

KARTIA

A large group of sizeable islands lying North-East of the known world. It is inhabited by large, generally blond Barbarans who are greatly feared as beast fighters. ^(not often)

There are also dwarves, who mine mineral rich-Katia. These are in small numbers and mainly in the islands nearest the continent. Also, some islands have Picts on them. These are in constant warfare with the Barbarans and are in generally small numbers and on the smaller islands.

The climate of the Katia is generally cold with most precipitation arriving in the form of snow. It can get quite hot in Katia during the summertime however. It is in no way uninhabitable. The dominant floral species is the pine fir tree which generally covers most of the islands. The terrain is usually rugged, usually hilly and there are mountains etc in plenty. However, a small amount of land is farmland. The wildlife is somewhat varied. There are deer and moose. There are foxes and wolves. Snow leopards and Yeti in the mountains. Rallits and hares live here. Many types of birds as well. Giant eagles and peregrines live in the mountains. In the more northerly islands there are Remora's, ice worms, which are greatly feared and extremely rare. If Iul bears, bears, stinks, beavers, porcupines live here as well as other animals of this climate. Also, there are legends of white dragons existing in the frigid wastes in some of the most northerly islands.

MAP OF KARTIA

Key of races -

- Dwarven settlements & mines
- medium density barbarians
- high density barbarians
- low density barbarians

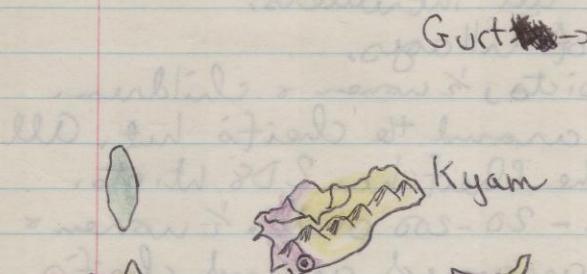
\times^* - points of interest

(keyed later)

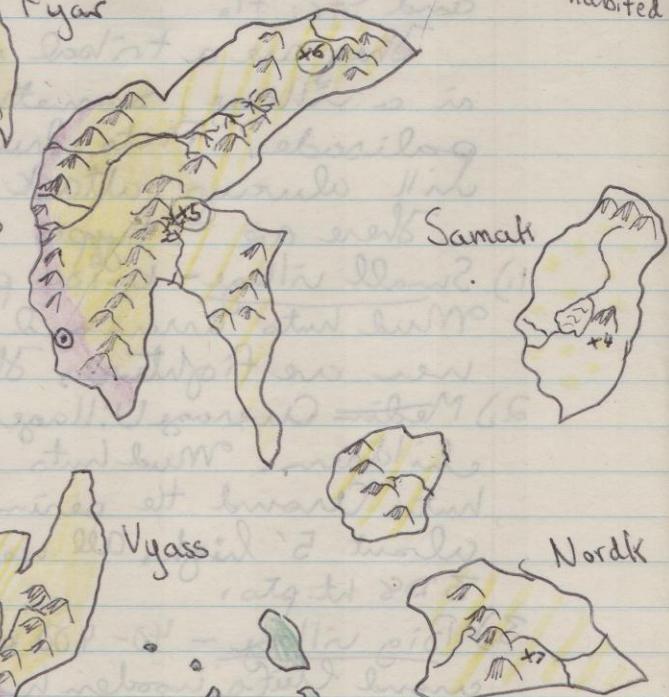
\odot - Ports (for decently large ships)
mainly used by dwarves

Scale:

1 cm = 40 miles



Vyass



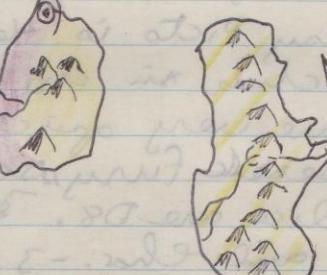
Nordk



Gurt

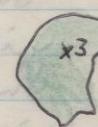


Fyarr



Myar

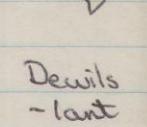
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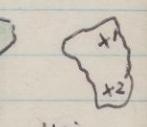
Unin
habited



Kuir



x1



x2

Races of Kartia

Picts - about 10-15,000 altogether.

They are shorter than average and have dusty brown skins and black hair. They never wear armour or have shields. Generally, their only clothing is only a loincloth. But in Kartia, they wear a few ragged fur skin tied around themselves, like a cloak. If they can, they sometimes make the skulls of these animals into a kind of helmet. When wearing these skulls furskins, the Picts AC is upped to AC8. The weapons most commonly used by Picts is the Spear, Shortbow, throwing axe & clubs, in any no. of combinations.

They are very quick and silent and attack with berserk fury, screaming their war cries. Their dice are D8. & They have Int: -2 and Wis: -2 and Chas: -3 when Fighting and Dext. and Str: +1.

They are a tribal society and live in huts in a village, sometimes surrounded by a palisade. Picts hunt in groups of 20s and will always attack all intruders.

