

THE SHOW



GM's Notes

This is a scenario for **Runequest** characters with skills between 50% and 75% and little **Rune magic**, or **AD&D** characters of 4th- 5th Level. Statistics are given in full for the Circus troupe, who can be played as PCs by the party, or run as NPCs, though they should be essentially non-combative.

Stats for the other major NPCs are also given at the back of the adventure.

INTRODUCTION

Ghararna is a prosperous little village in a fertile valley, surrounded by mountains on one side and steppes on the other. However, a Horde of Barbarian Nomads have recently arrived in the area: they took three hostages from the village to ensure obedience, and are planning to stay for the winter. Worse still, they plan to attack a nearby tribe of non-humans, the **Karagoi**, in the mountains near the valley: they have captured a leader of the tribe, throwing the **Karagoi** into confusion. The villagers have had good relations with the tribe; they fear the coming war will destroy the friendship. Also, the likely battleground will be the villagers' fields, destroying the unharvested crops that are vital for surviving the harsh winter.

To counter this threat, the village elders have pooled all their resources to hire the party: their objectives are to make the Horde leave without carrying out any reprisals against the village, to rescue the hostages, and to ensure the tribe do not attack the village.

The villagers have also paid **Sravindiy**, the boss of a travelling circus, to take the party into the camp as part of the circus: the circus will give what aid it safely can. Once in, the party can learn what the Horde is like and decide on their course of action, either acting immediately or after the circus leaves.

Ghararna

There are eleven buildings and a shrine to a crop goddess (**RQ:Ernalda**) in the village; without the hostages there are 62 inhabitants. This is a typical rural community (ie no adventurers' supply shops!); the people are worried and cowed. They will not fight against the Horde directly, and will not readily deceive them, for fear of the consequences. The village is loosely run by the three village elders: **Arngos Gharsh**, **Alusstor Morru** and **Doogol Tarvish** (All typical peasants). **Gharsh** is ageing but coldly handsome; his wife, **Moyra**, is one of the hostages. **Morru** is small and charming; his daughter **Klara** is the second hostage. **Tarvish** is the third Hostage.

The Karagoi

The **Karagoi** tribe arrived in the mountains a number of generations ago, having broken away from more militant brethren. Peace with the nearby humans has been maintained by a series of wise leaders, who executed the more racist members of the tribe: the few incidents between the groups have not been enough to provoke attacks by bloodthirsty adventurers.

However, their current warrior leader, **Niloth**, was captured by a Horde raiding party: the priest of a war-god and his followers in the tribe have seized the incident to try to take control of the tribe to attack the Horde. Currently, a power struggle is destroying the tribe's unity. **Niloth's** return would reunite the tribe; otherwise they would do nothing except squabble amongst themselves until a leader managed to get control (which could take years!).

Exactly which faction visitors would meet is pure chance; that faction would attempt to use the characters to further their aim. The characters will probably not be killed immediately unless they do something stupid (like get violent). They are unlikely to get the warring factions to co-operate, though, as the tribe see their internal struggles as more important than fighting the real enemy.

AD&D: The **Karagoi** is a tribe of around 1500 Orcs (500 Warriors).

RQ: The **Karagoi** are a Troll clan, numbering nearly 350 (40 Dark Trolls, 20 Great Trolls and 9 Cave Trolls, the rest Trollkin); their Dark Troll priestess of **Kyger Litor** is struggling for control against a **Zorak Zoran Death Priest**.

The Show

This small, travelling circus travels in brightly-painted wagons far and wide, and will set up in any village. There is strong loyalty among the circus-folk, but circus life is not a source of vast income. The circus's arrival in this area was fortuitous. The circus people are skilled professionals, but may be persuaded to help the party. For the party to be with the circus, though, they must have acts they can perform: **Sravindiy** will insist on this to maintain their cover.

RQ: Most members of the circus worship **Donandar**, the God of Players, Music and Dance.

Sravindiy (The Ringmaster)

Although in middle-age, **Sravindiy** is fit and agile. He runs the circus, and organises it. He will co-operate with the party, but he is responsible for his people and will disown the party to save his troupe if necessary. He has dealt with groups like the Horde before: he can advise what acts he thinks will go down well (barbarians dislike subtlety or

refinement, preferring spectacle, colour, sex, action and slapstick humour). **Sravindiy** looks slightly odd: He has one green and one blue eye. He has a long-standing but stormy relationship with "**Madame Magik**".

Madame Magik (Illusion Weaver)

Madame Magik is one of the most experienced entertainers; in her late thirties, she is imposing rather than attractive. Her act is the creation of startling and impressive illusions. She has a dramatic taste in clothes and mannerisms, and has a fiery nature. Normally she lives in **Sravindiy's** wagon, but periodically she storms out 'for good' and moves in with **Lizzara**.

RQ: A long-standing Priestess of **Donandar**, **Madame Magik's** act is a judicious mix of **Rune Magic** and simple stage trickery, enlivened by large numbers of **Light Spells** cast on her props. There is a tiny shrine to **Donandar** in **Sravindiy's** wagon.

'Prince' Djandiss

(Knife Thrower and Sword Swallower)

The black-skinned 'Prince' is a polished performer: He is cool, calm and unflappable, with a quiet but inventive wit. He is very imaginative, and devises many of the acts. Under the artificial show conditions it is almost unknown for him to make a mistake when knife throwing: This is just as well, as he is deeply in love with 'Beauty', his target.

'Beauty' (Knife Thrower's Target and Tight Rope Walker)

Despite appearing the dumb blonde in her act, 'Beauty' (her real name is **Tanassi**) is the circus's best fighter; her steady nerve, courage and stubborn nature have proved invaluable on the few occasions when the circus has faced violent enemies. She is deeply in love with **Djandiss**.

The Lady Lizzara (Tiger Trainer)

A tiny (4'9") but beautiful elf, **Lizzara** is in complete control of her charges, two **Siberian Tigers**. They obey only her simple verbal commands (in elven), and are anything but tame. Note she NEVER uses a whip. She works well with the other circus people, but has no close friendships- to her, humans are short-lived mayflies. She thus has no interest in either 'Spiral' or 'Professor Strange', who are competing for her attentions. Most of her time is spent looking after the tigers: She will fly into a berserk rage at anyone who so much as threatens them.

RQ: **Lizzara** is a renegade elf, now vaguely worshipping **Donandar**; her reasons for leaving her people are not known, but her tigers have a taste for meat....

MUST GO ON

'Professor Strange'

(Stage Magician and Fire Eater)

This short, stocky figure shares a wagon with 'Spiral', an arrangement that pleases neither. He is somewhat pompous and self-important, and expends much effort trying to impress Lizzara, he has little regard for the other members of the circus.

RQ: The other circus-people think 'Strange' is a casual Orlanthi, but are dubious about him normally: he is tolerated because of his act's quality.

The Mighty Torgul and Giga

(Wrestler and Bear Keeper)

This small but powerfully-built individual wears an animal skin (**RQ:** his own!): his act consists of wrestling Giga and then wrestling anyone from the audience who wants to try him out. He NEVER loses, due to his strength and skill. He is very protective of Giga. He enjoys the limelight, and is a show-off. Giga appears fierce and savage, but is actually rather soft and friendly.

'Spiral' (Clown and Tumbler)

'Spiral' is the straight-man clown. A bubbly and handsome character (until made up), 'Professor Strange' is the only person he dislikes. He suspects he is getting nowhere with Lizzara, but continues for the fun of it.

RQ: 'Spiral' is a rejected Initiate of Chellana Arroy; he is still a worshipper of the Goddess, and retains a few skills he gained. He is a vegetarian.

AD&D: 'Spiral' is the circus's only cleric: His god is a god of shared pleasures, whose creed is joy for all and the ending of sufferings. He provides cures and other spells for the show.

Gorphus the Gross

(Clown and Tumbler)

Gorphus plays the big, lumbering clown, the butt of the agile and quick-tongued Jando. In fact, Gorphus is a gentle soul: he and Jando are good friends, with a mutual interest in gourmet food, and share a wagon.

RQ: Gorphus was bought a number of years ago to provide heavy labour for the circus; now, he is considered one of the stalwarts, and is no longer thought of as a slave.

AD&D: Well, what DO you do if you're a neutral good Ogre?

