

Beyond the Land
and the Mountains

TFT™ Adventure Supplement

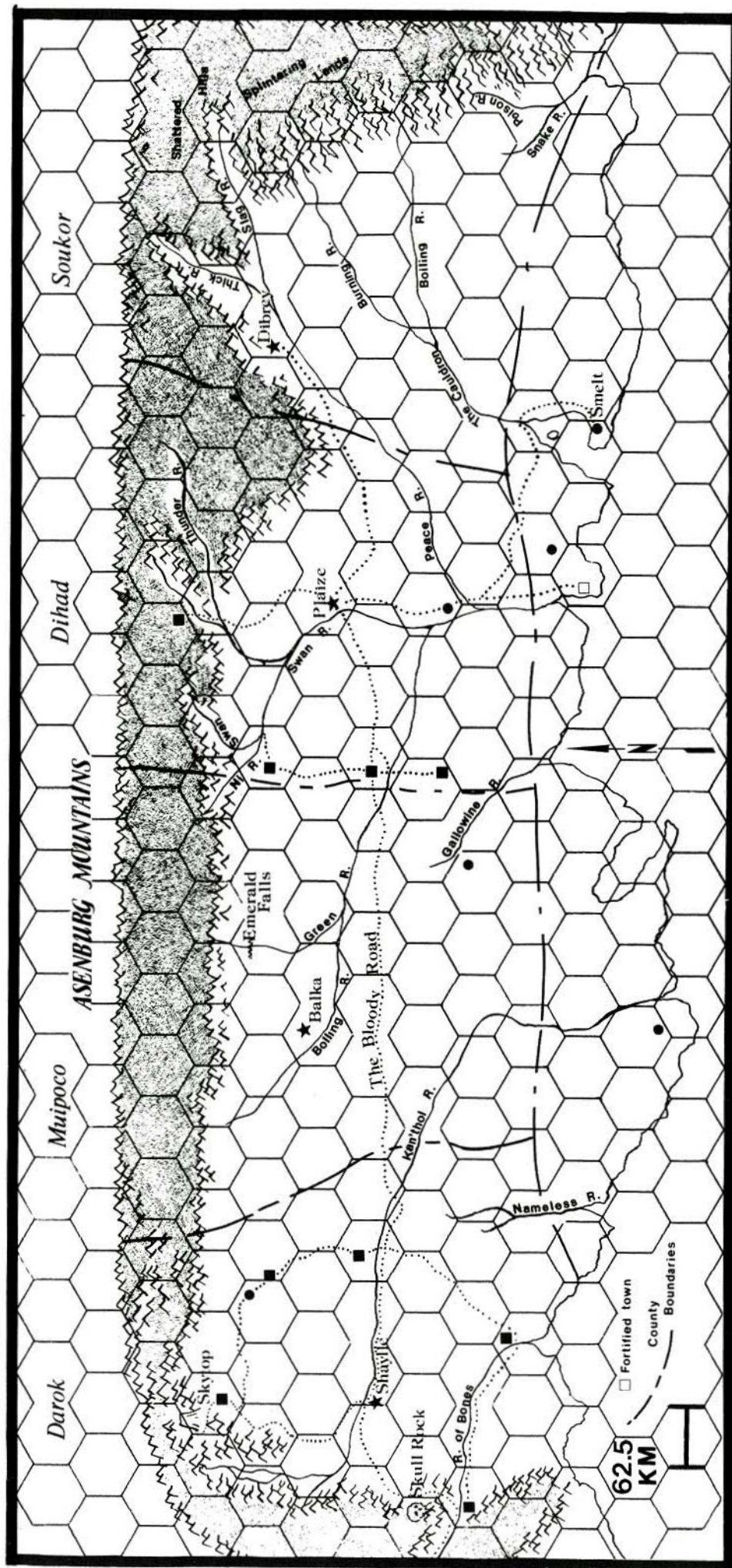
The FOREST-LORDS of DIHAD™



For the Fantasy Master

The Fantasy Trip™

The Land Beyond the Mountains



THE LAND BEYOND THE MOUNTAINS

PRESENTS

FOREST LORDS OF DIHAD

INTRODUCTION

Welcome to THE LAND BEYOND THE MOUNTAINS, the first in a series of campaign modules designed specifically for use with Metagaming's THE FANTASY TRIP (TFT) role playing system. Here lie rich deposits of gems and ore, and the buried relics of a forgotten Golden Age. Here are wizards and warriors aplenty, scheming to seize new territories for their liege lords or striving to keep the major trade roads through the Land safe and free for all. On these pages, you'll meet spies and scholars, raiders and traders, and many wondrous (and dangerous) beasts - in short, a myriad of opportunities for players to make (or lose) their fortunes, or attain positions of great political influence within a fast-changing, often unpredictable environment.

As can be seen from the map on the opposite page, THE LAND BEYOND THE MOUNTAINS is primarily comprised of four counties: Darok, Dihad, Muipoco, and Soukhor. Each of these provinces will be detailed in a separate volume; this book, and its companion Warrior Lords of Darok (available from Metagaming, Inc.), are available now, with the volumes on Soukhor and Muipoco to be released later this year. Companion volumes detailing the life and denizens of the capital cities of each province will also be published; the modules dealing with Shaylle (the capital of Darok) and Plaize (the capital of Dihad) should be available from Metagaming and Gamelords in early summer. Each book is designed to stand as a separate entity, and contains all the basic information a Fantasy Master will need to use the area as a campaign locale, including: descriptions of the culture, political and military structure, and principal economic activities of the province; detailed profiles of major Non-Player Characters (NPCs); maps of significant population centers, accompanied by descriptions of the major personalities, landmarks, and business establishments in each; random encounter tables; and several introductory scenarios that can be used to familiarize the Fantasy Master and his players with the area. For best results, however, we recommend that these modules ultimately be used together, so that the campaign can take full advantage of the potential for interactions between the various power elites battling for control of the people and resources of the Land.

To utilize this campaign module effectively, a Fantasy Master must also own the basic materials that describe The Fantasy Trip role playing system: In the Labyrinth, a combat module (either Microgame #3 - Melee, or Advanced Melee), and a magic module (either Microgame #6 - Wizard, or Advanced Wizard). All the above products are available from Metagaming, or from most retail game stores. Certain portions of the above materials have been reproduced in this Campaign Module with the permission of Games Research Group Inc.

FOREST LORDS OF DIHAD

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GENERAL BACKGROUND

Terrain

THE LAND BEYOND THE MOUNTAINS (commonly referred to by its residents as the Land, and by many of its neighbors as the Vale of Blood) draws its name from the range of high craggy mountains that bound it to the north and west, known as the Asenborgs, or Hills of Ore. Travel (other than on foot) through these mountains is arduous and difficult, except at three passes (two natural and one apparently man-made) that breach the range. These passes have become busy junctions connecting the two major trade roads that pass through the Land. To the south lies the Bay of Sighs, an immense salt water body 700 km wide and almost 2000 km long, which is also a lesser source of mercantile activity. To the east, the borderlands of Soukhor deteriorate into a scarred and pitted badland that supports little vegetation; the territory further beyond is untamed tangled woodland filled with many varieties of feline beasts of prey. Thus, it can be seen readily that the Land is a relatively isolated island in the sea of Cidri's humanity, free from the sort of serious outside threat to its sovereignty that might put an end to the disputatious ways of its current rulers.

History

The first settlers of THE LAND BEYOND THE MOUNTAINS were apparently Mnoren, who arrived in the area about 2500-3000 years ago. Though few written records of their activities have survived, the scholars of Soukhor's College of Matter and Motion have determined that the settlers were all members of the family B'Orja, engaged in some sort of challenge or contest with a rival clan. They arrived here bearing marvelous machines to extract, and forge, and shape the rich resources of the hills near Soukhor, and were accompanied by strange otherworldly creatures trained to perform their bidding. They mined and worked the region at a fever pitch, and transported much of their plunder to other lands and continents of Cidri in grand flying craft of shining metal. They built a huge stone palace to provide for their creature comforts, and several gigantic metal obelisks atop huge platforms whose purpose is shrouded to the historians. And gradually, they transformed the once fertile land around Soukhor into a nearly barren wasteland of jagged deep chasms, sandy unfertile wastes, and streams festering with a hundred toxic poisons.

And then, one day . . . as suddenly as they had come - the pre-Mnoren departed, leaving behind much of what they had brought or produced. The machines sat in their former work stations and gradually deteriorated into useless hulks (although some were buried by sandstorms, or were otherwise protected from the ravages of the elements, and still function to this day!). The palace crumbled into ruins, and most of the majestic platforms collapsed with the weight of years. The creatures too were left behind, and many died in the wasteland (as their oft-found skeletons attest); others made it to the woodlands to the east and survived, mutating into fell and savage creatures of terror.

The lands lay vacant again 'til 500 years ago, when a band of twenty legionnaires, led by Mikarth the Venturesome, set forth from the kingdom of Trevalia to the west to claim a fortune in gold whose location was supposedly foretold by a map in Mikarth's possession. Although the map ultimately proved spurious, the band found an equally great treasure of fertile unclaimed land, and returned home to raise a larger expedition of colonists to seize the opportunity. The seven score men and women who made the second journey built a small fortress near the site of the current city of Balka, and began their own much slower development of the Land. Mikarth's grandson, Muipicus, was the first to assume the title of Duke; he also undertook the building of the road that would eventually connect the thriving new province with the traders of Trevalia.

For 150 years the line of Mikarth held true, and the ducal title passed on to its eldest son. During these years, the area continued to flourish and new settlements sprouted across its face. Late in the period, prospectors in the hills north of Balka made the first big gem strikes, and commerce with Trevalia greatly expanded. Almost simultaneously, an expedition led by Kirsten Kalandai of the Duchy of Kel arrived on the scene, having finally succeeded in finding a route across the great desert that stretches for 700-2000 km along the southern borders of the Kingdom of Elyntia (Elyntia is briefly detailed in In the Labyrinth). When the trade road was extended through the rough-hewn steps that Kalandai had discovered blasted out of the mountainside (presumably by the pre-Mnoren, though no mention of this act has ever been found in their records), it seemed that nothing could disturb the prosperity of the Land.

Things, of course, are never what they seem, and it did not take long for trouble to rear its head. In year 174 of the province, the Land was ruled by Bruthe (known more commonly by the Soukhorean historians as "that cursed idiot"). This Duke had four sons, the eldest of whom were identical twins; being a weak and indecisive man, he put off making a decision on the question of succession - until on his deathbed, he shocked everyone by dividing the province into four counties, and giving each son a portion to rule. The solution, of course, satisfied no one, and within just months the twins Beremond and Borodur (who had been given the choicest territories of Muipoco and Dihad) were at war, each trying to reunite both provinces under his dominion. After a time, their younger brother Arrok got into the act as well, as he grew tired of his county's crops being raided by his supposed ally Beremond. Only Sukolor, the youngest son who inherited the ravaged remains of the pre-Mnoren settlement, was able to remain aloof from the struggle - for he correctly reckoned that he did not have the resources to wage an offensive war, and his brothers did not crave his apparently used-up lands. And so Sukolor and his people turned inward and began to delve in the ruins left by their predecessors, seeking to unlock the latter's secrets of power . . .

Matters have gone on in roughly the same manner to the present day. Although there are frequent periods of truce in which hostilities are confined to occasional border raids, the three provinces of Darok, Muipoco, and Dihad have been more or less continuously at war for all this time. The Muipocans, although placed in the unenviable position of being between their two foes, have had the greatest military success over the years. On several occasions, their armies have driven deep into Darok or Dihad, only to be forced to withdraw critical units from the attack force to respond to renewed attacks on their other border. Darok and Dihad have had their moments of glory, also, particularly at those rare junctures where they have been able to ally together and work out a coordinated plan of attack; yet here too, circumstances (often extremely curious circumstances) have intervened to prevent the killing stroke from being delivered. And all the while, Soukhor has carried on, slowly researching and rebuilding small portions of the lost technology buried within its realm, trading with (and occasionally technologically aiding) all three combatants, meanwhile professing its complete neutrality. The leaders of the other counties all acknowledge the influence that Soukhouri activities have on their policies, but none of them realize the full extent of Soukhor's control - or its commitment to keeping the situation between the various combatants in a permanent stalemated.

Of course, over the years, numerous other actors have appeared on the scene, and three of these groups now play important roles in the political and economic dynamics of the Land. The first to arrive were the mercenaries, brought from Trevalia to fight for Darok, who realized there was even more money to be made in selling themselves out as guards to the many trading caravans seeking to travel through these battle-tossed lands. Today there are nearly 800 mounted and Centauri mercenaries who rotate between two sturdy citadels that stand at either end of Muipicus' trade highway, now known in common parlance as the Bloody Road, and hundreds of others in the service of Darok, Dihad, and Muipoco. Then came the dwarves, down from the city of Rubydive in Elyntia, lured by the stories of fabulous deposits of gems being unearthed in the Hills of Ore. They have based themselves at Rhuz, an immense cavern complex (though a humble and unfinished city by dwarven standards) in the midst of the Hills, and maintain an uneasy truce with the other prospectors in that area - though bloody arguments over claim rights are by no means uncommon. The most recent - but by no means the least - arrivals were Reptile Men, who came out of the eastern wastelands 40 years ago seeking conquest. They stormed the Soukhori city of Interris, only to be decimated by the careful marshalling of the limited high-tech arsenal of the humans. The Soukhori showed mercy to the survivors, who became staunch allies of the throne - and a source of continuing concern to the other three rulers.

* * * * *

Now the future awaits, and it is up to you, the Fantasy Masters and the players, to shape it as you will. Perhaps you will be the one to reunite the sons of Mikarth under one ruler - or to amass a fortune adventuring under hill or over sea. Perhaps too, you will fall victim to one of the many schemes perpetrated by Darok's High Priestess Aleth-aan, or the nefarious Emil Jaggho, Councillor of Dihad - or wind up in just another soldier's unmarked grave. Whatever be your fate, we hope your days in **THE LAND BEYOND THE MOUNTAINS** bring you great enjoyment - and remember, this is only the beginning!!

USING THE BOOK

In using the materials in this series, the FM will need to acquaint himself with a few standard abbreviations and dice conventions that will be used throughout. 1D, 2D, 3D, etc., indicate the number of six-sided dice to be rolled in a given situation. Similarly, 3/ST, 4/DX, 5/IQ, etc., indicate the number of dice that are to be rolled in making a saving roll (SR) against the specified attribute.

In many of the scenarios and encounters given in the book, the FM will be told to use the Random Tables for Fighter, Wizard, or Thief; these tables will be found at the back of the volume, on the last two pages. Here are presented many readily used minor characters with their attributes, weapons, armor, and talents or spells spelled out for fast reference. Treasure factor (as explained below) is also given, and notes provide a bit of differentiation for many of these people for the various encounters in which they will be involved.

Most of the major non-player characters (NPCs) presented in these books will be summarized in a common format, as shown below:

Drang (the Delirious) ST 14 DX 13(11) IQ 12 MA 8
WEAPONS: Morningstar (2+2)*, Light Crossbow (2),
 2-Handed Sword (3-1)†
ARMOR: Leather, Sm.Shield (+Warrior, -4 hits)
TALENTS: Warrior, Expert Horsemanship, Dwarvish
SPELLS: Blur
SPECIAL POSS.: Magical weapon (+1 damage), Riding
 horse, pouch of 6 Berserker mushrooms,
 Stone Flesh ring; TF=3

The top line of the character description indicates the character's attributes and movement allowance (numbers in parentheses are a character's adjDX when armored). The next line lists all **WEAPONS** carried by the person, with the damage done by each noted in parentheses. Any weapons marked with an "*" are magically enhanced in some way, while a "†" is used to note weapons for which a character does not know the appropriate Weapon Talent (resulting in a -4 DX adjustment when it is used in combat); if the weapon is bracketed, "[]", the character carries it on occasion, rather than always. The **ARMOR** line describes all shields and armor which are being worn by a character, and lists any bonuses to damage absorption received from Warrior or Veteran talents. As above, magical armor is noted by a *. The **TALENTS** line lists the various skills the character possesses, and any additional Languages the character has learned. To conserve space, two types of Talents are not listed on this line:

- 1) Weapon Talents for which representative weapons are already listed on the **WEAPONS** line (e.g., Drang's Ax/Mace and Crossbow Talents need not be listed because he carries a morningstar and light crossbow; conversely, a Pole Weapons Talent would be listed if he had it, because he currently carries no weapon of that type), and
- 2) prerequisite talents that are superseded by other listed skills (thus, if the character is an Expert Horseman or Naturalist, or a Master Thief or Bard, the lower level talent in each field would not be listed).

FM's should note, however, that the costs of learning known but unlisted talents have been accounted for during character construction.

All magical spells (**SPELLS** line) and artifacts are designated as arcane by means of an underline. The **SPECIAL POSS(ESSIONS)** line lists all magical weapons,

armor and artifacts, and any other out-of-the-ordinary items that a character currently owns; not all of these possessions will necessarily be on his person when he is encountered. This line will also indicate a TF, or treasure factor, for each character; these TF values are used to describe the size of the purse currently carried by the character, based on the table below.

TREASURE FACTORS

TF	Size of Purse	Significant Treasures (roll 2D)
0	0	
1	1D	
2	3D	
3	5D	12 = 1
4	10x10	11-12 = 1
5	30x10	10-11 = 1, 12 = 2
6	30x25	10-11 = 1, 12 = 2
7	30x50	9-11 = 1, 12 = 2
8	50x50	8-10 = 1, 11-12 = 2
9	30x100	8-10 = 1, 11-12 = 2
10	30x250	8-10 = 1, 11 = 2, 12 = 3
11	10x1000	7-10 = 1, 11 = 2, 12 = 3
12	20x1000	6-9 = 1, 10-11 = 2, 12 = 3

(A "significant treasure" represents some object of greater than \$50 value - an item of jewelry, metalwork, leather, glass, etc., or any other natural or manmade substance that the FM chooses; this item need not be easy to move or carry. The actual value of the treasure is up to individual FMs, but should often be equal to or greater than the base value of the character's normal purse).

Shops and residences detailed in this volume are also assigned a base treasure factor. In addition, the building descriptions will indicate whatever types of protection against theft that the establishment uses or possesses:

"G" indicates the number of guards present during off-hours, if any; these guards are taken from the Random Fighter Table (see below). If the guard listing is marked with a *, one of the guards is a mage.

"T" indicates the number of traps protecting the building; each trap is then further described as to complexity, location, and type. Slashed number pairs (4/3) indicates the number of dice that should be rolled by any players attempting to Detect/Remove each trap; second letter-number pairs identify the location and type of trap being employed, based on the following key:

Location

- E = Trap is on exterior door or windows
- I = Trap is in the building interior, near the place where the treasure is usually kept
- C = Trap is on the treasure itself, or the container (chest, case, shelf) which is holding it

Type of Trap

- 1 = Alarm
- 2 = Arrow or crossbow bolt
- 3 = Sleep or Freeze gas
- 4 = Contact poison (2D)
- 5 = Blade (4/DX to dodge, or 2D damage)
- 6 = Blast (4D)

Example:

Grundy's Leather Shop TF=7, G1, T2 (5/4 E1, 4/3 C5)

The shop has a basic treasure factor of 7 (30x50 in cash and trade goods, with some chance of a great treasure), one non-mage guard, and two traps. The traps are identified as an Alarm (on the shop's front door), and a Blade trap (on the cabinet wherein the cash receipts are kept).

THE COUNTY OF DIHAD

The province of Dihad is comprised primarily of richly forested, hilly terrain, with scattered stretches of fertile lowlands. The county is fed by over two dozen streams, tributaries of the two major rivers (the Swan and the Thunder) that flow swiftly out of the Asenborg Mountains southward to the Bay of Sighs. Most of these streams are unnavigable to any ships save canoes or rafts, except for intermittent periods during the summer months when the weather is extremely dry.

Plaize, the capital city of Dihad, is a bustling mercantile center of about 15,000 population that lies at the juncture of three primary roads - the great trade route that connects the Land with the provinces of Trealia and Kel, the "Sunken Road" that leads to Soukhor, and the Southron Highway to the free fishing port of Smelt. Other major population centers of Dihad include Kindler's Glade, a wild and lawless village which stands at the confluence of the Swan and Thunder, and serves as a trading post, supply center, and meeting place for the woodsmen and trappers; Bounty, a fairly placid farming community and way station on the road to Smelt; and the western border town of Cyr Renner, whose chief claim to fame is the number of times it has been stormed and taken by Muipocan forces, and whose population is said to keep their bags permanently packed as a result.

An additional feature of interest on the Hadite terrain are the three large, oblong stone fortresses that stand starkly along its western frontier, the strongholds of Maj, Ennou, and Leign. These edifices, originally erected in the hopeful but foolhardy belief that they would strike fear in the hearts of the enemy, have nonetheless served the people of Dihad well as strong pillars of defense which have fallen but once to the enemy in several attempted sieges. In other times, the fortresses are used as staging and drilling areas for Hadite troops, where the high and sturdy walls serve the dual purpose of keeping unwilling conscripts "in".

Politics

For the past sixteen years, Dihad has been ruled by Arkintrodt (the Small), the "little tyrant" of the Land. Arkintrodt's ambitions more than compensate for his gnomish stature, as he has pressed aggressively to extend his dominion in every direction. During his reign, the Hadites have launched four major offensives against Muipoco, trying to carve a route to the Hills of Ore through the latter's bitterly held lands. They have been just as active on other fronts, making strong overtures to increase their ties with Soukhor, and embarking on an ambitious scheme to establish a new port city in the disputed lands south of its boundaries (the colony of Purlieu, also detailed in Intrigue in Plaize).

The accomplishment of these disparate efforts has required substantial resources; these have largely been obtained through stringent tax levies (ranging from 30% to 50 or 60% of income). Many of the Count's subjects are smarting from this burden, particularly given the lack of concrete progress that has been made to date. One group of influential merchants from Plaize has banded together into a clandestine organization called the League of Silver, dedicated to the overthrow of Arkintrodt and the establishment of an oligarchical government of free traders similar to the current

ruling body of Smelt. The League has been out attempting to organize the discontented woodsmen and homesteaders in the county's hinterlands, and has begun of late to actively try to subvert Arkintrodt's efforts in order to increase the pressures for revolt. They have committed considerable monetary resources to their efforts, and have loyal supporters in many parts of the county.

Arkintrodt, however, is a hard and brutal foe, with no illusions about his popularity; he is prepared to take the steps necessary to keep his power secure, and has some potent cards of his own to play in this showdown. The greatest of these are his well-trained city guardsmen ("the Redshirts") and the wide network of spies, informants, and enforcers known collectively as "The Ebony Band". The latter group, which includes many denizens of the underworld as well as respected citizens leading double lives, is under the loose control of Arkintrodt's closest advisor, Emil Jaggh, a ferret-faced man of great guile who has mined his sources well. Many of the League's plans are known to Jaggh even before they are relayed to those assigned to carry out these tasks. With this information, the Redshirts have smashed several potentially potent initiatives at their onset, although few of the League's leaders have been exposed or captured in the process.

The latter curious circumstance is related to Jaggh's own creeping ambitions for the throne. Jaggh has kept secret his own noble bloodlines, which trace obscurely back to an unlanded grandson of Mikarth. He has concealed some of the information he has received on the activities of the League of Silver, hoping to use their membership as tools in his own design to discredit and dethrone Arkintrodt. His maneuverings have been noticed by several of the Ebony Bandsmen; some have joined the plot in return for promised rewards while others have begun to look for proof of Jaggh's disloyalty that Arkintrodt would accept.

