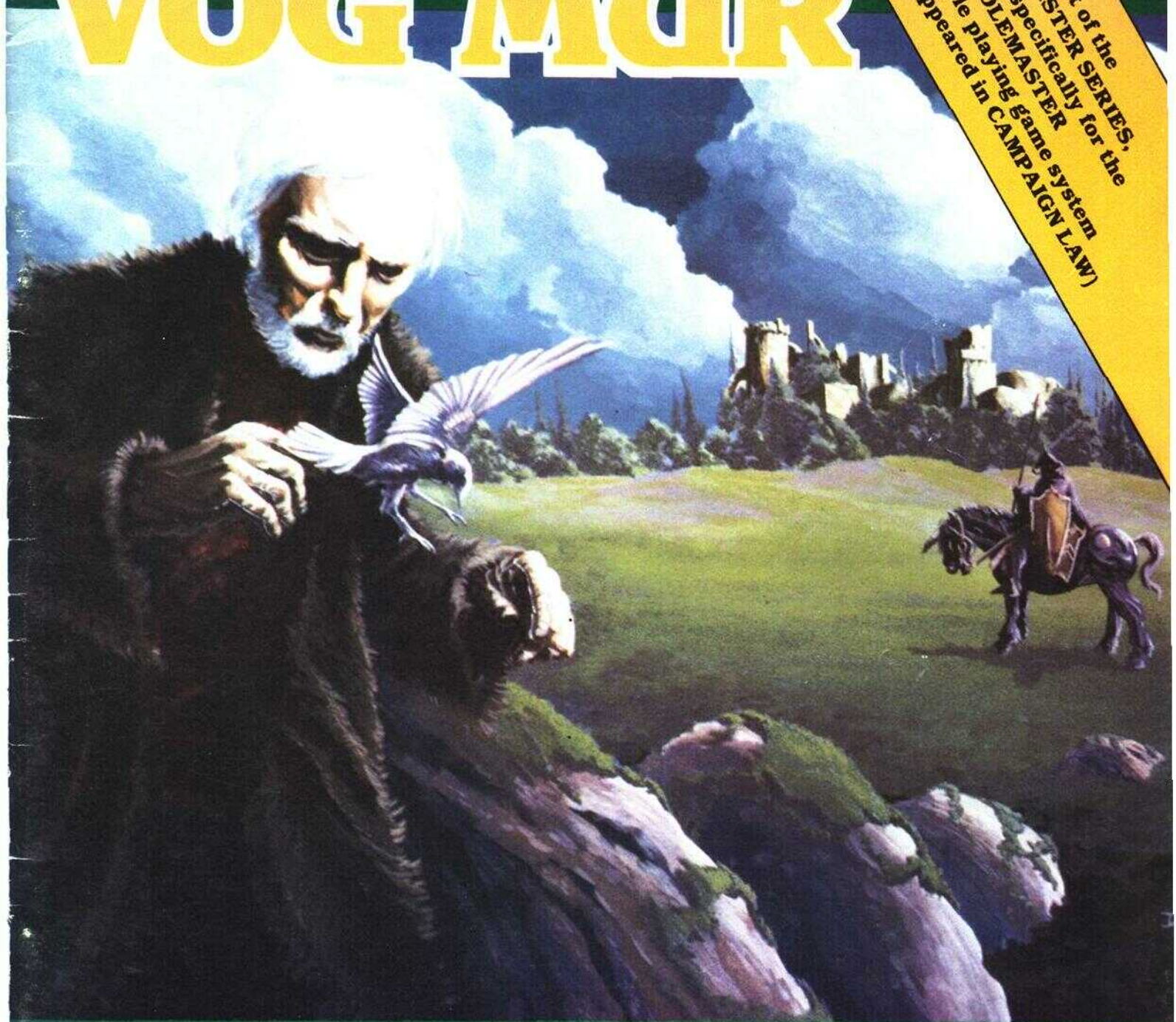


The World of

VOG MURTM

Part of the
LOREMASTER SERIES,
Designed specifically for the
ROLEMASTER
fantasy role playing game system
(VOG MUR appeared in CAMPAIGN LAW)



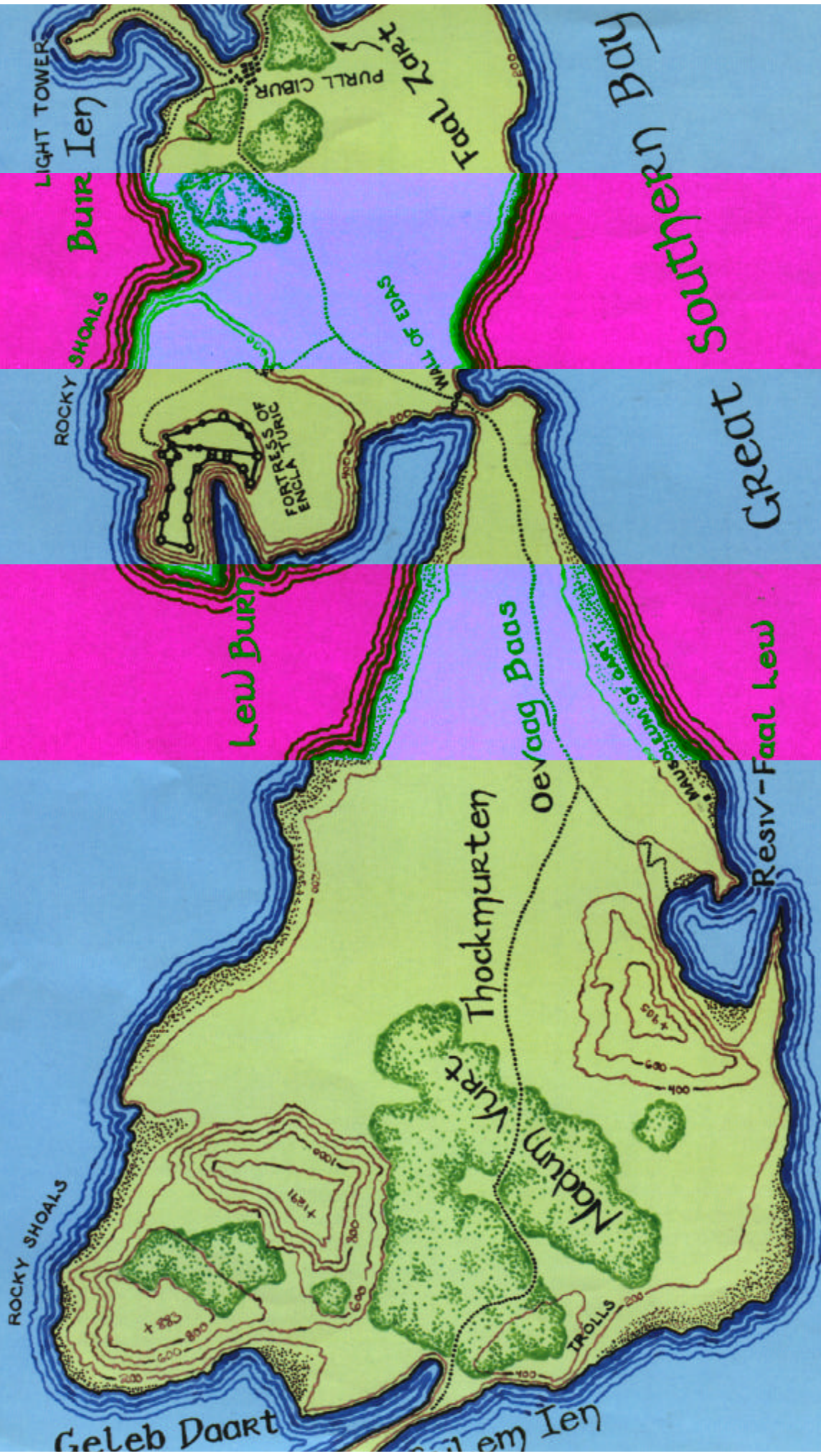
Welcome to the world of VOG MUR, a tropical island group teeming with adventure. Search for the secret of ORDYE THROG, nestled in the slopes of BUIR DOM, the once active

volcano. Face the unspeakable terror that wanders the ancient MAUSOLEUM OP GART. Discover why the LON LEMIRA has for centuries been a place of awesome reverence.

VOG MUR contains

- The Chronicles of ELOR, a history of the islands
- a Muri-Elven dictionary
- stat charts for all of the central characters, creatures, and wild beasts
- * layouts for all of the important sites on the 3 isles
- detailed level by level layouts of the massive fortress of ENCLATURIC
- * color maps of the 3 islands
- Stock#LM11001

Great Northern Bay



Dalov Perll

CONTENTS

- 1.0 INTRODUCTION
- 2.0 SETTING UP A CAMPAIGN IN VOG MUR
- 3.0 RUNNING A CAMPAIGN IN VOG MUR
- 4.0 THE WORLD OF VOG MUR
 - 4.1 THE PHYSICAL LANDSCAPE
 - 4.11 The Land
 - 4.12 Water
 - 4.13 Climate
 - 4.2 THE INHABITANTS OF VOG MUR
 - 4.21 The Plants
 - 4.22 Beings and Animals
 - 4.221 Wild Beasts and Monsters
 - 4.222 Thinking Creatures
 - 4.3 SEDENTARY AND NOMADIC CULTURES OF VOG MUR
 - 4.4 EVENTS
 - 4.41 Natural Events
 - 4.42 Political Events
 - 4.5 NON-PLAYER CHARACTERS
 - 4.51 General Figures of Note
 - 4.52 Specific Figures of Note
 - 4.6 VOG MUR STATISTICS AND TABLES
 - 4.61 Adventures in the Village of Puril Cibur
 - 4.611 A Brawl in the Inn of Vemtar
 - 4.612 Archery, Jousting and Hand-to-Hand Combat
 - 4.613 Import or Harbor Duty Problems
 - 4.614 Punishment
 - 4.615 Prominent Examples of Townfolk
 - 4.62 Encla Turic, The "Iron Gate"
 - 4.621 The Masters of Vog Mur, the Half-Elves of Encla Turic
 - 4.622 The Character of the Masters
 - 4.623 The Garrison Troops
 - 4.624 The Forty Sea-Krals
 - 4.625 Other Beasts of the Castle
 - 4.63 The Throkmurten
 - 4.631 The Bears Near the Throkmurten
 - 4.632 The Boars Near the Throkmurten
 - 4.633 The Eduum-Kai
 - 4.64 The Mausoleum Gart
 - 4.641 Gart, Wight-lord
 - 4.642 Mausoleum Gart's Skeleton-guards
 - 4.65 Sulem Ien
 - 4.651 The Ghouls of Sulem Ien
 - 4.652 The Wolves Near Sulem Ien
 - 4.653 The Trolls Near Sulem Ien
 - 4.66 Gudd Tyl
 - 4.67 The Lon Lemira
 - 4.68 The Inhabitants of Ordye Throg
 - 4.681 The Throk-Vurd
 - 4.682 The Keepers of the Buir Dom
 - 4.683 Vorig

CREDITS

Authors: Peter C. Fenlon, John Ruemmler **Designers:** Peter C. Fenlon, John Ruemmler **Developers:** Peter C. Fenlon, Terry K. Amthor, Larry Simms **Floorplans/Layouts:** Richard H. Britton, Peter C. Fenlon, Terry K. Amthor **Cover Art:** Rick DeMarco **Interior Art:** Charles Peale, Leonard Cook, Richard H. Britton, Terry K. Amthor **Maps:** Richard H. Britton, Peter C. Fenlon **Production:** John Ruemmler **Editorial Contributions:** S. Coleman Charlton, Peter C. Fenlon, John Ruemmler, Larry Simms, **Cover Graphics:** Richard H. Britton **Special Contributions:** Sam Irvin, Chris Christensen, Howard Huggins, Tommy Williams, Kurt Fischer
 Printed by **American Press**, Gordsonville, VA
 Typesetting by **Graphic Communications**, Charlottesville, VA

Copyright© 1984 IRON CROWN ENTERPRISES, Inc., Charlottesville, VA.

Produced and distributed by IRON CROWN ENTERPRISES, Inc.

P.O. Box 1605, Charlottesville, VA 22902. Stock #11001.

ISBN· 0-915795-15-9

1.0 INTRODUCTION

Vog Mur is intended to provide a complete and alternate world setting for an exciting fantasy role playing (FRP) game. The extensive notes scattered throughout the text will give the gamemaster "inside" information that he or she may or may not decide to share with the players; the right-hand margin notes also add a richness to the fantasy experience and furnish data that make more "real" the creatures and beings of *Vog Mur*. The game aids, charts, and layouts included are intended to add depth and dimension to the fantasy role playing experience. Gamemasters and players interested in further developing campaigns or quests based upon this or other modules will find *Campaign Law*, another ICE product, very helpful.

A dynamic role playing campaign offers greater choice than a simple quest or adventure scenario; however, it demands a more extensive commitment of time and energy on the parts of gamemaster and players alike. The world of *Vog Mur* beckons to these connoisseurs of fantasy role playing games.

2.0 SETTING UP A CAMPAIGN IN VOG MUR

The world of *Vog Mur* — like your own world — is ever-changing and yet, within the pages of this module, largely "frozen" in time. (However, *The Chronicles of Elor Once Dark* included in the heart of the book will provide a sense of history and the unique past to the players making their way through the dangerous and beautiful islands of *Vog Mur*.) It includes references to the nearby continent of *Emer*, one of the great lands of the world of ICE's *Loremaster*™. Naturally, GMs wishing to set the isles in their own world will have no trouble placing them wherever they desire.

The design of this book, which splits the fantasy world into convenient sections, is intended to aid the flow of the game and not to provide all necessary or interesting information to the players. As in any good fantasy role playing situation, the gamemaster and players involved should encourage each other to develop and include in their game any "facts" that add to the pleasure and excitement of the game. (For example, a player character (PC) who wants to climb the awesome extinct volcanic peak of *Buir Dom* would do well to read about extinct volcanoes, especially those in tropical climates.)

When developing a *Vog Mur* campaign, the gamemaster (GM) is urged to progress from the general to the specific and to begin with the physical world, its flora and fauna, and its inhabitants. Later the GM should add the cultural and historical background information that will inspire in the players a true sense of "being there."

3.0 RUNNING A CAMPAIGN IN VOG MUR

Once the gamemaster has drawn maps and charts providing greater detail about each of *Vog Mur*'s three islands and their inhabitants, the players will be able to operate freely and enthusiastically within the framework provided. Of course nothing really happens until the GM puts the world into motion, and players begin to act for themselves. Significant outside action influencing play might include the outbreak and spread of plagues or famine, aggressive acts by certain groups, and the accumulated power held by certain leaders — in *Vog Mur*, the Masters of the stronghold of *Encla Turic*.

Gamemasters are urged to play close attention to the economy of the islands and to make it profitable for player characters to make full use of the Statistics and Tables provided in Section 4.6.

Welcome to the world of *Vog Mur*! Enjoy yourself, adventurer, but beware, for the eyes of *Silmas* are upon you!

4.0 THE WORLD OF VOG MUR

4.1 THE PHYSICAL LANDSCAPE

4.11 THE LAND

Vog Mur is a land of three small islands rich in myth and history yet locked in the mists of fantasy and mystery. Set like emeralds in the Far South Sea, the isles — each distinctly different in legend, landscape and lifeforms — lie ten miles from the nearest coast, the large and uninhabited island of *Emer* to the west. Thus *Vog Mur* (literally "Death Watch") is a world unto itself and yet very much a part of the larger world beyond its rocky shores.

Largest and most easterly of the islands is *Dalov Perll*, Island of Winds. Fourteen miles long and eight miles wide, *Dalov Perll* looks very much like two land masses joined by a narrow neck of rocky earth. The eastern chunk of land is home to *Vog Mur*'s principal Mannish inhabitants, the fishermen, farmers, soldiers and shipwrights of *Purll Cibur* (Wind Haven). Most striking topographically is an arm of land at the northeast corner of the island flexing its muscle more than a mile seaward. The arm, called *Buir Ien* or "Point of Fires," creates a cove facing northward and sheltered to the south by a heavily wooded projection of land, *Faal Zart* (Wolf's Head). About two miles to the west of *Purll Cibur* stands *Encla Turic*, a castle stronghold atop a 600 foot rise commanding a broad view of the island's Northern Bay and the Wilds to the west. *Dalov Perll*'s eastern third is a quaint and gentle land of rolling hills, small stands of woods, broad grasslands and rocky but navigable coves, a pirate's delight.

Dalov Perll's wild western lands, which comprise two-thirds of the island's total area, are inhabited by but a few Mannish creatures and feature three good-sized hills and an equal number of large coves. In the heart of this wilderness lies an active geyser basin and to the west, *Vog Mur*'s greatest forest, *Nadum Vurt*, or the Wildwood. A narrow finger of land, *Sulem Ien* or Breaker Point, points northward from the far western shore of the island; this barren and inhospitable cape invites nothing but trouble and the hardest of adventurers.

Sandwiched between the larger islands of *Dalov Perll* and *Ordye Throg* — like a bit of cheese between two chunks of bread — the rocky islet of *Dalla Veurd* sends up a solid green wall of hardy trees to discourage or intrigue the seafaring adventurer. Only two and a half miles in length and two miles wide, the Isle of Passing (as *Dalla Veurd* is called) has claimed many ships on its rocky shoals and set many a sailor to cursing his luck. But for two remarkable ruins, *Dalla Veurd* bears no marks of Man or Elf and is eerily silent; however, the squirrels and birds who make their homes on the islet are sure to protest vociferously any invasion of their unspoiled refuge.

To the west of *Dalla Veurd* looms the ominous spire of *Buir Dom* (Fires of Silver), an extinct volcano that rises 15,000 feet above sea level to dominate the far western island of *Vog Mur*, *Ordye Throg*. *Ordye Throg*, or "Sky Keep," is, in reality, the peak of a massive submerged island whose higher reaches form all three islands that make up *Vog Mur*. Only seven miles by six miles, *Ordye Throg* nonetheless presents a formidable presence to the adventurer: at its heart stands an immense tower of rock, or *Karn*, visible to sailors miles from the island's shores on clear days. An isle of precipitous cliffs and ragged hidden coves, *Ordye Throg* also features woods standing above the less sheer eastern and southern shores, a vale on the western cliffs only shelf (11,000 feet above the crashing sea) and a small lake in the volcano's crater. The steep walls of the crater obscure the presence of the lake and the islet at its center from all but those few with the heart and grit to scale the peak.

Buir Dom, the mountain beneath the sea whose peaks make up *Vog Mur*, extends over 26,000 feet upward from its base on the floor of the sea and boasts a diameter of 52 miles. *Ordye Throg* then, like its sister isles *Dalla Veurd* and *Dalov Perll*, is but the summit of a vast submarine mountain many times larger than what appears above the surface of the water.

4.12 WATER

The Far South Sea that surrounds *Vog Mur* is a sailor's nightmare, a vast yet mostly-charted ocean of shifting currents, sudden storms and mast-cracking gales. Near the islands, deceptive coves and hidden reefs provide more danger. Between *Ordye Throg*, the westernmost of the islands, and *Emer*, the nearest foreign shore, the swift and shifting currents of the Sea make such a seemingly simple voyage something of a trick best performed by an experienced crew in a sturdy ocean-going craft. To the fishermen of *Purll Cibur* the Sea is a stern, unforgiving mistress, kind most days but fickle at heart. At her best the Sea is bountiful and but for the month-long monsoon, the *Usiva Perll* (or Water Winds), provides a plentiful catch day in and day out.

But for the Sea, which surrounds *Vog Mur* physically and impresses herself upon every resident — man and beast — only one other body of water casts any significance upon the landscape: the legendary *Usiva Krem*, or Waters of Glass. Created ages ago when an earthquake — not unheard of in this region of the world — collapsed a portion of the cooled crater 15,000 feet above the sea on *Ordye Throg*, this extraordinary lake — 600 feet deep and only a half-mile long and a quarter-mile wide — is the rarest of sights. In fact, no one who has scaled the craggy mountain terrain of *Buir Dom* remains alive today. From the crystal clear waters of *Usiva Krem* flows a stream that rushes to a waterfall on the western vale of *Ordye Throg*, one of a handful of significant freshwater rivulets in all of *Vog Mur*. (The isles have suffered droughts periodically.) But much more important than its practical value is the mythic import of the *Usiva Krem*: to the adventurous Mannish folk of *Purll Cibur* and the ruling Half-elves of the stronghold of *Encla Turic*, the *Usiva Krem* beckons, promising untold wealth (if legends are to be believed), but threatening almost certain death.

4.13 CLIMATE

The climate of *Vog Mur* is generally kind to flora and fauna and pleasant to Man and Elf. But for the rainy season and sudden storms, precipitation is rare, making drinking water quite a valuable commodity. Trade winds bring visitors at regular intervals; most commonly they are traders or

4.0 — The GM can use the margin space to cross-index material, and record their own comments or additions. Notes are provided to relate the way *Vog Mur* has been designed, thereby showing how a core area of a campaign can be structured.

4.0 — *Vog Mur* is a sample mini-campaign. It is essentially a ready-to-run unit ideally suited to **Rolemaster**, but adaptable to most other major FRP systems. Included are examples of many of the techniques discussed in the first three sections of **Campaign Law**.

4.11 - The reference to *Emer* gives the setting a certain bit of depth. By alluding to other, sometimes vague, places the GM can give the players a feeling of a much larger world. This conveys a sense of realism, since our own world experience holds similar unknowns surrounding the vastness of the planet. It also allows for the manageable expansion of the campaign.

pirates, although shipwrecked sailors and adventurers wash ashore with alarming frequency in the storm season, the *Puirl Buirm*, or Black Winds.

Snowfall is unheard of — and unseen — in balmy *Vog Mur*, except atop towering *Buir Dom*, of course, which bears a white crown year-round.

4.2 THE INHABITANTS OF VOG MUR

4.21 PLANTS

The Flora of *Vog Mur* vary greatly from island to island, and even from one region to the next, especially on *Dalov Perll* and *Ordye Throg*. (*Dalla Veurd* offers little diversity but great diversion — and a healthy shot of danger to the bored and anxious adventurer.) With a little guidance and a lot of luck, the determined seeker can search out healing herbs and flowers of unimagined beauty and profusion; lacking in luck, he may find himself locked in the spiny grasp of a giant carnivorous plant native to the eastern shore of *Ordye Throg*, where his cries will be unheard and unheeded by all but the beasts who live there.

Dalov Perll is by far the most cultivated of the three islands, and yet two-thirds of it is a tangled mix of woods, scrub, bubbling geysers and rock. The untamed western reaches of *Dalov Perll* can be viewed as three distinct regions, each with its own peculiar habitat and characteristic plantlife. The regions referred to are: *Oevaag Baas* (Deathless Hollow), the *Throkmurten* (Guardianpits) and the desolate wilds of *Sulem Ien* (Breaker Point), the westernmost point of the island.

The area surrounding the south-central hills west of the settled territory on *Dalov Perll* is the *Oevaag Baas*, or Deathless Hollow. The Hollow encompasses a small wood and scrubby heather that cover two bluffs overlooking a beautifully sculpted cove with only a narrow opening to the sea, the Hollow proper. The hills on either side of the cove — the *Wode Matha* to the east and to the west, the *Wode Haft* — vary widely in plant life.

The *Wode Matha*, or "Twin Hill," is a relatively large hill directly to the east of *Oevaag Baas*; its twin summits, both over 600 feet high, command an excellent overlook of the Hollow. Woods cover steeply sloped bluffs that face away from the water, but most of the *Wode Matha* is laden with scattered volcanic rock and dotted by small shrubs barely up to a man's waist. Wildflowers abound in the predominantly flat saddle 400 feet up, between the twin peaks. The long northern summit is barren and rocky; the southern height, closest to the sea, bears several caverns, the largest being the once-magnificent and now haunted Mausoleum of Gart, of which much is written in the ancient *CHRONICLES OF ELOR ONCE DARK*.

To the west of *Oevaag Baas* the *Wode Haft*, or "Heather Hill" in the common speech, forms a protective arm, guarding the cove from the rough surf and high waves pounding the shore from the south. This rugged, rocky hill bears no trees; most plantlife is centered in the heather growing at the 2-400 foot level. Hardy ferns and mosses desperately cling to life under the many overhangs, ledges and cave entrances that mark the *Wode Haft*.

Due north and slightly west of the *Oevaag Baas* is the *Throkmurten*, or Guardianpits, an active thermal basin bubbling with steamy mudholes and super-heated geysers and cracked by small volcanic fissures. (The *Throkmurten* has been laughingly referred to as the Land of the Burning Boots.) Boiling springs and deep caverns are plentiful in this region; the rough terrain is freely littered with pumice (good for polishing things but tough to walk on) and other volcanic debris less pleasing to the eye. Nonetheless, a profusion of bold and brashly-colored wildflowers and small trees lend color and an air of hospitality to the effervescent *Throkmurten*.

The chief feature of this area is the *Geleb Daart*, an 800 foot high hill cut by a small stream originating in a spring buried in the hill's flank. In the forests and along the precipitous canyonsides of *Geleb Daart*, or "Steep Fall," wild boars roam and snort, rushing any creature approaching them. Rumors of a primitive band of cave-dwellers inhabiting the *Galeb Daart* are alive in the civilized port-city of *Purll Cibur* miles to the east, but communication with the aboriginals is undocumented and brutally brief: gold and silver miners and fortune-hunters weave tall tales of being assaulted by stones and crude darts and arrows while scaling the hill, but few are reliable reporters and most drink too much to be believed.

At the westernmost tip of *Dalov Perll* lies *Sulem Ien*. Breaker Point. This windblown and seaswept cape, which extends almost two miles into the sea, is — but for a few stunted oaks — barren of flora and fauna. A lair of Ghouls is rumored to exist somewhere on or under *Sulem Ien*. Indeed, the audacious soldier of fortune may stumble upon piles of human bones if he doesn't step warily along the outer reaches of the Point. Wolf packs also roam the region, and a family of Trolls has been spotted lumbering along the rocks at the sea's edge far out on *Sulem Ien* on clear moonlit nights. Obviously Breaker Point is no place for a stroll with your sweetheart — unless you happen to be Ghouls or Trolls.

Dalla Veurd, the Isle of Passing, is hardly renowned for its startling plant and animal life. The entire islet consists of a modest hill that rises out of the sea just over two miles north of *Dalov Perll* and three miles east of *Ordye Throg*. Thus *Dalla Veurd*, being nearly equidistant from its two larger companion islands, forms the northeast corner of a neat triangle connecting the trio of isles that comprise *Vog Mur*. Although densely forested, bustling with deer, squirrels and mice and crammed with berry bushes, *Dalla Veurd* is perhaps most interesting to the adventurous looter set ashore to steal valuables from the abandoned Ale Hall, the *Gudd Tyl*, or to crack the mystery of the *Lon Lemira*, the striking 35 foot high statue facing west. At the base of the figure, a vast colony of giant Fire Ants has built pyramids and carved out tunnels, as if guarding it. The ants thrive on larger insects, subterranean fungi and algae washed ashore but relish a meat dish once in a while, as an occasional weakened deer and a few injured or feverish men have learned to their dismay.