Jando (Clown and Tumbler)

The third clown, Jando is small, fast and agile; his stage personality is cheeky and irreverent. In fact, he is serious and slightly lacking in humour, with a keen mind for small details: He is the circus's accountant! He is quite friendly, despite this.

THE RING

This is set up in the open air, with a high pole at each side, strung between these is the tight-rope. A low wall runs around the ring. There is improvised seating around three quarters of the ring. The final side opens into a screened area where the troupe can prepare off-stage. Music is played by whichever members are off-stage and available at the time. All members of the troupe are musicians.

The Circus's Normal Act:

- 1). Introduction by Sravindiy
- 2). Fire-eating by Professor Strange dressed as a dragon (Djandiss 'kills' him).
- 3). Djandiss' Swordswallowing.
- 4). Lady Lizzara and the Tigers.
- 5). Clowns (*1)
- 6). Djandiss 'Beauty' and the Knife-throwing.
- 7). Tightrope Walk.
- 8). Clowns (*2)
- 9). Stage Magic from Professor Strange, (Beauty is his assistant).
- 10). Torgul Wrestles Giga.
- 11). Wrestling Challenge to the audience: Three Champions will be chosen from the audience (who will lose).
- 12). Clowns (*3)
- 13). Strange Creatures, lots of coloured lights, and weird visions (Madame Magik, with other people in costumes, such as a beast like a chinese dragon).
- 14). Grand Finale.

The party should negotiate with Sravindiy their own acts in the line-up. The troupe will give all the help they can organising acts. Of course, Madame Magik ALWAYS gets top billing...

THE HORDE:

The Camp.

The area around the camp has been cleared of any scrub that might give cover. The hundred or so tents are surrounded by a half built earth ditch and wall structure. All the signs are that the tribe is planning to stay for some time, as indeed they are. Zanurr intends that this camp be the Horde's winter quarters.

Within the camp there are some 150 warriors, 200 women, 35 older people, and 300 children.

The tents are arranged around fires, in groups, (see map). Small tents are the home of a single warrior and his family (1-2 wives, 1-4 children and possibly an elderly relative). Unless otherwise labelled, larger tents are dormitory tents, housing up to 12 unmarried young warriors.

Each cluster of tents is an extended family grouping called a Tyan, with fierce internal loyalty. The warriors of a tyan are likely to ride and fight and hunt together. There is no internal structure to the tyans. While there will probably be an elder warrior who receives respect and

attention, he has little control over the other members of his tyan. Most tyan members will follow their own tyan's views, but it is quite possible the party will meet a member of a tyan who DOES NOT support his tyan's position, though is still loyal to the tyan. Each tyan is represented by a distinctive symbol or sign (for instance, the tyan of the divided beards, or the tyan of the axe-carriers). The tyans are not totally rigid. Changing tyans is possible but unlikely for men. Women will change tyan on marriage. By custom there is never marriage between a man and a woman of the same tyan. There is some rivalry between the tyans, but this is mostly friendly. Zanurr discourages internal strife by executing anyone getting too warlike.

The main source of food for the Horde is meat, (sables, deer or goats) hunted down by Horde warriors and prepared for each warrior by his woman. Women do all domestic tasks, such as looking after children, tanning leather, making pottery, fashioning tools and implements and making clothes. Women are normally treated as inferior, though a few female warriors ride with the Horde, receiving the respect due to an equal. (normally they have to earn such respect by besting a male warrior).

RQ: Originally, the Horde nominally worshipped Yelm, but a certain number of members were initiates of Daka Fal. However, when the old leader, Yott was injured, the ancestor-worshipper Zanurr swiftly took power. Now the Daka Fal and Yelm factions officially carry an equal weight.

The Guards

The hostages are being held in a small tent amongst Zanurr's cluster of tents. Four warriors are on duty outside the tent. All will be members of the same tyan, each tyan guarding for four hours.

The hostages are unharmed, but have ankle chains leading to a spike set firmly into the ground outside the tent (Minimum 17 strength to remove this. Only one person can grip the spike). The manacle around each ankle was riveted on by a blacksmith (there is no lock to pick).

Niloth is in a separate tent in the chief's group of tents. His tent is more comfortable, with cushions and a brazier (Zanurr boasts he never maltreats fallen enemies - he only tortures them!). Again, four warriors guard the tent. Niloth, too is chained. An ankle chain leads to a spike outside the tent. He also has his wrists attached together by a length of chain sufficient to enable him to eat but not to do much else. These chains too are riveted into place.

RQ: The chains are iron, but there is cloth between the iron and the troll's bare skin. Of course, it makes his magic unuseable.

Guard Duties

Guards at one post always come from the same tyan to avoid squabbles. No one tyan is allocated guard duties at more than one site, to make coups more difficult. The major guard sites are at the gate, the bridge, the chief's tents, the wall (three sets of guards), the corral, the unbuilt wall section and the prisoners. Tyans rotate duties (so no one group gets the unpleasant jobs permanently).

Within The Camp

Circus members are free to wander around the camp. Of course, they are likely to be followed around by Hordes of curious children and may excite suspicion if they get too interested in the tents of the hostages or the prisoner. As party members wander through the camp, they should see such events as children playing marbles with pebbles, the blacksmith straightening a sword, a woman drying strips of meat over a fire, a warrior being hen-pecked by his woman, a child being chastised for stealing food, a group of warriors breaking a horse by the corral, two women making pots from clay by the river as they complain about their men, a duel between two warriors, old men sitting reminiscing, a warrior beating his slave, and so forth, to show that the camp is a living society, rather than just a large number of cardboard thugs. Also common in the camp are semi-wild dogs who scavenge food there. Note that these animals are likely to object if an invisible person passes one of them.

PEOPLE:

Zanurr: (the horde's leader)

Nearly forty, Zanurr is a violent, unpleasant warrior. He is also a calculating and cold-blooded ruler who knows how to keep his underlings in line. He enjoys leading the Horde, which is loyal to him due to the loot and conquest he provides. He has faith in his own success. He has not yet admitted that the Horde might not be able to defeat the Karagoi. He is not superstitious, and considers that the gods were invented by lesser men to justify their weaknesses. However, he respects magic. He believes that priests and clerics use merely a variety of normal (RQ: Battle) magic. Hedoes, though, pretend to believe in the gods to maintain his position. Gods are popular in the camp. Zanurr was a Horned Helmetter, but officially now is a member of all tyans. The Horned Helmets still support him utterly.

RQ: As far as Zanurr is anything, he is an ancestor-worshipper, who learned his spells from an old Shaman in the wilds, before he joined the Horde. He claims to revere Daka Fal, but many of the Horde doubt this. He also pays lip-service to Yelm, to maintain the support of all the Horde.

Skull (Zanurr's Bodyguard)

Skull is tall, gaunt and pale, with deep sunk eyes. His strange, nightmarish figure could easily be taken for a vampire. Apparently intensely loyal to Zanurr, he will ferociously attack anything attacking

his master. He is very strong willed, and will spar with opponents verbally. He is a good speaker but has a tendency to resort to smear tactics and insults. Popular with his tyan (the scarred faces) and the more warlike of the Horde, he would not oppose Zanurr, but if Zanurr was dead or gone he would try to take the leadership.

RQ: Like Zanurr, Skull is an ancestor-worshipper. Unlike Zanurr, Skull is very devout. Unkind GMs could hint at Vivamort membership....

Thara (Zanurr's Chief Woman)

Thara is in her early thirties, and is extremely beautiful. She was another

Horde's Chief's wife. She changed sides and killed her husband when she saw her Horde was about to lose a battle with Zanurr's Horde. Now she makes herself invaluable to Zanurr (many of his plans come from her, though he does not realise this). She has given Zanurr two fine sons (one was born a daughter, but she swapped it for a boy-child born the same night), Zandar (aged 6) and Talgir (aged 4). Thara is bloodthirsty and vicious. Her aim is to stay alive and in power, preferably behind the scenes. She is loyal to herself only, she would be quite happy to betray the Horde if she was given a better offer. To this end she has made Zanurr keep their Karagoi prisoner alive. She has told Niloth she saved his life, and appears to him to be a prisoner too. She is a skilled poisoner, she uses poison to get rid of problems. Her current problem is Kiri, Zanurr's new favourite. The girl thinks she is pregnant with Zanurr's child. Thara fears if she poisons a third favourite Zanurr may get suspicious, so she is framing Kiri and Kazayn (who wants the leadership) for attempting to poison Zanurr; see The Feast below.