With all of these assorted intrigues going on, in sometimes seems that everyone in Dihad is either spying on you or hiding some dark secret. It also means, of course, that are numerous opportunities for an individual with information or the means of obtaining it to prosper in this environment.

Economics

The countryside of Dihad is full of rich woodland resources and wildlife, and the people of the province exploit these resources fully. There are many groups of independent woodsmen and trappers who work the forests from the semi-permanent camps erected near the rushing streambeds. The felled logs are lashed together into crude rafts, and ridden downriver to sawmills, or to Plaize for use in its furniture industry, or further downriver to Bounty, where they are sold to traders from Smelt (for use in ship's-masts) or from Soukhor. Trappers also sometimes dare the swift currents in these rafts, or in their own lightweight bark canoes, selling their hides to the leather-workers of Plaize and their furs to tailors or foreign traders. These outdoorsmen are free-spirited folk, on the whole disinterested in the political maneuverings taking place. They feel the taxation and conscription policies of Arkintrodt less than any other class in Dihad, and operate to a certain extent beyond the government's reach (which of course displeases them not at all).

The mercantile class that operates in Plaize, and to a lesser extent in Bounty, not only produces goods from the county's own raw materials, but is famed throughout the Land and in neighboring regions for the quality of its worked metals and fine crystal as well.

Many of these artisans, who inhabit the popular shops of Merchant Row in Plaize, who form the high leadership of the League of Silver. These merchants know only too well that their counterparts in other counties do not pay similar tax rates, or get drafted into military service during their apprenticeships. They know, also, that Dihad's mix of natural resources and strategic position along the major roads of the Land provide it with unique commercial opportunities, and perhaps this explains their willingness to risk their riches and prestige plotting revolt instead of emigrating elsewhere.

The third class of individuals in Dihad's economic structure are the peasant farmers of the countryside. Most of the farms are small, family-operated plots which produce only a modest amount of saleable product beyond their subsistence needs. These families have not been able to improve their position much, and truly bear the brunt of the costs of Dihad's adventurism - both in money and in lives. Although many peasants will voice displeasure with the Count, few are willing to take action against his regime - and indeed, many suspect that a government run by the "merchant princes" of Plaize would be no more sympathetic to their needs. Some do serve the dissidents' cause, however, making even the smallest hamlet a dangerous place for a man with a flapping tongue.

Military

As previously noted, the bulk of the county's military forces are comprised of conscripts. The laws of Dihad make all men and women of adult age eligible to be drafted for six month periods; in most years, between 7,000-12,000 people are called into service (and the numbers reach as high as 20,000-25,000 in the years of the great offensives). The conscripted men and women of Dihad are fairly typical draftees, reliable when things are going well but of questionable loyalty in times of crisis. At any given time, a goodly number of these men will be serving their second or third terms, so that the level of fighting skill in some conscript units can be quite competent.

The military fortunes of Dihad are nonetheless highly dependent on a single man: General UMBER CERDAN, the overall commander of the Hadite army. CERDAN has proven himself to be a very exceptional tactician, often winning significant victories against superior personnel. Unfortunately, he can only be in one place at once, and the Muipocans have three strong commanders opposing his movements. He has failed to transmit his skills to his young sub-commanders, often preferring to keep only his own counsel in the hours prior to a major engagement. His inability to communicate, coupled with his dislike of court politics, has also seriously tarnished his reputation with ARKINTRODT, who speaks continually of having the General replaced, only to be deterred by another report of a rousing success against overwhelming odds.

Dihad does maintain two regiments (about 1200 men) of standing forces, which form the backbone of CERDAN's assault force. One regiment is primarily comprised of men equipped with swords and bows; the other of mounted pikemen. Both groups have a number of veterans trained in Gun skills as well.

Magic

Dihad is a province rich in magic, both because of the high degree of economic well-being experienced by its citizens, and the comparatively warm welcome given independent mages and enchanter's here (in contrast to the strict controls placed on the practice of magic by DAROK's cult of Akhora, and the guarded hostility toward the arcane arts shown by many of the Master

Mechanicians who hold sway in Soukhor). There are over two score practicing enchanter's of weapons and armor in the city of Plaize alone, and almost as many artificers of Lesser and Greater magic items and scrolls. Alchemists and chemists are numerous, and may often be found in even the smallest logging towns. Here, too, are many mages who live the adventuring life, wizards who may be interested in accepting employment with a party - or prove to be staunch foemen in the service of its opponents.

Most of the wizards plying their trades in Dihad belong to the traditional Wizards Guild; there is a major chapter house of this organization in Bounty, and the equivalent of a Grand Chapter house in Plaize. One might well think that Valnezbard, ARKINTRODT's official Court Magician, would hold sway over the latter, but he has thus far made no attempt to consolidate his power in this way. In his absence, the other ranking wizards of the Guild have split into a number of diverse factions, all struggling for control of the fractured organization's might. This battle for supremacy has spilled over into the countryside as well, as many of the wizards in the smaller villages and woodland settlements have allied themselves with one (or more!) of these factions. Often, a wizard's willingness to give aid (and/or the quality of the assistance he gives) to a party will be dependent on the group's declared allegiances. These splinter groups, and the wizards that lead them, are described in detail in the companion volume to this one, Intrigue in Plaize; the largest groups are also briefly described below, to enable the FM to inject these political overtones into the party's day-to-day encounters with wizardly types.

The Patriot faction believes the Hadite regime is the most hospitable to the continued well-being of the magic-using community, and that the wizards should take an active role in the Count's efforts to gain supremacy over the region. Some Patriots have acted on this belief by actively participating in Dihad's past military offensives (though it must be admitted that others would rather argue the point metaphysically than actually put themselves at physical risk). As a rule, the Patriots strongly support the current regime and its policies.

The Kleeites (for their leader, the seemingly ageless patriarch DAMON KLEE) want none of the four counties to gain control of the Land, and preach the need for balance and a constant order. The Kleeites seek to remain aloof from wars of conquest, and call for a negotiated settlement of Dihad's differences with Muipoco. Their longer-term agenda, if a lasting truce could be accomplished, is to solidify the Hadite Guild's ties with its Muipocan counterpart, to forge a united force to increase the political influence of the Guild throughout the Land. The Patriots and Kleeites have traditionally been the largest and most important factions of the Plaize Guild.

The Disciples of Ilkem, known more commonly as the "anti-techs", are adamantly opposed to the growing infiltration of higher technology items (supplied by the traders and tech scavengers of Soukhor) into Hadite society. They perceive Soukhor to be the real enemy of Dihad, and would like to take aggressive action against that state. Because the group's aims mesh superficially with Valnezbard's desires for vengeance against Soukhor (the land which exiled him), the Court Wizard has lent the group some modest support (and given vague promises of future assistance). Still, they are the least powerful of the great factions, viewed by most of the Guild Wizards as "out of synch" with reality (though in fact, they are closer to the truth than most of the Land's leaders).

The Pragmatists view the use of magic primarily as an economic proposition. They are little concerned about the ethics of a situation, only whether there is a profit to be made by their involvement. Some of the Pragmatists support Arkintrodt, while others espouse the manifestoes of the League of Silver; still more vacillate back and forth between the two camps, trying always to be associated with the side currently perceived to be "winning". Jandar Kross and his supporters, a subgroup of this faction, have embarked on a scheme to expand their influence in Guild affairs by exploiting their economic clout; this situation has presently aroused great concern among all the other factions (see "The Gargoyle Connection" scenario later in this volume).

The final power group of Dihad's wizards has no real following in Plaize, representing instead a grass-roots movement with no formal organization or active leadership. These mages, called Naturalists for lack of a better name, are strongly opposed to the capitalistic greed of the Pragmatists, and are against uncontrolled economic growth and careless destruction of natural resources in general. They tend to lead simple life styles, and believe that one can strengthen one's own arcane powers by becoming more in tune with the forces of nature. Mist look to the "legendary" protector of the forests, Aril Malus (see Random Encounters section of this book), as a spiritual guide; they will always respond in opposition to any who would defile Dihad's natural beauty. Of all the power groups in the Guild structure, the Pragmatists and Naturalists have the greatest natural antipathy toward one another, and encounters between the two will often break out into open hostilities.

MAJOR PERSONALITIES OF DIHAD

Arkintrodt (the Small) ST 13 DX 15 IQ 14 MA 8

WEAPONS: Rapier (1), MainGauche (1-2)
ARMOR: Cloth/Chain (+Iron Flesh ring, -7/9 hits)
TALENTS: Boating, Literacy, Detect Traps, Remove Traps, Silent Movement, Wood-Carver, Spying, Sex Appeal
SPECIAL POSS.: 3D gas bombs containing Fear spells, flagon of false Unicorn Horn, 2 Gates; TF=12

Arkintrodt, as previously noted, is a man of tiny physical stature and an immense driving ambition for power. (If his mix of talents seem somewhat strange for a ruler, it should be noted that the Count was the younger of two sons, who had set out upon a life as a second story burglar when his brother, the heir to the throne, suddenly died of mysterious causes). He thinks of himself as "compactly built", and is extremely sensitive to disparaging remarks about his height - he will often respond to such waggy by bringing such jokesters literally "down" to his level through judicious use of the rack, the gibbet, or other tools in his well-stocked torture chambers. During public ceremonies, the Count is always transported to and from the scene in a great sedan chair, and all who come before him (save General Cerdan) kneel while in his presence.

Although quick-tempered and hypersensitive (and who can blame him?), the Count is nobody's fool, a crafty schemer with an instinctive understanding of man's baser emotions and how to play on them for his profit. He has a weakness for grandiose plans, however, that causes him to reject simple solutions, and to over-commit his scant resources to several projects at the same time, often causing each to fail. His ultimate Achilles heel may prove to be his absolute trust in Jaggoh, and his unawareness of the latter's own designs on the throne (due to Jaggoh's ability to conceal his innermost thoughts). In all other respects concerning his own self-preservation, Arkintrodt is extremely cautious, drinking only from his Horn flagon and wearing full chainmail when appearing in public.

The common player character will normally have little chance to "run into" Arkintrodt or seek him out, for the Count seldom ventures out of Dihad, except for major ceremonies and rare public addresses. Thus, one usually gets to meet Arkintrodt only when he wants to see you - often in regard to some information (true or false) picked up on you by the Ebony Band. He expects deference from his subjects - and will get it, one way or another. Often he will use fear as a tactic, to force the characters into agreeing to perform some service for him, in order to expunge their record. He is susceptible to flattery (within reason), but unlikely to be particularly swayed toward generosity or leniency as a result. The only guaranteed way to earn the Count's future assistance is to perform some task that successfully advances the cause of his power-seeking; should this occur, the Count will be inclined to treat you very well indeed (while Jaggoh will be likely to start keeping a watchful - and jaundiced - eye on you).

Emil Jaggoh ST 16 DX 12(10) IQ 18 MA 12

WEAPONS: Mace (2-1), Dagger (1-1), Blowgun (*)
ARMOR: Leather (-2 hits)
TALENTS: Charisma, Running, New Followers, Thief, Business Sense, Spying, Climbing
SPECIAL POSS.: Spectacles enchanted with Eyes Behind and Dark Vision, Serpent Torc necklace, Sleep ring, poisoned darts; TF=5

Jaggoh, the enigmatic head of Dihad's secret spy network and Minister of Defense, is a homely, well-built man of forty, with a full bushy beard and cold steel grey eyes. A ruthless man with no apparent moral scruples, he is feared and loathed by many in the province - yet he is also a curiously magnetic orator, able to convince men to do his bidding. By organizing and coordinating the activities of the Black Band, Jaggoh has provided the information that has kept Arkintrodt in power - while simultaneously, by subtly distorting this information, he has caused the failure of many of the Count's schemes to further his own ambitions for the throne of Dihad.

Jaggoh keeps himself in excellent physical trim through a rigorous regimen of running and mountaineering, and takes great pride in his strength and conditioning. Nonetheless, his greatest asset is his unique verbal facility, which enables him to almost totally conceal the truth or falseness of his words (all listeners must add 2 dice to their normal Detection of Lies saving roll against Jaggoh, and he in turn rolls 1 less die when saving against the effects of mind-control spells such as Control Person, Geas, or Telepathy). He is a master of innuendo and leading remarks, able to convey great meaning (often false) with a few words or a sly glance. He trusts no one completely, and none know the full extent of his ambitions or clandestine activities.

Jaggoh's elaborate plottings are presently unfolding on several fronts. He is

- 1) attempting to discredit General Cerdan and remove him from overall command of the Hadite army (in order to replace him with Subcommander S'Tal, who has sworn allegiance to Jaggoh);
- 2) secretly diverting some of the information being gathered on the activities and members of the League of Silver, hoping to use this as a bargaining chip to enlist their support (while planning to denounce them as traitors to the state once he has seized power);
- 3) working through several agents to gain influence in the political affairs of Smelt, the fishermen's Free Port; and
- 4) encouraging Arkinrodt to negotiate a marriage between the Count's daughter Moreena and Kiernan, the eldest son of Prince Lunor of Soukhor (and planning to have the girl kidnapped in a manner that will make it appear to be Reptile Man work, thus increasing the instability between Dihad and Soukhor).

In these efforts, he employs the services of hundreds of people, each of whom know but a fraction of the true story; many believe that they are serving the bidding of the Count, while others are lured by promises of wealth or power if their tasks are completed successfully.

Jaggoh spends about 75% of his time in the city of Plaize, but may be encountered in the roadside inns or smaller villages of Dihad, or even in the borderlands near Muipoco or Soukhor. When traveling outside the capital, he will usually be accompanied by 2D of the Guards of Plaize, the Redshirts; one or more minor government functionaries may also be present. Although his reputation is quite notorious, his face is not well known, and he can frequently slip into a tavern and listen in on the conversations there without being recognized. If Jaggoh does overhear something of interest, he will pursue the matter with the vigor of a hound on a scent, persistently (and persuasively) searching for further details. He has a sixth sense that enables him to ascertain the best way to gain an informant's cooperation - be it cold cash, or offers of assistance, or the threat of the Redshirts. He seems totally disinterested in dalliances with the fairer sex, although he is aware of the usefulness of their charms on others. Wherever he appears, trouble is usually not far behind.

Valnezbab, Court Magician ST 18 DX 16 IQ 16 MA 10

ARMOR: Leather (magically enhanced, -5 hits)

TALENTS: Literacy, Alchemy

SPELLS: Unnoticeability, Drain Strength, Freeze, Megaheal Sleep, Weapon/Armor Enchantment, Write Scroll, Spell Shield, Reveal/Conceal, 4-Hex Image, Lock/Knock, Glamor, Create/Destroy Elemental

SPECIAL POSS.: Flying Carpet, well-stocked alchemical laboratory, Scroll library

Valnezbab, Court Magician of Dihad, is a dour, fastidious man of medium height, with elaborately pomaded hair and moustaches. Originally a native of Soukhor, Valnezbab spent his early years as an apprentice of that province's foremost wizard, Caldor Dune. He proved an adept pupil, who advanced quickly into the master's highest circle of confidants. But Valnezbab's thirst for power caused him to turn away from Dune's pacifistic philosophy, and he began to search the master's books of lore secretly, seeking ever more potent magicks of destruction. One night on the Shattered Plains, the young mage summoned some of these forces, awakening long dead powers of darkness that were beyond his incomplete control - some of which



still roam the Land. Furious at this betrayal, Dune banished Valnezbab from Soukhor forever, laying upon his apprentice a cruel and potent curse: That he could never again use his magical powers to directly or indirectly do damage to another. Valnezbab found himself bereft of his offensive spells, unable to utilize the magical artifacts made by himself or others (although still able to produce them for outside use), and cast out of his homeland to begin anew.

The wizard came to Dihad, and began a new career as an artificer, producing enchanted weapons and armor and alchemical potions for sale in Plaize. He is good but not great at this adopted trade, occasionally capable of brilliant constructions but lacking in the inner discipline necessary to sustain such creativity. Seven years ago, he accepted an appointment to Count Arkinrodt's Court, after producing a pair of very elaborately crafted broadswords for General Cerdan that brought both great renown. The position of Court Magician has its drawbacks, for on many occasions the wizard's "duties" amount to little more than keeping Arkinrodt and his minions amused with petty sorceries and parlor tricks. Yet he has been well paid for his services, which has eventually enabled him to purchase a 50-point Strength Battery, and has convinced the Count to allow him to Drain Strength from the prisoners in the palace dungeons. Over time, he has gained influence in the planning councils of Arkinrodt, and now has his own small cadre of loyal apprentices.

Yet Valnezbab remains discontent, obsessed with wreaking vengeance on his former mentor and removing the curse afflicting him. He has begun to collect surveillance reports on the activities of Dune, to trace the patterns of his clandestine travels; this is his consuming interest at present. These efforts often take the Court Magician and his apprentices abroad

throughout Dihad. Valnezbard knows how to use the powers of his purse to gain information, but is otherwise very unsuitable in his dealings with others, and may often give offense to those with whom he deals.

General Umber Cerdan ST 23 DX 14(12) IQ 16 MA 8

WEAPONS: 2 Broadswords (3, +2 DX)*,
Heavy Crossbow (3)

ARMOR: Chainmail (+Warrior, -4 hits)

TALENTS: Warrior, Two Weapons, Strategist,
Fencing, Alertness

SPECIAL POSS.: Enchanted Swords, Mirror of Far
Vision, Lodestone (Direction finder), TF=3

The Commander of the armies of Dihad is a towering brute of a man, with a weathered visage and thinning grey-flecked hair. Born and raised in the woodlands, Cerdan is poorly spoken and not at all versed in the courtly graces; he looks uncomfortable and out of place in cities and at ceremonial functions, and has no desire for the hero's limelight. Indeed, the General is so far different from the popular legend of the "great charismatic leader" that many a company of fresh city conscripts will make jokes about his soiled uniform and aloof, softspoken nature. The experienced warriors of the regular army, however, know Cerdan by his deeds, and would follow him anywhere - perhaps even in revolt against Arkintrod (though that thought would never cross the General's mind) - for he is a brilliant tactician who has turned some of the Count's most ill-conceived initiatives into victories, and is likely his province's single most important military asset.

Although Cerdan has a wife and three children living in one of the northernmost woodland outposts of Dihad, the army has been his life's-blood and passion for almost twenty-five years. He seldom sees his family save in winter, when campaigning grinds to the halt. During the rest of the year, his whereabouts are divided as follows:

- 50% with front-line elements of the western troops;
- 15% traveling with one of the eastern border patrols;
- 10% leading an offensive thrust in enemy territory;
- 15% in Plaize;
- 10% in one of the western fortresses.

In battle, he adds a +3 to his army's initiative roll, reflecting his superior strategic skill; troops under his command also receive a -2 on Morale rolls. Cerdan will commit himself to the fray if it appears necessary to stem the tide of an enemy offensive; he can be a virtual human threshing machine with both his enchanted swords unsheathed and ablaze. (FM's Note: In addition to their damage and DX enhancements, the swords are enchanted with Blur and Dazzle spells - a collective -5 to the DX of any attacker - that only Cerdan can activate due to limiting conditions placed on the spells by Valnezbard.)

Cerdan is unquestioningly loyal to the Crown, regardless of who wears it, and has never wavered in his support for Arkintrod. Nonetheless, he is (as previously noted) not a political animal, and has been victimized by the whisperings of Jaggo (who has found that he can acquire no hold on the General's soul). When things go badly at the front, rumors of Cerdan's imminent replacement are always rife in Plaize. Cerdan appears to pay such talk no heed on his rare sojourns in the city, and may indeed react violently if he is approached by people who want to involve him in such intrigues, even if they are on his side. The only sure ways to gain Cerdan's favor are to bring him useful intelligence of a military nature, or to exhibit valor on the field of battle. Those in his trust can gain positions of greater authority in the military structure, but receive little other benefit (and indeed risk the enmity of Jaggo and his minions).

Krokit Daeffe ST 14 DX 16(13) IQ 13 MA 10

WEAPONS: Belt of Throwing Knives (1-1),

Small Ax (1+2)

ARMOR: Leather, Large Shield (-4 hits)

TALENTS: Naturalist, Woodsman, Silent Movement,
Tracking, Animal Handler

SPECIAL POSS.: Pair of wild hunting dogs (ST 10
DX 12 IQ 5 MA 12), Amulet against Drowning,
Ram's Horn; TF=0

A fellow woodsman and Cerdan's only known close friend and confidant, this trapper and sometime army scout is a garrulous and engaging character, lean as a whippet (and perhaps crazy as a loon). Krokit has an extraordinarily acute sense of smell, which enables him to sense the presence of beasts or other travelers up to 1-3 km away (depending on the strength and direction of the wind). This skill seems all the more spectacular as a result of Daeffe's personal habits, for the man appears to have not bathed in about ten years, and wears the same stained leather and fur-trimmed jerkin winter and summer. He lives entirely on a diet of nuts, wild fruits and berries, and will not touch a drop of alcohol; yet often he seems possessed by some strange intoxicant, ranting and cackling gaily to himself and his hounds as he wanders through the woods. Even in these curious moments, however, he is always alert to his surroundings, able to react with surprising speed to the slightest noise or movement.

Krokit's comings and goings are very sudden and mysterious, and not even Cerdan can fully control them. Nonetheless, he always seems to appear when he is most needed, often arriving unexpectedly in camp with the news that the enemy is nearby. The scout possesses a huge ram's horn, which he will blow in an emergency to summon aid - almost any Hadite trooper will know this signal, and respond to the call if he hears it.

Marco Barris ST 15 DX 13(8) IQ 12 MA 6

WEAPONS: 2-Handed Sword (3-1), Light Crossbow (2)

ARMOR: Half-Plate (+Warrior, -5 hits)

TALENTS: Tactics, Alertness, Diplomacy, Warrior,
Physicker/Vet

SPECIAL POSS.: Ring of Speed Movement, TF=8

Subcommander Barris is a balding, round-faced man with a sizable paunch, who has managed by longevity of service (and the ministrations of a wealthy father who is influential in provincial politics) to rise to a position of command far exceeding his capabilities. As a leader, Marco is extremely cautious (many would say cowardly); he will always prefer to avoid confronting the enemy unless he has overwhelming superiority in numbers (2:1 or more). This conservatism tends to be quite popular among his conscript followers (many of whom have no great desire to die for the province's greater glory), but makes him uniformly despised by his fellow officers, who are painfully aware of his utter unreliability in a crisis situation. Cerdan tries to keep Barris and his units as far from the action as possible, assigned to relatively safe tasks like securing recently taken territories or escorting supply trains moving through friendly lands.

Marco's total dedication to preserving his own skin has caused him to develop two rather unique military skills over the years:

- 1) a heightened ability to sense - and avoid - ambushes (although on many occasions, his paranoid sensibilities will cause him to sense an ambush when none is nearby), and
- 2) an unerring ability to determine the safest path of retreat, even when surrounded. When in battle, the Subcommander will remain well to the rear, leaving heroism to others.

