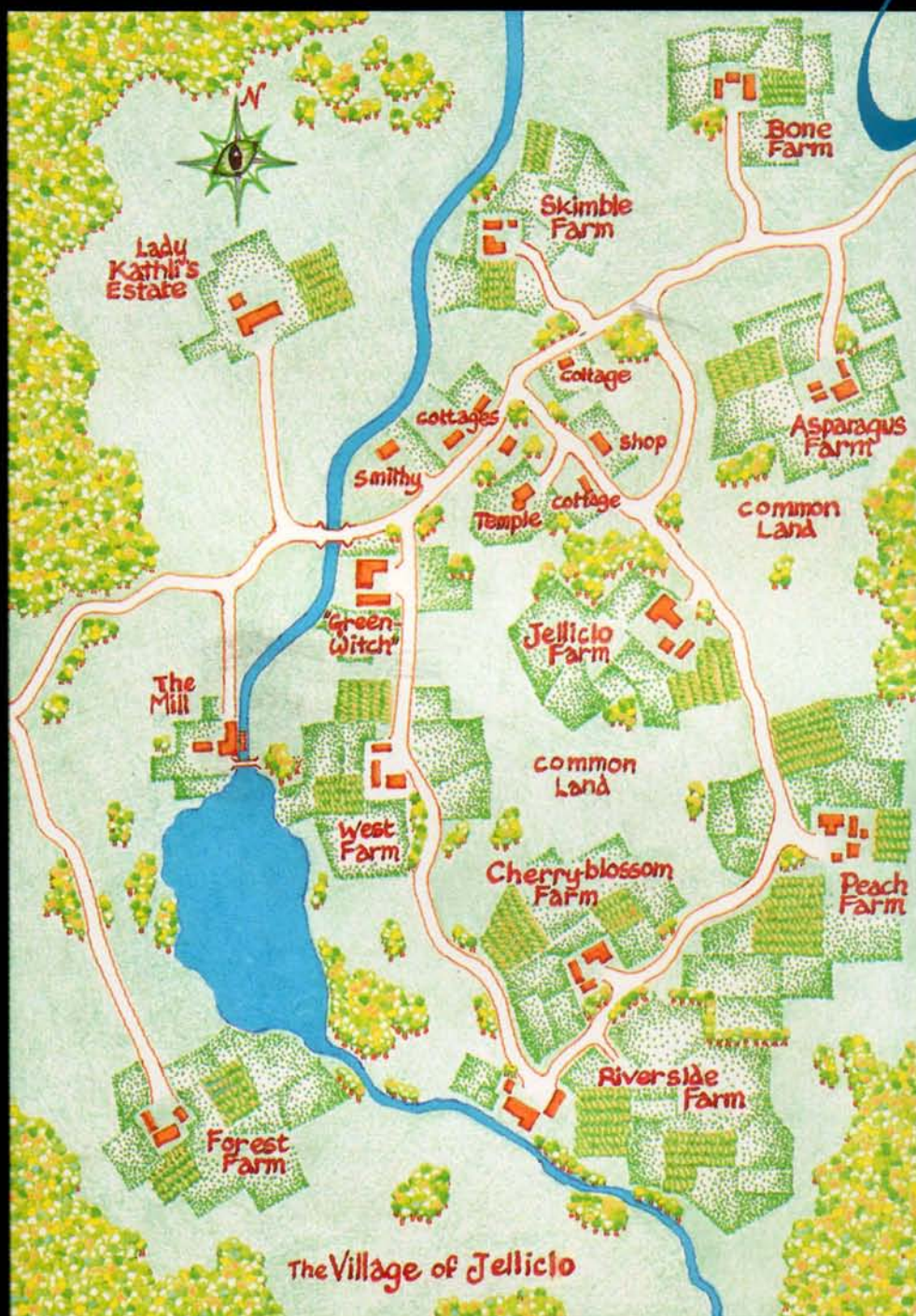




Cats



A scenario for **RuneQuest III** characters with skills of around 50% and little sorcery or rune magic, or for **AD&D** characters of 4th to 5th level.

By Peter & Janet Vials



Referee's Introduction:

This scenario is set in the small, isolated state of **Sohdhor**. This should be situated in an easily-defensible region, with a number of hostile and militaristic states nearby. A suitable location would be a valley amidst mountains, or on an island. (See *Women In Roleplaying, Adventurer Issue #8* for more information on Sohdhor).

Arrival:

The scenario starts with the party in a nearby state or city; they will be approached by an attractive woman in her late thirties, who asks them to carry a parcel to **Charmby**, the capital of **Sohdhor** for her. They will be paid a reasonable sum for the job. If the party ask questions, they will learn that the woman works for the Sohdhorian ambassador, and that the parcel is a collection of diplomatic documents.

This parcel is sealed; if the party break the seal, they will not be paid for the job, and will be accused of spying when they reach Charmby. The referee will have to determine events thereafter! Within the parcel is a large number of letters and reports, all in code. If the party manage to break the code, they will find that the information, while politically sensitive, is not of any real use to them.

The party should know rumours about Sohdhor already: it is a land of sorceresses, where monstrous women rule, controlling their men by sorcery. Neither gods nor cults hold sway, and magic is queen. "*Never trust a Sohdhorian witch*" is a catchword in all the surrounding lands.

Assuming the party accept the job, and are not foolish enough to break the seal, they should arrive at the borders of Sohdhor. (The referee should feel free to include incidents *en route* suitable to his/her campaign). The party will be met by a force of mailed warriors, all men, who will demand to know their business. The few women in the area are clad demurely in dresses, as befit women, and clearly aren't trying to be men, as the party may have expected. The border guards will warn the party that violence (and particularly violence against women) is a serious crime under Sohdhorian law, and that they should not let their barbarian instincts take control. The impression the party should get is that these warriors **despise** them - and also despise themselves for being warriors. They will only show respect to any sorcerers with the party.

The party will then be free to ride to **Charmby**, the capital of Sohdhor. During the journey, they will see the pastoral regions of Sohdhor around them: men work in the fields, women are working in the yards washing clothes and fussing over children. It is apparently a perfectly normal pastoral region.

Charmby:

The capital is hardly worthy of the term "city": it is barely more than a town, with only a thousand inhabitants at best. On the other hand, it is clean and bright, with trees and greenery all around. The

architecture is striking and attractive, and the city's inhabitants seem cheerful and well-dressed. The party will be directed to the Palace, where they will be interviewed by an imposing woman in her late sixties (the second-in-command of the **Sohdhorian Secret Service**). She will thank the party gravely for bringing the documents, and pay them the agreed amount. She will then chat generally about the lands around, listening to their reactions to her questions. She is actually deciding if they are a decent group (rather than mindless killing machines, like most adventurers). If she decides that they are trustworthy, she will ask them if they are willing to carry out another small job: She has received a message via pigeon post that there is some sort of trouble in the little village of **Jelliclo**, to the east. The party are to ride out there immediately, and report to **Lady Kathli** at her estate.

