). Hunters also want it: meteoric iron is known for its magical properties. Two hundred years ago, when traders first appeared from foreign lands, a Madook shaman called an Elemental Guardian of Air to protect the meteorite, fearing that hunters would drag it away or chip at it, ruining its powers and forcing the tribes into dependency on southern smiths. Today, shamen do not remember this incident, but they know that the "Old Wind" protects the stone and will not let uninitiated men approach.

GM Note: PCs will take damage from the bitter weather here unless they dress properly. (Game details appear in the statistics section describing the effects of cold.) Assume that all NPCs wear warm clothing.



ENCOUNTERS

The tundra is an open expanse with few notable features. However, PCs may have several encounters as they move across it, probably in the following order.

THE TRADING POST

Several traders own cabins at the edge of the tundra and barter with the tribesmen as well as hunt. These hardy people depend on each other's hospitality to survive in the arctic. Visitors stay here whenever they wish, although they must share their food and anything they bring in from the tundra. Despite the outward friendliness, one hunter, a man named Vilmy, does not welcome adventurers. At any cost, Vilmy wants to recover the meteorite and may even hire assassins to dispose of competitors.

BEMBLEY, CHIEF TRADER

Bembley is the chief trader. He buys furs from the few tribes and hunters who venture onto the plain. They sell him polar bear hides and pelts from the rare white fox. He appears aged and limps from an injury where his foot was caught in a bear-trap. Bembley amiably allows guests to sleep in his cabin and to take provisions from his supplies.

Bembley pretends to know all about these arctic plains and offers as much information as listeners want to hear. Actually, he has only rarely ventured beyond this trading post and gets most of his stories from other traders who bring supplies to the little town. He likes to ramble on about a great stone of solid iron which lies on the plains where it fell from the sky centuries ago.

"Every magician knows that iron from the heavens forms a repository for the Essence and can absorb powerful spells. It's a precious thing," he says ominously, "and some would kill for it."

Bembley also offers some very bad advice about polar bears, warning that the bears will kill if left hungry. Therefore, one should pacify them with food. This works for caravans coming from the south, who can carry great quantities of seal meat and fish for the few polar bears they meet. On the open plain, food only attracts more bears, and nobody can feed them all.

The chief trader does not have much money. Natives barter their skins for steel tools, and his employers do not pay him well. He owns a whole storehouse of food, enough for about 600 man-days, and replenished each time a merchant caravan rides up from warmer lands. A chest in Bembley's bedroom holds 200 sp.

His trading post offers the following items for sale or barter:

- 500 white fox furs (20 sp each)
- 100 polar bear hides (20 bp each)
- 200 wolf skins (1 cp each)
- 15 sets of cold-weather clothing (1 gp each)
- 100 knives (3 sp each)
- 20 harpoons (25 bp each)
- assorted hammers and other small tools (13 bp each)
- three dogsleds (6 gp each)
- thirty huskies (1 gp each).

Bembley feeds the dogs slightly too well. They are not used to hard work and will only pull sleds at about 5 miles per hour, instead of the usual 7.5 mph. Each sled requires five dogs and can carry 450 pounds.

VILMY'S SECRET

Vilmy the greedy hunter lives in a cabin nearby. Several of Vilmy's friends ventured across the tundra some time back, but he will not talk about them. Vilmy owes Bembly 30 sp because he lost a set of ten trading knives on a recent hunting trip. Although Bembly does not particularly need the money, he reminds Vilmy of it constantly, slightly amused that the hunter could lose ten knives on the open grass. Vilmy may joke about this occasionally, but he quickly tires of it. Then he snaps, "What do you know of it!" This black-bearded hunter is snide and avaricious. He looks young, but actually he is in his forties.

Vilmy did not misplace the knives. While on the tundra, his party met a clan of ice tribesmen who desperately needed steel blades but had nothing to pay with. This left Vilmy and his friends afraid to help them, lest all the tribes might expect such gifts. The clan finally "traded" for their knives with information. They claimed to know where the meteorite rests. The iron stone is one hundred miles into the tundra, they reported, concealed in a set of rocky hills. Although the meteorite is not hidden, someone who does not know where to look could walk forever amid storms and sun glare without finding it. And, they added, tribal legend also warns that the "Old Wind" lurks near the stone and drives intruders away. Vilmy tries to conceal this whole episode. If anyone learns, he would have to give out all his party's information because a hunter's ethics forbids secrecy.

Vilmy's party is currently lost on the tundra; fifteen days have elapsed since they left. He knows that they have been gone too long, but hopes that his friends are merely dragging back a heavy piece of iron, and he does not want anyone to find them and ask for a share. The hunter vigorously discourages PCs from going into the plains. He tells them that the game has been hunted to extinction, and there is nothing else to gain. Bembly would contradict him if he said that nobody was hunting now, but he tries to imply that his friends are simply gathering their traps and preparing to leave.

If the PCs insist on exploring the tundra, Vilmy will order them killed. He arranges the attack by sprinkling a rare tundra-grass into his fireplace at noon, sending pink smoke puffing up the chimney. This is a signal to Akruk that the next foreigners to visit him will be foes. Then Akruk will poison the PCs.

AKRUK, THE WAGGING-DOG-TAIL

Akruk the tribesman wanders these plains, dressed in the wool cloaks of "southern" lands and tribal leggings of white polar-bear fur. Vilmy visited the ice tribes while Akruk was young. Akruk became fascinated by the "southerners," with their strange metals of copper and bronze. He constantly tried to copy their ways and to find things to trade for their possessions and even their trash. The other tribesmen ridiculed Akruk's slavish devotion to strangers, and they gave him the name "Wagging-Dog-Tail." Their taunting grew worse until Akruk fled, to live outside the traders' post on handouts.

Vilmy has ordered Akruk to serve as his assassin. The young tribesman does not feel guilty about his "service," since he is only killing foreigners. Akruk envies the southern people, but he does not consider them fully human. Furthermore, he hopes that by killing a southerner he can prove that he is not utterly a "wagging tail" to them, and he will recover the respect of his tribe.

PCs MEET AKRUK

When PCs have walked for a day, they meet Akruk. He walks the tundra, hunting for food with his steel-tipped spear. According to Vilmy's plan, he will invite them to his tent for the evening and entertain them there with tea and cooked polar-bear livers, organs saturated with poisons.

If PCs accuse Akruk of trying to poison them, he will deny any such motive, but he can eventually be frightened into accusing Vilmy. He does not know why Vilmy wants the PCs dead. As PCs talk further to Akruk, he may babble that Vilmy's son, Adua, has led an expedition north and has not returned for weeks. He suggests that Vilmy may blame the PCs for their disappearance.

Each time that Akruk, Wagging-Dog-Tail, meets someone, he introduces himself with his full name, even though he hates it. The lore of his tribe warns that one cannot discard one's name without changing one's destiny, and usually for the worse. There is no danger if other people abbreviate the name, so Akruk will be delighted if PCs omit the "Wagging-Dog-Tail" from his title. (He could not bear to kill them then.) After this formality, he would entertain the party without malice and warn them that Vilmy wants them dead. If they ask why, he will provide the explanations given above. Once the party leaves, Akruk tells Vilmy that they ate the liver but it failed to injure them. Vilmy will suspect the truth, but Akruk will give him the long, inscrutable stare of a hunter and eventually Vilmy will let the "transgression" go and will not punish Akruk.

Akruk lives in a hide tent, which he moves almost every night. Several sides of polar-bear meat are stored inside, wrapped in leather and frozen. He owns a dogsled, six dogs, spear, dagger and a bag of metal trinkets and bits of cloth. His dogs are properly trained and perform far better than Bembly's.

BEGGING BEARS

The party meets a bear almost as soon as it enters the plains. The huge white-furred beast approaches, snarling with greed, and circles the party for hours, advancing closer. It will not leave until PCs give it at least half a man/day's worth of meat. If PCs feed the bear, there is an 80% chance that 1-10 more bears appear the following evening, also expecting food. The bears will all fight back if PCs attack them. (See the Creature Table in the rear for the bears' stats.) If characters try to ignore these bears, the animals become frantic when they see people eating and leap into the camp, knocking people down to gobble their food. (Each bear will eat 2 man days of food.) Keep track of how much food the PCs manage to keep away from the bears.

THE MUD

This soft tundra slows all movement to half-normal rates. When the PCs travel fifty miles into the tundra, they see a human figure in the distance, pacing. A trader named Silat waits impatiently in this area.

Silat traveled with the party who sought to find the meteorite. At this plain the group decided to leave some of their food behind, so that they could carry more iron when they found it and recover their food later. They left Silat to guard it. He is tired of waiting in this dismal place and does not dare either return to camp or look for his comrades, lest they be unable to find him and starve. His dogsled still contains thirty man-days worth of food, and he guards six sled-dogs.

Silat angrily asks PCs what they want. He knows that Vilmy did not send them and assumes that they are robbers. If the PCs mention the meteorite, he glares for a moment and will attack at the moment when PCs seem least alert, probably as they cook a meal or sleep at night. (Silat's stats are given in the Master NPC Table in the back of this book.) If the PCs seem to have other business and do not seem to know of the meteorite, Silat merely treats them rudely and complains about staying at the depot. As time passes, he may describe the quest for the meteorite along with his grievances. But Silat refuses to give anybody his food. The best one can hope for from the sullen Silat is silence.



THE MADOOK

THE MADOOK

A clan of twenty tribesmen called the Madook roams this plain, hunting reindeer and polar bear and moving with the game. Only Madook shamans know metallurgy, and they depend on the meteorite for ore. The rest buy what they need from the "southern people," who come from the PCs' homelands.

The tribe travels discreetly; PCs may never notice more than the remains of its camp. There is an 80% chance that the PCs will not encounter the tribe unless they purposely trail the Madook. No Madook will use any language other than their indecipherable tribal tongue. There is only a 20% chance that the clan will fight PCs, but they always mistrust strangers, and they are accustomed to dealing with traders who demand a price for everything they offer. Therefore, they do the same. The tribe give PCs anything they express an interest in, but unless the party gives some equally valuable present in return, they will snatch their gifts back. The Madook want any tool made of metal or cloth (as opposed to fur), flints and food. Despite this merchant's instinct, they will not let people starve for lack of trade goods.

The Madooks' features can barely be seen through their furs and capes. They generally wear white skins, covering all with a poncho of sealskin, to break the wind. They dress for protection from the sun as much as the cold. Madook have almost white hair and pale blue or green eyes, along with pallid skin, adapted to synthesize vitamin D. Their long noses burn brown and peel even after lifetimes on the ice.

Madook live in tribes composed of a chief family and smaller families who wait on him. They worship an endless number of spirits, which they believe inhabit every object and natural feature of the world. When some object seems particularly precious to a Madook, he assumes that its spirit is his special protector and invokes it against all danger. Shamans name the spirits and suggest ways to please them.

If PCs find a way to communicate with the Madook, they can ask questions about the meteorite. Unfortunately, the tribesmen have learned the value of information for trading, and they demand to be paid for each sentence. They know that the meteorite lies straight ahead, north, and that the "Old Wind" guards it. The "Old Wind" can only be seen in the noon sun, when he appears as a tower of swirling dust. Nobody may approach him, or his precious "stone-which-bends," except a shaman who has made the secret ancestor walk. The "Old Wind" trapped the other south-men by destroying their sleds, so they cannot leave without abandoning their food. The Madook sigh in unison at this for starvation is a typical fate for those who anger the "Old Wind."

Unfortunately for the PCs, a shaman, a man named Akkak, travels with this tribe. He understands the tongues of southern lands (whatever PCs speak), but he does not reveal this knowledge. Instead, he listens, to see what PCs might be plotting in their own language. Akkak tries to keep people away from the meteorite, because his caste maintains its power by controlling the iron stone. They called the "Old Wind" to guard it, and they have learned to work the iron and make tools. Akkak fears that the mysterious southerners may overpower or outwit the stone's guardian. Therefore, he relies on fear to keep them away. He says little, only dropping an ominous word occasionally.

THE CANNIBAL-GHOUL

There is a 90% chance that adventurers will meet this creature after travelling about ninety miles. They can already see black hills in the distance . . . the hills of the iron stone. Hills of danger and trouble. It seems that one member of Vilmy's party went mad from hunger, ate the corpses of his own companions and grew to like their flesh . . . and to want more. Soon afterward, he killed another party member for meat, and the remaining hunters slew him with cursed harpoons. The cannibal stays on as a Ghoul, wandering the plains, eating meat raw and preferring the flesh of humans. This creature walks toward victims, its hands hanging limp. It makes no threat or sound and appears human. It nearly bumps into a PC and then attacks, madly clawing and biting at the throat.

THE METEORITE

Stony hills and the walls of a vast crater rise around the meteorite. Icy stones and treacherous slopes make walking dangerous. The stone itself is a twisted black thing, contrasting with the snow. Shiny patches score the surface where people have chipped pieces away, but the remaining iron stone weighs over 5000 pounds.

A group of five men wander these hills, hunters from Vilmy's band who finally found the meteorite. Vilmy's son, Auda, leads them. He is a tall somber man who speaks the Madook language. The other four are frightened apprentice-hunters who are trapped. These adventurers managed to remove a 500-pound chunk of the meteorite, but they cannot leave to sell their prize. It seems that the "Old Wind" did not hurt them, but killed their dogs and shattered the sled, leaving them with no way to transport their food or the meteorite. They cannot carry enough to journey back to the base camp and have stayed with their supplies, hoping for rescue. Although a little food is left, this party has tried to save it. They have barely eaten for a week. One member of the party became maniacal three days ago, and they had to kill him. (He is now the Ghoul described above.)

Obviously, these hunters want to join with the PCs and to find a way back to the trading post. They hurry to the party, shouting that they are friends of Vilmy and Akruk, hoping that one of those people sent the PCs as rescuers. Of course, this may anger the PCs whom Akruk tried to poison. The hunters have enough food left for three-man-days, although they would make it last for six. Despite their straits, they willingly share with PCs, hoping for help.

The "Old Wind" will remain quiet and invisible until PCs try to leave. He is an Air Guardian, called by Madook shamen to protect the iron stone. When the party prepares to leave, the Guardian attacks, using the same tactics which worked so well against Vilmy's party, hurtling down as a hurricane, killing dogs, breaking sleds and dashing people over slopes.

If PCs survive and bring pieces of the meteorite to civilized lands, they can sell them for one gp per pound.