RQ: Thara's true allegiance is unknown to anyone else in the Horde. She pretends to worship Eiritha.

Kiri (Concubine)

RQ: Worshipper of Eiritha

Zanurr saw this seventeen year old in the camp a few months ago and decided he wanted her. Her father gladly gave her to him. She is happy being Zanurr's favourite. She thinks she is pregnant by him, but won't tell him until she is certain. She is not very bright, and trusts Thara totally. She thinks she loves Zanurr, and hopes he cares for her.

Yollop (Horde Member)

RQ: Worshipper of Yelm

This fat, slimy and repulsive sychophant lives in Zanurr's tent and survives by crawling to him. Almost everyone else dislikes him (his nickname is Zanurr's Lap-Dog. No tyan will have him. He is also a confirmed (but poor) liar, saying what people want to hear. Quite amoral and disgusting. He is only interested in surviving.

RQ: Yollop is nominally a worshipper of Yelm, but currently espouses ancestor worship to please Zanurr.

Niloth (Captured Karagoi Leader)

RQ: Dark Troll: Runelord of Kyger Litor

A strong, intelligent and cautious warrior-leader, Niloth took over a few years ago when his predecessor (an aged warrior) stepped down. He has problems with the more fanatical Karagoi, but is generally well-respected. He opposes warfare unless unavoidable. Generally honourable, he can be ruthless if necessary. He is surprised to be alive still. He believes Thara, a prisoner of Zanurr, has interceded for him, and is very grateful. Were he to be rescued, he would wish Thara to be freed, too.

His weaponry and armour has been taken from him and stored in Zanurr's tent. Needless to say, Niloth would be



grateful to have them back.

Kazayn: (Horde Member)

RQ: Yelm Warrior

An upstanding and honourable (-ish) warrior with a mane of yellow hair, Kazayn is a major contender for Zanurr's position of leader. He has made various moves to undermine Zanurr's popularity. As aggressive as Zanurr, he will kill to gain his ends. He has whole-hearted support of his tyan, the scarlet sashes, and is generally popular.

Carrign: (Horde Member).

RQ: Yelm Warrior (Initiate).

Carrign is a popular warrior even though he is not bloodthirsty. He advocates peace through power, and wants to cow the Karagoi into submission through fear of the Horde rather than through direct military action. Zanurr listens to, but disagrees with his views. Only half of his tyan, the Green Cloaks, support him. He has shown no interest in the leadership, but might take it on if shown this was for the benefit of the Horde. An honourable man.

Makoss: (Horde Member).

RQ: Yelm Elder (Priest of Yelm).

An elderly warrior, Makoss dislikes what has happened to the Horde since he fought in it. Under Zanurr it has become savage and cruel. He opposes this, but has little influence. He is respected by his tyan (the Divided Beards) but has no power in it. He would support the deposed leader Yott, or possibly Pyne or Carrign.

RQ: Makoss officiates at various ceremonies, but he is a minor figure beside Yarnix. His position is more honorary than anything else.

High Priest Yarnix

(Religious Leader)

This proud and egotistical cleric of the Horde's warrior deity is warlike and intolerant, and wants to wipe out the Karagoi. He is currently at logger-heads with Zanurr for not executing Nilothe, and thus is a major critic of Zanurr. He is a superb Orator. His speeches are of blood and anger. There is no love in him. He is not stupid and will not risk himself—but no one else is of value. He would willingly rule the Horde, but currently lacks enough support. A member of no tyan.**RQ:** Yarnix

is the top ranking priest of Yelm in the Horde. He sees wiping out the trolls as a divine duty.

Oldar: (Horde Member).

RQ: Yelm Warrior (Initiate)

Oldar organises the camp's guards. He got this honour recently by presenting Zanurr with a manticores' tyan (the Falconers) had slain. Utterly loyal to Zanurr, he obeys him without demur or thought. He is popular but not powerful in the camp. Not currently a leadership contender, he is too easily swayed. His only supporters are in his tyan.

Flokk: (Horde Member).

RQ: Yelm Warrior (Initiate).

Until Oldar was given Flokk's job as guard organiser, Flokk was a staunch supporter of Zanurr. Now he is less certain of the chief. His tyan, The Axe Carriers, is angry. They are loyal to Flokk, not Zanurr. They are the most organised and active tyan, and would support Flokk's leadership bid. However, Flokk still needs more general support. Flokk, a devious and clever organiser, works by stealth rather than direct action. He favours any actions that further his position. Ruthless.

Pyne: (Horde Member).

RQ: Warrior and Ancestor-Worshipper

This grim and ageing warrior used to be an advisor to Zanurr, but he was involved in a raid that failed and fell out of favour. Now he is a major critic of Zanurr. It is only his powerful and supportive tyan (the Fox Furs) that protect him. Pyne prefers to settle dispute with words, not swords. He is strong willed and will stand up for his own view with vigour. He is not yet seeking the leadership. He correctly fears Zanurr would take any excuse to execute him. A popular figure amongst the less bloodthirsty in the Horde.

Whytta: (Horde Member).

RQ: Initiate of Daka Fal.

This powerful warrior-woman bested four warriors to join the Horde. She is violent and aggressive, and her views are respected by Zanurr, whom she supports. She belongs to the tyan of the Braided Hair, despite objections from the men in the tyan. Not in the leadership battle ('she's a woman!') and so supports Zanurr ('the leader I know').

Yott: (Horde Member).

RQ: Yelm Elder (Priest).

Yott was chief before Zanurr took over. Yott survived the transition due to being popular but sick. Since then Yott has kept a low profile. He is opposed to violence, and fears the Karagoi will destroy the Horde. He is now advocating (increasingly strongly) forging a peace agreement with them. He is thus losing some popularity. Skull has undermined his authority within his tyan (the Scarred Faces), and he is losing their protection. Yott knows the risk he is taking, but his idealism will not let him back down. He might challenge Zanurr for the leadership, but he fears he would lose.

RQ: As a retired leader, by right Yott became a Yelm Elder. He is not comfortable in the position, though, disliking his subservience to Yarnix.

Kijoss: (Gibbering Idiot)

This fanatical and psychotic warrior is in his late fifties. He is instantly recognisable by his shock of white hair standing on end. Kijoss favours violence against anyone. His tyan, the Fox Furs, tolerate him. Some people follow his lead. He probably wants to be chief, if it means he can kill things. Rumors say he is unhinged.

RQ: Kijoss is a Shaman, showing allegiance to Daka Fal. Yarnix and Kijoss are avowed enemies, each seeing the other as a threat to his authority. Kijoss is important to Zanurr and the ancestor-worshippers among the Horde, but is distrusted by the others.

Doogal Tarvish: (Hostage)

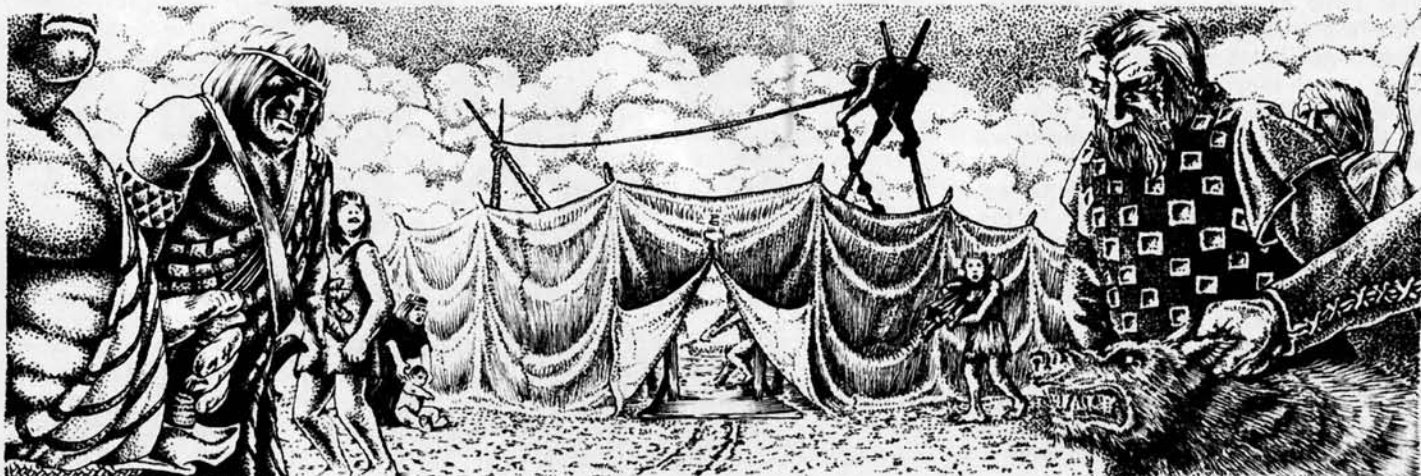
Doogal has spent all his life in Ghararna, and understands little outside the natural cycle of seasons and farming which governs the lives of his people. He takes a fatalistic attitude. He has spent a good life, and if it must shortly end, so be it.