For beauty and grandeur the peak called *Buir Dom* on *Ordye Throg* is unmatched. Its steep and forboding slopes allow little growth, but in the crater of the volcano some 15,000 feet above the thundering swell of the sea rests a placid icy lake fed by rainwater and mountain springs, the *Usiva Krem*. At the center of the small lake is an island, *Gref Kindag*, or "Jewel Cloud", an islet much-

mentioned in myth but rarely seen by Mannish or Elven eyes. Here Vorig the Dragon keeps his manor, guards his valuables and sleeps. Sharing the alpine region of the Vale 4000 feet below the peak of the mountain is a dangerous gang of baboon-like creatures gifted with thought and reason, the *Throk-Vurd*, and the Keepers, two Elves of old who remained behind when their brethren sailed home to the North long ago. Why do they stay? What are they watching over, and why? Three miles below adventurers may look up and wonder what — if anything — lies within the crater, for no man who has seen the *Usiva Krem* shimmering in the sunlight or filled with the reflection of a full moon has mapped the area or documented its existence. Where facts fail, guarded myths are all that remain.

In addition to the Summit, *Ordye Throg* boasts three distinct areas of habitation: the *Ras Esov*, or eastern shore; the wilder western shore and the previously mentioned Vale, 11,000 feet high and vet nearly a mile below the pinnacle. The *Ras Esov* is by far the most inviting landing site, provided you avoid feeding yourself to the monstrous carnivorous plants that compete for space (and prey!) inland from *Ordye Throe's* lush eastern shore. Resting on a shelf of land some 600 feet above sea level, the ruins of an Elven-made settlement are visible to the steady-footed climber who makes it past the sixteen-foot tall Pitcher Plants and twenty-foot high Sundews that block his way. With a good deal of hard work and enough gumption to knock down a grumpy giant, one could farm the land near the eastern shore, and in fact long ago an Elven party once made this section of *Ordye Throg* their home. But that was long ago, before the founding of *Purll Cibur* and the Passing of the Elves.

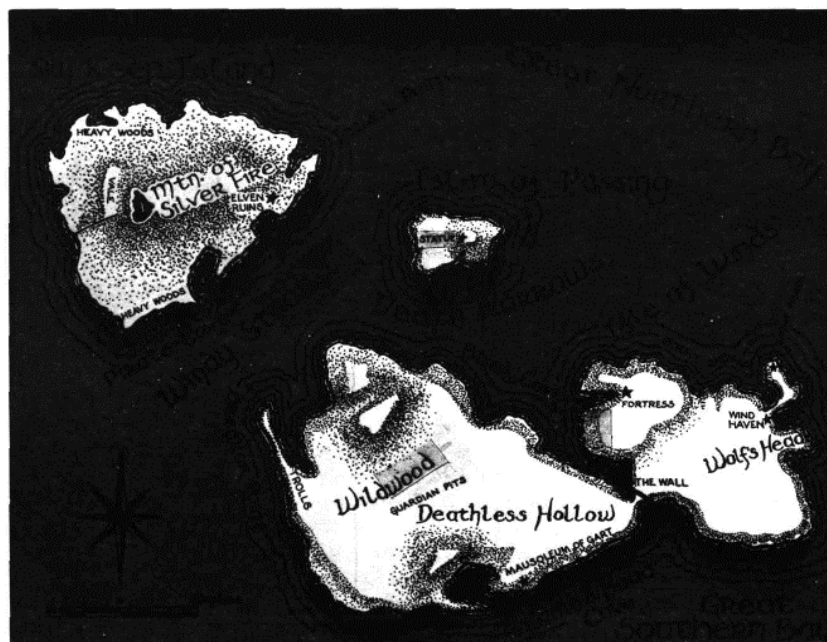
Now the shore is overgrown with sea grass and thickets of nettle and scrub brush. But deeper inland, sheltered from the cutting winds and battering surf, lurk dangers unimagined elsewhere on *Vog Mur*: communities of giant Sundews and Pitcher Plants, both maneaters. On *Ordye Throg*, a sundew - which sends a narrow chute 15 to 20 feet in the air from a center of sticky-tipped leaves clustered around its base - can catch, devour and digest a small man or average-sized woman in 48 hours. The unwary are caught by the sticky leaves, which then curl up and around the curious or careless prey, making him something of a raw human sausage wrapped inside a bun of chlorophyll. The huge blade forms a short-lived but effective stomach inside which digestion occurs. One Sundew may have as many as eight or ten such "stomachs". (Indigestion is rarely a problem for Giant Sundews.)

The Pitcher Plant - just as dangerous and as large as the sundew - operates differently, employing a well-paid partner, the giant crab spider, often 3-4 feet long. With a sheltering top leaf which acts as a lid, the Giant Pitcher draws curious insects, mice, mammals and even a clumsy-footed adventurer once in a great while to its brightly-colored, swollen "lip" thick with sticky, sweet plant-juice. Prey peeking over the rim and down into the swollen pot below - shaped like a gourd but bizarrely striated and spined on one side - easily slide down the slippery vertical surface inside and fall with a "plop!" into the stinking digestive stew brewing in the bottom half of the plant. "Luckier" prey are caught in the crab spider's webs built across the lip of the plant; they wait in the sticky net until the spider emerges to sink his venomous fangs into his victim. A little while later the crab spider returns to suck his prey dry, careful not to fall into the opened mouth of the ever-hungry pitcher himself. As if paying rent for the space and a fee for the service the spider scrupulously drops the dried-up carcass of his victim into the plant's belly, adding crunch and bulk to his host's viscid brew.

But for these few dangers, *Ordye Throg's* eastern shore is the island's welcome mat and the best place to drop anchor, come ashore and begin exploring.

The western shore of *Ordye Throg* is rocky and starkly-vegetated; twisting ocean currents just offshore make it a tricky maneuver to land here. One's gaze is immediately directed upward to *Buir Dom*, the foreboding giant of *Vog Mur's* westernmost island. However, hidden from the naked eye by ever-present clouds and mist and the steep face of the peak, the green and serene Vale — two miles above the sea — offers refuge to the climber. An oasis two-thirds of the way up the precipitous peak, the Vale is a savanna, home to thick stands of deciduous trees and evergreen shrubbery and to the *THROK-VURD* (or "Secret Guardians"), large baboons blessed with reasoning and insight who stand guard over the path to the summit of *Buir Dom* and the secrets of *Usiva Krem*.

Notes



4.22 BEINGS AND ANIMALS-

4.221 Wild Beasts and Monsters

The beasts and monsters of *Vog Mur* vary from the profuse Fire Ants of *Dalla Veurd* to the few grotesque and unique monsters laboring under *Encla Turic* on *Dalov Perll*.

Like other social insects such as bees and wasps, *Dalla Veurd's* Fire Ants share food and shelter communally; any individual creature will regurgitate food upon the request of any other (and presumably hungry) Ant. Thousands of individual Fire Ants are the offspring of one queen, who is fed special nutrients from birth and pampered royally throughout her life. The Ants to fear are the ferocious Soldiers, fully 6 to 8 inches long. Soldier Ants have large jaws and sport poison-tipped stingers which they employ like swords. *Dalla Veurd's* Fire Ants communicate through smell, spraying prey and the area nearby with chemical scents that draw their comrades in droves.

Dalla Veurd's Fire Ant colonies boast a population in the millions, their main predators being the sluggish Trolls of *Sulem Ien*.

Roaming freely throughout *Vog Mur* is *Vorig*, a silvery fire-breathing Dragon accustomed to getting his way; *Vorig* is rumored to have gathered unimagined wealth in gold, silver, jewels and weapons in his lair, hidden high above *Vog Mur's* watery cover.

But perhaps most awesome is the Giant hidden beneath the bronzed *Lon Lemira*, or Watching Eye, the 35 foot high statue that marks little *Dalla Veurd*. Resting within the elegant bronze is **YENOR STAIDEYES**, the most powerful representative of the founders of *Vog Mur*. A holy warrior bearing no arms, *Yenor Staideyes* is a golem asleep at his watch; only the burning of a precious yet ordinary-looking brown herb, *Nemrais Mur*, can raise the giant to righteous action. The well-hidden herb grows at the base of the statue; at and below the surface millions of Fire Ants guard the secret of the *Lon Lemira*.

The beasts of *Encla Turic* — a 50 foot Hydra, a pair of Firehounds, a 30 foot Squid and a gigantic Giant — are under the control of the Master of the stronghold, the Half-elven strongman Silmas, heir to the Elves of old who ruled *Vog Mur* before the coming of Men.

The Squid lives in the deepest, darkest depths of the castle, six levels below ground. Here, he relaxes in a dark pool until called upon to consume luckless souls trapped in his watery chamber.

One level above the Squid, the Firehounds and their keeper, a foul-tempered Giant with the strength of a garrison, live and work. The Firehounds, Silmas' favorite pets, have a spacious but dreary cell to themselves beside a row of prison cells for captive adventurers and ne'er-do-wells; just down the hall the Giant rests on his bunk, a pallet suitable for sleeping six men comfortably. The Giant also assists, however grumpily, in unloading ships that secretly dock at this level. The howling of the Firehounds is said to make sleep impossible for all but the Giant and the deaf.

The Hydra lives on the Third Level below *Encla Turic*, near the forges and furnaces kept busy producing weapons for the castle garrison and Silmas' Sea-knights. Here the Hydra entertains Silmas and his brothers in an ill-lighted arena of combat, battling prisoners with appreciable fighting merit and very little good fortune. The nameless, speechless Giant, who lives two levels below, regularly comes up to watch the festivities and to cheer for his favorite, the Hydra. The Giant also stokes the furnaces but reluctantly, for he detests work.

Unlike the beasts laboring for Silmas under *Encla Turic* the Trolls and Ghouls of Breaker Point (in western *Dalov Perll*) operate freely, trekking in a long undersea passage to the Ale Hall on *Dalla Veurd* to hide or seek booty and blood. Trolls love to munch on Fire Ants, thousands of them, insects being delicacies to the well-developed Troll palate. Ghouls however march to the Hall to party - i.e., to torture a captured adventurer, dismember him and devour the poor soul with gleeful anticipation and abandon. Two cheerful notes: the Ghouls of *Sulem Ien* are relatively weak creatures, using claws and teeth only, and can be fought off. Trolls are as slow of foot as of mind; the swift treasure-seeker need only flee if not in the mood for a fight.

4.222 Thinking Creatures

The Thinking Creatures of *Vog Mur* are of more interest (and some trepidation) to most travelers reaching the shores of the islands. In addition to the Men and Half-elves of *Dalov Perll*, *Ordye Throg* is home to the *Throk-Vurd* and the Keepers, the lowest and highest of rational beings in all the isles.

The chief figures of authority in *Vog Mur* are the five Half-elven brothers who occupy *Encla Turic*. Led by Silmas, the oldest, strongest and wiliest member of the pentacle of power they form, the brothers enter into shifting and uneasy alliances with each other, but none dares to oppose Silmas openly. These Masters of *Vog Mur*, as they like to be called, issue fiats that are carried out by the thirty men who form the castle garrison and extract tribute and taxes from all who visit or live on the isles. They also convene a court and dispense "justice" for offenses ranging from slander to brawling and murder. Heirs of the wholly-Elven ruler Lembalas, who married a woman of mortal fiber, Silmas and his brothers share an unusual ancestry and family history that is traced in *THE CHRONICLES OF ELOR ONCE DARK*.

Acting in secret, Silmas carries out other tasks, like piracy and torture, according to his whim. Taller, stronger, and longer-lived than men, he and his Half-elven brothers appear firmly entrenched upon the throne. But in *Vog Mur*, one learns quickly that all is not what it seems.

As previously noted, the men and women of *Vog Mur* live almost exclusively in *Purll Cibur*, a fishing village on *Dalov Perll's* eastern shoreline. In a bygone age their ancestors led by Geric Garth sailed from lands to the north and east to escape the widening conflict between the Elves of the Morning and the Master of Malice. After settling *Dalov Perll*, the Men ruled themselves peacefully for generations before the tainted Elven rebel Edas, employing magic beyond the ken of mortals, overthrew the rightful rulers of the isles and established the dynasty of lords that continues today with Silmas.

Other mortals, far fewer in number, escaped to *Vog Mur* just before the fall of *Emer* ten years ago. Most sailed on to other, freer shores.

4.221 — Wild beast stats are listed according to locale in 4

4.222 — The stats of Silmas, his brothers, and the whole of the castle garrison are described at 4.62.

In general, the men and women of *Vog Mur* tend to be short and stocky and dark-complexioned; the tall, pale, handsome Half-elven rulers despise them for their appearance as well as their mortality. However ignorant they may be of spells and unseen powers, the mortals of *Vog Mur* are by no means weak or stupid or bovine in nature; in fact, a few are determined to undermine and overthrow the iron-fisted reign of *Silmas* at whatever cost and to regain the self-sovereignty they once exercised.

Dalov Perll, although home to 300 mannish folk, is firmly under the thumbs of *Silmas* and his four Half-elven brothers, masters of *Encla Turic* and rulers of all *Vog Mur*. Yet much of the time the people of the island seem to be in control of their lives; the oppression of *Silmas* is a subtle but powerful force, like the tides.

Purll Cibur ("Wind Haven") is a fishing village with a population of approximately 300 men, women, and children who comprise eighty families. Able-bodied males (16-45) number eighty-five, although they lack fighting prowess and military experience. As fishermen and seafarers, however, they have considerable expertise. They catch sufficient quantities of fish to pay the castle taxes in kind and still have enough for modest export. All trade is monitored by the Lords of *Encla Turic*, whom the villagers refer to as "the Masters." (These five rulers supervise the little fleet of three ships that the villagers own, and they also act as middlemen in all trade transactions, receiving a cut from every piece of business.)

All fish caught in local waters are hauled up to the castle, where a portion of the catch is loaded on one of the two high-seas vessels maintained by the garrison of *Encla Turic*. The supply is then taken away for trade. In return, the village receives a healthy share of "trade goods." These items are actually unwanted revenues that the castle reaps from trade and piracy. Thus, villagers tend to get little of value for their extra efforts. They do, however, acquire the basic necessities of life — and little more.

Since the castle is so dominant, villagers tend to remain content with their lot and have little curiosity about outside ways. The power of the five Lords of *Encla Turic* remains such that the village populous seems cowed and loyal servants of the citadel. Attempts to undo the situation might meet with marked resistance from some of the villagers, who rightly fear *Silmas* and his brothers, if not from the castle proper, which maintains a garrison of ten men in a light tower overlooking *Purll Cibur's* fine harbor.

Hidden from all eyes but *Vorig's* and those of the *Throk-Vurd*, the Keepers of *Buir Dom* remain the great and central secret of the isles, for their knowledge is extraordinary. Full-blooded Elves, the Keepers are a pair of scholarly spellcasters who have remained hidden on *Ordye Throg* to tend the extensive library of lore and sorcery built on *Gref Kindag*. With the assistance of the Keepers, the men of *Vog Mur* could overpower their masters; the problem is that no one, not even *Silmas*, knows of the Keepers' existence or whereabouts.

Living around and beside the Keepers are the *Throk-Vurd*, a clan of 25 intelligent baboons previously-mentioned. The *Throk-Vurd* take little interest in the affairs of men and follow a course of rigid self-interest, performing menial tasks for the Keepers in exchange for gold and jewels. Because of their isolated location and the nature of their language (which sounds to men like a punctuated series of grunts and cries), the *Throk-Vurd* remain an isolated culture and are believed by the people of *Dalov Perll* to exist in myth only. This mistaken belief is unfortunate because for a price, the *Throk-Vurd* will lead anyone up the treacherous flank of *Buir Dom* to the peak. There *Vorig's* manor stands and the Dragon's treasure lies, beckoning to the bold.

The *Throk-Vurd*, like all baboons and most men, are social creatures who live and hunt together, as a pack. At this time they number 25, 18 adults and 7 young. Led by a pair of dominant males, the *Throk-Vurd* roam the Vale at will, foraging for fruit and roots and killing deer and other smaller mammals, reptiles and insects for food. They communicate in a language unknown to Man or Elf and unspoken by any but themselves; the *Throk-Vurd* protect their territory fiercely, all males rushing any attacker upon the cue of the leader, the oldest and strongest male. Since the average male weighs 80 pounds or more, he and his companions are best given wide berth when encountered. Myth has it that a precious gift of jewels or gold given the leader will hasten the adventurer's unimpeded climb up *Buir Dom* to *Usiva Krem*, but with the mysterious and unstudied *Throk-Vurd*, nothing is certain.

Nearer to the Men and Half-elves of *Dalov Perll* and built into a haunted hillside is the winding and cavernous Mausoleum of *Gart*, inhabited by the fearsome wight of the same name. Fitting perfectly into the ominous landscape of *Oevaag Baas*, *Gart's* tomb and his undead spirit lend the region its common name: Deathless Hollow. *Gart* — all seven and one-half feet of him — ventures outside his unwanted tomb only at night and never wanders out of eyesight of the hillside that overlies his Mausoleum.

The only remaining thinking creatures of note on all of *Vog Mur* are the *Eduum-Kai*, the cliff dwellers of *Geleb Daart* in the *Throkmurten* region of western *Dalov Perll*. A band of extended families who fled the oppression of *Edas* and his heirs long ago, these thirty-five people live a solitary and crude existence, rarely going out in daylight for fear of being spotted by one of *Silmas's* patrols or by one of the rare adventurers who dares to scale or sail around the Wall of *Edas* and continue west. Living off fungi and the fruits and berries of hidden gardens, the *Eduum-Kai* are also hunters and trappers of small game in the nearby Wildwood; thermal springs provide heat and boiling water for cooking. The *Eduum-Kai* speak the language of the people of *Purll Cibur* and but for a layer of grime and long, tangled hair strongly resemble them. The *Eduum-Kai* have no contact with any outside culture; their myths and history are recorded and kept alive orally, in song.



Notes



4.3 SEDENTARY AND NOMADIC CULTURES OF VOG MUR

Vog Mur is home to both sedentary, established cultures and to what might be called the nomadic cultures of adventurers, sailors, and pirates who put ashore there and in a sense, the culture of the pure Elves who left the islands an age ago but who do, from time to time and in secret, visit the land. All men and women — but for the Cliff-dwellers of *Geleb Daart* — reside in *Dalov Perll*, or if they are soldiers or servants of *Silmas*, in *Encla Turic*. What is critical to keep in mind is that the mannish cultures since the time of Geric Garth's death have been brutally oppressed and while emotionally ripe for rebellion against their Half-elven overlords, men lack the organization and power to overthrow *Silmas* and his brothers. However, talk of an underground rebel group does occasionally reach the Masters of *Encla Turic*, and they do not dismiss such rumors without investigation.

VILLAGE FAMILIES

The village consists of 40 private homes, an apartment-like complex that houses the thirty families of the castle garrison, an inn, 2 stables (with smiths), a meeting hall, a temple, a weaver, 3 coopers and a locksmith. There are 2 food merchants, a fletcher, a shipwright, and a woodworker who doubles as a clockmaker and locksmith. The remaining Men operate the fishing vessels, three 44 foot long ships outfitted for the catch.

THE ELDER CIRCLE (Town Council of the Village)

The village of *PurlI Cibur* is managed by a council of five Men. They meet on the first clear night of each and every month of the year, seating themselves on the village lawn with their backs to the sea. These men are responsible for the collection and management of all taxes and import duties, be they in cash or in kind. They report to the Lords of *Encla Turic* the day after every meeting, hand over all criminal offenders for trial in the castle, and must be approved as candidates before entering into any elections (even as incumbents). They are nominally entrusted with the task of setting harbor regulations and nautical rules for fishermen but must submit any legislation to the Masters of the castle before enacting it as law. Thus, they act as managers of the village rather than actually ruling and judging its citizenry.

The composition of the Elder Circle is simple: there are the three "Elders" of the village, the cleric *Darenlef*, and the commander of the castle garrison, *Rel Dryga*. Even as a representative body of villagers, the Elder Circle submits to interference from the Men of the castle.

Uniformally, the Elders are conscious of public opinion. All, including *Darenlef* the Cleric, are unarmored when attending a meeting of the Elder Circle. In everyday pose they observe the same rule, with the exception of *Rel Dryga*. As garrison commander, he wears chain, carries a shield, and owns a two-handed battle axe, a sword, 2 daggers, and helm. Only before meetings with the elders, at his apartment in the village complex, does he don unarmored garb.

FISH AND FARMING ECONOMY

Thirty-one able-bodied fishermen, together with three young sons, form the backbone of the economy and provide most of the food that is not imported or looted from passing shipping. These men fish before dawn and at dusk each day. They have holidays off but normally maintain a busy schedule, including five days of fishing and two days of collecting shellfish every week. Fishing is done a few miles offshore at sea (toward the mainland to the north), while shellfish collection is kept closer to home, often in the coves and hollows of the islands. *Oevaag Baas* (Deathless Hollow) is particularly inviting during the lighted hours of the day but is vacant at night. Tides average about six feet. Two fishing boats, owned cooperatively by the village, and one shellfish boat, the possession of the shipwright *Helmar*, are the sole source of fishing revenue. Never are all fishermen at sea, however, for with two ships out the crews are but seventeen apiece.

Farming is a very small operation on the islands: there are only two farming families in the entire area. They sustain themselves, provide the castle with their surpluses, and are responsible for providing a portion of the bill of fare at every festival or holiday gathering. Grain and vegetables are distributed by the castle once a week and are obtained through piracy and trade. The village population then, is not starved for variety but nonetheless is short of quantity. Their diet may be responsible for the relatively short lifespans (ca. 70 years) of Men.

Each of the three isles that comprise *Vog Mur* supports distinct myths and legends that survive today; in addition, all islands house considerable libraries of Elven and Mannish lore, history and spellcasting. (True, *Dalla Veurd's* library in the Ale Hall is in ruins and the one atop *Ordye Throg* is unknown to all but the Keepers who maintain it.) The greatest surviving piece of recorded history and literature, *THE CHRONICLES OF ELOR ONCE DARK*, lies hidden under a stone floor in the library of the Keepers on *Ordye Throg*. Surviving architecture, including the *Lon Lemira* and the crumbling Ale Hall on *Dalla Veurd*, is a striking reminder of the elegance and beauty so valued by Elven craftsmen and designers; Mannish architecture tends to be more functional, simpler and rectangular in shape. Charcoal sketches and woven handicrafts celebrating the sailors and fishermen of *PurlI Cibur* are common in the houses of the village; some pieces also document devastating storms and floods of years gone by.

Had one the gall and the power to confront the Keepers of the Vale, who can befuddle any interloper and vanish at will, he might discover among the many manuscripts, documents and tomes in the Elven library, the memoirs of the Elven historian *Elor*, also known as *Elor Once Dark*. Preserved by the Keepers after the Passing of the Elves from *Vog Mur's* shores, the *CHRONICLES* outline the genesis of the islands and their early history. Only the author and the Keepers — only these three beings and no others — have read the *CHRONICLES*. They now follow.

THE CHRONICLES OF ELOR ONCE DARK

It flies without wings
and bites without teeth.
It cools hot springs
and moves the heath.
It knows no bounds
and makes no sound —
the wind.

Long, long ago, before the coming of Elves to mortal lands, the isles of these tranquil waters were barren of speaking peoples. But the coming of the Master of Malice and the rising of the undying evil that is his soul and heart soon filled the placid vacuum of the South. And though at first his presence grew throughout the Northlands, fear of him spread to all corners of the world. To counter the terror and darkness of the Master, the Sails of the West bore Elven blood eastward to the lands of Men. Chosen to battle the Master of Malice was an immortal spirit greater than the highest of mortals, greater even than their imagination could reach, a being which had stood guard over Elven folk in lands undying since the Coming of the Light into the world. As evil emanated from the corrupt soul of the Master, so came good from this spirit, which was unmarred by greed or desire; the two opposing forces were equal in might, but the one yet-pure sought refuge to prepare for the battle.

So it was that in an eon before this writing, Vog Mur was witness to its first speaking lord. His was the might, the armor and the stature of a hero, and in his coming he shone, glittering with jewels and light, his body blazing in silver essences befitting the stars. This first Great Lord oversaw the welfare of the islands, putting to rest the fires of Buir Dom, the volcano that even today mystifies the eyes of those who gaze upon it. Thus it was that at first Vog Mur was a place of watchful waiting, and so began a vigil that was to continue unbroken for centuries.

The Lord of the Light first called upon Dulucaborn, a seafaring Elven noble whose prowess upon the waves was unmatched, to guard the isles and stand watch. Dulucaborn took with him Elven servants and warriors one hundred strong, who together with their leader formed the famous One Hundred and One, the first Watchers. With the leaving of the Greater Power that beckoned them, the new Keepers of the isles took the land as their own; only the legacy of the great spirit now forgotten by all but the Elves was left among them. The bequest of the spirit was consummate and noble and watched over the striving and the health of the One Hundred and One, protecting and cherishing them until their return home. But the forces of Darkness never rest, then as now, and the Master of Malice worked evil magic to disrupt and overpower the weaker minds of mortals in the Northlands; the vigilance of Dulucaborn and his Elves was thus uneasy. For an age the isles served no purpose save as lookout shelters, and the Elves themselves acted as no more than Keepers of the Legacy of Light, a power far beyond the vision of the living:

*Ladder to heaven
Ancient land surrounded by dark of old
Aye, the blind can see
Where the heart is bold.*

So it was in later days, after the passing of the Days of Darkness in the north, that the isles witnessed the evil of the Master. Breeding death and mayhem, the dark Master spawned hatred and pain and woe that were to live as long as the land itself. Then came his minions, led by Rorg the Fiery Serpent. Dulucaborn, captain of the Keepers, faced the beast and stood firm, the flames of Rorg licking at his shield, and after the loss of many of the One Hundred and One, defeated the heinous dragon, scattering his foul host. With the aid of his son, Aarendel, Dulucaborn slew the Demon of the Northlands and threw its stinking, smoldering remains into the clear waters of Usiva Krem, high atop Buir Dom. The cold waters of the lake hissed, and a mist rose a league into the sky as the fiery Rorg was laid to rest: what had once breathed flame like a vast kiln of earth and stone now smothered the burning ire of the slain serpent. Aarendel took only the wings of the beast as a prize — later they would stand as a warning to all who followed the path of Darkness — and the evil sank to the dark depths of the lake.

Gradually the isles calmed, and kind sea winds blew from the north and the east, bringing Vog Mur's first Mannish settlers, led by Geric Garth. Born on the coast of Verva forty years before, Garth served as captain of the first party of men ever to scale Buir Dom, and only he knew of the secrets of Usiva Krem and the Watch.

With their victory, Dulucaborn and the Elves received word from across the sea that they were to return: the isles would be left to the newly-settled Mortals, for the Dark Master's interest in the South was flagging. Dulucaborn called together the Elves and relieved them of their vigil; they were told to prepare for departure within twenty-eight days, and to assist the Mortals until the time of their Passing.

So it was that after an age on foreign soil the Elven soldiers left the isles to newly-arrived men and women more than a hundred strong. Geric Garth was given the helm of rule by Dulucaborn. With all assembled, Dulucaborn hung around Garth's neck the five-pointed Pendant of Protection and whispered into the man's ear.

Chronicles — The Chronicles of Elor Once Dark are intended to be used in whole or part as an aid to the PCs. Portions can be used to lure adventurers to the isles, or get them started on their adventure. The GM may make available other parts, should the PCs purchase or discover the information as part of the adventure. Should the work be properly deciphered, it should hold the key to all the treasures of the island. Naturally, the Chronicles may seem biased to some, and may dictate alliances to others. Vog Mur's lords certainly feel that Elor's writings are seditious.

Chronicles — The only surviving copy of the complete Chronicles of Elor Once Dark lie beneath a stone slab in the library of the Elven Keepers. The library is located in the small home built in the Vale of the Keepers, a cliff side field located 11,000 feet up the west side of the Buir Dom on Ordye Throg. See 4.3 and 4.68 for more on the Keepers, heirs of Dulucaborn. The GM may also wish to locate portions of other copies of the manuscript in other sites on the isles. This will enable the players to piece together various clues concerning the nature of yag Mur's past and many treasures.