Assuming the party accept this job as well, they will ride for a couple of hours, arriving at the edge of the village of Jelliclo in the early evening.

Double Trouble:

As they ride in towards the village, they will suddenly see to one side, a burst of ethereal flames from behind a dip. If they go to investigate, they will see a girl standing off to one side looking angrily at another girl curled up on the grass, gasping. The party should assume that she is the victim of the sorcery they have just witnessed... The latter girl is **Hanli**, one of the "terrible twins" (see character descriptions below); she is actually doubled up in laughter over her twin's disastrous attempt to produce an illusory ball of fire (**AD&D**: using Dancing Lights). As the party approach, though, she will rise to her feet and order the party to halt. The other twin will jump in to support her sister, and the pair will try to take the party hostage. ("A group of men wandering around out of control - they can't be up to any good!") If the twins are seriously hurt in any way, Kathli will have the party executed summarily. On the other hand, if the party merely capture the twins, and return them to their mother, Kathli will be amused at the twins being brought down a peg or two.

The Lady of the Manor:

Lady Kathli will welcome the party, trying not to let her distaste show. She will treat the largest warrior as the leader, as she knows this to be the norm in other lands. She wishes the party to investigate a couple of unpleasant incidents in the village: A local farm, **Peach Farm**, has been attacked twice. The first time, three nights ago, a field of crops was destroyed by some large animal. The second time, last night, one third of the farm's livestock was slain bloodily. The only eyewitness, an old farmand, claims that he saw a horrible shaggy monster with glowing yellow eyes and giant claws.

Kathli suspects that the monster is actually a **weretiger** that has been in the village for nearly 30 months; until now, though, it hasn't caused any harm. Unfortunately, Kathli has not been able to

find out precisely who the weretiger is (its presence has hardly been a major concern to her). She thinks that it comes from one of the four farms: **West Farm**, **Riverside Farm**, **Peach Farm** and **Cherry-Blossom Farm**, and will suggest that the party investigate those four farms in particular. She has seen it running in the moonlight, and is aware that it occasionally goes hunting in the woods nearby, but is certain that it has never harmed anyone. She does not understand why it is now turning vicious (assuming the monster causing the trouble is the weretiger). She wants the party to investigate and to find out why **Vandar's** farm is being attacked. She doesn't want the party to kill the weretiger; she doesn't believe that the creature is malevolent, and she wants to know what is going on.

Kathli will give the party basic information about the structure of the village, and about the people at the farms. The referee should ensure that the information she gives doesn't give away too much! Lady Kathli can also confirm that no-one to her knowledge has been attacked by a weretiger in living memory in Sohdhor. She will offer reasonable payment.

Unfortunately, Kathli cannot give the party any open aid or support. She is a major figure in Sohdhorian politics; if she is seen to be employing warriors, it will damage her political position. As such, she would prefer the party to take up residence in the local inn, rather than stay at her estate.

Jelliclo:

The village is fairly small, built mostly of stone and wood. It is warm and sunny, and the farms are growing warm climate crops such as fruit and corn. The village contains a large number of cats, mostly black and white (there was a large and active black and white Tom in the area a few years ago), and the party should always be aware of cats watching them, or nearby. The cats should be a useful tool for increasing player paranoia - they will find it difficult to tell which are familiars, and which are just showing natural feline curiosity! If the players are really paranoid, hint that perhaps it is the cats that are actually in control of the village... (this could be remembered as a rumour overheard before the party set off on this adventure).

The Villagers:

1. Lady Kathli's Estate:

A large, rambling stone manor house, occupied by **Lady Kathli**, her husband **Fithder**, her twin daughters **Hali** and **Hanli**, two serving maids **Olda** and **Lizi**, and the old family retainer, **Phann**.

Lady Kathli

She is a noblewoman; an intelligent and kindly middle-aged woman, and a powerful sorceress. She is small, not particularly attractive, and rather fiery at times, with short, curly dark hair (probably dyed). Her eyes are clear brown, and piercing. She speaks with a 'posh' accent, is kind to her





servants, and lives well. She is interested in children and looks after her own daughters very well. Born in Charmby, the capital of Sohldhor, she was brought up a sorceress. She swiftly became interested in politics and is now one of the Princess's closest advisers (hence she is only in the village for some of the year).

She runs the village fairly, as well as organising sorcery classes for the young women of the village (as well as **Vann**). She has an aged grey familiar cat, **Deut**, who spends most of his time curled up asleep in awkward places.

Fithder

The husband of Lady Kathli, he is a tall, handsome man in his fifties. Fithder runs Kathli's estate (gardens, small orchard, and the house itself); he is an efficient manager, but looks for spark or imagination to Kathli. In fact, he is quite intelligent himself, but likes to have Kathli's consent and agreement before taking any major steps. He is fond of the twins, and fair with the servants, but generally a little colourless.

Hali and Hanli (The terrible twins!)

These are identical twin girls, now in their mid-teens. Both are learning sorcery, and are becoming moderately proficient. Kathli is proud of them. They have a strong rapport with each other, and get on well with the servants. Both delight in practical jokes, and are equally fond of their mother and father (though they tend to be a little patronising about him). They are both big-headed, and believe that they can cope with anything.

Phann

An old family retainer of Fithder's family, Phann joined Kathli's family when she married. He does much of the hard work around the estate. He is also a confidante of Fithder, and the two tend to give each other support against their womenfolk. Now in his late fifties, he is beginning to become a little querulous.

2. West Farm:

West Farm is a large and prosperous farm near the edge of the village, run by **Janarta** and her husband **Lucius**. The land has been in Janarta's family since they came to Sohldhor two centuries ago with **Anasa Sodorra**. Also on the farm are Janarta's four children, and her grandpa **Taliu**, an old, rather grumpy man: as far as Taliu is concerned, nothing is ever right. He tends to drink heavily, which just makes him more bad-tempered. His money-pouch has recently been stolen.

The farm has two labourers; a young woman called **Larissa**, and the old man **Jathro**. Jathro is somewhat lazy, and given to rambling reminiscences.

The farm has a small black cat, **Mist**, with a reputation for cleverness and playing tricks. Mist knows what Larissa is, and is friendly with her; he will not give her away.