Moyra Garsh: (Hostage)

Moyra is a stoic, facing her captivity with quiet courage. She does not fear death, and will give her life if it would help her people. On the other hand, she would not throw her life away fruitlessly, and would like to live.

Klara Haimish: (Hostage)

Klara is a robust peasant woman, tough physically and mentally. She also has a



fiery disposition, causing her to talk back to her captors on various occasions. Given the opportunity she would take even a slim chance of escape.

Tyans And Members:

Axe-Carriers: Flokk
Divided Beards: Makoss
Fox Furs: Pyne, Kijoss
Green Cloaks: Carrign
Falconers: Oldar
Horned Helmets: "Zanurr"
Braided Hair: Whytta
Scarred Faces: Skull, Yott
Scarlet Sashes: Kazayn

EVENTS

Arrival

On reaching the camp, the circus will be met by Kazayn. Unfortunately, Kazayn's response will be terror at Sravindiy's 'Evil Eyes'. To prevent Kazayn attacking the troupe, Sravindiy's response will be to claim that he is merely the lackey and that someone nearby is the actual leader. The GM should ensure a charismatic party member gets the job. It is then up to that party member to talk the circus into the camp. Kazayn's nature should become evident. This scenario depends on the party receiving sufficient information early on to be able to devise a suitable solution. The GM must make Kazayn come alive.

Once allowed into the camp, the circus will be allowed to set up in the clear area. Large numbers of warriors and children will gather to stare and poke their noses in. Any circus member wandering off without good reason will be noticed and brought back. The party should be encouraged to talk to the watchers. Zanurr, learning of the circus from Kazayn, will summon the circus leader to meet him. The party member selected by Sravindiy can take a few others with him. Sravindiy would be a dubious choice, since many of the warriors are afraid of him (news spreads fast).

Zanurr will be sitting in his tent in state. Those in attendance will include Kiri and Thara. Thara will be watching VERY carefully, so that she can decide how to make use of the show. Zanurr wants to know about the circus, and to negotiate a two-night stay. He will pay up to 5000 silvers for TWO shows, one a night (he knows the unruly warriors will not do guard duty if it means missing the only show). Sravindiy will be pleased with any sum over 2000 silvers. The party will only receive a share of this, at most. Zanurr should not become suspicious of the party unless they are stupid. If he does grow suspicious, he will order a guard to be put on the circus, but the shows will still take place.

When the delegation are dismissed, they will be expected to return to the circus to prepare for the first show.

THE SHOWS

Each show will begin in the evening, once it is dark. Throughout the show, the ring will be surrounded by a large and moderately unruly audience. Guards elsewhere in the camp should remain on duty, though guards might slip away if

given a good excuse. Guards will recognise circus members away from the show, and may get curious as to why they are not performing. Assuming the acts are lively, colourful and funny (slapstick not subtlety), the show would go down well. If it DOESN'T, the party will probably have a riot on their hands.

After the shows, most of the audience will wander off to their tents. The camp is normally fairly quiet and calm at night.

THE FEAST

After the first show, (assuming the show went well) Zanurr will invite all the members of the circus to an open air feast by his tents. Everyone who is ANYONE will be at the feast. The party should have ample opportunity to talk to any or all of the people present, and to learn about the structure and politics of the camp. Thara and Kiri (and other women), will serve the warriors. Thara will not stand out, but will be listening to what is being said. Zanurr will use the feast to impress his audience with his power. Other individuals will be out to gain prestige, score points off opponents and strengthen their position. It is unlikely that any arguments will dissolve into conflict.

Near the end of the feast, though, Kiri will bring in a cake and put it before Zanurr. Thara will cut a thick slice for Yollop while Zanurr is talking to someone else. Before Zanurr gets a chunk, Yollop will collapse, with stomach pains. Skull will investigate, to find the cake was poisoned. Kiri made the cake personally. Amongst her belongings is a bottle of

poison. Zanurr, furious, will demand an explanation. She will seem confused, but will now tell Zanurr that she is pregnant and diffuse his anger. Flokk will point out that Kiri, a scarlet sasher, has been seen with Kazayn in odd circumstances. In fact, these were innocent meetings, but Thara has ensured Flokk is suspicious. In Kazayn's tent will be found more of the poison. Needless to say, Thara set all this up. She actually poisoned the cake that Kiri was making. It is up to the party if they wish to become involved. If they do not, Kazayn will be executed the next evening. Kiri will be left alive until the child is born.

Of course, the arrest of Kazayn will start the camp buzzing with rumors. Many people will be angry and will want to act against Zanurr. It is up to the party to fuel this if they so wish.

THE SECOND DAY

Events from now onwards are dependant on the actions of the party. If there are no such actions, the camp will seethe for a few hours, Kazayn will be executed, and then the tension will slowly disappear.

OPTIONS

The party must decide what to do about the Horde. Certain actions will have particular effects:

Killing/Removing Zanurr

This is difficult to cause, but will result in a power-struggle between Kazayn, Skull, Yarnix, Pyne and Yott. Flokk and Carrign



might also be persuaded to become involved. Thara will attempt to become indispensable to all parties. Kiri will almost certainly be slain, since she bears Zanurr's child.

A Message From The Horde's God

Most warriors would obey any orders given by their god or his messenger. However, if the god's orders did not agree with Yarnix's own views, he would ignore them or seek to interpret them in a more favourable way. Zanurr does not believe in the God and would assume any apparition was a trick. Other members of the Horde would seek to use the God's orders to further their own position. Of course, faking such a message could get the fakers into serious trouble with their Gods...

The Disgracing Of Zanurr

Proving to the Horde that (for example) Thara made Zanurr's every decision would almost certainly get Zanurr overthrown. The problem would be proving it. Note that such a disgrace would probably get Thara killed too, so she will use all her wiles to avoid this.

Death Of Lesser Figures

Killing most other people would have little effect. Someone else would take over their position in the Horde. There would also be a major hunt for the killer(s). The killer, if proved guilty, might be lynched if his victim was popular. If not, Zanurr might have him executed if he was a rival or opponent. However, the deaths might alter the balance of power: see coups, below.

Rescue Of The Hostages

Escaping prisoners will be hunted by the warriors. The party will have to prevent their recapture. Even if successful, rescuing the hostages alone would be of little use. The Horde would search the village, take more hostages, and might execute a couple of people to prevent any further rescue attempts. If the hostages returned to the village, the Horde would find them and execute them.

If some OTHER actions were taken (such as internal strife or a coup) the hostages should be rescued. Otherwise one of the more bloodthirsty warriors will have them slain.

Returning Niloth To The Karagoi

If Niloth is returned to the Karagoi, the warring factions amongst them will collapse. A handful of individuals will be executed, but otherwise his return will be bloodless. With internal differences settled, the Karagoi are strong enough to negotiate a stand-off with more moderate Horde leaders.

WAR

For those with warhammer tendencies, war will result in the defeat of the Karagoi, who will flee into the mountains with around 300 male casualties. The Horde will lose about 50 of its warriors.

If Niloth is not released, the main battles will occur over the villagers' fields. The

village will be burnt to the ground. Most of the villagers will die.

If Niloth is released AND told that the villagers are responsible, he will attempt to protect them. The Karagoi will still lose, but the Horde will lose 80 warriors. The village will survive, but the fields will still be destroyed. Half the villagers will starve over the winter.

COUPS

Currently Zanurr has control over the Horde. No single group holds enough power to take over from him. However, if the balance of power is altered (by killing or discrediting someone), a group might be able to take over, especially if Zanurr was removed from the scene. It is up to the party which group they seek to advance. Of course, a party may inadvertently advance the wrong one...