Chronicles — Dulucaborn's Tower and the settlement founded by his kind are both located on the eastern end of Ordye Throg. See 4.68 below.

ELOR



I am the Sword in every Hilt,
I am the Fire on every Hill,
I am the King of the Realm,
I am the Shield to every Head —
I am the Birth of every Hope.

Wearing this pendant, the proper user can control wills opposing his own; this great gift was never used, however, for after Garth's death Vorig the Dragon seized the medallion and took it to his manor for safekeeping.

Before the Passing of the Elves Garth also learned the ancient verse that recalled the reign of Dulucaborn and his Elves, a time before the coming of Men:

In the pillared sky
Where flames are now but sunsets
A beach of silver
Lies, unseen by mortal's eye.

One year to the day after Dulucaborn's departure, Geric Garth died, his body eaten away by a mysterious and sudden sickness. With the death of Vog Mur's first Mannish King, Garth's son Blymiras stepped forth to claim the throne. But the coronation of the new king marked the beginning of an era of strife and misfortune for the residents of the islands.

Like the Elven rulers before him, Blymiras the Mortal lived on the eastern shore of Ordye Throg in a citadel now in ruin. The rest of his people resided in the village of Purll Cibur, on Dalov Perll, the "low island." On the day of his ascension to the throne, Blymiras made a shocking discovery: Edas, an Elf of Dulucaborn's family who had been seduced by the glittering offerings of Rorg, had ignored the call homeward, hiding instead in western Dalov Perll. Coveting power, Edas together with 200 Krals he had gathered from the wilds, left his hideout in the Wildwood to attack Purll Cibur.

Within hours the village fell to the bloodthirsty ravaging Krals, and Edas declared himself Lord of the Isles. Scores of men suffered wounds and died in agony; no prisoners were taken. The wails of widows and their children filled the air for days and nights, until threats of harm silenced them. Even the birds on Dalov Perll were silent for a week, as if too frightened or sad to sing.

Only the light tower north of the village did not soon fall to the force of Krals, and the men fighting with Blymiras escaped there to fight on. But early in the morning of the next day, an act of treachery unmatched in the annals of Vog Mur's mortals occurred; Anar, the vile man who had poisoned and killed Geric Garth struck again, murdering the new king as he rested. Anar was soon discovered and slain by men loyal to Blymiras, but the light tower fell to the bloody Krals. Only a few men escaped, sailing to Ordye Throg. There, the Few made their defenses strong in Elven walls of old, but with a hundred war-fevered Krals remaining in his force, Edas attacked, employing stealth again.

Like the Elves of old, Edas knew of underwater passages connecting the shoal-ridden islands; these tunnels were kept secret from men. Three passages connected the islands; one ran from the depths of Encla Turic on Dalov Perll to Dalla Veurd. There the Krals marched through another passageway to the eastern shore of Ordye Throg. Taking forty Krals with him — forty quiet Krals — Edas made his way to the ruins. In the depths of a cloudy night, he and his host exited the tunnel since-abandoned to Trolls and Ghouls and alive (then as now) with the rushing water of an undersea rivulet. Its exit brought them to the feet of the Tower named for Dulucaborn, now in decay. By dawn of the following day, half of Edas' forty lay dead beneath the heavy shadow of Buir Dom; all of the remaining men, excepting the captured hero Ganmir, were killed, their corpses flung unceremoniously into the sea. Vog Mur was once again under the rule of one of Elven blood, and its people reeled in the awful discovery and loss of life. The valiant Ganmir was tortured for days before expiring, his screams punctuating the still air like a beast's cry of despair.

Edas ruled Vog Mur for one hundred and forty-seven years. As sole possessor of the great secrets of the isles, only he could exploit the legacies of the past. Edas made his home on Dalov Perll, conscripting the surviving men and scores of unlucky sailors and pirates to build a vast castle-stronghold. Unnumbered men died in the twenty years of toil, but the castle was completed and named Encla Turic, Iron Gate. It survives to this day, resting atop cliffs overlooking Burn Lew, the Black Cove. The town of Purll Cibur just a few miles away remained firmly in Edas' unyielding grasp until his death.

From the ramifying halls of his new lair, Edas began issuing stern edicts. First, he declared, no one would be permitted to trespass upon the western portion of Dalov Perll, a large area Edas reserved for himself alone. To enforce his ruling, he ordered a high wall of stone to be constructed across the narrow neck of land joining the two sections of the island. Edas also ordered that no thing or being, living or dead, could pass through the gates of the wall without his express consent. (It is said that only the wind dares to disobey the decree.) Even today, at the writing of this history, the western two-thirds of the island remain closed to all.

The most urgent task facing Edas was not the closing of the wilds, however; it was issuing an edict that followed the laying of Encla Turic's foundation years before. Edas well knew the awesome secrets of Ordye Throg and rightly feared them. One danger was

Chronicles — The Trolls and Ghouls are described at 4.65. The hidden passage runs from *Sulem Ien* (4.65), proceeds to the *Gudd Tyl on Dalla Veurd* (4.66), and then continues to the *Tower of Dulucaborn on Ordye Throg* (4.68).

Chronicles — *Encla Turic* is described at 4.62.

presented by The Keepers, two passive Elven masters of lore and magic who live in the glen known as the Vale high on the western side of Buir Dom. Relatives of Dulucaborn, these scholarly Elves remained to tend the immense library abandoned on Ordye Throg after the Elves departed. Several thousand volumes were originally written and stored on that isle; the rise of Edas forced the removal of some of the documents via secret undersea passages to Dalla Veurd, where they now rest on cobwebbed shelves in the abandoned Gudd Tyl, the Ale Hall. (Neither Edas nor any of his successors has any idea of the power waiting to be unleashed by these seemingly innocent books and manuscripts.) Edas and his Krals moved quickly to seize many valuable volumes before they could be moved to safety. These tomes Edas moved to the depths of his dungeons under Encla Turic, out of reach of all cultured beings but himself. Today, the Keepers have extended their only partially successful vigil, awaiting the rise of men and the fall of the twisted Edas and his followers.

The other and more dangerous threat to Edas in those times was Vorig, the legendary "gleaming bird" of the isles. No one knows the real nature of Vorig; however, Geric Garth discovered the dragon's secret before his untimely death, and Edas knew all too well the extent of Vorig's might. Some suggest that Edas' inactivity in his later years was due more to fear of the Vorig than a simple lack of will. Vorig made himself a home on the islet of Gref Kindag (Jewel Cloud), which lies in the icy waters of Usiva Krem, in the caldera of Buir Dom.

Since Vorig disturbed no one in all the years of Elven rule, most feel that this mighty being would not strike unless provoked by bad behavior or an assault upon his manor and wealth. So it was that in the two decades of construction of Encla Turic, Vorig never stirred. It was then too that Edas issued his second great decree: no one was to set foot upon Ordye Throg or Dalla Veurd, under punishment of death. As reason for the edicts, Edas wisely cited the fell creatures stalking those isles and threatening all trespassers, but men who knew the cruel and sly Master of Vog Mur suspected other motives for the ban. In this way, Edas kept secret the existence of the tunnels, the Keepers and of Vorig's manor. (In legend, Vorig has the power to take the shape of an old man. One story tells of a wizened, bearded beggar dazzling all of Purl Cibur with his magic and suddenly disappearing in a rush of wings and wind, but no one truly knows what moves Vorig and how he takes action once moved.)

Edas died at the hands of his son Lembalas and his magician, Fryna. After being captured in a war against a far-flung isle called Verya, Fryna had lived as guest and prisoner in the castle for twenty-five years. As a youth Fryna had mastered the mystery of and produced and refined "shrinking waters," and Edas commissioned him to work solely for the Master of Encla Turic. Fryna had no choice. A rhyme of old tells the tale of the magician:

THE LEGEND OF FRYNA, LORD OF LIQUIDS

By waters frothed and green lived a seer wise and mean.
 Things small occupied his mind most hours;
 His was a world of visions and powers.
 Fryna, it is told, dissected life and discovered the glue
 that holds together oceans, ships, men — and you!
 His was a world of scattered shrunken dreams
 where nothing is but everything seems.
 Yet one day a dream drew breath, and then another,
 and Fryna mastered matter as if it were his little
 brother.
 Even in death his love for liquids proved immense:
 Fryna rests not in the portioned ground but in the sea
 unfenced.

So it was that in a laboratory deep in the bowels of the castle Fryna concocted a source of the shrinking elixir celebrated in verse and song and became an instrument of Edas' power. But eventually heredity asserted itself, and Edas' son schemed with Fryna to overthrow his father, promising the magician his freedom and all of the islands' gold and silver in exchange for his assistance in overthrowing Edas, himself a powerful magic-user. Fryna readily agreed, eager to be free and wealthy, and provided Lembalas with a killing but innocent-looking potion. One night as his forces raided a weaker isle to the north, Edas slept the never-waking sleep. But Lembalas, not satisfied with patricide, set a trap for Fryna. He sent the magician to Ordye Throg with a map showing an immense hoard of gold but neglected to mention a pack of vicious firehounds guarding the gold. Fryna fought valiantly, employing all the magic at his command, and many hounds howled their death cries under the full moon, but finally the magician was emulated by the flames of an immense beast later celebrated in song. Thus, control of the islands and the "shrinking waters" fell to Lembalas, who would rule Vog Mur for eighty-nine years.

Able waters up and down
 Pools of diminutive ire,
 Strange the powers of these waters
 To drive Men and Elves to circumstances dire.

Chronicles - Vorig the silver Dragon still resides on Vog Mur. His house is located atop Buir Dom on Ordye Throg, on the hilly isle that peaks out of the mountain waters of the Usiva Krem. See 4.68 below.



EDAS

Chronicles — Fryna's magic Shrinking Waters can still be found at level #4 of Encla Turic (see 4.62). Evidence of their power can be seen in the collection of shrunken ships located in Encla Turic's maritime museum on level #2 of the same Under-passages.

The new King, Lembalas, married a woman of mortal blood, one Janella, who bore him two children — a boy named Tereborn and a girl called Eledrial. As the children grew, so did the power of Encla Turic increase and expand. For with the powers of Fryna's potions and waters under his control, Lembalas could not fail in his quests for plunder. During a second war with Verya, the Krals and Men of Encla Turic seized three fleets of ships lying in port and shrank them to a size suitable for mounting. Panic swept through the lands of Lembalas' enemies, and all sued for peace.

Twenty years of uneasy calm ensued. In the meantime Lembalas built even greater dungeons below the castle; in one, he stored the booty of the wars; in another, he constructed a library six floors below the keep to hold the books and papers taken from the Elves on Ordye Throg. He ostentatiously placed the shrunken war ships in a maritime museum closed to the public. Lembalas looked forward to a great career as a corsair and as a man of wisdom and strength, for he was part-Elven and all but immortal. A vast empire in the Sea seemed within his grasp:

Below halls of stone
Vessels once great upon the sea
But children's toys now.

But because he defied the edicts of his father, Lembalas fell before his time. Edas had warned him of the dangers lurking on Ordye Throg, but Lembalas, a curious despot, wanted to investigate the forbidden island himself. He assembled a party of twenty of his toughest followers and set sail on the first clear day across the treacherous straits. Avoiding the Elven ruins near the shore and an encounter with the firehounds of which he knew, Lembalas and his men landed west of the abandoned Elven community, near Lew Yyn, Pirate Cove. Once there, Lembalas and his favorite tracker Wrydis of Orbis scaled the cliffs above the shore and with the assistance of the Throk-Vurd, planned their ascent of Buir Dom. In the morning they began climbing; the small group they took with them made great progress and reached the summit in two days. But as they rested at the peak, their eyes afire with the rays of the setting sun reflected off the waters of Usiva Krem, they breathed their last, shut their eyes and expired. Fires in the sky marked their passing, and no one but young Tereborn, the King's only son, lived to tell the tale. All the other raiders fell to accident, a quick-killing sleeping sickness and the fiery wrath of Vorig, who awakened with the stirring of the waters atop Buir Dom.

Tereborn, the new King of Vog Mur, reaffirmed the ban on travel beyond Dalov Perll's eastern region his first day in power.

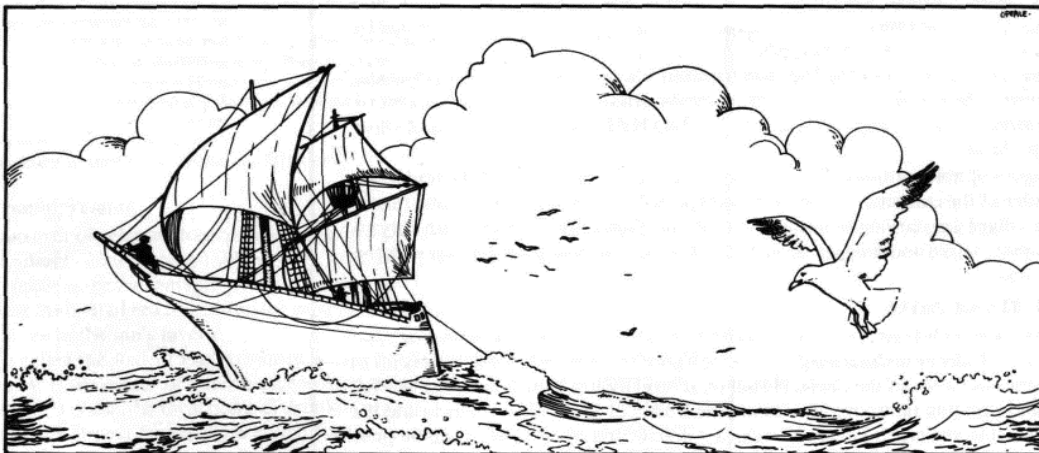
Denied Tereborn — fortunately for the people of Purll Cibur — was knowledge of the Keepers, of the castle's undersea passage to Dalla Veurd, and of the entrance off his submerged library which led to the extraordinary collection of books at Gudd Tyl, near the imposing Lon Lemira, to whom it was written by a man of my times:

Stone Giant,
step down from the heights
and free us.

How sad it is to live too long, as have I! The village of Purll Cibur now contains but fifty families and just two hundred folk; these people are inbred and in many cases stupid. They speak a bastardized Elven tongue of old, and most know nothing of their heritage or land except what is passed on in story and song. The once proud land of Dulucaborn and the Watchers, the unspoiled country of the heroic Genie Garth and his valiant fighters is but a broken shadow now, and it is time for me to bow out, bidding no one goodbye.

Chronicles — The GM should note that this refers to Yenor Staideyes, the eog golem concealed within the Lon Lemira on Dalla Veurd (see 4.67).

Notes



4.4 EVENTS

4.41 NATURAL EVENTS

Vog Mur has been the scene of periodic floods, at least one tidal wave and numerous but relatively minor earthquakes, yet escaped the devastating pestilence that reduced the population of *Emer* to a handful of scarred and scared fishermen. Emigrants from *Emer* escaped to *Vog Mur*, most then continuing their voyage to one of the free islands to the north, out of the grasp of Silmas, who has turned from conquest to the piling up of wealth and obscure knowledge of magic and lore. Many plague refugees perished at sea; others were denied the right to land on inhabited lands and were forced to settle wild isles. Some turned to piracy, formed bands and returned to raid or loot *Dalov Perll*, but Silmas' Krals and garrison drove them off at a small price.

No earthquakes have been recorded in contemporary times, but shudders and rumbles are commonplace. *Buir Dom* has been extinct for ages and offers no threat.

Floods however are more frequent events; people in low-lying areas expect unpleasantness during the rainy season, when monsoon rains drench everything and everyone exposed to the elements, but loss of life is rare.

4.42 POLITICAL EVENTS

The greatest single holiday Silmas grants the folk of *Purll Cibur* is his birthday, universally scorned in the village as "The Birthday of Woe." No longer publicly celebrated are the birthdays of *Dulucaborn* and Geric Garth. People are expected to work hard most every day, and indeed they must if they are not to starve.

However, there are festivals. On the second clear day of each month and on the birthday of each of the Masters of *Encla Turic*, the people of *Purll Cibur* celebrate with feasting and revelry. Archery, Jousting and Hand-to-Hand Combat Contests are held south of the village, near the road to the castle. These contests provide pleasure, and in the judgment of Silmas, provide a release of energy that might otherwise be expended in plotting to kill him. Winners are awarded prizes, generally gold pieces, while losers are consoled or buried, as the case might be.

Despite festival days and holidays, trouble breaks out frequently. A common occurrence in *Purll Cibur* is fighting between Men who fish or farm and those who work for the castle, either as militiamen or support staff (cooks, laborers, etc.). Particularly at festival-times, when every man tries his best to get outrageously drunk, brawls are commonplace. *Vemtar* the innkeeper does his best to calm things down, but sometimes he asks for assistance from the soldiers at the light tower. Offenders are arrested and taken in chains to the castle for imprisonment and trial. Outsiders and fishermen are heavily fined and often detained for days; members of families who own land or whose male members work at *Encla Turic* are commonly released with a slap on the wrist.

Trials take place under the scrutiny of the five brothers who live in the castle, but the decision of Silmas is final. A man brought before the tribunal is presumed guilty unless a visible halo hangs above his head, an experience that has yet to occur.

Very often, seafaring traders and adventurers who land at *Purll Cibur* face steep duties and stern threats from the officials who greet them. Part of the reason is simple blind greed on the part of the unpaid forces of the garrison; Silmas also insists upon heavy duties from all but his favorite merchants — those who deal in wines, beer, spices, meats, breads and fine cloth — to discourage their return. Any attempt to avoid payment results in imprisonment and the seizure of all cargo at no recompense to its owner or dealer. (Many an unhappy and protesting tradesmen have ended their days as sport for the Hydra or food for the Firehounds, either one a despicable fate.)

Other great political events occurred in the distant past — the overthrow of Geric Garth, for example — and have made little mark upon the consciousness of the populace of contemporary villagers. In a word, political action in *Vog Mur* is simply whatever Silmas decides to do.

4.5 NON-PLAYER CHARACTERS

4.51 GENERAL FIGURES OF NOTE

The foremost figure of note in *Vog Mur* is always the Head Lord or Master of the castle. His every word is law, his every desire fulfilled. Traditionally the Lord is brutal, wealthy, rapacious and greedy; Silmas is no exception. The other and lesser Lords of *Encla Turic* are feared and heeded by all, but their very gaze isn't dreaded, as is the Ruler's.

Of the men and women on the isles, only the five-man Circle of Elders exerts organized influence, however limited its power. The Circle has dared to bring minor grievances before the Masters of Lords in the past, but rarely is positive action taken, for the ruling Half-elves despise men and relish spiting them, and always have.

The only Mannish figure of note traditionally is the Cleric of *Purll Cibur*, currently Darenlef. As spiritual and moral leader of the community, the Cleric is expected to stick his neck out and raise a fuss when people in the village are starving or unjustly accused of crimes. But the Cleric can only go so far before he too is simply seized and dragged down to the dungeons of *Encla Turic* to rot with the others held there in chains.

4.52 SPECIFIC FIGURES OF NOTE

The past records many worthwhile and heroic individuals who have lived and worked in *Vog Mur*. But currently, no officer or Elder or underground resistance leader has emerged to lead the people of the isles and to oppose the Half-elves of the castle. However, several figures of note deserve mention.

First and foremost and standing far above all men are the Rulers of *Encla Turic*, Silmas and his brothers. Handsome, haughty and cruel, Silmas is an elegant dresser and strikes quite a gallant pose in his silk robes. At six feet six inches, he is the tallest figure on the isles barring the Wight, *Gart*. Silmas speaks seven languages and has forgotten more magic and lore than his brothers will ever learn. He also has exclusive knowledge and use of levels five and six of the dungeons below the castle, and he alone controls the ferocious beasts who live there.

*4.51 - Gamesmasters should keep in mind the fact that underlies all scenarios. The NPCs are as alive as the PCs and should be played accordingly. The isles of **Vog Mur** live within a framework intended to function as a dynamic, self-contained unit, and all of the important features of the buildings and layouts (as well as the rest of the island and isles) have a function to fulfill. It is suggested that they be used for their appropriate purposes: the forge should accompany the making of metal objects; the arena should be used on the evenings when fine foes can be provided for the Hydra, etc. Experiments normally take place in the 4th level laboratory and aquarium. In short, use what is provided. This package is not simply a collection of monsters in a neat dungeon; it is a starting point for a rich and expandable campaign.*

Silmas' brothers are (in order of greatest age and rank): Eniaborn, Felmerien, Durmariel and Ambros. While feared by the townfolk, they are but petty tyrants and would-be kings, for Silmas is all-powerful in *Vog Mur*. Many know only of them and have never met the Masters face to face.

Of the townfolk themselves, the Elder Circle make up the most important group. Established as figureheads, they wield little power but symbolize the slender hope of men for a future return to self-government. Of the five currently in the Circle, only Darenlef dares to speak his mind, sometimes pleading before the Tribunal for the release of an innocent man. In fact, some spies have suggested that Darenlef is organizing an underground group to overthrow Silmas, but there is no proof of any ongoing revolutionary activity in the isles.

No other townfolk are worthy of discussion as individuals; even Rel Dryga, garrison commander and the most powerful man on *Dalov Perll*, serves but at the behest of Silmas. He could be replaced in the wink of an eye and life on the islands would not change appreciably.

Both the Throk-Vurd on *Ordye Throg* and the Cliff-dwellers of *Dalov Perll* have leaders, but due to their short lifespans and absence of political and military power, they merit no discussion.

4.6 VOG MUR STATISTICS AND TABLES

The following material summarizes the places and inhabitants of *Vog Mur*, and provides a statistical breakdown for beginning adventures on the islands.

4.61 ADVENTURES IN THE VILLAGE OF PURLL CIBUR

On *Dalov Perll*

Purll Cibur is a collection of nearly sixty low grey stone structures located atop a ridge in north-eastern *Dalov Perll*. The village overlooks a cove, and faces east and slightly southward. It is the crossroads of the inhabited east end of the island, and both of the main pathways meet in the middle of town. One, the Coast Road, conies from the wood and quarry to the south, and enters the village from the Southeast. It travels through some pasture land and connects the town with the north coast. The other throughway, the Castle Lane, runs down from *Encla Turic* and slices across the village from the Southwest. It cuts through the main section of the settlement and winds its way down to the beach area, where a sprinkling of warehouses and boatsheds are perched on rock outcroppings at the base of the steep North Ridge. Since the ridge is rather steep, one portion of the road is actually a stairway. A foot trail leaves the road before it begins over the ridge. This path runs northeastward and eventually swings out around the cape to the Light Tower.

Buildings in *Dalov Perll* are constructed of grey limestone mined from the quarry southeast of town. Blue slate roofs give them a pleasant, albeit uniform, appeal. Most have spread out floorplans and rarely have more than one story, for the hot climate and high winds combine to make their low profiles the best sort of adaptation.

Town Key See map on page 14

- 1 — **Watch Tower.** A 25 ft high round tower which houses the five soldiers who maintain order in the village. A one-story, two room connecting structure serves as their quarters. The curfew watch and guard *vigil* are based on the one or two men who constantly stand guard in the tower.
- 2 — **Town Pasture.** An enclosed area where the best beasts of the town are kept, displayed, and sold.
- 3 — **Puriena's House.** Puriena is a young widow of a fisherman (Gans) reputedly killed at sea about two years ago. In reality, however, Silmas seeks the hand of the beautiful lass, and had Gans executed. Puriena is a second level mystic, an excellent cook, and a superb mountain climber.
- 4 — **Ge's Home.** Ge is the richest man in town, and is closely associated with the masters of *Encla Turic*. A third level cleric, he is considered a sage and spiritual scholar. He dominates the Village Elders, and is generally suspicious of outsiders. His wife is Twethma, and he has two young daughters.
- 5 — **Rumlar the Cooper.** Rumlar is a leading craftsman and businessman. His barrels and woodwork are the best in town. He is a prominent member of the sea-trade faction, and is at odds with Ge. Quietly, Rumlar hopes for the overthrow of the Half-elves of *Encla Turic*. Rumlar's household includes his wife Sesena, his son Tumlar, and his niece Kysena.
- 6 — **Jaide the Leatherworker and Tanner.** Jaide is the rather paranoid old man who was once a fine fisherman, but has since become embittered about the sea. His dog was killed in the waters off the pier by the Wall of Edas. Jaide is suspected of being a thief and murderer, but is protected by Ge. Actually he is a 4th lvl thief who has quietly accumulated much information against Ge over the years. He has hidden his written records in a leather-shrouded jar below the pier he so despises.
- 7 — **Riko the Smith.** Riko is the town smith and armorer. He is married to Syema, daughter of Ge, but is in love with Rumlar's niece Kysena. Unfortunately, Riko is a leading power among those called the land-trade faction, and is a friend of Ge. Riko also has three sons and two daughters to worry about.
- 8 — **The Ardent Pig, Inn of Vemtar.** This is one of the few two-story structures in the village. Out back is a stable and pen. Basically, though, few visitors stay here, and fewer still that bring beasts. There are five guest rooms: (a) one 20' x 20' guest room with wooden ledges and straw mattresses suitable for 10-15 occupants; (b) three two bed, four person rooms; and (c) a private chamber for two folk. All are upstairs, as is Vemtar's household. Downstairs is a storeroom, kitchen, interior well, and common room.

The following are a few activities of note for outsiders.

4.611 A Brawl in the Inn of Vemtar

Fighting between clansmen of separate backgrounds commonly occurs in *Purll Cibur*. There are two main groups in the village; one composed solely of the fishermen, coopers, fishmongers and the shipwright; the other is made up of the remaining town members and the castle garrison's troops. Oft times the schism between the men of sea trades and the men of the land gets out of hand. This is particularly true at festivals or in the inn's tavern.

The Inn of Vemtar is called the Ardent Pig, so named because of Vemtar's childhood experiences with a particular swine. It is the center of entertainment for a people who have little in the way of diversions. Because of this, it is also the focal point of drunken brawls. Vemtar's two daughters (Fursiena and Gesemel) and wife Pryesa are hardly a match for the revelers, so most disputes have the potential to be explosive.

Most brawls center around disputes over the limited supply of women, the duality of local justice, frustration and resentment with the lords in *Encla Turic*, gambling, or sheer boredom. Off duty soldiers use the inn and compound the problem.

4.6 — The order of subsections in 4.6 is based on the probability of PC interaction with a given area. Those regions where the PCs will undoubtedly touch on are discussed first. In fact, a thorough trip around the island might follow the rough sequence outlined here. Whatever the may be, though, GM's should note that it is important to first design the areas where the PCs are most likely to go, regardless of the scenario.

4.61 — The village consists of nearly 50 private homes, and ten miscellaneous buildings - notably a complex that houses the thirty families of the castle, garrison, an inn, 2 stables, a meeting hall, and a Shrine to the One in the Sea. Homes often double as places of business. The principal craftsmen include a weaver, a shipwright, 2 foodmerchants, 3 coopers, a woodcarver/fletcher, 2 masons, a cobbler, a smith, a clock and instrument maker, and a locksmith. The remaining men operate the fishing vessels, three two-masted 44 foot long clinker-built ships outfitted for the catch. GMs should note that visitors are relatively rare, and will be confined to the eastern end of *Dalov Perll*. Therefore, the adventurer is likely to be treated with suspicion by the local garrison and certain villagers. It is also suggested that the tension between the land-folk and sea-folk be evident in the local alliances. Generally, the town-folk are happier with the lords of *Encla Turic*. More on local culture is included at 4.3.