Janarta

She is a successful and prosperous farmer, running her farm efficiently and

well. Her major responsibility is to her farm, and everything else comes second. Despite this, she is a generous, pleasant woman who does what she can to help others. Her husband **Lucius** is the son of a farmer in a nearby village; they married after a whirlwind romance, and are still very much in love. They have four children; **Coll**, **Hadriss**, **Jorn** and **Kiri**, all under 21; they only have one daughter, which disappoints them. (Lucius feels somewhat guilty about this, but Janarta has never blamed him for it). Janarta is an attractive and forceful woman in her late forties: **Lucius** is a not unattractive man in his early forties.

Larissa

Larissa is a **weretiger**; she came to Sohldor from a distant jungle land, where her parents were killed by a weretiger when she was ten. She was mauled in that attack, and contracted lycanthropy. She is not evil, and does not enjoy hurting creatures or people. On the other hand, she enjoys being a weretiger. She is in full control of her shapechanging: in tiger form, she has strength and power that humans can only dimly imagine. As a tiger, she can be alive, her senses vibrant, and drink in the tastes and smells of nature. Every now and again, she feels the urge to change forms and run as a tiger in the wilds. She is, though, well aware that most cultures treat her as a monster to be hunted down and slain because she is **different**, not because she is in any way **evil**. She has been running for most of her life, but came to Sohldhor three years ago, and at last feels that she has found a place where she can be happy. She is hard-working, and both **Jathro** and **Taliu** order her around and make her work far harder than she needs to, but she feels obliged to do as she is told.



Unfortunately, she had become very friendly with **Teega** of the **Riverside Farm**, and at last made the grave mistake of telling **Teega** what she is. **Teega** told her that the other villagers will kill her if they learn what she is. Larissa doesn't want to have to flee again; **Teega** is blackmailing her into attacking **Vandar's** farm by threatening to tell the villagers what she is. She dislikes what she is being made to do, and now hates **Teega**, but doesn't want to leave her new life and her friends here. At the moment, therefore, Larissa is feeling bitter and trapped.

She sees the adventurers as a serious threat to her - such people always try to kill her. She has a strong instinct for self-preservation, and if the hunt gets too close, she will flee and leave Sohldhor, pausing only to kill **Teega** for betraying her.

3 Riverside Farm:

Riverside Farm is somewhat smaller than West Farm, but is fairly successful. It is run by **Teega** and her husband **Karr**, plus their daughters **Jen** and **Lani** and **Jen's** husband **Bharul**. **Jen** has two young children (daughters **Kaydi** and **Ilsa**).

Also on the farm are two labourers; **Ranth**, an ex-slave, and a farmgirl, **Daea**, who has taken **Ranth** under her wing and is showing him the ropes.

Teega

Teega is a small, irascible woman in her early fifties; her hair is greying, but she is still full of vitality and life. She is married; her husband **Karr** is a strong, fit man a few years younger than her.

Teega is the undisputed head of the household; she is a clever, imaginative woman with a flair for devious plans and ideas. She also has an unshakeable faith in the natural superiority of women, and considers that men who rise above their stations are abominations. She is responsible for the weretiger attacking **Vandar's** farm; she feels that **Vandar** should not be permitted to run a farm on his own. He should either marry or bequeath the farm to some woman. If he will not, he must be driven out of business. As such, she is ordering **Larissa** to attack **Peach Farm** so as to bankrupt **Vandar**.

Teega is not particularly evil - she is just sexist, bigotted, and quite incapable of considering any point of view other than her own. She is also cold-blooded and ruthless, and has no qualms about acting outside the law if it will bring about her desired result. **Teega** is also quite willing to see **Larissa** die once her job is done ("Well, a weretiger is an un-natural abomination, isn't it?"). She assumes that there is no danger of the party talking to **Larissa**.

Teega is not happy with her farmhand, **Ranth**. She feels he is above himself, and always seeks to put him in his place whenever she can.

Teega has a cat familiar, **Griddle**; she uses **Griddle** to learn what is going on in the village. She also has a very pretty Persian Blue cat as a pet.





Lani

Lani is Teega's daughter. She is unmarried, and was recently refused by Vandar when she proposed to him. She is angry about this; she very much wanted to own Peach Farm. (Teega is angry too; she feels that a man who is shown favour by a well-placed woman should not reject her). Lani takes after her mother, and is fully aware of Teega's scheme. She is giving her mother all the aid she can. By nature, Lani is clever and rather catty, with a tendency to get annoyed if she doesn't get her own way. She is rather attractive, and gets a lot of pleasure from dallying with the young men in the village. She is also a moderately successful sorceress.

Ranth

Ranth, a farmhand at Riverside Farm, is an ex-slave who escaped from a harsh, militaristic state to the north two and a half years ago. Ranth finds Sohldhor in general, to be un-natural and wrong; he is not certain that he is happy here. Ranth rather resents the other farmhand at Riverside, **Daea**, who shows him unconscious condescension; he is stronger than she is, and yet she doesn't consider him to be superior. He also feels (correctly) that Teega dislikes him. Ranth is becoming a little paranoid. He does not want to leave **Jelliclo**, but is becoming uncomfortable here. During the scenario, he will hear Teega discussing tactics with Lani, and jump to the conclusion that Teega is intending to wipe out all the male inhabitants of Jelliclo; from then onwards, he will sleep out in the fields, so that he cannot be slain in his sleep!

4. Peach Farm:

Peach Farm is a rich, prosperous farm on some of the best farmland in the village. Since Jelliclo's founding, it has been in the hands of a major family, but the head of that family was killed in a riding accident some three years ago. Now, her husband, **Vandar**, is running the farm in her place.

With Vandar are his two sons (**Ghani**, aged 10, and **Ghol**, aged 8) plus his daughter **Eldha**, aged 5. The two boys are typical little brats, spending their time making trouble around the village. The daughter is a quiet young thing, who tends to stay indoors and play on her own. Other villagers are saying that this is unnatural, and that the all-male environment is damaging her development.

Also at the farm are two labourers, **Indis** and **Olphess**; both are male, and in their forties, and have been at the farm for many years. Olphess quite likes having Vandar in charge, and is a stalwart supporter of him. Indis, though, feels that the new way is unnatural, and risks bringing down the anger of the goddesses. He tends to spread awful rumours at the pub about the effect having Vandar in charge is having.

("Wurl, 'e cain't run the farm proper-loike: trees 'uz getting bugs in 'em, 'n' the goats aren't giving 'nuff milk. T'ain't roight").

Peach Farm's cat is **Tugger**, an awkward animal with a penchant for stolen cream.