ASSORTED GM NOTES

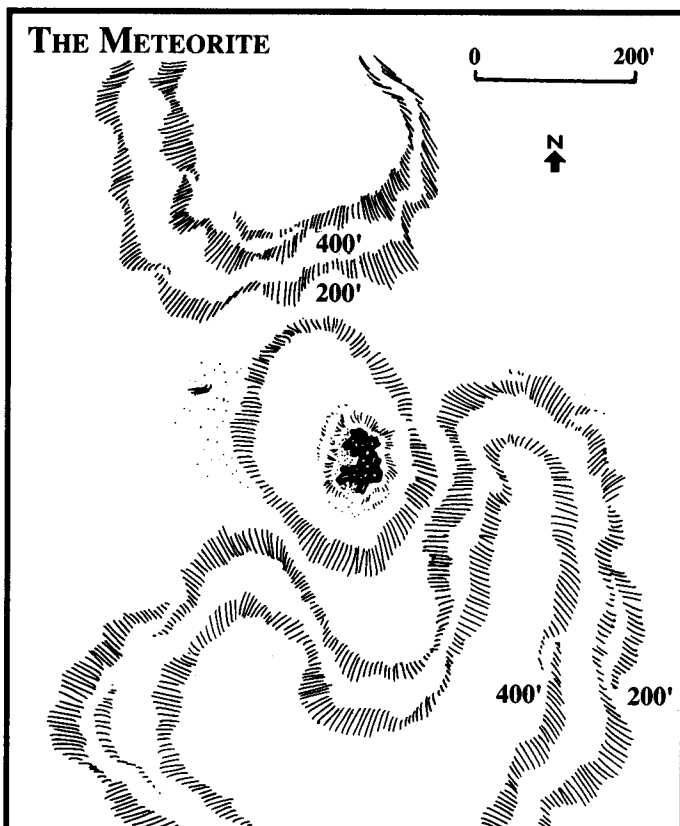
Characters who fall in the hills, due to fumbles, failed Moving maneuvers, wind attacks etc., take a 10 OB attack from the Fall/Crush Attack Table (on p58 of *ChL/CaL*). Assume that sleds have 10 concussion hits to see if they break. [3d6 normal damage from falls in the hills.]

Polar bear liver may be treated as a level three reduction poison.

Weapons made from the meteorite iron gain no special bonus unless enchanted. When magical spells are cast on them, they gain double the combat bonus that the spell would have given ordinary metal. The iron may also be required for certain magical amulets or other charms, at the GM's discretion. [Treat as a rare spell component.]

EFFECTS OF THE COLD

Any character who does not wear warm clothing in this region suffers a cold critical each day. [Characters take one body for each day they go unprotected in the cold. This damage can not be recovered normally until the character moves into a warm place of rest.]



8 • SPHINX OF THE DESERT RUINS

Sandclouds roll endlessly over these dunes, driven by the magic of a long forgotten power. An occasional palm stump or bit of worked stone protrudes from the earth, blasted by grit. Of the proud towers which once rose here, only a few spires and a bubbling oasis remain unburied. One inhabitant survives: a Sphinx lives by the water, bitterly decrying humanity.

THE TALE

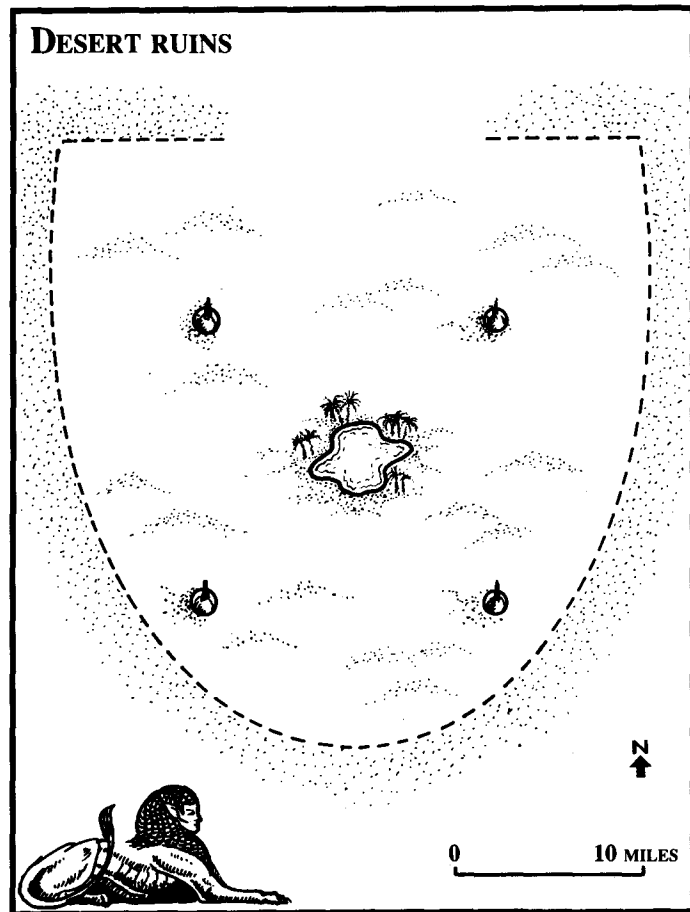
Men once studied the elemental Essence of Wind and Earth here, in temple-libraries surrounded by uni-horned idols. These statues gave their followers mastery over local weather. But they also possessed another, more profitable power. Their crafters made them of iron and placed them to touch an underground vein of intensely magnetic ore. Adeptes could rub needles against them to create Lode-charms, seemingly magical devices which pointed north. Mariners and desert travellers will gladly pay fortunes for these enchanted tools.

Such magic must be honored with due solemnity. Followers anointed the Sphinx to defend the sanctity of the statues, serving as a sage, priestess, guard, and tester of initiates. But after time, the Adeptes died. Their heirs hawked Lode-charms with no more grace and solemnity than a horse merchants selling his nags. These new wizards abandoned piety and study, defiling the library to a point where the Sphinx's oath of guardianship compelled her to destroy them. She has spent the years since then brooding about humanity, resolving never to let that ignorant race learn of the existence of the Lode again. However, she still worships the Lode-guardians (statues). If they guide an intruder toward the sacred direction of North, she will accept him as a guest.

The grim Sphinx keeps her favorite things from the temple near the pool. She owns four leather codexes of lore worth 100 gold coins and two fist-sized magnetic figurines of four-legged men with one horn in their foreheads. These devices scoot about and butt each other with their horns when placed on a smooth surface because of their magnetic forces. A wizard would offer ten gold coins for them. Curio-seekers, gullible magic-dealers and nobles who collect marvels might pay ten times that.

The solemn Sphinx, whose thirty foot wingspan is a cause for concern to those wishing to outfox or outwit her, wears a diamond diadem, a crown which heightens her magical powers. (The diamonds in the diadem are worth 100 gp in civilization.) The diadem also acts as a x2 spell multiplier for Mentalism. [+20 endurance, usable only for spells. Independent Focus=Crown. Real cost is 3 points (10 active).]

Over time, sand has engulfed the temple, covering it up to the horns of the watchful statues, which now look like ebony daggers thrust up from the earth. Each exerts a powerful if erratic north-pole magnetic attraction. These horns shine like black mirrors, reflecting the grains which blow against them. An attentive observer can discern words in the random patterns, which continually scroll out lore of the Essence, mostly dealing with "Lode Fields," and the sentence, "My north points skyward." If PCs read the magic lore, assume that the player characters now know as much about magnetism as do the players who control them.



The Sphinx also owns several haunches of camel, which she would like to supplement with Man-flesh. She sits by the oasis, sharpening her lion claws in the sand. When anyone approaches, she calls, "Ha, my dears! You'll find that presumption bears a price, a cost which fools find high. This is the Pool of the Magic Lodes, whose horns are North. You must go North if you hope to leave. Can you find the way?" However the party answers, she demands the recitation of a rhymed poem and a sword. If the poem pleases her, the Sphinx will effortlessly grasp the hilt of the sword in her girlish jaw and strike several ringing blows against a Lode-horn. This action magnetizes the blade. The sphinx then explains, "Some trust the heavens to guide them. Stars grow faint in desert storms. I have blessed your sword with the Lode; if you are wise, it will lead you North. Otherwise, your lifeblood runs in forfeit." She refuses to explain more than the facts that they are intruders in a shrine of North, and that she will eat them if they defile it by travelling South, East or West. If the party resists or if the poem bores or antagonizes her (perhaps by insulting the statues or the beauty of the desert), the Sphinx will pounce on them, attacking with all her fury.

The Sphinx casts the Mentalism spell *Mind Store* on party members, to track them. [30 point V.P.P., No roll, Detects Only, Only to locate people whom have entered into her presence.] She shoos people away from her oasis. If they can travel straight North for fifteen miles, they may return and drink afterward. Otherwise, she reminds them, "You need not thirst long." The Sphinx knows considerable lore too, which she only shares with creatures who pass the navigational test.

Obviously, the party needs a compass of some sort. This is more complicated than it sounds, since they do not know which end of the magnetized sword is the north-pole and which is south. The Lode-statues provide a solution. Since their north ends point upward, one can calibrate homemade compasses with them. As GM, pay close attention to what the PCs do. Like poles repel; opposites attract. Therefore, the end of the sword which veers away from the Lode-idol is a north pole, seeking directional north. If the adventurers do not think this through, they will probably travel in precisely the wrong direction.

Once the adventurers leave, the Sphinx will stalk them. She patrols an arc around the East, West and South, which means that if the party walks straight north for fifteen miles, it escapes. Otherwise, she locates victims with her Mentalism powers. She uses a Direction, 1mi/L spell. Whenever people cross the Sphinx's search radius, she stoops from the dust to devour them.

AN EXTENDED SCENARIO

The GM could use this encounter as a gate to an underground adventure, set in the buried city. Adventurers must reckon with the resentful Sphinx each time they enter or leave the ruins. She will allow explorers to visit the old city if they seem respectfully attuned to the Lode-idols, but she harbors a grudge against humanity. The Sphinx attacks any new hirelings the party brings on later expeditions, claiming that the statues never approved of them and that it is impossible to arrange a fair test now because the party could tell them how to pass it. However, the recitation of another amusing poem could save the party from a ferocious attack.

9• UNDERGROUND PERILS

Adventurers discover this cave in natural tunnels far below ground, first detecting the cave's hidden mouth as an arctic chill in utter blackness. The cold surges out like a sword-blow. Tunnels form a natural refrigerator, where carbon dioxide wells up from volcanic action miles below the earth and expands rapidly, draining heat in the process. The expanding gas lowers temperatures drastically. Oxygen wafts in from other chambers, keeping the atmosphere breathable.

THE COLD

The cold has these game effects: anyone in the cavern complex suffers a -30 on Quickness, a -30 on Moving maneuvers and a -10 on OB due to numbness. Furs and insulation cut these penalties in half; wet skin doubles them. In addition, characters without warm clothing suffer a cold critical each hour, or every half-hour if wet. [Characters in the cold act as if they have five points fewer DEX. This loss affects all rolls and DEX-based skills but not Speed. If PCs are wet, they act at -10 DEX and -1 speed; if they wear in insulated clothes or skins, they act at -2 DEX.]

PHANTOMS

The smallest fires can heat these enclosed chambers. However, heat presents a new peril. Phantoms are drawn to the flames. The Undead spirits look like shimmering, translucent faces floating in the darkness, the agonies of their deaths apparent in their tortured visages. PCs with past links to the Undead first may see a Phantom as a "floating" limbless torso eaten away by disease. Phantoms cannot bite the living but can terrorize a group and drain 1 Con pt./round with their touch. Only magic weapons can damage or dissuade them.

If the party lights a fire or carries lighted torches, they have a 30% chance of encountering a Phantom every 15 minutes. Body heat alone gives explorers a 10% (non-cumulative) chance of meeting one, while fiery magic or explosions automatically attract 1-4 Phantoms. Characters willing to face Phantoms can heat any room to a comfortable temperature by lighting a fire which lasts fifteen minutes. This prevents cold damage but automatically attracts 1-4 of the frightening Undead spirits per hour.

ENCOUNTERS

The following specific encounters are indicated on the map.

1. Cave-in. This stony corridor slopes downward, and the walls slope up to a ceiling, 200' above. Warm breezes circulate, pumping oxygen into the complex. Slush and ice layer the walls, dripping waist-thick icicles from invisible heights. There is a 50% chance that bypassers disturb one, burying themselves beneath an ice-and-rock slide.

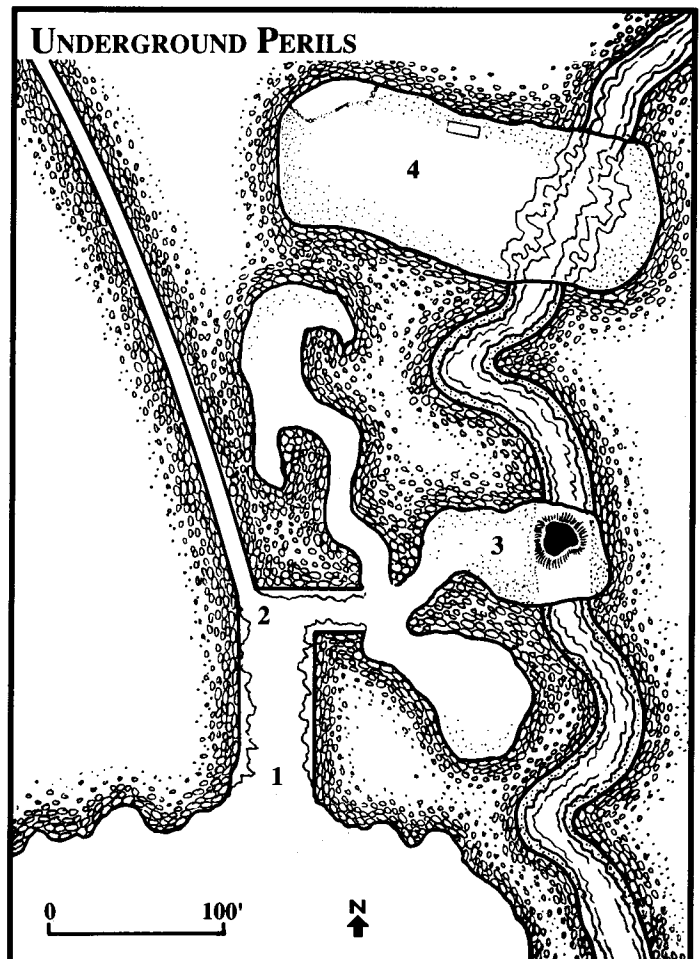
When a slide occurs, everyone within the chamber suffers an attack on the Fall/Crush Attack table (p58 of *AL&CL*) at 50 OB. The force sweeps victims down the slope and covers them with slush and snow. Characters may dig themselves out by passing a *Very Hard* static maneuver roll modified by Strength. This check must be repeated every minute. However, avalanche victims must pass a *Light* Perception roll to dig in the right direction. The GM makes this check in secret, before PCs attempt to tunnel their way out. Escaped adventurers can find and rescue others by passing a *Sheer Folly* Perception roll. This requires one minute per attempt. If victims cannot get out, they run out of air after 1-10 minutes. After this, characters must pass a *Hard* static maneuver roll modified by Constitution every minute or suffocate. [Characters suffer 5d6 normal damage unless they can dive for cover and escape the chamber. PCs buried in deris are treated as if they were in a 4d6, 4 def entangle. Free characters may attempt to help their friends, but must make a PER roll at -7 to detect them (-2 if their friends are yelling for help). After 2-12 minutes, characters must start making CON rolls every minute, -1 to the roll for each minute after the first. Characters failing a roll take one body and six stun. Characters must continue making rolls until free or dead.]

2. Gas Vent. Chilly winds gust from this narrow tunnel. Lights dance in its depths, casting gleams on the icy floor. Explorers can barely fit into the passage, but an icy crust helps lubricate it. The carbon dioxide which cools the complex issues from this pipe, snuffing torches to mere coals. Adventurers notice no physical effects for the first 1000 feet, but then they begin to gasp. The carbon dioxide suffocates anyone who goes another 3000'. A Will Of The Wisp glimmers at this fatal point, gleefully feeding on doomed freebooters.