Vemtar the innkeeper rarely intervenes, but often calls the soldiers from the Watch Tower to maintain order and take the offenders to the castle for trial and imprisonment. Usually outsiders and/or fishermen get the heaviest sentences assigned to them. Members of the land-based clans tend to get fined heavily. The local brawling fines are: 2bp for the sea-folk, 1bp for the land-folk, and 1cp for the soldiers. Anyone refusing payment or resisting arrest could be taken to the castle for imprisonment. Sentences run 1 month for sea-folk, 1 week for land-folk, and 1 day for soldiers, although the soldiers may be punished more severely if they cause harm to their brethren or an important town figure.

4.612 Archery, Jousting, and Hand-to-Hand Combat Contests

On the second clear day of each month and on the birthday of any of the five masters of *Encla Turic*, there is a day of feasting and revelry. These are the only real holidays of the entire year, and contests of fighting prowess dominate the scene of merriment. Held outside the village (south of town and between the two roads), these contests can provide both pleasure and funds, and the prizes often support a man for many a day. The following is a list of prizes:

First prize — +5 non-magic weapon

Second prize — 2gp

Third prize — 2sp

In order to ascertain the winners of the overall category, award 4 points for a contest victory, 2 points for a second place, and 1 point for every third place.

4.613 Import or Harbor Duty Problems

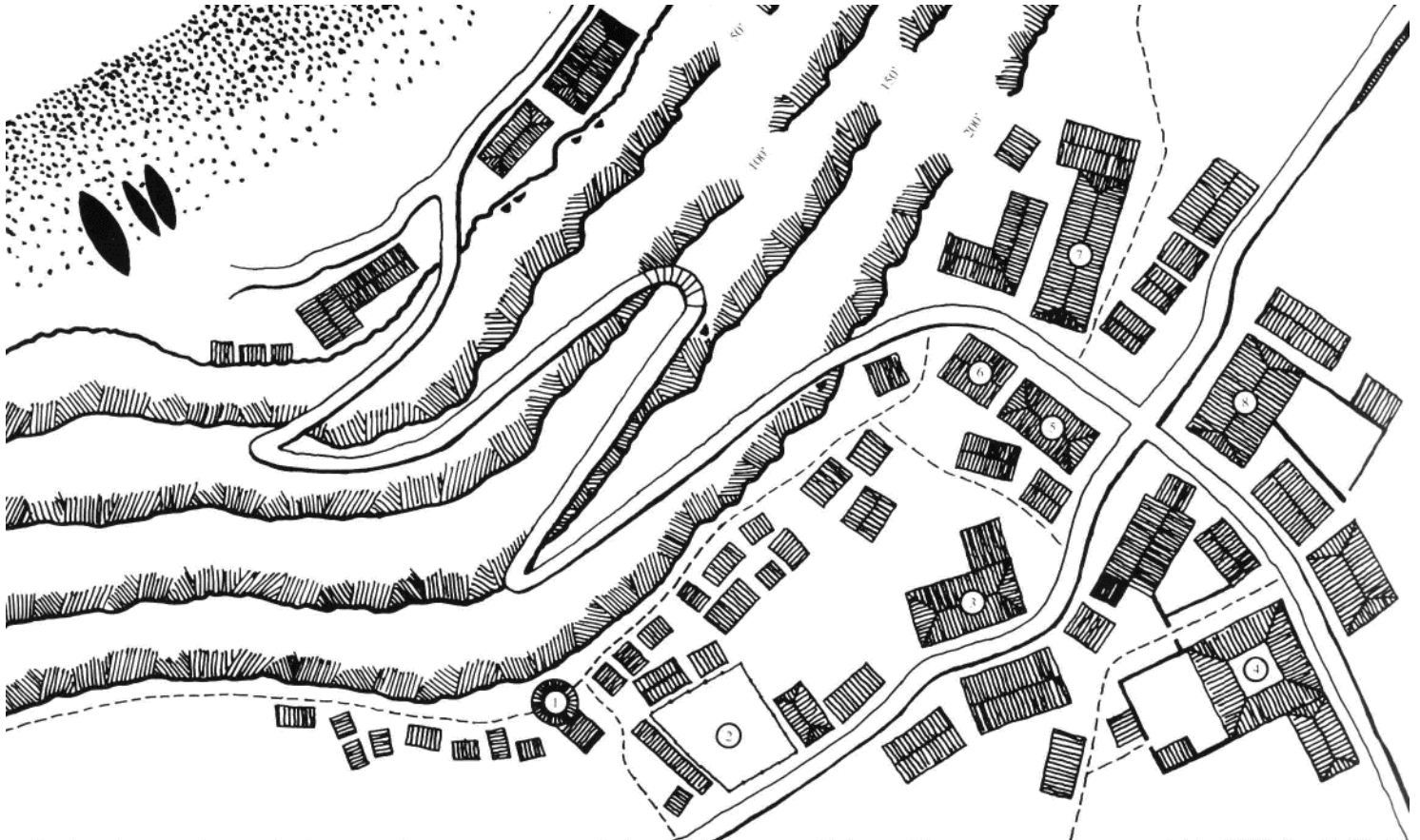
Very often, outsiders who land at *Vog Mur* seeking shelter or adventure are confronted with outrageous duties when they land. This is due to the ferocious appetite for cash that is common to all members of the castle and its garrison. Thus, a little piracy is used when dealing with strangers, and the referee is urged to make enormous demands for duties. These are imposed by the 5 men assigned to watch the harbor: Jerik, Gorn, Amal, Bryne, and Gelb. Attempts at non-payment or any physical resistance on the part of those concerned is normally handled by the village and/or castle garrison. As in all situations involving disorder, the offenders are supposed to be brought to the castle for trial and punishment. Non-payment of harbor duties is normally considered theft.

4.614 Punishment

Theft is punished by loss of hand in the case of the seafolk, loss of a finger in the case of the land-folk, and lashing for the soldiers. Soldiers caught stealing from the castle or other troops are put to death. Outsiders may lose both hands, or may be placed in the castle prisons.

Punishment is meted out in *Encla Turic* or on the Village Field, a meeting park beside the Village Pasture. Those executed are chained upside down in a sack, on a pole, and out in the shallow water of low tide. Occasionally they are given over to the castle arena.

Notes



4.615 Prominent Examples of Townfolk

Name/Age	Lvl	Hits	AT	DB	Shield	Melee OB	Missile OB	Occupation
Ge/79	3	44	1	-5	N	10	5	Cleric
Darenlef/42	3	23	1	5	N	25	10	Cleric
Riko/31	2	29	1	10	N	35	40	Smith
Rumlar/35	2	30	1	0	N	15	10	Cooper
Jaide/64	4	19	5	20	N	35	50	Thief
Puricna/23	2	20	1	15	N	20	20	Mystic
Vemlar/44	2	37	1	5	N	30	35	Innkeeper

The following is a list of sample families and their trade. With each there is an accompanying price list of their goods and/or services. One might note that rare commodities (e.g. horses) are expensive.

Family	# in Family	Trade	Price Charged
1) Rumlar	4	Cooper	4 bp/barrel
2) Kundra	5	Cooper	4 bp/barrel
3) Vendrik	2	Cooper	4 bp/barrel
4) Riko	8	Smith	45 jp/light horse
5) Emelbar	3	Smith	30 gold/med. horse
6) Darenlef	4	Cleric	30 sp contrib./task lvl
7) Melros	5	Fletcher	1 cp/arrow
8) Womar	4	Food Mer.	1 cp/lb. fish
9) Paros	3	Food Mer.	2 cp/lb. shellfish
10) Gamma]	4	Locksmith	2 jp/lock built
11) Darris	6	Weaver	2 bp/cloak or hat
12) Helmar	4	Shipwt	1 sp/team day labor
13) Curdek	3	Woodwker	1 bp/4 hours work
14) Vemtar	4	Innkper	4cp/night & stable
15) Ge	4	Cleric	20 jp contrib./task lvl
16) Culmun	5	Fisherm.	1 cp + food/days work
17) Kuvan	5	Farmer	2 cp/week's grain for 4

The town population is something around 300, with approximately 104 being able-bodied males. Life expectancy is about 70 years.

THE ELDER CIRCLE OF PURLL CIBUR

NAME	AGE	NUMBER IN HOUSEHOLD	HITS	ADD'L OCCUPATION
Darenlef	42	4; wife, sister, 2 kids	2	Village Cleric
Sumarial	70	2 children, mother, wife	3	none
Frema Lade	102	wife, daughter	1	none
Mogarris	89	wife, sister	1	none
Rel Dryga	59	wife, 3 children	80	Castle Gar. Comm.

4.62 ENCLA TURIC, the "Iron Gate"

On Dalov Perll

Encla Turic is a massive fortress and encompasses a large area on the bluff to the west of the village (see map). It overlooks the sea on its northern, southern, and western sides, the latter angles fronting on the *Burn Lew* (Black Cove). The slope is nearly sheer on three sides, and only the gate side, that portion that looks eastward toward the village, is easily accessible by land. A small field rises to the entrance, and is connected on its far side to the main body of the island. A narrow arm of land binds the castle to the isle, relegating the small field and castle grounds to what remains a peninsular arm in-to the ocean on the island's northern side.

The walls that surround the heights are earthen embankments which were once surmounted with a wooden pallisade. Now, the only remaining wooden structures outside the keep surround the gate area. The rest of the outer walls are bare of parapets and overgrown with short grass, but still serve as a barrier and vantage point for the circuit watch. An inner wall of earth still serves to divide the castle grounds and allow for a fall-back point for the defenders. In times of great stress, the whole population of the island could be brought within the safe confines of these walls. Generally, however, only the castle garden sees any frequent activity.

The only occupied part of the castle is the stone fortress or keep. It rises 120' above its earthen mound foundation. The walls are built of black granite, and are set and fitted without mortar. Two vaguely oval double towers are connected by 110' curtain walls, and enclose a small courtyard. Five stories and sixty rooms provide comfortable lodging for the Half-elf lords, their families, and a staff of thirty.

Encla Turic rules the island, but its lords remain relatively cloistered. Thus, with the exception of certain holidays, the masters of the land remain inaccessible to all of the residents of *Purll Cibur* except the garrison troops, Ge and Darenlef the Clerics, and the three Elders of the village. Criminal offenders are tried before one or more of the Lords of the castle but are held in prison until a trial can be arranged that suits the judging Half-elf.

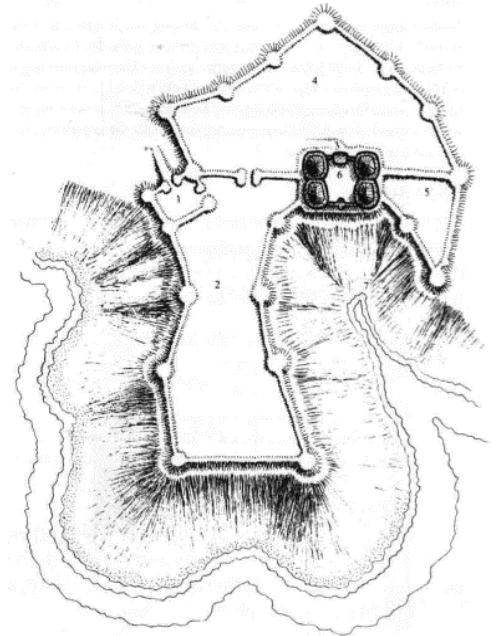
4.621 The Masters of Vog Mur, the Half-elves of Encla Turic

The stronghold of *Encla Turic* is ruled by five Half-elven brothers, one of whom (the most powerful) stands as leader of a common voting council. The brothers rule as they please and completely dominate the affairs of all *Dalov Perll*. The village of *Purll Cibur* pays suitable tribute and provides the lords with thirty castle and ten village garrison troops. Five troops are garrisoned in the town's Watch Tower, and five are stationed at the Light Tower nearby at the point. All of these men have families in the village, and, together with the twenty men of the castle they are the only soldiers who the villagers see. To the people of *Purll Cibur*, thirty men and five Half-elves are the sole resources of the lords of *Encla Turic*. Many may suspect otherwise, but refuse to admit it. Whatever the view, though, no one has recently challenged the Half-elf rule.

Actually, the Half-elves of the citadel retain quite a host of addition to their Mannish garrison. Secrecy in operations has enabled these ruling brethren to conceal the courses of the dungeons that lurk beneath the walls of the castle. There resides two fiendish Firehounds, forty Sea-kral, a Squid, a Hydra, and a Giant. Thus, the five "Masters" have little to worry about with regard to loneliness.

4.61 — Defensive bonuses (DBs) include stats and shield. Shield references include all bonuses; so "YS" indicates "yes, the NPC carries a shield, and that shield is + 5." The abbreviation "N" stands for "no shield."

4.61 — Here a jade piece (jp) = 2 silver pieces (sp). The other abbreviations are: gold pieces (gp), bronze pieces (bp), copper pieces (cp), tin pieces (tp), and iron pieces (ip).



4.62 - ENCLA TURIC CASTLE PLAN (1) Gate complex; (2) Outer Bailey and pastureland; (3) Inner Gate; (4) Inner Bailey; (5) South Bailey and gardens; (6) Keep or fortress of stone, with courtyard ramp to level #5 of the Under-passages; and (7) Sea Entry; loading platform for level #5 of the Under-passages.

They utilize the Giant to operate forges and to guard the Hydra who performs in an underground arena. The Squid and Firehounds are used to hunt prey and to entertain their Masters; the forty Seakrals are engaged in piracy and acts of specialized terrorism. Thus, the tasks of the castle are all effectively managed.

The Half-elves are descendants of the first lord and founder of *Encla Turic*, one Edas. He remained after his people had sailed back over the sea, seizing the land from the Mannish lords Geric and Blymiras, the rightful heirs of the isles. *Encla Turic* was erected to enforce Edas' rule, a function for which it was and is well suited. Edas' son, Lembalas, married a woman of mortal blood, and the remaining members of the line have had Half-elven blood flowing through their veins. Thus is the root of their strange makeup in a land of men.

4.622 The Character of the Masters

SILMAS:

Silmas is the oldest of the five brothers and stands as the strongest and brightest as well. His younger brethren are rather envious of his position, and Silmas must remain on guard in case of a coup or power struggle. To help his position, Silmas has full knowledge of the dungeon's layout as well as the major features of the island proper. His brothers only know of the chambers on the first through fourth (inclusive) levels of these subterranean reaches. This knowledge gives Silmas exclusive access to the laboratory and library, both useful tools in maintaining a hold over castle affairs (see layout). Being rather evil as well as decidedly greedy, Silmas can be ruthless and cruel when dealing with both his subjects and those he considers inferior. And due to his considerable strength in magic and combat, his brothers remain cautious, awaiting an opening to ease their quest for equality or control of the castle.

Stats: Ag99, Co77, Me93, Re98, SD66, Em 100, In72, Pr96, Qu91, St98.

Name	lvl	Hits	AT	DB	Shield	Melee OB	Missile OB
Silmas	15	137	15	50	Y15	150bs	1451b

Notes: Silmas is a fighter. One joy is his 2-hand sword (OB +125) which has the capability of instantly casting a flame bolt 50 (+30) from the tip twice a day. He speaks Emeri-elven, although he is fluent in the Muri-elven of the isles, and proficient in Kraluk, Canuk, Ky'taari-elven, and Oribik. His favorite garb is either: (a) blue leggings, a green tunic, green Boots of Quickness (Quickness Bonus +10), and an Elven Cloak of Gliding (all falls at 5mph), or (b) his dark green chain mail (+10), a Helm of Shadow (as spell), and his boots. He carries two +10 Daggers of Returning (50), a +15 broadsword, a Long Door Ring (3x per day), and a Ring of Deflections which is usable 3x a day. His reputation with spells comes from his magic items, and his access to fine books. He confines his activity to the castle most of the time.

ENIABORN:

Eniaborn is the next in age yet remains equal in stature to his younger brothers. Like Silmas, he can fight, but his skills are as a Ranger and his strength is still formidable in many areas. He is the eyes of the castle, for he maintains a vigil over the wild areas. Like his other brethren, however, his vote can be overruled by Silmas. Thus, he too is in search of more leverage in the affairs of rule.

Stats: Ag96, Co91, Me83, Re86, SD46, Em92, In 100, Pr66, Qu93, St96.

Name	lvl	Hits	AT	DB	Shield	Melee OB	Missile OB
Eniaborn	11	94	1	60	Y20	85ha	901b

Notes: Eniaborn is a Ranger who possesses knowledge of the five base lists of Ranger spells: Path Mastery, Moving Ways, Nature's Guises, Inner Walls, and Nature's Ways, all to 10th lvl. He wears a 2x Ring, brown Boots of Traceless Passing, a dark brown and black reversible tunic, a black Hood of Nature's Awareness, and grey and brown pants. He often walks alone during the day on the west end of *Dalov Perl*.

FELMERIEN:

Felmerien is third in age amongst the five brothers. Like Eniaborn, he is equal in status to all but Silmas. Thus, his vote can also be overruled by the word of the eldest lord. Unlike his older brothers, he is married. His wife Katamya was once his slave, a girl purchased from traders out of the East. He loves her dearly, although this love has caused considerable resentment in the castle. Katamya, incidentally, is a 2nd level Sorceress who specializes in Fluid and Flesh Destruction. Felmerien spends a good deal of time with her, mostly in and around the *Burn Lew*.

Stats: Ag90, Co62, Me99, Re78, SD50, Em99, In93, Pr80, Qu90, St95.

Name	lvl	Hits	AT	DB	Shield	Melee OB	Missile OB
Felmerien	8	53	9	50	Y15	50ma	301b

Notes: Felmerien is an Animist. He possesses knowledge of all the Animist base spell lists — Nature's Movement, Plant Mastery, Animal Mastery, Herb Mastery, Nature's Lore, and Nature's Protection - as well as Barrier Law, Weather Ways, and Spell Defense, all to 10th lvl. He carries a +10 mace which is also made from the enchanted *Swek* wood and acts as a x2 spell device. His apparel normally consists of a fine dark grey leather breastplate (+10), dark grey leggings, tunic, and shirt, and a black Helm of Light (III).

DURMARIEL:

Durmariel is fourth in age; he too faces the veto of Silmas, but nonetheless stands equal to Eniaborn and Felmerien. Aside from Silmas, he is the strongest in body, but remains inferior to his other brothers in the ways of magic. He spends much of his time at or near the Wall of Edas, an area he oversees. His ten man guard is posted along the wall, and is utterly loyal to him. Ruwela, his wife, and his four daughters (ages 1-9), reside in the castle.

Stats: Ag99, Co91, Me74, Re68, SD67, Em80, In52, Pr96, Qu99, St97.

Name	lvl	Hits	AT	DB	Shield	Melee OB	Missile OB
Durmariel	8	101	13	55	Y10	100wh	100b

Notes: Durmariel is a Fighter. He wears a black +10 chain shirt, grey pants and shirt, a black Cloak of Leaping, and a grey Helm of Waterbreathing (2x of 60rds per day).

AMBROS:

Ambros is the fifth in age, the youngest of the five brethren. He commands the castle and village garrison. The castle garrison commander (Rel Dryga) and the village garrison commander (Grega Korb) both report directly to him. Silmas does not want a warrior commanding the troops that order the populace. He normally judges cases along or with his brother Felmerien, although all of the brothers normally assemble to try important of fenders such as a village elder or an outsider. His wife

4.62 -For the purposes of NPC charts, abbreviations follow the NPC's OBs with the given weapon. They indicate the weapon favored by the NPC for a given type of combat, and include all adds and bonuses. On *Vog Mur* the most common weapons are: broadsword (bs), spear (sp), short sword (ss), mace (ma), long sword (ls), short bow (sb), long bow (lb), war hammer (wh), scimitar (sc), hand axe (ha), two-hand sword (th), and battle axe (ba).

Presurena has born him three young children. Presurena runs the castle, and is in her own right a fine (3rd lvl) alchemist. Ambros spends much of his time around the village, notably at the Light Tower.

Stats: Ag74, Co47, Me96, Re100, SD76, Em99, In 81, Pr84, Qu97, St68.

Name	Lvl	Hits	AT	DB	Shield	Melee OB	Missile OB
Ambros	8	33	1	30	N	15da	35da

Notes: Ambros is a Magician. His spell lists are many and all to 10th lvl: Fire Law, Ice Law, Earth Law, Light Law, Wind Law, Water Law, Spell Enhancement, Dispelling Ways, Shield Mastery, Spirit Mastery, Lofty Bridge, and Essence's Perceptions. He carries a x3 Staff and a +20 Dagger of Returning and Cornering. His garb consists of purple leggings, a deep blue tunic, blue Boots of Haste (movement only), and a purple Cloak of Invisibility (1').

4.623 The Garrison Troops

The 60 soldiers of *Vog Mur* are suited in grayish leather armor and carry spears, swords and daggers. A few bear long or shortbows cut from the *Kwell* trees found near the *Throkmurten*. All the shields are made of three layers of *Theg* wood, and are covered with leather and rimmed with steel. At the center of each shield is a spiked steel boss in the shape of a fist, symbol of Edas' father. They are physically small and rather meek, despite fine training. All are of pure Mannish blood.

Each of these has grown up in a family of soldiers, for certain village lines produce only warriors. Their own wives and children generally live in or near the village. The castle Watch commanders, however, raise their broods at *Encla Turic*, thereby augmenting the staff of servants. Men without wives are usually assigned to duty on the Wall of Edas. Only one in three of *Vog Mur's* soldiers can ride, but most swim well. The only language they speak is Muri-elven.

There are three garrisons on *Vog Mur*. (1) one at the Village and Light Tower; (2) one along the Wall of Edas; and (3) one at *Encla Turic*. The soldiers are organized into ten man units called "Guards," each having two five man "watches." The most experienced men are Watch Commanders, and the oldest of the two in each Guard is the Guard Commander. Guard Commanders report to their Garrison Commander, who in turn reports to Silmas or his brothers.

Castle Garrison

The upper castle is guarded by thirty men. Twenty are stationed in the stone keep, while ten patrol the earthen wall fortifications. Of the latter, one Watch is maintained at rest in the earthen gate area, while the other travels along the wall.

Name/Watch	Lvl	Hits	AT	DB	Shield	Melee OB	Missile OB
Outer Castle (Simma commanding)							
Simma/WC1	5	67	10	30	Y5	85bs	80sp
Gawfa/1	3	44	7	25	Y5	65bs	60sp
Tekayay/1	2	33	7	25	Y5	50bs	50sp
Spuutsa/1	2	34	7	30	Y5	55bs	45sp
Nyda/1	2	32	7	25	Y5	50bs	55sp
Druunda/WC2	4	61	10	30	Y5	75bs	65sp
Jola/2	3	42	7	30	Y5	60bs	65sp
Tuumara/2	2	35	7	25	Y5	50bs	50sp
Irvuna/2	2	31	7	25	Y5	45bs	45sp
Meka/2	2	30	7	25	Y5	50bs	40sp

Name/Watch	Lvl	Hits	AT	DB	Shield	Melee OB	Missile OB
Castle Keep (Rel Dryga commanding)							
Flunda/WC3	5	68	10	35	Y5	90bs	85sp
Spulswoda/3	3	45	7	30	Y5	70bs	60sp
Slega/3	3	40	7	30	Y5	65bs	55sp
Kifa/3	2	29	7	25	Y5	40bs	45sp
Kriisa/3	2	32	7	25	Y5	45bs	40sp
Rel Dryga/WC4	6	80	10	35	Y5	95bs	90sp
Jowna/4	3	47	7	35	Y5	70bs	55sp
Maakram/4	2	25	7	30	Y5	45bs	35sp
Voga/4	2	30	7	30	Y5	45bs	40sp
Lorta/4	2	33	7	25	Y5	40bs	35sp
Howalb/WC5	4	60	9	30	Y5	75ls	70lb
Ralka/5	2	35	6	10	N	40ls	45lb
Probak/5	2	34	6	5	N	45ls	40lb
Riika/5	2	31	6	5	N	50ls	50lb
Kuurda/5	2	27	6	10	N	40ls	50lb
Swunaf/WC6	5	66	10	35	Y5	80bs	65sp
Ekata/6	3	45	7	30	Y5	70bs	55sp
Emuura/6	2	35	7	30	Y5	50bs	35sp
Baadana/6	2	30	7	25	Y5	45bs	35sp
Laawl/6	2	29	7	30	Y5	50bs	30sp

Garrison at the Wall of Edas

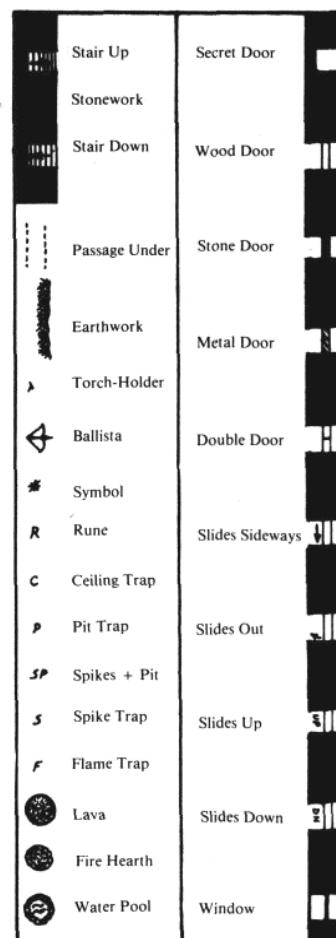
This garrison is housed in the quarters within the old section of the Wall of Edas. They are responsible for keeping watch over *Dalov Perll's* southern coast, and making sure that no one trespasses in the western wilds. No one has feared an attack from the west for some time, although they still maintain a vigil against such an occurrence. Five men are on duty at a time. The others sleep, play dice, or go fishing. Only rarely are they allowed in town.

Name/Watch	Lvl	Hits	AT	DB	Shield	Melee OB	Missile OB
Wall of Edas (Kwel commanding)							
Kwel/WC7	5	69	9	35	Y5	85bs	70sb
Bruuna/7	3	48	7	30	Y5	65bs	55sb
Wuuknie/7	2	31	7	30	Y5	50bs	40sb
Erbaas/7	2	36	7	25	Y5	55bs	40sb
Tuurfa/7	2	26	7	25	Y5	50bs	35sb
Pwekna/WC8	4	46	9	35	Y5	75bs	60sb
Variik/8	3	45	7	30	Y5	70bs	55sb
Vonya/8	2	39	7	25	Y5	45bs	30sb
Hiiska/8	2	33	7	25	Y5	50bs	30sb
Shuufa/8	2	30	7	30	Y5	50bs	35sb

4.623 — By developing standard military units, a local norm, the GM knows the probable strength and composition of any encounter which might involve patrols, guards, etc. The timing of reinforcements and typical reactions of the local troops can be based on the established military procedures.

4.623 — "WC" stands for "Watch Commander." Senior commanders are those of the highest experience level.

KEY FOR OVERHEAD LAYOUTS (E.G. FLOORPLANS)



Village Garrison

The village garrison is divided into two units, one stationed at the Light Tower northeast of town, and the other in the Watch Tower. These two Watches rotate every two weeks, although the Watch commanders stay at their posts. Those in *Purll Cibur* police the town, collect duties, and occasionally help accept taxes. The Light Tower Watch patrols the northeast coast and operates the beacon for fishermen and traders.

