



ADVENTURE CYR0002

CYRADON™



Chapter Two: Hunger Pangs

A. Maher

27 Cillia 1683 IR



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Credits:

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Adventure:	Based on the adventure seeds part of the Cyradon Book.



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Dramatis Personae

The Cast

The Refugees and Their Allies

NPC's

<i>Major Jarid</i>	<i>Tarahiri</i> guard Major
<i>Sargent Wiln</i>	<i>Tarahiri</i> guard Sargent
<i>T'meli</i>	Old Rhona Seer
<i>Guards</i>	<i>Tarahiri</i> warriors
<i>Messengers</i>	Runners on various missions

PC's

<i>Gilgaron Grey</i>	Argentian Legionnaire
<i>Garic Yari</i>	Seidheri Bard
<i>Alahia</i>	Fesharian Acolyte
<i>Frush Lerah</i>	Arcurias Bowman
<i>T'cha Rein</i>	Osh'Tahl Herbalist
<i>T'woo Shin</i>	Charmweaver
<i>Aaaaa'Wawoo</i>	Usirae Apprentice

Full PC work ups are available in the Pregenerated Characters Section and only a quick reference is made here.

Players are not limited to PreGen Characters, but the GM should keep the time frame in mind when creating characters for this adventure. All PreGen backgrounds and character descriptions are based on the time frame of the adventure and may need minor updating if tinkering takes place.

The Denizens of the Devastation

Creatures

<i>Bounder</i>	Trapped in the dark realms for eternity
<i>Gorger</i>	Creatures of the devastation
<i>Elemental Patago</i>	Aberration remnants of a Narsi Experiment
<i>Rasicar</i>	Construct diligently cleaning Belynar.
<i>Rainbow Beetle</i>	Pets who have found a new niche
<i>Zenassant</i>	Solitary Hunter

All of the denizens of the devastation are fodder. No recurring characters are encountered this chapter.

Elemental Patago

One of the stray experiments of the Narsi created a fierce breed of Patago that survived the devastation and became enmeshed with it. It has these extra features.

Elemental Affinity – When the creature is struck by an attack based on air (Electrical) the creature is healed by the number of hits that would have been done. Earth attacks do double damage.

Extra Critical – attacks do an extra electrical critical.

Elemental Manifestation – When in danger they will manifest an electrical field ½' in radius for five rounds. (Up to 3 times per day) Everyone within the area receives a Tiny Electrical Critical.

If you substitute the elemental critical (heat, cold, or impact for fire, water, and earth) in the above description it will work for all of the encountered Patago should you need them.

Destroying creatures of the devastation can be hard at the best of times since they rise from the dead 2-10 days later unless utterly destroyed. But how do you utterly destroy a creature with the elemental affinity to fire... others you can burn, but these creatures regenerate when you do? One possible solution is freezing and shattering, another is to transport the carcass outside of the devastation, or dissolve it in acid.

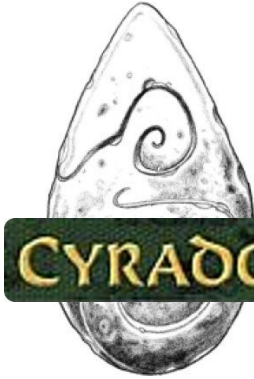


Quick Stat Table

NAME	LVL	SIZE	BMR	INT	DB	HITS	ATTACKS	SKILLS/NOTES	STAMINA	WILL	MAGIC
REFUGEES AND ALLIES											
Guards	1	M	10	12	60	80	+65 M-Slash (s. sword)	Perception (3) 25	30	25	20
T'meli (80PP)	6	S	5	20	22	55	+25 T-Slash (Dagger) +30 T-Puncture (Dagger thrown)	Perception (8) 58 Divination (11) 82 Arcane Lore (6) 50 Stalk & Hide (3) 60 Elem. Bolt Earth (6) 80 Phantasm (5) 75 Unlocking Ways (7) 85	45	55	65
DENIZENS											
Rainbow Beetles	1	S	10	15	65	80	35 S-Puncture	Perception (6) 40	30	15	25
Bounder (wounded)	9	M	12	20	110 (-15)	245 (140)	125 L-Slash (-15) 110 L-Puncture (-15)	Perception (30) 90 (-15) Ambush (20) 86 (-15)	85	70	70
Gorger	2	M	14	20	40	105	70 L-Puncture 40 M- Slash	Perception (9) 55 Climbing (9) 55 Jumping (9) 55 Swimming (9) 55	40	20	30
Patago (Air Elemental)	2	S	12	20	40	80	70 S-Slash + S-Electrical 55 S-Grapple 45 T-Puncture + T-Electrical (bleeds prey -10 hits/round)	Stalk & Hide (9) 63 Ambush (9) 63 Fly/Glide (9) 63 Perception (9) 55	25	25	25
Rasicar	7	L	10	5	85	255	115 L-Slash 80 L-Puncture	Perception (24) 85	35	40	85
Zenassant	8	M	10	15	125	140	120 L-Slash 85 L- Puncture	Perception (27) 85 Tracking (16) 70	80	70	70

Combat Notes

This space provided for your combat notes...



CYRADON

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Adventure

GM Overview

This is a standard dungeon crawl. Full of good old fashioned traps, secret doors, and foul denizens. A fun sequel to the Chapter One, and the last of the adventures in the hard days just after arrival. The remainder of adventures in this series will be post Ritual of Estrousal, where the world looks a little less bleak.

What has Gone Before

The aid of the Gryphons and Rhona has kept the people alive but shortages continue. Soon even the generous help of the new friends will be exhausted. Rations are punishing, tempers are short and the mood is grim. One of the Rhona seers has had a vision of food stores in the belly of the ancient city.

Most would dismiss it as lunacy or wishful thinking were it not for the source, the most respected and aged of the Rhona Seers.

Many people whisper of the madness of staying here, and starving in this cursed city, others whisper that Grayson has found a way to reopen the gate to the Skaldi Lands and safety. Still others whisper that Grayson plans to use the portal to strike at the heart of the Asut Theocracy itself.

No one knows but Grayson and his advisers, but what little food there is is disappearing quickly.

25th to 26th Cillia

The characters have been involved in routine duties. Patrols and the like, even some training. As the city is slowly cleared, the people are finding shelter, and despite the situation people are beginning to adjust.

If food can be found, soon, perhaps there is some hope for normality, the refugees would not survive a flight across the devastation to friendlier lands.

Running the Adventure

This adventure is quite long, and can be run over two sessions or more. The Unconnected Bits can stretch the life of this adventure considerably. To run it in one three to four hour session you will have to eliminate all of the optional encounters. For example, you will not need more than two of the elemental chambers. As well you can lessen the number of branching tunnels to speed things up.

The short version would have the party head almost directly to the Barracks with maybe one elemental chamber and the prison on the way. Meet up with the old Rhona, remember the strange alcove and make use of the Alcove portal. Set off the trap, face the gorgon in the mini Labyrinth... then find the chambers. That is one very busy four hour session, so keep everything to an absolute minimum if that is your time frame.

The long version adds more twists and turns and feels more like a dungeon crawl. The longer length coupled with Chapter One make this a playable introduction to Cyradon for non Tournament use as well.

Why a longer version? Well this adventure is a follow up to Chapter One... and in the same format, is hopefully easily adaptable to tournament / demo play. Having a longer one allows for multiple sessions (if you have interested players and the time slots) or for a good old fashioned dungeon crawl. There are many, many alternatives for making this a very long adventure indeed, so mind your time and objectives if this is used in a tournament setting. My play testers really took their time getting through this though I could have shuffled them through in less time had I the heart to.

The next adventure in this series will not occur until after the Ritual of Estrousal and three more Pregenerated Characters will be added to Chapter Three... A Malbung Trallen (Mage), a Janeal Infantryman (Warrior Mage), and a Nagazi Trader (Thief).



Act 1: The Strangest of Missions

Scene 1: From the main room a set of wide and well travelled stairs descend.

Map: Use Map 1... Positions of NPC participants are marked, the characters will be near the table.

"So a little Rhona dreams that there is food in a dank tunnel under a long dead city... and Grayson wants us to search through tunnels which may contain more unspeakable horrors than those we have already encountered?" The Sargent looks in disbelief. at the messenger.

"That is what he said sir." the messenger replied. the Sargent nods and signals his dismissal. Saluting he gladly complies and walks quickly away as though the orders were best put behind him.

The Sargent turns to you and ponders his options before speaking. "Well this nugget is yours. I can't send my best men on a foolish gnome's quest. I'd rather start marching us all out of this desolate hell hole south to where the Rhona live, and we can all eat."

If the PC's question him at this point he goes on to elaborate.

"Why stop here in the dead city? The valley of the Rhona is a few days away at best for us, a week at most. We may loose a few hundred, maybe a thousand civilians tops. Better than starving in this creepy old city. The old man has never led us wrong before though. Let's hope he is right this time."

He then gets back to the mission.

"Look you need to go report in to Major Jarid in the Barracks for this, but before you do, I need you to investigate a few things on the way down... at least you can be of some use. On the first level down, there have been reports of some damned winged monkeys, check them out for me. On the second level down I lost a man on patrol this morning, I assume he is dead somewhere in this hell hole... but find out for me. Then go report in... take your time... there are a lot of stairs between here and there. Since this is your first time down there, try and stick to the main Tunnel as much as possible... if you get lost I won't go looking for you, I actually liked the man who is missing."

He answers a few more questions as best he can then send people on their way.

"Hey, do you think you are hourly waged? Get your asses down there."

The guards posted in the room know nothing of value and rather than tick off the Sargent will just direct any questions to him.

XP: No awards or penalties so long as nobody dies in this encounter..





Act 2: Into the Depths

Act Two takes place on the way to the Barracks. This is a standard dungeon crawl and players should feel little importance attached to their mission at this point.

Stairs into Night:

Scene 1: From the main room a set of wide and well travelled stairs descend over one hundred feet and end in a chamber of many exits.

Map: Begins on Map 1 and ends on Map 2.

The stairs are magnificent... 20' wide and well made, carved from the mountain itself. They have platforms to rest where ever the stairs switch back every 20 steps. The descent is well over four hundred steps. The roof remains high, nearly as high as the tunnel is wide. The cylindrical vaulting arch of the passage is reminiscent of the buildings on the central plateau. In the dim light you can imagine what this might have looked like when the braziers that line the way were tended and lit. There is a hint of sparkle to the stone.

It takes a long time to climb down the stairs (over 420 steps down take a while), but it will take longer to climb back up. You can throw in an encounter with a Gorger $\frac{3}{4}$ of the way down if you wish. Try to give them a feeling of how far down it actually is (over 300'). The central plateau is a fair ways up the mountain from the barracks, and there are just three main sets of stairs to bridge the distance.

Defensively it makes sense to have entrance to the city controlled by few access points and a rather steep climb. It wears down any enemy before you make a final stand against them, and ensures that those who come in peace are daunted by the scale of things.

XP: An optional encounter with a Gorger is an easy minor goal 10XP. Otherwise no XP for this encounter.



A Chamber of Decisions:

Scene 2: The chamber is a 30' high vaulted square chamber with exits in all directions. The chamber has been used lately, but is now silent and dark.

Map: Map 2, the central room with 8 branching tunnels.

"The tiled vaulted ceiling is nearly 30' high, the original tile patterns in it remain intact. Four main tunnels branch out in the centre of the square chamber. The walls of the room are the same grand stone work of the stairs and main tunnels. Not quite seamlessly cut into the corners of the room are smaller tunnels which were once blocked by iron gates, but now only one remains completely intact. Two others have been broken down by bashing, seemingly ages ago. One stands open."

Some information can be gained through tracking or perception checks. An All-or-Nothing Tracking check will find out the following about the chamber (Perception will find two ranks less, so if the roll is a Medium Perception Check (All-or-Nothing) read the Easy section):

Easy: There are tracks of soldiers primarily running from the stairs you descended in a straight line across the chamber. (NW to SE) Another large group went through the open gate and back out. Some strange tracks are here.

Light: The soldiers also did some exploration around but none approached the closed or battered doors. Some of the strange tracks are bipedal, some are not. The strangest ones are heading toward one of the bashed doors (west corner).