There are 3 types of villages,

- 1.) Small village - 10-100 picts, $\frac{1}{2}$ women & children. Mud huts arranged around the chief's hut. All men are fighters. The chief has 2D8 ht. pts.
- 2.) Medium Average Village - 20-200 picts. $\frac{1}{2}$ women & children. Mud huts arranged around chief's hut. Around the perimeter is a wall of scrub about 5' high. All men are fighters. Chief has 3D8 ht. pts.
- 3.) Big village - 40-400 picts. $\frac{1}{2}$ women & kids, huts around chief's wooden house. Old men & boys don't fight. 10' high wooden palisade around village. Chief has 4D8 ht. pts.

Picts are arranged in clans & sometimes
even these clans war among themselves.

There are 5 clans & they wear the skins of
the animals they represent. The bear clan, The
wolf clan, The Deer clan, The moose clan,
The fox clan.

In large villages, there's a 1 in 10 chance
there'll be a village shaman. We'll have
2D8 and have 2 1st level Druidic spells.

Picts speak only Pictish, although their
may speak common tongue. Picts may (50%)
try to take a small party alive and torture
them & eat them.

Dwarves

They've been mining here for about 300
years, so they're fairly settled in. Rantia is
extremely mineral-rich and many Dwarves
live here w/o future stopping point.
There's about 5,000 dwarves here altogether.

They mine in the hills & mountains & the best they
find they ship to ports by land or coastal boat
and send to the mainland. The less than best
stuff they make into stuff for the barbarians.

There are 5 ports & generally they are in
sheltered bays where a max. of about 6 ships
can dock at one time. An average no. of ships
at one time is 2. Everything is made of stone &
there's generally around 300-400 dwarves living
around the harbor. They work here, are on holiday,
or are preparing to go into the mines or the ships.

The ships are average to large size. The Dwarves
trust few people with their precious metals so
usually, all the fighting complement aboard the
ships are well-trained & experienced dwarven

Where there are Dwarves, there are usually
also Barbarians.

warriors. The Dwarves have built ^{rough} roads to and from the mines. ~~so close~~ ^{Dwarves} the mines they live in large areas dug away from the main tunnels. All Dwarves usually have some kind of weapon ready at hand. The Dwarves sell a lot of shit to the Barbarians, chief among them being swords & ~~crossbows~~, polearms & other weapons previously unknown to the Barbarians. These are generally low quality.

However, there is generally friendship between the dwarves and the barbarians. Both dislike the Picts, as sometimes Picts attack ^{Dwarves} bush coastal boats & caravans along the roads. They rarely touch the big ships however. Boats are not used widely by Dwarves but they are very popular among barbarians. However, these too cost a lot. Horses are unknown ~~among~~ ⁱⁿ Kartia, although Dwarves of course, know of them.

BARBARIANS (NORDHIEM)

^(NORDHIEM) ~~Now~~ Nobody knows exactly how many barbarians there are, ~~as~~ because there are tribes, tribes & villages everywhere. An estimate would be 500-600,000. They are generally taller and harder than normal human and usually have ^{long} blonde hair. ~~the~~ Rolling, Intelligence and Wisdom get -2 and -1 respectively.

Druids exist but cannot use spells. Magic Users are unknown among them. Priests are few and far between. These priests can use no spells or fight as they have been trained as such. However, on the mainland they could learn how to do both at a monastery or something similar. The Weapons used by Barbarians are: Sling, Battle-axe, Hand-Axe, Club, hammer.

and Spear. Now, many barbarians are using weapons brought by the dwarves, swords, bows and such. These however, have to be bought and they cost twice as much as in the book. Those barbarians who ~~haven't~~ got weapons traded valuable items for them, like diamonds and gold but this is hard to come by. The usual barbarian get-up is a horned helmet, or with some other & armament. Als fur-lined, high boots, very rugged, to just below the knee. A loincloth generally held up by a massive belt. Also, a fur cloak and sometimes a rough shirt. They ~~ever~~ sometimes carry shields, but not always. The Barbarians are always at war with the Picts and raiding parties are often formed by both. The barbarians usually win, because of their greater numbers, dwarven allies and command of the sea. The Picts are in fact being slowly diminished, but it'll take a while yet.

Often, from baug's issues, issue barbarian longships, ~~so~~ to attack the Picts, or to explore or to raid merchant ships (non-dwarves) further south. These conform to the Viking longships in every respect & usually all the men of a tribe save a few, crew the boat.

For food, Barbarians hunt fish and a few game. Game & fish are extremely plentiful.

Barbarians usually hunt in groups of 1-10. When they hunt, they usually just bring spears & shields slings.

The Barbarian villages usually have 40-400 people inside a high wall of logs. The buildings are usually wooden. Barbarians have 1D10 hipts. & chiefs 3D8.

Barbarians ~~do~~ legend says that they came from another country (continent) from across the sea to the east. Something forced them to make a mass migration. This was about 3000 years ago. Legend says that there used to be an ancient culture highly refined and civilized. The Barbarians swept across them in a storm of blood and totally obliterated them. Some remains (points of interest) are around however. They are very few however. Legend also says that this race also has had a race of flying worms (white dragons) and made them. A few are said to be left in the north. (If they were around 3000 years ago, how ancient are they now? - suggest this to the players).