Name/Watch	Lvl	Hits	AT	DB	Shield	Melee OB	Missile OB
Village Watch Tower Garrison (Grega Korb commanding)							
Grega/WC9	6	95	9	40	Y5	95bs	80sp
Sedna/9	3	44	7	30	Y5	65bs	50sp
Ciburak/9	2	40	7	30	Y5	55bs	45sp
Okad/9	2	37	7	25	Y5	50bs	40sp
Kefna/9	2	35	7	25	Y5	55bs	40sp
Light Tower Garrison (Slef commanding)							
Slef/WC10	5	64	9	35	Y5	85bs	75sp
Ara-ge/10	3	46	7	30	Y5	65bs	55sp
Stiga/10	2	41	7	25	Y5	55bs	40sp
Swe/10	2	33	7	25	Y5	45bs	30sp
Puria/10	2	30	7	25	Y5	50bs	35sp

4.624 The Forty Sea-kral

Krals are an ancient nocturnal race of cloudy origin. They may be distantly related to Men, but show no pity or charity toward Mankind. A typical Kral is vaguely humanoid, and stands 4 to 5 1/2 feet tall and has lengthy arms. Their arm is marked by an additional bone which connects the wrist to their four fingered hand, making the hand appear unusually long. Each of their fingers stretches 5-6 inches and is capped by a claw like nail. They have opposing digits, and are dexterous enough to be accomplished craftsmen and bowmen. Kral skin is normally dark grey or bluish in color, and has a leathery character. Their hair is uniformly thick and white, and grows primarily on their head, neck, and shoulders. This gives them the appearance of having a mane of sorts. Random protrusions of hair can be seen in other body areas, however. Perhaps strangely, female Krals have considerably more body hair, for they have a long expanse which grows down the bony spine of their backs. The females rarely exceed 4 1/2 feet in height, but are formidable foes, for they are generally much quicker. Since they are exceedingly long-lived, they rarely bear children.

Krals wear leather armor and carry scimitar-like swords. They are divided into four groups, each of five male/female pairs. One acts as a secret but effective bodyguard for Silmas. They are stationed on level #4 of the Under-passages, and often sleep in the store room behind the aquarium. Two Kral groups reside on level #2, and the fourth group makes their home in the guard rooms of level #5. These creatures all sleep communally and carry or wear their few possessions. Home is a mobile mat of hair. Each ten Kral unit is commanded by a particularly foul warrior, and the whole are subservient to the Krai-lord Dwaggurthug.

Typical Krals

Type	Lvl	Hits	AT	DB	Shield	Melee OB	Missile OB
Lord	7	84	8	35	Y10	100ha	80sb
Male	3	35	5	35	Y	70ha	50sb
Female	3	40	3	35	Y	65ha	65sb
Youth	1	20	1	30	Y	35ha	25sb

4.625 Other Beasts of the Castle

Attack Patterns

Beast	(#)	Lvl	Sz/Sd	Hits	AT	DB	Primary	Secondary	Tertiary	Location	Other
Giant	(1)*	12	f/mf	301	11	0	100fl	LBa65	LCr65	lvl 3A	Has flail and club.
Hydra	(1)*	ll	m/f	151	16	20	MBi75	-	-	lvl 3A	4-7 heads, each gets attack.
Firehounds	(2)	4	f/f	125	3	30	FI25/50	LBi70	-	lvl 5	Breathe fire 3x per day.
Squid	(1)*	3	f/f	202	3	25	HGr100	LPI70	-	lvl 6	Ten tentacles, one attack.

*Use Large Creature Critical Hit Table.

4.624 — There are a variety of approaches for documenting NPCs, beasts, and monsters.

One, that seen in 4.623 above, is to describe each individual. This is particularly helpful when there is a strong possibility that those NPCs will interact with the PCs, and a personal or individual touch might be needed. In the case of the anti-social Krals, however, the relationship with the PCs will likely break down quickly. Fighting and brutal abuse are their way. In addition, they are cloistered beneath the castle except when raiding foreign shores.

Thus, another approach to documenting their stats is employed. The GM simply notes their organization, and describes two or three typical Kral "types." PCs encountering the Krals will meet a selected mix of these types, and the variety will be provided with considerably less work than was done for the Men of the garrison.

A third approach, is the least exhaustive. The GM simply describes one typical NPC, beast, or monster and works off that theme when an encounter occurs. A dice roll might determine whether the creature or NPC is extraordinarily tough or weak — high rolls adding to the danger, low ones mellowing the threat.

4.624 — The forty Sea-kral are so named because of their role as pirates. This calling may seem odd, for they cannot swim well out of a fear of the waves. Like most land creatures, they prefer the fire and heat of the earth to the cool of the ocean. Nonetheless, they overcome this fear by regularly savoring the joy raiding by sea. Despite their ties to the depths of the earth, the bloodlust drives the Krals any where — so long as their prey is relatively unarmed and thoroughly bewildered. Their skill in the dark hours makes them invaluable to Silmas. They are effective in acquiring the wealth the Half-elves cannot accumulate on so small an isle. The GM should note that, on calm nights, thirty or more of them will be away in search of plunder.

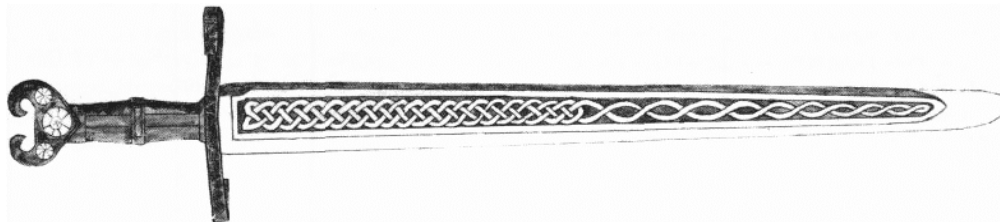
4.624 — Krals wear the dried and tanned ears and noses of respected foes. The ears they wear as earrings; the noses, they naturally wear as nose rings. GMs may wish to have them take these charms from recently fallen foes, or they may wish to tone down the lust somewhat.

4.624 — Krals shy away from sunlight. Their eyes are apparently attuned for seeing in the dark, at which time they can see as well as a Man on a hazy day. Once in daylight, their advantage turns against them, and the light becomes too bright. The GM should cut their odds in half in normal sunlight, and maybe more on particularly bright days.

4.625 — Attack modes for beasts and monsters are based on patterns and abbreviations drawn from **Claw Law**. The first letter indicates the size/severity of the attack: T = tiny, S = small, M = medium, L = large, H = huge. The second code is a pair of letters describing the type of attack: Ba = bash or ram, Bi = bite, Cl = claw, Cr = crush or fall, Gr = grapple. Ho = horn or tusk, Pi = pincher or beak, TS = trample/stomp, and TT = tiny teeth. The number code following is the OB, and a + indicates that the attack mode following is employed in the same round. Primary attacks are those most likely made in the initial stages of encounter.

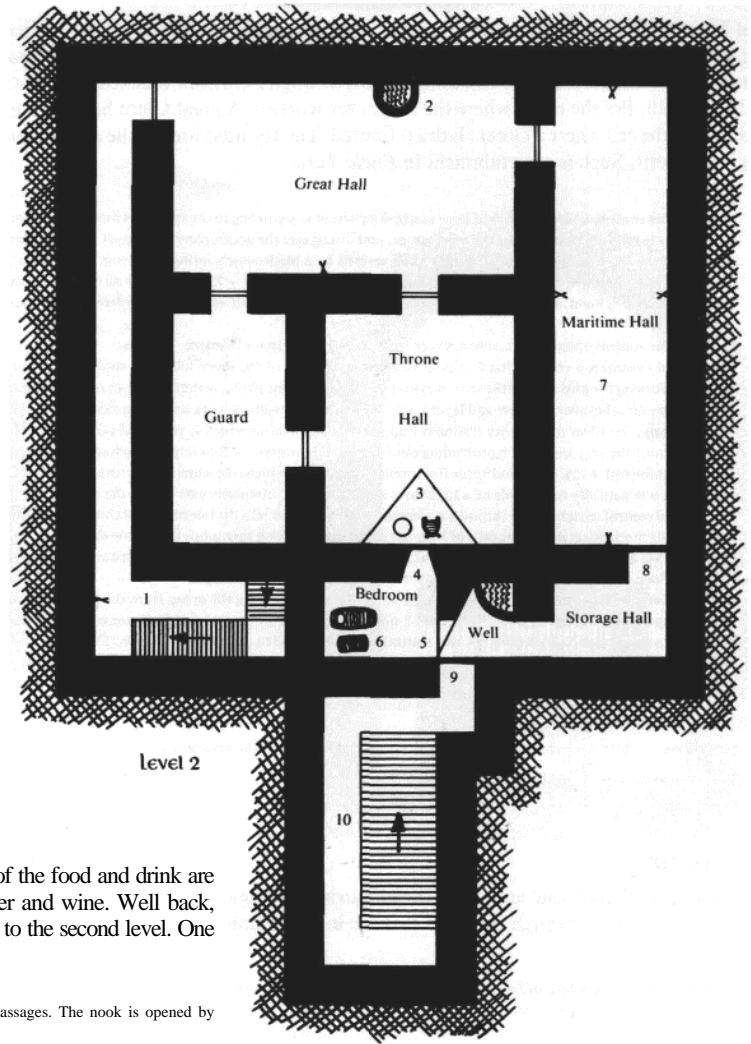
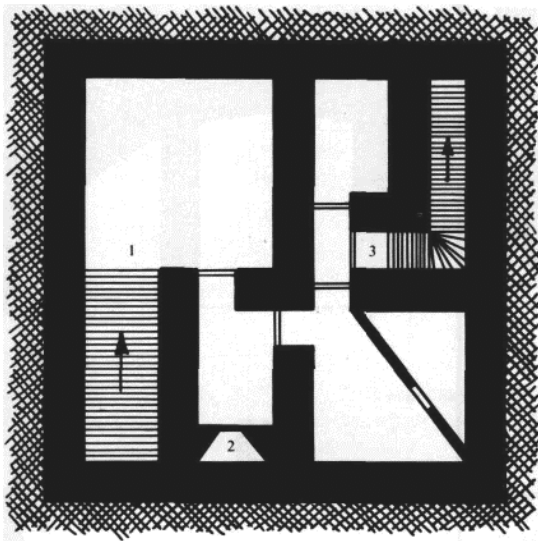
4.62 — Size is denoted: t = tiny, s = small, m = medium, l = large, h = huge. Speed is coded: c = creeping, vs = very slow, s = slow, m = medium, of = moderately fast, f = fast, vf = very fast, bf = blindingly fast.

Notes



THE UNDER-PASSAGES OF ENCLA TURIC:

Beneath the mighty fortress of *Encla Turic* lies a system of dungeons and passages that extend beneath the level of the surrounding sea, waters that wash the shore 600 feet below. These dungeons are arranged in six levels of rooms. Levels #5 and #1 are immediately accessible to the castle, the former having been an outlet to the sea as well. Level #6 is connected to the small islet of *Dalla Veurd* via an undersea passage that rises under the *Gudd Tyl* (Ale Hall).



Level One: This level is used primarily for storage, and it is here that most of the food and drink are kept. Separate rooms have been constructed for such precious goods as beer and wine. Well back, and hidden away from those who might be nosy, is the stair that leads down to the second level. One enters it through a hall that is barred by a sturdy wooden door.

- 1 - Stairs up to the main castle and surface.
- 2 - Secret nook cut into the wall holds a pass key which opens all the wooden doors in the underpassages. The nook is opened by pressing on the stone panel that conceals it. The panel slides up manually along runners.
- 3 - Stairs down to level #2. The third stair will depress when 50 or more pounds of force is applied to it. It will then sink two inches upon springs, until it hits a lever which sets off alarm bells: one in the library on level #6, another in Silmas' bedchamber, and a third in the castle's Council Hall.

Level Two: It is on this level that we find actual inhabitants. The hearty Sea-kral's occupy the outer chambers. Here, for their benefit, has been constructed a throne room, great hall, and living quarters. Thus, the Kral's have a place of their own, all astride the route downward. Behind this section lies a long room with wood-covered stone walls. This is the "Maritime Hall," a museum of miniature wooden ships that have been preserved in cases of glass. These ships are actually shrunken vessels of war, once full-sized and fleet. They were shrunk with the aid of the magician *Fryna* and the rich "Shrinking Waters" of the fountain on level #4. In order to restore their normal state, one only has to unlock the secret and utilize the growth potions found in the laboratory on the 4th level, that area reserved for experiments. Level #2 has separate access to both level #3A and level #3B.

- 1 — Stairwell and long L-shaped hall. The stairs connect levels #1 and #2.
- 2 — Well with drinking water suitable for Kral's, but toxic to Men and Elves. When consumed by those not acclimatized to its nature, it acts as a 2nd lvl poison which leaves the victim at -50 per dose. The well sits within a foul-seeming ceremonial Kral gathering hall that is covered with refuse and abused bones.
- 3 — Throne Dais of the Kral-lord. It is of bluish marble and raised 2 feet over the surrounding floor. The throne proper is of carved green-grey stone and created in the image of a huge Dragon-skull whose great open mouth holds the blue seat cushion. A four and one half foot high circular hearth with side openings sits beside the throne.
- 4 - Secret passage behind the throne is reached by way of an opening covered by a wooden panel. The panel has a carved hunting scene depicting a number of Sea-kral's slaughtering an unknown village. The passage leads to the Kral-lord's bedroom, and can be opened in one of three ways: 1) by turning the latch on the bedroom side, (2) by using the pass key from level #1, or (3) by turning the round knob-like stone set into the top of the nearby hearth.
- 5 — Secret door which appears as the wall regardless of which side you are on. It separates the Kral-lord's bedroom from the well-hall and stores beyond. The swings open to the right when one kicks the bottom near its base as hard as one can.
- 6 - Beside chest contains the Kral-lord's possessions: a set of smelly robes, a suit of chain mail (AT 15) ideal for a stout sucker, and a sack holding 1000 sp. A small + 15 Dagger of Returning (100' range) lies hidden behind a sliding metal plate at the chest's bottom.
- 7 — Maritime Hall hewn out of the rough surrounding rock. It has 10' x 10' wooden-lined shelf insets cut into the walls which are covered over in glass. They contain a fleet of 350 miniature (18-24") ships taken from a number of different foes in the past. These ships were once full-sized warships and vessels of trade, but were in the service of Encla Turic's enemies. Accordingly, they were reduced and immobilized using *Fryna's* "Shrinking Waters." What became of their crews is not known.
- 8 - Secret door which slides sideways into the wall when one turns a 5" diameter nameplate set into the wall. The plate is engraved with a seemingly invisible 3rd level Symbol of Fear which becomes dormant unless its back side is set upon stone. Those viewing or touching the Symbol will suffer, although its subtle character is such that one must look very carefully before seeing it (Very Hard -20 to perceive). The act of turning the plate normally will result in its activation (Hard -10). A storage hall lies behind the door. It is packed with food and necessities for the Kral garrison.
- 9 - Secret passage to the stairwell that descends to the lower Under-passages. The passage lies behind a secret door which is counterweighted and slides into the ceiling. It can be opened by pounding on the upper surface.
- 10 - Stairs which lead down to level #3A. At the bottom they empty into the Arena of Just Striving. For this reason they are untrapped.

Level Three "A": This level is accessible via a wide staircase and consists of two interconnected circular sections. The first chamber is an arena and is surrounded by a raised viewing platform where spectators are seated. At the far end of the room, through a corridor blocked by a gate and a pair of sturdy portculli, lies the room where the forges are worked. A great Giant handles the furnace and watches over the cell where a Great Hydra is housed. The Hydra is used in the arena against prisoners of fighting merit. Such is entertainment in *Encla Turic*.

- 1 — **Torch-holder control** which can be used raise and lower portculli according to the speed it is moved. A key hole below leads to an assembly in the wall that unlocks the mechanism, and disengages the accompanying trap. If the trap is not disengaged, the operator of the torch-holder could have their hand severed by a blade which springs out from the iron wall fixture and arcs across to pin anything gripping the holder control. The blade is as a dagger +75 attack, with all crit results yielding 1-5 severed fingers; 5 - severed hand. A key is kept by the Krai-lord and each of the Half-elf brethren. Otherwise, the trap is very hard (-20) to disarm.
- 2 — **Torch-holder control** operates as 1 above, except that there is no trap mechanism.
- 3 — **Torch-stand control** is a recessed hand grip set five feet up the side of the seven foot high solid silver stand to the left of the throne. By turning the grip around the central cylinder of the stand, one sitting in the throne can raise the gate and both portculli that bar entry into the inner chamber and Hydra cell. The mechanism will not work unless one sits in the throne beside the stand. Unfortunately, the silver inlaid ivory throne is trapped by a mechanism which is very hard (-20) to disarm. One sitting in it without turning the very small knob protruding out from the left armrest, will be impaled by a spike rising up through the blue silk seat cushion (ml + 75). The stand holds five torches, only one of which is lit when there is no arena activity. Spiraling up and around it is a beautifully carved tale of a royal love affair on Emer, obviously cast before the theft of the torch-stand.
- 4 — **Torch-stand control to right** of the throne is a companion 3 above, but tells the tale of a royal childbirth on Emer. When turned to the left, its mechanism drops a sheath of iron out of the ceiling which surrounds the throne dais and protect sits occupants. The sheath has a small exit door (2' x 4') at its rear. Turning the mechanism to the right, one opens a 10' x 10' hole in the center of the arena floor. The hole opens onto a 60' shaft to level #4A below.
- 5 — **Torch-holder controls** which raise and lower gate and portculli separating the arena from the inner chamber.
- 6 — **Secret compartment** hidden in a huge column of stone is reachable by way of a 1' diameter round opening. The opening is covered by a round stone which pulls out and is attached by a thin rod to another mechanism. This rod serves to hold the stone onto the wall, as well as open the portculli barring the Hydra cell. The secret compartment is hard (-10) to discover. Within it lies a sack of 200 bronze and 500 silver pieces which is too large to pull out of the opening without emptying at least 200 coins.
- 7 — **Fiery hearth** which is used by the Giant in his smithing operations. Shackles, chains, and smith's tools are hung on the wall beside the hearth (7' off the floor).
- 8 — **Torch-holder controls** which raise and lower the portculli that guards the Hydra cell.

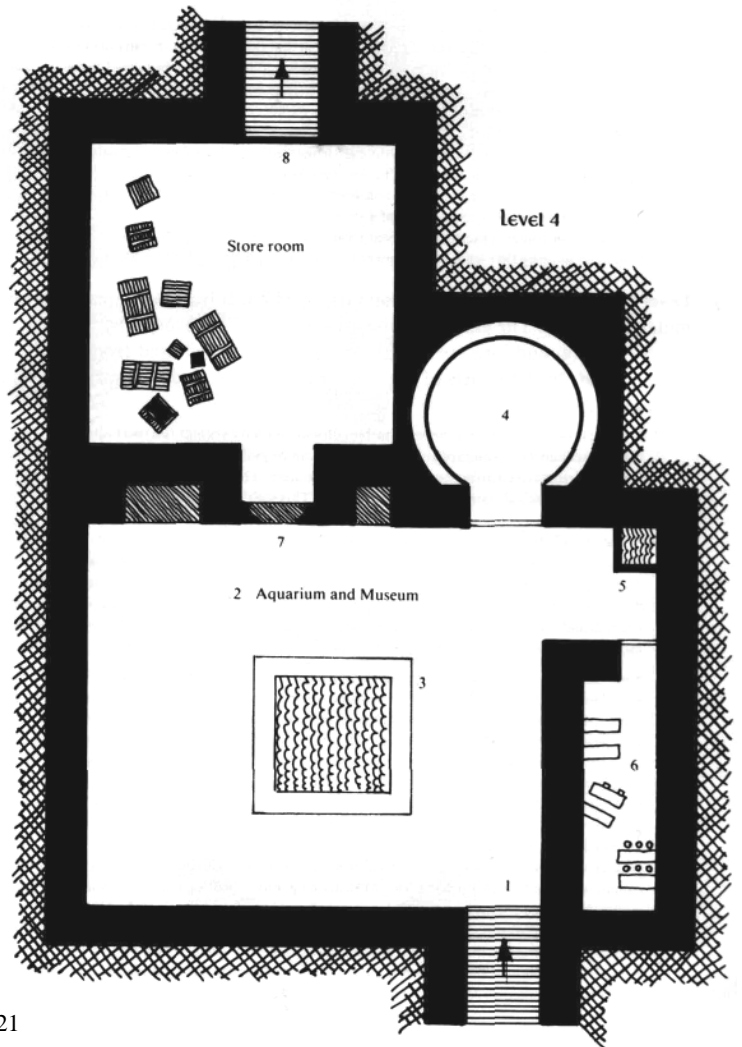
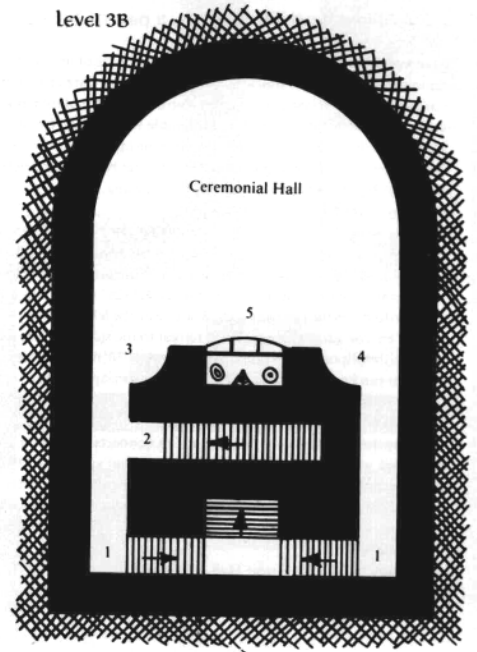
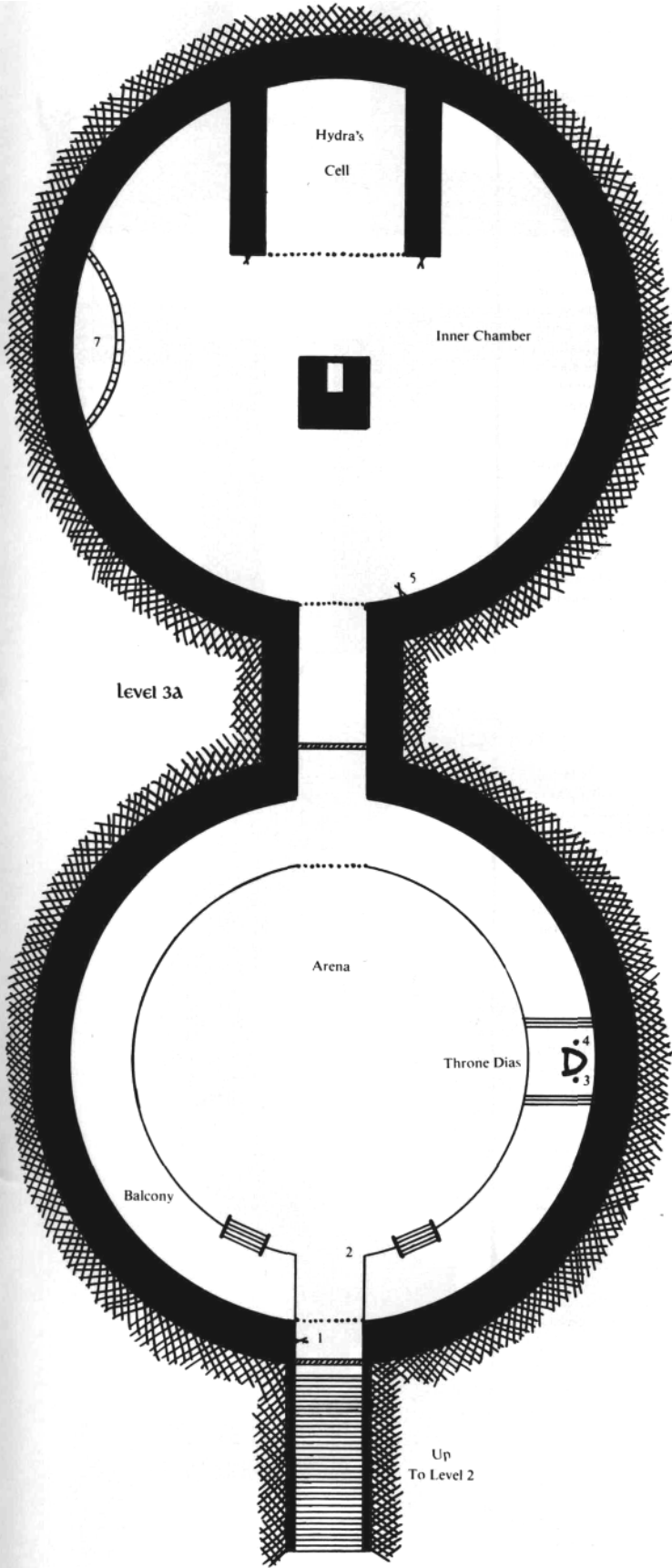
Level Three "B":

Here lies a small chapel, one utilized in the conjuring of magic and faith. An altar forms the focal point of the level. It is through this level that the lower chambers are reached.

- 1 — **Stairways** down to a landing and the wide stair descending to level #4B. Unless one steps on every stair in a given flight in consecutive order, five pendulum-mounted circular blades (scimitar + 100) will arc down and sweep the stairways, landing at heights of 2-4 feet. Two blades come out of the ceiling above one stairway, while the other three are released above the opposite stair. Each blade's sweep is set 1 and ¾ feet apart from its companions. The blades are released with force, pass by once, and then lock into the ceiling on the far side of their arc. They are very hard (-20) to disarm.
- 2 — **Stairway** up to level #2.
- 3 — **Spiked pit** trap measuring 20'x 20'x 20'. Two stone slabs fall open to reveal the pit and an array of 400+ small (4") iron spikes intended to inflict immobilizing wounds on their victims. The drop is a +25 medium fall, and the spikes strike as 2-20 daggers + 50. One can prevent the trap from operating by simply placing one's foot on one of two small oval grey marble slabs set in the floor on either side of the stone covering the pit. The mechanism is immediately reset when the first entering person/weight is removed from the dangerous surface, so each person should touch the safety mechanism to avoid difficulty. A weight of up to 300 lbs can be supported by the floor at any one time; any more will set off the trap.
- 4 — **Spiked pit trap** which is built like 3 above.
- 5 — **Altar** of grey marble inlaid with green obsidian and blue sapphires (20 worth 5 gp apiece). It is the center of the activities in the blue marble ceremonial hall. A carved wood dedication to the ancestral line of Silmas sits on the altar beside a Potion of Invisibility I (8th lvl, 10'rad).

Level Four: Level #4 contains a number of interesting areas. It is divided into two parts. (A) The portion which serves as a museum, aquarium, and laboratory; and (B) the rear storage area which provides access to the lower Under-passages.