Movement in the tunnel has the following effects: a PC can walk into the tunnel at 1/4 normal speed. Adventurers must pass *Sheer Folly* moving maneuvers to turn around [-7 dex roll] and can only proceed at 1/8 speed when leaving the tunnel. Pay attention to what order characters enter, since one stuck explorer can block the whole party's path. PCs can hold their breath in this gas for five seconds per point of Constitution. After that, they must pass a *Hard* static maneuver roll modified by Constitution every minute or suffocate. [Characters may hold their breath for 10 seconds per point of constitution. After that, they must make constitution checks at -1 per turn or take one body. Characters must keep making checks until they leave the area or die.]

3. Ice Chute. This tunnel begins level but swiftly turns downward, becoming a vertical chute, its walls lined with filmy frost. An underground stream rolls by below, constantly wearing away the ice which blankets it. Anybody who walks into this tunnel must make a *Very Hard* moving maneuver [-3 DEX roll] or slip into the pit. Not only do victims crash into the ice, they may also break through it and find themselves in the stream. If they press bare hands against the walls to arrest their fall, they may summon an alert Phantom. Anyone who reaches the bottom alive may crawl along the stream to other rooms, in a three-foot high gap between ice and ceiling.

GM Note: the lead character must pass a *Hard* perception check to stop before falling into this pit. Penalize by -50 if the party does not use a light source. The fall causes a 100 OB attack on the Fall/Crush Attack Table, p58 of *AL&CL*. The water also soaks the victim, increasing cold damage. Victims will involuntarily grasp at the wall as they drop. Anyone doing so with bare hands automatically beckons to a Phantom unless he specifically asks to attempt a *Very Hard* Static maneuver modified by *Self Discipline* to restrain himself. Characters crawling in the cramped stream-tunnel move at 1/4 normal speed. They suffer a -50 on all Moving maneuvers and a -30 on OB. [Lead Characters must make Perception checks at -1, -5 if there is no light source. Falling into the pit does a 10d6 normal attack to the character and gets him wet. Attempts to resist beckoning are EGO rolls made at -3.]





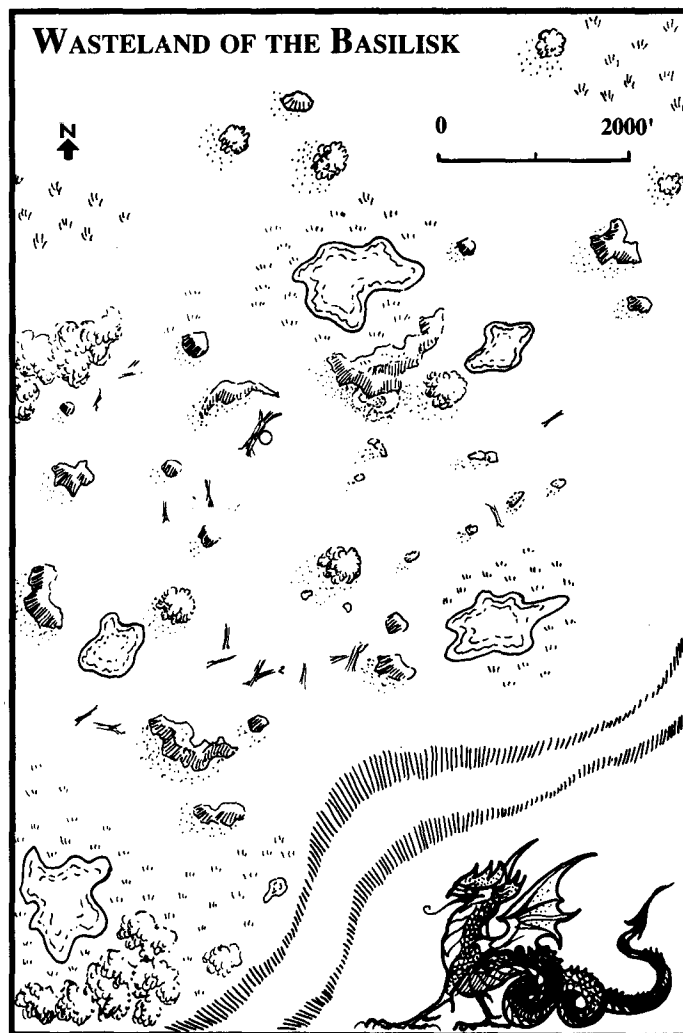
4. Cache. Anything can be turned to profit somehow, even ice caves. A thief, or more specifically, a greedy rogue named Purlock, exploits this cavern. He sells ice chips to cooks and others, "magically" storing meat for butchers and preserves dissection samples for magicians. Grooves and abrasions cover the crust over the stream, where Purlock has chipped away ice. Purlock's frozen cache sits in neat rows on the bank. A small coffer contains 100 silver coins and gems worth 10gp. Meat hangs from the roof, comprising enough sausage, ham, chicken and butchered beef to feed 100 people for a day.

The thief also stores more deadly carcasses: he robs graves and sells the corpses to evil wizards. Some customers content themselves by dissecting ordinary bodies, but the wealthiest pay their highest fees for the Guardians of tombs, whose spirits defend their sanctuaries. Purlock stores three Mummies in an unmarked stone vault, the door tied shut with knotted cords. The Guardians mindlessly attack whomever they can.

There is a 10% chance that Purlock himself will be here, in this cavern. The thief is heavy-set, with a blond bang of hair tousled in his hood. He dresses in thick beaver-skin, wrapping the outer layer with burlap to protect his valuable furs from abrasion.

When anyone disturbs him, he shrinks in alarm, knowing that he is cornered with his stolen gains. Purlock can fight with an enchanted dagger and will slash the mummies free in battle. (Purlock's dagger is +10 and can paralyze one Undead creature per day. This paralysis takes effect when the user scores a critical against his victim. [1d6-1 HKA at +1 accuracy. 4d6 entangle, takes no damage from attacks, only affects undead, 1 use per day. Independent focus = dagger. Real cost is 8 points (70 active)] The thief prefers to avoid bloodshed with bargains. Purlock grew up a burglar's son and feels no compunction about stealing, but he is bluntly honest in personal dealings. If intruders insist, he may allow them to share his chilling chamber and the profits of storing perishables here. Purlock treasures faithful partners. When people betray him, he tries to lure them into one of this network's deathtraps.

GM Note: You may wish to change Purlock into some infamous thief from your campaign. Thus, adventurers may learn of the cache at #4 in other scenarios. They might come here to rob it, protect it, or to deliver a new item to its hoard. Furthermore, if they expect to meet other people here, they could be especially vulnerable to the Will Of The Wisp.



10 • BASILISK OF THE WASTELAND

Boulders and worn logs lie scattered over this plain. Dark, swirling pools make walking hazardous, and algae flecks the water, giving it the look of poxed flesh. Limestone statues stand among the rocks, some cleft as if by a knife. No animals dare live in these ruined woodlands, for a Basilisk has claimed this clearing and coerced Men into cutting down the few trees which remained, leaving nowhere to hide.

THE BASILISK AND HIS HOARD

The Basilisk looks like a large serpent, thirty feet long from head to tail, with the head and talons of a grotesque rooster. Any who glimpse it turn to stone. Rumor is that the beast hatched from a hen's egg laid in a Dragon's nest. The Basilisk then petrified its foster-mother and keeps her hoard under a log. The hoard includes 1,000 silver coins, 100 gold coins, a brass helmet encrusted with garnets worth 100 gp, and a black rod tipped with fringe of beige silk, which acts as a Wand Of Sleep. (A Wand of Sleep causes all targets in a 30 degree arc and within 50' to fall into a natural sleep if they fail an RR. The Wand will function 40 times before becoming useless.) The Basilisk lives tormented by its hateful appearance and bastard birth. It rages from place to place, burning with self-pity and fiery, almost-tearful pride. [Wand of Sleep = 5d6 NNd, Area of Effect Cone; defense is Mental or Power Defence or a Constitution of 20 or higher. 40 uses before the wand is useless. Gestures. Independent Focus = Wand. Real cost is 21 points (75 active).]

The Basilisk stalks people insatiably. It petrifies victims and trades in their stony remains. The people it turns to stone frequently soften into life again, and the Basilisk tantalizes victims' friends with this thought, warning that it can release them... or shatter the stone, leaving only a maimed hulk. This fell creature subsists on ransoms from its statues' relatives. Sometimes hatred overpowers it, and the Basilisk refuses to accept a fee or sets one that can never be raised. Shows of sentiment kindle its wrath.

Statues of Men and animals stand everywhere in this waste, most cracked beyond hope. Corpses float in pools, statues which returned to flesh after cracking. The Basilisk's dragon foster-mother sits curled beneath a ledge, cracked beyond any hope of revival but still stone. Two stonemason's infants lie in unlikely poses, where their mothers dropped them in terror. They will return to life in one month unless shattered while in the statue state. (The Basilisk took a great horde of food as ransom to spare the children but thus far has refused to return them to their frantic parents.)

Another statue depicts an armored horseman, his nose riddled with cracks. He is Hadrac the Bright, a warrior who encountered the stonemason mothers while riding to the service of his lord. Hadrac fought gallantly to save the children but failed. His lord honorably refused to bargain with the monster. The Basilisk plans to shatter Hadrac one piece at a time until somebody offers a ransom worth at least 100 gold coins. (Hadrac will revive within one week.) The beast will petrify him again unless someone intervenes.

Hadrac is a thoughtful man and would feel humiliated — and indebted — if anyone paid the Basilisk for his life. Hadrac might serve his benefactor for one year as thanks. However, he would insist that his master take him on a noble quest to wash away the shame of bartering with the Basilisk.



BASILISK

When the party approaches this area, it encounters animals chased from their old homes by the Basilisk. Two brown bears and a family of deer lurk around the edge of the wasteland. Hunger and terror have made them desperate; the bears will attack the adventurers for their rations if the party shows any signs of having food. Once the party enters the Basilisk's terrain, the animals flee. Mounts and tame beasts will flee too, unless restrained.

The Basilisk will attack the party on sight, then bargain over the first victims who turn to stone. It spits out requests for food, gold and enchanted items, rewarding both complaints and honest offers with harsher demands.

Restraining a horse requires a successful *Hard* Static maneuver check, modified by Strength. Restraining a dog or other social animal requires a *Hard* check modified by Presence. [Restraining a Horse requires either a presence attack of the Pre +10 level, or an Animal Handler roll at -1. Restraining Domesticated Animals other than horses requires a Presence attack of the 1x level or an Animal Handler roll.]

PART III

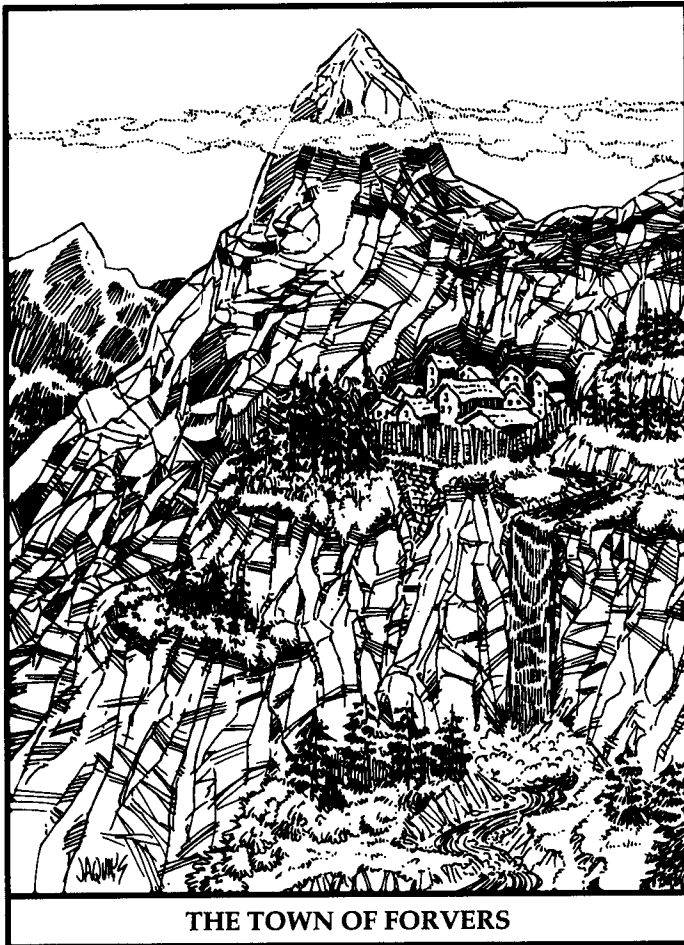
• UNDER THE SWORD •

AN EXTENDED ADVENTURE

Under The Sword is set in Forvers, a mountain town on the continent of Jaiman. Townsfolk are suffering under the oppression of a foreign army; the land and people are held in the iron grip of a conqueror. Local vendettas simmer while the invaders impose their alien laws. Meanwhile, a larger and subtler war goes on.

1 • INTRODUCTORY NOTE

This longer scenario provides numerous encounters. GMs can set medium-length adventures at Forvers or place it on the game's periphery, to add flavor to areas which the PCs visit occasionally. The GM should feel free to change languages, geography and the identity of major figures to mesh with other adventures. If your milieu already includes a rising empire, you may wish to substitute it for the Host. *Under The Sword* is written for a setting in the Grey Mountains, on northern Jaiman, but it may be placed in any mountainous region that suits your campaign.



THE TOWN OF FORVERS

THE TOWN OF FORVERS

Forvers lies in a rugged country, where bluffs rise into mountains, and the town's independent folk pay little heed to the world beyond. Peaks of black stone and lower ridges of gray rock channel roads and streams into craggy valleys. Leafy trees cover the lower elevations. They become pines as one climbs and finally dwindle to a few hardy evergreens, strangled by the stony earth and huge boulders. Three valleys converge at Forvers, and several streams deposit rich topsoil here.

Cold winds howl through the Forvers year 'round. The highest peaks are laden with snow, but valleys grow hot in the summer. Precipitation occurs throughout the year. This scenario begins in late fall.

WEATHER CHART		
Month	Temperature	Precipitation
Tiralin (spring)	40-55	Very Heavy
Arin (summer)	60-80	Moderate
Norin (fall)	45-60	Heavy
Akrin (winter)	25-30	Moderate
Ilarin (winter/spring)	30-40	Moderate

THE PEOPLE OF FORVERS

The people of Forvers cluster in the valleys, tending farms and crafts shops. A tribe called the Clanlords supposedly governs them, but these leaders care little for statecraft. In practice, family patriarchs rule. Some families wage vendettas against others, but most cooperate and settle community matters at moots. Farmers in this region are a tall, dark people, who dress in simple colors and speak Zori. Families who own fertile land grow crops while poorer people walk the hills with goat herds.

2 • THE WAR

In the plains below, other powers clash over Forvers. The land belonged to a larger empire many years ago and now, after centuries of freedom, Duma Thrax, the Imperial Potentate, has taken it back. The struggle to oppose him flared last spring, when Clanlords swept into the Imperial Domain. After a bitter winter, they needed fresh fields to graze their herds. Incensed by their action, the Potentate proclaimed it an act of war. He quickly raised a Host and marched against the Clanlords. They withdrew willingly, since, by then, the grass was high in their own lands.