The Barbarians generally have woodcraft skills - knowledge of plant and animal types in Kartia. Survival skills in general. They can all swim and can track outdoors (10% basic chance, goes up as experience & level goes up if protagonist remain in Kartia.). Horsemanship is unusual and they are skilled in spearing fish and catching them with their hands. They can make fire, climb mountains and make their own spears and stone axes. They speak the Kartian Icelarion language and may also speak the common tongue and Duwarren. Different islands have different dialects but they are still understandable to each other.

Every trip back to the mainland the Duwarren make they are accompanied by several barbarians (Nordheim)

who want to see the mainland and have adventures etc. etc. These usually end up in mercenary armies where they are much-valued as ferocious fighters and paid well. Never do captains try to press the barbarians into slavery as it isn't worth the cost in lives.

The Barbarians word for themselves is the Nordhier.

They fear nothing, not even some of the monsters that live in Kartia. They are wary of these however and they have total belief in magic and the supernatural.

They are great fierce fighters and in battle there is a 75% chance they'll go berserk, dropping shield & generally being w/ a two-handed weapon (+2 to hit, +2 damage). They will stop for nothing, if this happens however, until the battle is over.

Draeven Mines - M

Borever road -

X (#) - pts. of interest

the village - •

1cm = 10 miles



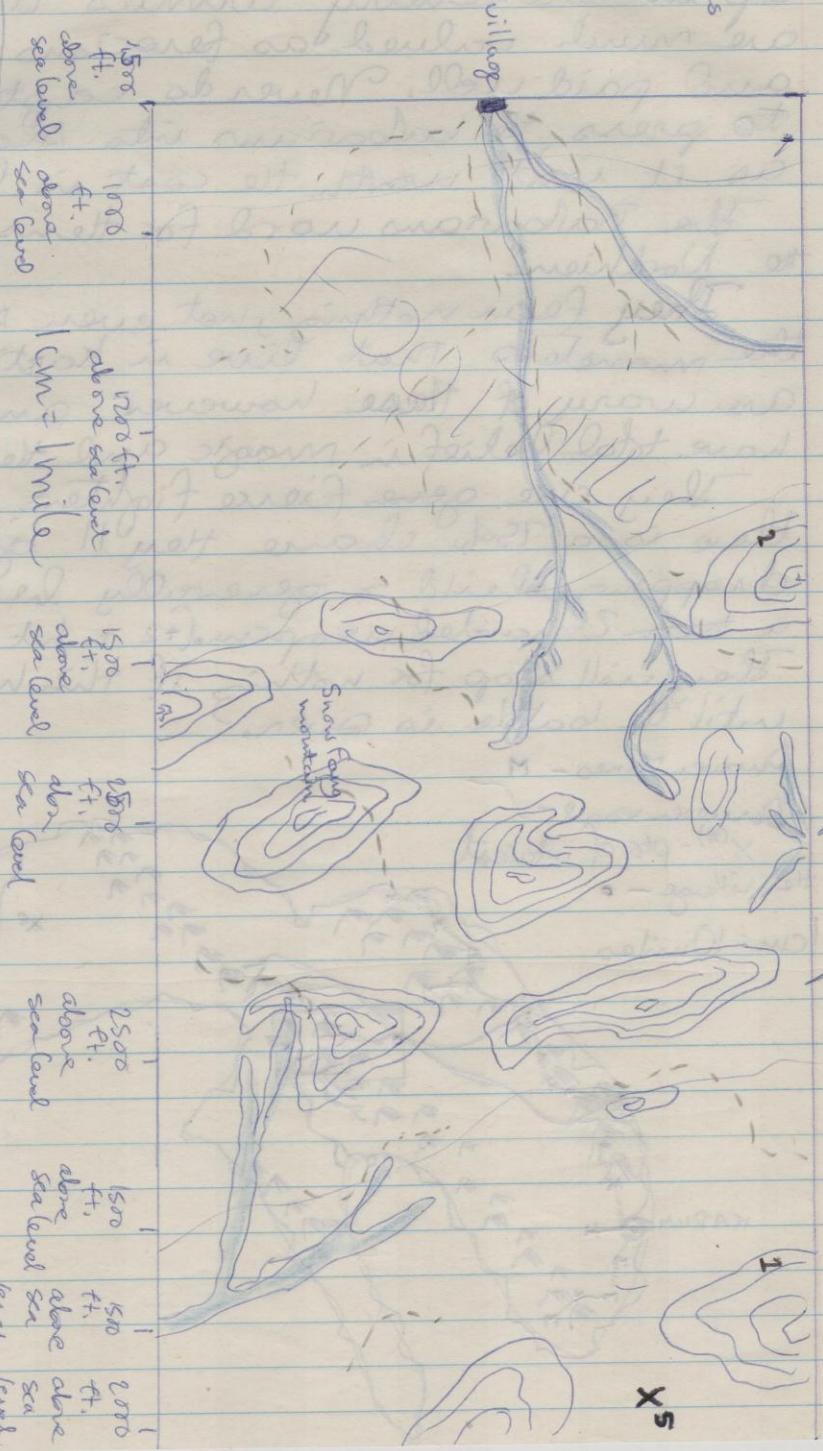
path

1x2 - lairs of

snow apes

Area delineated in map on previous page

Close-up Map



Con (D) Wandering monster tables - mountains

(Con D) mountains:

- 1x2 snow apes (1-2)
- 3-4 Yeti (1)
- 5-6 Snow leopard (1-4)
- 7-8 owl tracks (1)
- 9-10 bears (1-4)
- " Giant eagle (1)
- 12-14 Wolves (1-4)
- 15 - Pekorons (1)
- 16 - Foxes (1-4)
- 17 - Snow hawks (1-4)
- 18-20 - unknown another tribe

Con (D) Wandering monster tables - foothills: 1 snow apes (1-2)

- 2 Yeti (1)
- 5-6 Snow leopard (1-4)
- 7 and bears (1)
- 9-10 bears (1-4)
- " Giant Eagle (1)
- 12 Pekorons (1)
- 13-15 wolves (1-4)
- 17 - Foxes (1-4)
- 18-20 - unknown another tribe

The Adventure

x5, to the village Nordhem is a set of huge beaten bronze doors which defy opening. Two of the hunters
(After an unusually gross stormy two hunters
come back & report that a freak lightning bolt
has smashed the doors & they lie broken on
the ground & the way is clear inside. They
saw, before they left, something huge inside
using crowd, & their superstitions fears aroused,
they fled before investigating.

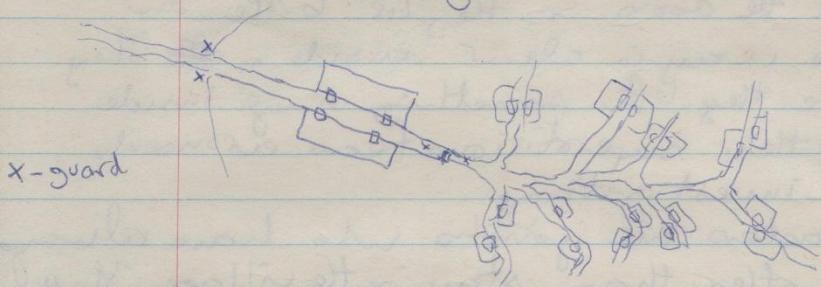
Now the characters are youths who have always
yearned to do other than stay in the village. They
also want the crown & swords that the barbarians
have. They realize that the only way to get money to
a) get armor & weapons.
b) get money to get outta here.

They have among them, 80 SP to buy stuff for
the expedition. They also have a choice of weapons:
Battle axe, throwing axe, war hammer, spear & sling.
The way to this place they get from the hunters
& it will take about 3 days thru the woods & snow.
Every 6 hours, check for wandering monsters.
Also, roll for things going into the dungeon itself.

X⁵ - Temple of Larkha

A typical Dwarf mine and port/village
Mine.

about 500 mines all told, most mining but a few on guard duty.



Basically, there are 2 guards w/ chainmail & heavy weapons and going down the main passageway after about 100 yds, there are 2 combination guardroom/storerooms. beyond that is a gate guarded on ea. side by heavily armed dwarves. Beyond this are the passages down to where the dwarves are digging. There are rest rooms along each of these passages where dwarves can eat and sleep. All through the mines there are infrequent patrols. These are unarmed but armed. These guard against any spy/traitor getting out and anything that gets in as a result of the digging (Styguhs and other monsters.)

Village

There are about 300 dwarves & 200 Nordians here. There is a bank, 3 docks, 2 armories, wherhouses enough, a watchtower, a church, and many dwelling places and stores.



If they go to any port there is only one ship that will leave the next morning. A passage costs 30 g.p. There are 30 heavily-armed Dwarven warriors and there are only sails. The crew of 10 (incl captain) are all human. It's a week to Lothern & the cargo is one of silver & platinum. Just enough food is taken for the journey. The wandering (sea) monster table is below (Every day)

+D10 on D12 and a monster.

- 1: Nordhven longship (coming, loaded w/ loot)
- 2: Nordhven longship (going, looking for loot)
- 3: Dragon turtle
- 4: Water snake
- 5: Circuit Squid
- 6: Whales
- 7: Merchant ship
- 8: Empty dwarf ship going back for more,
- 9: Full dwarf ship loaded like yourselves,
- 10: Pirate empty (85% attack)
- 11: Pirate full of loot (15% attack)
- 12: Sea monster

X6 - As in Conan - Book

Cave where wolves won't go - or any animal for that matter. Stairs lead upwards into a cave w/ a ~~the~~ stone chair w/ a skeleton seated on it w/ a bastard sword. Seated on it. If the sword is taken, after about 10 minutes, the skeleton follows. It has 29 HP and all members must be destroyed or consumed in fire before it's dead. The bastard sword is very finely made. If either the 2-handed sword or the longsword got in $\times 3$ attacks it, the fuse & the sword becomes +1.

Lothen Onwards

They are now in Lothen (fully realized elsewhere). They basically have 2 choices:
Join the Lothen Border guard (searching eagerly for elite troops to replace fallen members) or ~~join the~~ become mercenaries. They don't have a clue for the former but the latter they plan to do.