Subcommander S'Tal nev Ybarra ST 16 DX 16(13) IQ 13

MA 6

WEAPONS: Cavalry Lance (3-1), Bastard Sword (3-2), Horse Bow (1, +2 DX)*

ARMOR: Chainmail (-3 hits)

TALENTS: Expert Horsemanship, Tactics, Elvish, Literacy, Courtly Graces

SPECIAL POSS.: Helm containing Eyes-Behind spell

S'Tal is a robust and handsome man of 32, whose flashing dark eyes cannot conceal his lustful ambition for power. He is a member of the landed aristocracy, an expert horseman since his youth, who has recently been promoted from the ranks of the mounted lancers to command the forces stationed in and around the fortress of Ligne. He has the courtliness and look of a leader that Cerdan lacks; but appears to lack the patience of thought necessary to plan and execute a coherent campaign. His first offensive foray into Muipocan territory, undertaken scant months after he took charge at Ligne, deteriorated into a near disaster, plagued by inadequate intelligence-gathering and a lack of coordination between the two main arms of his forces. Word of the new Subcommander's aggressive style did, however, make its way to Plaize, where it roused the interest of Emil Jaggoh, still intent on finding a way to remove the unmalleable Cerdan from power. Jaggoh shortly thereafter paid a visit to Ligne, and found S'Tal to be just the sort of tool he had been seeking, whose cooperation in the discrediting of Cerdan was easily secured by promises of promotion into the latter's place.

LIFE IN THE WOODLANDS OF DIHAD

The forests of Dihad are a changing mosaic of small camps and tent settlements, populated by the loggers and trappers who make their living from the bounteous lumber and animal resources of the region. Players journeying through these lands may choose to seek employment at one of these trades, or to obtain information from the woodsmen they encounter about other possible adventuring opportunities. This section presents suggestions that the Fantasy Master can use to make a player's tenure as a logger or trapper more exciting and realistic, and details of a woodland adventure involving the legendary Beast of Byenby Chasm, Karoth the great bear.

Becoming a Logger

Most logging camps are always interested in hiring able-bodied men or women as lumberjacks. To qualify for such a position, an individual must have the Ax/Mace talent, and a minimum ST rating that will vary from camp to camp (roll D6: 1,2 - ST 13 or more; 3-5 - 14 or more; 6 - 15 or more). A character with a ST one below the minimum requirement may be hired if he also possesses the Naturalist talent.

Because of the transient nature of these various communities and their occupants, other jobs around a camp may also be available, according to the chart presented below:

CAMP EMPLOYMENT

Job Description	Available on (2D)	Skill Req'ts
Cook	10 or more	Cooking/Baker
Foreman	8 or more	Charisma, Diplomacy, New Followers, Naturalist (any 3)
Quartermaster	10 or more	Business Sense
Steersman	6 or more	Boating
Wagoner	8 or more	Driver
Bookkeeper	9 or more	Business Sense, Mathematics

On a die roll of 11 or 12, the camp has recently had a disaster of some kind befall it, such that the place is desperately short-handed and willing to hire anybody and everyone they can, regardless of qualifications. Those who undertake a lumberjack position with ST below the minimums required must make a 3/ST saving roll each day or lose 1 ST point from excessive exertion (anyone who has taken more than 1/2 his total damage by this means will be unable to work until healed).

Transporting Logs Downriver

Most logging camps are located within 1-3 km of one of the tributaries of the Swan, the Thunder, or the Bolling, or one of their tributaries. The fastest means of shipping logs to the various factories and mills downriver is to lash large numbers of these cut timbers into huge, crude rafts which are then tied together into a long train, and floated downstream. The steersmen of the rafts have the difficult task of negotiating the swift currents, rapids, and rocky outcroppings of these rivers. The successfulness of their efforts will depend on the condition of the river (which changes dramatically from season to season); the strength and rivergoing skills of the crew, and the talents and experience of the crew leader, as outlined below.

The Land has a year that lasts somewhat longer than an Earth year. The calendar is segmented into four seasons, known as the times of Blooming (Spring), Warming (Summer), Harvest (Autumn), and The Hearth (Winter); each season lasts for nine fortnights (so time is generally reckoned as the Seventh fortnight of Blooming, the Second fortnight of The Hearth, and so on). River conditions can become brutally harsh during the frequent storms of the Hearth season, and are also unpredictable during the first thaws of Blooming, as the waters rush down out of the Ironwood Mountains to swell the streams of Dihad; conversely, the dry warm weather of the summer leaves the larger rivers easily navigable to almost any competent raftsman. Rafts move at a rate of 4 hexes/day during the season of Warming, 5 hexes/day during Harvest and Hearth, and 6 hexes per day during the high waters of Blooming.

Each day of river travel, each group of rafts must make the number of saving rolls indicated in the table below; if the roll made on 2D6 exceeds the value indicated in the chart (after all Crew and Leadership modifiers have been added to this base value), some manner of catastrophe (collision, spill, etc.) befalls the rafts, as determined on the separate Events table provided. (FM's Note: A roll of 12 always represents a catastrophic event, regardless of the adjusted base rating of the crew.)

RIVER TRAVEL

Season	# of Saving Rolls Req'd	Saving Roll Base Value
Blooming	3/day	Roll D6 (1=6, 2-4=7, 5-6=8)
Warming	1/day	9
Harvest	2/day	8
Hearth	2/day	3 + 106

Note that in two of the seasons listed (Blooming and Hearth), river conditions change from day to day according to die roll. The Fantasy Master should make this roll in secret, and should respond to player questions in only the general terms they would be able to observe (i.e., things look worse or better than yesterday, or 'relatively' calm or rough).

The abilities of the raft crew and its leader can increase the raft's saving roll above the base value indicated above. Die roll modifiers are awarded for each of the following circumstances:

- § Add 1 to the saving roll if more than 1/2 the crew has Boating skills; add an additional 1 if the crew leader also has Captain skills
- § Add 1 for each 10 full pts of ST the crew has above 40; that is, +1 for a combined ST rating of 41-50, +2 for 51-60, and so on.
- § Add 1 if the crew leader has successfully negotiated the currents in this area previously during the present season.

Example:

A raft bearing three persons with a combined ST of 51 is traveling the river in Harvest season. Two of the crew know the Boating talent, but none have Captain skills; this is their first trip of the season. The group would receive a die roll modifier of +3, +2 for its total ST and +1 for its Boating skills; added to the seasonal base value of 8, the group will avoid catastrophes on any roll of 11 or less.

If a catastrophic event is indicated, roll 1D and consult the Events table below (or if the FM wishes, he can ignore this table and make up his own description of the rafters' plight).

RIVER EVENTS TABLE

- 1 - The raft becomes trapped in a large "keeper thermal" above a pair of large submerged rocks. Each crewman has one chance to make a 5/ST saving roll to free the raft; if all fail, the raft capsizes.
- 2 - The raft enters a particularly rough set of rapids and careens out of control for the next 1D+1 turns. Each crewman must make a 3/DX saving roll each turn, or fall out of the raft; anyone falling into the swirling rapids must make an additional 3/DX saving roll each turn, or they will be knocked unconscious slamming headfirst into a rock (taking 2 hits of damage from water inhalation each turn thereafter until rescued). Those remaining in the raft may not attempt to rescue any fallen comrades until they have passed through the rapids; if all fall out, the raft is considered lost.
- 3 - The raft strikes a jagged rock lying just below the water's surface and shears in two. All must make a 4/DX saving roll or be hurled into the water by the impact. The raft can be repaired if it can be brought to shore; this will require an additional 3/ST saving roll by one of the crewmen remaining on each section.
- 4 - The raft strikes a sudden, sharp thermal, and capsizes (no recovery by crew possible). All of the crewmen must make 3/DX saving rolls for the next 3 turns, to avoid injury from banging against the shallow rocks nearby (failure results in 1-1 hits of damage).
- 5 - The raft becomes jammed against a large rock. The crew has 3 turns to successfully make a 5/ST saving roll, or the raft will capsize.
- 6 - The raft is headed directly toward a vicious bit of white water ending in a 12-foot sheer drop. The crewmen have 3 turns in which they must all successfully make a 4/ST saving roll to redirect the raft or they will make this near suicidal plunge (6/DX saving roll to avoid falling out of

the raft; if unsuccessful, must make 4/DX saving rolls for the next 1D6 turns or take 2 hits of damage each round from water inhalation.

(Note: For all DX saving rolls made while in the water, characters with the Diving talent subtract 1 from the number of dice required, while those without the Swimming talent add 1 additional die).

The logging rafts must carefully decide their destination bearing in mind the probabilities of encountering these hazards, for the lumber they bear can be sold for higher prices the further downstream it is successfully transported. If the logs are sold at one of the sawmills that line the banks of the river (there will always be a mill 2D+3 hexes distant from the logging camp), they will bring a price of \$20/ton. If the raftsmen can reach Plaize, the price will increase to \$30/ton, and at Bounty to \$40/ton. Since the logging camps often turn a substantial portion of this extra income back to the raft crews as bonuses, there is substantial incentive for a raftsmen to push his skills to the limit.

Becoming a Hunter/Trapper

The profession of Hunter/Trapper is one of the occupations listed in the In The Labyrinth Jobs Table, requiring Naturalist and Tracking skills and paying a rather paltry \$30/week. The profession is viewed as a rather pedestrian one, with notable occurrences happening only on a 3 or 18. This section attempts to flesh out the details of the Hunter's life, so that these expeditions can serve as exciting adventures in their own right.

Animals are sought on Cidri, alive or dead, for a variety of purposes. Beasts are killed for their meat, for pelts and hides used to make clothing and leather goods, or for the rare organs prized by those in the business of making chemical and alchemical potions. Captured live, many creatures can be suitably tamed and trained as riding animals, beasts of burden, or pets - especially if the trappers also possess Animal Handler or Monster Follower talents. The animal life of Dihad can be classified into four basic categories:

1) Small prey. This category includes a variety of mammals and fowl, most smaller than man-size, that are very unlikely to strike back at their attackers - such as foxes, deer, rabbits, slinkers, turkeys, ducks, geese and other waterfowl. These creatures are primarily hunted for their food value, although some do have other value (fox and rabbit pelts, feathers and down for quilts, slinkers live as trained pets for those of roguish persuasion). Any expedition choosing to go after this type of prey will place itself at low risk (though unforeseen catastrophes can still occur), but should expect that it will take a looong time to track and kill sufficient numbers to make a catch of any value.

2) Common beasts. This category includes the typical prey of hunters: wolves, bears, and greater or lesser apes, which are found in abundance throughout the woodlands. They are usually formidable foes when encountered face to face, but may fall victim to a well set snare or ambush. These creatures are prized primarily for their many auxiliary uses (furs and hides, use in arcane formulae, or domestication in the case of the lesser apes and some wolves), rather than for their food value.

3) Mountain dwellers. This category is comprised of the less frequently sought-after and more dangerous creatures that are found only in the foothills of the Ironwood Mountains (within 10 hexes of the northern border). Here one can find rocs, gryphons, wyverns, and clans of gargoyles (who, although recognized as an intelligent albeit strange race of beings, are sometimes hunted because of the known alchemical properties of their gall bladders, as the

scenario in this book attests). It is not an easy task to find the trail of one of these creatures, for they are relatively scarce, and their great strength and fighting skills have made many a trapper wish that he had been unsuccessful in locating their track. Except for the unique case of gargoyles, these beasts are hunted either for capture and domestication, hides, or for the prestige associated with "bringing one down".

4) Denizens of the deep. Like the category above, these creatures are uncommon, fairly dangerous prey, found almost exclusively in the swampy terrain adjoining some of the streams in the area. Creatures of this type include giant turtles, crocodiles, octopi, and Uncle Teeth. All of these seagoing creatures are very difficult to track accurately, and are often able to themselves surprise and attack the hunters as the latter make their preparations. The creatures, when they are hunted, are sought for their unique properties (turtle shells, crocodile hides, the magically endowed eyes and teeth of octopi and Uncle Teeth).

Players with an appropriate mix of skills may wish to set off on an expedition themselves; if so, they can choose to go after any of the prey listed above. Alternatively, the group may attempt to seek out an experienced huntsman or trapper, and try to hire on with them. The terms of such an employment arrangement will be up to the FM, who will "play" the NPC character during the adventures to follow; most woodsmen "worth their salt" will be less than anxious to hire on more than 1-2 raw neophytes at a time. Many may already have a seasoned group of 2-7 followers who will be part of any expedition formed. Experienced hunter/trappers will never be interested in going after "Small Prey", and many will have big game (categories 3 and/or 4) in mind. To aid FMs in setting up their own NPCs, four sample experienced woodsmen are presented at the end of this section.

Locating Prey

Whenever an expedition enters a new map hex, it may attempt to locate any of the game described above. Characters with Tracking skills make a 3/IQ saving roll, to see whether conditions permit their abilities to function. If successful, the character may attempt to locate up to 3 different kinds of creature in the surrounding area, by rolling 3 dice for each animal sought and comparing the result against the Animal Table. If the die roll equals or exceeds the number listed for that animal, tracks of this type may be found in the hex. Characters may add 1 to their search die roll if they have the Naturalist talent, or +2 if they are Expert Naturalists, to reflect the fact that their general knowledge of creatures will indicate the types of areas most likely to contain the types of beasts they seek.

ANIMAL TABLE

Beast Sought	Die Roll to Locate	# found (10)						Beast IQ
		1	2	3	4	5	6	
Fox/Deer/Rabbit	10	D	D	G	G	H	H	5
Turkey/Waterfowl	12	D	G	G	H	H	H	4
Slinkers	13	D	D	G	G	G	H	6
Wolf	12	1	2	D	G	G	G	5-6
Bear	13	1	1	2	3	D	G	5-6
Lesser Apes	12	2	D	D	G	H	H	5-7
Gorillas	14	1	2	D	D	G	G	7
Wyverns	16	1	3	D	D	D	G	12
Rocs*	17	1	D	D	D	D	H	5
Gryphons*	18	1	1	2	2	D	G	6
Gargoyles*	15	1	3	D	G	H	H	8-10
Giant Turtles**	15	1	D	D	G	G	G	4
Octopi**	16	1	D	D	D	G	G	10
Crocodiles**	15	2	D	G	G	G	H	5
Uncle Teeth**	17	1	2	2	D	D	G	6-7

- * - Subtract 1 from the die roll needed if the players are within 6 hexes of Dihad's northern border.
- ** - These creatures can only be found within 1 hex of a river or stream.

If a particular type of track is found, the tracker makes an additional D6 roll on the Animal Table to determine the number of creatures indicated. The table will indicate one of four results:

- 1,2,3 - Tracker finds exactly this many sets of tracks.
- D - Small group of 1D6 creatures.
- G - Tracks indicate a moderate sized group (hunting pack, family unit, etc.), about 3D6 to 5D6 in number.
- H - Tracks indicate a herd of the beasts sought, numbering 50 to 500.

Once the animal population of the area has been determined, the party must decide whether it will a) attempt to follow one of the trails, attempting to get close enough to its source to try and kill one or more of the creatures in combat, and/or b) set traps and snares at some point on or near the trail, to attempt to capture these beasts if they return again. The mechanics of undertaking each option are outlined below.

Hunting. To follow the trail to its source, any Tracker in the party, regardless of whether he initially found the tracks, may attempt to make a new saving roll: 3/IQ if a herd is being followed, 4/IQ for a group, or 5/IQ if pursuing 1D6 or less creatures. The amount of time it will take the party to catch up to its prey will vary from a manner of minutes to several days, depending on the age of the tracks, the relative speeds of the creatures and the hunting party, and the nature of the terrain being covered (all of which are largely up to the FM's discretion in designing the details of the encounter). When the party does close on the prey, they will likely have scant moments to devise a strategy. The characters may wish to attempt to use Silent Movement skills to set up an ambush, or spread out in an attempt to surround the beasts, or even (if the group includes characters with Animal Handler or Monster Follower skills) attempt to approach the creatures and subdue one or more of them without force. If the party attempts to make a kill, the attempt proceeds as in normal Melee Character vs. Creature combat.

Trapping. Only characters with Remove Traps, Mechanician, or Woodsman talents are considered able to set traps at full efficiency. The party may place its traps in any area near where tracks have been found, attempting to maximize any terrain advantages present (see below). Each day thereafter, they check to see if beasts have been caught in their snares, by making a 3 die roll against the following formula:

Trapper's IQ - Animal's IQ = Base Trapping Chance

If the die roll is less than or equal to the Base Trapping Chance, one or more creatures have been caught. The Base Chance may be modified by a number of factors:

- § Add +3 to the Base Chance if a Herd is in the area.
- § Subtract 2 from Base Chances if 1D or less creatures are in the area.
- § Add 1 if trapper is Naturalist, or 2 if Expert Naturalist (Again, one's general knowledge of beasts will provide insights on the best places to set traps).

§ Subtract 3 if the creature being sought is predominantly a water dweller, and subtract 6 if the creature is predominantly airborne.

§ If the trapper does not have Remove Trap, Mechanician, or Woodsman talents, Base Chances are reduced by 1/2, rounding down (Note: This reduction is made after all the adjustments above have been made).

The FM may also modify these chances further, at his discretion, to reflect the specific nature of the situation - e.g., players should be rewarded if they have devised a particularly ingenious trap, or if the traps are set by a watering hole or other spot likely to experience frequent return traffic.

Regardless of what the trapper's Adjusted Chance of successfully snaring a creature is, a roll of 5 always indicates the successful capture of a creature, a roll of 4 always indicates a double catch, and 3 a triple catch. If the roll is more than 5 less than the maximum success chance, 10 beasts will be captured (doubled and tripled results do apply in this case as well, so that on a very fortuitous roll, up to 18 creatures could be trapped). If no creatures are caught for a period of three consecutive days, the beasts are presumed to have moved away from the current hex permanently, and the party will have to start anew.

Selling the Goods

As in most endeavors, the party's adventure is far from finished when its prey has been captured or killed. Meat animals must be butchered, and the meat salted if it is to be carried for any length of time without spoiling. Furs and hides must be removed, and should be at least partly prepared. Other organs must be removed, and put in some place where they can be kept relatively fresh. Captive beasts must be herded and kept in line, if they are not under the control of a Handler. And of course, the goods must be transported to a suitable marketplace, either on foot, horseback, or raft; through territory that is frequently a good bit less than friendly.

If the party does manage to get its hard-earned cargo to an area where all of the saleable parts can be disposed of, a sale can be completed. FMs should set prices for these beasts that are consistent with the economies of their campaign. It is assumed that players will be paid 1/2 of the normal retail price for organs sold to magical artificers. Normal prices may be varied if the party or their buyers successfully use Business Sense talents. FMs may also at their discretion make additional adjustments to these prices to reflect the scarcity or glut of certain goods in a given area. If a party has captured or killed a wyvern, roc, gryphon, or Uncle Teeth, word of their skills is likely to spread about town, which may lead to new adventure opportunities.

Other Complications

The foregoing instructions present only the basic framework for simulating the mechanics of a hunting expedition. Bringing the excitement of the hunt to life, however, will greatly depend on the FM's ability to weave a flexible, somewhat improvised story, replete with graphic descriptions of the scene, the ominous sounds of the forest, and the unexpected interruptions that terrain features and other woodland denizens will introduce to the situation. Of course, there should also be some chance of a completely unexpected, catastrophic turn of events. The likelihood of such an event should vary with the experience of the party (we would suggest making a 2D6 roll once per day, with a 9 or above bringing crisis upon a neophyte group, and an 11 or more causing disaster to befall even a fully

experienced party). Without restricting the FM to a Catastrophic Events table, we respectfully offer these possible twists of fate as grist for your imagination:

§ The players capture some sort of semi-intelligent creature (like an ogre or troll) in their trap instead of their intended prey. The captive is likely to be very angry, and may indeed (if able to free itself) be lying in ambush, ready to battle those who have so rudely treated him.

§ The next attack made by the party (on a large herd of beasts) sets off a stampede that comes straight toward them.

§ The players follow the trail straight into a plant encounter (with Am Bushes, Bloodtrees, or the like).

§ The party comes upon one or more of the creatures they are pursuing, approaching from a completely different direction (and if they are careless, taking them by surprise).

SAMPLE WOODSMEN

Baabloux ST 19 DX 15 IQ 10 MA 10

WEAPONS: Halberd (2+1), Light Crossbow (2)

ARMOR: Leather (-2 hits)

TALENTS: Horsemanship, Silent Movement, Missile Weapons, Tracking; TF=1

Baabloux is a very colorful character, a mountain of a man with an unkempt shaggy black mane and a tattered cloak made from a dozen different animal pelts. He has a wild-eyed brown stallion named Poul who will suffer no other rider on his back (and like as not kick out at any who come too near). An aggressive and reckless hunter with no concept of his limitations, Baabloux has a genuine thirst for attempting that which has never been before. He hunts only the most dangerous of beasts, amazingly surviving his lunatic schemes, and, at times, even successfully bagging his quarry; his followers are not usually so lucky. He seldom has much money, and is almost always anxious to take on new partners (particularly if they carry a jingling purse). An inveterate gambler, he is particularly susceptible to wagers dealing with his physical prowess, regardless of how impossible they seem.

Fax Geflamme ST 20 DX 13 IQ 14 MA 10

WEAPONS: Broadsword (2), Arquebus (3+3)

ARMOR: Cloth, Large Shield (-3 hits)

TALENTS: Boating, Charisma, Monster Followers, Naturalist, Woodsman, Tracking

SPECIAL POSS.: Blur ring, Anulet against Wolves; TF=7

Fax is a sensible, somewhat conservative trapper who makes a reasonably lucrative living going after the common game of the province: bears, wolves, moose and the like. He has 3 loyal compatriots who have traveled with him for several years (treat as 40 point fighters; the first has Physicker/Vet skills and an enchanted +2 DX crossbow, the second Tracking and Detect/Remove Traps skills, while the third possesses an Arquebus and a ring of Invisibility, and Silent Movement and Mechanician talents). Together, the four make a very well coordinated team; they will be reluctant to hire on more than 2 or 3 new men, and will be primarily interested in hiring those who have some useful skill that the rest of the party does not possess. In most cases, Fax will require potential recruits to prove themselves in mock combat with his comrades. The group will always be well supplied and outfitted, and knows the areas it hunts very, very well (+2 to Tracking rolls, as long as common beasts are sought). The group will tend to be rather standoffish to newcomers until the latter have made some useful contribution.

Jarriss ST 21 DX 11 IQ 12 MA 12

WEAPONS: Club (1+6), Battleaxe (3)

TALENTS: Running, Boating, Seamanship, Alertness, Tracking, Animal Handler, Driver

SPECIAL POSS.: 2 Hunting Dogs (ST 8 DX 13 IQ 6 MA 12, 1 die damage with bite), Amulet Against Fire; TF=2

Tarsh ST 14 DX 17(16) IQ 13 MA 10

WEAPONS: Horse Bow (1), Dagger (1-1), Bare Hands (1+1)

ARMOR: Cloth (-1 hit)

TALENTS: Unarmed Combat II, Naturalist, Woodsman, Thrown Weapons (+2 DX), Boating

SPECIAL POSS.: Headband embedded with Telepathy, Quiver of Replenishment (2 arrows); TF=1

Jarriss and Tarsh are a pair of high-spirited wild men of the hills, happy wanderers who primarily live off the land but will occasionally undertake to do some hunting for profit. They can be readily hired on if encountered, for they are immensely friendly fellows, always eager for company and glad to share their own slim supplies of food and drink (which will always include a jug of homebrewed, high octane "likker" - 4/ST saving roll after drinking, or drunk for 1D6 hours, -2 DX for that period). The pair are expert raftsmen, who know most of the streams of Dihad like the back of their hands, and prefer to travel by this means whenever possible (these trips are likely to frighten the wits out of their fellow travelers, for they will daringly shoot any rapids they encounter; they have the skill to pull this off successfully, however). They are generally fearless fighters, with one exception: they are both extremely superstitious, and fearful of burial grounds, undead, and the like.