Clanlords come from a warrior people who once conquered these lands. In the years since, their people have turned to peaceful pursuits, living in semi-nomadic Clans, raising sheep and noble horses. Clan headmen can muster an army which outnumbers the Host, but they prefer quick little wars where only a few heroes fight, and the loser concedes after a raid or two, allowing both sides to return to their livestock.

The Potentate mocks such restraint. As he views the situation, his empire is civilization, with orderly laws, merchants, cities and a standing army — or Host — of substantial numbers. The Imperial Host acquires troops by force. When it conquers a town, soldiers seize slaves from the population. The slaves carry army supplies and even fight for the Host, using wooden spears. The Host suffers remarkably few mutinies, since they do not arm the slaves until battle begins. When enemies charge, the slaves have no choice except to fight back or die. Afterward, soldiers of the Host easily disarm the weary survivors. Slaves who distinguish themselves are sometimes invited to join the Host itself and to be paid a warrior's wage.

The Host uses slaves and warriors to form a freeman infantry. These warriors call themselves Brownboots, because their gray boots quickly become caked with mud. Typical Brownboots fight in rigid leather armor with wooden shields and carry broadswords. (Those who can afford stronger armor buy it.) This does not always make them safer, since officers assign these troops to lead attacks and to stand guard duty in times of danger.

Children of Brownboots can become Equans, the army elite. They grow up in the Potentate's barracks, learning nothing but the intricacies of making war. These soldiers ride well, wielding both shortbows and swords. Finally, nobles of the Potentate's court lead the army as O'erhosts. A man named Grana commands this particular force.

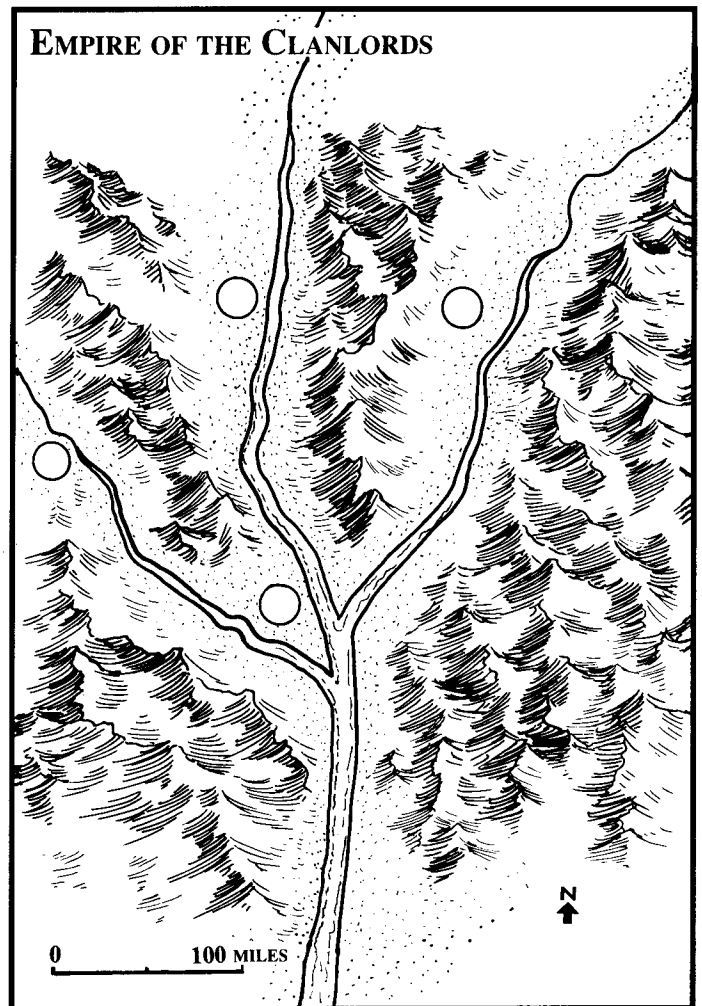
3 • THE CONQUEST

When the Potentate's Host reached Forvers, it brought peace. The soldiers of the Host finally quelled the traditional feud between Forvers' two largest families, the Hasir and the Ahtu. The Ahtu family, which is the larger group, continually try to seize farms from the its rival. The Hasir retaliate by employing witchcraft and black magic, casting wicked spells upon their rivals. The Hasir also own the town smithy and deny Ahtu metalwork. Just a year before the Host came, the brothers who led the Ahtu clan, Bakar and Gregkor, slew Mahda, the Hasir's patriarch. People expected his daughters to seek blood-revenge, and they dreaded the outcome of the fight. Instead, the Hasir girls avenged their kin by conjuring droughts, plagues and thunderous landslides.

Then the retreating Clanlords passed through the town. Two days later, Brownboots marched into Forvers, and Ahtu lined the streets to greet them. Bakar Ahtu soon recognized the Potentate as his rightful lord. In return, O'erhost Grana proclaimed Bakar Mayor, O'erlord, Caretaker and Dutiful Magistrate over the Forvers. Naturally, Grana and Bakar suppressed the Hasir and apparently negated any curses.

The invaders care nothing about local feuds. What they desire is a powerful local chieftain to pacify the town; they selected Bakar Ahtu because his faction of warriors appeared strongest. He must avoid pushing his rivals into rebellion. If the Hasir can upset Ahtu, O'erhost Grana will offer them shares of the town. The Sons Of Hasir despise the invaders thoroughly for supporting their rival, but they cannot afford to fight the Host. Whoever wields power must accommodate the ruling invaders.

The Clanlords have now returned to their home plains, leaving warriors and scouts in several strongpoints in the mountains, just in case the Host pursues them. Most Clanlords doubt that the Imperial soldiers can feed themselves in hostile terrain. Certainly, reason the locals, the Potentate's forces must leave when winter makes food scarce. Meanwhile, O'erhost Grana has fortified himself at Forvers. The Ahtu have gathered a great deal of food to support him. (They know who owns stockpiles and which farms have a surplus.) Grana plans to wait until winter bites at the exposed Clanlords and the Potentate sends reinforcements. Then he will crush the Clanlord outposts piecemeal, striking each valley in turn. Forvers provides a perfect position for the assault. He can crush one enemy and move through the valleys to another faster than Clanlords can unite their troops across the mountains. Then, with the mountains secure, he can thrust into the plains next spring.



While the Potentate keeps peace, the people support him; seemingly, only the threat of disaster could provoke a rebellion. At the Gamemaster's option, guerrillas could force the people to fight for them by continually disrupting the Host's system of order and offering a more attractive peace for their supporters. This strategy could work only after months of victories over both the Host and the Country Watch (see Farms, #3). Otherwise, Bakar will obey the O'erhost, and the people will obey Bakar. And so will Forvers remain a fief of the Potentate, forever.

4 • ENCOUNTERS

These encounters are keyed to the Map of Forvers and Environs.

IN THE TOWN OF FORVERS

1. Picket posts. Watchmen hide in these hillside copses. Two Brownboots man each post, armed with broadswords, full chain mail and enormous bows. The lookouts fire red message arrows to warn headquarters about attackers; their bows can fire message arrows up to 1,000 yards. Other pickets relay the messages from the fringes to the headquarters. (Message-bows should be treated like any others in combat.) The guards will stop small groups and demand to know their business. Then one of them will escort the newcomers to either the headquarters (Camp of the O'erhost, #6) as prisoners or to Ahtu Farm (#2) to pay levies.

2. Depot (Ahtu Farm). The Legion collects tribute from merchants and journeymen at this stone farmhouse. Bins of grain stand in rows by its footpath as dirt-streaked cattle bellow from nearby fields and pens. There is enough food here for 20 people to eat over three months.

Ten Brownboots in chain shirts with greaves sprawl by the booty. They leap to their feet when anybody approaches, in case he might be an officer, directing visitors to Gregkor Ahtu, in the farmhouse. Ahtu is a muscular man who gazes at guests with cold blue eyes. The tax collector dresses in elaborate jewelled tunics worth ten gold pieces and carries a purse of fifty gold coins. His personal larder contains ten gold pieces worth of the finest wines, cheeses, eating utensils and apples.

Gregkor keeps his hand near his sword, when he does not actually carry it drawn. Truly, he reasons, anybody might want to kill the chief tax collector of the Legion. When they took control of the region, the invaders demanded a native for this job, since they need someone who knows the local people and can tell who might be hiding gold or other wealth from the bite of the tax man. Bakar chose Gregkor for this unpopular position to keep prevent him from becoming a rival. The Legion assigns him quotas of recruits and commodities to gather by whatever means he can.

Gregkor pursues his task zealously. He punishes tax resistors with moral fervor because he wants to think of himself as a hero, a man who sacrificed his own popularity to prevent the conquerors from despoiling Forvers. They would have stolen everything, he tells himself. Gregkor never leaves anyone destitute and assesses most people a tax based upon two-thirds of their belongings. He seizes anything which appears magical for Baradar (see Footman's Camp, #5). There is a 60% chance that he conscripts armed fighters for the Brownboots. (Recruits go to the Footman's Camp #5). His guards enforce these decrees. Bribes do not interest Gregkor because he can take whatever he wants. If anyone threatens or insults him, he will seize everything the troublemaker owns and mark that person for induction as a slave. On the other hand, people who strike him as sympathetic — especially women — can usually convince him to grant them special favors. (Ahtu secretly despises the Potentate and wants reassurances that he is no coward.)

3. Farms. The Forvers Valley is covered by a fertile topsoil. Fields and farmhouses cover the central region, with the gardens more widely spaced in the rocky foothills. Poorer farmers live around the periphery in stone huts, raising goats and sheep. This region shows no sign of the invasion except for a few burned farms. Gregkor Ahtu has seized some cattle, taxed the harvest and burned the houses of Hasir, but most people have enough stores to last the winter.

These folk doggedly ignore the affairs of the Host and its enemies and resent Gregkor's taxes; above all, they prize stability. Most farmers abhor the feuding and feel grateful that the Ahtu has finally managed to impose peace. Thirty percent of them are loyal Ahtu. Another fifteen percent trace their ancestry to the Hasir clan. (Gregkor has taxed them most severely but despite their complaints, they fear the Host too deeply to rebel. If adventurers suggest subversion, there is a 20% chance that the native folk direct the PCs to the Hasir Manor (#9), a 70% chance that they will refuse to cooperate, and a 10% chance that they will warn Baradar (#5) to avoid reprisals.

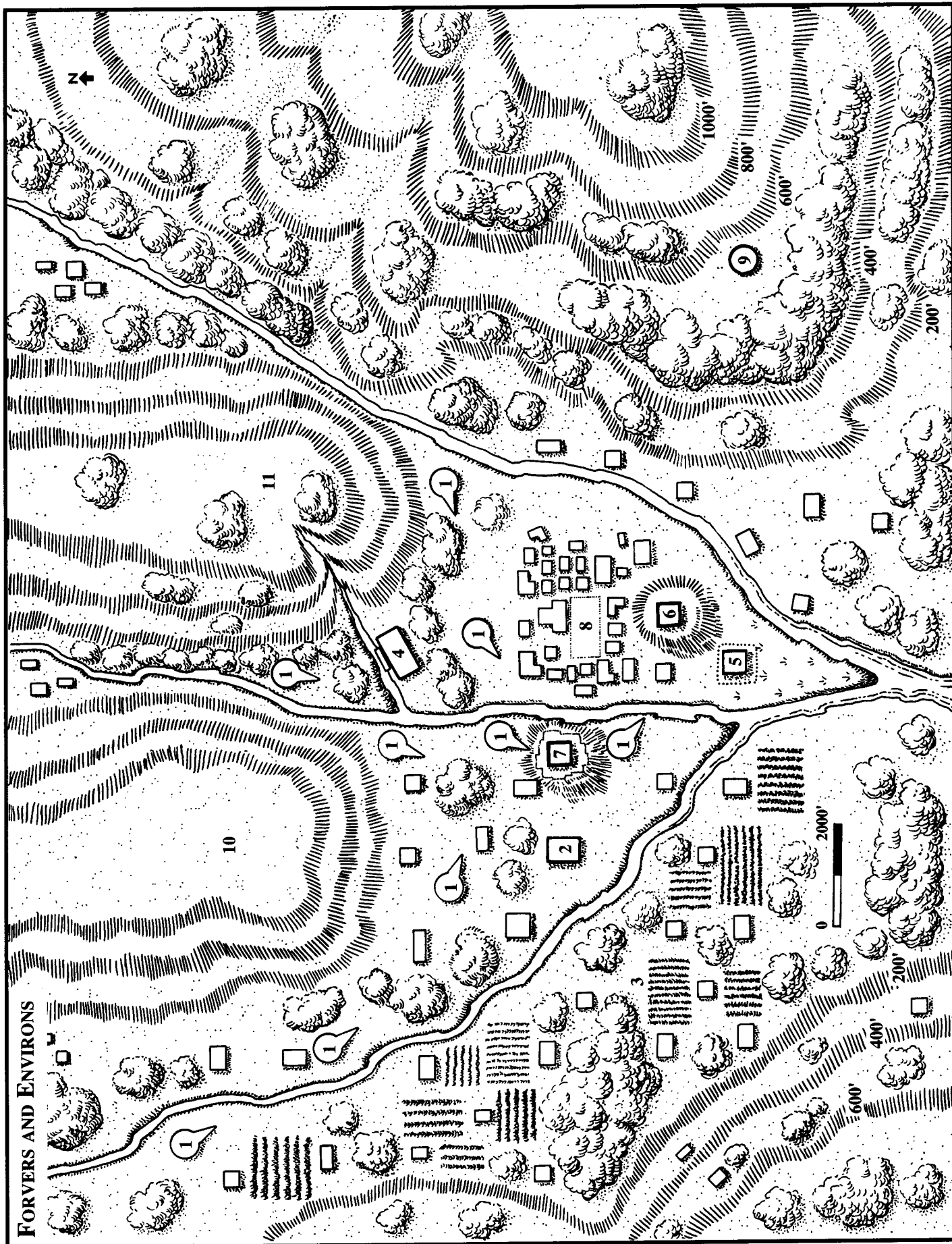
Most farmers are worried about Vanya Hasir, "the Star Witch" who prophesied against the Host and then disappeared when it invaded, supposedly vanishing in a burst of falling stars. Farmers accuse her of burning houses, cursing men with smallpox and unleashing beasts of the netherworld to rob their homes. No matter what troubles the Forvers, the farmers blame Vanya and her agents. If the party steals, attacks anyone or speaks against the invaders, the farmers shout that Vanya has sent them with her dark magic. They will then raise the Country Watch to capture the PCs.

Every able-bodied man belongs to the Country Watch, which forms whenever anyone shouts the traditional warning of "Mayhar — Arise! Mayhar — Arise!". A group of 2-20 farmers will gather within 1-6 hours, but they will flee if their quarry is armed and resists. The Host has ordered the Watchmen to deposit their weapons in a central armory (see #5), and it takes an hour for the militiamen to arm themselves for combat. Most wear leather jerkins and fight with slings and long spears. After unlocking their weapons, five patrols of twenty Watchmen each will comb the entire cleared area (everything within two miles of the armory).