"PLAGUE"

If the Horde is convinced there is plague in the village (some type of evidence will have to be produced), the Horde will almost certainly leave immediately. However, they are likely to burn down the village to sterilize it, unless the party can persuade them otherwise.

Getting The Circus Involved

If it becomes evident to the Horde that the circus is somehow involved in whatever the party is doing, there may be actions against the circus. Someone such as Zanurr, Flokk or Kazayn would happily unleash the warriors against the circus. The women and the valuables of the troupe would be good reward for supporting the leader. Pyne, Yott or Carrign would investigate the circus but might not take any action against it unless action is justified. Sravindiy, if he feels threatened, will disown the party and try to get the circus out as fast as possible. If the players are playing the part of the circus, of course, events will take place according to players' decisions. The party should remember that the circus cannot travel fast. Even if it flees, the Horde could catch and destroy it.

Wiping Out The Horde

This is well-nigh impossible. Consider the numbers. Any party trying this by a frontal assault will die. No party should have access to sufficient poison to poison the water supply (and the river flows into the village--- the party would also kill their employers). The tents are too far apart for a fire to spread easily. The warriors would respond before many individuals died.

If somehow successful, killing the whole Horde ought to produce immediate retribution from the party's God (s). There are children within the Horde, while not all the adults are evil.

This is also an EXTREMELY boring option!

FINAL COMMENTS

There is probably no single simple, completely satisfactory, solution to the situation, but a number of successful outcomes are possible. The party should

be made aware that some options will result in the death of the hostages, or in a bloody war between Karagoi and Horde over the peasants' fields. The best a party will probably be able to achieve is a mixed victory- but no party should be totally successful all the time...



STATISTICS:

Sravindiy (The Ringmaster)

RQ: Initiate of Donandar.

STR:14 **CON:**13 **SIZ:**10

INT:16 **POW:**16 **DEX:**15

CHA:18

Defence:15% **Move:**8 **Hits:**13

Head:0/5 **Chest:**0/6 **Abdomen:**0/5

Left Arm:0/4 **Right Arm:**0/4

Left Leg:0/5 **Right Leg:**0/5

Spells: Coordination, Darkwall, Detect Enemies, Glamour, Healing 2, Light.

Skills: Oratory 85%, Map Making 45%, Hide Items 35%, Taste Analysis 30%, Riding 45%, Play Pipes 70%, Bargain 55%, Acting 60%.

Languages: Speak Sartarite 90%, Read/Write Sartarite 45%, Speak Tradetalk 80%, Read/Write Tradetalk 25%, Speak Esrolian 40%, Speak Tarshite 50%, Speak Lunar 35%, Speak Grazelander 40%.

Rune Magic: One use of concealment.

Dagger (1D4+2) SR8, 40%, Parry 45%, 12 Points.

Rapier (1D6+1) SR6, 45%, Parry 30%, 12 Points.

AD&D:

AC9; LVL4; HP12; Mage; Human; LN;

STR:14 **INT:**16 **WIS:**14

DEX:15 **CON:**13 **CHA:**18

Dagger.

Spell Book: Affect Normal Fires, Comprehend Languages, Dancing Lights, Feather Fall, Jump, Light, Unseen Servant: Audible Glamour, Levitate, Magic Mouth, Pyrotechnics.

Madame Magik (Illusion Weaver).

RQ: Priestess of Donandar.

STR:10 **CON:**12 **SIZ:**11

INT:17 **POW:**20 **DEX:**17

CHA:15

Defence:25% **Move:**8 **Hits:**13

Head:0/5 **Chest:**0/6 **Abdomen:**0/5

Left Arm:0/4 **Right Arm:**0/4

Left Leg:0/5 **Right Leg:**0/5

Spells:

Befuddle, Coordination, Countermagic 3, Detect Enemies, Glamour, Glue 2, Healing 4, Light, Mobility.

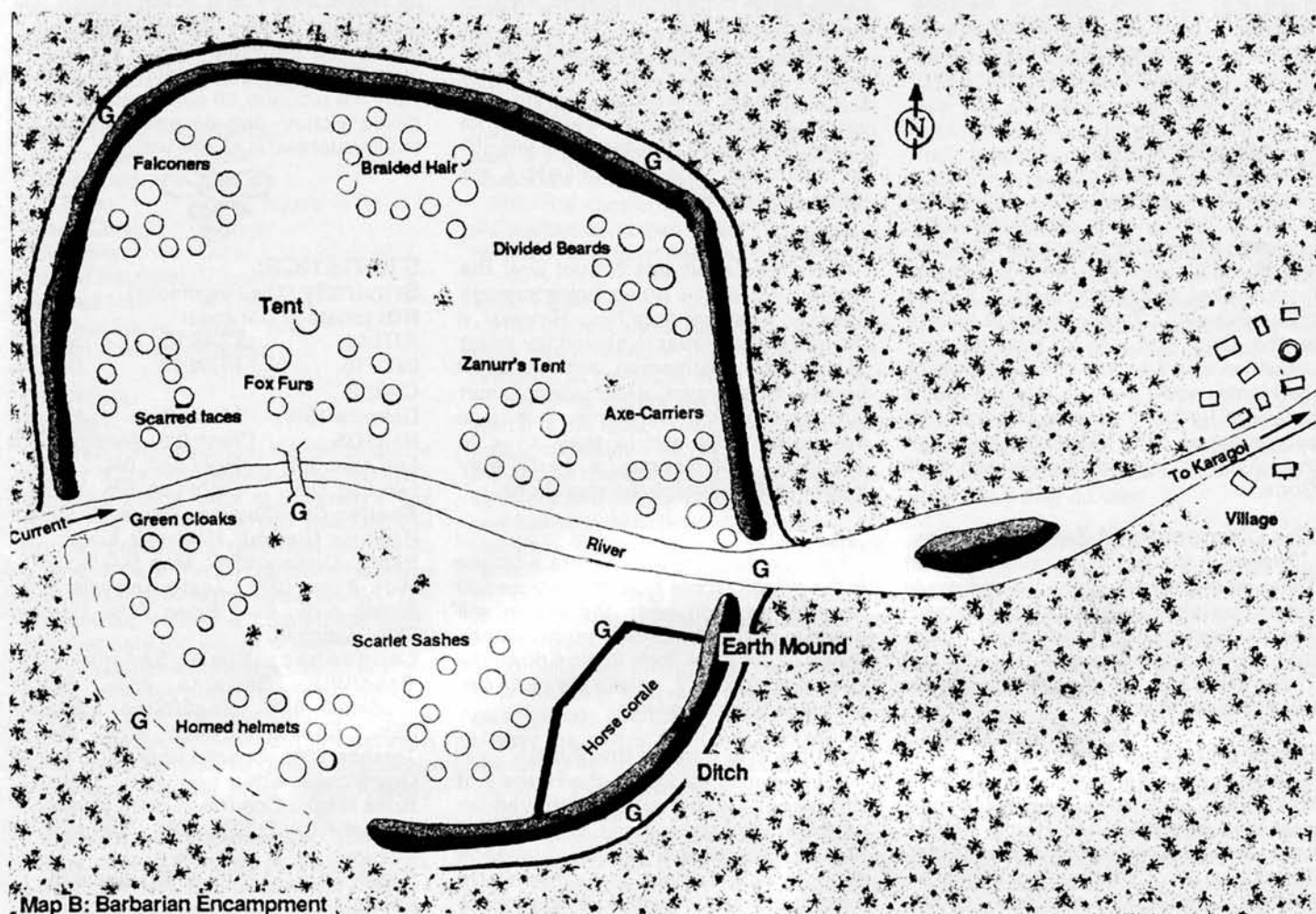
Skills: Map Making 35%, Oratory 55%, Climbing 30%, Camouflage 40%, Move Quietly 35%, Play Pipes 65%, Riding 45%, Hide Item 65%.

Languages: Speak Sartarite 90%, Read/Write Sartarite 75%, Speak Tradetalk 45%, Speak Lunar 55%, Speak Tarshite 45%, Speak Darktongue 35%.

Items: 12 point POW storage crystal set into headband.

Rune Magic: Illusory Motion 4, Illusory Sight 4, Illusory Sound 3, Multispell 2.

Dagger (1D4+2) SR7, 25%, Parry 35%, 12 Points.