Vandar

Vandar is a handsome, burly man in his early thirties. He comes originally from another village on Sohldhor, but came to this village when he married. His wife was the owner of Peach Farm until she died. The ownership of the farm passed to Vandar; the other villagers assumed that he would remarry (there are a number of eligible women in the area), but he did not, and ran the farm himself. This has caused some surprise (not to mention some annoyance) in some villagers; others are supporting his bravery in 'going it alone'.

5. Cherry-Blossom Farm

Cherry-Blossom Farm is a comfortable, reasonably-sized farm, marked by a large cherry orchard. It is run by **Kay** and her husband **Olduss**.

Kay is a woman in her mid-twenties, who has only just taken over this farm. Unusually, her husband Olduss is a couple of years older than she is. They have only been married for a few months, and seem very happy together. Also living with them is Olduss' mother, **Lejunni** (a moderate sorceress). This farm used to belong to her and her husband (now dead); their daughter has gone to the nearby city as a sorceress of some power, and thus, Olduss is the only person left to inherit the land. Now he is married, Lejunni has retired to let Kay run the farm. Lejunni is still exercising a great deal of control from the background; Kay is beginning to resent her mother-in-law's interference, but doesn't want to upset her husband by telling the old woman to stop.

Lejunni has a familiar, **Jenn**, a small and lazy tabby cat (at night, though, Jenn tends to roam, keeping the farm in order).

Also on the farm, are three farmhands. **Fhalla**, the eldest, is in her fifties, and has been on the farm all her life. She dotes on Olduss and obeys Lejunni without question; Kay, on the other hand, is an unknown quantity whom she distrusts.

The other two are **Jael** and **Thoris**.

Jael

Jael is a young woman in her mid-twenties: she is not particularly attractive and is fairly strong. She is an escaped slave, who came to Sohldhor nearly five years ago. She is considered to be somewhat stupid, but beneath the surface, she has as cunning a brain as any sorceress. She currently has no means to better her lot, but would take any opportunity that appeared to rise in society. (On the other hand, she would not go to a male-dominated society - she wants to **better** her position). She is cold-blooded and moderately ruthless.

Thoris the Minotaur

Thoris is another farmhand at Cherry-Blossom Farm. He is an escaped slave from a nearby state. He is not evil; he considers that his new life is a vast improvement. Here, he is accepted, and amongst friends. He still has a slight chip on his shoulders at being considered inferior because he is a **male**, but is rapidly getting used to his lot. He is

hardworking, and becoming quite popular in the village. He does not talk much (his accent is difficult to understand at the best of times), but tends to drink heavily at the Greenwich.

The Temple to the Earth Goddess:

The temple is really only a small shrine to the goddess (a crop goddess common throughout the region).

RQ: A suitable goddess would be **Ernalda**.

Mother Calhia

Mother Calhia, despite her title, is only in her mid-twenties. This is her first parish, and she has only been here for a couple of years. She is a little uncertain and lost, and tends to retreat behind her role as a priestess if flustered, producing platitudes and quotes from the Way of the Earth Mother. She is unhappy about the pressure being put on Vandar, and would like to help him. Partly, this is because she is very attracted to him (though she would not admit this, even to herself). She is not a powerful priestess, but she cares about her flock, and works hard to help them.

Also at the temple is a small cat called **Grizz**: she was once a very pretty cat, but age and ill health have taken their toll.

The Mill:

The watermill is a modern, recently-built structure, and is the envy of the other villages. A number of local villagers bring their wheat here to be ground. It is run by her son **Ylissa** and her son **Yann**. Also at the mill is **Arnuss**, a strong grim man in his late thirties, who provides the muscles required to run the mill.

A small colony of black and white cats live at the mill, protecting the grain from rodents. Among the cats is a small, thin ginger tom, **Macavity**. This is a kleptomaniac cat, delighting in stealing small valuables from all and sundry; these are hidden in the hayloft over the grain store.

RQ: Macavity has been Dominantly possessed by a weak spirit of Avarice, which is using the cat's inherent cunning to carry out its thefts.

AD&D: Macavity was a human thief (level 6), until he annoyed a rather powerful sorceress (who has a sense of humour). Now in his *polymorphed* form, he is trying to collect sufficient cash to persuade a commercial sorceress to return him to human form.

Macavity has only been in the village a few weeks, and there have been a rash of small thefts since he arrived. Note that Macavity is never at the scene of the crime when any witnesses arrive. Needless to say, Macavity is responsible for the theft of the money from **Taliu** of West Farm, as well as for the theft of a brooch from **Kay** of Cherry-Blossom Farm, a bottle of perfume from **Lani** of Riverside Farm, and some money from **Asparagus** and **Skimble** Farms.

Ylissa

Ylissa is a small, wiry woman in her late 40s. She is a good business woman, who





will not allow anyone to get the better of her. She is very proud of her son, and feels that he is almost the daughter she never had. She has been running the mill since it was built. Before then, she worked in Charmby.

Yann

Yann is in his late teens, and is something of a 'Janegirl'; he affects female clothing and mannerisms, and at a distance could well be taken for a female. He is slipping into Lady Kathli's sorcery classes and trying to learn sorcery. Some of the village men consider that the young man is getting ideas above his station, and should accept the male lot; the others are supporting him. Kathli is well aware what Yann is doing, but does not object: She considers the youngster intelligent and compassionate, and feels he could well become almost as good a sorcerer as a woman. Yann's personal feelings are that he is 'as subtle as any woman'.

Yann is being successfully courted by **Veri**, from the **Greenwitch**, who considers that she has caught one of the nicest young men in the village.

Note: Many players will react negatively to Yann, considering him to be a wimp, at best. Yann will not understand their feelings: other members of the village may consider that the party are being reactionary, in trying to keep men in their places!!

Arnuss

Arnuss, originally, was a warrior in the Sohthorian militia, but left a few years ago, to obtain the far better position he now holds. He tries to keep his low background to himself. It is generally known in the village that Arnuss is Ylissa's lover.

The Smithy:

The Smithy is a small, smokey building near the river. It is occupied by **Rensi** the village midwife, her husband **Unlarr** the smith, and a large scarred ginger tom, **Tiger**, who is lacking one ear and one eye.

Rensi

Rensi is the village midwife, and, as such, one of the most important and respected members of the community, ranking beside **Mother Calhia** and **Lady Kathli**. She is tall, imposing, but regarded as somewhat masculine in her looks and manner: She is too direct and forward, preferring to use strength rather than subtlety to solve problems. This is regarded with some dislike: a woman is, after all, expected to be feminine. [Think about people's reactions to an effeminate man!!]