At the guild, the man they are taken to see looks like a real tough bastard. He can speak many tongues, among them barbarian. You note that the guards outside are armed and this guy has a broadsword on his desk. He is willing to let them join the guild (5 g.p. ea. for 5 years) by all means. After they sign the documents with their x, he grins and slaps them on the back and says tells them that tho if they are ever mistreated, they can come here for protection etc. He then says that they're just the people he's looking for. A man came in yesterday and wished for several (less than 10) Nordhier to go on a long journey and then take up become officers in his service. He gives them ea. a rather cheap atm. He tells them to go back to their hotel and come back to morrow and meet the man. (They have very little choice).

The next day, they meet the man. He is very dark and smelly. He is rather fat and wears a very long fur cloak which he's shivering under & cursing the cold & weather. He looks like he's been in a lot of fights, ie: scars on his face & hands. He doesn't look like a pushover.

With him is a rather weird group:

3 dark men wearing ordinary cloaks w/ very long sleeves and arms. The cold doesn't seem to affect them at all.

They have polished staffs of a strange kind of wood b/c they & the characters have never seen before. You can't see their faces, only their eyes glinting in the torch light.

Also, there is a giant (7 ft. tall) man w/ shaved head wearing a fur cloak & no cloak. He is somewhat dark also.

He has nothing in his hands. There is also another per a man in a fur cloak shivering and cursing the cold. He wears a mail coif and you can see he also wears a mail hauberk. He has a long hood which he ~~wears~~ ^{has} pulled down.

There is also a ^{youth} person around the character's age, wearing a red cloak and a rather dandified hat w/ a feather. He's shivering also. He & the fat man look a lot alike.

When the characters enter, they all look up. The fat man looks at you closely, as if looking you over. The youth grins at you, the man in mail gives you a black look. The bald man and the three cloaked figures look at you without expression. The mercenary behind the desk gets up (he was fidgeting around)

and introduces you.

Masica (fat man)

Str: 11, Dex: 14, Con: 9, Char: 11, Wis: 14,

Int: 13. He can use dagger and long sword.

Ht: pto: ~~\$9~~ / 5' 5" / 3¹/₂ (end fighter).

Yuvos (The youth, Masira's son)

Str: 12, Dext: 16, Const: 11, Chas: 14, Wis: 8,

Int: 9

1st level thief; 5 h.p. Can use dagger and short sword. He's a bit of a character. His father doesn't approve of him much. He is very charismatic and charms people and also takes to people easily. Happy-go-lucky.

Ex-cellent henchman.

Markos (Man in chain) - Captain of Masira's

Str: 14, Dext: 8, Const: 13, Chas: 7, Wis: 8, ^{troops}

Int: 11

4th level fighter - 30 h.p. Can use longbow,
 2-handed sword, dagger

Masira's servants: bald man & three hooded figures

Bald man

Str: 16, Dext: 14, Chas: 8 (^{huff} said)

Kills with his bare hands, he's a monk, has
has 20 h.p. With his bare

He's a 6th level monk who only uses
his hands - Damage w/ strength: 4-10

He can talk w/ animals, is immune to diseases,
and can make himself look dead.

He communicates w/ Masira thru hand
signals only, never talks.

3 hooded figures

Str: 9, Dext: 16, (^{huff} said)

They hold staffs cut from the living tree of
Death. If touch on to another skin and if the victim
doesn't make his saving throw vs. staffs, he
dies. Masira found them nearly dead on
a beach and saved their lives. On return
they now serve him. They have 19 h.p.

Masira (the mercenary) tells you that he has a strong hold in the Kalorn desert which is being threatened by desert bandits.

They consist of several tribes banded together, so he feels they have the backing of someone. (He goes pale at this and stops for ^{suspense})

He wants some fearless bar --- Nordhien to lead his troops and stop them.

The characters are his men. It will also require a long journey to get there.

He can give you horses and give you food & lodging all along the journey and when they (the characters) rout the bandits, they'll get a large sum of money. (Of course they can stay on if they want to.) He's hiring an interpreter up til Fatamas. By that time he feels they'll have learned each others languages. They'll start the next day. He then says goodbye and coughing, leaves.

The son comes at you friendly gives you a friendly grin.

The next day, you arrive at the mercenary hold and the people you met the previous day are there + 10 miserable looking soldiers, of Masira. No weapons are visible but you know they have them. They are all wearing ~~free~~ cloaks except the 3 hooded ones.

Most of them look miserable. Also there is an interpreter. There are 5 extra ^{new} horses, all saddled up and provisioned. The characters haven't a clue about riding, so they tie you to the saddle. The youth comes at this and tells you (the interpreter) that this is necessary if you want

to stay up and fight if necessary.

After you get out of sight of the city gates, the men lower their hoods and you see they are wearing cloaked spited helmets over mail coifs. They all drew their scimitars and swing them against their wooden shields. Marks waved his 2-handed sword in the air. Goss waved his short sword. Masiva sneezes.

No set encounters happen until the mountains.