If the farmers catch a transgressor, a debate will break out and intensify. Some farmers will want to lynch the prisoners. Others think that "there could be trouble" unless they give prisoners to the Host. A third group may claim that since the miscreants obviously acted under a spell from Vanya, nobody can hold them completely responsible. They may want to interrogate prisoners with the established custom of sawing off fingers until the victims reveal where the witch that enchanted them hides. When they kill Vanya, they reason, the spell will be broken and they can let their prisoners go. Prisoners may be allowed to participate in the debate. By passing an *Interaction and Influence* Static maneuver roll at -10, an adventurer may convince the mob to choose whichever fate he prefers. [Persuasion roll at -1.]

A band of six youths will try to exploit the fear of Vanya to conceal its own thefts. They call themselves the Night Sky Band. Members wear black masks and leave white pebbles at the site of each crime, to symbolize the stars which give Vanya her power. Most people attribute their work to Vanya's familiars, although a few skeptics suspect the truth. The bandits are all young men with new-formed beards, the sons of local farmers. These thieves hide their booty at the abandoned Mill (#4). They consider themselves extremely clever.

This group steals livestock and tools from barns and also waylays anyone who walks alone after dark in the farm area. Attackers wield cudgels with protruding nails. The farmers would be delighted if anyone captured these burglars unharmed, for then the crimes would cease and the boys would be chastised. However, few farmers would readily believe their sons' assurances that Vanya was not involved in the thefts and robberies.



4. The Mill. A brook trickles incessantly from the ledges above this abandoned mill, and mosses creep over its walls. Hordes of crows assemble here, picking grains of wheat from the floorboards while they wait for the Host to fight its next battle. The farmers shun this eerie site. Local thieves (see area #3) conceal a strongbox in the mosses, with 100 copper coins, ten silver pieces and a gold ring worth five gold coins inside.

Crow-sentries caw warnings when anyone approaches the Mill. Over the next few minutes — as PCs approach — all 200 crows straggle to the scene, impatient for battle. A band of 3-30 crows attaches itself to any character who wears armor or carries a glittering steel weapon. The crows follow whomever they select everywhere, beaks agape, claws gesticulating. They croak whenever they see someone new. Obviously, this makes that person conspicuous and unpopular. If the people of Forvers already dislike him, they now feel certain that he serves Vanya (#11), and the Watch may arrest him. This band of crows makes it impossible to sneak up on anything. Fortunately, they also clamor if anything is about to surprise the party. A spellcaster with the power to commune with animalkind could make bargains with the birds: the crows might serve as scouts or fighters in return for the promise of booty won in battle.

Anybody who enters the Mill must make a *Hard* moving maneuver to avoid falling through the rotten floorboards to the grindstones 20' below. Treat the fall as an OB 50 attack on the Fall/Crush Attack Table (p58 of *AL&CL*). This crash sends the crows into a frenzy. [Characters must make PER rolls at -3 to notice the floor. PCs with Architecture or woodworking need only make a PER roll at -1. Characters who step on the rotten sections of floor board must make a Dex roll at -2 not to fall. Falling PCs take a total of 4d6 normal physical damage.]

Whenever anyone bleeds, the crows descend upon him, retreating only when wounded themselves. Spellcasters might make them promise to fight on a particular side, but their lust for carrion overrides these bargains. They attack weakened people indiscriminately.

5. Footmans' Camp. The stream widens, and a few cattails rise on one bank. Several farmers have built houses by the water and ringed the area with a stout rail fence. Gregkor has recently requisitioned the area for the Host's infantry, and one hundred Brownboots live in the farmhouses.

The Host has locked 110 thralls in the barn; the slaves wear white woolen tunics with an iron waistband. In turn, the Host chains these bands together when they bring out the slaves who are allowed to walk freely otherwise. Seventy of these prisoners have travelled with the Host for years, earning full ration privileges and hoping to become Brownboots someday. They serve the Host loyally.

The other forty slaves come from local farms, thirty-five being members of the Hasir family whom Gregkor ordered conscripted for hiding their herds from taxation. The experienced slaves know that the Host needs at least 125 bearers and will certainly capture more men, soon.

One thrall, Gerom, cheerfully introduces himself to everyone. He is dark, with a broad, gleaming smile. This likeable man once held the rank of Brownboot, but Baradar (see below) caught him prowling "disrespectfully" in Bakar's mansion and ordered him punished. Everyone in the Host knows and likes Gerom, who offers the soldiers anything they want — for the right price. Gerom currently owns: a wad of pinesap-chew, two blankets, a caltrop, a candle, three feet of wire and an oilcloth tarp. He wants the following items in return: torches, tinderboxes, waterskins and daggers.

The PCs can learn personal anecdotes about anyone in the Host by talking with this slave, and he can help them contact anyone they wish. He does steal occasionally, usually to amuse friends or get something for a profitable swap. Someday, Gerom plans to find an ally who can cajole Baradar into releasing him.

A slave who calls himself "One-Eye" might also speak with adventurers. Puzzlingly, he has two blue eyes and smilingly refuses to explain his nickname. One-Eye hates servitude and tells the party exaggerated stories about his sufferings and the Host's terrible trials. He wants to escape. If adventurers spurn him, he may attack one of them with a homemade knife. When "One-Eye" fights, he always aims for the victim's eyesocket.

Ten Brownboots watch the slave barn at all times, armed with whips and broadswords. They will quickly intervene to stop uprisings or escapes. Guards can whip slaves at will and hang them with permission from Commander Baradar. They keep the slaves' spears in a locked shed, 100' from the barn. The Country Watch deposits its weapons here too (see #3, Farms).

A tall, husky soldier named Baradar commands this remote outpost. He lives in the master's room of the largest farmhouse, with a feather bed and private washroom. The troops of the outpost obey him without question; he controls the Footmens' Purse of 3,000 gold coins. Baradar is short, fierce and self-assured. He serves the Host as a Sorcerer and ordered Gregkor to confiscate enchanted charms for him, knowing that the farm families often keep such things for heirlooms. Bakar and the O'erhost forbade this tax, to avoid inciting the people, yet Baradar collected it anyway. He reasons that sorcery is a perilous art, not meant for peasant folk. If anyone captures Vanya (#11) for his private interrogation, Baradar would pay 1,000 gold coins. The commander disobeys some of his superiors' orders and feels slightly squeamish about blood, but he insists that his troops obey every ritual of military discipline.

Baradar hides his illegally taxed charms in a leather case. If anybody should reveal the existence of the charms, O'erhost Grana would reduce Baradar to a slave. Thus, the local commander will agree to almost any kind of blackmail demands to protect this secret. His collection of magic items includes three useless copper rings with mystic signs, a knotted cord which supposedly binds a curse to the Hasir family and a thumbnail-sized orb of black marble, with tiny letters graven on it. They read "Bilestone, meal of vengeance." A gummy bile flecks the hollows of the engraving and cannot be scraped out. The stone remains inert until swallowed. Then it lodges in one's stomach, not interfering with bodily processes, but imbuing the user with the ability to strike one *Awful Blow* per week. (The *Awful Blow* is an automatic critical for whatever weapon the wielder uses. In addition, the attacker gains a +30 bonus to OB.) This attack always hits and may not kill the victim, but it inevitably causes excruciating pain. If the target dies from the blow or in an ensuing battle, he returns as a Revenant, intent on slashing the stone from his killer's viscera. The only way to escape is to kill the Revenant or to emit the stone, not an easy task. [Bilestone, Meal of Vengeance: +10 accuracy, +1d6 HKA. With a .5d6 Transformation attack into a Revenant, uncontrolled continuous, 0 Endurance. Based on accuracy and kill, Trigger = victim dies; Attack continues until the corpse is transformed. One use per week. Independent Focus = Bilestone. Bilestone must be swallowed for effects to operate. Real Cost is 12 real points (70 active).]

If this stone is removed, the Revenant vanishes. Unfortunately, the stone traps itself in the user's bile ducts. One must ingest a potent herb called Foolscabbage to remove it. A searcher can find Foolscabbage by making an *Extremely Hard* Static maneuver.

6. Camp Of The O'erhost. A grassy hill rises at the center of Forvers valley, capped with bare stone and a brick watchtower. O'erhost Grana seized this strategic site for his headquarters. Horses graze in the field, 120 in all. The Host keeps 500 man-days of rations in the tower.

Twenty Brownboots and a hundred Equans man this camp. These rough and battle-scarred soldiers thrive on looting and cruelty. Every man owns booty; the Equans possess a total of 350 silver coins along with stolen candles, skins of wine, tools and other personal items. These men fight frequent duels over the slightest insults. Host regulations limit their non-battlefield weapons to whips and require the duel to end when either soldier submits, to prevent deaths. Most fighters cheat by salting their lashes. (This allows them to do twice normal damage, but the extra injuries wear off after 1-10 minutes.) Yet beneath their callousness, the Equans know fierce, naive pride. They love their Host and live to bring fame and glory to it.



O'erhost Grana lives in the highest room of the tall brick tower. The commander keeps no furniture but a weapons stand, a wooden pallet and a locked iron chest holding 1,000 gold coins, ten emeralds worth 100 gold coins each and a silver chain worth 500 gold coins. Grana is a scowling, quiet man of an average height and wears half plate, with his austere, clean-shaven face visible in an angular helm. The Potentate and army are his career — nearly his religion. He knows no compassion for the locals or opposing forces. Grana ignores supplicants unless they offer him something the Host wants, such as slaves, reports of fighting, power over citizens or information about rebellious Hasir. He pays agents exactly what he must, never more. If anyone continues begging for favors once Grana finishes with him, Equans will roughly drag the whiner away.

7. Bakar's Mansion. This stone manor sits on a small hill surrounded by a wooden palisade. Several crooked apple trees stand inside the stockade gates. One hundred tenant farmers tend the surrounding lands. The Mayor of Forvers lives here with his wife Melalil and two young sons, Cheaga and Juga. They own tapestries worth 100 gold pieces, a chest of gold jewelry worth 300 gold pieces, elaborate hardwood furniture and a brass fountain shaped like two fish, the wonder of Forvers.

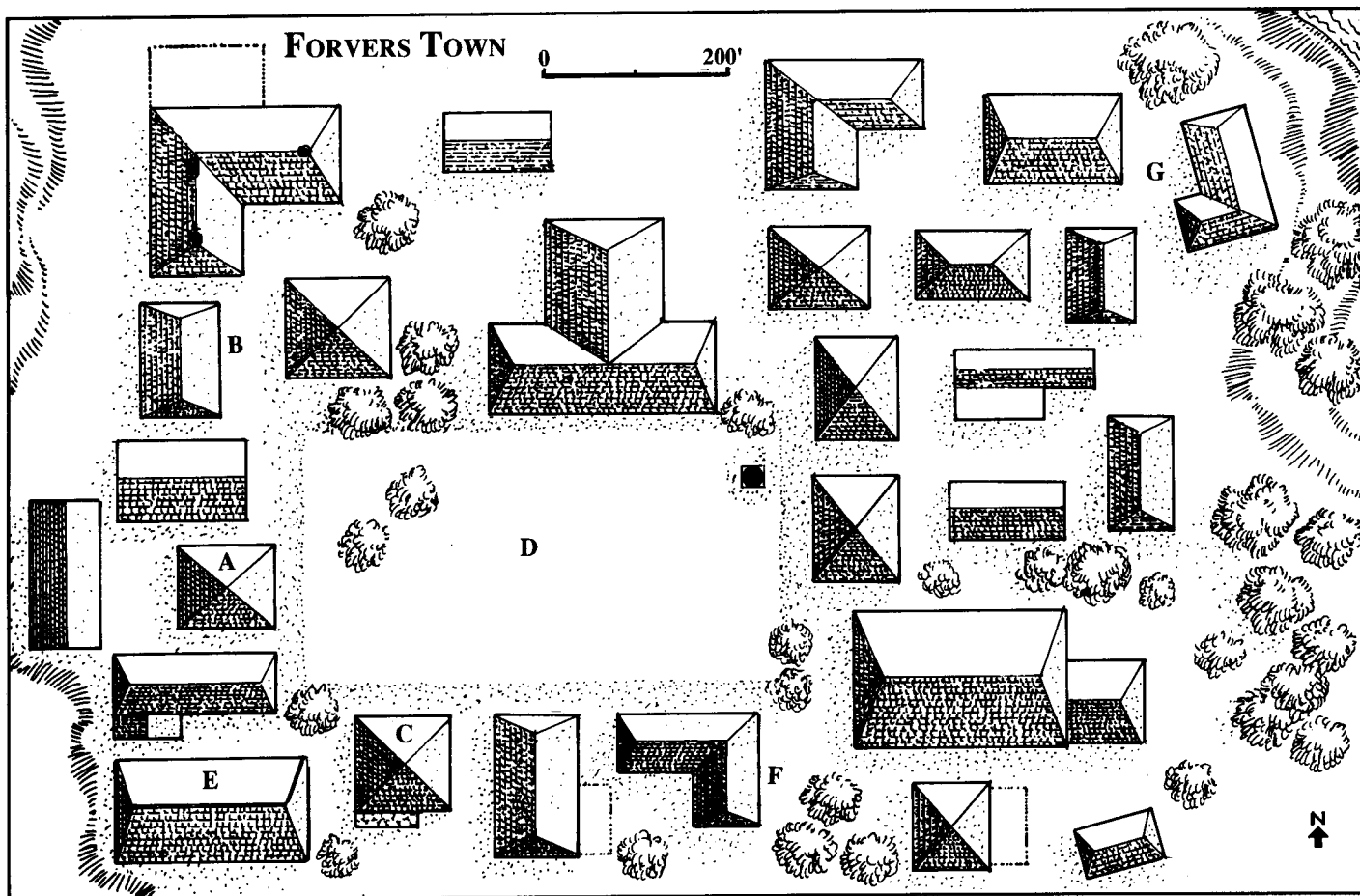
An Equan of the Host named Wilke manages Bakar's affairs. Fifteen Brownboots in full chain serve under him, ostensibly protecting the Ahtu estates. This manager finds Bakar's wife attractive, and, although he suppresses his temptations, he hovers around her protectively. Wilke never actually disobeys Bakar, but he insures that the Ahtu rule Forvers the way O'erhost Grana intends. When people bring petitions against the Host, Wilke tries to intercept the troublemakers before they meet his master. If anyone offends Wilke, his Brownboots arrest that person and take him to #5 as a slave, unless Bakar personally intervenes. The Mayor seldom countermands the Host except to help his own family and servants.

Bakar made his younger brother Gregkor tax collector, leaving himself the sole patriarch of the Ahtu clan and Mayor of Forvers. He is a quiet man who can wait for opportunities. His bristling hair and wiry brows give him an angry visage, which grows ominous as he speaks in his soft, measured tone. Mayor Ahtu asserts his power judiciously, knowing how easily the Host could seize his town. He collects luxuries and punishes the Hasir when he can. If powerful adventurers visit his home, Mayor Ahtu gives them sumptuous feasts, jeweled rings worth 10 gold pieces each and other minor gifts. Bakar needs henchmen who do not serve the Host. He wants information about Vanya's prophecies and O'erhost Grana's plans. Also, a rumor reached him that Baradar (see Footman's Camp, #5) unleashed an old curse of the Hasir. If this could affect his family, Bakar wants the curse lifted or destroyed.