Medium: The bipedal tracks are like those of the gorger. If they have encountered one on the stairs. Otherwise they notice that the feet are big and floppy with clawed toes, the very odd tracks cross the floor east to west from corner to corner.

Hard or Better: You notice everything above, plus you notice that the very strange creature that crossed from east to west was limping. If you can call what it does limping.

The passageways out of the chamber have the following descriptions:

North: Warm dry, slightly sulfuric air drifts in from this entrance, the lower part of the gate was long ago bashed in, allowing people to crawl through.

Those who pass through will find a long winding tunnel with a long stairway down. It gets hotter with every passing foot. Have them make an Easy Constitution Check for every minute they are in the second half of the tunnel (below the stairs). It opens into the chamber in Blood of the Mountain.



North West: This is the tunnel back the way you just came.

It returns you to the stairs from Stairs into Night.

West: The tunnel beyond the gate is quiet and dark the nearby walls glitter in the light. The gate has recently had it's lock smashed. Pieces of it still lay underfoot. The gate swings open easily.

The tunnel has progressively more mineral deposits as you move toward the end where the reflections from them become quite strong. This leads to Mountain's Heart Chamber.

South West: This tunnel is as wide and well made as the Main tunnels and stairs that you have passed through so far.

Those who follow it will encounter a chasm... see Unconnected Bit E.

South: Damp water vapour wafts through this entrance. The gate has been bashed in at the bottom allowing people to pass through.

A long spiralling tunnel becomes mistier with every step. Visibility is reduced by half. This leads to Mists of the Mountain.

South East: A long fine tunnel, the same as the one you entered the room from continues on in the same direction.

It takes you to the next set of stairs in encounter More Stairs.

East: A strong breeze blows into the tunnel, the gate remains untouched, and undisturbed for eons.

The lock on the gate is light difficulty. Breaking the lock is a Very Hard Strength manoeuvre and will require a crow bar or heavy sword that the owner does not think much of. Breaking the gate itself is beyond mere men. The tunnel afterwards seems charged, with the occasional spark of electricity arcing between two stone outcroppings on the wall. This leads to Damn Winged Monkeys.

North East: This main tunnel slopes away gently.

This ends shortly with Unconnected Bit D.

XP: Good tracking and perception can be rewarded with between 10 and 40 XP. Should the party find nothing here they get no XP. The locked gate in the east corner is an easy minor goal, 10 XP.

Mountain's Heart Chamber:

Scene 3: Small chamber with alcoves, all the alcoves have bars and gates.

Map: Map Two Mountain's Heart Chamber. One dead Elemental Patago is in each alcove.

The glittering walls of the chamber magnify the light making it much brighter here. Alcoves line the walls, iron bars and gates make cages of the alcoves. Within each is the corpse of a grey earthen colour Patago.

While the characters are in the room, one of the Patago begins to stir. A creature of the devastation, it was killed by spear thrusts two days ago. As a minor aberration it is resurrected 2-10 days after death, and has been since it was left here after the Narsi died. Thus with no food and the elemental nature of the chamber have they existed for the long centuries in their cages. These wizard's pets are utterly mad from the ages.

A simple stab returns it to death, burning of the bodies ends the cycle. The bodies are vulnerable to electrical attacks (taking double damage).

XP: No XP awarded, unless the players try to burn the bodies to end the cycle of torment. (10 XP bonus)

Blood of the Mountain:

Scene 4: A roughly round magma chamber with a ledge that holds nests.

Map: Map 2 Blood of the Mountain chamber, two dead flame coloured Patago are on the floor.

The heat is terrible the smell of sulphur nauseating. Two corpses of fire coloured Patago lay on the floor by nests. The bodies are gnawed and well eaten, but strangely intact.

Have the players make an Easy Constitution Check for every minute they are in the room to avoid swooning and or vomiting. Players so affected recover in 10 minutes once out of the chamber and its tunnel.

The bodies are slowly regenerating. Destroying these aberrations is difficult because of the fire elemental affinity. Should they attempt to burn the bodies, the Patago miraculously recovers, and attacks. Use the Air elemental Patago stats but substitute a heat critical for electrical.

XP: No XP awarded, unless the players try to burn the bodies 10 XP for defeating the reawakened Patago.



Mists of the Mountain:

Scene 5: Round chamber with steaming pool in the middle, a boulder is feasting on a white Patago that is latched on to him.

Map: Map 2 Mists of the Mountain

Growling croaking noises come through the mists. The chilly air with occasional warm wet gusts thins enough to see a large cat-like creature gnawing on a white Patago attached to it's haunches. It turns it's horrible toothy frog like face toward you, and half croaks, half growls.

A wounded boulder feasting on a few dead Water Elemental Patago. It is also a wizards pet loosed into the depths of Belynar ages ago, it has been locked in a cycle of death and combat with the Patago of the two opened elemental chambers for centuries, sometimes the victor sometimes the victim. The battle with the water Patago has just ended the mist hangs heavy in the air from the cold bursts of the Patago defences. The chamber is warm with steam at other times.

The boulder attacks on sight. It is wounded but still very dangerous.

XP: Killing the Boulder is a medium minor goal, 50 XP. The Patago bodies burn quickly in fire (10 XP).

Damned Winged Monkeys:

Scene 6: A huge vaulting chamber with a light at the top, descending into the depths with a ledge by the entrance.

Map: Map 2 Damn Winged Monkeys, four elemental Patago positioned in nests on the walls of the chamber.

Winds gush in from the tunnel you entered from and from the depths bellow, a pin point of light somewhere in the vast chamber above gives dim light to the chamber. Bolts of electricity crackle from wall to wall in the heights and depths. Patago swirl in the air above and the depths bellow. A small grouping of nests is next across from the ledge you are on. Spotting you they Screech, four of them advancing...

In the first wave of attackers there are only four, those above and bellow wait to see the outcome. The nest clusters are from different power groupings within the colony which has thrived over the centuries, the electrical impulses of the chamber feeding the population. Infighting has kept their numbers down.

As soon as they are within range of the first target they use their elemental manifestation (5' radius Tiny Electrical Critical). When these four perish, the other groups in the colony respond with a group of ten then twenty.



Players will be forced back from the chamber eventually and have to find a way to bar the door that they opened.

XP: This is a hard minor goal 100 XP for surviving and barring the gate. It will take more than the PCs to wipe out this colony.

Loose Ends

This act is just the beginning of the action, so if you are time pressured ignore some of it, using either the boulder or the air Patago encounter, ignoring the others.

If you have fallen behind on time consider omitting the Guardroom in the next chapter and reducing the number of beetles in the Prison Cells.

You can conversely allow the characters to wander past the two obstacles in the main tunnels (should they find a way through them). Tunnels branch off in all directions from the main one, but almost all of them end in one of the Unconnected Bits.

Many store rooms and wizard's workshops exist. The less accomplished Narsi Magi used the old Cyrad tunnels for quiet spaces, some of the more powerful used some places for discrete or dangerous work.

Rasicar, Zenassant, and Gorgers wander through these areas, roll an encounter at random or choose one you feel appropriate.

When the players try to find their way back, they have a chance of getting lost. A routine tracking check keeps them on the right path.

Rasicar have very effectively kept these rooms clean of all but dust, there is little treasure to be found, unless a secret workshop can have its warding breached (an absurd task for such young adventurers).

It is possible that the characters can find an exit to the central plateau above. A small chance exists of finding a way to the thin walk, but it is hidden by secret doors (an ambush built for internal politics in the days of the Narsi. They can exit there and have some explaining to do to Sargent Wiln when they pass through there again.

Without access to the Cyrad portal codes they cannot find their way beyond this. Thoroughly read the unconnected bits before you start random wanderings through the Depths of Belynar.

A few other locations of interest are an underground lake of hot fresh water; tunnels that have succumbed to magma; or traps that were set to solve rivalries and protect workshops from inquisitive people, some of these may still be active.

XP: This is a light major goal 30 XP for checking out the monkey problem for the Sargent.



Act 3: Reporting to the Barracks

More Stairs:

Scene 1: Another long flight of stairs.

Map: Starting at the bottom of Map 2 and finishing at the top of Map 3

Like the last grand staircase this one stretches once again into the depths. winding back and forth as it plunges downward.

These stairs descend nearly as far as the first ones. Returning back up them would wind even healthy characters.

XP: No XP for this encounter.

An Odd Opening:

Scene 2: Central Corridor, with two alcoves at either side.

Map: Map 3 just before the Stairs descending to Map 4.

On either side of the hallway, arch shaped alcoves 20' wide and just a few inches deep are cut into the stone... They appear to be part of the original stone work, to the side of each is a small metal panel with a number of crystals, each crystal has a symbol carved on it.

The two alcoves are gates, one of which goes to the store rooms that the Rhona dreamt about. The players have no way of knowing this, and the gate goes to multiple locations, opening in a room in the building where this adventure began, and in the Barracks below. This was used in Cyrad and Narsi days to store trade goods that came in and out of the city and make the transportation from ground level to central plateau considerably easier. The control panel on the east wall is the correct one and contains different symbols from the west wall.

There is a specific sequence for passage for this gate, lost to time, there is a 1 percent chance of finding the correct one, and a 5 percent chance of triggering a feedback that inflicts a Tiny Electrical Critical.

In chapter four the players will need to pass this way again,

XP: If by some .highly improbable chance they activate the right gate before meeting with the Rhona, give them 100 Bonus XP and begin Chapter Five. Otherwise no XP.

Guardroom:

Scene 3: Circular chamber with alcoves around the walls and a fire pit in the middle.

Map: Map 3 Circular Chamber east of the main passageway.

The side hall opens into a large circular room with domed ceiling. A long dead fire pit is in the centre of the room, and small alcoves roughly human sized are arrayed around the walls on their side, one atop another. Cut steps lead to the upper alcove with smaller alcoves beside, perhaps for storage. The floor of the room is bare, but odd bits of debris can be seen in the alcoves.

The wall near the door is cut into racks that would be useful for weapons. A few rusted swords remain, spear heads and pike heads can be seen rusting in piles of dust at the base of the racks.

A guard barracks in the time of the Narsi. It holds the remains of a squadron. The bones and flesh are strangely gone from the room, but fragments of clothing and bits of decomposed personal effects can still be found in the alcoves.

Searching with a Perception check (All-or-Nothing) will yield the following results.

Routine: Bits of debris from what could of been a squadron of soldiers, the swords are useless, too far gone, but a pike head is salvageable and well made.

Easy: Bits of debris from what was probably a squadron of soldiers, the swords are useless, too far gone, but a pike head is salvageable and well made, a few coins are found in one of the alcoves, 1 gp, 3 sp, and 14 cp all of them a mixture of elvish and what looks like ancient Tarahiri designs.

Light: Bits of debris from what was a squadron of soldiers, the swords are useless, too far gone, but a pike head is salvageable and exceptionally well made, coins are found in several of the alcoves, 5 gp, 31 sp, and 142 cp all of them a mixture of elvish and what looks like ancient Tarahiri designs. Fragments of clothing and bits of decomposed personal effects can still be found in the alcoves, but no signs of bone or flesh. The floor is unusually clean.

Medium: Bits of debris from what was a squadron of soldiers, the swords are useless, too far gone, but a pike head is salvageable and exceptionally well made... it looks like a masterful work. Coins are found in several of the alcoves, 5 gp, 31 sp, and 142 cp all of them a mixture of elvish and what looks like ancient Tarahiri designs. Fragments of clothing and bits of decomposed personal effects can still be found in the alcoves, but no signs of bone or flesh. The floor is unusually clean, as though something has cleaned in here. A small journal is in one alcove, what is still



readable details basic comings and goings of Shival Arali and other strange names.

Hard or better: Bits of debris from what was a squadron of soldiers, the swords are useless, too far gone, but a pike head is salvageable and exceptionally well made... it looks like a masterful work. Coins are found in several of the alcoves, 5 gp, 31 sp, and 142 cp all of them a mixture of elvish and what looks like ancient Tarahiri designs. Fragments of clothing and bits of decomposed personal effects can still be found in the alcoves, but no signs of bone or flesh. The floor is unusually clean, as though something has cleaned in here. A small journal is in one alcove, what is still readable details basic comings and goings of Shival Arali and other strange names. An amulet is hidden, in the very back of an alcove...