Wandering monsters tables (1 on D8)

- 1- Master patrol - Orcs. (2-8)
- 2- Bandits (2-20)
- 3- band of mercenaries (4-40)
- 4- Wolves (1-8)
- 5- Caravan (Merchants)
- 6- Dwarves (2-20)
- 7- Master patrol - Orcs (1-10)
- 8- Bandits (7-10)
- 9- band of mercenaries (2-20)
- 10- Wolves (2-16)
- 11- Caravan (Merchants)
- 12- Dwarves (1-10)
- 13- Master patrol + Trollkin
- 14- Githykanis patrol (? - look up books modded)
- 15- Adventurers (1-4)
- 16- Hero (level 1) level 5-10, always good
- 17- ~~Hero~~ Thieves (1-10)
- 18- Master patrol (men) - (1-10)
- 19- Lother border patrol (1-8)
- 20- Rangers (1) - level 1-10

The Githykanis will try and capture the characters and take them to the Stronghold.

JUNE

MIDNIGHT

The Dwarves are either going to Lother and then to Aslanti, the mountains of the white Dwarves, or to Katia.

The Hero (generally a high level fighter or paladin) will be going to into the master's territory to fight it.

The Ranger will probably be going to join the border patrol.

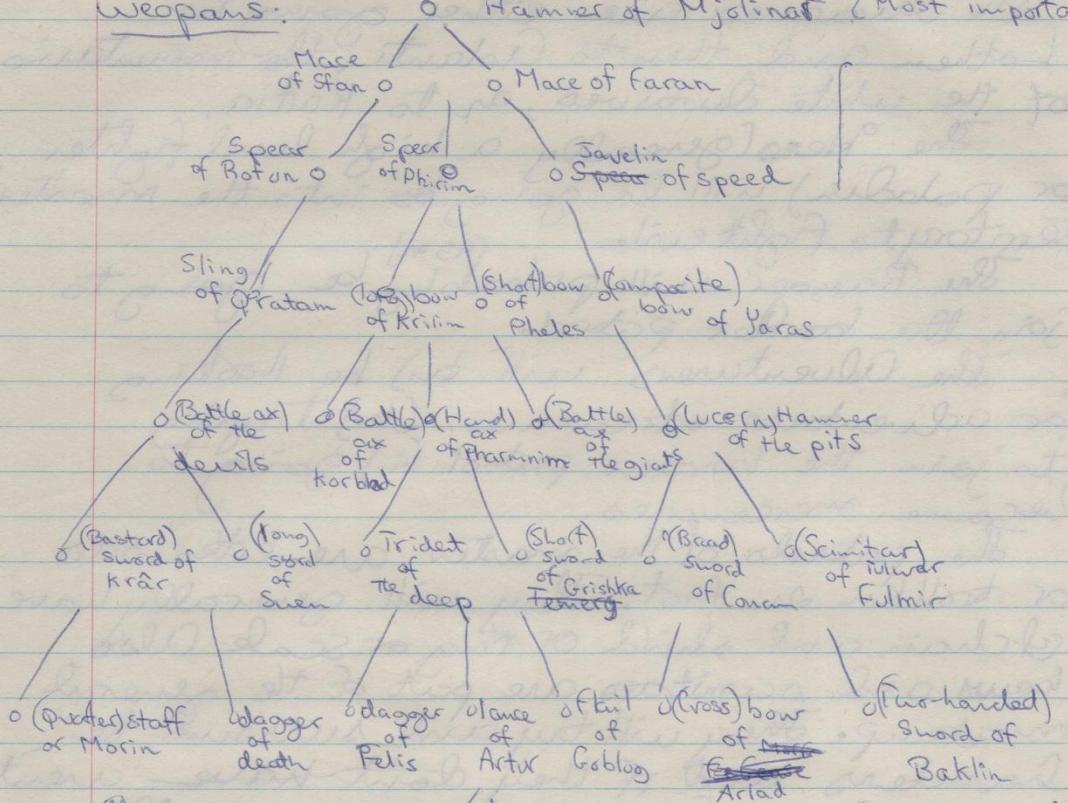
The Adventurers will a.) be looking for adventure/treasure. b.) trying to join the border patrol c.) going to become mercenaries.

The patrols of the master are either orcs or trollkin in fact. They will generally have a chain and shield or ring or scale. Also bows and scimitars are part of the general make up. They will try and surround the characters and if they don't have aren't special emblems from Noddm or something similar, they'll take all possessions, and kill and/or torture everybody. The Orcs will generally have 2 hit dice. (Uruk-hai)

The Mercenaries will be going to Lother to contact the guild. It is doubtful that they will attack (10%). If they do they'll do it cleverly, using surprise. This would be to get any treasure and/or food.

TRUE MAGIC STUFF

weapons:



② Suits of armor - ① (chain) mail of Krest, (Plate) mail of Smugen
and (Ring) mail of Fordis

(of paved) helms - helm of freedom, helm of Helas
Rings: Ring of Makesh, Ring of Tuginday, Ring of Elleroth,
Ring of Ortelgar

Snow Ape

No. appearing: 1-4

Size: L (7-10' high)

Armor class: 6

Move: 8"

Hit dice: 4

% in lair: 30%

No. of attacks: 3

Damage attack: 1-6 / 1-6 / 1-8

Special attacks: none

Special defenses: none

Magic resistance: Standard

Intelligence: Low - Semi

Alignment: Neutral

Psionic ability: nil

Snow Apes are extremely rare and getting rarer. They may be a sort of missing link but nobody knows. They live in small bands and the males go hunting. They will attack w/ ferocity in defense of their mates. Those in the lair will be women and kiddies. They flail w/ both arms & if both hit, they will draw the victim to the mouth & chomp. They will eat anything made of meat. They are dull-minded and savage and will generally attack anything that moves. They are a light grey color.