Siner Marlas ST 13 DX 14(12) IQ 16 MA 8

WEAPONS: Bastard Sword (3-2), Dagger (1-1), 3 Bolas

ARMOR: Leather (-2 hits)

TALENTS: Literacy, Expert Naturalist, Recognize Value, Thrown Weapons, Horsemanship, Tracking, Business Sense, Woodsman

SPECIAL POSS.: Bracers of Stone Flesh, assortment of animal calls, vial of Smell Heightening Potion (7 uses left), riding horse; TF=6

Siner is a competent though not exceptional woodsman, whose arsenal of talents and artifacts is far more impressive than his raw fighting skills. He is quite stingy with his money, always looking for excuses (real or imagined) to "dock" his employees, or searching for bargains on equipment or supplies. At times this penchant for thrift costs his expeditions dearly, for he leaves himself very little margin for error by carrying the absolute minimum of supplies and employees necessary to get the job accomplished in a line of business where such things can often not be computed accurately.

Siner has but one constant companion, a mute known as Lefty, whom he abuses roundly in public, yet appears to have a private affection for. Indeed rumors say that Marlas actually paid the enormous sum required to have Lefty Revived after one of his miscalculations resulted in the mute's death. Siner is also said to have hoards of great wealth stashed somewhere in the wilderness, although none have ever found them. He will, depending on the present demand, hunt almost any beast except aquatic creatures - he is deathly afraid of drowning, and will not willingly go near running water even for money.

IN SEARCH OF KAROTH

Byenby Chasm is a long narrow gorge that lies along the Banks of the Swan about 8 hexes north of Kindler's Glade. If players travel within 6 map hexes of Byenby Chasm, and encounter other Hadites (trappers, loggers, army scouts, etc.) in their travels, they are likely to learn of rumors of strange doings at a logging camp somewhere near the chasm. Reports of the camp's exact location vary greatly, for few have seen it first-hand (for reasons made plain below); the nature and explicitness of the informant's knowledge will also vary (roll 2D6):

§ On a 5 or more, the party encountered will know the basic rumor, that some sort of monstrous beast is menacing the camp, and that the area is said to be "unsafe for strangers".

§ On a 7 or more, they will have also heard that the camp is offering a large reward to those who can slay the beast.

§ On a 9 or more, it will be known that the beast is an extraordinarily large bear, some 2 to 5 times the size of even a great cave bear.

§ On a 11 or more, the informant will have heard talk that the camp is capturing passing travelers, and offering them as sacrifices to the beast.

Players may become embroiled in this situation in either of two ways:

1) by voluntarily seeking to respond to the camp's distress, be it motivated by honor or the desire to collect the supposed reward; or

2) by passing too close to the beleaguered camp, and being attacked (and possibly captured) by the villagers as suitable offerings to the great beast.

If the former course is chosen, the players will find a clear trail to the camp running along the crest of a low ridge, starting about 1 hex away from the camp (as noted above, the camp's precise location has not been marked on the maps in this book, and may be placed by the FM anywhere within 3 hexes of Byenby Chasm). On a roll of 6 (5 or 6 if they have attempted to conceal their movements), they will approach the village unnoticed; otherwise, they will be met on the trail by a group of villagers (roll from the Random Fighter table, -2; the size of the group will be about 50% larger than the players' own party). The villagers (whether met in camp or on the road) will frankly speak of their danger, and ask whether the party intends to help them; if the group says yes, they will be welcomed, treated hospitably for a night, and led by a villager to the entryway to the beast's territory. If asked about the size of the reward for eliminating the beast, they will say little, although promising that the group will be well satisfied if it succeeds. In fact, the available reward (about \$1,500 in coins and small gems) is likely to seem rather paltry given the dangers involved in this adventure. If the players are noncommittal about their intentions, the villagers will attack them, gaining surprise on the first melee round (see below).

If the players simply pass near the camp, they will be ambushed by the group of villagers described above; the group will have selected favorable terrain, and may have one or more traps set as well. Unless the players detect the ambush, the attackers will have surprise the first melee round. If the villagers have the advantage, they will try to get the party to surrender; if unsuccessful, they will take as many captives as they can and retreat. They will hold one member as a hostage, and send the others after the

creature; if they do not return within 48 hours with proof of its death, the hostage will be sacrificed.

In either case, the players will start their search for the creature in the vicinity of a crude stone altar set in a small clearing. Many sets of the beast's footprints will be plainly visible to the naked eye, as will a number of scattered bloodstains. Players attempting to follow the beast's tracks may roll as if following a herd (3/IQ) except where otherwise noted in the area descriptions that follow, due to the immense size and distinctiveness of the markings.

Before beginning this journey, however, let us take a moment to relate the true story of the coming of Karoth . . .

Karoth's Story

The Beast of Byenby Chasm is a great mutant bear, a 4-hex creature that stands almost 17 feet tall upon its hind legs. Spawned in the desolate wastelands of eastern Souklor, Karoth was come upon by a beautiful and fearless Tech Scavenger named Darimenza, as the creature lay rounded from a costly battle with a woolly mastodon. Darimenza gambled her life to approach the beast and make a Monster Follower roll, and won her gamble due to the beast's weakened condition. With her new companion to guard and protect her, Darimenza wandered deep into the uncharted wastes of Soukhor, and uncovered a rich trove of strange artifacts and machinery.

She returned to Dihad with the greatest of these items, selling one or two to buy such creature comforts as she required, and went off with Karoth to set up a

workshop in the solitude of the chasm's outer rim. While her huge guardian vouchsafed her privacy and kept her larders supplied, Darimenza painstakingly sought to unlock the secrets of her treasures, filling large notebooks with records of her experiments and findings. By accident, she discovered that her strange companion was much beguiled by song, and sometimes at night the chasm would be filled with the cacophonous sounds of Darimenza's pipes and Karoth's bellows of delight, chilling the hearts of those nearby. So Darimenza toiled alone for eight long years, until one of her experiments finally undid her in a fiery explosion. Karoth waited for his dead mistress for several days, and then wandered about aimlessly for several more, until the urge to find human companionship overwhelmed it, and sent the beast on a search that ended at the camp nearby.

On its first visit, the beast smashed a cabin inadvertently and injured several villagers unable to get out of his path, before leaving with three loggers in his grasp. When these three attacked him in their panic and paid a bloody price, he returned the next night and made off with others. By the creature's third approach, the villagers had acted to save themselves, leaving a lame old woman on the rough stones of the clearing as a sacrifice. When this satisfied the beast, they boldly conceived a strategy to waylay outsiders traveling nearby as fodder for the beast, to be held captive until the beast's bellows signaled its new discontent. Some of Karoth's victims struggled and died, and others slipped away at a fortuitous moment and headed far away from the Chasm; some may even remain in the cave to this day. But none has been able to command Karoth, now at the full height of his power,



as did Darimenza, leaving the beast's hunger for the past unslaked.

Karoth ST 48 DX 14 IQ 7 MA 12

WEAPONS: Claw (3+3, successful blow also knocks victim back 1D6 hexes unless latter makes 4/ST saving roll), Bite (3-1); may make 2 attacks per combat round.

ARMOR: Fur (-3 hits)

SPECIAL ABILITIES: Heals very quickly (3 hits/hour rest); may, instead of an attack, attempt to grab and catch missile weapons fired at him (4/DX saving roll required); can break even heavy metal bonds (except adamantium) in a very short time.

The Trail (numbers refer to map key below)

1) **Altar area.** As described above. The bloodstains in the vicinity are from prisoners attempting to wrench themselves free of their bonds, not from violence perpetrated by Karoth. On a die roll of 2 or 3 on 2D6, the beast's cries of last evening have presaged a new coming, and a pair of captives held in the camp are being prepared to be left here at the coming dusk.

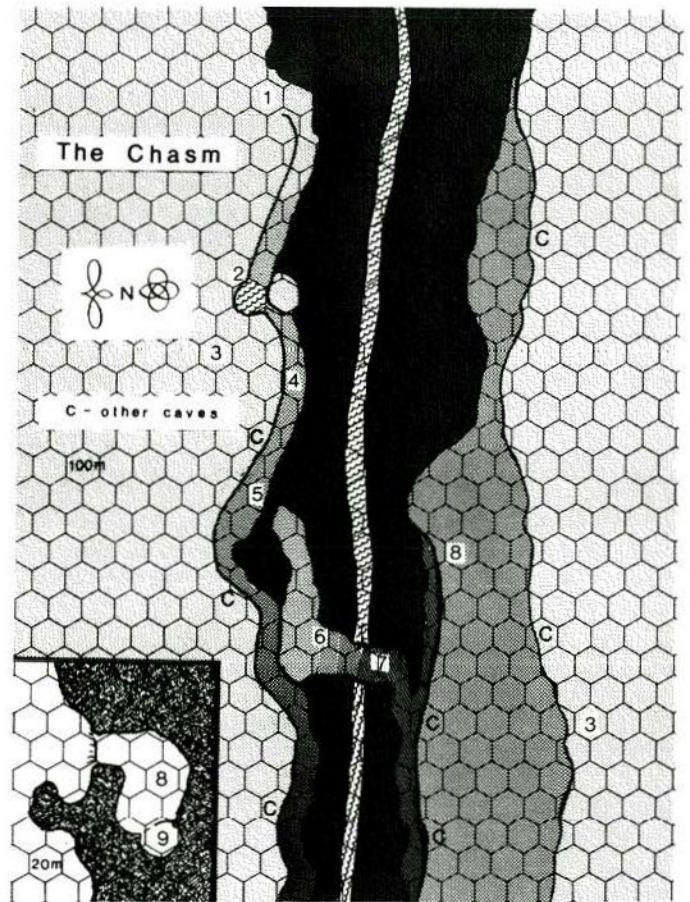
2) **Serpent pool.** This is a murky, stagnant brownish-green pool of about 50 meters in diameter, that lies at the base of a high crag. A pair of large serpents (ST 25 DX 11 IQ 6 MA 6, bite does 1+2 normal damage and 1 die poison damage if victim misses 3/current ST saving roll) reside here. They will seldom (6 on D6) attack parties of humanoids that pass by here, unless the latter disturb their habitat.

3) **Rocky knoll.** If one stands atop this point, and looks in the correct direction (NE if camp has been set S of Byenby Chasm, SW if camp is N), it is possible to see the rough-hewn cave that was Darimenza's workshop and is now Karoth's lair. This normally requires a 5/IQ roll to notice (3/IQ if looker uses a Far Vision spell or artifact, 4/IQ if under the effects of any other sense-heightening enchantment). Almost any player with Tactics or Tracking skills is likely to recognize the spot as an excellent observation post for viewing the approach to the Chasm.

4) **Falling rock zone.** The ground here is broken and uneven rock with only scattered patches of sand and grass, as Karoth's trail weaves between a pair of jagged escarpments. Following the track through this area will require a 4/IQ roll. On a roll of 5 or 6 (D6), one or more large boulders will come loose and hurtle down toward the party as they pass through this section (Closest party members must make 3/DX saving rolls, or take 1 die of impact damage).

5) **Chasm Entrance.** This is the only good access point to the terrace housing Darimenza's cave for 3 km in either direction. Entry here is simple, if you have the stride of a 17-foot tall bear on its hind paws; otherwise, one must leap (4/DX saving roll) or use ropes to safely cross this jagged opening.

6) **Karoth's patrol route.** Here the tracks leading from the altar site mingle with many other of the creature's prints, which seem to describe a semicircular arc. These other tracks mark the route taken by Karoth at Darimenza's instruction to "keep the cave safe" from intruders. The creature continues to complete this task twice a day. On a roll of 7 (2D), Karoth will be at this spot as the players round the bend; on an 8 or 9, it will be in the vicinity, and will appear in 10 combat rounds if the party is making any substantial amount of noise. The party's chances of encountering Karoth here will increase the longer they spend investigating these side paths.



7) **Cave turnoff.** The trail turns sharply here at a scramble of loose rock that leads down to a small clearing. The ground here does not hold tracks very well; players will have to make a 4/IQ saving roll to keep on the trail, or the party will likely lose 2-3 hours investigating other caves, crevasses, etc., farther along the terrace.

8) **Karoth's Lair.** If not previously encountered, Karoth will be present in this 40 x 60 m cave on a roll of 2-8 on 2 dice (2-5 asleep, 6-8 awake). On a 2, 5, 7, 10 or 12 on this same die roll, one or more of Karoth's prisoners will still be alive and also present in the cave. The prisoner(s)' reactions to their plight (and the party's appearance) will be as follows:

- 1-2 - Abject fear of the beast. Will try to warn party off, and will not in any way assist escape efforts.
- 3 - Anxious to escape. Prisoner has been plotting his own escape attempt, and may either join the party or use the latter as a diversion to save his/her own skin.
- 4 - Bloodied, but unbowed. Have unsuccessfully attempted a previous escape; they are each lightly wounded (1 die + 1 hits each), but willing to try again.
- 5 - Badly wounded. Prisoners have attacked the beast and been severely mauled. They have but 2-3 ST each left, and multiple serious wounds; if the players' party does not contain a Master Physicker or someone with Healing potions, there is a good chance that the prisoners will die on the trail. The prisoners will have a passionate, homicidal hatred of the beast, and do everything in their power to urge the party to kill Karoth.
- 6 - Resigned. Have concluded that life with the beast is better than no life at all. Feelings

toward the beast may range from lukewarm to friendly, but in all cases, they will entreat the party not to try to kill Karoth. They will not assist or join any escape effort, and in extreme cases, may even help the beast.

If Karoth is not present when the players arrive at the cave, there is a 1 in 6 chance each 5 turns that it will return. If the players have posted a lookout at the cave mouth, they will have an additional 5 turns to prepare for the beast's arrival. If the beast is present, it will "protect" any captives by attacking intruders; in the absence of other humans, Karoth's reactions will vary (roll D6):

- 1-3) attempt to capture the party;
- 4) become momentarily confused (no action for 10 combat rounds except in self-defense; if attacked, will retaliate on next combat round);
- 5-6) attack to kill.

If its ST drops below 25 at any time, Karoth will attempt to flee, seizing any prisoners or party members in its path.

The cave contains several items which should clearly indicate that it had previously been inhabited by more than Karoth, including: a straw mattress, some wooden bowls, a large cooking pot slung from the roof, and a trunk in the west corner filled with woman's clothing. The broken remains of a set of Pan-pipes lie on the floor of the cavern. Should anyone think to attempt "soothing the savage beast" with music, the chances of success for this tactic will be as follows (subtract 1 from this die roll if the tactic is tried after combat has been initiated).

CHARACTER TYPE	SUCCESS CHANCE (1D)
Non-Bard	1
Male Bard	1-2
Male Master Bard	1-3
Female Bard	1-5
Female Master Bard	1-6

Once calmed, he will not attack unless attacked himself or someone makes a move toward the player who has soothed him. Players will be able to search the cave freely, or tend to other prisoners. The beast will allow other players and any former prisoners to leave, but will fight to the death to prevent the musician (to its eyes, Darimenza returned) from leaving the cave.

The secret door to the cave's inner chamber is at the spot marked on the map. It requires a 5/IQ roll to locate, and a 5/DX roll to pick its non-magical lock once found. On a 6 (1 die), the prisoners present have noticed the secret door, but have not investigated it; almost any but the most severely wounded prisoner will have at least carefully examined the items in the main chamber, and concluded that they are of little value.

9) Inner Chamber. Beyond the secret door are the remains of Darimenza's laboratory, used for her Mechanician's researches. The young Tech Scavenger's body, brutally torn by the fatal explosion, is also present. Most of the contents of the room are now wreckage - some small fraction of these might be repairable by a Master Mechanician, but such a project would require 6-12 months of solid effort, and even then would not be guaranteed of success (about a 60% chance). There will, however, be D6 non-weapon artifacts strewn about the room that are still in working order. Each FM must use discretion in determining the nature of these items, to keep them within the tenor of his own campaign; suggested items could include a welding torch (with a small built-in power supply remaining), some sort of powered vehicle (again with limited "fuel"), a quick cooking device, a small water purifier, a pair of two-way communicators, a microscope, or something as totally useless and bizarre as a "Magic-Fingers" portable massage unit.

THE TOWN OF KINDLER'S GLADE

This small but bustling town lies on a rather flat spit of land adjoining the convergence of the Swan and the Thunder rivers. The town's permanent population is slightly less than 300 persons, but these ranks are swelled by the presence of anywhere from 50 to 500 transient occupants from the surrounding woodlands and camps. These temporary visitors come to the Glade to sell the fruits of their labors, to organize or outfit new expeditions or resupply an existing camp, and to find some of the comforts and pleasures of the flesh that are lacking in the rugged wilderness. Thus, the people of Kindler's Glade are a strange mix of the practical and the frivolous, including hard-bitten woodsmen, scouts and trappers; eagle-eyed and tight-fisted merchants; and "joy girls", gamblers, and a host of extravagance peddlers and confidence men of all stripes. It's a good place for a character to find a lucrative employment opportunity or new companions, or to lose his freshly earned wealth to a clever scheme or a back-alley headbashing. Most of all, it's a place where everything is never quite the same twice . . .

Major Landmarks of Kindler's Glade

1) Wooden Leg John's.

This tavern is owned and run by its namesake, a tall wiry blond-haired ex-trapper who, though greatly slowed by his disability, still packs a mean wallop with a fist or truncheon at close range. John's establishment is a popular haunt for many hunters and trappers, and remains bustling most evenings until nearly dawn. Though well liked for his wry wit and vast collection of tall stories, John is no businessman, and has been suckered by unscrupulous dealers on several occasions. He is now very suspicious of anyone offering him a "fantastic deal".

Wooden Leg's place is well-known as a good place to go for characters looking to sign on to a wilderness expedition of some sort. Roll 3D: on a 9 or more, a party of hunters/trappers looking to hire is present in the bar; on a 14 or more, two or more such groups are present. In the latter case, player characters may well be able to choose between offers; conversely, the prospective employers may well get into a brawl that will engulf the players and the rest of the bar as well.

Wooden Leg John ST 16 DX 13 IQ 10 MA 4

WEAPONS: Spiked Club (1+3)

TALENTS: Unarmed Combat I, Charisma, Tracking, Silent Movement (not as good as it used to be, of course . . .)

SPECIAL POSS.: Flask of sleeping potion (50 uses; can be disguised in drink and is used to quiet rowdy customers); TF=4

2) The Smoking Gunne

This two-story wood frame building is another popular tavern, renowned for its willing service and potent drink. The proprietress, Miskiti, has a truly justified reputation for importing the finest women and wines, and tolerates no brawlers in her establishment a second time. At any given time, the Gunne will have 10-15 "joy girls" in residence; there are two large partitioned "playrooms" upstairs, each stocked with a variety of unique mechanical and magical devices. Miskiti herself, although a few pounds past her prime, is still an attractive woman, a coquettish flirt with a sly tongue and a radiant style - nonetheless, her regular patrons consider her off-limits, for they know

that she is the steady lady-friend of the town's rather large marshal, Dillen Arnesse. (Any stranger showing an interest in the good madam is likely to be quickly informed of her quite thorough attachment, unless the former has already done something to make himself very unpopular with the crowd).

There are a number of gaming tables downstairs at the Gunne which are almost always active. On a roll of 5 or 6, one of the players at the tables will be Maeve Breterick, a slim honey-haired professional gambler. Maeve is a very competent card shark and con artist, who likes nothing more than fleecing any man who treats her as a "sweet young thing". She will cheat, on rare occasions (either by misdirection or magic), to win a big pot, and she is very hard to detect when plying her trade. Maeve also carries almost a dozen blade weapons concealed about her person, one of which will almost always be in reach in an emergency.

The crowds present at the Gunne are as a rule in town for pleasure rather than business, and the chances of a potential employer being present are much lower (15 or more on 3 dice). Miskiti's potent brews do tend to loosen the tongues of their consumers, however, so that the establishment is often a lucrative source of rumors about potential money-making opportunities (provided, of course, that the players can avoid being affected by drink themselves).

Miskiti ST 12 DX 16 IQ 11 MA 10

WEAPONS: Dagger (1-1), Throwing Knife (1+1)*

TALENTS: Business Sense, Diplomacy, Thrown Weapons, Acrobatics; TF=7

Maeve Breterick ST 13 DX 18(16) IQ 14 MA 8

WEAPONS: Rapier (1+2, +2 DX)*, Main-Gauche (1-2)

ARMOR: Leather (-2 hits)

TALENTS: Fencing, Thief, Detection of Lies, Charisma

SPELLS: Illusion; TF=6

3) The Cockeyed Oarsman

The Oarsman is yet another tavern, a one-story wood frame building that shows the signs of disrepair and neglect. Its clientele tends to be poorer (and frequently more desperate) than the patrons of the other taverns. Like Wooden Leg John's, one can often find employment here (roll of 12 or more), but the opportunities are much more likely to be on the shady side of the law - like poaching on somebody's private grazing lands, or hunting some "restricted" breed of beast. Treat any potential "employer" as a group of 106 thieves, +1 from the Random Thief table. Like The Smoking Gunne, one can find a male or female courtesan willing to provide a night's entertainment - but here there is a strong possibility that the planned "entertainment" will include a robbery attempt, and a cosh on the head in a back alley.

Joshua Peel, the Oarsman's barkeep and supposed proprietor (in reality, the place is owned by one Fletcher Pavis, a near legendary griffin hunter who used to be a regular visitor to Kindler's Glade but has not been seen here for almost ten years) is an unctuous fellow with whiskey breath, and bulging jaundiced eyes; he is a source of misinformation about almost any subject, and is congenitally blind to the sins of his regular patrons. Peel also makes an occasional silver as an informant for the Ebony Band, and may be seen (or felt) skulking about the town on the trail of some stranger said to have connections with the Count's enemies (in about 60% of these cases, the rumors will be completely unfounded).

Joshua Peel ST 15 DX 12 IQ 10 MA 10

WEAPONS: Mace (2-1), Battleaxe (3)

TALENTS: Naturalist, Tracking, Recognize Value, Silent Movement; TF=3

4) Sutler's

The larger of Kindler's Glade's General Stores is run by a hearty 75-year-old, bald-headed coot named Merrah Kendreme. Merrah is a larcenous old soul who loves to grab a little extra profit whenever possible - If customers make the mistake of telling him what it is they need, he will always tell them that his supplies are depleted or sold out, and try to haggle the price up to about 50% above normal rates. Other than this trait, Merrah is quite harmless, and his merchandise is usually of good quality. For those he takes a liking to, Merrah can get his hands on almost any item, no matter how unusual, within 48 hours (as long as the price is right) - no one has figured out exactly how he accomplishes such feats.

5) Apothecary/Surgeon's

This is a small one-story cottage on one of the Glade's quieter side streets, divided into three rooms - a cramped and cluttered druggist's shop, a sparsely furnished living area that doubles as a Surgery, and a tiny kitchen. Alidee, the village doctor, is a Master Physicker born and schooled in Plaize, a bony sawn faced man of forty-four whose speech and demeanor still bear the unmistakable traces of an upper-class urban upbringing. Unfortunately, Alidee is also a full fledged alcoholic, whose breath and stained clothing reek of liquor. The doctor's drunkenness only impairs his performance about 10% of the time (roll of 15 or more on 3 dice); on such occasions, his ministrations will cause an additional 1D of damage, with a further 1 in 6 chance of killing the patient. In all other cases, Alidee will heal with the same skill as any other master of his profession.

Alidee has recently taken on a young assistant who shares his cramped quarters, a hefty blue-eyed blonde woodswoman named Hettie Vorbler. Hettie has no formal training as a healer, but has an extensive acquired knowledge of the healing properties of locally available roots and herbs. Her strange poultices and elixirs are often (8 or more on 2 dice) astonishingly effective (1 die of damage immediately healed, recovery speeded by 1/2 thereafter until completely healed). Hettie is also bent on saving Alidee from self-ruin, although she has had little effect to date. She may, at the FM's discretion, be interested in hiring someone to locate some rare (and highly poisonous) flowers to brew into her next detoxification concoction for Alidee.