Rensi's children have all gone to Charmby to seek their fortune.

Unlarr

Unlarr is an intelligent and compassionate man now in his mid-fifties, who was cursed with undue strength: this has soured him somewhat, since everyone sees his muscles first, and assumes he is merely a warrior, rather than having any



real virtues. He trained as a smith, so that he would have a useful profession, and is now a competent and valued member of the village. His large form is often seen in the **Greenwitch**, where he tends to sit and talk politics to anyone who will listen. This is his attempt to show he is more than just a strong man.

The Greenwich Inn:

The Greenwich Inn is a large, stone building near the bridge. The inn sign shows a green-skinned crone with a hooked nose amidst a field of wheat. The inn is run by **Phanli** and her husband **Rann**, plus their daughters.

Also at the inn are a couple of cats, **Jerr** and **Rumm**, who specialise in stealing food and smashing crockery.

Phanli

Phanli is a buxom, rosy-cheeked woman in her early forties, with a permanent smile and a welcoming manner. She runs the Greenwich efficiently and well, and it is a popular drinking spot. Her cider is amongst the best in Sohthor. She is naturally cheerful and kindly, and is always ready to talk to visitors. She is also the village gossip, and an excellent source of information.

Rann

Rann is a dour-faced man who is completely over-shadowed by his wife. He is hard-working, doing all the heavy jobs at the inn, but is difficult to talk to, and has a reputation for grouching.

Chala

Phanli's eldest daughter, Chala, is an attractive and eligible young woman, who has been courting **Vandar** for the last twelve months, with little success. This is disappointing her; Vandar is a handsome

man, and **Peach Farm** would be an excellent property to obtain.

Veri

Chala's younger sister, Veri, is learning sorcery with Lady Kathli, and is considered to have a bright future ahead of her. She is, though, a quiet girl, who suffers from a slight limp due to an accident when she was younger. She dislikes attention, and tends to keep herself to herself. The party may notice her slipping out to the mill at night for assignments with **Yann**.

In The Greenwich Inn:

The party will find that the village is buzzing with the current events. Various people are expounding theories at the bar. One old boy is loudly pointing out that this is the wrath of the **Earth Goddess**, who is angry that a male is trying to run a farm without female control. A woman is arguing that "that blasted monster is to blame - it's obviously his work!". When the party are noticed entering the inn, though, conversation will cease, apart from a few whispered comments ("Ugh! What are they doing here?"). The general attitude at the inn is that adventurers, and in particular warriors, are scum. The landlady, though, will welcome the party, and will find them rooms.

After a few minutes, the atmosphere in the inn will thaw somewhat, especially if the party let it be known why they are here, and they can strive to gather information. In particular, the "monster" that the woman above was blaspheming about will turn out to be the minotaur **Thoris**. Also, Mother Calhia, the priestess, will talk to the party. As far as she is concerned, the Earth Goddess would take no part in such acts of barbarity.

The Second Day:

The party should turn in and get some sleep (they have had a tiring day's journey). Nothing happens during the night except that the news of the party's presence spreads all round the village. The party will be recognised by everyone from now onwards.

In the morning, the party should be encouraged to wander round the village and talk to people, getting to know who the villagers are.

From here onwards, events will depend to an extent on the actions of the party. However, certain encounters and events will occur:

The Warrior And His Force:

Sometime that day, the party will hear horses approaching the village. A second group of adventurers have just arrived, led by **Sigmund**. They were in Charmby and learned of the monster in Jellicio, and have come to deal with it.

They approached Lady Kathli, who told them that the PCs are dealing with the problem: she also said that Sigmund was not welcome (due to **Angharad**'s religion, among other things). Despite this, they will also take rooms at the Greenwich (which is now bursting at the





seams - this number of travellers is unheard of). Sigmund will seek to pump the party for all the information available.

As the scenario continues, the GM should ensure that there is friction between Sigmund's party and the PCs. (Professional rivalry!). This should sooner or later erupt into violence. When this happens, assuming the PCs do not kill Sigmund's party outright, Lady Kathli will be summoned, and will berate both parties for violence, before banishing Sigmund's Party from the village. (This assumes that Sigmund's party is seen to be in the wrong. If the PCs are in the wrong, Kathli will banish **both** parties). If they return openly, they will be fined and deported.

Needless to say, Sigmund will not just leave tamely; he will want revenge. He and his friends will turn up at some inconvenient moment later on, such as when the party are trying to win Larissa's trust...

Sigmund

Sigmund was originally a soldier in a nearby state, but he deserted (something which he doesn't talk about!). He is not particularly handsome, but acts every inch the tough, commanding warrior. He is straightforward and direct, with little subtlety. He is cautious, but can be goaded into violence. He assumes that women will fall at his feet, and considers Sohndhorian women must be either blind or lesbian.

Einarr

Einarr is a tall, skinny man in his late twenties, who has little faith in his own abilities. He normally lets **Sigmund** or **Angharad** take the lead, and finds the Sohndhorian assumption that he is as good (if not better) than Sigmund startling - and actually quite pleasant. He is also pleasantly surprised that Sohndhorian women show any interest in him (because he is a sorcerer); in his home state, most women prefer warriors to sorcerers.

He has a familiar, **Skraal**, a raven.

Angharad

Angharad is a scheming, unpleasant priestess, with a delight in violence. She is bold and cold-blooded. She is not in tune with Sohndhorian attitudes, though she feels she would like to be (or more accurately, she would like Sohndhorian values to be closer to hers). She also feels that Sohndhorian men are all wimps. It is likely that she will consider tough men in the players' party to be the first **Real** men she's seen since she got here, and start making eyes at them; She will use any response as a means to gain information from the man she seduces. She is not particularly attractive, but has a strong personality.

The Angry Old Man:

When the party approach West Farm, Talliu will accost them and accuse them of theft. Someone has stolen his pouch of silver, with which he pays for ale at the inn. He is very angry and will not accept any denials of guilt. The money was gone from his room in the farmhouse when he

looked for it last night. It was definitely there the night before.

The party will be rescued from his accusations by Janarta. She will persuade Talliu to leave the party alone, but will ask them herself if they have seen the money. (It has actually been stolen by Macavity) Janarta will let the party investigate in the farmhouse if they so wish: **sharp eyes** may spot a few ginger hairs by Talliu's window.

If the party ask around, they will learn that there have been other thefts locally in the last few days. (Needless to say, this is a complete red herring).