Strength: 9
Dexterity: 9
Constitution: 8
Charisma: 10
Wisdom: 14
Intelligence: 5

Hit Points: 20

Level: 3

Spells: Sanctuary (1)
Command (1)
Cure light wounds (1)
Hold person (2)
Light (1)

Proficient in:
Mace
Staff

Race: Human
Class: Cleric

Alignment: Lawful Good
Name: Omak

Possessions: Studded leather
armour, staff, cloak, mace,
Medium backpack, 3 bags
of weeks rations, Medium
shield, silver mirror, small
canteen.

Snow leopard (Lion (at), Panther), Tiger)

No. appearing: 1-2

Armor class: 6

Move: 12"

Hit dice: 3

% in lair: 50%

No. of attacks: 3

Damage attack: 1-4 / 1-4 / 1-6

Special attacks: See below

Special defenses: see below

Magic resistance: standard

Intelligence: low

Alignment: none

Size: L (7' long, 3-4' high.)

Psionic ability: nil

Snow leopards inhabit only frigid areas, usually mountains and hilly regions & are most at home in fir forests. They are totally white and are thus hard to spot against the snow, (suprise (-4)). They attack w/ 2 claws & their mouth (if both claws get a purchase). If within 1' of their bodies they radiate a frost aura doing 1 h.p. ^{damage} ~~area~~ mêlée round. If total h.p. are reached the victim is frozen solid and can't move. They are fearless and will fight to the death in defense of their cubs. (25% w/ ferocity).

In the Mountains-Nordheim Adventure, from Lotten along the road to Tirim until it goes thru the mountains nothing happens except wandering monsters. For this reason there is no immediate need for a decently detailed map. But for the mountains, there is.

Snow or Mountain Sprite

Frequency: rare

No. appearing: 2-20

Armour class: depends on armour, naked is 8

Move: 6"

hit dice: 1-4

% in lair: 60%

No. of attacks: 1

Damage/attack: dependent on weapon type, subtract 2 for small size

Special attacks: none

Special defenses: none

Magic resistance: standard

Intelligence: average - low

Alignment: Chaotic (neutral to evil)

Size: S (3-4' tall)

Psionic ability: nil

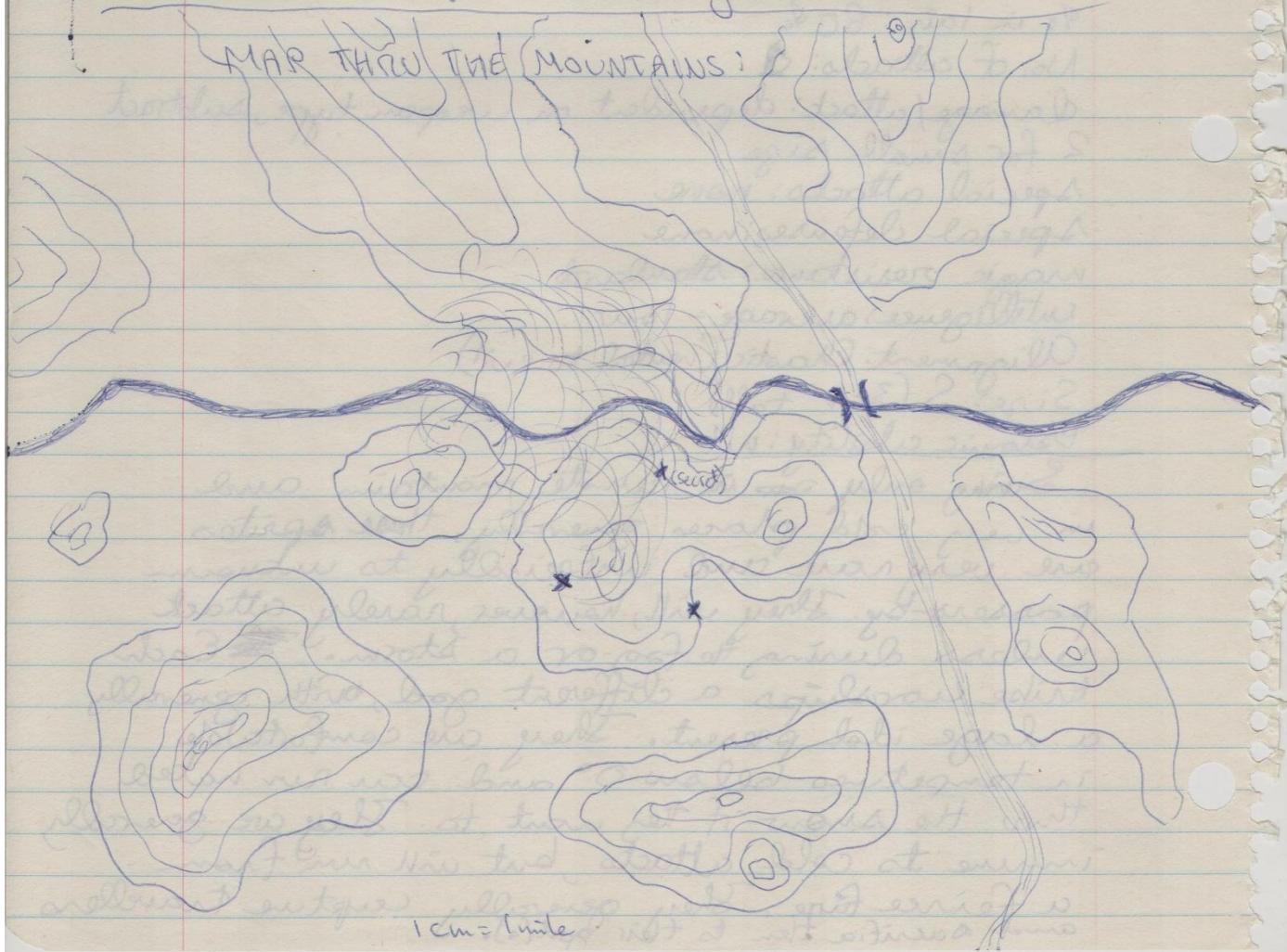
Living only in remote mountains and in very cold places generally, these sprites are very rare and unfriendly to unknown passers-by. They will, however, rarely attack unless during the fog or a storm. Each tribe worships a different god, with generally a large idol present. They are comfortable in temperatures below 0° and can run naked thru the snow if they want to. They are generally immune to cold attacks, but will run from a fierce fire. They generally capture travellers and sacrifice them to their god(s).