Map B: Barbarian Encampment

AD&D: AC7; LVL7; HP20; Illusionist;
Human (female); CN;
STR: 10 INT: 17 WIS: 8
DEX: 17 CON: 12 CHA: 15

Dagger.

Spell Book:

1st level; Change Self, Dancing Lights, Light, Phantasmal Force.

2nd level; Improved PF, Magic Mouth, Mirror Image, Ventriloquism.

3rd level; Spectral Force, Suggestion, Rope Trick.

'Prince' Djandiss

(knife thrower and sword swallower).

RQ: Agimori initiate of Donandar.

STR: 13 CON: 16 SIZ: 15
INT: 15 POW: 12 DEX: 18
CHA: 15

Defence: 20% Move: 8 Hits: 17
Head: 0/6 Chest: 0/7 Abdomen: 0/6
Left Arm: 0/5 Right Arm: 0/5
Left Leg: 0/6 Right Leg: 0/6

Spells: Coordination, Healing 4, Repair, Speedart.

Skills: Oratory 40%, Climbing 45%, Play Horn 70%, Swimming 30%, Riding 65%, Sword Swallowing 65%, Bargain 45%.

Languages: Speak Praxian 75%, Speak Tradetalk 55%, Speak Old Pavic 25%, Speak Sartarite 65%.

Rapier (1D6+1+1D4) SR4, 35%, Parry 35%, 12 Points.

Throwing Dagger (1D4+1D2) SR1, 95%.

Dagger (1D4+2+1D4) SR6, 30%, Parry 45%, 12 Points.

AD&D:

AC6; LVL2; HP17; Fighter; Human;

STR: 13

INT: 15

WIS: 12

DEX: 18

CON: 16

CHA: 15

Long Sword.

Note: Djandiss's knife throwing is a special skill, not related to normal fighting.

'Beauty' (knife thrower's target and tight rope walker).

RQ: Initiate of Donandar.

STR: 12 CON: 14 SIZ: 10
INT: 14 POW: 17 DEX: 17
CHA: 17

Defence: 40% Move: 8 Hits: 15
Head: 0/5 Chest: 0/6 Abdomen: 0/5
Left Arm: 0/4 Right Arm: 0/4
Left Leg: 0/5 Right Leg: 0/5

Spells:

Bladesharp 4, Coordination, Glamour, Healing 2, Mobility, Protection 2.

Skills: Oratory 35%, Tumbling 55%, Move Quietly 35%, Acting 45%, Dancing 70%, Play Pipes 65%, Riding 45%, Tight-Rope Walking 60%.

Languages: Speak Tarshite 75%, Read/Write Tarshite 35%, Speak Sartarite 55%, Speak Tradetalk 60%.

Rapier (1D6+1) SR5, 85%, Parry 75%, 12 Points.

Dagger (1D4+2) SR7, 30%, Parry 25%, 12 Points.

AD&D: AC7; LVL3; HP24; Fighter; Human (female); NG;

STR: 12

INT: 14

WIS: 16

DEX: 17

CON: 14

CHA: 17

+1 Long Sword (in her wagon).

The Lady Lizzara (Tiger Trainer).

RQ: Aldryami worshipper of Donandar.

STR: 11

CON: 14

SIZ: 7

INT: 11

POW: 13

DEX: 16

CHA: 17

Defence: 15%

Move: 8

Hits: 13

Head: 0/5

Chest: 0/6

Abdomen: 0/5

Left Arm: 0/4

Right Arm: 0/4

Left Leg: 0/5

Right Leg: 0/5

Spells:

Binding, Shimmer 2, Xenohealing 3.

Skills: Oratory 35%, Listen 75%, Camouflage 65%, Hide in Cover 40%, Move Quietly 55%, Tracking 45%, Riding 35%, Singing 55%, Play Harp 65%.

Languages: Speak Aldryami 60%, Speak Tradetalk 50%, Speak Beastspeech 35%, Speak Grazelander 35%, Speak Sartarite 55%.

Elf Bow (1D8+1) SR1, 45%.

Short Spear (1D6+1) SR5, 35%, Parry 40%, 15 Points.

AD&D: AC8; LVL1; HP7; Fighter; Elf (female); CG;

STR: 13

INT: 11

WIS: 13

DEX: 16

CON: 14

CHA: 17

Unarmed.

The Tigers:

Karla and Alandore. Each:

STR: 35

CON: 16

SIZ: 30

INT: 5

POW: 10

DEX: 17

Right Leg: 01-02 2/6

Move: 8

Left Leg: 03-04 2/6

Hits: 22

Hindquarters: 05-07 2/9

Defence: 40%

Forequarters: 08-10 2/9

Head: 17-20 2/7

Right Arms: 11-13 2/6

Left Arms: 14-16 2/6

Skills: Jump 50%, Hide in cover 80%.

Bite (1D10+2D6) SR8, 30%
Claw (1D8+2D6) SR5, 50%.
 Two Claws and One Bite/ Round.

AD&D: Karla and Alandore; AC6; HD5+5;
 HP36,33; Att 2-5/2-5/1-10
 + **Rear Claws** for 2-8/2-8; surprised only
 on a 1.

'Professor Strange' (stage magician
 and fire eater).

RQ: Worshipper of the Lightbringer
 Eumal the Trickster.

STR:10 **CON:**14 **SIZ:**10
INT:14 **POW:**10 **DEX:**18
CHA:15

Defence: 20% **Move:** 8 **Hits:** 14
Head: 0/5 **Chest:** 0/6 **Abdomen:** 0/5
Left Arm: 0/4 **Right Arm:** 0/4
Left Leg: 0/5 **Right Leg:** 0/5

Spells:
 Coordination, Detect Gold, Detect Silver,
 Glamour, Harmonize, Silence.

Skills: Evaluate Treasure 45%, Oratory
 75%, Hide Item 90%, Lock Picking 55%,
 Trap Disarm 35%, Climbing 35%, Listen
 45%, Spot Hidden Items 35%, Spot Trap
 30%, Pick Pockets 80%, Move Quietly
 35%, Acting 45%, Play Horn 45%, Riding
 55%, Fire-Eating 45%, Bargain 55%.

Languages: Speak Tarshite 70%,
 Read/Write Tarshite 35%, Speak
 Tradetalk 60%, Speak Sartarite 55%.

Dagger (1D4+2) SR7, 35%, Parry 25%, 12
 Points.

Shortsword (1D6+1) SR6, 25%, Parry
 30%, 20 Points.

Sling (1D8) SR1, 20%.

AD&D:
 AC6; LVL5; HP18; Thief; Human; LN;
STR: 10 **INT:** 14 **WIS:** 9
DEX: 18 **CON:** 14 **CHA:** 15
Shortsword.

The Mighty Torgul and Giga

RQ: Torgul and Giga
STR: 19 **CON:** 16 **SIZ:** 6
INT: 9 **POW:** 10 **DEX:** 16
CHA: 12

Defence: 15% **Move:** 10 **Hits:** 15
Head: 1/5 **Chest:** 1/6 **Abdomen:** 1/5
Left Arm: 1/4 **Right Arm:** 1/4
Left Leg: 1/5 **Right Leg:** 1/5

Spells: Binding, Coordination, Protection
 2, Strength, Xenohealing 2

Skills:
 Oratory 45%, Evaluate Treasure 35%,
 Tumbling 75%, Play Drums 60%, Ride
 55%.

Languages: Speak Beastspeech 75%,
 Speak Tradetalk 45%, Speak Tarshite
 35%, Speak Sartarite 55%.

Claw (1D6) SR7, 40%.

Bite (1D8) SR7, 25%

Spear (1D6+1) SR3, 35%, Parry 30%, 15
 Points.

Grapple (special) SR7, 95%.

Giga: (Brown Bear).
STR:28 **CON:**14 **SIZ:** 29
INT: 5 **POW:** 5 **DEX:**14
Defence: 0 **Move:** 7 **Hits:** 19
Hindquarters: 05-07 3/9
Forequarters: 08-10 3/9
Left Forearm: 14-16 3/6
Right Forearm: 11-13 3/6 **Head:** 17-20 3/7
Left Leg: 03-04 3/6 **Right Leg:** 01-02 3/6

Skills: Climb 30%, Listen 30%, Track
 25%.

Bite (1D10+2D6) SR9, 25%.