6) Stockade

This log and stone structure has two floors, one above and one below ground. The main floor contains naught but a desk, a cot, a large footlocker, and a hole in the center of the room within which are rungs descending downward - the room serves as both office and living quarters for the town's marshal, Dillen Arnesse. The lower level contains six cells. Many jailbreaks have been attempted over the years, and by now the stockade is rather well-fortified with traps (on the cell doors, the ladder, etc.), type and intensity up to the individual FM's discretion. Dillen wears a large ring of keys that can be used to open cell doors and deactivate these various traps (but about a third of the keys on the ring are decoys that set off rather than safety the trap mechanisms, causing some unpleasant surprises).

Dillen himself is a totally incorruptible lawman, somewhat of a rarity in Dinad; he lives his life by a complex code of personal honor. He will never strike an unarmed man, or attack from behind, or ignore a cry for help; if he feels his honor has been insulted, he will challenge his tormenter to single combat. Dillen's affections for Miskiti, the proprietress of The Smoking Gunne, are well known, and respected by those who seek to avoid unnecessary trouble.

Dillan Arnesse ST 15 DX 14(11) IQ 10 MA 6

WEAPONS: Bastard Sword (2+1), Blunderbuss (1+2)

ARMOR: Chainmail* (+ Warrior skills, -8 hits)

TALENTS: Tracking, Horsemanship, Alertness

SPECIAL POSS.: Enchanted armor, boots of Speed
Movement; TF=1

7) Chanson Telengard, Chemist

Chanson is a petite young woman, very frail in appearance, whose chemical/alchemy laboratory is set up in the cellar of her small wood and stone cottage. Though she could be quite beautiful, she takes no care of her appearance, and can usually be seen wearing a stained brown lab smock, her long red hair a tangled mass tied back behind her head. Although she makes and sells the common potions identified in Advanced Wizard to make her living, Chanson lives for her alchemical researches, which she conducts far into the night (partially accounting for her weak health). She is very shy and uncomfortable around men unless she is talking business. She takes justifiable pride in her work, which is always top grade, and is deeply offended by the frequently shoddy work performed by her uncle (see below) - yet she will not criticize the latter in public because of her belief in family honor. Chanson will usually (3 or more on 1 die) be interested in purchasing alchemical/chemical raw materials from player characters who have them for sale; due to her experiments, she may also be interested in buying organs or other items not normally found on the materials list.

Chanson has a pair of chimpanzees named Dewey and Louie, who are given free run of the upstairs floors of the house and the village itself. The chimps are always getting into some sort of mischief around town. Both have a strong empathy with Chanson, and will shy away from any whom they sense means the alchemist harm.

Chanson ST 10 DX 14 IQ 17 MA 10

TALENTS: Chemist, Alchemist, Monster Followers I, Scholar, Detect/Assess Value

SPELLS: Sleep

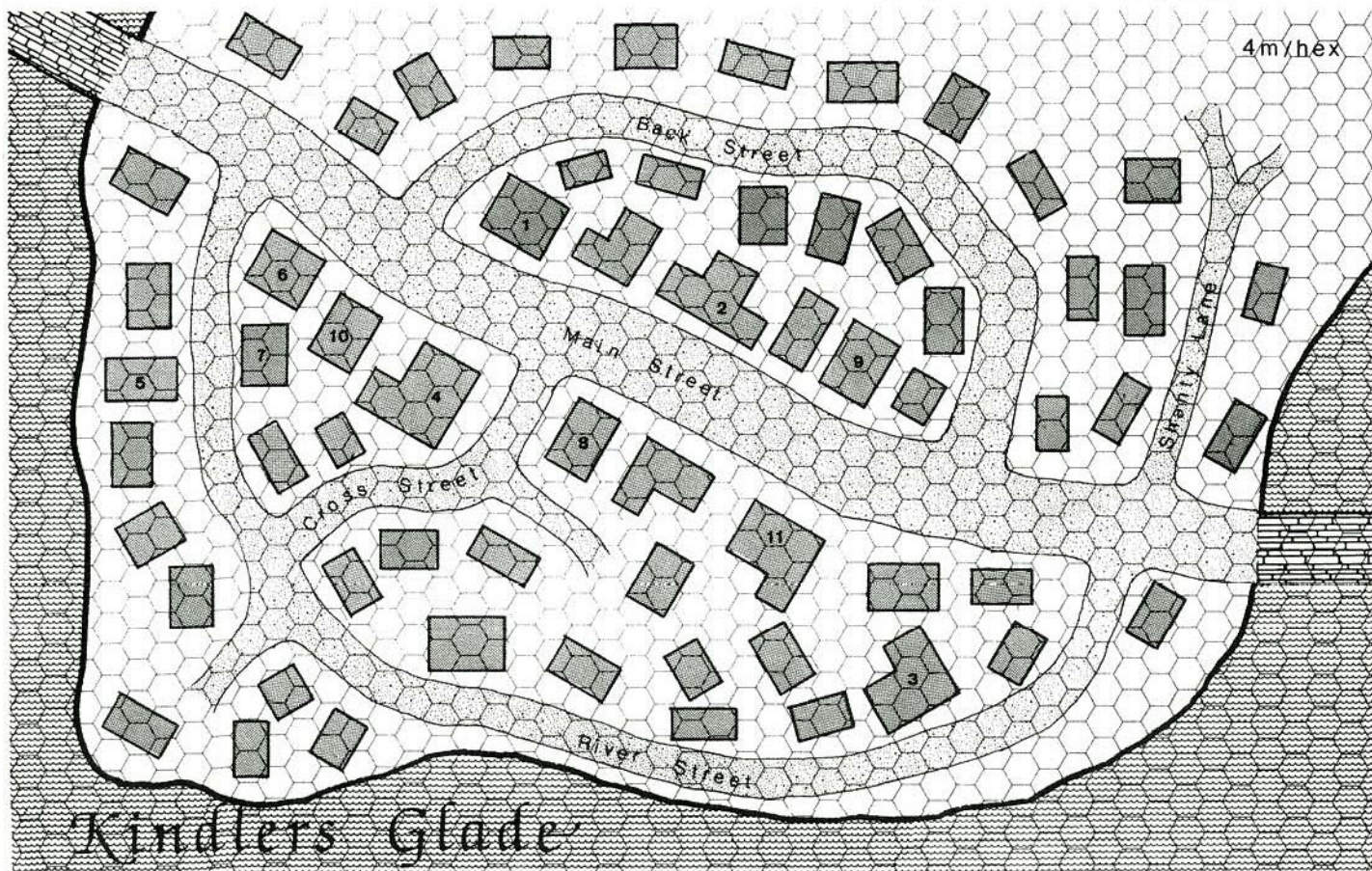
SPECIAL POSS.: Alchemist's laboratory and associated library, belt of Missile Repulsion & Giant Strength; TF=6

8) The Enchanter's Lair

This shop is a sturdy stone and wood building with heavy oaken doors and imported rosette glass. Its interior is elaborately decked and furnished, as is its proprietor, Hugh Essex Telengard (Chanson's uncle), to create an impression of class and quality. The FM should describe the establishment in such a way as to convey this impression, even though it is as phony as a three Hadrian note.

Hugh Telengard is a silver-haired robust man of late middle age. Besides the shop - which features a limited selection of enchanted weapons, clothing items, and adventuring equipment - he owns a modest but well appointed residence on the outskirts of the village (#12 on the town map). Hugh plied his trade as an artificer for several moderately successful years in Plaize, where he was a hanger-on in palace society (although far from the royal confidant he pretends to be in conversation); he left the city after a rash of customers began to spread tales of "disenchantment" about his goods. Hugh expends so much time and effort on appearances that he is often careless in rituals. His chances of error increase as the complexity of the spells being embedded decrease (for simple enchantments bore him the most), as follows (roll 3 dice):

Spell IQ	Fumble
8-10	13 or more
11-13	14 or more
14-18	15 or more



The nature of Hugh's fumbles will also vary somewhat (roll 1 die):

- 1 - enchantment works at half normal strength;
- 2 - enchantment works at normal strength, but only half the time;
- 3 - enchantment works perfectly once, then never again;
- 4 - enchantment does not work at all;
- 5 - enchantment appears to work normally, but it produces some hard to notice cumulative side effect (FM's discretion);
- 6 - enchantment backfires (does exactly the opposite from the desired effect).

Hugh is not above blaming his failures on his niece, from whom he obtains some of his raw materials - or for that matter, on any scapegoat that happens to be handy. At present, he is still highly respected by most of the villagers, although complaints about his wares can occasionally be heard in some of the local taverns.

The FM should take note that, despite Hugh's grave deficiencies as an enchanter, the magic items which are protecting his home, shop, and person are both potent and effective (this is, of course, because he has the good sense to buy someone else's artifacts for these purposes).

Hugh Essex Telengard ST 15 DX 12 IQ 18 MA 10

WEAPONS: Quarterstaff (1+2), Crystal Dagger (1)

TALENTS: Business Sense, Detect Value, Literacy, Elvish

SPELLS: Weapon/Armor Enchantment, Lesser Magic Item Creation, Dazzle, Blast Trap, Explosive Gem, Cleansing, 4-Hex Shadow, Sticky Floor, Light

SPECIAL POSS.: Several enchanted items of personal protection; TF=9

9) Tool/Weapon Shop

Owner Max Fife specializes in producing cutting tools for the woodsman's trade - axes and knives of all sizes and strengths. His work is neither above or below average, plain but serviceable, and his prices usually reflect this; however, he has an intense dislike of dwarves, goblins, and other underground kindred (-3 on all reaction rolls), and is unlikely to deal honestly with these races. He likes to spend an occasional evening at The Smoking Gunne; he often gambles (badly) and loses more than he can afford to pay. He has a shrewish wife, Sheda, who is a holy terror with her rolling pin when angry, and three small children whose primary talents seem to be getting dirty and acting slow-witted. At the moment, Max is up to his eyeballs in debt to Zuruck, the town moneylender (see below), and has begun to think seriously about leaving the Glade to seek a new life (maybe with that party of players that just came into town?).

Max Fife ST 11 DX 15(13) IQ 12 MA 8

WEAPONS: Small Ax (1+2), Throwing Knife (1-1)

ARMOR: Leather (-2 hits)

TALENTS: Armourer, Woodsman, Leather Worker; TF=1

10) Usurer's

Zuruck is the town's money lender, the man to see if you need to borrow the silvers to finance a new expedition. He is a pale nondescript fellow with a slight stutter in his everyday guise - by night, however, he often disguises himself to spy out what his potential clients really have in mind. If dealt with honestly, Zuruck is a surprisingly patient backer, willing to wait several months for repayment if a borrower has been plagued by legitimate bad fortune - he is a dangerous man to double-cross, however, for he has many friends in the underworld, and markers to call in.

Zuruck ST 12 DX 11(10) IQ 14 MA 10

WEAPONS: Rapier (1), Short Bow (1-1)

ARMOR: Clotn* (-2 hits)

TALENTS: Business Sense, Assess/Detect Value, Literacy, Detection of Lies, Spying, Disguise; TF=8

11) Shalimar's House of Cards

A small dimly lit complex of four rooms, this gambling establishment is frequented by a number of professional card sharps who prefer to avoid the distractions of women and drink present at The Smoking Gunne. Any character entering these rooms without a great deal of experience in these endeavors is likely to lose his or her shirt. Shalimar, a chubby obsequious fellow, requires all who enter to check their weapons at the door; nonetheless, concealed weapons are not at all uncommon, and violent disputes do break out on occasion.

TRANSIENTS IN KINDLER'S GLADE

As previously noted, the streets of Kindlers Glade are always teeming with non-residents of the village. A few visitors who might be encountered are detailed below; the FM may also want to bring some characters described elsewhere in this book (sample trappers, trader caravans or loggers from the random encounter section, etc.) into the Glade.

Philpott ST 12 DX 15 IQ 15 MA 12

WEAPONS: Bare Hands (1+1)

TALENTS: Unarmed Combat IV, Running (known but currently unremembered: Courtly Graces, Diplomacy, Physicker)

SPECIAL POSS.: Ring with family crest engraved on it (kept in leather pouch and shown by Philpott only to trusted friends); TF=0

A rugged, handsome wanderer, Philpott (currently going by the name of Kerra Dean) is an amnesiac, a man of noble lineage in Trevalia who lost his memory from a blow on the head sustained in a fight with highway brigands. Philpott is a martial arts master, who has maintained his superb physical condition in a variety of outdoor jobs. He has a quiet dignity that is immediately noticeable to all who encounter him, and in times of crisis lapses into a tone of command. There is a substantial reward being offered by his family for his safe return, if any can discern his true identity and restore his memory.

Grayson Mars ST 18 DX 13(11) IQ 9 MA 8

WEAPONS: Battleaxe (3), Light Crossbow (2)

ARMOR: Chain (+ Veteran, -5 hits)

TALENTS: Veteran, Horsemanship

SPECIAL POSS.: Medium Horse, 3 uses of Berserker Potion; TF=2

Grayson Mars is a battle-scarred veteran mercenary with a particularly bloodthirsty bent. He has served many employers in his time, all at least moderately well, but none have kept him on for more than a few months. Grayson is very paranoid, and strongly subscribes to the "shoot first and ask questions later" school of crisis management. He will often disregard

orders, especially if told to show mercy to the foe or take captives. He will take a Berserker potion only if his party is outnumbered in combat. If encountered, there is a 50% chance that he is unemployed and somewhat desperate to find work, and an equal chance that he has just completed a job and come to town in a hard-drinking, eager to brawl mood.

Kedro ST 13 DX 12 IQ 14 MA 10

WEAPONS: Long Bow (1+2; has 106 +1 arrows)

TALENTS: Master Bard, Boating, Swimming, Missile Weapons

SPELLS: Control Animal; TF=3

Kedro the bard is a sandy-haired, bespectacled fellow, whose days have been beset by a bizarre Curse. Kedro had spent his career as a loner, wandering the banks of Dihad's rivers and drawing his inspiration from nature's wonders - but one day he disturbed the privacy of a reclusive arch-mage, and was Cursed never to be long alone again. Now his wilderness treks are haunted by hostile visitors, such that he dares not travel alone (given his rather modest combat skills). Of course, he also does not dare tell any of his potential travelling companions about this wierd affliction. Any party containing Kedro will have double the normal chance of wilderness encounters, and no two in a row can be friendly. Other than this rather obvious disadvantage, Kedro is a competent and crafty bard, though somewhat rough spoken as a result of his years of relative solitude; he is totally unschooled in close combat, and will run from such a confrontation if he can.

THE GARGOYLE CONNECTION

Background

As previously noted, the Wizards' Guild of Dihad is split into several factions, each trying to seize control of the Guild's authority. One of these splinter groups, led by Jandar Kross, has embarked on a unique scheme to further its bid for power. Over the period of the last several months, members of Kross' group have been surreptitiously buying up the available supplies of gargoyle gall bladders (an essential component in the production of a substantial number of arcane enchantments - Increase ST, Flight, various potions of Fireproofing, and any artifacts requiring such inputs). Kross' agents have been equally active outside of the city of Plaize, purchasing fresh supplies from local huntsmen or foreign merchants at premium prices, and arranging "accidents" for those unwilling to deal with them. At present, the group has stockpiled over 90% of the province's supply of gall bladders, and concealed them in some secret location that appears to be well-protected against Detection spells of any kind.

Since most of the remaining bladders (those not in the hands of Kross and his crew) are in the private laboratories of a half-dozen other prominent mages of Plaize, anyone needing this spell component for their work has been virtually forced to turn to Kross and his cronies. The price the gang is extracting is high - a sworn commitment to vote for Kross in the next election for the Guild Council of Plaize, scheduled to be held in about six weeks. These efforts have succeeded to such a degree that the other major power cliques have

actually agreed to put aside their usual internecine squabbling, and cooperate in attempting to break Kross' stranglehold.

Players may become involved in one of two ways in this situation:

- 1) as a hunting party hired by the Guild Council to partially replenish the gall bladder supply, or
- 2) as part of an expedition to locate Kross' hoard, and return it to the Guild.

The first task will involve several groups of intrepid adventurers, and will be common knowledge to any with contacts in the Wizards' Guild. The mission may even be publicly advertised in certain out-of-town inns and taverns (including Wooden Leg John's and the Cockeyed Oarsman in Kindler's Glade) or magic shops. Anyone applying for a position will be given a telepathic "Truth Reading" by a Guild wizard to verify that they have no ties to the Kross faction; other than this, there are no prerequisite ability or talent requirements for joining a hunting party.

The latter expedition is being assembled in Kindler's Glade in what the organizers hope to be the strictest secrecy, and is likely to be known only by parties of players who have in their number a wizard of IQ 15 or greater, who is enrolled in the Guild (and is not aligned with the Pragmatist faction), or parties who have become acquainted with an NPC wizard with those characteristics. The expedition's organizers are seeking a mixed bag of fighters, wizards, and roguish types, each with a total of 38 or more attribute points. A Guild wizard, Kabarrh Hwont, will also accompany the expedition. In the days before the adventure begins, he may be found in Wooden Leg John's tavern, eyeing likely adventurers and talking to those who appear to be good prospects.

NOTE: while the players are on the road or traveling in either of these two scenarios, the FM should roll for random encounters in his normal fashion.

The Hunt

Regardless of the route the players choose to take to gargoyle country, roll 2D; on a total of 6 or more, Kross' men have been alerted to the party's objective. If so, two intermediate level wizards from the Kross faction, Framm and Hulik (see descriptions below), will trail the party, seeking to discourage or sabotage the mission. The two wizards will seek to avoid a direct role in these efforts at first, preferring to work with and through hired agents; they, like Kross' overall operation, are very well bankrolled (treat any of their hirelings encountered as +1 on the Thief Table). The players are likely to have their saddle cinches cut, or their horses or supplies stolen; they may be recipients of crude warnings, or of mis-information that could easily cause them to become lost or to run afoul of the local authorities. If these obstacles do not deter the players from persevering, the mages will take a more active hand; even at this juncture, however, they will seek to isolate and master the party members in detail rather than confront the entire group in combat.

Players with Alertness or Spying talents should be given a 5/IQ saving roll each day to perceive that they are being watched - 4/IQ for players who indicate their characters are suspicious of outside interference (and who are acting accordingly). If the saving rolls are successful, the FM should use his own discretion in determining whether the party will be able to use the knowledge to gain advance warning of coming sabotage attempts, or (if the two Kross wizards have not yet become directly involved) to figure out the true source of their difficulties.



Of course, the activities of Kross' henchmen are not the only obstacle facing the hunters. The great increases in gargoyle hunting resulting from the false shortage have caused epidemic losses in the ranks of the gargoyle tribes of Dihad, and put them all on their guard. Consequently, three differences from the normal hunting conditions will prevail:

- 1) gargoyles will be harder to find - add 2 to a hunter's normal Spotting and Tracking die rolls;
- 2) if found, there will be double the usual number of gargoyles indicated; and
- 3) any gargoyles encountered will automatically have an Unfavorable/Hostile reaction to the party. On a roll of 6 on 10, the group of gargoyles being pursued will have sensed the party's approach, and will attack their hunters from ambush.

If the party successfully returns with a supply of fresh catch, they will be paid a lump sum (about 1-1/2 times the normal weekly wages for a Mercenary of equivalent experience), and double the usual value of the spell components recovered. This is a good rate of pay, and it is up to the FM to make the party earn its wages, by playing the group's foes intelligently. If the party has encountered and disposed of Framm and Hulik (either through death or capture/imprisonment), they will very likely be offered the opportunity to join the expedition to seek Kross' hideout. Should they decline this offer and leave the employ of the Council, it is equally likely that other, more experienced of Kross' lieutenants will seek vengeance against the party.

FM's NOTE: Should any of the players have sufficient creativity to think of it, and the combination of the Diplomacy, Charisma, and Monster Followers talents necessary to pull it off, it is at least hypothetically possible that a gargoyle clan could be convinced to join with the party to combat Kross, their real menace. This would be quite a difficult chore, requiring very exceptional role-playing by the players, who would have to find some way to make contact with a tribe's leaders - which would likely mean taking an encountered group of gargoyles alive, and forcing (or convincing) them to lead the party to their home territory. For negotiation purposes, treat the tribal leader as ST 28 DX 14 IQ 10. If the players' attempt is successful, the tribe will send 3D fighters back with the group, to aid in the search and recovery efforts.

Framm ST 12 DX 14(12) IQ 13 MA 8

WEAPONS: Staff(1)

ARMOR: Leather (-2 hits)

TALENTS: Literacy

SPELLS: Aid, Reveal/Conceal, Control Person, Fireball, Invisibility, Break Weapon, Rope, Summon Wolf, Trailtwister, Dazzle, Staff, Persuasiveness

SPECIAL POSS.: Crystal cube with Detect Magic embedded, Amulet against Drowning; TF=6

Hulik ST 11 DX 14 IQ 15 MA 10

WEAPONS: Staff(1)

TALENTS: Literacy, Alchemy

SPELLS: Control Person, Sleep, Reverse Missiles, Stone Flesh, Slippery Floor, Explosive Gem, Illusion, Magic Fist, Confusion, Staff, Lock/Knock

SPECIAL POSS.: 4D Explosive Gem (explodes when thrown), 1 dose of Contact Poison, 2 doses of Healing Potion; TF=7

The Assault

The hoard of gargoyle gall bladders is being kept in a set of irregularly shaped natural caves, located

inside a cliff of ferrous ores about 35 km west of Plaize. Kross discovered the caverns during his youth, when the sole inhabitants were a pride of lions. Using his Control Animal spell and Monster Follower talent, he brought the beasts into his service. To further secure his researches from prying eyes, he covered the walls of his experimentation chambers with a special alloy of iron and silver, designed to reduce the effectiveness of Detection spells and other tools of divination (crystal balls, etc.) - this barrier adds 2D to the IQ or DX saving rolls normally required to make such searches, and reduces their effective range by half.

For many weeks, the Council mages unsuccessfully attempted to locate this hideaway by traditional arcane means. Scant days ago, they attempted a new tactic, and seized one of Kross' lesser henchmen, subjecting him to severe mental probing. Before the mage's mind snapped completely (from the strain of trying to maintain its defenses against the telepathic onslaught), the Councilors were able to obtain a few scraps of useful information, which were passed on to Hwont:

- 1) the hideout is less than 50 km west of the city, not far from a rough windbreak frequently used by huntsmen and travelers as a temporary shelter;
- 2) the hideout is near some sort of pond or small pool;
- 3) the hideout is protected by an indeterminate number of large cats; and
- 4) Kross can gain access to the hideout by means of a Gate, the entry point of which is not known.

The area surrounding Kross' lair consists mainly of farmland and light forest; the log windbreak is about 1/2 km south of the pool. There is a small but well-patronized roadside inn, the Plough and Stars, about 1-1/3 km northeast of the site, on the Bloody Road. It should take the party several days to find the landmarks being sought. This search time can be reduced if the party decides to question some of the various local inhabitants, but doing so increases chances that some of Kross' allies will learn of the expedition and its objective, based on these guidelines:

Person Questioned	Obtain Info (10)	Plot discovered by Kross (30)
None	-	16-18
Traveler, or inhabitant more than 5 km from site	1	14-18
Inhabitant less than 5 km from site	1-3	14-18
Any at the <u>Plough and Stars</u>	1-5	12-18

The expedition should be comprised of at least a half-dozen fighter/rogues, and 1 or 2 wizardly types. If the players' characters cannot fill all these needs, the FM can round out the party with characters from the random NPC Tables. In addition, Kabarrh Hwont, a highly ranked Guild wizard from Bounty (a Kleeite faction member), will accompany the searchers. During this adventure, Kabarrh will cast no offensive or defensive spells, and will instruct any other mages present to do the same. In his view, the group's arcane powers should be expended only on two tasks: Detecting Kross' hideout, and locating and altering the Gate within the hideout to prevent Kross and his men from using it as a means of entry and/or escape. Although Hwont is carrying a Strength Battery to aid him by providing a large portion of the ST points necessary to accomplish the task of disabling the Gate, he will still need to draw substantial amounts of ST from the other mages in the party (about 2/3 of the total ST of each). If the others have disobeyed his order, and cast too many other spells, control of the Gate will be difficult - if not downright impossible!