Bakar's wife Melalil paces the halls in soft flowing robes, her black curls loose on her back and wide eyes downcast. She does not share her husband's patience. Melalil was 15 when her father married her to the elder Ahtu and now, ten years later, she wants either the wealth he promised or the bliss of romantic marriage. Melalil hopes to shock her calm and unperturbable husband. Spies might convince her to help them sneak into the Ahtu mansion or to plot a raid against the Host. Melalil may join in the plot intending to betray them to her husband, to jolt him into treating her with more respect. However, a sympathetic woman or seductive man might make a dedicated subversive out of her.



WARRIORS DUEL WITH WHIPS



8. Forvers Town. The earth grows muddy and bare from trampling as one approaches Forvers Village.

Bakar's 15 Brownboots (see above) arrest criminals inside the city, and people in need of help can also muster the Watch (described under Farms, #3 above). Prominent places in the town are noted below:

A. Cooper's shop. Malar works hard here, making barrels of all sizes.

B. Mason's shop. Something of a wit, Jaklee labors here, dispensing wisdom as well as bricks.

C. Cobbler. Dhakar the cobbler cannot keep up with the Host's demand for boots. He owns a chest of 20 gold coins in payment. The cobbler eagerly seeks apprentices or hired servants to nail footwear. Dhakar is a tough man in a fair fight but keeps only an old sword above the fireplace.

D. Market Square. Dried footprints prove that this is a popular market, but farmers have already sold the year's last harvest.

E. Livery Stable. Most people of Forvers cross the street to avoid walking past Balka's livery stable. A lout, Balka unabashedly steals horses. The Watch caught him leading a whole herd of "missing" animals out of town several months ago, and a Moot sentenced him to hang on Midwinter's Day. Then the Host came. Balka had formerly sold the Equans stolen horses at bargain prices, and they coerced Bakar into

freeing the livery-trader. Balka despises being shunned, since he is a gregarious man. He will definitely want to talk with the party. The horse-trader knows all about the Clanlords and the Host. He deeply respects the Clansmen's skill at horse-breeding, but he wants the invaders to prosper, since they keep him alive. He owns three horses which the Equans rejected as lame. If PCs need horses, he tries to sell the hobbled mares for "a mere 45 silver pieces" each. (An adventurer must pass a *Very Hard* static maneuver check to notice the horse's handicap before paying for it.)

F. Fox's Hole Inn. This earth-roofed building stands at the center of town, its doors open all day long. In sunny weather, the Innkeeper unfolds shutters along the Inn's sides, allowing bypassers to buy drinks from the street. Soldiers of the Host drink here whenever they collect their pay, driving up prices. The local farmers come anyway, mostly because Gregkor taxed away their private stocks of drink and meat.

Prices for common comestibles are:

Beer	5 tin pieces
Brandy	22 tin pieces
Cider	3 tin pieces
Wine (Wild Grapes)	13 tin pieces
Bread (Loaf)	5 tin pieces
Chicken (Meal with vegetables)	30 tin pieces
Mutton (Meal with vegetables)	10 silver pieces
Beef (Meal with vegetables)	20 silver pieces or more

Gregkor's taxes left the Inn with only a few cows. Therefore, it sells only one roast per evening, to the highest bidder. An Equan usually wins the bidding contest, to the local farmers' envy. The roast bidding always could start a fight and occasionally does.

A night's lodging in a small dirty room costs 2 copper pieces.

Groups of Brownboots monopolize the tables by the bar. Locals form small anxious groups in corners. They resent the soldiers who come laden with pay and take local people's traditional seats. Hasir and Ahtu often find themselves sitting together in this chaos, which adds to the tension.

At any given time, there will be 3-30 Brownboots here, along with 1-10 Equans, 1-10 Ahtu, 1-2 Hasir and 1-10 farmers from nonaligned families.

The Inn's larder holds 120 man/days food. Its safe holds 1,000 tin coins and 200 silver pieces. Two to ten barmaids help to serve guests.

Fazil the Innkeeper is a plump young man who prides himself on hospitality. He greets each patron personally, calling the men "Brother" and women, "Dear," when he cannot remember their names. His tradition of exchanging songs after dinner is now perilous, because despite the Inn's prohibition against feud-songs, the Brownboots love provocative ditties. Hasir and Ahtu teach them ballads lampooning rival families, and they obligingly sing them, pretending not to realize who the song's characters are.

Fazil prevents constant fighting by befriending the Brownboots. He gives them barrels of ale to sneak back to camp in return for their help suppressing fights and drunks. The soldiers relish this chance to manhandle locals. Whenever anyone looks intoxicated or angry, they eagerly leap on the offender and chase him out.

One man always sits alone, away from the soldiers and natives. He introduces himself to adventurers as Barnabus, a hunter, and invites them to join him. Barnabus wears a vest of chainmail and crops his thick brown hair for a helm. If the party agrees to talk with him, he questions them for some time, possibly spread over several visits to the bar. Should they seem hostile to the Host or the Ahtu, he smiles and encourages them. He may ask them to commit petty thefts and if they do, will pay a few silver coins for the booty. (Barnabus carries a purse of 200 silver pieces.) He may finally identify himself as a spy for the Clanlords and ask to hire the PCs, if they prove feisty and quick-witted.

Barnabus is indeed a spy, but not for the Clanlords. O'erhost Grana uses him to root out rebels and genuine agents of revolt and rebellion. If he finds any, he secretly consults with Bakar. Unless Bakar has some particular reason to forbid it, a band of 30 Brownboots will plan to ambush the party within the next two days and to bring them in chains to the O'erhost at #6. If Bakar refuses permission, Barnabus must use subtler means. He orders "The best of the best for my best," which is a coded signal to Fazil. The Innkeeper then poisons the party's next drinks with hairrot. (See the Herb and Poison Chart for a description of the effects of hairrot.)

G. Tovish Hasir, White & Black Smitheries. Smoke billows from this building's brick chimneys. Tovish Hasir mans a forge here, where he does armoring, farrier-work, intricate white-metal smithery and jewel-cutting. He can make any common weapon or piece of armor. (Gregkor Ahtu plundered the shop's gems and cash, but he left the shop's forges and furnaces. He then seized the shop apprentices as slaves but left Tovish himself to avoid inviting all the Hasir to rebel.)

Tovish is consumed by bitterness. Mahda has destined him to labor over a hot forge, working far from the manor, catering to strange customers and even Ahtu. Meanwhile, his siblings have received the farm and learned some magic. Until recently, he received healthy compensation for his work. Then, in a fit of pique, Gregkor took it all away. Tovish knew that his ancestors owned a charm of revenge, but when he asked his sister Nataya (see #9) about it, he learned that she actually offered it to the tax collector. That struck Tovish as cowardly and ungrateful. He burns for power, to punish the Ahtu and his own family as well. The smith would treat his kin magnanimously, but he wants them to bow before him, as the one true hero of their clan.



Tovish sells smithwork, but refuses to accept silver pieces for anything costing over five silver pieces. Why should he, since Gregkor will take it? When adventurers want his services, he appraises them and slyly suggests that Bakar Ahtu must have more work than he can manage, ruling the whole town. The smith remains discreet. Whether adventurers support the Host or despise it, he tries not to offend them. However, he currently hopes to contact the O'erhost or one of his commanders and to win a powerful local office. Perhaps the Country Watch needs a commander, or maybe the Mayor should delegate his power of judgment to serve as a special magistrate. Tovish uses adventurers to spy, to attempt to assassinate Ahtu and to introduce him to contacts in the Host. The smith could offer the Host his metalwork skills or to suggest the location of Vanya Hasir (#11). He would gladly betray anyone — including both his family and the adventurers.

OUTSIDE THE TOWN OF FORVERS

9. Hasir Manor. A table of black rock projects from the hillside, wrapped in cozy screens of dense pine forest. The Hasir Family has built its stronghold here; they own a round tower of red stone, dappled by watermarks. Thirty goatherds with distant ties to the Hasir family also live on this land, serving the clan. Olden and Sandro, Mahda's two sons, abide here as well, but their sister Nataya, the eldest Hasir at 39 years of age, rules this manor.

The Hasir own 600 goats along with enough preserved food to feed fifty people for one year. They keep three treasure-chests on the tower's highest level, hidden under heaps of rough mohair yarn. Two contain lengths of silver-and-onyx chain which can be cut into belts, bracelets or necklaces. Altogether, this jewelry could sell for 500 gold pieces. The third chest contains two moonstones which boost Astrology and three straight, silvery swordblades without hilt or ornament. The moonstones act as +3 spell adders for Astrologers and the blades are +20 broadswords. [Broadswords are of +3 accuracy; the moonstones are +30 endurance, usable only for Astrological-related magic, Independent Focus = Moonstone. Real cost is 4 points (15 active).] Gregkor officially appropriated this manor to the Host for a barracks. When O'erhost Grana and Bakar discussed the matter, they decided that evicting Nataya and her siblings might provoke a rebellion among Hasir peasants. Instead, they sent ten Brownboots here to act as spies. These men live in private rooms and dine at Nataya's table.

One soldier marches to meet the O'erhost each day with a report. Although Grana picked his most clever scouts for this assignment, these men now assist Nataya more than the Host, for she has bewitched them with Mentalism and cunning kindnesses. The Hasir thwart eavesdroppers by feeling for their mental presence, while dominating their minds to spread lies and win favors. The "spies" live in such luxury that they would scarcely object to any of her schemes if they knew of them.



Above all else, Nataya wants to insulate her family in this redoubt and to wait for times to improve, using magic to thwart the Ahtu's schemes. She is a strong, quiet woman, with dark hair and gleaming eyes and teeth. Violent men meet violent ends, Nataya says, and the wise learn to cope. When Gregkor came, she convinced him to take the charms of the Hasir Black Witches, most of which are utterly worthless. One, the Meal of Vengeance, actually punishes its user with a hideous curse (see #5). If any new enemies trouble the Hasir, she will subvert them too, using Mentalism. In a real sense, Nataya's worst "enemies" are other Hasir, many of whom who cannot accept her patience and serenity as genuine.



VANYA

Everyone in Forvers seems to want Vanya slain. The Hasir know where she is (#11), but they naturally conceal this information from everyone but trusted friends. To his credit, Tovish baffles Nataya. He occasionally rails at the family for neglecting him, yet he always rejects her offers of help. The smith visited recently to ask about the Meal of Vengeance. When she explained that she had tricked Gregkor into taking it, he turned his back and strode off in unexplained fury, ignoring her invitations of shelter at the manor. Nataya always seeks information regarding Vanya and Tovish, and she might also pay adventurers to protect them.

The younger Hasir may offer the PCs some interesting opportunities for employment. Rightly enough, Olden and Sandro submit to Nataya's commands, but they desperately want to fight the Ahtu. In battle, they can wield the magic swords described above and may lend the third blade to a trusted ally. They particularly hope that somebody can convince the Ahtu to swallow the Meal of Vengeance. (The Hasir do not yet know that Baradar in #5 has the stone, but they would also enjoy seeing him eat it.) These boys might sponsor any sort of rebellion.

10. Blackskull Peaks. Shelves of black stones tower over the passes, tinted with frost. Little vegetation grows on these wind-swept hills. Rows of scarred and toppled tombstones march toward the summit. Both warring families of the Forvers have buried their fallen here; no small thing like death can bury such a feud. Whichever family prevails in the town, their rivals will certainly rise to challenge them.

The Host posts two pickets to watch the countryside from this rugged hilltop. Soldiers have learned that it is wise not to disturb the haunts. The warriors also suspect that more dangerous "spooks" live on the adjacent hill. Bentham, the elder guard, insists that they lurk near the road with their armor off, ready to flee. Abell, his younger companion, believes in following orders. He never misses an opportunity to call Bentham a coward, but he also lacks the nerve to defy the experienced warrior's wisdom. In battle, the two pickets fire arrows to warn other guards. (See #1.) The two soldiers would greatly appreciate companions to share their danger. If a party approaches peacefully, they will begin a conversation, chattering with nervous relief. They know about the Winter March, and a discreet questioner could pry any secret out of them. In fact, Bentham may invite adventurers to camp here for the night. Abell will certainly ask for somebody to climb the hills with him and to survey the landscape.

While Bakar Ahtu rules over the town, Cold Dame Hasir rules this hilltop. (Months ago, Dame Hasir froze to death in the woods while fleeing Ahtu pursuers, and her children perished with her.) Now Ice Skeletons, they stalk the cemetery day and night, figures of bone, pallid against the black hilltop. They surround whoever dares enter their domain and send up an eerie keen to the intruders of their fate. Victims can escape harm or even win these spirits as allies by swearing to slay Ahtu. But the Skeletons will close to kill whoever refuses this oath. If anyone breaks his vow to the Cold Dame, she will bring her brood and seek revenge, striking at a moment when the oathbreaker seems helpless, preferably when camped alone in the cold. If struck down and bashed to pieces, the Ice Skeletons reform themselves in quieter moments and are soon up to their gruesome tricks again.

If the Hasir regain power in the region, Grandfather Ahtu will ascend from his barrow, dressed in a black shroud. Ahtu the Eldest is a Barrow Wight, an Undead being with glowing eyes who seeks visitors and commands them to lead him to the Hasir and to help slay them. After the attack is accomplished, he may slay anyone else the party names as enemies. Grandfather Ahtu will attack anyone who refuses to cooperate with him, casting a paralyzing spell upon them with his touch.

11. The Witch's Home. This ridge rises to a barren stony crest; tall pine trees blanket its lower slopes. Pockets of filthy snow survive year-round in its higher crevices. Here lives Vanya Hasir in a simple thatched shelter on the north edge, concealing herself from the Ahtu, the invaders and her own family. Her plain face and braided brown hair contrast with the burning eyes of a visionary. Vanya clearly reads the signs of times. She despises the potentate, knowing that he plans to enslave her people. Despite her family's pleas for restraint, Vanya spoke openly throughout Forvers, condemning the host and warning against collaboration. Of course, the Ahtu found a Hasir's prophecy unpersuasive. Vanya finally appealed to the Clanlords and sent them information about the Host's movements. When the invaders took power, Bakar ordered Vanya's arrest. She renounced her family and fled to the mountains, to avoid giving the Host a pretext for slaughtering the Hasir.

Vanya yearns to flee these war-torn hills, but she remains to spy for the Clanlords, out of devotion to the Hasir family. Ten warriors of the Clanlords protect her, arming themselves with leather jerkins, short horsebows and pole arms. These soldiers enjoy improvising weapons and once hoped to raise a band of farmers armed with home-made weapons. Vanya assured her protectors that the timid hill people would never unite under them, a fact which leads these troops to dismiss the local people as cowards. The Ten feed themselves by waylaying timid farmers.

When the party passes the ambush site, PCs find the road blocked by sharp stakes driven into the dirt. Vanya and the ten warriors will emerge from thickets behind them, shortbows drawn and ready. One soldier will demand food in a stern voice, listing exactly what each adventurer carries, for Vanya "watched" the party packing its bags with a Vision Guide spell. The same magic warned her how to counter any ruse the party attempts. Although these spies fight when forced to, they do not like to kill. (They may actually befriend former victims, like the PCs.) Vanya's Intuition spells tell her what adventurers might join her cause, and she warmly entreats them to help her spy upon the Potentate's forces. The Clanlord soldiers relish their role as bandits and swap stories with adventurers. They have a purse of 20 corals worth 10 gold pieces each, a reward for informers.