Claw (1D6+2D6) SR6, 40%.

AD&D: Torgul

(Wrestler and Bear Keeper)
 AC8; LVL3; HP26; Fighter; Dwarf; CN;

STR 18/30 (20 due to Girdle of Stone
 Giant strength worn below animal skin)

INT: 9 **WIS:** 10 **DEX:** 16
CON: 16 **CHA:** 12

Unarmed.

Giga: Brown Bear; AC6; HD5+5; HP32;
 Att 1-6/1-6/1-8 + Hug for 2-12.

'Spiral' (clown and tumbler)

RQ: Worshipper of Challana Arroy.

STR: 15 **CON:** 13 **SIZ:** 12
INT: 12 **POW:** 16 **DEX:** 17
CHA: 13

Defence: 15% **Move:** 8 **Hits:** 13
Head: 0/5 **Chest:** 0/6 **Abdomen:** 0/5
Left Arm: 0/4 **Right Arm:** 0/4
Left Leg: 0/5 **Right Leg:** 0/5

Spells: Coordination, Glamour, Healing
 5, Mobility, Protection 2.

Skills: Oratory 80%, Tumbling 60%, Move
 Quietly 45%, First Aid 35%, Riding 60%,
 Healing Potions 25%, Play Horn 55%,
 Acting 40%, Treat Poison 30%, Treat
 Disease 25%, Find Healing Plants 20%.

Languages: Speak Esrolian 65%,
 Read/Write Esrolian 35%, Speak
 Tradetalk 25%, Speak Grazelander 35%,
 Speak Sartarite 60%.

AD&D:

AC7; LVL2; HP11; Cleric; Human; NG;
STR:15 **INT:** 12 **WIS:**16
DEX:17 **CON:**13 **CHA:**13

Unarmed.

Usual Spells: CLW, CLW, Command,
 Create Water.

Gorphus the Gross

(clown and labourer)

RQ: Great Troll.

STR: 26 **CON:** 17 **SIZ:** 26
INT: 8 **POW:** 8 **DEX:** 12
CHA: 8

Defence: 0 **Move:** 8 **Hits:** 21
Head: 2/7 **Chest:** 2/8 **Abdomen:** 2/7
Left Arm: 2/6 **Right Arm:** 2/6
Left Leg: 2/7 **Right Leg:** 2/7

Spells: Coordination, Repair.

Skills: Oratory 15%, Tumbling 30%, Play
 Drums 25%.

Languages:

Speak Darktongue 40%, Speak Tradetalk
 10%, Speak Sartarite 20%.

AD&D: Normal Ogre; NG; AC5; HD4+1;
 HP28; Att 1-10.

Unarmed.

Jando (clown and tumbler).

RQ: Donandarian Duck (worshipper).

STR: 10 **CON:** 15 **SIZ:** 6
INT: 15 **POW:** 12 **DEX:** 18
CHA: 14

Defence: 15% **Move:** 5 **Hits:** 14
Head: 0/5 **Chest:** 0/6 **Abdomen:** 0/5
Left Arm: 0/4 **Right Arm:** 0/4
Left Leg: 0/5 **Right Leg:** 0/5

Spells: Befuddle, Coordination, Glue 3,
 Healing 2, Mobility, Repair.



Skills: Oratory 65%, Swimming 90%, Hide in Cover 40%, Hide Item 35%, Tumbling 80%, Play Drums 65%, Riding 55%, Accounts 60%, Bargain 55%.

Languages: Speak Sartarite 65%, Read/Write Sartarite 20%, Speak Beastspeech 75%, Speak Lunar 40%, Speak Tarshite 40%, Speak Tradetalk 60%.

Shortsword (1D8) SR7, 30%, Parry 30%, 20 Points.

AD&D:

AC6; LVL2; HP10; Thief; Hobbit; LN;
STR:13 INT:15 WIS:12
DEX:18 CON:15 CHA:14
Unarmed.

Zanurr (the Horde's Leader)

RQ: Warrior and Ancestor-Worshipper.

STR:16 CON:16 SIZ:16
INT:12 POW:17 DEX:15
CHA:17

Defence:30% Move:8 Hits:18
Head:4/6 Chest:5/7 Abdomen:5/6

Left Leg:5/6 Right Leg:5/6

Left Arm:5/5 Right Arm:5/5

Spells: Binding, Bladesharp 4, Healing 3, Protection 2.

Skills: Oratory 70%, Climbing 55%, Jumping 75%, Tracking 55%, Riding 90%.

Items: Two Spirit Binding Crystals (see below).

Languages: Speak Tradetalk 35%, Speak Grazelander 65%, Speak Tarshite 50%.

Bastard Sword 2H (1D10+1+1D4) SR5, 100%, Parry 95%, 20 Points.

Long Spear 1H (1D8+1+1D4) SR4, 95%, Parry 80%, 15 Points.

Composite Bow (1D8+1+1D2) SR2, 85%.
Medium Shield Parry 90%, 12 Points.

Bound Spirit:

Yandaross:

INT 14, POW 13.

Spells: Coordination, Demoralize, Detect Enemies, Speedart.

Bound Spirit:

Gol: INT 12, POW 15.

Spells: Disruption, Strength, Vigor.

AD&D: AC9 (4 in armour); LVL9; HP85;
Fighter; Human; CE;
STR:16 INT:12 WIS:9
DEX:15 CON:16 CHA:17
+2 Bastard Sword;
Short Bow and 12 +1 Arrows.

Skull (Zanurr's Bodyguard)

RQ: Warrior and Ancestor-Worshipper

STR:15 CON:13 SIZ:13
INT:14 POW:16 DEX:16
CHA:10

Defence:20% Move:8 Hits:14
Head:0/5 Chest:5/6 Abdomen:5/5

Left Leg:5/5 Right Leg:5/5

Left Arm:0/4 Right Arm:0/4

Spells: Bladesharp 3, Countermagic 2, Disruption, Healing 2, Invisibility.

Skills: Climbing 65%, Jumping 45%, Listen 40%, Taste Analysis 65%, Move Quietly 75%, Riding 65%, Oratory 70%.

Languages: Speak Tradetalk 40%, Speak Grazelander 70%, Speak Darktongue 15%, Speak Tarshite 60%.

Broadsword (1D8+1+1D4) SR5, 65%, Parry 55%, 20 Points.

Long Spear 1H (1D8+1+1D4) SR4, 55%, Parry 35%, 15 Points.

Medium Shield Parry 65%, 12 Points.

AD&D:

AC3; LVL6; HP49; Fighter; Human; CE;
STR:15 INT:14 WIS:16
DEX:16 CON:13 CHA:10
+2 Long Sword.

Thara: (Zanurr's Chief Woman)

RQ: Initiate of Uleria, goddess of sexual love and lust.

STR:12 CON:16 SIZ:9
INT:16 POW:17 DEX:15
CHA:15

Defence:25% Move:8 Hits:17
Head:0/6 Chest:0/7 Abdomen:0/6

Left Arm:0/5 Right Arm:0/5

Left Leg:0/6 Right Leg:0/6

Spells: Bladesharp 2, Farsee, Healing 2

Skills: Courtesan 65%, Systemic Poison Making (herbal) potency 12, Blade Venom Potency 6, Antidote Making (herbal) 10, Healing Potion Making 2, Bargaining 35%, Hide Item 35%, Listen 60%, Taste Analysis 55%, Move Quietly 55%, Hide in Cover 45%, Dancing 40%, Riding 35%.

Languages: Speak Tradetalk 60%, Read/Write Tradetalk 45%, Speak Grazelander 80%, Speak Tarshite 65%.

Dagger (1D4+2) SR8, 30%, Parry 25%, 12 Points.

AD&D: AC9; LVL6; HP28; Assassin; Human; LE;

STR:12 INT:16 WIS:17
CON:15 DEX:15 CHA:15

Hidden +2 Dagger (adapted to take poison); pouches of various poisons (with antidotes), hidden amongst pouches of healing herbs (carefully labelled in code).

Niloth: (Captured Karagoi Leader).

RQ: Dark Troll: Rune Lord of Kyger Litor.

STR:18 CON:15 SIZ:19
INT:14 POW:17 DEX:13
CHA:12

Defence:15% Move:8 Hits:17
Head:1/6 Chest:1/7 Abdomen:1/6

Left Arm:1/5 Right Arm:1/5

Left Leg:1/6 Right Leg:1/6

Spells: Darkwall, Disruption, Farsee, Healing 2, Protection 3, Strength.