The amulet is an Amulet of Steelskin (+20 DB, and which changes the tint of the bearers skin to grey, but has no effect when worn with armour). The pike head is a masterwork (+10 OB) pike head that needs a shaft fitted for it.

XP: A good search is it's own reward, no XP gained for this encounter..

Holding Cells:

Scene 4: A series of rooms once some kind of holding area or kennel.

Map: Map 3 south west of the main corridor.

"This was once some kind of prison, kennel, or breeding pens. Now strange resin clings to the walls and small multicoloured eggs hang in sacks."

This is an ambush, a colony of rainbow beetles has taken up residence here. Laborium specimens who for generations have fed on the unwary Gorgers and other denizens of the bowels of Belynar.

Once the party has entered deep into the rooms the creatures spring out from hidey holes in the cell walls to surround the party. This is a dangerous encounter for the PC's because of the close quarters and lack of manoeuvrability. If the party faces one beetle for each PC plus one or two they should feel challenged without the encounter decimating them.

In the final large chamber the missing man is sprawled out half eaten on the floor, strings of resin hold him to the floor.

XP: This is a medium minor goal 50XP for besting the bugs and finding the missing man.



Yet more Stairs:

Scene 5: Another long flight of stairs.

Map: The last stairs from Map 3 to Map 4.

Yet again a grand staircase descends into night. What cruel intent did the builders have in such long descents? And worse still the thought of climbing back up to the central plateau.

This thankfully is the last descent to the barracks level. Give them a pause from encounters, they will likely be bloody enough by now.

XP: No XP for this encounter.

A Warren of Workshops:

Scene 6: A row of workshops, each approximately the same size, some obviously for leather working, others clearly smithies. A select few for woodworking.

Map: Map 4 the long row of rooms off the main corridor.

Each room will vary slightly, some will have some raw metals, others will have a few usable tools. None will be fully functional. All of the floors will be clean, but tools on racks can still be found.

- A wood working shop, it has fallen into near total disrepair. A few tools and some rotting wood are all that remain of the projects that were here.
- A leather working shop, some traces of old leather and tools can be seen in amongst the rubble... it was a large leather working shop, anyone with a related craft skill can determine that it focused mainly on armour, probably for the nearby barracks.
- These are smithies many of which have partially finished products. Some of the raw materials and tools are salvageable. Most of the forges are semi-circles and use traditional fires and bellows. All rooms are well ventilated with large vents in the ceilings and fresh air inlets near the floor level of the walls.

Two of the forges have lava beds and the controls to go with them. One of them is filled with hardened basalt and no longer functions. In order to maintain temperatures hot enough to work steel, the magma is taken directly from the magma chamber by portals and taken away by another one. A gentle slope ensures that it flows quickly enough to maintain temperatures. A large crank wheel adjusts the slope thereby adjusting the temperature.

The portals are activated using a much simpler version of the portal control system. Four crystals which if pressed in sequence will activate both portals in the correct sequence. A worker has scrawled a quick sequence into the forge so that he would not have to remember what the symbols meant.



A related craft check will discover that much of the material and almost all of the forges can be put back to work almost immediately. A *Medium Craft: Smithy check (All-or-Nothing)* will allow the player to figure out the workings of the lava forges.

- D. These rooms are full of coal, unharmed by the passage of time, it sits ready for use. The shovels have lost their handles to time.
- E. This room was once filled with fine wood. What was once wood, milled and ready for working is now just so much debris.
- F. Scraps of leather can still be found here. Time has rendered this store room valueless.
- G. The room is full of workable metals, a fortune in steel, and other useful metals. Nothing precious mind you, but this represents a tremendous find for the refugees. This much metal coupled with the forges can refit the Tarahiri Guard for some time.

At any point during this warren, a random encounter should occur, your choice depending on the shape they are in. Remember they are close to help so you can really beat them up here. Healers are present in the barracks and will even work cheaply.

Choose either a party of Gorgers, a stalking Zenassant, or a run in with a Rasicar.

XP: *Getting the lava forge to work is worth 10 XP bonus. A tough fight is a minor goal and worth 50-100 XP.*

Reporting In:

Scene 7: *Past Huge doors, you enter the barracks, and are greeted by Major Jarid and the Rhona Seer.*

Map: Location H. at the bottom of Map Four

You Pass the intersection and the bright outline gets larger. The doors ahead lead to light, and they are enormous. When you reach them they are in good condition and open easily by one person. An amazing feat of engineering.

Light spills through from the room beyond. After your eyes adjust you realize that you have reached the barracks. A familiar soldier Major Jarid, who gained much notoriety during the last battles in Anias, and a small elderly Rhona.

They will greet the party, and the Major will give a quick introduction to T'meli. T'meli speaks remarkable Tarahiri for a Rhona. He is however a cantankerous old absent minded fuss bucket.

After receiving a report, having underlings and healers deal with the corpse of the missing man, if the players have brought it, Major Jarid will task the party as follows.

"Well this task falls to you, though I am loathe to give a job like this to a group with your luck. You are to follow this Rhona in pursuit of his prophetic vision. Keep him safe.

I really hate to send any one out with you lot, the only thing you seem to accomplish is bringing home corpses. This is an important man in the Rhona community, try not to get him killed while you are helping him."

T'meli will make terse introductions, accuse everyone of being too young to have earned the proper wrinkles, and generally make a cantankerous old man of himself. He will lead the party back toward the portal level in the most circuitous manner that you have time for.

Everything, will remind him of his dream. Until he decides no that isn't right... It must be this way.

At one point or another he will ask the players if they encountered any metal panels with crystals in them with a series of markings which he will relate to them. Most players should recognize this as the portals on the portal level. If not T'meli will lead them there when the time is right.

XP: *Completing this Act without finding the lost man is worth 30 XP. Should the party have found the lost man as well, they receive 50 XP.*

Loose Ends

If this is the first of two tournament sessions then tally the results as though this was the end of the adventure. See Wrapping it Up for help. End this session with the arrival in the Barracks and begin the next with T'meli's wild goose chase.

If you are playing through or using this adventure in a non tournament setting then you may also want to allow the players to explore the side passages. The tunnels to I. on Map 4 can be handled the same way as in loose ends form the last act. The main difference being that most of the tunnels will end in tanneries, breweries and other large industrial rooms all of which will be in need of major repair.

If you are playing through and need to get to the end quicker. There is a portal in the Barracks that T'meli has found out how to activate that takes players through to the portal level. This spares the players T'meli's wild goose chases, complaints on the stairs and other shenanigans which should get players to the end quicker.

Use portions of the adventure you missed to furnish the wild goose chase, or use unconnected bits as time allows.



Act 4: The Secret Door

Act Four really begins with the wild goose chase through parts of the adventure you want the characters to see before the end, but always ends up concluding this way.

Riddle Me This:

Scene 1: In front of the portals on the portal level.

Map: Map 3 just before the downward stairs.

T'meli stares at the door for some time trying to decipher the nature of the controls. Then he asks for your assistance.

"In my dream this part was not exactly clear. There were a series of symbols which may have been either four or five symbols... and the sequence is a bit scrambled in my head. I see them much like a ring without beginning and end. Also one of the symbols from my dream may be either this crystal or that crystal or both"

If the characters figured out how to use the lava forge and make the connection between the four symbols there and the likely number of four here then the odds of successfully opening the portal on the first try increase to 50/50.

If the characters also remember the last crystal from the forge is similar to the one and not the other of the two possible interpretations of the dream symbol, (an easy Reason All-or-Nothing manoeuvre) then the portal opens on the first try.

Otherwise there is a 30% chance each attempt of getting it right and a 5% chance of triggering a feedback that inflicts a Tiny Electrical Critical.

XP: A bonus of 10 XP for either remembered detail or 20 XP for both.

A Failed Trap?:

Scene 2: In a corridor on the other side of the portal.

Map: Just beyond the entrance way on Map 5.

"Now there was something I was supposed to do here..." T'meli says as he wanders down the hall.

He steps on a flagstone that gives, and suddenly...

A loud grinding noise followed by a horrible shaking and a sudden tumult that seems to echo from everywhere, Then silence... then a clank.

"Yes I remember, avoid the trap... well seems a bit late for that."

The trap that was triggered causes the labyrinth to shift into place from what was a straight passage through. Creatures are released into the labyrinth. This is a security measure (the labyrinth rather than the creatures) of the Cyrads to guard their store rooms. Later the Narsi used these rooms and left the guards there as an added measure.

XP: No XP for this encounter.

Labyrinth:

Scene 3: At the mouth of the corridor a large room opens up, but it is carved up by a maze of 15' high walls in a 25' high chamber.

Map: Map 5 at the end of the entry corridor.

As you come to the end of the long corridor the you appear to be in a very large room with 15' high dividing walls, but the walls are very different from the rest of the walls you have seen so far, they appear to come out of the floor, rather than being built on it.

"No this isn't right... in my dream this went straight through. Well bother it!" T'meli chimes in.

The players will have to wend their way through here, In the final act, the players will face what lurks in here.

Climbing the walls is a Medium Climb manoeuvre. But those who reach the top can walk on the walls, though they will have some hazardous leaps to get from one side of the room to the other this way.

XP: A 15 XP bonus for anyone who climbs the walls. An additional 15 XP if they make it to the other side that way.

Loose Ends

None at this point... Plunge right into the next Act to wrap things up.

If you are running short on time scale back the fight in the next act, use either just a few Gorgers instead of a group of them or the Zenassant.



Act 5: Chambers out of Time

Gorgers / Zenassant on the Prowl:

Scene 1: In the labyrinth... and possibly in the room beyond should the battle work out that way.

Map: The labyrinth on Map 5 has suggested starting positions for the gorger encounter.

If you choose a Gorger encounter read the following...

Moans and fleshy wet squeals alert you that you are far from alone. Something is out there.

If you choose the Zenassant encounter then read nothing and ambush the players in the labyrinth at the most opportune time.

If the Gorgers are the opponents then they will be heard in advance by wary players. (Easy Perception Check) Starting positions are suggested, but the Gorgers will flock to the first person they see, attempting to satiate their terrible hunger.

Either encounter will be difficult to survive unless the party is fairly tactically astute. It is a good time to die though and should you happen to kill a player at this point it will not be long until the adventure ends anyway. T'meli is actually quite a spell caster and will help win the battle eventually.

XP: Players receive 50-100 XP for the Medium to Hard minor goal.

The Curious Room:

Scene 1: Quick description of scene.

Map: Map 5 the room just past the Maze

Alcoves and recessed bunks line the walls, this looks much like a guard room. Some of the bunks have had their covering doors shaken open, others remain closed.

If you chose the Zenassant encounter then there is nothing special about this room.

If you chose the Gorger encounter then these are guards placed in stasis within their bunks who became Gorgers in the devastation. When the trap was triggered many Gorgers were

released from their slumber. at least one is still in a magical slumber, waiting to surprise the character that opens the door.

Guards assigned this duty stored their belongings elsewhere so there is nothing of value here.

The doors on either side are large, wide, and unlocked.

XP: If a gorger or two still slumbers and is awoken this easy minor goal is worth 10 XP.

Chambers out of Time:

Scene 1: A long corridor with many rooms all with identical doors marked in Elu with the strange words Stasis Chamber

Map: The rooms marked with a C on Map 5

The door, just like all the others in the hall has markings in Elu on it.

It reads "Stasis Chamber" says T'meli... "what ever that means."

The doors are not locked. When opened the chambers reveal months worth of food, basic supplies and trade goods. All of them fresh and in good order, as if just placed there.

The stasis chambers will activate if the doors are shut. Any one inside will not notice the passage of time, and will think the door merely has shut and then reopened. If all the players are caught in this hours will pass before Major Jarid's rescue party finds them.

XP: This is the Major Goal of the Adventure and players receive 50 XP for their troubles.

Loose Ends

Undoubtedly players will want to revel in the abundance they discover but eventually they will have to report back to Major Jarid (Down the stairs is so much easier than up them after all).

When they arrive there, there will be a tremendous commotion with runners going every which way. Major Jarid will be pleasantly surprised if everyone lives through the escapade.

He will be pleased at the news of the stores.