- 1 - **Stairwell** to level #3.
- 2 — **Aquarium and museum** is constructed of blue-green marble. The black granite ceiling is inlaid with silver and pearls, art which forms a pattern akin to the stars of the winter sky.
- 3 — **Shrinking waters** of *Fryna* are in a huge pool dominated by a central 10' fountain stream. When something is sprinkled or immersed in the water it will shrink according to the words of the manipulating party (i.e. if you say "one half" the size is halved). Nothing can be reduced below a length of one inch, however. Once shrunk, a thing will return to normal size only by being sprinkled or immersed again. The waters alone cannot be stored; a preservation potion from the laboratory must be added.
- 4 — **Bell trap** is a room of steel shaped like a bell. All of the interior wall surfaces are covered with gold leaf and inlaid with cheap rubies. The exterior door is inlaid with gold Muri-elven lettering which says: "Shrine of the Bard."The steel walls are placed in a stone sound chamber which enhances the sound. A wide steel door provides access to the trap. When one touches any of the interior walls with more than 1 lb of force, the door shuts and a huge pair of gongs strike the upper walls on the outside. The result is akin to a 10th lvl attack: victims failing their RR by 1-50 are unconscious for a number of hours - the number they failed by, and cannot hear for an equal number of days; victims failing by more than 50 die of nerve and brain damage, their ears destroyed.
- 5 — **Well**.
- 6 — **Laboratory of Silmas** was once *Fryna's* domain. It contains numerous nooks on Alchemy, all written in Muri-elven. They include a volume on each base Alchemist list — to twentieth lvl — and good for one of each spell: Enchanting Way's, Essence Imbedding, Mentalism/Channeling Imbedding, Organic Skills, Liquid/Gas Skills, and Inorganic Skills. Two doses of Shrinking Water Preservation Potion will enable the Shrinking Waters at 3 to be used twice, at any indefinite point, on any one object of less than 100' in length.
- 7 — **Secret door** behind center aquarium can be opened by simply pushing on the glass.
- 8 — **Secret door** in back of store room slides upward with force of 40+ pounds. Stairway behind it leads down to level #5.



Level Five: This level is the most complex. It contains a storage and loading area that is connected to the castle courtyard by a very long sloped ramp which begins in a straight course, but eventually spirals upward. This loading dock looks out over the sea below through an opening in the side of the cliff and employs a winch and pulley system to unload the ships that are docked in the *Burn Lew* (Black Cove). This self-contained loading area is connected to the other part of level #5 via a long passage that runs the length of the cliff and turns to the right. The second section of the level lies in line with the other levels of the Under-passages and contains cells for a score of prisoners. Here too is stored the Master's pet Firehounds, a pair of beasts of considerable power.

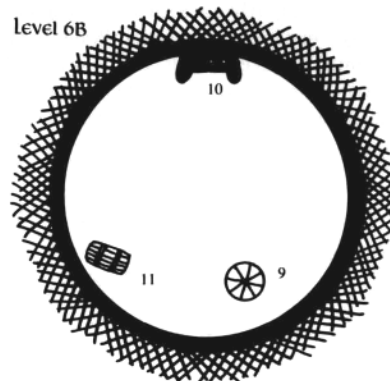
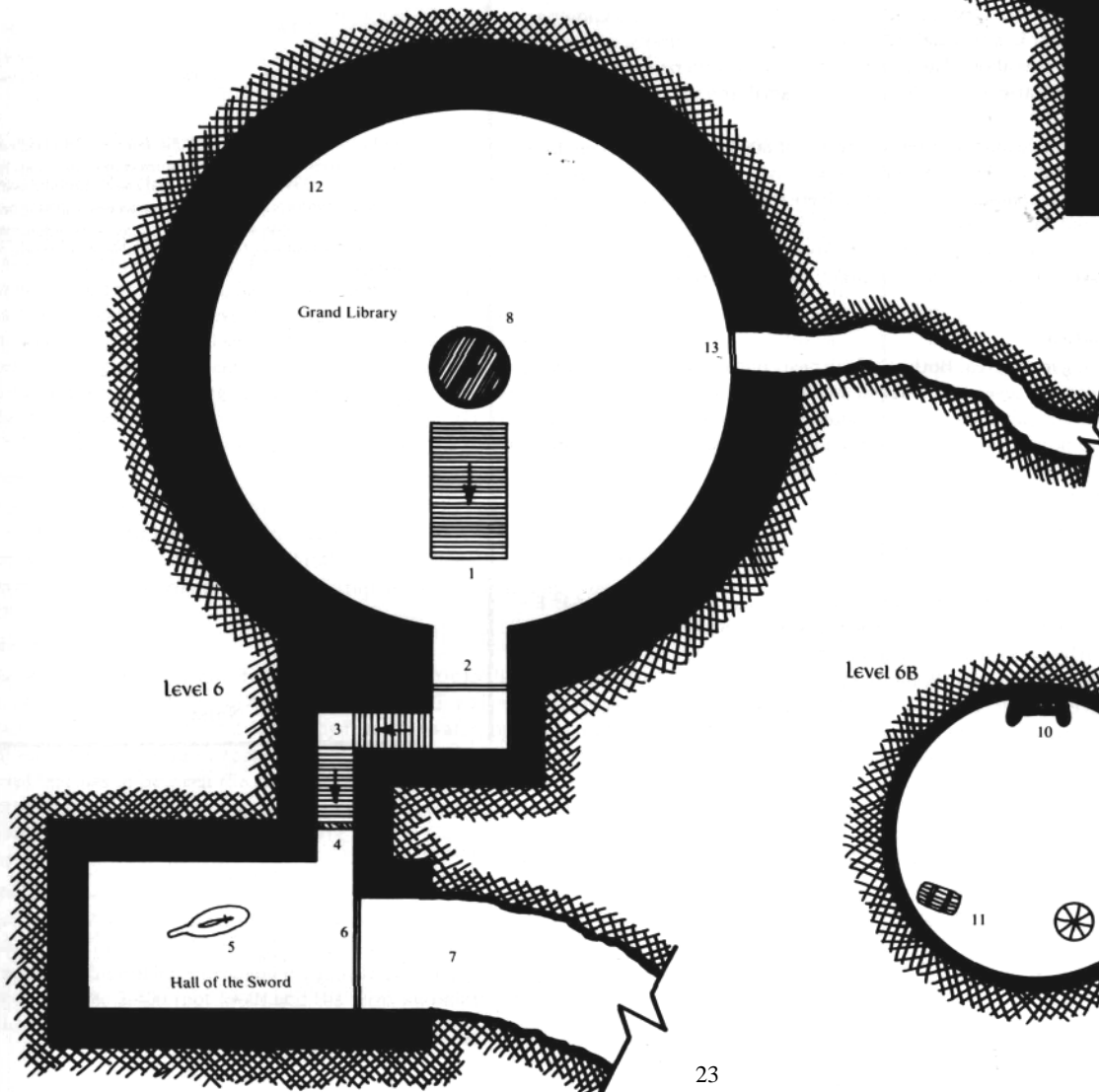
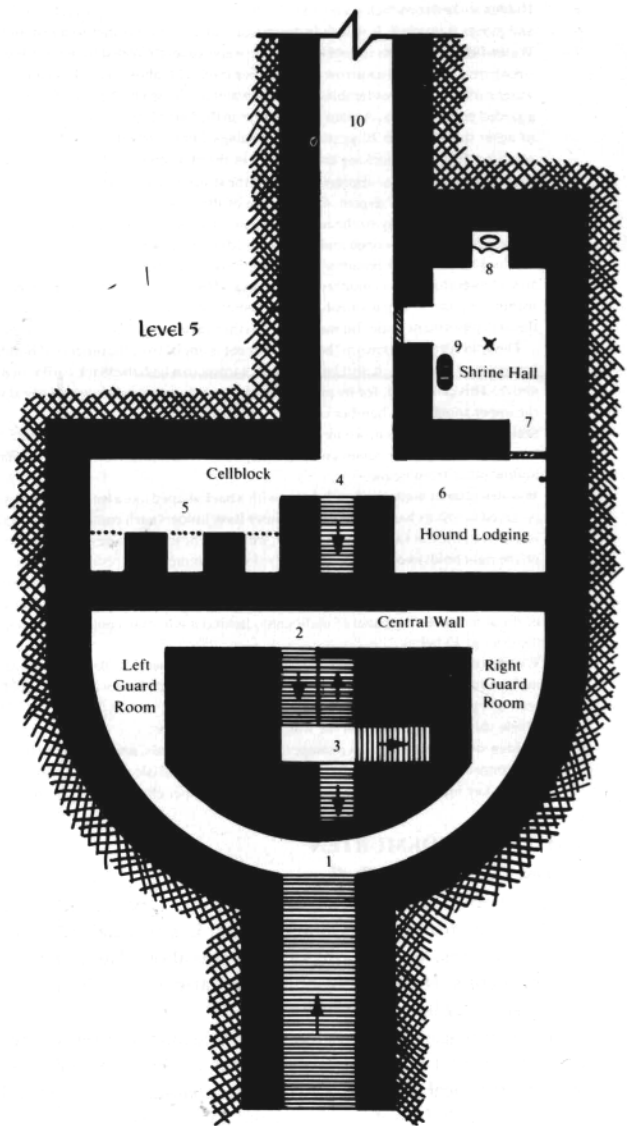
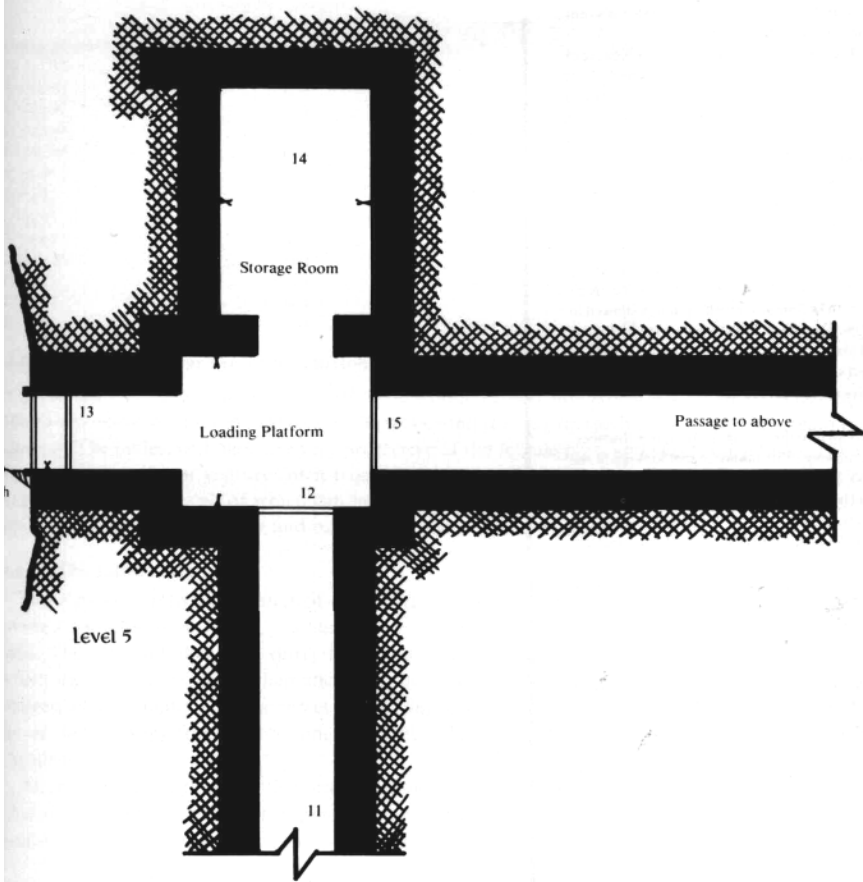
- 1 — Stairway up to level #4A. The ceiling over the stair is of iron and shaped to conform to the stairs themselves. One carefully examining the walls of the stairwell will notice that there are vertical iron tracks cut into the grey rock at 5 foot intervals. These accommodate runners fixed to the mobile iron ceiling. Should someone using the stair not touch every stair in consecutive order, the ceiling will drop suddenly with considerable force (Huge Crush + 100). This mechanism can be locked using any one of the Half-elf lords' Rings of Unlocking, devices the masters bear on the third finger of their left hand. The key in each ring fits into a keyhole set in the stone to the right of the stair (at both top and bottom). The counterweight which locks the ceiling also resets it when the key is used and the trap has been sprung.
- 2 — Stairway to the landing at 3.
- 3 — Landing which looks onto three descending groups of stairs. As one arrives on the landing from level #5 above and turns left there is one stairwell to each side and one straight ahead. To the left, the stairs descend to a landing 20' below; this in turn, leads to an identical stair heading back up and into the other half of level #5 (see 4 below). To the right, a stair descends to level #6. Ahead and at center, one heads down into a 20' x 20' stone room with walls inlaid in silver circular patterns. As one enters, there are two doors on the opposite wall. The one on the left leads nowhere. Turning its single knob results in the entire floor opening up and an iron gate falling to block retreat to the stairwell. The exposed shaft below the floor permits the victim to fall into a churning whirlpool of hot alkaline geyser water 30' below (one A-E heat critical for each rd in the 10' deep water). The door on the right can be opened only if the trap is not sprung. Its knob turns easily to reveal a passage to the abandoned mines below. This complex dates from an indeterminate period and has since been ignored. It is nothing more than a maze with no exit; its door cannot be opened from the mine side.
- 4 — Stairway down to the lower landing which connects to landing 3 above. It joins the two sections in this part of level #5.
- 5 — Cell block with three stone cells. The portcullis that guard the cells can be opened only with the masters' Rings of Unlocking, or by pressing a panel in the stone wall ten feet down passage 10 (see 10 below).
- 6 — Firehound lodging. The beasts are kept manacled on 30' long chains which open only when unlocked with a Ring of Unlocking or with the key found in the chest in the Shrine Hall (see 9). The chains are anchored in the wall beside an iron door opening into the shrine hall.
- 7 — Iron doorway into the Shrine Hall. On its outer face is a 6th level Symbol of Pain.
- 8 — Altar of white wood and ivory which is shaped like the foot of a dragon. Inset into the top of the sculpture is a bowl shaped cut which contains two glass flasks, each resting in a little indentation. One flask contains a dose of black ink-like fluid which is a Potion of Clairvoyance. The other contains a gold liquid, an antidote to the poison *Tley* (see 9 below).
- 9 — Chest of white wood bound in silver inlaid iron. Within the chest lies a bag of fifty 5gp aquamarines. Beside it is a large clear 2" dia. jewel which is actually hollow and contains five 5th lvl doses of the clear gaseous poison *Tley*. The jewel is resting in a covered silver Cup of Cooling, and will quickly melt at any temperature above 40°. When one removes it from the cup, it will dissolve, exposing the rapidly expanding gaseous poison. Victims within 5' must resist or become blind in one or both eyes.
- 10 — Passage which leads to 11 and the loading area that opens out the cliff over the *Burn Lew*.
- 11 — Passage which leads to 10 and the area (cells, stairwells, and guard rooms) of level 85 just below level #4 and the rest of the Under-passages.
- 12 — Iron gate to the loading platform area slides into ceiling, and is connected to counterweights. It has a stone veneer on the side that face the loading area. To one looking at it from that side it is secret. It can only be opened from the passage side (11) by inserting the steel key-bar that hangs on the wall beside it. The bar must be turned in the key slot set 3' above the passage floor. Whenever the door is opened, the counterweights strike a bell 75' above which acts as a resounding alarm for anyone in the complex, cave, or castle above. If one disengages these weights (very hard -20) the door cannot open without a force capable of lifting 2500 pounds.
- 13 — Iron set of two doors which open onto the cliff-ledge above the *Burn Lew*. Through these doors passes goods entering and leaving *Encla Turic* via ships in the cove. The doors are key locked, but any pass key — the Kral-lord's, the masters', or the pass key from level #1 — will open them. A crank-operated winch and pulley system capable of lifting 1000 pounds is set in cliffside stone. It can be locked with the turn of a stop.
- 14 — Storage room contents include preserved foods and stores.
- 15 — Iron door to ramp that leads to the upward sloping passage and the castle courtyard above.

Level Six: In the depths of the island lies level #6. It holds the greatest treasures and the most formidable dangers. The essence of the area is a circular library where a great many works of history, magic, science, and lore are stored. Many have been pilfered from the library in the *Gudd Tyl* on *Dalla Veurd*. In the panels of the library lies the secret door that provides access to the undersea passage to *Dalla Veurd*.

In the center of the library looms a marble column. Within its center run two braided cords, one gold and one black. By opening a secret panel one can expose the cords. Both can be pulled; the gold one locks the mechanism altogether and prevents any further attempts to uncover the secret behind the column. The black one, on the other hand, releases the mechanism and lowers a slow-moving spiral staircase inside the column. This stair leads up to a small chapel where certain treasures and an altar are housed.

The Hall of the Sword lies at the base of a small stairway that faces the bottom of the stairs down from the fifth level. This hall contains a sword that lies in the center of the room on an anvil of silver. When touched this sword releases a trap mechanism, dropping the raised entry door and opening a side wall. Through the side wall comes a torrent of water, carrying with it a good dose of power. Once the room is flooded, the wall closes once again, trapping the poor soul within the chamber. In addition, a Giant Squid is thrown into the wake and is left to consume whatever prey might be trapped. All of this is made possible by the fact that a watery chute connects the chamber with a great pool above. In short, the Hall of Swords is a death trap.

- 1 — Stairway to level #5 above. The stairwell is protected with Symbols: ten 5th lvl Symbols of Fear and ten of Pain. Those of Fear are inlaid into silver plaques which are recessed into the stone ceiling in such a way as to be on view to one looking ahead or up. Those of Pain are placed in the stairs themselves, for view by those looking down.
- 2 - Iron door which is not locked, and can be lifted with a solid push upward. It is counterweighted to create a burden of 100 lbs (adjusted). There is a key hole in the middle of the door's surface, but it is actually an opening for a dart-thrower. Should one stand directly in front of the door, they would be on 13' diameter marble slab unlike those around it. It sets off the dart-thrower which hurls a poisoned projectile (as a heavy crossbow + 100). The thrower will not strike otherwise, and is very hard (-20) to disarm. The door itself leads to the passage descending to the Hall of the Sword.
- 3 - Stairwell down to the Hall of the Sword.
- 4 — Iron door which opens easily from the stairwell side (using a center knob). From the inside of the Hall of the Sword, however, it cannot be opened without placing Ring of Unlocking into a small keyhole in the wall to the right. The 1500 pound door is set up with a detachable counterweight mechanism tied to this lock and the Sword of Edas (see 5 below).
- 5 — Sword of Edas is a trap. The + 15 sword is forged out of gold inlaid silver and fine alloys. In its hilt is set an emerald worth 200gp. Unfortunately, the sword is fused with a rod or pin of metal which runs into the grey-green marble slab upon which it rests. The rod is not visible to a normal viewer, for it is extremely hard (-30) to perceive. When moved the sword will not lift up, but it can rotate on the rod. Its movement sets off a trap: the iron door 4 slips off its counterweights and falls to seal the room (1 sec.); the hidden stone gate at 6 is raised by the dropping of door 4.



- **Hidden stone door** which is very hard (-20) to perceive is normally shut, but will lift when the un-counterweighted door at 4 falls and moves it upward. It will slide down again after door 4 comes to a rest and the rush of water subsides
- 7 — **Water-filled shaft** leads to a secluded underwater cave connected to the *Burn Lew*. The cave is inaccessible to the sea because of strong iron grates and a narrow opening. Sea level is 21' above, and the ceiling of the Hall of the Sword is 20' high. The force of water rushing in is considerable. When the water is released by the sword-trap the hall will be filled, thereby becoming a guarded guarded part of the sea. A giant squid is kept in the barred cove, and will be tunneled in with the onrush of water. When the rush of water subsides after 30 seconds, the evening of pressure will allow door 6 to slide downward. It will close in 10 seconds. By placing a Ring of Unlocking into the lock in the altar on level #6B (see 10 above), this process can be reversed.
- 8 — **Grey-green marble** pillar appears to support the structure and mosaics of the beautifully worked dome ceiling. Its outer surface is a coiled relief of a huge serpent. One the side of the pillar opposite the stair is a carefully disguised movable marble panel which serves as the accessway to the hollow interior. The panel opens inward on a hinge when someone pushes on it gently. If one pushes too hard it flies open and the panel's edge strikes a pin set in pillar's interior side wall. In turn, the pin moves and opens the floor all around the column. A 25' deep, 5' wide pit welcomes the victims. (It is a medium fall + 25.) Once a weight exceeding 50lbs hits bottom, the a counterspring closes and locks the pit. The pit can be reopened safely by pulling the gold cord that hangs within the pillar's compartment. If one attempts to force it open, it will quickly fill with boiling geyser-water that is allowed in through pipes in the upper pit walls. Victims then take one A-E heat critical every rd they are struck by or immersed in the liquid. The gold cord that hangs in the compartment is one of two; the other is of braided black silk. While pulling the gold one might free trapped prisoners, it also locks the mechanism to which the black cord is tied and sets off the main alarm bell above level #5 above. This can be sad, for by pulling the black cord, one slowly lowers a spiral staircase within the pillar. The stair leads up to the upper room, the Chamber of Time.
- 9 — **Stairway** which lowers down into the pillar is fixed on a sturdy iron pole which runs up into the ceiling of the upper chamber. When raised, the stair comes completely up into the Chamber of Time, revealing nothing of its nature to one looking in the hollow pillar from below.
- 10 - **Wooden altar** of mahogany and cherry with a back shaped like a leaf. A brief pictorial history of the coming of Elves to Vog Mur is carved across its back surface. Three inset flask holders each contain a glass vial of potion: (a) the grey one on the left contains one dose of the stat raising liquid *Danef*, which can be used to raise the potential of any one stat 1-10(101 max); (b) the clear one on the right holds two doses of *Sleg*, each of which immediately restores 5-50 hits and relieves 5 rds of stun effects; and (c) the red one in the center contains the 6th lvl poison *Helbenien*, which smells like mint but acts to rot the vocal cords and scar the lungs in such a way as to reduce one's temporary Co and St by 1-50. The effects are immediate, and leave the victim a mute. At the base of the altar is a sliding panel of mahogany. Behind it is a small compartment which holds a leaf-shaped key, the means to open the door at 13 below.
- 11 - Wooden chest containing 250gp, 500sp, and five 10gp emeralds. Beneath the pile lies a x2 Ring (Essence), a +3 Staff (Channeling), and a + 20 two-hand Krai-slaying sword. The sword glows within 50 feet of a Kral, and the Staff is capable of storing one spell of up to 5th lvl.
- 12 — **Magic shield** (+ 10) hangs on the wall. It acts as a mirror.
- 13 - **Hidden stone door** leads to a passage that quickly descends, and eventually levels off. This passage is well over two miles long, and connects *Encla Turic* with the *Gudd Tyl* on the small isle of *Dalla Veurd*. The stone door can only be opened with the leaf-shaped key hidden the base of the altar from the upper chamber (see 10 above).

4.63 THE THROKMURTEN

In West Central Dalov Perll

The region due north and slightly west of the Oevaag Baas is highly active in nature. It is known as the *Throkmurten* (the Guardianpits) and is a thermal basin full of geysers, mudpots, and small volcanic fissures. Warm springs and caverns abound amongst terrain littered with pumice and other volcanic debris. Nonetheless, numerous varieties of wildflowers and small trees make the area appear beautifully hospitable.

The chief feature of the region is a sizable hill that rises to a height of 800 feet. This hill is cut by a small stream that originates from a spring buried in the hill's flank. It is called the *Geleb Daart* and provides the focal point for studying the inhabitants of the area. Here the danger lies with the forest and cave- and cliff-dwellers who are not accustomed to contact with "speaking peoples." In the forest and along the relatively steep canyonsides by the *Geleb Daart*, boars dominate. In the upper reaches of the canyon, especially in the caves, the chief danger is bears; one must tread softly near the Throkmurten

4.631 The Bears Near the Throkmurten

There are two families of bears living in the area. Both are black bears but attain considerable size in their mature years. The elder males stand seven feet in height and have been known to run up to 25 miles an hour. They are monogamous animals and have small families. They subsist primarily on the plentiful fish of the stream and cave ponds, or on the berries and small fauna in the neighboring woods. Bears are reserved and will not attack unless bothered: disrupting their domain, intruding on their cave homes, or endangering one of their kind are all causes for assault.

Rampaging bears are defined as those who are aware of the death of their mate or children. Cubs cannot rampage, though older children will do so if either parent has been killed. Rampaging bears strike at + 20, deliver twice the hit (not crit) damage, and have no DB.

As for the cave proper, there are a number of alternatives. The temperature is constant at 64° F (the norm of 58 has been raised by local thermal activity). The bears of family #2 live in the "bear chamber", while the bears of family #1 live in a smaller cave some 500 yards downstream. The stream proper is fed by two springs, one hot and one cool. Water temperature is lowered due to the prolonged stay inside the numerous cavern pools, and fish actually inhabit the water in the "lower pond", as well as the stream proper downstream. At this point the waters measure about three feet deep in the channel and ten feet in the ponds; the water is a steady 57 degrees.

4.63 — Although the bears of the caves have no real gold or precious items as such, a cache is buried in their cave. It was left by an associate of Fryna many years ago, and he has since died. The treasure is hidden in a 5' x 5' x 5' pit beneath a large (500 lb) boulder which sits just inside, and to the left of, the cave entry. It contains one preserved sample of every herb available on the islands, 50gp, and 750 jp.

Notes

Family/Member	Hits	Sz/Sd	AT	DB	Primary	Attack Patterns		
						Secondary	Tertiary	Other
1/Papa	175	l/f	4	25	LBa70	LGr100	LCI65 +	MBI35
1/Mom	150	m/f	4	20	LBa50	LGr80	LC160 +	MBI30
1/Cub #1	130	m/f	4	20	LBa40	MGr80	LCI50 +	MBI25
1/Cub #2	120	m/f	4	20	LBa35	MGr75	MC150 +	MBI25
2/Papa	180	l/f	4	30	LBa80	LGr95	LC175 +	MBI40
2/Mom	155	m/f	4	25	LBa60	LGr75	LC165 +	MBI40
2/Youth #1	165	m/f	4	25	LBa75	LGr85	LCI70 +	MBI35
2/Youth #2	160	m/f	4	20	LBa70	LGr80	LCI65 +	MBI35
2/Cub #1	125	m/f	4	20	LBa45	MGr75	LC145 +	MBI30
2/Cub #2	105	m/f	4	15	MBa45	MGr65	MC150 +	MBI25

Group/Member	Hits	Sz/Sd	AT	DB	Primary	Attack Patterns		Tertiary	Other	Level
						Secondary				
1/Male #1	130	m/f	4	30	LHo50	MBa40 +		MTS25	—	4
1 /Male #2	120	m/f	4	25	LHo40	MBa35 +		MTS20	—	3
1/Male #3	115	m/f	4	30	LHo45	MBa30 +		MTS20	—	3
1/Male #4	118	m/f	4	25	LHo40	MBa30 +		MTS25	—	3
1/Pig #5	113	m/f	4	30	MBi30				—	3
1/Pig #6	122	m/f	4	30	MBi35				—	3
1/Pig #7	116	m/f	4	25	MBi20				—	3
2/Male #1	124	m/f	4	30	LHo55	MBa40 +		MTS30	—	3
2/Male #2	119	m/f	4	30	LHo45	MBa35 +		MTS25	—	3
2/Pig #3	120	m/f	4	30	MBi30				—	3
2/Pig #4	111	m/f	4	25	MBi25				—	2
2/Pig #5	104	m/f	4	30	MBi20				—	2

4.632 The Boars Near the Throkmurten

There are twelve wild pigs who inhabit the wooded stand west of the *Geleb Daart*. They can be found anywhere within the confines of the woods (all the way up the hill) or along the stream in the canyon. The males, or boars, are very protective of the female pigs, and sport sharp tusks. Like the females, they will not venture forth from these areas unless unusually aroused. Pigs subsist on a variety of vegetation, all of which can be found in the forested vicinity. They normally travel as a pack in the hours of daylight and most often bed down after dusk.