Just A Minotaur:

Sooner or later, the party will talk to **Thoris**, the minotaur. Thoris is becoming aware that he is a prime suspect for the current events, and is getting jumpy. In his homeland, such a suspicion would be sufficient to get a monster killed on the spot. If the party are even remotely rough in questioning him, he will suddenly panic and run, making for the woodlands near the village, intending to disappear into the depths until the village calms down and the adventurers leave. If the party pursue him, he will assume that they are going to kill him, and will turn and fight to defend himself. If the party kill or seriously injure him, they will have broken Sohndhorian law, and are liable to be hauled up before Lady Kathli for their crimes. She will not be amused. The sentence she gives is up to the referee; the party should not get off lightly. Thoris enjoys the same protection under the law as any other citizen, and Kathli will not accept defences such as "Well, he was only a monster, wasn't he?"

If the party do not catch Thoris, he will hide in the woods for some time, before creeping back into the village to obtain food that night. He might be mistaken for the monster by a jumpy party.

If Sigmund's party talk to Thoris first, he will definitely flee, with Sigmund and friends in vain pursuit. Later on, he will creep back into the village to ask the players' party to protect him. (This should have a faintly ridiculous air to it!).

The Seductress:

During the afternoon, **Teega** will go to see the weretiger **Larissa**, to order her to strike again tonight. Once she is sure that Larissa will oblige, she will send **Lani**, her daughter, to get to know one of the player characters. Lani will pick the most appealing male (not necessarily the most physically handsome, but the nicest personality) and get him on his own by some ruse (eg. by suggesting that she has valuable information for him). She will then endeavor to seduce him. If her chosen victim seems suspicious of her motives, she will explain that Sohndhorian men are all wimps, and that he is the first **Real** man she has seen in months. She doesn't believe this, but she assumes it will convince a thick barbarian warrior from abroad. Assuming she is successful (and she is not unattractive) she will take the opportunity to pump him for information on the party's plans, and will subtly slip him some false information about the location of the weretiger. (In

particular, she will tell him that she has seen strange sights near the temple at night, and also suggest that he investigate the terrible twins!). Her basic aim is to ensure that the party are nowhere near Vandar's farm tonight.

Assuming she is successful with the player characters, she will later on try the same trick on Sigmund (with complete success).

That Night:

As ordered, Larissa will attack Vandar's lands again tonight. The other party are not in the vicinity; they are all watching Kathli's estate. **Lani** has ensured that they are suspicious of the twins. If the party are in the vicinity, Larissa will endeavour to escape - she will not attack them. Larissa should get clean away, leaving only paw prints, some shredded chicken, and damaged orange trees.

One more attack such as this will bankrupt Vandar. However, careful investigation will find paw prints identical to those at **Peach Farm** leading out of the millpond near **West Farm** (remember that tigers enjoy swimming - Larissa was trying to clean herself up).

The Ex-Slave's Tale:

At some stage, **Ranth** will come to talk to the party. (Use this if the party have not gained any leads pointing them towards Teega). Ranth is suspicious that something is going on out at Riverside Farm; he doesn't know precisely what, and his fears are becoming exaggerated. He now believes that the Sohndhorian sorceresses have discovered some means for women to reproduce without men, and are planning to exterminate all men. He fears that Teega is organising the extermination in Jellico.

Of course, Ranth is completely wrong, and the GM should play Ranth so that he appears as irrational as he actually is. What he can do, though, is tell the party about secret meetings where he has heard snippets of conversation such as "I'll get her to finish that man off" and "He'll get what is coming to him".

Meeting The Monster:

Sooner or later, one or the other party will go to investigate **Larissa**. If she realises that they know she is the weretiger, she will change form, and bolt into the woodlands. It is strongly recommended that Larissa make good her escape, if need be after a half-hearted attack on her questioners. Larissa will "know" now that she cannot remain in Jellico: She will be very bitter at being driven from her home. The party should figure out that she will want revenge on the woman who betrayed her. If they do not, Teega will go to them and ask for protection. She will also ask Sigmund and friends for protection (even if they have been banished), hoping that they will kill Larissa for her, to destroy the evidence.

The Final Battle:

This may well take place at Riverside Farm when Larissa comes to get her revenge on Teega. It is up to the party what they intend to do. Sigmund's party





will be watching Riverside Farm, intending to kill Larissa and gain the kudos for her death. Teega will also try to get Larissa killed (to cover up her actions). Larissa wants to kill Teega, but she also wants to stay alive, and will not stay if the battle is obviously going against her. If the PCs try to protect Larissa (as they should), Sigmund and friends will turn on the party for trying to protect 'the monster'.

Outcome:

The final solution of this scenario is up to the party. The real villains are **Teega** and **Sigmund's** party; Larissa is a victim of circumstance. The villagers, if matters are explained to them, could be persuaded to accept Larissa, despite what she is. Larissa doesn't want to be 'cured' of her 'affliction'. She enjoys running as a tiger. Teega's fate is up to the party; death is probably a little harsh, but some lesser punishment is in order. Certainly the other villagers will not approve of her actions - while Vandar is not considered quite respectable in trying to run the farm on his own, he certainly should be allowed a fair chance. Kathli will probably not be too angry if the party massacre Sigmund and friends (though she will not approve). If they do survive, she will order the PCs to escort them to the port, where they will be deported (if the party haven't annoyed Kathli too much, they will be paid for this).

Referee's Notes:

The referee should use the various characters to keep the action in this scenario moving, and to keep the players off balance. Perhaps most useful for this are the terrible twins, who spend much of the game following the party around and making snide comments, generally being awkward, and finding both groups of adventurers endless sources of amusement. They are also likely to get themselves into serious trouble sooner or later - **Angharad**, for a start, will not be amused and may well lose her temper with them: Lady Kathli will not be pleased if the PCs do nothing to help her daughters.

The referee should also ensure the players have a long list of suspects, from the twins to Mother Calhia. Don't let them find Larissa immediately; make it clear that each successful attack is more vicious and violent than the last, and get the party seriously worried about the weretiger.

Most importantly, though, don't let the players forget where they are. Ensure that the odd incident or person jars, reminding them that Sohndhor is not a typical society...

Statistics:

Lady Kathli

RQ:

STR: 11 CON: 9 SIZ: 10
INT: 18 POW: 21 DEX: 15
APP: 10 Move: 3 Hits: 10
Right Leg: 0/4, Left Leg: 0/4, Chest: 0/5
Right Arm: 0/3, Left Arm: 0/3, Head: 0/4
Abdomen: 0/4

Magic Points: 21, Fatigue Points: 20

Spells: Animate Stone 74%,

Apprentice-ship Bonding 86%, Dominate Human 100%, Glow 71%, Hinder 100%, Homing Circle 46%, Neutralize Magic 100%, Magic Points Matrix Enhancement 100%, Phantom Sight 100%, Protective Circle 91%, Spell Matrix Enchantment 84%, Spell Resistance, 89%, Teleport 101%.