12. Clanlord Towns. (Not pictured on the Map of Forvers and Environs) The valleys run north, separated by ridges which rise to barren, gray, rocky crests. Several towns lie forty-five miles further north, beyond the Host's control. About 200 citizens live in each hamlet. Here, people assume that the war is over, at least until summer, because in these lands, warriors make peace after each campaign to return to their families. Clanlord Riders follow this tradition. Roughly fifty Riders live in each town, husbanding herds of sheep and trying to forget about the war.

LORD MIKAL'S ESTATE

(Not shown on the map of Forvers and Environs.)

Lord Mikal commands the Clanlords and lives in a wooden stockade at area A on the Empire Map, along with 40 underlings, breeding the Clanlords' herd of 350 horses. They love these beasts like children, not just as steeds in war. The horsebreeders own one enchanted bridle which allows a horse to speak the tongues of Men. Their horses desire only to graze freely. Mikal would like to oblige his steeds. The Clanlord commander stands an imposing six feet tall. He pauses before each sentence, regarding his audience from beneath thick dark brows. If adventurers approach Mikal, they will find him reluctant to make military maneuvers, although he may pay them for information or to conduct a guerrilla raid on some outpost of the Potentate's. The Clanlords have a chest of 200 gold coins for buying food and services. Lord Mikal will reward the most glorious heroes with foals.

5•ADVENTURE SCENARIOS IN FORVERS

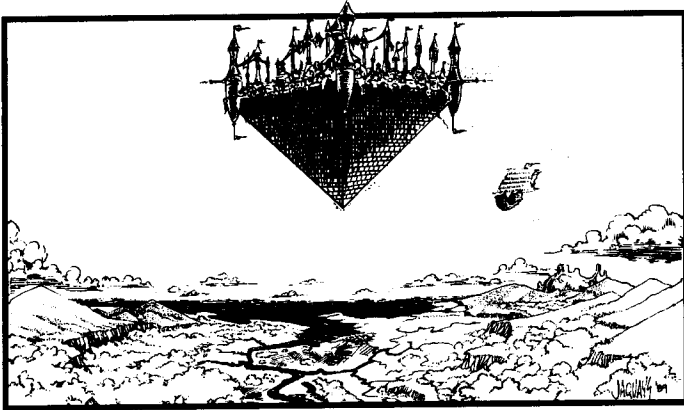
- The party passes through Forvers by accident, perhaps hoping to undertake a lucrative or exciting quest from some fellow-adventurer at the Fox's Hole Inn. When they enter the town, Gregkor conscripts the warriors. Tovish, Olden or Sandro may help them escape, in return for assistance raiding the Ahtu. The escape will drag them into the feuds of Forvers.
- As friends of the Clanlords or enemies of tyranny, the party could try to free Forvers from the Host.
- An eminent wizard hires the party to visit Forvers. He wants to learn the lore of the Spirit World and believes that Vanya Hasir can help, possibly by giving him the legendary Bile Stone, said to smite foes down and then revive them as horrors. The wizard knows and cares nothing about feuds or wars. When the party finally finds her amid the upheaval, she will refuse to help their sponsor until the Ahtu fall.

PART IV

• TABLES AND CHARTS •

1 • INDEX TO ADVENTURES

The following index summarizes the type and danger of each encounter presented in this book. GMs may use it to select an encounter appropriate for the type of terrain PCs are in, the type of monster they are likely to meet, or the strength of opposing force they must counter.



HOW TO USE THE INDEX

For example, if the party is in the desert and needs a random adventure, the GM will find two miscellaneous desert encounters: Parts II, 3 and Part II, 8. The entry also shows that the scenario presented in Part II, 8 of this book contains a tough sphinx, while the adventure detailed in Part II, 3 involves a pair of strong gemstings. If the party is weakened by disease or battle, a sphinx might kill them, so the GM might be wise to select the encounter detailed in Part II, 3.

This summary is presented as a suggestion only. Any of these encounters could be adapted to different terrain, where the danger would vary with the PCs' intent. For example, a Dragon is safe enough if it likes you.

The strengths of various encounters are rated on the following scale, taken from ICE's *Creatures And Treasures*: Weak, Average, Strong, Tough, Powerful, and Mighty. Since these scenarios are intended as brief encounters, they are not as deadly as those presented in other adventures, like *Demons of the Burning Night* and *Kingdom of the Desert Jewel*.

Encounter	Terrain	Hazard	Strength
Part II, 1	Mountains	Pegasus and Gargoyles	Average
Part II, 2	Underground	Gnolls	Weak
Part II, 3	Desert	Gemsting	Strong
Part II, 4	Meadow	People and Revenant	Tough
Part II, 5	Forest	Demon of the Fourth Pale	Powerful
Part II, 6	Sea Coast	Half-demon	Tough
Part II, 7	Arctic	Assorted Obstacles	Avg-Powerful*
Part II, 8	Desert Ruins	Sphinx	Tough
Part II, 9	Underground	Assorted Obstacles	Avg-Powerful*
Part II, 10	Wasteland	Basilisk	Tough
Part III	semi-populated mountains	Guards	Weak*
	Ahtu Farm	Tax Collector	Tough*
	Farms	Militia and Thieves	Average*
	Mill	Crows	Average*
		Slaves and Soldiers	Tough*
		Mayor	Tough*
	Town	Assorted	Strong*
		Mentalist	Tough*
		Undead	Tough*
		Witch and Bandits	Tough*
		Horsemen	Tough.*

*Will not harm PCs who behave responsibly, but extremely dangerous if mishandled.

2•ROLEMASTER CHARTS

ROLEMASTER MASTER NPC CHART

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov M
Akkak	7	35	3(20)	N	N	30sp	5sl	25
Animist. Knows the following spell lists, all to 10th level: Nature's Movement, Plant Mastery, Animal Mastery, Herb Mastery, Nature's Lore, Nature's Protection, Barrier Law, Weather Ways, Lofty Movements, Concussion's Ways. Co40, Ag55, SD60, Me90, Re56, St34, Qu45, Pr56, Em64, In90.								
Akruk	5	70	3(30)	N	N	80sp	80sb	20
Co90, Ag55, SD20, Me56, Re46, St94, Qu61, Pr45, Em64, In45.								
Aror	2	30	13(30)	N	N	35ss	50hcb	10
Aror does not carry his hcb with him.								
Auda	5	65	3(30)	N	N	80sp	80lcb	15
Co89, Ag65, SD70, Me40, Re36, St94, Qu65, Pr56, Em54, In60.								
Bakar	12	130	10(30)	N	N	160bs	160sb	10
SD90, Co65, Ag55, Me59, Re67, St78, Qu67, Pr65, Em50, In55.								
Balka	2	20	1(15)	N	N	35ss	30sb	5
Baradar	10	35	1(5)	N	N	30da	—	5
Knows the following spell lists to 10th level: Lofty Movements, Concussion's Ways, Light's Way, Essence Hand, Spell Wall, Lesser Illusions, Soul Destruction, Gas Destruction, Solid Destruction, Fluid Destruction, Mind Destruction, Flesh Destruction. He knows Spirit Mastery to 5th level.								
Barmaids	1	20	1(10)	N	N	35St	—	0
Barnabus	8	100	13(30)	N	N	105bs	105sb	10
Bentham	4	55	1(30)	Y10	N	70bs	70lb	10
Bembley	1	25	3(30)	N	N	35da	35lcb	5
Co91, Ag45, SD50, Me35, Re56, St64, Qu45, Pr45, Em53, In54.								
Brownboots (150)	2	35	10*(30)	Y5	N	70bs	25lcb	5
Burad	10	115	17(30)	N	N	115ls	115sb	35
Cheaga	1	10	1(15)	N	N	10St	10da	0
Clanlords	1	30	10(30)	N	N	40bs	40lb	10
Equans (100)	4	55	15(30)	Y10	N	70ml	70sb	10
OB +50 with whip.								
Farmers and Other								
Folk of Forvers (1,000)	1	20	1(10)	N	N	35pa	—	0
Fazil	1	25	1(30)	N	N	35da	35da	5
Gerom	3	25	1(15)	N	N	45St	40da	5
Thief.								
Gnolls	2	40	3(30)	N	N	20ha	10sl	15
Gnoll Illusionists (5)	7	25	1(10)	N	N	20ha	—	25
Level: 5 Skill Ranks in Hiding and Adrenal Moves, Speed. Know following spell lists to 10th level: Illusion Mastery, Mind Sense Molding, Guises, Light Molding, Feel-Taste-Smell, Sound Molding and Detecting Ways.								
Grana	15	155	20(35)	Y25	N	140ml	140sb	20
SD70, Co55, Ag65, Me49, Re65, St98, Qu85, Pr85, In50, Em40. Grana's shortbow is enchanted to +10.								
Grandfather Ahtu	15	145	1(90)	N	N	35da	—	5
Touch casts "paralysis" Spell or "sleep" spell or drains 5 Con pts/md; -25 RR.								
Gregkor	7	100	13(30)	N	N	105ss	85sb	20
Grimo	5	50	5(30)	N	N	75ss	75sb	10
Hadrac	3	45	19(30)	N	N	60ml	60sb	5
Hunters (5)	1	30	3(10)	N	N	30sp	40lcb	5
Juga	1	10	1(15)	N	N	10St	—	0
Mikal	16	155	10(45)	N	N	145ml	145lb	15
SD50, Co65, Ag65, Me59, Re45, St99, Qu97, Pr75, In70, Em65. Mikal owns a magical +10 lance which can shrink from normal size to a short stabbing spear in close combat. Its damage remains the same.								
Night Sky Band (6)	2	30	1(20)	N	N	50cl***	30da	5
One-Eye	4	55	1(30)	N	N	70ss	70sb	10
Madook (20)	2	40	3(30)	N	N	35sp	35sb	10
Melalil	3	20	1(20)	N	N	40da	40da	5
SD40, Co55, Ag75, Me59, Re67, St48, Qu77, Pr75, In55, Em50.								
Nataya	10	45	1(10)	N	N	50da	—	5
Knows the following spell lists to 20th level: Presence, MindMerge, Mind Control, Sense Control. She knows the following lists to 10th level: Mind Attack, Mind Speech, Cloaking, Attack Avoidance, Mind's Door, Mind's Mastery. SD95, Co65, Ag55, Me59, Re67, St45, Qu67, Pr95, In77, Em60.								

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov M
Olden	5	65	15(30)	Y15	N	80bs	80lb	10
OB does not include broadsword's +20 bonus.								
Pages (3)	1	25	5(10)	N	N	35ss	35sb	5
Pickets (18)	3	45	10(20)	Y10	N	60bs	60lb	10
Purlock	7	65	10(15)	N	N	85da	60sl	10
Sandro	5	70	15(30)	Y10	N	90bs	70lb	10
OB does not include broadsword's +20 bonus.								
Silat	1	25	5(20)	N	N	30sp	40lcb	5
Fighter. Co96, Ag75, SD53, Me46, Re57, St66, Qu48, Pr65, Em43, In62.								
Slaves (110)	1	25	1(10)	N	N	35St	—	5
Squires (5)	3	65	5(10)	N	N	80sp	80lb	15
Fighters with Perception, Stalking and Ambush skills at 5th level.								
Tovish	8	110	6(40)	N	N	125wh	90lb	10
SD60, Co55, Ag55, Me69, Re57, St90, Qu90, Pr30, In45, Em47.								
Tribesmen	3	45	3(10)	N	N	60sp	60sb	15
Vanya	7	30	1(30)	N	N	20da	—	5
Knows the following spell lists to 10th level: Time's Bridge, Holy Vision, Starlights, Starsense, Weather Ways, Barrier Law, Delving, Damage Resistance and Brilliance. She knows Calm Spirits to 5th level. SD60, Co65, Ag85, Me89, Re67, St40, Qu75, Pr70, In75, Em67.								
Vanya's Guards (10)	3	45	5(20)	N	N	60pa	65sb	10
Verix	1	15	5(10)	N	N	35ls	35lb	5
Vilmy	7	95	3(20)	N	N	95sp	95lcb	20
Co85, Ag67, SD49, Me36, Re63, St96, Qu54, Pr46, Em56, In47.								
Watchmen (100)	1	30	1**10	N	N	40sp	30sl	5
Wilke	10	115	15(30)	Y25	N	115ml	115bs	15

* Elite Brownboots may own heavier armor.

** Unarmed with AT 1 until they get to the Armory.

*** Whenever these clubs cause damage, the victim suffers one extra point due to nails.

ROLEMASTER HERB AND POISON CHART

Name	Code	Form	Prep/Apply	Cost	Effect
Foolscabbage	c-M-7	Leaf	Ingest	10gp	Violent nausea and vomiting (-50 to OB and maneuvers for 1-10 hours). Purges the system of all poisons and foreign objects.
Harriot	c-M-9	Root	Ingest	100gp	Severe circulatory poison. Beginning in 5-50 rds, discoloration and chills; incapacitating headaches (no activity; 1-10 hits/rd until unconsciousness or coma).

ROLEMASTER MASTER BEAST CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Bears (2)	10	90	Spt/20	MF/MF	L/I	230	8(30)	85LGr60/65LCI	1-2	Aggressive
Hasir	5	40	Run/0	MD/MF	M/I	70	1(35)	special**	1	Protect
Crows	1	60	Dash/30	FA/FA	S/-	60	1(60)	SPi50/SCI50/20MCI	200	Normal
Deer	1	90	Dash/20	VF/FA	M/I	55	3(30)	20SHo80/00Sts20	3	Timid
Demon	13	160	Dash/40	BF/FA	L/LA	155	4(60)	60wp(tail)/70LBa/90ls***	1	Cruel(SU)
Demon Dogs	4	120	Dash/20	FA/FA	M/I	70	3(30)	50MBi/60MBa/90LBi§	2	Hungry(VL)
Gargoyle	5	80	FSpt/30	MF/FA	M/-	80	16(35)	60LCI/40MBi/50lasso	1	Greedy(IN)
Gemstings	4	80	Run/10	MF/VF	M/I	85	12(40)	60LPi(2x)/80LSt	2	Hungry(NO)
Ghoul	3	65	Spt/20	MF/MF	M/I	70	4(20)	80MBa/100SCi§	1-5	Protect(No)
Goats	2	80	Dash/10	FA/FA	M/I	45	3(45)	80MBa100	1-20	Normal
Guardian	19	—	—	—/MF	L/LA#	180	3(60)	special£	1	Protect(AA)
Half-demon	8	70	Dash/20	MF/FA	M/LA	120	11(50)	110ls/specialΩ	1	Cruel(VH)
Horses	3	90	Dash/20	MF/FA	L/—	150	3(40)	70MCR	3-120	Normal
Ice Skeletons	3	60	Spt/0	MD/MF	M/I#	50	1(35)	45MBa[cold]/10'R fear††	8	Berserk(NO)
Jellyfish	0	5	Walk/0	IN/IN	T/—	2	1(30)	touch inflicts 1-10 hits	1-100	Passive
Mummies	6	40	FSpt/0	SL/MF	M/II#	100	8(30)	70LBa100/120LGr	3	Protect(IN)
Phantom	2	50	FSpt/10	SL/MD	M/I#	40	1(20)	30SBolt/(1 Con Pt/rnd.)	1-4	Inquis.(LI)
Polar Bear	10	90	Spt/10	MF/MF	L/I	230	8(30)	85LGr/65LCI	1-5	Aggressive.
Revenant	4	40	Spt/0	VS/MD	M/I#	65	7(25)	40ls/special¥	1-2	Berserk(MD)
Sled Dogs	2	100	Dash/30	FA/FA	S/—	50	3(60)	60SBI	30	Normal
Sphinx	11	80	FSpt/20	MF/VF	L/—	300	11(70)	150 LCI/110HBA/Special†	1	Playful(VH)
Starbreeze	6	140	Dash/40	VF/FA	L/I	150	3(40)	50MBa/60MTs	1	Timid(AV)
Will Of The Wisp	6	130	FSpt/20	VF/MF	M/LA#	80	1(100)	Body is 50C Cold Ball	1	Cruel(MD)

** 45MBa[cold]/10'R fear, after 3 rnds drains 2 Con pts/rnd in 10'R; unaffected by puncture crits; fire does double damage.