The commotion is the arrival of a large group of Arali troops from Janieal and Desnia. Something that will definitely spark Frush's interest.

And that is where this chapter ends.



Wrapping it Up Unconnected Bits

Group Goals

All players will get the same number of XP from group goals accomplished, minus penalties (if any are incurred).

If you have been keeping a running tally as you go along this will be simple. Groups with enough time to explore the side tunnels can gain a good deal of XP from this adventure.

Personal Goals

If a character in your judgement fulfils a personal goal (as stated in the character sheets). Then pick a difficulty out of the air and award a value accordingly (10 for light up to 50 for very hard), none of the Major goals can be accomplished in the scope of this adventure, but minor ones can.

Award up to an additional 20 XP for exceptional play in achieving the goal.

Player Kudos

Pass around slips of paper to each player and ask them to vote for the best player in the game, the one who best presented the character they were playing and who was the most fun to game with.

The most votes gets 75 XP
The second most gets 50 XP
The third most gets 25 XP
Ties get equal points.

Picking a Winner

If this is a tournament, or there are prizes to award, you can use XP to pick the prize winners. The player with the most XP will be the one who best achieved personal goals and got along with the other players.

Should you divide this into two sessions you may tally the combined totals for each or award prizes for the best single session. You will have to come up with some structure for that to suit your particular situation. Each session would receive the player kudos and Personal goals bonus XP.

GM's should be in agreement on the scale of these bonuses before hand. No additional bonus XP should be handed out in a tournament situation.

When characters go off mission, here are a few things to keep you from going off your rocker. Most likely Characters will decide to try and go through parts of Belynar's Belly that you are not prepared to deal with. The solution to this is simple. Narsi tunnel complexes seldom coincided with Cyrad ones, in fact most of the Cyrad complexes went unexplored by the Narsi. The Main tunnel between the barracks and gate is a rare exception. There was little point in rebuilding the tunnel so it was modified slightly to suit their purposes. This does mean however that most tunnels branching from here are Cyrad. The entrance from the Coliseum was a Narsi addition and much more commonly used during Narsi time than this one.

Down A Random Tunnel...

A. A Gate Without a Key

A smaller version of the gate the refugees came through marks the end of the tunnel. A series of coloured crystals embedded in a metal plate beside the gate beckon.

There is a specific sequence for passage for this gate, lost to time, there is a 1 percent chance of finding the correct one, and a 5 percent chance of triggering a feedback that inflicts a Tiny Electrical Critical.

XP: Finding the right sequence is worth 50 XP as a bonus and opens a portal to a random part of the city. No XP for a bad combination.

B. Where Once There was a Bridge

A bridge once stretched across the natural cavern to the tunnel opposite.

Constructing a rope bridge across is difficult. A Hard rope mastery feat. That and players must find a way to cross the cavern which is between 20 and 50' across... Not so easy for those that do not fly.

XP: Crossing the space where the bridge was is a light minor goal 20 XP.



C. Wardings

A wall of force stretches across the tunnel. It hums with force, threatening.

Those silly enough to attempt to go through suffer a Tiny Electrical and a Tiny Impact Critical before being thrown back.

Dispelling this high magic warding requires extreme skill. Arcane Lore Narsi or Arcane Lore High Magic can be used as a bonus roll. It is an Extremely Hard Dispel Magic attempt (All-or-Nothing) to break the warding.

If the warding is broken a small room is found with numerous tombs and furniture crumbled by time. Magical lab equipment fallen to ruin, herbs beyond use. And one or two of the following:

- *A tome of the history of the Narsi... (allows people to gain ranks in History: Narsi should they want to invest the time and DP's)*
- *The personal diary of the Mage... a good read but not the most informative except for a few passages about "...ritual to remove tears of life from the nexus chamber..." the rest of which is destroyed and the mage planned to be buried in the family tomb in the Necropolis with the ultimate treasure as a pillow like his revered great grandfather Gilramat. (takes days to read through)*
- *A ring which is a PP adder +2*
- *A rare wand (which grants bonuses to scaling penalties for those who use wand casting traditions).*
- *Some other treasure of small to medium value.*

XP: Bringing down a warding is a hard minor goal worth 100 XP. Surviving an encounter with one is worth 10XP.

D. A Wall... But Why a Wall?

There is a wall ending the tunnel here. The stone work does not match the surrounding stone, the mortar is cracked, and the stones spalding.

This wall was erected by the Narsi to seal off areas where secrets were kept or monstrous experiments have gone wrong.

The wall is old and in poor shape to break it down is a Hard Strength manoeuvre. Use the procedure for breaking materials in the HARP rule book.

XP: This is a light minor goal 20 XP awarded for breaking down the wall.

E. Chasm

A chasm stretches across the tunnel. It is not overly wide, but it does stretch into blackness bellow. a section of the floor on the other side has cracked and descended a few feet, but not fallen into the chasm.

Players could jump the distance (Light Jump (All-or-Nothing) manoeuvre). But falling would be tragic, and most likely fatal. Most GM's would not kill a character in this way, but I feel it fitting for any soul foolish enough to jump without a safety rope.

The first ledge is unstable, and has a 5% chance of collapse for every character on it, per round. They would need to make a light Agility check (All-or-Nothing) to prevent a fall with the ledge, or an easy Acrobatics (All-or-Nothing) manoeuvre.

XP: Crossing the chasm is worth 10XP. Those who fall and die may receive 100 XP posthumously.

Other Encounters

Should the characters stray off the beaten path, here are a few encounters for them. To encourage them to stick to the plot line. Run them in order since they each become more dangerous.

A. Patrol

Should the characters attempt to leave the city or wander off to far flung places you can have them run in to a group of guards. They are challenged by a patrol and asked to identify themselves and their mission. If the characters persist, in going where they should not, the leader of the patrol simply states,

"Your the group of fracking misfits that let the young Gryphon die a few days ago... Screw up another mission and he'll have you guarding the children's play fields. I will have to report this to Grayson if you go that way though."

It is not an idle threat, nor is he making up the story of the play fields, Grayson has done it before. They simply shrugs and walks away muttering something about "... diminished capacity ...filling in the ranks ...substandard recruits"

XP: This is a non goal no XP awarded. Unless personal goals can be fulfilled.



B. Slithering Shadows

Use this if the characters continue go too far astray or you are feeling cruel.

Ahead in the shadows, a huge lumbering shape rumbles through. It passes a cluster of rock and debris and into a tunnel. A tumult of sounds, rocks being crushed... the noise and shambling shape move away into the gloom.

If they pursue the creature they do not find it, it has entered a dark passageway deep into the mountain. They did not get enough of a view of it make out any detail.

If they persist off the course of the mission they hear a rumbling behind them and are beset by a Rasicar.

XP: This is a hard minor goal 100 XP awarded.

C. Solitary Hunter

Use this encounter if characters feel like wasting your time. The characters are stalked by a Zenassant, it gets quite close without being noticed. It will try and ambush one of the weaker looking characters by dropping on them or springing out from behind something.

To run the ambush... the Zenassant will spend several rounds stalking and hiding if this is successful, it will make an ambush manoeuvre when in range. The Zenassant has no treasure if defeated. If severely wounded it will try to flee.

XP: This is a hard minor goal 100 XP awarded.





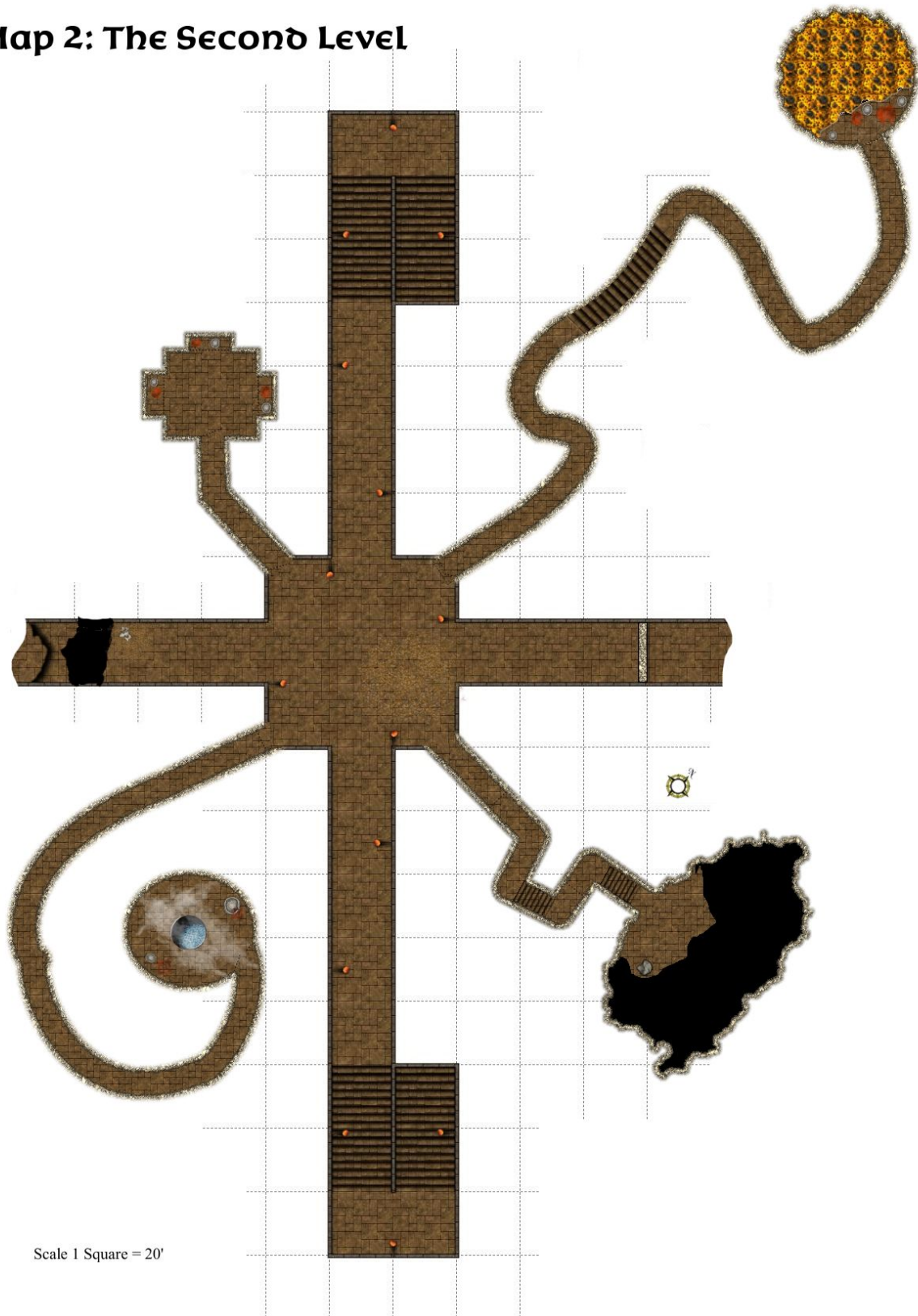
MAPS

Map 1: Central Plateau Building





Map 2: The Second Level



Scale 1 Square = 20'