Kabarrh Hwont ST 16 DX 16(14) IQ 18 MA 8

WEAPONS: Staff (1)

ARMOR: Leather (-5 hits)*

TALENTS: Literacy

SPELLS: Create Gate, Control Gate, Wizard's Wrath, Write Scroll, 7-Hex Illusion, Telepathy, Detect Life, Detect Enemies, Detect Magic, Spell Shield, 3-Hex Wall, Blur, Lock/Knock, Repair, Drain Strength, The Little Death

SPECIAL POSS.: Enchanted armor (+3 hits), Strength Battery (20 point, full at the beginning of the scenario); TF=4

As the players approach the target area, roll 2D; on a total of 10 or more, Jandar Kross will be present, conducting research with one of his associates (Farrell dez-Huerir). If rumors of the expedition have reached the ears of either Kross or one of his cronies (see above), Kross and 1D+1 fellow mages (the two listed in Rom 5, all others +1 on the Wizard Table) definitely will be present, and all of the lair's defenses will have been activated. If neither of these situations apply, the only humanoid inhabitant of the caverns at the time of the players' entrance will be Kross' lady love, Rowena, a fair maid who is an accomplished wizard in her own right.

Exterior of the Lair

A map of Kross' cavern lair is given below. The main entrance to the caves lies behind the waterfall that cascades into the pool. Both the pool and the stream that flows above the caverns are quite deep, more than 3 meters in most spots. The grassy area south of the pool is frequently inhabited by members of the pride, which currently numbers 20 in all (a patriarch and matriarch, 12 adults, and 6 young). The FM should roll 2D to determine the quantity of beasts presently lolling or romping on the sward:

2-5	None
6	1 adult, 2 young
7	2 adults
8	2 adults, 2 young
9	1 patriarch, 2 adults
10	2 adults, 4 young
11	3 adults, 2 young
12	1 patriarch, 3 adults, 4 young

Patriarch/Matriarch

ST 28 DX 13 IQ 6 MA 8 - 2+1 damage (2+2 HTH)

Adult Lion

ST 24 DX 14 IQ 5 MA 12 - 2 damage (2+1 HTH)
(+1 to DX if defending young)

Young Lion

ST 18 DX 13 IQ 5 MA 14 - 2-1 damage (2 HTH)

Any lions present will aggressively approach the party on a 5 or better on 1D; otherwise, they will ignore the party, unless attacked themselves. If the players wait in the area for half an hour or more, it is very likely that one or more lions will enter or exit the lair, revealing the location of the cavern opening.

Interior of the Lair

#1) Cat's Lair - The lair will always be occupied by 1 patriarch, 1D adults, and all young who were not placed outside by the earlier die roll. The lions will attack anyone who enters, and will pursue anyone who flees deeper into the cave complex on a 3 or greater on 1D. There is nothing of interest in the den, except the well-gnawed bones of earlier prey.

#2) Anteroom - If Kross is present, there will be a Ward spell cast on the hexes marked "A"; anyone who steps on one of these hexes will alert Kross to their presence. If the wizard is not present, there will be a

thin wire suspended across the floor (at about ankle level) at point "B" (5/IQ to see in time, 3/IQ if Thief talent; subtract 1D if players indicate that they are moving cautiously, add 1D if fleeing); tripping this wire will set off a very loud alarm (alerting Rowena).

The anteroom contains a small round wooden table and a single chair. A thin book titled "Secrets of Life and Death" lies on the table. Opening the book sets off a Blast Trap (2+2 damage to the holder of the book, 1D to anybody in one of the adjacent hexes). Hopefully, this will encourage the players to keep their minds on the business at hand, rather than undisciplined plunder. The secret door in the NE corner of the room is 4/IQ to locate, with an additional Conceal spell placed on it; if found it has a normal lock (3/DX to pick). The passage leading to the Workroom door is trapped (5/IQ to locate, 4/DX to remove); opening the door opens a MH pit at the spots marked "C" - the pit has many sharpened stakes set into its bottom (2D damage to each player falling in).

#3) Sleeping Chamber - On a 5 or better on 1D, an adult lion will be present in this area. Kross' lady love, Rowena will be present here if Kross is absent. If she has been alerted by the sounding of the anteroom alarm, she will have tied herself up with the bed-cord (using a Rope spell), and will be calling piteously for help; in any event, if encountered, she will attempt to pass herself off as a captive and offer to aid the party in return for her freedom. To "prove" her sincerity, she will tell the players that the doors leading to the Workroom are all trapped in some way. Rowena's main objective is to gain entry to the Workroom, and secure a position adjacent to the Gate. If successful, she will cast a 3-hex Shadow over that area (including her own hex); on the following turn, she will create an Illusion duplicate of herself, and step through the

Gate. Once through, she will return with Kross and 1D associates in 2D+3 combat rounds (25 to 75 seconds).

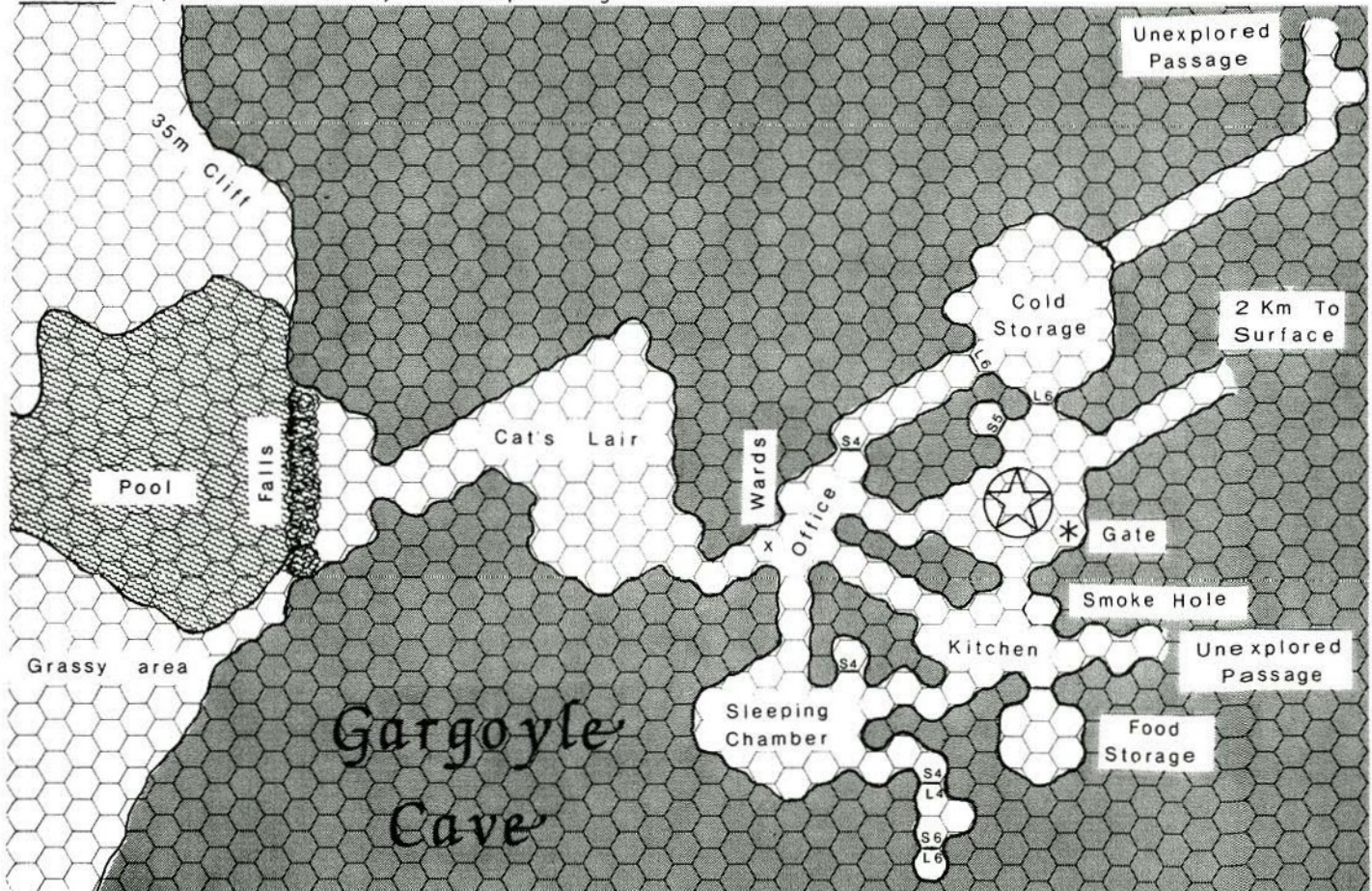
The secret door in the north wall leads to a clothes closet; the usual manner of wizardly garb, plus several pretty gowns, can be found within. The latter, if found, should give the players adequate cause to mistrust Rowena's story. The secret and locked door in the SE corner leads to a modest treasure chamber, which contains an unlocked, untrapped chest with \$950 in assorted coins and small gems, a bronze amulet worth \$100 (FM's discretion as to type), and a set of 4 matched opal rings worth \$750 (they are non-magical). There is also a iron-bound strongbox (L5) containing personal papers, including two promissory notes from fellow Wizards' Guild members and the deed to some property in the southlands of Dihad. When the door into this room is opened, a 5D Exploding Gem will drop into the entry way. In the south wall of the second chamber is the well-concealed door to Kross' real treasure trove, a tiny, thick stone vault crammed with over \$12,000 in coins and gems, a jewelry box (containing 12 assorted items, total value \$17,000, plus a Serpent Torc), and an onyx case (value \$2,000) filled with 20 small potion bottles, numbered but not named - the bottles contain various alchemical or chemical potions (FM's discretion as to contents). A key to the numerical codings on the bottles can be found in the top drawer of the lab table in the Workroom.

Rowena ST 12 DX 13 IQ 13 MA 10

WEAPONS: Staff (1)

TALENTS: Sex Appeal

SPELLS: Staff, 3-Hex Shadow, Persuasiveness, Control Person, Reveal/Conceal, Reverse Missile, Ward, Illusion, Summon Bear, Aid, Animal Control; TF=1



#4) Kitchen - On a 4 or greater on 1D, there will be 1 to 3 adult cats in the kitchen area - either sleeping on the hearth (if Kross is present and the fire is lit) or sniffing around the storage room door. A huge stone table and four chairs stand against the south wall; shelves along the west wall hold a set of stoneware, and 8 obsidian goblets (worth \$300 as a set). The south door opens into a well-stocked food storage locker. The north door, when opened, releases a spray of sleep gas into the MH before the door (5/IQ save to hold one's breath in time; those who save are at DX-3 for 1D6 m/due to wooziness). Rowena, if present, will know to hold her breath, and always saves; the trap is normally a 4-die trap to locate and remove, but only requires a 3-die roll to locate if Rowena has warned the party.

#5) Workroom - This room contains a complete magical and alchemical laboratory, very well-equipped. Its wall appears to be made of some sort of dull silver alloy; if Kross was working when the party entered the cave complex, a partially fireproofed cloak sits on the lab table, along with a pile of components and various lab equipment (including one or two of the sought-after gall bladders). The center of the room is dominated by a large Permanent Pentagram, used for Demon Summoning. If Kross is present, and aware of the presence of his foes, on a 5 or 6 Farrell will be summoning a Lesser Demon into the Pentagram at the moment the players enter the room (roll 1D to determine the number of turns of conjuration already completed; a 6= conjuration just concluded; demon appears on the turn the players enter). An opening in the east wall leads to a long musty passage, described below; the door leading to the stockpile has a L6 lock and two Lock spells on it. The secret door in the northwest wall opens onto a small cubicle where components are kept. The air in this cubicle is heavy with fumes - anyone entering the room carrying a lit and uncovered non-magical light source runs a 1 in 6 chance (cumulative) per cr of causing an explosion. The Gate leads from this chamber to the roof of Kross' residence in Plaize. It is activated by saying the letter 'Beta'. If the party is unable to change the conditions which control the Gate, Kross and Farrell will use it as an escape route if the fight is going badly (or if they believe that the summoned demon can handle matters on its own).

Jandar Kross ST 20 DX 14 IQ 19 MA 10

WEAPONS: Staff (2)

TALENTS: Literacy, Monster Followers I

SPELLS: Animal Control, Ward, Create Gate, Reveal/Conceal, Lock/Knock, Wizard's Wrath, 7-Hex Illusion, Explosive Gem, Lesser Magic Item Creation, Spellsniffer, 7-Hex Shadow, Pentagram, Staff of Power, Insubstantiality

SPECIAL POSS.: False Unicorn's Horn

Farrell drez-Huerir ST 18 DX 14(13) IQ 16 MA 10

WEAPONS: Staff (1), 2 Daggers (1+1, +2 DX)*

ARMOR: Cloth (-4 hits)*

TALENTS: Literacy

SPELLS: Staff, Weapon/Armor Enchantment, Summon Lesser Demon, Pentagram, Drain Strength, Rope, Megahex Sleep, Stop, Reveal/Conceal, Summon Gargoyle, Freeze, Lightning, Calling

SPECIAL POSS.: Enchanted silver daggers, enchanted cloth armor, Strength Battery (30 point)

#6) Hallway - The corridor between the anteroom and the stockpile is lined with a dull silvery alloy. The floor of the corridor creaks as if unstable when stepped on, but this is in fact a clever illusion, as there are no traps here. The door to the storeroom has an L5 lock, and four Lock spells placed on it.

#7) Storeroom - This room holds the product of the efforts of Kross and his allies - a stockpile of well

over 2000 gargoyle gall bladders, held in a variety of vats, jars, and other containers. This room, like #5 and #6, has walls lined with silvery alloy - the temperature is noticeably colder than in the rest of the caverns (due to the water seepage along the NE wall). There is a Hand of Glory mounted in the southern wall immediately between the two doors; if Kross and his men were aware of the party's approach prior to its entrance, the candle in the Hand has been activated. All other allies of Kross indicated as present are here, led by Ryton d'Naylzhed. They have been instructed to fight to the death to protect the hoard; however, if the battle is going badly, and the door into the lab is open, it is likely that at least some of the defenders will try to make a break for the Gate (and freedom).

Ryton d'Naylzhed ST 16 DX 14 IQ 16 MA 10

WEAPONS: Staff (1)

TALENTS: Literacy

SPELLS: Staff, Create/Destroy Elemental, Curse, Explosive Gem, Weapon/Armor Enchantment, Control Elemental, Lightning, Hammertouch, Summon Small Dragon, Unnoticeability, Reveal/Conceal, Analyze Magic

SPECIAL POSS.: Pouch of 6 Explosive Gems (explode when thrown, 2D damage each); TF=5

#8) Other Corridors - The above areas constitute the portion of the caverns that have ever been explored and inhabited by Kross. There are, however, some other passageways that the players may enter at their choice:

a) Partially blocked passage - this passageway leads off the NW corner of the kitchen. It extends for about 1/2 km, then dead ends. There are scattered rockfalls in several sections of the passage; if more than one person is moving through the corridor at the same time, there is a 1 in 6 chance per turn that a new rockfall will be set off (possibly blocking the path completely).

b) Musty passage - this passageway from the Workroom leads east through many more chambers, for almost 2 km, then gradually ascends to the surface. It is heavily infested with slimes, however (as was much of the complex before Kross cleaned it out).

c) The undiscovered passage - the northwestern wall of the storage chamber is very thin compared to the other walls of the complex, having been worn down by water seepage from the river overhead (which passes very close to the cavern ceiling in this area). With a modicum of effort, a party with blunt or ax-type weapons could break through this wall, uncovering a rather wide passageway that also leads to the surface after about 1/4 km.

Ending the Adventure

The expedition's chances of success will largely depend on two factors:

- 1) its ability to find the caves without alerting Kross to the attempt; and
- 2) the party's skill at avoiding costly distractions (unnecessary looting, the snare of Rowena), and willingness to move quickly once within the cavern complex.

A party failing in both of these areas is very likely to be routed to a man, while one accomplishing both objectives will have a fair chance of success. If the party successfully returns with part or all of the hoarded supplies, they will be paid 1/2 the value of the components returned plus \$500 per survivor, and may keep any additional items purloined from Kross' personal effects. If Kross has been killed the party will probably receive some sort of bonus (like a small cache of potions utilizing the recovered ingredients). If Kross has not been killed in the combat, however, the party members have made a potent enemy for life.

RANDOM ENCOUNTERS IN DIHAD

Players traveling through the highways and byways of Dihad have ample opportunities to encounter fellow travelers, beasts of the wild, and unfolding events. To simulate some of these encounter possibilities, FM's can utilize the tables below.

The terrain of Dihad has been divided into three basic categories:

- 1) Major and minor roads/open countryside,
- 2) Wooded areas/wilderness, and
- 3) River delta

To determine whether an encounter takes place, roll 2D6 and compare the result to the following chart:

Terrain	Encounter on	# of Rolls
Road/Countryside	6 or more	3/day
Woods/Wilderness	8 or more	1/day
River	9 or more	2/day

If an encounter is indicated, roll again on the tables below to determine the situation taking place:

RANDOM ENCOUNTER CHARTS FOR DIHAD

Die Roll (3D)	Road/Countryside	Woods/Wilderness
3	Trolls	Cave/Ruins
4	Army Scouts	Wandering Priests
5	Caldor Dune	Aril Malus
6	Mercenaries	Trolls
7	Refugees	Wolves
8	Tax Collectors	Apes
9	Lucky Braun	Army Scouts
10	Bandits	Logging Camp
11	Messenger from Cerdan	Logging Crew
12	Conscripts	Bears
13	Enemy Raiding Party	Tech Scavengers
14	Wandering Priests	Baabloux
15	Trader Caravan	Am Bushes
16	Agents of Jaggoh	Hermit
17	Trader Caravan	Enemy Raiding Party
18	Hermit	Lucky Braun

Die Roll (2D)	Along a River
2	Water Elemental
3	Tech Scavengers
4	Uncle Teeth
5	Army Scouts
6	Cave/Ruins
8	River Craft
9	Logging Crew
10	Logging Camp
11	Crocodile
11	Sawmill
12	Messenger from Cerdan

The Encounters

Am Bushes/Stone Beetles - The players enter a thickly overgrown section of brush which covers 1 square km, and contains a number of deadly Am Bushes. Every 5 minutes while in this area, roll a D6 - on a 5, the players move within the range of 1-3 Am Bushes; on a 6, there are an equal number of Stone Beetles in the same vicinity. Because of the thickness of foliage in this area, the IQ saves to notice the Am Bushes before they attack are 4/IQ for a Naturalist, 3/IQ for a Master Naturalist, and 6/IQ for others.

The Am Bushes will use the tactics described in TFT; they will have a ST of between 5-7. The Stone Beetles, if present, will attempt to carry victims off into their holes to devour them. Some of these holes will have modest amounts of loot secreted about them.

Agents of Jaggoh - A group of three travelers (TF=3) on horseback approach the group, openly hailing them and offering an exchange of news and hospitalities. They will attempt to steer the conversation around to the

policies of Arkintrott, and will be highly critical of him - trying to draw out any such sentiments on the part of the players. If the players resist this temptation, and appear loyal to the Count, they will be asked to carry a message to another loyal supporter in one of the logging camps to the north.

Apes - The players encounter one of the following groups (roll 1D6):

1-2) Band of 20-25 baboons (ST 14 DX 12 IQ 6 MA 10; 1+2 damage HTH) leap from the nearby trees/brush into the party's midst. They will not attack unless provoked; but may grab at shiny, visible objects in the party's possession (like swords, gems, etc. - -4/DX to keep hold of the object).

3-4) A lone chimpanzee skitters across the path of the group, chittering loudly, and attempts to escape into the trees. His clan (12-15 strong) are about 5 minutes away, and may hear the commotion if the players attempt to capture him (remember, chimpanzees are worth \$1500 to \$2000 on the open market).

5-6) A tribe of slinkers (2 for each party member) ambush the party, grabbing for any trinkets that are visible and rushing off just as quickly. If successfully trailed, their den contains about \$7000 in assorted small treasures, scattered among over two dozen places (some clearly visible, some not).



Army Scouts (Dihad) - The party is stopped by a half-dozen scouts from a company of Hadite "volunteers" (conscripts) stationed nearby. Depending on the amount of action that has occurred in the area recently, the scouts' reactions may range from lackadaisical to utterly paranoid. If the players act suspicious, or indicate that they have information to give/sell to the army, they will be taken back to the camp for questioning.

Aril Malus - The players observe a tall red-haired man walking alone through the forests, singing a soft and soothing melody. Aril is a forester, a somewhat legendary figure in Dihad who tends the woodlands and (it is said) keeps them flourishing with his mystical powers. He is said to be well over a hundred years old, yet appears to be in the prime of life; he always appears dressed in a deep green cloak and tunic.

He has ST 32 DX 17 IQ 19 MA 10; Dagger and Bola; and is an Expert Naturalist with Woodsman, Tracking and Acute Hearing talents. He knows - or has artifacts which contain - the spells Invisibility, Control Person, Control Monster, Geas, and Rapid Growth. If attacked or treated hostilely, he will not strike back,

but disappear like a will-'o-the-wisp; woe be the man, however, who desecrates the forest in his presence. If treated with kindness and respect, he will speak cordially with the players, and may help them if they are in need. He will not meddle in disputes between men, unless there is proof that one side are "tree-killers", those Aril calls "the vile servants of Morkash". Malus carries several pouches full of healing herbs, and appears to have the ability to make plant life respond to his commands. It is rumored that when he wishes to rest, he can shape-change himself into a tree, regaining ST at 3 points per day.

Baabloux - Naturalists among the party have a 3/IQ saving roll (other characters 5/IQ) to notice strange blaze marks in the trees around him, each smeared with a bluish substance. If put on their guard, the players will notice a poorly concealed (and overly elaborate) pit trap along the crude path ahead; otherwise, they will have to make a second SR to avoid becoming ensnared (4/DX roll for those in the first rank of the party, 3/DX for all others in the party). If any are trapped, they will hear the sound of raucous laughter, as Baabloux the huntsman emerges from the trees (see the Woodlands of Dihad section for a complete description). The unkempt mountain man will invite any who appear to be fighter types to join him in his current hunt. He offers any who join him a half-share of the catch (i.e., all who accompany him will split one-half of the total kill between them). On a roll of 5 or 6, he will already have 1-3 young 32 to 34 point characters along with him; none will have been with him long. His intended quarry will be big game of some sort (depending on whether the mountains or swamplands of the province are closer); he will often bear some manner of map that he will use to demonstrate the "authenticity" of his knowledge.

Bandits - The players encounter one of the following roguish parties (roll D6, all characters rolled up from Random Thieves table except where otherwise indicated):

1-2) Near a bridge or ford across a small stream, a man and young woman are working on a broken down wagon. When the players approach, four more men emerge from nearby cover armed with bows to do the traditional "Stand and deliver" routine. If successful, they will relieve the players of all valuables and weapons, but let them continue on otherwise unhindered.