[These are the spells Kathli normally carries in mind; given time, she has access to any spell she might want].

Skills: Fast Talk 84%, Orate 96%, Sing 45%, Evaluate 78%, Human Lore 92%, Read/Write 90%, Devise 51%, Intensity 102%, Duration 99%, Range 100%, Multispell 98%, Ceremony 100%, Summoning 32%, Enchanting 104%.

Dagger: (1d4) SR8, 24%, Parry 29%, 6 points.

AD&D: AC3; Lvl 10; HP25; Mage; Human Female; NG.

STR: 11 INT: 18 WIS: 15
DEX: 15 CON: 9 CHA: 16
+2 Dagger; +2 Cloak; Bracers AC6

Spell Book: All first to third

4th Level: Confusion, Dig, Enchanted Weapon, Fear, Fire Charm, Wizard Eye.

5th Level: Hold Monster, Passwall, Stone Shape, Telekinesis, Teleport.

Familiar: Black Cat, called Deuteronomy; AC7, 4HP.

Hali and Hanli

RQ: Both.

STR: 10 CON: 12 SIZ: 12
INT: 16 POW: 16 DEX: 14
APP: 16 Move: 3 Hits: 12
Right Leg: 0/4, Left Leg: 0/4, Chest: 0/5
Right Arm: 0/3, Left Arm: 0/3, Head: 0/4
Abdomen: 0/4

Magic Points: 16, **Fatigue Points:** 22

Hali:

Spells: Animate Stone 14%, Glow 21%, Phantom Sight 19%, Protective Circle 20%, Treat Wounds 19%.

Skills: Climb 46%, Dodge 28%, Ride 12%, Throw 26%, First Aid 23%, Human Lore 28%, Read/Write 54%, Orate 17%, Sleight 15%, Play Lute 22%.

Dagger: (1d4) SR8, 24%, Parry 19%, 6 points.

Hanli:

Spells: Cast Back 23%, Fly 18%, Mystic Vision 19%, Stupefaction 24%, Telepathy 22%.

Skills: Climb 46%, Dodge 31%, Ride 15%, Throw 25%, First Aid 18%, Human Lore 28%, Read/Write 54%, Orate 14%, Play Lute 22%, Sneak 32%.

Dagger: (1d4) SR8, 23%, Parry 20%, 6 points.

AD&D: AC9; Lvl 1; HP3; Mage; Human Female; CG.

STR: 10 INT: 16 WIS: 9
DEX: 14 CON: 12 CHA: 12

+1 Dagger each. +1 Ring of protection each. Hali has a *Brooch of Protection* against *Sleep*. Hanli has a *Brooch of Shielding*. (These are identical in appearance!)

Hali's Spell Book: Burning Hands, Dancing Lights, Detect Magic, Magic Missile, Push.

Hanli's Spell Book: Enlarge, Light,

Shield, Sleep, Ventriloquism.

Larissa

RQ:

STR: 11/27 CON: 9/17 SIZ: 10/27
INT: 11/11 POW: 12/12 DEX: 15/15
APP: 14/- Move: 3/8 Hits: 10/22
Fatigue Points: 20/44

Human:

Right Leg: 0/4, Left Leg: 0/4, Chest: 0/5
Right Arm: 0/3, Left Arm: 0/3, Head: 0/4
Abdomen: 0/4

Tiger:

RH Leg: 2/6, LH Leg: 2/6
RF Leg: 2/6, LF Leg: 2/6, Head: 2/8
Hind Quarters: 2/10, Forequarters: 2/10

Skills: Dodge 12%/45%, Jump 34%/62%, Hide 68%, Sneak 74%, Climb 42%, Swim 33%/68%, Sing 34%, First Aid 38%, Animal Lore 35%, Listen 36%, Track 13%/56%.

Bite: (1d10+2d6) SR8, 45%.

Claw: (1d8+2d6) SR5, 65%.

Rip: (2d8+2d6) SR5, 80%. (only if both claws hit).

Dagger: (1d4+2) SR8, 29%, Parry 31%, 6 points.

AD&D: AC3; 6d8+2; 39HP; Human Female/Weretiger; NG.

STR: 11/27 INT: 11/11 WIS: 13
DEX: 15/15 CON: 9/17 CHA: 12
2 Claws @ 1-4; Bite @ 1-12.

Only hit by +1 or better weapons.

Teega

RQ:

STR: 13 CON: 14 SIZ: 9
INT: 16 POW: 16 DEX: 12
APP: 9 Move: 3 Hits: 12

Right Leg: 0/4, Left Leg: 0/4, Chest: 0/5
Right Arm: 0/3, Left Arm: 0/3, Head: 0/4
Abdomen: 0/4

Magic Points: 16, **Fatigue Points:** 27

Spells: Apprentice Bonding 38%, Create Familiar (INT) 56%, Glow 78%, Holdfast 56%, Treat Wounds 83%.

Skills: Intensity 82%, Duration 76%, Range 36%, Read/Write 87%, Orate 34%, Farming 87%, First Aid 44%, Human Lore 62%, Animal Lore 78%, Plant Lore 81%, Listen 38%.

Unarmed: but could use a knife if necessary at 15%.

AD&D: AC10; Lvl 6; HP19; Mage; Human Female; LN/E.

STR: 13 INT: 16 WIS: 9
DEX: 12 CON: 14 CHA: 14

Spell Book:

1st Level: Affect Normal Fires; Dancing Lights; Enlarge; Feather Fall; Hold Portal; Jump; Light; Magic Missile; Mending; Sleep; Unseen Servant.

2nd Level: Continual Light; Forget; Invisibility; Knock; Levitate; Magic Mouth; Mirror Image; Web; Wizard Lock.

3rd Level: Dispel Magic; Fly; Hold Person; Phantasmal Force; Suggestion; Tongues.

Lani

RO: Sorceress: Apprenticed to Teega.

STR: 10 CON: 9 SIZ: 10
INT: 14 POW: 15 DEX: 15
APP: 16 Move: 3 Hits: 10

Right Leg: 0/4, Left Leg: 0/4, Chest: 0/5
Right Arm: 0/3, Left Arm: 0/3, Head: 0/4





Abdomen: 0/4

Magic Points: 15, Fatigue Points: 19

Spells: Diminish CON 23%, Enhance APP 25%, Stupefaction 19%.