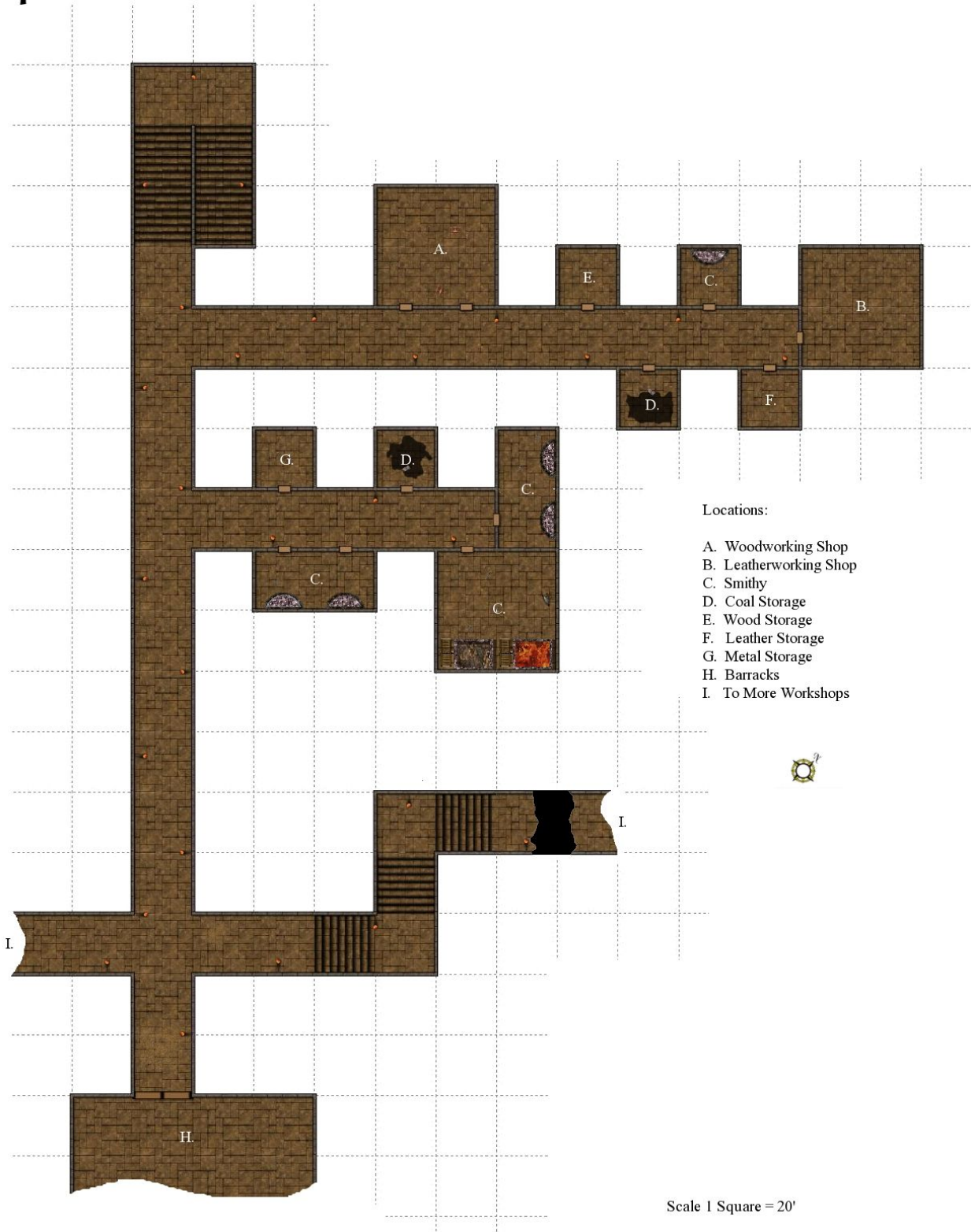


Map 3: Portal Level





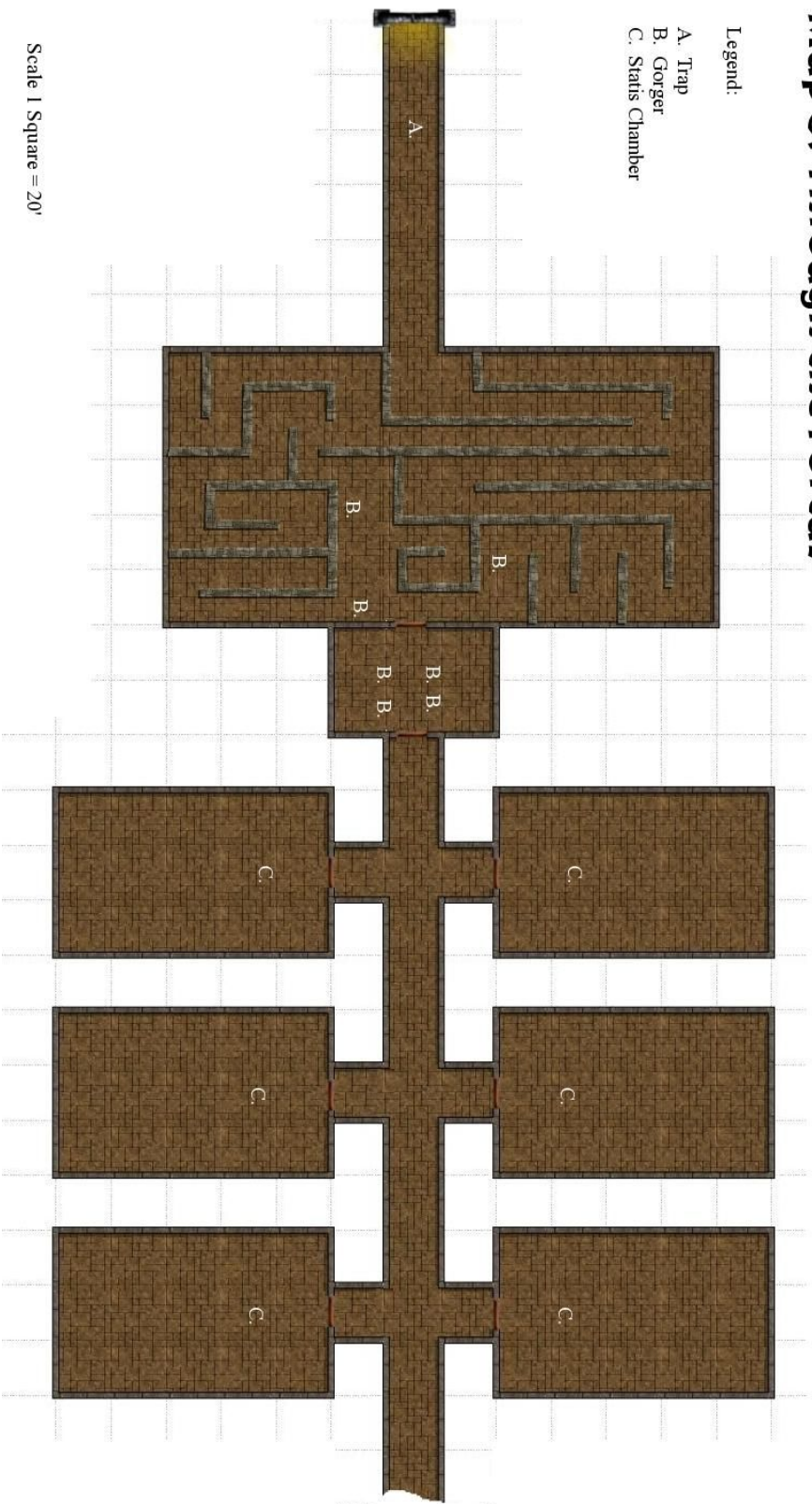
Map 4: Barracks Level



Map 5: Through the Portal

Legend:

- A. Trap
- B. Gorgor
- C. Statis Chamber



Scale 1 Square = 20'



Chapter Two - Hunger Pangs 27 Cillia 1683 IR

Pregenerated Characters

PC's List

NAME	RACE	PROFESSION	ORIGINS	NOTES
Gilgaron Grey	Human	Fighter	Tarahiri	Argentian Legionnaire
Garic Yari	Human	Cleric	Skaldi	Seidheri bard
Alahia	Human	Monk	Orsai	Fesharian Acolyte
Frush Lerah	Elf	Rogue	Sithi	Arcurias Bowman
T'cha Rein	Gryx	Ranger	G'shul	Osh'Tahl Herbalist
T'woo Shin**	Rhona	Harper	Aneirin	Charmweaver
Aaaaa'Wawoo	Gryphon	Mage	Arimispia	Usirae Apprentice

**May also double as an NPC

The format of the pregenerated characters is a one page summary suitable for handing out at the game session. The character is described and background and motivation is included for a fast start. The Right side of the page gives all the specifics, while the left lists all goals, background, and motivations. Versions of these characters in digital formats are available as OpenOffice.org spreadsheets and as kLoOge Werks xml files.

Some additional notes have been included for first time HARP players to ease them into things, as well as some advice on role playing the character. This is not written in stone and any creative interpretation of the character is acceptable.

The goals are provided so that the GM can assess how well the characters perform individually. This is hopefully useful for a demo/tournament setting.

Since Chapter One only rudimentary training has been available, some characters have brushed up on a few skills, but no new spells have been learned, a few characters have studied either Elu or Tarahiri.

Food is still in horribly short supply, rations are painful but there, even the Gryphon and Rhona have had to resort to rationing under the burden of so many people.

Spell casting notes are there to simplify things, the players who get the monk or the Gryphon will likely need extra help if they are beginners since the mechanics are a little more complicated. You may want to save these characters for experienced players, or give them a few minutes of help before the game.

Language is less of a barrier than in chapter one, as the characters have had a bit of time to absorb some of the language. Still no experts, they can make themselves understood.



Gilgaron Grey

RACE/CLASS: Human (Tarahiri)
Fighter (Male)



PHYSICAL DESCRIPTION:

Medium height, swarthy, copper skinned the young man stands, his bald pate and hazel eyes are quite striking, well muscled and well groomed. His head is shaved daily to hide the fact that he has early onset of balding. (Height: 5'10" Weight: 180 Age: 18)

BACKGROUND: The son of a smith in Tarahir, he enlisted at the earliest age possible, dreaming of fighting against the Orsai hordes and defending the glory of the ancient city. Accepted into the Argentian Legion he showed little aptitude for magic, and although his fighting skills were better than average, his career had limited promise.

Then the forces of the Orsai dealt the forces of Tarahir a crushing blow in the fall of 26999. Gilgaron was assigned to the evacuation of the city of Tarahir. When the siege came his father refused to join the evacuation, vowing to burn his smithy down if the city fell into Orsai hands.

Patriotic to a fault, he was devastated by the defeat and haunted by the flames of the city in his dreams. He fought alongside the tattered remnants of the Tarahiri forces to preserve the refugees in the hopes of one day restoring the city.

RECENT EVENTS: The unexpected portal has brought both respite and new peril. Still under the command of Grayson he has helped keep order in the camp since the arrival. He was delighted to find that a few of his old comrades among the survivors.

PERSONAL GOALS: The restoration of the ancient glory of Tarahir is his long term goal. But any chance to defend the refugees and fight the lurking danger will serve as a short term focus. He does not trust the Gryphons and wants to find out what their agenda is. The Rhona seem alright, but there is something they are hiding too.

RELATIONS TO OTHER CHARACTERS: He knows of Frush by reputation, and fought alongside Garic. He doesn't completely trust Alahia... he was assured by Grayson that she is on the up and up... he'll keep an eye on her just the same. He has only just met the Gryx ranger but his captain fought with her and swears she is O.K., which is enough for him. The Gryphon and Rhona are not very trustworthy, and he will be keeping two eyes on them whenever possible, he only has the word of the sithi and Garic as to what they are saying... and Garic doesn't understand them well.

ROLE PLAYING NOTES: You are the tank of the group, rush in and always remember to parry with at least part of your OB. You have a sudden dodge option that can keep you from harms way.

You are not above wrestling or a good old fashioned fist fight should it come to that. If you had a horse you would rather ride than walk, you fight well enough from horseback.

You are not a good spell caster but do use your Guess spell when making a decision it slightly improves your odds. You find the spell almost impossible to cast in full armour.