4.633 The Eduum-Kai

The *Eduum-Kai* live in a series of cave clefts at *Geleb Daart*. Their homes are essentially single rooms connected to a sloping passage cut up into the hillside some 200 feet above the surrounding area. The eight families total thirty-five people. Each family has its own distinct animal symbol, which stands for the spirit of their ancestral line. They wear crude copper necklaces which bear these images, and reputedly hold the secret to their survival. Despite this adornment, however, the whole lot of these grungy folk appear rude and drab. This is due to the uniform use of rough hide and clothing.

All are illiterate, although a rich oral tradition has allowed them to produce some superb speakers. Rudwu, the leader, is the most inspiring of the lot, and has been known to charm the most hostile of audiences. The language of the *Eduum-Kai* is Muri-elven.

Type (#)	Lvl	Hits	AT	DB	Shield	Melee OB	Missile OB
Band-leader (1)	3	50	1	15	N	55ma	40sp
Warrior (9)	2	40	1	5	N	35ma	30sp

4.64 THE MAUSOLEUM GART

In the Western Reaches of *Dalov Perll*

The region surrounding the south-central hills west of the settled territory on *Dalov Perll* is called *Oevaag Baas* (Deathless Hollow). It encompasses the small wood and scrubby heather that dominate two bluffs overlooking a beautifully sculptured cove, the hollow proper. In a sense, it is the most ominous portion of the island, for it is the realm of the Undead, the abode of the fierce Wight known as Gart. This creature has prevented any extensive efforts to explore the area in detail; the safe hours of the daylight have enabled some of the castle minions to map the layout of the land, but the interiors of the region's many caverns have remained essentially unseen and uncharted. Thus, for the bold adventurer, the challenge of the unknown can be very real and inviting.

There are three principal focal points: *Oevaag Baas* (Deathless Hollow itself), the *Wode Matha* (the hill on the cove's eastern side), and the *Wode Haft* (the hill west of the cove).

Oevaag Baas

Deathless Hollow is a cove containing waters as deep as 60 feet. It is a well-protected arm of the surrounding sea and has been, in contrast to the picture painted by its name, relatively calm and peaceful. The water is crystal clear and full of life, much more so than the stark land bordering it. The fisherman of *Dalov Perll* have set many a trap in the hollow and have occasionally utilized the fine beaches on the shore.

Wode Matha

The *Wode Matha* is a relatively large hill lying directly to the east of *Oevaag Baas*. It has two summits, both exceeding 600 feet in height, and commands a view of the entire area. Woods abound on the steeply sloped portions that face away from the water, but the remaining surface of the land is laden with scattered volcanic rock and small shrubs. In addition, the predominantly flat saddle (400 feet up) that lies in between the twin "peaks" embraces a field of beautiful wildflowers. The long northern summit is absolutely barren. The southern summit, the one closest to the sea, houses the converted cavern that was used to house the body of Gart. It is the subject of great interest to adventurers — the Mausoleum Gart.

Wode Haft

The *Wode Haft* overlooks the western side of *Oevaag Baas* and forms the western protective arm; it guards the cove from the relatively rough waves from the south. The rugged topography that characterizes this hill has prevented the growth of trees; and the majority of life centers around the heather near the 2-400 foot level, and the ferns and mosses that are tucked under the numerous overhangs, rocks, and cave entrances.

Notes

The History of the Mausoleum

The Mausoleum Gart was built during an era of peculiar fascination with death. Since that time the deceased have all been placed in the cemetery at the southeastern tip of the island. The Lords of *Encla Turic*, "the Masters of Vog Mur," have either been laid to rest in a special circular building or buried in the castle proper. In earlier days, however, the Overlords of *Dalov Perll* reserved the right to choose their own place of entombment. Edas chose to be given over to the sea that ruled the life of the isles. Gart, a later ruler of evil disrepute, decided that his tomb should be built on the "summit of the world," i.e. the pinnacle of *Ordye Throg*, the *Buir Dom*. His heir realized the futility of his father's dream and chose instead the cavernous terrain around the *Oevaag Baas* for Gart's final resting place. Two years later, after one cave system had been converted into a complex mausoleum, Gart's body was transferred to the present site. Unfortunately, the undead Gart was quite displeased with the compromise, a factor which would have been untroublesome under normal circumstances, but proved deadly in light of the fact that Gart had died an unnatural death.

At least, that is the legend. Thus it is said that the *Oevaag Baas* (Deathless Hollow) is so named because of the undead spirit that has dwelled there since the days of Gart. Accordingly, no one from the island nears the hollow in the hours of darkness.

The Structure and Layout of the Mausoleum

The mausoleum was originally constructed by modifying an already existing collection of caves and cavern passages. Various rooms were carved into square patterns with rough hewn walls and ceilings. Floors were either smoothed or fitted with level rock slabs. As a rule, the hallways and rooms are 15 feet high, although the ceilings of the main room and the entry chambers rise to twice that height. There are a number of notable features within the complex:

- 1 — Three openings in the rock mark entrances into the Mausoleum. The central entry way is the widest and least protected. Portulli serve to slow intruders and are opened by turning the only square-shaped bar in the gale. Otherwise, the way is blocked effectively, for the portulli are locked by a heavy stone mechanism. Both the right and left entry passages are barred by two portulli of the same design.
- 2 — Secret passageway is accessible through a stone door. The door is well-hidden and can only be opened by pushing on a deep brown stone which is darker than the usual subdued grays and browns found in the walls of the mausoleum. This passage leads to a secret opening marking a rear entrance to the complex (13).
- 3 — Secret door leads to a passage that winds along the back side of the hill. This passage circumvents the normal complex and provides access to the treasures of the inner sanctum (9). The door opening is 6' x 6', and has a bottom edge set 4 feet above the passage floor. In order to open the door one has to insert a piece of thin metal into a narrow hole found seven feet up (the side of the wall). To enter, one must climb up and over the 4 foot rock barrier. Needless to say, short solitary folk encounter extreme difficulty trying to get in this way.
- 4 — Main Chamber of the Mausoleum, rough hewn stone columns and a black marble floor catch the eye. The ceiling is 30-35 feet in height. Torch brackets are located on the columns and along the back wall. A white marble inlay of pictures relates the exploits of Gart, including his naval victory against ten corsairs, his personal slaying of a Wyvern, his construction of the new light tower in *Purll Cibur*, etc.
- 5 — Symbol of Petrification (5th lvl) guards entry into the crypt. It is set into a two inch thick 5'x5' steel plate bolted to the floor in an upright position. Those failing to resist will be frozen in fear, their joints locked for 1-10 days. The crypt itself is constructed of limestone and obsidian, the latter commonly found on *Ordye Throg* but rarely seen on the lower slopes of the big island or on the "low islands." Gart's own tomb is set into the floor between the stone "ribs" on the back wall (9).
- 6 — Lesser tombs where the bones of Gart's ten retainers lie in state upon individual slabs of black marble. The skeletons remain intact, for the ten guards were cursed upon Gart's death and given an eternal mission to guard the tomb. They awaken at night, or whenever 100 or more pounds is placed upon the floor of any passage into their rooms. Six rest in the large chamber; four lie in the smaller room beyond. A small cell in the bigger chamber is used to hold those captured following petrification in the Main Chamber (see 5).
- 7 — Secret door which can be opened by pulling on its carefully inset stone handle. Within the room lies 500 weeks of preserved rations and 500 pints of wine, all in small wooden "pint-barrels." All of this cache has been laced with the 3rd lvl poison *Gartira*, which has the effect of immediately impairing or destroying the memory and reasoning of the victim.
- 8 — Inner Sanctum is entered through a pair of secret stone doors. If the doors are both open at the same time, the floor will slide sideways under the wall, revealing a 150 foot pit filled with 7 feet of odorous water (fall + 100). Within the sanctum lies a sarcophagus of glass. The contents of this precious item are two 100gp sapphires, 1000sp, and one small 20gp emerald. The emerald is magic and enables one to breathe under water when keeping it in contact with the body's skin. In addition to this cache, there is a pair of magic gauntlets (armor gloves) which enable the wearer to withstand incredibly cold (-30) temperatures without need for protective clothing.
- 9 — Gart's tomb lies beneath the floor between the two pillars of the silver inlaid black marble. A slab of white marble lies over the wooden coffin. This slab is hinged and counterweighted, enabling one to lift it very easily. The coffin is of dark grey steel and is placed upon a cushion of Wyvern skin (AT 12). Its fifty inset rubies are worth 150gp. They can be removed, though the sanctity of the tomb would be considerably damaged. Gart will arise only when the coffin is opened, or when the floors of rooms 10 or 12 are disturbed.
- 10 — Armorer's Room contains a glass floor that covers three suits of armor, three swords, and three shields. One set of armor, with its accompanying shield and sword, is fashioned in black metal with inlaid silver. It has a 500sp pearl set into its hilt, a stone which gives the sword a + 10 bonus and enables the wielder to slay Undead. The + 20 shield is evil in nature. This set of equipment was Gart's own and is located at the center of the room (under the glass, of course). The other two sets of armor are each + 10. The first is silver metal with inlaid gold worth 75gp. Its accompanying sword and shield are each + 10, but the wielder takes whatever damage the sword inflicts. The other set is dark grey and absorbs light. It is +20 for hiding, or for operating in the dark against day-oriented viewers.
- 11 — Entry way to the Room of the Unpious Ones has a floor that may drop open if a person advances more than 5 feet into the entry passage. A floating hollow slab of natural rock sets off the mechanism. The discolored stone slab stretches across the entry hall-floor and will depress 1-2 inches when more than 50 lbs of pressure placed upon it. The pressure moves the supporting water and sets in motion a series of counterweights which opens the two-section iron floor of the main room (12).
- 12 - Room of the Unpious Ones contains a 20' x 20' x 5' grey-green marble chest. It contains 500 1 gp rubies and a Ring of Blinding. When worn, the Ring can be used twice a day to instantly cast a Blinding spell equal to the caster's level (range 100'). When the floor opens because of a release of the passage floor mechanism (see 11), the chest drops through a chute below and falls 200' into the hot mineral water below. The chest is designed to withstand the fall, and will come to rest in 20' of 180° water (A-C heat crit each round one is in the water). The rest of the floor sits over a 20 foot pit filled with rusty iron spikes. Victims are subjected to 1-5 attacks equal to a broadsword + 100, with 1-5 associated infections.
- 13 — Secret door serves as the sole unmarked entry. It has a normal handle on the inside of the door and is recognizable in function. From the out side, however, one has to pull down on a vine that comes out of the face of the cliff. The vine is actually made from a preserved rope which is 150' long, weighs but 5 lbs, and has twice the strength of a normal line. Close observation (Medium-0) will reveal it as a false vine.

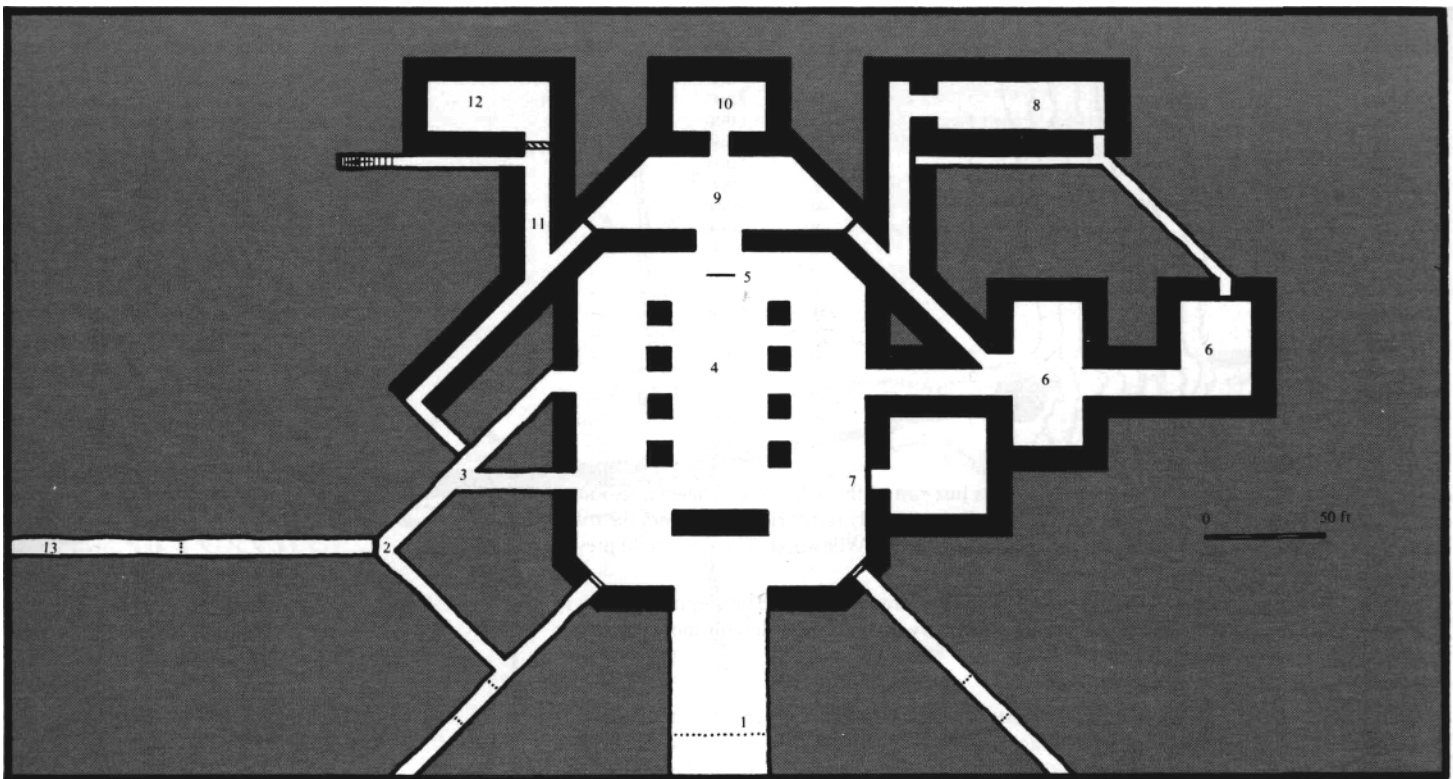
4.641 Gart, Wight-Lord

Gart is Undead, a Wight who stands seven and a half feet in height. He can move through the mausoleum in the hours of day or night, but ventures outside only in darkness. He never travels more than a hundred yards from his precious hill.

4.64 — The Mausoleum Gart has eleven levels, the lower ten being natural caverns which have no great bearing, on the tomb itself. This reference to the lower reaches allows the GM to add to the present material, although the Mausoleum is an ideal scenario unto itself.

4.64 — The skeletons are all that remain of the cursed guards' bodies. They retain their souls. Only bone-oriented criticals (even those delivered by normal weapons) affect them, and only magic weapons can stun them or give them hits.

4.64 — Gart is a Wight, one Undead and without the usual physical body. Much of his shape is as an aura of light, like a reverse shadow. His cursed and tortured soul remains, however. In keeping with his kind, Gart drains 1-50 points of a victim's temporary Strength and Constitution each time he touches them (1 touch/rd). When these stats fall below 0, the potential stats begin to drain away. Gart is only affected by magic weapons.



Name	Lvl	Sz/Sd	Hits	AT*	DB	Melee OB
Gart	16	m/f	120	1	50	150bs

4.642 Mausoleum Gart's Skeleton-Guards

Name	Lvl	Sz/Sd	Hits	AT*	DB	Melee OB
1) Emeras	5	m/m	76	16	10	85ma
2) Susuras	5	m/m	74	16	5	90bs
3) Agonur	4	m/m	66	16	15	80ma
4) Inagas	3	m/m	43	16	5	65ma
5) Larias	3	m/m	47	16	10	60bs
6) Brusas	3	m/m	45	16	0	60ma
7) Spodas	4	m/m	51	16	5	70bs
8) Rikas	3	m/m	44	16	5	65bs
9) Swompas	3	m/m	40	16	0	65bs
10) Krig	3	m/m	46	16	10	55bs

4.65 SULEM IEN

At the Western Edge of Dalov Perll

Sulem Ien (Breaker Point) lies at the westernmost tip of *Dalov Perll*. In essence, it is a windblown and seaswept cape, extending itself out into the sea over a quarter of a mile. Aside from a few sturdy trees it is barren of either flora or fauna, giving it its reputation for being cursed and inhospitable. Indeed, many of the local legends and wives' tales speak of the lost souls that dwell there.

4.651 The Ghouls of Sulem Ien

In this respect the folk of *Encla Turic* and *Purll Cibur* are not at all superstitious; there is substance to their lore, for Ghouls have long claimed *Sulem Ien* as their home. Over the ages eight of these foul creatures have settled in the abandoned underground passage that runs from the cape to the small isle of *Dalla Veurd*. Living in the rooms near the exit on *Sulem Ien*, these Ghouls have stayed close to home and are often starved for food. After the closing of the western reaches of the island to the general populace, few have treaded the lands west of the Edas' "Neck Wall", much less traversed the wilds to reach *Sulem Ien*. Only the castle garrison, the soldiers of *Purll Cibur*, and the lords themselves are legally allowed to set foot in the region.

Soldiers hunt the wolves and boar and, to a lesser degree, the deer, but leave sufficient stock for the future. They never bother the Ghouls since they know nothing of the lair's whereabouts. The Ghouls, however, have seen fit to appropriate a few lone soldiers, those later written off to the brutal "crosswinds" and steep terrain near the cape. These losses simply reinforced the long-held notion of the strange power and ominous curse associated with the Point.

The Ghouls inhabit the tunnel that begins on *Sulem Ien* (Breaker Point) and runs undersea to the small island of *Dalla Veurd*; it exits in the entrance hall of *Gudd Tyl* (Ale Hall) on *Dalla Veurd*. A group of four rooms that lie just inside the rough arched entrance mark the domain of the Ghouls.

Group/Member	Hits	Sz/Sd	AT*	DB	Primary	Secondary	Attack Patterns		
							Tertiary	Other	Level
1/Smecka	98	m/m	1	0	bs100	Touch	-	-	5
1/Wirda	89	m/m	1	0	ma90	Touch	-	-	4
1/Dwirka	88	m/m	1	0	ma75	Touch	-	-	4
2/Barsa	81	m/m	1	0	ma90	Touch	-	-	5
2/Orda	87	m/m	1	0	bs80	Touch	-	-	4
2/Pamra	90	m/m	1	0	ma85	Touch	-	-	4
2/Tirla	82	m/m	1	0	ma70	Touch	-	-	4
1/Rybis	91	m/m	1	0	ma91	Touch	-	4	

4.65 - For the purposes of this area and the scenario(s) associated with it, we have included a map of *Sulem Ien*, the tunnel and Ghoul lair, and a list of the area's principal inhabitants. Three packs of wolves, the Ghouls, and a group of Trolls are the main dangers. If your adventurers consider the deer an obstacle, we are sorry.

4.65 — Adventurers entering the tunnel will normally be attacked, since the Ghouls have no fear when encountering foes in their precious corridor or chambers. Ghouls are relatively weak creatures and use terror as one of their principal weapons. Those who encounter them for the first time must resist against a 2nd lvl attack of fear, adding whatever bonuses they have for Presence and Self-Discipline.

4.65 - Ghouls are Undead (II) warriors whose bodies remain under a spell. Although they have no soul, however, they are only slightly decomposed. They can be affected by normal weapons, but cannot be stunned. Their principal aim is to gather compatriots, so they will attempt to immobilize or surprise their foes. Then they will drain 1-20 pts off an adventurer's temporary Constitution and Strength each round they touch the victim's bare skin (even if for but an instant). Victims must resist becoming a ghoul each round they are at or below a Co of 0. Use the lvl of the last attacking ghoul to calculate the lvl of the spell.

4.65 — The treasury of the Ghouls includes a wealth of normal iron weapons: fifty swords, ten maces, twenty shields, five longbows, fifteen shortbows, and two spears. The unusual weaponry includes: one + 10 target shield, a + 5 normal shield, three + 5 chain shirts, a + 10 leather breastplate, two + 10 scimitars, one + 15 short sword, a + 10 war hammer, a + 5 composite bow, and two + 10 shortbows. A pair of Boots of Waterwalking lies atop 44gp, 130sp, and 256bp. Beside the boots is a small amulet; within it is a x2 Earring of Mentalism.

Group/Member	Hits	Sz/Sd	AT	DB	Primary	Secondary	Attack Patterns			Level
							Tertiary	Other		
I/Pack Leader	121	m/f	3	50	LBI80	-	-	-	-	4
1/Male #2	116	m/f	3	50	LBI75	-	-	-	-	3
1/Female #3	108	m/f	3	45	LBI60	-	-	-	-	3
1/Female #4	110	m/f	3	40	LBI60	-	-	-	-	3
1/Female #5	104	m/f	3	45	LBI55	-	-	-	-	3
I/Pup #6	98	m/f	3	35	MBI60	-	-	-	-	2
1/Pup #7	78	s/f	3	40	MBI45	-	-	-	-	2
1/Pup #8	74	s/f	3	40	MBI40	-	-	-	-	2
2/Pack Leader	125	m/f	3	55	LBI85	-	-	-	-	4
2/Female	113	m/f	3	50	LBI75	-	-	-	-	3
2/Pup #1	110	m/f	3	50	LBI70	-	-	-	-	2
2/Pup #2	101	m/f	3	45	LBI60	-	-	-	-	2
3/Pack Leader	119	m/f	3	55	LBI80	-	-	-	-	4
3/Female	110	m/f	3	50	LBI70	-	-	-	-	3
3/Pup #1	100	m/f	3	50	LBI60	-	-	-	-	2
3/Pup #2	94	m/f	3	45	LBI55	-	-	-	-	2
3/Pup #3	90	m/f	3	45	LBI50	-	-	-	-	2

4.652 The Wolves Near Sulem Ien

Three small wolf packs live in the caves and rocks just east of the wild point. These large, rangy grey beasts travel as extended families, and hunt in distinct family territories. They roam the trails from the landward edge of *Sulem Ien* to the eastern edge of the Wildwood. Their principal prey is deer; their principal banes are Men and Trolls.

Wolves will pursue the scent of their foe and will strike where exposed food or prey make access to food easy. Since the wolves of *Sulem Ien* are always hungry, they are considerably more dangerous and aggressive than the usual variety.