Skills: Courtesan 48%, Dodge 24%, Jump 31%, Ride 12%, Fast Talk 42%, Sing 36%, First Aid 19%, Human Lore 23%, World Lore 27%, Read/Write 42%, Conceal 26%, Sleight 19%, Listen 29%, Hide 14%, Sneak 18%.

AD&D: AC7; Lvl 1; HP3; Hour; Human Female; CN.

STR: 10 INT: 14 WIS: 9
DEX: 15 CON: 9 CHA: 16

Bracers: AC8.

Spell Book: Kiss of Sleeping, Silvertongue, Impotence, Fascination.

Thoris

RQ: Minotaur

STR: 24 CON: 16 SIZ: 24
INT: 8 POW: 10 DEX: 12
APP: 7 Move: 5 Hits: 20
Right Leg: 4/7, Left Leg: 4/7, Chest: 3/8
Right Arm: 3/6, Left Arm: 3/6, Head: 3/7
Abdomen: 4/7

Magic Points: 8, Fatigue Points: 40

Spells: Heal III, Repair II.

Skills: Track 54%, Hide 34%, Sneak 28%.

Head Butt: (1d6+2d6) SR6, 44%.

Improvised Club: (1d6+2d6) SR5, 28%, Parry 21%, 4 points.

(Thoris does not normally carry a weapon; only give him a club if he is forced to defend himself and there is something suitable in reach).

AD&D: AC6; 6d8+3; HP37; Male Minotaur; CN.

STR: 24 INT: 8 WIS: 10
DEX: 12 CON: 16 CHA: 8

Unarmed: Headbutt for 2-8/bite for 1-4, or club for 1-6 (if there is a suitable weapon in reach).

Sigmund

RQ:

STR: 14 CON: 13 SIZ: 15
INT: 13 POW: 11 DEX: 11
APP: 13 Move: 3 Hits: 14
Right Leg: 2/5, Left Leg: 2/5, Chest: 5/6
Right Arm: 1/4, Left Arm: 1/4, Head: 6/5
Abdomen: 5/5

Magic Points: 11, Fatigue Points: 27

Spells: Bladesharp II, Countermagic II, Disruption, Heal.

Skills: Ride 56%, Throw 39%, First Aid 61%, Orate 26%, Human Lore 24%, Conceal 15%, Devise 31%, Listen 56%, Scan 43%, Track 38%, Hide 31%.

Broad Sword: (1d8+1+1d4) SR7, 43%, Parry 46%, 10 points.

Long Bow: (1d8+1+1d4) 1/SR, 36%, 6 points.

Shield: (1d4+1d4) SR8, Parry 48%, 12 points.

AD&D: AC4; Level 5; HP36; Fighter; Human Male; NE.

STR: 14 INT: 13 WIS: 12
DEX: 11 CON: 13 CHA: 16

+1 Broad Sword. Ring of Feather Falling.

Einarr

RQ: Adept Sorcerer.

STR: 7 CON: 10 SIZ: 13

INT: 17 POW: 19 DEX: 15

APP: 10 Move: 3 Hits: 12

Right Leg: 0/4, Left Leg: 0/4, Chest: 0/5

Right Arm: 0/3, Left Arm: 0/3, Head: 0/4

Abdomen: 0/4

Magic Points: 19, Fatigue Points: 18

Spells: Animate Stone 35%, Damage Boosting 82%, Diminish 79%, Fly 67%, Dominate Spirit 56%, Glow 66%, Stupefaction 55%, Treat Wound 79%.

Skills: Climb 35%, Dodge 44%, Ride 53%, Fast Talk 32%, Read/Write 78%, Evaluate 51%, First Aid 34%, Human Lore 89%, Hide 35%, Intensity 81%, Range 88%, Duration 72%, Multispell 67%.

Rapier: (1d6+1) SR7, 21%, Parry 23%, 8 points.

Dagger: (1d4+2) SR8, 22%, Parry 31%, 6 points.

AD&D: AC7; Level 5; HP16; Mage; Human Male; LN.

STR: 8 INT: 17 WIS: 9
DEX: 15 CON: 10 CHA: 10

+1 Dagger. +2 Ring of Protection.

Spell Book:

1st Level: Burning Hands, Comprehend Languages, Detect Magic, Enlarge, Hold Portal, Jump, Light, Magic Missile, Shield, Shocking Grasp, Sleep, Spider Climb, Tenser's Floating Disc.

2nd Level: Continual Light, Darkness 15' Radius, Detect Invisibility, Fools Gold, Invisibility, Knock, Levitate, Magic Mouth, Mirror Image, Web, Wizard Lock.

3rd Level: Dispel Magic, Explosive Runes, Fireball, Flame Arrow, Fly, Lightning Bolt, Monster Summoning I, Protection from Normal Missiles.

Angharad

RQ: Priestess of War/Death God (eg. Zorak Zoran!)

STR: 14 CON: 15 SIZ: 13
INT: 15 POW: 16 DEX: 12
APP: 12 Move: 3 Hits: 14

Right Leg: 2/5, Left Leg: 2/5, Chest: 5/6

Right Arm: 1/4, Left Arm: 1/4, Head: 6/5

Abdomen: 5/5

Magic Points: 16, Fatigue Points: 29

Spells: Command Shade, Crush II, Create Zombie, Fear, Dismiss Magic, Berserk, Midlink III, Summon Shade.

Skills: Dodge 23%, Jump 32%, Ride 46%, Orate 45%, Ceremony 55%, Read/Write 79%, Evaluate 5%, Human Lore 45%, Listen 44%, Track 61%, Sneak 43%, Summoning 48%.

Heavy Mace: (1d10) SR2, 57%, Parry 39%, 10 points.

Quarterstaff: (1d8) SR1, 54%, Parry 45%, 8 points.

AD&D: AC4; Lvl 5; HP37; Cleric; Human Female; LE.

STR: 14 INT: 15 WIS: 17
DEX: 12 CON: 15 CHA: 15

+1 Mace. Bag of Holding.

Spells Memorized:

1st Level: Command, Command, Cure Light Wounds, Protection From Evil, Sanctuary.

2nd Level: Hold Person, Hold Person, Know Alignment, Silence 15' Radius, Speak with Animals.

3rd Level: Animate Dead, Prayer.

Typical Cat (familiar).

RQ:

STR: 3 CON: 12 SIZ: 3
INT: 5(8) POW: 12 DEX: 20

Move: 7 Hits: 8

RH Leg: 0/3, LH Leg: 0/3

RF Leg: 0/3, LF Leg: 0/3, Head: 0/3

Hind Quarters: 0/4, Fore Quarters: 0/4

(Magic Points: 12), Fatigue Points: 15

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