*** The Demon uses its tail as a whip for double damage and fights with a Dagger of Long Strokes. The round after it achieves a critical with its bash, it may make a 130LCr attack.

§ When Demon Dogs achieve a critical, they attack in the next round by breathing a 30 OB firecone, up to ten times per day. Reduce the severity of all criticals against these Dogs by one level.

\$ When this Ghoul scores a critical, it also makes a 45 OB attack with its spear in the same round. There is a 50% chance that any wound this creature causes becomes infected with a level 6 bubonic disease. Characters must make a RR upon seeing the Ghoul attack or run in fear. Ghouls do not die forever until their bodies are burned. Otherwise, this creature "drops" after losing all its hits but regenerates them at a rate of one every ten minutes.

£ (The "Old Wind") The Guardian is a whirlwind. Characters must make a Resistance Roll to leave or enter its 5' radius successfully. Hurling winds cause a -50 to all Moving maneuvers and force characters to make an Easy maneuver or be hurled over a slope (taking a 10 OB attack on the Fall/Crush Attack Table, p58 of AL/CL). This causes characters one hit damage/round due to cold. The creature may also cast spells from the Air Law list, with 38 power points. Its whirlwinds cause double concussion damage due to the cold.

Ω The Demon can spit 40' once per minute, causing damage like that of a 40 OB firebolt. His powers let him turn any portable object invisible, or to become invisible himself, although attacking makes him visible. He wields a +5 sword. The Demonshield adds +10 to the wielder's DB as well as normal shield bonuses.

†† after 3 rnds drains 2 Con pts/rnd in 10'R; unaffected by puncture crits; fire does double damage.

¥ Only magical weapons harm a Revenant. The touch of a Revenant forces the victim to make a resistance roll at -10 or lose 3 Co points each round. A Revenant knows all Soul, Mind and Flesh Destruction spell lists to 5th level. Note that it can only be permanently killed by burning or by holy weapons. The Revenant regenerates other damage at the rate of one concussion hit per ten minutes.

† Casts base Mentalist spells to 15th level. Owns a x2 Mentalist spell multiplier.

3•FANTASY HERO CHARTS

FANTASY HERO MASTER NPC TABLE

Name	STR	DEX	CON	BODY	INT	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DMG	MOVE
Abell	11	14	11	11	11	13	4	1	4	1	3	5	30	6	5	2D6k	7"
Akkak	7	11	8	11	13	12	4	3	4	2	2	4	20	5	5	3d6	6"
Spells: 30 points active in any nature related magic.																	
Akruk	18	12	17	14	10	9	7	3	5	2	4	8	35	6	5	2d6+1K	7"
Aror	12	11	15	12	10	10	9	6	7	4	3	6	28	5	5	1.5D6K	6"
Aror has a Heavy Crossbow (OCV = 6) but does not usually carry it.																	
Auda	18	13	16	13	8	11	7	3	5	2	3	7	33	6	5	2d6K	6"
Bakar	15	11	12	16	12	12	9	5	7	4	3	6	35	8	5	2d6K	8"
Balka	13	11	13	13	10	12	6	1	4	1	3	6	30	5	4	1.5d6K	7"
Baradar	13	14	15	12	15	15	5	1	4	1	3	6	29	6	5	1d6K	6"
Spells: 30 points active.																	
Barmaids	9	11	11	10	10	10	3	1	3	1	2	4	21	5	4	3d6	6"
Barnabus	13	15	14	13	10	11	10	6	7	4	3	7	30	8	6	2d6K	7"
Bentham	13	12	11	12	11	10	6	1	4	1	3	5	28	6	5	1.5d6K	6"
Bembley	11	9	18	12	9	9	4	1	5	1	2	6	30	5	4	1d6-1K	5"
Brownboot	13	11	13	11	10	10	10	5	8	4	3	6	28	6	5	1.5d6K	6"
Burad	15	14	16	15	10	14	12	7	10	6	3	7	34	8	6	2d6K	8"
Cheaga	9	11	11	10	11	10	3	1	3	1	2	5	23	4	4	2D6	6"
Clanlords	13	14	13	11	13	15	10	5	7	4	3	6	28	6	5	2d6K	6"
Equans	15	14	13	12	11	11	11	6	9	6	3	6	30	7	6	2d6K	7"
Equans have a Familiarity with Whips and +1 OCV with them.																	
Farmers	11	11	11	11	10	10	4	1	4	1	2	4	23	5	4	1.5d6K	6"
Fazil	10	10	13	12	10	9	4	1	4	1	2	4	25	5	5	1d6-1K	5"
Gerom	11	14	11	11	13	10	4	1	4	1	3	5	25	6	6	1d6-1K	6"
Gnolls	13	14	13	12	10	10	7	2	5	1	3	6	29	5	6	4d6	7"
Gnoll Illusionists	11	11	13	11	13	11	4	1	4	1	2	5	27	4	5	3d6	7"
Spells: 40 points active in mental illusions and images. Note that all Gnolls have Stealth and Concealment at 12-.																	
Grana	20	15	11	14	12	17	14	9	11	9	3	7	35	8	6	2d6+1K	6"
Enchanted +1 accuracy Shortbow.																	
Grandfather Ahtu	20	14	18	17	10	20	10	2	6	1	3	8	40	6	9	4d6	7"
Special: Touch does 2d6 Entangle (doesn't stop attacks), 4d6 rnd vs immune to cold and a 1d6 con drain.																	
Gregkor	13	14	15	12	11	13	11	6	8	5	3	6	30	8	6	1d6+1K	6"
Grimo	15	15	13	12	10	9	8	3	4	1	3	6	30	7	6	1d6+1K	6"
Hadrac	15	11	15	11	10	10	12	8	11	8	3	7	30	6	4	1d6+1K	6"
Hunters (5)	13	14	13	11	10	11	7	2	4	1	3	6	27	6	5	1.5d6K	7"
Juga	9	11	11	10	10	10	4	1	4	1	2	4	23	5	5	3d6	6"
Mikal	20	14	13	18	10	15	12	5	8	4	4	8	40	10	7	2d6+1K	7"
Special: Mikal fights with a medium lance that can shrink from normal size to the size of a short stabbing spear.																	
Night Sky Band (6)	11	11	13	10	11	10	4	1	4	1	3	5	25	5	5	1d6K	7"
One Eye	11	14	11	12	8	11	5	1	3	1	3	4	24	7	6	1d6+1K	7"
Madook (20)	13	11	15	11	10	10	6	2	4	1	3	6	28	5	5	1d6+1K	8"
Melalil	9	15	11	10	11	15	3	1	3	1	3	4	22	6	5	1d6-1K	6"
Nataya	8	11	13	11	13	19	3	1	5	1	3	5	24	5	4	1d6-1K	6"
Spells: 40 active points in mental powers.																	
Olden	15	15	14	13	11	12	12	6	9	5	3	6	31	7	5	1.5d6K	7"
Pages (3)	11	11	11	11	10	11	3	1	3	1	2	4	24	5	5	1d6-1K	7"
Pickets	12	12	14	12	10	12	5	3	5	2	3	5	27	6	5	1.5d6K	6"
Purlock	11	17	11	11	13	13	7	5	6	4	4	4	25	8	7	1d6-1K	7"

Name	STR	DEX	CON	BODY	INT	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DMG	MOVE
Sandro	15	15	15	13	10	11	13	7	9	6	3	7	34	7	5	2d6K	6"
Silat	13	15	19	11	9	12	8	2	6	1	2	8	31	6	5	5d6	6"
Slaves	14	11	13	11	10	9	4	1	4	1	2	6	28	5	5	4d6	6"
Squires	13	14	11	12	10	10	7	2	3	1	3	5	28	7	5	1.5d6K	7"
Perception (13-), Stealth and Concealment at 12-																	
Tovish	18	11	11	16	13	5	7	3	4	2	4	6	34	7	6	1d6K	7"
Tribesmen	13	14	13	13	10	10	7	2	4	1	3	6	30	6	5	1.5d6K	7"
Vanya	8	17	13	11	15	14	3	1	4	1	3	5	25	7	7	1d6-1K	7"
Spells: 40 active points in weather/nature and spirit magic.																	
Vanya's Guards	15	14	15	12	10	11	8	3	4	1	3	6	31	7	5	1d6+1K	6"
Vilmy	19	15	16	15	8	8	7	2	5	1	3	7	38	7	5	2d6K	7"
Verix	13	11	13	11	10	10	8	3	5	1	3	6	28	5	5	1.5d6K	6"
Watchmen	12	14	13	11	10	11	5	1	4	1	3	5	27	6	5	1.5d6K	7"
Wilke	13	14	13	12	8	10	12	7	9	6	3	6	29	8	5	1.5d6k	6"

FANTASY HERO HERB AND POISON CHART

Name	Form	Prep/Apply	Cost	Effect
Foolscabbage	Leaf	Ingest	10gp	Violent Nausea. (-5 to all actions and skills for 2-12 hours) Purges the system of all poisons and foreign objects.
Harriot	Root	Ingest	100gp	Circulatory Poison. 1d6 NNd Kill, does body, lasts for two turns. Defense = Immune to poison/Constitution over 25.

FANTASY HERO BEAST CHART

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DAM	MOVE	
Basilisk	20	11	18	15	15	13	5	13	5	3	8	40	6	5	1d6+1K	8"	
Gaze Attack = 8d6 Transformation into Stone, 7 OCV, wears off in 30 days, must have eye to eye contact. Hissing = +15 Presence, only for causing fear.																	
Bears(2)	23	15	18	12	20	11	2	7	1	3	10	33	6	5	2x1d6 or 2d6-2	4"	
+10 Presence, Fear only. Additional 5d6 damage when bear hits with both claws (bear hug).																	
Cold Dame Hasir	15	15	20	14	30	10	7	7	3	4	7	35	7	6	2d6 RKA	8"	
1d6 Constitution drain in a 2 hex radius surrounding the creature. Double Body and Stun from Fire based attacks.																	
Crows (200)	-20	18	3	2	8	2	0	2	0	4	1	4	7	6	1 pip.	18"	
Deer (3)	15	14	15	10	8	7	0	3	0	3	6	30	6	5	1d6+1K	12"	
Demon	8	23	20	10	15	9	3	7	3	4	20	40	9	9	1d6+1K	10"	
The Demon may attack with its tail as if it were a Whip.																	
Demon Dogs(2)	15	18	15	12	15	11	5	11	5	4	8	30	7	6	2x1d6K	11"	
Fire Breathing = 1d6 RKA, Cone Effect, 10 times per day.																	
Gargoyle	15	15	13	10	20	7	2	5	2	3	9	25	6	5	2x.5d6K	10"	
Gemstings	15	17	15	11	20	7	1	4	1	3	6	25	6	6	1d6K	7"	
When a Gemsting does body to a character, it injects the following poison: = 1/2d6 NND Killing Attack, does body. Defense = Immunity to poison or not taking body from the sting.																	
Ghoul	15	14	23	12	15	8	2	5	0	3	8	None	5	5	1.5d6K	5"	
Ghouls are undead and therefore, Automaton. When the ghoul does body with his spear, there is a 50% chance of the character contracting a plague. Plague = Lose 1d6 of STR, CON, and Body per day until cured.																	
Goats	8	8	8	7	8	3	0	1	0	2	4	11	3	3	1d6	6"	
Whirlwind (special)	30	23	19	15	20	12	0	12	0	5	10	40	8	8	6d6.	10"	
Characters must make a STR vs. STR roll in order to enter or leave the area. Characters roll against a 50 STR. PCs inside the Whirlwind are at -6 to dex rolls and attacks and take 2d6 attack per turn due to cold. This attack can not be recovered from while in the cold. Spells: 30 points active in any spells relating to Wind/Air.																	
Horses	25	15	20	16	20	5	0	4	0	3	9	40	5	5	2x.5d6K	18"	
Riders add 3 to their horsemanship rolls due to proper training. Lame Horses have only 10 body and move at 7" instead of 18."																	

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DAM	MOVE
Ice Skeletons Skeletons are undead and are treated as Automaton. Skeletons drain 1d6 Con per phase in a 2 hex radius. Ice Skeletons take 2x body from fire-based attacks.	10	11	13	10	10	4	4	4	4	2	5	None	5	5	1d6+1K	6"
Jellyfish	8	11	13	10	10	5	1	3	0	2	5	21	4	4	1d6K	5"
Mummies (3) Takes double stun and body from fire-based attacks.	25	10	25	18	18	10	3	4	1	2	10	44	7	4	6d6	4"
Half-Demon Invisibility at will. +1 accuracy sword and a +1 DCV magic shield. Acidic Spit = 1d6 RKA, effects 4 phases. Usable once per minute.	23	20	19	14	15	13	5	8	4	4	9	36	9	7	2d6+1K	8"
Polar Bear	30	20	20	18	30	12	2	8	1	3	10	48	8	7	2x1d6+1K	5"
Revenant +20 Def against nonmagical weapons. Automaton status. 1 body Regeneration/turn. Characters touching a Revenant lose 1d6 CON, BODY, INT And EGO.	13	14	13	10	18	8	2	8	2	3	7	None	7	7	1d6+1K	8"
Sled Dogs 30 sled dogs at the trading post (area A) while Akurk owns six (area B).	13	14	15	10	15	6	0	3	0	4	6	28	6	5	1d6K	8"
Sphinx 30 point V.P.P.P. only for detecting people who have been in the Sphinx's presence.	40	15	28	25	30	13	6	11	6	3	14	59	11	6	2x2.5d6K	8"
Starbreeze, the Pegasus	25	21	25	15	25	9	3	9	3	5	15	41	9	9	2x.5d6K or 6d6	11"
Will of the Wisp 8 Body Desolidification. Affected by spells and magic weapons. 4d6 cold attack, area effect 4 hexes, affects solid.	0	11	23	15	20	0	0	5	0	2	5	26	4	4	Special.	5"

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Adventures in this module take place on a small area of the planet Kulthea. The **Shadow World Master Atlas** (St. #6000) details the world and its inhabitants. Two Master Guides and a color 3' x 4' world map are included in the Atlas boxed set.



Adventure Location

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