3-4) The players encounter a corpulent bard and his lady companion, who invite them to dine with them. The bard will offer a tale when the meal is done; under this cover, his companion (+2 on the Thief table) will attempt to pickpocket the nearest member of the party. The bard is ST 13 DX 13 IQ 12 MA 8; Small Ax, Leather; Charisma, Mimic, Ventriloquism.

5-6) The players encounter a party of 8 exceptionally well-organized thieves (+2 on Thief table), who will have some manner of trap (covered pit, trip-wire, nets dropped from trees) to ensnare their victims, and 2 of their party on horseback to round up any escapees. They are not bloodthirsty, but will not hesitate to eliminate anyone who seems capable of causing them future trouble. Players with saving rolls against Ambushes add one to the normal number of dice rolled.

Bears - The players encounter one of the situations below (roll 1D):

1) A large brown bear (ST 24, 2+1 damage, otherwise usual stats) asleep on a large rock. If players try to move past without disturbing, all with Silent Movement talents succeed automatically; others must make a 3/DX saving roll to avoid rousing the creature, who will attack if disturbed.

2-3) Two young adult black bears (ST 20, 2D damage),

attracted by the odors emanating from the party's food supplies, approach. They can be distracted with food, but may attack if not satisfied in this manner.

4-5) The players observe a bear on a rocky promontory above them, who wanders (apparently oblivious to the players) along the ledge and into a large cave opening. (If the players investigate, see encounter #6 under Caves and Ruins, below).

6) The players are approached by a man on a mule fully laden with saddlebags, flanked by three black bears. He is Simon Ware, an Animal Trainer whose three dancing bears are a popular entertainment in the small villages and logging camps of Dihad. Simon is a scrupulously honest man (a rarity in these parts), who is stupefyingly naive about the ways of the world. He is easy prey for a sob story or quick-tongued sharpster (anyone who tries this, of course, should take care to be far from Simon's three charges when he finally figures out he has been used).

Caldor Dune - A group of four begrimed peasants, one driving a large freight wagon filled with grain, slowly approach the players from the east. Despite outward appearances, this party is actually comprised of the renegade wizard of Soukhor, Caldor Dune, and three of his apprentices, and their cargo is not grain but rather guns bound for Muipoco. The travelers and their goods are under the effects of a Glamor spell, which can only be removed by the arcane means described in the spell's description. If unrevealed, the peasants will be sullen but courteous, and attempt to move on their way as quickly as possible; on a roll of 1 (D6), one of the apprentices will inadvertently say something that will hint at the group's true identity. If the players undo the effects of the Glamor, they will be facing four verrry hostile mages, who will go to any lengths to protect their illicit cargo (though they will hold their rage to a sharp warning if the players immediately yield). Any attempted assault against either the supposed peasants or the wizards will be met with a full salvo of magical attacks, aimed at permanent elimination of the source of interference.

Cave/Ruins - The players come upon an area of potential interest that they may investigate (roll D6):

1) An abandoned logging camp, whose occupants appear to have left in a great hurry. Several of the crude huts still contain a number of personal possessions and small (less than \$50 each) valuables. One hut contains an old man, apparently in some sort of a trance. If roused by the players, he will look about wildly, scream the single word "Morkash", and perish. If left alone in the players' presence, roll a D6 each hour; on a 5 or 6, he will awaken, and animatedly ask the players for help in rescuing his brethren, who have been charmed into the service of Morkash, the "tree-killer". In his trance, he has seen the place where they are being held; he is a simple country wizard, with ST 14 DX 12 IQ 11, but he has a natural empathy for others that enables him to perform the Telepathy and Trance spells. His recent efforts have drained his strength to 3.

2-3) A rough-hewn altar in the wood, apparently a meeting place for some dryadic cult. The runish markings in its base appear to be elvish, though none have seen elves in this vicinity for years (FM's discretion about whether there is actually the remnants of a tribe in the area).

4) A large cave opening, leading to a musty three-caverned chamber. The floor and roof of this cave are quite unstable, and sudden violent movements, or the presence of more than 4 persons in one chamber may trigger a collapse (roll of 5 or 6 on first instance, subtract one from roll needed each event

thereafter). There is nothing of interest here, except the remains of a very old fire.

5-6) A large cave opening leads to a 25 meter winding passage. Beyond is a large chamber, currently inhabited by a family of five bears (ST 35 and 32, 2+3 damage; ST 28, 2+2 damage; and two young cubs with ST 18, 2-2 damage). On the far wall behind the bears stands a rusting, locked wooden chest (4/DX lock) which contains about \$1100 in gold coins (the treasure of a hapless adventurer who ran afoul of the perils of the forest).

Conscripts - A company of 120 fresh conscripts bound for the front, led by 3 regular army sergeants. If the front has been quiet of late, the group will be in generally good spirits. If, however, there have been raids in this area within the last 7 days, two of the young conscripts will try to desert while the players are nearby. The pair will drop back, straggling behind the main body of the unit, and then slip off into cover when the attention of the sergeants is diverted. If the players cry out to the company or aid in the capture of the defectors, they will be thanked by the sergeants (but go otherwise unrewarded). If they pursue the pair without alerting the army and catch up to them, they will find that the lads have little money (\$206 each) to offer in exchange for their freedom; they will agree to join up with the party if asked (although their loyalties are plainly rather dubious, +2 to all Morale Rolls made).

Crocodiles - A group of four crocs lie along the water's edge, their identities well-concealed by their natural camouflage. They will move to attack any that come within 5 MH of them, retreating back toward the water if they take more than 1/2 their ST in damage. This is an unremarkable encounter with hungry beasts.

Enemy Raiding Party - The players come upon hostile visitors to Dihad:

1-2) The players encounter the advance scouts of a Muipocan raiding party; if the players are not led by an expert Naturalist, or declare themselves to be moving cautiously, they will be surprised on a roll of 4-6. There are six scouts (Fighter table, +3); they will attempt to capture the party unless outnumbered by 2:1 or more, and will not talk if captured themselves. The main body of the raider forces is camped about 2 km away; their immediate objective is to seize a large farmhouse atop a nearby ridge to use as a base of operations. On a 5 or 6, the raiders have repulsed a company of Hadite conscripts earlier in the day; that company's badly dispersed elements will also be in the area.

3) A large war-party, comprising about 800 men, is on the march. Their objective is to sack the nearest border village or fortress, in reprisal for a recent Hadite raid. If the players should be captured by the forward elements of this force, there is a possibility (on a roll of 6) that they will be hung (as spies) as an example. (This encounter can only occur within 6 hexes of the Muipocan border; otherwise reroll on the appropriate Encounter Table).

4-5) A party of 10 Reptile Men, in the company of Prince Kiernan of Soukhor. They claim to be on a peaceful hunting expedition, but are openly abrasive to all they encounter, hoping to agitate an incident that will give them an excuse to go on a rampage.

6) A party of eight Muipocan soldiers, including a warrior wizard, traveling in disguise as travelers from Trevalia. Their mission is to recover a captured pair of spies being held prisoner in an inn in the nearest village located along the main road. The fighters are +1 on the Fighter table, but are capable of sustaining an excellent impersonation; the wizard is +2 on the Wizard table.

The Hermit's House - The players come upon a crude hut in the middle of nowhere, with wisps of smoke rising from its chimney. Its lone occupant, a quite mad Mechanician named Jakkeb Turve (TF=7), will attempt to scare visitors off his property with a combination of spells (he knows the relatively harmless spells 4-Hex Image, Drop Weapon, Freeze, and Glamour, and the more potent Summon Bear), an old blunderbuss (though he knows the Gun skill, he takes poor care of the weapon, and it will misfire 50% of the time), and his dog Buck (a mangy mutt Glamored by Jakkeb to appear to as a ferocious mastiff). Jakkeb has ST 14 DX 10 IQ 14, and a flint dagger as well as his firearm. If the players get past his "defenses", he will grumpily give in, and offer them food and shelter for the night. In some senses he is a more dangerous friend than foe - for his cooking is abysmal, and he is likely to offer to demonstrate one of his many "inventions". These contraptions, which will include weapons, special clothing (such as armor, bad weather gear, etc.), and a variety of odd appliances (including a telescope, stove, and the world's first prototype "massaging" bed) work sporadically at best, and may well wreak havoc on those unfortunate enough to be testing them. Remember, though, he told you to stay away...

Logging Camp - The players come on the camp of foresters harvesting wood in this area (roll D6):

1) The players are halted by an order from a bowman in a tall nearby tree, and eyed suspiciously by the camp's occupants. No attack is made, but the woodsmen will try to restrain the players if the latter try to escape. They will be taken before the camp's leader, and interrogated about a strange incident that occurred two days previously, in which a group of woodsmen under the direction of a strange red-garbed humanoid wantonly destroyed several acres of choice timberland in a wild conflagration. If the players can convince the leader that they were in no way involved with this act, the camp will then offer hospitality as below; the players may venture to the site of the devastation, if they choose. On a die roll of 5, agents of Morkash will still be in this area, and attempt to capture the players; on a 6, Aril Malus will be at the scene, mourning the tragedy and endeavoring to set matters right.

2-5) A thriving prosperous band, pleased to meet travelers (especially if they have news from abroad, or good tales to tell). There are jobs here, for those with the appropriate skills (Naturalist, or ST of 14 or greater; Ax/Mace weapon talent). The players can also get passage downriver on one of the rafts of fresh timbers being launched toward the sawmill 3 hexes away on the following morning (on a 6,7, or 8 on 2D6, the raft will overturn or smash on the rocks en route, however).

6) The players get a very unpleasant reception here. The last travelers through the camp were Lucky Braun and Pancho, who suckered several loggers out of their hard-earned wages. The players may be able to purchase supplies or other items from the camp, but they'd better have Hadite coin to do it with, because chances are Lucky left some of his fake gems and "foreign" currency around here as well.

Logging Crew - A crew of 4 + 10 woodsmen (roll on Random Fighter table, replace sword or pole weapon results with largest appropriate ax/mace weapon) are hard at work felling trees. For the most part, they will respond as they are treated, sharing hospitality (including shelter for the night at their camp 2 km away) if the players have food, information, or goods to trade; or drawing their weapons if the players are unfriendly. If a player has a ST of 14 or better, Ax/Mace skills, and/or Naturalist abilities, he may be able to hire on here. In most circumstances, woodsmen will have little information about the movements of individuals in their vicinity, but will know the

surrounding terrain and animal life extremely well (if players make inquiries of this nature, they will not be surprised in any animal encounter which occurs in the next 2 days). On a die roll of 6, one of the woodsmen will have a tale to tell that offers clues to a potentially lucrative adventure (FM's choice).

Note: - If this encounter occurs in a river hex, the same crew described above will be lashing together rafts of cut timbers to transport them down the swift waters of the stream. The players may attempt to travel downriver on these unwieldy craft, advancing 5 hexes per day (on a roll of 6-8 on 2D, however, the raft will overturn, or smash apart on the rocks).

Lucky Braun - The players see two figures on horseback riding toward them, a tall thin human and a rotund halfling. (On a roll of 6, they will be escaping an angry group of victims and moving at the gallop, with their pursuers about 5-15 minutes behind). The pair are Lekkevic "Lucky" Braun (TF=5), con man, counterfeiter and gambler extraordinaire, and his sidekick Pancho Silkfoot (TF=2). Lucky carries no weapons; he has ST 12 DX 16 IQ 14; Unarmed Combat II, Thief, Disguise, Charisma and Sex Appeal; wristlets with Reverse Missiles and Detect Enemies spells embedded, and a Gem of Wolf Summoning. Lucky and Pancho were cursed by a vengeful - and very powerful - wizard, "to wander forever, with neither home nor family". If they remain in one place for 72 hours, they will be randomly teleported to some other clime; thus they try to stay on the move to control the curse. Every year or so, Lucky vows to go straight, hoping to find his tormentor and convince him to remove the curse; this resolve usually lasts about two weeks (or until his money runs out, for he is a truly profligate spender at all times). He is a sucker for a pretty female with a sob story, and is often conned into concocting his wildest schemes to rescue such a maiden from danger or despair.

Pancho is a most unlikely ally, always complaining about the weather, his sore feet, or the amount of time since his last meal. He will seem an insignificant foe to most, until his life is endangered - but when his survival instincts take control, look out! He has ST 12 DX 18 IQ 12; a Shortsword (with which he is untrained, -4 DX), a pair of Bolas, and a dozen Sha-Ken; Thrown Weapons, and Silent Movement. His fate now intertwined with Lucky's, he spends most of his time figuring ways out of the predicaments created by his partner's schemes.

Lucky can almost always make a fast dollar cheating at cards or passing some of his very clever fake gems or "foreign" currencies to the unsuspecting. He is also working two new scams at present:

- 1) selling a small furry beastie to people as a pet. This innocuous seeming animal, referred to by Lucky as an "elbbirt", reproduces at a simply furious rate, allowing Lucky to make a much greater sum by "exterminating" them. He has at least a half-dozen of the critters in his possession at any time.

- 2) selling (in a well-executed prospector's disguise) deeds to "gold mining" properties in unclaimed reaches of the Hills of Ore.

The strange thing about Braun's schemes is that, though he never intends it that way, these scams often wind up benefitting both parties (those lands might actually contain real gold deposits, or the entrance to a secret burial chamber, etc.) These strange twists of Fate, and the wild pattern of his movements, have combined to keep the pair alive through their years of scheming.

Mercenaries - A group of 40 mercenaries, traveling back to their home base, Outpost Orange, after completing a job. Some of the men can be hired for service, for the proper inducement (a 10-50% bonus over normal Veteran Mercenary rates, depending on the difficulty of the job

proposed). Any fighter so obtained will be a +2 on the Random Fighter table. On a roll of 5 or 6, this band of mercenaries will have seen or have heard rumors of one of the following:

- 1-2) the presence of enemy raiders in the area in which the players are headed (increase the chances of such encounters for the next three days);
- 3-4) strange doings in the nearest wood, possibly the work of Morkash, the "Enemy of the Forest"; or
- 5-6) a fur trapper in the nearest village, named Fax Geflamme, who is looking for good woodsmen willing to hire on for an expedition to the northlands (Fax is a veteran trapper, ST 20 DX 14 IQ 12, going hunting for bear and moose; the expedition should be handled as a well-planned trip with a good chance for profit, taking about two months to complete).

Messenger from Cerdan - The players encounter one or more messengers from the front lines, bearing a message from General Cerdan of the Hadite army to either the nearest border fortress or the Count in Plaize (whichever is closer), informing them that a large Muipocan raiding party has been sighted marching deep into Hadite territory:

- 1) Three riders on horseback, moving at the gallop. They will skirt the party by as wide a berth as possible, and not communicate with the players even if the latter hail them (except possibly to shout "Out of the way" as they thunder by).

- 2-4) A lone rider on a well-winded horse approaches to sight range, and eyes the group cautiously. If the players do not appear to be Hadite, he will spur his horse to the gallop, and attempt to ride by them (if the players are riding relatively decent horses, however, they can easily overtake him). If the players act in a friendly manner, he will hail them; if the party has fresh mounts, he will halt, and entreat them to trade horses with him so that he can complete his mission. Though his own horse is near to exhaustion now, the mount is a far above average one, and will give good service if properly rested for a day or two. He will say only as much about his mission to the players as is necessary to convince them to either let him go on or trade mounts. His two comrades above have been slain by an enemy ambush, and he himself lightly wounded.

- 5-6) The players hear a soft moan emanating from the nearby underbrush. There lies a badly wounded scout. If tended, he will rouse briefly, and weakly place his mission in their hands. There are a number of raiders in the immediate area, and an ambush of the players is a distinct possibility, especially if they don the scout's insigniae.

Regardless of which encounter is rolled, for the next 5 days, any Bandit results rolled on the encounter tables should be treated as Raiding Parties, and all Trader Caravans as Refugee results. If a second Messenger result is rolled in the next three days, however, treat it as a pair of messengers with the word that Cerdan has held against the enemy assault, and forced them to retreat upriver.

Refugees - A group of 20 plus peasants and shopkeepers (all TF=0 or 1), carrying a few hastily scooped up possessions, are on the run from the nearest village or logging camp, which has just been seized by enemy forces. If the players are government or military personnel, and outnumbered by more than 3:1, this ragtag mob is likely to set upon them to make them the scapegoats for their misfortune (treat the mob as basic 32 point fighters with ST 10 DX 12 IQ 10, and no weapons except bare hands). If the players are not themselves attacked, and indicate a willingness to help out, one or two of the refugees will have some fighting experience (34-36 point characters) and/or knowledge of the area, and may make satisfactory hirelings.

River Craft - The players sight one of the following craft along the river:

1-2) The wreckage of a small boat, beached on the rocks in the middle of the stream. Its owner is long gone, and part of its cargo (a chest full of silver jewelry) has sunk to the bottom of the river, where it is ripe for the taking. However, there is one slight complication - the rather large octopus who lounges near it. To even attempt to recover the chest, a player must have the Diving talent; to have a chance to sight the octopus before he attacks, he must have either the Alertness or Acute Hearing skill, or declare his intention to scout the area before approaching the chest.

3-4) A raft laden with trade goods (TF=6) skims across the rapids, steered by two husky mountain men who seem to sense the ebb and flow of the river. Jarriss and Tarsh are friendly, slap-you-on-the-back types who will pull for shore if the players hail them, and share a flask of their harsh, high-octane homemade liquor (4/ST after drinking or drunk for 1D hours, -2 to DX for that period). They will give any party of 4 or less a ride downstream if they want it - they will make 5 hexes per day safely, although the players may receive a few dunkings and a good fright as the pair brave the wildest parts of the rapids.

5-6) As the players look on, a canoe spills in the midst of a rapids, hurling its two riders into the rocky waters. One of its occupants in particular will appear in great danger of his life. If the players can successfully rescue them, they will meet Linna Drakit and her teenage son Karff. Linna has had a moderately successful career as an army scout and trapper, but is now on the run for her life after witnessing a clandestine meeting between Jaggo and a number of leaders of the League of Silver movement. She seeks to somehow get to speak directly to the Count, to warn him, although she has no proof of her assertions and will almost certainly be ignored or incarcerated for her "heresies". Any who aid her will be similarly marked for destruction by Jaggo's men; on a roll of 1 or 2, the players will be hounded as a result of their meeting whether or not they actually offer assistance to her cause.

Sawmill - A large sawmill, humming with activity, sits at the water's edge. The workmen here are very busy cutting a fresh shipment of logs just arrived from upstream, and will have little time to talk until nightfall; if the players are willing to wait, however, they will be given refuge and a good meal at the mill. Its owner, Orkas Bambrel (TF=4) will outspokenly criticize the Count and his high taxes, but he is a man of words rather than action. If the players remain for a second day to heal their wounds, they will see the Count's tax collectors (see the encounter description below) coming, and watch Orkas docilely hand over his required tithe to the government. If the players should intercede in his behalf, they will get no help from Orkas or the rest of the mill's staff of 8.

Tax Collectors - A party on horseback, consisting of three well-dressed gentlemen and 3 + 1D guards in glistening chain armor. These men are provincial tax collectors and their assistants (muscle), out on the Count's business. Unless obviously outranked by some sort of noble in the other party, these travelers will be haughty and obnoxious, and likely to get into some sort of petty wrangle over whose party has right of way, so that they can show off their favored status.

The bureaucrats are 34-36 point rogue types (TF=3), with no particular fighting skills; the guards, however, despite their dandified attire and put-on airs, are skilled fighters (+3 on Fighter table) with

prior cavalry training (hence they can fight from horseback at no penalty to DX). They will brook no interference with the conduct of their "business"; which today involves foreclosing the mortgage on some resident of the nearby hill country, unless he forfeits his son to indenture in the Purlieu colony.

Tech Scavengers - A group of four "tech scavengers", on foot, either Muipocan or Soukhorean (depending on the closest border). They bear a map indicating the location of an underground ruin built "neath the place where the triple oak casts its shadow when the sun shines through Karok's Teeth", in the area 6-8 hexes west of their current location. They will be curt but non-hostile if hailed, volunteering nothing about their purpose; they are obviously not Hadites. The group is comprised of two fighters and two thieves, all +1 on the random tables; two will carry guns and one will have Master Mechanician talent. On a roll of 1 or 2, the latter will possess some sort of tech weapon - a sonic blaster, or Glue gun (works like Sticky Floor) to eliminate the interference of the players without doing any lasting damage to them.

Trader Caravan - 3 wagons and drivers, 2D + 1 guards (mercenaries [TF=2 each], roll from Random Fighter table), and a dark-bearded merchant in foreign garb. The party will be wary at first, and on their guard, but will relax after a few moments if no conflict arises. The trader (TF=7) will be interested in exchanging news; although as an outsider, he will have very little local news to tell. He will tell the players, however, that the party encountered a band of highway brigands (which they drove off) within two day's ride; on any roll but 6, the story is true, and the bandits (each with 1D of wounds from this encounter) will be about if the players pass this same way.

The merchant will of course have items to sell or trade (roll 1D):

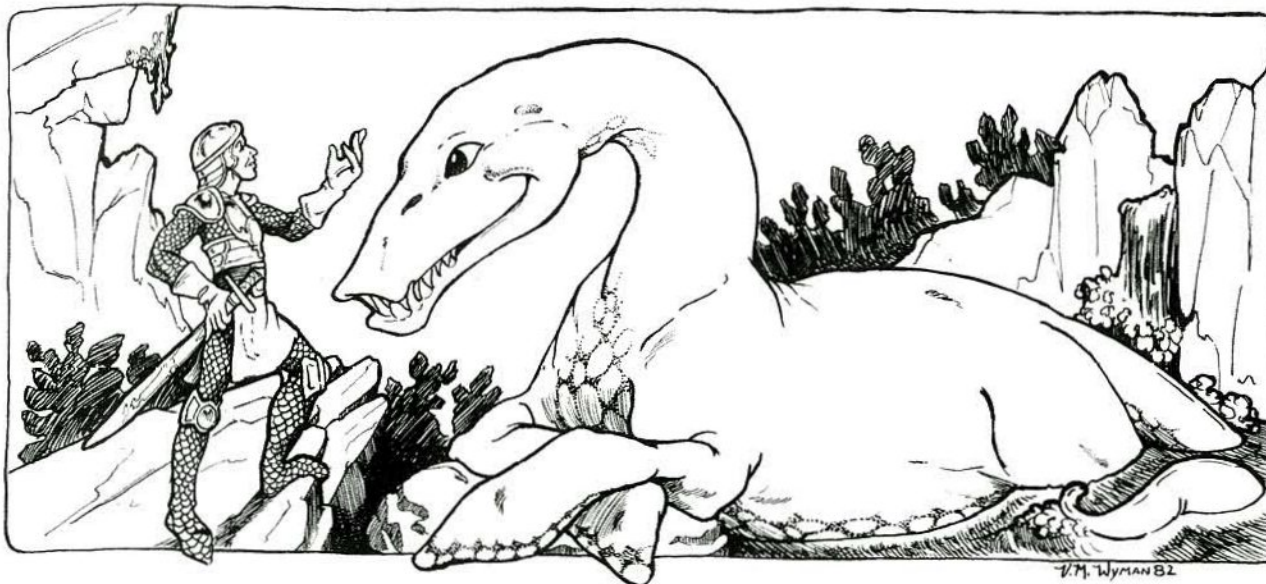
- 1 - jewelry,
- 2 - leather goods,
- 3 - fancy arms and armor (2-3x normal price, no bonuses to DX or damage),
- 4 - chests/barrels,
- 5 - silver goods,
- 6 - textiles.