Skills: Listen 75%, Jumping 95%, Set Trap 85%, Camouflage 90%, Evaluate Treasure 55%, Climbing 55%, Spot Hidden Items 85%, Ambush 45%.

Languages: Speak Darktongue 95%, Speak Tradetalk 55%.

Long Spear 2H (1D10+1+1D6) SR3, 90%, Parry 75%, 20 Points.

Broadsword (1D8+1+1D6) SR5, 105%, Parry 90%, 20 Points.

Large Shield Parry 75%, 16 Points.

Kowffmon: Allied Spirit: Bound into Manlover, Niloth's Lead Spear.

INT:12 POW:17

Spells: Bladesharp 4, Detect Enemies, Silence.

AD&D:

AC6;HD6; HP38; Superior Orc; LN;
STR:16 INT:14 WIS:17
DEX:12 CON:15 CHA:12
(17 to Orcs)



+2 Broadsword.

High Priest Yarnix:

(Religious Leader).

RQ: Yelm Elder (priest of Yelm).

STR:14 CON:14 SIZ:16
INT: 12 POW:19 DEX:12

CHA:15

Defence: 10% Move: 8 Hits: 16

Head: 3/6 Chest: 4/7 Abdomen: 2/6

Left Arm: 1/5 Right Arm: 1/5

Left Leg: 2/6 Right Leg: 2/6

Spells:

Coordination, Countermagic 4, Detect Enemies, Disruption, Spirit Shield 4.

Skills:

Blade Venom Making 9, Oratory 95%, Riding 40%, First Aid 55%, Ambush 35%, Spot Trap 75%, Spot Hidden Item 60%.

Languages:

Speak Grazelander 80%, Read/Write Grazelander 65%, Speak Sartarite 65%, Read/Write Sartarite 55%, Speak Tradetalk 85%, Speak Tarshite 55%.

Rune Magic:

Absorption, Divination, Runepower 2, Shield 2, Sunspear (not reusable).

Quarterstaff (1D8+1D4) SR4, 60%, Parry 55%, 15 Points.

Sawtoothed Greatsword (2D8+1D4) SR5, 50%, Parry 50%, 15 Points.

Composite Bow (1D8+1+1D2) SR3, 60%.

Medium Shield Parry 35%, 12 Points.

Allied Spirit: Molino: Bound into the Greatsword;

INT: 16 POW: 14

Spells: Bladesharp 3, Fanaticism 2, Healing 2, Light, Speedart, Spirit Binding, Strength, Vigor.

Bound Spirit: Oranj: Bound into the Quarterstaff;

INT: 13 POW: 12

Spells: Bludgeon 2, Lightwall.

AD&D: AC10 (4 in armour); LVL7; HP39; Cleric; Human; TE;

STR:14 INT:12 WIS:16
DEX:12 CON:14 CHA:15

Sawtoothed Sword (Evil clerics CAN draw blood!).

Usual Spells: Command, Light, CLW, Hold Person, Know Alignment, Silence 15' Radius, Chant, Augury, Dispel Magic, Cure Disease, CSW.

Kijoss: (Gibbering Idiot).

RQ: Shaman.

STR:15 CON:17 SIZ:14
INT: 11 POW:19 (5) DEX:13

CHA:14

Defence: 10% Move: 8 Hits: 19

Head: 1/7 Chest: 2/8 Abdomen: 2/7

Left Arm: 1/6 Right Arm: 1/6

Left Leg: 1/7 Right Leg: 1/7

Spells:

Befuddle, Fireblade, Healing 3, Strength.

Skills: Evaluate Treasure 35%, Jumping 55%, Listen 55%, Spot Trap 35%, Hide in Cover 45%, Riding 55%.

Languages: Speak Grazelander 65%, Speak Gibberish 80%, Speak Tradetalk 35%, Speak Tarshite 45%.

Heavy Mace 1H (1D8+2+1D4) SR9, 55%, Parry 45%, 20 Points.

Bastard Sword (1D10+1+1D4) SR8, 65%, Parry 45%, 20 Points.

Kanbak: Fetch:

INT: 15 POW: 21

Spells: Binding, Countermagic 3, Detect Enemies, Disruption, Glue 3, Repair.

Olgmat: Controlled Spirit:

INT: 12 POW: 9

Brunvel: Controlled Spirit:

INT: 15 POW: 13

AD&D:

AC3; LVL6; HP43; Fighter; Human; CE;

STR:15 INT: 11 WIS: 5

DEX: 7 CON: 17 CHA:14

+1 Spiked Mace.

Doogal Tarvish: (Hostage).

RQ: Initiate of Ernalda.

STR: 8 CON:14 SIZ:12

INT: 9 POW:11 DEX:7

CHA:15

Defence: 0 Move: 8 Hits: 14

Head: 0/5 Chest: 0/6 Abdomen: 0/5

Left Arm: 0/4 Right Arm: 0/4

Left Leg: 0/5 Right Leg: 0/5

Spells: Healing 2, Xenohealing 2.

Skills: Farming 80%, First Aid 45%, Hide in Cover 35%.

Languages: Speak Grazelander 50%.

AD&D:

AC10; LVL 0; HP2; Normal Human; NG;

STR: 8 INT: 9 WIS:15

DEX: 7 CON: 8 CHA:14

Unarmed.

Moyra Garsh: (Hostage).

RQ: Initiate of Ernalda.

STR:13 CON:15 SIZ:11

INT: 13 POW:12 DEX:15

CHA:11

Defence: 10% Move: 8 Hits: 15

Head: 0/5 Chest: 0/6 Abdomen: 0/5

Left Arm: 0/4 Right Arm: 0/4

Left Leg: 0/5 Right Leg: 0/5

Spells: Farsee, Healing 2.

Skills: Farming 75%, Cooking 85%, Hide in Cover 35%.

Languages:

Speak Grazelander 85%, Speak Tradetalk 45%, Speak Darktongue 35%.

AD&D:

AC9; LVL 0; HP3; Normal Human; LG;

STR:13 INT:13 WIS:12

DEX: 15 CON:15 CHA:11

Unarmed.

Klara Haimish: (Hostage).

RQ: Initiate of Ernalda.

STR:11 CON:16 SIZ:10

INT: 9 POW:11 DEX:14

CHA: 8

Defence: 05% Move: 8 Hits: 16

Head: 0/6 Chest: 0/7 Abdomen: 0/6

Left Arm: 0/5 Right Arm: 0/5

Left Leg: 0/6 Right Leg: 0/6

Spells: Healing 2, Xenohealing 2.

Skills: Cooking 70%, Farming 45%, Hide in Cover 35%, Climbing 35%.

Languages:

Speak Grazelander 60%, Speak Tradetalk 45%, Speak Darktongue 20%.

AD&D:

AC10; LVL 0; HP5; Normal Human; CG;



STR: 11 INT: 9 WIS:11

DEX:14 CON:16 CHA: 8

Unarmed.

Typical Horde Warrior:

RQ: Yelm Warrior (Initiate).

STR:15 CON:14 SIZ:12

INT: 11 POW:12 DEX:13

CHA:12

Defence: 10% Move: 8 Hits: 14

Head: 3/5 Chest: 3/6 Abdomen: 2/5

Left Arm: 1/4 Right Arm: 1/4

Left Leg: 2/5 Right Leg: 2/5

Spells: 5 Points from: Binding, Bladesharp 2, Demoralize, Disruption, Healing 2, Protection 2, Speedart, Xenohealing 2.

Skills:

Climbing 35%, Jumping 40%, Hide in Cover 30%, Spot Trap 30%, Spot Hidden Item 40%, Tracking 20%, Riding 50%.

Languages:

Speak Grazelander 55%, Speak Tarshite 25%, Speak Tradetalk 25%.

Long Spear 1H (1D8+1+1D4) SR5, 45%, Parry 40%, 15 Points.

Composite Bow (1D8+1+1D2) SR2, 35%.

Bastard Sword 1H (1D10+1+1D4) SR6, 40%, Parry 35%, 20 Points.

AD&D: AC5; LVL4; HP29; Fighter; Various

Alignments;

STR: 15 INT:11 WIS:10

DEX: 13 CON:14 CHA:12

Longsword or Battleaxe.

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