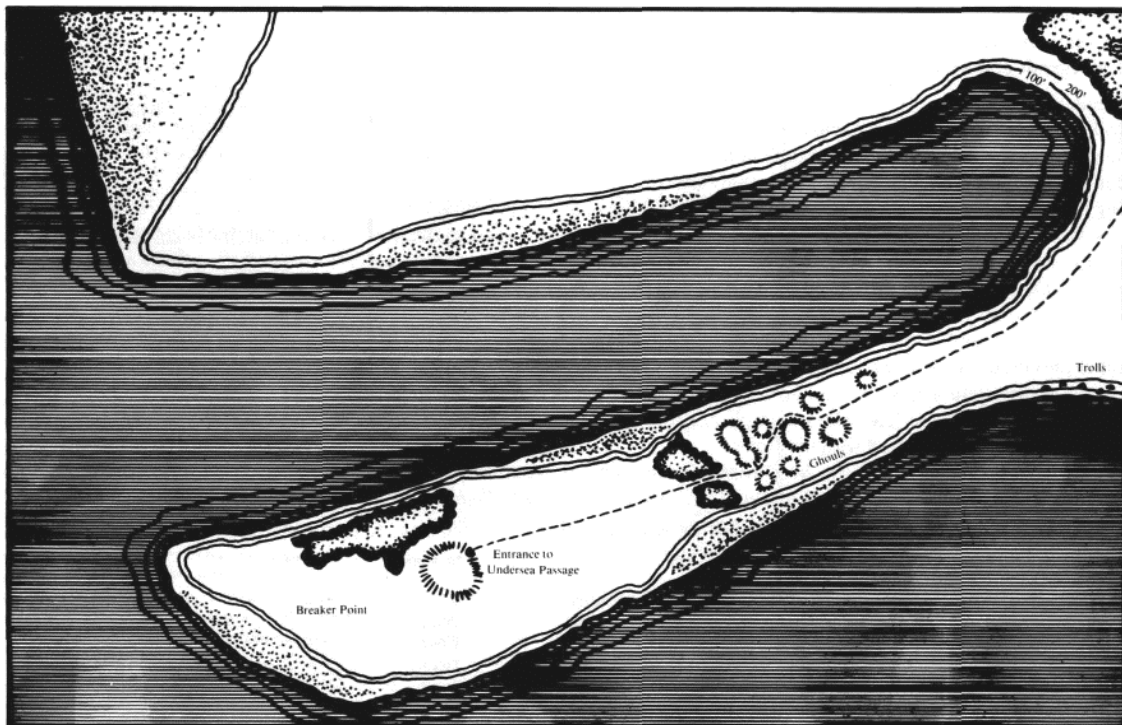
4.653 The Trolls Near Sulem Ien

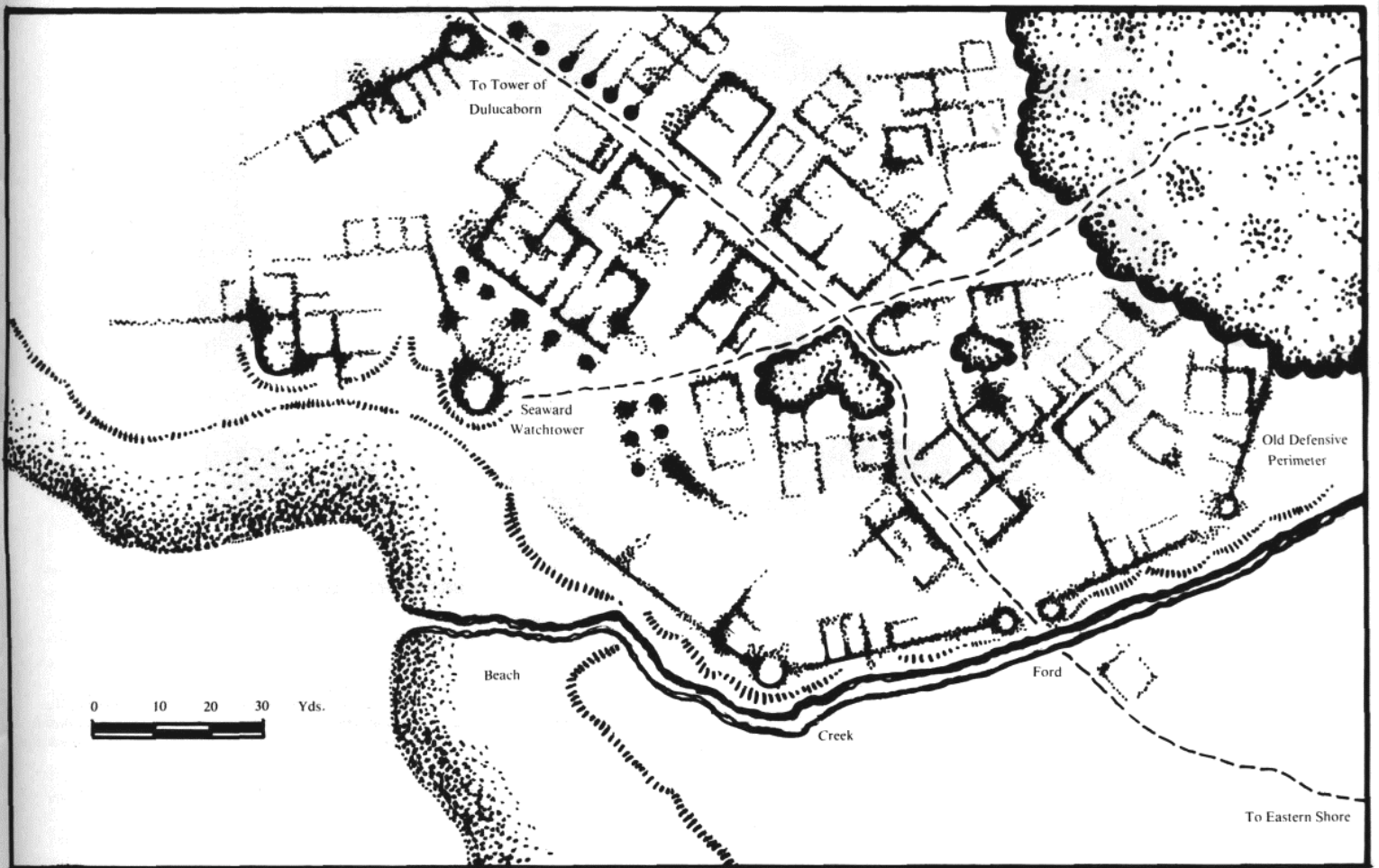
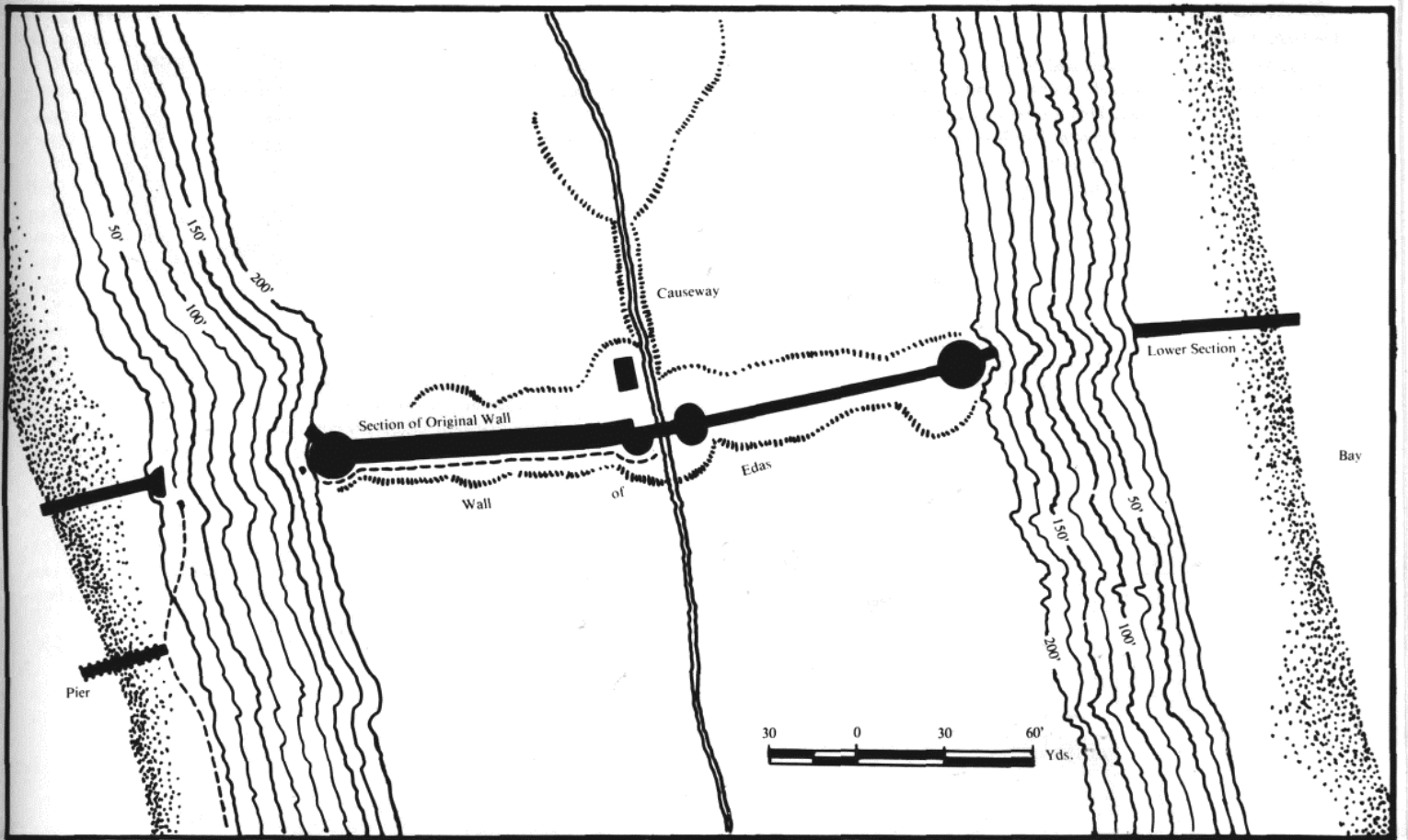
Trolls inhabit a small cave that lies on the western coast of *Dalov Perll*, about a hundred yards south of *Sulem Ien*. The entrance to their lair faces the sea to the west, and they venture out only after the setting rays of the sun have ebbed beneath the horizon. Trolls normally feed on the local animal life of the region, including stray wolves, though they would not be adverse to feasting on human flesh. These trolls are very large and nocturnal, and turn to stone in direct sunlight. Normally they rely on their weaponry to dispatch their foes, and only then do they get a mouthful. Trolls have incredibly tough hides and, though they are slow are very difficult to damage.

4.653 — While hardly patrons of the arts, the Trolls enjoy an occasional bauble or shiny gem. Over the years, they have acquired a modest pile of treasure: 100gp, 290sp, 1000hp, 150jp, thirty 5gp gems, a necklace worth 70gp, two + 10 broadswords, a + 5 mace, a Cloak of Invisibility 1', a pair of Boots of Climbing (+ 50), and a .x3

Group/Member	Hits	Sz/Sd	AT	DB	Primary	Attack Patterns			Level
						Secondary	Tertiary	Other	
1) Rhoggie	174	l/s	11	25	140cl	LBa160	LCI90 +	LBI70	10
2) Barw	165	l/s	11	20	135cl	LBa150	LCI85 +	LBI60	9
3) Yoagur	170	l/s	11	20	145cl	LBa140	LCI75 +	LBI65	8
4) Vaks	156	l/s	11	20	130cl	LBa135	LCI80 +	LBI70	8
5) Yeddur	162	l/s	11	20	145cl	LBa140	LCI70 +	LBI60	9
6) Happur	139	l/s	11	20	125cl	l.Bal25	LCI65 +	LBI55	8
7) Turrimas	141	l/s	11	20	120cl	LBa100	LCI50 +	LBI40	7
8) Spigs	115	m/s	11	0	85cl	l.Ba75	LCI75 +	LBI35	6

* Use the Large Creature Critical Strike Table when the Trolls, even the runt Spigs, are given a crit.



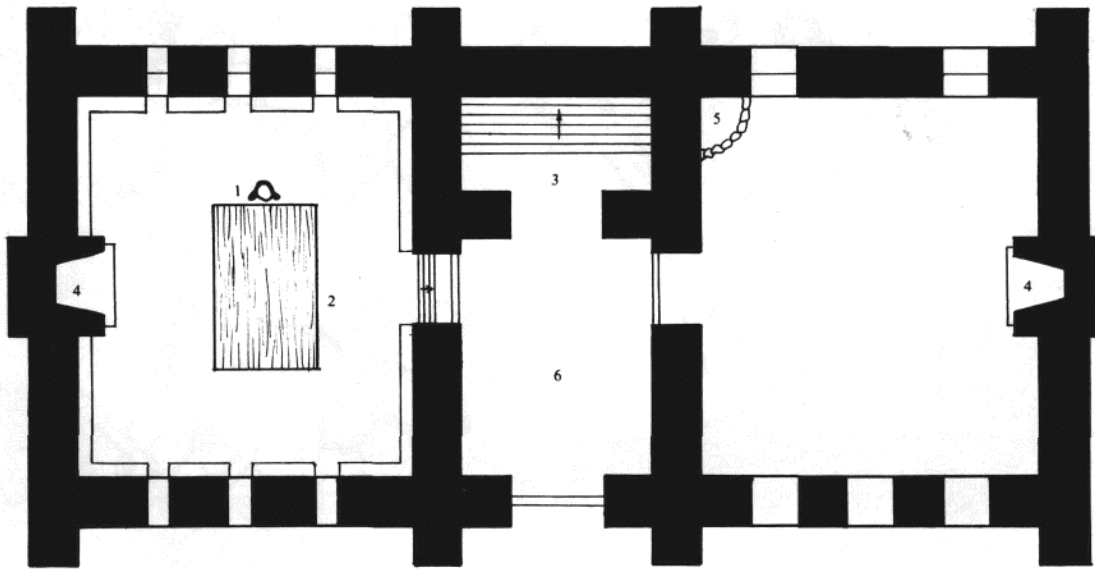
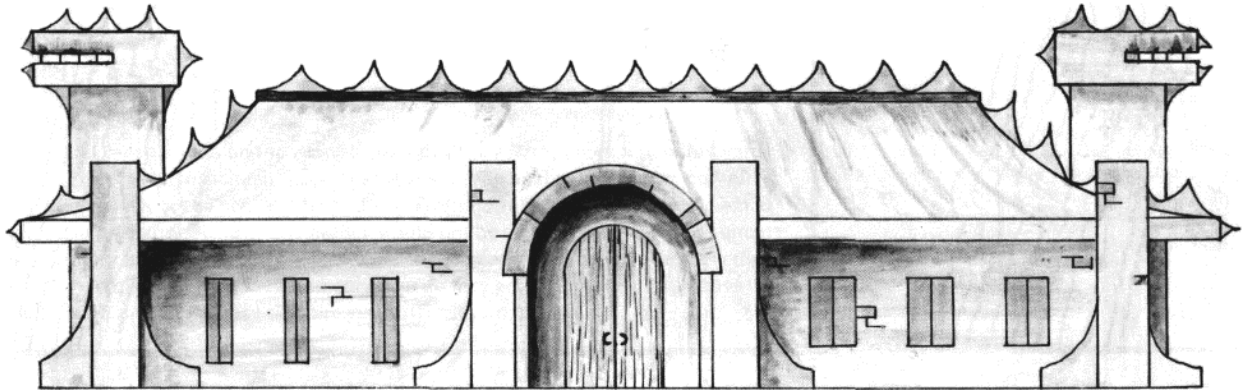
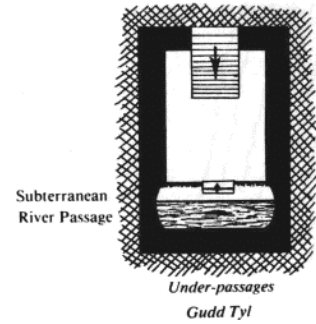


4.66 GUDD TYL

On *Dalla Veurd*

In addition to the abandoned and decaying library of Elven lore, the *Gudd Tyl* is divided into two other large sections. One is the entrance hall or foyer, undistinguished except for a stair located against the far (south) wall. This stairway leads downward to a tunnel that runs undersea to *Dalov Perll*, surfacing at the tip of *Sulem Ien* (Breaker Point). This tunnel is also 2 miles in total length.

The last distinct section of *Gudd Tyl* consists of a bedroom. The bedroom has a bed, fireplace, storage chests, etc., and was once the lodging for overlords seeking retreat from the pressures of rule. Many stayed in the hall as a part of a religious retreat, for it was on *Dalla Veurd* that the elders of old built the sacred *Lon Lemira*.



Key to Gudd Tyl

- 1 — **Grey-green stone chair.** The chair is built into the floor and swivels. Cushion is made of black silk. The two chair arms end with sculpted fists. Should one turn the left fist the table (2) will slide back and away from the chair, revealing a hidden stone stair down. If one should turn the right fist, ten bolts (hcb + 100) will be fired from the end of the table facing toward the chair. The subtly concealed spring-bolts are spaced four inches apart.
- 2 — **Theg wood table.** This solid wood table sits on a pier of stone. The base is immovable and the top appears fixed, although the top actually slides back when the mechanism at 1 is properly operated. The stairs beneath the table top lead down to a chamber deep below the hall. There an underground stream runs through an ancient subterranean lava tube. This level is actually below that of the seabed, and the stream within it runs from *Dalov Perll* to *Ordye Throg*. If

- one heads upstream in the direction of *Dalov Perll* there is a dry walkway alongside the stream. It emerges at level #6 of *Encla Turic* (see 4.62). If one heads downstream toward *Ordye Throg* they must negotiate the dark, narrow watercourse. It will eventually produce an exit below the Tower of Dulucaborn.
- 3 — **Stairwell.** Stairs lead down to another deep subterranean passage. This passage is a narrow (5' x 8') tunnel which runs 2 miles under the straits and emerges at the tip of *Sulem Ien* at the western tip of *Dalov Perll*.
- 4 — **Fireplaces.** Its large iron firewood stands are shaped like Dragons with hollowed out hacks.
- 5 — **Well.** Set in the corner of the old bedroom, it has fine springwater.
- 6 — **Entryhall.**

4.67 THE LON LEMIRA

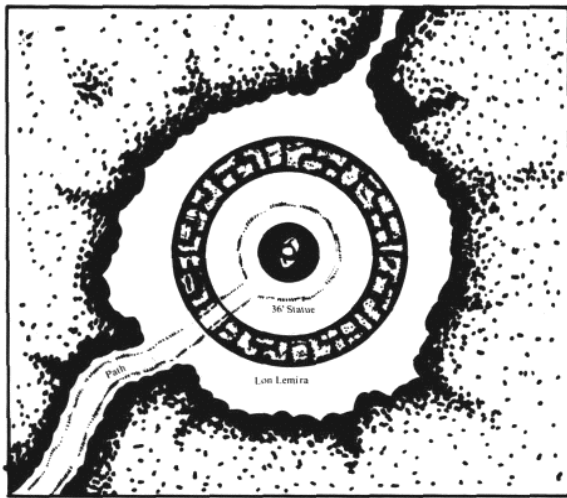
On *Dalla Veurd*

The *Lon Lemira* (Watching Eye) is so-named because of its primary feature, the huge bronze figure of a mannish warrior that stands 35 feet above a base of solid obsidian. The figure faces westward toward the peak of *Buir Dom* on *Ordye Throg* and is curiously unarmed. For the people of *Vog Mur* it has been, and will always be, a place of awesome reverence. They worship it from afar, for they are not legally allowed to set foot on the isle; indeed, only the Lords of *Encla Turic* and the lowly village cleric dare to stand upon its shores. The cleric makes a pilgrimage twice a year, at mid-summer and at the winter solstice — the two holy festivals of highest piety. He does no more than offer a prayer and lay a wreath of "Sable Columbine" on the feet of the warrior. The plant is most sacred, for it grows on the high slopes of *Ordye Throg*; it is gathered by the cleric himself, on a pilgrimage made seven days prior to his trip to *Dalla Veurd*.

The circular stone structure (see illustration) that encloses the statue is of crude appearance. In reality, however, its construction is highly sophisticated, with interlocking blocks of granite cut and fitted to withstand both time and the elements. Even an earthquake could not topple it (remarkable in light of the fact that it contains no mortar). Its door is of the deepest hue and weighs much more than any other wood found. Its origin is unknown, though it resembles a number of hardwoods. Whatever its birthplace, the wood has incredible longevity and has stood for untold days. There is power here — reserved, subtle, but very real.

It would take a very perceptive lot to discover the secret of the *Lon Lemira*. It lies beneath a veneer of bronze, for the great unarmed warrior possesses a power and grandeur unmatched in mortal lands. **Yenor Staideyes**, the focus of *Vog Mur*, is the last representative of those who founded the isles. He dates to the time before the coming of men, in a day when the Master of Malice still scarred the land and lorded over all things evil. Those greater than the Elves erected a monument to watch and guard against the Evil One's coming, and in it they left a Golem. They covered it with bronze and left its secret unknown. In short, **Yenor Staideyes**, the holy warrior who bears no arms, is a Golem of eog.

4.67 — GMs are cautioned about the awesome power of *Yenor*. PCs abusing it might well find themselves in trouble. It should also be emphasized that *Yenor* will perform one mission, and then he will attempt to return to his place of rest. He will then not move until his Elven makers return to claim him, or until another dose of *Nemrais Mur* is burned. Naturally, his use is restricted to these two occurrences.



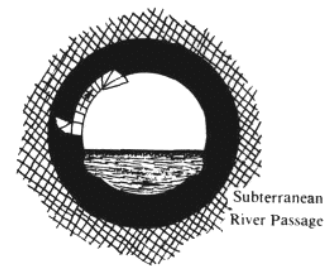
	Lvl	Sz/Sd	Hits	AT	DB	Primary
Yenor Staideyes	25	h/s	250	20	50	HBa200

*Yenor uses the Super Large Creature Critical Strike Table in *ARMS LAW*.

In order to revive or awaken this great power, one must secure the precious herb *Nemrais Mur*. This is the catch, so to speak, for in all mortal lands only one clutch of the herb has ever been seen. It lies in chambers below the base of the statue. A secret door in the side of the base leads to a small flight of stairs, these stairs in turn lead to a spiral stairway that winds hundreds of feet below the surface of the isle and the surrounding sea. Indeed, it descends beneath the ocean bottom. There, in a small chamber far away from the rays of the sun, lies a subsurface river. The river flows westwardly under the ocean's bottom and leads to a similar chamber below the ancient Tower of Dulucaborn on *Ordye Throg*. The river connects the two islands.

Beside the small chamber beneath *Dalla Veurd* lies a chapel. It is quite small in itself and contains but a few accoutrements: there is an altar, a podium, and a mirror. The altar, made of iron, contains a bowl inlaid with emeralds. It is worth 2500 G.P. face value, but in reality serves a greater purpose, for it is the only receptacle in which the precious herb *Nemrais Mur* can be burned to activate the Golem. Any other altar will not serve the purpose, for the herb will not burn; and only one peculiar magic vessel will consume the herb and awaken **Yenor Staideyes**.

In order to secure the herb itself one must find the secret door in the chamber overlooking the subsurface river. Once secured, the herb will reveal itself as magic but will not burn or age; it will only shine in a silvery light. The herb itself is plain brown in color.



Lower Level
Tower of Dulucaborn

4.68 THE INHABITANTS OF ORDYE THROG

The following is a breakdown of the inhabitants of the great mountain isle.

4.681 The Throk-Vurd

The *Throk-Vurd* speak their own tongue *Vurduk*, but are adept at communicating visually.

Type (#)	Lvl	Sz/Sd	Hits	AT	DB	Attack Patterns			Other
						Primary	Secondary	Tertiary	
Leaders (2)	4	f/f	135	3	20	LBa60	LGr50 +	MBi60	Occasionally LCI60 follows Ba.
Followers (23)	3	f/f	110	3	10	LBa45	LOr40 +	MBi45	

The *Throk-Vurd* are exceptional climbers and are adapted for scaling rock as well as trees.

4.682 The Keepers of Buir Dom

The keepers are both Magicians of pure Elven blood. They speak their native Emeri-elven, but have the linguistic experience necessary to quickly adapt to nearly any language. Both enjoy wearing garments of deep green and brown: dark brown Boots of Climbing, brown pants and shirts, green vests, and dark green hooded Cloaks of Gliding (enables 3 mph fall and movement with wind at wind speed). Each carries a quarterstaff of gnarled *Theg* wood which acts as a x3 spell device and enables them to immediately open a 10' x 20' x 5' pit in earth or stone twice a day.

Name	Lvl	Hits	AT	DB	Shield	Attack Patterns		Missile OB
						Melee OB		
Welsariel	10	36	1	20	25qs	10lb		20x3
Carctira	9	33	1	25	20qs	10lb		18x3

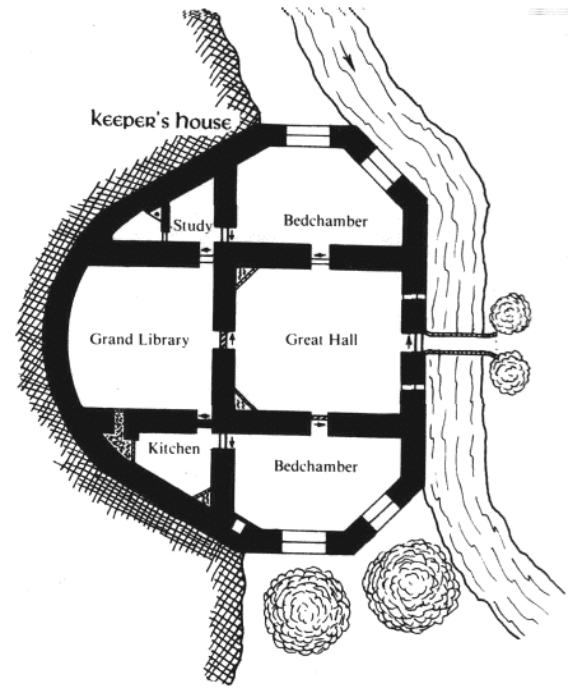
4.683 Vorig

Lord of the Sky, *Vorig* is master of the heights of *Ordye Throg*, the wonderful waters of the *Usiva Krem* and the isle of *Gref Kindag*. From his mountain domain he observes the seas and nearby land.

Vorig is a winged silver Dragon who often travels in the form of an old and weathered man. As a Dragon he has a length of 80 feet, a wing span of 85 feet, and breathes (Br) silvery fire. When in the form of a man, he is vulnerable only when surprised. Under such a circumstance, his character (for but an instant) is:

Type (#)	Lvl	Sz/Sd	Hits	AT	DB	Primary	Attack Patterns		Other
							Secondary	Tertiary	
Dragon-form	24	v/f/f	464	16	50	Br45/90	HBi110	HBal20 +	HCI100
Man-form	24	m/m	464	1	10	-	-	-	-

His true form places him on the Super Large Creature Critical Strike Table, but as a man he suffers as others. He speaks a wide variety of tongues, including all the Elven languages and *Kraluk*. His ability to communicate with animals would be legend if anyone knew anything about him.



Spell Notes: Each of the brothers knows the following spell lists to 10th level: *Spell Wall*, *Essence's Perceptions*, *Rune Mastery*, *Essence Hand*, *Unbarring Ways*, *Physical Enhancement*, *Lesser Illusions*, *Detecting Ways*, *Elemental Shields*, *Delving Ways*, *Invisible Ways*, *Living Change*, *Spirit Mastery*, *Lofty Bridge*, and *Water Law*. *Welsariel* also knows *Spell Reins*.



A MURI-ELVEN DICTIONARY

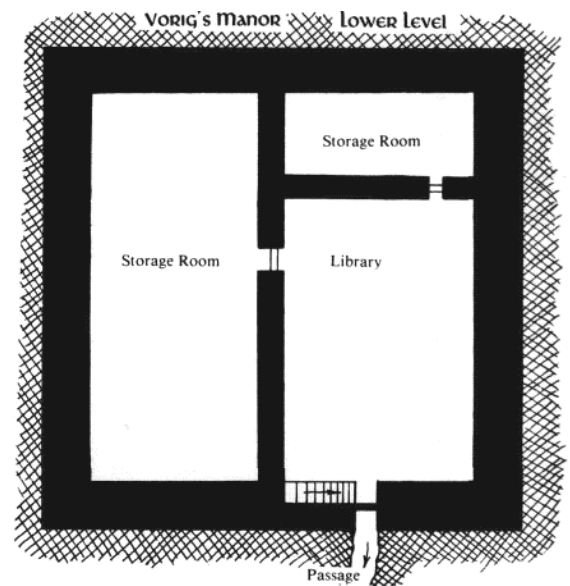
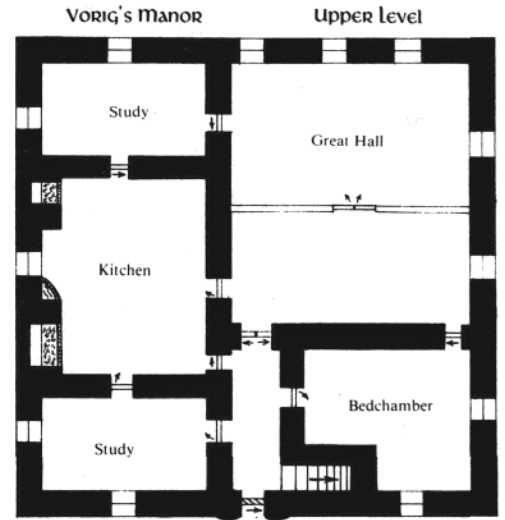
The Mannish cultures of *Vog Mur* have produced no great and lasting literature but are rich in songs and tales that celebrate early heroes of the isles. No other cultures have preserved their past in any historical sense.

As Elor's annals mentioned in closing, the folk of *Dalov Perll* have adapted an elegant Elven tongue to their simpler and more basic needs. Through the years, they have changed its grammar and structure to meet their needs. The language is quite intelligible to an Elf or one familiar with Elven tongues. As a spoken language, however, it is difficult to understand in the dialect of *Vog Mur's* natives. Indeed, many words, names, phrases and idioms have been borrowed from an ancient Elven tongue blended with the more prosaic Mannish tongues spoken by the peoples of *Isra*, *Orbis*, and less frequently, *Tana*, *Verya*, and *Emer*. Below you will find a brief guide to common and important words-spoken in *Vog Mur*, and after, two short notes on using and appreciating the language.

Baas..... hollow	Nadum..... woods
Buir..... fires	Oedum..... moneyless
Bur..... fire	Oevaag..... deathless
Burn.....black	Ordag.....heavens
Burs.....grey	Ordye.....sky
Burth..... smoke	Orn.....blue
	Orv.....gold
Cibur..... haven	Perac..... strait
Cisur..... bridge	Perce.....straight water
	Perll.....winds (Arch.Puirl)
Dart.....fall	Purll.....wind
Dalla.....islet	
Dalov.....islands	Ras.....shore
Dalov.....island	Resiv.....eagle
Dom..... silver	
Dorth.....coven	Shurth.....narrows
	Sulem..... breaker
Eduum..... dweller	Surth.....depth
Encla..... iron	
Esov.....east	Throg.....keep
	Throk..... guardian
Faal.....head	Turic.....gate
Galeb..... steep	Tyl.....hall
Gref..... jewel	Tyrl.....great hall
Gudd.....ale	
Haft..... heather	Usiv.....water (Arch. Usuv)
	Usiva.....waters (Arch. Usuiv)
Ien..... point	Usiiv-daart..... waterfall
Kai..... cliff	
Kindag.....cloud	Veurd.....passing
Kim.....spires	Vog.....death
Krem.....glass	Vurd.....secret, rite
	Vurt.....wild
Lew..... cove	Wode.....hill
Lry.....lake	Yenor..... forever
	Yon..... privateer
Mat ha..... twin	Yyn..... pirate
Mur..... watch	
Murten..... pit	Zart..... wolf
	Zurt..... hound

Note: Plurals of indigenous words tend to be formed by the addition of a second vowel after the last vowel in the singular word; usually it is an "i." Lone "u's" are most often indicative of a singular. Compound words such as breakwater or waterfall are commonly separated by dashes, with any ending vowels dropped in both component words. The language has four distinct secondary vowels — a,e,i and y — and one primary, u.

One further note: The term "Arch." that follows certain words is an abbreviation for "Archaic," and it indicates the older and less common term for a presently-used word. More powerful or educated folk tend to use the older forms in everyday speech.



Ordye Thyrog



Dalla Veuroc



Death Narrows