On a roll of 1 on 1D, the merchant is dishonest, and any item purchased has a 50% chance of not working properly.

Trolls - The players encounter trolls (roll 1D):

1-4) A pair of trolls (ST 40 DX 10 IQ 8 MA 8) ambush the party as it passes beneath a rocky outcropping, leaping atop them from above. All saving rolls to Detect Ambush are made on 1 less die than usual - trolls are notoriously unsubtle creatures! If the trolls are defeated, they will have about \$175 in coins on their persons from previous attacks.

5-6) At about a half-hour after dusk, the party will see a fire on a nearby hilltop. If they investigate, they will find the encampment of three trolls (1 of whom is not present, having gone off in search of water for the cooking pot). A human female, trussed and gagged, lies near the fire. She is a young noblewoman, whose return would bring a good reward; despite appearances, she is not the trolls' intended supper, but is being held for ransom. If the players do not initially investigate, there is a chance (roll of 5 or 6) that they will themselves be discovered by the third troll, who will go to fetch his companions (making a considerable racket in the process). Otherwise, the players will hear the woman cry out for help from the hillside about one hour later, when she is ungagged to be fed.



Uncle Teeth - The players come upon one of these enormous reptiles of Cidri, prowling the river's-edge expectantly. There are a few scattered cottages nearby, so that this Uncle is fairly used to the presence of man in his midst. He is also quite spoiled, however, for the woodsmen of the area often give him handouts, and even scratch that one spot on his neck that always seems to itch. If the party does not offer him equivalent respect, Uncle is likely to become quite out-of-sorts (although his bellows at first will be intended only to drive these "ill-mannered boors" away). The beast has ST 65 DX 13 IQ 6 MA 6/10, and will retreat into the water if he takes more than half his ST in damage.

Wandering Priests - The players encounter the members of one of the religious orders of the Land (roll 1D):

1-3) A party of priests from the Temple of Enok, out to preach the glories of the Omnipotent One to his minions of the lower classes. The four priests are richly dressed in velvet robes with fur trim, the coffers they carry are filled with offerings (TF=9). They are accompanied by ten highly competent (and very well-paid) guards (+3 on Fighter table). They will preach the word to any they encounter, with the haughty air of those who need not fear rejection. They care little for anything save their own well-being, and the only news they will be aware of will be events that may affect their status.

4-5) During the evening's second watch, one of the party's guards will hear a noise nearby. If he investigates, he will see a dim light flickering in the distance, moving through the night. The light will stop its movement shortly thereafter; if approached, the players will see an elvish priest and twelve elven companions, all garbed in forest green robes, gathered about a crude altar. The priest will move about the circle, taking boughs of wood from each of the others, and will lay these objects on the altar. All will begin an incantation; at its end, the wood upon the altar will begin to glow faintly, then go out. The incantation will be attempted twice more, with no effect. The elves will bow their heads in a prayer that frequently repeats the words "Aril Malus", and depart.

If the players interrupt this ceremony by speaking or entering the circle, an Extinguish spell will be cast, and the elves will attempt to scatter and escape in the darkness. If any are captured by the players, they will say nothing about their purpose, even if tortured, unless the players imply

that they too are on the side of Aril Malus in his battle to "save" the forest. If an elf is held captive, his companions will try to rescue him the next day. Anyone investigating the area near the altar will note that the wood placed on it is diseased and withered.

6) The players meet a shabbily dressed priest named Midden Maarch on the roadway. Midden is one of the few known acolytes of the downtrodden sect of Janor. Although he has no money and distressingly few adherents, he unknowingly possesses an artifact of great power; a set of Pipes-of-Pan of silver, which create a sympathetic aura when played that acts like a 24 hour duration Charm Person spell. Midden has no idea of the item's value, and always talks about selling it when money is tight. If the pipes are played (by Midden or anyone else) during this encounter, all party members must make a 4/IQ saving roll, or become beguiled into the service of the cult for at least one week.

Water Elemental - An undine rises from the water, in the form of a tall warrior, and surveys the group. He demands tribute from the party for using his stream (or, if the players are walking along the shoreline, for passing his "shrine" - a small stone monument apparently erected by nearby peasants). If not rapidly satiated, the elemental will attack in its watery form (ST 18 DX 12 IQ 8 MA 10). The elemental was created by a wandering rogue wizard several months before, and set free when its original purpose was served; but it still retains its former master's cruel and rather sadistic sensibilities. It makes no attempt to collect any of the tribute proffered by passersby, and there is quite a trove of coins scattered beneath the water's surface in this area.

Wolves - The party encounters (roll 1D):

1) A hunting party of 8 wolves (ST 12 DX 14 IQ 6 MA 12; bite 1+1, fur -1 hit). They will attack if the pack outnumbers the party, or if they themselves are attacked, and will press their charges against any party members that have been previously wounded.

2) A mother wolf (ST 11 DX 13 IQ 6 MA 12) and 3 cubs (ST 8 DX 12 IQ 6 MA 10). The cubs will be out in the open frolicking; the mother will be concealed in the underbrush. If her young are attacked, she will fight as if Berserk.

3) The lead scout for the hunting pack. If allowed to escape, it will return with the rest of the hunting pack (as in #1 above) in 15 game turns.

4) The hunting pack (#1 above) surround a fresh animal kill. If not interfered with, they will leave the party alone.

5) The party hears cries for help nearby. If they investigate, they will find a treed woodsman, with the hunting pack below him. If the players try to lend a hand, half of the wolves will turn and attack them. 20 turns after the players arrive on the scene, 3 other woodsmen from the camp nearby will arrive to help out.

6) A pack of wolves rush up to, and surround, the players, raising a great commotion. In their fright, the party may not take the time to notice studded

collars around each wolf's neck. The wolves will not attack the party unless attacked themselves, and will then charge only those who have fired on them. 10 game turns later, the owner/trainer of these wolves, the trapper Eben Alder, and two of his companions will come on the scene, bows drawn. Eben will demand a sizable sum of money from the players if any of his animals has been injured; but can usually be satisfied if the party promises to complete a certain task for him (FM's discretion on the exact nature of the quest, but it should be hard enough to make the players wish they'd paid up and gone on their way).

RANDOM FIGHTER TABLE for DIHAD
(roll 2D and make appropriate adjustments)

Die Character Attributes										Treasure Factor
Roll	ST	DX(adj)	IQ	MA	Weapons	Armor(# hits)	Talents/Spells*			
0	10	12	9	10	Cutlass	None (0)	Alertness, Charisma, Acute Hearing			TF=2
1	9	14(11)	8	8	Rapier, Short Bow	Leather (-4) Lg. Shield	Sex Appeal, Alertness			TF=0
2	10	12(11)	10	10	2 Spears, Dagger (+ Thrower)	Cloth (-1)	Naturalist, Unarmed Combat I, Animal Handler			TF=1
3	11	13(10)	10	6	Mace, Longbow	Chain (-3)	Charisma, Climbing, Woodsman			TF=2
4	12	13(11)	11	8	Broadsw'd, Longbow	Leather (-2)	Horsemanship, Tracking, Physicker, Missile Weapons			TF=4
5	14	13(11)	10	10	Broadsw'd, Military Pick	Cloth (-3) Lg. Shield (a)	Silent Movement, Fencing			TF=3
6	11	15	12	10	Longbow, Shortsw'd	None (0)	Missile Weapons, Acute Hearing			TF=2
7	14	14(11)	10	6	2-Handed Sword Light Crossbow	Chain (-3)	Captain, Alertness, Elvish			TF=4
8	12	16(15)	11	10	2 Broadwords Light Crossbow	Cloth (-1)	Tracking, Two Weapons, Physicker, Horsemanship			TF=3
9	13	14(12)	13	8	Bastard Sw'd(3-2), Lance, Horse	Leather (-2)	Expert Horseman, Animal Handler, Expert Naturalist			TF=0 (b)
10	16	16(14)	9	8	Spear(1+1), Pike, Blunderbuss	Leather (-3)	Warrior, Woodsman			TF=1
11	16	15(12)	11	6	Broadsw'd, Horse Bow	Chain (-8) Sm. Shield	Veteran, Missile Weapons			TF=5 (c)
12	18	15(12)	11	10	Great Hammer, Light Crossbow	Chain (-7) Lg. Shield	Veteran, Charisma			TF=3 (d)
13	15	16(15)	13	10	BattleAxe,	Cloth (-2) (e)	Warrior, Alertness, Horsemanship, Woodsman			TF=1
14	20	14(11)	12	8	Bastard Sw'd(2+1), Whip, Longbow	Chain (-6) Tower Shield	Tactics, New Followers, Diplomacy			TF=6 (f)
15	16	16(13)	15	6	Great Sword, Heavy Crossbow	Chain (-6)	Veteran, Naturalist, Strategist			TF=4 (g,h,i)

- (a) - 3 in 6 chance sword is enchanted to +1 DX
 (b) - 4 in 6 chance sword is enchanted to +2 damage
 (c) - shield is enchanted to absorb 2 extra hits
 (d) - possesses 4 quarrels enchanted to +1 DX, and 2 quarrels enchanted to +2 DX (on 1 on 10, quarrels are lost or broken if shot)
 (e) - 4 in 6 chance of possessing one of following:
 Blur Ring
 Ring of Invisibility
 Amulet of Wolf Summoning
 Amulet of Protection against Poisons

- (f) - 3 in 6 chance sword is enchanted with Flaming Sword ability; else sword is enchanted to +1 DX and +1 damage
 (g) - 4 in 6 chance sword is enchanted to +2 DX and +2 damage
 (h) - armor is enchanted to absorb 1 extra hit
 (i) - 1 in 6 chance of a Bear follower (wilderness encounters only)

RANDOM WIZARD TABLE for DIHAD
(roll 1D and make appropriate adjustments)

Die Character Attributes								Treasure Factor
Roll	ST	DX(adj)	IQ	MA	Weapons*	Armor	Spells	
0	9	12	12	10	Dagger	None	<u>Trip, Summon Myrmidon, Clumsiness, Image, Darkness</u>	TF=1
1	11	11	10	10	Dagger	None	<u>Magic Fist, Dazzle, Fire, Drop Weapon, Dark Vision</u>	TF=1
2	12	13(11)	11	8	Smallbow	Leather	<u>Magic Fist, Wall, Control Animal, Blur, Summon Wolf, Staff to Snake</u>	TF=3 (d)
3	13	14	10	10	Q'staff	None	<u>Speed Movement, Fire, Dazzle, Magic Fist, Summon Myrmidon, Confusion</u>	TF=2 (e)
4	15	12(11)	12	10	None	Cloth	<u>Break Weapon, 3-Hex Fire, Fireball, Shock Shield, Clumsiness, Sleep, Illusion</u>	TF=4 (d,e)
5	13	16(14)	13	8	Dagger	Leather	<u>3-Hex wall, Flight, Invisibility, Dazzle, Control Animal, Magic Fist, Summon Gargoyle</u>	TF=5 (f)
6	15	15	15	10	Q'staff (a)	None	<u>Lightning, Control Person, Stone Flesh, 7-Hex Image, Hammertouch, Dispel Illusions, Curse, Summon Myrmidon</u>	TF=3 (g,h)
7	18	14	17	10	Heavy Crossbow (b)	Leather	<u>Alchemy, Reverse Missiles, Control Animal, Drain Strength, Lightning, Blur, Summon Demon, Summon Bear, Megahex Sleep</u>	TF=5 (f,i)
8	16	17(14)	19	6	Longbow, Chain Shortsw'd (c)		<u>Geas, Shapeshifting, Eyes Behind, Summon Small Dragon, Iron Flesh, 7-Hex Fire, 7-Hex Illusion, Wizard's Wrath, Spell Shield, Sleep</u>	TF=7 (h,j)

* Note: All wizards are assumed to carry a Staff; wizard #7 carries a Staff of Power. The weapons carried by wizards #5 and #8 are made of silver; wizard #0's dagger is made of bronze.

(a) - 2 in 6 chance of having a ring of Stone Flesh

(b) - 3 in 6 chance of having enchanted armor (+1 to damage absorption)

(c) - 2 in 6 chance of having enchanted silver chainmail (+1 to damage absorption)

(d) - 1 in 6 chance of having book with 1D other IQ 8-13 spells

(e) - 2 in 6 chance of having one IQ 8-11 magic item

(f) - 3 in 6 chance of having one IQ 8-11 magic item;

1 in 6 chance of having one IQ 11-12 magic item;

(g) - 2 in 6 chance of having one IQ 11-13 magic item; 1 in 6 chance of having Serpent Torc or Gem of Giant Summoning

(h) - 3 in 6 chance of having book with 1D other IQ 10-14 spells

(i) - 2 in 6 chance of having Quiver of Replenishment; 4 in 6 chance of having 1D alchemical potions

(j) - 6 in 6 chance of having two IQ 9-13 magic items; 1 in 6 chance of having a Greater Magical Item

RANDOM THIEF TABLE for DIHAD
(roll 1D and make appropriate adjustments)

Die Character Attributes								Treasure Factor
Roll	ST	DX(adj)	IQ	MA	Weapons	Armor	Talents/Spells*	
0	9	11	10	10	Club, Dagger	None	Alertness, Charisma	TF=0
1	12	11	9	10	Rapier, 3 Daggers	None	Silent Movement, Thrown Weapons	TF=0
2	10	13(12)	11	12	Rapier	Cloth	Fencing, Remove Traps, Running	TF=1
3	12	15	10	10	Shortsword, Bola	None	Bard, Thrown Weapons	TF=2
4	13	14(12)	12	8	Small Ax, Blowgun	Leather	Silent Movement, Detect Traps	TF=0
5	12	16(15)	13	10	Rapier, 2 Bolas	Cloth	Fencing, Remove Traps	TF=4
6	13	18(17)	12	10	Dagger, 12 Sha-Ken	Cloth	Spying, Detect Traps, <u>Sleep*</u>	TF=2
7	14	17	14	10	Shortsword, Dagger	<u>Blur</u> Ring	New Followers, Acrobatics, Disguise	TF=4
8	16	18(17)	15	10	Hammer, Horse Bow	Cloth	Acute Hearing, <u>Charm Person*</u>	TF=3

Note: All but Thieves #0 and #1 have the Thief talent; Thieves #5 and #8 are Master Thieves

A BUYER'S GUIDE TO THE FANTASY TRIP GAME SYSTEM

THE FANTASY TRIP™ is a system of fantasy role-playing games. A role-playing game is an organized form of make-believe. You assume the role of a character and verbally act out and direct that character on an adventure. Your character is a unique combination of attributes, talents, spells and the personality you give him. He lives and acts in the world of Cidri, a fantastic place of adventure.

MODULAR DESIGN: TFT™ lets you combine inexpensive rule modules into a fantasy game as simple or complex as you choose. All TFT™ modules are fully compatible. Rules don't change as you advance, they expand and add on to what you've already learned. That's the way that makes sense and saves.

STARTING MODULES: TFT™ starts with two easy to learn, fast playing game modules. **TFT: MELEE™** and **TFT: WIZARD™**, **MICROQUEST®s** #3 and #6, explain how heroes engage in combat with archaic weapons and how wizards get and use magic spells. The two games are stand-alone and may be played separately or together. Start with these two games and then try a **MICROQUEST®**. You're on your way to adventure the sensible way.

SOLITAIRE PLAYABILITY: TFT™ may be played solitaire with the TFT™ **MICROQUEST®** adventures. **MICROQUEST®s** are programmed fantasy adventures designed with numbered paragraphs. General rules describe how to conduct the adventure. Then, you make decisions for your character and move them through the paragraphs as the action develops. **MICROQUEST®s** may also be played by a group or used by a Fantasy Master. **TFT: MELEE™** and **TFT: WIZARD™** are required to play most **MICROQUEST®s**.

FANTASY MASTERING: Once you've played some **MICROQUEST®s** you're ready to be a Fantasy Master. A Fantasy Master serves as a moderator for a group of gamers going on an adventure. **TFT: IN THE LABYRINTH™** is the Fantasy Masters' guide. It tells you how to create labyrinths and towns and how to people (or monster) your areas. It contains all the rules you need to conduct your friends on adventures with you as Fantasy Master. And, if you have no idea what it's all about, read the play example at the bottom of page 47 of **IN THE LABYRINTH™**.

PLAY AIDS: There are two companion play-aids for Fantasy Masters who use **IN THE LABYRINTH™**. **THE FANTASY MASTERS' CODEX™** is a computer generated reference guide and index of TFT™ materials. It contains exhaustive lists of everything in TFT™. For example, magic spells are listed alphabetically, by class and by IQ cost. **THE FANTASY MASTER'S SCREEN™** is used to hide material from players. It also contains table summaries of most die-roll adjustments and values for many common items. A very handy and useful play reference.

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KAROTH AWAITS

The great mutant bear of the eastern wastes roams the wilderness of Dihad, on a reign of terror that will not end until some party of intrepid adventurers finds the means to kill or control the beast. And Karoth is far from the strangest thing lurking in the rich forests and streams of Dihad ...

Here, too, you'll meet Aril Malus, the self-styled Keeper of the Forests and his sworn enemy Morkash the Desecrator; Emil Jaggoh, the wily head of the Hadite government's secret espionage network, the Ebony Band; rugged loggers and woodsmen of all stripes; and scores of other residents and transients through the Land. Players can visit Kindler's Glade, the wildest frontier town this side of the Old West, dare the swift currents of the Thunder River, or try their own hand at hunting the great beasts of the wilderness - all against a backdrop of political intrigue and high magic.

FOREST LORDS OF DIHAD is part of **THE LAND BEYOND THE MOUNTAINS**, a complete campaign universe for use with **THE FANTASY TRIP** being jointly developed and published by Metagaming Concepts Inc. and Gamelords Ltd. Each campaign pack in the series is designed to stand alone as an independent set of encounters and scenarios to test the mettle of any experienced **TFT** adventurer. Combined with the other releases in the series, these adventure supplements will form a vast and changing mosaic of a world in the midst of a chaotic struggle for survival, where riches and power await the adventurer who is both wise and brave.

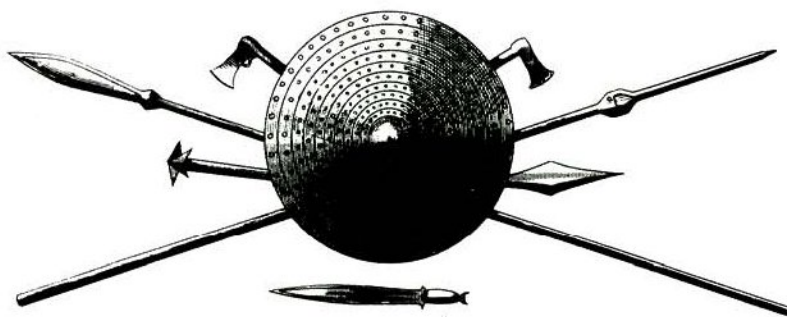
PLAYABILITY: For 2-8 intermediate or advanced level players and a moderately experienced Fantasy Master.

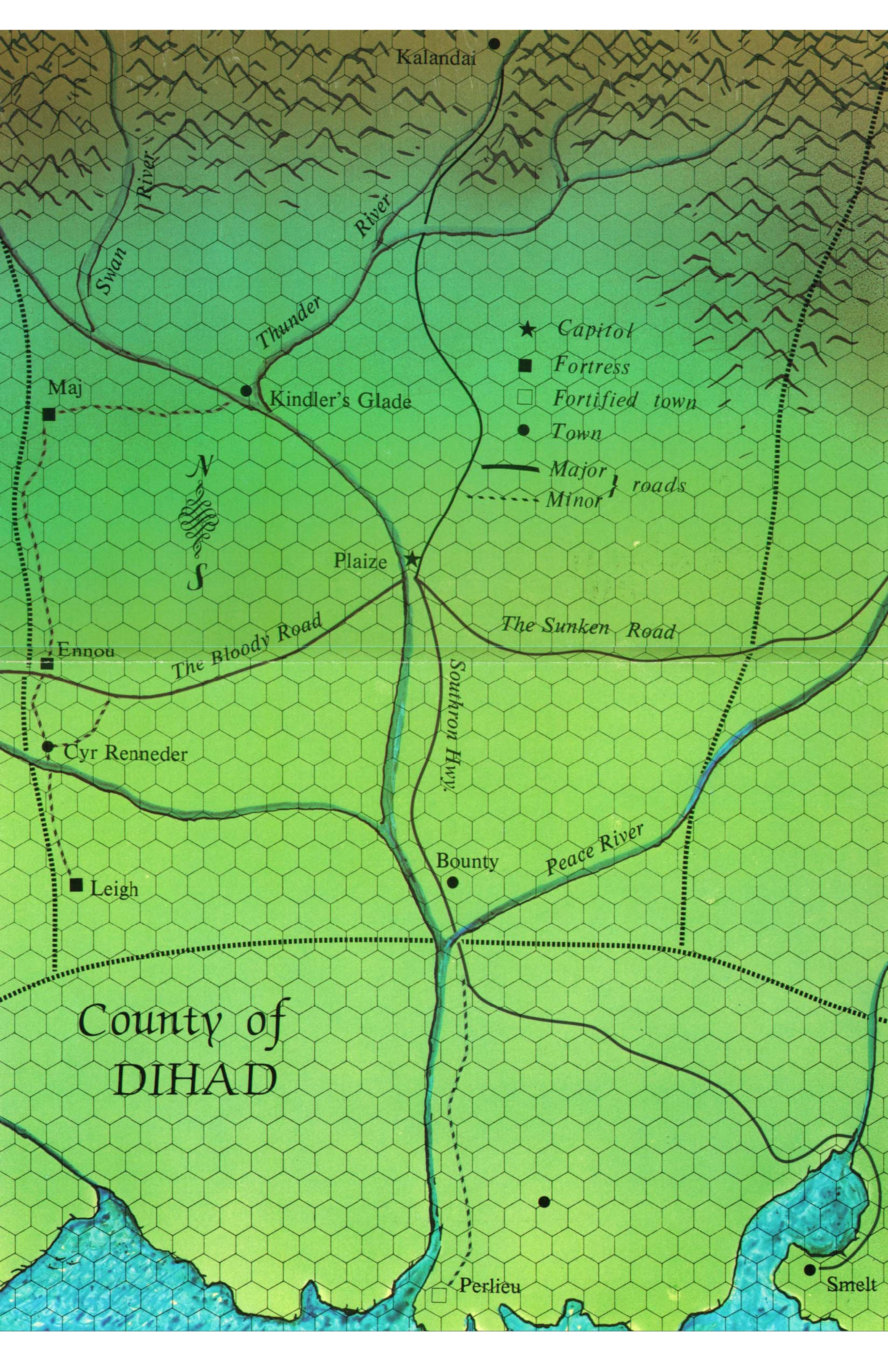
COMPONENTS: 32 page rules booklet with 17x11 full color map.

REQUIRES: In addition to this book you must have **THE FANTASY TRIP** booklets **IN THE LABYRINTH**, plus either the **ADVANCED MELEE** and **ADVANCED WIZARD** booklets or the **MICROGAMES MELEE** and **WIZARD** to play this adventure.

Gamelords, Ltd.

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Kalandai

Swan River

Thunder River

Kindler's Glade

★ Capitol

■ Fortress

□ Fortified town

● Town

— Major roads
- - - Minor roads

Maj

N
S

Plaize

★

The Bloody Road

The Sunken Road

Southron Hwy.

Peace River

Ennou

Cyr Renneder

Bounty

Leigh

County of
DIHAD

Perlieu

Smelt