Gilgaron Grey

Human Fighter (2)

Hits: 88	Perception: +23	RR BONUSES:
	DB: +80	Stamina: (1) +35
PP: 43	Init: +10	Will: (1) +21
	BMR: 10'	Magic: (1) +15
STATISTICS:		WEAPONS:
St: 86 +11	SD: 61 +3	Broad Sword +86/+81 (Medium Slash) (Fumble 01-03)
Co: 81 +10	Qu: 71 +5	Light Crossbow +36/+31 (Small Puncture) (Fumble 01-02) Range (50') PB Range 25' (+25 PB bonus)
Ag: 86 +10	Re: 57 +2	
In: 47 +0	Pr: 71 +5	
ARMOUR:		TALENTS/ABILITIES:
Studded/Rigid Leather (DB +30, Manoeuvre Penalty: -5, Casting Penalty: +4) Normal Shield (+25)		Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Shield Training, Lightning Reflexes, Tap Personal Manna, Focus Style (Gestural), Focus Style (Verbal), Instinctive Defence
KEY SKILLS:		
Acrobatics (2) 23/18 Climbing (2) 31/26 Brawling (6) 51/46 CS&M: Disarm Foe (1) 26/21 CS&M: Mounted Combat (1) 26/21 Weapon: Broad Sword (9) 86/81 Weapon: Light Crossbow (3) 36/31 Wrestling (ML) (2) 24 Appraisal (2) 12 Crafts: Smithing (3) 27/22 Healing (4) 22 Lore: Tarahir Region (2) 14 Perception (4) 23		Arcane Lore: Spells (2) 14 Power Point Development (2) 43 Foraging/Survival: Plains (2) 12 Riding: Horse (2) 23/18 Armour Skills (8) 88 Endurance (9) 88 Jumping (2) 31/26 Swimming (1) 26/21 Stalking & Hiding (2) 23/18 Spells: Guess (pp 2) (2) 15
EQUIPMENT:		
Description	# Weight	Description # Weight
Broad Sword	1 2.5	Tinderbox 1 .5
Light Crossbow	1 4	Torch 1 1
Full set RL armor	1 14	Water skin (empty) 1 .25
Scabbard (belt)	1 1	Weapon Belt 1 1
Quiver	1 .5	Belt Pouch 2 .25
Bolts	20 3	
Normal Shield	1 10	
Flint and Steel	1 .5	Total Weight: 38.5
MONEY:		LANGUAGES:
pp: 16	sp: 16	Tarahiri (S6/W5) 32/27
gp: 3	cp: 42	Skaldic (S4/W3) 22/17
Other:		

NOTES:

Spells:

Guess: without armour it takes one round to cast (costs 2 pp) and if successful it increases your odds of making a decision by 10%

Casting Penalties: Gilgaron is not skilled enough to cast spells in armour.

Armour Penalties: Gilgaron wears fairly heavy armour and carries a shield. The heavier armour does not let him move as well so a -5 penalty is applied to all skills that this affects. This is written as without/with armour. (for example Acrobatics (2) 23/18 is +23 without armour but only +18 with armour)



Garic Yari

RACE/CLASS: Human
(Skaldi) Cleric (Male)



PHYSICAL DESCRIPTION:

Scruffy and hard pressed by recent times. Garic Stands tall like most Skaldi, and he is sturdy like his kin as well. Pale of skin, blond hair and blue eyes. He wears a wool hood, and cloak over soft leather armour and carries the ornately carved spear of a Seidheri Bard. Strange runes are tattooed into his shoulder. (Height: 6'2" Weight: 190 Age: 19)

BACKGROUND: Well mannered and well spoken he was identified for service in the Seidheri at a young age and brought up with that in mind. The Seidheri are the glue that binds Skaldi culture, both teaching about the Skaldi Pantheon and resolving conflicts between people, in times of war they are sent to help lead the warriors into battle. And so It was for Garic, as a Bard, the lowest rank of the Order, he was sent to fight and help lead the mixed forces in the final defence and evacuation of Tarahir.

The battle for the lives of the refugees was long and hard, doubts crept into his mind about what the gods were punishing them for. How could they do this... and then a miraculous escape... The gods had deep plans for them here if they destroyed Tarahir to bring them hence.

RECENT EVENTS: Since the arrival he has been helping keep the peace and preach to the Skaldi and Sithi that follow the gods, and any others who were searching for answers. He was glad to see a few familiar faces among the refugees.

PERSONAL GOALS: A long term goal is to discover the plan that the gods had in bringing them here, it helps to know what their will is so that it can be aided not thwarted. In the short term he needs to resolve disputes and keep order among the refugees, and between the refugees and the strange new peoples he has met here.

RELATIONS TO OTHER CHARACTERS: He fought along side Gilgarn recently and knows Frush to be a wayward but mostly good follower of the gods.. He is unsure of Alahia, her devotion to Memra alone without regards to the other gods is strange to him. He respects her faith even if it is misplaced. The Gryx is reputed to be brave and true. The new friends the Gryphon and the Rhona are strange, and he can only communicate with them in the most basic of words, he has great aspirations for future relations with these people.

ROLE PLAYING NOTES: You are not a fierce fighter, but are a natural leader and peacemaker. You will need to intercede and keep the group together. You are restricted from breaking an oath by your order.

In battle be cautious and remember to parry, it will save your life. Your ability to heal is a valuable skill.

Use Phrases like "Perkuna preserve us!", "Blessings of Niamh upon you", "Vella grant me knowledge", or "Blast the works of Y'Gin!" When appropriate for flavour. Try not to show off your tattoo too much though.

Garic Yari

Human Cleric (2)

Hits: 68	Perception: +26	RR BONUSES:
	DB: +45	Stamina: (1) +21
PP: 61	Init: +11	Will: (1) +25
	BMR: 10'	Magic: (1) +37

STATISTICS:	WEAPONS:
St: 71 +6 SD: 66 +5	Spear +60 (Large Puncture) (Fumble 01-04)
Co: 61 +3 Qu: 46 +0	Sling +30 (Small Crush) (Fumble 01-04)
Ag: 66 +4 Re: 86 +9	Range Inc. (30') PB Range 15' (PB Bonus +15)
In: 94 +11 Pr: 81 +10	
ARMOUR:	TALENTS/ABILITIES:
Soft Leather (DB +20, Manoeuvre Penalty: +0, Casting Penalty: +2) Normal Shield (+25)	Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Tap Granted Manna, Focus Style (Gestural), Focus Style (Verbal), Shield Training

KEY SKILLS:
Weapon: Spear (melee) (9) 65 Weapon: Sling (4) 30 Crafts: Carving (1) 18 Healing (2) 30 Herbcraft (2) 30 Lore: Skaldi Region (1) 23 Lore: Skaldi Pantheon (3) 33 Perception (2) 26 Public Speaking (6) 51 Trading (1) 26 Battle Runes (ML) (2) 32 Cantrips (CoM) (4) 34 Power Point Development (3) 61 Runes (2) 30
Animal Handling: Horse (1) 26 Navigation (1) 25 Riding: Horse (1) 14 Tracking (1) 21 Armour Skills (3) 25 Endurance (6) 68 Jumping (1) 15 Swimming (1) 15 Stalking & Hiding (1) 14
Spells: Major Healing (6) (4pp) 46

Equipment:							
Description		#	Weight	Description		#	Weight
Hood		1	0.5	Sling stones		20	2
Cloak		1	2.5	Water skin		1	0.25
Full Set Soft Leather		1	14	Weapon belt		1	1
Spear (carved ornate)		1	3	Belt Pouches		3	0.75
Normal Shield		1	10				
Sling		1	1	Total Weight:		35	

MONEY:	LANGUAGES:
pp: 5 sp: 5	Tarahiri (S4/W3) 40/35
gp: 4 cp: 18	Skaldic (S6/W5) 50/45
Other:	Cana (S3/W2) 35/30
	Elu (S3/W1) 35/25

NOTES:
Spells: Cantrips: Purify food, Purify Drink, Heal Cut (1 point bleeding), Heal Bruise (5 Hits) (cost 3PP each with casting penalty) Major Healing: This takes two rounds to cast (6pp spell with casting penalty)... effects as minor healing but with up to 50 points penalties / or 10 points bleeding / or one half concussion hits / or heal one broken bone. Casting Penalties: Armour makes spells more expensive in PP and more difficult to cast. A casting penalty of +2 means that you have to spend 2 more PP per casting. This increases the casting time for some spells. It also applies a scaling penalty of -5 per extra power point.



Alahia



RACE/CLASS: Human (Orsai)
Monk (Female)

PHYSICAL DESCRIPTION:

Raven hair and eyes frame and point her striking and exotic features. Bluish black skin marks her a child of the desert she is. Simple scant clothing, a skirt and jerkin comprise her outfit. She walks with a quarterstaff and has a Scimitar at her side tied by a sash (Height: 5'11" Weight: 170 Age: 21)

BACKGROUND: She was raised by parents who respected the teachings of the Fesharain Acolytes. When she told them she wished to enter the monastic order, her parents were saddened she did not take a husband, but accepting of her decision.

The Theocracy did not approve of the Acolytes but all in her village did, when the order was labelled heretic she clung to it all the same. And when the Gryx were persecuted she began actively resisting the dictates of the theocracy. This made her a social outcast among her people, but her people were being misled by a perversion of Memra's teachings.

She assisted a Gryx woman in her flight to Tarahir, only to find that she was too late, the city was about to fall, and so she and her Gryx companion assisted the refugees in their flight. And now Memra brought her here, the strangest of the strangers in an even stranger land.

RECENT EVENTS: Her skills and dedication, as well as the loyalty of the Gryx woman convinced Grayson to include her among the protectors of the refugees, and so she has been working with this small group keeping order.

PERSONAL GOALS: She must never leave a situation unresolved, always treat all creatures equally, and remain calm and focused. She must also give help whenever possible.

RELATIONS TO OTHER CHARACTERS: She came with T'cha to Tarahir and has deep friendship with her. She is cautious about the magic that others treat so cavalierly. Characters using magic overly much will gain a wide berth from her. The Gryphon and Rhona are a splendid example of the many shapes of Memra's creation and she accepts them as much as the others, even though she can't understand a word they say.

ROLE PLAYING NOTES: The monk works a little differently than other profession and so the use of Chi skills and the unique attack combinations are not for the timid. Ask your GM for advice on how these things work before the game. Consult the Notes for your character. You have a plethora of combat options, choosing may be your biggest challenge.

When in a pinch remember your chi defence and keep your quarterstaff at hand. Your multiple attacks will come in handy at times, but don't overdo them.

Alahia

Human Monk (2)

Hits: 70

Perception: +39

RR BONUSES:

DB: +22

Stamina: (2) +26

PP: 24

Init: +18

Will: (1) +39

BMR: 12'

Magic: (1) +29

STATISTICS:

St: 66 +4 **SD:** 91 +12

Co: 61 +3 **Qu:** 91 +11

Ag: 72 +6 **Re:** 61 +4

In: 76 +7 **Pr:** 61 +3

ARMOUR:

None

WEAPONS:

Kata Quarterstaff +60 (Large Crush)
(Fumble 01-04)

Kata Scimitar +40 (Medium Slash)
(Fumble 01-03)

TALENTS/ABILITIES:

Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Multiple Attacks, Multiple Foes, Tap Personal Manna, Focus Style (Gestural), Focus Style (Verbal)

KEY SKILLS:

Acrobatics (5) 43
Climbing (2) 20
Contortions (1) 23
CS&M: Blind fighting (2) 21
Martial Arts Strikes (5) 35
Martial Arts Sweeps (5) 35
MA Style (St): Dragon Style (3) 31
MA Style (Ag):Monkey Style (3) 43
Weapon: Spear (1) 15
Weapon: Sling (2) 20
Weapon Kata (Quarterstaff) (8) 60
Weapon Kata (Scimitar) (6) 40
Chi Defence (6) 49
Chi Focus (3) 31
Chi Strength (2) 26
Mental Focus (4) 44

Crafts: Weaving (3) 25
Healing (1) 16
Herbcraft (1) 16
Lore: Orsai Region (2) 18
Lore: Memran Theology (2) 18
Perception (3) 39
Power Point Development (0) 24
Animal Handling: Camel (1) 15
Navigation (1) 16
Riding: Camel (1) 23
Tracking (1) 24
Armour Skills (1) 14
Endurance (5) 70
Jumping (1) 15
Swimming (2) +20
Stalking & Hiding (1) 23

EQUIPMENT:

Description	#	Weight	Description	#	Weight
Jerkin	1	1	Sash	1	.5
Skirt	1	1	Oil flask	1	1
Quarterstaff	1	3	Water skin	1	.25
Scimitar	1	3	Lantern	1	1.5
Total Weight:					11.25

MONEY:

pp: **sp:** 3

gp: 1 **cp:** 7

Other:

LANGUAGES:

Tarahiri (S4/W3) 31/26

Chanit (S6/W5) 41/36

NOTES:

Chi Skills:

Chi Defence: Takes one round to activate, when used this gives a +35 to DB for 5 rounds and may not be used again for another 5 rounds. **Chi Focus:** Takes a round to activate, a Bonus Manoeuvre roll is made and added to the next physical skill attempt. Failure adds negative results **Chi Strength:** Takes a round to activate, a successful check adds +20 bonus to the next strength check, failure does nothing.