Sprites, Continued

They usually wear lacquered leather armor (AC 6) or banded mail (AC 4) for protection and use shotguns, maces, jagged scimitars, morning stars, generally wicked weapons. They are fairly dexterous and this lowers their AC (included above). About $\frac{1}{2}$ of the average fighting force is naked w/ lt. weapons & the other $\frac{1}{2}$ are (comparitively) heavily armored and armed.

There are usually around 4000 members of a tribe about $\frac{1}{2}$ of which are females and young, which will rarely be seen by outsiders, and never take part in religious ceremonies.

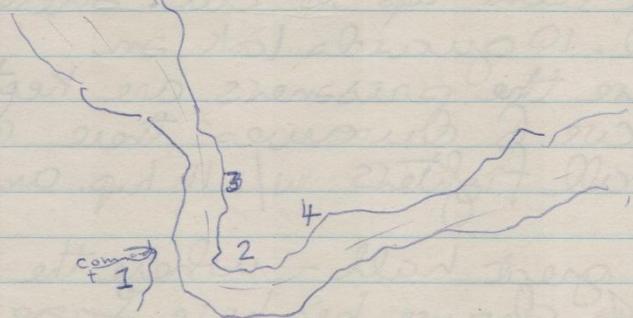
MAR THRU THE MOUNTAINS:



As you go through the mountain, the elevation gradually gets higher and higher. Where the cloud is marked on the map, the sprites have set up an ambush force.

At the very top, where it's foggiest and narrowest, there is a sharp turn, as you go around the turn, nets are thrown over the wide party (roll under dexterity to escape.) There are 55 sprites there. From a nearby precipice, the sprite command force & bodyguards watch. [5 sprites can see thru mist easily. They have "cloud-vision"] There are 10 naked archers with more nets beyond the original trap, and 10 behind. If those nets don't work, they'll use their bows on the horses. After the nets are thrown, 20 sprites jump down from their hiding places and start knocking out the captives. They will also pursue escapees. A few will remain behind as a reserve & to protect the archers. At this point, the pass is only wide enough for one horse. (roughly 10 feet)

Diagram of trap below:



- 1 - command team
- 2 - original trap, 20 sprites w/ nets
- 3 - beyond original trap, archers w/ nets
- 4 - behind original trap, archers w/ nets.

The sprites have watchers all along the cliffs within 10 miles of their caves, so they saw the characters coming and prepared the trap.

The snow in the pass is about $1\frac{1}{2}$ " deep, so horses' movement are still somewhat limited.

The sprites will ^{try and} capture the characters and bring them to the caves for sacrificial purposes.

All along in front of and behind the trap, every half mile, there is a concealed sprite watchman who will help in any chase by attack trying to kill the horse.

The sprites will bring the horses and equipment back to the caves.

When the characters make up, they are being carried carried tied up, on the backs of the fighter horses. The sprites are singing and leading the horses down a narrow path, cliff winds down and then up again into a large cave mouth. As soon as they enter about 10 sprites emerge and start jabbering with their captors. They untie the prisoners and lead them (hands tied) to a large cave, where the 5 guards are placed at the mouth (a/ banded mail & morning stars)

Key

1 - 10 sprites feeding all the horses to fatten them up to eat. These are unarmed. 10 guards look on.

2 - Where the prisoners are kept:

There are 6 dwarves there as well, they're all fighters w/ 11 h.p. and 2 hit dice.

3 - The great hall - where the King eats. 50% chance he's here. Large table w/ chairs all around.

4 - The temple area. A huge statue of half man/half frog is here. (30 ft high)

In one outstretched hand is a broadsword
meant for humans. It is blooddrinker. It
can cut thru any substance besides a Christian
cross.