Martial Arts:

Dragon Style: Character gains a +5 to initiative and may use grappling tables as well as strikes and sweeps. **Monkey Style:** character may make an Acrobatics/tumbling roll in addition to the attack if successful it is a +5 to DB. **Weapon Katas:** Using kata the character may also use Chi Defence and monk multiple attacks (-20 per additional attack and -10 per additional target) **Strikes & Sweeps:** Basic, punches, kicks, and sweeps. they do a small attack on the relevant table (Fumble 01-02)



Frush Lerah

RACE/CLASS: Elf (Sithi) Rogue (Male)



PHYSICAL DESCRIPTION: Not too tall, but lithe and light on his feet with bold green eyes and a shock of red hair which is seldom neatly kept.. (Height: 5'8" Weight: 140 Age: 61)

BACKGROUND: A scoundrel of legend in his own mind, he really isn't the naer-do-well he fancies himself. Being brought up in a strict religious home where parents observed both Sithi and Skaldi traditions, he imagines even his smallest transgressions as somehow putting in jeopardy the agenda of the whole pantheon. His ill deeds are petty and small, but for someone so raised they seem monumentally liberating.

Those around him see the harmlessness in him, which frustrates him to no end. He joined the Arcurias Bowman for the danger of battle but found himself a poor fit. He was not even strong enough to use their smallest bow, so he uses a simple Skaldi weapon... and is ridiculed. He could hide and snipe with the best of them and saw some action in the war, before they lost that is.

He should be more upset about it he supposes but really that is when it finally got interesting. On Anias it had been all about the Humans, this empire fell to that one and so on. Here it seems as the Rhona tell it, it is all about the elves... now that is a nice change of pace.

RECENT EVENTS: Wow it has been a blur, through the portal and then here in a fallen elvish homeland in a city of ancient wizards. How fascinating can you get, and most of the continent is Elves, they use a funny dialect but he can understand some of what is being said, which made him instantly valuable as a translator... nice work if you can get it.

PERSONAL GOALS: To explore the elf nations and see what small acts of mischief he can achieve. Nothing that would harm anyone... that would make him sleep poorly for some time... But something devious and a little wrong.

RELATIONS TO OTHER CHARACTERS: The other guys are fine, but translating for the group is tiring. At first you could play with them, but now they are catching on to things, picking up the language. A lot of fun can still be had, especially playing on Gilgaron's fears about the Gryphons.

The gals are alright, even the Gryphon bird... but there just isn't much to play on there... unless it is the way T'cha looks at Gilgaron... Hmmm... This Gilgaron could be a source of endless amusement. Provided no one gets hurt... especially Frush.

ROLE PLAYING TIPS: You're not much of a fighter, not much of a mage, not much of.... well never mind that you are the comic foil of the group. You can do a bit of everything and you can talk to everybody.

Remember to keep to the edges of battle and snipe if possible. Parry like your life depends on it in close quarters.... it does.

Frush Lerah

Elf (Sithi) Rogue (2)

Hits: 58	Perception: +32	RR BONUSES:
	DB: +40	Stamina: (1) +21
PP: 57	Init: +17	Will: (1) +15
	BMR: 10'	Magic: (1) +44

STATISTICS:	WEAPONS:
St: 66 +4 SD: 46 +0	Rapier +42 (Medium Puncture) (Fumble 01-03)
Co: 61 +3 Qu: 83 +10	Short Bow +47 (Small Puncture) (Fumble 01-03) Range (30') PB Range 15' (PB Bonus +10)
Ag: 81 +8 Re: 76 +7	
In: 71 +7 Pr: 76 +10	

ARMOUR:	TALENTS/ABILITIES:
Soft Leather (DB +20, Manoeuvre Penalty: +0, Casting Penalty: +2)	Enhanced Senses, Outdoorsman, Night Vision, Tap Personal Manna, Focus Style (Gestural), Focus Style (Verbal), Subtle

KEY SKILLS:
Acrobatics (1) 13 Climbing (3) 27 Contortions (1) 12 Brawling (3) 27 Weapon: Rapier (6) 42 Weapon: Short Bow (7) 47 Wrestling (ML) (1) 9 Appraisal (1) 19 Herbcraft (1) 34 Lore: Sithi Region (1) 19 Perception (3) 32 Rope Mastery (1) 20 Attunement (1) 19 Power Point Development (2) 57 Foraging/Survival: Woodland (1) 34 Navigation (1) 34
Riding: Horse (1) 28 Tracking (3) 37 Armour Skills (3) 25 Endurance (7) 58 Swimming (1) 15 Ambush (1) 23 Dirty Fighting (ML) (1) 30 Disguise (1) 25 Locks & Traps (1) 35 Stalking & Hiding (7) 53 Sniping (5) 43
Spells: Detect Trap (4 pp) (6) 37 Unlocking Ways (2 pp) (4) 27

Equipment:							
Description		#	Weight	Description		#	Weight
Rapier		1	2	Water Skin		1	.25
Short Bow		1	3	Lock Pick Kit		1	.5
Quiver		1	.5	Candles		4	.25
Arrows		20	3	Rope (50') Superior		1	3
Full Set Leather Armour		1	10	Backpack		1	2.5
Scabbard (belt)		1	1	Weapon belt		1	1
Belt pouch		1	.25	Total Weight:			27.25

MONEY:	LANGUAGES:
pp: 23 sp: 23	Tarahiri (S4/W3) 34/29
gp: 5 cp: 45	Cana (S6/W5) 44/39
Other:	

NOTES:
Spells: Detect Trap: This has three forms since you have enough ranks to scale it. The basic version costs 6 pp with casting penalty and takes two rounds to cast, you then concentrate on a 5' radius area withing 100' each round for up to 8 rounds and you can tell whether there is a trap there or not. Unlocking Ways: This takes one round to cast 4pp with casting penalty and allows you to unlock one non magical lock of light difficulty at touch range Casting Penalties: Armour makes spells more expensive in PP (2 PP for Frush's Armour) and more difficult to cast, each additional PP adds a -5 penalty to casting (all of Frush's spells are at -10 while in his armour).



T'cha Rien

RACE/CLASS: Gryx (G'shul)
Ranger (Female)



PHYSICAL DESCRIPTION:

Unhandsome, but not overly, she is tall and sturdy. Her hair is coarse and difficult to keep though it shows that she does try. Her garb is simple and in simple brown and tope, even her armour is a subtle shade of brown (the tanner charged her too much but it was better than looking foolish). (Height: 5'10" Weight: 200 Age: 17)

BACKGROUND: Not an especially bright or pretty daughter of similar lineage, she found herself the subject of persecution in Orsai lands. In the G'shul extended family she grew up in she found enough support to continue her cheery demeanour despite this. Most of her family had left over the years out of fear and frustration, but a small core believed that this madness would pass and kept moving, always hiding, always out of harms way.

Her family was set upon by a mob of locals and theocracy troops, slaughtered and scattered. She fled into the wilderness (she had trained with her aunt as a Osh'Tahl herbalist and knew the surrounding area well... her aunt taught her some of the speech of the birds and how to make augury from the flight of the birds and other omens.) she avoided capture for weeks. Then looking for news of her surviving kin she sought help from the Fesharain Acolytes who had been sympathetic to them over the years. Several acolytes alerted the authorities to her presence but others smuggled her away. One of them Alahia undertook the long exodus north with her.

By the time they reached Tarahir the city was about to fall and so they fled again, this time with a group of refugees. And then the most wondrous thing happened... escape.

RECENT EVENTS: Well it has been a blur for T'cha. First a new life, free of the Asut threat. Then she met a few cousins who had also made it here. And then the captain she fought with in the battles to save the refugees introduced her to him, Gilgaron the man of her dreams.

PERSONAL GOALS: She was thinking of a small cottage somewhere remote and three children, T'chi, Gora, and Gilgaron Jr., but that would have to wait. First she must do something to impress him and catch his eye, maybe even find a way to get some time alone with him.

RELATIONS TO OTHER CHARACTERS: Alahia is her best friend, and over the long journey they have become inseparable. The Skaldi and Sithi are fine folk, but she just met them, so time would tell. It is a shame she can't talk to the Gryphon and Rhona. They seem interesting, and the Gryphon is so beautiful. She loves bird speech, but the Gryphon language was harder. She will learn it in time. And then there is Gilgaron... he is one of her companions.... (giggles like a school girl)

ROLE PLAYING NOTES: You are an adept outdoorsman and you have considerable herb lore... too bad you are in the devastation where nothing grows... Your water finding knowledge may come in handy. You fight with a bola at range and then with your large Gryxian War Fork, a formidable sight. Remember to parry... it will save your life.

T'cha is shy and though madly in love with Gilgaron does not want anyone to know (be subtle).



T'cha Rien

Gryx Ranger (2)

Hits: 83	Perception: +29	RR BONUSES:
	DB: +37	Stamina: (1) +43
PP: 40	Init: +17	Will: (1) +26
	BMR: 11'	Magic: (1) +22
STATISTICS:		WEAPONS:
St: 81 +11	SD: 81 +9	War Fork +53 (Medium Slash/Crush/Puncture) (Fumble 01-04)
Co: 76 +9	Qu: 76 +6	Bola +38 (Small Crush) (Fumble 01-05) Range (40') PB Range 20' (PB Bonus +10)
Ag: 81 +7	Re: 47 +0	
In: 76 +6	Pr: 52 +1	
ARMOUR:		TALENTS/ABILITIES:
Soft Leather (DB +20, Manoeuvre Penalty: +0, Casting Penalty: +2)		Lightning Reflexes, Dense Musculature, Night Vision, Tap Ambient Manna, Focus Style (Trance), Focus Style (Verbal), Outdoorsman
KEY SKILLS:		
Climbing (1) 23 Brawling (1) 28 CS&M: T'Zier (Cyr) (3) 38 Weapon: War Fork (6) 53 Weapon: Bola (3) 38 Mental Focus (4) 38 Healing (4) 26 Herbcraft (4) 41 Lore: Orsai Region (1) 5 Lore: Herbs (2) 10 Lore: Flora (2) 10 Perception (3) 30 Divination (CoM) (2) 16 Power Point Development (2) 40 Animal Handling: Horse (2) 32 Beastmastery: Avians (1) 27 Foraging/Survival: Mountains (3) 36		Foraging/Survival: Plains (1) 26 Foraging/Survival: Desert (2) 41 Horticulture (2) 31 Navigation (2) 31 Riding: Horse (2) 41 Tracking (2) 40 Armour Skills (2) 28 Endurance (4) 83 Jumping (1) 23 Swimming (1) -2 Ambush (1) 21 Stalking & Hiding (1) 21 Sniping (1) 21
EQUIPMENT:		
Description	# Weight	Description # Weight
Soft Leather Full Set	1 10	Belt 1 1
Bola	2 5	Belt pouch 2 .5
War Fork	1 8	Rope (50') Superior 1 3
Water Skin	1 .25	Bedroll Light 1 5
Mirror	1 .25	1 days rations (Preserved) 1 3.5
Comb	1 .1	Torch 1 1
Tinderbox	1 .5	Flint and steel 1 .5
		Total Weight: 38.1
MONEY:		LANGUAGES:
pp:	sp: 5	Tarahiri (S4/W3) 26/21
gp:	cp: 32	Taloc (S6/W5) 36/31
Other:		

NOTES:

Spells:

Path Lore: This spell takes two rounds to cast (4pp because of casting penalty and because she uses ambient manna) and gives the caster the origin point and nearest destination of the path they are on. **Locate Food:** This spell costs 4pp and takes two rounds to cast (casting penalty included). The caster learns the type, amount and location of food within 1 mile radius. **Divination:** By studying omens like the path of the birds, or cloud formations you can augur future events this takes at least five minutes. At roll is made and the roll determines how far in the future you can see. **Casting Penalties:** Armour makes spells more expensive in PP and more difficult to cast (-5 penalty per PP so T'cha is at -10). **Combat:** Using the Gryxian war fork you can choose whether to strike with the tines and puncture, edges and slash, or but and crush. You can use the T'Zier skill to make an attack with each end. (either crush/puncture or crush/slash combination) Parry is deducted from both attacks.



T'woo Shin

RACE/CLASS: Gnome (Rhona) Harper (Male)



PHYSICAL DESCRIPTION:

Light blond hair and penetrating green eyes stand out for this wrinkled little man. Not that he looks old just wrinkled. He wears leather armour and a hooded cape. A small weaving with various items in it hang from a string made from woven reeds around his neck. (Height: 4' Weight: 75 Age: 36)

BACKGROUND: He has been in these mountains most of his life, in the protected vales of the Rhona. But he has ventured out, for the devastation is far too interesting to be left unexplored. His grandmother taught him the secrets of charms and reading the stars dying skills among the Rhona who favour other magical pursuits. These skills saved him from harm on his forays. Magical song was a gift of his father... this family of mavericks was well integrated into the Shival Range Rhona culture, but did not fare so well in Aneirin society. They were just a touch off for the Rhona in the homeland. But here in the fringes they flourished. And even became respectable. Even entrusted with secrets, and given tasks of utmost importance.

T'woo excelled at the subtleties of secrets. He kept so many now that it was easier. He will never even tell himself what he knows half of the time. He became one of the watchers of Belynar, waiting to see if the old evil returned.

RECENT EVENTS: The stars were ablaze with strange comings and portents, so he roused others more wise in divination and they set say great tidings of good and ill coming to the ancient city. They say the newcomers arrive via the royal roads. The elders arranged all things (that is their place after all) And they gave T'woo a job requiring his special skills. He had been assigned to infiltrate the newcomers and report back his findings... were they the Narsi in guise or something new?

PERSONAL GOALS: He must gain the trust of the group, and learn as much as he can about who they are. This will be a challenge since he can only speak to two of them and neither of them well.

RELATIONS TO OTHER CHARACTERS: The Gryphon he knows, she has watched the city for some time... and like him she is unusual among her people. The others are all new and curiously strange, the Sithi look like the Arali but are speak a strange dialect, the humans look much like the Narsi but have such strange variations among them. The Gryx is wonderfully curious for no people like her have ever set foot here before.

ROLE PLAYING TIPS: You have many things to hide and you must keep yourself above suspicion. Stay out of combat or at least to the very edges. Hide when possible. Use your sleep and quiet ways spells to get by obstacles without conflict if you can.

SPECIAL ITEM: Charm of Fortune - Singing grants T'woo a +5 bonus to his singing. (this woven charm contains feathers and dried tung of songbird. This is a charm known by T'woo and made just prior to the adventure, it will stop functioning in 22 days.

T'woo Shin

Gnome (Rhona) Harper (2)

Hits: 55	Perception: +29	RR BONUSES:
	DB: +32	Stamina: (1) +25
PP: 59	Init: +15	Will: (1) +10
	BMR: 6'	Magic: (1) +38

STATISTICS:				WEAPONS:	
St: 62	+3	SD: 46	+0	Gnorish +42 (Medium Crush) (Fumble 01-02)	
Co: 61	+5	Qu: 66	+6	Sling +27 (Small Crush) (Fumble 01-04)	
Ag: 81	+9	Re: 86	+10	Range (30') PB Range: 15' (PB Bonus +15)	
In: 76	+9	Pr: 86	+8		
ARMOUR:				TALENTS/ABILITIES:	
Soft Leather (DB +20, Manoeuvre Penalty: +0, Casting Penalty: +2)				Dark Vision (Lesser), Natural Camouflage, Sense Magic, Enhanced Senses, Scholar, Tap Personal Manna, Focus Style (Music), Focus Style (Gestural), Artistic	

KEY SKILLS:	
Mimicry (1) 23	Attunement (2) 28
Singing (4) 47 (+5 for charm)	Cantrips (CoM) (3) 25
Storytelling (2) 37	Charmcraft (CoM) (6) 39
Climbing (1) 17	Divination (CoM) (3) 34
Weapon: Gnorish (6) 42	Power Point Development (3) 59
Weapon: Sling (3) 27	Runes (3) 34
Crafts: Weaving (1) 24	Tracking (1) 14
Healing (3) 34	Armour Skills (2) 22
Herbcraft (4) 39	Endurance (5) 55
Lore: Devastation Region (2) 40	Jumping (1) 17
Lore: Fauna (2) 40	Swimming (1) 17
Lore: Flora (2) 40	Stalking & Hiding (3) 49
Perception (2) 29	
Duping (2) 27	Spells:
Public Speaking (1) 22	Quiet Ways (5) (3 pp) 33
Trading (1) 22	Sleep (6) (4 pp) 38

EQUIPMENT:					
Description	#	Weight	Description	#	Weight
Hooded cloak	1	3	Water skin	1	.25
Charm of Fortune -Singing	1	.25	Sling	1	.5
Leather Armour Full Set	1	8	Bullets (sling)	20	3
Gnorish	1	2.5	Weapon belt	1	1
Belt pouches	3	.75	Total Weight:		19.25

MONEY:		LANGUAGES:	
pp:	sp: 14	Tylst	(S6/W5) 48/43
gp: 3	cp: 5	Elu	(S4/W3) 38/33
Other:		Tarahiri	(S2/W1) 29/24

NOTES:	
Cantrips: Ignite, Create water , Clean Body Charms: Charm of Fortune - Singing. see special item notes. Divination: T'woo uses Astrology to divine the future, this includes sun, moon, and stars... it takes at least five minutes to attempt a divination.	
Spells:	
Quiet Ways: This spell takes 1 round to cast (5 pp due to casting penalty) and is sung like all his spells. If successful the spell lasts 6 rounds and creates a 1' radius around the target where sound can not enter or escape. If the target moves the spell effect moves with him. Targets gain a +25 on stalking/hiding. Sleep: This takes two rounds to cast (6 pp due to casting penalties) Target falls into a light magical slumber for eight rounds. The target gets a resistance roll anytime they are disturbed during the eight rounds and can be awakened normally afterwards. Casting Penalties: Armour makes spells more expensive in PP and more difficult to cast. A casting penalty of +2 means that you have to spend 2 more PP per casting. This increases the casting time for some spells. It also applies a scaling penalty of -5 per extra power point.	



Aaaaa'Wawoo

RACE/CLASS: Gryphon Mage (Female)



PHYSICAL DESCRIPTION:

Green eyes (Height: 4'4" Weight: 240 Age: 18) Arimaspias have the forequarters of a golden eagle and the hindquarters of a lion

BACKGROUND: Aaaaa'Wawoo was Hatched into the world on the island of Arimispias to the Arimaspias tribe. Inquisitive and fascinated by the old stories she naturally gravitated toward the Usirae pride as a young lass. This was just as well since she was not suited for combat, and feminine to a fault. The Usirae are met with suspicion from most other prides, the legend of the Narsi is prominent in the minds of all Gryphons. For a Gryphon to use the same forces that destroyed the Narsi and Shival is unthinkable to many.

All tribes sent people to Belynar to watch and wait, and she wanted to go. The old stories held both fear and allure for her. Her mentors felt it dangerous and useful to have one so fascinated with the Narsi watching the city, for surely she would keenly spot signs of their return. They feared her interest however, unlike most Usirae she took up the dirk focus techniques of the Narsi apprentices, which was not unheard of in the masters, but felt dangerous in one so young. Always they fretted that she would grow too fond of the dark techniques of the Narsi. Her hunting skills were also too weak by comparison they worried that reliance on the manipulated echoes over physical labour would weaken her connection to her kin. Aaaaa'Wawoo thought the whole question foolish, what better way to guard against evil's return than to learn the nature of it.

RECENT EVENTS: The roads brought them here for some reason. What ghosts of the past brought them to life she did not know. She only new that this could be the Shadows of the Narsi. As one who would recognize Narsi ways she was chosen to "Help them" and in so doing determine their fate. Her question was this are they the Narsi? Her first foray with these people has left her with more questions.

PERSONAL GOALS: She must gain the trust of the newcomers and discover both their purpose and origins. She must find out the ways in which they use the forces of the echoes. She must secretly report back to her superiors afterwards, and not let them know she is watching them.

RELATIONS TO OTHER CHARACTERS: She just met these strange bipeds and already has mixed feelings toward them. They may be nice they may not, it is irrelevant to her task, she must be clear about that. Too bad translation is a problem it will make this a long task. The Sithi looks like an Arali but is mischievous like a squirrel, she trusts not the translator.

ROLE PLAYING NOTES: Aaaaa'Wawoo is a quadruped with feline and avian characteristics both in body and character. She is very fearful of closed spaces. Her normal means of defence is to dodge, (a sudden leap to flight 10' into the air) Cast a defensive spell like Air Wall or Mage armour and use her Elemental bolts from above and out of range. (air wall is tremendous for hampering arrow fire) The normal claw like attacks of her people, she has never trained in so her feeble unskilled attempts to claw (tiny slashing at -17) are of no use to her. She may yet regret never learning the ways of her people.

Aaaaa'Wawoo

Gryphon Mage (2)

Hits: 68	Perception: +38	RR BONUSES:
PP: 68	DB: +18	Stamina: (1) +31
	Init: +17	Will: (1) +25
	BMR: 10' (Fly 20')	Magic: (1) +31
STATISTICS:		WEAPONS:
St: 61 +8	SD: 71 +5	Dirk +18 (Small Slashing) (Fumble 01-02)
Co: 71 +8	Qu: 71 +9	
Ag: 61 +0	Re: 86 +9	
In: 81 +8	Pr: 62 +3	
ARMOUR:		TALENTS/ABILITIES:
No armour.		Flight, Natural Weapons (Talons), Enhanced Senses, Sense Magic, Tap Personal Manna, Focus Style (Gestural), Focus Style (Verbal)
KEY SKILLS:		
Storytelling (2) 21		Cantrips (CoM) (6) 44
Flying/Gliding (ML) (3) 70		Power Point Development (7) 68
Weapon: Dirk (2) 18		Runes (4) 36
Crafts: Nesting (1) 14		Navigation (2) 27
Healing (1) 22		Tracking (1) 18
Herbcraft (1) 22		Endurance (3) 68
Lore: Devastation Region (3) 33		Swimming (0) -17
Lore: History of Cyradon (1) 23		Stalking & Hiding (1) 10
Perception (3) 38		
Public Speaking (1) 16		Spells: (+5 using focus item)
Trading (1) 16		Dispel Magic (6) (4 pp) 44
Alchemy (CoM) (2) 27		Air Wall (7) (5 pp) 49
Arcane Lore: Narsi (3) 33		Elemental Bolt: Air/Wind (8) (4 pp) 54
Arcane Lore: Spells (4) 38		Mage Armour (4) (4 pp) 34
EQUIPMENT:		
Description	#	Weight
Dirk (Focus Item PP adder +1)	1	2.5
Equipment Harness	1	4
Harness Pouches	3	.75
		Total Weight:
		10.5
MONEY:		LANGUAGES:
pp:	sp: 14	Rukha (S6/W5) 46/41
gp: 6	cp: 24	Elu (S4/W3) 36/31
Other:		Tarahiri (S2/W1) 27/22
NOTES:		
Spells:		
Cantrips: Clean Body, Create Water, Compass, Float, Ignite, Repel Tiny Insects Dispel Magic: This takes one round to cast, the spell effect you target (within 10') must make a RR against this spell or be dispelled. This spell can be scaled adding 50' to the range for every 1 PP more expended. Air Wall: This spell takes one round to cast (5pp) and creates a wall of churning air 10'x10'x1' that reduces BMR by half for those passing through and attacks through it get a -50. It lasts for 10 rounds. Elemental Bolt: Air/Wind: This spell has multiple scaling options, base form which takes one round to cast (4pp) and does a tiny electrical critical in an attack against any target within 100'. Or in two rounds (6pp) It can do the same but with a small instead of tiny critical (6pp) (or medium critical (8pp) but the scaling penalties are a -20). The range of the base form can be extended by 50' per pp. The base form can have a range of 150' at 5pp and only take one round or 200' and take two rounds. (spells that take two rounds to cast may be cast in one round at a -10 penalty, and if you fumble it your fumble roll is increased by +10) Other scaling combinations are available. Mage Armour: This spell takes one round to cast (4pp) causes a shimmering outline about as bright as a candle. The caster gets a +20 to DB for 8 rounds with no casting penalty.		